

PASSCHENDAELE 9

May 6, 1979.

PASSCHENDAELE is a magazine mainly devoted to the play of regular postal Diplomacy games...but will talk about anything, including Idi Amin Dada... (Ya see, ya've got a pretty versatile editor...ech...ech...)

As promised, here is PASSCHENDAELE#9, printed just two weeks after PASSCHENDAELE#8, and two weeks before PASSCHENDAELE#10. For the new readers, this is the first, and probably last, time I publish zines at only two weeks intervals...my normal publishing frequency is once per month.

Anyway, you can blame me for this zine. (Who's me? "Me" is François Cuerrier. (Note, NOT François) I live at Thompson Residence, room 2005 (a definite improvement over my former room, 603 Stanton--but couldn't you see that by comparing the numbers???) University of Ottawa, Ottawa, Ont. K1N 9A7. My phone number is 1-613-231-6520; I usually can be reached between 1800-1830 EDT, but not always!)

Postal Diplomacy games are ALWAYS open to subscribers in my zine. (Why is that so? Because I'm stupid, that's why. Also, I like to work for nothing.) Please note that cheques ought to be made payable to François Cuerrier, and that I won't take any responsibility for the loss of cash/stamps in the mail. Yes, I accept American stamps, as I love to drive Pat Jones, Jerry Jones, John Kelley, and Mark L. Berch CRAZY with them! (F*ck'd Nice of me, uh?)

PASSCHENDAELE usually is in the mail within 24 hours of the deadline, but wait, don't shoot! The mail can be slow, particularly at Christmas or Easter time. (Remember, there's a postal rush at these times...) In any case, PASSCHENDAELE is only out 3 days after the deadline at Christmas and Easter...I'm human too, ya know...

The main reason why I always insist on being pretty quick to send you this is that I love to torture people with the most atrocious things.

Headlines

1. This issue is dedicated to Robert Acheson, whom I see has been treated most unfairly in the fake PASSCHENDAELE#8. (I had nothing to do with that fake zine.) Players and readers, please note: the authentic PASSCHENDAELE#8 was green. For more discussion on that fake zine, see below. (not in the deadlines...)
2. A full review of DIPLOMACY WORLD will be printed next issue. Similarly, I'll print the survey results next issue, as promised.
3. The list of players for Bylau remains unchanged. See PASSCHENDAELE#8. Most important, if you wanted to get into a game and are listed amongst the tentatives, send some \$\$\$ or you won't get in!
4. Similarly, the list of players for Friedland remains unchanged.
5. Similarly, the list of players for the "No-standbys game" remains unchanged. If by PASSCHENDAELE#11 it hasn't changed significantly, I'll drop the idea--betty hurry if you wish to see one start!
6. The list of players for the Winter 1900 Variant remains unchanged. If it hasn't tripled by PASSCHENDAELE#12, I'll also drop the idea.

7. No COAs. In addition, the new subbers' list will be printed with the subber's list to be printed in PASSCHENDAELE #10.
8. The standby list currently includes Jan Jensen, Brian Johnston, Frank Haika, John Lipscomb, Robert Acheson, Tony Watson, B. C. Hickey, Walter M. Blank, Steve Colombo, John Kelley, and Blair Cusack. If you want your name to be on or off the list, tell me. The names followed by a * means that you have been called to standby for a position in PASSCHENDAELE #8, and that you will be placed at the end of the list if you do take over the positions.
9. The All-GM Game starts! Ta:
- Austria (Brian Johnston): 89 Charles St. W. Toronto, Ont. M5S 1K6.
 - England (Pierre LaBrèche): 7000 Lamont 1, Montreal, PQ. H4E 2H9.
 - France (Bob Beardsley): 17 Moryan Rd., Edison, NJ08817, USA.
 - Germany (Bill LaFosse): 2 Swift Dr. #304, Toronto, Ont. M4A 2A2
 - Italy (Craig A. Reges): 1501 Higgins Hall, Western Illinois U., Macomb, IL61455.
 - Russia (Ron Kelly): 6038 Richmond Highway, Apt. 314, Alexandria, VA22303, USA.
 - Turkey (Cal White): 1 Turnberry Ave., Toronto, Ont. M6N 1P6.

