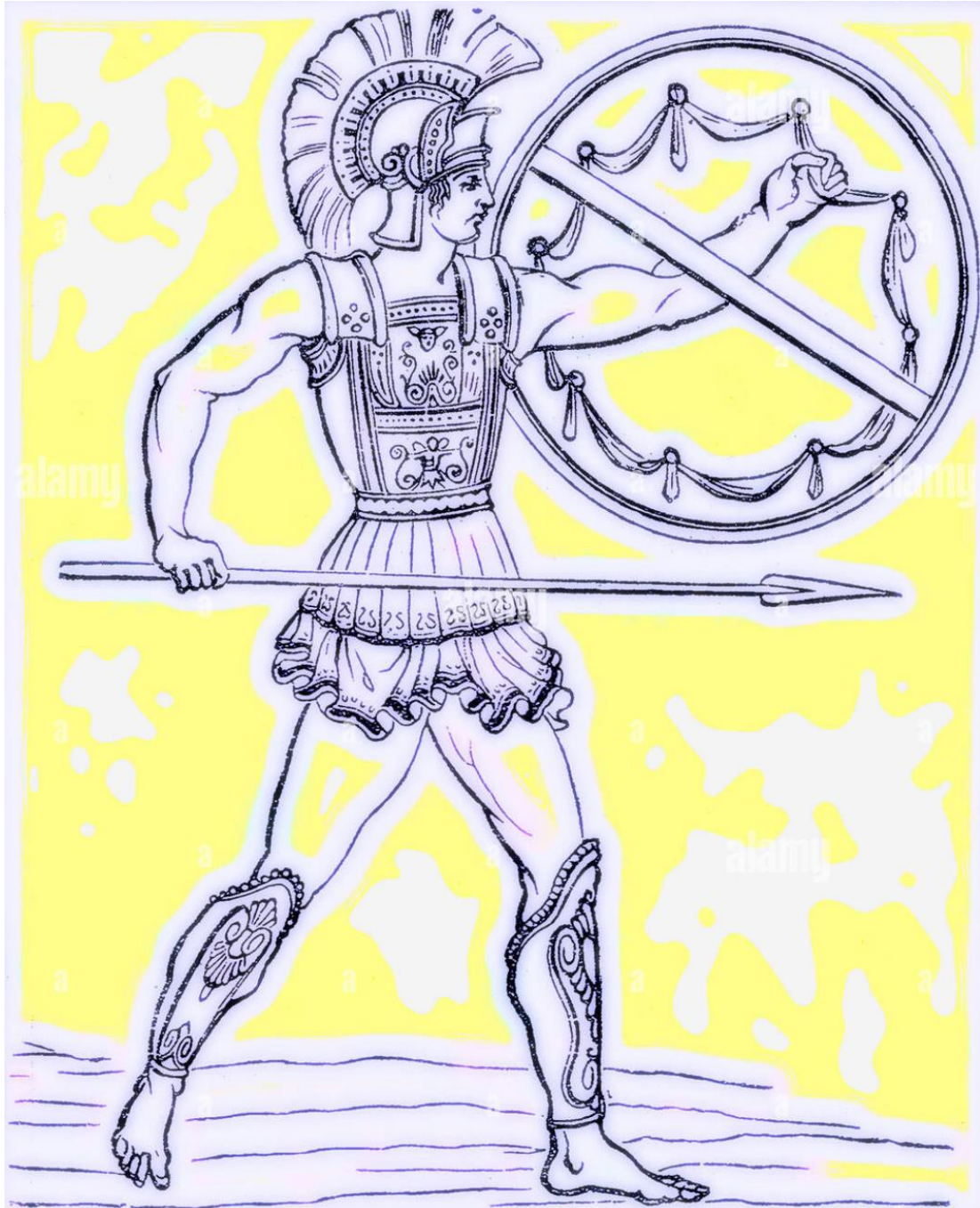


God Save The Zine

Issue 10 (November 2023)



DEADLINES

Friday 1st December 2023

A Diplomacy zine from Stephen Agar

Editorial Rambles

This issue is a few days later than usual as both Rebecca and I have been suffering from something which feels like Covid, but which the test kits we have insists is not Covid at all. So, it must be a flu/cold like thing that is fairly horrible. That means that I really did not feel like putting the effort into producing this issue – hope it doesn't show too much. The main casualty of being ill is the absence of zine reviews – I will try to squeeze some into the zine as space-fillers.

The past month has been rather depressing, probably due to the fact that I am now officially another year older. As I have mentioned before, we hope to retire to Kings Lynn early next year. Part of the process has been to go through this house and dispose of the lifetime accumulation of crap that I have been carting around for the past 40-odd years. Of course, Rebecca has her equivalent rubbish to sort out as well. We have almost finished filling our second skip, with probably the equivalent of a third skip having been taken to charity shops.

One problem was approx. 1000 DVDs and Blurays. We have so many, distributed around the house, often in boxes, that I would never be able to find anything I wanted to watch anyway. However, rather than just get rid of them I have decided to rip them all to my central server, so I can watch them anytime I want at a couple of clicks. There is quite a lot of free video server software out there, so you can see your collection neatly laid out, sorted every way you can think of and easily play it on a TV easily. So far I have ripped 600+ DVDs and Bluray films and a couple of dozen TV box sets. It is something you can do in the background while you are doing other things on the computer. And when I get rid of the disks it will free up a lot of space. I think imposing order on the collection, while simultaneously keeping it and getting rid of it has a lot of appeal. And the bonus is that we have started to watch some of the films now, as they are so easy to find and play. Definitely recommended.

Going through boxes of old crap has turned up a few gems (to me anyway – Rebecca may think it is still crap), such as a large number of programmes from rock concerts from the mid-70s to the late 80s, a large number of personal letters from the days when people used to write letters, photos from my undergraduate days at Oxford (such as the one below from 1981 of me trying desperately to open a keg of

Worthington Special Bitter with a table lamp and a screwdriver), and two notebooks of poems that I had written in my more emotional moments. A lot of memories there, both good and less good.



One of the nice things about having a birthday when you are an adult is that you can buy yourself a nice birthday present – you know, something that is just a little too expensive to justify buying as a normal bit of household expenditure, but not so expensive that you need a bank loan. A few days ago, I experienced my 63rd birthday – and while the present from my wife (David Mitchell's new "history" book) was exactly what I asked for, I particularly enjoyed the new 8CD **Kirsty MacColl** box set, which I just happened accidentally to buy for myself.



Kirsty was a great talent taken well before her time, being the victim of a speedboat accident while on holiday back in 2000. She was only 41. A shame that she's mainly remembered just for her collaboration with The Pogues on **Fairytale of New York** in 1987, as her solo albums are really quite fantastic. No doubt she would have produced a lot more quality, witty music had she lived longer. Of course, I had most of the tracks on the box set already, but the attraction for me was the release of her "lost" album, **Real**.

Back in 1983 when Kirsty had just finished recording what would have been her second album, she was dropped by Polydor – so the album, was never released. Some of the tracks have emerged over the years in odd places, but to have it in its entirety at last was a real treasure.

This month I have also been able to maintain my Bowie obsession by treating myself to a half-speed master of Bowie's 1973 **Pin Ups** album, released to cash in on the album's 50th anniversary. You know, the one with Bowie and Twiggy on the sleeve. Bowie recorded a surprising number of covers over the years and **Pin Ups** was a 100% covers album of some of his favourite tracks from the 60s. From this album some of you may remember Bowie's cover of The Merseys' 1966 single **Sorrow** (which was itself a cover) which got as far as number 3 in the UK charts. Most of Bowie's studio albums have at least one cover song on them. Bowie also had modest chart success in 1981 with a cover version of **Wild Is The Wind** (a song first recorded by Johnny Mathis in 1957 and then by Nina Simone in 1966). Bowie sang **Wild Is The Wind** for his last ever public performance at a charity gala in 2006. He certainly liked his covers.



Just to prove that I do listen to contemporary music as well, I also purchased **Acres Are High**, the new album from **When Rivers Meet**, who are a wife and husband two-piece who play some mean blues rock. They are an independent band, in that they don't have the backing of a label behind them. Check them out, I'm sure they are on Spotify etc.

I have had to delay the gamestart of the most recent Diplomacy game, Fascination, as I appear to have lost one of the players. Hope Pete is ok. That means the associated game of Bourse will also be delayed – which gives you all an opportunity to join in. I've reprinted a short piece from Richard Walkerdine about Bourse strategy, to enthuse you all. Playing Bourse is a

good way to be involved with the zine, without having a substantial time commitment. Give it a go!

I have always had a soft spot for variants set in the classical world, so this issue also includes a new simplified version of Hoplite Wars, a variant set in 5th century BC Greece. I haven't had much luck in getting people to play variants so far, but I will keep banging the drum. This one has a hint of Game of the Clans about it in that to some extent the Powers are a little mixed up. I think it looks fun.

Time to start my Christmas shopping... now what sort of Christmas present do I want to buy myself this year? Until next time.

DEADLINE Friday 1st December 2023

ATTENTION ALL ENGLISH GENTLEMAN and LADIES (and their fellow conspirators)

Our next in-person London Diplomacy Club gathering is scheduled for Saturday, November 4th in the charming Covent Garden.

We wholeheartedly welcome participants of all skill levels.

London Diplomacy Club Seeking Home

Here at the London Diplomacy Club, we are constantly on the lookout for suitable venues in central London to set up our boards and enjoy a few hours of thrilling gameplay. We would greatly appreciate any suggestions or recommendations you may have (contact us via the email address above). Whether it's game-friendly bars, university spaces, or even intriguing public spaces like the Sky Garden at Fenchurch Street, your ideas are most welcome.

As you may know, space in central London is often at a premium, making it both limited and costly. While we currently have a welcoming home in Covent Garden, we are eager to explore one to three additional viable options.

Letters

Martin Davis

Many thanks for **GSTZ**. I particularly enjoyed your last editorial, which, to me, made such eminently good, quiet common sense. When I read your sentence:

"Most people just want to keep their head down and get on with their lives, but their lives are being affected and controlled by a bunch of self-serving idiots."

