

* THE ARMCHAIR DIPLOMAT *

--ELECTRONIC VERSION--

RUSSELL SIPE NUMBER 1
714-776-4979 (TCL920) 2/21/83
=====

535 4435

THE ANNOUNCEMENT YOU
HAVE BEEN WAITING FOR!!

With the addition of Kirk here at
COMPUTER GAMING WORLD, we have seven
committed players for Diplomacy. Our
Australian friend had to decline the
game. His delay in responding earlier
was quite legitimate -- the terrible
Australian fires in the recent news
came to within 5 miles of his home.
We all hope he and his are alright.

INTRODUCTION

Welcome to the first electronic
edition of The Armchair Diplomat. TAD
has existed for two years (on and off)
as a hard copy diplomacy 'zine serving
diplomacy gamers associated with
Strategicon gamers in Orange, Ca.

The purpose of this electronic
version is to serve as the official
journal of a play-by-Source Diplomacy
game. Diplomacy is a board game
published by Avalon Hill Game Co. in
which 7 players vie for control of
pre-WWI Europe. For years now 1000's
of Diplomacy players have played the
game through the mail. Now with the
popularization of micro-computer
networking, the first play-by-Source
Diplomacy game is getting underway.
("First" to my knowledge. I have not
heard of a PBS game before have you? I
have heard of other play-by-network
games but have no concrete information
about these games. If you have any
information please pass it along).

GAMEMASTER BACKGROUND

I am 31 years old and have been
playing Diplomacy for about 5 years. I
have been involved in the larger
"wargaming" hobby for about 12 years.

I have run two play-by-phone
Diplomacy games and have played in two
play-by-mail games. I also have run
Diplomacy tournaments at game
conventions.

My home is Anaheim California where,
two years ago, I started Computer
Gaming World, a bi-monthly magazine on
computer gaming. As I wrote to you
before, if you have not seen CGW you

can request a copy and I will sent one to you.

My interests beyond gaming are varied--going from model rockets, trains and whale-watching, to theological studies.

YOUR BACKGROUND

As we will be in frequent contact with each other via the Source, it would be nice to share with each other a brief description of ourselves. Please share some information about yourself.

Include:

- 1) Your full address.
- 2) Occupation.
- 3) Age.
- 4) What computer you will be using to play the game.
- 5) Your phone number.
- 6) Will you be able to print out each issue of TAD?

COUNTRY SELECTION

We will use a preference list to determine who plays what country. In your response to this issue of TAD send to me your preference of countries. Make a list of all 7 countries. Place them in order from the country you most would like to play to the country you least would like to play. All lists will be compared. Unique first choices are automatically given. Ties are decided by lot. Those still without a country are given their second choices if available, repeating the process used for first choices. This goes on until all the countries are assigned.

INFRASTRUCTURES

Since several of you have expressed the desire to have one turn per week, my previous suggestion of have 4 seasons rather than 2 per year will be put aside.

We will play one full season per week. In the next few days I will post another issue of TADE which will include the list of players and their countries.

You will have from then until a time stated in that issue to negotiate prior to your first move (i.e. Spring 1901).

For the most part moves will be due in my mail box by midnight Sunday (Eastern) / 9PM (Pacific). The results

should be in your mailboxes by midnight Monday (Eastern) / 9PM (Pacific). From time to time I may be out of town on Sunday/Monday. I will give you ample warning of appropriate deadlines during those rare occasions. The Sunday evening deadline should give you not only the whole preceding week to negotiate, but also the whole weekend.

Details on sending orders will come in the next issue.

COMMITMENT

It is my hope that each of you will see this contest through to the "bitter" or "sweet" end. A game such as ours is difficult to put together and will be even more difficult to continue if there are dropouts. There just are not that many Diplomacy players who have micros and a Source account. Please consider your acceptance of a country as a commitment to see the game to the end or in the case where you must leave the game down the line, as a commitment to help fill the spot with a substitute.

THE MOST BASIC RULE OF THIS GAME!!

CHECK YOUR SMAIL BOX DAILY! Begin doing this now. Do not stop doing this.

PLEASE HAVE PREFERENCE LISTS TO ME BY MIDNIGHT (E) THURSDAY (THE 24TH).

=====

PRIMARY MATTERS

1) It is assumed that all players are familiar with the rules of DIPLOMACY. The game will be played according to the 1976 (Avalon Hill) rulebook. Clarification of some rules can be found in THE GAMER'S GUIDE TO DIPLOMACY. If you do not have TGGTD I suggest you pick up a copy at a local game store or order from Avalon Hill, it is very helpful.

2) It is recommended that all communications from the GM be saved to memory and/or printed out. This will assure that you will not lose any valuable information. I use DATA CAPTURE 4.0 and find it very useful. With DC4.0 my Source mail is dumped into my Apple II's memory and I can save the whole thing to disk. I then go off line, read my mail, write responses, go back on line, and send mail. It can a lot of connect time.

PLAYERS

All 7 players have turned in their respective preference lists. Based on the procedure described in the last issue of TADE here are the line-ups:

| | | | |
|---------|---|----------------|----------|
| AUSTRIA | - | TOM JONES | (CL3048) |
| ENGLAND | - | JIM EADIE | (STE911) |
| FRANCE | - | BOB ARNING | (TCM897) |
| GERMANY | - | JON SHAPIRO | (TCU728) |
| ITALY | - | ANDY WEILL | (ST5476) |
| RUSSIA | - | DAVE MILES | (TCM873) |
| TURKEY | - | GARY ORENSTEIN | (TCT333) |

PLAYER BACKGROUNDS

BOB ARNING (France) -- Age 32
Occupation: Computer Programmer
Home: New York, New York
Hobbies: reading, movies, games,
programming, x-country skiing.
Phone #: 212-249-4957

JIM EADIE (England) -- Age 31
Occupation: High School Teacher
Home: Sassafras, Victoria, Australia
Hobbies: computers, games, sci-fi
Phone #: 03-755-1341

TOM JONES (Austria) -- Age 16?

