

# Lies, Deceit and Nefarious SCHEMES

Time goes so quickly when your having fun. . . it is once again time for the presses to roll. This is a special Mother's Day issue for all you muth'rs out there. I am Patricia Jones residing at 1854 Wagner St, Pasadena, CA 91107, for all of you who like to get their orders in on time (right, Dan?) You can get this zine every four weeks in your hot little hands for a nominal fee of \$4 for 10 issues. What a bargain.

As for game openings there are none. But I am pleased to announce that in the very near future there will be some Dippy openings. 1977-HW has ended in this issue and 1977-KC has one more issue to go. So it won't be much longer.

I hope that all of you who can are going to DipCon this year. The Diplomacy tournaments will be on Saturday and Sunday (not Friday as was listed in the initial flyer). DipCon is a great way for you to meet a lot of the people that you only know of by the mails. A lot of the hobby "BIG" names will be there, which is why they won't let Jerry and I in. I was at the DipCon last year in California and they said it'd be a long time before they came back here. Oh ell, take your wife and have a fine time. Organize the first annual Dippy picnic.

Don't forget to cast your ballots for John Leader's NA Zine and GM poll. (2202 Broadview Rd. NW. Calgary, Alberta, Canada T2M 3B6. List all your zines that you receive and rate them one to ten. (make that zero to ten.) Zero being el puko and ten being la fantioso.

Diplomacy World will be out in time for DipCon and believe me, have I ever lied to you? (I have--JHJ), this issue will be a joy to behold. Reason--First, the issue is so jam packed that Jerry doesn't have any room to foul it up with his stuff and secondly it has some articles by none other than some of the outstanding people that receive this ~~mag~~ zine. Leland Harmon, Fred Davis, Mark Bergh, Steve McLendon, Bob Sergeant, Led Kendter, Dave Ditter, the list goes on and on. LDNS may not be the best zine on the market but we sure as hell have the best subscribers.

BINGO BINGO BINGO

WE HAVE no WINNER!!!

So here are your numbers for this month (maybe we'll play KENO when this is complete.) Anyway...

I-20          2. B-1          3. G-55          4. O-74          5. N-33

Well, I'm listening. Silence. You do realize that you have to yell out BINGO!! to win, don't you? Oh well, since you want to be spoil sports about it, the deadline is June 9th.

1978 - HA

DEMO GAME

Fall '05

AUS (Craig Reges) A Rum S A Bud /d/ (retreats to Sev); A Bud H.  
 ENG (Konrad Baumert) F Pic-Bre; F Eng-MAO (F Irs S); F Con-Eng;  
 F Fin S A StP; A StP S GER A Lvn-Mos.  
 FRA (Rich McMan) A Bre-NAf/d (retreats OTB); F MAO C A Bre-NAf/d/  
 retreats to Naf); F Spa(sc)-WMed.  
 GER (Lee Kendter, Sr.) F Bal-Den A Lvn-Mos; A Sie-War A Ber-Mun;  
 A Mar H; A Ruhr-Bel (A Bur S); A Par S ENG F Pic-Bre,  
 ITA NMR  
 (Chuck Spiekerman) All units hold  
 A Ven; A Tyro; F Tyrr, F Ion/d/ (retreats to Tun).  
 RUS (Leland Harmon) F Blk-Ank; A Mos-War (A Gal S); A Boh-Mun.  
 TUR (Jack Powers) A Alb-Tri (F Adr S); A Sea-Rum (A Bul S); F Gre-Ion  
 (F Aeg S).

## SUPPLY CHART:

AUS	Bud, Sev	Has 2	even
ENG	Home, Nwy, Swe, StP, Bre	Has 7	+1
FRA	Port, Spa	Has 2	-1
GER	Home, Hol, Den, Mar, Par, Mos, Bel,	Has 9	+1
ITA	Home, Tun	Has 4	even
RUS	Wie, War, Ank	Has 3	-1
TUR	Co: Smy, Bul, Gre, Ser, Rum, Tri	Has 7	+1

## Analysis by Eric Verheiden

The Fall 1905 moves were very close to what was expected. Turkey made good progress, although the loss of Ankara will cause problems. Both Budapest and Venice are threatened and there is the possibility of joint Franco-Turkish action against Italy in the south as well.

