

# **WHO DO YOU TRUST?**

**Watch Your Back, Game Players Are About.**

**Publisher: Timothy R. Haffey, Sr.**

**Issue No. 7**

**May 1, 2005**

**May DIPLOMACY ZINE FOR DISCRIMINATING DIPLOMACY PLAYERS**

**Don't Forget The Brave Who Defeated Hitler This Month Sixty Years Ago.**



**This Issue Is In Memory Of Philip P. Reynolds Who  
Passed Away March 13, 2005**

**\$3.00 PER ISSUE**

**“WHO DO YOU TRUST?”** is a monthly Diplomacy zine dedicated to the game of Diplomacy<sup>R.\*</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](mailto:trhaffey@yahoo.com)

\* “DIPLOMACY” is a registered trademark for a game invented by Allen B Calhammer and owned by Avalon Hill c/o 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 opened . 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](mailto:trhaffey@yahoo.com).

### Comments, by Tim Haffey ([trhaffey@yahoo.com](mailto:trhaffey@yahoo.com))

Well, if you didn't know already, I went into the hospital on the 8<sup>th</sup> for a heart fibulation and was in there for a couple of days. They gave me something to slow my heart down and it clicked back into sync by itself. They changed my hypertension drug but other than that nothing but some test on the old heart.

**This issue is dedicated to the memory of Phil Reynolds who was the publisher of *ihskibibble* and worked on the Zine Register a few times. He passed away on at his home in Sarasota Florida on March 13, 2005 at the tender age of 39. God Bless Him. Our condolences to his wife and family.**

**Did you know that the letter “J” was the last letter added to the English Alphabet? A little tidbit contributed by Fred C. Davis, Jr. Thanks Fred.**

Gosh dern, I may have to start an obituary column. The below is from the current issue of Northern Flame. I met this gentlemen at Origins in LA one year long ago when he was giving a presentation, the subject of which slips my mind right now, but I remember that I enjoyed it. I remember him as a very pleasant man.

**“Further sad news for the boardgaming hobby. On March 8th Redmond Simonsen died in Texas of heart failure at the age of 62. He was cofounder of Simulations Publications Inc. with Jim Dunnigan**

in 1969, and editor of Moves magazine. He was perhaps best known as SPI's art director. His simple yet elegant graphics set a high standard which lent the most off the wall SPI design an air of familiarity. Though he stayed largely in the background he was a huge part of the very best days of our hobby. "

### 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 Lischeet (A new trade, welcome aboard Andy)

### Games

I have openings for

Regular Diplomacy, 1 signed up.  
Creation Diplomacy,  
Dollar Dot Diplomacy,  
Colonial Diplomacy,  
Youngstown Diplomacy,  
Nuclear Holocaust World War III, 1 signed up.

But, wait a minute, what is Creation 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. 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 XXXVIII Report**

There are two aspects of the Convention. There is the gaming part which I will get to in a moment and then there is the DipCon Society Meeting, amendments presented and how the voting went and the controversies that developed from all of that. If you are not plugged into one of the mailing list on which these things have been "discussed", you don't know what you have been missing. Sounds like the good old days.

#### **First the Games:**

##### **Round 1:**

##### **Board 1:**

F/I/R/T draw. Dan Schlick stopped at 17 SCs. Yann Clouet weaseled his way into the draw when Edi Birsan (Russia) and myself (Rick) could not get him eliminated quickly enough.

##### **Board 2:**

A/F/R draw. Chris Martin as Austria, Chris Mann as France, Buz Eddy as Russia. 12/11/11 split when David Norman (Germany) demanded that the others take his last dot. (Actually David said he did not demand they take him out but they include him in the draw or eliminated him. He wanted to be in the draw. Sound fair to me. They, according to David, actually drew lots to see who would take David's one dot.) It appears Martin won.

Standings 1. Chris Mann 2/3. Chris Martin/Buzz Eddy 4. Dan Schlick 5. Rick Desper 6. Edi Birsan 7. Yann Clouet 8.-14. Everybody else.

**Comment from Buz: Chris Martin has us set up for round one this morning at 9AM. We add one last minute cancellation, Hahn Cho friend of Edi's, and one add, a fellow from Italy that was at our dinner table, that had heard about it from another European as a tournament he attended.**

##### **Round 2**

**Board 1 - 3-way Rick Desper/Edi Birsan/Dan Schlick**

**Board 2 - 3-way Steve Cooley/Tom Pasko/Andrew Neumann**

**Standings**

- 1. Dan Schlick - 64**
- 2. Rick Desper - 62**
- 3. Edi Birsan - 60**
- 4. Chris Mann - 36/Andrew Neumann - 36/Tom Pasko - 36**
- 7. Buz Eddy -35**

8. Steve Cooley - 34
9. Yann Clouet - 24

Some players wanted to make sure they were able to escort their partners to the Captains formal dinner, so the third round started at 9PM was suspended with spring orders written but unread at 12:30 (1904) in one game (1905) in the other. Play to resume 9 AM.

