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EDITORIAL

It looks as if this is going to be the last issue of **GSTZ** that I produce from the lofty heights of my study in Hadham Hall. Even though we have been trying to move for two years, I will still be sorry to leave the place. The house we are moving to is only two-thirds the size of this one, maybe less, so we are going to have far too much stuff. I expect we will be living with a lot of boxes and excess furniture for quite some time. Never mind, it will be nice to be finally reunited with my vinyl collection and the zine archive.

The biggest problem is undoubtedly the garage, or rather the lack of one. Like many people, we use our current garage as storage, so it is filled with circa 40 boxes of all sorts of “stuff”. The new house doesn’t have a garage, so where exactly all the “stuff” is going to go is a bit of an issue. I really don’t want to be paying for storage for boxes of “stuff”, but unless we find the time to go through it all, we don’t really know what is in there. Much of it is things from my late mother-in-law’s flat, so we can’t just throw it away sight unseen.

We’re going away to the north-east at Easter, so I would have to make the deadline the week after Easter (i.e. 10th April). The problem with that is that we aren’t actually back until the 11th April, so I will have no opportunity to send the usual chasing emails for orders, which many of you do seem to need. So, for the first time I’ll go for a Tuesday deadline (14th April) which allows me to get on top of things as soon as we return.

I am now all booked up for WDC in Athens on 22-24 May. Flights booked, taxi from airport booked, accommodation booked. Looks like it will be great fun, and I hope to see as many of you there as possible.

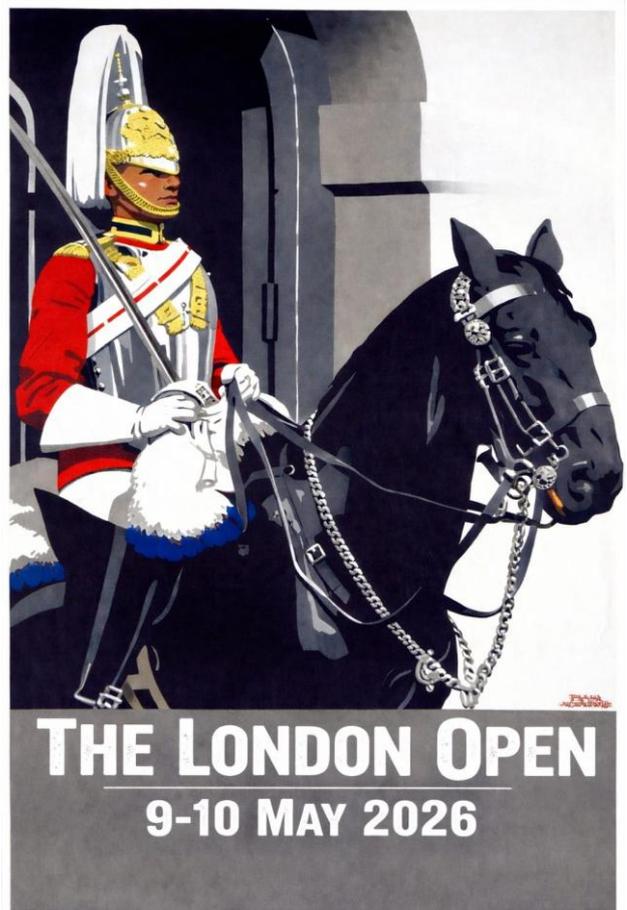


Baycon

8th-12th April 2026:

EXETER COURT HOTEL,
KENNFORD, DEVON

See [Facebook](#) page for details



The London Open

9th – 10th MAY

Information [HERE](#)

Signup link [HERE](#)

MidSummerCon

19th – 21st JUNE 2026

HOLIDAY INN, KENILWORTH

summer.midcon.org.uk

Booking is now open

ManorCon

24th-27th July 2026:

UNIVERSITY OF
NORTHAMPTON, WATERSIDE CAMPUS

manorcon.org.uk for details

MidCon

MidCon 2026 will now be held:

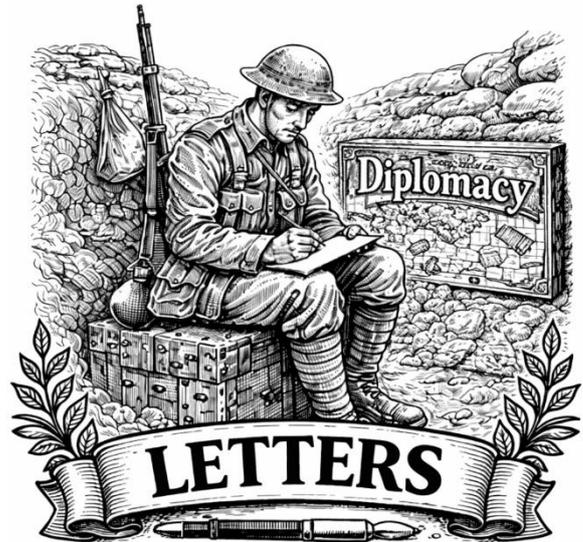
6th - 8th NOVEMBER 2026

HOLIDAY INN, KENILWORTH

midcon.org.uk

DO NOT GO TO DERBY!!!

The Holiday Inn offers about 10% more space, about 10% more bedrooms and is much better served by public transport - the railway station is a 15-minute walk away, and the Coventry-Leamington Spa bus stops outside. The hotel car park is relatively small, so we encourage the use of public transport where possible. There is, though, quite a lot of public car park space nearby.



MIKE POLLARD

I completely agree with you about *The Traitors*. I watched the entire 2nd series, after hearing all the fuss about the first, and it was blindingly obvious that every contestant was making judgements based on personal relationships and illogical suspicions. Someone's asking too many questions? Then they must be a traitor (even though asking questions MUST be one of the major aims of any serious player). Someone's too quiet, i.e., not asking any questions? Then they must be a traitor. You can't win either way with this sort of "logic". Plus, the programme makers are giving far too much power to the Traitors, by nominating an unknown multiple number, then adding to it during the game. This must be deliberate, as they need to keep to least one traitor in until the end of the game to maintain the tension. I could go on.....

SA: Given we are both fairly clued-up intelligent people, could we do any better? I think not – the way most people act is just too random for any logical strategy.

I did hear a CIA guy on Radio 4 say that those who have what people think are “traitor” characteristics are the least likely to be traitors and those who are pleasant and nice are the ones to watch.

I tend to agree with the CIA guy. I don't think we could do much better, mostly because the programme makers ensure that the Traitors get too many advantages, and they're constantly throwing in new rules & situations to muddy the waters.

I found the early seasons of *Big Brother* far more interesting, before all the narcissistic extroverted idiots started to dominate the show for their 15 minutes of fame. Initially, it was a fascinated experiment on how people's veneers gradually broke down, simply due to time and mild stress, to reveal their true characters.



DANE MASLEN

I always find it reassuring to know that there are people out there that are madder than me, so your confession about fascination with Italian editions of *Diplomacy* was very welcome. ☺

The following few paragraphs about *The Traitors* are more or less lifted straight from a letter to **The Cunning Plan** about a year ago, but I've trimmed some bits.

When I finished watching something I had recorded, I found myself dumped back into the middle of the final of the third series of *The Traitors*. I found it somewhat interesting, but I'm far from convinced that I'd want to watch a whole series. What I found most interesting was the end game, by which I don't mean that I found that part of the programme most interesting – I actually felt it was rather overdone and melodramatic – but rather that I found the problem it presented the surviving contestants very interesting.

In the end game the players have the option to finish immediately, but unless they all agree to do so, one of them must be banished by voting, and then the same options are open to the surviving three players. Thus, the game will end with two, three or four players surviving. If they are all faithful, they share the prize pot. If any traitors have survived, the prize pot is split between just them.

If you're a traitor and have survived to the end game, you know if you're the only traitor to have done so. If you are, you obviously want the game to end immediately as you have nothing to gain, and everything to lose, from any more banishments. Things are less obvious if there's another surviving traitor. Which of you is more likely to be banished if you vote to continue?

If you're a faithful and have survived to the end game, there are two questions you have to answer. Do you think there are any surviving traitors? Are you greedy enough to want to try for a third or maybe even half of the prize pot at the risk of being banished and getting nothing? If you're not greedy and you are convinced that all the traitors have been weeded out, then at first sight you should vote to end the game. But that is what a surviving traitor would do, so if all the other players have voted to continue, you might well make yourself the automatic choice for banishment. So maybe you shouldn't vote to end the game. Similarly, maybe a surviving lone traitor shouldn't risk painting a target on themselves by voting to end the game.

In the final that I watched all four survivors were faithful. Both votes were unanimously in favour of a further banishment. Given what I've written above, that doesn't surprise me, but courtesy of Wikipedia I've been surprised by what happened in the previous two series.

In the first series one traitor made it through to the final four. He voted to end the game, as did one of the faithful. The traitor was then banished. Presumably the two faithful that had voted to continue had had their suspicions about him. All three survivors then voted to end the game. That surprises me a bit, though in the first series the affiliation of the final round-table banishment was known, so maybe in principle it was possible for the players to work out how many traitors there were in the last four. If, however, it was, one player evidently failed to do so, given that she voted to end the game immediately.

In the second series two traitors made it through to the final four. All four players voted for a banishment, which resulted in the elimination of one of the traitors. The remaining traitor now voted to end the game, as did one of the faithful, but the other voted for banishment. It's at this stage that I find myself astonished by the final vote. The faithful that had voted to end the game voted for the person that

had voted for a banishment rather than for the person that had voted to end the game. Consequently, she finished up surviving but winning zilch.

That all leads me to have as low an estimation of the intelligence of the players as you evidently have.

SA: Yes, I think you're correct. What we need are a few more games players in there. What if Steve Jones or Keith Loveys had been on the Traitors, now that would be interesting. Maybe Toby Harris should try his luck?

At one time I used to email my inactive 'subscribers' every few years to ask if they wanted to continue receiving **Dane's Games**. The usual result was multiple replies, all saying 'yes'. I began to wonder if people just didn't have the heart to say 'no', so a few years ago I adopted a different approach. In (if I recall correctly) three consecutive editorials I asked inactive subscribers to email me if they wanted to continue receiving the zine. A few did, but many of those that had replied 'yes' to my emails in the past did not respond, so they got saved the trouble of transferring subsequent issues from the inbox to the wastebasket.

SA: I don't mind people not wanting to upset me by leaving, but I can't help wonder how with 300+ subscribers I have an active contributing readership of about 20%. Are there a lot of silent readers who just never comment on anything? If so, how do I know if what I am doing is of any interest to them? I've now removed the ability to join the distribution list from the website – now people have to email me. At least that will stop all the robots and spammers I have to weed out.

About 25 years ago I bought an HP Pocket PC at the same time as another item for no better reason than that I thought I might find a use for it. In fact it sat unused for months. Then I broke my right arm. It occurred to me that although I was just about completely incapable of writing left-handed, my left hand was certainly up to handling the Pocket PC's stylus. Very quickly the Pocket PC, especially its fairly basic spreadsheet, became the repository of all sorts of information. It was only eight years ago that I finally decided that the time had come to get a smartphone and migrate the information from the Pocket PC to it (though the Pocket PC is still used for my shopping list).

Unsurprisingly I have become even more dependent on the smartphone than I used to be on the Pocket PC. What I have not done, however, is go anywhere near social media, so no Facebook, no WhatsApp, etc. So rather than wasting my time on Facebook, etc., I can waste it on things I find more interesting.

SA: I do use social media – but only VERY sparingly.

There are only 2 reasons I have a Facebook account (1) there is a UK postal games old duffers group – which has lots of the old timers (some VERY old timers) in it, who are not active anywhere else. It's nice to stay in contact (and discover who's still alive). (2) I also have a minimal Facebook page so old friends can find me, but I only post something a couple of times a year. I have been reunited with several people I had lost contact with that way. I don't read Facebook feeds at all. I have Instagram for the sole purpose of keeping an eye on my daughter's art career. No Twitter (or X) and No Tik Tok (ugh!).

I don't think WhatsApp is social media, it is just a way to send free picture texts and text messages to friends, send text messages to groups of family or friends (such as the group I have for myself, my wife and 2 stepsons) and have free domestic and international telephone calls. What's not to like?

So, I think it is possible to be sensible and just use them as tools for what you do want to do, rather than a blanket ban.

That said I also have a fake Facebook account and email, just so I can do things anonymously.



RON FISHER

I love the new look of the zine-and the illustrations are fantastic.

Even though I'm not long to go in Kooks I want to pass on another game of Diplomacy at the moment as I've just started *No Plan* and I've also started *Sunny Afternoon* in **Cheesecake**. And it's cool your games are *Bowie* songs and Andy's are *Kinks* songs.

And while the Kinks are my most favourite group, we love *Bowie* and saw him I guess four times in the 70s- maybe five.

Saw the end of the Ziggy tour and then the Aladdin Sane tour, another show and "The Thin White Duke" tour, maybe that was the last. Saw *The Kinks* first in 1968, in a tiny venue where I sat 10 feet from the "stage" (which was a raised platform about six inches higher than the floor). I took a load of B&W photos that I bring out to impress friends. Then I bring out the photo I took of *The Ventures* in 66 when they played in my High School gym. Usually that gets me free drinks.

SA: Wow, you saw the Kinks in 1968? I don't know The Ventures, but I will check them out. If I ever finish the alphabet of Bowie songs, I think my next run would be Elvis Costello songs (as Peter Hammill is just too obscure).

DAVID HOOD

What a spectacular issue 33! You've got something for everyone: new variants, the VDL report from Bradley Grace, the great visual history of Italian Diplomacy sets, etc.

SA; Thanks! This issue also looks like it could be a long one. I've quite enjoyed playing around with it and I think the cover this time is quite neat.

MARK NELSON

A very short loc in response to a very long issue. I haven't read through all 57 pages, but what I read was very enjoyable. All the time and effort you put into the graphical design was well spent, it looks fabulous.

I've had two print edition magazine which have switched to electronic-only publication. In both instances I was given the option to cancel my subscription. In both instances I cancelled my subscription.

I don't find the idea of an electronic publication appealing, well for professional publications that is. I will strive to find the time to read a hardcopy publication. Most professional publications are OK if you're looking at it on your desktop, but that restricts the times when you can read it. (They may claim that they have also been optimised for viewing on a phone, I do not agree.) I can read a hardcopy when we drive up to Sydney, because

when I write "we drive up to Sydney" I should have written something else! I can also read hardcopy when I am having morning or afternoon tea. In fact, on many other occasions.

*SA: For professional magazines, I don't do electronic. I have a physical subscription to **New Scientist** and **History Today**. Having a physical magazine reminds me to read it. Whenever I have tried an online subscription, I just forget all about it. I do have a subscription to an online newspaper that I read everyday on my phone – the fact that it is daily and part of my morning routine means I get my money's worth.*

It's perfectly fine, of course, for fanzines to be published electronically. Though if I am pressed for time, I'll print them out as, again, there are more opportunities to read a hardcopy.

SA: A part of me would love this to be a hardcopy physical zine, but massive increases in postage costs in the last decade (particularly in international postage) and the fact that it is a damn side easier to email a zine out rather than print, staple, envelope etc. mean that a paper zine is a rarity indeed.

Now that I've retired, I'm in the process of cancelling some of my professional affiliations. I'm diverting some of the money I'm no longer spending to subscribe to the **Australian Book Review**. I'll be taking the Print + Digital option, not the Digital only option.

As far as I could see, you failed to provide contact details in **GSTZ 33** - though you provided an email address for orders.

Although the name "Stephen Agar" appears numerous times in the issue, it does not appear in conjunction with the fact that you are the editor. To be fair, you failed to provide contact details for any of the fanzines you reviewed.

Do I correctly recall that in the past you complained about editors who failed to include the month and year of the publication of their fanzine on their issue made it difficult for you to determine when it was published?

SA: Ooops. I do have a webpage which has recent sample issues and contact details for all zines I know about. I will just namecheck that in future. I promise issue number and date will appear every issue from now on.

MATTHEW PICKARD

I was encouraged to write in after reading Issue 32, where I was very excited to see a Hugh Bredin illustration that I had not previously seen. It marked a strange coincidence as only recently I had thought of trying to reach out to Hugh with an idea to interview him for the Briefing - however having not acted upon it I was saddened to read his obituary in your issue. However, it was edifying to read about his life and how his creative abilities were a constant throughout.

The vibrant (garish?) UK version of the board with Hugh Bredin's illustrations were the direct reason for my own entry into the Diplomacy hobby. I saw the massively long box of a game I'd never heard of at a car boot sale and, looking inside at the board, I had to buy it purely because I adored the illustrations! I feel like most people enter the hobby through the route of a friend bringing them along to a game because they needed a seventh player and then getting hooked by the negotiation and the strategising. Well, I got into the hobby because I liked the silly pictures, and I suppose I must still involved as a result of the pictures because my negotiation and strategisation skills are still totally pants. Is this unique entry point into Diplomacy? I'll take the uniqueness as a consolation prize to being generally outclassed at the game itself...!

SA: Thanks to AI, we can now have new Hugh Bredin illustrations... For example,



A further spur to writing in this week was the mention of the next issue possibly being themed around the English/British Civil Wars. I've been a tabletop wargamer since I was 10 (silly drawings and toy soldiers are just two of my hobbies) and my dissertation was on the Civil War in Cornwall. The dissertation is probably best forgotten about, but it was an expression of my persistent interest in the subject.

SA: A particular bugbear of mine is referring to the English Civil War as The Wars of the Three Kingdoms (lest the Scots and the Irish feel left out for their peripheral involvement). Much as I hate using CE instead of AD. All just virtue signalling political correctness IMHO.

For anyone interested, I'd highly recommend a podcast called The World Turned Upside Down ([link](#)) which, unlike a lot of podcasts, isn't populated with overexcited types spouting off about topics they have approximate knowledge of (meow). Anyway, all of this is really just exposition as an excuse to show off this drawing I did for my ECW gaming group...

SA: Which I have printed at page XX. I will certainly give the podcast a listen. I've long been fascinated by the various non-conformist religious groups of the mid-17th century, of which the Quakers are probably the only survivors. I would also like the Billy Bragg song The World Turned Upside Down an honourable mention, not to mention the Christopher Hill book of the same name. I used to have a Royalist ECW army in 25mm metal miniatures when I was a kid. I remember spending a whole summer holiday painting them. Trouble was, I never found anyone with a Parliament army to wargame against.

Now that I've got the preamble out of the way, it's time to get onto what I really came to write about - divisive politics! Oh damn, out of space...

JAMES HARDY

I was looking at your list of missing zines, and I have a handful of old TCPs (and a wad of **Obsidians**) under my desk that I fetched out of the loft for some long-forgotten reason months ago. I have in my hand TCP issues 184, 187 and 189, but the ones that will interest you will be issues 180 and 182. I will see if I can motivate myself to head into the loft again as I have more TCPs up there and I still need to go

through old photos to see what pics I may have of Hobby folk from the late 90s and early 00s. I did have some already, but I lent them to someone and never saw them again...

SA: I wonder who that was, shame on them.

Speaking of Hobby Relics this Facebook Duffers site sounds intriguing, though with FB I never know what to expect. I don't have an account, and I do a fair bit of local history research and when I click on a link to FB sometimes it opens fine, other times it wants me to log in or register. So, first attempt at the Duffers page it asked me to log in, second attempt I got into the feed, then after a bit it blocked me, so I just re-searched the site to get in again – go figure.

SA: Facebook is generally a waste of time and almost completely dominated by the old and middle-aged. Great for stories about cats though.

I've found your pictures of the London Trophy. Yes, that is a blurred hairy James Hardy bottom left. Pete Duxon is the guy in the green/blue top talking to Nick Parish (Go To Jail top) and the random woman you are talking to is Michelle Duncan. Geoff Bache may be the guy sat next to Rosi (no E!!) Sexton – he was defo at a London event that I attended (I remember chatting to him about his Heptarchy variant which I was running in **SNOT** at the time) – plus he and Rosi were an item then if I remember right.

SA: And Rosi went on to have an interesting career as a mixed martial artist ([Wikipedia](#)). You'd never have imagined that back then.

Appraisals. They keep reinventing them where I work and I'm sure they're great for some teams/jobs, but in our department of 6 people they're just a pain in the backside – even my boss merely goes through the motions (Hi Jimmy, just calling you on Teams so I can say we've had our 1 to 1 in your performance review. Everything going ok? Great. Bye.). The department just got shunted into another division of the company (they can never make their minds up if we should sit in an IT or Sales silo, let alone which silo!) so have a new higher manager and he actually seems to be trying to work out what we do – presumably with a view to pruning which seems to be a regular thing now at Tax Year End (you email someone about something to get an automated reply that they left

the company 6 months ago – all very cloak and dagger).

Personally, I would welcome redundancy with open arms but suspect I'm second at best on the department hit list as I work with a 71-year-old. Plus, I run/maintain/tweak/reinvent a few jobs worth about half a million quid a year to the company and I'm the only one that knows how to run them AND the software they use, so doubt I'm going anywhere for the foreseeable future.

SA: You need to get yourself made redundant ASAP, then offer to come back as a consultant a few days a month, charging them at least your previous salary.

ANDREW GRECO

Thanks for the London Trophy photo in the last issue, I can hardly remember what it was like having so much hair on my head!

I remember being very competitive back then, but nowadays I don't play Diplomacy face to face as I am too embarrassed by lying. Keith Smith was always amusing to play against.

SA: I would love to get back in contact with Keith, but I don't have any contact details.

CHRIS TRINGHAM

Thanks very much for uploading so much material to the archives. My main interest is the time when I was active in the hobby (and some earlier stuff). I have ideas (and incomplete drafts) for articles about various aspects of this that I may send to you sometime.

SA: Please do! I have been quite lucky with contributions recently, but it is difficult to persuade people to contribute sometimes. I can't always find someone to send me any FtF reports, which makes the contribution from Nat Shirley this time particularly welcome.

You are correct that (unsurprisingly, I suppose), the "old" Hobby was largely led by people one generation older than the two of us, but there are a few prominent names still around: Pete Birks was once an NGC committee member and Nicky Palmer was NGC General Secretary for a while. But, fair enough, they are not active in the hobby today.

One thing I need to remember before I am rude about what someone did 30 or 40 years ago is that they may be reading **GSTZ**, so not a word about Paul Simpkins from me.

I also feel a bit guilty about not reading enough books - partially from Facebook posts about what others have read, and it seems like a lot more than I manage. I do read a lot of biographies and autobiographies on my Kindle (mainly purchased for 99p) and I'm currently enjoying the Ben Elton one more than I had expected, though I hated Ian Wright's slapdash effort. And, yes, I do have a lot of unread titles sitting there waiting for me one day - I've even been known to click to buy a book only to find that I did that last year but haven't read it!