I almost punched the air. Absolutely. And then five days later we got the appalling atrocities committed by Hamas, followed by the ongoing Israeli reaction to obliterate Gaza and the Palestinians. I cannot say how strong my disgust with the awful crimes of Hamas is. But the Israeli government, followed by most of the west, seems to have completely forgotten about article 33 of the Geneva conventions, on collective punishment, which decrees that "no protected person may be punished for an offence he or she has not personally committed".

But if you leave aside all legalistic objections, or even the rather fundamental feeling of shock at children, who obviously have no guilt in the atrocities, being bombed out of their homes, starved and deprived of drinking water, then you have to ask yourself how on earth is Israel "defending itself" by raising an entire generation of Palestinians who will fear and hate it? Israel is losing the moral support it was given by the dreadful behaviour of Hamas. It has, in fact, behaved as I suspect Hamas wanted to provoke it into behaving.

As a lesser lesson from history, the immediate effect of the Easter Rising of 1916 was one of bewilderment and hostility by ordinary Dubliners at the devastation the rebels had caused; but as the British army overreacted with brutality and casual killings of innocent Republican sympathisers, so it became the most effective recruiting sergeant for the IRA, and seven years later the Irish Republic was born. But the violence is still there in the shadows. Blood feuds have a habit of lingering.

SA: What is happening in Israel and Gaza is so horrendous, it is difficult not to despair. Israel will never accept a ceasefire if it leaves Hamas in control of Gaza. I believe a permanent solution can only be found in a two-state compromise, which many Palestinian groups

will not accept and, I suspect, the right-wing in Israel don't want anyway. The only certainty is that more and more innocent people are going to be killed, to the shame of us all.

Will Haughan

I did have a letter drafted for **GSTZ** but it is on my PC in Durham and I am in Spain. Yeah, I know, save to the cloud. How much politics do you want in the zine? I don't mean party politics but political issues. My letter included challenging your "UK live within its means" remark. (at length)

SA: I'm always happy to discuss politics provided we always keep it friendly. It is good to have one's views challenged 😊

As for saving to the cloud etc. well, I've always felt a bit uneasy about that. What if the cloud disappears? I probably end up saving to the cloud and my PC, which is probably overkill. I am so worried about losing all my family digital photographs that I have multiple copies of everything in about four different places and now can't find anything.

Jonathan Palfrey

Regarding Richard Jackson's tale of woe, there was a time long ago when I used to enjoy flying: when it was a luxury experience and passengers were valuable customers to be well looked after. As my father was in the air business (air traffic controller) we used to get flights free or at a heavy discount, so we got the nice treatment without having to pay for it.

These days, flying is usually much cheaper, passengers are treated accordingly, and flying has become an unpleasant hassle that I try to avoid (although the experience may still be tolerable if you get really lucky and everything happens to work).

I can often avoid it. I live in Spain, which is quite a large country by European standards. It's also pleasant and varied, so when we go on holiday, we most often just visit some other part of it; which we can do by car, or perhaps by train. We could also cross the border into France, which is only a couple of hours away on the motorway; and we've done that occasionally, though not often.

SA: I am with you when it comes to flying - I much prefer using Euro Tunnel and taking the car to Europe. Flying is a lot of waiting around while keeping your fingers crossed that the flight is going to turn up. I can do without the stress.

Mark Nelson

The following does not in any way compare to Richard Jackson's tale of woe, and for that I am very grateful.

One of my worst travel trips was returning from a conference held in Hobart (Tasmania) in 2007. The conference finished on Wednesday 4th July. By the time I reached the airport the clouds had come down. This meant that the incoming flight had been cancelled and consequently my outgoing flight was cancelled due to a lack of a plane. The airline (Virgin Australia) booked me onto their first flight the next morning and kindly found me accommodation for the night. I had to pay for it, as it's an "act of God" if it's too cloudy for a plane to land.

SA: My understanding of the rules in the UK (and EU) is that if your flight is cancelled for any reason (e.g., bad weather), you are entitled to a refund, a replacement flight, and accommodation if necessary. However, you can only get additional compensation if it was the airline's fault. So, it looks like our rules are a bit more generous. That said, some companies (such as Ryan Air) appear to try very hard to avoid acknowledging your rights as a consumer and make the process as difficult as possible in the hope that you will go away.

The next day I arrived at the airport to discover a huge queue at the Virgin desk. When I eventually reached the desk, I discovered two things. Firstly, my flight had been cancelled because the cloud cover was still too low for planes to land. Secondly, everyone in front of me had been booked onto future departing flights on the basis of first-in, first served: the first available flight for me was on Saturday. This meant that I would have to stay an additional two nights in Hobart at my expense, as the low cloud cover was still an "act of God". This was not a desirable outcome as I was due to catch an international flight from Sydney on the Saturday.

The Virgin help desk thought that Qantas had spare seats for flights leaving that day. How could Qantas have planes leaving Hobart when Virgin didn't? Virgin Australia flights were typically cheaper than Qantas flights. One reason for this was that they had very little spare capacity, no spare planes sitting on the tarmac in Hobart in case of an emergency. Qantas had spare planes in Hobart that they were now using to run their scheduled flights out-of-Hobart, they were not restricted to waiting for arriving flights. (The low cloud cover was not preventing

departing flights leaving, only incoming flights landing.)

I hoofed it over to the Qantas desk where I was able to buy a super expensive one-way ticket from Hobart to Sydney. (It was about AUD \$800, which was a large amount of money for an economy ticket to Sydney in 2007). I could have bought a cheaper ticket if I'd been willing to fly out in the afternoon. However, whilst QANTAS were guaranteeing that their next scheduled flight would leave on time, they would not guarantee that any of the afternoon flights would leave. (Perhaps they'd run out of spare planes and were waiting for incoming flights.)

The only disadvantage of flying on the first flight out of Hobart, in addition to the cost, was that it was flying to Melbourne, so that I'd need to catch another plane. I didn't mind, I just wanted to leave Hobart. Furthermore, there was a long stopover in Melbourne. I didn't mind, I just wanted to leave Hobart. Actually, it wasn't so bad because I didn't need to collect my bags in Melbourne. It turned out that upon arrival in Melbourne I had plenty of time to leave the airport, travel down to the CBD, and visit the National Gallery of Victoria where there was an exhibition on Australian Impressionism.

I managed to make it back to my place late on Thursday. That left me a very busy and hectic Friday to get prepared for my international flight on the Saturday.

For some time after this I refused to fly on Virgin Australia.

SA: Consumer reactions to bad customer experiences can be unpredictable. In my commercial life I always worked on the basis that if you go the extra mile to make up for bad service when it occurs, then the customer often becomes a big fan of your company because you fixed things (even if the original cock-up was your fault). However, if you don't fix things properly, the consumer can become a brand terrorist that not only boycotts you in future, but also tell lots and lots of potential customers how rubbish you are. So, in my view it always makes commercial sense to fix problems quickly and with good grace.

Jonathan Palfrey

I agree with what you say in "Is Democracy working?"; in fact, I have had similar thoughts for years.

People commonly seem to assume that (a) democracy is the best possible political system, and (b) democracy is what we've already got.

I point out that democracy is a very vague term referring to “the rule of the people”, and there are an infinite number of conceivable political systems that could be described as forms of democracy.

What we have is not really the rule of the people, it’s the rule of politicians. Even if you go for a representative democracy of this kind, there are so many possible ways in which politicians could be selected. Which is best? Who knows?

It seems to me that the job of a political system is to provide good government (unless your political system is some form of anarchy, of course). The political systems currently in use in the world obviously don’t provide good government, so they are failures. We go on using them only because (a) we don’t happen to know of an obviously better system, and (b) the only people who can change the system are the politicians, who may well lose their jobs if the system changes.

Even if someone invented a better system, no-one with the power to implement it would have the personal motivation to do so.

Taking democracy literally, I don’t think it’s a Good Thing. The people can’t run the country, they don’t have the knowledge or the skills to do so (and neither do I). However, they should have some input into the political process, because it’s their country, they are the customers, governments exist for their benefit.

The setup with companies and customers seems to work well enough, if there are enough competing companies. If people like Company A’s products, they buy from A; if not, they abandon A and buy from B or C or whatever. They don’t need to have any input into how companies do their work; they just judge the products and make their decisions accordingly.

Unfortunately, the analogy with governments breaks down because I don’t think you can have multiple governments operating in the same area. So, the only way you can switch from Government A to B is by moving to a different country, which causes significant cost and inconvenience, and probably means changing your job.

You can switch from Party A to B by changing your vote; but (a) you can do that only once every X years, and (b) it has an effect on the government only if enough people agree with you and make the same decision.

Ideally, politicians should be wise and good. I suppose such people exist, but they don’t tend

to become political candidates; and this is a fundamental failing of the current system.

SA: There is the argument that the various forms of democracy common in the West are good enough most of the time when there isn’t a crisis – the problem is just down to the calibre of the people who put themselves forward to run governments. After all, in terms of financial compensation, you can make far more money outside politics (corruption aside), so you won’t attract intelligent people motivated by money (unless they are already very rich). Therefore, politics either attracts those with a strong political agenda or those in it for personal power. Maybe they aren’t the best sorts of people to run governments, perhaps what we mostly need are very efficient and competent managers who are not overburdened by ideology but by results?

James Hardy

I agree with your synopsis of the main politicians – their interest is in getting re-elected and making as much cash as they can for themselves and their family/chums while they are there. I’d like to think Labour would be different, but it’s been so long who knows if they have any integrity left either?

We only have ourselves to blame though as most people don’t really care who is in power as long as they are entertained – that’s what it’s about nowadays.

The perfect example of that was Brexit – who cares what the consequences are, it was a great laugh at the time! Whatever you think of Trump, Boris, Farage, Truss etc, they are great entertainment.

This was why I reckoned Labour didn’t stand a chance, ever, with Sir Kier at the helm as he is dull as ditch water but swipe me if the Conservatives haven’t found someone even more dull! That was the real message from the Tory Conference – “Look, I can be just as unpredictable and entertaining as the previous lot. Vote for meeeeeeeeeeeeeee! (Please. Pretty please?)”

SA: At least part of the problem is the way the parties elect their leaders nowadays. Party members tend to be more extreme than the average MP and the average voter. But to be elected leader you have to appeal to the membership, not the electorate. That’s why we end up with leaders such as Jeremy Corbyn, Boris Johnson and Liz Truss. I would prefer it if MPs elected the leader of their parties – at

least MPs want to be re-elected, so will tend to pick candidates that appeal more to the middle ground.

