

The Master Machiavellian

Issue #1

- - FIRST EDITION - -

25 August 1974

Dispatchio di Machiavelli

Greetings, to all who read these words, whether you be of high station or low, a prince of new dominions, a king of ancient family, or but an ambitious man, may you receive benefit from prescribing your ways by these words, and pleasure from the accomplishments thereof:

I AM MACHIAVELLI. Many have called me the master of all that is deep, dark, and treacherous in statesmanship. In part this is true, and yet the truth is better said, that I know the principles of power, of the ways of accession to a throne, and the maintenance thereof, whether these ways be honorable or villianous, and the thrones be of monarchies or republics, new or of immense antiquity.

To those who are repulsed by my recognition of villiany as a usable force of politics, I will merely state that I tell what is, not what should be. A man who wishes to make a profession of goodness in everything must necessarily come to grief among so many who are not good. Therefore it is necessary to learn how not to be good, and to use this knowledge and not use it, according to the necessity of the case.

This can be observed to be true in examining the game Diplomacy, the prime subject of this periodical, where often an opportunity appears where a player has placed himself in the power of an ally. In such cases the prudent ally unhesitatingly breaks the alliance and sends his forces into the other's territory. If a prince kept all of his promises, he would be ultimately overcome by those who have had little regard for good faith, and have been able by astuteness to confuse men's brains. Yet the prince who never bides by agreements is powerless, for all others soon learn not to put faith in him, and lacking allies he is quickly overthrown.

In this periodical will be presented for your interest and pleasure many works dealing with the game Diplomacy and its variations. There will be adjudications of the utmost care and accuracy. No limit will be set on the news and press from the several princes engaged in conflict. Articles on Diplomacy, its variants, and their application to life will be printed often. Occasionally there will be included a science fiction story, dealing with the outer realms of the imagination. Finally, each issue will be begun with a letter written by myself. In this issue you will discover an article on the 1914 two-person Diplomacy variant, a new Diplomacy variation based on 1700 Europe, and a short biography of myself.

I hope that you will be both stimulated and enriched by this publication. I know that through The Master Machiavellian you will gain greater command over the qualities of the lion and the fox, of force and of fraud.

Niccolò Machiavelli

HOUSE RULES

- I. All game rules are as in the 1961 DIPLOMACY rules folder.
- II. A gamesmaster will receive orders, perform adjudications, and publish the results in corresponding issues of THE MASTER MACHIAVELLIAN.
- III. Orders submitted must be in a standard form:

<u>YEARLY</u>	<u>REGULAR</u>	<u>FOUR SEASON</u>
1. Yearly moves.	1. Spring moves.	1. Spring moves.
2. Winter retreats and builds.	2. Summer retreats, Fall moves.	2. Spring retreats, Summer moves.
	3. Winter retreats and builds.	3. Summer retreats, Fall moves.
		4. Fall retreats, Winter moves.
		5. Winter retreats, and builds.

- IV. All orders, to be accepted and utilized, must be signed and sent to the gamesmaster by the given deadline date.
- V. If a player's orders are not submitted by the deadline, for the first move impartial first orders will be utilized. If, again, a player fails to submit orders, his country is then assumed to be in "Civil Disorder" (Rule XIV.3 and .4), and remains such until new orders are received.
- VI. If any deception of the Gamesmaster is attempted, the offending persons forfeit their right to be included in the game, submit press, etc. The game fee will not be returned.

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ORDER BLANK

Name _____

Address _____

City, State _____ Zip _____

Please send me the following, for which I have enclosed \$ _____.

THE MASTER MACHIAVELLIAN:

GAME FEES:*

12 issues @ \$3.50

24 issues @ \$4.50

Regular Diplomacy @ \$1.00

Yearly Diplomacy @ \$1.00

Four Season Diplomacy @ \$1.00

*includes unlimited press

WHO WAS MACHIAVELLI?

Niccolo Machiavelli was an Italian statesman and student of politics. He was born in Florence in 1469. Educated by private tutors, he served for fourteen years as first secretary of the council of the Republic of Florence.