SA: I've done that with music before now. I've also pre-ordered music, forgetting that I've already pre-ordered it, and then get a surprise when two copies show up. I think I am just senile.

Good for you, managing to get a pay rise in spite of being in the bottom 20%. Luckily, I've never had direct experience of "Forced Rankings" but my brother worked at (I think) two companies where it was used, and I remember him telling me how frustrating it was as a manager being forced to get rid of one of his team when they had all done well.

I suppose that the idea behind is that (1) some staff turnover is good, and (2) there should be some rigour to doing appraisals. The real problem is the ridiculous concept of "human resources": the company has 100 bank clerks or 200 bus drivers or 300 sewing operatives, so they can easily fire 5% of them and hire replacements. But actually, these are individual people who ought to be treated with respect. Maybe on average 3-5% of them **are** poor performers and maybe it's "easier" to have these rules, but it's lazy and damaging to the organization.

SA: And it makes no conceivable sense to apply such rules to small high-performing teams.

Plus, any system can be "gamed" so (for example) managers might retain subpar staff until the appraisal process so they then be placed in the bottom 5% that need to be fired ([NYT article about Amazon](#)). Or employees might want to move to a team where they would be a top performer. Which is why I'd suggest that it really is better to do it all on individual merit.

Maybe you're correct that most people are OK and so appraisals aren't important. There are jobs where the work is routine and people are doing it satisfactorily. My own experience has been of inheriting team members who were quite challenging to manage (in different ways) and wanting to both give them a chance and determine whether they really had a future - which some did.

I've never had a boss who shouted at me, nor can I recall one who was unwilling to hear bad news (though I might have been a bit reluctant to provide it on occasions).

SA: I've certainly had one who often shouted at me, but then she often shouted at most people, so I didn't feel victimised.

One of my bad bosses treated her team (of managers) like children and wanted us to "massage" the numbers so that we achieved the monthly forecasts - and funnily enough I am currently reading a book about Mike Lynch which reports that this happened (on a much bigger scale) in Autonomy.

I don't think I have ever been "over-managed" - my main complaint is lack of direction, feedback and assistance, though I can understand that some people might not want that. I like to think that I didn't interfere too much, whilst at the same time knowing what my team was doing, but maybe others would not agree!

And, yes, maybe I have been lucky in never being exposed to the curse of over-bureaucratic organizations where managers create work for themselves to justify their position. I am a bit suspicious of organizations where managers are shuffled around and often end up in roles where they lack expertise and don't stay long enough to acquire it.

SA: I briefly worked in the Civil Service where senior managers were routinely moved around every 3-5 years. Often decisions would be put off or difficult issues ignored, provided the problem would take a few years to materialise. It would then be what Douglas Adams described as a "SEP". Somebody else's problem.

Cunning plan you have there that Rebecca can't control the TV - I have found that it's usually possible to simplify the setup: in London my Philips TV remote also controls the Fire Stick, (well, most of the time) and in Hong Kong the remote for pay tv

also controls the TV power and volume. But my brother has three (I think) different remote controls all from Sony, and that does defeat me.

SA: *Our Sky remote can also control the TV. However, you have to push the "TVT" button first, so it knows to issue TV commands. If it is on a "TV" setting and you don't realise and try to do something simple on the Sky box, you end up changing weird TV settings, such as screen ratios or subtitles. Ultimate user unfriendly.*

There are websites showing which streaming services have which tv shows or movies (<https://www.justwatch.com/uk>) but this is a totally different world from when we had three or four channels and I have a note in Google Keep to remind me what I need to watch. I have to correct you on the TV Times, though, because that used to only have ITV programmes and one needed to buy the Radio Times for what was on BBC radio and TV (that changed in 1991).

SA: *We were a TV Times family. Rebecca, on the other hand, was raised like you and not allowed to watch ITV. I think it was some middle-class snobbish thing.*

Please don't spread these false reports about London being crime-ridden. But, yes, if you walk along with your phone in your hand and not paying attention I think you may deserve to have it stolen - though [only if it's an iPhone, none of your Samsung nonsense thanks.](#)

SA: *The new iPhones are particularly vulnerable, as many people thought the metallic orange colour looked quite cool. Unfortunately, it signals to everyone around that it is the latest iPhone and so worth stealing.*

You're probably correct that big accountancy firms are quite careful with accuracy when dealing with listed companies, but one of the problems is that a lot of the auditors will be inexperienced staff for whom this is one of the first steps on the career ladder, and they may not really understand what they are doing - and hence a cunning old hand like yourself can persuade them that black is white.

SA: *No comment.*

I have no recollection of the event at the Royal George in September 1996, but obviously I was

there, just a few weeks before I headed off to Hong Kong. Don't suppose I played Diplomacy!

SA: *I'm sure there will be a zine report somewhere which will answer that question. Let's see... nope, don't think you played Diplomacy (though Pete Birks did!). I printed quite a full report from Gihan in **Spring Offensive** #47, which anyone can look up in the Archive if they are interested. Nice that many of those there that day still see **GSTZ** and even play in it.*

THE 1996 LONDON N.D.C. QUALIFIER RESULTS

Pos.	Name (* qualified)	Country /Board	SCs	Official Score	MidCon Score
1	Toby Harris*	F1	14	62.41	88
2	Colin Hobbs*	A5	13	58.56	74
3	Denis Jones*	I4	11	54.49	85
4	Colin Smith*	E2	9	50.50	83
5	Jeremy Morris*	T1	12	48.50	66
6	Rob Lozynskyj*	G3	10	47.04	84
7	Vick Hall*	G5	11	44.77	74
8	Mark Wightman*	I3	9	40.00	63
9	Jeremy Tullet*	G4	9	39.78	63
10	Keith Smith*	F2	7	34.50	61
11	John Tutt*	T3	7	28.15	44
12	Andrew Greco*	R4	7	28.01	44
13	Pete Dunnet*	E5	7	24.08	46
14	Nick Parish*	F3	6	23.33	32
15	Simon Bouton*	I2	5	22.50	42
16	Steve Massey	R2	4	18.00	25½
16	Eve Smith	T2	4	18.00	25½
18	Dan Lester*	E1	5	16.68	42
19	Darren Sharma	E4	4	15.88	29
20	Paul Spurgeon	G2	3	14.50	17
21	Simon Rose*	I5	3	12.59	30
22	Shaun Derrick	I1	3	12.41	28
23	Adam Harris	A2	2	12.00	12
24	Ed Morgan	R3	2	11.48	12
25	Chris Moore	F4	2	11.47	20
26	Des Langford	T4	1	10.37	15
27	Richard Collins	F5	X08	7.00	7
27	Mark Fisher	R1	X08	7.00	7
29	Steve Cox	A3	X07	6.00	6
29	Martin Bates	E3	X07	6.00	6
29	Rosie Sexton	R5	X07	6.00	6
32	Graham Jones	A1	X05	4.00	4
32	Pete Birks	G1	X05	4.00	4
34	Pete Duxon	T5	X03	2.00	2
35	Mark Stretch	A4	X02	1.00	1

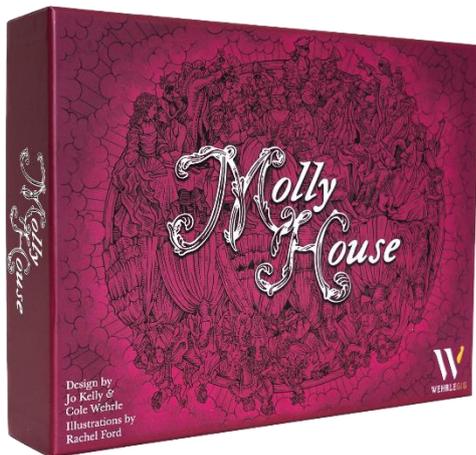
Tom Howell's comment on a Chinese meal brings back a bad memory of Manorcon 40 years ago. A group of us ordered a "set menu" and then watched as two people (one of whom is named in **GSTZ** 33) managed to eat almost all of the food from the turntable before the rest of us realized what had happened. My recollection is that normally, although so-called Chinese food in the UK wasn't really very good, there was usually more than enough for everyone. But not that time.

SA: *Who was it? Do tell.*

EDDY RICHARDS

Talking of prostitution (I am another never to have had this experience nor wanted to), one of my pupils, knowing that I am into boardgames, brought me a game her parents had acquired over Christmas - apparently it had been recommended as one of the best games of the year in the **Guardian** : **Molly House**. They had struggled to understand the rules and had watched hours of YouTube explanations and play throughs.

To be fair the rules weren't the best, it took a while to get to grips with them myself, and there is a core of a decent (but not excellent) game there with some interesting concepts. The theme though was unique - the gay scene in 1720s London, with cruising, scandal, houses of ill repute, right-wingers making life difficult etc



SA: Interesting idea for a board game. I'm almost tempted. The game I regret selling on eBay was called Plague and was all about the spread of plaque through 14th century Weymouth. The aim was to be the first person to bury 99 corpses without getting the plague yourself. I kid you not.

Bosses? I've only had two or three in my whole life that I've respected for their work or who have been a positive influence on me or my work. Which is possibly a shocking indictment of how organisations are managed. Or maybe I'm unlucky or bolshie.

SA: I had eight bosses over almost 30 years at Royal Mail, five of them female. Only one of them was someone I could not really respect, but only one of them could I ever describe as a friend.



TOBY HARRIS REPLIES!

It was wonderful to read once again your Meta-Gaming article, re-printed from the last millennium. How your younger readers might today gasp in horror at the Diplomacy antics of some thirty years ago.

Perhaps it is now time to set the record straight, three decades later.

Your Meta-Gaming article was especially punchy, raising many questions about gameplay ethics which remain great questions even today.

It would be best to take things through in stages; so as to allow readers to pick the juicy meat off the bones, rather than the tripe & gristle they were fed at the time by other 'sources'.

Take the key point that your editorial skills have always been to reference comments and writings from other zines. i.e., not necessarily your own words Stephen, but merely what others have said. And you (skilfully) turn this into a question for your readers, i.e., "Someone said this, what do you think?". In other words, you don't necessarily need to cast an opinion yourself; your great editing relays current affairs and asks for readers' views. So far, I am with you 100%.

But here is where one must digest your article with an open mind because, cunningly woven into page two, your readers will find the words:

"Later in the same issue [of TCP], Gihan Bandaranaike recalls ..."

Gihan Bandaranaike recalls, huh? Gihan's recollections are peppered with creativity, illusion and spice in order to feign a convincing charade. Whilst some may be fooled, most found these 'recollections' as convincing as Aladdin masquerading as a prince to impress Princess Jasmine.

THE JOHN BOOCOCK STORY

I did indeed (exactly as you wrote it) "have occasion to give him money for favours in FtF Diplomacy".

This was in January 1998, just a few months before your article was originally published in April that year. The venue was Duncan Adams' private / sleep-over / house-party / gaming-weekend for seven.

James Hardy and Neil Kendrick were there too, along with Duncan & John.

John Boocock and I drew neighbouring countries for the Saturday morning Diplomacy game and John's opening statement was along the lines of:

"Toby, I have seen you stab and you have seen that I don't. So if you give me £5 then I will trust you not to stab me and we can work together in this game. And you will get your £5 back at the end of the game."

That's really all there was to it. I had a choice.

The problem was that if I chose not to give John £5 then someone else might get (and go along with) a similar offer. But if I did give John the £5 then it means my whole game is shackled into an alliance or I lose the £5.

So, I offered John a compromise by giving him £5 on condition he return it at the end of 1903. My argument was that this is plenty of time for us to set up a good working relationship early in the game (three years is a good commitment) but gives us both fair and reasonable flexibility for the middle game. John agreed.

The first three game years passed and John and I were up to about 15 centres between us. John returned the £5 as promised and we made plans for Spring 1904. Unsurprisingly, I stabbed him for four centres in the Fall.

The weekend enjoyed many other games too and Dunx was a terrific host, serving a culinary treat of a Full English on the Sunday morning. The mood

was light too; it was John Boocock himself who picked up the "Sunday Sport" (an outdated 'newspaper' from the era) over breakfast and regaled us with its hilarious articles. One such article put me off eating steak & kidney puddings for life.

This was the only time money has ever exchanged hands with me during a Diplomacy game. And any fool can see that (when I asked John for the £5 to be returned after Fall 1903) my true goal all along was to stab him after he'd handed the money back.

Others across the wider hobby did indeed take the matter more seriously. Some were deeply offended, though not necessarily with me because my game was at a private house party - rather than a convention.

So, I was never involved in such antics during the EDC in May of that year. Here, I recall John repeated his attempts to buy or rent allies, but he was never on any of my tables and he certainly wasn't on the top table which I won. Hooooo!

Now we move onto the comment: "In the latest TCP there are a couple of allegations that Toby Harris has been known to employ this tactic in FtF games,"

This would be located within the same paragraph that includes the "Gihan Bandaranaike recalls" comment. In my defence:

The originator of the tactic got heavily punished by me in 1904

I played to win the game – and did

"In FtF Games" ... why the plural? It only ever happened once.

This occurred at a private house party.

So, this part is clearly a masquerade by Prince Gigi Ababwa, accompanied with a Maleficent-like "I bear no ill will ..." for his not having received an invitation to the party!

Getting to the nub of the matter, what was it precisely that Gihan recalled? ... "Toby once threatened not to give him a lift home unless he helped him in a game of Dip."

Ah yes. Now look at the facts:

Did Gihan do as I allegedly asked? No, he didn't. He rebelled and stabbed me ... then let out a gloat-riddled "Hooooooo!" for all to hear.

Did he receive a lift home afterwards? Yes, he did. Nobody will attest they saw him on the outskirts of Bedford by the M1 junction roadside, with an outstretched right arm, sporting an erect thumb, and his left hand clutching a handwritten, cardboard sign reading “LONDON”. He indeed got his lift home.

As for the game itself, was there any threat? As I recall, I merely suggested that we work together in order that the drive home might be more pleasant.

The French metagaming was another matter. There were some super talented French players at WDC 1994, and they (in the main) rose to the top of the tournament rankings. Others came along as poodles. In fact, it seemed this was their sole reason for attendance. That was the upsetting part. And it was across most boards; everyone felt it. And the hobby meeting resulted in walk outs.

But it is also true to say that the European hobby was relatively new to each other. 1994 was only the second WDC in Europe and the UK had yet to host an EDC. It takes time for players to get to know each other and there is no doubt that everything here had healed by the end of 1997.

DAVID HOOD

I particularly enjoyed the metagaming article This timeless issue is still sort of a thing in today's hobby. It has become totally normal for players in something like the VDL, with a series of preliminary games over time leading to a top board championship game, to play for the benefit of others in a late season game (once one has secured a spot on the Top Board) rather than playing for the best result possible in that particular game.

The modern "meta" is that such play is totally legit, whereas I think some hobbyists in the past would have thought not. My own view is that there are some actions which should clearly be out of bounds (unshakeable alliances set for multiple games, the cash bribes you mention, threats of off-board consequences, etc.) whilst for me other actions that others may frown upon seem certainly acceptable (throwing a game to punish or reward others, taking a lower result because one really enjoyed an alliance and thus one just does not want to stab for the better result). Of course, other actions may be in the gray area in-between.



Lonely at the Top: My DBN Invitational Experience

by Conrad J Woodring

On 21 and 22 February, I played in the DBN Invitational Semi Finals — twenty-eight of the top-ranked players of 2025, all in one place, all exceptionally capable, all accustomed to winning.

Difficult, challenging and exhilarating games were played. Powers rose and fall. Seven winners were crowned to compete in the final. It was prestigious. Earned.

But the thing that stuck most with me was my after-action (or rather after losing) conversation with Los Angeles' Justin Loar:

“I think playing under this scoring system makes Diplomacy players feel lonely because their immediate peers can never really be happy for their success. Winning means you've taken something important away from everyone you hung out with on Saturday, and in the moment that's all that it means.”

I love Diplomacy. I love people. I love watching people play Diplomacy. I love talking about Diplomacy. I love playing Diplomacy. For 26 years this game has occupied a dedicated spot in my heart and mind.

What I love most about Diplomacy is the people. I am an extrovert in the most literal sense. I gain energy from conversation, from connection, from the small, shared smiles across a negotiation table. Each shared success, no matter how small, brings me joy. I love building relationships in real life and in the game. I love finding alignment. I love the miracle moment where you find a collective path forward for a group of self-interested players. In the end, we all have different objectives, and those objectives change as we play. I want everyone to be able to say at the end of the game “I enjoyed that.”

But the DBN Invitational format is unapologetically zero-sum.

There are no shared victories. No collective pride. No “we played well.” You can never say “we both achieved our objectives.” Advancement requires elimination, and because the 28 playing are among the top, no one has a goal less than I win and six other players lose. My gain is mathematically your loss. If I progress, it has a real cost to people I care about. I am taking something from someone I was laughing with an hour earlier.

And when that is the scoring system, something subtle shifts.

Under a zero-sum structure, my decisions hopefully nudge myself closer to winning, but not always. I make a mistake, and my mistake has a real cost to me and other players. Perhaps I make perfect choices, and my success is the reason someone else’s tournament ends. Winning means I have taken something important away from everyone I hung out with on Saturday. In the moment, that’s all it means.

And after talking to Justin into Sunday morning, that realization landed harder than I expected.

At one point, it brought out the worst in me. I caught myself evaluating people not as collaborators or friends, but as obstacles. I felt sharper. Colder. Less generous.

And I didn’t like that.

I also saw versions of others that I suspect they didn’t love either. Shorter patience. Aggressive or insulting language. This wasn’t because anyone was cruel. It was because the structure demanded it. Zero-sum incentives reward extraction, not harmony.

The irony is that this room was full of people I respect — people I genuinely enjoy. That’s why I’m there. That’s why I play. The Invitational gathered an incredible group of players (some would say the best), and with that came not just skill, but community history. Shared jokes. Shared memories. Share histories.

And yet, in the critical moments, we were forced into isolation.

You can’t co-celebrate survival or high-five someone for knocking you out. You can’t fully express joy when the cost of that joy is visible in the faces around you.

I found that emotionally difficult.

I don’t play Diplomacy primarily to conquer. I play to connect. I like trying to find success for everyone. I like the version of the game where the story at the end is something we all helped write. Even in defeat, I like feeling that we built something interesting together.

Zero-sum scoring narrows that story. It reduces the narrative to advancement and elimination. It asks you to prioritize outcome over experience. Yes, it also creates incredible intensity. The stakes were real. Every negotiation matters. Every unit is alive with consequence. The pressure sharpens decisions.

At the DBNI the quality of play was extraordinary. There is something undeniably compelling about a format where nothing is diluted. I understand why it exists.

But I also understand why it can feel lonely.

The Invitational forced me to confront a tension in myself: I am competitive. I want to perform well. I want to test myself against the best. But I do not want to become someone who values victory more than relationships.

This weekend reminded me that structure shapes behaviour. Incentives matter. Even in a board game about negotiation.

Diplomacy is a game about outsmarting, deceiving and conquering your fellow player. But for me, it has always been a game about connection. The Invitational reminded me that those things are not always aligned. And that tension — that loneliness at the top — may be the real cost of zero-sum victory.

Armageddon in Austria

by Guy Thomas

In *The Church Mouse* No.24 Keith Pottage asked for an article on why Austria should not be demolished by her neighbours in the early seasons of a game of Diplomacy. As someone who has won with Italy by tramping all over Austria from the outset, I hereby volunteer my own opinions.

The short answer is that it cannot possibly be wise for Italy, Russia and Turkey to attack Austria at once, simply because one of them must end up by being strategically outmanoeuvred and therefore end up a comparative loser. If poor Austria is ganged up on by all three, at least one is a fool or a lunatic. No player is closer to victory simply through having disposed of one opponent; he is indeed further from victory if he has in the process allowed his three equally weak neighbours of Spring 1901 to become two strong neighbours by, say, Fall 1904. When one player realises that he has been outmanoeuvred (or taken for a ride) he must strive to keep Austria alive as a buffer state against the expansion of his neighbours.

On the other hand of course, one of the aggressors may well be a comparative winner vis-à-vis his fellow assassins. The Austrian problem is that he appears to be an easy kill to his neighbours, each of whom imagines himself as the major beneficiary of the carve-up. This is a false illusion common in inexperienced players and some seasoned campaigners. Who are the prospective winners and losers? I offer my own opinions as a gross generalisation only.

Italy is definitely a winner, even though the most obvious of attacks is going out of fashion somewhat. Italian prospects for expansion are slim from the start and if Austria is allowed to flourish, she becomes a major power on the Italian doorstep. Who else can Italy attack given that France has an 18 months warning of an attack before it arrives, and when the celebrated Lepanto employs three units in an over-stretched gambit which leaves Venice vulnerable?

The fifth Italian centre must be Trieste or Vienna. It goes without saying that such a policy, besides being dangerous and running the risk of being bogged down by a solid defence, must be handled

with great care to ensure that others do not profit more than Italy himself. This is best done by attempting to push the Austrian units towards Turkey and Russia, repatriating them in the Balkans. This is much better than the extinction of Austria which must entail Turkish gains.

Turkey is also a potential winner in the Austro-Hungarian downfall, especially in as much as Serbia is the crucial gateway to rapid expansion, and to Rumania. But Turkey should also seek to preserve Austrian units to block Italian expansion, for a third Italian fleet effectively stymies any prospects for Turkish Mediterranean power, by making the Ionian Sea a fortress. The proximity of the Balkan supply centres and their close-knit nature may enable Turkey to make gains by opportunistic sorties, rather than an all-out attack on Austria, such as that required by Italy. Turkey must take care, for the demise of Austria may leave him cornered by two strong powers and unable to escape; the Turks are better served by trying to force their way northwards out of their corner, for which Austrian help may be vital.

Russia is the key to Austrian fortunes in the early part of the game and must take the blame and accept the dire consequences of allowing Austria to go under. Unlike Turkey and Italy, he cannot allow this to happen. A strong Italy is not too much of a danger, but his scourge in the long-run is Turkey. Turkey must be kept bottled-up in the Balkans while Russia gains his strength; Austria is the cork. Russia is over-stretched at first, with four units and four immediate neighbours (in which I include England), and so to attack Austria can be suicidal. In the event of the dreaded carve-up, Russia will invariably come off worst, with perhaps one centre only to show for his efforts, and that short lived. Russia must protect and support Austria until he is stronger than any of his southern neighbours. he cannot hope to hold Austria until he has defeated the Turks; he cannot defeat the Turks if he allows them to expand in the early years, because he cannot then outflank them.

If Austria is demolished early on, it is the fault of at least one of his neighbours who mistakenly assumes that a centre gained, and a power destroyed, is to his advantage, when he has in fact contributed to the long-term demolition of his own strategic position. This guilt party who should have kept Austria afloat, but failed to do so, is usually Russia.

