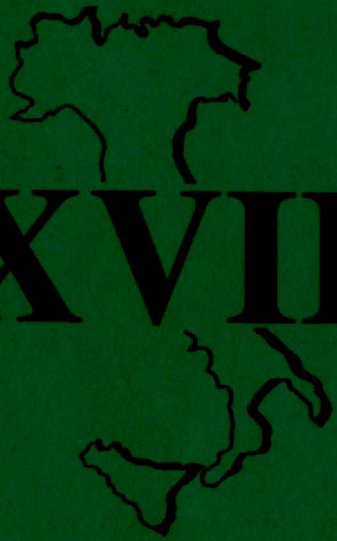


LEPANTO 4-EVER

XVII



Rule XVIII from *The Starfarers Guide To The Galaxy*:
"Thou shall not forget the magnetic board"

Withering Bytes

LinCon '91 was smashing, although I didn't have time to play any games (except a short one of Acquire). Seems like most people thought so too. About 400 attending makes the con a bit smaller than last year, but more fun.

The Diplomacy tournament attracted 56 players in 3 sessions, giving a total of 15 tables. (16 played all three sessions!) The results were:

Place	Name	Points	OSCiD
1	Per Norman	45	10
2	Michael Berg	42	7
3	Henrik Johansson	41	5
4	Henrik Tonkin	39	4
5	A Westermark	39	3
6	Måns Månsson	38	2
7	Roland Isakkson	34	1
8	H Starkenberg	34	
9	Calle Hogstedt	33	
10	Magnus Widqvist	32	
11	A Armiento	31	
12	Tor Nordqvist	30	
13	Jonny Holmström	29	
14	Niklas Ytterberg	28	
15	C-M Höglund	27	
16	John Robillard	25	
17	T Bengtsson	24	
18	Ulf Jiretorn	23	
19	Nils Lindeberg		
	Johannes Nesser		
	Magnus Nilsson	22	

The best result for each power:

Austria	Nils Lindeberg
England	Magnus Nilsson
France	Johannes Nesser
Germany	Måns Månsson
Italy	Björn von Knorring Henrik Tonkin
Russia	Per Norman
Turkey	Michael Berg

The "prize" for *worst* result during the tournament (= Best Poland) was given to Martin von Zweigbergk for being eliminated as Austria in 2 years in his first game and leaving a 5 center Germany in anarchy in his second game!

Statistic for each power at LinCon:

Power	El.	3w	4w	5w	Surv.
Aus	9	3	0	2	1
Eng	2	8	0	3	2
Fra	0	7	1	4	3
Ger	6	2	0	3	4
Ita	4	2	1	3	5
Rus	3	3	1	2	6
Tur	1	5	1	3	5

Power	1	2	3
Aus	4.87	3.16	5.6
Eng	7.20	6.14	14.3
Fra	7.47	6.38	13.5
Ger	6.40	3.67	5.0
Ita	6.87	3.71	5.7
Rus	7.40	5.68	7.3
Tur	7.00	5.13	10.7
Avg	6.75	4.82	8.9

1 = Average number of years played.

2 = Average number of supply centers held during the 112 played falls.

3 = Average number of points scored.

The point system used was 1 point per supply center after the last year for every surviving power, and a bonus of 10 points for each participating power of a 2- and 3-way draw and a bonus of 5 points for each power in a 4-, 5-, 6- and 7-way draw, while a single victory would have given 34 bonus points but no one succeeded with this. The games was played until 1909, but the players could end the game sooner by voting for draws which needed 28 votes (one vote per unit on the board) to pass after each winter adjustment (starting 1905). After 1909 the players couldn't vote but instead all surviving powers was considered to have drawn (DIAS). There were three rounds (costing the same regardless how many rounds you played) and each player's score was from the sum of his (no females this year) two best round scores. Note that if anyone had managed to get an 18-center victory he would have won the whole tournament, but noone did. Should we play 10 years instead of 9? if we do should we start before

dinner and use the dinner time as a general break in the tournament (say after 1904 or something)?

If I use the same system next year, I will differentiate the points for different draws slightly, maybe 12, 10, 7, 5 etc. for 2-, 3-, 4-, 5-way etc. Probably I will also use an average supply center score instead of using the one that the player held the last fall.

MittCon has also had a Diplomacy tournament [16 players, 4 rounds, 5 tables]. According to our correspondent there [BvK] they used the same system as LinCon [aha, the system was a good idea obviously] but here at last someone managed to win at a table:

Place	Name	Points	OSCiD
1	Lars Rocksén	65	10
2	Björn von Knorring	36	7
3	Tomas Petterson	30	5
4	Mikael Lundgren	29	4
5	Henrik Johansson	24	3
6	Jörgen Bergkvist	23	2
7	Love Amcoft (?)	23	1

OSCiD: The points from LinCon and MittCon added to the ones from GothCon gives the following positions in this years *Open Swedish Championship in Diplomacy* (OS-CiD):

Name	Sum	LinCon	MittCon
1 Roland Isaksson	11	1	-
2 Per Norman	10	10	-
3 Lars Rocksén	10	-	10
4 Henrik Johansson	8	5	3
5 Jon Venbakken	7	-	-
6 Michael Berg	7	7	-
7 B von Knorring	7	0	7
8 Ulf Jiretorn	5	0	-
9 Tomas Petterson	5	-	5
10 Lars Davidsson	4	-	-
Adam Hidestål		-	-
12 Henrik Tonkin	4	4	-
13 Mikael Lundgren	4	-	4
14 A Westermarck	3	3	-
15 K-I Refseth	2	-	-
16 Måns Månsson	2	2	-
17 Jörgen Bergkvist	2	-	2
18 Johannes Nesser	1	0	-
19 Love Amcoft(?)	1	-	-

(The points given are 10, 7, 5, 4, 3, 2, 1. Tournaments left this year: UppCon and BoråsCon. Each tournament need at least a 4 table round to be included in the Championship (or at least 28 participants if using another system than qualification-final.)

Prizes: Is there any interest of establishing somekind of trophy for the OSCiD winner? This could be done (next year) by using some part of the entry fees to each of the tournaments to cover the expense of buying one. The winner next year would get to keep the trophy permanently, or maybe (if the part used is big enough) keep for one year. Or maybe plaques to the three best would suffice? As BoråsCon is the last tournament this year, maybe they (that's you Björn) would be interested of giving somekind of prize to the best, as an extra attraction to go and play at this con and also an extra attraction at the ceremony.

See you next year at LinCon 92!

TUAW: This is a new PBM (according to its founder not at all like *It's A Crime* even though the full name is *The Underworld At War*) that recently started. If you want to know more contact HorningDan.

Rating in Diplomacy is a tough nut to crack. During the PBM hobby meeting (yes we had one during LinCon) ratings were discussed quite extensively but almost the only thing everyone agreed about were that we couldn't agree! As usual the most important thing if one would implement a rating system would be to specify exactly what the intension are of the system as different systems have differing emphases.

The "rating system" that was actually proposed — and that wasn't blatantly stomped on — was to have a very simple one which should only be used to seed players during the process of determining which player should play at which table. A simple way

Personal messages:

to do this would be to use the idea stated by John Robillard (not at the meeting but in a letter) to seed the players in the third round depending on the result in the first two rounds. This was actually done at last years LinCon, where the 7 best played at the first table, and players 8+ played at the second table during the last round, but John's system could have been used this year to place one of the five best at table 1, one of players 6-10 at table 2, etc.

The system I will propose will be a variant of the one Nils Lindeberg proposed at the hobby meeting. It would work like this:

An unrated player would normally be level 0 for all purposes.

When a player feels like it (s)he will become level I. The rating custodian should preferably be informed.

As players gets [OSCiD] points this will be accumulated and when players collect 10, or 25, 50, 75, . . . , points (s)he will raise another level. Also, any player that gets points will become level I for rating purposes regardless if (s)he informs the rating custodian or not.

This rating system can be used to seed players — i.e. to have about the same composition of player abilities at different tables (e.g. one level II, three level I and three level 0 at every table) — but can also be used to measure the quality of any given tournament (i.e. below 0.5 = low quality, above 1.5 high quality, otherwise medium quality).

This system is simple and shouldn't offend anyone of the players opposed to ratings. It's still up to each tournament organizer if (s)he should use this system, just use some random system as before, or use any other system. The stuff about points was my own idea and the reason behind this is to have

something that can interest people like me, who likes to play tournaments to collect points, and not just because of the glamour given by winning tournamnets — something only a few persons can do, like for example yours truly does when he plays Bridge. . .

As this system needs a custodian I'm willing to do this as I already count [OS-CiD] points. Any tournament organizer that would like to use the ratings could just write to me and I will send you the current standings. I could also publish the current standings some time during the year if there is interest enough? If one applies the system above to the touraments that have had 5 tables or more during the last years and which I have data about [LinCon 88-91, GothCon (89)90-91 (only winner known 89), BoråsCon (88)89-91 and UppCon 90] this would produce the following ratings:

Alexander Armiento	I
Tommy Bengtsson	I
Michael Berg	I
Nikolai Bird	I
Johan Brännmark	I
Lars Davidsson	I
Asbjörn Ejsing	I
Håkan Elderstig	I
Johan Forsell	I
Marcus Gustafsson	II
Jakob Hallén	I
Adam Hidestål	I
Jonny Holmström	I
Roland Isaksson	III
Ulf Jiretorn	II
Hans(?) Johansson	I
Henrik Johansson	I
Nils Lindeberg	I
Jonas Merits	I
Johan Murman(?)	II
Måns Månsson	I
Johannes Nesser	I
Per Norén	I
Tor Nordkvist	I
Per Norman	II
Mathias Olsson	I
Tord Ophus	I
John Robillard	II
Magnus Selhammar	I

Johan Sjölander	II
Hawcan Starckenberg	I
Jan Stein	I
Wiktor Södersten	II
Henrik Tonkin	II
Jon Venbakken	I
Anders Westermarck	I
Björn Westling	I
Per Westling	II
Øyvind Wormnæs	II
Geir Åslid	II

As noted above, the people with rating I above are the ones to get OSCiD points during the last years. If anyone else would like to get rating I please contact yours truly.

A new Norwegian zeen have probably appeared by now. This is published by Tron Erling Nerbø et al. As I haven't seen it yet I can't review it but I think it will (does?) contain Diplomacy game(s). The reason for this is that Tron (Erling) asked for permission to use the Diplomacy map I uses. As this was originally made by John Robillard I couldn't grant this permission but said that it was probably OK [isn't that so John? At least if they state somewhere that you've created the map]. Address: Tron Erling, Nerbö, Ravnebakken 10, N-6400 Molde, Norge. [I don't know how to best get a sample if you don't have Norwegian currency but may he don't mind getting a Swedish "tenner", or you can just write him a nice letter. As there are so few zeens in Sweden that runs (regular) Diplomacy I think you should support their effort if you can.]

#16 might arrive together with #17 for some of you. I'm very sorry about that but the reason for this was a prolonged shortage of cash, but when I got a new job and the tax authorities realised that had collected too much tax from me last year [8000 SEK to much!] and gave me a refund, my personal economy became much better. It's not that the zeen go very much in the red (at least not enough to make it a too expensive hobby) but I've had to chose between to pay the rent and buy food, or to pub-

lish the zeen regularly [easy choice]. This should explain the long turn arounds.

The new job is as a part-time salesman, selling [decoration] stamps (i.e. not usable as postage, just decoration) by phone. The surplus from the sales go to a fund from which organisations supporting disabled people can ask for grants. It's a rather dull work but at least it's for a good cause.

If anyone wonders I still haven't graduated from the University, which have made it difficult to get a job in my "field of expertise" (which is Computing Science). It's hard to get almost any job at all right now with the unemployment figures rising constantly, although they are still low compared to most other Western European countries. I'm still trying to get a better, full time job but don't expect any improvements until fall.

Variants is fun, at least I think so, and as orders are starting to pour in (well, a few at least) the interest for this might increase. Even though this zeen is crowded and it has been hard to start 1885, I is thinking about opening a list for one or two variants if enough interest. Read below about the possible variants I might offer:

- **Fleet Rome** or another "Italian change" variant that just change the border between Austria and Italy.
- **Militarism III/IV** Some minor changes of the regular rules, e.g. Winter 1900 builds, leader units, neutral armies.
- **Abstraction II** Improved rules. Uses A/F-module, and a more balanced map.
- **Mercator III?** A global variant which uses an extension of the A/F-rules to make a game that encourage offensiv play. The Mark III version (with Definitive Mercator map) uses 13 players.

Just wanted to add that I made this a double issue as the turn-around became so long. Next issue should be "normal". Bye for now.

Käre Per

Ratings

[Mark Nelson, 21 Cecil Mount, Armley, Leeds, West Riding, LS12 2AP, Great Britain]: "I'd be happy to denote a three-issue sub to the winner of OSCiD.

((Great! I guess I could donate some free issues also, to the three best players. For more suggestions, see Withering Bytes.))

I disagree with Michael Pargman's comments on the suitability of postal diplomacy game for rating. Homogeneity of players is an irrelevant matter. Does non-homogeneity of chess players prevent meaningful chess ratings being devised? No, of course not. However he does have a good point when he implies that this means that some rating systems wouldn't work very well for postal games. There are a fundamental difference between the aims and objectives of (a) Tournament Rating Systems (b) FTF Rating Systems and (c) Postal Rating systems. These differences do not seem to be considered by the majority of rating masters, but nevertheless should be considered.

Diplomacy rating systems tend not to rate middle-ranked players very well. This is not surprising. To rank middle-rank players a large number of datum points (games) are required and in addition these games would have to contain middle-ranked players playing against each other. In the postal situation none of these two aims are going to occur. This does not mean that we should abandon rating systems, but it does mean that we should not pay too much attention to the exact rating a player has; we should pay attention to their general position. In this regard player listing should be by cluster rather than individual position.

Secrecy of ratings is a non-starter. For a start the main interest in ratings is seeing how good different people are. A rating system which kept this information secret would not be able to establish itself amongst players. How would one know one's rank compared to one's peers?

Do ratings interfere with the play of the game? Yes they can do. Players may be influenced

by their opponents rating and let that influence their strategy in a game. Yet this occurs anyway. Anybody who has been active long-enough will already know the reputations of their opponents and will be in a position to let that influence their strategy. If anything published ratings will protect the novice, and give them the same information that the other players already have."

The Zeen

[Michael Pargman, Fågelstav, 14A, 12433 Bandhagen]: "You ask for external GM for Diplomacy. What does the work consist of? What is a GM supposed to do? Is all material sent to the GM who sends you a compilation of the result? How much time does the GM get?"

((I hoped I translated that correct. . .) An external GM should compile the orders and resolve them, producing one (or more) DIN A4 page (or similar) ready for photocopying. This should only take 3-4 days and preferably quicker as it takes some time to send the page(s) to me. A GM may of course do this in a sub-zeen form if (s)he likes, i.e. flesh the page(s) out with his/her own material, chat, illos, etc. As an example of this see GlädjeTåget in Dipsosis.))

[Kalle Stengård, Nysåtra Gård, 14191 Huddinge]: "I do have a suggestion. Why don't you let some national game proceed on a faster deadline as flyers and prolong the deadline for the zine to 8 weeks. You could then only print the fall & winter moves/position for the games in L4E. If you do this and call in more GM's perhaps the swedish PBM game will proceed faster. I do believe that people put more interest in games that proceed faster. I am sure that there will be plenty of GM's out there who would like to run game's on a flyer basis and then see some part of their work in print in such a good zine as L4E.

In swedish games most players only send one letter between the moves so a faster deadline would not interfere with the diplomatic skill for most players (I myself is perhaps not the best letter writer in the world, not to mention my diplomatic skill).

Perhaps this is too much work for you (but I do believe it means less work for you) and you don't want to change the zine in such a way as I have suggested. However you have mentioned flyers in a L4E before."

((Yes, in #7 or so. I'm not sure there is that big an interest as I really don't see that many adds about flyer based Diplomacy games. So I don't know if the "spot in the sun" would make any difference. If it would I would prefer to see another zine started, with shorter deadlines (time for a thin, A4-zine?).

Another effect of having a (mostly) flyer based games would be re-introduction of game fees, and I think that was one of the reasons that made the 1885 game unattractive.

What might be a good idea would be to go to 8 weeks for the main zine [each even odd numbered issue for example] and make a thinner, games oriented, quick turnaround, [even numbered] issue in the time between each "main issue". The "odd" issue would contain articles, letter column and games, and the "even" issue would contain just games, although some news may be added. Some games would run in both [Gunboat and Scandinavian games (and maybe "There Goes...")] while "Aniara" would run in the "odd" (thick) only and "Kick Inside" in the "even" (thin) only. I'd like to hear from y'all (or at least some responses) before I do this change (not before next ish anyway) but I gather this has been done successfully by several editors.

Anyway, I don't think I need more games in the zine right now. But if anyone would like to take over any existing game (especially "Kick Inside :-)) you can contact me...))

[David Hood, 2905 20th street, NE, Hickory, NC 28601, USA]: "About the only suggestion I would make about your English is to use the Southern word "y'all" instead of you, plural. The word is used in the South much like "vous" in French or "Ihs" in German. Yes, I am partly joking. But you would get some interesting looks from Brits, though.

If you have a shortage of articles, perhaps you could reprint something out of an issue of DW.