Political revolt cost Machiavelli his job, and in 1512 he was imprisoned and tortured for an entire year, but still managed to scribble out his famous book, The Prince. This book established Machiavelli as the father of modern political science. The book sets forth the idea that a ruler shouldn't bother about the means used to achieve a purpose. He must use any means at his disposal, no matter how wicked, to destroy his enemies and subjugate the people. Machiavelli set down rules to be followed to keep in power (a point severely emphasized during his imprisonment).

Though Machiavelli has long been a symbol for all that is deep, dark, and treacherous in statesmanship, and even though The Prince was a do-it-yourself guide on how to be a proper dictator, he actually favored the republican form of government, as evidenced by his three other major works.

When he was released, Machiavelli retired to write, after the Prince, on politics, poetry, history, and comedy. One of the Renaissance's leading literary figures, Machiavelli died in 1527.

-- -- Michael George Homeier

DIPLOMACY AND THE GREAT WAR

Historically, the 1914 Two-Person Variant of the standard DIPLOMACY 1901 game provides for a very enlightening glance into the many facets of the First World War. And let's face it: in no other place at no other time will one find such perfectly balanced powers in such equal positions as in DIPLOMACY 1901 -- nowhere can one move directly in one turn from one of his home supp centres to an opponent's home supp centre (save Venice and Trieste), and every one of the seven powers has direct, home-supp-centre access to water.

Back to la guerre. Several questions can be readily answered by careful and realistic movement of the pieces on the board. For example, why didn't Russia do better, militarily, on the Eastern Front? Don't knock Russia -- she did darn well considering the odds against her: Russia (this is for the majority of the War) = supp centres at Petersburg, Moscow, and Sebastopl; total Allied supp centres on the Eastern Front = THREE. . . Germany = supp centres Belgium, Kiel, Munich, Berlin, and Warsaw - Austria = supp centres Vienna, Budapest, Trieste, Serbia, Greece, and Rumania - Turkey = supp centres Bulgaria, Constantinople, Smyrna, and Ankara; total Central Powers supp centres for Eastern Front = FIFTEEN. Note: in real life supp centres, especially in Germany and Austria, supplied armies on both fronts. And in true history the odds work out about the same: Russia's herds are overshadowed by Germany's training, added to Austria's and Turkey's numbers. So it's easy to see that the cards were stacked against Russia, bordering as she did all three Central Powers.

Now for the sticky technical stuff. In a typical 1914 Variant, this is what happens: Germany knocked out by Britain and France, Russia is occupied by Austria and Turkey, Italy attacks and gets creamed out by Austria and Turkey before Allied fleets can arrive in the Mediterranean, and the war bogs down to a slug fest, with Allied naval superiority winning it at about the fifteenth year.

But wait a minute! you say. Wasn't it said that the 1914 Variant was an accurate representation of the War? Yes, that was said, and in certain respects this game does illustrate World War I. However, the reader must bear in mind that DIPLOMACY 1901 is not a wargame. In spite of its armies and fleets, military actions are of a secondary and purely aesthetic nature. I can say this because I have been an avid student of history for over five years -- wargame playing included.

DIPLOMACY 1901 is not a wargame, as I said. In the War 1914-1918 the Turks proved to the world that they were the worst soldiers of any major power. True, the lousy internal situation of the Ottoman Empire was a factor, but those Turks were really turks! Not like the bad Italian Army of 1940-1943, wh didn't have the desire to fight -- the Turkish troops tried their hardest to win and always ended up defeated (not the major defeats, but the little ones which slowly whittle down the morale of the soldiers involved). That is why one historian has called the Turkish First World War Army "the most defeated army in history." Even the well-known Italians must admit the Turks were just a little bit worse than they were.

