

# WHO DO YOU TRUST?

Watch Your Back, Game Players Are About.

Publisher: Timothy R. Haffey, Sr.

Issue #16

March 2006

**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)

Well, DipCon XXXIX is now history. It was held in conjunction with Prez Con February 24-26, 2006 in Charlottesville, VA. I was not able to go for a lot of reasons not the least of which is the fact that my business is growing so fast I hardly have time for anything else. Oh woe is me. Apparently little was decided at the DipCon Society meeting but what was decided is in one of the mails in the letters section. Maybe, next year, if it is held in Vancouver, I will attend and try to get these things in order. Maybe, what we need is a speaker of the society to control matters along with a Society Secretary to get things recorded correctly. Otherwise we are just going to continue to argue back and forth and nothing will ever get agreed upon.

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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

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. Anyone 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 and 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 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.

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## Letters

27 Feb 2006

From David Hood <davidhood@dixiecon.com>

> Preliminary results from Dipcon at Prezcon 2006, with full report to come soon:

1. Hohn Cho (repeating his 1993 and, sort of, 1989 Dipcon championships)
2. Steve Cooley (brought Cho to the Con, regretted it)
3. Eric Mead (moving up from "really sucks" to just "sucks")
4. Edi Birsan (did much worse during Dipcon Society Meeting)
5. Doug Moore (top result for active east coast Dippers at this con)
6. Andy Bartalone (continues usual strong showings)
7. Jim O'Kelley (stopped at 16 centers in Sunday timed round)

### Best Countries:

Austria - Edi Birsan, 2way, 15

England - Hohn Cho, Win, 18

>France - Andy Bartalone, 2way, 9

Germany - Hohn Cho, 2way, 12

> Italy - Doug Moore, 2way, 9

> Russia - Steve Cooley, Win, 19

T Steve Mauris, 3way, 12

Team Winners: California Carebears (Cooley, Birsan, Cho)

I Got Hammered award- Nathan Barnes

Golden Blade Award -Ike Porter

35 Total players, 12 total boards Hood presided over the Con but Marshall did all the actual work, including scoring and transportation. On the other hand, Marshall did crew up in the Bang game as the Sheriff, although Hood hasn't told him that.

Dipcon host next year will be Vancouver, in conjunction with WDC 2007 in August.

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Edi Birsan wrote:

> > Preliminary results from Dipcon at Prezcon 2006, with full report  
> to come soon:

> > 4. Edi Birsan (did much worse during Dipcon Society Meeting)

Don't leave us in suspense - what happened at the meeting?

> > Dipcon host next year will be Vancouver, in conjunction with WDC 2007 in August.

Looks like 2011 before the next chance at a Bay Area DipCon...

Don DeL Grande

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From Edi Birsan

Sequences of the DipCon bid would be  
2007 Vancouver  
2008 Origins  
2009 SF if we are interested.  
2010 South  
2011 East if they are back on track.

The DipCon Charter

As for the amendments... basically every amendment I had got shot down. There were a bunch of other amendments that got shot down also including rewriting the whole thing.

\*\*\*\*\*

Report form DipCon Newbie  
Feb 27, 2006  
[caychris@comcast.com](mailto:caychris@comcast.com)

Hi all

Most of you on this list know Edi travels alot to play Dip. Well I can tell you now I see why.

I have been working in St Louis, Mo for the last 4+ months so I was not far away from

where DipCon was going to be this year so I arranged to spend a weekend away from home and try and go to the event.

I was put in contact with people from PTKS to arrange transportation to and from the airport to the event. Steve Mauris was kind enough to pick me up and let me spend the night at his home and drive down to the event. Steve is a really nice guy and by the way one heck of a dip player.

We arrived at the event Friday well in advance of the first round to be played that evening. Registered for the con and set about meeting some of the fellow Dip players in the PTKS. Who promptly fleeced me of 20 bucks at Texas Hold'em

I found Edi, who had flown in the day before, as he returned from visiting Thomas Jefferson's house ( One of the cooler things about Prez con by the way being in the heart of so much American history.) and settled into the room.

