

WHO DO YOU TRUST?

Watch Your Back, Game Players Are About.

Publisher: Timothy R. Haffey, Sr.

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DIPLOMACY ZINE FOR DISCRIMINATING DIPLOMACY PLAYERS.

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"WHO DO YOU TRUST?" is a monthly Diplomacy zine dedicated to the game of Diplomacy[®]* and other games that strike my fancy. It is published by Timothy R. Haffey, Sr., 810 53rd Ave., Oakland, CA. 94601, Telephone (510) 536-3513, email - trhaffey@yahoo.com

* "DIPLOMACY" is a registered trademark for a game invented by Allen B Calhammer and owned by Hasbro Games, P.O. Box 200, Pawtucket, RI 02862,

RATES

The subscription rate for "WHO DO YOU TRUST?" is \$36.00 per year. That is equal to \$3.00 per issue. Overseas orders must add \$12.00 per year to the standard rate or, \$48.00 per year. Overseas subscribers who want their zine delivered via air mail must add still another \$12.00 per year to cover the extra cost but, this is optional. All rates are annual. Games are FREE.

Send all subscription orders to Sub, Timothy R. Haffey, 810 53rd Ave., Oakland, CA. 94601

Make all checks or money orders out to Timothy R. Haffey in US Dollars please. Overseas subscriptions must be paid via money orders in USD.

Contributions

All Contributions of articles, reports, reviews, art, cartoons, and whatever related to Diplomacy and its variants are always welcomed and will probably be used. I do edit for appropriate content and size but, I am pretty open. All contributions will become the property of "WHO DO YOU TRUST?" and will not be returned unless requested and a SASE is included. The deadline for contributions is the 15th of the month in order to be included in the following issue. If you like you can email these to me at trhaffey@yahoo.com.

Comments, by Tim Haffey (trhaffey@yahoo.com)

This is about pet peeves. I would like each and everyone of you to write me a letter, or email even, and tell me what your pet peeve is about the game of Diplomacy. The game, the rules, the players, tournaments, or whatever. Then I will work up a little article on your response. How about that? And, next time I will tell you my pet peeve.

News and Tidbits of Information around the Hobby.

Boardman Number Custodian is Tom Howell.
Miller Number Custodian is also Tom Howell. His address is
365 Storm King Road, Port Angeles, WA 98363.

The only zines I have received in trades for so far are

"*The Abyssinian Prince*" by Jim Burgess
"Graustark" by John Boardman
"Boris the Spider" by Paul and Meg Bolduc

"Northern Flame" by Robert Lesco

"off-the-shelf" by Tom Howell.

"Cheesecake" by Andy Lischett

"S.O.B." by Chris Hassler (Actually, not a postal zine, he sends it via email)

Boris XVIII – The Boardman Number for this game is 2005F

See opening moves further on.

Games

I have openings for

Regular Diplomacy, 1 signed up.

1900 Diplomacy,

Dollar Dot Diplomacy,

Colonial Diplomacy,

Youngstown Diplomacy,

Nuclear Holocaust World War III, 1 signed up.

But, hey, if you have a game you would like to see played here, or, would like to run your own game here, let me know. I am open to variants. Just send me the rules and a map and I will run it, or, you can GM it yourself. I am even open to you running your own subzine here. Or, if you want to run a column of your own, let me know.

But, wait a minute, what is 1900 Diplomacy? This is a regular game of Diplomacy except, you start in winter 1900 with no units. You then build whatever units you wish for your assigned country within the normal limits. For example, Italy could build three fleets, or two fleets and one army, or even three armies. This opens up a whole new dimension for negotiations.

Dollar Dot Diplomacy. This was originally developed as a way to combat dropouts. It is regular Diplomacy but part of the signup requires each player to contribute \$5.00 to a winner's pot for the game. Then, once the game is finished, each player

Gets \$1.00 back for each dot he owns. The player with the highest number of centers (dots) gets the extra dollar. This is suppose to keep players in the game and to encourage them to play for the win. The extra dollar can be divided between two players with the same number of dots.

Nuclear Holocaust WWII. This game was designed and developed by David Grabar of Chowchilla, California many years ago. He gave me permission to run the game whenever I wanted. It has two really neat parts of the game that are unusual. The rest of the game is pretty much trying to take over spaces involving a military and economic component.