Jonathan Palfrey

I attended MidCon 1977 and have a few boring photos from it (mostly of people at lunch), but I don't remember anything about it offhand.

SA: Please let me anything you have from any Cons. I am going to create a Con photo album within the Zine Archive, which hopefully I can populate with contributions from as many people as possible. One person's boring picture is another person's "look that's me in that picture!"

Peter Northcott

Re Eddy Richards' letter re Birmingham University/Manorcon. I too was at Birmingham from 1982-85. I came to one BUGS (not BUDS - although the name may have changed subsequently) meeting. Pete Calcraft was the main man at the time - but by then my interest in the hobby was starting to wain and I was running **Last Stand** down to a fold. I don't think I was on the distribution list for any in-house zine! But I did go to Manorcon in both 83 and 84 I think (judging by the trophies I still have!) - and pretty sure it was held at Manor Hall.

I never went to a Con at High Hall (which I believe has now been demolished - famous for being Joy Division's last gig before Ian Curtis died). I don't have too many recollections - although Jeff Edmunds reminded me, at the impromptu Simon Billenness meet up in the summer, that there was a 5 a side football tournament at one of them!

SA: I too can't remember which Cons I went to in which years. Everything is a blur.

Mark Nelson

Regarding the two Steve Doubleday variants I mentioned in my loc, your list of Steve Doubleday variants did not ring a bell. The variants I remembered might have been on in your list, they might not. There might be any number of 'new' Steve Doubleday variants lurking in back issues of Gallimaufry.

SA: That is a good point. I will try and prioritise Gallimaufry for scanning - though half of the Zine Archive is in Kings Lynn now, so it may not be that easy.

Bourse Strategy

by Richard Walkerdine

Well of course you need to follow the progress of the Diplomacy game very closely. As the fortunes of the seven countries wax and wane you need to be sure to sell a currency of a country that appears to be in decline and buy a currency of a country that is making progress. At the end of the game you want to be out of any country that has been eliminated and to have the most currency possible of the eventual winner or, in a draw, the countries with the most supply centres. That much is obvious.

But the game can actually be a lot more subtle than that, which is part of its fascination. There is an old quote from dealings in stocks and shares; "Buy at the bottom, sell at the top". The same is true in the Bourse. If you can see a situation where a country is getting hammered, very low on supply centres and everyone is selling its currency every turn, but you think there is a decent chance that it will eventually survive, it can be worth buying into it. For example, if Italy is down to just two supply centres and the Lira has dropped to 40 Cents it will cost you just €400 to buy 1000 Lira and, if Italy survives, gain 20 credits. If at the same time Germany is the leader on 10 supply centres and the Mark has risen to €3.00 then to get the same 20 credits you would have to spend €600 to buy 200 Marks.

In a similar way if you see a situation developing where one of the leading countries looks like it's about to get stabbed and go into decline sell the currency and buy into its smaller (and cheaper) enemies. You actually need to do the maths on every turn, but it can be very rewarding.

Experienced players will build up a dollar balance and wait for the second season when it might be clear that one country has made a disastrous opening and isn't going to last long.

The thing to remember is that the Bourse winner is the person with the most victory points at the end of the game and they are calculated by multiplying supply centres by blocks of currency. Low numbers of supply centres with a low currency value can often bring in more VPs than the opposite for the same outlay in euros.

A dollar surplus is a good thing to have until the game ends, at which point is it utterly worthless!

*Reprinted from Diplomacy World #109,
(Spring 2010)*

A History of Cons (Part 5)

by Pete Birks

*First published in **Greatest Hits**
202 (July 1996)*

In June 1978 I went up to DewsDipCon with Bob Lloyd, then a hobby member and somebody I went to university with. Dewsbury cons were hosted by Paul and Karen Simpkins for about a decade between 1975 and 1985.

The Bath Hotel was the venue for our drinking, a rather small pub which seemed smaller when filled with con attendees. We played darts, tenpin bowling, snooker and pitch and putt. Andy Holborn, Ron Fisher, Mick Bullock, and I went out for a meal on Friday night. Tony Crouch and Richard Sharp were there too.

At the same time, I made the comment in *GH* that "word processing machines are now down to £5,000 and can do the work of computers which in 1968 would have set you back a cool hundred grand. Just think, a zine that can be typed out on TV (with possibilities for much more than on a typewriter) and the finished copy is always perfect, straight margins, unlimited typefaces etc.,". Indeed, the whole of the back page postulated what might be possible just type in the Diplomacy moves and wait for a program to adjudicate it). Here we are, 18 years later, and what was almost SF at the time is now taken for granted.

But, back to conventions. Summer 1978 saw EuroCon 11. The popularity of the first EuroCon and the cheapness of the place we had booked caused a considerable number of people to sign up for this holiday. Six cars and a mini-van made the trip, not counting Dave Alien (train) and Roland Prevot (by car from Paris).

I drove Dave Clarke, Andy Wright and Jonathan Palfrey down through France in a car I had won for a fortnight in a poker game. I managed to lose the petrol cap before I was outside London (left it on the roof when refilling the car), the front windscreen on the way through France, and the quarterlight about half-way through the holiday.

We first met up at another hobby pub icon, The Artillery Arms in Ramsgate. We caught the hovercraft over (the first and last time we did this). While Walkerdine and I demonstrated how to drink a gin and tonic on a hovercraft (place

plastic glass to lips and wait for the bounces to propel the drink into your mouth}, Chris Tringham discovered that he and hovercrafts did not quite get on.

My trip down went fine as we stayed in Abbeville on the Thursday night, but then about halfway through the second day, as I drove at a steady seventy-five down one of those long straight, narrow, tree-lined roads that are so common in France, a car travelling in the opposite direction threw up a stone and smashed the front windscreen. Luckily Andy Wright peeked sideways through the bottom left-hand corner of the screen and navigated me to a safe halt.



It took us six hours to find a replacement. The first garage which looked promising was shut. The second was open, went to fetch one, got ready to fix it, and then discovered it was a rear windscreen, which prompted the comment, "Great, so all we have to do is reverse the next 350 miles".

We finally got the screen fixed, at a Volkswagen garage, the obvious place to mend a Ford Escort. By now of course we were 200 miles behind schedule, so I suggested, with the naivety of youth, that we drive through the night. After a meal, we set off.

That was a long night's drive, and about half-four in the morning my eyes crossed for the last time, and I kicked Andy Wright awake and told him to take over. Needless to say, this meant that we arrived at the Cafe de la Paix in Duras about four hours ahead of schedule.

Since this meant that we had about six hours sitting in a cafe after driving all night, I was glad that Andy volunteered to stick to coffee while I drank white wine. Gradually the rest of the crowd arrived -26 people.

Richard Sharp had Greg Hawes, Steve Doubleday and John Piggott, three of the finest navigators in the history of man, in his car. Steve had lost his wallet before leaving England but

had returned to the pub the following day and had it returned to him intact.

In Glyn Palmer's car were Adrien Baird, Allen Ovens and Pete Charlton, a frightening cocktail of potential explosivity.

Mick Bullock was travelling with Richard and Claire Walkerdine. Some people would take three days to arrive in Captieux, driving from London, but Mick's driving was such that he would have liked to have got there from Yorkshire in a day.

In the Tony Crouch mini-van were Chris Tringham, Malcolm Shaw, James O'Fee, and Barry McManus. On the way down James O'Fee had taken objection to something or other about Tony Crouch (the radio?) and decided to make the rest of his own way on his own. James then took objection to the house and slept on a haystack. Actually, James took objection to lots of things.

Paul was driving Karen Simpkins, Marcus Watney was driving an MGB with his girlfriend Julia in it: the MGB is not suited to French country roads, by the way. Finally, Bill Howard was driving down with Charles Vasey.

The EuroCon II "house" was a disappointment; Simpkins's ability at finding cheap accommodation and the fact that he was a teacher had turned up a dormitory with a few rooms (for teachers) and several large dormitories (for the schoolkids). Of course, there weren't any schoolkids on this trip.

Fairly quickly a dartboard was set up and Richard Sharp fell over. Whether this fall caused his illness for the rest of the holiday (and sometime after) is not known. I don't think it was ever really established what was wrong with him. But he became ill the next day and had to go into hospital a couple of days after that. I



drove him to Agen and we met a doctor who I later nearly ran over.

One night in Sos we had a meal. O'Fee had his giant wine encyclopaedia (don't leave home without it) and couldn't work out why the local table wine was not in the encyclopaedia. After driving back, James decided he wanted to return to Sos because we had been invited to the Miss Aquitaine party, which seemed fair enough. O'Fee somehow managed to get Hawes and I into this private party, but then Greg got rather drunk and got thrown out. A bouncer tried to throw me out, but somehow I managed to persuade him that I was perfectly sober.

The local was the Cafe des Sports, where we spent some pleasant lunchtimes. I recall Gerry Rafferty's "Baker Street" being the juke-box song of that summer. Hawes and I learnt how to play Bulotte, a French card game which we got rather good at, since the card sense required was just as in Solo or Bridge.

Charlton and Palmer were the early-morning heroes, driving ten miles to Captieux every morning to fetch the bread and the beer. And Captieux was where we had our next "awfully big adventure". Returning from dinner on the first Tuesday evening, we decided to stop at a cafe and have some heavy drinks while playing pinball and Breakout. Suddenly the sound of female voices arrived from next door. A conga formation of a dozen young women, led by an 11-stone 50-year-old guy, came bouncing through the swing doors and gambolled around the cafe. As Charlton looked on dumbfounded, we quickly established that they were all student teachers, and rather drunk ones by the end of the evening.

Meanwhile Dave Alien thought that he had won a fiver on a fruit machine, but it turned out that he had won £50, and McManus was attempting to conduct some obscure deal over Mexican honey imports.

We left about four-thirty in the morning, apparently. On the drive back Piggott throwing



Pete Birks and Richard Sharp



Standing, left to right: Chris Tringham, Mick Bullock, Paul Simpkins, Marcus Watney, Steve Doubleday, Allan Ovens, John Piggott, Adrien Baird, Charles Vasey, Glyn Palmer, Bill Howard, Claire Walkerdine, Richard Walkerdine.