Mark Nelson's "Fly Fandom" piece might be particularly appropriate."

((I think I take you up on your word, as it can be used to mark "speaking to all of the readers" if this isn't obvious from the context (e.g. in the Editorial). I don't think this would be too farfetched as the English used in L4E is rather Americanized, with the usage of Fall and forever (4-ever) as excellent examples, although my basis is still British English.

There's no real shortage of articles. The main reason for the non-appearance of articles these last issues has been laziness from me, and the fact that the zine still is about 28 pages. Still, I wouldn't mind more original articles.))

Variants

[Björn Westling, Våglångdsg. 35, 50246 Borås]: "Below are some more or less developed ideas for some new Diplomacy variants, at least I think they are new. Couldn't you check if especially the two first ones already exists?"

Glasnost Diplomacy (or Open Diplomacy)

Anyone (of the zine's readers) may send in orders for one or more of the major powers in a game, and after that the GM randomly chooses one orders for each power, i.e. the orders may be done by 1-7 different players each time.

Variable Diplomacy Great for those who always complain that they get the wrong power... The seven players get a power by random. A game year is played and after the builds and disbands the GM randomly determines which power each player should play the next year, i.e. everybody gets to play different powers each year.

Nameless The powers starts the game with 1 p. per SC. After that they can chose to use the point (not decided yet how much — as the variant isn't play tested) to increase an attack or support, or establish new built centers. Each fall the remaining points are halved (to avoid that you save too much) and after that you add one p. per SC, and

so that game continues. Possibly you could pay p. to transform armies to fleets and vice versa.

Other ideas:

Sovietic Diplomacy I have started this but haven't done any map. I was thinking that you should play Baltic, Ukraine, RSFSR, and other Soviet republics which fight for the supremacy of the Soviet Union.

The 30 year war Just some thoughts about playing on a map of Europe during the 17th century.

The union of Kalmar North Europe during 14th/15th century?

”

(Well, some nice ideas. As usual some has already been tried; Glasnost Diplomacy is similar to Everybody Plays. Variable Diplomacy is a variant of Baseball Diplomacy, in the latter you switch countries each year and you get to play all seven in a game. The one that does best overall win. Nameless is new to me although there are some similarities with e.g. Simple Perestroika. Sounds interesting. The 30 year war has been done in several variants, e.g. Thirty Years' War. Northern Europe during that part of the history seems void of any variants.

For people interested in variants you can order a listing of rules that I have collected during the years. This listing is published in PostScriptum which also includes some zeen revies and a listing of some PBM rules. Copies of variants listed can be ordered from yours truly, while copies of the PBM rules can be ordered from the publisher of PS: Carl-Magnus Höglund, Örslösa Bergsgården, 53197 Lidköping. A sample of PS cost 6 SEK.)

1885

[Fred C Davis, Jr, 3210-K Wheaton Way, Ellicott City, MD 21043, USA]: “First, as to the

powers and composition of an Army/Fleet. Remember that these rules were made up for two reasons: 1. To *speed up* the movements of A's overseas, so that maps could be drawn (like “Atlantice”) where there are a lot more sea spaces. 2. To provide more realism to the game. The F's actually move along with the A's in any move extending more than one sea space, instead of having the A “skip” along like a frog from one fleet to the next. It should also be noted that the *number* of F's needed to effect a convoy in Abstraction, Atlantice or “1885” is less than is needed in a Standard game by the “Calhammer Convoy,” since a single F can perform the work of two!

Since an A can board a F, the F can then move one sea space, and the A can *then* be disembarked, *all on the same move*, the A/F is a powerful weapon, which can catch an opponent by surprise. (“Disembark” and “land” mean the same thing here. My error. I should have used “disembark” throughout the rules. But, English has so many synonyms that it's easy to fall into the mistake of using them.)

As for the question of whether the “soldiers board the fleet” or ride in separate merchant ships, the answer would be different in different centuries. The A/F rules are designed to be used with any variant. If the variant were set in classical times, or any era up to, say, 1660, the soldiers were frequently quartered on warships. There was little difference between warships and merchantmen prior to that time. It doesn't really matter. Warships assignes to guard a convoy usually cannot just abandon the merchantmen and run off to fight a battle. They are limited to defending the convoy, regardless of whether one is talking about the year 1800, 1914 or 1944.

On the actual board, for FTF games, the A wooden block is placed on top of the F block to indicate an A/F. (one reason for the opposition to Avalon Hiill switching over to Stars & Anchors for game pieces is that they cannot be stacked. Fortunately, A-H is going to go back to wooden blocks in their new sets.) When I make my Postal game records, I place an A pin next to an F pin on my boards to show an A/F.

In any case, the reason an A/F fights or defends only with the strength of one is that no Army

being convoyed is in any shape to assist in a sea battle. Note the provision that if an A/F is dislodged and the only Retreat is to a coastal space, it is the A which is destroyed. In such a disaster, it is assumed that the merchant ships are the ones sunk or driven ashore, while the F somehow escapes into a safe harbor.

Incidentally, the record will show that most of the Convoys in a Regular game are only over one sea space. I used the term "Fast Ferry" for these traditional convoys only to distinguish them from the A/F operations. I've also used the term "Calhamer Convoy" for the traditional convoy. I've always had the idea that Calhamer cobbled together his convoy rules after all the other rules were written, because they do not show the excellence of his other rules. There have always been some difficulties with the Convoy rules. The Avalon Hill "Second Edition" of the rules, in 1983 (mislabeled the "1982 Rules") corrected some of these problems and eliminated what was called "Pandin's Paradox" and "the Unwanted Convoy." However, I'm told that these changes to Rules XII. 4 and 5, and the new Rule XII. 6 have never been aided to the Rulebooks sold in Canada, Britain or Europe.

It would be impossible to play variants such as Atlantice without the A/F Rules Module, since F's have to carry A's across long distances of water. Unlike the classical game, there are a lot of convoys over two or more sea spaces in these games. Other variant designers have also used my A/F rules, or rules of their own, in designs, and some have actually said (blush) that the A/F rules open up the game and make it more exciting.

Regarding the Victory Requirements (Rule 5 of "1885"), I should first say that most Postal and FTF Dip games in North America ignore the DIAS clause in the Rulebook. I'm not even sure whether the DIAS rules was even in the original 1961 Rulebook. Those Postal GM's who insist on imposing a DIAS rule on their players sometimes have trouble filling their games. I absolutely refuses to play in a DIAS game. To me, one of the greatest things about Diplomacy is that the players can agree on almost any Draw arrangement. The only ones not accepted would

be those where an eliminated Power is included, although many of us do state in our House Rules that any voted Concession Win must be to either the largest Power, or to someone ties for the title of largest Power.

I've never GM'd an "1885" game where anyone won by gaining 24 SC's. Most have ended in two-way "Alliance Victories," or two-way Draws.

Re: The A/F Rules. Rule II.a means exactly what it says. The example is *correct*. Yes, it's easy to "do a Lepanto" in "1885" or any other design using the A/F rules.

III.c. Perhaps you have not seen my updated set of A/F Rules, where I include a "Clarification" explaining why F's need to defend its space makes it impossible for the F to organize its Convoy. I'll enclose one of these updated sets, which explains that "an A/F is much more complex animal than an ordinary convoy." (*I've include this revised version, slightly rewritten (e.g. I use disembark only) , in this issue. - Per's remark*)

III.f. Slightly revised for clarification. Can't see any problem here, if we're both talking about the same rule III.f. Perhaps you're using a different set of nos.

III.g. Right, this will help England land A's on the Continent. I think it will also help Italy, Spain, Turkey & Scandinavia. They are all, to some extent, Naval powers in this game.

I like your term "Blitz convoy" for the A/F move. Is there some difficulty with the part of Rule II.b. referring to the elimination of the A after "3 consecutive moves, excluding Build periods"? This keeps a Power from keeping an A/F on the board indefinitely. "Use it or lose it," as the saying goes. The three consecutive moves refer to, say February, April & May. The A must be disembarked in July, or it will have exhausted its rations and starves to death. I realize that what sound perfectly correct to me in English may not sound the same to someone whose mother tongue is different. Feel free to add some explanatory sentences if you wish.

Now, on to *Lepanto #16*. Sven Eriksson is *incorrect* in saying that "Rule II.a is illegal." Rule II.a

is the heart of the entire A/F system. This has been used by numerous GM's in both America and Britain in Abstraction, Atlantice & "1885" for 20 years. I don't see how he can say it's "illegal" when this is the basic part of the Variant rule.

Rule III.f has nothing to do with it. III.f merely prevents a player, for some wacky reason, from dropping one A and picking up another on the same turn. The only case I could see for this would be if a player had an A that was about to be annihilated for running out of rations. He'd want to disembark that A and pick up a "fresh" one at the same time. Perhaps one player asked me if he could do that, in some game lost in the past, and I said "No" and added III.f.

IV.e. See if the attached copy clears up the grammatical errors mentioned by Sven. This includes the words "and have the F simultaneously move to a different space...", which is pretty much the wording suggested by Sven. Perhaps the word "simultaneously" is a poor choice. Perhaps "also" would be a better choice of words.

You're correct in saying that I tried to make it more difficult to form an A/F, especially for a Power under attack from enemy fleets, because the A/F is such a powerful weapon. I GM'd a few games where some players caught on to the use of A/F's right away, while others didn't. Those who used the A/F's quickly usually won those games."

((Well, that should have cleared everything up.))

United

[Joakim Spångberg, Lindgatan 8, 602 36 Norrköping]: "Regarding the possible changes you presented in #16:

- ? Yes, I agree that the cup goals should be included when the best goaler of season is elected.
- ? I think yellow and red cards (as used in Dipsosis) works much better than the system with disciplinary points. How close to the

original rules do you want The Kick Inside to be? Maybe a player should have a Strength-level and a Aggression-level showing how easy a player gets injured and gets a warning.

- ? I think there should not be more than three maybe four tactical options, otherwise it would be impossible to figure out what option a team uses.
- ? Nine of twenty teams has an account below zero! I think there ought to be some kind of fee for those teams. Maybe they should lose one GP per session due to the players lack of confidence in a manager that can't finance the team correctly.
- ? Keep the British tabell!
- ? Please, DO write a short note of the game instead of giving the number of shots. That is one more thing I think works better in Dipsosis' version.

Thank you for a very nice game and please, please, please start another game of normal Diplomacy. I'm the first one to sign up!"

((I will probably include the Cup goals next season.

Your suggestions of more realistic stats for the players are fine, but I won't go too far as the game should try to stay simple. The relative simplicity is what has made United as popular as it is. Although, I will try another system for hard play next season. The details aren't finished yet but shortly: 1) you can use hard play points (HPP) instead of hardness levels, but they function as hardness points do today; 2) each hard play point might give a player in that zone a yellow card [YC] (2 YCs in a game = 1 red card [RC]) and also there is a small risk of giving the opponent a penalty (Dipsosis use 25% for YC and 10% for penalty). If a player gets a RC during a game his level will be lowered in reverse proportion of how long time it took before he got it (i.e. if playing 60 minutes of a game he will have 60/90 of his game level); 3) for each 3 points of hard points used by the risk of any player getting injured in that game increases by 1% from the base of 1%; 4) you may

use up to 5 HPP in any zone; 5) Each player get disciplinary points (DP)/injury points (IP) when they get YC or RC/injuries (YC = 4 DP, RC = 10 DP, injury = 5 IP); 6) by not playing a game a player may decrease its number of DPs/IPs, 1IP/game and 2DP/game; 7) if at the end of a session a player has 10 IP and or 10 DP he will automatically be suspended the whole of the next session; 8) at the end of a season all IPs/DPs will disappear.

What do y'all (how about that David?:-) think about the "loosing GP for bad finances"? I think that's a great idea (but not until next season).))

[Ulf Jiretorn, Västerg. 12B, 33200 Gislaved]:
"By the way, you mentioned that we shouldn't forget contingency orders for replays in the cup. Those replays should take place in session V according to what you said in conjunction with the first Cup round, shouldn't they? It seems unnecessary for everyone to send contingency orders for every Cup match when we have a free session between the Cup rounds.

You asked for comments regarding your suggestions for rule changes. Here are some:

- a) I definitely don't think the best placed teams in the league should GFs. Those teams are rewarded by getting the greatest number of VPs (because they have won the greatest number of games). There is absolutely no need to give them an even greater advantage. Furthermore, the GPPs show when a team is in good form. You shouldn't double your systems.
- b) I like the idea of changing the coaching costs. It should be easier to train players who are not so great as you suggest. However, I think the cost for apprentices should be the same as for other players. Apprentices already have lots of advantages, and this change would make them to good.
- c) Auction-Transfers-Non-league sells seems a good order. The market prices for players have been ridiculous, and there's no need to help those marketbusters by making money from sells available before the auction.

d) I think it's a good idea to give more tactical options to the managers. Your suggestions regarding such options also sounds fine.

e) Your present presentation is good. Knowing the goal differences both at home and away is a useful piece of information. I don't think the scouting rules should be changed or that one shouldn't get accurate number of shots made by a team in a match.

f) ((Hard Play – See discussion above))

g) The idea of giving the best goaler a free level seems OK, but then I think the goalkeeper of the team that has conceded the least number of goals should get a free level to keep the balance between offensive and defensive tactics.

”

((I'll probably try to play one replay game directly (if needed). If possible any more replays will take place during the next session on neutral ground. In the case of the Bowl all replays will take place during the same session

[a]) I have chucked the GFs. What I might do instead (next season) is to differentiate the money given (e.g. vary the base) between the different divisions. This would simulate the higher interest from the crowds of the teams playing in the higher divisions. Maybe 80k base in the lower division and 120k in the higher as a base, but the boni will be the same. BTW, I think I will stick to two divisions next year with 10 teams in each if interest is big enough.

[b]) The new coaching system (next season as usual) will be like this: when coaching any player of level 1 to 4 that player will raise 2 levels for 1 VP (2 VP in case of GK/SW). This will make it more interesting to coach those low levels even if they aren't apprentices. The cost of coaching players level 10 and up will remain unchanged. BTW, I think of change the effect of GKs and SWs slightly. In all case where the level of GKs/SWs is used, GK/SW-level + 1 is used instead. The reason behind this is that even if the GK is level 0 he will still be able to stop shots!

[c)] If I should change the order of actions, the only change I would do would be to revert to the order given in my original set! In this set transfers between clubs took place first in each session. A problem with this is if the deal fails so that a player won't play for his new club. To avoid this I'll stick to the current order of actions. Michael Pargman suggested that you should be able to sell players before the auction but that it should cost you a 10% fee. Any thoughts about this?

[g)] Possibly, but I don't think you need a bonus to try to keep the conceded goals down.))

[Carl-Magnus Höglund, Örslösa Bergsgården, 53197 Lidköping]: "Good form GP" What's the point? It will only make the good teams better, but that was maybe the reason. If you do implement it you should give the points retroactively.

Coaching. A fun idea, but rather unnecessary. Keep the old one.

Different tactics is fine, but don't disrupt the existing balance.

The table. I agree with Thomas Bossick. Places don't need to be stated as one can see this from the ordering.

The best scorer may get a free level.

Hard Play. This is the thing that varies most between different variants. Which is the best system I don't know. Maybe its Parr's as its deterministic.

National Team. I'm very hesitant.

To include the number of shots is very good and so is your scouting reports. How good the keeper/sweeper a team has you can conclude from the numbers of shots that have scored.

Offside trap. I haven't thought about that.

Roy Hodgson was maybe too good."

((GF. The reason was to make the managers more interested of the first 3 places. Instead I think of giving prizes: Winner of each division 2 free issues, and winners of Cups and the second and third team in each division gets 1 free issue. Next season will have 2 issues as game fee (probably). Can I have some feedback from y'all.

Coaching. See above. The other main reason was to make it easier to coach apprentices up to level 10 during their first season (something

maybe Samba! (in Dipsosis) would need. . .

I think the placements figures is one of the most interesting data in the table as from this you can spot if a team is going up or down.

Maybe the National Team idea was a bit too much. It should be good as it is to coach player above level 10 if you find the correct mix of players.

As I use random system to decide the number of goals scored I don't see why I shouldn't use a random system in conjuncture with hard play. I think the random system is more exciting and more demanding for the managers.

You can never be completely sure of the level of a GK/SW.))

[Henrik Höglund, Örslösa Bergsgården, 53197 Lidköping]: "Goalers: Yes, the best goalers should gain a bonus level at the end of the season, but not the best in each division, the two (three is even better) best goalers overall is far more realistic — and fun.

National team: Of course! But I don't know if I like the proposition that players could get injured.

Good form: Why not give the bottom teams some extra GPs? OK-OK-OK! . . .

Roy Hodgson: He's still worth a lot.

Presentation: Keep it the way it is.

Scouting: see Presentation."

((Goalers. Two best overall is fine. Might be three (or more) if several players end up on the same numbers of goals.

National team. To win something you must dare something.

Roy Hodgson. I suggest you save some cash so that you can afford to by him at the reauction in the end of this season. . .))

[Thomas Bossick, Werastraße 36, D-7730 VS-Schwenningen, Germany]: "The GFP are very good, I think, but you maybe should convert them to 2 GFP for the first in each division, and 1 GFP for the second, and 1 GFP for those teams which scored 4-0 points last time."

((Regarding the former see above. Your later suggestion may be a better suggestion. Another possibility could be to reward a team winning by 4 or more goals in a game by 1 GFP.))