The first unique part is the way countries are selected. No random selection or preference list here. It's an auction guys. Everyone starts out with \$15,000 and you have to bid on the country of your choice. High bid wins. Losers have to bid again on remaining countries until they are all assigned. All money bid is lost. Remaining money is used to buy units to defend your spaces.

The second neat thing is the combat system. Various units in a space can add up their attack values but then the owner of the units can add money to the attack. Total attack values times amount of money equals total attack strength. Other players can also add money on either side of a conflict in any space in the world. All money is done in secret. Only the GM knows for sure and he is not

talking. So, money is a very important part of the combat, as well as being necessary to purchase and maintain units and upgrade areas. The object of the game, of course, is to take over the world or, as in Diplomacy, players vote on a solo or draw.

To Zine publishers: Pass on to your readers that these games are available here.

DIPCON SOCIETY

OK, for everyone's information, I have created a website for the North American DipCon Society affairs. Now perhaps someone can let me know what happened at DipCon 38 as far as proposals are concerned and I will put them on the site where they will be when Prescon holds the next meeting. The chatroom is set up now. It is not the one I wanted to use but, it works. I am looking for a good BLOG program as well and will have one up as well. But, there is a Bulletin Board available also. Someone placed a PresCon/DipCon page on the Convention section. Don't know how they did that or maybe I did it and don't remember, but it is there for anyone who wants to look at it. The web address is <http://www.dipcon.org>

"THE ABYSSINIAN PRINCE" - Dip Zine Review

"The Abyssinian Prince", more commonly known simply as TAP, is a full page letter size zine with about 15-20 pages. It is published by Jim Burgess, 664 Smith Street, Providence, RI, 02908-4327, (401)351-0287, email address is burgess@world.std.com and his webpage address is <http://www.diplom.org/Postal/Zines/TAP/index.html>. Jim always has a great letter section. Lots of people still write to him. Jim runs a section where he hunts for old players of diplomacy but who no longer are available, at least to Jim. He also runs something called The International subscription Exchange where you can obtain overseas Dipzines. Subscription rate is \$1.50 per issue and is published every month or so. He runs a few games and has a couple of subzine that run other games. All in all a four star zine.

WORLDMASTER TOURNAMENT ROUND TWO DRAW

Subject:WM04 Round 2 Draw Date: Tue, 27 Sep 2005

Here is the draw for Round 2 of the WorldMasters '04 Email Diplomacy Tournament. I will be replacing Tim Rollins as GM of game 03 as he is unable to GM. Didn't have time to dig into the DB and make the changes. Also see Mike Pendleton is down for two games and will likely replace him as GM for one (Unless of course Mike say's he good to go with both.)

Games may start as soon as all the player check in with the GM. We will deal with problems as they arise.

Game WM04R2-01

GM	Georg "Schef" Kotschy, gschek@att.net (Tu, Felix Austria)
Austria	Matthew Schoenhardt, Matthew_B_Schoenhardt@fritolay.com (The Statesman)
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France	Dragan Dobric, dolac@verat.net (YuDip)
Germany	Paul "Thundercracker" Preston, ppreston1970@hotmail.com

(The Decepticons)

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Turkey Jeremy "Jeremy" Mario, jkmarious@yahoo.com (Team Epic)

Game WM04R2-02

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France Egbert "Egg" ferreira, egbert@salavip.com.br (EquipeRoca!)

Germany Martin Sanders, martin.sanders@hotmail.com (Riders of the Storm)

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Game WM04R2-03

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(The Random Guys)

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France Erlend "Joe" Janbu, janbu@online.no (Your Friendly Neighbours)

Germany Nate "Mammoth" Wooley, nate@wooleysark.com (Wooley's Mammoths)

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Game WM04R2-04

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Game WM04R2-05

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 Germany Itamar "Just Call Me Itamar" Laserson, itilaseison@hotmail.com (Unprotected SCs)
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 Russia Mike "'Smacko'" McMillie, mikemcmillie@aol.com (Weak Sisters)
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Game WM04R2-06

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 Germany Colin "Iluvatar" Becker, becker.colin@gmail.com (Ceylan AfterEight)
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 Germany Lee Harmon, dataford@eoni.com (Last Minute Rangers)
 Italy Benjamin "Kipite" Pouilles, kipite@hotmail.com (Ceylan AfterEight)
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 Turkey Leonardo "Leo" Cordeiro, leocor@icb.com (The Undesirables)

Good luck to all those involved

Ray Setzer

WM04 Tournament Director

Letters - No letters this time.