Sitting, left to right: Greg Hawes, Pete Birks, Karen Simpkins, Andrew Wright, Pete Charlton, Roland Prévot, Malcolm Shaw, Tony Crouch.

Missing: Dave Clarke, Barry McManus, James O'Fee, Jonathan Palfrey (taking the photo), Richard Sharp (in hospital), Julia ?.

up out the window and I was saying maniacally "I'm not going to stop; I'm not going to stop". McManus and Charlton were sleeping on each other's shoulders.

Adrien Baird performed marvellously on some nights. He got so drunk one evening that he fell forward out of his chair onto his knees as he tried to rise to leave for bed. On standing up, he fell back into the chair, and began cackling hysterically. He also managed to give himself a rather nasty dose of sunburn.

One evening we took a trip to an English-run French restaurant in Monsegur (near Duras). Roland Prevot walked in, and in French asked a young woman for a table for eight. She replied in French to the affirmative, and then in English asked the manager to arrange it, at which point I spoke to him in English, and he replied in French. For the entire evening they seemed to be confused as to which of our party were French and which English.

On the Friday of the first week a few of us had been invited by the student teachers to a party. This seemed like neat idea, especially since one of the females seemed eminently attractive. What no-one told us was that it was a kiddies' party. But there was, thankfully a disco

afterwards, where Andy Wright managed to achieve his drunken night of the holiday.

With no Mr Fisher (recently engaged to Noelle) the singsongs were not the same. And meanwhile Richard was rotting in a French hospital on a diet of 2/3 of a litre of red win a day.

One great meal we had was at Chez Paulette. The food was ok, but the service was hilarious, and we had a great time. But EuroCon II's food certainly did not match that of EuroCon '77, simply because we were not in a gastronomic area.

On the final night's meal, Hawes and I apparently ordered a couple of Ffr60 bottles of wine, which was a fair amount of money in 1978, and after that we had some ferocious cocktails (my own version of a marguerita) which meant that all of us bar Roland fell asleep in the car on the way back.

I drove Richard home (the logistics behind this are complex) and arrived back in London with two bags of Palfrey's dirty washing, Richard Sharp's sleeping bag and eight books which weren't mine.

Shortly after EuroCon II was PrestonDipCon, also known as MidCon III and PolyCon, which took place September 8-10, 1978. This took place in the Student's Union Building of Preston Poly (now Preston University - hah!) where organizer Bob Brown then taught. Accommodation was £4.32 a night for B&B.

PolyCon

by Stephen Agar

Don't worry, I won't follow Richard Bartle's example and include a 9-page report on the event, I'll just pick out a few interesting events, such as...

Watching a semi-inebriated Terry Hill trying to chat up a barmaid, whenever she handed him a drink, he just grabbed hold of her hand.

Me, managing to upset half a curry on to the floor of one of the local pubs (much to the amusement of Der Garvey and Phil: Bass).

Beating Richard Bartle at Railway Rivals even though I'd never played before and didn't know what I was doing.

Watching Paul Openshaw prying on poor unsuspecting strangers with his hard sell technique (they didn't know what hit them), he'd show them a sample copy of *Whiskey Mac* and once they'd made their minds up he'd take it back again so he could show it to his next 'victim' (as he called them).

Playing Formula One until three in the morning only to be beaten on the last lap by Peter Calcraft (who hadn't played before).

Six of us trying: to play Kingmaker when only Tim Sharrock knew the rules.

Playing cards with the ice-cool Cliff Kennedy who decided the game had ended as soon as he took the lead.

Watching Openshaw and Der Garvey having a two-hour discussion on most things, which invariably dissolved into Paul standing up and exclaiming to everyone within shouting distance, "Because I'm right, that's why!"

Playing ManEater for the first time and being quickly eaten.

Wondering why everyone kept offering to buy me a drink and then disappeared before I had the chance to buy them one in return (not that I'm complaining).

Meeting dozens of people and then promptly forgetting their names. I could go on forever.

Anyway, I'd like to thank Bob Brown for organising the event so well, the facilities were excellent and everyone there must have appreciated the work Bob put into the event.

*An excerpt from the editorial in Pigmy #17
(September 1978)*

I Hate Face to Face Diplomacy

by Tom Tweedy

I've been in the hobby eight years or so now, and last week was the first time I've ever taken my Diplomacy board out and played a game face to face.

I've come to the conclusion; I HATE face to face Diplomacy. At least, games where one has to make alliances. It all started when Stuart came to me with the Diplomacy box and asked me to teach him how to play the game. Fine, it gave me a break from typing the zine into this computer, so I taught him how to play, the two-player game using the postal I.D. rules.

He certainly learned quick enough, and it didn't seem to matter to him that I beat him at every game - he was fascinated by a new game that needed no dice. I was quite enjoying myself. It was even okay when one of his friends came along and we played a three-player game using the I.D. rules. But when it came to four players (another one of his friends wanted to join) I decided it was about time we scrapped the rules for credits and buying mercenary countries and outlined the idea for alliances - what to do, what not to do and the possibilities.

They seemed to take to this like ducks to water. Kids are a blood-thirsty lot, and the idea of backstabbing, secrets and dirty dealings appealed to them no end. Not that they had me worried you understand. With my years of experience, and having played three games with Mike Close, these kids should be a push-over. They were. I drew Italy, and in no time at all had fleets lined up from Smy to NWG. Then, I foolishly looked around me, and what I saw horrified me so much I actually had to drop out.

Every time I stabbed one of them and saw the look of absolute disbelief and despair on their faces, I found I just couldn't go through with the dastardly deeds I had in mind. They took the

game so seriously, it seemed unfair to sit there chopping their hopes for the game to pieces. I began to feel GUILTY looking at those trusting faces as they sat there uncomplaining! What was happening... things like this didn't happen to me when I stabbed the wretched Close. Why should it bother me now? It would seem I had the scourge of many a fearless Diplomacy player - a conscience.

It finally occurred to me that perhaps all face to face Diplomacy games were like this. If this is so, then I can now understand what people like George North say about the game not being friendly. The conclusion I've come to then is I'm not cut out for playing face to face Diplomacy. I mean, I'm fine when I'm lying to someone by letter or by phone (as many can testify) but the thought of actually SEEING an accusing face as I slip the knife in, leaves me cold. Tweedy had finally met his match at the hands of a bunch of kids. I've been shown my limits. I guess I'm just a big softie at heart that's me.

*Reprinted from **Dib Dib Dib** #52
(October 1985)*

Letters Make Friends

by Robert Allan

I tried an experiment the other month. It was Spring 1902 and I thought that I'd wait for my allies to write, before I committed myself to anything. When I hadn't heard after a week, I wasn't particularly worried, as we were on a long deadline. Anyway, I had other things to worry about as I was applying for another job and had to go for interview. Another week passed.

By now I was beginning to feel a bit resentful. This was a game of Diplomacy after all- so where was the diploming?? I'd done my bit in the first two seasons in 1901 (and then only got a 70% reply rate... 30% couldn't be bothered). Let someone else pay the first lot of postage. Another week passed by.

The week after that I had other things to worry about. (I didn't get the job.) So, it passed by relatively quickly.

Hmm. It was approaching the deadline and still hadn't heard from anyone. I decided that I'd better put in a provisional set of orders, just in case I forgot. I could always amend them after receiving the flood of letters which were undoubtedly on their way to me, but I didn't

want the Gm to go to that trouble, what with late phone calls etc.

The weekend deadline passed by with no communication of any kind from the rest of the players... had I misjudged it? Were they banding together for a lethal stab? Was my country to be ripped apart by silent enemies?

No. Miraculously, I wasn't taken apart - and that set me thinking. More so, indeed, than the lack of communication. These people were still co-operating with me, in spite of my lack of letters! If I could survive easily without diploming, and if my neighbours are fairly typical of Diplomacy players - which they seem to be - then it seems that by writing one or two letters in the first year or so, you can establish a superior position for yourself. It didn't seem to matter about the stupid or otherwise suggestions inside, it was just the fact of writing! Gad Zooks! what a discovery!

This is my point: in a game called Diplomacy, surely it should be the quality of argument and letter-writing that should sway the opposition and not the quantity. It almost doesn't seem to matter what you put in your letters. Perhaps it doesn't really matter; perhaps I'm being too idealistic; perhaps Diplomacy players are basically too lazy to write letters, but it does seem a shame to bring a strategic battle of wits down to the level of a tactical combat.

I don't think I'll write to those three players. I'll go to bed instead. Goodnight.

*Reprinted from **Gallimaufry** #25
(February 1979)*

Does Diplomacy Matter?

By James O'Fee

Bob Allan's amusing little article in issue 25 of **Gallimaufry** prompted me to consider more closely the subject of whether writing letters really makes any difference. For those who may have forgotten, Bob concluded that under certain circumstances it did not.

The experts tell us that Diplomacy was designed as a game of communication and persuasion. You should not only keep in touch with your allies (for even the heathen do that) but maintain diplomatic options with your current enemies lest they turn out to be your only friends.

For us postal players, though, phone calls and face-to-face meetings have their place as well. Letters are the handiest, cheapest and most frequent method of communication. It is, after all, a postal hobby. We get many hints on how to choose an ally, on strategy and tactics, but very few on how this works out in an actual game.

Like many other people I keep my diplomatic correspondence which is not yet so voluminous as to fill all the available space. I looked at all three of my complete games and taken the number of letters I've received from other players divided by game year. O.K. three years is a tiny sample, but I'm no Mick Bullock:

	01	02	03	04	05	06	07	08	09
Game 1	10	9	5	7	6	5	4	4	1
Game 2	12	4	4	8	5	5	1	1	
Game 3	8	8	10	8	6	3	1		
	10	7	6	8	6	4	2	2	1

At this rate each game is worth £29 to the post office: the tailing off in writing effort and interest as the game proceeds must be a feature of many diplomacy games. I make no pretence that these are good games; they're probably about average. In an invitational game that has just started, I estimate the effort in 1901 to be about twice the average of the above games.

Then I tried to match up the writing effort of individuals with their success. The sample of these games is probably too small, but there seems to be no noticeable correlation between the two. The silent drop-out seemed to

be balanced in the sample by those, like Eric Willis, who suffer from chronic paralysis of the writing hand, but yet do reasonably well.

