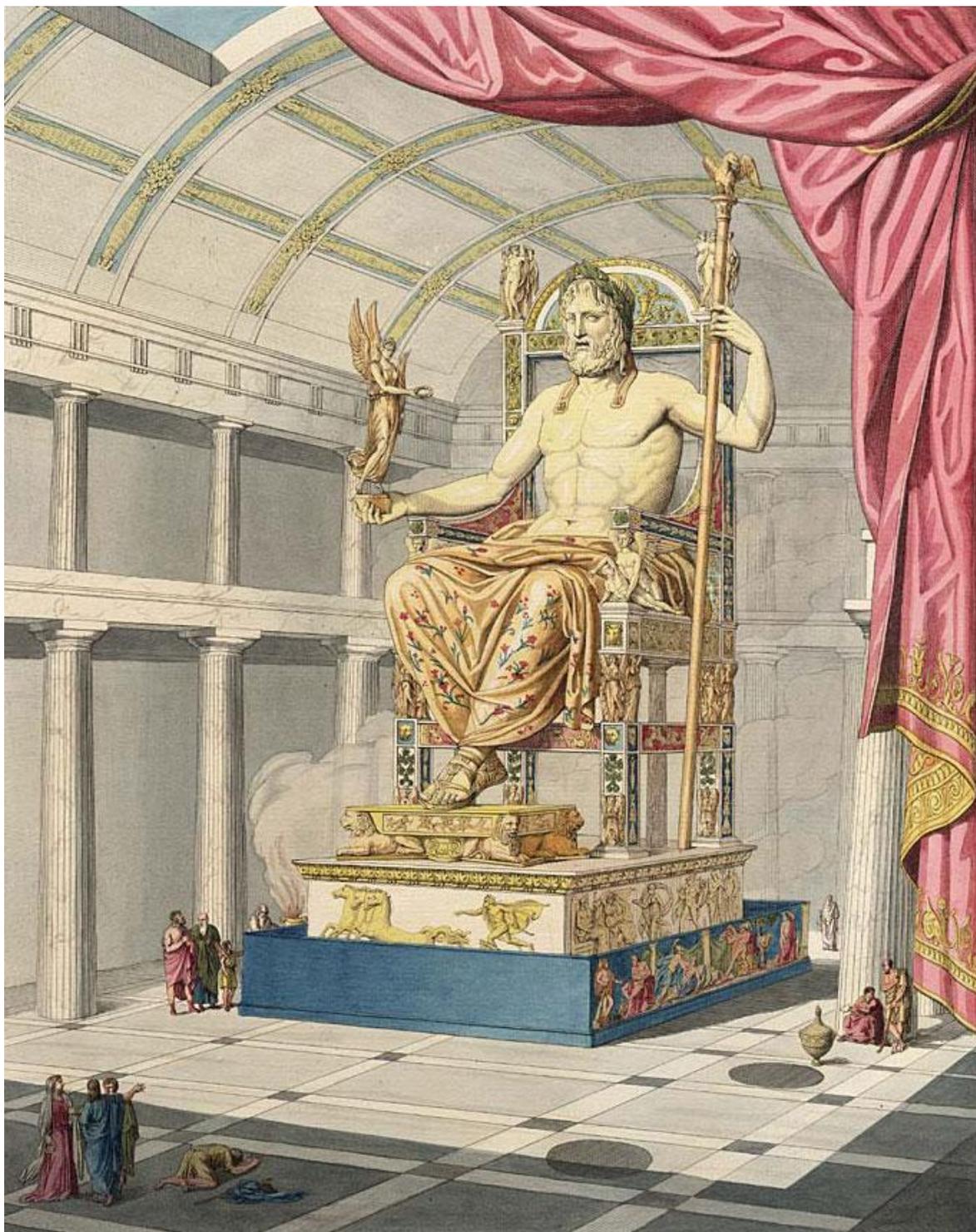


God Save The Zine



Issue 31 (November 2025)

Deadline - Friday 12th December 2025

A Diplomacy zine from Stephen Agar (stephen@godsavethezine.com)
<mailto:godsavethezine@gmail.com>

Contents

Editorial	Page 2
Letters	Page 4
UK Diplomacy Sets	Page 10
Colonial vs. End of Era	Page 15
Zeus V	Page 16
Enhanced Diplomacy	Page 18
Best Defensive Position	Page 19
Golden Years	Page 20
It's No Game	Page 21
Kooks	Page 22
Lazarus	Page 23
Moonage Daydream	Page 24
No Plan	Page 25
Jean Genie	Page 25
ManEater	Page 27
Sopwith	Page 30
Intimate Diplomacy	Page 31
Bingo	Page 32

Editorial

This has been a very difficult issue to produce. My PC has been less and less reliable recently, often refusing to boot up, with lots of error messages which essentially meant it couldn't detect any disk drives. And this was happening more and more often. It got to the stage where the only way I could get it to start was to boot from a Windows recover USB drive.

My mistake was to treat myself to a new PC for my birthday (65 now 🙄). I completely underestimated (a) how much work it is to move things to a new PC and (b) how much scope there is for things to go wrong.

I won't dwell on how long it takes to move data, how long it takes to get email up and running, the perils of moving a hard disk from one PC to another, only to end up with two different installations of One Drive which screwed everything up completely. Not to mention losing all sort of customisations of software which I had worked out over years. Anyway, it took 2 full days!

So I was already behind when I came to do this issue, only to discover that I couldn't get my Diplomacy Game Manager software to run on the new PC, despite the fact that both machines are running Windows 11. Bloody frustrating. Half a day spent trying to sort that one out and I still don't have a solution. I had to resort to

using the old PC to adjudicate and then moving everything over. It took ages.

I hope my life is sufficiently short that I never have to buy a new PC ever again.

A couple of people have pointed out to me that the map for the Star Trk variant in the last issue didn't seem to fit the rules. In my defence it wasn't really my fault, but I have managed to source the correct map. If you would like to have the correct rules, please download a replacement copy of issue 30 which has been corrected. You can find it [HERE](#).

Back to Diplomacy. I recently upset one player by making two GMing errors in the space of 3 seasons in the same game. This has made me reflect on why mistakes happen and what I can do about it.

In the old days, mistakes were not uncommon in zines as each game was hand-adjudicated, often in the GM's head (if you were running 15 or so postal games who could be bothered to lay out the board for each one). That basically doesn't happen these days as programs exist to do the adjudication for you. I still use Diplomacy Games Manager, written by my friend (and Best Man) Stewart Cross. Although Stewart wrote the program for me in the early 90's, he has updated for me to run on 64-bit PCs. So, mistakes basically don't happen when it comes to the rules of the game. However, garbage in, garbage out...

The mistakes that I make usually fall into two categories. First, it's email. I get a lot of email and I have multiple email addresses for different purposes. I have two email addresses for companies I do some work for. I have a personal email address. I have a zine email address. I have a diplomacy correspondence address. And I have a household email address. And I have alligator.harris@gmail.com (don't ask).

Sometimes emails end up in the wrong mailbox, particularly if a player replies to an email from me on an occasion when I've used the wrong email address when writing to them or sometimes, they already had a different email address for me from a time before the zine. If an email ends up in the wrong mailbox, I may not notice it when I am adjudicating a game.

However, if I don't seem to have any orders from a player, I always search all mailboxes just in case. Unfortunately, this falls down if the misfiled email is actually changing a set of orders, as I will have orders already on file which means I won't be prompted to search my entire PC for additional sets of orders. That means I

can end up using the wrong set of orders. This has happened more than once.

Another issue is when I just don't receive an email at all that a player has clearly sent (because they later send me a copy). I don't know what the failure rate for emails is, though sometimes the player thinks they have sent me an email when in fact they haven't (or it hasn't actually left their computer). A quick query on Chat-GPT suggests roughly 17% of emails don't reach the recipient's inbox, with about 10.5% going to spam and 6.4% going missing entirely. If true, that could mean 2-3 emails sent to me each month don't arrive! Factors like insufficient email authentication, large images, and recipient mail server issues can cause delivery failures, with problems such as spam filters and full mailboxes contributing to the issue.

If more than 6% of emails do indeed disappear, then it is inevitable that every issue some orders won't get through. 6% sounds like a lot, but who am I to argue with Chat-GPT? The fact that I often have issues with the same players, suggests it could be an issue with their ISP's servers or their email setup. Odd things do happen. This issue one player sent me two emails on the same day giving me orders for two separate games. In theory that is great, as I can store them in different folders. However, for some reason only one email downloaded from the server into my email client, while the other remained sitting on a gmail server and never turned up. So I thought I had a NMR. It was a while before I thought to check gmail online and found it.

Not receiving orders at all isn't so much of a problem as before I adjudicate, I always send an email to a player when I have no orders and give them a chance to submit some. This flushes out any email non-delivery issues, though it may make me look stupid. However, if the missing email is a change of orders, I won't chase the player (as I have orders on file) and I will end up using the first set of orders. When this happens, the player will undoubtedly get pissed off, but all I can do is readjudicate, if the player can prove that he did indeed send a change of orders.

Another GMing error comes from my failure to update something correctly. The most common one is forgetting to update the season at the top of the game report (as I tend to use the previous issue of the zine as a template for the next), though fortunately this isn't fatal - though it could encourage a player not to send builds when they should. Also, occasionally I need to

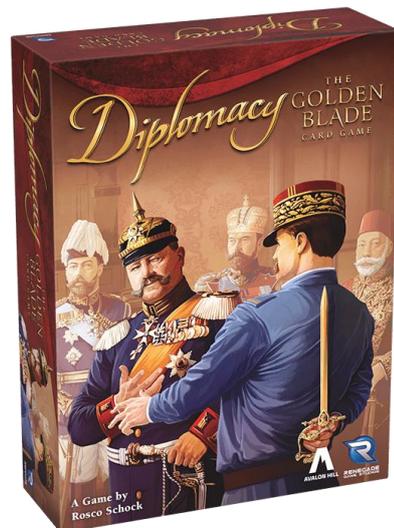
change a game report after adjudication (e.g. I forgot to include a retreat / build or something like that), but then I forget to update the map., so the report and the map don't coincide. That is why the House Rules state the adjudication always trumps the map.

And of course, when it comes to complicated variants (such as Black Hole), sometimes I just balls it up because it is difficult.

So, how can I try to reduce the likelihood of mistakes? I think the best way is to provide a separate email address for orders and set that mailbox up to generate a confirmation receipt email. I can then guarantee that any orders sent to that mailbox will be used. If players send orders to a different email address of mine, they will probably be OK, but no absolute guarantees.

So, in future please send all orders to:

orders@godsavethezine.com



And now we have Diplomacy, the card game. Well, I certainly didn't see that one coming. A game for 2-7 players and from what I've heard does try to capture the negotiation feel and simultaneously play of the real game. If you are interested the rules are available [HERE](#).

I will certainly pre-order a copy - could be something to do at a Diplomacy Tournament when you didn't get a game or have been knocked out. And hopefully it will introduce more people to the regular game as well.

There's more about it at [Boardgame Geek](#).

Letters

Susan Flowers

I'm writing with the sad news that one of your subscribers, my husband Ken Flowers, died a few weeks ago. He'd always enjoyed Diplomacy, but I'm afraid I have to ask you to take his name and email off your mailing list, With all good wishes, Susan Flowers

SA: Really sad news. Ken has been an active Diplomacy player for as long as I can remember. He will be missed by all who knew him and played with.

Jeremy Tullett

First up, it is a common misbelief that it was illegal to be gay, and Toby repeats this misbelief.

What was illegal was 'acts of gross indecency', and then generally only if caught *in flagrante* in a public place. Call me pedantic if you will, but this is what Alan Turing was convicted of, and (quote) "[the term "Alan Turing law" is used informally to refer to a 2017 law in the UK that retroactively pardoned men cautioned or convicted under historical legislation that outlawed homosexual acts](#)".

Of course, it was never, in any sense, illegal to be a lesbian, although I believe that it is a myth that Queen Victoria refused to believe it was even possible. It is just that 'gross indecency' (buggery) obviously is not a lesbian thing. It isn't/wasn't illegal between a man and a woman either.



SA: I think there are several myths about Queen Victoria. Here is a picture of her smiling, most decidedly amused. And yes, I am sure you are correct that the idea of her getting involved in the drafting of legislation is ridiculous.

It was good to see you at the NDC. I am still trying to decide whether or not I enjoyed it,

which is partly why I continue to dither about EDC. I am going to look at travelling and accommodation to see whether that encourages or discourages me. When I went to EDC in the Hague, we had to share bunk beds in dormitory accommodation. It turned out that it would have been cheaper (and much pleasanter) to stay at the Marriott just around the corner. Food wasn't great either, but James Hardy, Dave Simpson and I managed to find a Chinese restaurant to get a decent meal during the round that the three of us had chosen not to play in.

SA: I have never been convinced that I like playing Diplomacy. But it is an experience.

The event was just around the corner from the segregated red-light district too, which was sordid. The street stank of urine, and the girls displaying themselves in the shop windows could not have looked more bored. You'd have to be very strange or just plain desperate to get your kicks there.

SA: I don't know about the Hague, but in Amsterdam the red-light area seems more like a tourist destination to me. I bet some of the brothels even sell merchandise such as branded condoms...

The debate about divvying up meals for large groups is endless of course. I am no statistician, but I think that in a way the "regression to the mean" effect sort of applies. That is, the larger group, the more likely it is that the *average* meal price will not be very far off the cost of any individual meal. Real outliers may get a cheaper or more expensive meal than they expected, but the difference is divided by everyone in the room, so most individuals don't end up paying a lot more than they may feel that they ought to, assuming that no individual goes crazy. I suspect that the NDC meal would have worked out OK that way. No-one seemed to drink excessively, and mostly the food items were all about the same price.

Nice as it was to get the "Best Australian" award, Bradley's stated reason (that I built F(Sev) and then attacked Austria) is I think not true, or it wasn't me that did it, so perhaps it should have gone to another player and Darcy misidentified them?

SA: I assumed the "best Australian" award was for the player who did the most bizarre thing - though why that should be a particularly Australian trait I am not so sure. I think you should still put it on your trophy shelf along with the NDC Winners trophy from 2002 (when I seem to remember you were the Tournament Director 😊).

I did look at the Gameday Live reports of the event and was decidedly irritated by the self-appointed experts commenting on games at which they were (clearly) not present and who were therefore not really in a position to make informed remarks about ... well anything really.

I confess that this is largely driven by the comments on my 1901 builds of A(Vie), A(Bud) and F(Tri), which were essentially: we don't know this guy, he's probably a beginner, he should go and read up on Austrian strategy and tactics before he plays another game.

Now, as you and your readers know, I may not be the greatest player this country has known, but I like to think I know what I am doing, and in this case I believe that Turkey and I had agreed to take down Italy swiftly, and not only did the fleet build make sense at that point, it arguably worked as Italy never got beyond 4 centres all game, and would have been eliminated if France had taken more interest.

I wave two fingers in the general direction of North America.

Chris Tringham

Interesting comments by Pete Sullivan about your "feud". Is Andy Bate a subscriber? Will we hear his side of the story? I have no recollection of what happened, and you don't seem to have uploaded Pigmy to your site. It's an obvious problem that the hobby has always relied on volunteers, some of whom turn out to be unreliable or unsuitable in some other way, and how to deal with that.

SA: Pigmy is uploaded, I am far too vain not to upload all my own zines - however, the link appears to be missing - that is corrected now. [Here it is.](#)

I took over as NGC Membership Secretary after (as I recall) complaining about what was being sent out in response to enquiries that came from the flyer in the Diplomacy box - though John Piggott was possibly more influential with his comments. In that case I really thought that the material would put people off, though arguably it was better than nothing. Fortunately, the incumbent was happy to hand the job over, though may have complained about some of the criticism.

I'm currently involved in taking over something that was being done by someone who wasn't really doing a great job, which has its challenges because it seems most people don't seem to know what he was doing, and it's not appropriate to tell them about the problems. It's

clearly in my nature to complain and then volunteer to take over!

Toby might be right about Richard Sharp and Diplomacy. The book was commissioned by Simon Dally, who was at Weidenfeld & Nicolson, and he chose Richard because he was a very good writer (he and John Piggott had previously written the **St Michael Book of Games** for Simon). It was certainly not about finding the best Diplomacy player and getting them to write a book on the subject (incidentally I notice that in May 1989, Richard was not in the all-time top 50 players, so I don't think he had any illusions about his status).

Just googled Simon Dally and found [this](#) - after someone commits suicide it is very painful for family and friends who will blame themselves for not preventing it, but I think the coroner was absolutely correct to say that there's very little anyone could have done. I didn't know Simon, though I think I did play in a Diplomacy game with him, maybe.

*SA: What a sad story. I remember seeing Simon's name quite a lot in **Dolchstoß**. I suspect he knew that a book on Diplomacy was never going to make any money, but he seemed passionate about it. Looking back, it was rather an odd thing to publish. Striking that he decided to go home to his family to kill himself.*



*Simon was given editorship of their books list covering sports, games and leisure after only 18 months there. Hence to book on Diplomacy. He then moved from Weidenfeld & Nicolson to Harrap, where he was in charge of their general books list. Later, he went to Century to edit computer books. This is the only picture of Simon I can find, it was in an article about the early multi-player computer game MUD, the brainchild of Richard Bartle (editor of the Diplomacy zine **Sauce of the Nile**). Perhaps, the MUD project deserves an article in its own right?*

I am very impressed if the restaurant staff managed to collect the right amount from each of the 30 diners at your meal in Warrington. Can I assume you managed to steer clear of obvious pitfalls such as extra shared side dishes?