Boris XVIII now known as 2005F. This is the game I am playing in via the zine "Boris the Spider". I am playing Germany: Here are the moves for spring 1901:

TROOP PLACEMENT

AUSTRIA (Nichols): A Bud-Ser, A Vie-Gal, F Trl-Alb:
 ENGLAND (Anderson): A Lpl-Yor, F Edi-Nwg, F Lon-Nth:
 FRANCE (Boyum): A Mar-Spa, A Par-Pic, F Bre-Mid
 GERMANY (Haffey): A Ber-Kie, A Mun-Ruh, F Kie-Hol
 ITALY (Copeland): A Rom-Apu, A Ven H, F Nap-Ion:
 RUSSIA (R Fisher) A Mos-StP, A War-Ukr, F Sev-Rum, F StP(sc)-Fin;
 TURKEY (Shacklett): A Con-Bul, A Smy-Arm, F Ank-Con.

Orders in brackets fall.

Due next are orders for Fall 1901 and Press. Ms Nar loves Press.

EMBASSY BEAT

Austria-Italy Ya better watch your step, little brother.

Austria-Russia: How about some cooperation?

France -> World: Those who have made no moves against me will be receiving communication from me immediately. You will notice that I have made no aggressive moves toward anybody. So far you are all sweethearts. We will soon discover the scum-sucking dogs among you. We will see how many dung-munching canines are at our game board.

France - England: I'm not in the English Channel if you aren't as well, we'll be talking.

France-> Italy: Piedmont is the key. An open unoccupied Piedmont is a wonderful thing.

France -> Germany: The Ruhr and Burgandy will show clearly your intentions.

France-> Turkey: You're pretty far away my fine Sultan.

France -> Russia: Likewise Tsar. You're way over the horizon.

France -, Austria: More later.

The view from Berlin - Not much negotiation in this game, at least with me. I hope that is not a bad sign. Got a couple of emails here I see so, perhaps things are improving. Hey, I am open to any ideas and plans that includes me as a friend. Let's talk.

Italy to All - Greetings to all potentates. This has been a very quiet start, which may be a good thing. But seriously folks, EVERYONE on the board can use an Italian ally for some nefarious deed. Think up an exciting strategy and I'll be happy to join in. All letters answered in strict confidentiality.

Constantinople: The blessed Sultan and Caliph of the Ottoman Empire, Hydraulic Jack, announces that the Immortals will be providing security for Turkish nationals in Bulgaria due to the recent goat cheese riots. Supplies of the feta cheese have become fetid cheese. Some instigators have blamed the Greeks, blaming them with an introduction of a new bacteria to destroy the feta cheese competition. Other news services have blamed Russia. Austria and Italy in turn. The Sultan says the Immortals will remain until this smelly business has been digested.

Recipes from our founding Mothers

Martha Washington's Potato Rolls

- 2 large potatoes
- 1-1/2 tsp salt
- 2 Tbsp sugar
- 3 Tbsp butter
- 1-1/2 cups potato water
- 3/4 cup whole milk, warmed
- 1 pkg (scant 1 Tbsp) dry yeast
- 7-8 cups sifted flour

Peel and cook the potatoes for about 30 minutes or until tender; drain, save the water. Mash the hot potatoes, adding the salt, sugar, and butter, and beat well; add the potato water and warm milk, and cool until lukewarm. Add the yeast, and stir in 4 cups of the flour, beating well; then add enough of the remaining flour to make a dough stiff enough to knead. Knead on a flour board until smooth and elastic; brush the top with melted butter, and place in a large greased bowl; cover, and let rise slowly for 5 hours in a warm place until the dough has doubled in bulk. Place on a floured board, and pat to a thickness of about 1/2 inch, but do not knead again. Pinch off small pieces, and shape

into small rolls. Place them in a greased 11" x 17" pan and let rise until very light and more than doubled in bulk. Bake in a 400⁰F oven for 20 minutes or until done.
Makes 48 small rolls.

If you want Larger rolls, make the dough into 30 dinner rolls, and bake it for 25 to 30 minutes.

On the home front.