[Jon Venbakken, Geitmyrsv. 27, N-0171 Oslo 1, Norge]: “Thomas Bossick is right in that offside trap is good in your system. (Though I don’t understand why a manager who has discovered this doesn’t achieve better results with his team...) And I agree with you, Per, that there is a similarity with *Empires in Arms*.

Now, the “Strong MF + Offside Trap” tactic is unbeatable. By changing the percentage of the offside trap from 50% to 40% (or lower), you create an *Empires in Arms*-like matrix of tactical options. But that is not enough! The cost of playing out of position is so low that you can never expect an opponent to use the same tactic twice. Therefore a manager will have to make a kind of probabilistic gamble in every match, to achieve the statistically best possible result. Of course, this can be interesting, and will certainly generate more analytical work for ambitious managers, but eventually they will find the optimal weightings of possible tactical options. In other words — there will still be an “unbeatable” strategy — though it has moved to a “higher” level.

So establishing a matrix of tactical options must be combined with an increased cost for playing out of position. And this cost must be carefully balanced against the cost of scouting on opponent teams. I once participated in an (extremely complex) PBM space wargame, based on a similar concept. In short, money could be used to increase production capacity, and to build warships directly, and on espionage. A player concentrating on increasing production capacity would be vulnerable for some rounds. I had probably played too much *Stellar Conquest*, and used all my money on increasing production capacity. My nearest neighbour’s spies found out. Then he built some warships and knocked me out of the game.

Another possibility is to keep the game as simple as it is now. The simplicity and randomness make it fun. If you are looking for a perfect game with “hidden action” where you have to figure out what is going on, and act accordingly — play a role-playing game!”

((The strength of United is, as you said, its simplicity, but also its adaptability to different ideas. Any changes of Kick Inside should al-

ways have simplicity (and playability) in mind, so the system of injuries/cards above might be too complex, although there are several aspects that’s missing that could be implemented by various methods to get more “realistic”... Well, keep it simple.

I will still suggest an expansion off the tactical side, by introducing new options, but I will keep them few and hopefully simple (as for example Offside Trap, which is simple). The options should be the following:

Offside Trap *As before, unchanged.*

All-Out Attack *A team which expects a good degree of general superiority over its opponents may decide to make an all-out onslaught on their goal. In so doing they would expect to create enough attempts on goal to all but remove the possibility of not scoring — however they are more likely to leave themselves open to a freak opposition goal. To play like this a side must field at least five FWs. The effect is to add 50% to the side’s FW-generated shots, but also to add 50% to the oppositions’ MF- and FW-generated shots.*

Stonewall Defence *(May replace blanket defence) To be used by a side that would like to increase their chance of saving a point if expecting to be beaten. Only to be used away unless the coach likes to be lynched. To use this option the team must field at least five DFs/SW, and the effect is to increase by a third (10%) the probability for both sides of a shot going wide.*

Anti Offside Trap *Every weapon can be fought with a new weapon. So if a team plays against a team using OT they may play with an “forward minded” sweeper. This option can be used if the team uses a SW of at least level 2 in the sweeper zone. The effect of this option if playing against a team using offside trap is that the team using Anti-OT gets their midfield increased by half the level of their sweeper (rounded up). Regardless if the opposing team uses OT or not, the effective level of the sweeper in the SW area will be reduced by 2.*

"All-Out Attack" [AOA] and "Stonewall Defence" [SD] were Bart Huby's ideas. Another possibility would be to introduce just SD and let everything be as it is, maybe even keeping Blanket defence, to give the "defensive minded" manager a new shot.))

Game of Diplomacy, the book

[Mark Nelson]: "GoD is over-rated as a text-book on play, it is too ideosyncratic and contains too ((*little?*)) material on postal diplomacy. As a text book on the play of diplomacy I do not rate it too highly. It IS entertaining reading. Similiar problems apply to Rod Walkers book on diplomacy (I can't recall the title). For the complete novice there is no ideal introduction to diplomacy, the best I have seen is Bruce Linsey's SUPERNOVA package although I am unsure if Brux still runs this."

((I think I would have been interested to start playing Diplomacy if the book would have been the first I've read about it. The problem with the postal hobby is that it changes quite frequently so that any pointers to it in a book would be out-dated (as for example Gamer's Guide was when I read it). Information about the hobby is probably better to spread thru 'zeens and other publications, or at cons. I've been contemplating on writing somekind of introduction to Diplomacy, maybe inspired by Danny Collman's package, for novices in Sweden, but so far I haven't even written Avalon Hill to ask for permission to do a Swedish translation of the rules...))

[Fred C. Davis, Jr.]: "The price of *The Game of Diplomacy* (\$6.00 U.S. or 3 Pounds, U.K.) includes Postage."

((If anyone failed to see it last issue you can order copies of the book from Fred if you live in North America or from Richard Sharp, Northon House, Whielden Street, Amersham HP7 0HU, UK.))

The Hobby

[Fred Davis]: "Tom Nash is going to give up the post of *Zine Register* Editor, and turn it over

to Garret Schenck, publisher of *Upstart*. As you may know, Tom is at least six months overdue in producing Z.R. #17. He tells me that he just doesn't have the time any more, now that he's on his job down in St. Simon's Is., georgia. He still says he's going to print #17 before turning his files over to Schenck. I hope this is true, although I've heard similar promises from other people in the hobby for the past 20 years, when they were suffering from "burnout" or simply overwork in the Real World. (I remember one case where the promised last issue came out over *one year* late, but at least it did come out). ((...)) If you want to contact Garret Schenck, his address is: 40 Thrid Pl., Basement Apt., Brooklyn, N.Y. 11231, USA. *Upstart* finished 2nd on the 1990 Runestone Poll, and first on the 1991 Marco Poll, so it will probably finish in the Top Three on this year's Runestone Poll. ((...))

I've just received my copy of the 1991 *Origins* Convention, which is being held in the Baltimore Convention Center this year, from 4-7 July. This is the biggest gaming show and exposition in America. Like DipCon, it rotates around the country, usually stopping in Baltimore once every 5 years. All of the American game companies, and a few British ones, will have their booths here. *Many* games will be played, divided into board games, miniatures, and role-playing games. One of the tournaments will be for Diplomacy. That will be played in two rounds, one on Saturday afternoon, and one on Sunday morning. There will also be a Variant played on Friday night. I'll be there, but will probably only play in the variant, a "Balkan Wars" design. I prefer to socialize rather than play in the hot and heavy tournaments these days. ((...))

I don't know whether you're interested in our Hobby Awards, but I'm going to enclose a copy of the Awards ballot anyway for your information. As Treasurer for the Awards Comm., I'm the one who orders the plaques, and drags them to the various DipCons to hand them out to the winners, so I'm very interested in getting a large vote turnout. Also hope a lot of people will donate money with their ballots for the cost of the plaques. If not, we'll have to forego the wooden and brass plaques and go back to paper certificates for the winners."

((Hopefully Tom's decision might make Been There, Done That more regular, but maybe his job will affect that too? I haven't seen any issues of Upstart, but its consistent good results at various polls and all the good things I hear about its maps I might send Garret a sample soon. But I don't really want more trades right now...))

Origins would be nice to visit sometime in the future. It would be nice if you could combine (World) Dipcon with it to make it more attractive for overseas Dippers, but I gather there are a lot of resistance against combining (World) Dipcon with a BIG con. Anyway, I don't know if I will be able to go to any con outside Scandinavia until ManorCon 94 (World Dipcon IV) or Scotland 95 (World SF-con, not definite yet).

I usually get several copies of various polls, awards, etc. but I don't normally vote, except Runestone where I send my votes by email to Eric Brosius. If you don't get much donations, this is probably due to little interest in the hobby. The same applies to polls.))

Bridge

[Jeff McKee, 481 Westbrook St., Apartment 105G, South Portland, ME 04106-1939, USA]: "You're right, I have one British Acol book, and it was 1) expensive, and 2) almost a complete waste of money. The trouble with buying books is that there's no telling which books are for popular systems and which are for systems somebody just dreamed up and nobody plays. The booksellers don't feel compelled to tell you which group each book belongs to, unless it's obvious to 90

My regular partner and I always open four card suits if the hand is not suitable for a NT opening; there is only one other pair I've run across everywhere I've been that plays four card majors with Standard American.

Standard American is not a particularly good system for competitive bidding. Pairs that preempt a lot do better than those who won't. It takes a lot of working out to compete well, and my partner and I still have a lot of practicing to do. We like to play mini-NT openings (10-12)

not vulnerable, five-card weak two bids and so on. We still haven't figured out how to show the balanced 16-count appropriately, though. The use of a forcing club opening has crossed my mind, but I'm not sure a) if my partner and I can get the time to work it out, and b) if we can play completely different systems vulnerable vs not vulnerable."

((I've never liked five card openings. I even prefer to open majors when I have longer minor (Canapé) :-))

Maybe you should include the 16 count in the 13-15 or 17-19 interval (depending on body, shape), or what intervals do you use? How about 11-13, 14-16, 18-20, 21-23, ... One possibility is to use the idea of the system that we call Super Standard, i.e. to play 14-16 NT and open the 17-19 NT with 1♣. I have only tried this once but it seemed to work fine.

Regarding vulnerabilities I nowadays play a combined forcing pass/strong club. This means that in vul vs non-vul we play Carrot (as I've described earlier) but in equal vuls or non-vul vs vul we "open" with pass if we have 12-16 HCP... 1♣ shows 9-11 balanced or 17+, 1♦ 0-7(8) HCP, and 1 major 8-11 with at least 4-cards while 1NT and 2♣ is 8-11 openings with minors denying 4-card majors. We can't play this system normally at matchpoints though so we have to use it at IMPs only. When not allowed to use it we play Carrot throughout (with 4-cards openings, naturally:-))

[Mark Nelson]: "In the UK Bridge players tend to be in their 30's and up (although there are a number of international players in their twenties I would say that Bridge was not a popular game amongst that age group) with a heavy concentration at club level in the 50's/60's/70's. Amongst the older players there are a much greater number of female players than male players. I think the higher the level that you play the younger the average age of your competitors.

I have not heard of the Cockroach Club but with a name like that I MUST find out more details about it!

Your description of Acol is brief, but accurate. One of its advantages is that being a simple

natura system it is easy to add layers of complexity upon it, easy to fiddle around with it and experiment. In contrast arteficial systems are more rigid and much harder to adapt since all the bids are normally linked together.”

((In Sweden there are not that many female players, at least not in competitive Bridge.

Cockroach Club doesn't exist. It was just a name a made up to cover all those Club systems with strange names. Now there is a system called "Cactus Club" . . .))

[Steve Nicewarner, 646 Williamsburg Court, Sanford, NC 27330, USA]: “((. . .)) Believe me, I understand how much time adjudicating some games can take. I used to set almost an entire evening just to do the *Blood Royale* game every isse! Why I'm even considering GMing *Pax Brittanica* and *Empires of the Middle Ages* is completely beyond me.

((I received this letter as a reply to a letter I sent him when I learnt that he would run PB in his relaunched Heroes of Olympus, coming back from the dessert. Naturally I wanted to play Italy. . .))

Speaking of *PB*, Italy is not in the 1825 variant, since the country was still unorganized. If I remember correctly, (I haven't received everything from Rob McCarter yet) the powers are; Great Britain, France, Russia, and the United States. Hopefully, you'll want to play in the variant, since it looks really interesting. I still can't get used to seeing Russian influence markers in California. . .

((. . .)) By the way, have you seen *Republic of Rome* yet? I think that it is a really neat game and would definitely recommend it to anyone. One word of caution, though. It is very easy for the game system to win if the players don't work together, especially in the Early Republic Scenario. I've been kicking around the idea of running it pbm, but I'm not sure it can be done. Opinion??

((Before my reply of this letter reached Steve I received another letter:))

I appreciate your desire to play in *Pax 1825*. Unfortunately, Italy was not unified in 1825. In fact, Italy starts the game as an independent area

called “Italian States”. There is a random event in which Italy unifies and begins to function as a minor power. If you would like to play Britain, France, America or Russia, however, there's still room.

Enclosed are my moves for the United game. *((Thanks))* I have to admit that everything was confusing at first, but I think I'm beginning to understand things. Any advice you'd like to give, though, would be greatly appreciated. One suggestion I have is to let the standby players have first shot at those non-league Bowl/Cup teams. This gets your standbys into the league quickly and makes sure that they know your rules before taking over a league team.”

((Time. Yes, a certain game take quite a lot of time, maybe a couple of days (guess which game I'm talking about). This is partly due to the fact that I'm at the same time improves the United program I have and rewrites the rules. . . When the program is completed I might manage to adjudicate the game in one or two nights, maybe. But I wouldn't mind if someone else took over as GM for United.

1825. A fascinating game what has reborn my lust for playing Empires in Arms again. . . If I play in it I'll probably play Russia instead. Would it be possible to have Spain as a major power during this period?

Republic of Rome. I haven't played this yet. Maybe this is something for Thomas Franke and his zine Diplomat?

*United. Good idea. I think I'll do so next season, so anyone interested in playing United should join the waiting list now. The best way to learn United is to learn by mistakes. My first two leagues (*Dipsomania* and *Europa 2000*) was almost complete failures, but in the third (*Dip-sosis*) my team (called “All-out attack”) is the King of the Hill (well, almost).))*

((Well, this brings this letter column to a close. Just a final word: This is not a “perzeen”, it's a “Per's zeen” :-))

Army/Fleet Rules Module

by Fred C. Davis, Jr. 1984 Revision

I. Convoy by the means given in the Diplomacy Rulebook is allowed only for the crossing of a *single* sea space.

- a. A Fleet may convoy an Army belonging to its own country or to any other power across this single sea space. This one-space convoy will be called the *Fast-Ferry* (FF), and the order for its use should include that term.
- b. In an unsuccessful disembarkation when both units belong to the same power, the Army will remain aboard the Fleet, to become an *Army/Fleet* (A/F). If the units belong to different powers, the Army must return to the land province from which it started, since an A/F cannot consist of two units belonging to units from two countries.

II. Army/Fleet Convoys:

- a. All convoys involving the crossing of more than one sea space may only be undertaken by the formation of an "Army/Fleet" to carry the Army by piggy-back. On a given move, a Fleet in a sea space may be boarded by an Army from an adjacent coastal province, thus creating an A/F. The A/F may then move to another sea space, and may then *also* disembark the Army into any land province to which the second sea space is adjacent. An A/F can only consist of two units belonging to the same country. (i.e. "A(Mar) boards F(LYO), A/F(LYO)→WES, A disembarks TUN.")
- b. An A/F combination may remain physically intact on the board for up to 3 consecutive moves, excluding Build periods. Thus, an Army can only be on the seas for a total of 4 consecutive A/F moves. If the Army is not successfully disembarked before the *end* of the 4th move, it is annihilated by starvation, e.g. A which boards F in Spring 1902 could stay with that F for Spring, Fall, and Spring 1903, but must be disembarked successfully before the end of Fall 1903, or it

will be removed from the board. Removal of the Army will not affect the existence of the Fleet.

III. Army/Fleet Combined Operations:

- a. An A/F has the same combat value as a single Fleet. It may attack, support, and be supported. It cannot convoy another Army via the Fast Ferry, since its transport capacity is already fully used. An A/F can exist only in a sea space. It cannot be ordered into a land province as an entity, but it may support some other unit into a land province. (See IV. a. for Retreats.)
- b. If an Army is ordered to board a Fleet, and the A/F is then prevented from moving to another sea space, the A/F remains intact. If the Fleet is ordered to "Hold", the A/F will also remain intact.
- c. If an Army is ordered to board a Fleet, and the Fleet is simultaneously attacked and required to *defend* its sea space against another Fleet, or Fleets, the Army fails to board, and remains in its previous land province. This is true even when the Fleet is successful in defending its sea space against its attacker(s). The Army will also fail to board if the Fleet is ordered to support another unit.
Clarification: "Defend" means where the A/F was given an order to "Hold" after boarding the Army, *or* the A/F was forced to remain in the original sea space for any other reason. This rule does *not* affect the A/F convoy when the A/F moves successfully to another sea space, and another Fleet moves into the original sea space afterwards. It is assumed that the second F moved in after the A/F moved out; therefore, the first F did not have to "defend" the space.

(This is different from the Regular Diplomacy rule, where an unsuccessful attack

upon a Fleet never disrupts a convoy. The rationale here is that an A/F is a much more complex thing than an ordinary convoy. If the Fleet has to sail off and fight a naval battle at the edge of the space, it then does not have time to regroup and form an A/F afterwards. It could, however, still run a "Fast Ferry.")

- d. If an Army's attack (disembarkation) on a land province fails, the A/F remains intact. Any order for the Fleet to move elsewhere will *not* take place, as the Fleet is forced to remain in place to allow to reboard the Army.
- e. An Army which is disembarked after spending one, two or three moves with an A/F may again be picked up again by the same Fleet on the next move.
- f. A Fleet may not simultaneously disembark one Army and pick up another. All boardings must be made at the beginnings of turns. (X—Secs. IV. d. & e. for how attacks on a F at start if a turn prevent a disembarkation).
- g. A Fleet which disembarks an Army in a land province before making its own move may then support the Army into the province for its own move. Or, having disembarked an Army before moving, it may then move elsewhere. It may not support another unit elsewhere.
- h. Any A/F Convoy or Disembarkation order which results in a Paradox (a movement which cannot be adjudicated due to circular reasoning) will result in the GM finding that all *involved* units *Hold*. This includes situations where two different units of equal strength attempt to occupy a space from the *same* sea space, as can happen when an A/F moves into a space vacated by a Fleet and attempts to disembark into the same space that the other Fleet has just moved to.