[First published in *TCM* No.25 - February 1985]



“YOU KNOW, I NEVER REALLY LIKED HIM.”

A CALL TO ARMS

To all upstanding &
honourable Gentlemen



Raise yore Standards & rally fellows
of firmge faith & armo, fore
the goode of Kings' Parlement.



ENGLISH CIVIL WAR III

by Stephen Agar

Those of us who like dreaming up historical variants can spend many a happy hour looking through historical atlases, trying to find scenarios where five, six, seven or more factions or countries have fought wars for dominance. It is not easy. By far the most popular scenarios feature Europe, and while you can find others if you look hard enough (Scottish Clans, Native American tribes, 16th century India etc.), most wars are one side vs. another – which is not great for a Diplomacy variant.

As a teenager I was particularly interested in the English Civil War (sometimes know by its politically correct name of The War of the Three Kingdoms – though I think you could dispute whether that is accurate – was Ireland a kingdom in the 1640's?). Anyway, at its core (England and Wales) for most of the time this was a conflict involving two sides, the Royalists and the Parliamentarians. So, this is a two-player variant.

The geography of England and Wales was not nicely split into two halves, different counties in different places came out for King and Parliament. At the outbreak of the English Civil War in 1642, King Charles I's support was concentrated in the more rural, traditionally minded, and less economically developed areas of England and Wales.

The following areas came out for the King:

- **Wales and the Welsh Marches:** The vast majority of Wales was staunchly Royalist, providing vital men and resources to the King's cause.
- **The West Country:** Cornwall was a major Royalist stronghold, with Cornish troops playing a significant role in the Royalist army. Parts of Devon and Somerset were also heavily contested but had strong Royalist backing.
- **Northern England:** Outside of major port cities like Hull, much of the north—particularly rural areas in Yorkshire, Northumberland, and Lancashire—supported the King.
- **Parts of the Midlands:** While heavily divided, many rural areas in the Midlands supported the King, particularly in counties like Shropshire and Worcestershire.
- **Cathedral Cities:** Many cathedral cities, such as **Oxford** (which served as the Royalist capital), **York**, **Chester**, and **Worcester**, were strongholds for the King.

Parliamentarian ("Roundhead") support was strongest in the economically advanced, populous, and industrial regions of **southern and eastern England**.

Key Parliamentary strongholds included:

- **London and the Southeast:** The capital was the crucial centre of financial power, industry, and population, providing Parliament with resources to sustain the war.
- **East Anglia:** Counties like Norfolk, Suffolk, Essex, and Cambridgeshire were staunchly Puritan and firmly under Parliamentary control.
- **The Home Counties:** Areas surrounding London (Kent, Surrey, Middlesex).
- **Major Port Cities and Industrial Areas:** Parliament controlled the navy and major ports (apart from Newcastle), including Hull, Portsmouth, Plymouth, and Gloucester.
- **Parts of the Midlands:** While highly contested, urban centres in the Midlands (e.g., Leicester, Coventry) often favoured Parliament.
- **Pembroke in Wales** was an unusual, isolated enclave of Parliamentary support in a strongly Royalist region.

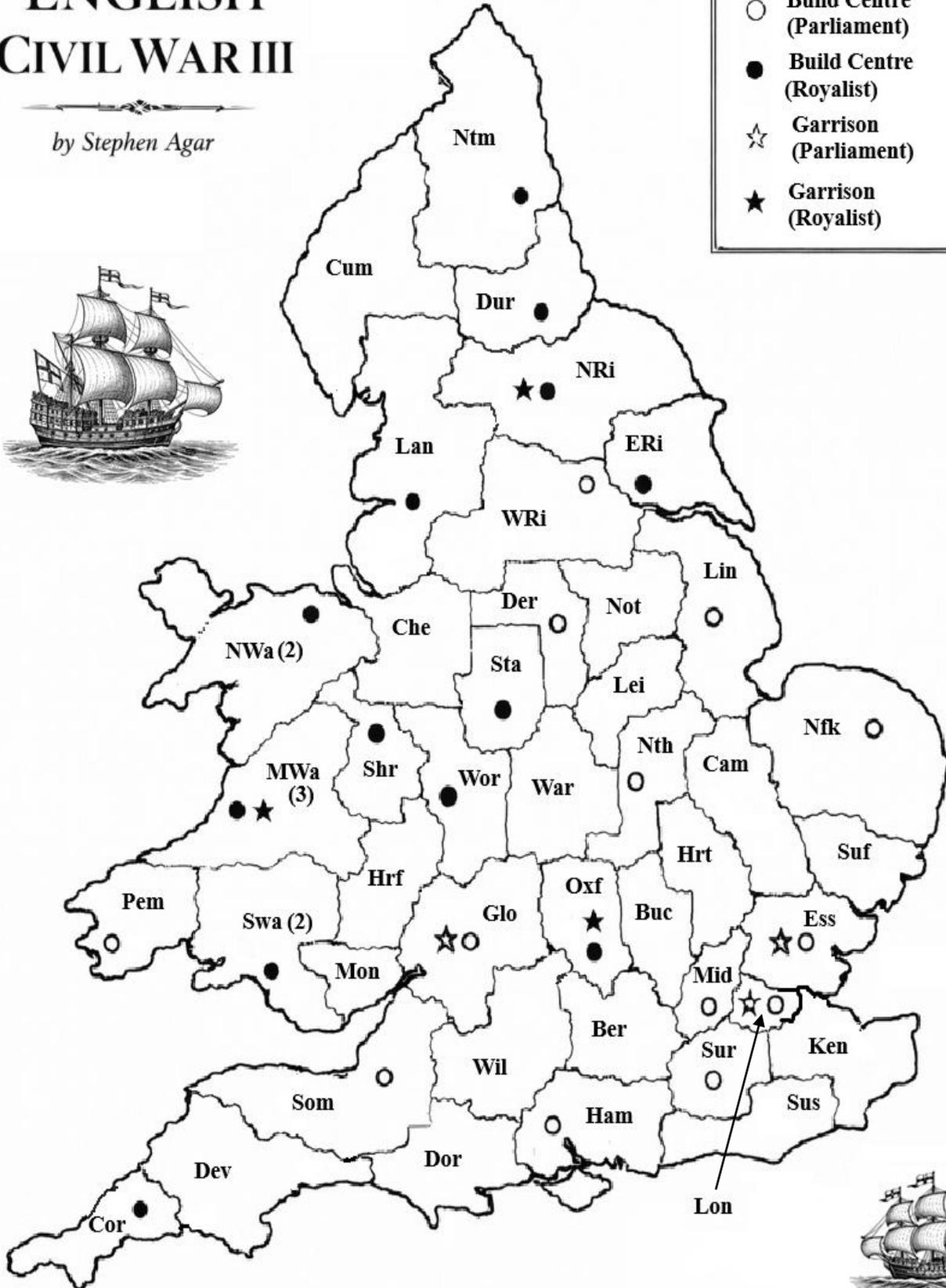
To make this into an interesting tactical battle, I adopted the idea of each player spending points to gain influence over Counties, similar to the way

ENGLISH CIVIL WAR III

by Stephen Agar



- Build Centre (Parliament)
- Build Centre (Royalist)
- ☆ Garrison (Parliament)
- ★ Garrison (Royalist)



neutral armies are bid for in Intimate Diplomacy – save that you can bid for influence in any space and that points spent persist over time. Some garrisons were added to the map to better reflect historical allegiances in 1642.

Another idea was to allow any County that was massively in favour of one side or another to become a build centre, and to destroy build centres which changed allegiance.

Finally, some Leader Units were deployed to help break stalemates and provide a bit of colour.

I think it works. If I can find two players, we can find out!

THE RULES

This variant was first published in *Pigmy* 27 (June 1979) and was revised first by Michael Heaton in *Bats* 7 (December 1980) and then by Stephen Agar in June 1992. This version is substantially redesigned (January 2026). This is a much-simplified version of the original variant I designed back in 1979 which featured Trained Bands.

The concept behind this game is that control of the Counties is what matters - in that the number of Counties that have allegiance to you dictate how many Armies you may build. However, Armies may only be built in Build Centres, and if you do not have enough free Build Centres to build, you will go short. Leader Units exist both to help break any stalemate lines and to allow for the creation of new Build Centres.

0. The rules of Diplomacy apply, except where amended below.

1. This is a 2-player game set in the English Civil War, one player representing the Royalists and the other the Parliamentarians. There are no Fleets, only Armies.

2. **Months.** There are three movement months, followed by a points/build month (see below). The game begins with a points/build season (December 1642) and proceeds as follows: movement (Jan 1643), movement (Feb 1643), movement (Mar 1643), points/build (April 1643) etc.

3. **The Board.** There are 44 spaces on the board representing some 48 counties and London. Initially each side has the sympathy of 24 Counties.

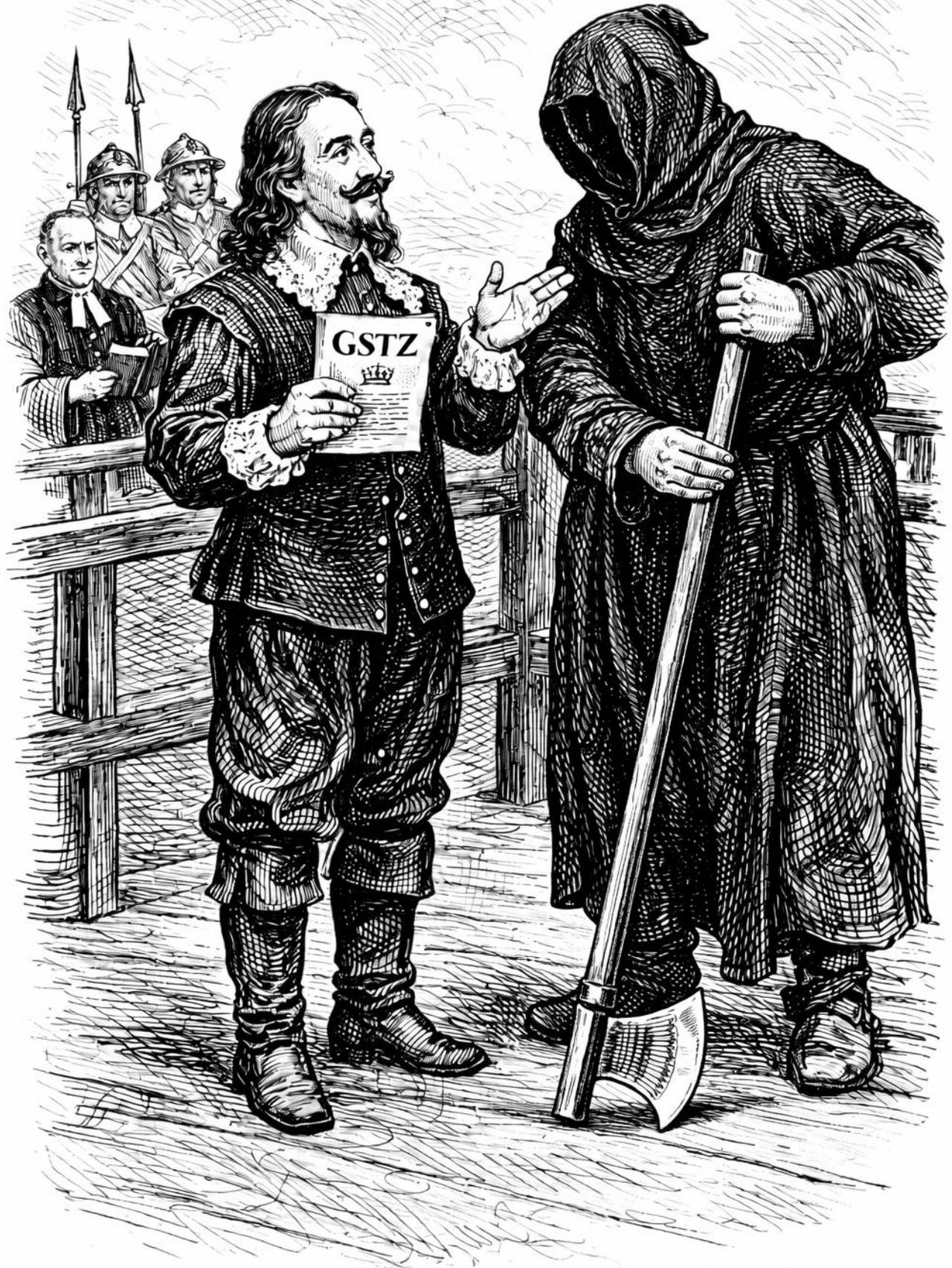
For the sake of play balance, the Welsh Counties have largely been amalgamated into South Wales (equivalent to three Counties), Mid-Wales (equivalent to two Counties) and North Wales (equivalent to two Counties). All Counties have an initial bias rating towards one or other of the factions as indicated in the table below. A rating of “0” indicates a neutral county. A county is nominally controlled by the player that it is sympathetic to (a +1 or a -1 would be sufficient). The bias rating of the counties will change as the game proceeds.

4. Ownership of Counties

Unlike regular Diplomacy where ownership of SCs is determined by occupying them in an Autumn season, in this variant ownership of any county is determined by whether it declares for the King or for Parliament. A positive score indicates a County that has declared for the King and a negative score indicates a County that has declared for Parliament. An army can be in a County that is controlled by the other player. Counties change allegiance through the operation of Influence Points or through occupation (see below). The maximum bias any county can have is +/- 4.

5. **Influence Points.** Players are awarded a number of influence points at the beginning of each points/build season equal to the number of counties that are controlled by that player divided by three (rounded up). In Winter 1642, at the start of the game, both players have 8 influence points. Royalist influence points are *positive*, Parliamentarian influence points are *negative*. During the points/build season these points may be allocated by either player in order to affect control of the various Counties or saved and carried forward to the next points/builds season.. If both players allocate influence points to the same county the result is cumulative. However, the most influence points that can be spent on any County in one go is **three**.

For example, in December 1642 the Royalists could choose to use 3 influence points in Dorset to turn a county with a -2 bias into a +1 (and thus take ownership). However, if the Parliamentarians simultaneously allocated 1 influence points to the defence of Dorset, then the resulting bias would be $(-2) + 3 - 1 = 0$ (so it turns neutral). Had the Parliamentarians allocated 2 points, they would have retained control.



“IF YOU MAKE IT QUICK AND CLEAN,
I’LL LET YOU HAVE MY FAVOURITE ZINE!”

Ber	Berkshire	-1		Parliament
Buc	Buckinghamshire	-2		Parliament
Cam	Cambridgeshire	-1		Parliament
Che	Cheshire	+2		Royalist
Cor	Cornwall	+3	BC(G)	Royalist
Cum	Cumberland	+3		Royalist
Der	Derbyshire	-2	BC	Parliament
Dev	Devon	-2		Parliament
Dor	Dorset	-2		Parliament
Dur	Durham	+3	BC	Royalist
Eas	East Riding	+1	BC	Royalist
Ess	Essex	-4	BC(G)	Parliament
Glo	Gloucestershire	-3	BC(G)	Parliament
Ham	Hampshire	-1	BC	Parliament
Hrf	Herefordshire	+2		Royalist
Hrt	Hertfordshire	-3		Parliament
Ken	Kent	-2		Parliament
Lan	Lancashire	+1	BC	Royalist
Lei	Leicestershire	-3		Parliament
Lin	Lincolnshire	-1	BC	Parliament
Lon	London	-2	BC(G)	Parliament
Mid	Middlesex	-4	BC	Parliament
Mon	Monmouthshire	+1		Royalist
MWa	Mid Wales (3)	+4	BC	Royalist
Nfk	Norfolk	-4	BC	Parliament
Not	Nottinghamshire	-2		Parliament
NRi	North Riding	+2	BC(G)	Royalist
Nth	Northamptonshire	-3	BC	Parliament
Ntm	Northumberland	+4	BC	Royalist
Nwa	North Wales (2)	+4	BC	Royalists
Oxf	Oxfordshire	+3	BC(G)	Royalist
Pem	Pembrokeshire	-3	BC	Parliament
Shr	Shropshire	+3		Royalist
Som	Somerset	-3	BC	Parliament
Sta	Staffordshire	+2	BC	Royalist
Suf	Suffolk	-2		Parliament
Sur	Surrey	-4	BC	Parliament
Sus	Sussex	-2		Parliament
SWa	South Wales (2)	+4	BC	Royalist
War	Warwickshire	+1		Royalists
Wes	Westmorland	+2		Royalist
Wil	Wiltshire	+1		Royalist
Wor	Worcestershire	+3	BC	Royalist
WRi	West Riding	-2		Parliament

5. Occupation. If an army and/or a leader unit starts and ends an entire movement month in a County, then the bias of that county is modified by one influence point towards the occupying force (up to the maximum of +/- 4).

6. Build Centres. Any County which has or had a bias of 4 towards one side or the other becomes a Build Centre. Initial build centres are marked on the map and in the list of Counties below. A

Royalist build centre may not be used as such by the Parliamentarian player and vice versa. Once it has become a Build Centre, a Build Centre will only lose this status if its allegiance changes to the other side. Thereafter it ceases to be a Build centre until it once again displays a +/- 4 to one player or another. Also, see Leader Units below).

7. Garrisons. In addition to the initial 24 Build Centres on the map (12 for each side), each of London, Essex, Gloucester, North Riding, Cornwall and Oxford also have a garrison of one Army. Garrison Armies cannot move. If a garrisoned county switches allegiance or is occupied by the other side, the garrison is disbanded. If the county switches its allegiance back and is either vacant or occupied by its original owner, then the garrison is immediately rebuilt.

8. Builds and Removals. In a Points/Build season each player adjusts the number of armies he controls to equal the number of Counties he controls divided by two. Armies may be built in any vacant Build Centre controlled by the player making the build.

9. Leader Units. Each side has four Leader Units:

Royalist:

King Charles I
Prince Rupert
Sir Ralph Hopton
Duke of Newcastle.

Parliament:

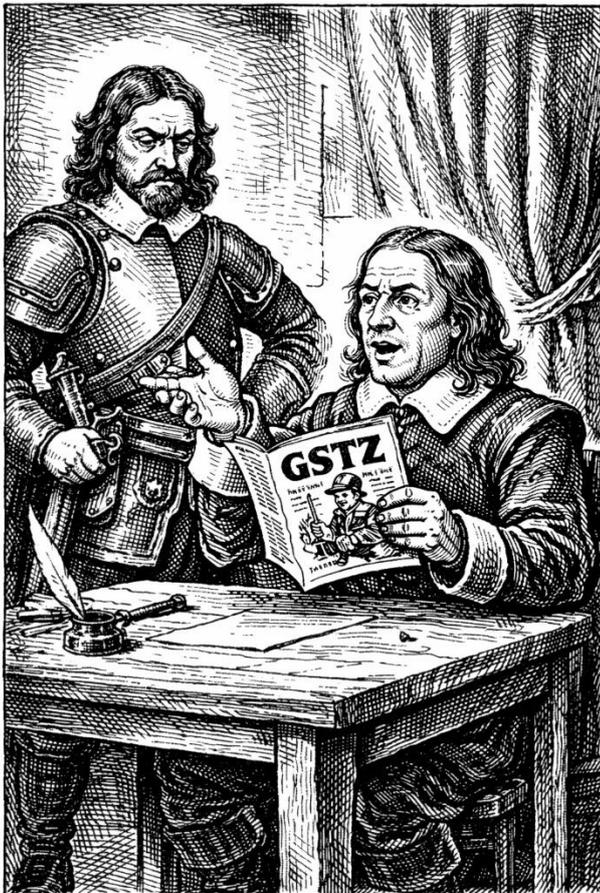
Oliver Cromwell
Sir Thomas Fairfax
Earl of Essex
Sir William Waller.

A LU may exist independently of an Army or co-exist in the same County as a regular Army unit. A LU on its own has the combat value of a regular army provided it is in a County either controlled by that player or being neutral or accompanying an Army. A LU with a regular army in effect adds one to the strength of that Army but may not act independently of the order the Army receives until the LU is in a County without a friendly Army. If a LU finds itself in a County either controlled by the other player or occupied by a hostile Army, then the LU is captured and removed from play. LU's may retreat like a regular unit, but if with an Army they must retreat with that Army.

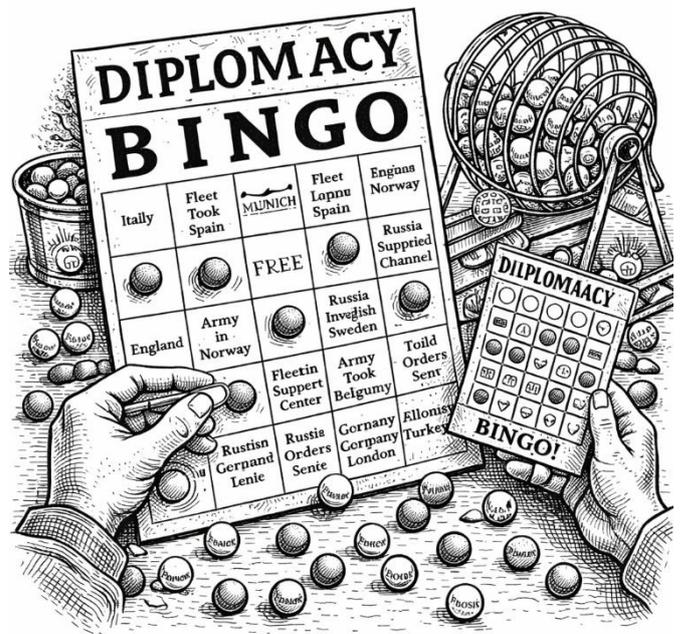
If a LU stands in a Non-Build Centre County for three consecutive movement months, irrespective of what supports it gives or whether it is unsuccessfully attacked and the County in question is controlled by that player for at least two of those three moves, then that County becomes a new Build Centre for that player. LUs cannot be built or replaced.

10. Initial Placement. Each player starts the game with an Army in each of their 12 Build Centres. LUs also start the game in any of the home Build Centres as determined by the players when they submit their first set of movement orders for January 1643.

11. Victory Criteria. The winner is either the first player to have (a) twice the number of units (LUs and armies) on the board as the other player at the end of any month or (b) to have more units than the other player and to have captured King Charles or Oliver Cromwell respectively from the other player.



CROMWELL TO FAIRFAX: "BUT IT SAYS HERE THAT MOVING THE ARMY TO YORKSHIRE IS OFTEN A BAD MOVE!"



TOBY HARRIS

All-reader Dipzine games can be a mixed bag. But with 50 participants, *Diplomacy Bingo* can surely be regarded as a huge success.

