

re. name

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RENAME is a journal of variant Diplomacy configurations brought to you by Conrad von Metzke, P.O. Box 8342, San Diego, CA. 92102, USA. Phone (714) 239-1574, and good luck. Published every three weeks with Divine intervention, pretty infrequently otherwise. Fortunately, since I'm an American, God is on my side. Game fees, depends on the game, more often than not nothing. Subs ten for a dollar. Circulation 25.

Maps. Oh Gawd, not this again! Yeh, well, here's why you haven't got a new map yet, and also why you aren't going to. The two I got - or rather the one and a half I got - are just not suitable for mass reproduction, and my cartographic abilities are insufficient to transfer them to a proper format. It doesn't help that Charles Sharp's original was lost in the mail.

Besides, the more I think about it, the more it seems to me pretty simple to fix up the other map. A few deft pen-lines, a little work to obliterate the supply dot in Iraq, and you got it! Don't forget that the north edge of the board is cut off and remains as in standard Diplomacy. Don't forget to remove the Sea of Azov altogether. If you want another copy of the old map, I can give you that!

Sooooo sorry, it just didn't work out...if only I could draw!

New Games: Dull thud. Just one player for 4000 AD, and one for Hebrew Dippy. Same guy in both cases. I'll leave the offers open, since there have been a few recent ads elsewhere. Meanwhile, sections of Hebrew Diplomacy are available in a new 'zine, Minas Vala-Anda, from John Biehl, 4008 32d Ave. W., Vancouver 6, B.C. Also regular openings plus some Middle-Earth variants. Write for details; looks like a good 'zine, and John is an extremely reliable soul.

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Game 1972-1901 (so we're backwards?) - Fall 1901 builds

Austria - a via, f tri. Barbary - f tun, f mor. England - f lvp.
France - a par, f mar. Germany - a mun, a kie. Italy - f nap, f rom.
Persia - a iran, second build void (was f jor but no coast specified).
Russia - a stp. Turkey - f con.

Positions for beginning 1902 next page.

Positions after 1901:

A (Sharp): a's ser, bud, vie; f's tri, gre (5).
B (Forester): a eth; f's tun, mor, can, rmed (5).
E (Morrison): a lon; f's lvp, sha, nwy (4).
F (Reinsel): a's bur, spa, par; f's mar, por (5).
G (DeLuca): a's holl, ruh, mun, kie; f den (5).
I (Redlack): a's ven, pied; f's nap, rom, cor (5).
P (Nelson): a's egypt, arm, iran; f ore (4 - 1 short).
R (Ricci): a's mos, rum, stp; f's gboth, bla (5).
T (Greenwell): a bul; f's con, ank, aeg (4).

Spring 1902 Moves due Saturday, 31 March 1973. Haydn's birthday!

TRIESTE: Shipyards working overtime here for the past six months have completed the new Grand Fleet of the Austrian Empire. Rumor has it that the Emperor, enraged by the piratical actions of Shoolitche of Albania in commandeering the last Austrian fleet, has vowed to obliterate "that wretch and his whole shitty country."

JAMUL: Hmmm. Last time a fistful of press, this time just a few lines. Comes in spurts and runs, eh?

ROME (Dec. 19): Commander in Chief of the Italian armed forces, Pisanno Mafio, wishes to let all other nations know that the Italian forces will be on maneuvers in the Mediterranean for the next couple of years. Their orders are to take part in no aggressive actions. However, if attacked, these forces will be ordered to take the offensive.

SOFIA (Nov. 30, 1901): Preparations are continuing for tomorrow's state visit by Sultan Abu Zog. The Sultan of ALL Sultans' visit is thought to be linked with certain unrest which has been spreading among our troops. What the unrest is, is not really clear at this moment, but it is understood to have something to do with the Fall of 1901 campaign (or rather the lack of one). The Sultan's advisors stated that they expected the Sultan would rest for a few days before beginning his visits of our front-line troops opposite Nish on the 2d.

CONSTANTINOPLE (Dec. 2, 1901): Grand Visier A. Alladin told a press conference today that there was a good possibility that Turkey will declare war on that worthless hulk which hides under the name of Austria. Reasons for such a move were summed up in two words: "Fleet Greece." The Grand Visier stated that Turkey would never formally declare war on the Austro-friends since such acts are reserved to honourable states. As one cannibal to another, Turkey hopes Austria enjoys its Greece while it can hold it.

SMYRNA: In a brief three-hour speech, I. Razzahy, Turkish minister of Justice, proclaimed all Austrian nationals and their fifth-column supporters legitimate 'victims.' Ten minutes later a Turkish mob seized the Austrian consul and threw the Austrian charge d'affaires out of office.

