

# WHO DO YOU TRUST?

Watch Your Back, Game Players Are About.

Publisher: Timothy R. Haffey, Sr.

Issue #13

November 2005

**DIPLOMACY ZINE FOR DISCRIMINATING DIPLOMACY PLAYERS.**

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**\$3.00 PER ISSUE**

“WHO DO YOU TRUST?” is a monthly Diplomacy zine dedicated to the game of Diplomacy<sup>®</sup>.\* and other games that strike my fancy. It is published by Timothy R. Haffey, Sr., 810 53<sup>rd</sup> 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 53<sup>rd</sup> 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 15<sup>th</sup> 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)

**Where Has My Party gone?**

I have been a life long Democrat, my Mother and Father before me were Democrats, my brothers and sisters are democrats, and my children are democrats. When I was a young man my party fought for the working man, the middle class and even the small businessman. They fought for civil rights for black folks and rightly so. But, now pretty much all I hear from “my party” is a demand for rights for convicts, felons and sexual criminals, illegal immigrants, gays and lesbians and the right of native Americans to run Casinos without playing taxes to the federal government while taking generous donations from them. In my state (California), where the Demos have a majority in both houses in the Legislature, all they want to do is raise taxes and spend, spend, spend. But not on the working man, not on the middle class, no they have a alternative tax for us as we have our wages and salaries increased by inflation, that forces us to pay more taxes. No, they want to spend money on illegal immigrants and drug addicts who have become unable to care for themselves. I think it is time that we formed a new party in this country that would help the working class and middle class live a better life without all of these very high taxes. Call it the Labor Party. This was never necessary before because labor was, and still is for the most part, a strong supporter of the Democratic Party. But, a change is in order.

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## 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.

Website for North American DipCon society is <http://www.dipconsocietyna.org>

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)

If anyone knows of another dipzine, or gamezine, they think I should know about, please let me know. Thank you.

## Games

I have openings for

Regular Diplomacy, 2 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.**

### **GRAUSTARK by John Boardman - Dip Zine Review**

"Graustark" is a full letter size zine with about 12-14 pages. It is published by John Boardman, 234 East 19<sup>th</sup> Street, Brooklyn, NY 11226-5302, (718) 693-1579 or (718) 951-5808. He has no email address or website. The most amazing thing about Graustark is that it is the first ever Dipzine and is still running continually for almost forty years. The first page, and some times the second, is always covered by cartoons. His rate is \$35.00 for a game fee which includes the subscription for the time of the game you are in. He has a section that goes on about murder mysteries of the middle ages, political comments, Christians vs Dungeons and Dragons, and, oh yeah, he runs some games too. He has a lot of readers and puts out a good reliable zine. Very well done John.

\*\*\*\*\*

## **Letters**

11 Sep 2005

"Hugh Polley" <hapolley@yahoo.ca>

Possible Sub Zine?<http://ca.geocities.com/hapolley/>

Hi Tim!

Hope you are doing better. My zine is almost ready to go! I have started the edit process for the A to Z Diplomacy! You could help by sending me an update on the zine publishing stats, information on what the various hobby organs are, what they do and how they can be used and reached! Go to my Website to read what I have put together so far under link The Diplomacy Dollar Zine. Have not forgotten - will send money order when I next visit bank!

Diplomacy Dollar Zine!

<http://ca.geocities.com/hapolley>

**September 29, 2005**

Tim,

I'm reading a lot of good things about your zine. Is it possible to get a sample copy?

Kevin Wilson

18623 Santa Maria Dr.

Baton Rouge, LA 70809

**To: Kevin Wilson**

**Subject: Re: Your zine**

**Sure Kevin, I will send you a copy. Bye the way, where are you reading good things about my zine?**

---

**6 Oct 2005**

**"Robert Lesco" [rlesco@yahoo.com](mailto:rlesco@yahoo.com)**

**A couple of very late comments re your review**

Actually I have 48 subscribers (give or take). I only list 32 names. The others are either Gunboat players or not playing at all. (The first 51 issues were published by Cal White.)

