

Conrad von Metzka & I
are the only two Harold
Hughes fans of his readers,
though Millard Fillmore
has always been my real man.

When the news last summer was four years and could not produce
was, should not be given another chance." Richard M. Nixon,
[Copied from STRASBURG].

... a journal of Postal Diplomacy. It
contains the journal game of 1971AR (The Winner's Game), 1972AR (The
Remorseful's Game), and 1972AR (The Open Game), along with whatever
comes to the editor's unobscured mind at the time. Diplomacy is a
game invented by Allan Calhoun and published by Games Research, 20
Boston, Mass.

THE WINNEMASTER: Brenton Van Ploeg; 520 Parker Avenue, # 202,
San Bernardino, CALIFORNIA 94110. Phone: (415) 668-9218, and I'll
obviously be much easier to get hold of over the phone. Either then
or call for a answering service. The best time to call is still
the afternoon. If you about give up, you can always leave a daytime
message to call you back at 557-1718, which is the Law Review Office
Hall, I might even BE there.

THE PLAYERS: New roster, again, on page 4. Individual changes
are also often to be found for players after their respective games.

COINS: No games are open to SP, nor will there be. These things
are likely unique. Subscriptions are six for a dollar, 13 for two
dollars, though if you have a constant sub, you keep up at the old

RECRUITMENT: This roster is ever so slightly varied from
last issue, to game 1972AR, where Jim Hall takes his true position
#1 of the... (1) Doug Boyarskin, more needed--must have won
at least one postal game; 1972AR--(2) Paul Bond, (2) Jan Le Pire,
(3) ... and (4) ... None needed at the moment;
... and (5) ... ANYONE qualifies, and
players are needed.

HISTORICAL CHANGES IN S.E. FALL 1968
WANTS THIS MONTH'S FROM BIRSAN
BUCHANAN SUELS INTO PORTUGAL, FREE!

... not received from France, so Army Spain is killed
... be elegant, intended. See the note below.

- ... A Mun-Ber, A Tyr-Mun, A Boh S A Tyr-Mun, A Vie-Gen
- ... A Ark-Ber, A Bul S ONE A Ant-Con, F Aeg S RUS A Arm-Smy.
- ... (Buchanan): F Nwy S F StP(NG); F StP(NG) H; A Lon-Bel;
- ... F Nth S A Lon-Bel; F Mid-Sor; A Bro-Par; F Eng S A Lon-Bel.
- ... (Warden, through "general orders.") A Par H; A Bur-Bel.
- ... (Birsan): F Bal-Ber; A Nth S F Bal-Ber; A Mar S ITA F Spn
- ... (MST, dislodged); A sub-sup; F Swe amuses self indecently.
- ... (Vogel): F Tyr-Ion; F Wps(NG) S A Pie-Mar; A Pie-Mar; A Rom
- ... (Spartan): F Bot-StP(NG); A Liv S F Bot-StP; A Arm-Smy;
- ... A Nth S A ONE S AUS A Mun-Ber.
- ... (Tactics): A Sny-Ant; F Pla-Rum.

... along with two others, did not receive 22
... along with his intent in regard
... a delicate situation in this game, and I called a local
... The letter arrived past the
... however, and the Army
... general orders, as

are commonly known. GER A Mar retreats to Gas, OTB.

CENTER CHART--END OF 1903:

AUS: Home, Ser, Gre, Bul, Mun, Ber = 8, may build ONE.
 ENG: Home, Nwy, StP, Bel, Bre, Por = 8, may build ONE.
 FRA: Par, ~~Spa~~, ~~Por~~ = 1, must remove ONE [1 dest, Su '03].
 GER: ~~Spa~~, Kie, Den, Hol, ~~Mar~~, Swe = 4, must remove TWO, or ONE,
 if A Mar retreats OTB.
 ITA: Home, Tun, Spa, Mar = 6, may build TWO.
 RUS: Sev, Mos, War, Smy, ~~ANK~~, ~~FWA~~, ~~SWE~~, Con = 5, must remove ONE.
 TUR: ~~Con~~, ~~Spa~~, Rum, Ank = 2, NO CHANGE.