Unfortunately, his office was on the tenth floor of what used to be Smyrna's only skyscraper, and this horrible accident led to his death. A dinner of barbecued pig was then served by the Anti-Austrian Protesters and Committee for Un-Turkish Activities Caterers. The mob was led to

ANKARA; All sorts of strange accidents seem to be happening to Austrian nationals in Turkey. It is rumored that the Austrian Ambassador to Turkey drowned when he attempted to swallow a ten thousand gallon wine barrel as part of his magic act. Witnesses stated that the Ambassador had almost finished his act when the barrel broke. Asked why they had not tried to save the Ambassador, one unnamed spectator said, "Burr! We were too... Burr! Burr!... busy saving the wine! Burr! Spouter! Cough."

JAMIL: Hic. Chateau Cos d'Estournel '69.

Game 1978-Yaf - Fall 1901 Builds

Austria - A Vic, A Bud. Barbary or Electorally Finding England - F Lon. France - A Par, A Bre, A Mar, A Ger, A Ita, A Rus, A Sp, A Swi, A Tur, A U.S. F Nap. Paris - no builds coming. Russia and Prussia only. F Con, F Smy.

Positions following 1901: ...

- A (Reinsel): a's tri, vic, bud, ser; f gre (5).
- B (Potter): a's vic, bud, ser; f gre (5).
- E (Osmanson): a nwy; f's lon, nwg, nth (4).
- F (Walter): a's vic, bud, ser; f gre (5).
- G (Osmanson): a's vic, bud, ser; f gre (5).
- P (Kinchuck): a's vic, bud, ser; f gre (5).
- R (Forester): a's vic, bud, ser; f gre (5).
- T (Morrison): a's vic, bud, ser; f gre (5).

Spring 1902 Moves the ...

ROME - Stock market ... especially great production ... expansion of the navy ... Antonio ... RICHARD ... Today ... First, he said ... Alsatia-Lorraine and what was described as suitable border territory on the east side of the Rhine ... announcement that general mobilization had been ordered and that both the Imperial

Army and Navy would expand to twice their normal size. While the crowd began to whisper, the Emperor's voice became low and sad.

"Now," he announced, "I present to you His Majesty Leopold I, King of Belgium." Immediately the King was wheeled out from a side room in a wheel chair. The crowd of reporters and nobles was aghast.

Slowly, King Leopold I began to speak. All knew, of course, that Belgium had recently been overrun by the barbarous Germans, but it was thought that the King was still in Bruxelles, trying to administer his country during the German occupation. "What you see before you, ladies, gentlemen and members of the press ((Spino Agnew??)), is a broken man. Broken not because he has spent the last two months in a German slave labor camp, but because he has had to see his people suffer at the hands of the cruel and evil barbarians who have invaded us!" The audience was silent; the King, obviously overcome with emotion and almost crying, continued:

"My friends, the fair citizens of Belgium have been forced to endure outrages beyond belief. Half have been driven like cattle into Germany and God knows what fate. The rest starve. Why, just to look at me, you can see the filthy things who call themselves men have no respect for men. I can tell you, truly, the German fears only the sword."

At this point, the crowd was overcome with emotion. ((Billy Graham?)) Emperor Maredrick again resumed speaking. "What you have heard is true. ((Only the names have been changed...)) Therefore, I have given the King complete use of all facilities France has to offer until his nation is liberated. ((Down that hall, third door on the left.))

Rumor of war spread, but the Emperor held fast and did not yield to the press questions on whom it would be declared.

JAMUL: Sorry, but I'm in one of those moods, and couldn't resist...

ALGIERS: President el-Kidder held one of his rare press conferences for foreign correspondents here yesterday. In his opening remarks he deplored the arms race which seems to be enveloping Europe, and assured his listeners that North Africa is not participating and will not participate. This raised eyebrows, and most of the questions asked had to do with recent feverish activity in the naval yards of Rabat and Tunis. El-Kidder, displaying his great linguistic virtuosity by answering every question in a language unknown to the asker, managed to avoid saying anything of consequence. (At least, I suppose he did. It was all Greek to me.) The last questioner was a particularly impertinent Jamulian. The Jamulian language is the least comprehensible on earth, and so of course el-Kidder could not resist devastating the fellow in his own barbaric tongue. To add injury to insult, el-Kidder chose a language understood by everyone except the obnoxious Jamulian (English) to make his own revelation of the evening, namely, that current naval activity is un-military. It is connected with the impending nationalization, for reasons of efficiency, of the traditional leading industry of the Barbary Coast, piracy.

