



Happy Holidays!



The Eighties

Here we are at the end of another year, but more importantly, another decade! As we move into the last decade of the 20th century, think back over the last ten years. The 80's will be remembered for different things by different folks, but it is usually the last thing people remember most. I think 1989, at least, will be remembered as the year the walls came tumbling down in Berlin and San Francisco. What could possibly stand out more than "The World Series Earthquake" and the end of the Berlin

explored as we had never explored before. We found the Titanic, the Bismark and the Edmund Fitzgerald. We sent probes to every planet but Pluto. We visited Halley's Comet. We made Earth Orbit a scheduled stop. We found friends in the Soviet Union. We ate fiber and calcium like it was going out of style. In the 80's we finally looked at Vietnam. Terrorism reached new levels. The war on the news now is against Drugs. Designer guns? Children killing children. People with machineguns killing children. AIDS brought the sexual revolution to a screeching halt. We're destroying our planet it's rainforests and its wildlife at alarming rates. We watched an airliner flip down the runway like an Indy 500 wreck. We had the worst U.S. trainwreck to-date. We had earthquakes, volcanos, hurricanes, tidal waves, and a near miss by an asteroid. And that's not the half of it!

Boy are we in for a ride in the 90's!

Filler?

I've gotten some comments lately that the Trib lacks the "filler" necessary to make it an interesting zine. Granted, the Trib has lacked some of the things that other use to make their zines thicker and fuller. I've looked over some other zines to see what they use as "filler" and would like to make some comments of my own. Some zines talk about sports. On and on about

whatever's in season; football, baseball, basketball, blueball, hockey, boxing, ad-infinity. Personally I find sports to be boring. I don't know enough about the stuff to hold a conversation on it, so hey, would you want to read shop manuals by a guy that knows nothing about engines? I didn't think so.

There are zines that rant and rave about the goings on in THE HOBBY. "If you fill your yard with enough asses, you'll soon be up to your knees in manure." I don't watch soap-operas, I'm not going to write about 'em either.

There are zines that have absolutely nothing to do with Diplomacy. So, why bother talking about them?

Most zines feature some pet peeve or favorite pastime of the publisher. Some of these topics include Religion, The Nuclear Threat, Politics, Global Warming, Animal Rights, The Feminist Movement, Alternate Lifestyles, Movies, PMS you name it and someone is cluttering up a zine with it all in the name of FILLER. These zines claim to be "dedicated to the play of Diplomacy" yet the content says that they're actually soapboxes for the pubber to spout his views from (like I'm doing here.) and have little to do with Diplomacy playing in actuality. Think about it, if you had a sub to a zine called, say, "Clam Eating Times" which claimed it was "Dedicated to the Eating and Cooking of Clams" what would you say to every issue containing articles about EVERYTHING BUT CLAMS! Among these are zines that don't run games at all, but are "Letters" zines that publish lots and lots of letters from folks in the hobby. The funny thing is that these zines seem to have more to do with Diplomacy playing than the zines that run the games!

Some zines just report the game results. No "filler" at all, nothing. Just pure, unadulterated moves. But these aren't really zines, just circulars. The Trib has been categorized as being of this type. I disagree, but then I would. I think the Trib has more personality than that, others disagree, but then, they would.

I said in the beginning that the Trib's 'purpose is to promote the hobby of postal gaming, particularly that of Diplomacy.' [Vol.1 #1] It's still true. You won't find articles about abortion, religion, politics, or pollution here unless it has something to do with Diplomacy or some postal game. Of course if you want all that stuff, there's always Geraldo.

Game Openings

Regular Diplomacy

"Carl"

Need 4 players

Signed on are;

Jonas Johnson, Graham Kays, John Kirk

—+—

Variant Diplomacy

1 vote for Gunboat Diplomacy

1 vote for Fog-of-War Diplomacy

Is anyone out there?