IV. Retreats, Disloged.s, Annihilation, Removals:

- a. A disloged A/F must attempt to retreat to a sea space. If the only space open for a

Retreat is a land one, only the Fleet will survive and the Army is annihilated. (In a naval battle, warships would have a higher chance of survival than troop transports, tankers, etc.)

- b. If an A/F is annihilated, including by an "Off-the-board" move, both units are removed.
- c. If the loss of a Supply Center requires the removal of a unit from the Board, and the player fails to submit a removal orders, the Rule of "Fleets before Armies" may be changed by the Gamemaster in the case of A/F's, since the literal application of this rule would also result in the destruction of the Army. The GM may, instead, remove an Army which is part of an A/F.
- d. When an A/F attempts to disembark its A, with F support, and the F, instead is *disloged* from its sea space, the disembarkation order will *fail*, even if the Army could otherwise successfully disembark in the land province to which it has been ordered. The disloged A and F must retreat together to the same sea space. If the only available space for a retreat is a land space, the F will retreat, and the A is annihilated.
- e. If the A/F attempts to disembark its A and have the F simultaneously move to a different space without supporting its A, *and* the F would lose its *original* sea space due to a move *with support* by units of other Powers, the disembarkation order will *fail*, even if the A could otherwise successfully disembark in province to which it has been ordered. This is because the the initial space in which the A/F was located is being occupied by an "*attack*", which disrupt the disembarkation; and also to be consistent with section d. above. In such a case, the A will accompany the F in its ordered move, providing the F was ordered to another sea space. *If* the Fleet was ordered to a land space, the GM will move the A/F to the nearest sea space in accordance with *Just's right-hand rule* ((*see the house rules – Per's remark*)) if no Retreat orders are on file.

f. However, if the A/F merely disembarks its A into a land province and then moves away without supporting the A, and the initial sea space is the occupied by another F or A/F of any nationality, which takes the space *without support*, the disembarkation *succeeds*. This is because a single unit moving

without support could not have dislodged the A/F. the presumption here is that there was no real "attack", and the disembarkation was completed before any other units entered the sea space.

The Story So Far

by Per Westling

This is the third article about the history of Diplomacy and its hobby. Previous articles in this series: *The Good Old Days in Graustark* by John Boardman which was published in #5; *The Invention of Diplomacy* by Allan B Calhamer in #6.

The sources for this article are the following: *A Diplomacy Chronology* by Fred C Davis, Jr. published in *Diplomacy World* #35 [1983] (information from this will be denoted by [D]); *Diplomacy in Continental Europe* by Walter Luc Haas published in *Diplomacy World* #12 [1976] (information from this will be denoted by [H]). All other information has been collected by yours truly from various sources so if anything is incorrect I apologize.

The format of presentation will be similar to the one used by Davis (in [D]), i.e. grouped by each year and where several entries are given in one year they appear numbered in chronological order (if known).

In most cases Davis' information has been used without rewriting it but not every time.

1958

First version of Diplomacy designed and play-tested by its inventor Allan B. Calhamer. It was based on ideas which originally occurred to him in 1954. [D]

1959

First commercial version of Diplomacy put out by Calhamer and sold out of his home. It was basically similar to the modern version. Each piece was numbered in gold leaf; the English pieces were tricolored. Reportedly only 500 such sets were manufactured. [D]

1960

1. Diplomacy sets first commercially marketed by GRI of Boston MA. [D]
2. E. Patterson NJ Diplomacy Club formed, one of the earliest such clubs. Many players in John Boardman's first game were members. (See 1963-1.) [D]

1962

First attempted postal Diplomacy game, started by Conrad von Metzke in *Mongo*, November 1962. Game was abandoned after Winter 1962. [D]

1963

1. *Graustark* founded by John Boardman (Brooklyn NY USA). Runs first completed

postal Diplomacy game, 1963A. [D] Is still published by John Boardman which makes it the oldest postal Diplomacy zeen in the world.

2. Boardman numbers — originally called “Graustark Number” — established by John Boardman to keep track of postal games. Announced in *Grau* #11, Oct. 1963, Nomenclature is similar to that used by astronomers to designate new comets. John becomes first Boardman Number Custodian (BNC) serving in that post until Aug. 1967. [D]

1964

1. Youngstown University Diplomacy Club founded by John Koning, John Smythe, and others in Youngstown OH, USA. They designed the “Youngstown Variant”, the first ten player variant game, around 1966. [D]
2. Diplomacy played at L.A. Science Fiction & Fantasy Society. Several SF fans, including some fanzine publishers, join the hobby (including Jerry Pournelle, now a leading sf author). [D]
3. Concept of running more than 1 game per zeen is introduced by Steve Cartier (publishing under the name of “Dan Brannan”) in *Wild 'N Wooly*. [D]

1965

1. Don Miller (Wheaton MD USA) publishes *Diplomania*, which began as a supplement to a sf fanzine he published for a Washington DC sf club. Don conceived the idea of classifying variants by letter code. When these were used to keep track of variant postal games, they were named Miller Numbers, and Don became the first Miller Number Custodian (MNC), 1965–1971. His “Middle-earth II” became the first postal variant game, 1965Ae and was the first published variant (in *Graustark*). [D]

2. John Konig (Youngstown OH USA) founds *sTab*. It was a combination of two formerly independent zeens (his *Massif* and John Smythe’s *Trantor*) and introduced the subzeen concept. [D]
3. *Brobdingnag* transferred to the editorship of John McCallum, thus becoming the first Canadian zeen. [D]

1966

1. Concept of “Bourse” (sort of a variant) games conceived by Don Miller. Subsequently proposed by Allan Calhamer in 1969. [D]
2. Charles Reinsel (PA USA) established the first player rating system. [D]
3. DipCon I held in Youngstown OH, hosted by John Koning in his home, 31 Aug 1966. [D]
4. *Diplomania* becomes a non-game zeen, devoted solely to the discussion of general hobby matters and variants, the first such publication in the hobby. [D]

1968

Rod Walker begins writing a regular column on Diplomacy in SPI’s magazine, *Strategy & Tactics*.

1969

1. Walt Buchanan starts a hobby archive (“Hoosier Archives” in Lebanon IN USA) as a repository for all Dipzeens. In connection with this project a zeen called *Hoosier Archives* is started which also runs Demonstration Games with leading players. It also published originals of articles and became the direct ancestor of *Diplomacy World*. [D]
2. Don Turnbull (Manchester UK) introduces Postal Diplomacy to Britain (and thereby Europe) in his zeen *Albion*. [D] It was succeeded by Don’s zeen *Courier* which folded sometime mid eighties.

1970

1. GRI begins putting a list of postal Diplomacy GMs in the Diplomacy game box in an effort to recruit more players for postal play. [D]
2. World SF Con held in Heidelberg, Germany. This introduces Diplomacy to Continental Europe as it was played there. [H]
3. Conrad von Metzke becomes BNC (Oct 72–Oct 74). Finds *Everything* as his zeen to report BNC statistics. [D] Previously the BNCs had started new zeens but when Doug Beyerlein (BNC Oct 74–Oct 77) becomes the new BNC he keeps that name and it's still used to this day.
4. First Italian Dipzeen: *Il Corriere Diplomatica*, published by Enrico Manfredi. [H]

1971

1. Michel Feron produces first French language Dipzeen, *Moeshoeshoe*, in Belgium. Michel continued active in publishing until 1983; his last zeen was *Chanticleer*. [D] Runs the first PBM-game (1971AA). [H]
2. The rule version mostly used nowadays within the hobby published by GRI. [D]
3. Diplomacy sets produced in UK under license from GRI. Differs slightly from the one sold in USA. [D]
4. *Ethil the Frog* produced by John Piggott (England). One of the most successful zeens during the seventies. Acidic editorials and lively letter column. [D]

1972

1. Diplomacy event at the European SF Con, 1972, in Trieste Italy. As so many players attended this event it was later called "the first European Diplomacy Convention". Attenders from England, France, Italy, Canada, Denmark, Sweden, Belgium and Turkey. Among them were Roland Prévot of France and Åke Jonsson of Sweden. [H]
2. British 'Zine Poll begun by Richard Walkerdine in his zeen *Mad Policy* to rate UK zeens. [D] Has changed pollers over the years but is still running. Did include all European zeens some years. Current poller: Iain Bowen.

1974

1. Roland Prévot start the first French zeen, *Vortigern*. This is still running—but has changed editors—which makes it the oldest still running continental zeen.
2. *Diplomacy World* founded by Walt Buchanan as the first semi-pro hobby-wide zeen, to serve as a hobby forum and communication aid. Circulation eventually reached 600+. [D]
3. North American Variant Bank (NAVVB) becomes operational under Dan Gallagher (Alexandria VA USA) after preliminary collecting work and cataloguing (1972–74) by Dick Vedder (San Diego CA USA).
4. United Kingdom Variant Bank (UKVB) established by Hartley Patterson.

1975

1. Walter Luc Haas in Switzerland starts *Bumm* which was partly written in German and partly written in English. [H]
2. Åke Jonsson starts the first Scandinavian PBM zeen with his *The Polar Knight*. Published completely in English. [H] Folded 1978 but Åke continued to run games by flier and may still be doing so.
3. Canadian Diplomacy Organization (CDO) established to take care of Canadian hobby affairs. [D] Still active.

1976

1. Avalon Hill Game Co. (TAHGC) in Baltimore MD USA, purchases commercial rights to Diplomacy from GRI. [D]
2. Waddington's House of Games (Toronto, Ontario) takes over production of Canadian Diplomacy sets, under license from Avalon Hill. [D] Has stopped producing and selling sets recently.
3. CDO produces the first novice package, edited by Robert Correll, *Cepheids*. [D]
4. Pete Swanson edits the first UK Novice Package, *The Tangled Web We Weave*. [D]

1977

1. John Leeder, publisher of *Runestone* (Calgary, Alberta, Canada) starts the North American 'Zine Poll (the Runestone Poll). [D] As the UK version this has been taken over by over hobbyists later and is still run each year. Current poller: Eric Brosius.
2. *Stabsanzeiger* started by Volker Schnell, Germany. Is still run by him. The first and oldest zeen in Germany.
3. First EuroCon held by British players. Centred on FTF Diplomacy and held annually somewhere outside UK. [D] Stopped being run late eighties.
4. Larry Peery produced the first book (soft-cover) on Diplomacy, *An Introduction to the Strategy & Tactics of Postal Diplomacy*. [D]

1978

1. *The Game of Diplomacy*, by Richard Sharp, published in Britain by Arthur Barker, Ltd. This is the first commercial hard-cover book on the game. [D]
2. *Diplomacy Games & Variants*, by Lew Pul-sipher. A soft-cover book published in Britain by Strategy Games, Ltd. Contains

several beautiful variant maps. Rules ranges from simple to extremely complex. [D]

3. Dermot Garvey (Cork, Ireland) completes first computerized list of variants, with over 500 entries. The list was the basis of variants in the ARDA catalog in 1980. [D]
4. Peter Calcraft and Robin Hood produces the first zeen which only consists of listing of UK Diplomacy 'zines, *25 Years On*. [D]

1979

1. *Gamer's Guide to Diplomacy* written by Rod Walker and published by Avalon Hill. This soft-cover book is the most widely circulated American publication on Diplomacy. [D]
2. *The Baltic Battler* (cost 2.50 SEK/issue!) started by Thorbjörn Ström (Blekinge, Sweden). Almost entirely in English. 1982 *TBB* folded for the first time after becoming totally written in Swedish from issue #19. *TBB* and Torbjörn reappeared in 1987 with a zeen completely in Swedish but this folded some time later.

1980

1. Mike Mills (NY USA) publishes first edition of the *'Zine Directory*, a zine review zeen for North American zeens. Subsequent issues include overseas zeens. [D] Current publisher: Garret Schenck.
2. *Variants & Uncles*, a zeen devoted to printing the rules and maps of Diplomacy variants, published by Steve Agar in England. [D] Did fold but was restarted by James Nelson (late 80s) who still publish this quarterly.
3. *Passchendaele*, by Francois Cuerrier (Ottawa, Ontario), produces a 100-page zeen in September. [D]
4. *Supernova*, the North American Novice Package, is compiled and edited by Bruce Linsey. Most extensive novice package ever written. [D]

5. NAVB issues a reclassification of all known Diplomacy variants into organized categories, published in the *ARDA Catalog*, which is updated regularly. This followed a great deal of preliminary work on variant reclassification by Conrad von Metzke, Fred Davis, Dick Vedder, and others (USA), Der Garvey (Ireland), and Hartley Patterson and Andrew Poole (UK). [D] Current custodian of NAVB: Lee Kendter, Jr.

6. Alan Parr starts his zine *Hopscotch*, and also introduces "United", one of the most popular postal games in the Diplomacy hobby.

1981

1. Malcolm Smith starts *Bohemian Rhapsody* while he lives in Darlington, UK. In 1983 it folds but after moving to Antwerp, Belgium, Malcolm decides to restart *BR* again. When Malcolm moved to Norway he brought his zeen with him making this the first zeen to be published in Norway, and also the first zeen to be published in three different countries! It is still running in Norway.
2. Mark Lazelere (MD, USA), starts the "Marco Poll" in which each voter names just the 5 best zeens, removing the "grudge vote" phenomena (i.e. giving a zeen you don't like [and don't read] a low vote). [D] Current poller: Pete Gaughan.
3. Avalon Hill introduces plastic stars and anchors in their game boxes. [D] But recently AH has decided to go back to wooden pieces instead.

1982

1. John Caruso (USA) forms a Hobby Ombudsman Service to provide help in resolving disputes. [D]
2. *The General*, Avalon Hill's prozine, begins a regular Diplomacy column, written by Rod Walker. [D]

1985

Roland Prévot publishes *Omnibus* #1, a listing zeen containing information about all known regular Diplomacy games in Continental Europe. Roland functioned as Continental European BNC at this time.

1986

In September Peter Lund (member of Conflict Simulation Sweden) publishes an (almost) Diplomacy zine, containing games like Macchiavelli and Diplomacy, and stuff about conflict simulating games. Runs on a biweekly schedule and publishes 20 issues before folding. Written solely in Swedish and was called *SPIS* (Gaming in Sweden/Stockholm).

1987

In January 1987 Jaap Jacobs (Netherlands, publisher of *Oxymoron*) takes over as BNC for Dutch games, while Thomas Franke (Germany, since 1990 publisher of *Diplomat*, an international zeen concentrating on Diplomacy) takes over as BNC for the German speaking part of Europe. Roland Prévot continues to issue BNs for the rest of continental Europe.

1988

Dipsomania/Dipsomanie started by Jef Bryant (Belgium). This zeen is simultaneously published in French and in English in an effort to bridge the gap between these two hobbies. Concentrates on running variant Diplomacy games, but the long turnaround time and low frequency has made it to fail somewhat.

1989

1. Roland Prévot resigns in favor of Jean-Yves Priou (Paris, France) the current Continental BNC. Jean-Yves publishes an update of

the lists of Continental games (called *Omnibus* #2). A third issue of *Omnibus* was planned to Jan '91 to celebrate the 20th anniversary of Postal Diplomacy in Continental Europe, but this issue has been postponed to this summer.

2. Per Westling (Linköping, Sweden) starts *Lepanto 4-ever* (in August), the oldest current Swedish still running. The first issue completely in Swedish, but starting with issue #2 it is written in English to bring the (by then) almost non-existent Swedish hobby in touch with the International hobby and/or the European hobbies.
3. Belgian Variant Bank publishes a *zeen* (*Spice of Life*) containing lists of the available variants, and also lists of available rules of various PBM games. Tries also to keep both English and French version of the variants/PBM-rules.

1990

1. *Europa 2000* started by Georg Broniarz-Frynas, Germany, a general PBM game *zeen*, published mostly in English with the unusual method of limiting the number of local (German) subscribers to not more than half the number of all subscribers.
2. In May Carl-Magnus Höglund (Lidköping, Sweden) starts *Dipsosis*, which soon becomes a 60-page general PBM *zeen*, running several sports games, together with Diplomacy. The biggest current *zeen*, both in numbers of subscribers (had 106 as most) and number of pages (60).
3. Deutsche Diplomacy-Varianten-Bank (DDVB) publishes *Magic Garden* #1, its variant catalog. Contains many variants in German.
4. David Hood takes over as editor/publisher of *Diplomacy World* from Larry Peery. Makes a grand effort to make it a real flagship *zeen* by changing layout, production and distribution, and sending freebies to every hobbyist in USA not currently subscribing!

5. *Gränslandet* (with S Hussein on the front cover and a variant, "Arabic Diplomacy" inside) is published by Roland Isaksson, Rönninge Sweden.
6. *Hopscotch* and United celebrates 10th anniversary with an extra 60 page supplement to the normal 12 pages. Still run by Alan Parr who manages to run a league with 6 division of 10 teams!
7. *Ancalagon* (originally called *Atlantis*) started by Hugo Ahlenius, Sweden. Hugo becomes the "bad boy" of the Swedish hobby, attacking everybody and everything, while having big problems with getting the *zeen* off the ground. The fourth currently running PBM *zeen* in Sweden.