Hard to imagine how the Captive Motion Picture Audience of America could be "a Canadian thing". Their web-site is <http://www.captiveaudience.org/>. I just thought it would be fun to provoke people to make copies, then make trouble.

*<<<Ahh, you are a troublemaker.>>>*

I wish I was only running nine games plus a Bourse but I find it hard to say No, especially to a new subscriber.

I hope you understand, I am just picking nits. I am always grateful for any attention, particularly a review as kind as yours was.

Robert

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**Kevin Wilson" [ckevinw1@cox.net](mailto:ckevinw1@cox.net)**

**12 Oct 2005**

**Who Do You Trust**

**Tim,**

The complementary copy arrived today. Nicely done. I see you are up to issue #12 but do not have any game reports, other than the game in Boris in which you are playing, in the zine. Are you still waiting on your first Dip start? Also, I read the parts at the rear about the Diplomacy zine archive. I assume you've taken this project on as well. Are you looking for zine contributions for the archive? I had a box of zines that I was trying to give to Bowling Green State University but they didn't respond. To be honest, I can't remember if I tossed them or not but if I didn't, if you want them, I'll send them at my expense to you. I had made a list of what I had and I still have the list. I've pasted it below. I just don't remember if I tossed the zines or put them in our storage locker. Let me know. If you are still working toward your first game start, sign me up for the Regular Diplomacy game opening. I'll get a check off asap.

Kevin

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**17 Oct 2005**

**"Kevin Wilson" [ckevinw1@cox.net](mailto:ckevinw1@cox.net)**

**Zine Archive**

Tim,

I made it to the storage locker over the weekend. I've scanned through the stack of zines I have. The list I sent you is not quite 100% accurate. It appears there may be an issue or two missing from the list I sent you but the stack is still 9 inches high. I'll get them boxed and off to you soon. Enjoy reading through them. Let me know when they arrive.

Kevin

Kevin's First Rule of Life "It's never as bad as she thinks it is."

22 Oct 2005

Karl Schmit" [diplomacy@new.rr.com](mailto:diplomacy@new.rr.com)

Who Do You Trust? address change

Hi Tim,

I moved over the summer. Please update my address to

Karl Schmit

1509 O'Keefe Rd

De Pere, WI 54115

My pet peeve in Diplomacy is players that don't respond very often or hardly at all. Of course, I've been guilty of this in the past when I've been playing in too many games. The ones that are less hopeful fall by the wayside. That's not very good, but then it's tough to find pet peeves about The Game. Ok, what about a lack of face-to-face opponents locally? That's another one.

Thanks,

Karl

**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 Fall 1901:

**CLIFFHOME:** Russia becomes the first -- but undoubtedly not the last -- of the major powers to suffer Invasion. All the minors have been scarfed up, so henceforth we're looking at a zero sum game. Germany, being the strongest and most central of the Powers, is likely to be the first target, although Russia's weakened southern flank will likely be too very enticing to the Austrians and the Turks.

#### TROOP MOVEMENT

**AUSTRIA (Nichols):** A Ser S F Alb-Gre, (A Gal-War). F Alb-Gre

**ENGLAND (Anderson):** A Yor-Nwy. F Nwg S A Yor-Nwy, F Nth CA Yor-Nwy

**FRANCE (Boyum):** A Spa H. (A Plc-Bel), F Mid-Por

**GERMANY (Haffey):** A Kle-Den. A Ruh-Bel, F Hol S A Rub-Bel

**ITALY (Copeland):** A Apu-Tun, A Ven H. F Ion C A Apu-Tun:

**Russia (R. Fisher)** A StP-Fin. (A Ukr-War), F Rum H, F Fin-Swe;

**TURKEY (Shacklett):** (A BuL-Gre), A Arm-Sev, (F Con- Bul - amb).

Orders in brackets fall; *amb* = ambiguous.

