



THE GRAND FENWICK GAZETTE

Being the history of a fourhand Diplomacy game played at the residence of Al Scott in North Carolina on July 17, 1965. The players:

ITALY--Len Bailes
FRANCE--Lon Atkins
GERMANY--Al Scott
ENGLAND--Charles Wells.

Comments on the moves as they occurred were made by the various players below. The moves are on page 5 .

WINTER 1900-- An air of suspicion surrounds the continent. I have spoken with the French ambassador in an attempt to smooth over the relations between our two nations. He is however, an . . . enigmatic figure. After I departed his suite he ushered in the representative of Germany. The German is a tall wispy-washy looking character and there isn't any telling what he may concede once the French shark gets at him. With the governments of Russia and the Ottoman empire strangely silent it would seem that coupled with England, we, the Germans and the French have control over the destiny of Europe. Things look fairly satisfactory on the Eastern front with the collapse of Franz Joseph's doddering court. I will remain at large in Geneva and inform your majesty of any further developments in the diplomatic background.

--Marquis Viscounti Venosta for
the eyes of Victor Emmanuel only

GERMANY- Silence is being kept in the Kaiser's court as there are serious rumors of evil machinations being made to usurp German territory. Fears run through the populace that alliances are being secretly formed to crush the legal government of Der Vaterland. What little has been received from the Kaiser seems to indicate that feverish if calculating efforts are being made to insure the glorious future of Deutschland. Deutschland uber alles!

ENGLAND (Spring 1901) Brought down to its bare & utter essentials, the question is, who to ally with? Will it be 2 against 2 or 3 against 1? These hard decisions are giving the King an ulcer and the Queen d***rhaea. --cw

FRANCE (Spring 1901) French arms, unsullied by any aggressive intentions, will soon move to police barbaric Spain and Portugal where French citizens were recently insulted. France will not tolerate this insolence.

FRANCE (Fall 1901) German arrogance has led to French indignation. Such affronts to French dignity will not be tolerated. ## Current idea is to gain long range strategy based supply centers.

ENGLAND Winter 1901 The tricky French are at it again. Anybody who'd invent French fried potatoes certainly couldn't be trusted, and I ought to have known it.

ITALY Spring 1902-- The German representative today pleaded for a cessation of Italian movements in the Central European region. He suggested instead that we attack our good ally France. We told the German representative where to go.

--Viscounti-Venosta

GERMANY- Hard times grip the German populace. In spite of the good intentions of the English, the fact that England has no firm hold on the continent makes it difficult for an alliance to be successful from a German standpoint. Germany awaits developments anxiously.

FRANCE (Fall 1902) Idea is to rejoin my strayed army to the block of French forces moving up from the south. I must reconsolidate before treachery arises. The nuisance value of the unit against Germany is great, its loss will be justified by the good service it has rendered.

ENGLAND Fall 1902 In this game we have paid no attention to the 15 minute time limit. I think this is a better way to play Diplomacy; it's going to last hours anyway, why not set aside a whole day (as we have done) and take all the time for negotiation that you want?

GERMANY- The German state is on the verge of collapse. Riots are breaking out among the people for fear of the erratic charges of the marauding French army. A desperate pact is being made with England, the one ally of the lost state, and if worse comes to worse England will realize the gain of German territory in reward for Her Majesty's faithful support of the failing German armies. Germany is going from desperation to despair.

England Spring 1903 Lon just said -- "Remember, the key word in Diplomacy is 'trust'" Bah!

Germany- Winter of 1903- The German state has collapsed. No longer will the fields of the Vaterland resound with the joyful songs of the simple German peasant farmers. No longer will Munich beer halls rejoice in the lusty singing of sotted German students. Sadness falls over the spirit of German freedom, the ubermachen is forever lost, Deutschland ist tot...

FRANCE (Spring 1904) I smell a doublecross coming.

ITALY Spring 1904 The question of what is to be done about central Europe becomes more and more intense. A move against the French would probably be suicidal at this point, as it might add the impetus to England's arguments for an Anglo-Franco assault on Italy. That beer hall in Munich is doing a land office business. Only Maybe Not.

ENGLAND Spring 1904 I was in a position this move to doublecross both Italy and France on this move by taking Tunis. I could have held it for the fall move, too. That situation does not happen very often. Of course, the long term advantages of doublecrossing two players at once are not, ahem, great.

