

GRAUSTARK

440

"Till 1906" (1955) & "Till 1911" (1955)

15 August 1955

1955A

CRUISELINE DEPARTURE FOR GERMANY AND ENGLAND THROUGH SIDES

ENGLAND: A St. P. S. RUSLAN & Moskvit; F Norway S A G. P. F Swe-Dol; F Got S
F Swe-Dol; A Dan-Swe; A L. P. D. F North Sea; U A Y. T. C.

FRANCE: A Dan-Swe; F Swe-Dol; F Swe-Dol; F Got S F Got S (sic) Nord; F Nord
A Dan S F Dan.

GERMANY: A Dan-Swe; F Swe-Dol & A St. P. S. & Dan-Swe; A Dan S & St. P.

ITALY: No direct passage. A Dan-Swe.

RUSSIA: A Dan-Swe; A Dan-Swe; F Swe-Dol; A Dan-Swe; A St. P. S. & Dan-Swe; A Dan-Swe
A Dan-Swe.

TURKEY: A Dan-Swe; F Swe-Dol & F Dan S A Dan-Swe; A Dan-Swe; F Dan S A Dan-Swe
A Dan-Swe; F Dan-Swe; F Dan S F Dan-Swe.

Underlined names are not possible. The French fleet in the Western Mediterranean is disorganized and must retreat to the Mediterranean. The German fleet in Livorno and army in Sicily are annihilated, however, as they are in retreat. The High Command cannot defend the following supply centers:

BRITAIN: Biscaya, Edinburgh, Liverpool, London, Norway, St. Petersburg, Sweden. (7)

FRANCE: Lyons, Marseille, Paris, Toulon, Spain, Tunisia. (6)

GERMANY: Belgium, Berlin, Holland, Kiel, Munich. (5)

RUSSIA: Budapest, Moscow, Rumania, Serbia, Sevastopol, Vienna, Warsaw. (7)

HUNGARY: Ankara, Bulgaria, Constantinople, Greece, Naples, Rome, Salerno, Trieste, Venice. (9)

Italy has lost its last supply center, and the Italian army in Fascia is accordingly removed. Turkey and Germany may each establish one new unit. (Germany cannot at present raise the other two new units to which she is entitled, because only one new supply center is open.) The deadline for these establishments of new units is SEPTEMBER 25 AUGUST 1955. If these establishments come in ahead of this deadline, all players will be informed, and a new deadline for "closing 1955" moves will be set by the Game-master.

MOSCOW (1 August 1955): The Board had been debating a very serious problem of the current war, that is to be done with the German prisoners of war. Although the average Russian opinion on the subject is unfavorable to Stovro as "British Germany", in all, 251,776 Germans, Austrians, Russians, etc. have been sent to the cold wastes of the vastness of the province of Siberia.

So the had the situation become, the most recent batch of bedraggled German - the remnants of the Imperial 3rd Army annihilated in Bohemia - were offered to the Turks. The Great Khan, Turkish Chief of Staff, refused saying he had enough prisoners with the many Russians surrendering by the tens of thousands.

This matter believes that the mass surrender of the Germans and Italians is some dark plot whereby the Axis hope to cause the collapse of the war effort. That would serve the enemy's purpose more than to obtain the Russian currency to feed prisoners who need no contribution by the enemy.

MOSCOW (3 August 1955): The "prisoner" scheme is still going on without any sign of let-up. Count Guesst von Brock proposed that henceforth all prisoners be sent. But the War Department vetoed the idea. General Vastak said the Axis are

(continued on pg 41)

TURKS AND RUSSIANS CLASH IN BLACK SEA

RUSSIAN: A 1st-Regt. 1st Div. South Coast 1st Div. Regt.

TURKISH: A 1st-Regt. 1st Div. South Coast 1st Div. Regt.

RUSSIAN: 1st-Regt. 1st Div. South Coast 1st Div. Regt.

TURKISH: 1st-Regt. 1st Div. South Coast 1st Div. Regt.

RUSSIAN: 1st-Regt. 1st Div. South Coast 1st Div. Regt.

TURKISH: 1st-Regt. 1st Div. South Coast 1st Div. Regt.

RUSSIAN: 1st-Regt. 1st Div. South Coast 1st Div. Regt.

Unpublished notes are not possible. The heading for "Fall 1901" covers the SAISON OF AUGUST 1901. It would be appreciated if, wherever possible, players send in with their fall notes their establishments for "winter 1901", to come into the play of the game.

THE DIPLOMATIC TOUCH

CHARLES HALL, Department of Mathematics, Western Reserve University, Cleveland, Ohio, has a selective postal Diplomacy game device (see *Diagrams 107-108*) and an excellent idea. For a time and I was talking about such a device a few weeks ago, an idea was to give each player a score consisting of the number of units he had at the end of all the games he has played, plus a 10 or 15 point bonus for each game won, divided by the number of games he has played. Thus a player who finished four games, won one with 18 units, was obliterated from one, and wound up in the other two with six and four units, would have a score (with the 15-point bonus) of 9.5.

This is an averaging system and does not mean much unless the player has been there a good many games. The thing about Reinsel's system that I like so much is that it has a sort of meaning right away. If a player is fairly good his score will slowly increase over time. It's not good to have too fast an increase and I don't think Reinsel's does.

Actually both systems have merit and both will have a place in the future just as the various sorts of statistics in baseball do. Reinsel's and mine is an indication of how well the player does per game, whereas Reinsel's (like the number point system used in bridge) also takes into account experience.