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Third round split between Friday night and Sat morning with an 8 hour break.  
2 4-way draws

#### Winners

- 1 Edi Birsan/Buz Eddy/Dan Schlick/Andrew Neumann
- 2 Tom Pasko/Steve Cooley/Yann Clouet/Jamin Peterson

Jamin is about 14, watched round 1, played in round 2 and lost. Played Turkey to a part in the draw in round three.

Top board for round four per Rick Desper who won the Tournament.

Austria - Steve Cooley, 7 SCs  
England - Rick Desper, 7 SCs  
France - Yann Clout, 7 SCs  
Germany - Edi Birsan, 5 SCs  
Italy - Tom Pasko, eliminated  
Russia - Andrew Neumann, 6 Scs  
Turkey - Dan Schlick, 2 SCs

Final report presented by Chris Martin and David Norman

13th Andrea Cossutta & Dan Matthias, 0 points  
12th Jamin Peterson, 26 points  
11th David Norman, 35 points  
9th Len Tennant & Chris Mann, 36 points  
8th Buz Eddy, 59 points  
7th Tom Pasko, 62 points  
6th Yann Clouet, 66 points  
Chris Martin, 70 points, not included as TD  
4th Andrew Neumann & Steve Cooley, 77 points  
3rd Edi Birsan, 103 points  
2nd Dan Schlick, 105 points  
1st Rick Desper, winner of top table (79 points)

Outstanding play of: Austria : Steve Cooley  
England : Rick Desper  
France : Edi Birsan  
Germany : Yann Clouet  
Italy : Dan Schlick  
Russia : Tom Pasko  
Turkey : Jamin Peterson  
Favorite Player : Tom Pasko  
Best Diplomat : Yann Clouet

Best Tactician : Edi Birsan  
 Final DipCon Society meeting actions to follow.  
 Thanks all

### Dip Con 38

Hosts - Larry Peery, Steve Cooley, Chris Martin

Director - Chris Martin

NADF Positions and scores.

Place...Player.....-1-.....-2-.....-3-.....-4...Score..NADF(e)masterpoints

1.	Rick Desper.....	D1i.....	D1f.....	L2a.....	D1e.....	79.....	115.15( 8 ).....	123.68( 6 )
2.	Dan Schlick.....	D1f.....	D1r.....	D1i.....	D1t.....	105.....	13.11(114).....	24.15(67)
3.	Edi Birsan.....	D1r.....	D1t.....	D1f.....	D1g.....	103.....	135.47( 4 ).....	146.46( 3 )
4.	Andrew Neumann.L2t.....	D2f.....	D1a.....	D1r.....		77.....	64.52(20).....	73.00(17)
4.	Steve Cooley.....	L2i.....	D2t.....	D2g.....	D1a.....	77.....	15.48(87).....	24.10(68)
6.	Yann Clouet.....	D1t.....	L1g.....	D2i.....	D1f.....	66.....	20.74(76).....	28.45(57)
7.	Tom Pasko.....	L1g.....	D2r.....	D2f.....	L1g.....	62.....	50.16(29).....	56.96(25)
8.	Buz Eddy.....	D2r.....	L1e.....	D1g.....	L2a.....	59.....	42.08(35).....	48.90(31)
9.	Chris Mann.....	D2f.....	L1a.....	L1e.....	L2g.....	36.....	24.38(65).....	28.66(56)
9.	Len Tennant.....	L1e.....	L2a.....	L1r.....	D2t.....	36.....	34.74(42).....	39.02(38)
11.	David Norman.....	L2g.....	L2i.....	L2e.....	D2f.....	35.....	12.19(122).....	16.51(95)
12.	Jamin Peterson....	---	L1i.....	D2t.....	L2r.....	26.....	0.0 ( - ).....	3.28(329)
13.	Dan Mathias.....	L1e.....	L2g.....	L2r.....	L2i.....	0.....	11.19(130).....	12.16(123)
13.	Andrea Cossutta....	L1a.....	L2e.....	L1t.....	---	0.....	0.0( - ).....	.71(541)
	TD Chris Martin.....	D2a.....	---	---	D2e.....		77.63(15).....	84.82(14)

### DIPCON SOCIETY MEETING

At press time this was still a mystery to me. Maybe they will have it sorted out by next month. However, they did decided that PresCon was designated 2006 Dip Con. Vote was 5 yes, 3 no, 2 abstain.

