WHO DO YOU TRUST?

Watch Your Back, Game Players Are About.

Publisher: Timothy R. Haffey, Sr.

Issue #15

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DIPLOMACY ZINE FOR DISCRIMINATING DIPLOMACY PLAYERS.

ISSUE

Rates	2
Contributions	2
Comments by Tim Haffey	2
News and Tidbits from Around the Hobby	2-3
Game Openings	3-4
Letters to the Editor	4-5
Boris XVIII (2005F)	5-8
Recipes from our Founding Mothers	8
Adventures of Mar Gurth	8
Do Whe Reallly Care?	

"WHO DO YOU TRUST/" is a monthly Diplomacy zine dedicated to the game of Diplomacy^R.* 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)

I guess the first thing to do is apologize for not having a Dec or a Jan issue. It was not my fault. (Hmm, where have I heard that before?) Between a printer problem and a computer problem, (if you own a windows XP program on your computer, get rid of it, it is a piece of garbage). Sickness, business, (I have an online business), and being just plain lazy, I failed to get an issue out for Dec or Jan. Anyway, Happy New Year to you all.

Well, I have not been successful at attracting subscribers, so I am thinking of doing the unthinkable. Moving on to the internet and make this a webzine. Then perhaps we could get some games started. IF I do this I will make refunds of subs to those who paid for one. They will be prorated or perhaps I will just rebate the whole thing. I only have four subs being paid for. Webzines are free, of course. Perhaps I will require them to access the webzine through my web business site. I Might get a customer or two. I will have to design a website just for the webzine and that will take a while. Depends on what I want to put on it. Well, I hope you enjoy this issue.

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

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

Games

Note: Fred Davis has volunteered to be a guest gamemaster and run two games, ATLANTICA III and IV. Anyuone interested in entering these games let me know and when I have a full game, I will send out rules and maps. This will be a postal game most likely. These games were developed by Ron Walker, a longtime Diplomacy player amd game designer. These games center around the Atlantic Ocean with three or four players on each side. Lots of fleets in this game.

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 <u>Diplomacy</u>? 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

[&]quot;Boris the Spider" by Paul and Meg Bolduc

[&]quot;Northern Flame" by Robert Lesco

[&]quot;off-the-shelf" by Tom Howell.

[&]quot;Cheesecake" by Andy Lischett

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.

<u>Dollar Dot Diplomacy</u>. 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 WWIII. 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 Zi	<u> 1e publishers:</u>	Pass on	<u>to your</u>	readers	<u>that these</u>	games	are availab	le here.
						والمراجع المراجع المراجع والمراجع والم والمراجع والمراجع والمراجع والمراجع والمراجع والمراجع والمراجع		

Letters

Fred Davis Dec 1, 2005

Dear Tim:

Received your issue #11 of Who Do You Trust yesterday. I heartily agree with your suggestion to form a foundation to take care of the Dip Hobby Archives. Will be looking forward to what you proposed. Count me in as one of the participants. I will hold off on adding a Codicil to my will convening my own Dip files until the foundation is established.

You may wish to include some of the Hobby old-timers in establishing this foundation. Please include the following people when you send out your proposal:

include the following people when you send out your proposal:

Walter Buchanan, Founder of the Hoosier Archives.

Stephen Agar, Custodian of the combined UKVB and the NAVB

Jim Burgess, Publisher of The ABBYSINIAN PRINCE AND Dip World

Allen B/ Calhamer, Inventor of the game of Diplomacy

Tom Howell, MNC & BNC

Larry Peery, Former custodian of Dip Archives

Rodney C. Walker, Former "Ghod" of Diplomacy

W. Andrew York, Ex-Publisher, former custodian of Mensa Dip SIG files

Mark L. Berch, Was publisher of Diplomacy Digest?

Plus everyone on your mailing list and all of the people your are trading Zines. I'm sure many of these people will be interested in participating in this foundation. Yes, I will contribute money to this idea. Stay in touch.

Fred

<><Thanks for the list of names and addresses Fred. I will keep everyone informed.>>>

Fred Davis
January 7, 2006

Dear Tim:

Please let me know whether the material on "Atlantica" variant arrived safely, whether you plan to print this in a future issue of your Zine. Also, Do you want more material? My phone number is (not published) Our e-mail address is (not published),

I'm sending this out today as this is the last day we can send at the old rate.

Happy New Year, Fred

<<>Happy New Year to you too Fred. Yes, I received your package and No, I don't think I need anymore material right now. I may print the entire rules and maps in a future issue if lyou want me to do that. Let me know.>>>

Note to Kevin Wilson:

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 Winter 01:

Winter 1901

Cliffhome: The French double fleet build combined with the Russian build of F StP(nc) bodes ill for Whitehall That make, six potentially hostile fleets vs the British three. Only the specter of those three German armies running amok might temper Framco-Riussian enthusiasm for touring British pubs. The situation In the East should clarify in the Spring. Is Austria the target or is Russia?