This does not pretend to more than scratch the surface of a subject on which more experienced players than I may well have views. I hope so.

Steve Doubleday:

Thanks for the article, James. I think that letter writing can be very important. The main problem with a statistical survey of such a kind as this, is that you are treating all letters as one class of object, and they tend to vary in content and quality. It would, nonetheless, be interesting if we could get a game going where all the players kept records of their diplomatic communications with the other players. We could then attempt an analysis of these and the relative effectiveness of different player's attempts at Diplomacy.

The trouble is that sheer tactical considerations do come into the game. Which is why even Andy Davidson can win the occasional game.

I remember the worst diplomatic communication that I ever received. This was in 1974 and was from John Lettice when we were, playing-in a variant called Game of the Clans. It was on a purple piece of toilet roll in old blue felt tip. I think it said: "Ally with me and let me take xxx, or I'll bash you." It didn't have much effect on me, I must admit: I suppose you could say it was a letter?

*Reprinted from Gallimaufry #31
(August 1979)*

Intimate Diplomacy

by John Sandell

This variant invented by Adrien Baird and Steve Doubleday, is undoubtedly the only way to play Diplomacy with just two people. In fact, I would go so far as to say that it is justifiably a game in its own right.

Played properly, the original game with seven participants is definitely won or lost by one's ability to diplomate, i.e., imaginative arguments with an emphasis on regular communication between you and your opponents. Tactics, of course, do play a part, but with Intimate Diplomacy tactics is the name of the game and diplomacy is non-existent. Assuming that you

have a working knowledge of Diplomacy and know enough about the Intimate variant, you'll understand the main purpose of this article - tactics.

When deciding which country you want to make your home country you should consider carefully its strategic position the board. Germany, for example, offers a higher initial credit balance (22 credits) than England (20 credits) say, but then it has four countries around its borders to England's three. In the standard game it is generally accepted that Austria will not attack Germany, at least not until very late in the game. But this is not so in Intimate Diplomacy because if your opponent controls Austria then he will certainly use it to attack you. Therefore, if you choose one of the central countries as your home country, you will

have more potential enemies and you will need to continually spend more credits to try and gain control of these enemies, than you would if you chose an outside country. Clearly, the two extra credits at the start of the game have got to go a long way, a very long way.

Having chosen your home country, you will now have to bid for control of the remaining five neutral countries. At first sight it would seem that the best result would be to spend about 13 credits, leaving 7 credits (from a 20 credit start) and, assuming a good start, you will have 6 more credits at the end of the year to leave you with 13 credits to spend again.

It is my opinion however, that you should spend as many credits in the first year as is possible. I don't mean bid all 20 credits for Austria say, but certainly bid all 20 credits spread among the five countries in proportions that match your opinion of their relative importance. The reason for this is simple. If you control two neutral countries in the first year you can order those units two provinces away from your home country and follow them up with your own units. If your opponent, then gains control of these neutral units next year he can't move them two provinces back in the direction of your country because your own units are in the way. In fact, he would need to control the two neutral countries for several seasons and supply them with help in order to return them to their start positions. One credit spent in the first year is worth three credits in any subsequent year.

Even if you've got good start to the game there are still problems ahead. You can't gain control of all surrounding countries every year and so you must face an attack sooner or later along your borders. I understand that in real it is better to have all your men along one front than it is to have them thinly spread over several fronts. The same is true with Intimate Diplomacy. For example, if you have the opportunity to remove four opposing units then make sure they are from the same country rather than two from one and two from another. If your opponent controls two countries he can only build half as many units in one country as he can in two.

Even with these marvellous tips you may still find yourself in trouble, so it is important to be able to move to, and hold, a stalemate line. It is surprisingly easy to realise too late that your units are wrongly placed to form a stalemate line. Having said that, don't let it take your mind off the business at hand - to win.

*Reprinted from **Fall of Eagles** #50 (Oct 1980)*

HOPLITE WARS IV

by Stephen Agar

This variant is based around Athens, Sparta, Boeotia, Achea, Argolis, Aetolia and Thessaly (but excluding Macedonia which was not a major power until the mid-4th century BC). The myriad of minor city states and colonies has been tackled by allowing each player to control one minor state and one colony. Thus, each player starts the game with four units which can be placed in up to five different locations. The map is reasonably accurate from a historical viewpoint, though the colony affiliations are not and some names for spaces have been used because the name is famous (Eg. Marathon, Pylos) rather than because the place was important in itself.

0. All the usual Diplomacy rules apply.

1. **The Major States:** There are seven Major States in this game who each also control one Minor State and one Colony (collectively called the home centres). The initial set up is not fixed, players can build in any home centre and the players can diplomate before the first season which shall announce the starting positions. Note that players may choose to leave some home centres vacant and create multiple units elsewhere. Home centres are as follows (with the additional Minor State and Colony shown last on each list):

ACHEA: Aegium; Patrae; Pellene; + Chalcis (*) + Rhodes (o)

AETOLIA: Agrinion; Callion; Thermos; + Mantinea (*) + Naxos (o)

ARGOLIS: Argos; Corinth; Hermione; + Pherea (*) + Chios (o)

ATHENS: Athens; Marathon; Thoricus; + Anactorium (*) + Samos (o)

BOEOTIA: Aulis; Orchomenos; Thebes; + Elis (*) + Lesbos (o)

SPARTA: Sparta; Prasiae; Zarax; + Elatea (*) + Cos (o)

THESSALY: Cierion; Larissa; Pelinna; + Messene (*) + Phoea (o)

This variant uses a form of the Multiplicity rules and players may decide to form multiple units within their Major States immediately. All units controlled by one player (Major State, Minor State, colony) count as one power for the

purposes of the rule prohibiting self-dislodgment. Major States, Minor States and their colonies are also treated as one power for adjustments.

2. Supply Centres: There are two types of supply centres in this variant, Cities and Towns. (which have half the value of a regular supply centre). Thus, a player would need to control two Towns to have the resources to build a single unit which could alternatively be supplied by one City. All Cities start the game controlled by a player (except for Delphi and Megara which are neutral) and all Towns start the game neutral. If a player ends an adjustment phase with a spare half unit, the ½ surplus is effectively wasted.

3. Multiple Units: Simple Multiplicity rules (including A/F combinations) apply (see below). This is both to prevent the emergence of multiple stalemate lines, but also to reflect the nature of ancient warfare.

4. The Shrine at Delphi: There are enough resources in the form of sacred offerings to enable one player only who chooses to sack Delphi to raise two extra units for the duration of the game. The specific order "SACK Delphi" must be written. The additional units are then built in the next adjustment phase and are not dependent on supply centres and thus thereafter the player concerned will always play with +2 supply centres in any winter adjustments. However, all gods-fearing Greeks will forever shun a player who sacks Delphi and thereafter none of his units may receive support from any other player for the duration of the rest of the game.

5. Control of Supply Centres: Control of a City only passes after Autumn moves, as in Regular Diplomacy. However, control of Towns passes after every Spring and Autumn move, although the relevant builds can only be made in a Winter season, as usual. Thus, if Sparta successfully ordered A(Sparta)-Tegea on the first move and A(Tegea)-Lepreon on the second and Tegea was not taken by any other player on the second move, then Sparta would gain one regular build for controlling both Tegea and Lepreon.

6. Builds: A player may build in any Winter season in any City, Town or Colony he owns. Players may build multiple units without a maximum in home supply centres of their Major and Minor Powers (E.g. 3A(Athens)).

Players may elect to transform any Army unit in a coastal supply centre (City or Town) to a Fleet during Winter adjustments (or vice versa), but Armies and Fleets may not be disbanded, and

other units built in their place in different locations.

7. Map: Corinth has only one coast and Fleets may enter from one side and exit by the other. Laris and Megara have two coasts – north coast and south coast. Chalcis has an east coast and a west coast.

8. Calendar: Initial builds take place in Winter 451BC, the first Spring move being Spring 450BC.

9. Victory: There are 29 Cities and 23 Towns in this variant, equivalent to some 40½ supply centres. The special double supply centre at Delphi is not counted for the purposes of assessing victory. The winner is the first player to control more than the equivalent of 20 Cities.

Hoplite Wars IV - Province List

Achea

Aeg (*) = Aegium; Cha (*) = Chalcis; Leo = Leontion; Pat (*) = Patriae; Pel (*) = Pellene; Rho (o) = Rhodes;

Aetolia

Agr (*) = Agrinion; Man (*) = Mantinea; Cal (*) = Callion; The (*) = Thermos; Nax - Naxos (o)

Argolis

Arg (*) = Argos; Phe (*) = Pherea; Cor (*) = Corinth; Her (*) = Herminone; Sic = Sicyon; Chi (o) = Chios;

Athens

Ath (*) = Athens; Ana (*) = Anactorium; Mar (*) = Marathon; Pla = Plataea; Tho (*) = Thoricus; Sam (o) = Samos

Boeotia

Aul (*) = Aulis; Eli (*) = Elis; Del = Delium; Oro (*) = Orchomenos; The (*) = Thebes; Les (o) = Lesbos

Sparta

Spa (*) = Sparta; Ela (*) = Elatea; Pra (*) = Prasiae; Thy = Thyrea; Zar (*) = Zarax; Cos (o) = Cos

Thessaly

Cie (*) = Cierion; Mes (*) = Messene; Lar (*) = Larissa; Pel (*) = Pelinna; Pho (o) = Phocaea

Neutral Cities (*) and Towns (o)

Aeg (o) = Aegina; Aen (o) = Aenis-Malis; Amp (o) = Amphissa; And (o) = Andros; Ath (o) = Athamania; Cap (o) = Caphyae; Car (o) = Carystus; Del = Delphi (**); Lep (o) = Lepreon; Meg (*) = Megara; Mel (o) = Melos; Mil (o) = Miletos; Nau (o) = Naupactus; Nax (o) = Naxos;

Oly (o) = Olympia; Ore (o) = Oreus; Sam (o) = Same; Scy (o) = Scryos; Teg (o) = Tegea

Other Spaces

Amb = Ambracia; Ast = Astacus; Aza = Azania; Cas = Cassope; Dol = Dolopia; Elo = East Locris; Eph = Ephesos; Ion = Ionia; Mag = Magnesia; Mol = Molossis; Per = Pergammon; Per = Perrhaebia; Pyl = Pylos; Tro = Troas; Tym = Tymphaea;

ADS = Adriatic Sea; AEO = Aeolian Sea CAR = Carpathian Sea; CRE = Cretan Sea; CYC = Cyclades ETS = East Thracian Sea; GoA = Gulf of Argos; Gol = Gulf of Ithaca; GoL = Gulf of Laconia; GoS = Gulf of Salamis; ION = Ionian Sea LYC = Lycian Sea; NAS = North Aegean Sea; SAS = South Aegean Sea Sol = Sea of Icaros; WTS = West Thracian Sea;

Simple Multiplicity

by Richard Walkerdine
and Stephen Agar

I don't believe that Multiplicity enjoys the popularity that it deserves. Richard Walkerdine came up with the basic idea for multiple units in the early 70's and I remember a game running in the original **Mad Policy** in 1975-76. Keith Black revised the rules to make them comprehensive and the resulting **Multiplicity II** was published in **Pigmy** #16 August 1978. This is a drastically simplified version.