-- Gig Gail, Renown correspondent in Algiers

JAMUL: Jamulian Agents contacted the world's leading authority on the English language, Rhodes Professor Amertus Anarko, Popo-boggetled sprawled on a bench in the park in downtown Cambridge, Massachusetts, after listening to a moment of the tape of el-Khader's speech, the Professor guffawed loudly and said, "If that's English, I'd a cow!"

At that point a drunk sidled up and made to share the bench, so the obliging professor manoeuvred over.

Brief Comment on Both Games - Robert B. Cline

Instead of a detailed analysis of strategic and tactical ideas - since the big confrontation between powers has not yet occurred in either game - I want to observe at this point that nobody yet seems to have noted the concept that created this game in the first place: the cyclical board.

It looks to me as though everyone in both games is still strait-jacketed by the idea that the Big Push must be east to west. Both Barbary players, for instance, while not exactly the original full-throats at Persia, have moved significantly that way. Some Russian players have built up strength in the German frontier - one decisively, the other enough to cause Germany some quivers. One English player has made an eastward move already; the other seems to have a much greater consideration for the other theatres, though it's too early for any of these comments to really be definite.

Now don't get me wrong. There's nothing specifically wrong with a French-German, or English-German, or Barbary-Persian game. The point is that every country in both games gives every indication of retaining his east-west orientation. I'm not so much worried about this as I am curious. Is this something the diplomacy and negotiations have caused, more by coincidence than intent? Are the moves and positions to this point deceiving? Or do players see the cyclical board as a mid-game end-of end-game feature, preferring to play it normally for the early portions?

To some extent that question - or series of questions - will gain an answer next move (Spring 1902). And in both games the answer will come from the Barbary States. The Persian player in ABG has also shown some ingenious trends, at least until he blew his build. (I am visiting Conrad this weekend and have seen the bulk orders.) As for most of the rest, it looks like they will respond to the question by reacting to someone else's actions rather than by initiating anything.

And before anyone gets offended, remember that I may have a completely different view of the nature of this game than the current players do. Which is, in a way, for the best; no game with only one set of values can retain interest for long.



To explain those invisible red ditto masters for pages 1-2, I had to buy two the other day, but could only find them in packets of ten. So I got stuck, and I have to use them up somewhere.

Victor Nicol, 99 St. Marks Place, New York, N.Y. 10009, tells me that he wants to set up a sort of clearing-house for players interested in the larger variant games (8, 10, 11 players, and like that). His point is to group together interested parties who do not live in the same area; Victor and I have both noted that these large games tend to wind up with several players from a single localized area, thus unbalancing the player list. If the idea takes root, Victor will compile names and offer them to game masters with openings. I will, in turn, try to keep Victor posted on the location of large-variant openings so that he will have someplace to present his lists to. If interested, drop him a line.

BERSEKER is a new 'zine from Jim Ronson, 264 Ingersoll Ct., Clarkson, Mississauga, Ontario, Canada L5J 2S1. Openings in regular Diplomacy and in a 'Viking Dip' variant; write for info.

GRAUSTARK, the oldest active bulletin of postal Diplomacy and the second-oldest in history, has regular game openings for a fee of \$10. If you want in, jump now; those things fill like wildfire!

Department of Puerility

Statistics of the Cline Nine-Man Game by Charles Reinsel - Part II

A - pertains to the mobility of an army in said space.
 F - pertains to the mobility of a fleet in said space.

Neutral non-supply - Albania, A-3, F-4

Neutral supply centers (17)

	A	F		A	F
Rum	5	3	Myr	3	6
Gre	3	4	Swe	3	6
Bal	4	3-2	Sar	6	1
		3-3	Fied	4	3
Por	1	2	Cor	-	2
Spa	2	2-1	Can	2	2
		0-3	Cre	1	4
Bal	4	4	Egy	2	5
Holl	3	4	Rus	3	3
Den	2	0			

High Seas (26) (Fleet only)

Bar	3	Tyn	7
Nwg	6	Ion	11
Wth	11	Adr	5
Ska	4	Leg	7
Helg	4	Med	7
Bal	7	Bla	6
Both	5	Can	8
E.C.	8	Pol	4
Isa	6	Ind	6
Nat	5	Suez	5
Med	8	SAT1	7
Lyon	7	NAT1	7
WMed	9	SMed	7

The most important sea spaces are the North Sea and the Mediterranean, both of which have a fleet mobility of 11. The weakest sea space, with a mobility of only 3, is the Pacific.