1991

1. 20th anniversary of Postal Diplomacy in Continental Europe. (Noone notices...)
2. Xavier Blanchot runs a European Zine Poll, a poll for "all European Diplomatic zines". Result not known at present time.
3. *The Backstabber* started by Borger Borgersen (Oslo, Norway). This game warehouse *zeen* (which Diplomacy and variants) becomes the second running *zeen* in Norway, but the first written in Norwegian. Is also the first Scandinavian *zeen* to run a variant with more than 7 (or 8) players as it runs a "Youngstown XIIIb" global variant with 14 players!
4. Inspired by the Belgian *Spice of Life* Carl-Magnus Höglund and Per Westling publishes *PostScriptum* #1, containing listings of available variant Diplomacy and PBM rules. This could be called the Swedish Variant Bank (SVB).
5. Larry Peery starts *World Diplomacy*, a *zeen* concentrating on the International hobby.

((Finishes at page 30.))

Some thoughts on press releases

by John Piggott

Newcomers to this funny hobby sometimes get a little confused at what they find here. To be sure, the game moves are clearly necessary, and one might well expect to find zine editors printing comments on the play, or having arguments among themselves.

But what possible purpose is served by all those funny press releases?

Part of the confusion no doubt stems from the fact that there are several types of press releases. In their simplest form, they are merely an extension of diplomatic correspondence, and usually boring to read:

Vienna: The Emperor of Austria sends his compliments to the Sultan of Turkey and trusts their association will be a happy one.

On occasions such releases, directly related to the game moves, can serve an essential purpose. Perhaps where there is a history of distrust between the communicating parties a well-thought-out press release, in conjunction with the orders for the same season, may pave the way towards an eventually fruitful alliance. I've found this useful in at least one game. But normally such releases should be kept out; the place for diplomacy is in letters.

Press is, of course, much more interesting if there's more to it than more diplomacy. Occasionally, you may wish to insult your enemies:

Vienna: Sod you, Davidson! I should have known you'd stab me, you half-assed apology for a pox-ridden whore!

Some editors, however, would decline to print such a release. One has a greater chance of reaching one's public if the funny side of one's misfortune is emphasized:

Vienna: The Austrian Government hopes that the Sultan is taking note of the imperialist moves of the Italian Cake-Mix company, Inc (Rome). This twister's stabbing is turning all our people into Viennese whirls. . .

The pun, indeed, has a noble tradition in the story of press releases; and there are those who believe this kind of release to be the best sort. Why they're wrong we'll come on to presently; right now we'll just note that the newcomer shouldn't find any of the foregoing examples too hard to understand in the contexts of their games.

But what is the neophyte supposed to make of a press releases which bears no relation to what's going on at the field of battle? Is there really a place for this sort of thing:

Terminus City: "I am Hari Sheldon. . ."

This isn't datelined from anywhere on the game board; and for all the relevance they have the moves might as well be ignored! Yet this sort of release comprises an important part of all the world's press, be this world Earth or Trantor. Why?

The answer, of course, lies in the creative urge. Diplomacy players on the whole possess better imaginative powers than the majority of the population, and writing press releases from fictitious locations is an easy way of constructing one's own universe. The private cosmos of a game's press is peopled with interesting or absurd characters, and the propaganda interactions in a game featuring good press writers can be a joy to behold.

For another attraction of this sort of "creative" press is that one's own situations and characters may be developed further by another player in

the same game (or even an interested outsider). One of the greatest pleasures to be obtained from postal Diplomacy is to see one's creations spread from player to player, from game to game, and eventually into different zines:

Jesus College: "What's the Hall dinner tonight?"
"Crottled greeps."
"Oh. Think I'll sign out."

I didn't actually invent crottled greeps; I suspect nobody knows the culprit's identity. To me, however, goes the distinction of having introduced them to Diplomacy fandom. I first encountered them in SF fandom, where they are a mythical food served to fans, indescribably foul (if you don't like them, you shouldn't order them), and it was as such that I mentioned them in one of my press releases in *Mad Policy's* game 1973D; it was my intention to use the fact of their loathsome taste in future releases.

But what actually happened was that Conrad von Metzke took control of them, transforming the once-vile crottled greeps into a sought-after delicacy. Crottled greeps stalls proliferated all over Jamul, in a manner reminiscent of Colonel Sanders' fried chicken:

Addelstone: "... Piggott's opened a new crottled greepery and is advertising a special: four for the price of five."
"Sounds like Piggott. Sounds like Richard, too; when he started *Mad Policy* I told him it would be cheaper just to subscribe to *Ethil*."

And, as you see, this sort of release also provides an improved way of insulting one's enemies, as well as providing entertainment for the participants and (hopefully) spectators.

This "non-game" press divides rather badly into two distinct types: these are, first, parodies of various books in the real world, and second, releases in which real and fictitious characters mingle, but without imitation of any existing work. I tend more towards the parody side, myself; my multifarious *Foundation* parodies are justly notorious, and I've also imitated John

Norman's *Gor* books and Norman Spinrad's *The Iron Dream*. Previous issues of *Ethil* have contained parodies of Shakespeare and Hemingway; and there have been other examples in other zines. Of course, sometimes it's difficult to know where these two types merge—what is parody and what isn't? I'll leave that to the English students, being only an illiterate scientist myself, to answer. It might also be worth considering at a later date what makes a good parody—since the degree of success of the various parodies in propaganda varies widely.

Now, why is "non-game" press the best sort? The reason's simple: it's generally better. Game related press, after all, is somewhat limited in scope, and once you've exhausted the obvious punchlines, there may not be all that much left:

Vienna: Trade figures released today show record increases in the sale of ice-cream to the occupying Italian army. The Austrian Automobile Company of Budapest also reported record profits. In particular, sales of the new six-gear armoured car—one forward, five reverse—to the Italians are encouragingly high.

See what I mean? Italian ice-cream in particular has featured, monotonously, in game after game, and after the first twenty appearances it was difficult to hink of any new twists on the theme. That's one reason for my thesis that game-related press is a no-no compared with other sorts. A second reason is that the bit of the press which connects it to the game often doesn't add anything new:

Budapest: "Look at those crottled greeps! They've grown legs! Ugh!"
"Must be greepy-crawlies. Incidentally, did you hear Piggot's offering four portions for the price of five?"
"Yeah—I wondered why Italy moved to Vienna."

Big deal. You could make that crack without bringing in Italy at all.

Well, if game-related press is so weak, where does that leave press in relation to the moves in a Diplomacy game. Yes, you're right; I believe

the press to be by far the most important part. For a start, in the press releases you are interacting with seven people (six players and the GM) and possibly more, depending on reader interest and the GM's particular ruling with regard to non-player's press. I know that, in theory, the diplomacy should do the same thing . . . it is supposed to be good policy for a player to write to everyone else at least once a move, but how many games find France and Turkey discussing anything before about 1905? Precious few, I should imagine. So that's one up for press already, since one of the good things about postal diplomacy is supposed to be interaction between the players—a meeting of minds, so to speak.

Secondly, the press is by far the most interesting part of a game report, if it's any good at all. Isolated voices will no doubt disagree with me here, saying that the moves of a Diplomacy game are both fascinating and of great sociological import—but when was the last time YOU were turned on by Army Munich to Ruhr? Game

moves are all very well if you're actually playing, or have the whole game to play through at once—but one season's manoeuvres isn't guaranteed to produce a Pulitzer Prize, while press at its best is entertainment of great value.

I know a Diplomacy player who spends literally hours each season pondering his orders in a postal Diplomacy game. I wonder why he bothers; if he's so concerned with brilliant tactical ploys he would surely be better off if he stuck to playing on hexagonal grids. Diplomacy, by its very nature, is rather a poor game for tacticians; the essential features in a postal Dippy game are the diplomacy and the press. They are of far more interest than the moves, and thus ought to receive a correspondingly greater attention. It's unfortunate, in my view, that the fundamental truth of this is not more widely realised.

((This article was taken from The Pouch #53. John Piggott (UK) published the famous Ethil The Frog during the seventies. – Per's remark))

The Russian Balloon

by Björn Westling

Russia is perhaps the most popular power to start with as a novice: "Gee, Russia's got four units from the starts, the others have only got three!". Well, playing Russia is not *that* easy, and in lots of those I've played FTF I've noticed a phenomenon, that I call "The Russian Balloon". It happens quite often that Russia expands from four up to nine units during the first years. Then, suddenly, some other power makes a breakthrough thry the Russian lines, and poof, Russia goes down the dumper (the most extreme case was a game in which somebody (guess who :-() who played Russia and expanded to nine units, and was about to conquer the last Austrian unit. Then Germany suddenly helped Austria, and made me lose two units. Those two units opened the Russian defense line, and it then became an easy target for the other powers. (This

happened in 1904, and 1907 Russia was down at one unit, while Austria had four. . .)

Another game in which I played Russia was quite unusual because Turkey and Austria betrayed me and conquered Sevastopol, but still I didn't need to worry, but I allied with France (*Napoleonic dippy*) and he instantly attacked me, but yet I didn't have any trouble. Then I allied with Turkey and destroyed Austria, but suddenly the English switched players, and poof there went Russia down the dumper. . .

No other power is as vulnerable as Russia. Every country is hard to destroy, even if you can break thru the defensive line, you can't be sure that you can destroy the power, but if you get thru the Russian line, then he is in serious trouble!

Iles Eazines

La FFJDS vous informe qu'il existe une presse spécialisée consacrée à Diplomacy, aux jeux de négociation et de simulation, et à leur environnement. Elle est le relais indispensable des informations et des idées qui ont permis à la Fédération de voir le jour, et constitue un environnement convivial et stable. De plus, c'est par le biais de ces magazines amateurs que s'organisent sur toute la France et en Belgique des parties par correspondance. N'hésitez donc pas à vous abonner à l'un ou plusieurs d'entre eux.

- **MACH DIE SPUHL!** (A4). Derniers numéros, 62 (mai, 30p), 63 (juillet, 44p), 64 (septembre, 42p), 65 (novembre, 34p). Abonnement: 750FB/10 numéros, compte - chèque - postal MdS! 000-1516291-84. Derniers sujets d'article: le jeu napoléonien avec figurines, jeux et ordinateurs; jeux publiés: Capitaine Fracasse, Ruée sur l'Afrique, Double-jeu, 1492. Jeux proposés: Diplomacy & variantes, jeux de mots & lettres, Ruée sur l'Afrique, 1492, En Garde, Rivaux du Rail, Capitaine Fracasse, Football, la Grande Boucle, Double-jeu. **Contacteur :**

*** Miguël LAMBOTTE, rue Wiertz 39, Bte 2, B-4000 LIEGE. ***

- **TRAHISON!** (A5). Derniers numéros, 28 (août, 68p), 29 (septembre, 68p), 30 (octobre, 68p), 31 (novembre, 68p), 32 (décembre, 68p). Abonnement: 130FF/10 numéros, chèque à l'ordre de Trahison. Derniers sujets d'article: Résultats de la NordCon (analyse et commentaire), sacrilège et orthodoxie à Diplomacy & études circulaires et hexagonales de la carte, de l'usage de l'ouverture à Diplomacy (la Turquie, la Russie, l'Italie), les classements et la durée des parties de Diplo: études, propositions, et rapports des championnats du Monde et de France; l'actualité du Golfe: "Saddam Hussein le négociateur", "Hafez el Assad le renard de Damas"; critiques de SF & présentation de l'oeuvre de P.K.Dick, entretien posthume avec Attila, test: êtes-vous lâches?, présentation de Kremlin, Warrior Knight et de Britannia & l'Angleterre de la nuit des temps, les variantes dans les JSDE & les "déviants" et les limites de la simulation, les compétitions avec figurines (compléments à CHARGES), études sur les Diadoques et les Rois de Perdition, jouer la Grande-Bretagne à Empire in Arms, description d'un programme informatique de Diplo, la Terre du Milieu & les guerres du troisième âge; wargame, Harvest of Death, Anzio Beach Head, Emires in Arms (aides de jeu, étude économique); jeux publiés: Guerres Lointaines, Terreur sur l'Orghuz, Terre du Milieu (1400 TA). Jeux proposés: Diplomacy, Nucléodip, Influence Mondiale, Empires In Arms, les Rois de Perdition, les Diadoques, Dune, Stellar Conquest, Terreur sur l'Orghuz, Terre du Milieu, Guerres Lointaines. **Contacteur :**

*** Xavier BLANCHOT, 99 Bd Raspail, F-75006 PARIS. ***

- **TRIUMVIRAT** (A5). Derniers numéros, 47 (mars, 44p), 48 (mai, 44p), 49 (octobre, 36p). Abonnement: 60FF/(x) numéros, chèque à l'ordre de Triumvirat. Derniers sujets d'article: les classements anglo-saxons à Diplomacy, la Colombie et la guerre de la coca, le terrorisme international; wargame, la série ACW, Drive on Stalingrad, The Road to Vicksburg, les Dernières batailles de Napoléon; jeux publiés: Les Courses. Jeux proposés: Diplomacy & variantes, Méditerranée, Les Courses. **Contacteur :**

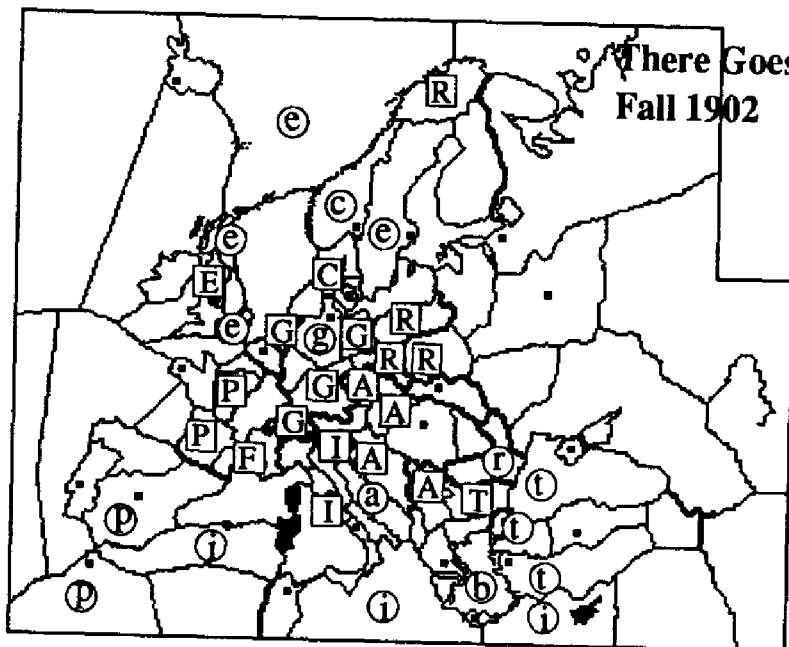
*** Laurent TINTURE, 11 rue des Dures Terres, F-95230 SOISY/MONTMORENCY. ***

- **VOPALIEC** (A5). Derniers numéros, 56 (juin, 48p), 57 (juillet, 36p), 58 (octobre, 56p), (décembre, 54p). Abonnement: 120FF/10 numéros, chèque à l'ordre de Vopaliec SF. Derniers sujets d'article: le wargame par correspondance; Amirauté, les porte-avions allemands et italiens, les croiseurs. Jeux proposés: Diplomacy & variantes, Amirauté, Collapsar, 1940, Football, Civilisation. **Contacteur :**

*** J-F. MOUGARD, Rte du Puy Charpentreau, F-85000 LA ROCHE/YON. ***

- **VORTIGERN** (A5). Derniers numéros, 140 (juillet, 48p), 141 (septembre, 60p), 142 (octobre, 56p), 143 (novembre, 16p). Abonnement: (100+20)FF/10 numéros, chèque à l'ordre de Vortigern. Derniers sujets d'articles: Résultats de la NordCon, les bonus compensateurs des classements à Diplomacy, la géopolitique, Diplonumérologie, les Québécois, et une adaptation de Britannia à la correspondance; jeu publié: DeScomatie. Jeux proposés: Diplomacy, La Foi et le Glaive, Britannia, Empire du Moyen-Age. **Contacteur :**

*** Patrick GUEU, 20b rue de Tannebourg, F-94170 LE PERREUX. ***



Fall '02

There Goes... Woolworth IID
Fall 1902

There Goes A Tenner

GM:

Per Westling, Rydsv. 246 c:16,
S-58251 Linköping, Sweden,
{4613/013} 260495

Austria: [Kalle Stengård, Nysåtra Gård, 14191 Huddinge]

A(Gal)→Boh; A(Bud)→Ser, Sby A(Tri); F(ADR)SA(Tri)H.

Balkan: [Secret Power]

A(Mac)→Bul, Sby A(Ser)*; F(Gre)→AEG.

England: [Andreas Krohn, Gustavlundsv. 38, 25655 Helsingborg]

F(NAO)→NWG; F(Nwy)→Swe; F(NWG)→Edi; E(Lon)→NTH.

France: [Secret Power]

A(Mad)→Mar; A(Par)*→Bre.

Germany: [Secret Power]

A(Ber)H, Sby F(Kie); A(Mun)→Swi; A(Ruh)→Hol.