ITALY--It is rumored that defense minister Saracco missing for several days has taken his own life. Hints at dire torture being threatened by the King seem to have no basis in fact. Saracco was under heavy fire by the press for the Lyons fiasco which incited French and English alike. The successor to Mr. Saracco has not yet been named. Under consideration is Alberto Tomelli a long time favorite at the court and well known foreign correspondent. Mr. Tomelli is known chiefly for his rout of the insurgent elements in Tunis who were growing hysterical at the news of the occupation of the Western Mediterranean. Mr. Tomelli thwarted an attempt to apply arms via an English archaeological expedition. The weapons were to have been smuggled out by concealing them in the assorted Mummy cases which were to have been "discovered." Mr. Tomelli's keen reportorial skill is highly regarded, and his political analysis of the current situation in the Mediterranean is in favor with the King.

ENGLAND Fall 1904 The Alliance between France and England can now be revealed. At the beginning of the game we agreed to crush Germany, while I kept in German confidence as long as possible and France kept Italy's confidence as

long as possible. I really maintained Germany's trust a remarkably long time, considering all that happened. At the beginning of the game I encouraged him to try to move into Holland and leave Munich undefended. But he was unaware of the doublecross (I had told him I would tell France that I would help France into Belgium while actually I wouldn't.) France kept Italy's confidence right up until my fleet arrived in the Western Mediterranean, when he began to have doubts. (I believe France doubted me during that time, too).

The overall strategy was to play Italy against Germany. It worked!

ITALY--Fall 1904 Today the King was missing from his chambers in Rome mysteriously. It is said that he has fled the country and vanished into the interior regions of Austria-Hungary. Tomelli, the proud hope of Italy was vanquished and killed in a surprise attack on Tunis. The valiant reporter, statesman and soldier was overcome by a hoard of French savages. The government is in collapse and negotiations for surrender are being undertaken. Our moral for today is "never allow yourself to obtain a preponderance of armies over fleets no matter how tempting this may look in the short run." Though Italy obtained more counters than any other power via this method, she was helpless to repulse an attack on the underbelly, having only one fleet at her disposal.

ENGLAND again: I should have noted above that all of the various attacks on France's territory that occurred during the game were done by prior agreement with France, as was the hold in Spain in the Fall of 1903 and the subsequent retreat to Wes, where it was used in the subsequent Tricky Manner.

During all this time it became more and more difficult to conceal the alliance with France from Germany. Finally, in the period just before the Spring 1904 move (when the alliance was revealed) Germany suggested that I ally with France! This made negotiations with him much simpler. I am not ridiculing Germany's suggestion -- it was a perfectly valid one. But it was difficult to keep from snickering.

FRANCE (1904, the Fall) The crumbling of the Italian outpost in Tunis marked the end of the little conflict recently enacted on the Continent. Italian representatives sued for peace with the English-French Alliance. The treaty finally reached called for total demilitarization of Italy, retreat of Italy to within her original borders and partition of the previous Italian empire between victorious England and France. The Allies settled on a peaceful, beneficial joint rule of the Continent.

GERMANY- It was the general consensus that Germany's position in a four-way game is basically the weakest. The main difficulty is a matter of where to expand. Almost every supply center within range is contested. Denmark is pretty well assured but there will be a clash with England over Sweden. Holland and Belgium are both under English, German, and French influence.

German is in a difficult position to defend too. It has two continental enemies and some sort of decision is necessary over who will control the Scandinavian countries. Otherwise there would be the fear of English expansion from the North. One could protest that France and Italy also have the same problem of two continental enemies. But there is more future for Italian expansion toward Germany than toward France.

Len said I had made a mistake when I didn't contest Vienna, but if I had my second army there while the first concerns itself with the Lowlands there is a serious threat of French expansion through to Munich.

The appearance throughout this game was that France was allied with Italy which was really fatal from my point of view, since only England was left as a possible ally and there just was not much England could do to help.

I have played in two four-man games now, and in both Germany has been crushed.