In the west, continued German movement west should raise some interest in London before long. A fleet in Denmark particularly threatens a sneak into the North Sea if not covered. Also, the fact that Germany is sacrificing eastern prospects to move units west suggests a certain instability in the Anglo-German alliance. As is typical in such cases, England must go much further and against greater opposition to capture the same number of supply centers. When Germany starts taking English supply centers, agreed to or not, it makes it just that much harder for England to achieve parity, a fact which will become more critical as totals for the western allies move in the general direction of 18.

## How To Play Winning Tournament Diplomacy

With the major item of hobby concern being DipCon, I felt obliged to pass along a few unknown secrets for the best ways to win while playing "Tournament Diplomacy".

**Set-up:** Remember that a good general knows his battlefield and it behoves you to be aware of yours. You should be prepared for any eventuality. It is an extremely good idea to arrive at the site a minimum of two hours in advance of play. Get your hands on a layout of the site. Usually you'll find this on the back of the program but if it's not there you may have to sketch one of your own. Now that you have your map of the building locate the room for your Dip game. Mark this room with a red X. Next locate the two closet restrooms and mark these rooms with circles. Why? Oh, naive one, imagine this: It's Fall 1904 and you must speak to Germany but you, you drinker of many sodas, have to use the bathroom. You spend your entire 15 negotiation minutes frantically running around the building with your legs crossed (which is a good trick in itself). Many find games have been lost because of an over active bladder. Let this not happen to you.

Also on your map mark other places of interest; candy and Coke machines, food bars and areas where, should your foe be smaller than you, you can take him and "show" him the error of his ways.

**Dress:** Just as in the military a good Dip player has a set of dress codes to follow. One's personal hygiene is as important to a winning game as his negotiations are. Diplomacy negotiations are similar to having a girlfriend; if you can't get close you might as well not try. I remember well the 1975 DipCon where both Turkey and Russia wanted desperately to ally with Austria but the Austrian player had the aroma of a high school gym locker and neither Russia nor Turkey allied with him. The rest of the story is a sad one. The Austrian player was stabbed by the French player from a game in the next room. The other players in the game were so elated that they voted a concession win to that other French player.

What you wear can be important too. A novel approach is the "Biker Look". This ploy was attempted at the 1977 Origins convention. Basically the dress one wears for this ploy is: A white T-shirt with the sleeves rolled up. The left sleeve is to have a pack of Pall Mall cigarettes rolled up inside. A Levi jacket with the sleeves removed and many patches and chains adorning it. A pair of Levi's that look as though they walked to the convention by themselves. Don't shave for a few days and grease your hair and comb it straight back as if it were wind blown. **SPECIAL NOTE:** This ploy failed at the '77 Origins because the individual that tried it weighed 103 pounds (with chains) and was named Irving. His "bluff" was called while at lunch at the nearby greasy spoon when a group of local "motorcycle enthusiasts" showed him the proper way to consume a barstool. There are a few advantages to this ploy though. It is doubtful that anyone in his right mind would stab someone looking like that. Most Dip players are like me and enjoy the locale of their nose and don't care to have it relocated over a stab.

Lastly you can play "stupid". Sit down to the table and act as if you are the greenest of beginners. Roll some dice, pass them to the player on your right, tell him it's to see who goes first, and watch the eyes of your neighbors light up.

Jerry's Page:

I was pleased to find that there are some Sports Games nuts out there. I have had five offers from people to play in my Strat-O-matic Baseball league. Sometime next week these people will be receiving a packet from me. The packet will contain: A SASE to announce that you are committing yourself to play, A SSAE to say that you do have the game on to let me know when you get it. Special rules, a list of teams that will be in the draft, the instructions for the draft, a copy of the LDNS approved score sheet that you will be using to transfer your results, and to those who asked a sample from the game showing how it is played.