Phone #: 202-338-5014

DAVE MILES (Russia) -- Age 24
Occupation: Mud Engineer (Oil and Gas
Drilling) Home: Gillette, WY.
Hobbies: Gaming, Photography, Music,
Laser discs. Phone #: 307-682-4443

GARY ORENSTEIN (Turkey) -- Age 14
Occupation: Student
Home: Providence, RI
Hobbies:
Phone #: 401-351-6222

JON SHAPIRO (Germany) -- Age 14
Occupation: Student
Home: West Bloomfield, MI
Hobbies: Gaming, Models, Model Rockets,
Skiing, Video Games, Computers.
Phone #: 313-332-1057

ANDY WEILL (Italy) -- Age 31
Occupation: Lawyer
Home: Badger, CA
Hobbies: Wargaming, Sci-fi, Fantasy
Phone #: 209-337-2885

A COUPLE OF NOTES

- 1) I am please to say that Jim Eadie (the fellow from Australia of whom I wrote earlier) will be in the game afterall. This means that my asst. Editor (Kirk Robinson) will not be in the game as such. He is available to me for fill-in. If you do not get your moves in on time he may be asked to move them for you. **WARNING:** He sometimes plays kamikaze Diplomacy.
- 2) Please be careful about the width of your messages. Several of you have sent messages which have gone beyond 80 characters (thus having that portion of your message lost in network land). **DO NOT GO BEYOND 80 COLUMNS!**
- 3) Now that the game is offically underway you will want to **CHECK YOUR SMAIL BOX DAILY.**

ORDER ENTRY AND RESULTS

We will be using the standard move notation scheme as outlined in the rulebook. Pay particular attention to "Format", page 4. Please be specific, unclear orders will not be executed.

The results of moves sent to you in TADE will use standard postal Diplomacy notations (p.22 of TGGTD) with some modifications for telecommunications.

<A *MUN*-SIL>

An attempt is made to move from Mun to
GIL - 313-332-1057 - indicated as failure

had succeeded would have been entered
as:

A MUN-*SIL*

<A MUN-SIL-R-*KIE*>

An attempt is made to move from Mun to
Sil, not only did it fail, it was
dislodged and retreated to Kie.

Builds:

- MUN - A center owned last year and
this year.
- /MUN/ - A center owned last year but
lost this year.
- *MUN* - A center gained this year.

ON ALL SPRING TURNS -- Include a list of
possible retreats for each unit that is
even in the remotest danger of having to
retreat following order execution.
Failure to list retreats for a unit that
is forced to retreat will mean that the
GM will retreat the unit in a logical
manner. THERE WILL BE NO SECOND
GUESSING OR BACKING-UP OVER THIS. SEND
IN THOSE POTENTIAL RETREATS. Retreat
orders can be conditional. For example,
in the case where a unit in Paris is in
danger of being dislodged, the French
player could write -- "If A-Par is
dislodged and England moves into the
channel then retreat A-Par to Bre,
otherwise retreat to Bur,Fic,Gas" (the
last three given in order of preference
for the retreat).

ON ALL FALL TURNS -- In addition to
conditional retreats each player should
list builds and removals for the
Adjustment phase following the Fall
turn. You should have a good idea as to
what potential builds and removals you
have. When in doubt, list extra.
Conditional instructions are acceptable
only on the basis of the move (not what
other people are building). For example
the French player could say "If the
English move into the Channel then build
F-Bre, otherwise build A-Mar". You could
not say "If the English build a fleet in
Lon then build a fleet in Bre".

COMMUNICATIONS AND PROPAGANDA

Communications and propaganda
intended for general consumption by the
players can be sent with your orders.
The format should be that of a wire
message. For Example:

BERLIN -- Our spies in Moscow report an
attempt to overthrow the Czar. We have
ordered two of our armies to march on

assured that the peace loving German people have only his best interests at heart. We call on all peace loving nations to assist us in our task.

CONCLUSION

This issue of TADE is necessarily longer than a normal issue. Even though future issues will be shorter, it is greatly to your advantage to figure out how to print out TADE. I am no expert. Perhaps someone else on the Source can advise you if you are having trouble in this area.

DEADLINE

Your Spring 1901 moves are due in my Smail box no later than MIDNIGHT (EST) SUNDAY MARCH 7.

GOOD LUCK!

.S

* THE ARMCHAIR DIPLOMAT *

--ELECTRONIC VERSION--

RUSSELL SIPE NUMBER 3

714-776-4779 (TEL 920) 2/28/83

By now you should be actively involved in negotiations with other players. If each of you monitors your mail box daily there should be no trouble with the lines of communications.

As Bob Arning has suggested in "Le Monde Francais", sharing the normal times that you are on the Source can help increase throughput in your communications. One thing he did not suggest but which follows from his suggestion is that you may be able to catch another player for a CHAT if you know the approximate times you can expect him to be on-line.

COMMUNICATIONS AND PROPAGANDA

The last issue of TADE included an offer on the GM's part to print C&P messages which come with your orders. There has been some questions as to the nature of these messages. To clarify here are some ground rules.

A general C&P message sent with your orders will be printed if it meets the following guidelines:

- 1) It is sent with your orders (i.e. any special between-move-issues of TADE such as this one will not include C&P).
- 2) It lists an appropriate supply center as the source of the message (i.e. a capital city).
- 3) It should rarely be longer than five 80 column lines.

If the wire message fits these three criteria it will be printed by the GM in TADE. The GM will make every attempt to print an exact reproduction of said messages but will not be responsible for anything in said messages nor any problems arising therefrom.