#### SUPPLY CENTERS:

Aus: Bud, Tri, Vie +Gre +Ser

(5) Build 2

ENG: Edi, Lon, Lpl +Nwy	(4)	Build 1
FRA Bre, Mar, Par + Por + Spa	(5)	Build2
GER Ber, Kie, Mun +Bel +Den + Hol	(6)	Build 3
ITA: Nap, Rom, Ven +Tun	(4)	Build 1
RUS: Mos, -Sev, StP, War +Rum +Swe	(5)	Build 1
TIJR Ank , Con, Smy +Bul +Sev	(5)	Build 2

Due next are build orders for Winter 1901/02 and Press.

**EMBASSY BEAT**

**Germany-England:** Your comment that you might support France Into Belgium really bothered me. I am so sorry, but if any one is going to have six centers, I would rather it not be France. I would have preferred to support you into Belgium but you did not seem to be that interested, so I had to protect myself. But, please do not consider this a hostile move against England. Let's talk. **Germany-France** I have taken note of your non-aggressive moves and I have left Bur open as you requested. So. I am not bent on a aggressive action against France either. Lets talk.

**Germany to England/France** Maybe the three of us should talk.

**Germany to the World:** I am not an aggressive guy by nature. Does anyone have a plan that might include me as an ally. I like allies.

**Germany to Russia:** Please let England have Norway.

**Germany to Turkey** Please let Russia have Rum and Let Austria have Greece.

**Germany to Austria:** Please let Russia have Rum and don't take Warsaw.

**Germany to Italy:** Oh. just take Tunis and behave yourself

**Italy to all -** We had nothing to do with the fetid cheese riots in Bulgaria.

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**Recipes from our founding Mothers**

**New England Clam Chowder** (This recipe is over 300 years old, or so they say)

*We've substituted bacon for the 1/4 pound of salt pork called for in the original recipe, but if you can find some salt pork, go ahead and use it.*

- 1 qt shucked clams and their liquid
- 4-6 slices bacon, chopped
- 2 onions, finely sliced
- 6 medium potatoes, sliced thin
- 1/2 tsp salt (or to taste)
- 1/8 tsp pepper (or to taste)
- Water
- 4 cups whole milk
- 2 Tbsp butter

Rinse the clams in the clam liquid. Strain the liquid, reserving 1/2 cup. Chop the clams, and set aside. Fry the bacon until brown and crisp. Drain on paper; set aside some fat, if desired, to add later.

Sauté the onions in a small amount of oil, then add the potatoes. Sprinkle with the salt and pepper.

Sauté for 10 minutes. Add the chopped clams and 1/2 cup of clam liquid. Cover with water, and cook for 20 minutes. Add the bacon, with fat, to the clams and vegetables. Heat the milk, and add to the chowder. Add butter, and serve.

Serves 8

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**On the home front.**

Wonderful, I have been called to jury duty in the Federal Court here in Oakland, CA. I don't mind going down and sitting there but, I have been called to jury duty many times and I have never been selected to serve on a jury. I suppose my background in Security/Law Enforcement/Public Safety scares some one that I will not be fair. So, I always get excused. Besides, now I am almost blind and I called the lady and told her this but she said I had to have a letter from my doctor and I said I was not going to go to all that trouble. So, I will go down and let them excuse me again, I am sure.

I took my daughter to a fancy French restaurant in Alameda to celebrate her 40<sup>th</sup> birthday and she and her family were very happy with that. They had some kind of dish I can not even pronounce let alone spell. I had a New York pepper steak. Very good.

### The Adventures of Mar Gurth

Chapter II: Mar set up shop at the Dragon's Lair, an inn and tavern in Blood River, a town in the Scarlet Brotherhood that was known to be a gathering spot for mercenaries, pirates and soldiers of fortune. Here he hoped to enlist the men he needed to fight the TOA and reclaim his Kingdom. As Mar set at a large table in the tavern sucking on a beer three men approached him, The large one stood at least six feet and six inches tall. He was huge. The other two were not so big. The big guy spoke and said, "my name is Silverman." Mar recognize the name right away, Silverman was a well known hater of the Orcs. His two associates were named Thomas and Lester who Mar did not know at all.