2. Multiple Units. The essence of Multiplicity is the multiple unit, thus multiple units may exist subject to the rules below (Eg. 2A, 3A, A/F, 2A/F etc). Each component part of a multiple unit requires a supply centre to support it. A multiple unit may not distribute its supports into different spaces, but need not support with its full strength.

3. Merging. A multiple unit is formed by specifically ordering two or more existing units of the same nationality to merge. Merging takes place by ordering the units concerned to merge in the same space (Eg. A(Mar) & A(Pic) MERGE 2A(Bur). All forces attempting to merge are deemed to be supporting each other (except for A/F's - see below), thus if in the above example Germany ordered A(Mun)-Bur the merge would still succeed. Support for a merge in a given space may also be given by a non-participating force (Eg. A(Par) S MERGE (Bur)). If part of a merge fails due to one of the component units failing to reach the space in which the merge is to take place, then any other units ordered to

merge or support the merge, will follow their orders unaffected (even if this results in a normal move as opposed to a merge). Multiple units may also be formed by a player building on a home supply centre that is already occupied.

4. Combat. A multiple unit stands, moves, supports and fights with a strength equal to the number of units present in the merged unit. Thus, a 2A will displace an unsupported army. However, all support given by a multiple unit is cut by any attack on the multiple unit.

5. A/F Combinations. The usual Abstraction A/F rules are not used in Multiplicity. However, A/F combinations are permitted along the same lines of other multiple units and an A/F may move into a sea space (as opposed to a coastal space) provided it is seaworthy (the number of fleets is the same or exceeds the number of armies). Thus, a 2A/F could not move into the MAO, but an A/2F could. An A/F combination in a multiple coast space occupies a specific coast. A seaworthy A/F can be created in a sea space (Eg. A(Lon) & F(MAO) MERGE A/F(ENG)), but in this event the army does not support the merge.

6. Convoys. A/F units can also convoy armies according to the usual Diplomacy rules, provided that the sum of the A/F and the unit(s) being convoyed is seaworthy. Thus an A/3F in ENG could convoy a 2A(Lon)-Pic. Only armies or all army multiple units may be convoyed.

7. Splitting. During a movement season a player may SPLIT a multiple unit into two or more component parts (E.g. 4A(Par) SPLIT A(Pic), 2A(Bur), A(Gas)). The movement of each unit splitting follows the usual rules, but a unit may not SPLIT and MERGE in the same move. If a component of a multiple unit fails to split it will remain part of the multiple unit and is considered never to have split for the purpose of adjudicating any attacks on that multiple unit.

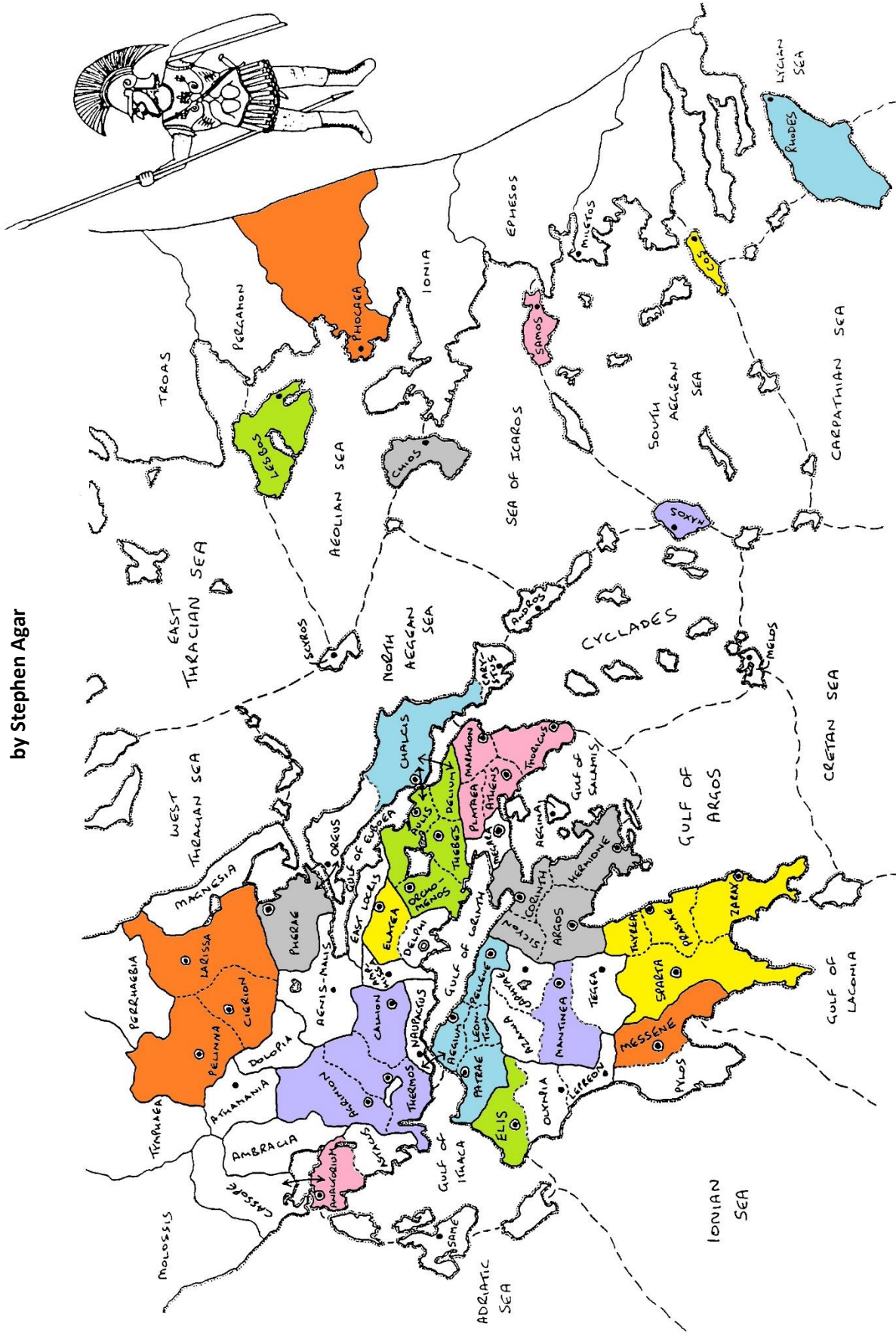
If the failure of any component of the A/F to split means that the resulting A/F at sea would be unseaworthy, then all units attempting to split from the multiple A/F will fail. There is no exception to the rule that an A/F at sea must always be seaworthy.

8. Retreats. Merges and Splits are not allowed during retreats. If two or more forces are ordered to retreat to the same space, the stronger unit will succeed.

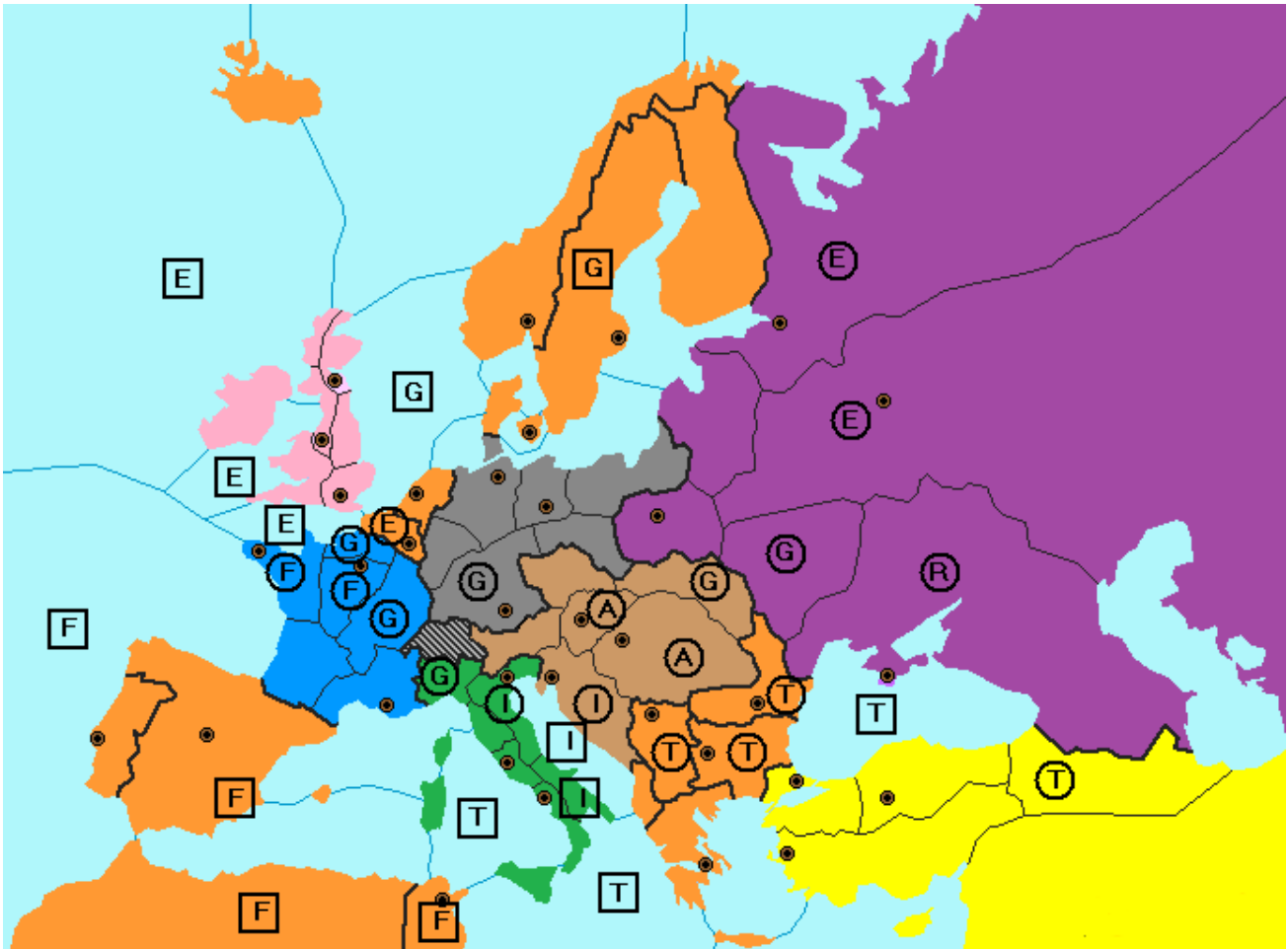
*First published in **Spring Offensive** No.58
(February 1998)*