"JUNK MAIL"

As Bob Arning has already demonstrated, it is not very difficult to communicate with all seven players using one message. By creating a MAIL.REF file (see manual) you can create a mail list of the other players (and the GM) which will make the sending of messages to everyone a "snap". Of course the same message can be sent without a MAIL.REF file.

accounts each time you send a message.
If you do send general messages to
other players, I ask that you include
me on your mail list. I don't want to
miss out on any of the action.

A MESSAGE FROM THE PAST

On this occasion of the opening of
nefarious negotiations between your
several selves The Armchair Diplomat
offers these words of warning from the
Old Testament:

The godly man has perished from the
earth,
and there is none upright among men;
they all lie in wait for blood,
and each hunts his brother with a net.
Their hands are upon what is evil,
to do it diligently;
the prince and the judge ask for a
bribe,
and the great man utters the evil
desire of his soul;
thus they weave it together.
The best of them is like a brier,
the most upright of them a thorn hedge
...Put no trust in a neighbor,
have no confidence in a friend;
guard the doors of your mouth...

MICAH 7:2-5

.ar
.s

THE AMERICAN ISOLATIONIST JOURNAL

This report is filed by your faithful on the spot reporter, Nick Chambermaid. The position of the American Isolationist movement has again proven to be the correct position for Americans. It looks to this reporter that war is brewing in Europe. It is comforting to know that our manifest destiny lies elsewhere. Separated by that great barrier, the Atlantic, we as Americans will always be safe from the evils of despotic governments and their militarist ways. More details to follow. Remember our motto, "I don't want to get involved".

MOVES -- SPRING 1901

AUSTRIA -- (TOM JONES)
A-BUD-*SER*; F-TRI-*ALB*; <A-*VIE*-GAL>

ENGLAND -- (JIM EADIE)
A-LIV-*EDI*; F-LON-*NTH*; F-EDI-*NRG*

FRANCE -- (BOB ARNING)
A-PAR-*BUR*; F-BRE-*MID*
A-*MAR*-S-A-PAR-BUR

GERMANY -- (JON SHAPIRO)
F-KIE-*DEN*; A-BER-*KIE*; A-MUN-*RUH*

ITALY -- (ANDY WEILL)
A-VEN-*TYR*; A-ROM-*AFU*; F-NAP-*ION*

RUSSIA -- (DAVID MILES - NMR; ORDERS
SUBMITTED BY KIRK ROBINSON)
A-MOS-*STP*; F-STP(sc)-*BOT*;
<A-*WAR*-GAL>; <F-*SEV*-BLA>

TURKEY -- (GARY DRENSTEIN)
<F-*ANK*-BLA>; A-CON-*BUL*;
A-SMY-*CON*

NOTATIONS

Remember that <---> around an order indicates that an order failed and *--* around a region indicates that that is the region where the unit is located after the move. For example, in Sp 01 Turkey tried to send it's fleet from ANK to the BLA but failed. The fleet remained in ANK.

If anyone has had communication with the Russian player (David Miles) please advise me. He did not turn in orders. Kirk entered blind orders for him. If we do not hear from David by Wednesday midnight you can address negotiations for Russia to Kirk Robinson via my Smail box.

COMMUNICATIONS AND PROPAGANDA

See seperate message for C&P from Germany as well as new structure for C&P.

DEADLINE

Your Fall 1901 moves are due by midnight Sunday March 13. The sooner you send in your orders the better for you (Avoid NMR's ="No moves received"). You can always change your orders anytime before the deadline. If you do send in orders and then change them, however, send all the orders again, not just the change.

DON'T FORGET -- SEND YOUR CONDITIONAL RETREATS AND YOUR CONDITIONAL BUILDS/REMOVALS WITH YOUR ORDERS.

---END---

* THE ARMCHAIR DIPLOMAT *

--ELECTRONIC VERSION--

RUSSELL SIFE NUMBER 5
714-776-4979 (TCL920) 3/12/83
=====

Hello fellow Gamers,

I trust you all got the message that your orders for Fall 1901 are now due on March 20 rather than tomorrow (March 13). The Russian is supposed to be back in town on Monday the 14th. Let us hope so. In the meantime I thought you might like to read the current issue of the non-electronic TAD. It reports on Dip happenings in the Orange Country and nearby areas. Here it is...

CONVENTION REPORT

This issue of TAD reports on two of the three Diplomacy Tournaments held at the recent ORCCON gaming convention in Anaheim. The records of the first tournament were lost, misplaced, stolen, destroyed, you pick your favorite reason. "It's not my fault, I wasn't even in the country at the time."

Actually, I was in the country--I was down the hall running the MILITARY HISTORY BOWL (You should give it a try next convention--I will make sure they don't flub up and schedule it at the same time as Diplomacy).

Now on to Dip #2 and Dip #3. As with all our tournaments Dip #2 and #3 each had 49 players. Everyone played in the first round. The winners of the 7 first round games go to the finals.

DIPLOMACY #2

The winners of the first round games were:

| | | |
|---------|---------|------------------|
| Game #1 | Turkey | Tom Jackson |
| Game #2 | Italy | Freeman Butland |
| Game #3 | England | Steven Suzby |
| Game #4 | Austria | Scott Marley |
| Game #5 | Turkey | Edward Menders |
| Game #6 | Turkey | Sherman Harrison |
| Game #7 | Italy | Eric Speicker |

Eliminations: Turkey 3; Germany 2;
Austria 1; France 1; Italy 1

Best Countries (i.e. the strongest showing of that particular country among all 7 first round games):

Austria -- Scott Marley
England -- John Leslie
France -- Scott Higgins
Germany -- Dave Weinberger
Italy -- Freeman Butland
Russia -- Wayne Kaufman
Turkey -- Edward Menders

It is most interesting that the Wicked Witch of the South, Turkey, was eliminated in three of the first round games! In turn she was the winner of three other games in the round. That means that in only one game Turkey survived without winning.