However, Thomas turned out to be a well trained mercenary and had a large body of men who would serve with him. Lester was a thief loyal to Silverman who had saved his life some time ago and to who Lester felt indebted too. Lester had a small band of thieves who would be very useful as spies, recon or even as assassins. They all agreed to join up with Mar.

Another man named William the First came over after the group of three had left. He was a bandit plain and simple. The TOA was making things difficult on the road of the hitherland and he and his men wanted to get rid of the TOA so they could rob the caravans in peace. So, he agreed to support mar also. Next, he met a man named Red Beard who he had worked with when he was running with the pirates of the Scarlet Brotherhood. He has a large group of pirates with about 14 ships and wanted to raid the Orcs on the coast of Mar's Kingdom but did not want to do so without land support. Mar told him if he joined in his campaign, if only to raid the coastal cities, he would provide the land support. They agreed to join forces.

Mar gathered his army together on the border of his Kindom. Silvertown and Thomas with about 600 men, William the First with about 600 bandits, hiwaymen and assorted thugs, and Red Beard with his pirates. Secretly Mar hoped it would be enough. Their first target would be Seaside as it was the closest and Lester reported that there were not more than 200 Orcs in the town. And, they had no idea they were about to be attacked. Surprise would be on the side according to Lester..

### OAKLAND A's:

The owners of the Oakland A's want to build a ballpark right across 66<sup>th</sup> Ave from the Coliseum where they play now using the same parking lot. The space they want to take over is partly an industrial area and partly residential area. It just so happens I live in the area they are talking about. How nice, they say they do not want to use eminent domain to take the property but, of course, that means that is exactly what they are thinking about. Well, I will keep you advised on this matter as it is of the most intense interest to me. I have no problem with a new ballpark here but I don't want to be screwed out of my property. I have lived here over 25 years and I fully expected to die here. Now, I don't know. Yeah, well, I guess I will just have to wait and see what happens.



# .THE ARTICUS ARCHIVES

*Official Publication of the North American Diplomacy Zines Archive*

*Issue #11*

## ANNOUNCEMENT

I have decided to make the Articus Archives a quarterly pr maybe just "a once in a while" when I have something to say about the archives. More Later.

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How about something a little lighter? I think I will call this my "Do We Really Care?" section. Take the following for example.

**6 NEWS**

THE OAKLAND TRIBUNE

**NA**

## Study: Mice take cue from birds, may sing songs to attract mates

■ Findings could open door to understanding human brain development

By Cheryl Wittenauer  
ASSOCIATE PRESS

ST. LOUIS — Songbirds may be the Sinatra of the animal world, but male mice can carry a tune too, say Washington University researchers who were surprised by what they heard.

Scientists have known for decades that male lab mice produce high-frequency sounds — undetectable by human ears when they pick up the scent of a female mouse. This high-pitched babble is presumably for courtship, although scientists are not certain.

But it turns out those sounds are more complex and interesting than previously thought.

"It soon became ... apparent that these vocalizations were not random twitterings but songs," researcher Timothy Holy said. "There was a pattern to them. They sounded a bit like bird songs."

To make their point, the researchers provided audio recordings of the sounds, which have been modified for human ears. The recordings do indeed sound birdlike.

The findings by the researchers at Washington University School of Medicine in St. Louis were published online Tuesday in the journal *Public Library of Science Biology*.

If the analysis by the researchers is confirmed, mice can be added to the short list of creatures that sing in the presence of the opposite sex, including songbirds, humpback

whales, porpoises, insects and possibly, bats.

"There was joy in this discovery," Holy said. "We didn't expect it."

The finding opens the possibility of using mice to study and develop treatments for autism and other communication disorders, said Holy, the lead author and assistant professor of neurobiology and anatomy at the university's medical school.

Bird song, how it is perceived and learned, is used to understand how the human brain works. But some questions might be posed better with mice, for experimental convenience, he said.

If it is true that the male mice are producing songs, it raises questions about how their sounds develop and whether mice can learn new sounds.

**Do we really care?**

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