In the third issue of the Diplomacy Tribune, I had real concern about the lack of subscribers; especially considering the number of sample issues I had sent out up to then. At the time I could 'boast of 9 paid subscriptions.' Since then the Trib has picked up 5 new subscriptions, not quite 1 a month. The Trib started from scratch, unlike some zines that started by picking up where another zine fell off, games, players, etc.. Coming out of nowhere, by a virtual unknown in the hobby, I think the Trib's doing quite well. Things could be better.

Although it irked me somewhat, the comments that motivated the "Filler?" article are valid ones non-the-less. I find it interesting that the source of material to-date has been from an unknown author that sent me some textfiles via my BBS. I get very little from the Trib's readership in the way of comments, letters, articles, etc. Considering that, I think I've done a pretty fair job of finding "Filler" without resorting to a "Soapbox Oration." Participation from the readership is necessary if a zine's going to succeed. Publications like "House of Lords" and "Been There Done That" would not exist without participation from their readers. The Trib has been asking for I.D. type photos from it's readers since the first issue, the idea was to do a "Look at the Leaders" article featuring the photos with some capsule comment under them; much like that in the "Gamer's Guide"; yet only one person has ever sent one in. I really think it quite strange that in a postal hobby, I get very little hobby post.

So, write a letter, draw a cartoon, take part in your hobby, your zine! The Trib is what you make it.

ENGLAND

England has three basic openings. The first is F Lon-Nth, F Edi-Nwg, A Lvp-Yor. This is the most noncommittal of your openings; It allows you to keep your options open, while still guarding yourself against a stab. A Yor can cover Lon if France goes to the Channel, or it can be convoyed to Belgium if a deal is

arranged with France and Germany. If Russia goes A Mos-StP, A Yor can be convoyed by F Nth and supported by F Nwg. This opening is safe. The second basic opening varies by having A Lvp-Edi. This is generally considered an Anti-Russian opening since its primary function is to allow A Edi to be convoyed to Norway by F Nwg, leaving F Nth to move into Ska, to allow an early support against Swe in 1902. Sometimes you can persuade Germany or France to allow you Belgium but they insist on your taking it with a fleet. This opening allows you to do that without wasting the use of an army, which would be the case if you were taking Belgium with a fleet and had used opening #1. WARNING: A convoy of an army to Norway is usually going to mean war with Russia, whether you want it or not. Be sure to tie Russia down by trying to get one or more of his southern neighbors to attack him. Be on good terms with Germany if you are going to attack Russia immediately. The third basic opening is F Lon-Eng, F Edi-Nth, and A Lvp-Yor or Wal. This is an anti-French opening. It should be used if you really believe France is going to the channel, in which case use A Lvp-Yor, since there will be a bounce and A Wal is useless if you are not in the Channel. Or use it if you really want to attack France immediately, in which case A Lvp-Wal is useful since it allows you to convoy to Brest, Belgium, or Picardy in the fall, and still take Norway with your other fleet.

Negotiations: You should try for an alliance with either Germany or France. A three way alliance with both is also possible. In the three-way, England and Germany attack Russia while France attacks Italy. If your alliance is with only one, you will probably want to attack the other. Attacking Russia should be done only with Germany in alliance. Never attack Russia unless you know what France is doing, or at least have some idea. If you are attacking Russia, encourage Turkey or Austria to attack him. If you are attacking France, enlist Italy's help. If Germany and France are allied against you, persuade Russia to help against Germany and Italy to help against France. Austria would be helpful against Germany but is usually too busy with his own problems. Develop communications with Italy, Austria, and Turkey early in addition to your messages with France, Germany, and Russia. You may want to stab your ally later, while one of the countries across the board stabs his. This gives you a chance to win, sometimes. He probably won't stab his ally unless he has reason to believe you are stabbing yours. Early and frequent messages talking to him as if he is already your ally will build a relationship you can use later. Dropping him a message in the middle of the game is usually too late to help. Remember, option three gives up your traditional stance of not revealing your intentions early. If you use it, be sure of your ally. But if you find you have made a bad

choice of an ally, write the guy you stabbed and admit the error. No one gets anywhere by giving up while he still has pieces.