Austria build, A BUD & A VIE, England builds F LOV, France builds F BRE & F MAR, Germany builds F BER, A MUN, F Kie, Italy builds F NAP, Russia builds F StP(nc), Turkey builds A ANK & F SMY.

AUSTRIA (Nicbols) A Ser, A Gal, F Gré, A Bud, A Vie; ENGLAND (Anderson) A Nwy, F Nwg, F NIh, F Lon; FRANCE (Boyum) A Spa, A Pic, F Por. F Bre, F Mar; GERMANY (Haffey) A Den, A Bel, F Hol, A Ber, A Mun, F Kie; ITALY (Copeland) A Tun, A Ven, F Ion. F Nap; RUSSIA (R. Fisher) A Fin, A Ukr, F Rum, F Swe, F StP(nc); TURKEY (Shacklett) A Bul, A Sev, F Con, A Ank, F Smy.

Orders in brackets fail; amb - ambiguous.

Due next are order, for SprIng 1902 and Press, Ma Nat loves Press.

EMBASSY BEAT

Austria-Germany - Okay. I accept your offer of an alliance.

Constantinople- Turkish Minister of Defense wishes to thank Italy for Its frank denial of involment in the Feta cheese conspiracy.

France - Germany - Yes. It's true you didn't move on Burgundy, but you kept me out of Belgium. That Is a hostile move. Besides, you had no pieces available to move on Burgundy anyway. Three centers! That does attract attention, meinliber Freund. I am willing to help you out of your current predicament. Simply hand over Belgium and I'll forget your Flemish impertinence. I don't know if I can quell certain British fears of your hegemony. I think it would be best if you gave me Belgium and our friend the Beefeater Holland. You'll feel better for it.

France - England. Are you as concerned as I am about Germany? Three centers is a bit much! Suggest we do something to halt this bare-faced aggresion on the Krautmeister-s part.

France - Italy. Let me know if you need anything.

Italy to All. The builds will prove who is friendly with whom. The Pope has authorized the Italian Military to maintain the balance of power throughout Europe.

Turkey to Austria - Now word from you on the Feta cheese. Are you in Greece to protect the cheese producers or are you part of the conspiracy?

Spring 1902

CLIFFHOME: Europe has become a raging free-for-all. Austria presses Russiafrom the southwestand is in turn invaded by Italy from her west. The Germans are massing everything on their west, endangering any French support for a Franco-German-Russian assault on pertitious and cowering Albion. Meanwhile, the Turks are supporting archrival Russia and preparing to counter a nascent Lepanto.

TROOP MOVEMENT

STRIA (Nichols): A Ser S A Gal-Rum, A Gal-Rum, F Gre H, A Bud S A Gal-Rum, <u>A Vie-Gal</u> (GLAND (Anderson): A Nwy-Cly, F Nwg C A Nwy-Cly, F Nth-Ska, F Lon-Nth ANCE (Boyum): A Spa-Gas, <u>A Pic-Bel</u>, F Por-Mid, F Bre-Eng, F Mar-Spa(sc) RMANY (Haffey): A Den H, <u>A Bel S A Mun-Ruh, F Hol-Nth</u>, A Ber-Mun, A Mun-Ruh, F Kie-LY (Copeland): A Tun H, A Ven-Tri, <u>F Ion-Aeg, F Nap-Ion,</u> SSIA (Fisher): A Fin S F Swe-Nwy, A Ukr-War, F Rum H, F Swe-Nwy, F StP S F Swe-Nwy. RKEY (Shacklett): <u>A Bul-Ser,</u> A Sev S F Rum, F Con-Aeg, A Ank-Con, F Smy S F Con-Aeg.

Moves underlilned failed. amb=ambiguous

Due next are moves for Fall 1902 and Press, MS Nar loves press.

EMBASSY BEAT

A-I: Your Venice Army is troubling.

WhitehallPrime Minister Anderson was incapacitated and rushed to the hospital after a evening festivities. It was suspected food poisoning by the Russian White Warlock. It seems the British PM could not get enough of Turkish Treat. Special Envoy Aslan will deal with the situation that has developed.

In the mean time Queen-Regent Deborah will temporarily take over the PM dutiesuntill March 1as the situation warrants. The PM did also note that he was lactous intolerant and did not like cheese, especially Feta.DO NOT USE THE Anderson4 address. A new email address will follow shortly.

Tension In West - Fall 1902

CLIFFHOME: France and Gennany, much to England's delight, seem very much like they are about to throw everything they have at each other. Ruse or not? In the East, the Lepanto has been blunted and the Russian heartland is wide open. so things look good for Sultan Ali Jack, especially since Austro-Italian cooperation seems to be minimal.