The cost for this game is free to LDNS subscribers and their relatives. Anyone else can play for \$2. This is the last time for anyone who may be interested to get in on the fun. There won't be another SOM league until next year. You have two weeks to speak. Please?

In the Brouhaha/Command APBA Baseball league I have a team that I thought I'd pass along to those of you who are interested:  
Starting Pitchers: Rogers, Hooton, Figueroa, Torrex and Brett.  
Relievers: Moffit, Lyle, Lockwood and McClure.  
Infield: Dreissen, Morgan/Grich, Nettles and Burleson.  
Outfield: Rice, Yastrzeski and Smith.

Not the best in the world but not too shabby.

\*\*\*\*\*

Let's talk about Diplomacy for a minute. I know that for what I am about to say I will get an enormous amount of flack and that's good for how else can I see the light if someone doesn't tell me.

Since I've been playing Diplomacy I have heard the advantages of Playing Diplomacy with standbys. I sometimes wonder if the good does outweigh the bad. What bad? First when I start a game I am pitted against seven individuals who have agreed to try to beat me, and each other, in a game of Diplomacy. You work at trying to get them on your side and before you know it they NMR and another player is in the game. Face it, everything you said to the original player is out the window. You get the first player to call off his attack and now this new player is back on the battlewagon. Secondly, after you've played this game for a while you will run across people you simply don't enjoy playing with. If he is the standby then in all probability the game will mean nothing to you and you very well NMR out yourself. The second isn't much of a problem but the first happens all the time. And please spare me the notion that if you can convince the original player you can talk the standby into it. It just doesn't work that easy. You have a phoney war with the starting player, he NMRs out, the standby comes in and you tell him that this war is a ploy to suck Austria in. He says sure, I've heard it all before and the next thing you know your short a few home centers.

When the next Dippy game starts in LDNS it will be announced as a no stand by game. When a player NMR's these special rules will come into play. 1. When a player NMR's his units hold supporting each other whenever possible. 2. Should a unit of an NMRing nation be dislogged it will retreat in the shortest path to his home center.

3. If there are more than one province the unit may retreat to it will be selected by random flip of the coin (using the idea that when the unit is on the run he isn't concerned where he goes as long as it is the shortest route home. 4. If a unit is dislodged in his home country the unit is removed from the board. 5. A player may return at any time to retake over his country.

(One reason that I can do this is the minimal amount of NMR's I have anyway but if I can find a guest GM I may play in this one myself.

Look out Pat, check the mailbox for letter bombs.

Before I make too many people upset. I have nothing against standby's\* I may be totally wrong and they may be mandatory. You tell me how I err.

(\*as persons.)

How 'bout we play some games?

1977-HW Game over!!! AUSTRIA WINS.

AUS (Sherwood) A Ber H; A Pru S A Ber; A Mun H; A Boh S A Mun; A Mar H; F Lvn S A Mar; F Tun-Ion; A Ven S A Tri; A Tri S A Ven; A Ukr-Sev; A Lvn-StP (A Mos S); F Alb-Gre (A Bul S); A Ser S A Bul.  
 ENG (Fugihara) F Nwy-Swe; A Bel S F Hol; F Nth & F Hol S A Bel;  
 A Wal-Pic (F Eng C & F Bre S).  
 GER (Tucker) A Gas-Mar (A Bur S); A Kiel S F Den; A Ruh S A Bur;  
 F Den S A Kiel.  
 TUR (Hard) A Fin-Swe; F Adr-Tri; F Gre-Bul (A Con S); A Arm-Sev.