I'm still rather puzzled by the fact that even a simple request to split the bill equally often seems to require the staff member to do mental maths (or use a calculator). But maybe there are now smarter devices - I think last time we had lunch together they managed to work it out to the penny (and scandalously, I paid 2p more because I was the last one to swipe my card).

SA: *Hahaha. I hope you were impressed that I did not order any alcohol. Remind me always to pay first.*

No, I haven't tried that cheese-based product. I have a fridge full of actual cheese so why would I buy something with added emulsifiers, thickeners and preservatives? Especially as I don't feel the need to put cheese on crackers or bread. Though, many years ago (back in the days before I checked the ingredients) I used to enjoy Primula cheese, which is somewhat similar.

I torture myself by walking round supermarkets checking whether anything that I want to buy is (1) good value, (2) "healthy / natural", and (3) tasty. And if possible, free range. On a good day, I find something that meets two of the criteria quite solidly. Or I get frustrated and pick up something that is reduced for quick sale without checking - and regret it when what I thought was plain poached salmon turned out to be marinated in honey (and sugar).

I'm rather dubious about the concept of Ultra-Processed Food since it seems so hard to define, and we end up with quite healthy products defined as UPF (including wholegrain cereals and baked beans, which are high in fibre). Anyway, if you eat enough fruit and veg, some "junk food" is probably fine.

SA: *I argue with Rebecca about ultra-processed food. I think what is in it is what matters not how it is processed. For example, cream and honey are minimally processed foods, so we should eat as much as we want.*

Less conventionally, I believe that full-fat dairy is healthy and low-fat versions are often not so good (partially because they often have sugar or salt added to make up for the lack of taste). Which is another reason why I would eat a piece of cheddar rather than something spreadable, and why I tend to ignore labels telling me that food is healthy.

Plus, there's the nonsense of supermarket "sourdough" bread. It turns out that there's no legal definition of sourdough, and many supermarkets sell "fake" sourdough but I don't think there's any way to tell from the labelling.

I do believe that supermarkets and food manufacturers ought to be more responsible and not stuff food full of additives, but equally I know that most customers want cheap food.

Ian Watters says that he could eat a lot of sweets and not feel hungry for a few days. I've never had that - even if I eat too much (normally at a hotel buffet) it doesn't stop me eating my next meal.

Of course, I remember Cresta, though I don't think I liked it.



Colin Bruce

Ah, Cresta.

Yes, I remember that.

A classic example of what relentless advertising can achieve even when your product is awful.

Loved the adverts, but the drink itself was pretty terrible, with a very strange 'mouth feel', as I recall.

I can't believe you actually enjoyed drinking the stuff!

Eddy Richards

I also remember "It's Frothy, Man" as an advert for Cresta. I think we may even have bought it on occasion, possibly in response to the ad. The only other as I can remember that influenced my dad to buy something was Hansa lager, wo's sting was "You have ze thirst, we haf ze Hansa". Which he thought was sufficiently amusing to risk trying it. I have no idea whether Hansa lager was palatable or not as I was definitely too young to try it. Cresta was, IIRC, very sweet, but also frothy, so some truth in advertising anyway!

SA: *I loved Cresta! Yum!*

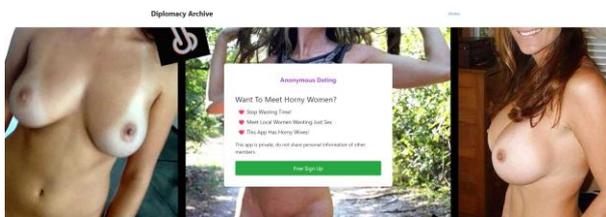


James Hardy

I remember Cresta and the adverts, though was never really a fan of the product. The adverts I remember that nobody else seems to (and I was definitely a fan of this product!) are the Topic adverts – two in particular. One was where some small furry animal (hamster?) called Toby (LOL!) was eating a Topic to slowly reveal the *Hazelnut in Every Bite* message, the comment at the end being “funny how you always remember right at the very end”.

The other featured a song about “What has a hazelnut in every bite? TOPIC!” (except of course I’d always substitute “squirrel shit” for Topic). I’ve just googled them and they’re there on YouTube, so I didn’t imagine them! And it sounds like Bill Oddie did the voice for Toby. Ah happy days. Can’t get Topics any longer, discontinued in 2021. Barsts.

Not for EU – I suppose ultimately it is to do with border crossings, but I still think there’s an element of product quality too ie it’s an inferior version so don’t let it into the EU as it’s not meeting EU regs. I need to get my hands on a tube of Primula with it *not* on – another reason I should go to Leiden! Apologies if I made Mr Tringham’s stomach turn with my preferred choice of cheesy comestibles.



Peter McNamara

I have noticed that diplomacy-archive has been taken over by people with bad intentions. Do you have a copy of that material elsewhere on one of your sites?

SA: Oh dear. I foolishly surrendered the domain “diplomacy-archive.com” in the belief that I really didn’t have any use for it once I had amalgamated all my Diplomacy websites

into www.diplomacyzines.co.uk. Little did I know that someone somewhere would seek to cash in on the popularity of one of the greatest boardgames of all time in order to sell sex. How wrong I was! If you don’t believe me – take a look...

Alex Richardson

"Today's terrorists are tomorrow's freedom fighters"? Indeed, and the other way about, often within the same lifetime. I knew the game was up for Yasser Arafat at the end when the Palestinian National Authority began to be described here in the West as a "regime" (third rung on the Ladder of Shame behind "rogue state" and then "global pariah").

From my own recent reading on the Suffragettes, I get the sense that the WSPU's history is a "game of two [unequal] halves". Mostly legitimate protest up until 1912, when the 'other' Emmeline, Mrs Pethick Lawrence, was expelled and the party lost her moderating influence, then a few years in which wild cards and youngsters ran riot until the cessation of WSPU activity in 1914.

We cannot absolve the leadership entirely of the charge of terrorism -- Christabel Pankhurst in particular was taking a harder and harder line following the failure of the Conciliation Bill in 1910 -- but it does seem to me that they were sometimes at the mercy of whichever mad idea certain members of the party had next. Refuse to endorse the hunger striking, property damage, letter-bombing, etc., and it would have become obvious that the Pankhursts were not in control of the WSPU. This, I suspect, would have hurt them more than any failure to win the vote for women.

Emily Davison's story is really very sad, as she tried to get the attention of a group of people who viewed her with suspicion and didn't want to know her when she was alive. Though they were quite happy to use her as a martyr for the cause after her death, of course.

I agree with you about accountability and would suggest that her unwillingness to face any consequences is one of the things which made Christabel Pankhurst a 'bad' leader -- she fled to Paris rather than risk being imprisoned.

Now god knows I wouldn't like to be shut up in a cell, have to go on hunger strike and be forcibly fed with a rubber tube (or, worse still, an inexpertly-applied enema syringe); but then I would not have been loudly pushing hundreds of impressionable younger people into doing just that for my cause.

Chris Tringham

Pete Swanson is right that "terrorists" can also be "freedom fighters" depending upon one's point of view, and one aspect of history that can be hard to accept is that a lot has been achieved by violence, and former "terrorists" often end up in positions of power, with mixed results. Yes, Mandela became a great leader, but Mugabe did not, Gerry Adams seems to have been sincere about achieving a peaceful resolution to "the Troubles" though understandably a lot of people can't forgive him for what the IRA did. Do you think that Northern Ireland under Protestant rule comes anywhere close to apartheid South Africa?

SA: Well, going back to the 60s and 70s, I'd rather be a Catholic in Northern Ireland than Black in South Africa. But neither regime was acceptable.

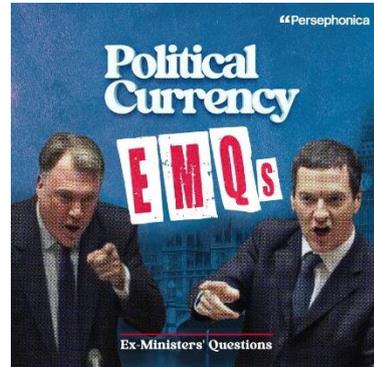
I recently listened to a podcast about the Suffragettes from [Origin Story](#) (Ian Dunt and Dorian Lynskey) which does explore some of the issues you mention (though the Wikipedia article you referenced also does the job). Looking back, it's astonishing what resistance there was to giving women the vote, but it is still a bit shocking to realize the level of violence when mostly what we know about this was that Emily Davison threw herself under the King's Horse at the Epsom Derby.

SA: I guess that is the point I was trying to make. The narrative has been controlled so well that most people would never equate Suffragettes with terrorism, but some of them were undoubtedly and by their own admission, terrorists.

The people who stormed the Capitol building may have genuinely believed that this was a just cause, but clearly it wasn't. Probably some of them were persuaded by misinformation, but is that a good enough excuse?

There's a better argument for Just Stop Oil, but the puzzling part for me is that this argument is largely won and these protests were counter-productive - because of the huge disruption they caused with the M25 (for the reasons you stated), and the madness of them climbing on top of a tube train causing services to be suspended. I read recently that they were claiming that their campaign had forced Ed Milliband to block new oil and gas exploration in the North Sea, but unfortunately, I fear that groups like this suffer mass delusion, including believing that what they do is justified and that it will achieve something significant.

I find "climate change" a difficult issue, because it's hard to ignore the effects, and yet on the other hand we have already done much more than I had expected to move away from fossil fuels in the UK (and many other countries), and what China has done is astonishing. Is it enough? Probably not. Can we individually make any difference, also probably not.



Peter Swanson

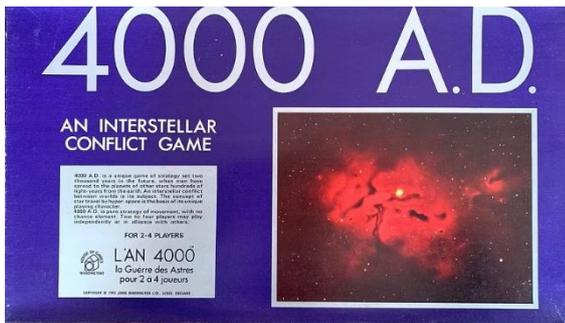
Political Currency with Ed Balls and George Osborne is my favourite podcast on politics, having long overtaken *The Rest is Politics* (although I reserve a place for *The Rest is Politics US* with The Mootch for Trump stuff). [In this episode](#), near the beginning, Osborne tells of playing Diplomacy with Michael Gove, and having formed an unbreakable alliance with him, Gove went on to stab him and take all his home centres. I assume this was a pre-Brexit vote game!

SA: A sure sign of things that were to come!

Ian Watters

The Edinburgh Fringe was great! Best three weeks and two days I can remember. There was so much variety between the shows, and deliberately attempting to see as many different shows as possible meant I saw some excellent stuff I wouldn't normally have considered. There were about three times when I thought "that was the weirdest show I'll see this year", only for another show to go "hold my gorilla..."

The 4000AD rules are thematic, certainly. But "that force could be anywhere x spaces away from its starting point" did not, in my experience, make for a good game. Similarly, the luck-free less combat - it was something like 'the weaker side loses everything, the stronger side loses the same number of pieces' wasn't it? - can make for some short games that could have been avoided by using dice and giving the defender a first roll advantage, say.



It would be interesting to know the sales figures and how many copies actually got played.

SA: Yes, Risk-like combat rules may have been better. My usual problem was to leave my units in Hyperspace for too long and then running out of spaces to land on and thus losing the lot.

Historical sales figures for boardgames are unknown unless a publisher mentioned them somewhere. I don't know about 4000AD, but I do know that if you search newspaper.com for references to the boardgame Diplomacy in UK newspapers, most of the mentions are from the classified columns where people were either selling "unplayed" games or "unwanted presents". I am sure that will be true of 4000AD as well!

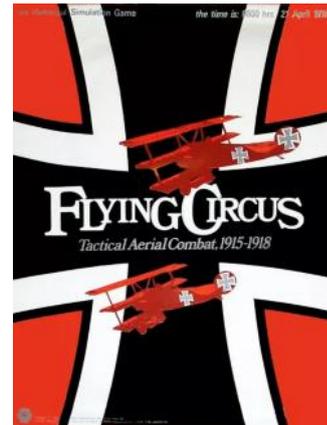
In the Diplomacy correspondence between Walker and Calhmer that you published last issue, the "Dave Lebling" mentioned as wanting to write a computerised GM is presumably *the* Dave Lebling, co-author of Zork and assorted other classic Infocom text adventure games?

SA: I am sure it is. Dave Lebling was also connected to Richard Bartle and the MUD project I mentioned earlier in the letter column.

Eddy Richards

Interesting how the Dip rules developed, as edge cases become apparent. Rather like many modern boardgames where there are interpretations and decisions about obscure interactions that simply didn't come up in playtesting, so that the first edition of a game sometimes feels like a Beta test!

SA: It took 13 years before the rules of Diplomacy were more or less settled. I recently came across a newspaper article from the early 70s which basically consisted of the journalist saying he played a game of Diplomacy with work colleagues which ended up in a row as to what the rules meant. I'll see if I can find it for next time.



Martin Davis

Looking at your determination to cover aerial warfare in **GStZ**, I thought I'd pass on this link to the rules of [Flying Circus](#). I've been keen on the subject since I was a child.

(The first film I took my serious girlfriend to see was "**The Blue Max**"! She still married me, despite me having my feet on the wooden bar connecting all the seats in front, and, at the scene where 5 SE5A's are bouncing the hero's Fokker Triplane, kicking my imaginary rudder so hard that the row in front turned round to see what the problem was! If you don't know the scene, it's a great film!)

Anyway, the first board game simulation I purchased was SPI's **Flying Circus** in 1972. I've looked at many similar simulations since, but it's the only one that considers seriously the effects of altitude, and the speeds with which different aircraft can gain it and lose it. So, for example, if you're flying a Fokker Triplane, you can try to climb out of trouble - but if you're going to dive on an enemy plane, you may well need to throttle back if you don't want to lose a wing!

And, out of the goodness of their hearts, Simulations Publications have made their back catalogue freely available, so that punters can replace their lost or damaged pieces. The map for **Flying Circus** is, of course, just plan hexes with the trenches and artillery sites marked on for reconnaissance missions. The counters for play can be glued onto card and cut out with a craft knife (I use that light weight plastic artists board that they sell in craft shops). And if you investigate the SPI site (see below), you'll find that just about all their early games are there.

SA: Thanks Martin, I'll investigate further when I get this issue put to bed!

UK Diplomacy Sets

(Part 1 – Intellectual Diversions Ltd)

This may well prove to be the ultimate nerdish article, but I have been thinking about Diplomacy sets. The game has been published in many countries and particularly in the US and the UK has been through many different editions and publishers. There have even been pirate editions.

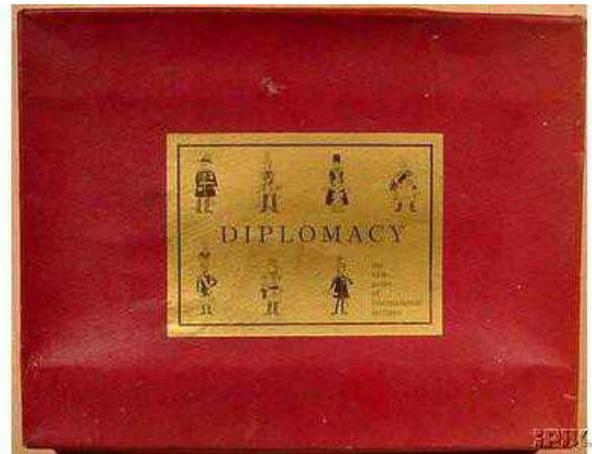
Twenty years ago Simon Syzman created a list of known editions, but that is now quite out of date. Therefore, I am proposing to put together a new definitive list of editions of Diplomacy, and this issue I am starting with the earlier UK editions. In the UK, Diplomacy has had three publishers, Intellectual Diversions, Philmar and Gibsons (who still publish it today).

My first thought is how to distinguish different editions from each other. The obvious way is by publisher, however in the UK some of the box designs have been used by three different publishers and some publishers have used multiple box designs. Therefore, when categorising editions, I have decided the hierarchy to follow is country / box design / publisher / edition / variation.

There is also the difficult question of what constitutes a new “edition” as such. Often components were changed gradually without any “big bang” of a new edition. For example, they could change components one at a time gradually, creating in effect interim editions as the game evolved. Therefore, I have decided that if one component changes compared to the previous incarnation, it is a variation, but if two or more components change at the same time it is a new edition. A new version of the rules always justifies treating it as a new edition. Things get even more complicated when you realise that the contents of various boardgames can get mixed up, so you can never be 100% sure that what you have now is what was originally in the box.

The publisher of the first UK edition of Diplomacy was a small company formed for the purpose called Intellectual Diversions Ltd, by Michael Sissons and three friends. As far as I am aware, they did not publish any other game (if you know otherwise, please let me know). Intellectual Diversions Ltd licensed the game from Games Research Inc and this edition from June 1962 was the first edition of Diplomacy published outside of the United States.