Italy: [New: Mark Nelson, 21 Cecil Mount, Armley, Leeds, West Riding, LS12 2AP, Great Britain]

A(Ven)H, Sby A(Rom); F(Nap)→ION; F(Tun)→WES; F(Cre)→EAS.

Russia: [Summer address: Réginald de Potesta de Waleffe, 5 rue des Champs Elysées, B-1050 BRUXELLES, Belgium]

F(Rum)H; A(Ukr)→War; A(StP)→Lap; A(Pru)→Ber, Sby A(Sil).

Scandinavia: [Secret Power]

A(Swe)→Den; F(Ska)→Nwy, Sby F(NTH).

Spain: [Carl-Magnus Höglund, Örslösa Bergsgården, 53197 Lidköping]

A(Bre)→Par, Sby A(Gas); F(Mor)→Gul[imp]; F(MID)→Mad.

Turkey: [Secret Power]

A(Bul)S[AH]A(Bud)→Ser, Sby F(BLA); F(Smy)→Con.

Retreats: Balcan A(Ser)→Alb. French A(Par)→Pic

Notes: ZAT for Spring '03 is fri 23 Aug (1 pm).

Press [There Goes A Tenner]:

Bud→Mos: I hope I can trust you.

Bud→Ita: Talk to me or else!! This is the last warning.

Bud→Spa: I hope you can make the right moves this time.

Bud→All: We have decide to strat war against Balcan since we don't know who Balcan will support in the future. Our neighbours who don't have sent diplomacy letters to us may take this as a warning.

Bud→Tur: A cooperation is fine by me but who will you attack after Balcan is defeated, Russia, Italy or me? Your built this season will probably show it.

Bud→Ger: Swiss is still free! If you let me take it I wont attack you.

Adjustments in "There Goes A Tenner" after Fall '02				
Aus	Home(3),Gal,+Ser	(4)	5	+A(Vie)
Bal	-Bul,Gre,-Ser	(3)	1	-A(Alb),-A(Mac)
Eng	Home(3),Ice,+Swe	(4)	5	+A(Lpl)
Fra	Mar,-Par	(2)	1	-A(Par)
Ger	Kic,Mun,Bel,Hol,+Ber,+Swi	(4)	6	+A(Mun) [nbp, Play 1 short]
Ita	Home(3),Cre,Tun	(5)	5	n/c
Rus	Home(4),-Ber,+Rum	(5)	5	n/c
Sca	Den,Nwy,-Swe	(3)	2	-F(NTH)
Spa	Home(3),Bre,+Par	(4)	5	n/c [nbo, Play 1 short]
Tur	Home(3),+Bul	(3)	4	+F(Smy)
Neu	-Rum,-Swi	(2)	0	

Eng→Rus: Why don't you, Mr Clever, give me a tip?!

Eng→Fra: That's your problem for the moment. Finally some good play from you!

Eng→Sca: Help! Don't scare me!

Fra→Eng: Thanks! I didn't notice.

Fra→Ger: Why not!

Fra→Spa: I will not give up so easy.

Ger→Rus: I hope you haven't attacked me. . .

Mark→Kalle: Thanks for the letter. Apologies for not replying, but I was too busy with the real-world and since I wasn't sure of getting the position. . . I hope my moves met with your approval. . .

Rus→Eng: I think that you will need my help in Scandinavia.

Rus→Aus: I have well received your last fax, thanks for all. Sorry, I haven't had enough time to send you an answer.

Scandinavian parliament→Rus/Eng: Out parliament vows your countries to war.

Sca→Ger: I think that you have interest in peace with us as you are very busy with Russia. I hope for cooperation.

Per→Spa: Your fleet is placed in Morroco, not Marseilles!

Tur→Aus: I still hope for an alliance! I will repeat the support into Ser next move if you later help me into Greece.

Tur→Rus: My moves speak for me. Unless you have helped Balcan this move I do count you as a friend.

Tur→Ita: I quote, "Words can only do harm, enjoy the silence".

Tur→Bal: "Ten little countries was there in Europe, one troubled Turkey and soon they were only nine."

Per→Bal/Fra: "Ten major powers thought this game was great, two got smashed completly, and soon they were eight."

((*"The Story So Far"* continues from page 24.))

1992

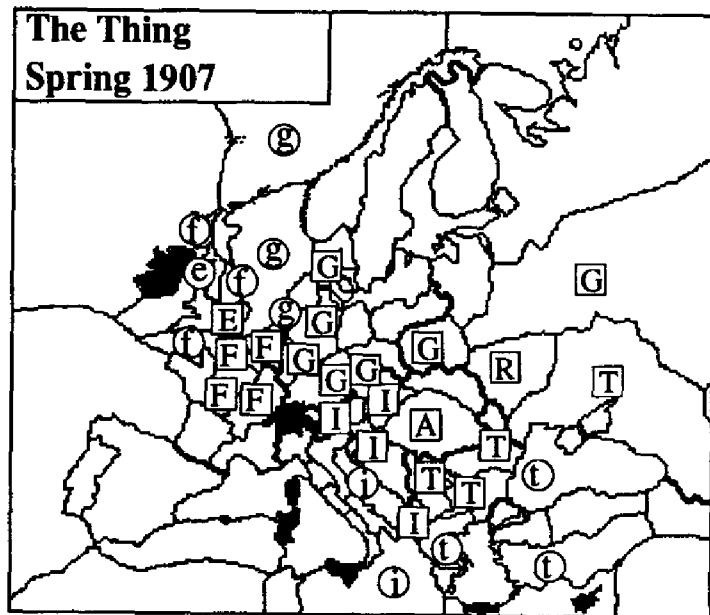
6. Andy Key and Madeleine Smith takes over from Iain Bowen as custodian for the zine listing zeens for the UK hobby (but also containing zeens from abroad) called *Mission from God*.

World DipCon III held in Australia in conjunction with CanCon, Canberra, during the Australian summer (January).

1994

7. The third Norwegian zeen (probably) started Tron Erling Nerbø, Jan Erik Lövik and Frank Ove Seth.

World DipCon IV returns to ManorCon in Birmingham, UK. A great celebration of the 40th anniversary since the birth of Diplomacy?



Spring 1907

Gunboat I

The Thing

GM:

Per Westling, Rydsv. 246 c:16,
S-58251 Linköping, Sweden,
{4613/013} 260495

Austria: A(Bud)H.

England: F(Lpl)H; A(Yor)*H.

France: F(Edi)→Yor; F(Cly)→Lpl; A(Bel)H, SbyA(Pic); A(Gas)→Par; A(Bur)→Ruh; F(Bre)→ECH.

Germany: A(Mos)S[Ru]A(Sev)H [nso]; A(War)→Gal; F(NTH)S[Fr]F(Edi)→Yor, SbyF(Hol); F(Nwy)→NWG; A(Mun)→Boh; A(Kie)→Den; A(Ber)→Mun, SbyA(Ruh); A(Den)H [u].

Italy: A(Vie)→Gal; A(Tyr)→Vie; A(Alb)→Gre; F(Tri)→ADR; F(ION)→AEG; A(Ven)→Tri.

Russia: A(Sev)→Ukr.

Turkey: A(Bul)SA(Ser); F(Smy)→AEG, SbyF(Gre); A(Arm)→Sev, SbyF(BLA); A(Rum)S [AH] A(Bud); A(Ser)SF(Gre).

Retreats: English A(Yor)→Lon.

Notes: A missing German army in Denmark reappears this time. ZAT for Fall 1907 is **fri 23 Aug** (1 pm).

Press [The Thing]:

Par→Ber: The move into Ruh is just to protect Belgium. If you are standing in NTH please support my A Bel into London and you may have Belgium. Note that if you have moved F Nor→NWG I am not going to trust you.

Par→Rome&Turkey: Why fight each other? Please note that Germany only did build Armies last year. I am able to hold the Maignotte line against a German invasion but what about you?

Par→Con: Please do not listen to German's sweet talk. Do you believe that he is satisfied with a 4-way draw between Ger-Tur-Fra-Ita? If he captures any of us will Germany be the Winner! Put pressure on G in the east. I will only give him Bel because I promised it to him.

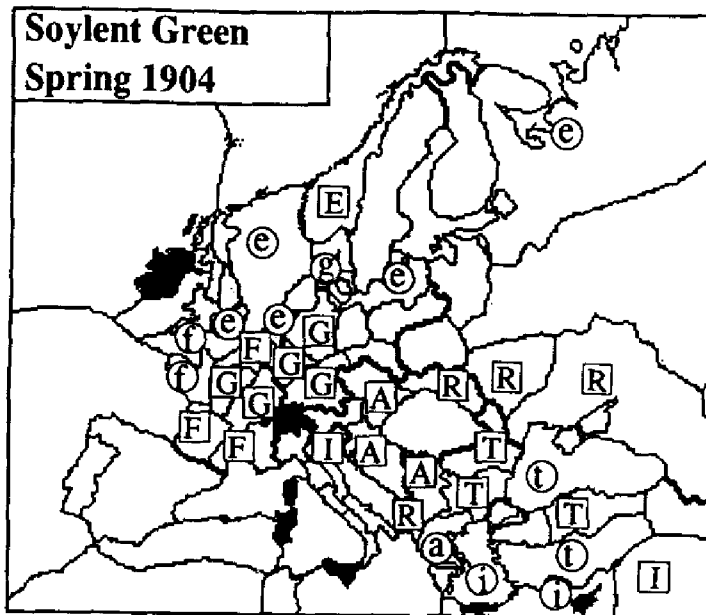
GM→Ger: We both forgot that army in Denmark last time. Sorry about that. . .

Ber→Par: I will convoy my A Denmark to London.

Ber→Con: I had to stop the Russian from retreating into Ukraine and threaten both Warsaw and Moscow.

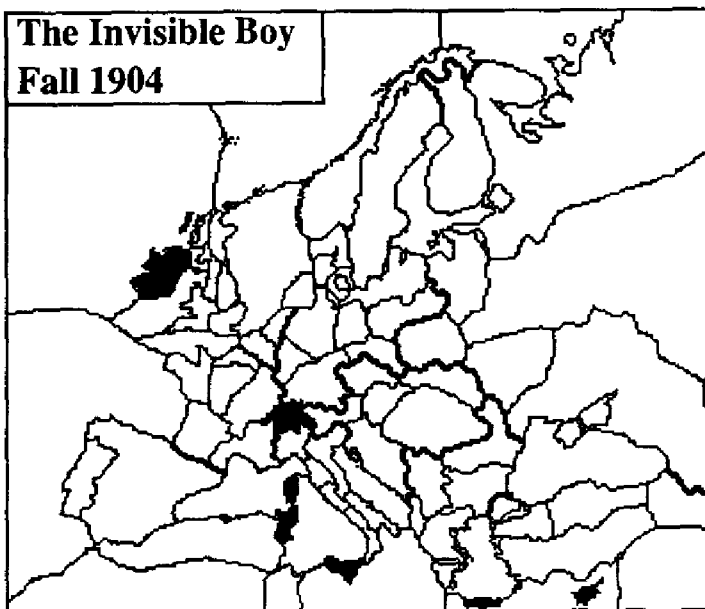
Con→Ber: For security's sake I would have liked to have moved to Sev with the fleet, but I think I may be needing it for defence shortly.

Con→Rom: I'll consider calling it off, but I won't have you banging up against my centers if you want peace.



Spring 1904
 Gunboat II
 Soylent Green
 GM:
 Per Westling

Austria: A(Bud)→Ser, SbyA(Tri); A(Vie)→Gal; F(Gre)S [It] A(Ven)→Apu [nso].
England: F(Swe)→BAL; F(HEL)→Hol, SbyF(NTH); F(StP/nc)→Mos[imp]; A(Nwy)→Swe;
 F(Lon)→Wal.
France: A(Mar)→Bur; A(Bel)→Par [imp], SbyA(Gas); F(ECH)→Wal; F(Bre)SA(Gas).
Germany: A(Bur)→Gas, SbyA(Par); A(Ruh)→Bel, SbyA(Hol)*; F(Den)→Swe;
 A(Kie)→Mun.
Italy: A(Syr)→Smy; F(ION)→AEG, SbyF(EAS); A(Ven)S [AH] A(Tri)→Tyr [nso].
Russia: A(Sev)→Rum, Sby A(Ukr) & A(Gal); A(Ser)*→Bul.
Turkey: A(Rum)S [AH] A(Vie)→Ven [nso], Sby F(BLA) & A(Bul); F(AEG)→Smy, Sby
 A(Ank).
Retreats: German A(Hol)→Kie. Russian A(Ser)→Alb.
Notes: ZAT for Fall 1904 is fri 23 Aug (1 pm).



Fall 1904
 War of Fog
 The Invisible Boy
 GM:
 Per Westling, Rydsv. 246 c:16,
 S-58251 Linköping, Sweden,
 {4613/013} 260495
 Moves:
 Attacked:
 Notes:

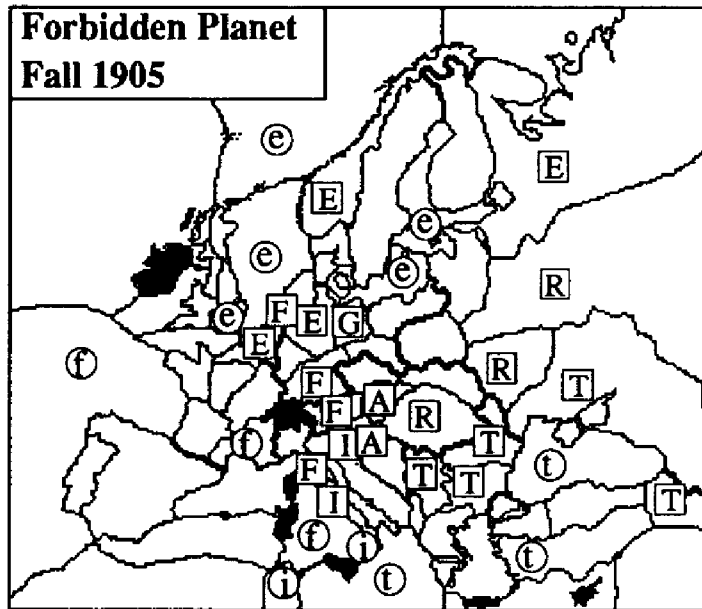
Fall 1905

Regular Diplomacy

Forbidden Planet

GM:

Per Westling, Rydsv. 246 c:16,
S-58251 Linköping, Sweden,
{4613/013} 260495



Austria: [Johan Andersson, Borsöknv. 21, 63233 Eskilstuna]

A(Vie)→Tyr, Sby A(Tri).

England: [Jonny Holmström, Jakobtorpsv. 23, 59060 Ljungsbro]

F(BAR)→NWG; A(Kie)→Ber, Sby F(BAL); A(Bel)H; A(Nwy)→Stp, Sby F(BOT);
A(Yor)→Nwy, Cby F(NTH).

France: [Carina Björklind, Tröskareg. 53, 58330 Linköping]

A(Mun)S [Ge] A(Ber)→Kie; A(Ruh)→Hol; A(Ven)*→Tri, Sby A(Tyr); F(TYS) stays put [H];
F(WES)→MID; F(Mar)H [u].

Germany: [Micael Hessel, Rydsv 62b, 58248 Linköping]

A(Ber)→Kie.

Italy: [New: John Robillard, Sundsg. 26, 87140 Härmösand]

A(Apu)→Ven, Sby A(Rom); E(Tun)→TYS.

Russia: [Björn Westling, Vågländsg. 35, 50246 Borås]

A(Mos)SA(Ukr); A(Ukr)SA(Gal); A(Gal)SA(Bud); A(Bud)S [AH] A(Tri).

Turkey: [Daniel Berg, Huldrev. 3, 59060 Ljungsbro]

A(Rum)H, Sby A(Bul) & A(Sev) & F(BLA); A(Ser)S [AH] A(Tri)→Bud [nso]; A(Arm)SA(Sev);
E(ION)S [It] F(Tun)H.

Retreats: French A(Ven)→Tus.

Old proposals: EFT draw defeated.

Notes: I say "Welcome" to John and "Au revoir" to Mats. ZAT for Spring 1906 is fri 23 Aug (1 pm).

Adjustments in "Forbidden Planet" after Fall 1905				
Aus	Tri, Vie	(2)	2	n/c
Eng	Home(3), Nwy, -Hol, Kie, Bel, Den, Swe, +Stp	(9)	9	+F(Lon)
Fra	Home(3), Por, Spa, Mun, -Ven, +Hol	(7)	7	n/c
Ger	Ber	(1)	1	n/c
Ita	Nap, Rom, Tun, +Ven	(3)	4	+F(Nap)
Rus	Mos, -StP, War, -Rum, Bud	(5)	3	-A(Gal)
Tur	Home(3), Bul, Ser, Gre, Sev, +Rum	(7)	8	+F(Smy)

Press [Forbidden Planet]:

Eng→Rus: Det har kommit till vår kännedom att levnadsförhållandena i er huvudstafv var under all kritik. (Socialstyrelsen hotar att gripa in.) Då beslutade vi att befria staden St Petersburg.

Konsuln StP→Lon: Folkmassorna dansar och jublar på gatorna. Ni gjorde rätt!

Ita→Alla: Charge!

Tsar→Ö-U: Jag har inte hört någon reaktion på mitt fredsfördrag.

Tsar→Fra: Du ser väl vad som händer med mig? Nu vet du hur mycket engelsmannen är att lita på. . .