Deadline for Winter, 1903 moves is August 29, 1972, Noon Tuesday. Phone calls may be made anytime up until Noon, but I would strongly prefer that you call the previous evening. If not, I shall call YOU then.

THE PLAYERS: Greg Warden is still playing France's single unit, as per his request. His current address is on page 4, but it will change as follows: Effective 8 August; Villa Il Cedro, Borgo San Lorenzo, (Firenze) ITALY 50032. Effective 22 August; 179 Aquetong Road, New Hope, PA 18938 (welcome home).

Sadly, there is no press. Oh. There is Italy's from last issue: APULIA: Literary sources have pointed out that the legal beagal [?] from SF has abused and slandered the Holy ITA Monarch by accusing said Monarch of character assassination. Assassination means to injure in an UNEXPECTED and TREACHEROUS manner. Legal advice is sought from Sir Walter Buchanan for redress.

NAPLES: Prior Conradian correspondence shows ITA was intent on taking Mar & thus orders were issued to do that. This does not mean ITA is hostile to whomever holds Mar nor does she wish to be involved in a non-productive war. This is the last turn of following the irrational Conradian commitments. [We'll have NEW irrational commitments?]

ROME: The government has not signed a formal treaty w any power and wishes to hear from interested parties while she is still free to make her own commitments.

FINAL NOTE: Some of you may wonder what happened to our "accelerated schedule" for this game. Well, it had to go by the wayside, because there simply are players that I couldn't reach by phone in this game. When that situations comes to an end, we'll be able to perhaps catch up.

1972BT R O C A M O R A G A I N S T H R E E ! FALL 1901
 & KEY BACKS OFF, GOES HOME TO ITALY
 AS FIERCE WARFARE WAGED IN BALKANS

AUSTRIA (McCallum): F Alb-Gre; A Vie-Tri; A Ser S RUS A Ukr-Rum.
 ENGLAND (Osmanson): A Yor H; F Nwg-Nwy; F Nth S F Nwg-Nwy.
 FRANCE (Rocamora): F Mid-Spa(SC); F Pic-Bel; A Spa-Por.
 GERMANY (Soong): F Den H; A Ruh S A Kie-Hol; A Kie-Hol.
 ITALY (Key): A Ven-Pie; A Tri-Ven; F Ion-Tun.
 RUSSIA (Lipson): A StP-Swe; A Bot C A StP-Swe; A Ukr-Rum; F Sev-Arm.
 TURKEY (Le Pire): A Bul-Gre; A Con-Bul; F Ank-Bla.

Last season, the Turkish move F Ank-Bla should of course have been underlined. All concerned players caught the error. In case my erasure of the underline above does not work, the Turkish move F Ank-Bla DOES succeed this season.

THE PLAYERS: Elliot Lipson address as of 28 August through 4 September is found on the roster on page four. His address from now until the 28th is mobile, but he will pick up mail on the 18th of August on a single day at: Elliot Lipson; c/o British Columbia Automobile Association, 845 Burrard Street; Vancouver, Brit. Columbia, CAN

From re-reading Elliot's missive, I see that I have made an error. The address listed on page four is effective ON the 4th of September, and from 28 Aug until then he will be able to receive mail at: Nelson Lake Lodge; Route 3; Hayward, WISCONSIN 54843. Meanwhile, Soong should arrive in this country before long. His address should be communicated to me IMMEDIATELY, if not sooner, when it becomes available.

As some of you have noticed, I call the first time at my own expense, which contributes to the large loss I take on each game I run. The 2d and later times, however, its your cost, as others of you know. Sorry to awaken.

There is no press, I think, but let me look. Nope. Well, maybe thats a boon in some ways, but I do like to read short, acidic, press releases.