UKRID1a



It had a red box with a gold label stuck on the front, with pieces wrapped in paper in a cardboard tray alongside board. The pieces were made from a hard shiny plastic and consisted of the now familiar “bullet” shape for armies and a pointed flat rectangle for fleets. The colours for each Power was copied from the US game.

The gameboard is copyright 1961 by Games Research Inc., and the rulebook is copyright 1962 by Intellectual Diversions Ltd. Despite the copyright notice, the gameboard is a completely different design from the Games Research Inc game, with bright coloured political map (though both Russia and neutrals being white). As can be seen, the rulebook is different from later rulebooks from Intellectual Diversions, it is very plain in design, but with the same rules inside.

MAINLY
FOR
MEN

McG

REPORT
THE M



by
Angus
McGill

Diplomacy claims its latest victim—ME

DON'T suppose that any game will ever repeat the fantastic success of the dreaded Monopoly.

It swept the country in the 1930s and the inventor, lucky old Charles Darrow, has never needed to do a hand's turn since.

Can there be a man, woman or child among us who has not been touched by its harsh poetry? Go to jail. Go directly to jail. Do not pass Go. Do not collect £100.

Talk about emotion recollected in tranquillity!

But now a new game is coming into our lives. It claims new victims daily. The name is Diplomacy.

Diplomacy was invented at Harvard and is a great egg-

headed occupation in the United States. The Kennedys are said to play it at the White House and I understand the Western Alliance is demanding early assurances that Jack sometimes wins.

In Europe it is London that is bearing the main weight of the Diplomacy craze at the moment.

This won't last long. Sets go to the Hebrides and the great unknown tundra of the Midlands. Others go by diplomatic bag to our embassies in Stockholm and Beirut and our legation in Budapest.

ELIMINATED

And last week I met a man called Hackett at a Diplomacy party who flatly refused to take the game home with him to Newcastle. Tyneside, he said austerely, had troubles enough.

Diplomacy is unusual—not to say unfair—in that it is a game without the element of chance. Personally I miss this element

very much. One needs something to blame for doing so badly.

There are no cards or dice—just you, a map of the Europe of 1900, a large number of hostile armies and navies and six other people all trying to clobber you. It is a game that brings out the worst in your dearest friends. Inside the prettiest girl, you find, is a Bismarck trying to get out.

What is so unnerving about this game is its historic sense. England always begins badly but usually finishes strongly. Unless it is invaded in the opening stages it never will be.

Austria-Hungary begins strong but is soon in a hopeless tangle in the treacherous Balkans and armies tend to be swallowed up by the Russian Steppes.

Russia is a great menace at all times and poor old Italy begins weakly and is soon nowhere at all.

The big games firms in England turned Diplomacy down. Too difficult, they said. So a young addict called Michael Sissons and three of his friends formed their own company to put it on the market.

They charge £2 2s. a set, which is steep. They have made the board far too small, which is stingy. And their rule book is incomprehensible.

In spite of it all they are on to a winner. I only hope I don't draw Italy again tonight.



The finest weatherproof in the world



Unlike all subsequent U.K. editions of Diplomacy, this edition has white pieces for Russia (to match the fact that Russia is white on this gameboard, unlike all later UK editions where Russia is purple). This edition used the same bullets and 5-sided polygons for pieces as did later UK editions, but these were made out of a hard shiny plastic rather than the more ductile matte-finished plastic used in subsequent UK editions. The pieces of paper shown in the image are used to wrap up the pieces and were probably part of the original set.

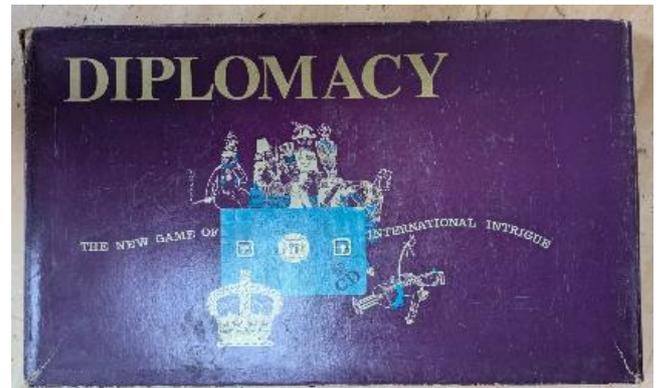
UKRID1b



Soon after publication, ID changed the Russian units to Lilac, even though Russia was still white

on the gameboard and the rulebook was unchanged. 8 armies, 8 fleets per player. Red / Dark Blue / Light Blue / Black / Green / Lilac / Yellow. Included a slip featuring a favourable review from Katherine Whitehorn in *The Observer* on 25 November 1962 (see below).

UKPID2a



Intellectual Diversions (1963) Rulebook with dark blue cover. Black redesigned gameboard with Gold Crest on reverse. The English units are now pink instead of dark blue. Seven indents in cardboard inner with pieces in plastic bags. Red / Pink / Pale Blue / Black / Green / Purple / Yellow. Flat fleets. From Intellectual Diversions on top side of lid.

It is interesting that the original UK gameboard had only been used for one year. For this edition Intellectual Diversions changed to the purple box and the familiar colourful gameboard used for over 30 years in all subsequent UK editions. They seem to have got the same illustrator who

produced drawings for the front of the original box to draw additional drawings to decorate the map. Early copies included rules which said that the Russian units were white (probably just taken from the earlier rulebook) and these sets have a paper insert correcting the mistake. I do not believe any sets with a purple box ever had white Russian units.

UKPID2b



When the gameboard was reprinted Intellectual Diversions dropped the gold crest and for a while used a **red board** instead of black. The Rulebook still had a dark blue cover and the same purple box. Seven indents in the white cardboard inner with pieces in plastic bags. Red / Pink / Blue / Black / Green / Purple / Yellow. Flat fleets

UKPID2c



The red gameboard didn't last for long and was soon replaced with a black one. The rulebook was reprinted with a pale blue cover. Seven

indents in cardboard inner with pieces in plastic bags. Red / Pink / Pale Blue / Black / Green / Purple / Yellow. Flat fleets

UKPID2d



This variation had a black gameboard (no Crest) and the pale blue rulebook (1963 GRI). The box itself changed by including a **circular pale blue plastic tray** divided into seven for the units, with stapled clear plastic "lid". Red / Pink / Dark Blue / Black / Green / Purple / Yellow. Flat fleets.

WHEN A WOMAN GOES SHOPPING

Katharine Whitehorn

FOR 10 months of the year we are told that men's interests are as wide as the universe, whereas the interests of women are confined to clothes, nappies and saucepans. Then comes Christmas and the big laugh: almost anything turns out to be a good present for a woman, but recommended presents for men are entirely confined to drink, clothes and motoring.

Actually, of course, the one image is as false as the other; but it does make the main point about present-giving: that there are almost no presents that are good generally—the best are always matched to a particular person (which is why you cannot give good presents to people you dislike).

Not for nitwits

It is essential not to think too much in grooves. People always give sheets to youngish housewives, though the people who really want them are single women who have not had trousseaux, or the senior wife whose trousseau has fallen to pieces. Again, the people who are most apt to like exotic bits of kitchen equipment are not housewives but the white-collar cooks, the ritzy bachelors.

The trouble with men, of course, is that they never seem to have any

wants. And it is a mistake to buy them clothes (except nightwear, where you, after all, may be the audience) because they are either so particular that one never gets it right, or so indifferent that they find clothes no fun. Try games—smartest this winter is Diplomacy, though it is no game for handsome nitwits (price 2 gns., available from Intellectual Diversions Ltd., 11, Regent Square, London, W.C.1). Study his hobbies, but if in doubt get a book about the hobby. Or give him a good knife—try any cutler's. You cannot very well give pictures to the man you are married to, but an old print from an old bint might be acceptable.

Shop early

Finally, there are five ways to take the pain out of shopping: 1. Sit down and think out all the things that can be done by post—try a fresh-herbs-by-post service (Country Style, Ship Street, Brighton); 2. Stuck to two shops at most—preferably one comprehensive—such as Selfridges, Harrods—and one artistic—such as Liberty's, Woollands; 3. When you are on a winning streak, stick to it—get 10 copies of the same book (e.g., Eric Newby's "Something Wholesale" (Secker and Warburg, 18s.) which says all the things about the dress trade that the rest of us daren't), or get 10 vases and get them all in the best colour; 4. Go early in the morning—right up till Christmas—the shops are empty before 10 a.m.; Just leave the bedmaking for once; 5. And when in doubt about the proper price of a present—give food or drink. It's always safe.

The Observer 25 Nov 62



BARBARA GRIGGS

Her Page

Do-it-yourself diplomacy — just the thing to keep the party amused

IT may be the unusual cold, it may be the waning interest in those dragging medical dramas on the telly; it may be the curious sensation of endless Arctic nights; it may only be a seasonal hunt for new entertaining formulæ . . .

The fact remains that 1963 so far looks like being the Year of the Great Indoor Game Craze, a trend that's been developing over the last few months and to which one can't help suspecting—the longest Christmas anyone can remember must certainly have given a healthy shove.

This is great news for the hostess.

LESS STRAIN

NO longer need she rack her brains for bright after-dinner conversation. NO longer need she kill herself organising little sherry-parties to distract her weekend guests.

Even the lone visitor can now be safely and surely amused for hours on end with the help of one of those board-and-counter games we all learned to love in our nursery days.

Nobody can accuse her of being lazy either: now that we're all suddenly rediscovering the fun of those diverting, maddening, passionately absorbing games, it would even be churlish of her to deny us this pleasure. Well, wouldn't it?

This revised programme of social activities is a great deal less strain all round. Let us study the amended form . . . The

HOLIDAY HOWLERS — the winner

TWO weeks ago I offered a five-guinea prize to the reader who produced the best warning—from her own experience—of Mistakes to Avoid During Holidays.

After reading through a mountain of eloquent, sad and bitter reminders, and after much thought, I finally award the prize to: Mrs. Violet Williams, 55 Locke King Road, Weybridge, Surrey.

She writes: "It is ill-advised to say the least, to book up for an indoor performance matinee

bright weekend party, for instance, would be a natural for the newest, chic-est—and most intellectually demanding—of the indoor games: Diplomacy.

This taxing battle of wits is played with seven players—Britain, France, Italy, Germany, Russia, Turkey and Austria-Hungary—round the map of Europe as it was in 1900.

HISTORY

THE odd hour is useless for this game — which is played at a snail-like pace, every single move being preceded by 10 minutes of the wiles of old diplomacy. But given, say, a 6 p.m. to 2 a.m. session—or better still, a whole weekend, it is thought-provoking entertainment.

As non-aggression pacts are brutally disregarded, as Germany marches into Vienna, as the Russian fleet heads purposefully into the Baltic, and France and Britain wonder whether their *Entente* is really all that *Cordiale* after all, the course of European history is suddenly dazzlingly illuminated . . .

The only snag about Diplomacy is that it's a bit of a drain on the drink supplies. Thirsty work, all that negotiation.

It came as no surprise to me personally to learn that 30 MILLION sets of Monopoly have been sold since it was invented earlier this century by an out-of-work American.

This game is played in almost every country of the world (the exception being, naturally, Russia, where they regard it as pernicious Capitalistic propaganda), and for whiling away the odd three hours or so between dinner ending and everyone going home, they still haven't thought up anything to beat it.

TENSION!

YOU can play it with as few as three players. And you can get quite cross playing it, too, unless your holdings include that nice dark green block of Oxford Street, Regent Street and Bond Street.

Some people find Monopoly too much of a tax on their nerves and wits. Try them with Scrabble, perhaps; restful, only faintly maddening and thoroughly FAIR.

Any minute, too, they're going to rediscover Ludo, and about time too. And *Halma*. And Chinese Checkers—(a game I played to extinction during a school convalescence from measles, quarantined with one other girl).

Just one man to amuse? There is always chess.

But if you've never heard of *Ruy Lopez*, and the Sicilian Defence sounds like a chapter-heading from a book on Italian history and you prefer games that get wound up, bout by bout,

fairly speedily, a much better bet is Backgammon.

This enchanting board-and-counter diversion has been the ruin of many a London clubman, so try and avoid playing for money. But apart from its financial hazards it is a gentle, beautiful blend of sly skill and lovely old chance.

I have here, of course, only scratched the surface of the gaming possibilities now on the market. But if you're still waiting for the perfect game to be invented, take heart.

In a large building in London sit a dedicated team of experts, occasionally joined by their devoted chairman when he can spare time from the paperwork. All through their working hours they sit, intently and keenly playing through every single game that anyone invents and thinks of sending them to try out.

Some day, who knows when they will gaze at each other with a wild surmise. The new Monopoly will be on the table in front of them.

PARTY LINE

So you want to buy a new party dress now without feeling madly -xtravagant? Easy. Pick one of the very first of the summery dresses in the shops: wear it now as a party dress. And go on wearing it all summer. That's

what lots of girls are doing with the dress in the picture; and between them they've turned it into the all-out best-seller of a newcomer to the wholesale game—Colin Glascoe. This dress from his

first-ever collection is a beautifully shapely shift, tie-belted, bare-armed; made in a lineny fabric that washes and barely creases at all. Colours are super: a bright turquoise, tan and beige.

Price 7 gns. at Peter Robinson, Oxford Circus.

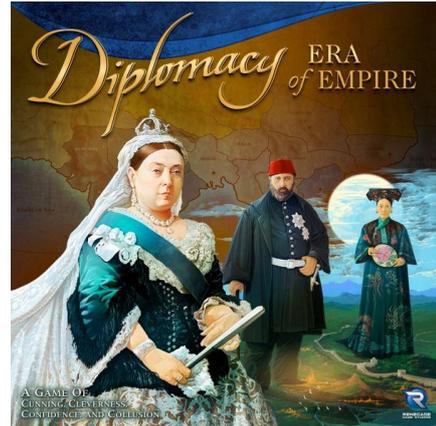
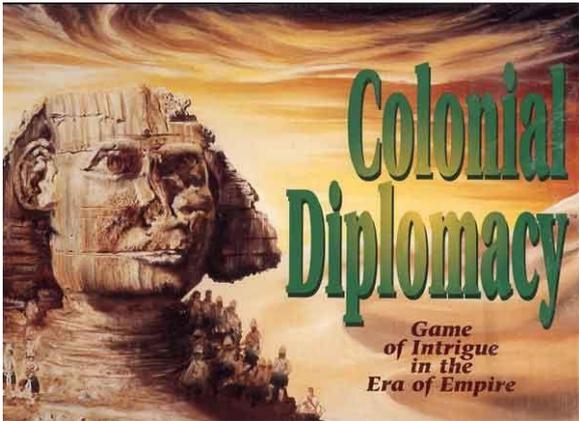
WHY SO GET MAH

THERE are, you might like to know, six Smellies, a Pigg, a Bowels and quite a lot of Bottoms in the London telephone directory.

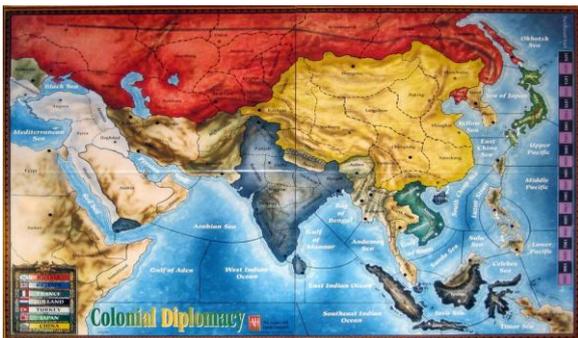
All absolutely splendid names, proudly worn. I'm sure, by the men who own them. Men rarely mind what

Evening Standard

19th January 1963



V
S.



by Stephen Agar

I was never a big fan of Avalon Hill's **Colonial Diplomacy**. It always felt flawed to me, a feeling not helped by the fact that the original print run had mistakes in the rules and board. Since the last issue of **GSTZ**, my copy of **Diplomacy: Era of Empire** has turned up and I have had a chance to consider if this "Colonial Diplomacy II" is the much-expected improvement on the original game.

For those of you who have never seen **Colonial Diplomacy**, the game was a **Diplomacy** variant set in the 1870's, the map is largely Asia (with some parts of Eastern Europe and Northern Africa) and the game starts in 1870. The seven powers were the European colonial powers Britain, France and The Netherlands and Asian / Eurasian powers such as Russia, Japan, China, and the Ottoman Empire. It was a much bigger game than regular **Diplomacy**, the victory criteria was 29 supply centres, there being 58 supply centres on the map. Britain started the game with 6 units and often won. And when Britain didn't win, Japan usually did.

Extending the **Diplomacy** board eastwards wasn't a new idea. One of the early variants was **Youngstown**, which took the regular board and just added on Asia, turning it into a 10-player game (adding India, China and Japan). **Colonial Diplomacy** was a seven-player game, so most of

Europe was excluded (taking out Italy, Austria and Germany).

While **Colonial Diplomacy** used the same framework as **Diplomacy**, there were some rule-modifications and map-specific features which had a degree of mixed success. Because the board was large and rather spread out, the designer (Peter Hawes) needed to find ways to speed the movement of units from one side of the board to the other. Hence the notion of the Trans-Siberian Railroad (TSR) which was a rule specific to the Russian power: the TSR line (from Moscow to Vladivostok) allowed a Russian army to move along the line more quickly than standard moves, under some complicated and special conditions. Similarly, there was a Suez Canal rule to allow fleets to move from the Mediterranean Sea and the red Sea, with a restriction concerning control of Egypt.