In addition, the special standbys are Randolph Smyth, John Kelley, Richard Jarvinen, and Blair Cusack.

Now...let's talk about what I would like to see in this game...how about everybody stabbing his neighbours once or twice per season??? Have fun. And don't forget: THE EYES OF AMERICA ARE ON YOU! The deadline for this game is June 15, 1979.

Biography (Dan MacLellan)

I'm 27 years old, have been playing Post Dip for two years now and am thoroughly addicted to the game. I have finished only two games and am currently playing in 12. I like chess ((me too)), Blitzkrieg ((me too)), Richtigten War ((me too)), Battle 3rd Reich ((me too)), sports ((me too)) and oh yes, WOMEN ((me too! me too!))

((By the way, everything that is within double brackets is from me, your editor. Actually, concerning the above biography, I do like Blitzkrieg, Richtigten War and women. I know nothing about them, but I like them...oh yes, I like them!))

By the way, if you haven't submitted your biography yet, lemme tell you something...I like biographies...and if you don't want to dropout of all your games herein, you'd better submit one!

OF COURSE, NOBODY TAKES THE ABOVE PARAGRAPHS SERIOUSLY, UR??? AH... THAT 'S TOO BAD!

Tirades...none.

Letters to the editor...None. Randolph Smyth did write something critical about my tirades section, but I guess he based it on the same PASSCHENDAELE #8, which was pretty bad. I would never make use of such depraved humour to make fun of someone...as a matter of fact, I like Robert Acheson. He stabs a lot, but that's the name of the game. Besides, he's my best customer, and that's more than enough to make him one of the fairest persons of all CDO...

Question... Will my issue number ever reach my number of subscribers?

Trivias... First of all, I've made a small mistake last issue. James Clarke had question (2) correct. (Lucky for me--I found this "error" myself...) Now, to the answers to questions (4), (5), and (6) of PASSCHENDAELE #7:

(4) Lemme see... Steve P. Hueston said, in a criticism, that the term "aircraft carriers" could include anything carrying an aircraft. However, that's in the modern sense of the word, I think; when we're talking about aircraft carriers in WWII, for instance, I think that everyone gets the meaning. Even if a cruiser carried a plane or two even at that time, it was still called a cruiser!

The Japanese aircraft carriers included the Zuikaku, the Akagi, the Kaga, the Hiryu, the Shokaku, the Soryu, (all of which participated in the aeronaval attack on Pearl Harbour) and the Zuiho, Ryujo, and the Hoshu. That adds up to nine.

(5) The commander of the Japanese fleet was Yamamoto. Don't confuse the term "commander of the Japanese fleet" with the term "commander of the task force-which-attacked-P.H.!!"; the former was Yamamoto, while the latter was Nagumo. Hence, Yamamoto is the correct answer.

(6) -a-battleships at Pearl Harbour: Ocklahoma, Arizona, West Virginia, Nevada, California, Maryland, Tennessee, Pennsylvania and Utah.

-b-no aircraft carrier. (The Lexington was at Midway; the Enterprise was coming to Hawai, but wasn't there when the attack took place.)

-c-no aircraft carrier was destroyed. Although almost all battleships were badly damaged, only the Arizona and the West Virginia were destroyed.

Now, let's see our guys' answers...

Robert Paquin: Had (5) right. However, he answered, for 6(a): "8". I didn't ask for the number of battleships; I asked to list them.

James Clarke: Had question (5) right. Also had question (6) correct!

John Kelley: Had question (4) and (6) correct!

So, unless otherwise specified in the future, the players' standing is: Robert Paquin (6), James Clarke (9), John Kelley (8), Walter M. Blank (0), Barry C. Hichey (0)!

James Clarke and Steve P. Hueston pointed out that Meade was the commander (for the Union) at Gettysburg. Steve added that Grant commanded the Union at Vicksburg at that time. OK...I'll check that out by PASSCHENDAELE #11. OK? If they are correct (as I am beginning to suspect), this would mean a loss of one point for Robert and a gain of one point for both James and Steve!

Ah...I think I'm going to ask a bunch of bonus trivia questions, to give all of ya a chance. By the way, don't forget to answer those in PASSCHENDAELE #8!!!

(1) Who was the U. S. Secretary of State in 1941? (That's a very easy question, at least for the Americans--that chap was quite known...)