Plugs

Oops!

Over there where it says Game Openings. Well there's a minor mistake. Where it says Graham Kays, it should say Dan Palter. Sorry.



Happy
New Year!
1990

Other Games?

Yes, other games. Diplomacy and its variants aren't the only things played by mail. There are games like *Third Reich*, *Pacific War*, *Kingmaker*, *Pax Britannica*, and others that have been played through the mails for some time. In fact, I am currently playing the French side in a game of *Napoleon's Last Battles* against Bob Sweeney and a friend of his. What I would like to do is expand the Trib into carrying other games in addition to Diplomacy.

I invite people to submit material relating to the play of games, even those not played by mail. To GM games like those mentioned above, or any others, and of course, to play in games (even Chess).

I want some input on this folks! Even if you tell me you're not interested, respond!

January

So what's next? The next issue will contain yet another printing of the Trib's House Rules, with some refinements and clarifications. The next in a series of playing tips for Diplomacy, this time France. [Did you ever get the idea that a playing article about France should be written by Bob Sweeney?]; Updates on the "Diplomacy Tribune Players Picture Drive"; and the "Diplomacy Tribune Questionnaire". [Just who are you anyway?] Some other burning questions; "Do players have rights?", "Do GMs have rights?", "Is a peice of the Berlin Wall a good investment?", and more!

The Swiss Observer

John Armstrong

Penguin Dip

Stephen Dornemen



Bushwacker

Fred C. Davis



Been There Done That

Tom Nash

Against The Odds

Craig A. Reges

The Boardman Number Custodian

Don Williams

North American Variant Bank

Lee Kendter Jr.

Alpha and Omega

The Official Publication of the Miller Number Custodian
Randy Grigsby

...changes in latitudes...

John Armstrong will be going home during his Christmas break so you can write him at his current address until December 21st. From December 22 till further notice, his address will be;

John Armstrong

TRI0589a "Abe" 1989IB

Spring 1903 Moves

England (*Lachcik*): A Yor-Lon, F Nts-Ech,
 F Nws-Nao, F Iri-Mao
 Germany (*Armstrong*): A Mun-Sil, A Ber-Sil,
 A Hol-S (Fra) A Bel, A Ruh-Kie, F Swe-Bal,
 F Den-S (Fra) F Ech-Nts
 Russia (*Green*): NMR
 Turkey (*Weiss*): A Smy-Arm, A Con-Ank,
 F Bla-S A Smy-Arm
 Austria (*Diehl*): F Aeg-S (Ita) A Bul-Con,
 A Ser-Bul, A Bud-Gal, A Rum-S A Bud-Gal,
 A Boh-S A Bud-Gal, A Tri-Tri
 Italy (*Santella*): A Syr-Smy, A Bul-Con,
 F Ion-Tun, F Eme-S A Syr-Smy, F Nap-Tys
 France (*Sweeney*): A Bre-Pic, A Bel S A Bur,
 A Bur-S A Bel, F Ech-S Mao-Iri, F Mao-Iri,
 F Mar-Spa

Board Status

England: A Lon, F Nao, F Nts, F Iri
 Germany: A Hol, A Kie, A Mun, A Ber, F Bal,
 F Den
 Russia: A Pru, A Sil, A ^{UKR} Pru, F Gob
 Turkey: A Ank, A Arm, F Bla
 Austria: A Tyr, A Bul, A Gal, A Rum, A Boh, F Aeg
 Italy: A Smy, A Con, F Tun, F Eme, F Tys
 France: A Pic, A Bel, A Bur, F Ech, F Mao, F Spa^(sc)