ENGLAND -- There is something in what Al (Germany) just said with which I must take issue. There was actually considerable that England would do to help Germany; but because of the secret alliance with France I gave Germany as little help as possible consistent with keeping his good faith. The way the French attack on Munich was engineered is an example of this. Germany acted on bad advice, namely my advice. (This is Fall 1901 -- I told him that France thought I would support France into Belgium and that he therefore would not attack Munich).

FRANCE *** The change in typeface is explained by the fact that I'm now back in Chapel Hill. This is Sunday evening, following the *Great N.C. Minicon*, and I am now going to attempt to set my thoughts during the Diplomacy game onto paper. Since I was to publish, and would thus have another crack at the stencils, the other three did most of the typing while we were near the typer.

PRELIMINARY DIPLOMACY: I drew France. Having played Italy in the only other Diplomacy game I've been in (also 4-handed), I was well aware of the expansion possibilities of that nation. I also feared to ally with Germany, which seemed to me as very weak in a four-man game. (This was later demonstrated to be untrue by Charles.) This left England as an ally, one which would probably not swell too large before I was really to handle it.

The problem remained of Italy. The answer, I decided, was to apparently ally with Italy to conquer Germany while secretly allying with England to eventually crush Italy. I had decided that it would be easier to beat England when only we remained than it would Italy. I negotiated a pact with Italy to combine in crushing Germany, partition the Continent and then combine in destroying England. The flaw in this plan is that Italy will be the one to gain Scandinavian while France will draw only war with England. Italy should win. We both realized this, but neither voiced it, each playing the other for a fall.

I spoke with Germany with no result: we each mistrusted the other.

Next came England, who was definitely interested in a long range alliance. We partitioned the board satisfactorially, shook on the Alliance (now promoted to capitalization), and discussed our strategy. Since the Franco-Italian axis would aim toward destroying Germany, we agree to honor this arrangement. England would provide no real aid to Deutschland, while gaining solid holds in Scandinavia. I would claim staunch alliance with Italy, urging it to a total commitment on the land in Northern Europe. I would argue against building fleets: it would prevent hostilities from arising in the South. England, in the meanwhile would exhibit belligerence toward me, maneuvering a fleet into the Mid-Atlantic. Coinciding with Germany's collapse, that fleet would go into the Med. and join my fleet in seizing the "soft underbelly" of the Italian Empire. Franco-English attack on Italy from the north of Europe would complete the coup. This was the plan forged before the game actually began. How perfectly it worked is remarkable.

SPRING '01: France's holding in Marseilles was a hedge against immediate Italian treachery. A possibility if Italy had decided to ally with Germany. Or England. FALL '01: England lured Germany into leaving Munich undefended; he talked his way out of this treachery by saying I had double-crossed him. WINTER '01: Note that France and Italy built only armies. This was by agreement, and as I had begun to realize an important part of the Franco-English Alliance. The Italian fleet is the only fleet in the Mediterranean area, and thus looks very strong. This is an illusion which will be shattered later. For the moment it is vital to keep Italy confident in his dominace of the Franco-Italian axis, a goal I worked toward carefully.

(Continued on page seven.)

THE MOVES

Spring, 1901

ENGLAND F Edi-NorWS, F Lon-NorthS, A Liv-Edi
 FRANCE A Par-Bur, A Mar (h), F Bre-Mid
 ITALY A Ven-Tri, A Rom-Ven, F Nap-Tyr
 GERMANY A Mun-Ruh, F Kie-Den, A Ber-Kie
 All moves succeed.

Fall, 1901

ENGLAND A Edi-Norway, F NorWS C A Edi-Norway, F NorS-Bel
 FRANCE F Mid-Pör, A Bur-Mun, A Mar-Spa
 ITALY A Tri-Vie, A Ven-Tri, F Tyr-Tun
 GERMANY A Ruh S ENGLISH F NorS-Bel, A Kie-Hol, F Den-Swe

WINTER 1901

ENGLAND builds F Liv, F Edi
 FRANCE build s A Par, A Mar, A Bre
 ITALY builds A Ven, A Nap, A Rom
 GERMANY builds A Ber

Spring 1902

ENGLAND F Bel-Eng, F Liv-Iri, F Edi-NorS, F NorWS-Norway, A Norw-Swe
 FRANCE F Por (h), A Spa-Gas, A Bre-Pic, A Pär-Bur, A Mar (h), A Mun-Kie
 ITALY A Nap-Rom, A Rom-Ven, A Ven-Tyr, A Vie-Boh, A Tri-Vie, F Tun-Tyr
 GERMANY A Hol-Bel, F Swe-Den, A Ber-Mun, A Ruh S A Ber-Mun