The deadline is Noon Tuesday, AUGUST 29th, 1972. I will receive calls until the deadline on Tuesday, but will have tried to call the previous evening. This means, in effect, that the deadline date for negotiations is Monday evening, and not Tuesday at noon.

1972AR DOES NOT COME HERE: RATHER, COMES THE CENTER CHART FOR 1972BT:

AUS: Home, Ser = 4, may build one.
 ENG: Home, Nwy = 4, may build one.
 FRA: Home, Por, Spa, Bel = 6, may build three!
 GER: Home, Den, Hol = 5, may build two.
 ITA: Home, Tun = 4, may build one.
 RUS: Home, Rum, Swe = 6, may build two.
 TUR: Home, Bul = 4, may build one.
 NUETRALS: Gre is left. Is there no peace anymore?

1972AR

I T S P R E T T Y S T A T I C O U T !
HALL'S GERMANY TAKES NORTH SEA!
ITALIAN ORDERS A BIT TALMUDIC?

FALL 1902

AUSTRIA (O'Regan): A Tri H; A Vie S A Tri; A Ser S A Tri; F Alb-Gre.
 ENGLAND (Hendry): F Ska-Nwy; F Lon-Wal; A Edi-Lon; F Nth C A Edi-Lon
 [dislodged--Ska, Yor, Nrg, or OTB].
 FRANCE (Winter): F Eng C A Pic-Lon; A Pic-Lon; F Mid-NAT; F Spa(SC)-
 Mid; A Gas H; A Bel H.
 GERMANY (Hall): A Hol H; A Sil-War; A Kie S F Den; F Hel-Nth;
 F Den S F Hel-Nth.
 ITALY (Parsons): A Tyr, A Ven, F Adr all support A Tri [no A Tri--
 see note below]; F Ion-Gre.
 RUSSIA (Rocamora): F Swe S ENG F Ska-Den [ENG F Ska Not So Ordered]
A StP-Mos; A Mos-War; A Ukr S A Rum-Sev; A Rum-Sev; F Sev-Bla
 TURKEY (T.S. Williams): A Bul-Rum; A Arm-Sev; F Bla S A Arm-Sev;
A Con-Bul.

NOTES: Bill Parsons sent in orders this time, but failed to note that the army in Trieste was disbanded. He, in fact, thought that there had been GM error, because the support of AUS A Ser had been cut by the attack from Trieste. This is not so. Section X of the rules states that support may only be cut if the attack comes from a space different from that which the unit is supporting the attack into. Example # 8 is directly in point to the S'02 circumstance. Ordinarily, I would have called him collect, but, (see below) his location is elsewhere these two weeks. At any rate, his intention was to send the single fleet to Greece, and even an ordered attack

[continued on page 5]