These devices all seemed a bit clunky to me. Indeed, they were so badly expressed that Avalon Hill had to issue an Errata to clarify what the rules were (and to fix misprints in the rules and on the game board). For example, due to a misprint the supply centre Sakhalin was surrounded by the Okhotsk Sea (so any unit there could never be dislodged) and this had to be fixed by adding a land bridge in the Errata. All very amateurish.

So how does **Diplomacy: Era of Empire** compare?

As soon as you open the box, the initial reaction is that this is a well-produced game. A nice map board, seven sets of wooden Army and Fleet units, double-sided supply-centre markers, a conference map pad (20 sheets), a Quick-Start sheet, and a full rulebook. The suggested 4 hours for a game does seem a little short.

In truth, **Era of Empire** does keep something like 80% of **Colonial Diplomacy**. The map has been reworked but is similar though with only 50 supply centres (22 for victory). Thankfully the special rules movement are no more, the Trans-Siberian Railway has been closed down and the Suez Canal filled in. Instead, the Thomas Haver has adopted a couple of rules found in some other existing variants – namely the ability to build in any vacant owned centre (“Conscription”) and the ability to convert an army to a fleet (or vice versa) when it is in a coastal space (“Conversion”). These changes don’t make as much of a difference in regular Diplomacy, (except maybe in the endgame), but in **Era of Empires** it means that corner Powers don’t have long logistical challenges moving units from home centres out to the front.

As always, geography defines diplomacy. Replacing central Europe’s choke points with Asian sea lanes, islands, and long land corridors changes which alliances are strong, how quickly someone can threaten a solo, and how important naval power becomes. Probably for the better. The Conversion/Conscription rules mean that Powers on the periphery of the board can get their units into the fight much more quickly, speeding up the game considerably.

Thomas Haver has published an interesting write up of his thinking in modifying **Colonial Diplomacy** into **Era of Empires** which you can find [HERE](#).

In conclusion, Thomas has done a good job of tidying up Colonial and making it a better game. it looks to me as though **Era of Empire** will be a faster game and probably more fun than **Colonial**. With luck, if **Era of Empires** sells well, Renegade may go further and create a new commercial Diplomacy boardgame. Given Renegade’s penchant for tie-ins, maybe the time has finally come for a commercial Tolkien diplomacy game? Or how about a whole world map, something like **Zeus V** (a lovely variant which is included in this issue).

I wish Thomas and Renegade well and fingers crossed for another commercially produced variant soon.

Zeus V

by Chris Northcott and
Fred C. Davis Jr.

Rules

1. Except where mentioned below, the 1971 and 1976 Rules of Diplomacy apply.

2. There are 41 Supply Centres. The Victory Criterion is 21 Centres.

3. The Home Centres for the Great Powers are (Capitals listed first):

BRITAIN: London, Edinburgh, Canada, Egypt and Middle East (5)

CHINA: Chungking, Canton, Peking

GERMANY: Berlin, Hamburg, Munich

ITALY: Rome, Venice, Tripoli

JAPAN: Tokyo, Sapporo, Sendai

U.S.A.: Washington, Hawaii, New York (but N.Y. unit may be built-in either N.Y. or California)

U.S.S.R.: Moscow, Leningrad, Stalingrad, Okhotsk (4)

4. The first move of the game is Winter 1939. On this turn, the players specify their builds, which may be negotiated. If a Fleet is built in Canada, Leningrad, or Middle East, the coast must be specified. USA does not have to disclose whether it has built a unit in New York or California until the Spring 1940 moves are disclosed.

5. **Canal Provinces.** Egypt, Hamburg and Panama are considered to have only one coast. Fleets passing from one sea space to another via a canal must first move to a canal province (e.g. F EMS Egypt; then F Egypt-Indian Ocean).

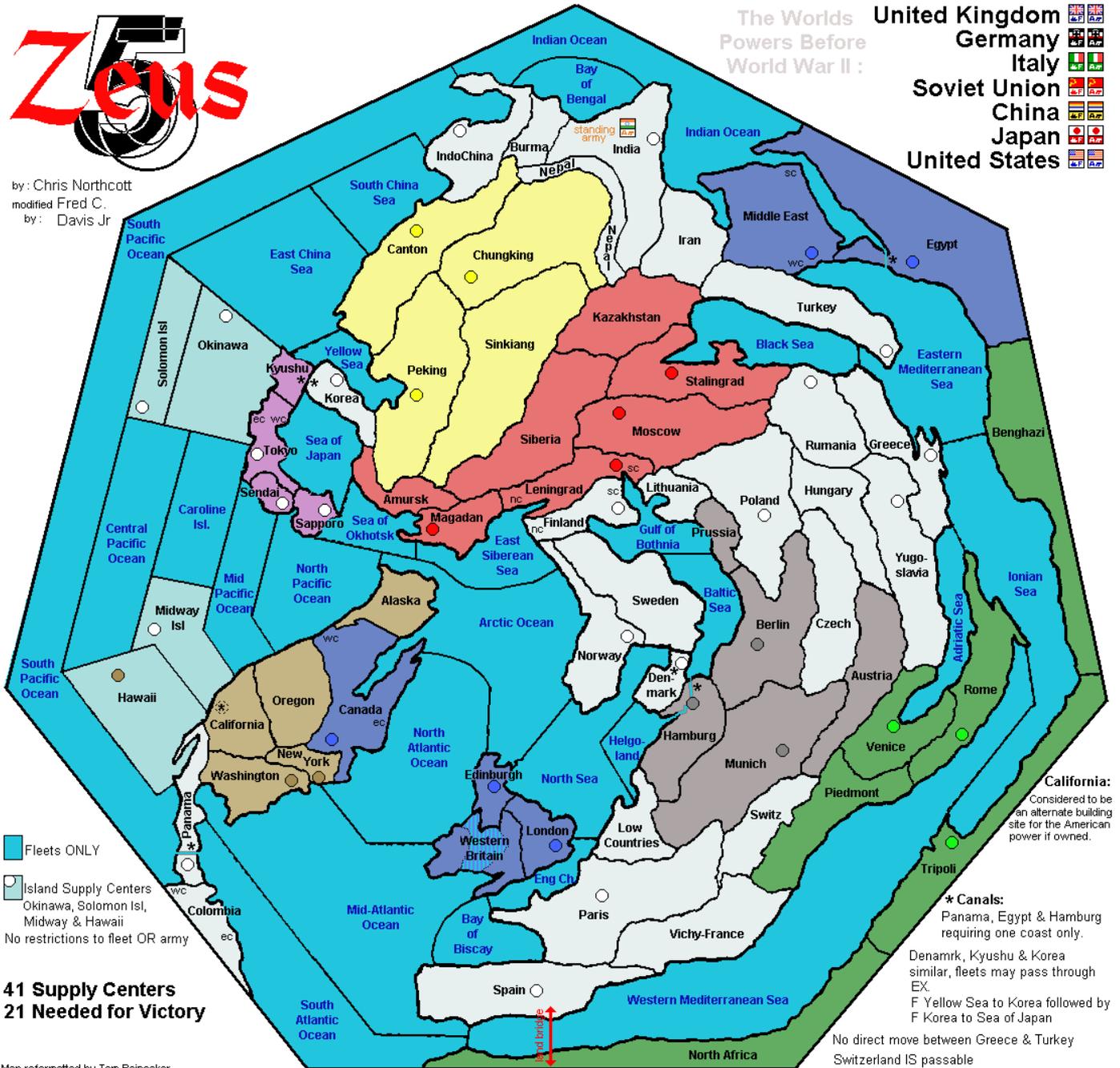
6. **Land Crossings (Direct Passage):** Both Armies and Fleets may move directly between Denmark and Sweden, Korea and Kyushu, Tokyo and Kyushu, and Spain and North Africa. Fleets may move between North Sea and Baltic Sea or between Sea of Japan and Yellow Sea or Okinawa only by first moving to one of the intervening land spaces. Denmark, Sweden, Korea, Kyushu and Tokyo are considered one-coast provinces, as is Spain. Units may not move directly between Greece and Turkey.



by: Chris Northcott
modified Fred C.
by: Davis Jr

The Worlds Powers Before World War II :

United Kingdom	
Germany	
Italy	
Soviet Union	
China	
Japan	
United States	



7. Fleets may move directly between West Med. Sea and either MAO or SAO; and between East Med. Sea and Black Sea.

8. **Pacific Island Areas.** Armies may enter the Hawaiian, Midway, Okinawa and Solomon Is., spaces without convoy, as if they were land provinces. Fleets may move and convoy through these spaces as if they were ordinary sea spaces.

9. Western Britain is a coastal province consisting of Wales, SW England, Irish Sea and Ireland. All units treat this area as a single space.

10. India contains a Standing Army, which must be dislodged before it can be occupied and claimed as a Supply Centre.

11. U.S.A. may always build units in California instead of in a Home SC if it wishes, provided it owns California.

Historical Note:

The Vichy French government ("Unoccupied France") did not come into being until after the surrender of the Third Republic on June 25, 1940. Therefore, this game takes historical liberties in showing that division of France in the Winter of 1939.

Enhanced Diplomacy

Compiled and created by
Nick Kinzett

1. All usual rules apply save where amended below.

2. Unit transformation

As an alternative standard season order, a unit in a coastal province can *transform* from a Fleet to an Army or vice versa. This constitutes the unit's order for the turn. If it should be Army-into-Fleet in a province with more than one coast, the coast must be specified if the order is to be valid. Such transformation is prevented by *any* attempted legal move to the province in that season.

3. Unit cession-of-ownership

Each season a Power may *cede ownership* of **one unit** to another Power (or convert an army to a Neutral army, as below) including players currently without units. This constitutes the unit's order for the turn, and to be validated the receiving Power must unambiguously **accept** it the same turn ("accept cession of X's unit Y to me"). Acceptance is automatically assumed for a change to a Neutral. Ownership of a supply centre in which such a ceded unit sits is not itself ceded, although of course such a supply centre will still be subject to capture if a Power/Neutral other than its previous owner occupies it at the end of Fall. Cession of ownership is *not* cut or prevented by attack or dislodgement. Should a Power exceed the limits on the use of cession (only one cession per turn) all such cession orders are invalid.

5. Sponsorship

Neutral units may come into existence through:

1. Cession (as above), or
2. Sponsorship.

Sponsorship occurs when a Power forgoes a legal move by a unit in or adjacent to a vacant neutral centre, in order to instead build a neutral army in or adjacent to the same neutral supply centre. To *sponsor* constitutes the turn-order for the unit forgoing such a move. Sponsorship is prevented by any attempted legal move to the area where the neutral unit is to be raised.

6. Neutral Units

Once in existence Neutral units will require end-of-Fall supply-centre support so that they can continue to exist, exactly as per usual rules. They may also be **sponsored** (same parameters but in Spring *or* Fall) to make an order other than simply *hold unordered*. The Neutral will even build a further army (own vacant home centre only) should it have subsequently captured a further centre. Option: in Intimate/Not-so-Intimate games, once a neutral province has been 'recognized' as above it becomes a *Minor Power* and may be 'bid for'.

7. Switzerland:

This space is now passable but begins the game with a neutral army that requires no economic support (Swi not being a supply centre) and which will be automatically relocate there if Swi is ever unoccupied at the end of a turn. This Swiss army will if dislodged retreat to a discrete Inner Sanctum (Inn) from which it will thereafter launch a supported return to Swi proper on the next turn. Until the end of 1903 this local support is also valid for the Swi army holding in Swi proper. Unlike other neutrals, Switzerland can never be "bid for" in Intimate variations and its only valid order is to hold in Swi or to move back to Swi from Inn - it cannot be "sponsored" to do something else.

8. "Turn Zero" 1900:

There will be an additional turn, which will occur prior to the normal opening turn (Spr01, or first Winter bids in Intimate variants). In this additional turn each Power may order **ONE** of its initial units (only), including the new possibilities noted above.

9. External Build Centre

At least once per game each Power may prior to Fall adjustments declare a supply centre it had previously captured to be an *external-to-home build centre* (and so build there if vacant). A second right to use this power is granted when a Power reaches 9+ centres for the first time *or* after it has been reduced to zero supply centres.

10. Off-board Flank Spaces

The board has six off-board flank spaces starting at the South edge land area:

Sahara which thus borders Naf, Tun, ION, EMS, Syr and Near East.

Near East: which borders Sah, Syr, Arm, Sev and Caspian Sea.

Caspian Sea: which borders Near East and Sevastopol, making Sev two-coasted (w & e)

with initial Russian fleets being built on Sev(wc) and Ural.

Ural: Ural is then itself two-coasted, s & n, bordering CAS, Nea, Sev, Mos, StP, BAR and the North offboard space sea area Arctic Ocean.

Arctic Ocean: borders Ura, BAR, NWG, NAO and the final offboard space Outer Atlantic.

Outer Atlantic borders ARC, NAO, MAO and Naf, but not Sahara..

Which Country has the Best Defensive Position in Diplomacy?

Doug Massey

Here's an interesting exchange I had with someone I've never met:

First, her original email:

"Hi, I was on a Diplomacy website and saw that you were the e-mail guy, so I thought I'd ask you a question. Now, I know this sounds dumb, but at here at work we have a question of the day and if we know the answer we get popcorn (dumb, I know). Today's question is something like "Which country has the best defensive position in the board game Diplomacy?" So, I have been looking all over the web for the answer because I have never even heard of this game."

"So, if you could answer the question, I would appreciate it. I am dying for popcorn! If you don't get this message today, that's OK. I just thought I would try. Thanks."

Now, my reply:

"It's not a black-and-white issue — it's kind of like asking who the best football team is, but without a Super Bowl to actually decide it. However, I'd guess the answer is Turkey. Let me know if that's the right answer!"

Then, her response:

"Sorry, but the 'correct' answer is England. I asked the lady how she came up with the answer (I told her that Super Bowl stuff) and she said she got the answer from Trivial Pursuit. Hmmm. My friend took a stab at it and got it right, so in the end, I did get some popcorn. But thanks for responding!"

I've played **Trivial Pursuit** but don't remember ever getting this question. I'm glad though — I

can just imagine that my girlfriend reads me the question and says "That's not fair — how can you get a **DIPLOMACY** question?"

And then I get it wrong.

She would laugh for a week.

Stephen Agar

An interesting question – and one that I would instinctively answer as either England or Turkey – though, like Doug, I wouldn't be sure which to go for. One way to answer the question is to just stick to the topography of the regular Diplomacy board and consider the relative closeness of other Powers home centres.

Those who have read any of my old articles on balancing variant maps will know that I measured the best defensive position as the Power with the least vulnerable supply centres – in practice those with home centres that are the furthest from everyone else's home centres. If you examine the board you will find that the number of enemy SC's within 1-3 spaces of each Powers individual home SC's is the following ("L" = land route; "S" = includes a sea space):

	1 Space	2 Spaces	3 Spaces
Austria	1 (L)	6 (L)	13 (L)
England	0	1 (S)	4 (S)
France	0	2 (L), 1 (S)	5 (L)
Germany	0	7 (L)	15 (L), 2(S)
Italy	1 (L)	5 (L)	4 (L), 2 (S)
Russia	0	7 (L)	9 (L), 1 (S)
Turkey	0	3 (L)	6 (L), 2 (S)

If you then apply a simple scoring mechanism of say 3 points for a hostile SC 1 space away, 2 points for one 2 spaces away, 1 point for one 3 spaces away, and subtract an extra defensive point for every sea route, then you get the following scores:

E = 2 points T = 12 points
F = 10 points I = 17 points
R = 23 points A = 28 points
 G = 29 points

So, Germany and Austria have the worst defensive positions, then Russia with Italy not far behind, Turkey and France are somewhere in the middle and England has overwhelmingly the best defensive position.

Of course this is a bit simplistic, as some combinations of attacks on a Power are far more likely than others and the configuration of the spaces around a Power are important, particularly around the edge of the board.



Golden Years 2024BA (Autumn 1909)

AUSTRIA-HUNGARY (Mike Pollard)

A(Con) - Ank; F(BLA) s A(Con) - Ank; F(Smy) Stands; A(Rum) Stands; A(Gal) Stands; A(Ser) - Bul; A(Tyr) - Mun; A(Boh) s A(Tyr) - Mun; A(Vie) Stands

ENGLAND (Colin Smith)

F(BAL) - Ber; A(Edi) - Bel; F(NTH) c A(Edi) - Bel; A(Lon) - Wal; F(Hol) s A(Edi) - Bel; F(SKA) - Nwy; A(War) Stands; A(Sev) - Mos; A(Arm) - Sev; F(Kie) Stands; F(Por) - Spa* (MISORDER, DISLODGED - DISBANDED NRP); F(ENG) - Bre; F(Bel) - ENG

FRANCE (Anarchy - ex-Icalar Black)
No units

GERMANY (Nathan Deily - NMR2! - Anarchy)
A(Bur) Stands (U/O); A(Ruh) Stands (U/O)

ITALY (Ian Bond)

F(MAO) - Por; F(Spa) sc s F(MAO) - Por; F(TYS) - WMS; A(Pie) - Ven; A(Mar) - Gas

RUSSIA (Hans Swift)

A(Ank) - Smy* (FAILED, DISLODGED TO Arm)

Autumn 1909 Adjustments:

A: +Ank, Smy, Rum, Bul, +Mun, Vie, Con, Ser, Bud, Tri, Gre = 11; Gains 2. Builds A(Bud), A(Tri).