The fact that only three of the 'Best Countries' won their games suggests that competition was fierce as some games had more than one 'best country' playing in them.

In the finals of Dip #2 there was a tie for first place (the finals were played to a time limit. Units were counted at that time).

The Finals of Dip #2

| | | |
|--------|---------|------------------|
| 1st(t) | Germany | Steven Sulzby |
| | Russia | Edward Menders |
| 3rd | Austria | Tom Jackson |
| 4th | France | Eric Speicker |
| 5th(e) | England | Freeman Butland |
| 6th(e) | Italy | Sherman Harrison |
| 7th(e) | Turkey | Scott Marley |

The three eliminations '(e)' prove just how bloody the finals were. Again, another Turkish elim. Congratulations to Steven Sulzby and Edward Menders, co-winners of Dip #2.

DIPLOMACY #3

The winners of the first round games were:

Game #1 Austria Freeman Butland

| | | |
|------------|---------|-----------------|
| Game #2 | Turkey | Robert Butland |
| Game #3(t) | Italy | Tom Jackson |
| | England | Dave Shackleton |
| Game #4(t) | France | David Woodruff |
| | Turkey | Mike Alford |
| Game #5 | Austria | Eric Woolery |
| Game #6 | Turkey | Jim Foster |
| Game #7 | Russia | Sy Berger |

Eliminations: Russia 3; Austria 2;
Italy 2; Turkey 1

Best Countries:

| | | |
|---------|----|------------------|
| Austria | -- | Eric Woolery |
| England | -- | David Shackleton |
| France | -- | David Woodruff |
| Germany | -- | Michael Reynolds |
| Italy | -- | Tom Jackson |
| Russia | -- | Sy Berger |
| Turkey | -- | Robert Butland |

Russia was the big loser having been eliminated 3 times (although she was the winner in one game).

Several of the same persons popped up as winners and bests as we saw in Dip #2. Tom Jackson and Freeman Butland made the finals of both tourneys. Sy Berger, winner of game #7 could not play in the finals and gave his position to the 2nd place finisher of his game, Roger Mc Aulay.

The Finals of Dip #3

| | | |
|-----|---------|-----------------|
| 1st | Austria | Dave Woodruff |
| 2nd | Germany | Roger McAulay |
| 3rd | France | Eric Wooley |
| 4th | Italy | Tom Jackson |
| 5th | England | Jim Foster |
| 6th | Russia | Robert Butland |
| 7th | Turkey | Freeman Butland |

It looks like everyone ganged up on the Butland brothers to me. Contratulations to Dave Woodruff, winner of Dip #3.

COUNTRY RATINGS

Using the Overall rating system from The Gamer's Guide to Diplomacy here are the combined scores by country for

Diplomacy #2 & #3:

| Country | Average | Points | Wins | Elims |
|---------|---------|--------|------|-------|
| England | 4.81 | 77 | 3 | 1 |
| France | 4.56 | 73 | 1 | 1 |
| Austria | 4.50 | 72 | 4 | 4 |
| Turkey | 4.21 | 67.5 | 6 | 5 |
| Germany | 3.90 | 62.5 | 1 | 3 |
| Italy | 3.46 | 55.5 | 2 | 3 |
| Russia | 3.40 | 54.5 | 2 | 3 |

Note: Austria was the only country that won all her games outright. All other countries had one 'co-victory'.

DIPLOMACY AT CHAPMAN COLLEGE

Our gaming group, Strategicon, meets every Sat. night on the campus of Chapman College in Orange. We are establishing the first Saturday night of each month as our Diplomacy night. If you are interested in a regular face-to-face game, come on over on the first Saturday. Maps are inclosed with this letter. Games played at Chapman will be included in The Armchair Diplomat. We played a game last week. Here are the results:

Game #30 3/6/83

| | | | |
|------|---------|-----------------|------|
| 1. | England | Freeman Butland | 10.0 |
| 2. | Turkey | Gene Kusaka | 6.0 |
| 3(t) | Austria | Mike Miller | 4.0 |
| | Italy | Russell Sipe | 4.0 |
| | Russia | Robert Butland | 4.0 |
| 6. | France | Scott Marley | 2.0 |
| | | (Tom out 03) | |
| 7. | Germany | Dave Mc Cracken | 1.0 |

MASTONDONCON

For those interested---

What : Mastondoncon I
A Diplomacy Convention
Where: Reno St. Apartments Rec Room
140 S. Reno St. #231, LA 90057
When : Sunday, 10 April. Registration begins at 9am.
How
Much : \$6 at door; \$4 pre-req. before April 5. Send pre-req to Larry Perry Box 8416, San Diego, CA 92102. Questions? Call Larry 619-238-0893.

PLAY WITH PHONE

---ELECTRONIC VERSION---

RUSSELL BIFE NUMBER 6
714-776-4979 (TCL920) 3/21/93

WCCF REPORT

50,000 people attended the West Coast Computer Faire this past weekend in San Francisco. COMPUTER GAMING WORLD had a great show. Meetings with a wide variety of industry personages reinforced CGW's view that the home video game market is flattening out and the personal/home computer game market is getting ready to take off in an unprecedented growth spiral. Several interesting rumors were floating around the show which we will share when we can get some confirmation.