END OF THE SUMMER MAILING LIST

1. John Beshara; 155 W. 68th St., #1021; NY, NY 10023 (C)
- *2. Doug Beyerlein; 3934 S.W. Southern; Seattle, WA 98136 (S-10)
3. Edi Birsan; 48-20 39th St., Long Island City, NY 11104 (EH)(T)
4. John Boardman; 234 E. 19th St., Brooklyn, NY 11226 (T)
5. Paul Bond; PO Box 6477; College Station, TX 77840 (S-25)
6. Ken Borecki; PO Box 255; Rockville Centre, NY 11571 (T)
7. John Boyer; 117 Garland Drive, Carlisle, PA 17013 (T)
8. Walter Buchanan; RR # 3, Lebanon, IN 46052 (EH)(T)
9. Randy Bytwerk; General Delivery, Toulumne Meadows; Yosemite Nat'l Park, CA 95389 (EH)
10. Allan B. Calhamer; 501 N. Stone; La Grange Park, IL 60525 (C)
11. Tom Eller; 29 Winthrop St., Charleston, MA (S-16) 02129
12. James C. Hall; 1300 30th St, #B2-32; Boulder, CO 80302 (AR)
13. John Hendry; 17 Price Rd; Peabody, MA 01960 (AR) + 4
14. David G Johnson; 3603 Rainbow Pl., Nashville, TN 37204 (S-13)
15. Jeff Key; 7918 Alpha Rd, #1153; Dallas, TX 75240 (BT)
16. Joel Klein; 170-14 130th Ave., Jamaica, NY 11434 (S-17)
17. Burt Labelle; 146 Elm Street, Saco, ME 04072 (1972 Ratings Issues)
18. John Lepire (& Jan); Rt # 1, Box 77C; Montrose, MINN 55363 (BT)
- #19. Len Lakofka; 4970 N. Marine Dr, # 525; Chicago, IL 68640 (T)
20. James P. Massar; 127 N. Emmons St; Dannemora, NY 12929 (T)
21. John McCallum; PO Box 52; Ralston, Alberta, CANADA TOJ 2N0 (T)(BT)
22. Don Miller; 12315 Judson Rd, Wheaton, MD 20906 (T)
23. Bro. Hugh O'Regan; St. Leo Abbey; St Leo, FL 33574 (AR)
24. William H. Osmanson; 1015 Union Street, Morris, IL 60450 (BT)
- #25. Maj. Elliot Lipson; See notation under game 1972BT. Address as of September 4th: HDQS, US Army Material Command; ATTN: AMCSA-BC (Maj Elliot S. Lipson); Washington, DC 20315.
26. Bill Parsons; 510 South Park St, Streator, IL 61364 (AR)
27. Andrew Phillips; 128 Oliver Street; Daly City, CA 94104 (T)
28. Lewis Pulsipher; 423 N. Main Street, Bellevue, MI 49684 (T)
29. Mike Rocamora; 127 N. Hinchman Ave; Haddonfield, NJ 08033 (AR & BT)
30. George Schelz, Jr.; 9 Buffington Pl, Bronxville, NY 10708 (S-26)
31. Steven Soong; % Det 3, 6003rd Spt Sqdn; APO San Fran 96346 (BT)
32. Buddy Tretick; 11710 Coldstream Drive; Potomac, MD 20854 (EH)
33. John R. Trtek; 215 S.E. 24th Ave., Hillsboro, OR 97123 (S13)
34. Arn Vagts; 2824 Verano Pl, Irvine, CA 92664 (EH)
35. Bob Van Andel; 749 Thomas Strett; Grand Rapids, MI 49503 (T)
36. Conrad von Metzke; PO Box 8342; San Diego, CA 92102 (T)
37. Eric Verheiden, Jr.; 3245 S.W. 185th; Aloha, OR 97005 (S13)
38. Rod Walker; 4719 Felton St., San Diego, CA 92102 (T)
39. Bob Ward; 9665 Florin Rd, #176; Sacramento, CA 95828 (EH)
40. Greg Warden; % Savi American; Vescovado di Murlo, Siena, ITALY (EH)
41. Tom S. Williams; 1305 Smalley Ave; Muscatine, IA 52761 (BT..oop AF)
42. Fred Winter, Jr; 2625 El Rancho Dr; Brookfield, WI 53005 (AR)
- *43. Peter Weber; 138 Greenland Ave; Oconomowoc, WI 53066 (T)

Those names marked with an # are out of order. TS. Those marked with an * are receiving their last issue unless they re-subscribe, or start publishing again. Codes: C = complimentary; T = trade; EH, AR, & BT stand for players in games 1971EH, 1972AR, and 1972BT respectively. This list is larger than ever before, to my dismay. I would like to cut it down. Eventually, PP will be out of business. Sigh. How did I ever get into this business? A new pair of skis would have lost the same as the ditto, and would have provided a helluva lot more entertainment.

on Trieste would have been uneventful, given the AUS moves. So, on we go.