Starting this game like everyone else; predicting A(Con) – Bul in Spring 1901 would safely gain sufficient votes for two easy points. A bounce in the Black Sea secured four more points and the first turn ended just shy of thirty players and ten of them leading with a 20-point maximum.

Fall 1901 was reasonably safe too, with nine players continuing their maximum opening break.

Stephen adjudicated the 1901 retreats & builds and then came Spring 1902. That's where this game changed dimension; Edwin & Richard Williams stuck their noses in front with another maximum 20 points. Up to 40 points apiece they had started to pull away from the pack.

For those who know Richard Williams (and I hope he will read this as genuine homage) he is famed at one Manorcon for "stopping an 18". This was no regular effort; David Horton was threatening 18 centres in each of the last three game years, whilst Richard had just a single unit and he was controlling the board's defense. In one Spring turn, David Horton took the 18 and was knocked back to 17 in the Fall. And on another season, Richard even risked his own elimination (another successful 50/50 guess) in order to hold the line.

Not only did Richard Williams successfully coordinate the entire defense every turn, winning half a dozen “18-centre-stopping” 50/50 guesses, but he also got the psychological game right too. Because as he got each guess right, he would punch the air and cry out “yes! Yes!! YES!!!”. As you can imagine, this was not just of great interest to the defensive line players but by now half of Manorcon itself had showed up to spectate. We were all highly amused, taking great joy in Richard’s cries of joy.

Richard deservedly won the Tournament Director’s Award (from Nick Kinzett) for this great feat.

However, ... being on the receiving end of a Richard Williams’ “YES !!!” was not so much fun for David Horton. And that’s exactly how this BINGO game started to feel after Spring 1902, as I slid two points behind Richard. Something had to be done ... and soon!

The rules to this game were made clear, in that players were not discouraged from speaking with each other. So, I began to build a little cabal. Nothing too serious; just a few players who could mutually agree upon three orders per turn. Or the agreement not to write conflicting orders.

Motivated by (avoiding) the prospect of Richard punching the air again, the cabal’s three orders included a ‘stinger’. i.e., an irregular choice of order, but with sufficient support from our group that it would thwart any others making the “obvious” moves.

After a season or two on this pathway the game original leaders dropped a few places, whilst the coalition soared. So, a few more little cabals started up.

It was clear there were multiple groups, with many excluding me.

Is a stab necessary? It was certainly possible.

One way of stabbing could be to exclude the intended victim from the coalition email (proposing three orders) and to send opposing orders their way. Not needed if everything is under control.

By the Spring of 1904, the two previous game leaders were down to 9th & 14th place and must surely have cottoned on to something very fishy going on. My score was 130 points, with four

others on 120+. So, we could all pass the finish line in four turns theoretically.

Time to ramp up a gear and protect the cabals from rebellion. It’s an all-reader game, with anyone welcome to join (or rejoin) at any time. So the solution was to invite others to join. Lots of others in fact. In fact, Stephen was even found a few extra subbers to *GSTZ*, such as old Manorcon regulars, and attendees at some Diplomacy events throughout 2025.

These new joiners all faired rather well, miraculously scoring the maximum 20 points each turn!

It doesn’t take a genius to work out what happened there. Game over.

Time to punch the air and shout “YES!!!”

And thank you Richard for the inspiration.

DANE MASLEN

Like most players I started this game thinking that it would be an exercise in deducing the most likely moves each season, but that belief didn't last long. In S1902 Niall contacted me, suggesting that we might coordinate moves. He'd already been approached by Toby with that idea, but I didn't hear from Toby until A1902.

In S1902 I went along with Niall's suggestions but suggested that for the future it might be useful to have a small group of us agreeing orders for units that other players were unlikely to be ordering because they had a confusing selection of plausible moves. The problem we faced in assembling such a group was that for many of the players we had no idea who they were, while for some others we didn't know if they were someone we knew or not (for example was Alex, Alex Richardson or not?).

In A1902 I rejected Toby's suggestions because they were explicitly targeting another player, but from S1903 I joined his large group that was ordering an improbable move for three units that had an obvious one. He also organised a smaller group that included Niall and me to coordinate three more orders. That left just four more orders to be coordinated by the small group that Niall and I had managed to scrape together, Nick Kinzett and Simon Langley-Evans being the other two. A1903 was similar and included the one great success of the game. One of the units we chose to order was, by chance, a unit that Toby

was ordering without support from other players. I think that was the only season in the entire game that saw the gap between Toby and me decrease.

By now our group of four was falling apart: Simon had retired from the game, Nick had his own agenda (if he had explained its purpose early enough, I'd probably have gone along with it), and we were all bad at communicating in good enough time to coordinate. Niall and I managed to recruit four replacement members in the hope that we might repeat the A1903 success, but by now, or possibly soon thereafter, Toby was coordinating his moves with quite a large group of players, so if the units we ordered happened to coincide with his, it was us that were going to lose out. That did indeed happen a few seasons before the end, though one of the group still managed to score 20: Vick Hall was revealed as a Toby mole!

For the last two or three seasons we were reduced to ordering the same as Toby's bloc so as to avoid losing further ground to the leader.

When the game started, my immediate reaction was that it was an interesting idea, but after the first season or two I wondered whether its replay value might be limited. Would at least the first couple of seasons be doomed to pan out in a very predictable way? Then Toby introduced diplomacy into the game and that worry largely disappeared. Even if the first couple of seasons might be predictable, what happened thereafter would depend on the diplomacy. But after a while I started to worry that the diplomacy could make the game too easy. In the worst-case scenario a large group of players could coordinate their orders from the very start and stroll their collective way to 200.

I've no idea whether you intend running the game again, but even if you don't, some other Dip zine editor might like to do so, so I thought it would be a good idea to suggest a change to the scoring system that should eliminate both of the concerns that have occurred to me. The idea for the change comes from the way I scored the Xmas quiz that I used to run in *Dane's Games*: the fewer entrants that got an answer right, the more they scored for doing so. Repackaging that idea for Dip Bingo would go something like this:

- If at least half the players name the successful move, they score 1 point each.

- If between a quarter (inclusive) and a half (exclusive) of the players name the successful move, they score 2 points each.
- If between an eighth (inclusive) and a quarter (exclusive) of the players name the successful move, they score 3 points each.
- etc.

One important clarification: if there's a tie for the most popular move, it's the total number of players naming any of the tied moves that is the number of players that have named the successful move.

The reward for getting an 'obvious' move right or getting a move coordinated with a large number of other players right will be less than the reward for getting the move of a unit with confusing possibilities right or getting a move coordinated with a small number of other players right, but the likelihood of getting it right will probably be smaller in the latter case, so players would have to trade off 'certainty' of low scores against the possibility of higher scores.

I also have two suggestions that would reduce the need for the GM to make decisions:

- If no one submits an order for a unit, it stands unordered, just as it would have in a Dip game if the player had failed to order it.
- If there's a tie for most popular order for a unit, it stands unordered. It's a long time since I've played Dip, but that's what would happen if a player carelessly included two different orders for a unit in his orders, isn't it?

NIALL LITTON

Many thanks for running the Diplomacy Bingo game, and congratulations to Toby.

I only played this game because I wasn't playing anything else in *GSTZ*. I started by spending 5 pre-deadline minutes picking 10 standard opening moves and emailed them off. I didn't think much about it, and I was pleasantly surprised to get 20 points. In my innocence, I assumed that would be how the game would progress; get the adjudication, look at the moves, try to find 10 units with predictable options and email some orders in.

However, it was Toby who first saw the diplomatic potential in this game and raised the level of the game. He deserved to win. Moreover, as that great

humanitarian Don King said, 'you don't get what you deserve, you get what you negotiate', and Toby definitely did more negotiating than anyone else (by far). He thought about different strategies, formulated left-field orders, and he communicated with numerous players to set up little alliances to send in various mini-sets of orders.

I did some of that once Toby had changed the game; contacting the few people I knew to try and establish an alliance of sorts, but I struggled to find my enthusiasm for various reasons. The most fortunate thing that happened to me was finding Dane's email address, because he ended up doing the diplomacy and co-ordination required to score points. If Toby deserved to win, then Dane deserved to be over the winning line right behind him.

As for changes/improvements, one simple change would be to make email addresses available. The Bingo gamestart and adjudications didn't include emails, and most of the other players were just forenames to me. That's fine, but I'm confident it was less of a problem for Toby. I wouldn't be surprised if Toby could name at least 90% of the other players. Moreover, he's probably played with most of them as well and has their contact details. That's not the only reason Toby won, but it must have helped.

I also think there should be some mechanism in place to stop people who aren't really playing from influencing the game. Towards the end Toby seemed to be able to rely on votes from new players to boost his score; for instance, there are some forenames who only started submitting orders fairly late in the game and scored 20 points a season. Perhaps there should be something like the transfer deadline, with no new players allowed once someone gets halfway to the winning target?

JAMES HARDY

I was one of Toby's poodles from very early on. The original recruitment drive was described as "knocking Richard Williams and his gnomes off the top of the pile". Then it morphed into Toby winning the game by having all his poodles order the same 4-5 units, then a "bonus" 2 orders for tranches of the entire kennel. But of course, this then meant Toby himself had 10 surefire orders to submit.

Towards the end he did get cocky though, the last two rounds sending me all 10 units to order. I figured if I got enough people to order the same 10 units *but differently*, we would all score 20 points but best of all Toby would score zero! I contacted Nick Kinzett as he had mentioned forming another 'kennel' the previous round, but he declined the idea - I think Xmas got in the way basically. So, I looked at gathering an email list myself but I wasn't even sure who the players were (only first names were printed in the reports let alone email addresses) and so soon gave up trying to organise it.

I did drop hints to the GM asking if there was a full list of the participants somewhere (preferably with email addresses!), but either I was too subtle or this was a step too far towards GM interference as he never responded.

Anyhoo congrats to Toby - I don't know how much effort others may have put in trying the same tactics, but I think Toby was first off the mark so ultimately reaped the rewards. Woof woof bark!

KEVIN WILSON

Congrats to Toby and his crew, of which I joined late. I guess I didn't clue in to what this game really was. I was just planning to sandbox the board and figure out what would be good moves. But, being a Dip game I should have figured someone would learn to work the situation to generate a preferred outcome. I was just glad to be included. Turns out it was mostly fun. More just seeing the back forth than seeing how the board evolved.

As to ideas, maybe a tiny bit of randomness. Develop a random selection such to choose some percentage of units each turn that default to anarchy for the turn. That way, if a group gets a bit unlucky, even well made plans might not delivery the desired outcome! As to how many to randomly have hold...

of controlled SCs ÷ # of players × 1.5 or some such. Needs to be enough to matter but not so much that too many order fail.

JED STONE

Good game. A different approach, quite enjoyed it. Riding Toby's coat tails to seventh place was, for me, a fair deal. I didn't have to apply much thought to be honest. I could sit back, examine the moves, and watch the game evolve. Quite enjoyable. I

wasn't bothered about winning, and there was no possibility of being stabbed in the back so I could just watch, observe and speculate.

Again, as it's Diplomacy, Toby's moves could only be heading in one direction. Someone had to try that approach and I did debate riding along until the last minute and then trying to jump ahead but the game structure was too unusual to make that an easy task, if not impossible. I didn't get any rumblings of opposition to Toby until late in the game. I was not aware of any organised opposition following a similar plan at the start. If there had been the game would have rolled out very differently.

If there was another game and someone doesn't try the 'follow my lead' approach or no one manages to get followers, the game would surely evolve in a more random way. The winner being decided by chance. Now the game has been run once, however, its possibilities are clearer and new tactics would develop with the next game. A tweak or two to the rules would also adjust things further. However, it is Diplomacy. If the players are all wise to the 'follow my lead' approach what diplomatic dodge would evolve in a new game?

EDDY RICHARDS

Bingo Dip was good fun though I admit I put essentially zero effort in - reflected in my lowly position. Maybe give bonus points if you are the only one to order a unit? Or give fewer points the more people vote one way, to encourage people to try less obvious moves?

PATRICK LAFONTAINE

I did enjoy playing this game, though I didn't played it to win or even to get some "popular moves" predicted well, but to try thinking about orders I could have played in those situations the units I chose to order were really in. I played each turn (thanks to your kind reminder) to "play the units" instead of playing the bingo game, and I took pleasure in some analysis of the actual moves compared to the ones I wrote. I was many times ashamed of the unpopular choices I made, but I ekpt on playing Bingo as such.

As a result, I think my score is only the consequence of the above way of playing the game: I may be (if you can confirm or infirm this

statement, I'll be glad to read it) the worst player of Diplomacy Bingo, at least when checking the "score over number of played turns" ratio, and my 20th place is only the result of my stubbornness to play this till the end! 😊

So, I quite liked this game, as it was the first time I played a Diplomacy variant without fear of getting wiped out of the board before its "natural end"! And, at least, in this game, I wasn't ever betrayed by anyone (except myself, of course! 😊).



Dip Bingo II

by Stephen Agar

0. This is a reader participation for any number of players, the more the better. The idea is that players determine the moves made in a Diplomacy game by voting. Players do not know who is playing.

1. A player may join or leave the game at any time. A player retains his score even if he stops participating, but to have a place in the final rankings he must be an active player when the game ends by having submitted orders in either/or the penultimate turn or the final turn. When a player submits some orders for the game for the first time he/she will receive an ID number.

2. Every move each player must submit up to 10 predictions as to how units will move in the Diplomacy game accompanying the game. In the game report the ID numbers of the players submitting moves that turn will be published.

3. The actual moves used in the game will be the moves voted for by the greatest number of players.

In the event of a tie or no suggested moves for a unit being received, the GM will determine the moves to be used in the Diplomacy game at his absolute discretion. The GM will also determine any and all retreats, disbands and adjustments at his absolute discretion.

4. Any unit which receives no votes for two seasons in a row is considered to have rebelled and is placed in Anarchy for the rest of the game. This reduces the number of units available to vote for.

5. Scoring. For every correct prediction a player will receive 10 points divided by the number of players correctly predicting the move, rounded up, with a minimum score of 1 point.

In the event of a tie, each player involved in the tie will get 2 points.

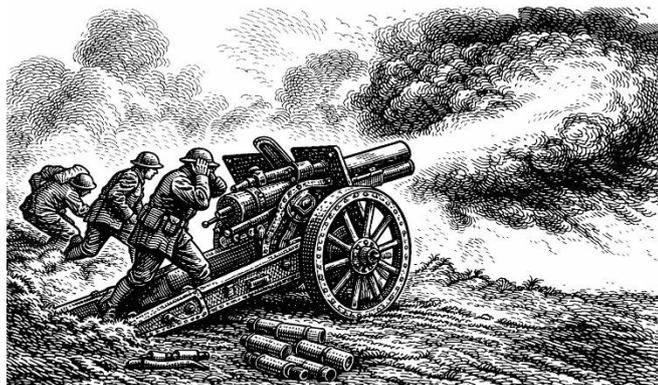
5. Each turn the GM will publish the game report showing what happened in the Diplomacy game and the ongoing score for all players who have submitted moves for either the previous turn and/or the current turn. If a player misses two turns, his score is no longer reported.

6. The winner is either:

- (a) the first player to 200 points; or
- (b) the player in the lead after the Autumn 1908 Adjudication; or
- (c) the player in the lead when the game terminates due to an 18 centre victory,

whichever happens first.

If more than one player crosses the 200 points finish line at the same time, the winner is the player or players in the lead.



Designing the Peace

Europe's 1914–15 Map Competitions and the Great Guessing Game

Researched by Stephen Agar after an idea from Simon Hemsley

In the opening months of the Great War — before Verdun, before the Somme, before the first whispers of revolution — Europe indulged in a curious intellectual pastime. It began to redraw itself.

Across Britain, France, Germany, Russia, Austria-Hungary, the Ottoman Empire and Italy, newspapers and journals speculated openly about what the continent would look like “after victory.” In Britain this sometimes took the literal form of reader competitions. Elsewhere it appeared as editorial prophecy, strategic argument, patriotic illustration, and sober financial analysis.

CHANGING THE MAP OF EUROPE.
A *Financial Times* COMPETITION.

IN aid of THE PRINCE OF WALES' FUND, THE FINANCIAL TIMES offers the following Prizes for the most accurate forecast of the map of Europe as it will appear after the War, in virtue of the first definite peace arrangement between the European Powers:—

First Prize	- - - - -	£25 0 0
Second „	- - - - -	10 10 0
Third „	- - - - -	5 5 0
And 10 prizes of	- - - - -	1 1 0

To facilitate the judging and for the sake of uniformity, it is made a condition of entry that competitors obtain from the Publisher of THE FINANCIAL TIMES a copy of

A LARGE OUTLINE MAP OF EUROPE
which has been specially designed for the purpose of this competition—price 1s. each, post free. This map—a small reproduction of which is given below—is 24in. x 21½in. in size, and shows clearly the present demarcation of territories, and the principal towns, rivers, mountain ranges, etc.

It should be noted that in making the awards, the Editor of THE FINANCIAL TIMES (whose decision must be final) will *not* take into consideration estimates of the amount of any cash indemnities to be paid, or the disposition of Germany's foreign possessions, as this would unduly complicate the adjudgment of the awards.

Competitors are not restricted in regard to the number of maps they send in, but all maps must reach us, addressed to the Editor, on or before 30th November next.

After satisfaction of the prizes, any balance derived from the sale of the maps will be handed to the PRINCE OF WALES' FUND.

The remodelling of the map of Europe has already become a favourite pastime of our French allies.

The war was scarcely underway. Yet already, the endgame was being drafted.

Britain: Competitions, Commerce, and Confidence

In Britain, speculation about the post-war settlement began almost immediately after mobilisation. The *Daily Mail*, the *Daily Chronicle*, and the *Weekly Dispatch* invited readers to imagine the “Map of Europe After the War,” offering prizes for the most persuasive designs. Kitchen tables became drafting offices; empires were partitioned in ink long before armies had broken them in fact.

The tone was brisk and confident. One London paper assured readers in late 1914 that “the reconstruction of Europe must follow the overthrow of Prussian militarism.” The peace was assumed; the only debate concerned its geometry.

Across the press, a pattern emerged. Poland would reappear. Alsace-Lorraine would return to France. Austria-Hungary, increasingly described as “an artificial structure,” would be rearranged along national lines. The Ottoman Empire’s European territories were widely treated as temporary survivals.

What gives the British case particular interest is the range of publications involved. It was not only the popular press. The *Manchester Guardian* carried reflective pieces on the likely restoration of Poland and the implications for Central European stability. The *Times* discussed the future of Belgium and the necessity of securing the Channel coast against German influence.

Even the *Financial Times* — normally preoccupied with shipping indices and commodity prices — entered the conversation. Its editorials in 1914–15 considered what the “economic reconstitution of Europe” would entail. If Germany were reduced, how would continental trade reorganise? If Russia secured the Straits, what would that mean for Mediterranean commerce? The future of Poland was debated not only as a patriotic aspiration but as a commercial fact.

Two months into the war, the *Financial Times* even invited readers to predict the peace by literally drawing it — ‘Sketch in the boundaries of states according to your view of probable peace terms.’ Readers could purchase maps for the price of 1 shilling each on which to draw the boundaries, with

the proceeds going to the Prince of Wales’ Fund. The closing date was the end of November 1914.

There is something faintly unsettling in these columns. In late 1914, before the trench lines had ossified, British financial pages were already weighing the disposition of territories not yet conquered and empires not yet dismantled. The map was treated as malleable — adjustable by calculation.

Russia: Tsargrad and Historical Mission

In Russia, speculation centred overwhelmingly on Constantinople — “Tsargrad” — and the Straits. Newspapers such as *Novoe Vremya* and *Russkoe Slovo* framed the war as an opportunity to secure what had long eluded Russian policy. One columnist described the conflict as the moment to “complete the work left unfinished since the fall of Byzantium.”

Control of the Bosphorus and Dardanelles would, it was argued, guarantee Russia’s access to warm-water routes and secure its southern frontier. At the same time, Russian commentary frequently envisaged the absorption of Austrian Galicia and the reconstitution of Poland — though typically under Romanov sovereignty rather than full independence.

In March 1915 Britain and France formally agreed, in secret, to support Russia’s claim to Constantinople in the event of victory. The aspiration was not mere journalistic fantasy; it was diplomatically acknowledged.

And yet no major power’s imagined settlement would diverge so dramatically from reality. By 1917 the Romanov dynasty had fallen. By 1918 Russia had exited the war, stripped of territories and convulsed by revolution.

Austria-Hungary and the Ottoman Empire: Survival, Not Redesign

Viennese and Budapest papers such as the *Neue Freie Presse* and *Pester Lloyd* displayed little enthusiasm for continental redesign. The emphasis was on punishing Serbia and preserving imperial integrity. The Dual Monarchy did not indulge in map competitions; it defended continuity. Its imagined peace was essentially the status quo plus security.

In Constantinople, the Ottoman press adopted an even more defensive tone. The survival of the state was paramount. Russian ambitions for the Straits were widely acknowledged, and Ottoman rhetoric

emphasised sovereignty and resistance to partition. Some intellectual circles entertained broader Pan-Turkic ambitions in the Caucasus, but the dominant mood was existential.

Both empires entered the war seeking to remain on the board. Neither would survive intact.

Italy: The Calculated Settlement

Italian newspapers such as *Corriere della Sera* and *La Stampa* approached the war with specific territorial expectations following the Treaty of London (1915). The language was that of irredentism: Trentino, Trieste, Istria, and Dalmatia were to complete the Risorgimento.

Italy did not speculate about redesigning Europe as a whole. It sought defined frontiers. Yet even here, post-war diplomacy would disappoint maximalist

hopes, giving rise to the rhetoric of a “vittoria mutilata.”

France: Justice Before Innovation

French newspapers approached the question less as speculation and more as rectification. In *Le Petit Journal*, *Le Matin*, and *L'Illustration*, the recovery of Alsace-Lorraine was presented not as a proposal but as a certainty. “La paix ne sera durable,” wrote one contributor in early 1915, “que lorsque justice aura été rendue à l’Alsace-Lorraine.” Peace would not be durable until justice had been done.

Beyond restitution, French commentary frequently envisaged a Germany permanently weakened. Some writers spoke openly of separating the Rhineland from Prussian control; others suggested that Bavaria might be detached in order to reduce Berlin’s

L'EUROPE FUTURE DE DEMAIN

DÉMEMBREMENT DES EMPIRES ALLEMAND & AUSTRO-HONGROIS - DÉCHÉANCE DU ROYAUME DE PRUSSE

La politique a ses lois immuables: chaque fois qu'une hégémonie a menacé l'Europe, une coalition s'est formée contre elle et a fini par la réduire. Or, l'empire allemand, qui s'est constitué au nom du principe des nationalités, l'a viole partout, en Pologne, en Danemark, en Alsace-Lorraine, et nos provinces immolées sont devenues le gage de ses conquêtes.