FALL 1901 MOVES

AUSTRIA -- (TOM JONES)
F-ALB-*GRE* ; A-*SER*-S-F-ALB-GRE ;
A-VIE-*TRI*

ENGLAND -- (JIM EADIE)
A-EDI-*NWY* ; F-*NRG*-C-A-EDI-NWY ;
<F-*NTH*-DEN>

FRANCE -- (BOB ARNING)
A-BUR-*BEL* ; A-MAR-*SPA* ; F-MID-*POR*

GERMANY -- (JON SHAPIRO)
A-KIE-*MUN* ; A-*RUH*-S-A-KIE-MUN ;
<F-*DEN*-NTH>

ITALY -- (ANY WEILL)
<A-*TYR*-MUN> ; A-APU-*TUN* ;
F-*ION*-C-A-APU-TUN

RUSSIA -- (DAVID MILES)
A-WAR-*UKR* ; A-STP-*SWE* ;
F-*BOT*-C-A-STP-SWE ; <F-*SEV*-RUM>

TURKEY -- (GARY ORENSTEIN)
<A-*BUL*-RUM> ; <A-*CON*-BUL> ;
F-ANK-*BLA*

FALL 1901 ADJUSTMENTS

AUSTRIA=HOME, *SER*, *GRE* =5
builds A-BUD; A-VIE

ENGLAND=HOME, *NWY* =4
builds F-LON

FRANCE=HOME, *SPA*, *POR*, *BEL* =6
builds A-PAR; A-BRE; A-MAR

GERMANY=HOME, #OET# =4
builds F-KIE
ITALY=HOME, #TUO# =4
builds F-NAP

RUSSIA=HOME, #SWE# =5
builds F-STP(nc)

THE AMERICAN ISOLATIONIST JOURNAL

Geneva--The verbal threats between Germany and England gave way to action this season as the German High Seas Fleet and the English Grand Fleet fought to a stalemate west of Denmark. Rumor has it that the German Navy may receive support from the newly formed Russian Naval Task Force on the north coast of StP.

Meanwhile the Russian Southern Task Force in Sevastapol faces a challenge from the Turkish fleet crusing the Black Sea. Austria will have a lot to say down in the Southeast.

It has been reported that the Italian army in Tyrolia missinterpreted it's orders when it marched on Munich. Some say the army was supposed to provide 5,000 extras in Tyrolia for the filming of the Italian Western "Sunrise at Spaghetti Gulch". The German Arts Commission has logged an offical protest. It seems that many of the extras were not members of the Munich Screen Actors Gilde.

The French have declared a national day of rejoicing over the liberating of the Flemish, Portuguese, and Basque undertrodden. The three new French armies have sworn to keep the peace within France or wherever they wish to go.

TURKISH NEGOTIATIONS

The Turkish player, Gary O., will be out of town this week and has appointed Kirk Robinson, here at CGW, to negotiate and issue orders for Turkish forces in Sp 1902. Correspondence can be addressed to Kirk here at CGW. As always, he will only see the pertinent info.

DEADLINE

The next deadline for orders is Midnight March 27. Be sure to include conditional retreats.

--END--

RUSSELL SIPE NUMBER 7
714-776-4979 (TCL920) 3/28/83
=====

Ah yes! 1902! It's always an interesting year. It's the year that invariably produces some paranoid players (I was once attacked by four countries in Sp 1902) All the good will expressed in 1901 (except for this game which saw little good will expressed) becomes distant memories as alliances come to light, and those on the "out" scamper about to become those on the "in". Ah yes! 1902! It's always an interesting year.

SPRING 1902 MOVES

AUSTRIA -- (TOM JONES)
A-VIE-*GAL*; A-*BUD*-S-A-VIE-GAL;
F-*GRE*-AEG; <A-*SER*-BUL>; A-*TRI*-H

ENGLAND -- (JIM EADIE)
<F-*LON*-NTH; <F-*NRG*-S-F-LON-NTH>;
<F-*NTH*-DEN>; A-*NWY*-H
(SELF DISLODGE MENT PROHIBITED)

FRANCE -- (BOB ARNING)
F-POR-*MID*; A-SFA-*GAS*; A-BRE-*PIC*;
<A-*BEL*-RUH>; A-*PAR*-BUR; ←
A-*MAR*-S-A-PAR-BUR

changed by note at 7:05 am on 3/29 to

*A-PAR-*BUR**

GERMANY -- (JON SHAPIRO)
F-KIE-*HOL*; <A-*RUH*-S-F-KIE-HOL>;
<F-*DEN*-NTH>; A-*MUN*-H

ITALY -- (ANDY WEILL)
<A-*TYR*-S-A-VIE-BOH>nso; A-*TUN*-H;
F-ION-*EAS*; F-NAP-*ION*

RUSSIA -- (DAVID MILES)
F-*STP*(NC)-H; A-*SWE*-H; F-BOT-*BAL*;
A-UKR-*RUM*; F-*SEV*-S-A-UKR-RUM

TURKEY -- (GARY DRENSTEIN, submitted
by Kirk Robinson)
F-SMY-*CON*; <A-*BUL*-RUM>; A-CON-*ARM*
F-*BLA*-C-A-CON-ARM

THE AMERICAN ISOLATIONIST JOURNAL

Geneva--This reporter has just returned from London where it was learned that Admiral Jellicoe of the Grand Fleet has been sacked. When it was discovered that the British lost one battlehip and two heavy cruisers in North Sea actions against itself the Admiralty could, with only a shen face, admit that they had made a mistake in assuming

They need to get help against Denmark. "Without that help, our fleets floundered and performed a very un-British act in firing on one another. It's simply ghastly" said Jellicoe.

In a related story, the Russian fleet in St. P seems to have been victimized by the lateness of the spring thaw--or could it be the effectiveness of English negotiators? In any case, the Russian fleet in the Baltic should make things interesting this coming fall.

In the view of this reporter, the Kaiser may need to do some heavy duty negotiating this next season or else.

The French are experiencing a singular problem. There are more French armies than provinces on the Franco-German border (it's too bad for the French that Switzerland is impassable).

Rumors have it that the Austrian unit in Galicia has been issued maps of Warsaw.

While the Italian army in Tyrolia still seems confused (they supported a ghost army into Bohemia), the Italian Fleet in the Eastern Med. seems to know where it is going. Will the Pope celebrate Easter Mass in the Holy Land (or nearby)?