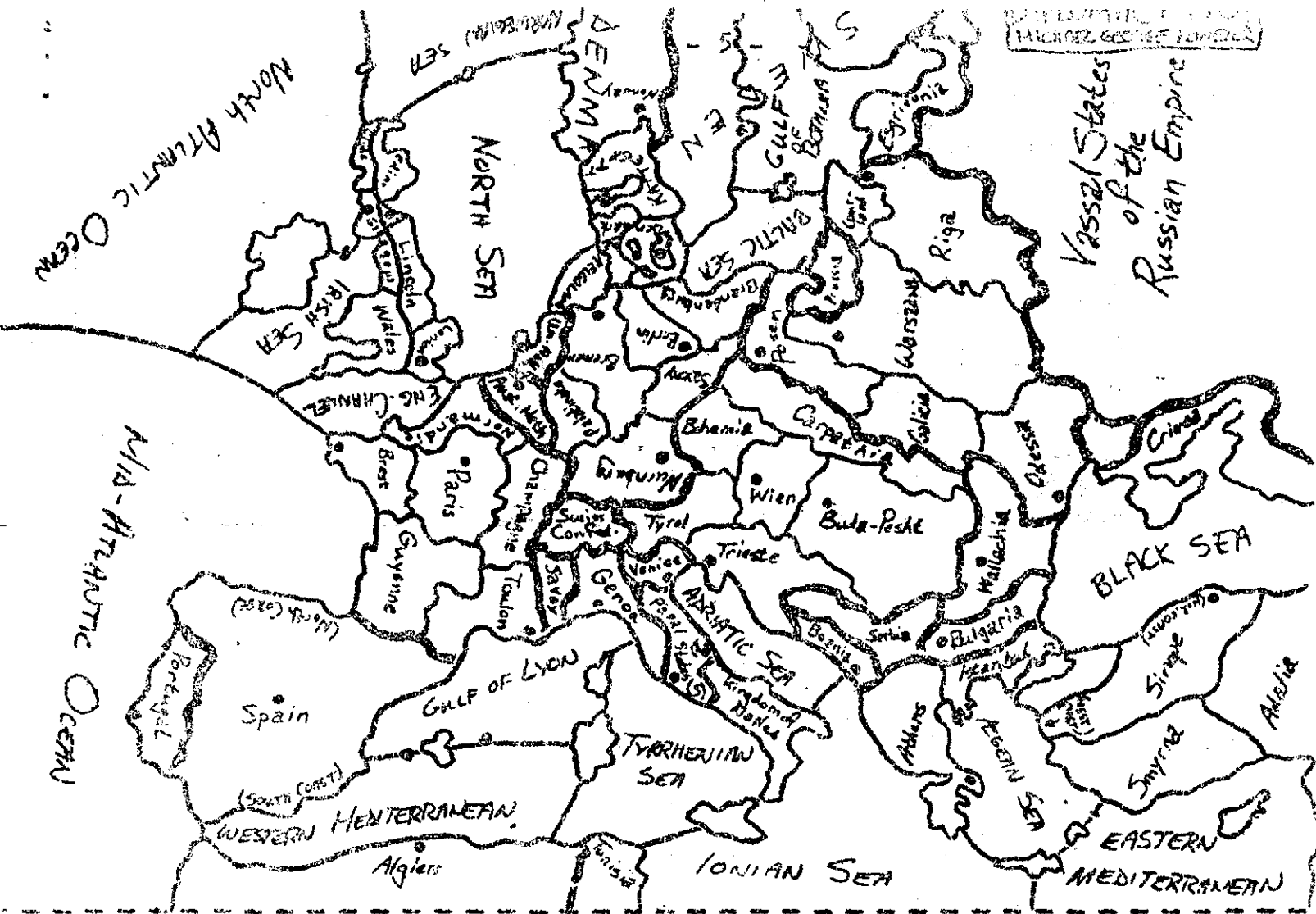
With such a dogma, no historian in his right mind could imagine a crescent moon and star flying over the Thames, Seine, Rhein, Danube, Tiber, and Volga in the year 1910 A.D. And yet, in DIP 1901, that does happen!

In many a DIPLOMACY 1901 game large numbers of oblong white fleets assist the Tsar to victory. However, in real life, Russian industry never was and never could have been large enough, organized enough, or capable enough of more than doubling the size of the Russian navy. At the time of Sarajevo, both Russian fleets had zero dreadnoughts (the major battleships of the day). Oh yes, eight were building, but they were all due for completion in 1915 and 1916. (If you don't believe me, look it up in your Jane's 1914 Fighting Ships)

In the 1914 Variant Germany always succumbs to the combined might of Britain and France. Yet, for three, almost four years the German Wehrmacht held off twice their number in soldiers and battleships. Again, the game's rules do not take into consideration those factors which allow a country to stand up to five times its own strength. Which is why DIPLOMACY 1901 (or any variant, for that matter) is no real wargame.