TROOP MOVEMENT

AUSTRIA (Nichols): A Scr S F Gre, A Gal-Ukr, F Gre S ITA F lon-Aeg (nso), A Bud S A Vie-Tri, A Vie-Tri: ENGLAND (Anderson): A Cly-Lpl, F Nwg-Nth, F Ska S F Nwg-Nth, F Lon S F Nwg-Nth: RANCE (Boyum): A Gas S A Plc-Bur, A Plc-Bur, F Mid-Eng, F Eng-Plc, F Spa-Mid ERMAIEY(Haffey): A Den-Swe, A Bel S A Ruh-Bur, F Hol S A Bel, AMun S A Ruh-Bur, F Hel-Nill (A Ruh-Bur, F Hol S A Bel, AMun S A Ruh-Bur, F Hol S A Bel, AMun S A Ruh-Bur, F Hel-Nill (Coneland): A Tun-H, A Tri-Alb, F Ion-Aeg, F Nan-Ion (UUSSIA (R. Fisher) A Fin-Swe, A War-Gal, F Rum S TUR A Bul(otm, r-??), F Nwg S FR F Hel-Nth, F StP(nc) S F Nwy, URKEY (Shacklett) A Bul-Rum, A 5ev S A Bul-Rum, F Aeg S ITA F Ion-Gre (nso), A Con-Bul. F Smy-Eas

Move underlined failed, amb = ambiguous. nso - not so ordered. otb off the board. r-??? = retreats somewhere.

Russian F RUM must rertreat otb or to BLA.

SUPPLY CENTERS:

A: Bud Tri Yie Gre Ser	(5) Even
A: Bud Tri Vie Gre Ser E: Edi Lon Lpl -Nwy F: Bre Mar Par Por Spa G: Ber Kie Mun Bel Den Hol E: Nap Rom Ven Tun R: Mos StP War -Rum Swe +Nwy T: Ank Con Smy Bul Sev <u>+Rum</u>	(5) Even (3) Tear (5) Even (6) Even (4) Even (5) Even (6) Build 1
G: Ber Kie Mun Bel Den Hol	6 Even
I: Nap Rom Ven Tun	(4) Even
R: Mos StP War - Rum Swe + Nwy	(5) Even
1. All Con Shiy Dui Sev Trum	(6) ընկա լ

IF Rum r-otb, then Russia may build 1.

Due next are orders for retreat, builds/tears and for SprIng 1903 and Press. Ms Nat loves Press.

EMBASSY NEAT

A-R Yes. I agree.

Istanbul The Sultan was verry distressed at the illness of Prime Minister Anderson. especially at the news that Turkish Treat may have been the cause. The Turkish government has not sent any Turkish Treat to the PM and suspects that devilish duplicious doings induced the Incapacitation. The Turkish government Is also recalling a shipment of Feta cheese as It did not realize the PM was lactose Intolerant. Special Envoy AsIan has assured the Sultan that Turkey has been cleared of any suspicion and will relay that Information to Queen-Regent Deborah.

France - World: Greetings! I see the Krautmelster's massing troop, along my border. Kaiser, what are you up to? As evezyone can see. I have made no moves against you. Shuffling troops along my border Is innocent. You will try to claim the same, but we all know half of what you may is fall and the rest untrue. Someone needs to give the German a wedgie! Who'll do it? Step forward now.

Recipes from our founding Mothers

Here is one that was a favorite in the old days.

Potatoe Soup (Note the British spelling)

- 1 Tbsp chopped onions
- 2 Tbsp of butter
- 1 Tbsp of flour
- 4 potatoes, mashed
- 3 cups whole milk

pitch of salt

pitch of cayenne pepper

Grated Cheese (for garnish)

Chopped Parsley (for garnish)

Brown the onion in the butter, add the flour, pacitated then the potatoes and milk.

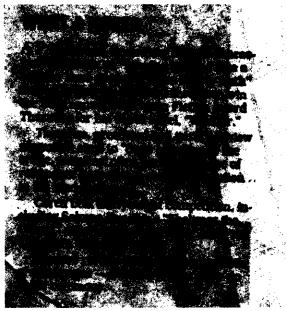
Add salt and cayenne pepper to taste. Stir and heat until smooth.

Serve sprinkled with grated cheese and chopped parsley
Serves 6

The Adventures of Mar Gurth

Mar joined with the pirates to invade seaside from the sea while the bandins attackedfrom the South and the Mercenaries rode around to the East and attacked from the East, but the Piratesgot lost in Mystic Fog. Will they find their way out. Turn in next time same place same time, maybe, and find out.

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



Do we really care?

More Later

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