(2) Who became famous for their "appeasement policy" from 1936 to 1939? (They are two--if you get both, you get two points; if not, zilcho.) Note that they were heads of governments!

- (3) Identify the following famous person (by reading the following hints):
- I participated in the campaign of Poland in 1939 as a tank officer.
 - In 1940, I was dispatched to the French front with the grade of Lieutenant-General, and received command of the 7th armoured division. At that time, my immediate superior officer was Guderian. You can blame me for the German breakthrough at Sedan on May 10, 1940.
 - In 1941, I became one of the most important Axis officers within the Afrika Korps and the Italian African troops. I participated in all these desert campaigns except for short periods of time where I was extremely sick and had to take cures in Italy. I participated in the battles of El-Alamein, Tobruk, Benghazi, El-Agheila, Tripoli, Kasserine, Bizerte and Tunis.
 - In 1943, I became the Axis commander in Italy. I am eventually replaced by ~~Walter~~ Kissinger.
 - I receive the second-in-commandship of all German forces on the Western Front in 1944. Theoretically, Von Rundstedt is my immediate superior officer, but he's only a figurehead, and I take my orders directly from Hitler and the O. K. W.
 - In 1944, I participated in the "Generals' plot" of July 1944. I am removed from my position and arrested.
Who am I? The question is worth 3 points, eh?

- (4) While you're at it, you might as well identify another famous person:
- I was a Russian general, and I never lost a battle.
 - I commanded the Russian troops defending Mongolia and defeated the invading Japanese troops in 1939.
 - I participated in many battles against the Germans in the 1943-1945 period; however, from 1941-1943, Stalin, who was jealous of my prestige, preferred to use me at the S.T.A.V.K.A., where he could watch me more closely.
 - Namely, I commanded one of the two army groups that campaigned in Poland, the Oder valley, and Berlin.
 - I was the Russian general who made junction with the British troops and made the official shake of hands with Mounty.
Some time after the war, I became minister of defense.
This question is also worth 3 points.

- (5) And finally, among the five names below, who was the commander of the French Imperial Guard in the last phase of the Battle of Waterloo?
- (a) Napoleon himself
 - (b) Marshall Ney
 - (c) General Murat
 - (d) Grouchy
 - (e) General Cambronne.

- (6) Philip V of Spain came from what dynasty?
- (a) The Spanish branch of the Hapsburgs dynasty
 - (b) The Bourbons (c) The Bonapartes (d) The Hohenzollerns.
- Due date for both the PASSCHENDAELE'S questions and the PASSCHENDAELE'S 9 questions is, say, June 15, 1979. The reason why the trivia section is so long this time is there won't be one in PASSCHENDAELE/10...and that it will shrink in the future.

1975, May 9, 1975

FLASH! Here's the tenth headline!

100 I wish to apologize for the authentic green PASSCHENDAELE#8. The reason why I used green paper (green...yeck!) is that I wanted to use it up a bit. (eh eh...why else?) I think my reserve of green paper now is "under control". There shouldn't be another all green issue of PASSCHENDAELE for, say, the next decade...(wanta bet?)

FLASH! FLASH!! FLASH!!! CHANGE OF POLICY!

Are you getting the impression that I change my mind a lot/often? I would if I were you. However, this time the change of policy is just a series of small correctives...

This COP (not "cop" as in police, dilda bird! COP as in "change of policy"!) concerns non-players. According to my philosophy of a zine, you are subscribing to PASSCHENDAELE because of the reading material. Therefore, it is not necessary that you receive the zine within the quickest delays.

In view of all this, I am from now on going to send PASSCHENDAELE printed-matter rate to my non-players. Needless to say, the players will continue to receive the same treatment as before. (ie: receiving the zine in envelopes, first class rate;) This will NOT be detrimental to the non-players, and at the same time will save me an appreciable amount of money. (up to 15¢ per two issues!)

Also, it is likely that, after PASSCHENDAELE#10, the non-players are going to start receiving PASSCHENDAELE in bundles, once every 2 months. (e.g.: PASSCHENDAELE#10 is in May; therefore, PASSCHENDAELE#11 (the June issue) and PASSCHENDAELE#12 (the July issue) would be sent to the non-players together, in July.) This also will permit me to save money while NOT being detrimental in any way to the non-players. Any complaints? (There shouldn't be...)