Fall 1902

ENGLAND F Iri-Mid, F Eng-NörS, F NorS-Hol, F Norw-Ska, A Swe-Den
 FRANCE F Por (h), A Gas-Bre, A Mar-Gas, A Pic-Bel, A Bur S A Pic-Bel, A Kie-Ruh
 ITALY A Boh-Mun, A Tyr S Boh-Mun, A Vie-Böh, A Ven-Tri, A Rom-Ven, others hold
 GERMANY A Mun-Kie, F Den S A Mun-Kie, A Bel (h), A Ruh-Hol
 The German army in Belgium is annihilated. The German army in Munich retreats to Berlin.

Winter 1902

FRANCE builds A Par. ITALY builds A Rom.

Spring 1903

ENGLAND A Swe-Den, F Ska S A Swe-Den, F NorS-Hel, F Eng-NörS, F Mid-Spa (so coast)
 FRANCE F Por (h), A Bre (h), A Gas S A Bre, A Bur-Ruh, A Kie-Hol, A Bel S A Kie-Hol, A Par-Bur
 ITALY A Boh-Sil, A Mun S FRENCH A Ber-Ruh, A Tri-Vie, A Ven Tri, A Tyr S A Mun
 GERMANY A Ruh-Hol, A Ber S F Den-Kie, F Den-Kie
 The German army which attacked Holland is annihilated.

Fall 1903

ENGLAND A Den-Kie, F Ska-Den, F Hel S A Den-Kie, F NorS-Hol, F Spa (h)
 FRANCE F Por-Spa, A Gas S F Por-Spa, A Bre-Par, A Bur-Mar, A Bel S A Hol, A Hol-h, A Ruh-Kie
 ITALY A Mun-Ber, A Sil-S Mun-Ber, A Tyr-Ber, A Tri-Vie, A Vie-Boh, A Rom etc hold
 GERMANY A Ber-Pru, F Kie-Ber
 The Italian error "A Tyr-Ber" instead of "A Tyr-Mun" was not noticed and the game was played as if the last had happened. The fleet retreated to Wes.

The German fleet in Kiel was annihilated. The first German move should not be underlined.

Winter 1903. Since the last German supply center was occupied, the German army in Prussia is removed from the board and Germany is out of the game. ENGLAND builds armies in Lon and Edi and ITALY builds an army in Ven.

Spring 1904

ENGLAND A Kie-Den, F Den-Bal, F Hel S A Edi-Hol, A Edi-Hol, A Lon (h), F Nor C A Edi-Hol, F Wes S FRENCH F Spa-Lyo.
FRANCE F Spa-Lyo, A Gas (h), A Mar S A Par-Bur, A Par-Bur, A Hol-Kie, A Ruh S A Hol-Kie, A Bel S Hol.
ITALY A Vie-Tyr, A Sil (h), A Mun-Ruh, F Tyr-Lyo, A Rom-Tus, A Boh-Mun, A Ven-Pie, A Ber (h)

Fall 1904

ENGLAND A Lon-Den, F NorS C A Lon-Den, A Den-Ber, F Bal C A Den-Ber F Hel S A Hol, F Wes C FRENCH A Mar-Tun, A Hol (h)
FRANCE A Mar-Tun, F Lyo C A Mar-Tun, A Gas-Mar, A Ruh-Mun, A Bur S A Ruh-Mun, A Bel (h), A Kie S ENGLISH A Den-Ber
ITALY A Tus S A Pie, F Tyr (h), A Sil S A Ber, A Mun-Kie, A Ber S A Mun-Kie, A Boh-Mun, A Tyr S A Boh-Mun

Italy resigns and England and France agree to a tie.

ANNOUNCING THE BIRTH OF A NEW DIPLOMACY MAGAZINE!

LONELY MOUNTAIN number one will be published around September first. We have three people already for its first game and are accepting additional ones at two dollars apiece. If you want to subscribe, the price will be twenty issues for a dollar. Subscribers who are not in a game will get their issues in clumps about once every three months.