Press

Ger-Rus: Your last letter asking for peace was curiously signed "Death to Germany". Generating form letters to all players may save time but you should watch out for slips like this.
 Ger-A/H: Most interesting, you seem to be waging war with all four of your neighbors at once, generally not a good idea in this game!
 Ger-Europe:

Whereas the Tzar has threatened Germany with increased naval power in the Gulf of Bothnia,
 Whereas the Russian Army has launched an unprovoked attack against Germany and has taken Prussia and Silesia,
 Whereas we will take great pleasure in kicking their butts and romping all over Russia,
 Let it therefore be resolved that a State of War shall now exist between
 GERMANY and RUSSIA
 Diplomatic ties shall henceforth be indefinitely ruptured and the German Military shall take all steps necessary to bring about the Surrender of Russia.

Authorized by Chancellor Beethoven
 and the German Parliament

GM-All: I have been accused of censorship! I don't know how, I have not refused to print anything to date and have no intention of ever doing so. So don't get all uptight about it, I'm not. I'll try to be more careful about my choice of words when nudging as well.
 Dear A/I: Slow down, I'm looking for the vaseline as fast as I can & no, this position is not my "Bending Over Backwards" position.
 GM: "First Amendment Rights, guaranteed, or your money back."
 [George Wallace]

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 Due Next: Fall 1903 Moves
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TRI1089a "Barb" 1989IQ

Fall 1901 Moves

England (*Sweeney*): A Edi-Bel, F Nws-Nor,
 F Nts-C A Edi-Bel
 Germany (*Diehl*): A Ruh-S A Kie-Hol, A Kie-Hol,
 F Den-Hold
 Russia (*Macciocca*): NMR
 Turkey (*Schultz*): A Ank-Hold, F Con-Bla
 A Bul-S (Aus)A Ser-Rum
 Austria (*Wiess*): A Tri-Ven, A Ser-Rum,
 F Alb-Gre
 Italy (*Kays*): A Apu-Tun, A Ven-Hold,
 F Ion-C A Apu-Tun
 France (*Reid*): A Spa-Hold, A Bur-S (Eng)A
 Edi-Bel, F Mao-Por

Board Status

England: A Bel, F Nts, F Nor 3/5(+2)
 Germany: A Ruh, A Hol, F Den 3/5(+2)
 Russia: A Gal, A Ukr, F Gob, F Bla 4/4(0)
 Turkey: A Bul, A Ank, F Con 3/4(+1)
 Austria: A Rum, A Tri, F Gre 3/5(+2)
 Italy: A Tun, A Ven, F Ion 3/4(+1)
 France: A Spa, A Bur, F Por 3/5(+2)

Press

Bud-Sev: Is it "WAR" or will we "TRI" the alliance we promised, this move will show the world.
 Aus-Ita: You don't respond to letters, how 'bout Press? Let's leave each other alone!
 The Austrian Emperor "Harpo the Fifth" would like orders his mother to quote from his favorite book Where the Wild Things Are: "let the wild rumpus start!"
 Aus-All: Posturing is one thing but this move delineates the early alliances. The Child Emperor has requested that the Royal Nanny show his favorite movie "That was Then, This is Now" Next year the Child Emperor and the other Crown Rulers will enter the "Anal Retentive" stage as in "THESE ARE MINE AND I WANT TO KEEP THEM!" [Supply Ceneters that is.]
 Anonymous-Germany: You best swim fast little minnow, for the sharks of the Anglo-French alliance are looking to devour you.
 Tur-Aus: You deceived me, don't force my hand, ok?

Due Next:

Winter 1901 Adjustments

Note: The Board Status for a Fall turn shows the positions of the units, then the number of units and the number of centers followed by the required adjustment +/- like so;

England: A Edi, A Lon, F Nts, F Nws, F Nor 5/4(-1)

England has 5 units, 4 centers ie: a -1 adjustment.

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 Deadline
 January 5, 1990

looks like both Russian leaders were away at Malta!