ENG	4	7	0A	1A	0P	1P	2.0
FIN	3	4	-	3	2	2	2.0
GLY	4	4	-	4	3	3	2.0
LYP	4	4	-	4	3	3	2.0
MAI	3	4	-	3	2	2	2.0
LOA	2	4	-	2	2	2	2.0
WOT	4	4	-	4	3	3	2.0
TOTAL	18	28	-	18	11	11	2.0
Avg.	3.6	3.6	-	3.6	2.0	2.0	2.0

TUR	5	6	1	2	3	2	2.0
CON	5	6	1	2	3	2	2.0
ALB	4	3	-	4	1	2	2.0
SKY	3	4	-	3	2	2	2.0
KRM	6	4	3	3	3	3	2.0
Syr	5	3	3	2	2	1	2.0
TOTAL	25	22	7	18	12	10	2.0
Avg.	4.2	3.7	1.2	3.0	2.0	1.7	2.0

HAR	3	3	-	3	2	2	2.0
WAR	3	3	-	3	2	2	2.0
MOR	2	4	-	2	2	2	2.0
SAH	4	-	-	4	-	-	2.0
ALG	5	3	-	5	1	2	2.0
TUN	2	3	-	2	1	2	2.0
LIB	5	5	2	3	4	1	2.0
TOTAL	21	18	2	19	10	6	2.0
Avg.	3.5	3.0	0.5	3.2	1.7	1.0	2.0

VEN	6	3	3	3	3	1	2.0
TUS	3	4	1	2	3	1	2.0
ROM	4	3	-	4	1	2	2.0
APU	3	4	-	3	2	2	2.0
REP	2	4	-	2	2	2	2.0
TOTAL	18	18	4	15	12	8	2.0
Avg.	3.6	3.6	1.0	3.0	2.0	1.6	2.0

Tri	6	3	3	3	3	1	2.0
TOTAL	34	3	14	20	3	-	2.0
Avg.	5.7	0.5	2.3	3.3	0.5	-	2.0



(Key to the preceding not included with my manuscript. Charles?)

Austria still has the greatest land mobility and is still the most fun to play. England has the least land mobility. England, in this game, has the best sea mobility. Austria, of course, still has the least.

As far as armies are concerned the most important land spaces are Burgundy, Moscow, Munich and Galicia. Their mobility ratings are 7. The weakest land spaces are Crete, Corsica and Canary Islands. Fleets on the coast fare best in Denmark, Norway, Sweden and Spain S.C. They all have a mobility rating of 6. The worst fleet positions are Portugal and St. Petersburg R.C., as well as Corsica and the Canaries.

England has the best average offensive mobility.
England has the weakest average offensive mobility.

England, still the mistress of the seas, has the best average defensive ability.

Austria still has the weakest defense and probably will be the first to be eliminated unless he wins the Diplomacy before the game ever starts.

So now you have most of the statistics; let's see how well you can do in this Cline 9-Man Game!

(All except the key to the symbols! I didn't want to say it myself since I think I'm very likely to botch it, and that would really be a bummer. And I can't find anything identical in Diplomacy Review. So could I impose for a little clarification? (Signed?)

Department of Great Brilliance

((Editor's note: Although the following article pertains to the regular 7-man Diplomacy game, rather than the Cline 9-man, it seems to me it's worth reprinting, if only for the remarkably lucid prose style, the excellent wit shining through from the seams, and the great truths that somehow surface from the murky verbosity. I wrote it, and it's reprinted from Hoaxier Archives 106.))

REAL STATISTICS OF THE POSTAL DIPLOMACY GAME BOARD: PART I

The Diplomacy game board measures 19 x 36 inches, which is 684 square inches. Of this total area, 450 square inches is playing surface and 234 square inches is margin. The margin is .5 inches wide except at the corners where it is .75 inches diagonal. In addition, the legend measures 2 x 3 inches, or 12.75 square inches, and the depth gauge measures 2 x 2.25 inches, or 4.5 square inches, leaving a final playing area of 430.75 square inches not counting that little piece of space that creeps up into the margin. (In addition, 19 x .875 inches, or 16.625 square inches, is the hole in the center of the board, which is hard to use if you're a wooden block.)

...the total playing area of the board is ...
...the value of one, which may seem unfair considering the discrepancy in ...
...value of only 1.41009. This is determined from the ...

...
...
...

...the half board area which over area ...
...the value of one, which may seem unfair ...
...value of only 1.41009. This is determined ...
...the value of one, which may seem unfair ...
...value of only 1.41009. This is determined ...

... Part II - The ...

...
"I don't suppose," said Meechoehoeus, the faithful Gallic slave, "that you have any ideas about what we can put on Page Ten of this issue?"
"I'll tell you that," offered Hannibal, "you think up something for the next page, and I'll see while you type it."
Hannibal, I thought, had a rather nice sense of humor. He'll see here to ...