Supply Chart:

A Home Ser Run Sev Ven Rom Nap War Bul Mar Tun Mos Ber Mun STP GRE  
 ...has 18...WINS  
 E Home Port Spa Bre Nwy Bel HOL...9  
 G Kiel ~~4~~ Den Swe Par ...4  
 T Home ~~3~~ ~~3~~...3

1977-HW GM: Jerry Jones Zine: LDNS  
 Austria: Tom Sherwood (Wins '11) Engalnd: David Fugihara France:  
 Dan Brownell (R SO6) Germany: Chuck Spickernan (D F10); Ed Tucker  
 Italy: Dave Ditter (O F10) Russia: Walt Hoylman (O FO3)  
 Turkey; Micheal Boggs (R F'00) Dave Hard.

	01	02	03	04	05	06	07	08	09	10	11	12	
AUS	5	6	8	8	9	11	11	11	12	16	18		Wins
Eng	4	4	4	4	5	6	6	6	6	8	9		
Fra	5	5	5	5	4	2	0						
Ger	5	8	10	10	10	11	11	12	10	7	4		
Ita	4	4	5	4	3	1	1	1	1	0			
Rus	5	2	0										
Tur	4	5	2	3	3	3	5	4	5	5	3		

How about some end game statements?  
 and congratulations on a well played game

1977-KC

Winter 09/Spring 10.

AUS (Shields) +A Bud +F Tri; F Spa(sc)-Mar /d/ ret Lyon, WMed or OTB  
(A Pied S); A Boh-Mun (A Tyro S); F Tri-Adr; A Rum-Gal (A Vie &  
A Bud S); A Sev-Ukr; F Blk-Sev; A Bul-Rum (A Ser S).

FRA (Caruso) -F Irs -A Gas. A Par S Itself.

GER (Reges) +A kiel +A Ber; A Ukr H (A Mos S); A Gal-Sil (A War &  
A Ber & A Mun S); F MAO-Spa(sc) (A Por S & A Mar S); A Bur S A Mar;  
A Pic H; A Bre H; A Kie S A Mun; F Nth-Eng; F Cly-NAO; F Lvp-Irs.

COA: Craig Reges (16 W 761 White Pines Rd., Bensenville, IL 60106)  
Until further notice.

Fall 10 orders are due noon June 9th.

■■■■■■■■■■

1978-AK Spring 1907 Draw vote fails. There is another call for  
a G/A Draw.

Aus (Harmon) F WMed-Spa(sc); F Rom H; A Tri-Ven. A Vie-Tri; A Bud-Rum;  
A Sev-Arm; A Bul-Con; A Ser-Bul. A Bul dilodged ret Grè or OTB  
Fra (Shields) A Mar-Spa; A Lvp-York; F Cly-Edi /d/ ret NAO or OTB;  
F Wal-Lvp.

Ger (Hardisty) A Mos-StP; A War-Mos; A Ber-Sil; A Kiel-Mun; A Ruh-Bel;  
A Tyro S AUS A A Tri-Ven; A Bur-Mar; A Gas S AUS F WMed-Spa(sc);  
F MAO-Irs; A Bre-Wal (F Eng C & A Lon S); F Nwg-Cly; F Nth S RUS  
I F Lvp/nsu?

Ita (Bailes) A Ven S GER A Tyro-Tri /d/ ret Tus, Pied or OTB.

Rus (Gallagher) F Edi S GER F Nwg-Cly.

Tur (Kelly) A Con-Bul (F Aeg S); A Arm-Sev.

Fall 1907 and draw votes are due noon June 9th.

■■■■■■■■■■

1978-AS Winter '06/Spring 07

AUS (Powers, Jack) +A Vie; A Rom-Tus; A Pied-Mar; A Ven-Apu;  
A Vie-Tyro; A Tyro-Mun (A Boh S); A Tri-Ser; A Smy H; F Apu-Ion  
(F Aeg S); F Nap-Rom.

ENG (Poore) +F Edi +F Lon +A Lvp; F Swe-Fin; F StP-Bar; F Edi-Nwg;  
F Lon-Eng; A Lvp-Edi; F Tun S ITA F Ion /nso?; F WMed-Tyrr; F Nwy H;  
A Mar H;

FRA (CD) F Port

GER (Harmon) A Mun-Ber (F Bal S); F Den-Kie; A Lvn-Pru; A Bur-Mun  
(A Ruh S). A Lvn ret StP or OTB.