Which is just as good! Strategy & Tactics (plus Simulations Publications, Inc) and AVALON HILL put out enough true wargames. But how many negotiation-type diplomatic games are on the market? Just two: DIPLOMACY and AVALON HILL's "Origins of World War Two." We all must admit, DIPLOMACY is a very unique and fascinating game. Unfortunately, it is still somewhat scarce. But DIPLOMACY won't be scarce for long. What with all the new 'zines (tadaaa!) and its inherent appeal, DIPLOMACY will come into its own soon enough. What is DIPLOMACY's "inherent appeal?" It's what makes the game so popular: with all the negotiations, shadowy deals, and Kissenger-type exploits, DIPLOMACY MAKES YOU USE YOUR HEAD (till it hurts, sometimes)! And that is why I think DIPLOMACY has been and is being received the way it is TODAY.

-- -- Michael George Homeier



ADDENDA FOR DIPLOMACY 1701

RULES: As in standard DIPLOMACY 1901 (rules 1961) except for:

- RULE VII. (3) a) Fleets may not pass thru Bremen due to lack of canal.
- b) Note that the Papal States are divided into north (N) and south (S) coasts
- (5) A gamesmaster is included.
- (6) One move forms one year, beginning with the year 1701.
- XI. (1) Retreats and/or disbandments must be written.
- XIII. (1) You gain a new supply centre by having a piece in it at the year's (move's) end.
- (2) You may raise new pieces at the end of the move (winter builds) in home supply centres. HOWEVER, only Britain may construct additional fleets -- the other powers are limited to only one at any specific time.

START POSITIONS: Britain = F EDI, F ION, A GLA
 France = F TOU, A BRIS, A PAR
 Austrain Hapsburgs = F TRI, A WIL, A EUD
 Holy Roman Empire = F BER, A BRIM, A NUR
 Poland = F ODE, A WAR, A POS, A RIG
 Ottoman Empire = F SIN, A ATH, A IST

- NOTES: -Sweden in 1701 consisted of both Finland and Sweden(supp centre).
 -Denmark in 1701 consisted of both Norway and Denmark (both have supply centres).
 -Both Danish provinces (Norway and Denmark) border on the large Sweden (Finland and Sweden).
 -Bosnia borders Trieste; Clyde borders Edinburgh and Glasgow.
 -Both the Swiss Confederation and the Vassal States of the Russian Empire are impassable and may not be entered.
 -CORRECTION: Grimea does border Odessa.
 -Naples borders Adriatic, Ionian, and Tyrrhenian Seas; Bosnia borders the former two; Tunisia borders only the latter two.

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PLUG SECTION

This is our plug section, where we will normally tell about how great everybody else's 'zines are -- BUT, because this is a new 'zine, other publishers have not supplied us with material to plug! However, we will put this area to good use, by expressing our appreciation to all those out there who have been and will be(?) nice enough to plug us and help get us on our feet. They are:

- | | | | |
|------------------|----------------------|------------------------------|-------------------|
| <u>Obsession</u> | <u>Claw and Fang</u> | <u>Diplomacy World</u> | <u>Pellucidar</u> |
| <u>Graustark</u> | <u>Impassable</u> | <u>The Pacific Diplodeur</u> | <u>Bushwacker</u> |

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Niccolo Machiavelli on Flattery: "There is no other way of guarding one's self against flattery than by letting men understand that they will not offend you by speaking the truth; but when ^{they} ~~one~~ can tell you the truth, you lose their respect."

-- The Prince, section 23, p.114

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FROM: The Master Machiavellian
 238 No. Bowling Green Way
 Los Angeles, CA 90049

EREWON
 Rod Walker
 TO: 4069 Jackdaw Street
 San Diego, CA 92103