In some early issue the rules of a new game, PARLEMENT, will be published and a game started. This is a seven-person game, with each person a Party Leader in the French Assembly of about 1950. Coalitions and Secret Agreements take place much as in Diplomacy, although the opportunities for backstabbing will be somewhat less. A person wins when he gets two thirds of the vote and is enabled to declare himself Dictator. This game has a peculiar feature concerning amending the rules: each player controls a certain number of Deputies in the Assembly and since the Constitution can be amended by a two thirds vote this means that a group of players who control two thirds of the votes can do anything whatever. (The question of what actions should require unanimity has not been completely settled). Also two thirds of the votes can override any ruling of the Gamesmaster.

LONELY MOUNTAIN will deemphasize Press Releases (there will be some kind of word limit) and will emphasize articles and letters on the strategy of the game.

Write to Charles Wells, Dept of Mathematics, Millis Science Center, Western Reserve University, Cleveland, Ohio 44106.

The construction of the English fleet in Liverpool is the key to the long-range strategy. It will now head for the Mid-Atlantic and "threaten" France with the aid of a comrade in the English channel.

SPRING '02: The retreat of the French army into Kiel instead of back into Burgundy was carefully calculated. If Germany eradicates it, the maneuver will necessitate withdrawal of key German outposts which can then be easily over-run by Italy and France. ## When the Italian fleet entered the Tyrrhenian I was surprised because Italy and France had agreed it would remain in the Tunis. While Italy called it "insurance", I feared he would next enter Lyon and announce a surprise alliance with Germany.

FALL '02: Germany is fragmented and collapsing but Italy has gained the vitally strategic province of Munich. Our partition plan had made it an unoccupied French possession. Italy says he will "give it to me later." After all, didn't I hold his province of Kiel? Italy is acting as expected and prepared a later back-stab by helping himself to the key points. He will hold them over-long, but to no avail. ## Winter '02 Armies build on schedule. ## Italy must build a fleet.

SPRING '03: I forgot to mention that when England moved a fleet into the Mid-At. he placed it next to Brest to foster the illusion that he was attacking there. I defended Brest to add credulity. The subsequent movement of that fleet to the South Coast of Spain (an extremely important maneuver) was a shock to Italy. ## The wandering French army was rejoined to the main body of French troops. I had expected to lose it.

FALL '03: The holding by England in Spain was planned as a touch to lull Italy's suspicions that we are allied. The entire journey of this fleet delights me. A clever maneuver indeed. Germany continued to move north. He told me he would be moving Munich to Berlin and for me NOT to try to enter Munich. This way his support could not be cut. I thought, tho, that perhaps it was a test, so I did not move against Munich. This was a mistake: with Germany wiped out the Franco-English Alliance must reveal itself, so why not now when it would profit me? Seizing Munich would have shorted Italy's best possible resistance time. Now Italy cannot be forced from the north of Europe without terrific waste of time. The attack via the Med. must serve.

WINTER '03: When Italy built an army doom settled over that nation. Resistance is no longer possible against the ships of the Alliance. (Which was as yet unrevealed.)

SPRING '04: Merely the mechanics of conquest remain now. I had been afraid of an English double-cross, but reasoned that Italy should win in that case and was sure England would arrive at the same conclusion. He did. The Alliance was not sundered and after Italy resigned in the Fall a draw was agreed upon.

To my mind this game makes an excellent case for the long-range secret alliance. The short-range alliances occurring at the beginning of the game should be used to both accomplish short range goals and to create situations that will later be valuable to the long-range alliance (example from the game: persuading Italy to refrain from fleet-building). The advantage of having both a "real" and a "temporary" ally would seem to be great.

THIS HAS BEEN THE GRAND FENWICK GAZETTE, A DIPLOMACY ONE-SHOT BY FOUR FOURTHS OF NORTH CAROLINA FANDOM. IT WILL CIRCULATE THROUGH SFPA 17 AND FAPA 112. RESPONSIBLE ARE CHARLES WELLS, (ADDRESS ELSEWHERE), AL SCOTT, 2506 SHENANDOAH AVE, CHARLOTTE, N.C., LEN BAILLES, 1729 LANSDALE DRIVE, CHARLOTTE, N.C., LON ATKINS, BOX 228, CHAPEL HILL, N.C. ZUGZWANG PUB 14