Någonstans i Sverige→Eng: Tro mig; Vodka och te går inte ihop.

Ö-U→Alla: The suppressed strikes back.

Per→Daniel: Tyvär, ingen "Best in Show" för dig på LinCon.

Per→Jonny/Daniel/Micael: Jag är intresserad av att spela Civilization och/eller Diplomacy i sommar. Hur är det med er?

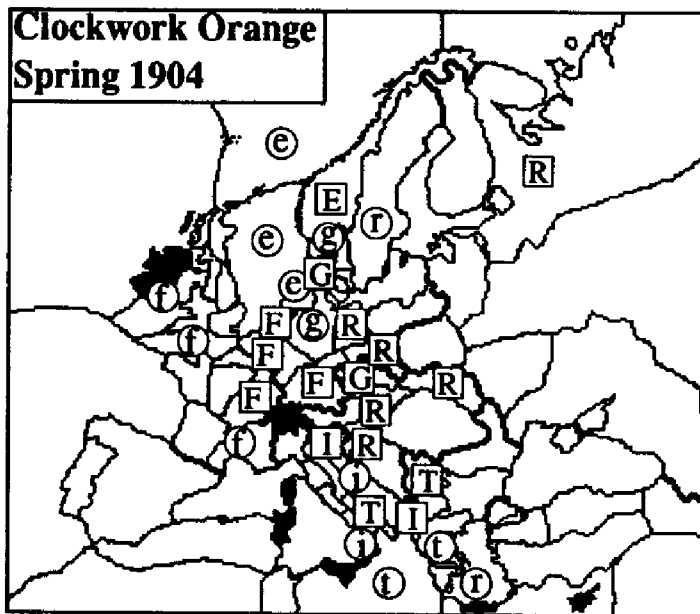
Armistice Diplomacy

by Per Westling

1. Except where noted below, the rules of normal Diplomacy apply.
2. A power may, together with its orders for Spring or Fall *movements* declare that it *surrenders*. The order may be conditional on other orders, or units' actions. The surrendering will take place after all retreats, disbands and builds.
3. Any unit of the surrendering power are removed. The player of that power will be regarded as surviving, but defeated.
4. A surrender mean that all centers controlled by the surrendering power turns neutral.
5. Home centers of the surrendering power and that turns neutral by this act, becomes *impassable* for the rest of the game, i.e. no power may move into these areas as they function as Switzerland. The number of newly impassable centers are deducted from the grand total of centers. You need a number greater than half the *remaining* number of centers (e.g. 17 with 32 or 33 centers, 16 with 30 or 31).
6. With respect to passability, non-supply home areas of a surrendering power function as supply centers. The "control" of these are decided exactly as they are for supply centers in normal Diplomacy, i.e. the power that had a unit there last during any fall turn controls it.
7. If the impassability of any areas would leave a unit stranded without *any* possibility to move even though it is placed on a legal space, the power controlling that unit may disband it during the next adjustment phase (playing one or more short) and during the adjustment phase following that adjust as normal.
8. If a surrender takes place after a Spring turn, a supply center that was controlled by the surrendering power contains a unit of another power, that center will only surrender if it becomes empty during the fall of that same year.

((This might be a variant suitable for those of you who like to give up if things start to go bad. . .))

Spring 1904



Regular Diplomacy

A Clockwork Orange

GM:

Per Westling, Rydsv. 246 c:16,
S-58251 Linköping, Sweden,
{4613/013} 260495

England: [Björn Westling, Vågländsg. 35, 50246 Borås]
F(NTH)→Den; F(HEL)S [fr] A(Ruh)→Hol; E(NWG)→Nwy; A(Nwy)S [Ru] F(BAL)→Swe.
France: [Carl-Magnus Höglund, Örslösa Bergsgården, 53197 Lidköping]
A(Ruh)→Hol; A(Pic)→Bel; A(Mun)S [Ru] A(Pru)→Ber; A(Bur)→Ruh; F(MID)→IRI;
F(Bre)→ECH; F(Mar)H [u].
Germany: [Andreas Krohn, Gustavlundsv. 38, 25655 Helsingborg]
F(Hol)→Kie, Sby A(Ber)* & A(Den); F(Swe)*→BAL; A(Boh)→Sil.
Italy: [Tor Nordkvist, Rödebäcksv 8, 43900 Onsala]
A(Ven)→Tri, Sby A(Alb) & F(ADR); E(Nap)→ION.
Russia: [Alexander Armiento, Pionjärsbacken 5, 16360 Spånga]
A(Tri)H, Sby A(Vie); F(AEG)C [Tu] A(Bul)→Apu; A(Gal)→Boh; A(Pru)→Ber, Sby A(Sil);
F(BAL)→Swe; A(Stp)H.
Turkey: [Johan Andersson, Borsöknv. 21, 63233 Eskilstuna]
A(Ser)S [Ru] A(Ven); A(Bul)→Apu, Cby F(ION); F(Gre)SF(ION).
Retreats: German A(Ber) bites the dust while F(Swe) tries its luck in SKA.
Notes: ZAT for Fall 1904 is fri 23 Aug (1 pm).

Press [A Clockwork Orange]:

Eng→All: A famous quote: "England hasn't done very well, so far". This said in 1904. 1907 England had 12 centers. . .

King→Tsar: I hope for good diplomactic relationships between us.

Eng→Ger: We English people will not disappear, as long as only one country is against us, and a couple of countries are with us.

Eng→Ger: I have three good reasons to begin a "blitz" against you: Firstly, I don't like Germans. Secondly, I need some "lebensraum", and I've forgotten the third reason.

Fra→Ger: I'll join "Operation cleaning"!!

Fra→The Tsar: How do you know anything about good friends!?

Ber→Eng: I don't know who wrote Ger→Eng fall 1903. I do not hate you, I just hate humans. . .

King of Italy→Isalm Al Allah: Italy is not yours. It is mine, mine and mine again.

SPLO→All: Free Spain from French oppression now! Help us!

The Tsar→Eng: Thank you, that was real nice.

The Tsar→Ger: You shouldn't have messed with Silesia, now see what happened to you nice little country. Told you soo. . .

The Tsar→Fra: Nice cooperation. This is fun!

The Tsar→Tur: Ain't we clever?

Tur→All: The only reason why I'ven't built any armies, is that we are overestimated when it comes to population.

Tur→Rus: Nice to have a good friend!

Tur→Ita: Somehow I don't trust you.

GM→All: This game is great fun!

Session IV — PG10 — The Kick Inside — United

GM: Per Westling, Rydsv. 246 c:16, S-58251 Linköping, Sweden, {4613/013} 260495

NMR: Borger Borgersen's Viking. I even got extra orders [thanks Steve]. KMV got their manager replaced, while Best Ham's Henrik Vrenning managed to send in orders in time. The first name one the waiting list will be replacement manager if Borger fail to deliver orders next time.

Corrections of GM errors last session: The manager of *Pebblestone Hackers* is still Clemens Richter, Am Hankenberg 11, D-7730 VS-Schwenningen, Germany, while the new manager of *Grendel Unlimited* is Thomas Bossick, Werastraße 36, D-7730 VS-Schwenningen, Germany.

CC, NU and GamU has received the EGP they should have received last time.

The swap between FCPO and GrUn last time contained an error; FCPO should have paid GrUn 350k and not the other way around. I'm not sure I did this error with FCPO's money. Could Walter check that up?

Thomas (of GrUn) has also convinced me that I should lower the price of Roy Hodgson with around 17% instead of 10%. The final price of RH will be around 1600. This means that Grendel Unl after the session 3 owed 315 instead of 797 (with the 350k above include).

Change of address: Joakim Spångberg, Lindgatan 8, 602 36 Norrköping [during the summer].

Change of managers: KMV30FC is now managed by Micael Hessel, Rydsv 62b, 58248 Linköping.

New apprentices: Javier Sanchez and Mark Robinson (Best Ham).

Results for match 7, division a:

KMV30FC vs Bavaria Munich 4 — 9 [8*-18]

Home: Seldon 2, Sullivan // Away: Strangler 4, Dutzel 2, Twilight 2, Pebblestone

Gamblers United vs St. Hanshaugen 3 — 1 [4-13]

Home: Hardkill 2, O'Stopper // Away: Bråten

Cthulu Callers vs Best Ham United 4 — 0 [11*-1]

Home: Dhole 2, Azatoth, Hastur // Away: None

Bluesmen of Note vs Heart of Midlothian 1 — 6 [3-7]

Home: Murphy // Away: Colquhoun 3, Dick, Mosely, Trewavas

FC Piano-Oldtimer vs Tangerine Team 4 — 1 [17-3*]

Home: Charting 2, Fis, Fliegende // Away: Joliffe

Results for match 7, division b:

Prometheus Rover Overlords vs Salem Crofters	5 — 3 [10-5**]
Home: Kozma 4, Munos // Away: Ericson, Farmer, Larson	
Port Vale vs Pebblestone Hackers	2 — 1 [4-10]
Home: Bromage 2 // Away: Freaks	
Viking vs Waterloo FC	4 — 2 [17*-17]
Home: Lund 3, Andersen // Away: Wire 2	
Neverland United vs Blue Star FC	5 — 0 [12-3]
Home: Axxahilbuk, Filmugungs, Phangoriu, Scarkraxen, Skokka // Away: None	
Grendel Unlimited vs Ragnarok Samurais	2 — 0 [17*-11]
Home: Candy, Steinway // Away: None	

Results for match 8, division a:

Bavaria Munich vs Cthulhu Callers	7 — 1 [16-5]
Home: Dutzel 2, Egstase 2, Twilight 2, Pebblestone // Away: Azatoth	
KMV30FC vs Gamblers United	2 — 3 [10-4]
Home: Channis, Seldon // Away: Passby 2, Hardkill	
Tangerine Team vs Heart of Midlothian	1 — 1 [6-2]
Home: Joliffe // Away: Kelly	
Best Ham United vs St. Hanshaugen	3 — 2 [8-14*]
Home: McAllen 2, Black // Away: Torgersen	
FC Piano-Oldtimer vs Bluesmen of Note	3 — 0 [17-1]
Home: Charting 2, Mixer // Away: None	

Results for match 8, division b:

Salem Crofters vs Viking	0 — 3 [12-8]
Home: None // Away: Giske, Lund, Thoresen	
Prometheus Rover Overlords vs Port Vale	1 — 1 [10-4**]
Home: Kozma // Away: Sproson	
Ragnarok Samurais vs Blue Star FC	4 — 2 [9-7]
Home: Adams 3, Senior // Away: Denver, Weizak	
Waterloo FC vs Pebblestone Hackers	1 — 2 [8-13*]
Home: Andersson // Away: Klemmer, Wechselstrøm	
Grendel Unlimited vs Neverland United	2 — 0 [5*-2]
Home: Margaret, Unlimited // Away: None	

Best goalers this session

Division a		Division b	
Charting	(FCPO) 4	Caprido Kozma	(PRO) 5
Dutzel	(BM) 4	Tom Lund	(Vik) 4
Strangler	(BM) 4	Mike Adams	(RS) 3

Best goalers so far this season

Division a			Division b		
Twilight	(BM)	12	Hallvar Thoresen	(Vik)	7
Charting	(FCPO)	11	Axxahilbuk	(NU)	6
Egstase	(BM)	8	Cinderella	(GrUn)	6
William Dick	(HoM)	7	John Denver	(BSFC)	6
Dutzel	(BM)	6	Klemmer	(PH)	6
Azatoth	(CC)	5	Tom Lund	(Vik)	6
Roger Larsen	(StH)	5	Phangoriu	(NU)	6
Dave McAllen	(BHU)	5	William Wire	(WFC)	6
Strangler	(BM)	5	Izmir Übel	(PH)	6
Dhole	(CC)	4	Caprido Kozma	(PRO)	5

Cup-matches in session IV:

Lesser Bluesmen (BoN) vs Waterloo FC	2 — 3 [8*-17]
Gamblers United vs Grendel Unlimited	0 — 2 [4-6]
Neverland Youngbloods (NU) vs Wabblestar City (PH)	1 — 2 [9**-3**]
St. Hanshaugen vs Cthulhu Callers	3 — 1 [9-1]
FC Piano-Oldtimer vs Animated United (PV)	4 — 1 [14-5]
Port Vale vs Czechoslovakian All Stars (SC)	1 — 0 [3-1]
Pebblestone Hackers vs Bavaria Munich	1 — 2 [4-5]
Neverland United vs Louveciennes (StH)	0 — 0 [2-1]

Replays of Cup-matches in session IV:

Louveciennes (StH) vs Neverland United	1 — 1 [5-1]
--	-------------

These two teams will meet on neutral ground next session. As there might be several games I suggest you two include enough contingency orders...

Suspended (the next session): Cadmus Epphantus (Prometheus Rover Overlords)

Matches game 9

St. Hanshaugen vs KMV30FC	Pebblestone Hackers vs Prometheus Rover Overlords
Cthulhu Callers vs Bluesmen of Note	Viking vs Neverland United
Gamblers United vs Tangerine Team	Port Vale vs Ragnarok Samurais
Bavaria Munich vs Best Ham United	Salem Crofters vs Waterloo FC
Heart of Midlothian vs FC Piano-Oldtimer	Blue Star FC vs Grendel Unlimited

Division a

Team	Pt	W	D	L	g+	g-	g=	Pt	VP	cash	GP	DP	manager	
FCPOldtmr	8	7	1	0	25	7	18	15	2111	4.5	-611	20	9	W Siedle
Bavaria M	8	5	1	2	39	20	19	11	5552	5.0	-435	9	4	T Männle
Hanshaugen	8	4	2	2	19	12	7	10	3223	3.0	-220	3	6	J Venbakken
Cthulhu C	8	5	0	3	16	13	3	10	1444	3.5	-844	1	1	C-M Höglund
GamblUtd	8	5	0	3	12	14	-2	10	7665	4.0	957	25	4	U Jiretom
TangerineT	8	4	1	3	12	9	3	9	4336	2.5	180	4	5	B Westling
Midlothian	8	3	1	4	16	18	-2	7	6777	3.5	920	31	0	D Berg
Bluesmen	8	2	0	6	7	23	-16	4	8888	2.0	1080	28	1	M Lowrey
BestHamUtd	8	1	1	6	8	22	-14	3	TTT9	3.0	-924	20	6	H Vrenning
KMV30FC	8	0	1	7	10	26	-16	1	999T	2.0	1020	16	7	M Hessel

Division b

Team	Pt	W	D	L	g+	g-	g=	Pt	VP	cash	GP	DP	manager	
NeverlandU	8	7	0	1	23	7	16	14	1111	3.0	925	1	6	H Höglund
Viking	8	6	0	2	21	18	3	12	6322	6.0	45	20	8	B Borgersen
GrendelUnl	8	5	1	2	24	13	11	11	7733	5.5	-105	2	8	T Bossick
Ragnarok S	8	4	1	3	14	12	2	9	2254	3.0	1043	19	2	A Krohn
BlueStarFC	8	3	1	4	22	27	-5	7	3445	2.5	274	20	0	J Spångberg
Pblstone H	8	3	0	5	22	16	6	6	9T76	3.0	26	20	6	R Clemens
WaterlooFC	8	2	2	4	13	16	-3	6	8567	2.5	-554	27	6	T Nordkvist
Prometheus	8	2	2	4	14	21	-7	6	4698	3.5	129	17	4	M Pargman
Port Vale	8	1	3	4	9	14	-5	5	T9T9	4.5	-547	17	1	J Holmström
Salem C	8	2	0	6	12	30	-18	4	588T	2.0	-132	26	0	R Isaksson

Matches game 10

Cthulhu Callers vs KMV30FC	Viking vs Prometheus Rover Overlords
Bluesmen of Note vs Gamblers United	Neverland United vs Port Vale
FC Piano-Oldtimer vs Bavaria Munich	Grendel Unlimited vs Salem Crofters
Tangerine Team vs St. Hanshaugen	Ragnarok Samurais vs Pebblestone Hackers
Heart of Midlothian vs Best Ham United	Blue Star FC vs Waterloo FC

Cupreplays

Louveciennes vs Neverland (on neutral ground until a winner is found)

Round 3 of the Cup; Played session VI

1 Waterloo FC vs Grendel Unlimited	2 St. Hanshaugen vs Wabblestar (PH)
3 Port Vale vs FC Piano-Oldtimer	4 Bavaria Munich vs Winner of replay(s)

Round 1 of the Bowl; Played session VI

1 Best Ham vs Tangerine Team	2 Midlothian vs (Neverland)
3 KMV30FC vs Viking	4 Ragnarok Samurais vs Bluesmen
5 Salem Crofters vs Gamblers	6 Pebblestone vs Prometheus

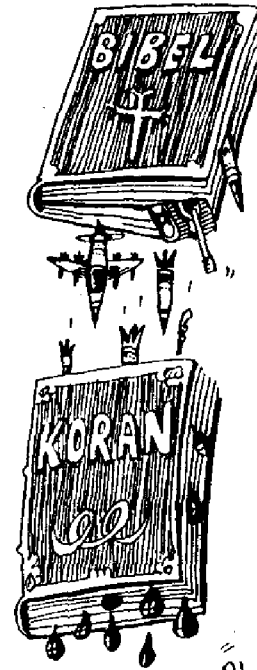
The first Round of the Bowl are played session VI. Replays are played if necessary with the team playing away in the first game playing home. If necessary more replays are played directly on neutral ground. Include contingency orders where needed. NB: Midlothian will advance directly to Round 2 if Neverland wins the replay vs Louveciennes.