Hoplite Wars IV

by Stephen Agar



◎ = City; ● = Town; ⊗ = Special sc; ↔ = Direct Passage



2023BB All The Madmen (Spring 1905)

AUSTRIA-HUNGARY (Neil Kendrick)

A(Bud) s A(Vie); A(Vie) s A(Bud)

ENGLAND (Lindsay Jackson)

A(Nwy) - Bel; A(Mos) - Sev (FAILED); A(StP) - Mos (FAILED); F(Lpl) - IRI; F(NAO) - MAO (FAILED); F(ENG) s GERMAN A(Bel) - Pic

FRANCE (Mike Benyon)

A(Pic) - Bre; A(Bur) - Mun* (FAILED, DISLODGED TO Par); F(WMS) - MAO; F(NAf) s F(WMS) - MAO; F(Spa) sc s F(WMS) - MAO; F(Tun) Stands

GERMANY (Toby Harris)

A(Mun) s A(Ruh) - Bur; A(Ruh) - Bur; A(Bel) - Pic; F(NTH) c ENGLISH A(Nwy) - Bel; A(Tyr) - Pie; A(Gal) s AUSTRIAN A(Bud); A(Ukr) s ENGLISH A(Mos) - Sev; F(Swe) Stands

ITALY (Colin Smith)

A(Rom) - Ven; A(Tri) s A(Rom) - Ven; F(Nap) - Apu; F(Ven) - ADS

RUSSIA (Simon Billenness)

A(Sev) - Rum (FAILED)

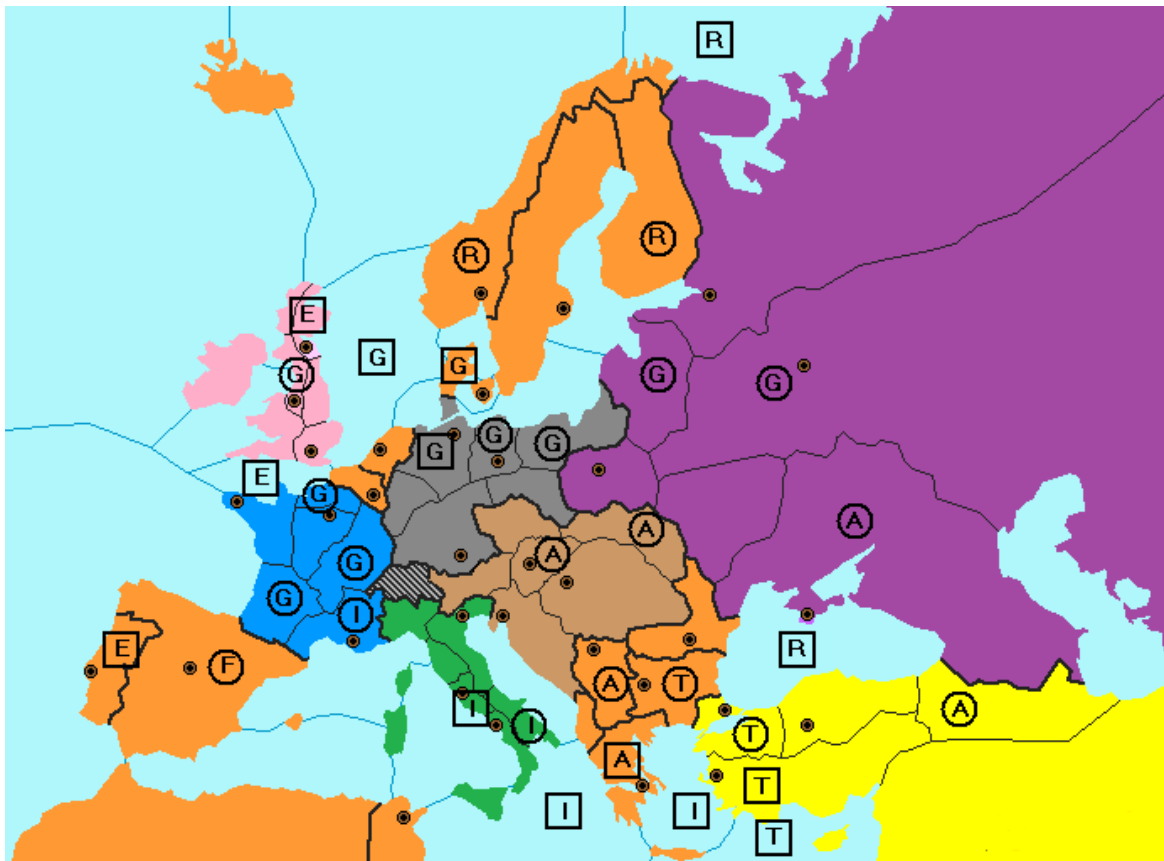
TURKEY (Neil Duncan)

F(TYS) Stands; F(ION) s F(TYS); A(Ser) s ITALIAN A(Tri); A(Bul) - Rum (FAILED); F(BLA) s A(Rum) - Sev; A(Ank) - Arm; A(Rum) - Sev (FAILED)

Press:

Anon: Just a matter of time now before Toby gets to a winning position.

Issue 173 of **Eternal Sunshine** from Doug Kent is a zine winding down to a fold. I won't go on about how much I think that's a shame, provided Doug finds a way to keep us all in touch with his thoughts on popular US culture (and Andrew York finds a way to keep his book reviews coming). I always enjoy his film reviews, though he seems to observe the films in a way I don't. I let films wash over me and afterwards I can remember very little about them. It's probably old age. Download it now at <http://www.whiningkentpigs.com/dw/es173.pdf>



2023BC Big Brother (Autumn 1904)

AUSTRIA-HUNGARY (Scott Camplin)

A(Arm) s ITALIAN F(AEG) - Smy; A(Gal) - Rum (FAILED); F(Gre) s A(Ser) - Bul; A(Rum) - Sev; A(Ser) - Bul (FAILED); A(Vie) Stands

ENGLAND (John Galt)

F(Por) Stands; F(Lon) - ENG; F(Edi) Stands

FRANCE (Civil Disorder)

A(Spa) Stands; F(GoL) Stands ; A(Mar) Stands* (DISLODGED - DISBANDED NRP)

GERMANY (Hans Swift)

F(NTH) - Nwy (FAILED); A(Yor) - Lpl; A(Bre) - Pic; A(Bur) s ITALIAN A(Pie) - Mar; F(Den) - Swe (FAILED); A(Pru) - Lvn; A(Mos) - StP (FAILED); A(Ber) - Pru; A(Gas) Stands

ITALY (Derek De Rooy)

A(Pie) - Mar; F(Nap) - ION; F(AEG) - Smy (FAILED); A(Apu) Stands

RUSSIA (Hugh Polley)

F(BAR) - Nwy (FAILED); F(BLA) - Rum (FAILED); A(Nwy) - Swe (FAILED); A(Fin) - StP (FAILED)

TURKEY (Kevin Wilson)

A(Bul) s RUSSIAN F(BLA) - Rum (CUT); A(Con) s A(Bul); F(Smy) - AEG (FAILED); F(EMS) s F(Smy) - AEG

Autumn 1904 Adjustments:

A: Gre, Sev, Ser, Vie, Tri, Bud = 6; No change.

E: +Por, Edi, Lon, -Lpl = 3; No change.

F: Spa, -Mar, -Por = 1; Loses 2. Removes F(GoL).

G: +Lpl, Den, Mos, Bre, Par, Bel, War, Ber, Mun, Hol, Kie = 11; Gains 1. Builds A(Ber), F(Kie).

I: +Mar, Nap, Ven, Tun, Rom = 5; Gains 1. Builds F(Rom).

R: Nwy, Rum, StP, Swe = 4; No change.