### DIPLOMACY HOBBY AWARDS

I note that ONE thing that Buz did NOT mention (no doubt with some humility) is that the Diplomacy Hobby Awards were announced FIRST at the Awards ceremony. I was going to get plaques for Buz and Yann to Chris but the logistics didn't quite work out. Here is the entire report:

**THE 2004 DIPLOMACY HOBBY AWARDS** This is the 22nd year of the Diplomacy Hobby Awards and I'm pleased and proud to continue to chair the committee (and act as treasurer for producing plaques for the winners). The rest of the committee currently consists of: Fred Davis, Gary Behnen, Melinda Holley, Jamie Dreier, Paul Kenny, Mark Stretch, and Robert Lesco. The awards given have varied over the years but currently has these five awards, the first four are awarded by voting from the entire hobby and the last Lifetime Achievement Award is determined by the Hobby Awards Committee. There were 64 voters this year, who appeared to put a great deal of effort into researching and making considered votes. All 32 nominees across the four awards are to be saluted for their efforts on behalf of the hobby. See the entire ballot at:

<http://devel.diplom.org/DipPouch/Postal/Zines/TAP/2004HobbyAwardsBallot.pdf> Now to

the winners:

The Don Miller Memorial Award for Meritorious Service to the Hobby for 2004 goes to Christian Shelton for developing and running the Dip BOUNCED game playing site.

The Rod Walker Award for Literary Achievement in the Hobby for 2004 goes to Manus Hand for his latest Sherlock Holmes article, "Solution to the Curious Case of the False Start", which appeared in the 2004 Spring Movement issue of The Diplomatic Pouch.

The John Koning Memorial Award for the Best Player in the Diplomacy Hobby for 2004 goes to Yann Clouet, who won the 2004 World DipCon in Birmingham, UK.

The Fred Hyatt Memorial Award for the Best Gamemaster in the Diplomacy Hobby for 2004 goes to Cal White, who has done a lot of the GM work on Dip BOUNCED this year and also is well known as a Postal GM.

The Kathy Byrne Caruso Memorial Award for Lifetime Achievement in the Diplomacy Hobby is awarded irregularly by the committee in honor of Kathy Byrne Caruso, who perhaps was the greatest player in the hobby in the 1980's, who also happened to be a woman. It is named after her since she lost her battle with Cancer and was lost to the hobby forever a few years ago. Our continuing condolences go to John Caruso and their families who have to live without Kathy's powerful personality on a daily basis. The Committee did not award this last year and this year decided to give two awards. The first Kathy Byrne Caruso Memorial Award for Lifetime Achievement in the Diplomacy Hobby is the first one we've given posthumously, to Don Turnbull. Don was editor of the first postal Diplomacy szine in the UK, Albion, back in 1969 and thus started the British postal hobby. He remained active through the 1980's and passed away recently. We will be giving his award to his widow. The Kathy Byrne Caruso Memorial Award for Lifetime Achievement in the Diplomacy Hobby this year also goes to Buz Eddy. Buz has served the hobby well in a variety of capacities and is presently retiring from his major duties and beginning to pass off the hobby organization he formed to others. Buz primarily is receiving this award for his work on the North American Diplomacy Federation (NADF) organization and web site, but also for all his contributions to the Diplomacy Hobby over the years. He is now in the process of retiring from the NADF and passing off duties to David Maletsky and Doug Scott. My thanks to all the winners AND all of the nominees, who were really tremendous this year and made the choices really, really tough for all the voters and the committee. *(Editor's Note: I was nominated for two awards but did not win, but I feel pretty good for just be nominated. Thanks for that)*

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#### DipCon Society for North America

Now the DipCon society for North America has its own website. Some of it is still under construction but will be up and running soon. The website address is [Http://dipconsocietyna.org](http://dipconsocietyna.org). If that does not work, try [timothyrhaffey.com/dip3.htm](http://timothyrhaffey.com/dip3.htm) instead. We will use this site to discuss matters related to the Charter and Dip Con Locations, etc. It will have a chat room where meetings can be arranged for anyone interested, a Bulletin Board for discussions, and a listing of DipCon results for every ones information. Edi Birsan has provided a history of the DipCons that I think everyone will find interesting.

# THE ARTICIOUS ARCHIVES

*Official Publication of the North American Diplomacy Zines Archive*

*Issue #5*

The Purpose of this sub-zine is to report progress and findings on the archive and what I am finding and what is available as we go along. It is published within "WHO DO YOU TRUST?" as a subzine by Timothy R. Haffey, Sr.

I changed the name of the archive to make it more relevant. Changing it from North American Diplomacy Hobby Archive to North American Diplomacy Zines Archive. After all, it is zines that are in the archive. So, then, the initials would be NADZA. I like that better anyway.