Le monde veut vivre enfin. L'Europe veut respirer. Les peuples entendent disposer librement d'eux-mêmes. Demain, après-demain, je ne sais! Mais ce qui est sûr, — l'attente nos morts! — c'est que nous, jusqu'au bout, nous ferons tout notre devoir pour réaliser le vœu de notre race.

Le droit prime la force!

M. DESCHANEL.
22 Décembre 1914.

Tant qu'il faudra combattre, la France combattra. Elle n'enviagera, l'accord avec ses alliés, l'éventualité de la paix qu'après avoir, avec eux, refouillé de la patrie belge l'ennemi vaincu, restauré pour elle-même l'intégralité de son unité territoriale, brisé d'un commun effort le militarisme prussien, libéré l'Europe. Cela, elle le doit à son histoire, à son passé, à son honneur. Elle le doit aussi à ceux de ses enfants qui saignent, qui meurent et qui pensent bien que ce n'est pas du pied des héros tombés qu'une paix précaire pourra germer.

VIVIANI.
14 Avril 1915.

ON DONNERA :

1^o A l'Angleterre :
Les îles Britanniques conserveront de plein droit le gouvernement de l'Égypte acquise sur la Turquie. L'île d'Heligoland qu'elle avait vendue à l'Allemagne.

2^o A la Belgique :
Toute la rive gauche de la Meuse et la rive gauche du Rhin jusqu'à la frontière hollandaise, avec les villes de Colmar, Bonn, Aix-la-Chapelle, Cologne, etc.

3^o A la France :
L'Alsace et la Lorraine et la rive gauche du Rhin jusqu'à la Meuse, avec les villes de Trèves et de Mayence.
De plus, sur la rive droite du Rhin, il sera constitué une zone neutre, d'une largeur de 100 kilom. environ, depuis la frontière hollandaise jusqu'à celle de la Suisse. Ce terrain neutre sera administré sous le contrôle du gouvernement français afin de protéger la Belgique et la France contre un nouveau retour offensif des hordes barbares.

4^o A la Suisse :
Le Tyrol Autrichien. La ville d'Innsbruck et le lac de Constance en entier.

5^o A l'Italie :
Le Trentin et l'Étirie, avec les villes de Trente, Trieste et Fiume et une partie des îles Ilyriennes.

6^o Au Monténégro :
L'Herzégovine, Scutari et une partie de l'Albanie.

7^o A la Grèce :
Le restant de l'Albanie.

8^o A la Serbie :
La rive droite du Danube, jusqu'à la Drave; rive droite, la province de Slavonie, la Bosnie, la Dalmatie, une partie des îles Ilyriennes et une portion de l'Albanie.

9^o A la Bulgarie :
Le territoire et la ville d'Andrinople. Constantinople deviendra neutre, ainsi que les Dardanelles, sous le contrôle des Alliés.

10^o A la Roumanie :
La Transylvanie et la Bessarabie.

11^o A la Russie :
La Pologne Prussienne et la Pologne Autrichienne avec les villes de Danzig, Königsberg, Poznan, Breslau, Cracovie, Przemysl, Lemberg, etc.

12^o Au Danemark :
Le Schleswig-Holstein et le canal de Kiel deviendra neutre.

13^o L'Allemagne sera démembrée et divisée en six États indépendants et neutres, savoir :
La Hanovre, capitale Hanovre avec les villes libres de Brême, Hambourg et Lubock.
La Westphalie, capitale Cassel.
La Saxe, capitale Dresde.
La Bavière, capitale Munich.
La Wurtemberg, capitale Stuttgart.
La Prusse, capitale Berlin.

14^o L'Autriche sera séparée de la Hongrie.

15^o La Bohême deviendra indépendante.

16^o Les Colonies allemandes seront partagées entre la France, l'Angleterre et la Belgique. La France reprendra d'abord la partie du Congo cédée à l'Allemagne sous le nom de "Congo de Casuel", en 1911, et qui avait ainsi augmenté leur Cameroun.

L'Allemagne et l'Autriche seront obligées de verser aux Alliés, vainqueurs, une indemnité de guerre qui s'éleva au moins à

CENT MILLIARDS DE FRANCS

CONCLUSION

La paix imposée par les vainqueurs doit avoir pour but principal l'établissement des deux puissances germaniques par la perte des provinces dont elles se sont emparées durant plusieurs siècles de règne.
Cinquante millions d'hommes attendent leur libération de la période « Guerre des Nationalités ».

Tous les peuples opprimés :
Autrichiens-Lorrains, Danois, Serbes, Polonais, Tchèques, Italiens, Roumains, Wallons, tous les vœux des peuples opprimés vers les nations et grandes puissances qui combattent pour la cause de la civilisation.

Ces puissances ne peuvent donc, jamais, sans se déshonorer à jamais, sous les yeux de millions de peuples souffrants.

Toute satisfaction, toute promesse de la Conférence vaincue, doivent être rejetées, une paix précaire serait insuffisante et en outre contre la Nation.

Notre devoir à tous, combattants et non combattants, doit être :

JUSQU'AU BOUT.

Carte dessinée par M^{lle} MAGDA, Professeur aux Ecoles de la Ville de Paris.

Editeur : F. FIGEON, Libraire, 57, rue Richelieu, Paris. — Progrès exclusif

Encl. 1315, 165mm

dominance. The aim was not to invent a new Europe, but to secure France against future aggression.

Where Britain treated the map as rearrangeable, France treated it as correctable.

Germany: Mitteleuropa in Print

German newspapers and political commentators responded in kind — though in the opposite direction. The *Norddeutsche Allgemeine Zeitung* and the *Kölnische Zeitung* discussed the necessity of securing Germany's western flank, while intellectual circles popularised the idea of *Mitteleuropa*.

Friedrich Naumann's 1915 book *Mitteleuropa* gave coherent expression to a vision already circulating in print: a Central European economic association under German leadership. As Naumann wrote, the war presented "the task of organising Central Europe as a coherent economic body." This was not dismantlement but consolidation.

The so-called Septemberprogramm of 1914, drafted within weeks of the war's outbreak, outlined objectives including Belgian subordination and expanded economic influence in the east. Though not published in full at the time, its spirit was reflected in public discourse. German commentary did not imagine empires collapsing; it imagined them aligning under Berlin.

After the Ink Dried

What these early competitions and editorials failed to foresee was that removing imperial scaffolding would not produce equilibrium, but volatility. The settlements of 1919 bore striking resemblance to many projections sketched in 1914–15. Austria-Hungary vanished. Poland returned. The Ottoman Empire was dismantled. Germany was reduced. Italy expanded. Britain and France stood among the victors.

In 1921, seven years after the competition closed to entries, the FT published a new map of Europe along with an honest admission of how readers had fared with their competition entries: "No map sent in is even approximately accurate as compared with the final lines arranged by the Peace Conference."

Where all readers erred was in making assumptions about Russian immutability. The revolution of

1917, which saw Russia dismantle its monarchy and leave the international war (to begin a civil one), was at most a distant prospect in 1914. Or as the FT put it: "No mortal man could have predicted the defection of Russia or even with confidence the accession of Italy to the Allies or of Bulgaria to the Central Powers."

Nevertheless, winners were announced based on who had come closest overall. While no individual map was correct, it was to FT readers' collective credit that several of the "consensus" predictions expressed at the closure of entries in December 1914 came to pass. These included Alsace-Lorraine to France and Trentino to Italy, while Bosnia-Herzegovina's inclusion as part of the Kingdom of Serbs, Croats and Slovenes (later officially Yugoslavia) was essentially correct.

True to its word, the paper awarded prizes in accordance with the amounts announced seven years earlier. However, wartime inflation had eroded the value of the cash rewards significantly. Prices had roughly doubled between 1914 and 1918, driven by massive war spending, money printing and supply issues. By 1921, the extended lifespan of the competition meant that the £25 first prize would be worth around £1,500 today, rather than the £3,700 when first announced.

And yet the atmosphere was not one of finality. The borders drawn at Versailles and elsewhere contained within them unresolved grievances, economic fragility, and ideological instability. The early map designers of 1914 believed they were sketching the conclusion of a conflict. In retrospect, they were outlining an interlude.

Sadly, Europe mistook the mid-game for the endgame.





Why Did Turkey Ally With Germany?

Or: Beware Germans Bearing Ships

Researched by Stephen Agar

In the mid-nineteenth century, Britain and France went to war in defence of the Ottoman Empire for reasons that had little to do with Ottoman virtue and everything to do with Russian power. During the Crimean War, London and Paris viewed the empire as a crucial strategic barrier preventing Russia from expanding southwards into the eastern Mediterranean. Russian control of the Straits — and potentially Constantinople itself — threatened to upset the European balance of power, endanger maritime routes, and, in Britain’s case, imperil the long and vulnerable line of communication to India. The Ottomans were weak, inefficient, and frequently exasperating, but they occupied territory that mattered. Protecting the Ottoman Empire was, in effect, a means of containing Russia without fighting her on Europe’s northern plains.

By 1914 British attitudes toward the Ottoman Empire had shifted from anxious protection to cool indifference and, finally, open hostility. During the Crimean War and its aftermath, Britain continued to support Ottoman territorial integrity not out of sentiment, but calculation. The empire functioned as a geopolitical buffer, absorbing pressure that might otherwise have fallen directly on British interests in the Mediterranean and the Near East.

In the decades that followed, this protective instinct steadily eroded. British officials grew increasingly impatient with Ottoman misrule, financial instability, and periodic atrocities, while British

public opinion — shaped by liberal humanitarian campaigns and sensational reporting — became openly hostile to Ottoman governance. Strategic priorities also changed.

The opening of the Suez Canal and Britain’s occupation of Egypt in 1882 reduced London’s reliance on Ottoman cooperation, while informal empire and financial leverage replaced the earlier commitment to defending Ottoman territory. By the turn of the century, Britain no longer saw the Ottomans as a partner to be preserved, but as a declining power to be managed or quietly bypassed.

By 1914 the Ottoman Empire was well acquainted with humiliation. Over the preceding century it had lost vast tracts of territory in the Balkans, North Africa, and the Caucasus. Britain had occupied Egypt “temporarily” in 1882 and never left. France had taken Tunisia. Russia openly coveted Constantinople and the Straits, regarding them less as Ottoman possessions than as prizes awaiting collection. To Ottoman statesmen, the Entente powers looked less like protectors and more like undertakers arguing over the coffin.

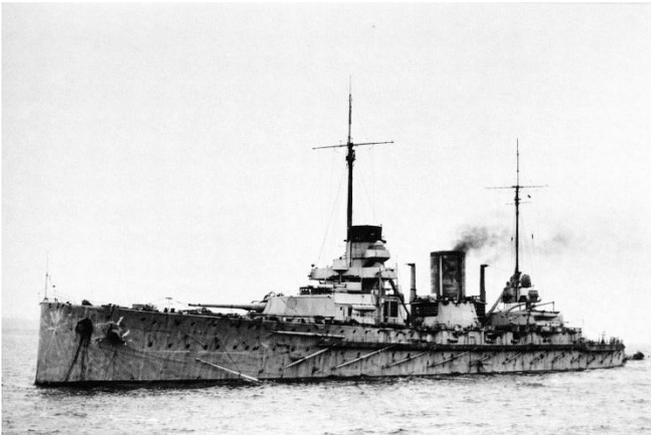
Germany, by contrast, arrived late to the imperial feast and thus appeared less threatening. Since the 1890s German officers had been invited to reorganise the Ottoman army, German capital had flowed into railway and industrial schemes, and German diplomats had cultivated the image of a loyal, respectful ally. Where Britain lectured and Russia threatened, Germany flattered. It did not hurt that Berlin lacked colonies in the eastern Mediterranean and could plausibly claim to want partnership rather than partition.

Power within the empire, meanwhile, had passed to the Committee of Union and Progress — energetic, nationalistic, and deeply impatient. For leading figures such as Enver Pasha, the war was not merely a danger but an opportunity. A victorious Germany might crush Russia, liberate Muslim populations in the Caucasus and Central Asia, and restore Ottoman prestige at a stroke. Neutrality, by contrast, promised only slow strangulation by debt, diplomacy, and “friendly” intervention.

SMS Goeben and SMS Breslau

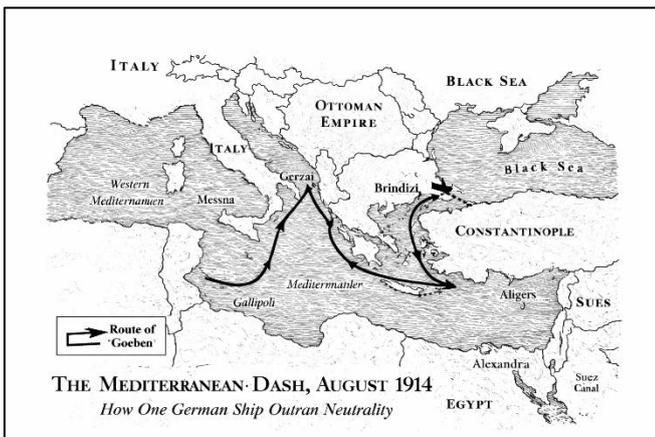
In the opening weeks of the First World War, no infantry division, diplomatic note, or parliamentary vote proved as decisive for the Ottoman Empire as

two German warships: SMS *Goeben* and SMS *Breslau*.



At the outbreak of war in August 1914, *Goeben* and *Breslau* were already in the Mediterranean and were tasked with disrupting French troop movements from North Africa. When it became clear that remaining at sea risked destruction by superior British forces, the German admiralty faced a stark choice: join the Austrian fleet in Trieste, scuttle the ships, intern them in a neutral port, or attempt a politically dangerous escape.

Hunted across the Mediterranean by British forces in August 1914, it was believed *Goeben* would join the Austro-Hungarian Navy in the Adriatic. Indeed, Admiral Souchon, commanding the task force, received news that the peace party in the Turkish cabinet, led by the Grand Vizier, was trying to avoid any action that might involve the Turks in war with the Triple Entente, and it was feared that he was strong enough to bar the German ships from Constantinople.



Souchon, however, decided to use his initiative and continue to the Dardanelles anyway. He knew, or believed he knew, the position of the swept channels through the Turkish mine field and it was

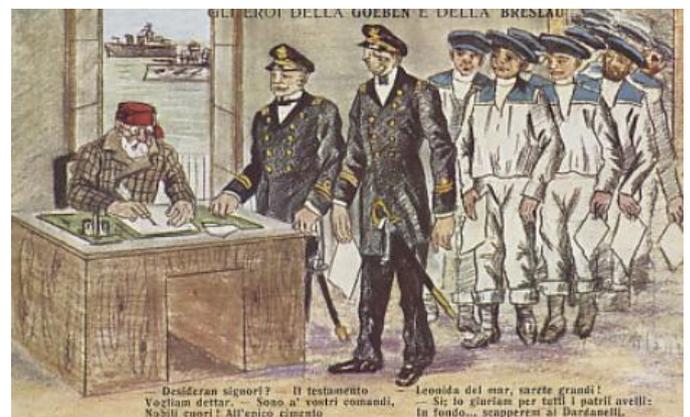
his intention to ignore Turkish objections, rush the Straits and the Bosphorus, and wage war against the Russians in the Black Sea.

Their arrival posed the Ottoman government with an impossible choice. To deny them entry risked German wrath; to admit them violated neutrality and antagonised Britain and Russia. The solution adopted — that the ships had been “sold” to the Ottoman navy — was a diplomatic fiction so thin that it convinced no one. The vessels were hastily renamed, *Goeben* became *Yavuz Sultan Selim* (later shortened to *Yavuz*), and *Breslau* became *Midilli*.

Ottoman flags were raised, but they retained their German crews unchanged, except for the fact that officers and men alike put aside their uniform caps and wore the fez—a consignment of which happened to be in port at the time. Unfortunately, they were of a strange shape and their wearing at that time being a matter of religion to the Turks, they caused great scandal. In addition, there were not enough to go round for both ships’ companies, so that men going ashore wore the fezzes which they gave up on return to ship so that they could be worn by the next batch going on leave.

The command structure, however, remained entirely German. Three days after the ships were “purchased” by the Ottomans on 12th August 1914, Souchon was appointed Commander-in-Chief of the Ottoman Navy, while remaining a German officer.

The arrival of *Goeben* made a real difference because as a modern battlecruiser (she was only commissioned in July 1912), she instantly became the most powerful ship in the Black Sea. Overnight, the naval balance shifted against Russia, whose fleet suddenly faced a faster, better-armed opponent operating from Ottoman waters.



Captains and sailors of the German battleships Goeben and Breslau signing up for the Turkish Navy.

For Ottoman hardliners, this was proof of Germany's value as an ally. For the Entente, it was confirmation that Ottoman neutrality was already a sham. In the end, the decision to side with Germany was born of desperation rather than delusion. Ottoman leaders believed — not unreasonably — that the Entente intended to dismantle their state whether it fought or not. Germany at least offered money, guns, and the promise of revenge against the Russians.

From August until the end of October, Souchon, worked hard to get his ships ready. When this was done, without telling a single Turk, except the pro-German war minister, Enver Pasha, he took his ships to sea, flying the Turkish flag, and on 29th October 1914, he proceeded to bombard the Russian Black Sea ports of Sebastopol and Novorossisk, without any declaration of war. The act triggered declarations of war by Russia on 2nd November, with Britain and France following on 5th November. The Ottoman empire was now at war before its rulers could fully agree that war was what they wanted.

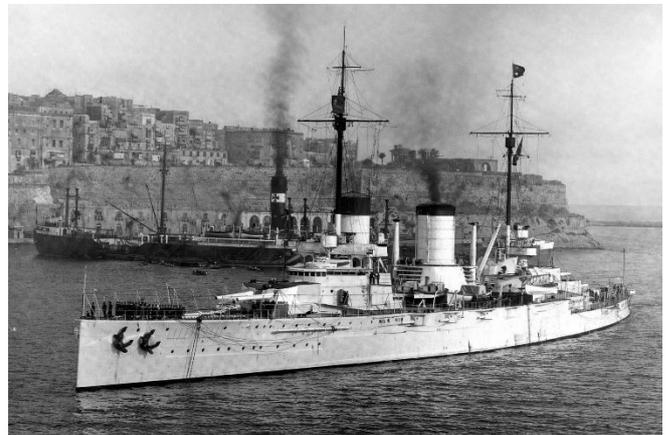
Goeben's Fate

In December 1914 she fought Russian battleships off Cape Sarych, escaping serious damage thanks to her speed. For the remainder of the conflict, *Yavuz* dominated the Black Sea, tying down Russian naval forces and providing a powerful deterrent to any large-scale amphibious operations against the Ottoman coast. She later struck mines on several occasions — most dramatically in January 1918, when she hit multiple mines during a sortie into the Aegean. Badly damaged, she only just limped back to safety, while her escorting light cruiser *Midilli* (*Breslau*) was sunk. By the final year of the war, fuel shortages, mechanical wear, and Allied naval pressure had largely confined *Yavuz* to port.

At the end of the war, the Ottoman Empire collapsed and the victorious Allies demanded the surrender of its fleet. *Yavuz* was interned but not seized outright. The Allies debated scrapping or dividing her, but political instability in Anatolia and the Turkish War of Independence complicated enforcement.

Crucially, the ship survived long enough for a new state to emerge. When the Republic of Turkey was proclaimed in 1923, *Yavuz* passed into the navy of the new Turkish Republic — one of the very few capital ships to survive the war intact and remain operational under a successor state.

In the 1920s and 1930s, *Yavuz* underwent extensive refits, finally receiving the repairs she had needed since the war years. These changes mainly focused on improving its anti-aircraft defenses and boilers. She became the flagship of the modern Turkish Navy, a powerful symbol of continuity and national pride rather than imperial ambition. *Yavuz* spent this time attending numerous ceremonies and official visits, rather than fighting. For example, in 1938, she transported Atatürk's remains



The Yavuz visiting Malta in 1936

Remarkably, Turkey kept *Yavuz* in service through the Second World War. Although she never saw combat in that conflict — Turkey remained neutral for most of it — the ship's very presence served as a deterrent in the strategically sensitive Black Sea.

Decommissioned in 1950, she still served as Turkish navy headquarters until 1960. Upon Turkey's entry into NATO in 1952, *Yavuz* also received a NATO hull number, B70. She was the only one of her kind in NATO armies and B in her hull number was uniquely used to refer to pre-World War I battleships.

After she was removed from naval registers, Turkey offered the ship to West Germany as a museum ship in 1963, but the offer was declined. Finally, because of the expensive upkeep, *Yavuz* was scrapped in 1973.

EDC 2025

by Peter McNamara

Dear Diary,

In November my friends Jelte and Maaïke hosted an EDC party. It sounded like a lot of fun, so I went. I got on a bus and then a train and then another bus and then an aeroplane and then a better train and arrived in Leiden. When I arrived at my hotel there was nobody there (I need to fire my manager) so I met with my friend Hunter. I played collector as we walked around town and found plants and closed restaurants but no holy grail.

The next day was the start of the tournament. After dinner with friends old and new, I went to the venue where there were even more friends old and new to meet. Then we started playing diplomacy. In the first game I got to play Austria. I like playing Austria because once upon a time I played Austria really well and my BADASS friends gave me a red bear. I hope to win another bear. This time my friend Thijs is playing Turkey and stabs me, so I have to turn into a grumpy old man and not let him take my centres. I am good at being a grumpy old man but this is not a good way to win bears.

The next morning was the second game, and I got to play Italy. Some people think I am good at Italy because of a video they saw on something they call U-tube from 2021. This game did not go well because my friend Alex was playing Austria and decided to take Venice from me. I fought to take it back but that meant that my other friend Mr Ed took Tunis and won. I am impressed that a talking horse can win a game of diplomacy.

A lot of other things happened this day. We ate a Dutch lunch. I was very happy for my friend Davide because Dutch lunch is his most favourite food in the whole world. Another thing that happened was that my friends Bradley and Conrad said they wanted to have an EDC party next year. Everyone clapped and now they will have an EDC party. I had hoped there would be a song and a dance, and then other countries would get up and have a song and dance, and then we would vote and the country with the most neighbours would win. Maybe next time.

Later that day we got to play another game, and I got to play England. My friend Gavin thinks I am good at playing England, but I think he just has PTSD. I manage to take over both Moscow and Spain but forget to defend my homeland. I try to talk my friend Camille out of taking my centres, but she just looks at me with a look that says "I am going to take your centres. You know I am going to take your centres, and you know there is nothing you can do about it". It must be opposites day because I am supposed to be the one giving other people those sorts of looks.