DEADLINE note added

* THE ARMCHAIR DIPLOMAT *
ELECTRONIC VERSION

ISSUE LIFE NUMBER 9
3/4/83

UNSCRAMBLE THE DIPLOMATS

Here is a little puzzle to help you while away the hours waiting for that message from your "ally".

The following six men are remembered for their diplomatic efforts in behalf of their homeland. There is in the group a 20th Century American, a 20th Century Frenchman, a 20th Century Englishman, a 19th Century German, a 19th century Austrian, and a 16th Century Florintine. Each letter in the scrambled name is used only once.

First person (player or non) to get all six correct wins a 1yr (6 issue) sub to Computer Gaming World. Note to players: The Armchair Diplomat goes to a small group of non-players who are watching the game.

CAPIONER
TERTNCHEMI
CAMVTHLILEA
KISAMRCB
BERLINHAMAC
GESIRKNIS

BEST PROPAGANDA AWARD

The leading candidate for the "Best Communication/Propaganda message of the Game" (an award I just made up) is David Miles <Russia> for his "Grody Turk" message which followed Fall 1901. Award to be given=?.

FALL 1902 MOVES

AUSTRIA -- (TOM JONES)
A-GAL-*WAR*;<A-*BUD*-RUM>;
<A-*SER*-S-A-BUD-RUM>;
<F-*AEG*-S-ITAL-F-EAS-SMY>; A-TRI-*VEN*

ENGLAND -- (JIM EADIE)
F-LON-*NTH*;<F-*NRG*-S-F-LON-NTH>;
F-NTH-*SKA*;<A-*NWY*-H>

FRANCE -- (BOB ARNING)
A-*EUR*-S-ITAL-A-TYR-MUN;<A-*MAR*-H>;
A-*GAS*-H;<F-MID-*IRI*;<A-*PIC*-BEL>
<A-BEL-RUH-ANNIHILATED>

GERMANY -- (JOHN QUINCY)

A-RUH-S-F-HOL-BEL; <F-#HLL*->
 F-#HLL*->: <F-#HLL*->: <F-#HLL*->
 (See note below on Ruhr's support)

ITALY -- (ANDY WEILL)

A-TYR-*MUN*; A-TUN-*GRE*; <F-*EAS*-SMY>
 F-*ION*-C-A-TUN-GRE

RUSSIA -- (DAVID MILES)

A-*RUM*-H; F-*SEV*-S-A-RUM-H;
 F-*STP*(nc)-H; F-BAL-*DEN*;
 A-*SWE*-S-F-BAL-DEN

TURKEY -- (GARY ORENSTEIN)

A-*BUL*-H; F-*BLA*-S-A-BUL-H;
 <A-*ARM*-SMY>; <F-*CON*-S-A-ARM-SMY>

Note: In case there is any question, the German order A-RUH-S-F-HOL-BEL is not cut. You cannot cut the support of a unit that is giving support into the region from which the attack to cut support came. In other words, the French order A-BEL-RUH did not cut Ruhr's support.

FALL 1902 ADJUSTMENTS

AUSTRIA=HOME,SER, *VEN*, /GRE/, *WAR* =6
 builds A-VIE

ENGLAND=HOME,NWY =4
 constant

FRANCE =HOME,SPA,POR, /BEL/ =5
 constant (A Bel was annh.)

GERMANY=BER,KIE, /MUN/, /DEN/, *BEL*, *HOL* =4
 constant

ITALY =ROM,NAP,TUN, /VEN/, *GRE*, *MUN* =5
 builds F-NAP

RUSSIA =MOS,STP,SEV, /WAR/,RUM, SWE, *DEN* =6
 builds A-MOS

TURKEY =HOME,BUL =4
 constant

THE AMERICAN ISOLATIONIST JOURNAL

The Sultan, under pressure from several sides, successfully defended himself this fall from the Italio-Austrian assault. Now that the Austrians are in Warsaw, what will the Russians have to say about the action in the South?

So who is causes all this turmoil in Europe? Who walks into Warsaw without a fight and "liberates" the most "liberated" country in history (no, I am not using "liberated" in the socio-cultural sense)? Who walks into Munich without a fight and receives the keys to the Concert Hall? It must be that Man of Steel (fanfare here) THE ITALIO-AUSTRIAN (in some circles known as the AUSTRO-ITALIAN). But what is this? An Austrian in Venice? Has brotherly love gone too far? Or perhaps the world is supposed to think that! Stay tuned.

Meanwhile, in the North, it is reported that a key figure in the German government was captured in route to neutral Switzerland by an Italian patrol operating out of Munich. The question is--will future seasons cause more of the German leadership to flee?

After losing Munich to the Italians and Denmark to the Russians, the German people take little consolation in that a French army was annihilated in Belgium, but one German commentator was heard to say "If we kill anyone, it might as well be a frog."!

The bloodiness of the European war continues to increase with the move of the French fleet into the Irish Sea. Says the French Admiral--"I wonder what Liverpool is like in the Spring?".

New information on the Russian fleet in St.Pete! Propellers will be delivered sometime before Spring 1903.

NOTE ON CONDITIONAL BUILDS

Already,twice in this game a player has given his conditional builds not anticipating the loss of the center in which he ordered the build. In the future please include in addition to your conditional builds a simple build priority list to be used in case none of the conditions you postulate turn out to be true. Sample (1.F-Lon; 2.A-Liv; 3.F-Edi).

Some of you are forgetting to send in your builds. Let's not be so sloppy.

DEADLINE

Your Spring 1903 moves are due in my mailbox by midnight Sunday April 10 (Eastern Standard Time). Don't forget conditional retreats and backup priority list for retreats.