E: +Ber, Bel, Hol, Nwy, War, Mos, Sev, +Kie, Bre, Den, Swe, StP, Edi, Lon, Lpl = 15; Gains 2. Builds F(Lon), F(Lpl), (No build ordered).

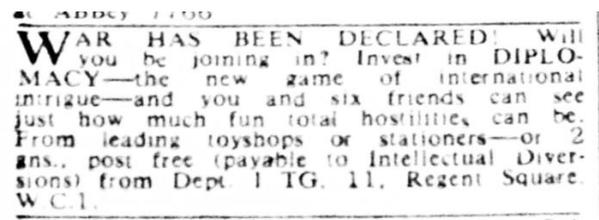
F: Par -Spa, -Por = 1; Loses 2. 1 short.

G: -Kie, -Ber, -Mun = 0; Loses 3. OUT!

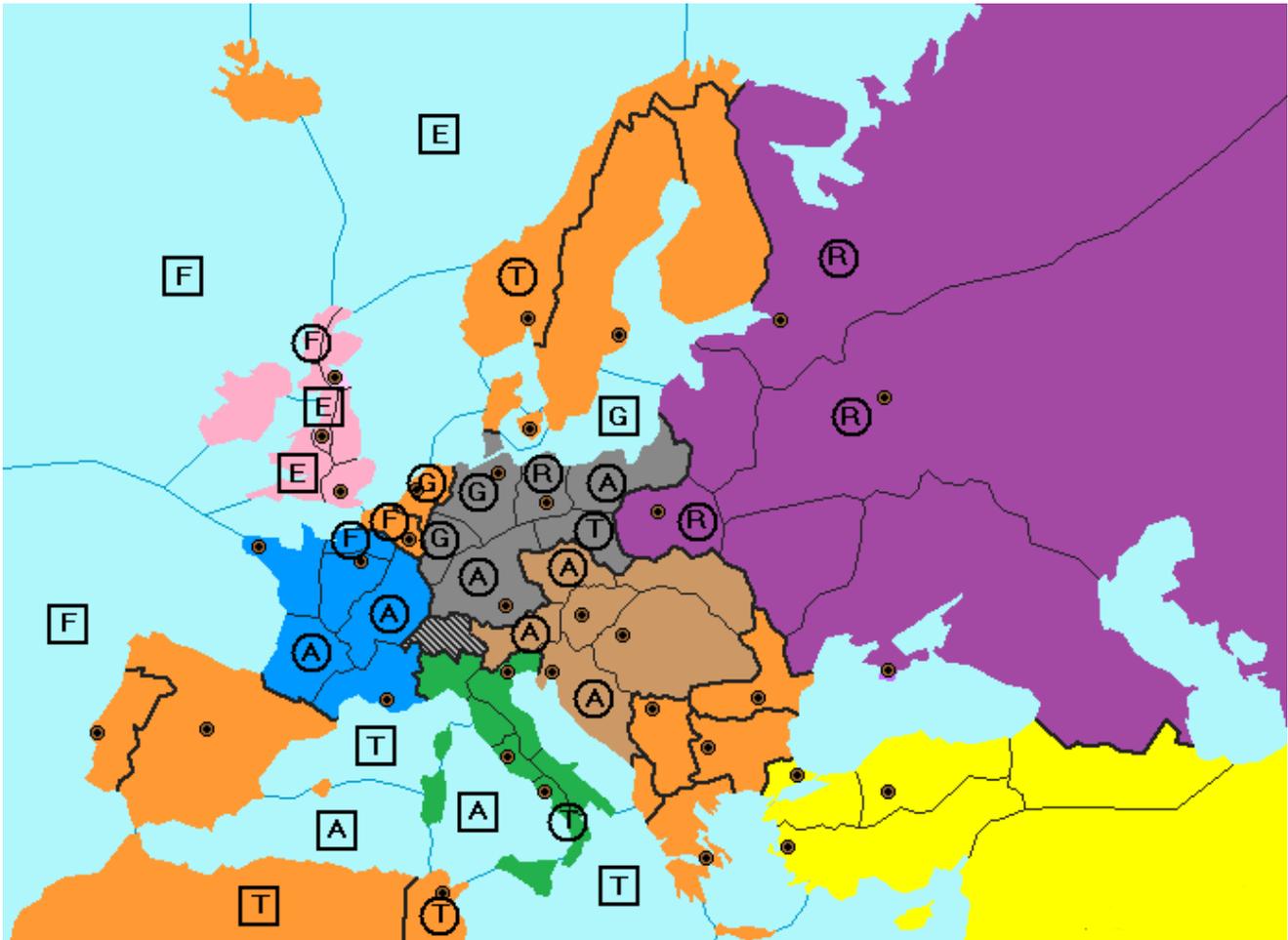
I: +Por, +Spa, Ven, Mar, Tun, Rom, Nap = 7; Gains 2. Builds F(Nap), A(Rom).

R: -Ank = 0; Loses 1. Removes A(Arm). OUT!

Versailles: We had an endgame proposal of a 3-way draw A/E/I. **Defeated.** The votes were 2 = yes, 1 = No. So, it fails. It is repropose, this time unanimity required, abstention = YES.



Daily Telegraph, 22 November 1962



It's No Game 2024BB (Autumn 1907)

AUSTRIA-HUNGARY (Edwin Hutton)

A(Spa) - Gas; A(Mar) - Bur; A(Mun) - Ruh (FAILED);
A(Tyr) - Mun (FAILED); A(Boh) s A(Tyr) - Mun;
A(Pru) s RUSSIAN A(Ber); A(Tri) - Tyr (FAILED);
F(ION) - TYS; F(TYS) - WMS

ENGLAND (Sean Cable)

F(IRI) - Lpl; F(Wal) s F(IRI) - Lpl; F(NWG) - Edi
(FAILED); F(ENG) - Bre (FAILED)

FRANCE (Will Haughan)

F(MAO) - Bre (FAILED); A(Bur) - Bel; A(Cly) - Edi
(FAILED); A(Pic) s A(Bur) - Bel; F(Lpl) Stands*
(DISLODGED TO NAO)

GERMANY (Leif Kjetil Tviberg)

F(GoB) - Swe; F(BAL) s F(GoB) - Swe; A(Hol) s
A(Kie); A(Kie) Stands; A(Ruh) s A(Kie) (CUT)

RUSSIA (Gerry Bayer)

A(StP) s TURKISH A(Fin) - Nwy; A(Ber) Stands

TURKEY (Ron Fisher)

A(Nap) Stands; A(Sil) s RUSSIAN A(Ber); A(Tun)
Stands; A(Fin) - Nwy; F(AEG) - ION; F(GoL)
Stands; F(WMS) - NAF

Autumn 1907 Adjustments:

A: Mun, Tri, Rom, Ven, Vie, Gre, Bud, Rum, Ser
= 9; No change.

E: Lpl, Lon, Edi, -Nwy = 3; Loses 1. GM Removes
F(ENG).

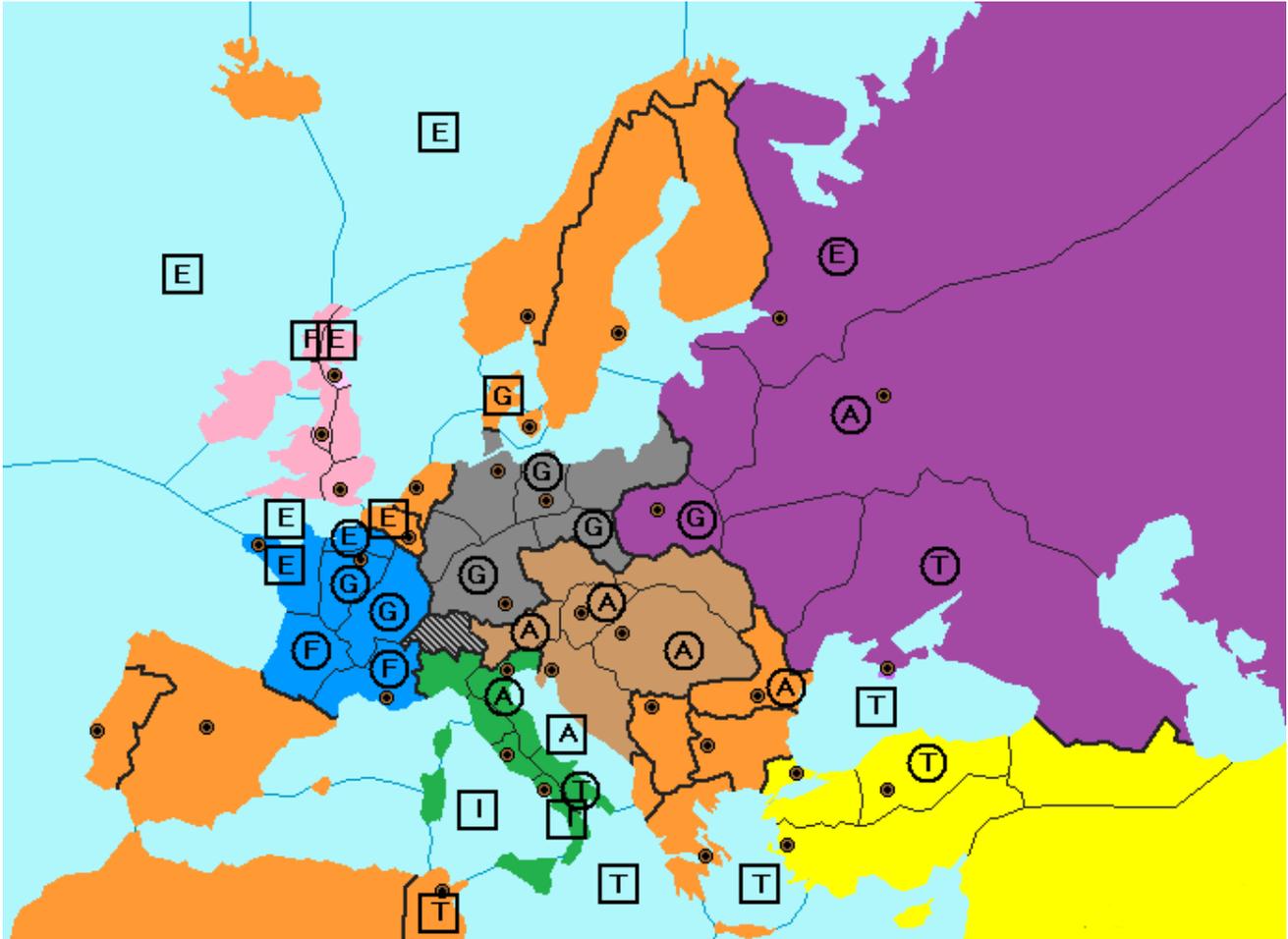
F: +Bel, Bre, Spa, Par, Mar, Por = 6; Gains 1. (No
build ordered).

G: Swe, Hol, Kie, Den, -Ber, -Bel = 4; Loses 2.
Removes F(Swe).

R: +StP, +Ber, Mos, War = 4; Gains 2. Builds
A(War), A(Mos).

T: Nap, Tun, +Nwy, Sev, Bul, Con, Ank, Smy -StP
= 8; No change. (No build ordered).

Versailles: We had an endgame proposal of a 5-
way draw E/F/G/R/T, Austria 6th. Defeated.
Votes were 1 = Yes, 3 = No, 2 = Abstain.



Kooks 2025BA (Autumn 1904)

AUSTRIA-HUNGARY (Simon Hemsley)
A(War) - Mos; A(Rum) - Ukr (FAILED); A(Tri) - Ven;
F(ADS) s A(Tri) - Ven; A(Tyr) - Mun (FAILED)

ENGLAND (Vick Hall)
A(Mos) s GERMAN A(Pru) - War* (DISLODGED TO
StP); F(ENG) - Bre; A(Pic) s F(ENG) - Bre; F(Hol) -
Bel; F(Lpl) - NAO; F(NTH) - ENG; F(BAR) - NWG

FRANCE (Ron Fisher)
A(Mar) - Bur (FAILED); A(Gas) - Par (FAILED);
F(Bre) Stands* (DISLODGED TO MAO); F(NAO) -
Cly

GERMANY (Martin Davis)
A(Par) s ENGLISH F(ENG) - Bre (CUT); A(Bur) - Mun
(FAILED); A(Pru) - War; A(Sil) s A(Pru) - War;
F(BAL) - Den

ITALY (Elle Doerr)
A(Ven) Stands* (DISLODGED - DISBANDS); F(TYS)
s F(Nap) (CUT); F(Nap) s F(TYS)

RUSSIA (Will Haughan)
A(Ukr) Stands; F(Arm) Stands

TURKEY (Mike Benyon)
A(Gre) - Apu; F(ION) c A(Gre) - Apu; F(AEG) s
F(ION); F(Tun) - TYS (FAILED); A(Con) - Ank;
A(Sev) s AUSTRIAN A(War) - Mos; F(BLA) s A(Sev)

Autumn 1904 Adjustments:

A: +Mos, +Rum, +Ven, Bud, Tri, Ser, Vie, -War =
7; Gains 2. Builds A(Vie), A(Bud).

E: StP, +Bre, Bel, Nwy, Hol, Edi, Lon, Lpl = 8;
Gains 1. Builds F(Edi).

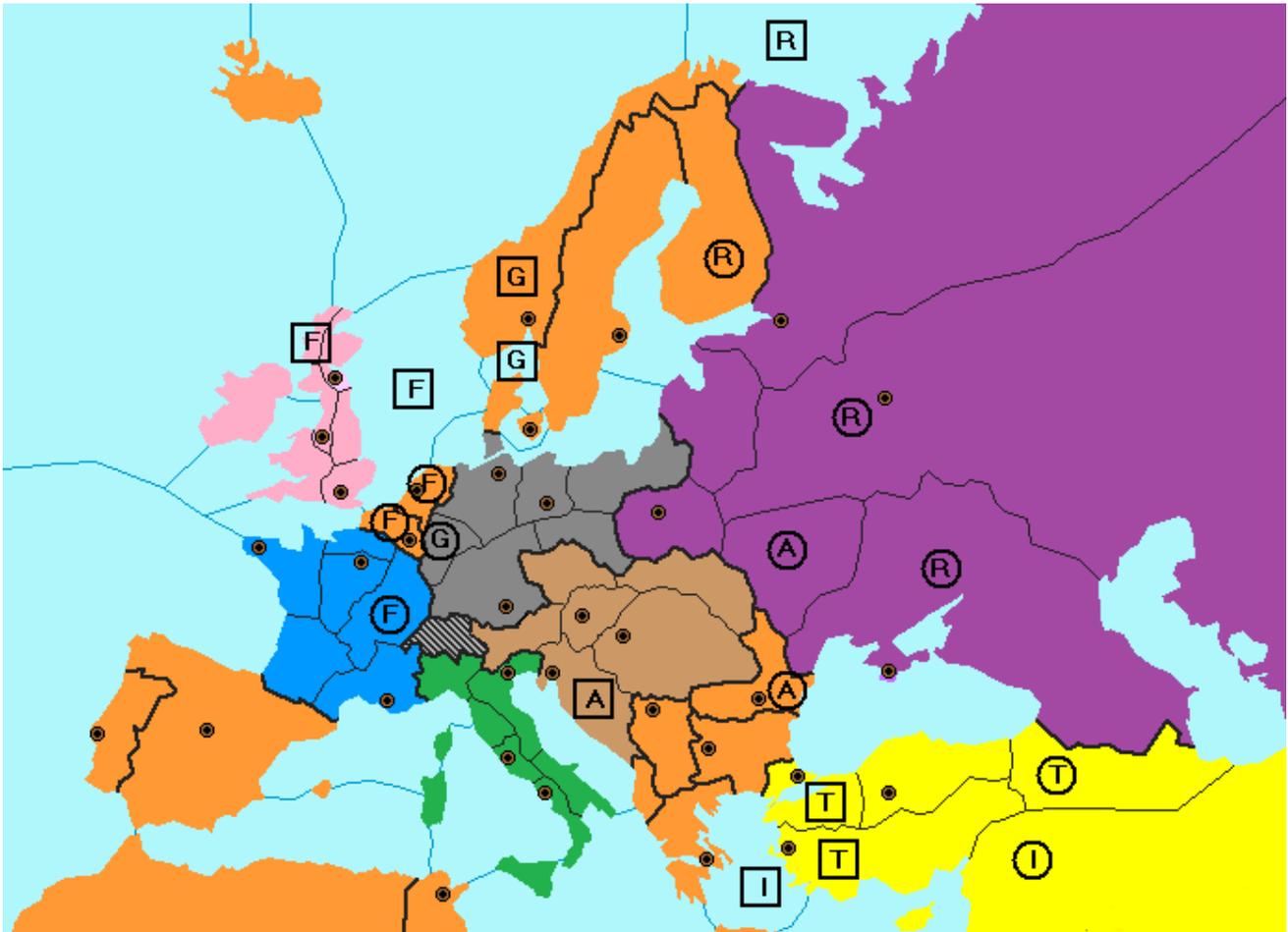
F: Mar, Por, Spa -Bre, -Par = 3; Loses 2. Removes
F(MAO).

G: +Par, +War, Den, Mun, Ber, Swe, Kie = 7;
Gains 2. Builds A(Mun), A(Ber).

I: Nap, Rom, -Ven = 2; Loses 1.