THE PLAYERS: Bill Parsons will be, from 1 through 14 August, at 101 Pitt Street; Portland, MAINE 04103. Then he will retrun home to Illinois.

CENTER CHART; END OF FALL 1902:

AUS: Vie, Bud, Ser, Gre, Tri = 5, may build one.
 ENG: ~~Liv~~, Liv, Edi, Nwy = 3, must remove one, or stay even, if F Nth retreats OTB.
 FRA: Home, Bel, Por, Spa, Lon = 7, may build one.
 GER: Home, Den, Hol = 5, NO CHANGE.
 ITA: Home, Tun, ~~Zil~~ = 4, NO CHANGE 9(1 elim, S'02).
 RUS: Home, Swe, Rum = 6, NO CHANGE.
 TUR: Home, Bul = 4, NO CHANGE.

Deadline for Winter 1902 Adjustments is Noon Tuesday, Aug 29, 1972. The English retreat is also not due until then, and other's builds may be conditional thereon. If the retreat comes in early, I will send out the results via postcard to the concerned players.

PRESS:

BORDEAUX, FRANCE (A Gas H): We, the Supreme ruler of all France and outlying territories and provinces, and King of England and Emporer of the United Kingdom of Great Britian, have had it brought to our attention that certain of the Ministers have seen no justifiable purpose to the actions of our army stationed in the provence of Gascony recently. Despite the well-known facts that We have have no one to answer to, We have decided to provide an explanation to satisfy the populace. The Army stationed in Gascony has been used to provide entertainment to the peoples of this region, and especially to amuse Us while We were staying in the region. They put on such a spendid display, it is possible that We like them so much they may stay another season. With our allies, We remain the protector of truth, and the defender of the right.

MELK, 8 August 1902: "Our victory in Trieste proves that true Emperors and true Kings rule by devine right [right]. For our part We shall not rest until the patrimony of St. Peter is restored to its rightful soveriegn - LONG LIFE TO PIUS IX!! Death to all nationalists!"

DUBLIN (slightly out of place press release), January 29: England's problem is Ireland's opportunity. ..We await the liberation of the Celtic people by the fleets of France and Germany. /s/ Irish Republican Brotherhood. [Great--kill a kid for me, too].

PARIS, FRANCE (F Mid-NAO): We, the Supreme Ruler of all France, have had it brought to our attention that there are several rumors out of the great and noble city of San Francisco in the sovereign [only according to Regan] state of California in the US of Amer., which would question our devine right to the throne of all France, her outlying territories and provinces. Further, we are truly upset that certain forces have chosen to ignore our right and just crusade against the Godless and corrupt rulers of England and have jested, indeed mocked, the progress of glorious and now victories armies and navies. We, therefore, have seen fit to take on additional responsibilty for the good of all mankind, and have been temporarily crowned, here today, the King of England, and have appointed therewith, in the presence of God [bets?], several Ministers in trust for the government of England. Among these has been a new governor to Canada, and we are pleased to report that he has consented to make Canadian replacements availiabile to our fleet operating in the North Atlantic, and further has organized an Army to invade the Western United States and capture San Francisco, should this be necessary. [Its necessary only if the governor wants to do his head]. We remain, the potector of truth.

ST LEO, FLORIDA: Anyone not knowing the identity of the unearthly part of the French "We" is urged to write an unknown person in this area for a truly correct answer. [Alternately, you might look for the answer on a Cracker Jack Fortune]. Rumor has it, however, that lightning might strike you if you have the stupidity to do so. Nevertheless, the English are encouraged to write, since, even if lightning DID strike them, it probably would be considered an act of mercy, because Hell is better than the life for anyone playing England with no incentive to communicate.