And now, here's the section that EVERYONE ought to read:

Fakes

As all of you must have noticed by now, you received (about two weeks ago) two copies which both pretended to be PASSCHENDAELE#8.

As said earlier, the authentic PASSCHENDAELE#8 was green. So, after all, I guess it turned out to be that my decision to use green paper was a wise one! (You wont have trouble deciding which one is the authentic zine!)

Maybe it's not noticeable, but that fake zine cost the hobby a lot of money. It didn't cost me any money, but 4 persons called to inquire which copy was authentic; (two from the Prairies and two from Quebec.) in phone calls alone, this means a loss of about \$25. In addition, a lot of letters were sent (which would NOT have been sent had there been no fake)--I figure that about \$2.00 were lost that way. Therefore, the total cost is of about \$27. And, of course, I'm not counting the money that maniac out there wasted to produce a fake PASSCHENDAELE. (About \$18.) But still, \$46 is NOT small potatoes!

Also, let's not forget that this fake caused a little bit of confusion.

In view of these facts, I am NOT willing to let this person recidivate. Only one measure will suffice: from now on, I am

assigning a number (from 0 to 1000), accompanied by a letter (from A to Z, of course!) to each subber. No two subscribers will have the same number. All subscribers are requested to register this number somewhere (where they won't lose it), and to refer to it whenever necessary. Every issue each subber receives will have his number printed clearly on it. So, next time you receive two copies of the same edition, all you have to do is check the numbers! DO NOT DIVULGE THIS NUMBER TO ANYONE ELSE! If you do divulge it, and that one month later you receive a fake, I won't delay the games you're in and you will end up paying! In this situation, you'll know who to blame...

This measure will prevent ANY fake from being published in the future. Elementary probabilities prove it--for every subscriber, the author will have to guess the subber's number, and will have $(1/26 \times 1/1000) = 1/26000$ to do so correctly. (I'll have to learn being coherent--after 1/26000 comes the word "chance") If he wishes to reach every subscriber, his chances will drop further to one out of 1,560,000! His chances to get one subscriber's number correctly will be of about 1,560,000 divided by 1/60. Tai I defy the author of the fake to make another one, if he wishes to lose about \$20! Ha, ha!

Of course, everyone would like to know whether I know who did it or not, and what my reactions are...