After the games we had a group dinner and then some of us continued at a bar. Including my new friend Nathan but he was not having the adult beverages. I say that if you play an adult game, then you can drink an adult drink. I will have to talk to his Dad about it.

The next day was the Top Board, which is a Very Big Thing, but I was not on it because I am overrated. Instead, I did sideline commentary with Ed (look mum, I'm on teh internetz). In addition to being a talking horse, Mr Ed is a lawyer who has been in front of the Supreme Court, which is what USAians call their High Court. I wonder if he has ever told the person with a funny wig that a man's home is his castle. As I was sidelining, I didn't play. This also meant that my friend Darcy wasn't sidelining and got to play. I was happy for Darcy because if there is one thing Darcy likes more than playing diplomacy, it is playing even more diplomacy.

At one point on the top board some people started saying that my friend Brandan was throwing the game which wasn't very nice. What had happened was that my friends Mikalis and Tanya were in an alliance and attacking Brandan, probably because they were jealous of his luscious Viking hair. Brandan and Tanya came up with an agreement that broke the unholy alliance in a way that heavily favoured Tanya. Under the pressure I'm not sure Brandan realised the extent of the help he was giving until afterwards. When I was younger, and in my prime, I used to play top boards all the time. So I know about the pressure and have done dumb game-changing things under the pressure.

In the end Tanya won. There was also another Dutch lunch (Davide was even happier than the previous day!) and an awards ceremony. We all celebrated Tanya being better at diplomacy than the rest of us. We found an Aussie pub and an Italian restaurant and ended up singing happy birthday to Maaïke.

The next day I left. I was sad because I was leaving all my friends but happy because I had a fun time and also happy because I know that in May my friend Spyros will have a party, except that his party will have the letter W in it instead of the letter E.

The End.

See Peter's Blog at [EDC 2025 | C'est un blog](#)



London Diplomacy Club

Saturday 7 February 2026

by Nat Shirley

The London Diplomacy Club welcomed players to its first event of the year at The Tower Bridge Arms.

In its first guise in the post-Conrad era, players were still reassured/threatened by the legend's presence much in the same way Man United managers have been by Sir Alex Ferguson's continued attendance at Old Trafford.

Action came thick and fast on both boards.

On board 1, Austria (Robbie De La Harpe) and Italy (Phil John's protege, Jack Johns) established a powerful central axis as Turkey (Alexander Styles) was largely felled in 1902. Russia (Conrad Woodring) had a strong start securing the Scandinavian peninsula whilst England (Tom Adshead) and Germany (Alex Reed) worked slowly, but steadily to crack France (Nastja Styles). Austria and Italy made quick work of Turkey and thereafter executed an effective stab on Russia leaving them as 1 and 2 ranked countries by game end.

The final rankings were:

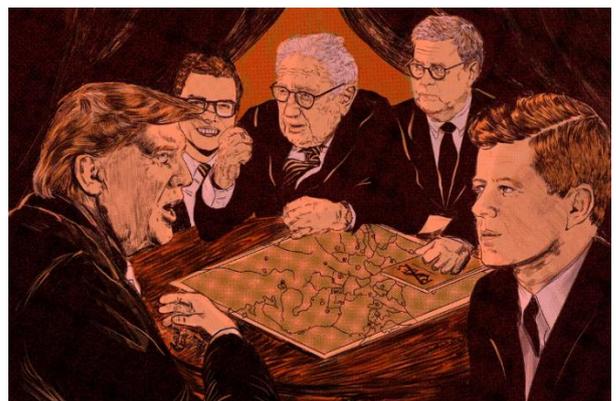
Players		W'01	W'02	W'03	W'04	W'05
Austria	Robbie de la Harpe	8	5	6	7	7
England	Tom Adshead	2	5	4	4	5
France	Nastja Styles	-3	5	5	4	3
Germany	Alex Reed	4	5	5	5	6
Italy	Jack Johns	6	4	5	6	6
Russia	Conrad Woodring	0	5	7	7	6
Turkey	Alexander Styles	-3	4	2	1	1

On board 2 Russia (Phil Johns) executed a successful northern opening whilst Austria (Andrew Yang), Italy (Tom Garrety) and Turkey (Nat Shirley) squabbled in the Balkans and Mediterranean.

No lasting relationships could be forged in the west between France (George McDonald), England (Hugh Edmonds) and Germany (David Answorth) as Belgium became a pass the parcel centre between the 3 great powers. However France did manage edge a lead by the time hostilities had to cease after 1905. Final centre count:

Players		W'01	W'02	W'03	W'04	W'05
Austria	Andrew Yang	-4	5	4	2	0
England	Hugh Edmonds	-1	4	5	3	4
France	George McDonald	6	4	4	6	6
Germany	David Ainsworth	4	5	4	5	5
Italy	Tom Garrety	-1	4	5	5	6
Russia	Phil Johns	8	6	7	8	8
Turkey	Nat Shirley	2	5	4	5	5

The players who stayed for a drink afterwards thoroughly enjoyed watching England crush the Welsh at rugby. The Johns family in particular had an enjoyable journey back to Birmingham as they basked in the glow of finishing 1st and 2nd on their respective boards.

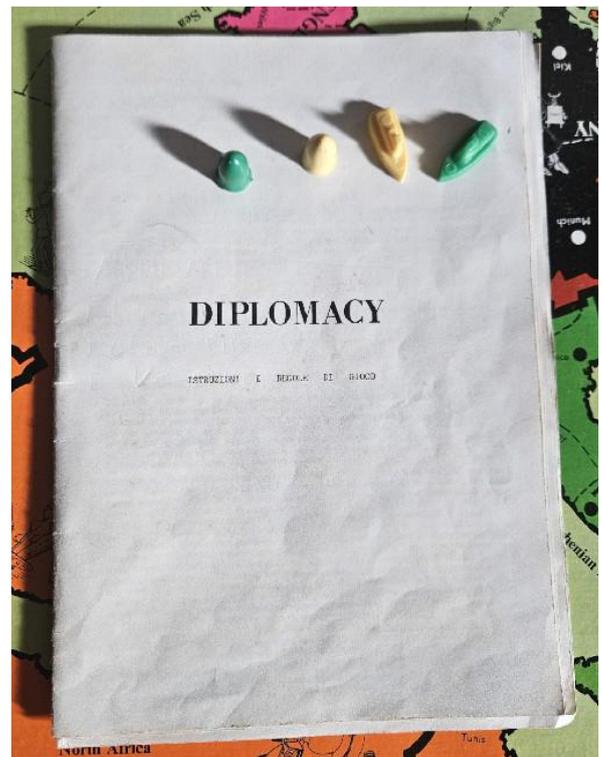
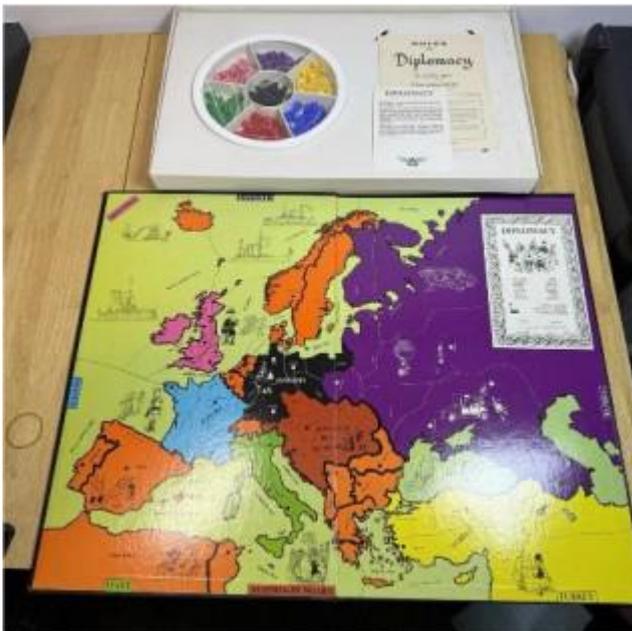
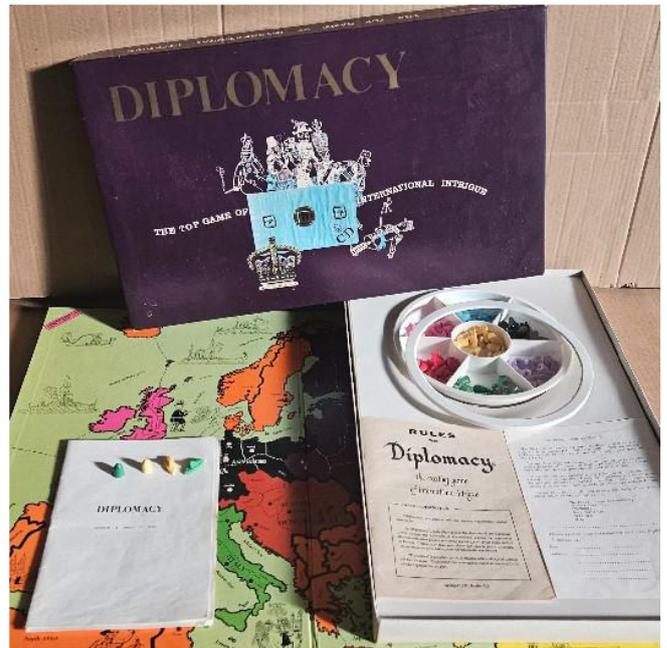


Italian Editions - Addendum

by Alex Lebedev

After writing the article about Italian Diplomacy editions, a small addition needs to be included. In fact, I have found a boardgame that needs to be added as the real first Diplomacy Italian edition.

In the past, I had heard about an Ariel-Philmar Italian Diplomacy edition, but I had never seen one. Fabrizio Mattei confirmed me he owns a copy of this “mythic” edition since early ‘70s, but in fact it seems to be the same edition as the UK one (UKPPL4g – **God Save the Zine** #32) with no difference at all.

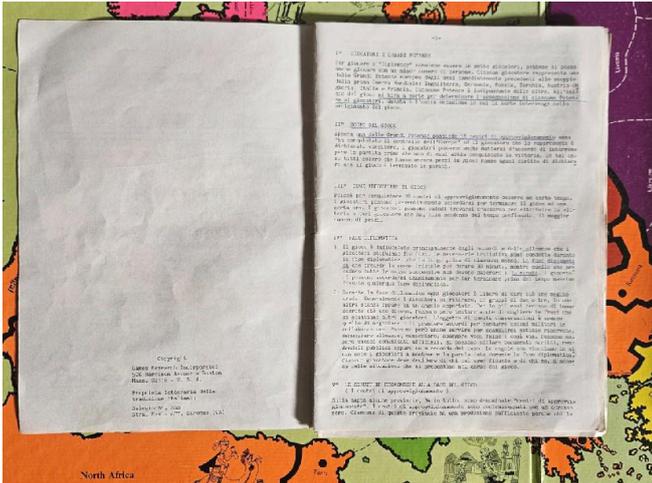


So, I considered that one to be just an imported box and not listed it as an Italian version. But a couple of weeks later, I got this Ariel Philmar box, and there were two sets of rules inside, the English AND the Italian ones.

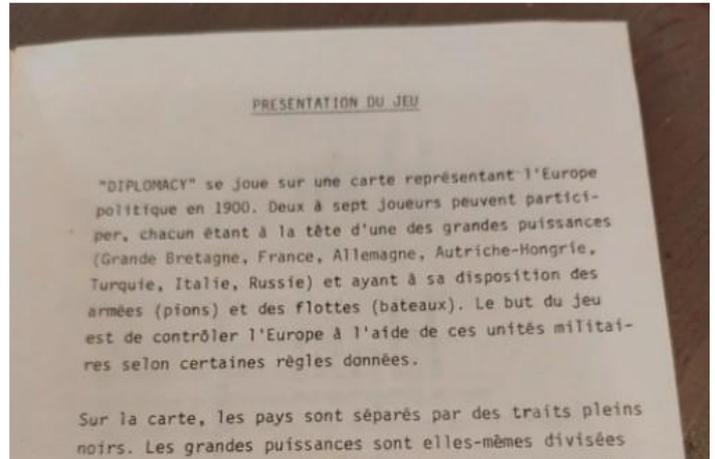
Fabrizio confirmed his edition did not have those, so I think first the plain box of the UK edition was just imported and sold “as is” in Italy (edition 0), and after some time it got the translation of the rules making this the edition 1.

The Copyright on the rules is from Games Research Incorporated, and the translation property is from Selegiochi sas. Since there is some reference to a Copyright it is improbable that this is a self-made translation.

Selegiochi is still in business (<https://selegiochi.com/>) and they claim on their website to have been in business “since1977”, so it is easy to put a date on this edition.

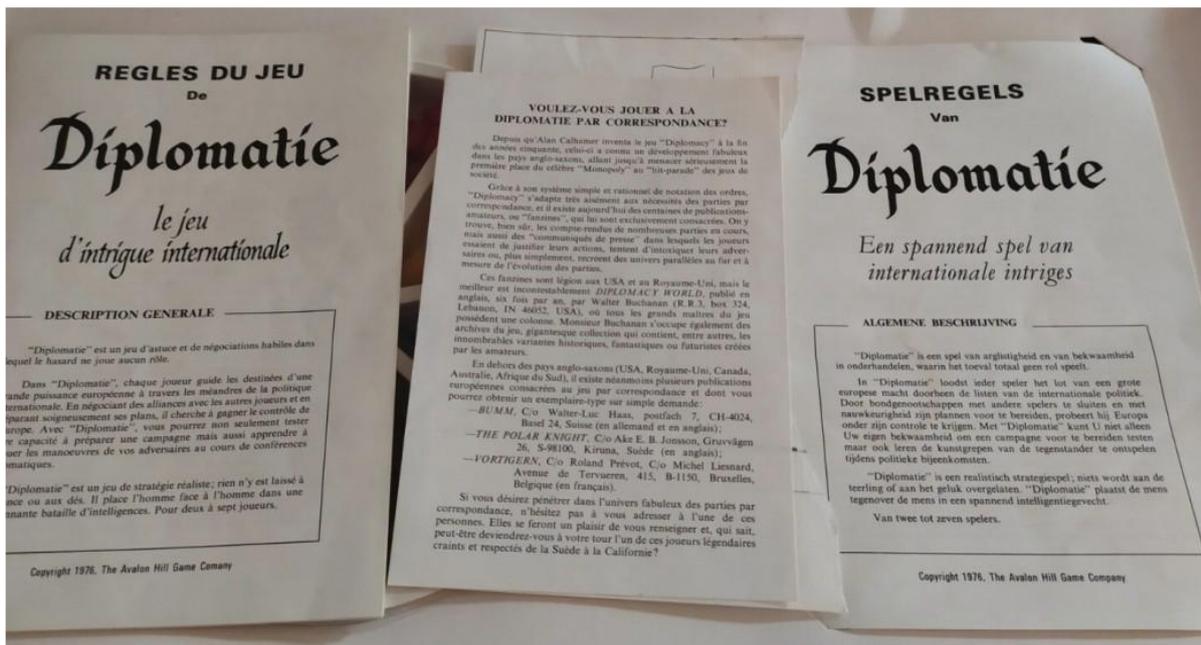
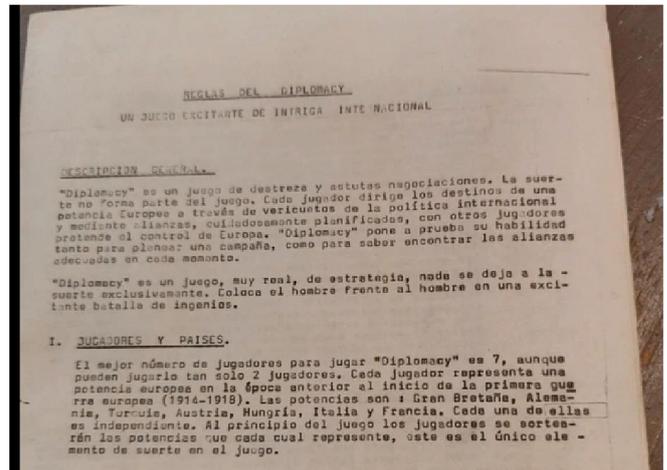


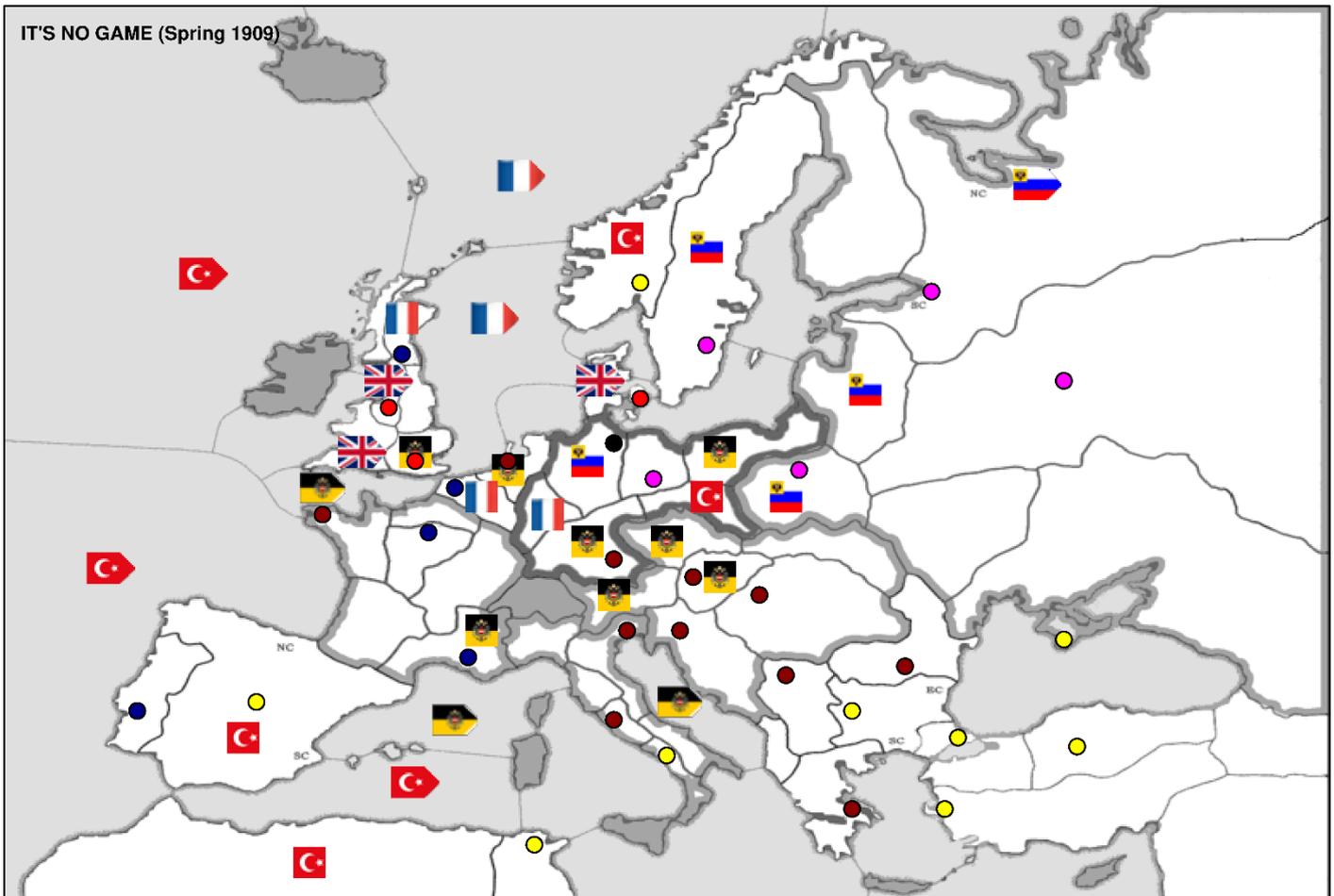
There are for sure translations for France, Holland and Spain. There should be a German one, but I yet have no pictures of the rules in German language.



I tried to ask them for more information about this edition, but sadly they could not find anything. Probably, they started to sell the boardgame with the translated rules and, after some years, sold the rights to Mondadori.

Also, I have checked some online sales of this edition, and I have find something interesting. It seems that this edition was available also in other countries, with the rules translated in many languages.