ZURICH, SWITZERLAND: A Bull Market ensued today at the majesties Swiss Money market as the French Franc changed hands in anticipation that it would soon be the only currency in Europe that would have any value. Many currencies have remained stable, but particularly heavy selling of the British Pound was seen as a sign that it would continue to drop in the future. Meanwhile, German Marks and Russian Roubles have slightly risen in value, and experts say that this slight advance may well be due to a combination of events, particularly the rise in the Franc and the drop in the pound. Most experts, however, are trying to hold onto the neutral currencies, hoping that disfavor with the war in general would cause them to be the best investment [WOULD that that were true in any war]. We shall see. But an unearthly source in Paris, identified only as the unearthly portion of the divine "We," was placing heavy buy orders on the Franc. One source in Italy, also close to this unearthly (indeed even "heavenly" 'person') was quoted as saying, in direct quotes from Him, "With Me on your side, what other justification could one want for war? and further, who has any doubt that My side will win?" The Italian source had no further comment, but was noticeably disturbed with His comments.

ZYZZY, SLOBOVIA: This, the newest and most fitting location for the international \$\$\$\$ market, announced the latest odds on the game. England has dropped to 25-1 against, and France falls to 4-1 against. Russia and Germany and Austria move to 5-1 against; while Turkey and Italy remain at 6-1. Hang loose, because you'll hang, nonetheless.

RUMINATIONS & WOEFUL BETIDINGS ALL

Somewhere along the line, PLATYPUS PIE has become increasingly non-pornographic, and entirely too serious. I think that I have the reason for this--I have been putting the magazine off until far too late in the three-week sequence, and then get the whole damn thing out ON the deadline, which, by the way, is today. Consequently, I never have time to mull anything over. Worst of all, PP is becoming a JOB, rather than an entertainment. Its for that reason, and my soon to be massive load in the law, that I will end the magazine when all three of its games have ceased. But until that time, I shall attempt to mend my ways, and have a little fun again. I may start a new series, and, wonder of wonders, I may have it be reprints of the famous "Orange" articles which used to be in STAB when I started to play Diplomacy. Or, I may just fuck around with whatever comes to mind. Most importantly, however, I shall take MY TIME. The magazine will still come out exactly on the deadline, as it always has, but I am going to try to have a larger percentage typed up and run off before the actual deadline. Some issues, when that doesn't happen, may end up as shorter than 10 full pages.

HOLD IT RIGHT THERE! All right. No, I think I'll hold it over here.Why, he's no fun, he fell right over. Wait a minute...didn't I say that line on the other side of the record? Damn!

THE STRATEGY OF DIPLOMACY/CONTINUED FROM LAST ISH!PART II--The Initial Negotiations:

Its clear enough, as I said last issue, that you have to reach a clear commitment with a certain group of allies, and then push as quickly and aggressively as possible towards that goal. But, as the years go on, it is apparent to me that too precipitate a commitment is as bad as none at all. Most initial negotiations periods are never over a month, and often actually use much less time than that. 90% of the first moves I have received in the three PP games have been received weeks in advance of the deadlines. Sometimes, this is all you need, but sometimes I think that you need twice that long, if only to correctly analyze your enemy. My worst error in a Diplomacy game was in assuming that the grand strategy of the situation of the game was the most important, and that people could be moulded to that end. Unfortunately, I inverted friends and enemies, and was stabbed by the player who was to be the long-term ally, and befriended by my intended worst enemy. All too late for me to react with any degree of flexibility, naturally, and the game was hopelessly and irrevocably lost.

This implied at the time that all games should be run on the basis of the personalities involved. That sounds perfectly simple, I agree, but it involves disadvantages. The most irritating possible letter to receive early in a game is one that absolutely refuses to be committal in any way or form. He is waiting to see what YOU offer, which, by some strange coincidence, is just what YOU are waiting for. You'll probably end up fighting. At best, you'll end up with a very neutral agreement. Its for that reason that it is often best to try to get some idea what the players may be like BEFORE you write them. The best way to do this is to know them in advance of course, but, until someone does the very valuable work of preparing game records for certain players, you have to dig through all the records yourself, or pay Rod or someone else with the records to do it on their time. (They might do it gratis for someone with a few games, but after that you probably should give them something for their time).