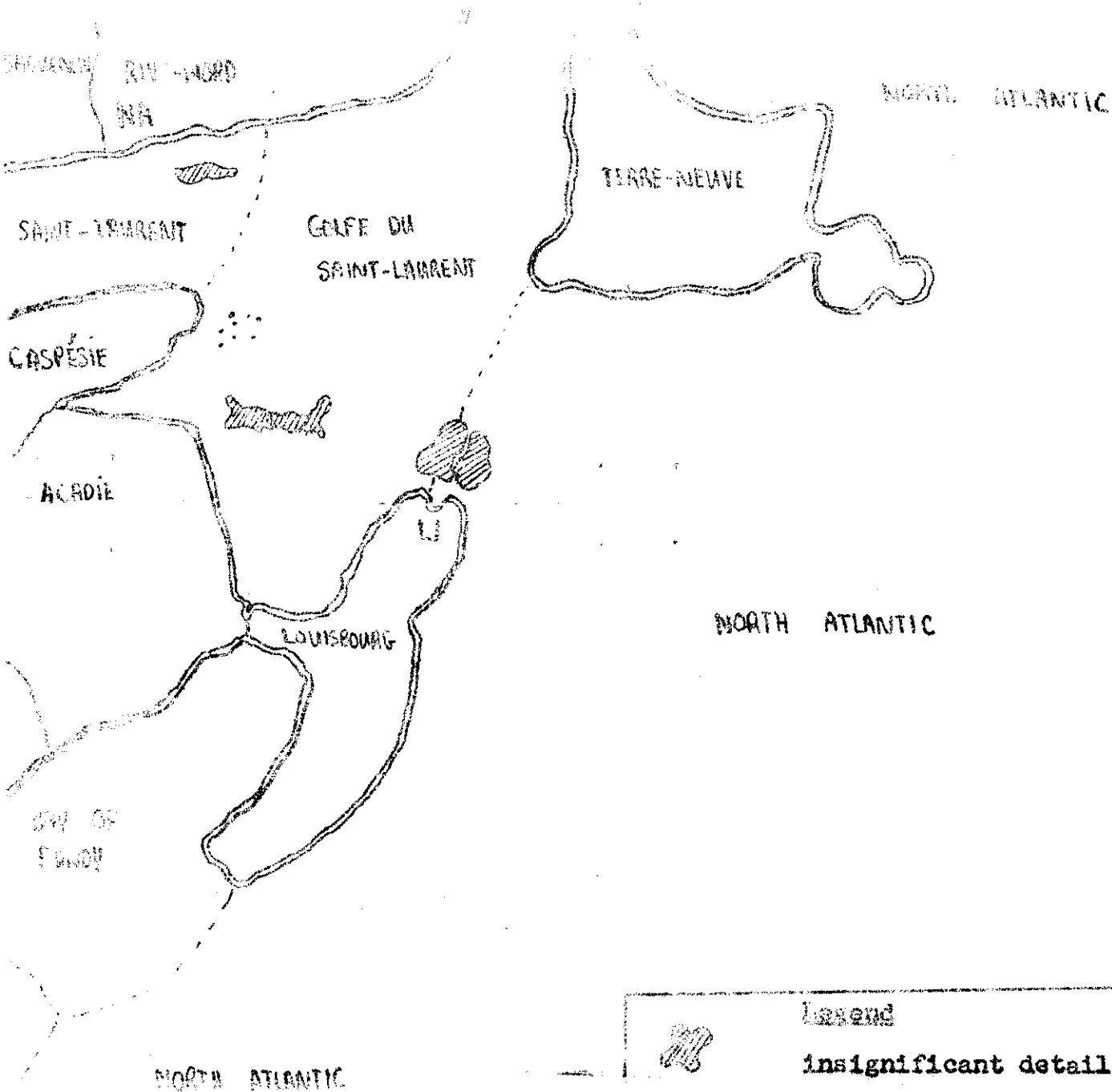
Well...no, I don't know who did it yet. I have some clues, though. For instance, I know the fake was mailed in Ottawa; I know the author has a similar handwriting to mine. I'll probably get even more clues when I see a copy of the fake. Dan MacLellan has promised to send me his copy 2 weeks ago. I should get it pretty soon.








As a matter of fact, the fake also damaged my schedule. I was planning on sending PASSCHENDABLE#9 on May 5. When I learned about the existence of the fake, I wanted to make a short analysis of that fake and to print it here...and I waited...and waited. Oh well, the "analysis" (or "shooting-down") will be printed in PASSCHENDABLE#10 or #11...

My early reactions are very negative. From what I heard, there was a tirade directed against Robert Acheson. In the GM's comments, apparently, the author of the fake (who impersonated me) printed: "Robert is a asshole..." Now, that wasn't nice, and I am quite frustrated--if I ever find who did it, I'll tear him apart physically, and I can, believe you me! (Even if at the time I find who did it, he lives in Kampala!) I would never have made such a comment--I usually have problems getting myself to voice a criticism even when the "victim" deserves it! As I said earlier, I think Robert Acheson is quite a nice guy, undeserving of that kind of treatment. Of course, this is only a personal opinion, but it's worth its pound of gold! I have nothing against Bob.

A last thing--in that fake zine (from what I heard), there were about 3-5 major adjudication errors per game. This means one of two things: that guy is a very poor GM, or, he has quite a low opinion of my GMing capabilities...wellll...I knew I wasn't that good, but I didn't think I was that bad either, no thanks! Oh well, I guess the fake will have had one good effect--people may start realizing how bad my GMing could be, and be happy with what they have! Maybe they'll like my GMing? (Hays, hays! Tuppee! Caramba, caramba!! Tuppee!)

In conclusion, I invite the author of the fake to cease his subscription to PASSCHENDABLE. I don't need such a prick in my zine. (pardon my language--this is the first time I get to obscenities--edios mia virgin tongue!) And don't get the impression I am angry... I'm just giving that guy the fair treatment he deserves...