R: -Sev, -Mos = 0; Loses 2. Removes A(Ukr),
F(Arm). OUT!

T: Tun, Ank, +Sev, Gre, Bul, Con, Smy, -Rum =
7; No change.



Lazarus – Gunboat Stab! (Autumn 1904)

AUSTRIA-HUNGARY (Noris The Brain)
F(Tri) - Ven (FAILED); A(Rum) s A(Ukr) - Sev;
A(Ukr) - Sev (FAILED)

FRANCE (Griffin)
F(Cly) - NWG (FAILED); F(NTH) c A(Edi) - Hol;
A(Bel) s A(Edi) - Hol; A(Bur) - Ruh (FAILED); A(Edi)
- Hol

GERMANY (Fraternal Order of Belligerent
Pacifists)
A(Hol) - Bel *(FAILED, DISLODGED - DISBANDS);
A(Ruh) s A(Hol) - Bel (CUT); F(SKA) s F(Swe) -
Nwy; F(Swe) - Nwy

ITALY (The Ugly)
F(AEG) s A(Syr) - Smy; A(Syr) - Smy (FAILED);

RUSSIA (Mangelwurzel)
A(Sev) s A(Mos) (CUT); F(BAR) - NWG (FAILED);
A(Nwy) - Swe* (FAILED, DISLODGED TO Fin);
A(Mos) s A(Sev)

TURKEY (Bismarck)
F(Con) s F(Smy); A(Arm) s F(Smy); F(Smy) s
F(Con) (CUT)

Autumn 1904 Adjustments:

A: Tri, +Gre, Bul, Ser, Rum, Bud, Vie = 7; Gains
1.

F: Bel, Par, Mar, +Hol, Lon, Edi, Spa, Por, Lpl, Bre
= 10; Gains 1.

G: Mun, Swe, +Nwy, War, Den, Ber, Kie -Hol = 7;
No change.

I: Ven, Tun, Nap, Rom, -Gre = 4; Loses 1.

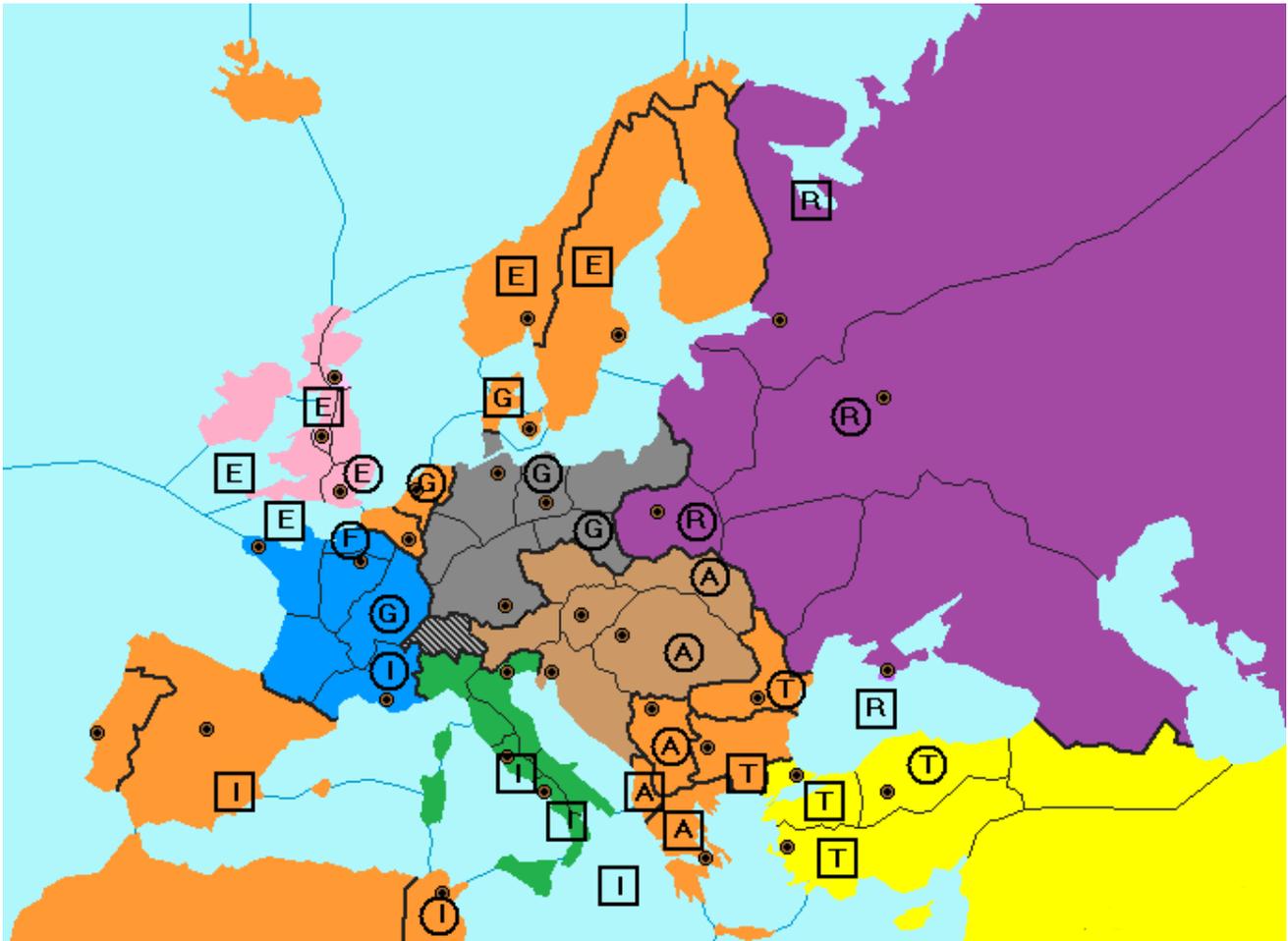
R: Sev, Mos, StP -Nwy = 3; Loses 1.

T: Con, Smy, Ank = 3; No change.

Press:

Turkey: What remains of the Turkish forces
concedes Bul and Rumania to Austria! We will
never attempt to take it back or cut said units
support! Good luck in your battle with Italy! Any
time you can send support to F Con to hold, or
Support of Arm to Sev, it would be appreciated
and reciprocated.

Griffin- Mangelwurzel: I don't want Germany
to knock you out so I am distracting him- let's
work together.



Moonage Daydream 2025BE (Autumn 1902)

AUSTRIA-HUNGARY (Lindsay Jackson)
A(Gal) - War (FAILED); A(Bud) s TURKISH A(Bul) - Rum; A(Ser) s TURKISH A(Bul) - Rum; F(Alb) Stands; F(Gre) s TURKISH F(Con) - Bul sc

ENGLAND (Edwin Hutton)
F(NWG) - Nwy; F(Swe) s F(NWG) - Nwy; F(Bel) - ENG; F(IRI) s F(Bel) - ENG; A(Lon) Stands

FRANCE (Gracen Shepherd - NMR2! - Anarchy)
A(Pic) Stands u/o; A(Mar) Stands* u/o (DISLODGED - DISBANDED BY GM); F(ENG) Stands* u/o (DISLODGED - DISBANDED BY GM)

GERMANY (Patrick Lafontaine)
A(Hol) - Kie (FAILED); F(Den) s ENGLISH F(Swe); A(Ber) - Kie (FAILED); A(Sil) s AUSTRIAN A(Gal) - War; A(Bur) s ITALIAN A(Pie) - Mar

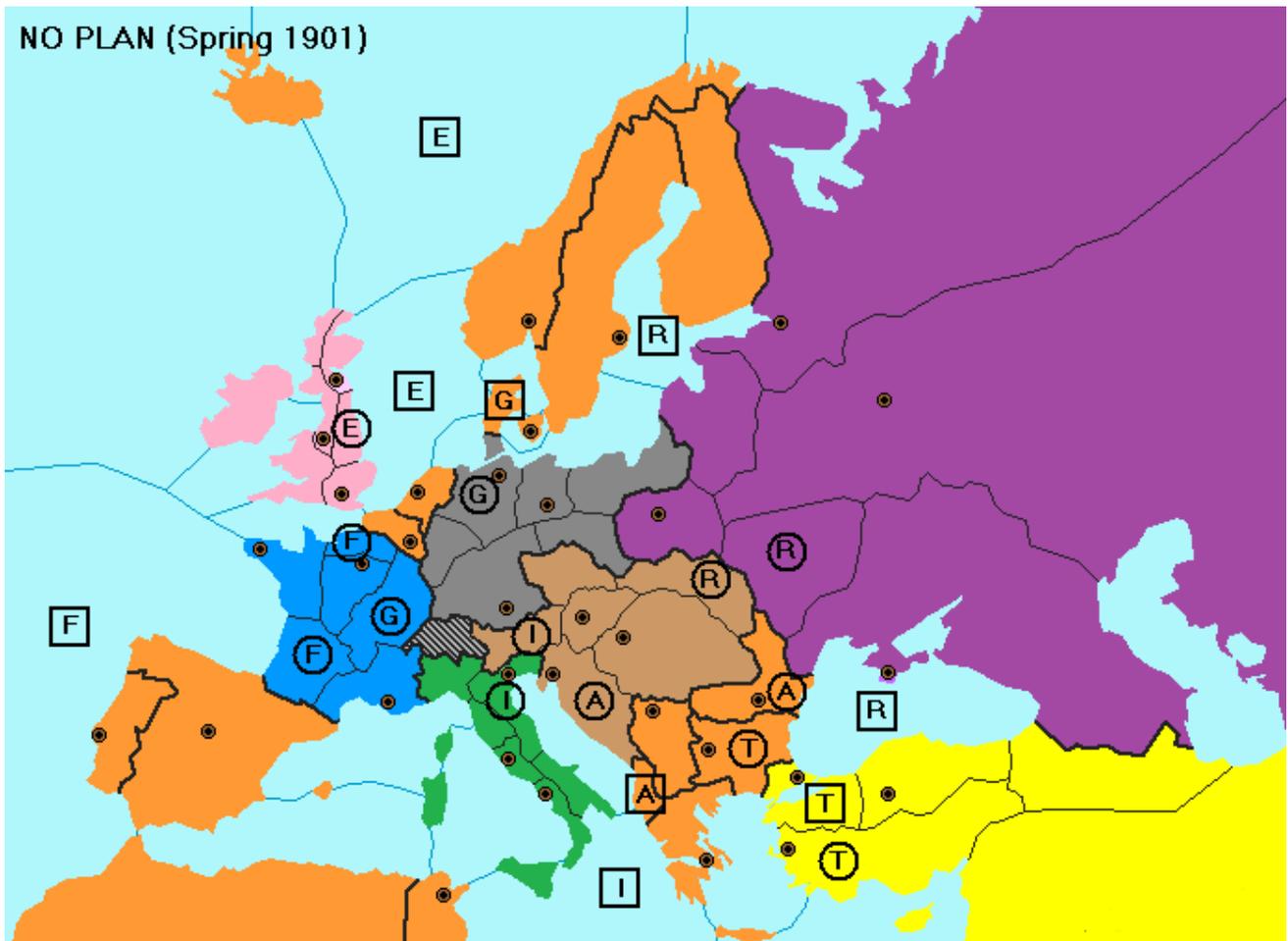
ITALY (Mike Elliott)
F(ION) c A(Apu) - Tun; A(Apu) - Tun; A(Pie) - Mar; F(WMS) - Spa sc

RUSSIA (Paul Simpkins)
F(BAL) s F(Nwy) - Swe; F(Nwy) - Swe* (FAILED, DISLODGED TO StP nc); F(BLA) s A(Rum); A(Rum) Stands* (DISLODGED - DISBANDED NRO); A(War) Stands; A(Mos) s A(War)

TURKEY (Gerry Bayer)
A(Bul) - Rum; A(Ank) Stands; F(Smy) - Con; F(Con) - Bul sc

Autumn 1902 Adjustments:

A: Bud, Ser, Gre, Vie, Tri = 5; No change.
E: Nwy, +Swe, Lon, Bel, Edi, Lpl = 6; Gains 1. Builds F(Lpl).
F: Bre, Par -Mar = 2; Loses 1. (No build ordered).
G: Hol, Den, Ber, Kie, Mun = 5; No change.
I: Tun, +Mar, +Spa, Ven, Nap, Rom = 6; Gains 2. Builds F(Nap), F(Rom).
R: StP, War, Mos, Sev -Rum, -Swe = 4; Loses 2. Removes F(BAL).
T: +Rum, Ank, Con, Bul, Smy = 5; Gains 1. Builds F(Smy).



No Plan 2025BE (Spring 1901)

AUSTRIA-HUNGARY (Ron Fisher)
A(Vie) - Tri; A(Bud) - Rum; F(Tri) - Alb

ENGLAND (John Langley)
F(Lon) - NTH; A(Lpl) - Yor; F(Edi) - NWC

FRANCE (Leif Kjetil Tviberg)
F(Bre) - MAO; A(Mar) - Gas; A(Par) - Pic

GERMANY (Mike Pollard)
F(Kie) - Den; A(Ber) - Kie; A(Mun) - Bur

ITALY (Geoff Wilde)
F(Nap) - ION; A(Ven) - Tyr; A(Rom) - Ven

RUSSIA (Charles Welsh)
F(StP) sc - GoB; A(Mos) - Ukr; A(War) - Gal; F(Sev) - BLA

TURKEY (Martin Davis)
A(Con) - Bul; F(Ank) - Con; A(Smy) Stands

Jean Genie (Spring 455)

Excalibur

BRITISH (Brian Frew): A(Lincoln) Std.; A(Deira) S A(Lincoln); A(Mercia)* S A(Deva) [CUT, DISLODGED - DISBANDS, NRP]; A(Deva)* S A(Lincoln) [CUT, DISLODGED - DISBANDS, NRP];

PICTS (Martin Davis): A(Lothian)-Tweed; A(Edwinburgh)-Lothian; A(Cleveland)-Elmet; F(GERMAN SEA) S F(Tweed)-Cleveland; F(Tweed)-Cleveland; F(FORTH) Std.; F(DOGER) Std.

SCOTS (Kevin Wilson): F(North Wales) S F(LUNDY); F(North Irish Sea) C A(Galloway)-Deva; A(Galloway)-Deva; A(Seguntum) S A(Galloway)-Deva; F(SOUTH IRISH SEA) S F(Dublin)-Wexford; F(LUNDY) S F(Dublin)-Wexford [CUT]; A(Lancaster) S PICTS A(Cleveland)-Elmet; F(Dublin)-Wexford

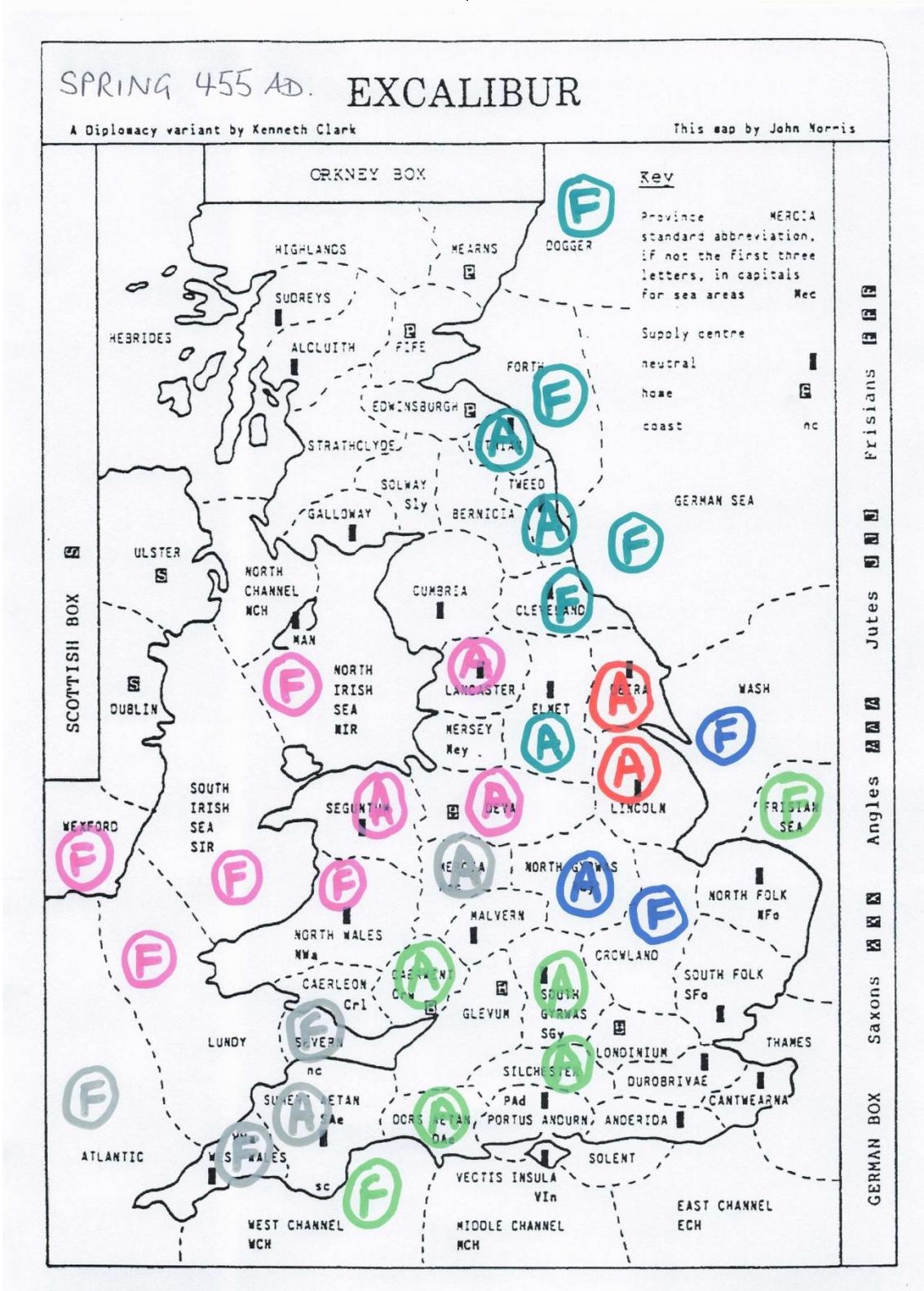
SAXONS (Graham Tunnicliffe): F(MIDDLE CHANNEL)-WEST CHANNEL; A(South Gyrwas) S