2024BB It's No Game (Spring 1909)

AUSTRIA-HUNGARY (Edwin Hutton)
F(GoL) Stands; F(Tri) - ADS; A(Bre) - Lon;
F(ENG) c A(Bre) - Lon; A(Pie) - Mar; A(Hol) s
RUSSIAN A(Ber) - Kie; A(Tyr) Stands; A(Boh)
Stands; A(Pru) Stands; A(Vie) Stands; A(Mun) s
RUSSIAN A(Ber) - Kie (CUT)

ENGLAND (Sean Cable - NMR!)
F(Den) Stands (UO); F(Wal) Stands (UO); F(Lpl)
Stands (UO)

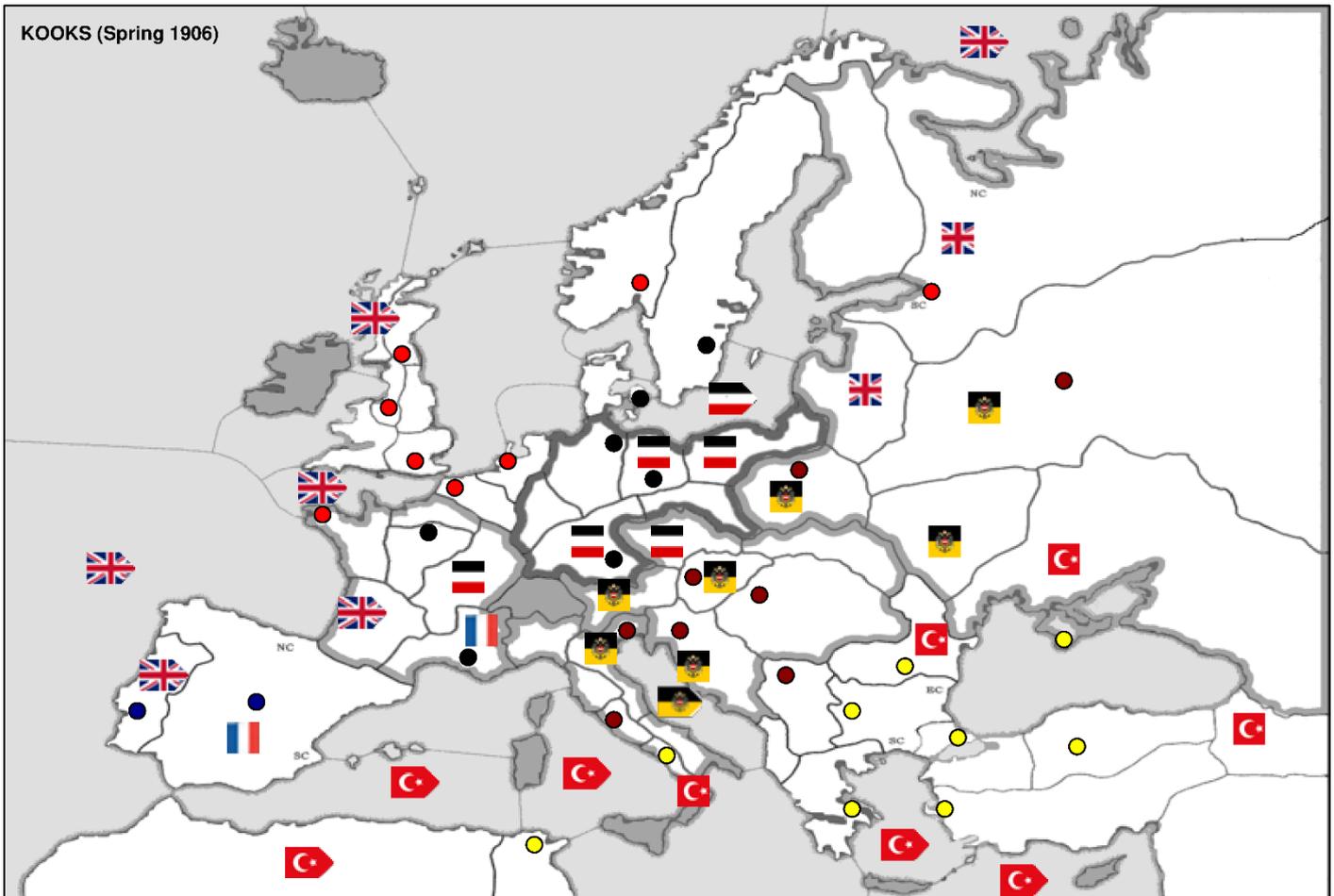
FRANCE (Will Haughan)
A(Pic) - Bel; A(Bel) - Ruh; A(Edi) s TURKISH
A(Nwy) - Yor; F(NWG) s TURKISH F(MAO) -
NAO; F(NTH) c TURKISH A(Nwy) - Edi
(MISORDER)

GERMANY (Leif Kjetil Tviberg)
A(Kie) Stands* (DISLODGED - DISBANDED
NRP)

RUSSIA (Gerry Bayer)
A(Swe) - Den (FAILED); F(StP)nc - Nwy
(FAILED); A(Ber) - Kie; A(Lvn) Stands; A(War)
Stands

TURKEY (Ron Fisher)
A(Spa) Stands; A(Tun) - Naf; A(Sil) - Mun
(FAILED); A(Nwy) - Yor (MISORDER); F(TYS) -
WMS; F(MAO) - NAO; F(NAf) - MAO





2025BA Kooks (Spring 1906)

AUSTRIA-HUNGARY (Simon Hemsley)
F(ADS) s A(Rom) - Ven; A(Mos) s A(Ukr) - War;
A(Rom) - Ven; A(Tri) s A(Tyr); A(Tyr) s A(Vie)
- Boh (CUT); A(Ukr) - War (FAILED); A(Vie) -
Boh (FAILED); A(War) - Sil (FAILED)

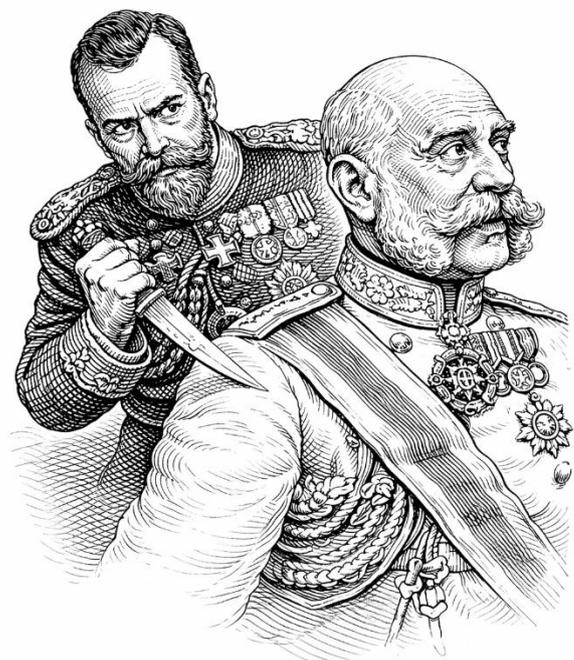
ENGLAND (Vick Hall)
F(MAO) - Por; F(NAO) - MAO; F(NTH) - ENG;
F(Edi) - Cly; A(Nwy) - StP; F(BAR) s A(Nwy) -
StP; A(StP) - Lvn; F(Gas) s GERMAN A(Mar) -
Spa

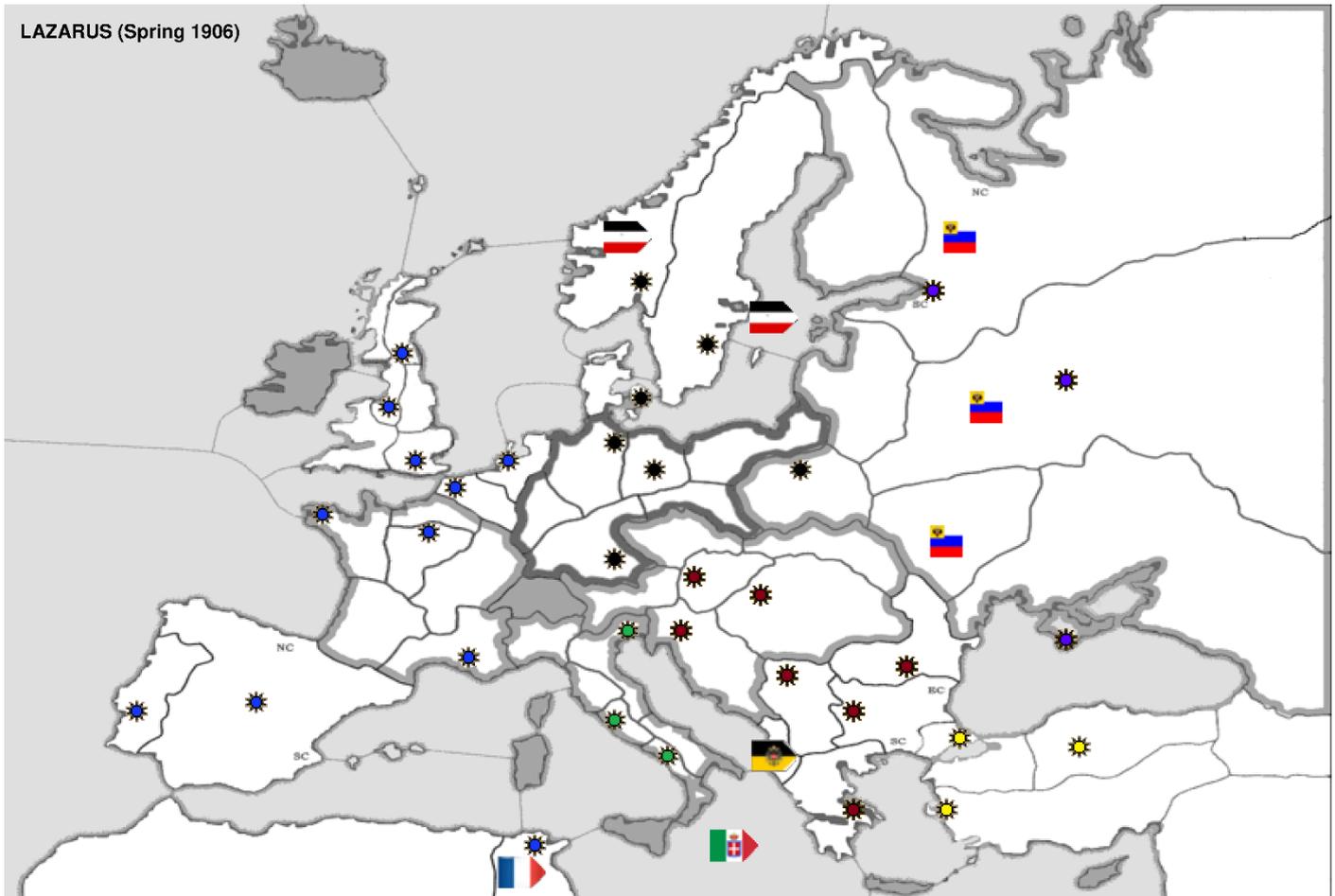
FRANCE (Ron Fisher)
A(Pie) - Mar; A(Spa) s A(Pie) - Mar

GERMANY (Martin Davis)
A(Lvn) - Pru; F(BAL) s A(Lvn) - Pru; A(Ber) -
Sil (FAILED); A(Boh) - Gal (FAILED); A(Mun) -
Tyr (FAILED); A(Mar) - Spa* (FAILED,
DISLODGED - DISBANDED NRP); A(Bur) -
Mar (FAILED)

TURKEY (Mike Benyon)

F(WMS) s FRENCH A(Spa); F(Tun) - NAF;
F(ION) - TYS; A(Nap) Stands; F(Smy) - EMS;
F(Con) - AEG; A(Ank) - Arm; A(Rum) - Gal
(FAILED); A(Sev) s AUSTRIAN A(Mos)





Lazarus (Spring 1906) Gunboat Stab!

AUSTRIA-HUNGARY (Noris The Brain)
F(Alb) - ION (FAILED); A(Ukr) - Mos (FAILED, DISLODGED);

FRANCE (Griffin)
F(Tun) s F(WMS) - TYS (CUT);

GERMANY (Fraternal Order of Belligerent Pacifists)
F(Nwy) - Swe (FAILED); F(GoB) - Swe (FAILED)

ITALY (The Ugly)
F(ION) - Tun (FAILED)

RUSSIA (Mangelwurzeln)
A(Mos) s A(Sev) - Ukr; A(Sev) - Ukr; A(StP) - Nwy (FAILED)

TURKEY (Bismarck)
???

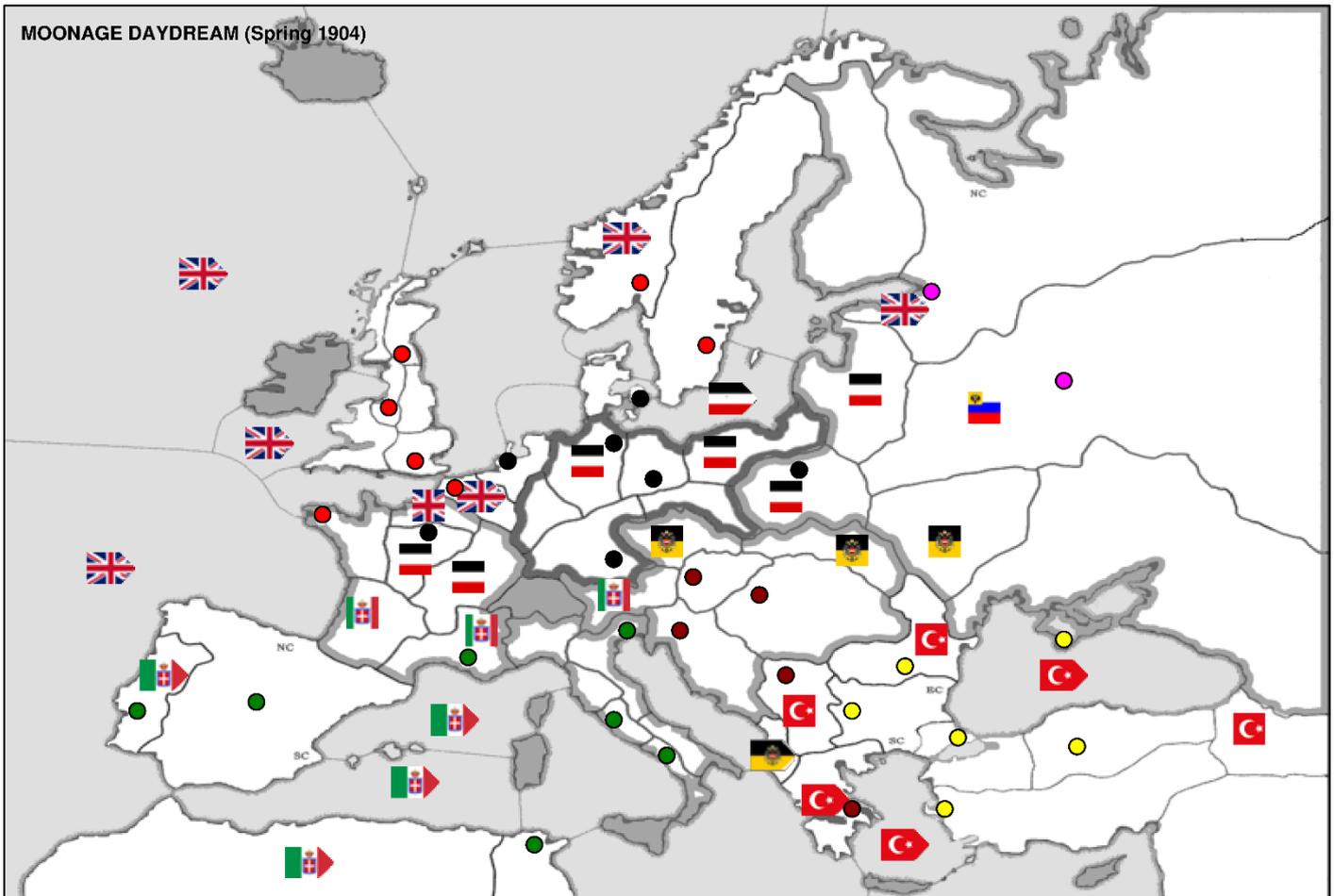
Press:

Germany (FOBP) to France (Griffin): Your proposal seems imminently reasonable and mutually beneficial. The Order agrees! Although, mutual support will be a bit difficult unless we've a clearer understanding where we respectively are. The occasional unsupported move to bounce and provide information may be worthwhile though none are planned now given the early stages of any cooperation.

Turkey: AH, any time you can send support to F Con to hold, or Support of Arm to Sev, then Sev could support Ukr-Mos. Such orders would be appreciated and reciprocated.

Noris - Bismarck: Your wish is my command

Versailles: As ever, if you spot a mistake, please let me know ASAP. Unit positions will be sent to all players separately.



2025BE Moonage Daydream (Spring 1904)

AUSTRIA-HUNGARY (Lindsay Jackson)
A(Vie) - Boh; A(Gal) - War (FAILED); A(Ukr) - Mos (FAILED); F(Alb) Stands; F(Gre) Stands* (DISLODGED - DISBANDED NRO)

ENGLAND (Edwin Hutton)
F(MAO) Stands; F(IRI) s F(MAO); F(Lpl) - NAO; F(ENG) - Bel; A(Bre) - Pic; F(GoB) - StP sc; F(Nwy) s F(GoB) - StP sc

GERMANY (Patrick Lafontaine)
A(Pru) s A(War); A(War) s A(Lvn) - Mos (CUT); A(Lvn) - Mos (FAILED); A(Kie) - Ruh (FAILED); A(Mun) - Bur; A(Par) s A(Mun) - Bur; F(BAL) - Kie (FAILED)

ITALY (Mike Elliott)
A(Ven) - Tyr; A(NAf) - Mar; F(WMS) c A(NAf) - Mar; F(GoL) c A(NAf) - Mar; F(Por) - MAO

(FAILED); F(Tun) - Naf; A(Bur) - Ruh* (FAILED, DISLODGED TO Gas)

RUSSIA (Paul Simpkins)
A(Mos) - Lvn (FAILED); F(StP) nc Stands* (DISLODGED - DISBANDED)

TURKEY (Gerry Bayer)
A(Sev) - Rum; A(Rum) - Ser; F(Con) - BLA; A(Ank) - Arm; F(AEG) s F(Bul) sc - Gre; F(Bul) sc - Gre

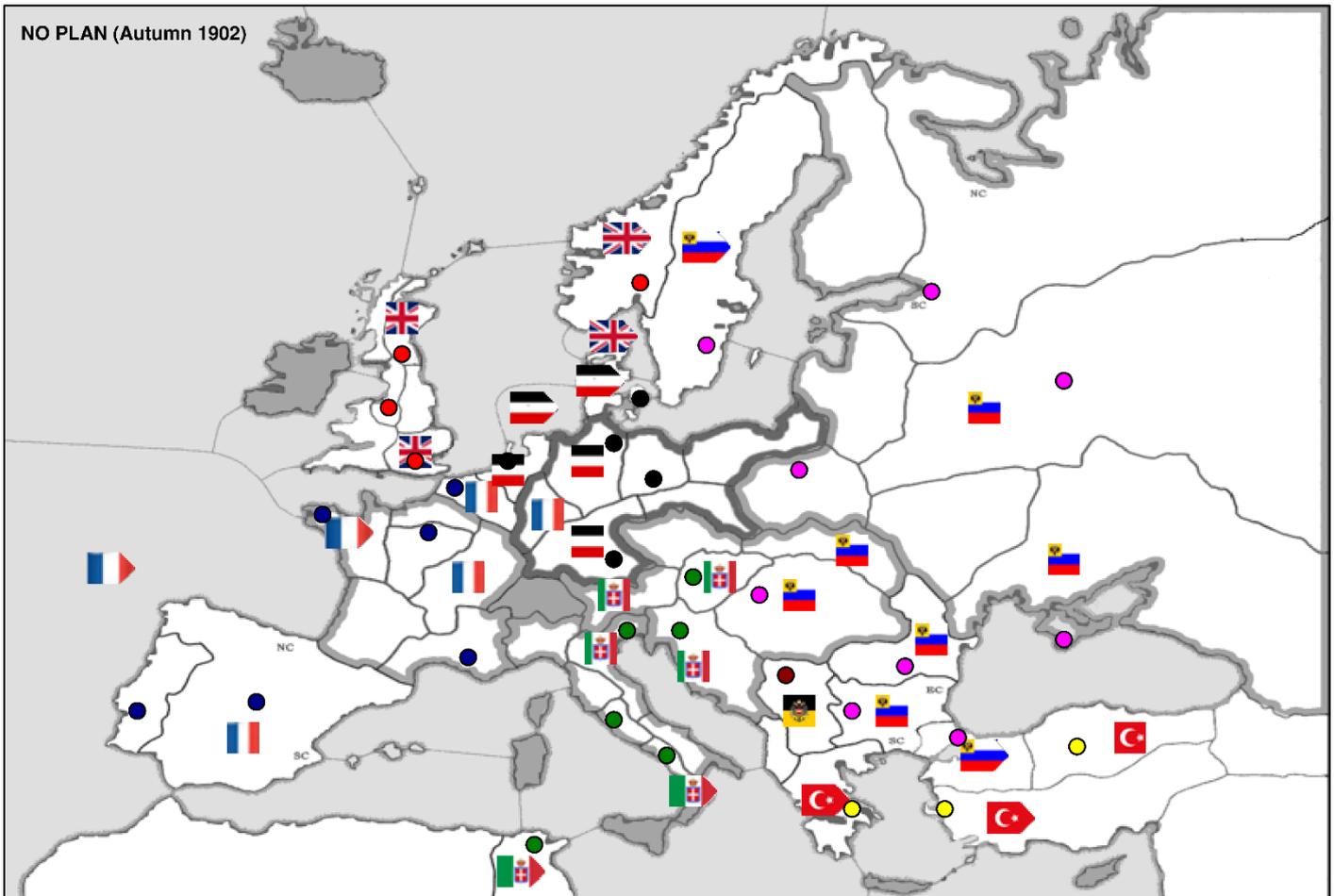
Versailles: New end-game proposals.

- (1.) A 5-way A/E/G/I/T draw, Russia 6th;
- (2.) A 6-way A/E/G/I/T/R.

Votes please. Unanimity required, abstention = No. NMR = Yes.

Press:

Pravda. The voting on the proposals in A03 showed 1 for both proposals. It wasn't me. You have a traitor in your midst.