Legend	
	insignificant details
	coastline
	land boundary
	water boundary
	initial supply centre for Europeans
	fort
	non-arable area

MID-ATLANTIC

1979, Mar 9, 1979

How to depress your GM

Humm...I don't know if I'm really in the mood to write this, and make it humorous...ha, I guess not. Forget the above.

On the other hand, I feel almost obliged to by tradition. Oh well, things aren't that bad at my end...Maybe I shouldn't write this page of humour. I should?, you say? Naaaaa...What? You really think I should? Twist my arm...that's enough, you don't really have to come all the way up to my place to really twist it... just do it in your mind...that's enough. OK, seriously, no more hot air...

Here are a few things susceptible to depress your GM. Although they never happened to me, I'll try to make them humorous. (So now you know you're supposed to laugh and clap hands at the end of the article...) Now, that's pretty hard for me, almost as hard as getting into the fourth dimension...

Let's see. I guess something pretty depressing is a phone call at 5 a. m., say...10 days before the deadline: "Hi, so and so! I'd like to make preliminary moves. You'll probably get revised orders by mail later, but I want to be sure I don't NMR..." Argh!

Or, what about any of the following letters?

Dear François:

I just sent my votes for the 3rd annual NA Poll. I'm sorry, but I'd rather tell you the pure truth. I had to give you 3 out of 10.

Actually, here's what I think of you and your zine, succinctly:

- (a) re-effort, you'd get an A+.
- (b) re-results, you'd get an F- even if you were in elementary school.

XX.

Dear François:

Just received your zine, and I might as well comment on it now: all I have to say is: please don't commit suicide, or quit publishing or something. Me and my friends like you. (and we get good laughs at your inept attempts to improve ASSOCIATION...where did you get that Horrible name?!?)

XX

Dear François:

I'm dropping out of the hobby. Please return my sub money ASAP.

XX

((A few months later, you see him still going at it strong in other zines...))

Dear François:

Your zine musn't be worth a lot, judging from the easiness with which everyone produces fakes...if your work is so easy to be copied, it's not worth my money.

XX

Dear François:

Hi lik yare gin' a lut. Kep up de goud woreke.

YY.

((Learn to spell, idiot!))

You know what? As soon as I finish this issue, I'll start printing the first, reading material parts, of PASSCHENDAELE#10, to be out in a few days. What do you call that? Exploitation? Stupidity? Devotion? (They're all equivalent adjectives as far as I'm concerned...)

In any case, I feel the average reader will find PASSCHENDAELE #10 most interesting. That's my opinion at least. I'll be waiting for your succinct comments.

Anyway, I am NOT going to create a suspense. I'm going to tell you right now what's going to be in PASSCHENDAELE#10:

(1) there will be no tirades, no letters to the editor, no chess section (except for the games), no variants section (except, again, for the games), and no wargames section. (That wargame section surely has disappeared for quite a few months, now--just can't seem to find some time...but I do see some light in a few weeks--that should be settled shortly, now. I know nobody amongst the vast hordes of readers is interested, but I just feel like freeing my chest from all kinds of emotions...)

(2) needless to say, the introduction and the headlines will be kept as short as humanly possible.

(3) the games will be included, of course...as well as ANTWERP V. (By the way, ANTWERP IV is mailed along with this copy, but only to 1977AZ players, as it concerns strictly 1977AZ...) My analysis will follow.

(4) then, the February Tethausaurus Survey on PASSCHENDAELE's results will be exposed, dissected, and analysed...

(5) the fake PASSCHENDAELE#8 should be in my hands by then. I plan on trying to demolish it the best I can...my birds refusing to let me line their cage with it...

(6) then, an article entitled "PASSCHENDAELE--from the origins to now." This I plan to make a looong article, divided into sections, namely:

(a) the planning--including the financial planning, the time planning, the space/themes planning, the name-planning, the houserules planning, the advertisement campaign and the expansion policies.

(b) the experience--miscellaneous things, such as the number of pages printed, the % space spent on different themes, and a short review of everything that was printed, with a special emphasis on the best articles. I'll slightly touch the games started as well, and will describe some of the things I learned and of the new dimensions that opened before me as I was gaining more and more publishing experience.

(c) The evolution and the "crises"--the evolution, and the changes, through which the zine passed will be described as far as ~~possible~~ the info is useful. The main problems I encountered may be described in great length...