Round 2 of the Bowl; Played session VII

1	Winner game 2 (round 1) vs Winner game 1	2	Winner game 3 vs Winner game 4
3	Winner game 5 vs Blue Star FC	4	Winner game 6 vs Cthulhu Callers

Session IV's auction:

- (18) Don Howe to Tangerine Team for 1000 kECUs.
- (19) Rodney Marsh to St Hanshaugen for 110k.
- (20) John Adams to Gamblers United for 303k.
- (21) Howard Wilkinson, not sold.
- (22) Gamarra Malachi, FW4(A), to Prometheus RO for 786k.
- (23) Dennis Moore, DF8(II), to Best Ham for 980k.
- (24) Brehme, MF12(II) [P5], to Cthulhu Callers for 1127k.



Auction session V:

- (21) Howard Wilkinson [C4].
- (25) Ben "Big Foot", FW3(I), of Salem (300k)
- (26) SW6(A) [R] ("Riotous liver" — loses 2 levels after his apprentice season and 2 more than normal every season thereafter.) (720k)
- (27) MF/FW7(IV) (80k)

Transfers: None.

Non-league sales: Johan Andersson, T Abrahamson and Ronald Raygun (PRO) 120k each. Whisler (PH) 320k. Fernsheatenne (BM) 160k. Nes (StH) 240k. A Johansen (StH) 160k.

Miscellaneous things: The team that will get the honor of playing as a representative for *The Kick Inside* will be FCPO. I have sent the necessary information to *Walter-Hermann Siedle*. Good luck!

Press [The Kick Inside]:

Per→All: Remember, if you don't submit names for the nameless players together with your bids, you risk not getting that player.

Per→Some teams: Please note that the Home advantage is 7! The current data for home advantage etc. can be found below (see NB).

Per→PV: Try to give me more information for which formation you chose etc. You also tried to use 3VP when you only had 2.5 so I coached the two given first.

PV→All: Looking for a keepertrainer? We consider all kind of deals obtainable after next 2 sessions.

GrUn→NU: Thanks for the best game in Division b up to now.

GrUn→FCPO: Looking forward to the Cup-final FCPO—GrUn!

GrUn→StH: You will have no chance to win any cup!

NU→CC: This isn't Middleman, got that?

Per→All: After session 7 there will be a transfer deadline. This means that after session 7 no deals between clubs are allowed. If you sell a player to a non-league team after this session, the age of that player will be the one it would have next season (i.e. the player will age first).

Per's comments about session IV:

among the scorers) that jumped three places and Gamblers with 25 GP left. Can any of those two threaten FCPO? In the bottom Henrik Vrenning returned in time for a surprising victory over StH, while the new boss of KMV had some bad luck against Gamblers (Have Gablers a deal with Lady Luck?) In the middle the Tangerine team disappointingly fell down from their place in the sun (and in the first division next season).

In division B Neverland lost their first game to the nebulous Pebblestone Hackers. The only thing that stopped Pebbles from going up to the second place was the surprising fact that Viking plays as good without their manager as they do

normally! The bottom of div B is better than the one of div A; This can be seen by noting that Salem failed to get any points even though they used Milla, the Lion from Cameroon... Michael's PRO produced the best scorer this session, something he will need to get up to the fifth spot, although with a little more luck he could have secured a second point against Port Vale.

The only real surprise among the cup games was Neverland United's failure to beat Louve-ciennes. But maybe Neverland has had a burn out and will be an easy prey for the Bavarian Bears?

NB: ZAT for next session is **tue 20 Aug**. Session 5; League games 9 and 10; No Cup/Bowl games (except a few pre-games of the Bowl and the replay); Home advantage 7; Hardness 3 – 6 – 8 – 11 – 15.

Round 1 — Spain — Running Up That Hill — Railway Rivals

GM: Per Westling, Rydsv. 246 c:16, S-58251 Linköping, Sweden, {4613/013} 260495

BIRR (Pink): [Lotta Hessel, Rydsv 22A, 58248 Linköping]

1a) (Bilbao) — Y32 — Y33; 1b) (Y32) — X32 — *San Sebastian*;

1c) (Bilbao) — Z31.

= 20 + 6 = 26.

MAR(Green): [Sven Eriksson, Furing. 4, 58347 Linköping]

1a) (Malaga) – F45 – F49 – *Cordoba*; 1b) (F49) – D50; 1c) (D50) – D51.

= 20 + 6 = 26.

Tc (Red): [Leif Kjetil Tviberg, N-7680 Utøy, Norge]

1a) 1a) (Valencia) – R17 – S17 – V18; 1b) (V18) – *Cuenca* – X19; 1c) (X19) – Y19. = 20 + 6 = 26.

T&R (Blue): [Roland Isaksson, Tvillingv. 13, 14400 Rönninge]

1a) (Barcelona) – H24 – J25; (Barcelona) – G26; 1b) (G26) – G27 – F27;

1c) (F27) – *Gerona*.

= 20 + 6 = 26.

Notes: Press in English. ZAT for Round 2 is **fri 23 Aug** (1 pm). Rolls for round 2: **6, 4, 3**.

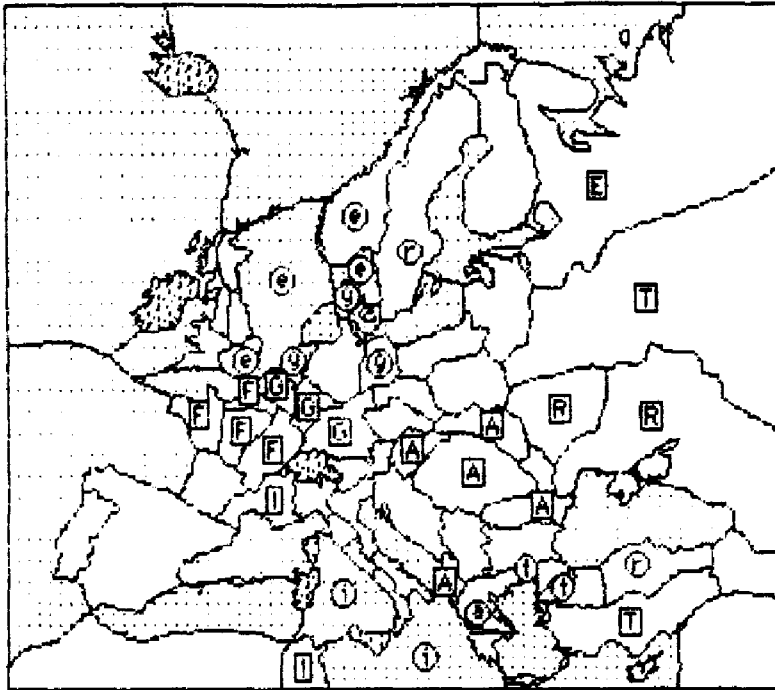
Press [Running Up That Hill]:

Per→All: Note that you during *races* don't have to pay anything extra for moving from mountain hex to mountain hex, as you already have paid the extra die dot when entering the first mountain hex.

Per→Sven: You're right; There shouldn't be any 1's among the rolls.

MAR→All: The Malaga Andalusian Railway is now opened. This is a major step in the Spanish history of transportation. May its trains always have green lights.

Per→Tvcico: No, the title *Running Up That Hill* isn't from the world of Science Fiction... It's from the same source as *The Kick Inside*, i.e. a Kate Bush album. The album is *Hounds of Love*, and the song should have been named *A Deal With God* first, but due to the problem that might cause the record company got it changed to the one above. I thought the title suited the game excellently with all those hills, and I will probably continue to give non-Diplomacy games (if I start any more) titles from songs.



THEM (PG11/90FU)

after Fall/Winter 1902

GM John G Robillard
Sundsgatan 26
87140 Harnosand
Sweden

ZAT Spring '03
... see back page.

Game notes: All press in english Grey press Remember to include instructions covering all contingencies. (retreats, builds, removals) Otherwise you can get hurt!

Obs!! New adress for Austria.

GERMAN GENERAL STAFF SUFFERS NERVOUS-BREAKDOWN. FRENCH FLEETS LOST!! A-H/ITALIAN ALLIANCE GAINS ON BOTH FRONTS.

- Austria:** Ingvar Grans, Ugglevagen 3, 436 42 Askim, Sweden
A Gal S A Ser-Rum A Bud S A Ser-Rum A Ser-Rum A Alb S F Gre F Gre H
- England:** Tor Nordkvist, Rodebacksv. S. 43900 Onsala, Sweden
F BAR-Nwy A StP S F BAR-Nwy F SEA-Den F Edi-NTH
- France:** Martin Hylerstedt, Lilla Norregatan 22, 27135 Ystad, Sweden
F MAO-ECH F LYO-WMS A Gas-Bur A Par S A Gas-Bur A Pic H A Bre [u]
- Germany:** Tore Godager, Postboks 119, 1310 Blommenholm, Norway
A Hol S A Ruh [nsu] A Ruh-Bur A Mun S A Ruh [nso] F Bel-NTH [nsu] F Den S F Bel-NTH F Ber-BAL [nsu]
- Italy:** [CoA: Joakim Gustafsson, Smedstorpsg. 17, 56135 Huskvarna]
F ION S F Nap-TYS F Nap-TYS A Pie-Mar A Tun [u]
- Russia:** Roger Andersson, Borsoknav. 21, 63233 Eskilstuna, Sweden
F Nor-Swe F Ank-Con A Rum-Sev A Ukr S A Rum-Sev
- Turkey:** Leif Ejetil Tviberg, c/o Hustad Leir, 6444 Farstad, Norway
A Sev H A Con-Smy F AEG Con F Bul(sc) S F AEG-Con
- Retreats:** Turkey A Sev-Mos

PRESS: **Aus Ger** Perhaps we will visit you sooner or later. But right now we are busy. **The Emperor-GM** If you don't show us the proper respect we will take our press somewhere else. Somewhere where they don't mind a little austrian accent. **Eng-Fra:** I hope you remember our promise about the English Channel. **Ger-Fra:** Peace at last! Let's get Russia. **Fra-Mos:** I admire your knowledge of geography. Soon Russia isn't a Russian country. **Par-Con:** Chaaaarge. **Par-Lon:** Jolly good shot! The English navy rules the seas. Sees the rules? Lures the bees? **Ger-Fra:** Go ahead, make my day. **Ger-Rom:** I agree, but will postpone my offensive till spring 1903. May the spirits protect your soul! **Ger-Vie:** We are now ready for operation Barbarossa. **Ger-Lon:** Sorry, but the Roskilde Festival is only for germans. **Rozul-Tur:** You have terrorized us long enough. Prepare to die! **Ger-GM:** If you mention how the german expansion is progressing in the next HEADLINES, the Kaiser will recommend you to the gods, + you will be given the governorship of Prussia, and a harem of 500 girls. **GM-Ger:** Prussia? sure you don't mean Silesia?

Aus: Home, Ser, Gre -Rum [A(Vie)]	Eng: Home Nwy, +StP [F(Lon)]
Fra: Bre, Par, Por, Spa, -Bel, -Mar [remove F ECH, F WMS]	
Ger: Home, Den, Hol, +Bel [F(Ber)]	Ita: Home, Tun, +Mar [nbo]
Rus: War, Sev, Swe, -Ank, -StP, -Mos	Tur: Con, Smy, Bul, +Mos, -Rum, -Ank

2001: A Space..
Fall & Winter 1904



2001: A Space Odyssey

Fall & Winter 1904

(Normal Diplomacy, "90PG5")

GM: Mats Persson

ZAT Fall '04

...see back page.

Game notes: Press conditional on what happens during moves is allowed. Grey press.

GM: Mats Persson; Rydsv. 248C:23; 582 51 Linköping; [matpe@ida.liu.se]

Austria [Borger Borgersen; Bølkerskrenten 24; N-0691 Oslo 6; Norge]

NMR Standby: Joakim Spångberg, Lindgatan 8, 602 36 Norrköping.

England [Ulf Jiretom; Västerg. 12B; 332 00 Gislaved]

F(Pic)-Bel; F(Den)-Kie; F(Edi)-NTH;

France [Roland Isaksson; Tvillingv. 13; 144 00 Rönninge]

F(Cly)-Edi, S by A(Yor); A(Bre)-Gas; A(Mar)-Pie; A(Por)-Spa; F(Lon)-ECH

Germany [John Robillard; Sundsg. 26; 871 40 Härnösand]

F(Hel)-NTH, S by F(Nor) & F(Bel); F(MAO)-WES; A(Mun)-Kie; A(Boh)-Gal, S by A(Sil)

A(Liv)-War;

Italy [Lars Petrus; Gustafsv. 4; 171 49 Solna; petrus@alex.stacken.kth.se]

A(Ser) S Aus F(Gre)-Bul(sc); A(Pie)-Tyr, S by A(Ven); F(Smy)-Con, S by F(AEG);

F(Nap)-TYR;

Russia [Kalle Stengård; Nysätra Gård; 141 91 Huddinge]

A(Mos) S Ger A(Liv)-War;

Turkey [Roger Andersson; Borsöknv. 21; 632 33 Eskilstuna]

F(Bul) S F(Con); F(Con) S A(Ank); A(Ank) S F(Con)

Retreats: England: F(Edi)-NWG; Austria: Disband A(War),A(Gal)

Press:

Berlin-Tsar: Jag är fortfarande vänligt inställd. ◊◊ **Berlin-Austria:** Du är galen ◊◊

Berlin-Eng: How many years do you have left? ◊◊ **Berlin-Rome:** Lepanto for a couple of moves more ought to do it. ◊◊ **Berlin-Hotel Madrid, Spain:** Please reserve hotel suite for

german high admiral and staff. ◊◊ **Hotel Madrid-Berlin:** Que? ◊◊ **Tsar-All:** This is

perhaps my last move but I hope for the best. I hope you all will have a nice summer. ◊◊

Turkey-All: Get going, Germany ◊◊ **Turkey-Aus:** I will get you yet ◊◊ **Turkey-Ger:** I will be a diplomat when the lines are better.

Aus: Home, Sev, Rum, +Gre, -Ser, -Mos

remove A(Gal), A(War)

Eng: Bre, +Den, -Edi, -Nor

remove F(Pic)

Fra: Mar, Par, Spa, Por, Liv, Lon, +Edi

F(Mar)

Ger: Home, Hol, Bel, Swe, War, +Nor, -Den

Ita: Home, Tun, +Ser, +Smy, -Bul, -Gre

Rus: StP, +Mos

A(StP)

Tur: Con, Ank, +Bul, -Smy

Back Page

This has been *Lepanto 4-ever* Vol 3. No 8/9 (#17/18) — June/July 1991. *zeen*, founded in August 1989. It is published by Per Westling, Rydsv. 246 c:16, S-58251 Linköping, Sweden, {4613/013} 260495.

A subscription will cost you 10 kr (plus postage) per issue. Payment can be made to my (Swedish) Giro account 630912-5513, or other suitable methods (not ISE). Within Sweden it's also possible to send unused Swedish stamps. So called *rabattfrimärken* will give you 3 issues per 10 if they are the "old" type, not the ones the sodding Post gave us this year.

The cover illustration (and logotype) was made by Roger Klein, Ryds Allé 10 B, 58248 Linköping.

Subscription stuff . . .

(Welcome) Erik Eriksson, Månskensgatan 18A, 80247 Gävle
David Hood, 2905 20th street, NE, Hickory, NC 28601, USA

(Thanks for your money) Johnny Holmström, Jon Venbakken, Micael Hessel, Ulf Jiretom, Sven Eriksson, Jan-Henrik Gustafsson, Joakim Gustafsson

Running out of credit: (Next issue) Thomas Bossick, Nils Lindberg, Leif Kjetil Tviberg (This issue) Jonni Harrius, Tor Nordqvist Johan Anglemark, Håkan Elderstig, Leif Lundberg, Henrik Vrenning
(Goodbye?) Magnus Selhammar

Waiting lists . . .

- **Normal Diplomacy:** [GM: ?] P: Joakim Spångberg, Anders Pettersson?, Björn von Knorring, Paul Nilsson, Hanz Johansson?
- **United:** Started. Waiting list: Steve Nicewarner, David Hood, Dan Hörning.
- **1885:** [GM Sven Eriksson] Rules in #10-11 and #14. Signed up: Lars Petrus, Erik Svensson, Kalle Stengård, Jan Talts, Martin Frenmén, Samuel Tronje. If international game: Cal White, Borger Borgersen (if needed). Any more? If there aren't any more interested, maybe we should play the excellent *Abstraction II* instead? A 7-player improvement of the regular game with A-F rules which some say is better than the original.

Standbylist (excluding Gunboat): Björn Westling, Roger Andersson, John Robillard?, Kalle Stengård, Mark Nelson (variants)?, Johan Andersson?, Margnus Selhammar?, Anders Pettersson, John Cain (Railway Rivals), Leif Kjetil Tviberg, *Joakim Spångberg*, Hanz Johansson?. (Emphased if called this issue.) If you want on or off the standby list please let me now. Standby(s) for Aniara needed. A submitted standby move that's used (except in United) will give you a freebie.

Deadline to #19 fri 23 Aug. "Kick Inside", "2001" and "Them" tue 20 Aug.