.ex

FROM THE DESK OF THE GAMEMASTER

CORRECTION

I gave Germany *HQL* in the adjustment phase. However Germany did not occupy HQL in the Fall season so does not control it.

This means that the Adjustments 1902 for Germany are in actuality:

GERMANY =BER,KIE,/MUN/,/DEN/,*BEL* =3
remove A-RUH

Addition to The American Isolationist

The entire German Army command was seen making it's way toward the Swiss border this morning.

.ex
.ar
.s

---ELECTRONIC VERSION---

RUSSELL SIPE NUMBER 9
714-776-4979 (TCL920) 4/11/83

UNSCRAMBLE THOSE DIPLOMATS

Both David Miles and Bob Arning unscrambled the diplomats. Actually both unscrambled them but made the common mistake of misspelling Bismarck (there really is a "c" in Bismarck). David's first submission was made early, when informed that he had not figured out the full list, he came back with his correction on Bismarck the next day. Four days later Bob responded with his list (with the same misspelling of Bismarck). David Miles wins a one year subscription to Computer Gaming World.

SPRING 1903 MOVES

AUSTRIA -- (TOM JONES)

A-VEN-*TRI*;; A-VIE-*GAL*;
F-*AEG*-C-ITAL.-A-GRE-SYR;<A-*BUD*-RUM>
<A-*SER*-S-A-BUD-RUM>

ENGLAND -- (JIM EADIE)

<F-*NRG*-LPL>impossible;<F-*SKA*-NTH>;
A-*NWY*-H; F-NTH-*HOL*

FRANCE -- (BOB ARNING)

<F-*IRI*-ENG>;<A-*PIC*-BEL>;A-BUR-*RUH*
A-MAR-*BUR*;; A-*GAS*-S-A-MAR-BUR

GERMANY -- (JON SHAPIRO)

<A-*BER*-KIE>; <F-*BEL*-ENG>;
<F-*HEL*-NTH>

ITALY -- (ANDY WEILL)

A-GRE-*SYR*;; F-*EAS*-C-A-GRE-SYR;
F-ION-*GRE*;; A-*MUN*-S-RUSS-F-DEN-KIE;
F-NAP-*ROM*

RUSSIA -- (DAVID MILES)

A-*RUM*-H; F-*SEV*-A-RUM-H;
<A-*MOS*-WAR>;<F-*STP*(nc)-NWY>;
A-*SWE*-H; F-DEN-*KIE*

TURKEY -- (GARY ORENSTEIN)

A-*BUL*-H; <F-*CON*-AEG>; A-ARM-*SMY*;
F-*BLA*-S-A-BUL

THE AMERICAN ISOLATIONIST JOURNAL

The Russian Fleet received the predicted delivery of propellers, but without the assistance of the Russian army in Sweden went no where, how do we figure that one out?

The Pope stated for the world press that he is pleased to return Christianity to its roots. A trip to Mt. Ararat in Southern Turkey is on his Fall agenda.

Outside of certain futile efforts to tempt fate (i.e. Mother Nature--see below) Germany put up little opposition to the ongoing partition of the Rhineland. Rumor has it that most of the grapes from the Rhine valley will be diverted to Burgundian winerys. This could mean the end of the German wine industry as we know it.

Another shake-up is expected in the British Admiralty after it was discovered that Jellicoe's replacement, Hipper, did not know of the existance of Clyde in the British Northwest.

Odds makers in Monoco are giving the Russian fleet in Kiel only a 10% chance of holding Kiel thru 1904. Odds are also being given on the victory of Red colored armies over the white Russian armies.

INTRIGUE IN THE DEAD OF NIGHT

<Phone>:Ring. Ring. Ring.

<GM >:Hello?

<Phone>:Dis ist Jeff Arning, cousin to der French player Bob Arning.

<GM >:Yes?

<Phone>:Herr Bob's computer has gebroken unt he has asked me to call in new orders vchich supercede his old ones will.

<GM >:Oh, I see and what are these new orders?

<Phone>:I understand these things not, but here ist vat he vants: A-MAR-PIE; A-GAS-SPA; A-PIC-BUR; A-BUR-MAR; F-IRI-WAL.

<GM >:OK, thanks

<Phone>:gerklicken.

Fooling players is one thing. But trying to pull the wool over the eyes of the GM is something different all together. I suggest that certain players think twice before trying to pull a stunt that could make the GM look like a fool. IT'S NOT NICE TO FOOL MOTHER NATURE. I suggest that certain players avoid turning their orders in late; they may not be treated with the same benevolent attitude from the GM as in times past.

CODE WORDS

The above phone call required the GM to make a cross country long distance

"phoned in orders". The GM wants to avoid such future expenses (he has to save up to pay his Source bill). Each of you are being assigned a code word which must be submitted when issuing orders or instructions other than thru your regular Source account. Code words will be in your mail box today.

NOTE ON REGION NAMES

More than one player has used the designation "NOR" to refer to Norway. Please note that NO REGION on the board is represented by this designation. NOR could refer to no less than five regions on the board. The official designations are:

| | |
|----------------|------|
| Norwegian Sea | =NRG |
| North Atlantic | =NAT |
| North Sea | =NTH |
| North Africa | =NAF |
| Norway | =NWY |

MASTONDONCON

A Diplomacy convention with some of the top names in the hobby was held Sunday in Los Angeles. Yours truly played Turkey in his game and came extremely close to being eliminated. I can easily relate to Turkey's position in this game. In Spring 1902 the Italian player convoyed an Army to Syria. In the fall he took Smyrna (I was in no position to stop his since both Austria and Russia were in on the assault). In Spring 1902 I lost three centers (Smyrna, Bulgaria, and Rumania which I had been able to capture in Fall 01 with then friendly Austrian help). I was "dead meat". Scheduled for three removes after the coming fall adjustments and with three countries assaulting me, I very nearly CD'ed. However, negotiations with Western powers and a few lucky breaks allowed me to drive the Italian non-believers out of Turkey and eventually capture all of the Balkans, Rome and Trieste. Although I did not win (France had that honor) I was instrumental in the elimination of my three antagonists. Revenge is sweet.