(d) the short "special thanks" section...

(7) Right after, I'll print a financial statement on the Tethausaurus Presses' activities. It will describe all the revenues and expenses broken down to describe it at the level of everything I undertook... and this includes the games, the boardman numbers and other financial contributions, the files, ditto, duplicator, the books, and the other stationery. It also includes PASSCHENDAELE (along with Antwerp, the printing of houserules, and the survey), LA CITADELLE (along with its houserules printing costs...), THE NATIONAL and the Census, as well as V'LA LE BON VENT... Things that will NOT be included comprise my costs of personal correspondence and the costs of the games I played in...

(8) Then, another article, "How to start publishing", printed along with "How to start GMing". In these two articles, necessary qualities for publishing, editing and/or GMing will be discussed. These include

administrative qualities (eg. planning), the experience "required", the financial capabilities, the attitudes. (Which will be further subdivided into maturity, impartiality and fairness; the "no-concern-for-profit" attitude will be mentioned as well...) the planning, the tastes (eg. will you like the job?)...

(9) After that, I will quit the zine theme to slip towards a little bit of discussion. Ms vs. trade will be further discussed...at the risk of harassing everyone. Tirades will be discussed in length as well.

(10) After this, I'll move to another theme--the hobby. It will start with an article, "Liberalism vs. Conservatism", which will talk about ethics (eg. taste in printing submitted materials, taste in printing material without the author's permission...), house rules, GMing as situations arise, and other basic attitudes. (e.g. who owns the zine/games; other themes might include GM vs. Publisher themes, Editor vs. Subscriber, GM vs. Player themes.)

(11) Then (oh no, I'm not finished yet!), the most complete list of zine reviews I can do will be printed. Then, the list of new zines, and the list of good zines, and the list of zines with game openings, will be printed, all this keeping in mind that it must be as short as possible.

(12) Then, another article, "Talking about Differences". A distinction will be made between a GM, a publisher, and an editor. The disadvantages and advantages of a home GM over a guest GM may be discussed as well, and vice versa. A distinction among all the zines will also be attempted: ie. differences between a genzine, a warehousezine, a gameszine, a newszine and variety zines. wargames and D&D zines will also be mentioned. A short commentary on the evolution of the hobby (e.g.: discussions on the diversity, carbon copies, ditto, xerox, offset facilities, ratings, and the argument "hobby vs. professionalism".) will also be made, as well as a brief description of the evolution of the mentality of the players...

(13) After that, an elementary description of CDO will be made, as well as an elementary description of the IDA/NA.

(14) And as a finale, the general tastes of the public will be analyzed (ie. honesty, well-run games, punctuality and periodicity, good reproduction and recognizeability, good articles, chess, war-games, variants, D&D, politics, religion and other Dip-unrelated materials printed in Dippy zines...)

And that will be all...why am I telling you about this--because I want to wait for you to wait for me. I want you to wait breathlessly for PASSCHENDANLE#10...that's why...

Well, I haven't finished PASSCHENDANLE#9 yet. What could I put at the bottom of this page and on page 13 and perhaps on page 14? Well, of course, an article on Diplomacy, what else did you expect???

Making promises (and what to do with them later)

There are various kinds of promises. Society usually encourages the keeping of promises. (Ideas are somewhat thrown in confusedly at this point...) Let's go back to the beginning. Yes, I was saying that there are many kinds of promises. Some are made in everyday life:

for instance, you may promise your girlfriend to love her for eternity, a father may promise his son a spanking, and an employee may promise his employer to work harder in the future. Like in Diplomacy, promises may or may not be kept, at your whim. Ya see, life is diplomacy. All promises you make may or may not be kept, depending on how hard you wish to be perceived as a trustable and reliable chap. Well...OK. Society encourages the keeping of promises, and I'll admit that some promises must be kept in real life...one or two. (But the same thing occurs in Diplomacy in a few cases as well...if you're a puppet, you must keep your promises unless you wish to be eliminated.) Anyway, the theme of this article is concerned with Diplomacy, not philosophy. Let's get going...