When it came time for the first round I was pretty nervous I knew I was in the shark tank.

In the first round I drew Turkey. I felt pretty good about it because at worst Turkey can turtle pretty well. Well for my part the game was fairly uneventful Austria and Italy boxed me in fairly well Russia and I never seemed to be able to trust one another but the most remarkable part of the game was the Western Tripple which suprisingly couldn't be broken so the game end in a predictable 3 way draw. I survived on 2 dots I believe. The highlight of this game was afterwards when Austria talked to the Russian who had helped me with my inept stab,(I made an obligatory misorder at the absolutely wrong time) asked him how he had convinced me to support him back into Warsaw as we were talking after the game. (The whole thing had been my idea in the first place russia had been resigned to elimination) And to his credit the Russian played the part to the end claiming it credit for the move. After austria left I just couldnt stop laughing.

I had trouble getting sleep that night I kept dreaming about having to play Italy. Because Italy's erratic play gave up the 3 way draw. Although Austria thinks it was my inept stab of him, It wasnt. At any rate the next morning my dreams were fairly prophetic. I drew Italy. And my ride down was Turkey.

I diplomed with France/Turkey and Austria desperately trying get out of my box. Well that didnt work as well as the EG attacking France was not nearly as efficient as the AT in attacking Russia. I decided to help the EG only to be stabbed by Austria the same time he was stabbed by turkey. His stab of me was less impressive as Turkeys of him so He pleaded for my help in trying to keep Turky penned up. We pushed back somewhat till it became apparent that EG were actually figuring out how to deal with france. So I stabbed my somewhat untrusted ally. Turkey and I finnally carved him up with sufficient time left to put the breaks on the EG and as progress was being made he stabbed me literally in the back. And worked himself into a three way draw which I managed to survive with a couple of centers left.

2 games and two survivals I was feeling pretty good (heck I had very little expectation of doing well) and learning alot about my dip game.

Then came the real eye opener. The third round.

I drew my best country England the one Ive played the most and know the best. I decided with my pitiful showings so fare I really had to go big or go home. But I needed to find a strong ally. So I spoke with France and Germany trying to play both sides against the middle to get my maximum builds. Its worked for me numerous times in the past. However this time I was just plain abused. I got no builds in 01 as the russian bounced me and the german supporting the french into the belgium. You can guess the rest.

However only the French decided to follow up as the Russian and Italian were doing quite well dispatching austria and turkey. Which meant that I lived much longer than I should have. In fact I would have lived even longer and actually could have possibly turned a corner with France because Germany was pissing him off with some random orders and odd builds, if I had not missorderd in spring of 03 which let him take Liverpool in Fall. However 04 had me make matters even worse for the french as I convoy the Russian army in Norway to York. and manage to hang on to London as my last dot for another year. That move and the latter move in the fall of 05 of supporting a russian fleet into the north sea changed the landscape of the game as Austria and I departed the game that same year.

This game played to conclusion at 4:am in the morning nearly 12 hours after it started with a Russian Solo. I watched the entire game play out just trying to learn how end game works. A number of 2 way votes were voted down and as finally Germany was eliminated and then france started to put on a valiant but ultimately futile defense. Italy (with a small turkish contingent) and Russia worked to maximize thier draw point while dancing around russia staving for a solo. As we all grew tired watching the game go on and on and moves taking longer to coordinate we Russia (the leader) finally decided to make a bid for the solo rather than the draw. Turkey had recovered to 4 units. Of course none were anywhere near each other. Almost as funny as the look on the French's face when the russians landed in Yor was when the Turks ended the year being supported into Belgium.

In the end Russia gained the solo on a coin flip decision of which unit to attack. France's once mighty power was reduced to having a fleet in clyde for the Dot in protugal that Italy just couldnt take when the solo came down.

The sunday round began at 8 am and I hadnt been to bed yet

While I was out of this game for most of it I learned the most from watching it. We rarely see the endgame in house games. I think it was important to see it. Of course at the time I was learning all this I had no way of knowing Id get one more chance to see it again in the final round.