Great weather we are having here in California. I went to San Diego for my bi-annual ship's division reunion. We were on the USS Midway, CVA-41 which is now a museum in San Diego, so we had the reunion there so we could tour the ship. We did tour the ship but I got to tell you, they made so many changes over the years, some 30+ years since I was on it and it was taken out of service, that it was hard to recognize the spaces I worked in. But, we all had a good time talking about the old days when we were young and stupid. I took my two sisters and my daughter and her husband and son along with me. My younger sister lives in Imperial Beach right outside of San Diego, so it was easy for her and her grandson to attend. My older sister lives in Astoria, Oregon, so she had to fly down. My daughter and family live in Alameda and they also flew down. I don't fly, so I took the train. But, we all got together and had a great time. Kind of a mini-family reunion too.

The Adventures of Mar Gurth

Chapter I - Mar Gurth was a 17 year old prince of the Kingdom of Nidevale when the Trolls-Orcs Alliance (TOA) over ran the Kingdom and murdered his entire family. Mar himself was spared only because he was out of the Kingdom at the time studying at the School for Wizards in the Hold of the Sea Princes. The TOA murdered or enslaved all humans and Halflings they found. The trolls took over the three northern towns in the foothills of the Icy Mountains; Iron Gorge, Woodland and Stoneville. They also took control of the Mountain Road, a major route into the Kingdom. The Orcs took over the four southern towns including Crosston, the major crossroads and trading town of the Kingdom as well as the seat of the Kingdom itself. The Mountain Road, the road of the Hitherlands, and the coastal road that runs along the Azure Sea. Even though Crosston is about a mile in from the coast, it is still the largest town in the Kingdom and has large markets for trading everything from farm goods to gold and silver to slaves and just about everything else you could think of. The Kingdom grew wealthy taking a tax on every transaction until it became such an attractive target the TOA could not resist attacking the Kingdom. Coast Crossing, Coast Hills and Seaside were also taken over by the Orcs.

The young Prince Mar was unable to finish his studies and grieved over the loss of his family for a year or more. Then he joined the pirates of the Scarlet Brotherhood and then he spent three years roaming the Gran March, Duchy of Ulek where his Uncle, Duke of Ulek, ruled. He explored for gold in the hills and found a rather profitable gold mine that provided him with a good financial basis for doing what he felt he had to do. His uncle also supported him as best he could. Mar's idea was to create an army to attack and destroy the TOA that had murdered his family and deprived him of his birthright. He first tried to enlist the aid of the Scarlet Brotherhood and get them to raid the coast towns of the Orcs area of what he considered to be his Kingdom. But, the leaders of the Brotherhood did not consider themselves able to fight a prolonged battle with Orcs on behalf of someone else. They were pirates and hit and run raiders, not crusaders.

Chapter II next time, where Mar creates an army of misfits and mercenaries. Will he be successful, we will see.

THE ARTICUS ARCHIVES

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Issue #10

Editorial:

by Tim Haffey

The importance of the written record. We have a lot of Diplomacy being played on the internet via email these days and some places even keep records of the games. The problem is that if and when the site goes away the records are lost also. For example, I was a member of the AOL Diplomacy club on AOL.com but, it dissolved and all of the records are gone. At least they are not on the AOL boards anymore. I just don't believe the internet is permanent enough for preserving records. We have the zines from the 60s and on up to the present even though there are not many left today, the ones that were written are still here in my archives. So, it is important to keep them preserved. That is why I took over the archives. But, I fear the records on the internet are too fragmented and too temporary to keep in a archive even on the internet. Who would run it and maintain it? A very big question given the size of the problem. And many of the people who run the many sites are game players and not much interested in keeping records. They don't even write press or articles or anything much. Most of the articles I do see are written by old-time players. Well, it is something we should all talk about or at least think about.

Foundation

As for the foundation, I have found that these things are not easy to create, or cheap either. I am working on it with an attorney friend of mine and I will keep you advised. You will hear it first right here.

Funding of Foundation

Funding for such a foundation was also discussed and it appears there are only three or four ways to fund an ongoing foundation. Now, it would be nice is some millionaire out there setup a million dollar trust fund for the foundation, but I won't hold my breath for that. The more realistic options are asking for General Donation, chagrining a annual fee for a membership website, and selling articles and copies of zines as people might want. Conducting research on the archives for information someone might want is also an option. Another well worn option is to ask for grants, but I have no experience in this area.

Progress Report on Cataloging

I have finished cataloging my number one box and have started on number two. But, it seems this first box I took out was just a bunch of loose zines and none of them are complete in issues. They seem to start around 1980 and go up through 1985 and most came from the same individuals. So, I guess these were donated to Larry during that time or shortly after. Perhaps the rest of the issues will show up in other boxes. I will keep you posted.

More Next time.

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