Note that, in the game of Diplomacy, there are forces pressuring the player into keeping his promises. Every good player realizes that. Depending upon the importance of the promise, a player may lose allies by not keeping his word...here, it is a question of whether the loss of an ally, or the making of an enemy, will damage a player's chances too much or not. As long as good players know they aren't strong enough to lose an ally because of a promise breach, they won't break a promise. Hence we can see the following balance: on one side there's the players' might as a whole, and on the other there is the individual's might. As long as the power of the first is equal or greater than that of the second, the good player will keep his promises whenever he can.

One example will suffice: assume that, in a game, Russia is out, Austria and Turkey are allied and total 13 centers. Turkey has made it clear that the alliance will last only if she gets Marseilles, Spain, Naples, and Tunis, and if Austria doesn't build fleets. In the West, England is at 6 centers, and at war with France and Germany, at 7 and 9 centers respectively. FG are evidently anti Austria/Turkey.

We'll just take a look at the Austrian player. It is likely he won't break his promise not to build fleets, and that he will let Turkey get Naples and Tunis, as the "community's" strength is much greater than his. He can't afford to lose Turkey.

However, let us assume that, by 1905, the situation as turned into the following one: Italy and England are out of the war, Austria has 9 centers, Turkey 8, France 7 and Germany 10. Turkey has misjudged the situation, and has no unit in the Balkans (while she controls Bulgaria and Rumania and Constantinople) and very few in Russia (where she controls Moscow and Sevastopol). France is frustrated since Germany has made all the gains since 1903--she stabs Germany. Austria is now left in a very enviable position: France and Germany no longer are threatening her, and Turkey looks quite attractive. I say that it is not likely that Austria will keep her last promises to Turkey (ie: let her have Marseilles and Spain): as a matter of fact, if I were her, I would outright profit of Turkey's positional weakness and stab as hard and as deep as I can! In this case, now Austria, as an individual, has greater relative strength than the other powers, which constitutes the "community". Therefore, a breach of promise is likely to occur--in any case, it is to Austria's interest to break her promises to Turkey if she really wants to win...

I think that pretty much everyone understands my point now... on to my advices to the novice players.

It is a very good idea to base your strategy upon the above philosophy. I'll give you an example to give you an idea on how to manage your diplomacy in a game...

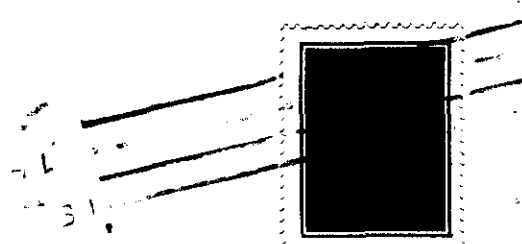
Let's assume you're Russia. It's 1900. Russia should write to all her neighbours and try to get the best deal she can. To do this, she must also usually make promises. Don't be scared to make promises to everyone, in normal amounts. (If you distribute promises too much, they'll suspect something fishy...) As an example, Russia could promise England to support her into Denmark in 1902 if she doesn't attack, while at the same time trying to convince Germany and France to attack England. Hence, when the time will come to keep her promise re-England, Russia will be in a position to break her promise--ie. not support England into Denmark, while having no fear of a retaliation whatsoever--England will be too busy and too weak to do anything. On the other hand, if FG go to war against each other, all you'll have to do is do as promised, thus avoiding defeat to the English in the north, and hoping that Germany will be too busy against France and England to retaliate...in the south, the strategy should be similar--try to convince Turkey and Austria to go at war against each other, promising each to be their ally against each other. But don't intervene in 1901. Let the war occur first! Then, in 1902, you'll have the choice and will be able to get the best deal...

After 1902, though, once you've selected your allies, it's a good idea to stick to them. One will not gain a reputation of unreliability by breaking some 1901 promises, but he will indeed if he keeps breaking and making alliances after. The trick is to stick to your alliance until the enemy is no longer a menace for you. Note, your enemy does NOT have to be destroyed! As long as he no longer is a menace for you (eg.: he may become your puppet, or he may be a menace to your other allies only...this doesn't affect you.), everything's fine. Once the menace is eliminated, seize the next favourable opportunity to stab your next victim, which this time will have to be one of your former allies, usually.

8d

That's it...I hope not too much confusion will result re-the
pages because of that...thing there...I mean...that fake. So long.

FINE JIG-A-DOO!!!



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