Reinsel's system is really sort of elegant. There are two goals in Diplomacy: (1) to survive, and (2) to win. This is unlike chess, where the only goal is to win. To do the first is a minor accomplishment and to do the second is a major accomplishment, and the Reinsel system takes this exactly into account.

I agree with you that a person who resigns should not lose a point. However, if you do away with rule 4 you should require that persons who resign when they have (say) 4 or fewer pieces on the board (5 for Russia) to lose a point. Otherwise you'll have all the people who are about to be forced out resigning to save themselves a point.

Someday when there is an official Diplomacy Association an official system will be worked out. Now is the time for experimentation and discussion. There needs to be an annual directory published listing all players, and giving for each player the name he is or was in, the country played, and the number of units he had at the end of the game (if it was finished). That way my scoring system might come up with could be quickly calculated. Meanwhile, let the systems flourish.

(continued on p. 5)

by Allan B. Calhoun

(This article is based on some tactical considerations outlined by Allan B. Calhoun, the inventor of Diplomacy, in 1961. It will appear in serialized form in the next few issues of GRAFTANK. Check the number on the mailing label to make sure that you will receive all installments of this article.)

The first two moves, of course, are usually devoted to the capture of supply centers which are not occupied at all at the start of the game. Typical results are as follows:

England: Norway	Austria: Hungary: Serbia
France: Spain and Portugal	Russia: Sweden
Germany: Holland and Denmark	Turkey: Bulgaria
Italy: Tunis	

Belgium, Greece, and Russia fall variously depending on the situation.

The game tends to reach a balanced state in which players continually shift their weight against the strongest; therefore, it is unlikely that any game will actually continue until it produces a winner. Normally we play for three or four hours, then discuss what we think would have happened if we had continued.

There have been many sporting variations, as well as other comments, developed in the course of play here. Normally, England and France will agree to leave the English Channel open on the first move. England will then play 1 Liv-Yor, 2 Bri-Norwegian Sea, 3 Lon-North Sea. If France violates this agreement, the Army drops down to London on the Fall move. Norway can still be attacked with one support. If France does not enter the Channel, the Army may be conveyed through the North Sea to Norway. The Norwegian Sea Fleet may support. If this action is unnecessary, the Norwegian Sea Fleet may go to the Barents Sea to prepare an attack on St. Petersburg. If France should move into the Channel on the Fall move, England raises a fleet, based on the capture of Norway, in London.

If Russia wishes to play an anti-England game, she will order 1 St. P-Rot and 1 Mos-St. P. The other two pieces will be deployed according to purely southern considerations. On the Fall move, the Fleet is ordered to Sweden and the Army to Norway, which attacks St. Petersburg at the top of the map. This action compels England to tie up two pieces in the attack on Norway. If Russia occupies Sweden, she then repeatedly attacks Norway with either Army or Fleet, supported by the other. This ties up two English pieces. Now if either Germany or France attacks England, she may collapse.

If Russia prefers a southern game, the Moscow Army goes to Ukraine on the first move. The northern Fleet still moves to Sweden.

Normally Russia and Germany agree that neither will move pieces into such places as Livonia, Prussia, Silesia, and the Baltic Sea. Then if either should attack the other, he would have to enter those areas first. The areas are not supply centers; so at no material loss the attacked party gets warning, and may raise the appropriate pieces or scramble back into defensive positions, as the situation permits. Such a "self-enforcing" agreement has a tendency to last a long time, but you cannot count on a player accepting conditions and playing accordingly in the absence of an agreement. He may not understand the situation. Also the mere absence of such an obvious agreement may raise suspicions which may provoke an attack. If these two countries get into an early war with each other they usually get tied down, without either accomplishing anything, and then they are both very vulnerable to attack by other countries.

A typical German deployment is 1 Rio-Rot, 1 Ber-Rot. The Danish Army may do various things. If the Russian & Ger has not attacked in the year, the Army in Kiel occupies Holland in the Fall. If the Russians should attack in the Fall,

Germany would simply raise units in her path. The Fleet in Denmark may be used to attack Sweden in the Fall. This costs Germany nothing, since she will win either Denmark or Sweden, but not both, in any case; but it can prevent Russia from taking Sweden. Germany may use this threat as a bargaining lever to secure the neutralization treaty with Russia. In any case, if Russia attacks Germany on the first move, Germany will certainly play the attack on Sweden on the second move, to keep Russian strength down and to keep Russia away from Denmark.

(continued in the next issue)

This is

G At
P Great
E Intervals
R This
A Appears
T To
I Inflame
O Otic
N Nerves

219

PRESS RELEASES (continued from p. 1)

available supplies of munition would prevent the effective pursuit of the war. MOSCOW (2 August 1939): There arose a possibility today that the "prisoner" problem might be solved. Today in the Duma Prince Alexander Alexandrovitch proposed in a 1.45 speech that the German prisoners be sent to Milwaukee. A note was immediately dispatched to the American Ambassador to discover his excellency's response. It is hoped that the young beer industry in Milwaukee will be able to find some use for 631,779 Germans.

PARIS: A French-Italian-English-German alliance was proposed by England today. A meeting of representatives will be held in Switzerland in 1939.

THE DIPLOMATIC POUCH (continued from p. 3)

In some ways a single Diplomacy game is like a whole chess tournament. The difference is that weak players in a Diplomacy game benefit some players (usually their geographical neighbors) more than others. The result is that the winner of a Diplomacy game is not necessarily the best player in the game, but he must always be a good player. It'll take a lot of games to determine the best player.

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