I am in the process of cataloging and organizing all of the zines I received from Larry but I have to tell you this is getting crazy. Some of it is organized and some of it isn't. So, this is going to be a long drawn out effort. If anyone has a particular zine they are interested in knowing something about, let me know and I will research it and include it in an issue of The Articus Archives.

I intend to create a database for the zines themselves, a database for articles and a database for games played in these zines. It is interesting to note that not all the zines, particularly the early ones, used Boardman numbers. Some zines just have one game in them. In other words a special zine was created and published for just that one game. Such as "MONGO".

There are plenty of other things to research and write about such as fake zines, feuds, controversies, fights over conventions, organizations, hobby services, and just famous players in the hobby, good and bad.

And, once again, I will ask anyone who has a stash of old Dip zines who does not want them anymore, consider donating them to the Archive before throwing them away. Send me a general list of what you have and I will tell you if I need them or not. I will pay for all shipping cost. Talk to me, we will work it out. My telephone number is (510) 536-3513 or email me at [trhaffey@yahoo.com](mailto:trhaffey@yahoo.com). Or, mail be a letter to Tim Haffey, 810 53<sup>rd</sup> Ave., Oakland, CA. 94601.

As I read articles in the various Dip Zines in the Archives I find that many of them are just as relevant today as they were when they were written. Here is an article from "The Voice Of Doom", issue 66, October 5, 1982. While it concerns FTF and Postal Diplomacy, the postal parts can be applied to email games as well.

## The Subtle Arts of Winning Diplomacy

by John Pack

Have you, perhaps, ever noticed that Diplomacy wins are not always played completely over the table? Have you noticed that little things go a long way in the winning of a Diplomacy game? Perhaps you have, or worse (for you), perhaps you have not. In face-to-face Diplomacy groups, it is common (in my experience) that the Gamesmaster is also the only one in the group who owns a copy of the game. While this will not always be true, it will certainly be true when the game is being introduced. The Gamesmaster/Organizer will always be acting as host for most of the initial games (if not for all of the others as well).



Now, have you perhaps ever noticed that face-to-face Diplomacy groups often have an established champion (after a while of course) who is dominant in wins/draws/whatever; though not winning or participating in the draw every time? Have you then also noticed that this champion generally is also the one who owns the game, who acts as Gamesmaster, and/or hosts the game? Why might this be the case? In postal Diplomacy, however, each player also owns a copy of the game (or most of them do anyway) and the host/Gamesmaster is not playing in the game (and thus cannot affect the game except in the manner BRUX demonstrates so well). It is very difficult to pick out a champion in Postal Diplomacy (no kidding, right?), though it is still quite clear that there are some players who do better than others. Why might this be so?

I would contend that the art of winning a Postal Dip game can be easily expressed in one word, writing. The player who writes consistently will virtually always do well, regardless of the exact content of the letters (given a slight amount of rationality). Everyone likes an ally who will write to them, and write to them, and... It is easier to trust someone when you have a letter in hand than it is to trust silence.

There are some other fine points which will determine who is an excellent player and who is merely just very good. These include a knowledge of tactics, a complete knowledge of the House rules (for example, a player in VD who knows all the HRs (Hahaha) will no doubt be better prepared in a few obscure situations than one who does not), a good vocabulary, good writing skills (i.e. one obtains enjoyment from reading such a letter, not merely just information about the game), a friendly attitude (this can, at times, be conveyed just by writing more than normal, but would include letting someone know about yourself, being interested in them, etc.), neat stationary, nice handwriting (although these last two usually have very little effect), and timeliness (i.e. getting to the other guy first, gaining initiative in the negotiations, etc.).

I would contend that the art of winning a face-to-face game is based on a greater number of minor factors. In postal play, you must write, while in FTF play, it is rather difficult to avoid talking (which would be equivalent to not writing). Since this is so, the factors which are small in postal Diplomacy take on bigger meaning. Who forgot to brush their teeth or take a bath could be vitally significant to the outcome (though not likely), while in postal Diplomacy these factors cannot be considered. Who owns the game board (and thus taught most everyone else the rules), who is providing the refreshments, and who is your personal friend can all have a very great impact on the game, intentionally or otherwise. Whoever owns the game board will be in all of the games played, while the other players will no doubt be subject to a little (and probably a lot of) shuffling around (since it is doubtful that everyone can make it to all of the games played). This gives the owner more experience, and initially, a small amount of experience can count for a lot. Since the owner will have taught the others how to play, it follows that he will know more than they do at the time, though this may later change.

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Timothy R. Haffey, Sr.  
810 53<sup>rd</sup> Ave  
Oakland, CA. 94601  
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TRADE ISSUE