025BE No Plan (Autumn 1902)

AUSTRIA-HUNGARY (Ron Fisher)
A(Ser) s ITALIAN F(ION) - Gre (MISORDER)

ENGLAND (John Langley)
F(SKA) - NTH (FAILED); F(Nwy) s F(SKA) - NTH; A(Lon) Stands; A(Edi) Stands

FRANCE (Leif Kjetil Tviberg)
A(Bur) - Ruh; A(Bel) s A(Bur) - Ruh; A(Mar) - Bur; A(Gas) - Spa; F(Spa) sc - MAO

GERMANY (Mike Pollard)
F(HEL) s F(Den) - NTH; A(Kie) - Den (FAILED); A(Hol) - Ruh (FAILED); A(Mun) - Ruh (FAILED); F(Den) - NTH (FAILED)

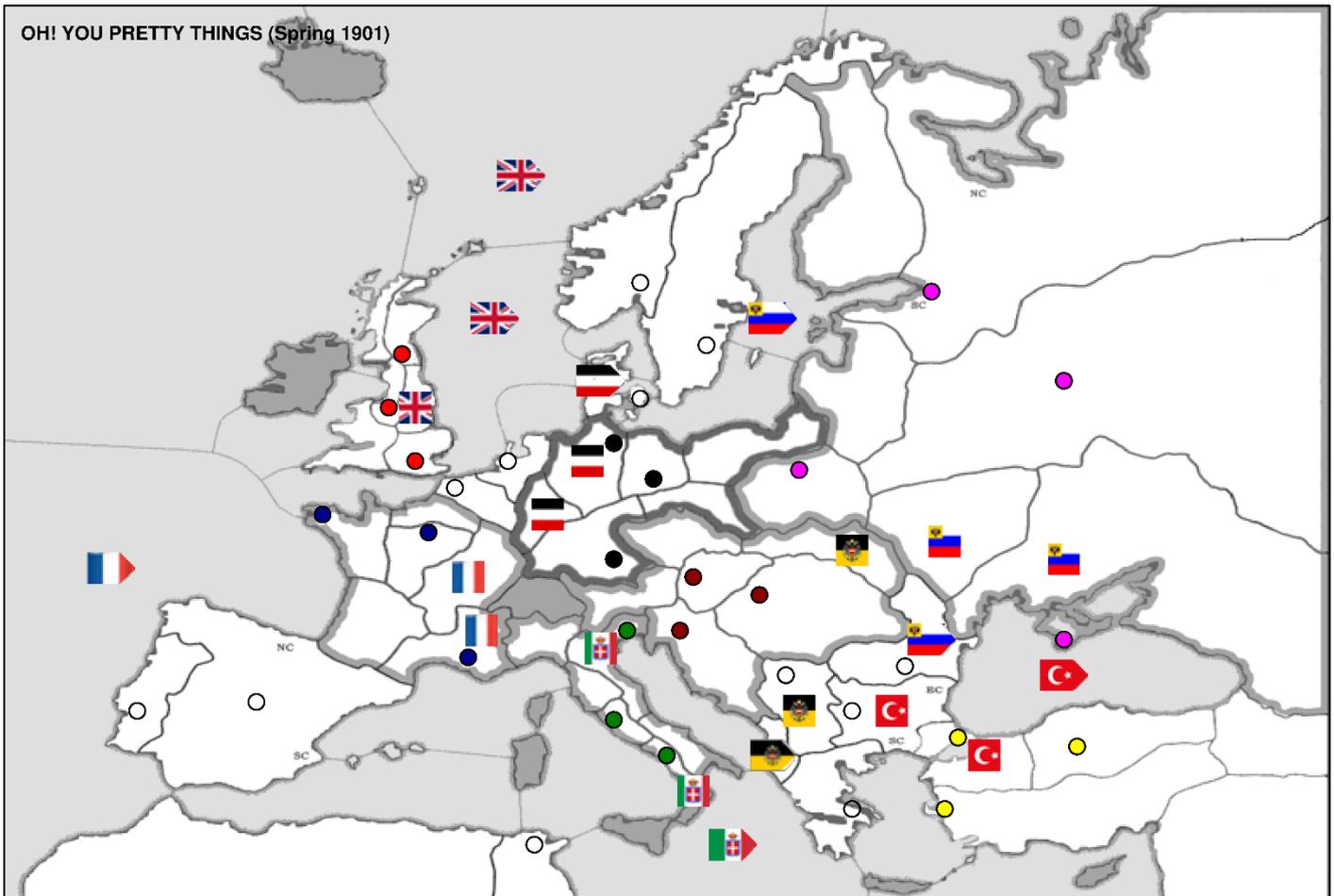
ITALY (Geoff Wilde)
F(ION) - Tun; A(Tri) - Ser (FAILED); A(Vie) Stands; A(Tyr) s A(Vie)

RUSSIA (Charles Welsh)
F(Swe) s GERMAN F(Den) (MISORDER); A(Bud) s A(Ukr) - Rum; A(Ukr) - Rum; F(Con) s A(Rum) - Bul; A(Rum) - Bul; A(Gal) s A(Bud)

TURKEY (Martin Davis)
F(AEG) - Gre; A(Smy) - Ank; A(Bul) Stands* (DISLODGED - DISBANDED NRP)

Autumn 1902 Adjustments:

A: Ser -Vie = 1; Loses 1.
E: Nwy, Lon, Edi, Lpl = 4; No change.
F: +Bel, Spa, Por, Bre, Mar, Par = 6; Gains 1. Builds F(Bre).
G: Kie, Hol, Mun, Den, Ber = 5; No change.
I: +Tun, Tri, +Vie, Nap, Rom, Ven = 6; Gains 2. Builds F(Nap), A(Ven).
R: Swe, Bud, +Rum, Con, +Bul, Sev, Mos, StP, War = 9; Gains 2. Builds A(Mos), A(Sev), (No build ordered).
T: +Gre, Ank, Smy -Bul = 3; No change. Builds F(Smy).



Oh! You Pretty Things (Spring 1901)

AUSTRIA-HUNGARY (Paraic Reddington)
F(Tri) - Alb; A(Bud) - Ser; A(Vie) - Gal

ENGLAND (Edwin Hutton)
F(Edi) - NWG; F(Lon) - NTH; A(Lpl) - Yor

FRANCE (Kevin Wilson)
F(Bre) - MAO; A(Mar) s A(Par) - Bur; A(Par) - Bur

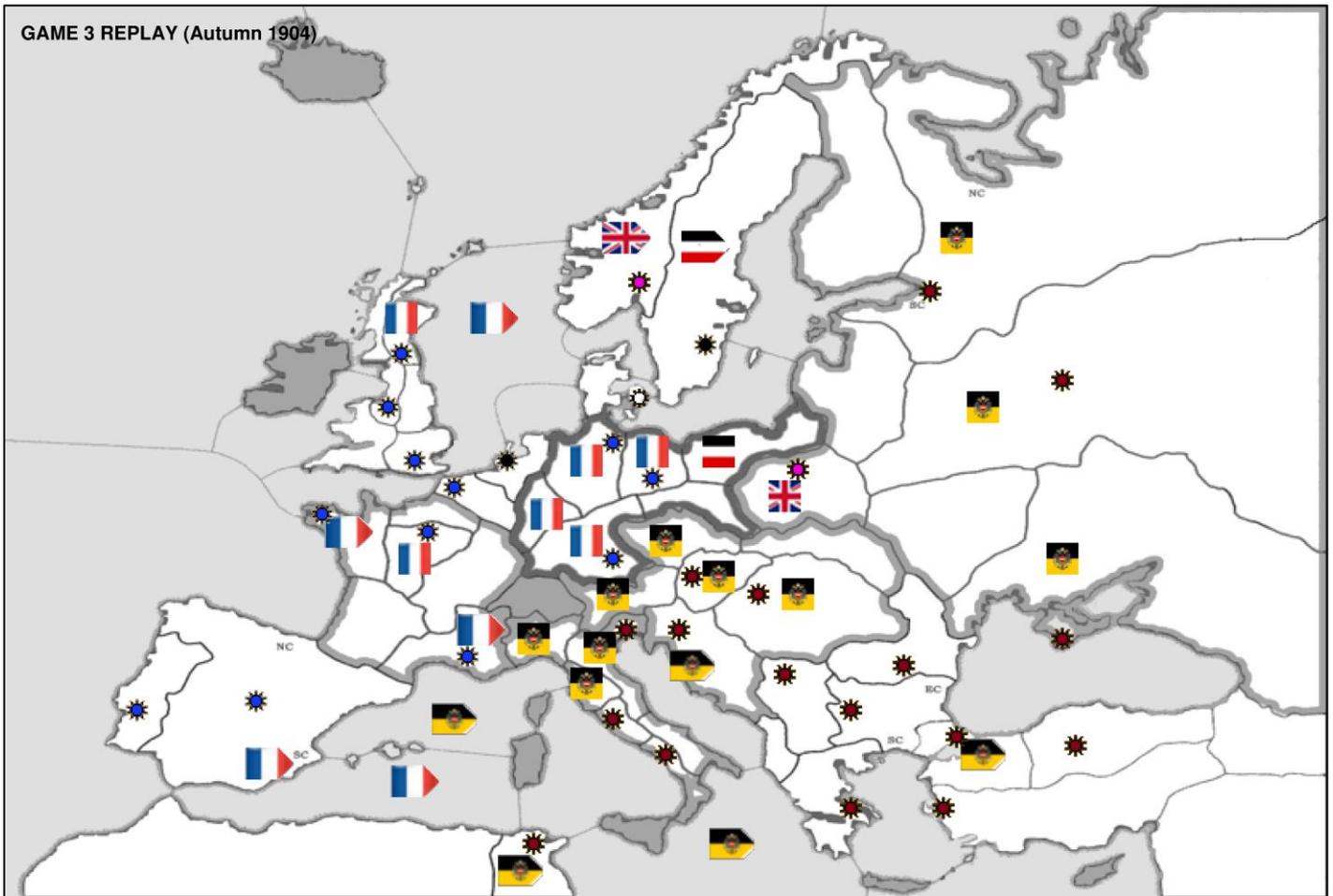
GERMANY (Simon Hemsley)
A(Ber) - Kie; F(Kie) - Den; A(Mun) - Ruh

ITALY (Mike Elliott)
A(Ven) Stands; F(Nap) - ION; A(Rom) - Nap

RUSSIA (Theo Fox)
F(StP) sc - GoB; A(Mos) - Sev; F(Sev) - Rum;
A(War) - Ukr

TURKEY (Colin Smith)
A(Con) - Bul; F(Ank) - BLA; A(Smy) - Con





GAME 3 REPLAY (Spring 1904)

Richard Williams vs. Brian Frew

Game 3 Replay (Autumn 1904)

AUSTRIA-HUNGARY (Richard Williams)
F(BLA) - Con; F(TYS) - GoL; F(Tun) - WMS
(FAILED); F(ADS) - ION; A(Tus) Stands; A(Pie)
Stands; A(Mos) - StP; A(Sev) - Mos; A(Arm) - Sev;
A(Tyr) - Mun (FAILED); A(Tri) - Ven; A(Boh) s
RUSSIAN A(War) - Sil

ENGLAND (Mercenary)
F(Nwy) - NTH (FAILED); A(Lvn) - War

FRANCE (Brian Frew)
F(WMS) Stands; F(Mar) Stands; F(MAO) - Spa sc;
A(Bur) - Ruh; A(Mun) s GERMAN A(Pru) - Sil
(CUT); A(Ruh) - Kie; F(NTH) - Nwy (FAILED);
A(Edi) Stands; A(Ber) s A(Mun)

GERMANY (Mercenary)
A(Pru) - Sil (FAILED); F(GoB) - Swe

RUSSIA (Mercenary)
F(Fin) s AUSTRIAN A(Mos) - StP; A(Ukr) s
ENGLISH A(Lvn) - War; A(Gal) s A(War) - Sil;
A(War) - Sil

Autumn 1904 Adjustments:

A: Con, +Tun, +StP, +Mos, Sev, Ven, Nap, Rom,
Bul, Smy, Ank, Rum, Gre, Ser, Bud, Tri, Vie = 17;
Gains 3. Builds F(Tri), A(Bud), A(Vie). 2 Build
centres short.

E: Nwy, +War, -Edi = 2; No change.

F: Mar, Spa, Mun, Kie, +Edi, +Ber, Lpl, Lon, Por,
Bel, Bre, Par = 12; Gains 2. Builds F(Bre), A(Par).
1 Build centre short.

G: +Swe, Hol, -Ber = 2; No change.

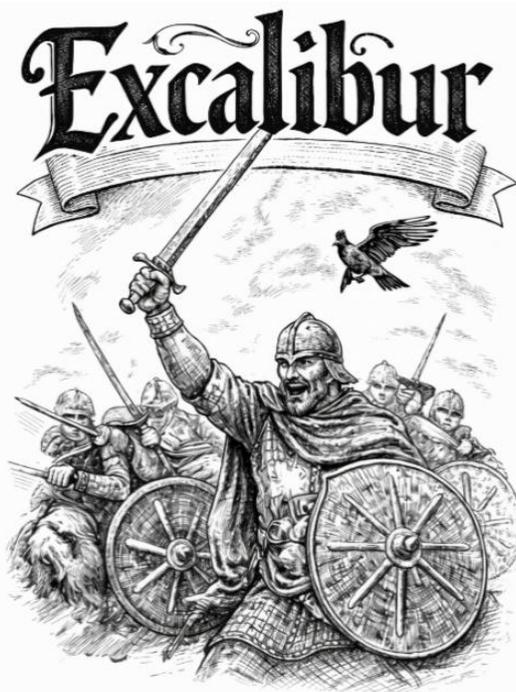
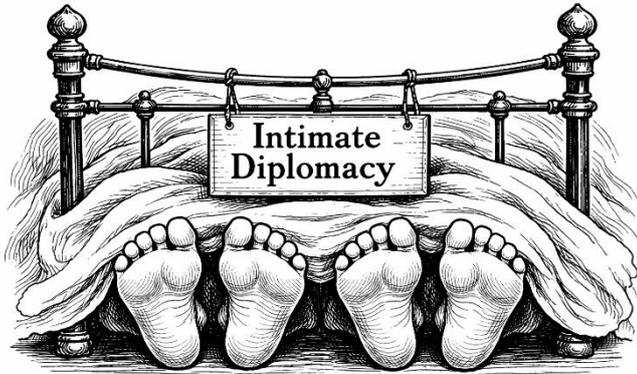
R: -Mos, -War, -StP, -Swe = 0; OUT! Loses 4.
Removes F(Fin), A(Ukr), A(Gal), A(Sil).

The winner of this game will play James Hardy in
the Final.

Votes for the remaining mercenaries please – only England and Germany left.

Richard has 24 points (7 + 17)

Brian has 12 points (0 + 12)



JEAN GENIE (Autumn 456AD)

PICTS (Martin Davis): A(Tweed) Hold; A(Lothian) Hold; A(Elmet) S F(Deira) - Lincoln; F(Deira)* – Lincoln [FAILS, DISLODGED, NRP]; F(Cleveland) Hold; F(GERMAN SEA) – WASH [FAILS]; F(FORTH) Hold; F(Edwinburgh) Hold; A(Fife) Hold

SCOTS (Kevin Wilson): F(North Wales)* S F(LUNDY) [DISLODGED, DISBANDS, NRP]; F(NORTH IRISH SEA) S A(Mersey) - Deva; A(Deva) – Mercia [FAILS]; A(Seguntum) S F(North Wales); F(SOUTH IRISH SEA) S F(LUNDY); F(LUNDY) C A(Wexford) – West Wales; A(Mersey) – Deva [FAILS]; F(ATLANTIC) S A(Wexford) – West Wales [CUT]; A(Wexford) – West Wales [FAILS]

SAXONS (Graham Tunnicliffe): F(WEST CHANNEL) – ATALNTIC [FAILED]; A(North Gyrwas) – Deva [FAILS]; F(FRISIAN SEA) S ANGLES F(WASH); A(Carleon) S FRISIAN A(Mercia)-North Wales; A(South Gyrwas) – Malvern [FAILS]; A(Malvern) – Mercia [FAILS]

ANGLES (Neil Duncan): F(Crowland) S A(Lincoln); F(WASH) C A(North Folk) - Deira; A(Lincoln) S A(North Folk) - Diera; A(North Folk) - Deira

FRISIANS (Andrew Greco): F(SEVERN) S F(Sumers Aetan)nc - LUNDY; F(West Wales) S SAXON F(WEST CHANNEL) – ATLANTIC [CUT]; A(Mercia) – North Wales; F(Sumers Aetan)nc – LUNDY [FAILS]; A(Caerwent) S A(Mercia) – North Wales

Autumn 456AD:

PICTS: Mea, Fif, Edw, Sud, Alc, Twe, Cle, Lot, Elm, **-Dei.** = 9. 1 short. NBO

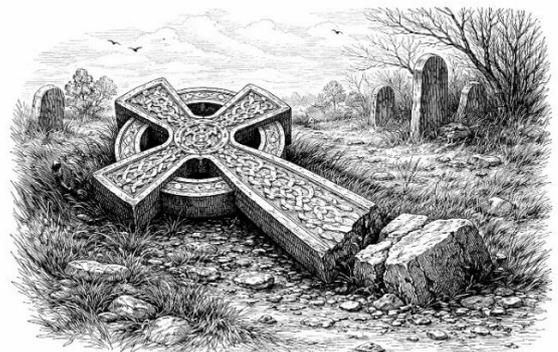
SCOTS: Dub, Uls, Gal, Man, Seg, Cum, **-NWa**, Lan, Dev = 8. No change.

SAXONS: Dur, Can, And, Pad, SGy, **-Cae**, **+Mal** = 6. No change

ANGLES: SFo, NFo, Lon, Lin, **+Dei** = 5. Builds F (South Folk)

FRISIANS: SAe, VIn, WWa, **Mal**, Gle, **+NWa**, **+Cae** = 6. No build ordered, 1 short.

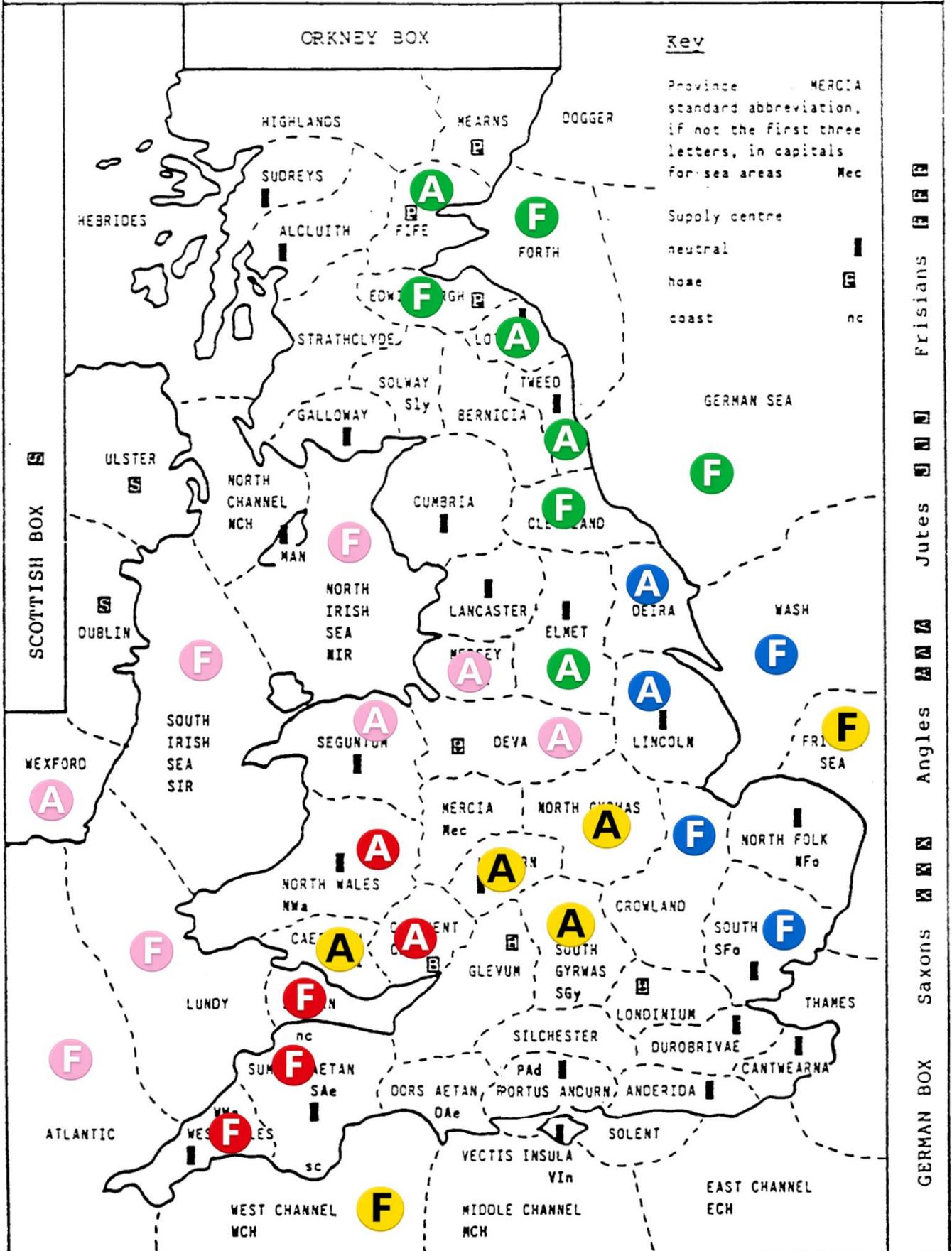
Camelot: Please check this adjudication for me – it was quite complicated.



EXCALIBUR AUTUMN 456 AD

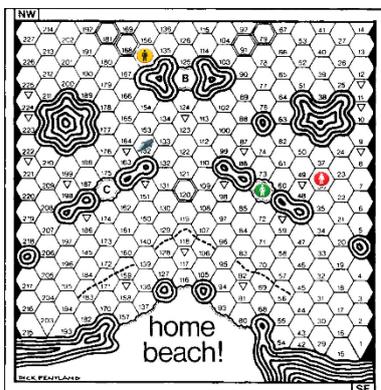
A Diplomacy variant by Kenneth Clark

This map by John Morris





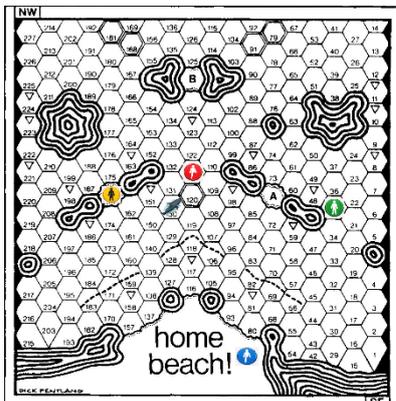
Man-Eater



[\(for a large map just click here\)](#)

Game 1 – Turn 7

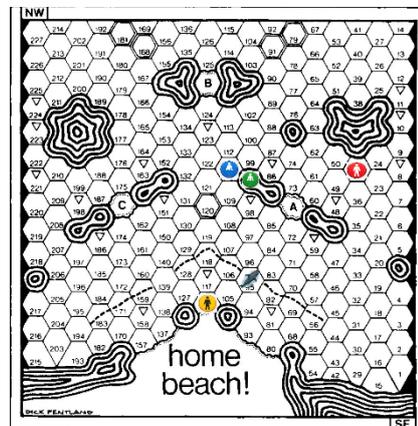
Red (2 legs) (Mark): (24) - 36
Blue (Mark): RIP
Green (2 legs) (Jed): (73) – Beach A
Yellow (2 legs) (Jed): (166) - 155
Shark (Patrick) (189) - 152
Shark = 3 points.



[\(for a large map just click here\)](#)

Game 2 – Turn 7

Red (1 leg) (Patrick): (122) - 121
Blue (1 leg) (Patrick): HOME! [2 points]
Green (2 legs) (Mark): (37) - 35
Yellow (2 legs) (Mark): (Beach C) Holds
Shark (Jed) (185) - 130
Shark = 2 points.



[\(for a large map just click here\)](#)

Game 3 – Turn 7

Red (2 legs) (Jed): (9) - 37
Blue (0 legs) (Jed): (112) drifts to 110
Green (0 legs) (Patrick): (99) – stuck on rocks
Yellow (2 legs) (Patrick): (128) - 116
Shark (Mark): (130) - 95
Shark = 4 points.

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Autumn 1901

WANTED
BARGES & BOATS
IN THE LOW COUNTRIES

Short-notice manoeuvres require barges and boats.

Please respond A.S.A.P. to H.R.M. Wilhelm II, Berlin.



Regular Diplomacy – Game “P” (“Panic in Detroit”): This game will NOT use standbys. Martin Davis, 6 needed.

The War of the Worlds (Gunboat) (rules in issue 33). I think it could be fun. 2 on list, 5 needed.

Fokker: Diplomacy with Planes. Rules in issue 29. 5 needed. Mike Pollard, Ian Bull. Sorry, looks like there is not enough interest for this one.

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

Mercator 5-Up: Rules in issue 32 – 5 player version of Mercator. Edwin Hutton, David Anderson. 3 needed.

English Civil War III – Only 2 needed!

BACK BIT

I intended to have a page of zine reviews this issue, but I’ve ran out of time. In the meantime [CLICK HERE](#) for a list of zines that are still going, with some recent issues to download.

Until next time...



orders@godsavethezine.com