

This is the Computers in Diplomacy zine published by Mark S. Keller,  
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&gt;

This zine will attempt to be the source of information about the use of computers in Diplomacy activities. It will be publishing letters, articles, and programs. I'll also be trying to collect information on what hardware and software each of you has.

On this page there is a survey form to fill out.

I don't have any programs in publishable form at the moment but I'll print one anyway on page 2. Let me know the kind of programs you would like to see published. If you have any interesting Dip related programs, that you wouldn't mind sharing, send them in!

This issue we have an article by Judy Winsome on Computerized Diplomacy.

&gt;

I have an 8K Commodore VIC-20 with one disk and an Epson MX-80 printer. My Dip related uses for it are: Word Processor for typing zines and some of my correspondence, Keeping mailing list with sub-balance and label printing capabilities, Cross-reference of players and games(still needs work), Bourse Adjudication, and a Dip Rating Calculator. In the future I would like to have a Dip adjudication program and perhaps a Dip playing program.

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**Survey:**

Computer(s) Owned: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Tape: Yes\_\_\_ No\_\_\_ Disk: Yes\_\_\_ No\_\_\_ Printer: Yes\_\_\_ No\_\_\_

Dip Related Uses: \_\_\_\_\_

\_\_\_\_\_

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\_\_\_\_\_

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Future Dip Related Uses: \_\_\_\_\_

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Comments: \_\_\_\_\_

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\_\_\_\_\_

Name: \_\_\_\_\_

Address: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Phone: \_\_\_\_\_

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5 rem bourse adjud
10 input "print addr";pr:input "list disp";ld:input "off disp";od ← specific to my system, ignore
15 input "new players";q$:if q$="y" then input "how many";nn
20 open 15,8,15:open 8,8,8,"bourse1,s,r"
30 input #8,s$
40 for a=1 to 7:input #8,v(a):read c$(a):next
45 data crowns,pounds,francs,marks,lira,rubles,piastre
50 input #8,np:nn=nn+np:dimp$(nn),p(nn,7),t(nn,7):for a=1 to np
60 input #8,p$(a)
70 rem
80 for b=1 to 7:input #8,p(a,b):next b,a:close 8
85 if np=nn goto 110
90 for a=np+1 to nn:input "name";p$(a) } Add any new players
100 for b=1 to 7:p(a,b)=1000:next b,a
110 np=nn:print "last season was:";s$
120 input "this season";s$
140 for a=1 to np
150 print "player - ";p$(a)
160 print "input transactions" } Input this season's transactions
170 tt=0:for b=1 to 7
180 print " ";c$(b);:input t
190 if t<-500 then print ">500":goto 180
200 if (-t)>p(a,b) then print "not enough":goto 180 } Can they sell that much?
210 t(a,b)=t
220 tt=tt+t*v(b)
230 next b:if tt>.005 then print "buying too much";tt;":goto 160 - Buying too much?
240 for b=1 to 7:nc(b)=nc(b)+t(a,b):p(a,b)=p(a,b)+t(a,b):next b
250 next a
260 print "input sc counts":for a=1 to 7:print " ";c$(a);:input sc(a):next a - Input sc counts
300 poke pr+1,ld:sys(pr) ← Start printer, on my system
305 print ""
310 print " #4>hr " + chr$(102)+chr$(112)+chr$(0) } Set up 132 char line and proper tabs on my printer
320 print s$ " austrian english french german italian russian";
330 print " turkish":print " crowns pounds francs marks lira rubles p iastre"
340 for a=1 to np
350 print p$(a);
360 for b=1 to 7:print " t(a,b);:next b:print } Print Transactions
370 next a
380 print:print "old price";
390 for a=1 to 7:print " $"v(a);:if nc(a)<0 then nc(a)=nc(a)+99 } Old Price & New Price
395 nc%=nc(a)/100:v(a)=v(a)+nc%/100:next a
400 print:print "new price";
410 for a=1 to 7:print " $"v(a);:next a:print:print "redits net worth"
420 for a=1 to np
430 print p$(a);:nw=0:cr=0:for b=1 to 7
440 print " p(a,b);:nw=nw+p(a,b)*v(b):cr=cr+p(a,b)/100*sc(b):next b
450 print " cr" $"nw
460 next a
500 poke pr+1,od:sys(pr):print:print "to update file - hit any key"
510 geta$:if a$="" goto 510
520 open 8,8,8,"@:bourse1,s,w"
530 print #8,s$:for a=1 to 7:print #8,v(a):next
540 print #8,np:for a=1 to np:print #8,p$(a)
550 for b=1 to 7:print #8,p(a,b):next b,a
560 close 8:print "all done":end

```

Read in Bourse file from disk. It contains the holdings for all companies and the old prices.

Add any new players

Input this season's transactions

Can they sell that much?

Buying too much?

Set up 132 char line and proper tabs on my printer

heading

Print Transactions

Old Price & New Price

Print Portfolios with credits and net worth

Stop Printer, on my system

hit any key

Write Bourse file to disk

ready.

## COMPUTERIZED DIPLOMACY #1

March 25, 1983

by Judy Winsome

So you think you want to be a computer programmer? You like to play Diplomacy and think your Apple II or TRS 80 will help you become the next Kathy Byrne or Dan Kuzinski? It's got to be easy, right? Wrong! At least it's not easy for me.

I've toyed with the idea of developing a Diplomacy program for some time. Maybe, start with an adjudication program to make GMing a breeze, then move to a strategy program to help me play better, then end with a simulation version that I can play when I'm all alone or can't scrape up seven. It doesn't take long to discover that things are not all that simple.

For example, there are seven players in a Diplomacy game, right? Wrong! At least not when playing by mail. You have standby players who may submit moves. Well then, you say, you can use operator judgment to get around that. OK then, two seasons a year? No, try five. Spring moves, summer retreats, Fall moves, Autumn retreats, Winter builds and removals. So what am I bitching about, 5 isn't much more than 2? But it keeps happening. Try to describe a province. Well, it has 1) a name (yeah, and several short versions of the name), 2) adjoining provinces, 3) may or may not be a supply center, 4) is capable of being moved into by an army, a fleet or both - - - WAIT, it's name may change if a fleet moves into it when a coast designation is required.

So we quickly get mixed up with conditional attributes. Ugh! What genius has an algorithm for defining provinces, and forces? Perhaps some of you would like to try? Let's start with defining provinces and forces with the end in mind that moves can be adjudicated. Or maybe you'd like to describe what functions an adjudication program should have. For example:

1. Maintain address lists of players
2. Administrate standby players
3. Retain previous positions
4. Adjudicate moves and print results
5. Produce supply center charts
6. Keep track of centers by year by country by player

And then describe the process to perform each function:

1. Maintain address lists of players
  - a. Store player addresses
  - b. Add new player
  - c. Change player's address information
  - d. Delete player from list
  - e. Produce list

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And then describe what data is required for each function. For example under function 1 you need:

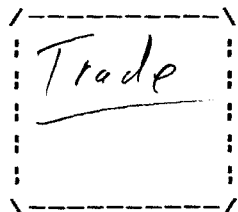
Last name  
First name  
Street address  
City  
State  
Postal Code  
Country

Now, what do you do if a person's address will change midway through a publishing cycle? Yeeech. And you wonder why computer types act weird?

=====TF 4=====

*Two Faces of Tomorrow*  
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TO:



First Class Mail

First Class Mail