My fourth round game saw me draw germany. The one country I dont know how to play hardly at all after the open.

I had played with everyone on the board except England so I tried to set up an alliance with him to get me at least into a draw of some kind. However it turned out that England needed a Solo to win the tourney and he played me and the rest of the board beautifully to that end. I think after he stabbed me and I was reduced to a static postion of Army Ber and Army Mun. I was finally removed because I think my advice to the other players mightt

have stopped him even as I was ordering as directed. Basicly England took advantage of some weak play by others and a very dotty Austria to get the others to throw the game to him in the end while they all stabbed austria at once to put him in last place . (the scoring system still gave you points for having dots on the board in a solo) They could not pull together to stop the inevitable I didnt expect them to. I had already helped eliminate the one player who might have been a threat to stop him. It was a much different game than the Russian Solo I had been at. I actually grew to lead the board for a very short time at 7.

What I took away from this game was an even greater appreciation of having a plan and executing the plan right from the very beginning.

All in all it was great fun and I hope to attend DipCon next year.

While I dont remember everyones names from every board. I had such a fantastic time. I loved it.

\*\*\*\*\*

**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 03:

Note: The orders in the last issue were for Year 1902, Not 1901, just for the record.

## SPRING 1903

Errata: Russian A War-Gal did not fail.

Cliffhome: Austria has indeed scored a pyrrhic victory. In smashing the wandering Italian army in Alb, she has allowed probable enemies into both Vie and Gre. The Russian army can be easily dislodged(perhaps strongman Germany) but that Turkish fleet will required (ahem) Italian assistance to dislodge – or is it the beginning of an unholy Austro-Turkish alliance? Meanwhile, in the west, little was accomplished other than shifting of forces. Russia now has another army available to defend Mosand the Naval muscle to theoretically send British F Ska packing. The French are hunkering down to defend their centers, but with Queen Debbie's fleets stretched to max, why are FGR hesitating to put an end to the Wicked Witch of the West?

### TROOP MOVEMENT

Russia retreats F Rum otb, England disbands A Lpl, Russia builds A War, Turkey builds A Con.

AUSTRIA: (Nichols) A Ser S A Bud, A Ukr-War, F Gre-Alb, A Bud S A Ser, A Tri S F Gre-Alb

ENGLAND: (Anderson) F Nth-Hol, F Ska S F Lon-Nth, F Lon-Nth

FRANCE: (Boyum) A Gas S A Pic-Par, A Pic H(u), F Mid-Bre, F Eng-Pic, F Spa(sc)-Mid

GERMANY: (Haffey) A Den S Rus F Nwy-Swe, A Bel-Pic, F Hol-Bel, A Mun-Bur, A Bur-Gas, F Hel-Nth

ITALY: (Copeland) A Tun-Apu, A Alb S Aus A Gre(otm, d), F Ion C A Tun-Apu, F Nap-Tyn

RUSSIA: (Fisher) A Fin-StP, A Gal-Vie, F StP(nc)-Nwy, F Nwy-Swe, A War-Mos

TURKEY: (Shacklett) A Rum S A Bul-Ser, A Sev-Mos, F Aeg-Gre, A Bul-Ser, F Smy-Aeg, A Con-



**Bul**

Orders underlined failed, amb=ambiguous, nso=no such order, otb=off the board, otm=ordered to move, r???=retreat somewhere

Due next are retreats and move sfor Fall 03 and press. Ms. Nar loves press.

**EMBASSY BEAT**

Italy to all – The Italilan army in Albania reported to the Pope that the grate counterfeit cheese scare did not originate in in Albania. Apparently there is nothing to eat at all in that benighted province, so if there were any counterfeit cheese, it would be consumed by the locals at once. We will continue to examine the problem.

\*\*\*\*\*

**The Adventures of Mar Gurth**

Mar and his pirtes are still lost in the Mysstic Fog The Bandits are still distracted by robbing the merchant trains on the hightway south of Seaside and the Mercs ran into a swamp they did not know was there and lost most of their horses. We will have to wait and see what happes to them next time.

\*\*\*\*\*

**More Later**

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