ITA (Johnson) Removes r Tyrr; F Ion-EMed.

RUS (~~Br@@@PT~~-Reges) A Swe ret OTB, +A Mos. A Pru-Lvn (A War & A Mos  
S); A Sil S A Ber; A Ber S AUS A Boh-Mun /nso/; F Con H.

COA: Reges (see 1988-AK)

Two draw votes are called for 1. A/G draw.

2. EGAR draw.

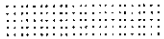
Press

KIEL: OK, guys, let's get our act together and settle this silly  
dispute. The game is fast approaching a stalemate in the North,  
and it is extremely doubtful that anyone wishes to hang around  
long enough to witness a victor in the South. No major power

(add yes, Jack, I mean me too!) can afford to betray an ally, Draw?

LONDON: (His majesty desperately needs a new typewriter Newsservice)  
In a nearly fatal assassination attempt, the King received a blow to the head, causing severe memory lapses. What was I going to do/ oh k The following conversation is reported to have taken place betwixt the King and his sub-Commander: "Goodgodprimemeinster uh : Strange refernces were then made about the best strategy for the Spring of 1901. What did I just type?"

Fall 1907 and draw votes are due noon June 9th.



1978-CE Fall 1907.

- ENG (Hardisty) A StP H (F Bar S); A Sil S RUS A Gal-Boh; A Bel-Bur; F Den-Bal (F Swe S); A Ruh-Mun (A Kiel & A Ber S); F Eng-Bre; F Nth-Eng.
- FRA (Kendter Sr.) A Boh-Vie /annih/; A Ven-Tri (A Tyro & F Ahr S); A Rom H (That's F Rome H); F Nap-Tyrr; A Pie-Ven; A Bur-Gäs.
- ITA (Peterson) A Tus-Ven.
- RUS (Harmon) A Sev H (A Mos S); F Bul(cc) H /d/ ret Rum or OTB; A Ser S A Tir; A Tri S A Ser /d/ ret Bud, Alb or OTB; A Vie S A Tri; A Gal-Boh; A War-Ukr; F Bal-Lvn.
- TUR (Eichelberger) A Arm-Sev; A Con-Bul (F Gre & F Blk S)

Supply Chart:

ENG	Home	Bel	Den	Hol	Kie	Ber	Nwy	Swe	Stp	BRE	MUN	13	+2
FRA	<del>Par</del>	Mar	Por	Spa	Tun	<del>Nap</del>	Nap	Ven	ROM	TRI	...	9	+1
ITA	<del>Rom</del>	out.											
RUS	Mos	Sev	War	Bud	Rum	Vie	<del>Ser</del>	<del>Ser</del>	...	7		-2	
TUR	Home	Gre	BUL	...	5	...	+1						

Press:

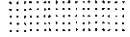
England-All: I have livened up this game now haven't I? OK, now, which one of you threw that rotten tomatoe?

MOSCOW: Russia declares withdrawal and peace to everyone. May the better lair succeed! We no longer wish to be entangled in the political web.

SMYNA - WOW! This is the first time in all my games that I've had more than 4 SC's at one time.

ANKARA: Cliff, stabs were invented to be used, but cross-game alliances have no place in Diplomacy. You said yourself that Leland is a very persuasive person, just don't let him "persuade" a win for himself.

Winter 1907 and Spring 1908 orders are due noon June 9th.



1979/1/////121212/1981//

NOTICE TO ALL PLAYERS INFUTURE GAMES THIS ISSUE. DUE TO AN OVERSIGHT AND AN UNFORTUNEATE ACCIDENT I AM OUT OF CORRECTION FLUID AND SHORT OF STENCILS. ALL PRESS IS HEREBY DELETED. SORRY, IT WON'T HAPPEN AGAIN.

(by the way don't yell at me or Pat...BJ did it!)