ANGLES A(North Gyrwas); F(FRISIAN SEA)-WASH; A(Glevum)-Caerwent; A(Dors Aetan) Std.; A(Portus Andurn)-Silchester

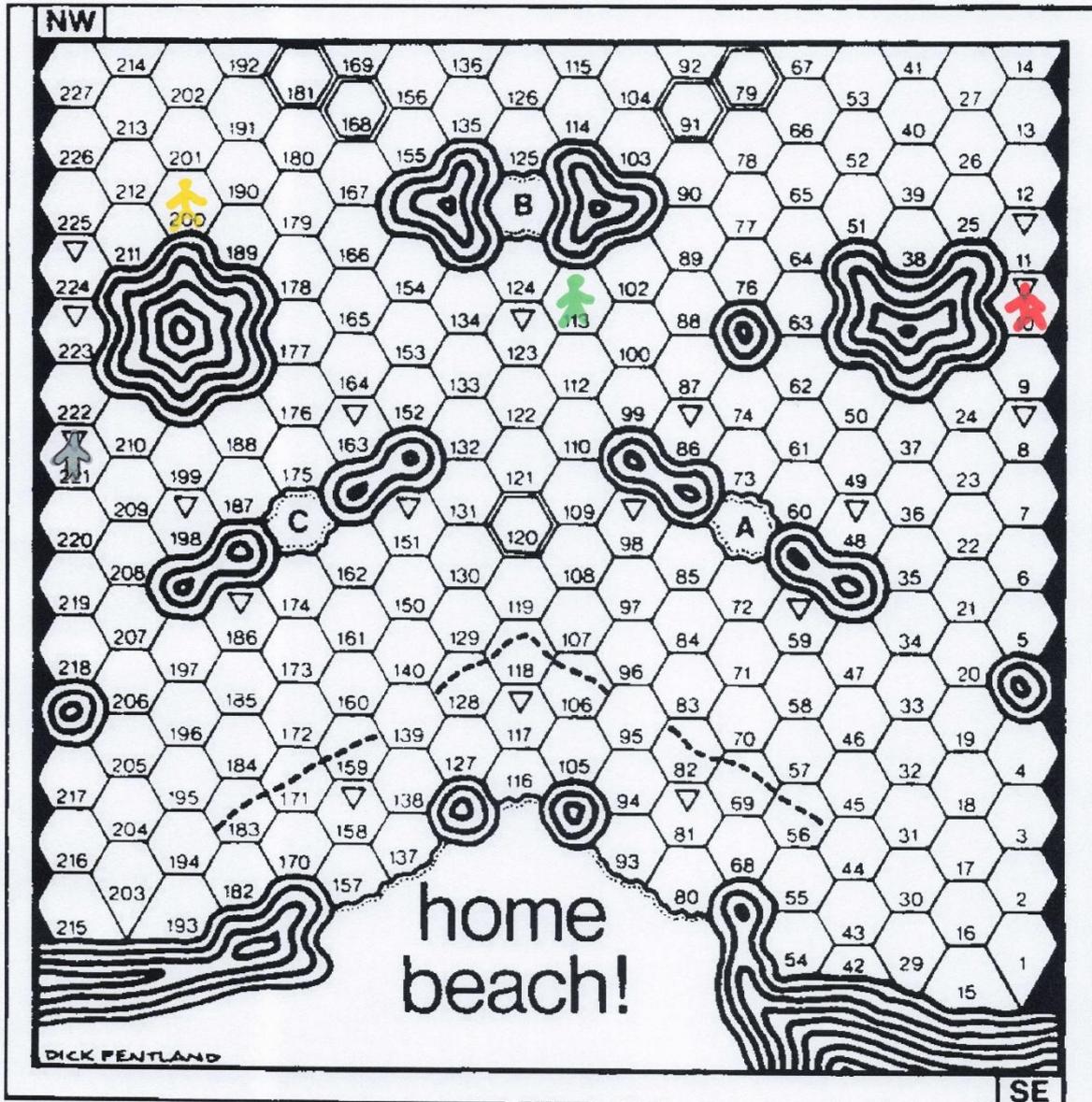
ANGLES (Neil Duncan): F(Crowland) S F(WASH)-Lincoln; F(WASH)-Lincoln; A(North Gyrwas) S FRISIAN A(Malvern)-Mercia

FRISIANS (Andrew Greco): F(Caerwent)-SEVERN; F(ATLANTIC) S F(West Wales)-LUNDY; A(Malvern)-Mercia; F(West Wales)-LUNDY; A(Sumers Aetan) Std.

Camelot: Is it all over for the British? Do they have no friends at all?



MAN-EATER!



GAME 1

Red (Mark): (10)-10

Jellyfish! You may not move forward or diagonally forward this turn.

Blue (Mark): (223)-222-221. *Oh dear! Eaten by Shark!*

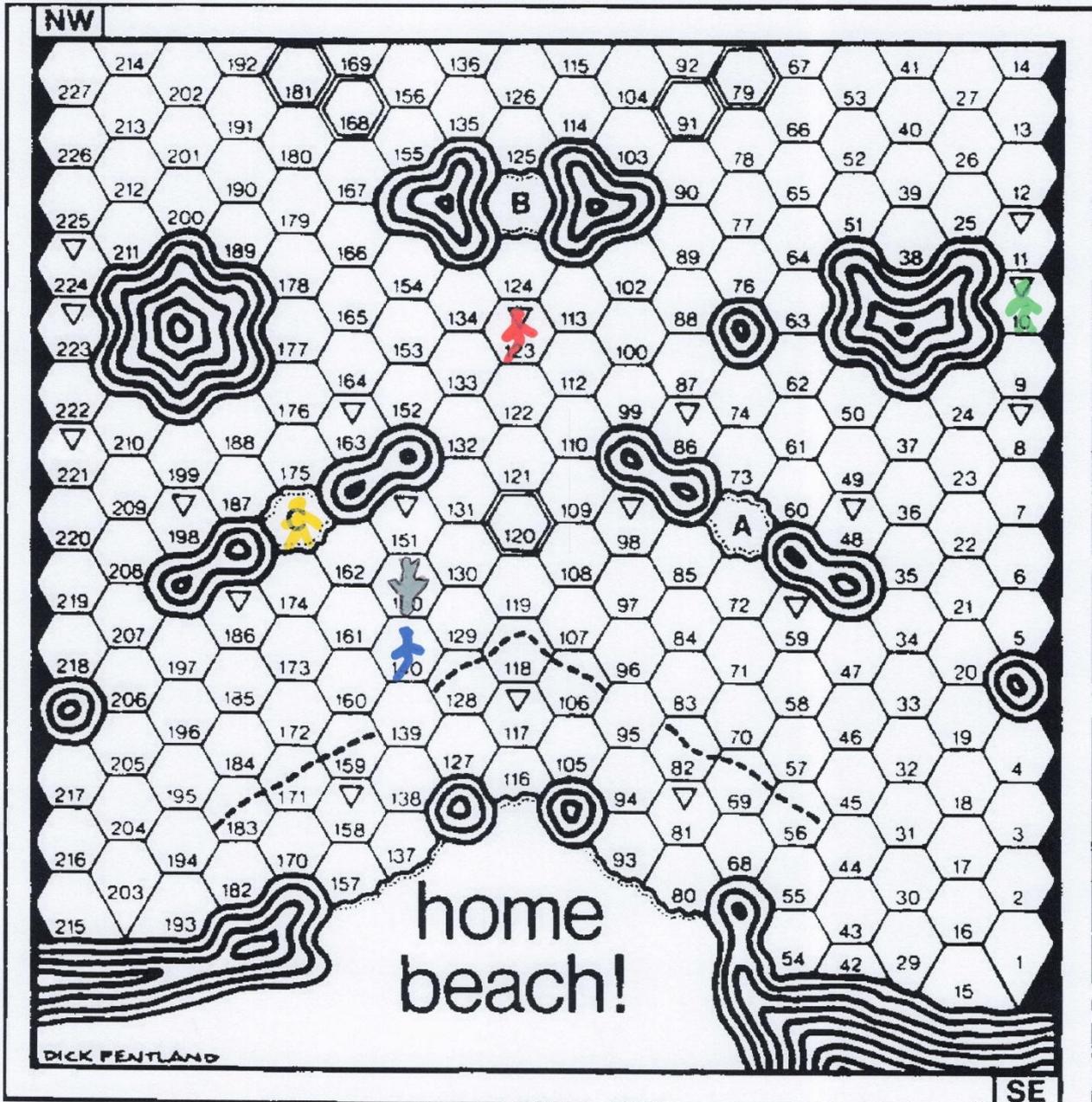
Green (Jed): (Beach B)-124-113

Yellow (Jed): (224)-211-200

Shark (Patrick) (211)-224-223-222-221

Chomp! Chomp! Chomp! Eats Blue completely.
Shark = 3 points.

Remember: the Shark may not attack the same Swimmer two turns in a row. Man-Eater maps can be found at the back of the zine.



GAME 2

Red (1 leg) (Patrick): (123)
Cramp! You may not move this turn.

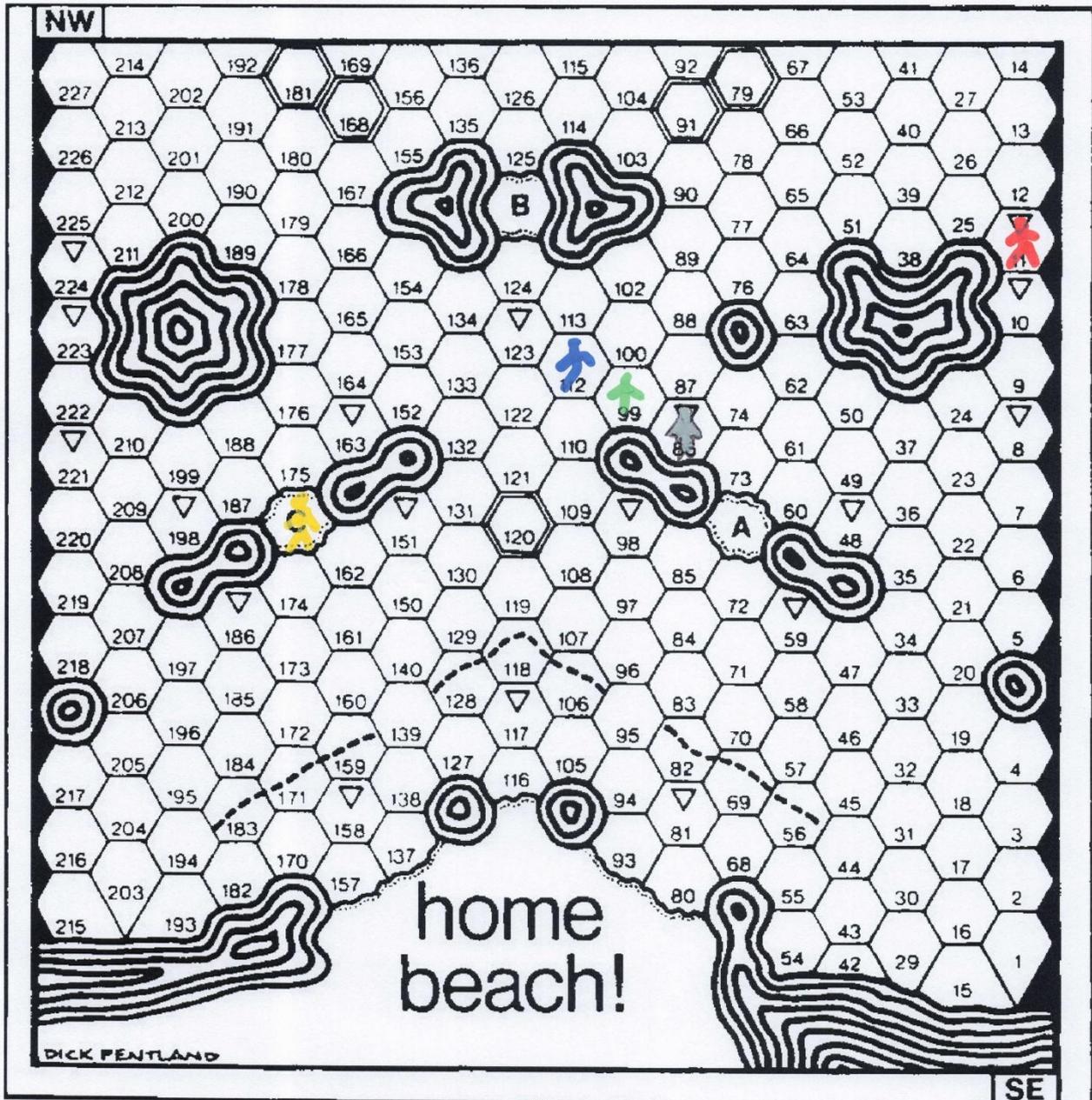
Blue (Patrick): (132)-131-151 [RH]
Tide in your Favour! You are carried forward 2 spaces to 140. Unfortunately, you are too near to the shark and lose a leg!

Green (Mark): (11)-10
Phew! You may only move one space this turn

Yellow (Mark): (Beach C) stays there having a snooze

Shark (Jed) (122)-121-131-150
Bite! You manage to detach one of Blue's legs!
Shark = 2 point.

Remember: the Shark may not attack the same Swimmer two turns in a row. Man-Eater maps can be found at the back of the zine.



GAME 3

Red (Jed): (10)-11

Jellyfish! You may not move forward or diagonally forward this turn.

Blue (1 leg) (Jed): (113)-112

Green (1 leg) (Patrick): (86)-99. **Oh Dear! You lose your remaining leg! No legs left!**

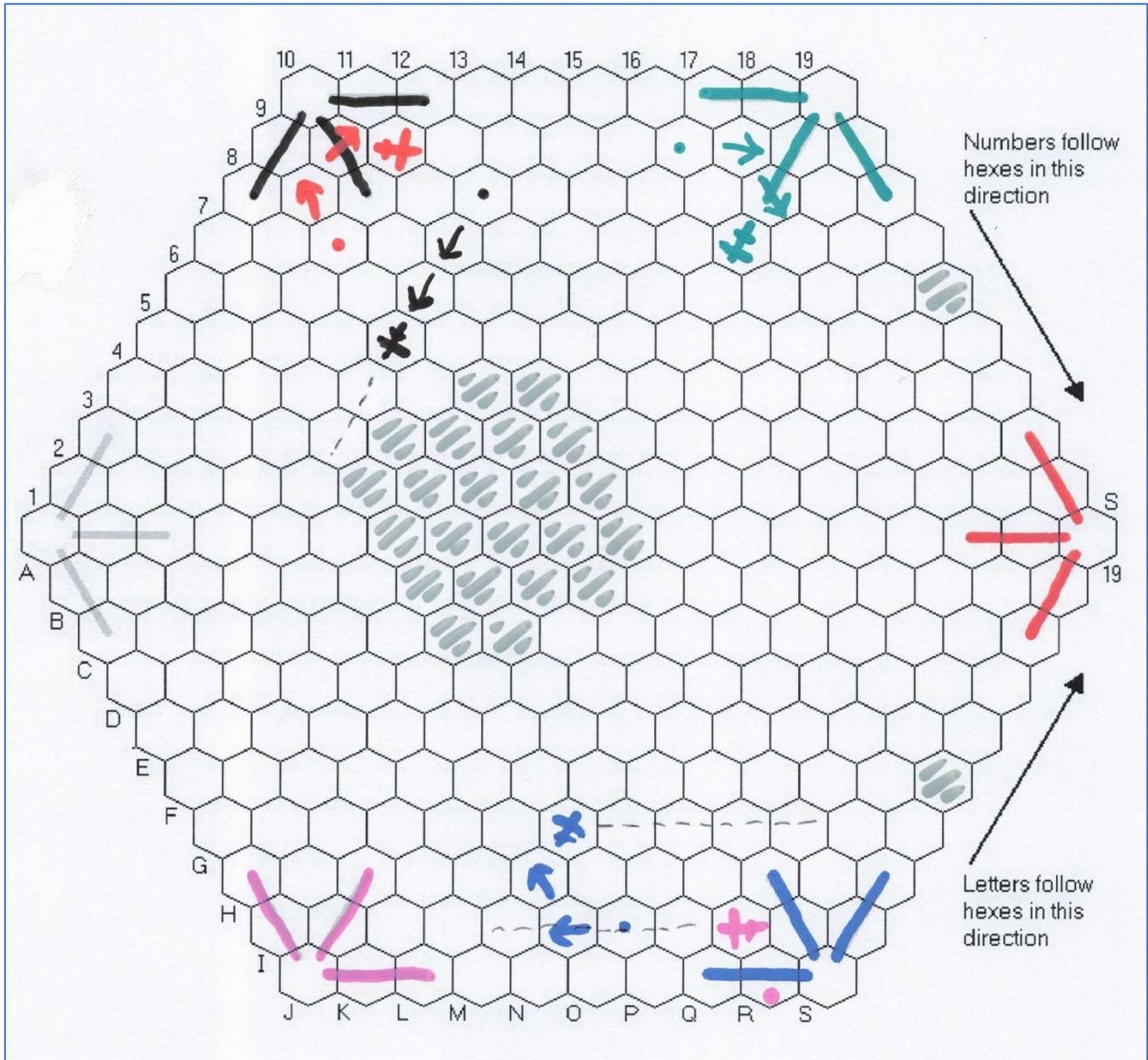
Jellyfish! You may not move forward or diagonally forward this turn.