DEADLINE

Fall 1903 moves (with conditional retreats/conditional builds and removals/priority builds and removals are due in my mail box no later than midnight EST (New York) Sunday April 17.

FROM THE DESK OF THE GAMEMASTER

This week's mistake features that most popular of contests--"Unscramble the Diplomats".

For some reason that I still cannot figure out I credited David Miles with having been the first to figure out the Diplomats. Dave didn't submit a list at all.

The true and verified winner with apologies from the GM is:

TOM JONES (THE AUSTRIAN).

By the way the correct answers are:

Poincare
Metternich
Machiavelli
Bismarck (with a "c")
Chamberlain-
Kissinger

Did you notice that Nevil Chamberlain's scrambled name included the capital city of the country with which he tried to appease during the days prior to WWII (try as I might, however, I could not get Munich out of the letters of his name).

Russ

* THE ARMCHAIR DIPLOMAT *

---ELECTRONIC VERSION---

RUSSELL STREIBER NUMBER 10

714-776-4117 (70) 300 4-18/83

=====
Slowly Aggie Bialostock turned to see who it was that addressed him in the dimly lit bar room. A sexy redhead purred a second time "The swallows do it in Capistrano". Aggie responded with the second half of the recognition code "Italian grapes are grown in Turkey". A wave of relief appeared on the redhead's face, her deep sigh only served to emphasise her physical endowments.

"These new code phrases sure make life more complicated--I think I like the old ways better" she mused.

"Keep your mind on your job, woman" Bialostock replied. And after a short pause that allowed the piano player's chords to briefly encroach upon their thoughts, Bialostock said,

"Do you have the orders?"

"Yes", she breathed.

"The army in Berlin is to attack Kiel. The fleet in Belgium is to attack the British fleet in Holland and the fleet in Helogoland Bight is to offer all assistance to Belgium fleet's attack".

Before Bialostock could reply, a shot rang out.

Bialostock leaped to his feet, Barretta drawn. A shadowy figure ducked thru the doorway before he could take aim.

He looked down on the table and saw a pool of blood slowly spreading from the young woman's slumping body towards her glass of French wine.

FALL 1903 MOVES

AUSTRIA -- (TOM JONES)

<A-*BUD*-RUM>; <A-*SER*-S-A-BUD-RUM>;
<A-*GAL*-S-A-BUD-RUM>; <F-*AEG*-CON>;
A-TRI-*ALB*;; <A-*WAR*-MOS>

ENGLAND -- (JIM EADIE)

<F-*NRG*-NWY>; <F-*SKA*-DEN>;
<A-*NWY*-SWE>; <F-HOL-H-R-*NTH*>

FRANCE -- (BOB ARNING)

F-IRI-*LIV*;; <A-*RUH*-HOL>; A-BUR-*BEL*
A-*PIC*-S-A-BUR-BEL; A-GAS-*BUR*

GERMANY -- (JON SHAPIRO)

F-*HEL*-S-F-BEL-HOL; F-BEL-*HOL*;
<A-*BER*-KIE>

ITALY -- (WANDY WEILL)
F-ITL=ROM, NAP, TUN, GRE, MUN, *SMY*
F-ITL=ROM, NAP, TUN, GRE, MUN, *SMY*
F-ITL=ROM, NAP, TUN, GRE, MUN, *SMY*
F-ITL=ROM, NAP, TUN, GRE, MUN, *SMY*

RUSSIA -- (DAVID MILES)
F-STP(nc)-*BAR*;<A-*SWE*-DEN>;
F-*KIE*-H;<A-*MOS*-WAR>; A-*RUM*-H;
F-*SEV*-S-A-RUM-H

TURKEY -- (GARY ORENSTEIN)
F-*BLA*-S-RUSS-A-RUM-H; A-*BUL*-H;
<F-*CON*-S-A-BUL-H>; <A-SMY-H-R-*ANK*>

FALL 1903 ADJUSTMENTS

AUSTRIA=HOME, SER, VEN, WAR =6
constant

ENGLAND=LON, EDI, NWY, /LIV/ =3
removes F-SKA

FRANCE=HOME, SPA, POR, *BEL*, *LIV* =7
builds F-BRE, F-MAR

GERMANY=BER, /KIE/, HQL =2
removes F-HEL

ITALY=ROM, NAP, TUN, GRE, MUN, *SMY* =6
builds A-ROM

RUSSIA=MOS, STP, SEV, RUM, =7
SWE, DEN, *KIE*
builds A-STP

TURKEY=CON, ANK, BUL, /SMY/ =3
removes F-BLA

THE AMERICAN ISOLATIONIST JOURNAL

Today in the ancient city of Smyrna, to whom Christ offered a Crown of Life (Revelation 2:10), the Pope held Mass. At the same time Mass was being celebrated the deposed Turkish-rulers of Smyrna were being transported via rail across the enemy lines to Constantinople. The Turkish press has been strangely silent throughout the entire episode.

The British Admiralty has placed an ad in the 'Help Wanted' section of THE TIMES for advisors following the British failure to take Sweden. Due to the current situation in Liverpool the ad is being run in English and French.

With the formation of a Russian Army in St. Petersburg, Monaco has decreased the odds of an Austrian victory in Mother Russia. In the mean time Russian supply trains have been seen moving south.

It was learned today that key

you really consider it, justice can only be served if the guilty are punished.<<grin>>.

P.S. -- Jon's orders were late again.

DEADLINE

Spring 1904 orders are due on Sunday April 24 at midnight EST (New York). Don't forget your retreats.