1979-P Winter 1901

Aus (Berkeley) +A Tri Eng (Johnson) +A Lon  
Fra (Eichelberger) +A Mar +A Par +A Bre Ger (McLendon) +A Kie F Ber  
ITA (Meier)+F Nap Rus (Hardisty) +A StP Tur (Harmon) + F Smy

Spring 1902 orders and press is due noon Jun 9th.

1979 J Winter 1901

Aus (Holton) +A Tri Eng (Joy) F Edi Fra (Cartier) +A Par (one sort)  
Ger (Peterson) +F Kie; A Ber Ita (Cruikshank) even  
Rus (Morris) + A War, A Mos, A Stp Tur (Garcia) +F Smy

Spring 1902 orders are due noon June 9th.

1978-IR Delayed

I told ~~EVERY~~ everyone that Aus moved F Gre-Alb when in reality he moved F Gre-Aeg last season. So Aus has F Aeg, A Vie, A Triand A Bud

Have any changes here by noon June 9th.

1978-FI

Fall 1905

Aus (Birmingham) A Boh S Rus A Gal-Sil.  
ENG (Rohde) F Bar-StP(nc); A York-Nwy (F Nth C & F Nwg S); A Den-Swe  
(F Bal S); A Hol-Kiel.  
FRA (Verheiden) A Ruh S A Mun; A Ber-Sil (A Mun S); A Mar-Pied;  
F Lyon-Tyrr; F Naf-Tun; F WMed-Tyrr; F MAO-Spa(sc)..  
ITA (Sergeant) F Tus S F Tyrr; F Tyrr S F Tun; F Tun S F Tyrr;  
A Tyro-Pied; A Bul-Ser; F Gre-Bul(sc); F Ion S F Tun.  
RUS (McLendon) A Gal-Sil (A War S); A Rum-Con (F Blk C); A Stp-Nwy.  
(F Swe S); F Both S F Swe.  
TUR (CD) A Con A Smy F Aeg.

Supply Chart

Aus Vie...1...even  
ENG Home Nwy Den Kiel Hol...has 7...even  
FRA Home Spa Port Bel Mun Ber...8...even  
ITA Home Tun Tri Ser ~~GER~~ BUL...8...+1  
RUS Home Swe Bud Rum ...has 7...even  
Tur ~~BY~~ home.

Spring 1906 and Italy's build are due noon June 9th



1978-HP Spring 1904

AUS (Eichelberger) A Bud-Ser (A Tri S); A Vic S A Tri.  
 ENG (Ditter, Dave) F Eng-Nth (F Nwy S); F Wal-Eng; A Lvp-Edi/  
 RRA (Powers, Teresa) F Mar-Lyon; F MAO-Naf; F Pic-Eng; F Nwg-Bar;  
 A Bur-Ruh (A Bel S).  
 GER (Johnson) A Sil-Mun; A Mun-Ruh (A Hol S); F Ska-Nwy (F Swe S)  
 ITA (Kelly) ~~de~~ A Ven S AUS A Tri; F Nap S F Ion; A Tyro-Mun;  
 F Ion S RUS A Bul-Gre /nso/.  
 RUS (Price) A Mos-Sev; A War & A Run S A Gal; A Gal S A Run; F Both-Swe.  
 TUR (Sherwood) A Gre-Alb (A Ser S /annih/); F Aeg-Gre (A Bul S);  
 F Con-Aeg (F EMed S).

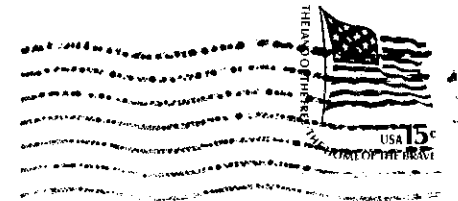
Fall 1904 orders are due noon June 9th.

I MADE IT!!

Pat Jones  
 1854 Wagner St  
 Pasadena, CA 91107  
 (213) 449-0982

*(to Doug)  
 long*

DOUG BEYERLEIN  
 640 COLLEGE AVE.  
 MENLO PARK, CA 94025



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