Yellow (Patrick): (175)-Beach C

Shark (Mark): (123)-112-99-86

Bite! You remove Green's second leg!
Shark = 3 points.

Remember: the Shark may not attack the same Swimmer two turns in a row. Man-Eater maps can be found at the back of the zine.



Sopwith (Turn 17)

Clu Petre (Mog Firth)

Starts: E12 (facing F12)

Ammo = 13; Damage = 8; Points = 12

Turn 1: LT

Turn 2: A (Fires Ahead)

Turn 3: A

Ends: E9 (facing E8)

Ammo = 12; Damage Left = 8; Points = 12

Biggles (Martin Davis)

Starts: H16 (facing H17)

Ammo = 16; Damage = 1; Points = 5

Turn 1: RT

Turn 2: RT

Turn 3: RT

Ends: J16 (facing J15)

Ammo = 16; Damage Left = 1; Points = 5

The Red Byron (Alex Richardson)

Starts: C9 (facing B8)

Ammo = 10; Damage = 3; Points = 12

Turn 1: RT

Turn 2: RT

Turn 3: RT

Ends: C11 (facing D12)

Ammo = 10; Damage Left = 3; Points = 12

Baron Von Stinkhoven (John Langley)

Starts: O7 (Facing O6)

Ammo = 14; Damage = 5; Points = 9

Turn 1: RT. Hit by Carrion for 2 damage.

Turn 2: RT

Turn 3: RT (Fires Right)

Ends: M7 (facing M8)
Ammo = 13; Damage Left = 3; Points = 9

Carrion (John Tait)

Starts: R9 (facing Q8)
Ammo = 2; Damage = 11; Points = 10
Turn 1: RS (Fires Ahead) Hits Stinkhoven for 2 points
Turn 2: Stands Still (Fires Left)
Turn 3: Stands Still
Ends: Q9 (facing P8)
Ammo = 0; Damage Left = 11; Points = 12

Ground Control: The giant storm cloud continues to push east. Two small clouds start

to push in from the East... Remember, for every full move (3 turns) spent at an airbase you repair 2 damage points. Visiting an airbase allows you to replace all used Ammo. Staying on an Airbase can make you a sitting duck... but if you don't stay long enough, you don't get repaired. Carrion is out of ammo and Biggles only has 1 damage left!

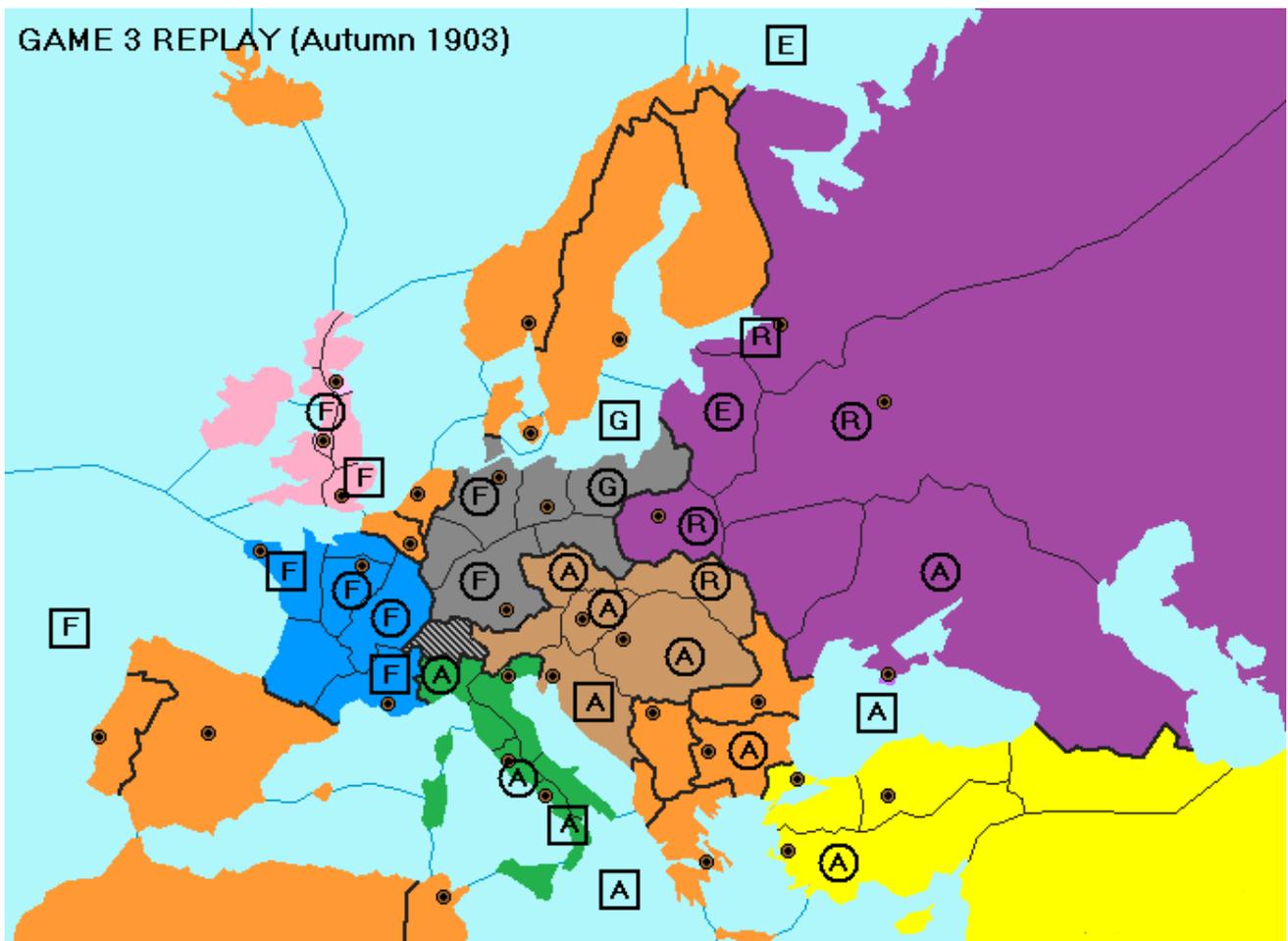
Press:

Biggles: It's the torque on the rotary engine makes for the tight right hand turns!

Intimate Diplomacy Tournament - Update 30

Game 3 Replay (Autumn 1903)

Richard Williams (Austria) vs. Brian Frew (France)



Brian goes into 1903 with England, Germany and Russia, while Richard has Italy and Turkey. The winner of this game will play James Hardy in the Final.

AUSTRIA-HUNGARY (Richard Williams)
F(BLA) s A(Rum) - Sev; F(Nap) Stands; F(ADS) - ION; A(Rom) Stands; A(Tyr) - Pie; A(Ser) - Bul; A(Ank) - Smy; A(Vie) - Boh; A(Rum) - Sev

ENGLAND (Mercenary)
F(NAO) c FRENCH A(Spa) - Lpl; A(Lvn) Stands; F(NTH) Stands; F(Nwy) - BAR; F(Yor) Stands

FRANCE (Brian Frew)
A(Spa) - Lpl; F(MAO) c A(Spa) - Lpl; A(Mar) - Bur; F(ENG) - Lon; A(Hol) - Kie; A(Mun) Stands

GERMANY (Mercenary)
A(Ruh) Stands; A(Sil) - Pru; F(HEL) Stands; F(Kie) - BAL

ITALY (Mercenary)
A(Ven) - Apu; A(Tus) s AUSTRIAN A(Tyr) - Pie

RUSSIA (Mercenary)

A(Boh) - Gal; A(Sev) - Rum (FAILED, DISLODGED TO Mos); A(Ukr) - War; F(GoB) - StP sc

TURKEY (Mercenary)
A(Arm) s AUSTRIAN A(Rum) - Sev

Autumn 1903 Adjustments:

A: +Nap, +Rom, +Bul, +Smy, +Sev, Ank, Rum, Ven, Con, Gre, Ser, Bud, Tri, Vie -Mun = 14; Gains 4. Builds F(Tri), A(Bud), A(Vie). 2 Build centres short.

E: Nwy, Edi -StP, -Lon, -Lpl = 2; Loses 3. Removes F(NAO), F(Yor), F(NTH).

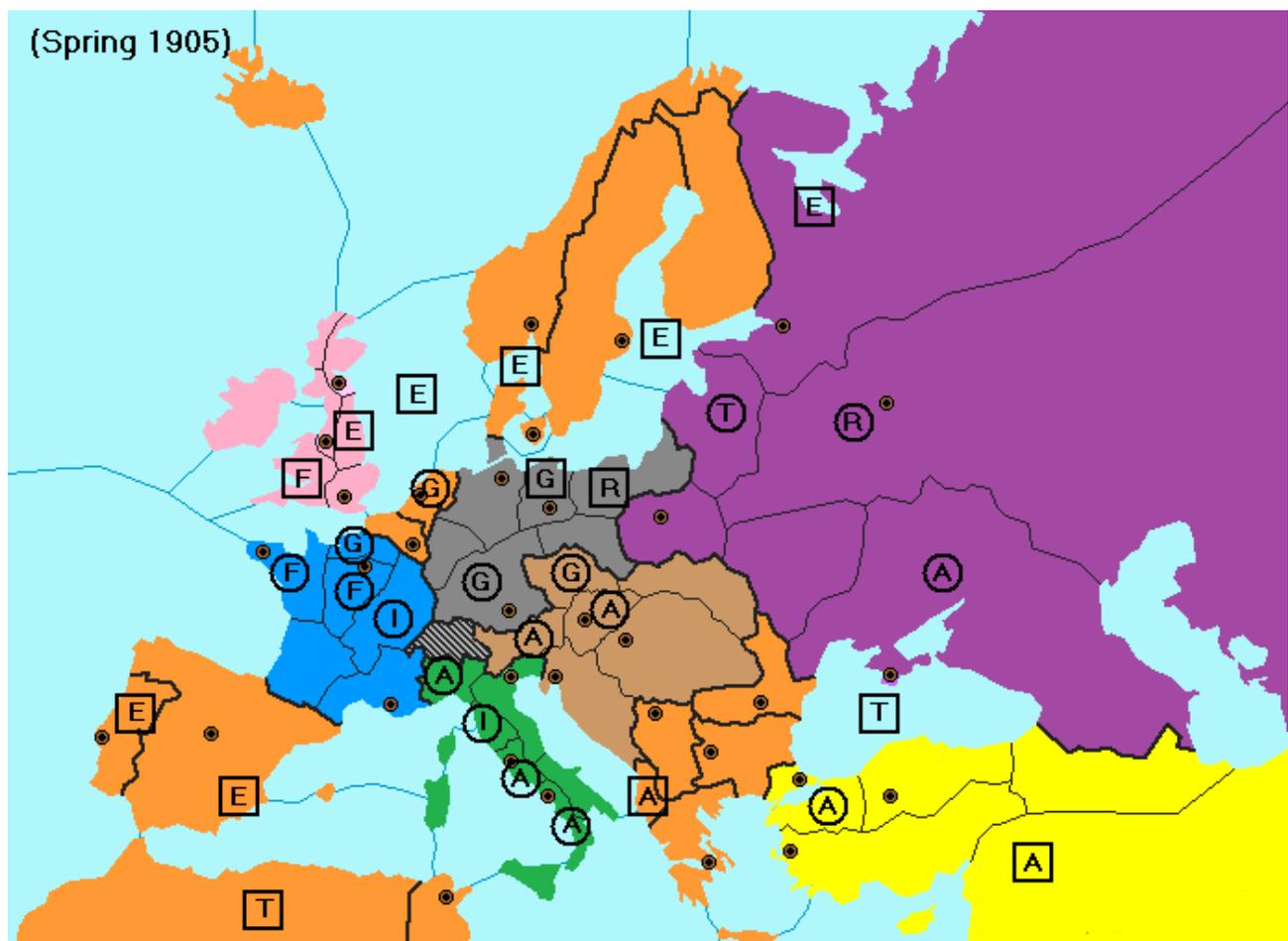
F: +Lpl, +Lon, +Kie, +Mun, Por, Bel, Bre, Mar, Spa, Par = 10; Gains 4. Builds F(Bre), A(Par), F(Mar). 1 Build centre short.

G: Hol, Ber, -Kie, -War = 2; Loses 2. Removes A(Ruh), F(HEL).

I: -Nap, -Rom = 0; Loses 2. Removes A(Apu), A(Tus). OUT!

R: Mos, +War, +StP, Swe, -Sev, -Bul = 4; No change.

T: -Smy = 0; Loses 1. Removes A(Arm). OUT!



Diplomacy Bingo (Spring 1905)

AUSTRIA-HUNGARY (Kaiser Franz-Joseph)
A(Ank) - Con; A(Apu) - Rom; A(Bud) - Vie; A(Nap)
s A(Apu) - Rom; A(Ven) - Pie; A(Vie) - Tyr; F(Smy)
- Syr; F(Tri) - Alb; A(Sev) Stands

ENGLAND (King Edward VOO)
F(Edi) - Yor; F(NTH) s F(Edi) - Yor; F(Por) Stands;
F(SKA) Stands; F(Spa) sc - Por (FAILED); F(Swe) -
GoB; F(Nwy) - StP nc

FRANCE (President Emile Loub)
A(Bre) s A(Gas) - Par; A(Gas) - Par; F(Lon) - Wal

GERMANY (Kaiser Wilhelm II)
A(Gal) - Boh; A(Mun) s ITALIAN A(Mar) - Bur;
A(Pic) - Par (FAILED); A(Kie) - Hol; F(Ber) - Pru
(FAILED)

ITALY (King Vittorio-Emanue)
A(Mar) - Bur; A(Rom) - Tus

RUSSIA (Tsar Nicholas II)
A(StP) - Mos; F(Pru) - Ber (FAILED)

TURKEY (Sultan Abdul Hamid I)
A(Mos) - Lvn; F(Rum) - BLA; F(Tun) - NAF

BINGO – The Scores on the Doors

	Old Score/	This Turn	Total
Toby	150	20	170
Dane	146	18	164
Niall	140	18	158
Brian	141	14	155
Mark	138	17	155
Ian B	139	12	151
James	130	13	143
Kevin	125	18	143
Jed	134	8	142
Vick	122	20	142
Richard W	126	10	136
Edwin	117	18	135
Ian W	109	12	121
Brad	101	18	119
Sandra	104	12	116
Colin	107	3	110
Simon	102	6	108
Alex R	94	10	104
Nick	90	12	102
Andy	89	12	101
Eddy	91	7	98
Patrick	78	5	83
Neil	40	20	60
Conrad	38	20	58
Alex L	20	20	40
Bernard	0	20	20
George	0	20	20
Jeremy	0	20	20
Maaike	0	20	20

Richard B	0	20	20
Theo	0	20	20

Versailles: 25 sets of orders received (6 of them from new players). No less than 11 players managed 20 points this round. The most popular votes were A(Rom)-Tus (27 votes) and F(Por) Holds, A(Gal)-Boh and A(Mar)-Bur – all with 23 votes. No one submitted orders for A(Sev), A(Kie), F(Ber)A(Ven), F(Lon)A(Tus) and A(War). There were tied votes for A(Nap), A(Rom), A(Con), A(Pic), F(Ber). A(Bud) was the most popular unit to order with 21 votes, followed by F(Edi) and F(ION) (20 votes), and A(Bur) (19 votes). A(Ukr), A(Bre) and A(Mun) only had 1 vote each.

Anyone can join (or rejoin) this game at any time. However, if you miss two votes in a row your name will drop off the results table until you submit orders again. The winner is the first player to 200 points. The tiebreaker is the actual total of points after the season when the game ends.

Waiting Lists

Regular Diplomacy: This game will NOT use standbys. Colin Smith, Theo Fox. 5 needed!

Fokker: Diplomacy with Planes. Rules in issue 29. 5 needed. Mike Pollard, Ian Bull

Star Wars: Order 66: Simon Hemsley. Rules in issue 30. 5 needed.

Mercator XIV (The Steve Jones Memorial Game): (9/17 – 8 more wanted): Brian Frew, John Strain, Brendan Whyte, Colin Smith, Ken Flowers, Edwin Hutton, Martin Davis, David Anderson, Vick Hall. More than halfway!

DEADLINE
Friday 12th
December 2025

orders@godsavethezine.com