Alternately, or perhaps supplementally, you can call them on the phone. Diplomacy ought not to be influenced by costs, but the simple fact is that Diplomacy IS so influenced. It is for that reason that players in the same geographic area have an advantage, because communication between them is so much more sure, or, at worst, cheaper. But there's the other side of the coin there too, because its certainly a worthwhile Diplomatic weapon to claim that X & Y, residents of the same area, will therefore ally, so that they should BOTH be cleaned out before that happens. Naturally, its not necessarily (or even often) the case that these people DO ally, but the burden is now on them to convince your potential ally that they are in fact mortal enemies, one with another.

If you can do this sort of initial groundwork, or get some sort of reasonably reliable hearsay evidence concerning the player whom you might want to influence, its time to go to work. If the player is trustworthy, I suggest that you commit yourself to a specific initial line of attack, and, ALSO COMMIT YOURSELF TO A GRAND STRATEGIC SCHEME. Andy Phillips, in regard to last issue, has written me that there should be better reasons to ally with someone than that he or she is a "Great Person." I of course agree 100%, and in addition to being reliable, you should doubtless be able to convince a potential and desired ally that you are both willing and able to fulfill your portion of the alliance. The Grand Tactical/Strategic proposal is of this nature. Here, you would describe the middle and end games, as you see them, in terms of what

powers will be battling what other powers. After the initial round, if your alliance is accepted in a manner which you think is sincere, your alliance should be cemented into somewhat more detailed terms. Specific plans should be formulated concerning what is to be done with various other countries, and consideration should be given to how the situation might change. The ideal situation, which is actually not too hard to attain unless you have some real close-lipped people dragging down the game, is one in which you will not be surprised by anything that happens on the board. Allowing for a reasonable amount of breakdown, no massive strategic shifts should manage to perpetrate themselves without your knowledge, or at least some sort of idea that they might take place. Ideally,

And that, dear friends, is why it is next to impossible to "teach" Diplomacy. You can "teach" the tactics element, I suppose, and there are a large number of articles by those much more skilled than myself in that regard which you should read before even attempting prolonged play of the game. But the rest of it is by "inference." You must, on the basis of what is often nothing more than intuition alone, decide who you can trust and for how long. If you think that you are about to be attacked, please try to think compromise. That is--offer the attacker a center or two in order for him to go away and be her someone else. You'll not profit immensely by that, but you might stay alive to fight again.

This is winding down right now, I can tell. Its really almost next to impossible to get down in print all the myriad little things that run through anyone's head when they play a game of Diplomacy. I have played only four years now, which isn't a very long time compared to some of the real "old-timers" but I have seen some very clever tricks perpetrated. Reading can do something, but watching does more. Most of all, however, is interest. A player who doesn't give a shit is going to lose, 9 times out of 10. A player that is interested in the game, and who thinks the interpersonal relationships both interesting and challenging will, much more often than not, do well. Perhaps he or she will even win the game. Not only is interest contagious, it tells your potential allies that you are not about to become a negotiating drop-out, and makes you a very valuable friend, and a very dangerous enemy. Sometimes things go poorly, of course, but its then when you can earn the MOST respect of your enemies. I have never eliminated a player who has written at length while being attacked, and kept attempting to change my mind. Furthermore, I have always endeavored to ally with them in future games, because I know that if they fought hard when they were losing, they will fight doubly when they are winning.

NEXT ISSUE: A little blurb on the player you KNOW is a loser, and who is not interested in the game. What do you do with him? First out? Or last? Also, many other assorted trashies, and maybe even something humorous again. I shall start earlier, and I might even make up for shorting this issue (so I can get letters into the envelopes for no additional price) by having an extra-large one.

Until then, I leave you with a thought: Don't ever run a Diplomacy magazine unless you are prepared to lose a fortune! Or, charge \$10 game fees.

-coitus interruptus-