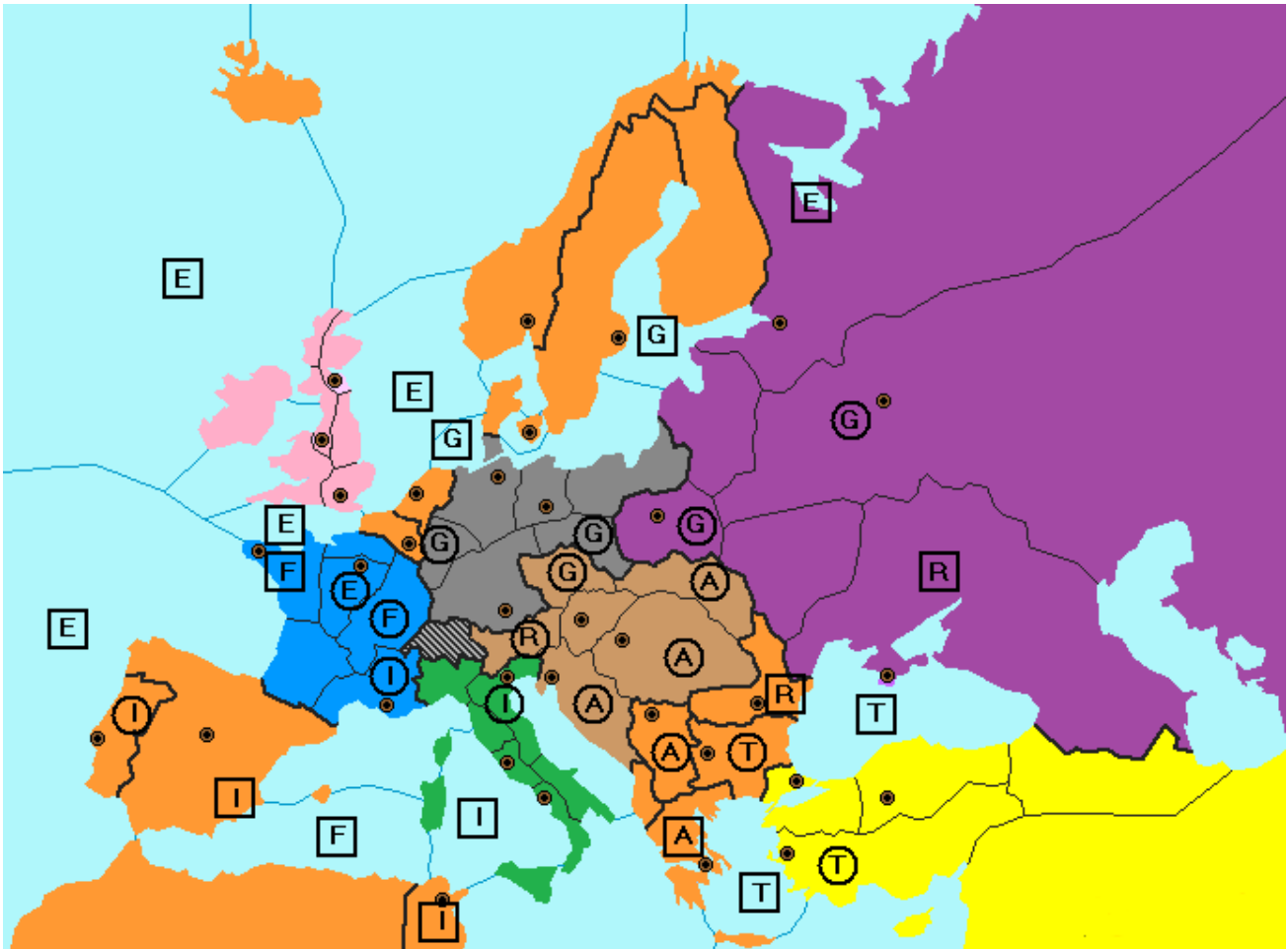
T: Bul, Con, Smy, Ank = 4; No change.

Press:

The Geek Win Odds: Germany 50%, Austria 25%, Italy 15%, Turkey 5%, England 3%, Russia 0%, France 0%

Geek Notes: Germany continues to face little opposition; his most dangerous opponent Russia was decimated by T/AH/I/E in 1902-3. Turkey did not offer support to any Russian units. Italy no longer boxed in, co-operation with Austria is paying out a dividend? Turkey is over the roasting pit! Possible stab of Italy by AH not to be discounted!

Anon: "Lonely is the Diplomacy player that will not speak with those he has crossed swords."



2023BE Candidate (Spring 1904)

AUSTRIA-HUNGARY (Gavin Begbie)
A(Tri) - Vie (FAILED); A(Bud) - Rum (FAILED);
A(Gal) s A(Bud) - Rum (CUT); A(Ser) s A(Bud) - Rum;
F(Gre) - Bul sc (FAILED)

ENGLAND (Paul Simpkins)
F(ENG) s F(IRI) - MAO; F(IRI) - MAO; F(NAO) s F(IRI) - MAO;
F(StP) nc - Nwy (FAILED); F(NTH) - Nwy (FAILED); A(Pic) - Par

FRANCE (Richard Jackson)
A(Gas) - Bur; F(Bre) Stands; F(NAf) - WMS

GERMANY (Jason Finch)
A(Lvn) - Mos; A(Sil) s A(Mun) - Boh; A(War) - Gal (FAILED);
F(Swe) - GoB; F(Den) - HEL; A(Hol) - Ruh; A(Mun) - Boh

ITALY (Dominic Braithwaite)
A(Spa) - Por; F(GoL) - Spa sc; A(Mar) s F(GoL) - Spa sc;
A(Ven) Stands; F(Nap) - TYS; F(ION) - Tun

RUSSIA (Joseph Stark)
A(Boh) - Vie* (FAILED, DISLODGED TO Tyr);
F(Sev) s F(Rum); F(Rum) s F(Sev) (CUT)

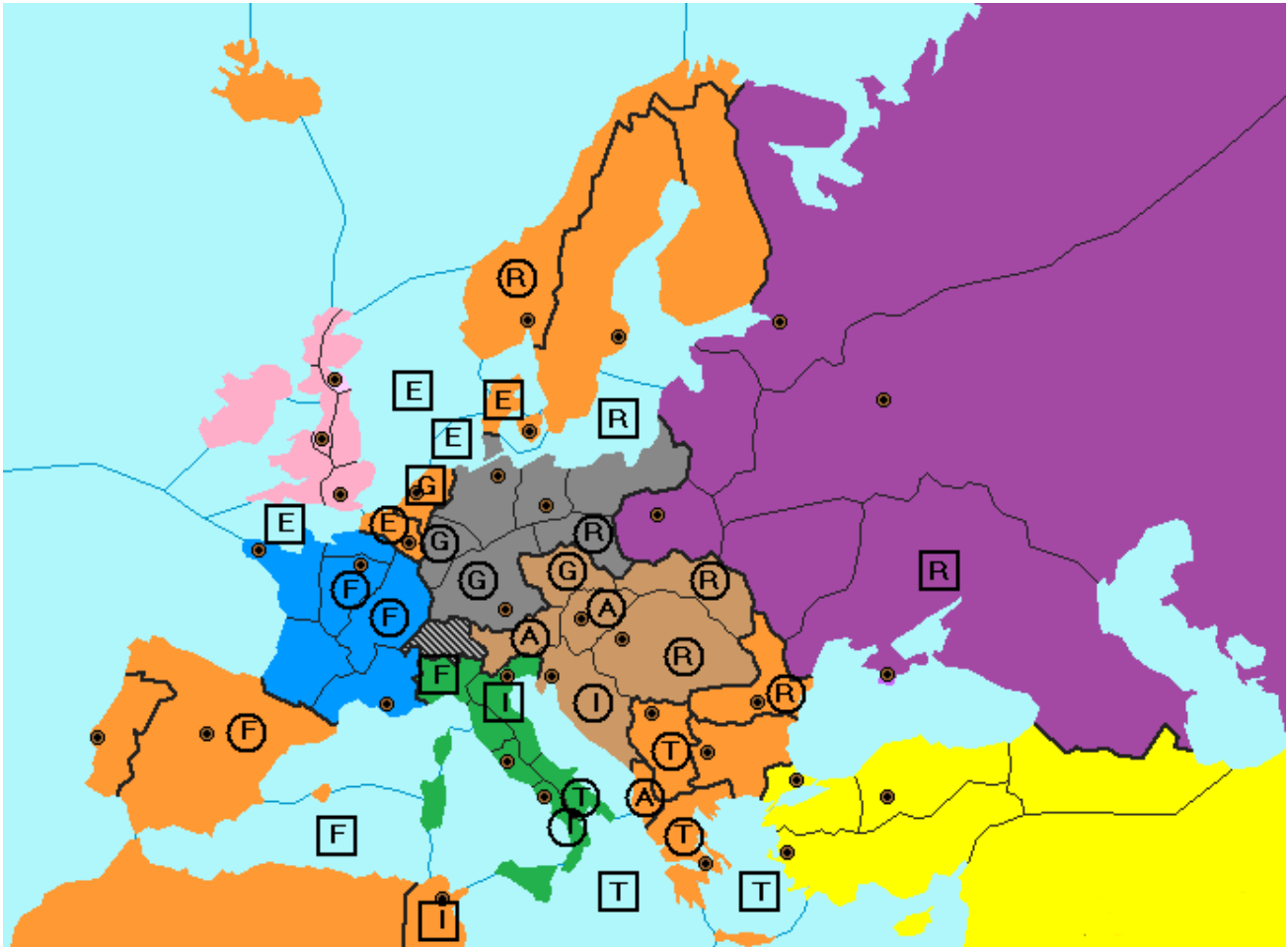
TURKEY (Paraic Reddington)
A(Ank) - Smy; A(Con) - Bul; F(Bul) ec - BLA; F(AEG) s A(Con) - Bul

Issue 3 of 34 from Mal Arky features a thoughtful article on the Diplomacy hobby called "Evolve to Survive". Malcolm made many good points.

For me one of the difficulties I have about saying more about the online hobby (be it vFtF, Discord, PlayDip or whatever), is that from my perspective they are channels to market (i.e. different ways to play Diplomacy), but to the extent there is a community dimension, it is very hard to get in to. This may be a problem with me, but I find forums very hard work to monitor on a day to day basis to find the odd nugget of interest and I find Discord baffling and (to be honest) so fragmented as far as content goes that it is impossible to master. I would love to have a regular Online Dip column,

if only I could find someone sufficiently plugged in to what is going on who is willing to write one? Anyway - please trot over to

<https://sites.google.com/view/34thedipzine/home> and check out Mal's new zine. Definitely worthy of support!



2023BF Diamond Dogs (Spring 1903)

AUSTRIA-HUNGARY (Hugh Polley)
A(Vie) - Tyr; A(Alb) - Ser (FAILED); A(Bud) - Tri*
(FAILED, DISLODGED TO Vie)

ENGLAND (Jack McHugh)
F(Lon) - NTH; A(Bel) s FRENCH A(Par) - Bur
(MISORDER); F(ENG) s F(Lon) - NTH; F(Den) s
F(NTH) - HEL; F(NTH) - HEL

FRANCE (Martin Davis)
A(Gas) - Bur; A(Por) - Spa; F(Pie) Stands; F(WMS)
Stands; A(Par) s A(Gas) - Bur

GERMANY (Alexandre Marcondes)
A(Sil) - Boh; A(Mun) s A(Sil) - Boh; A(Kie) - Ruh;
F(Hol) - HEL (FAILED)

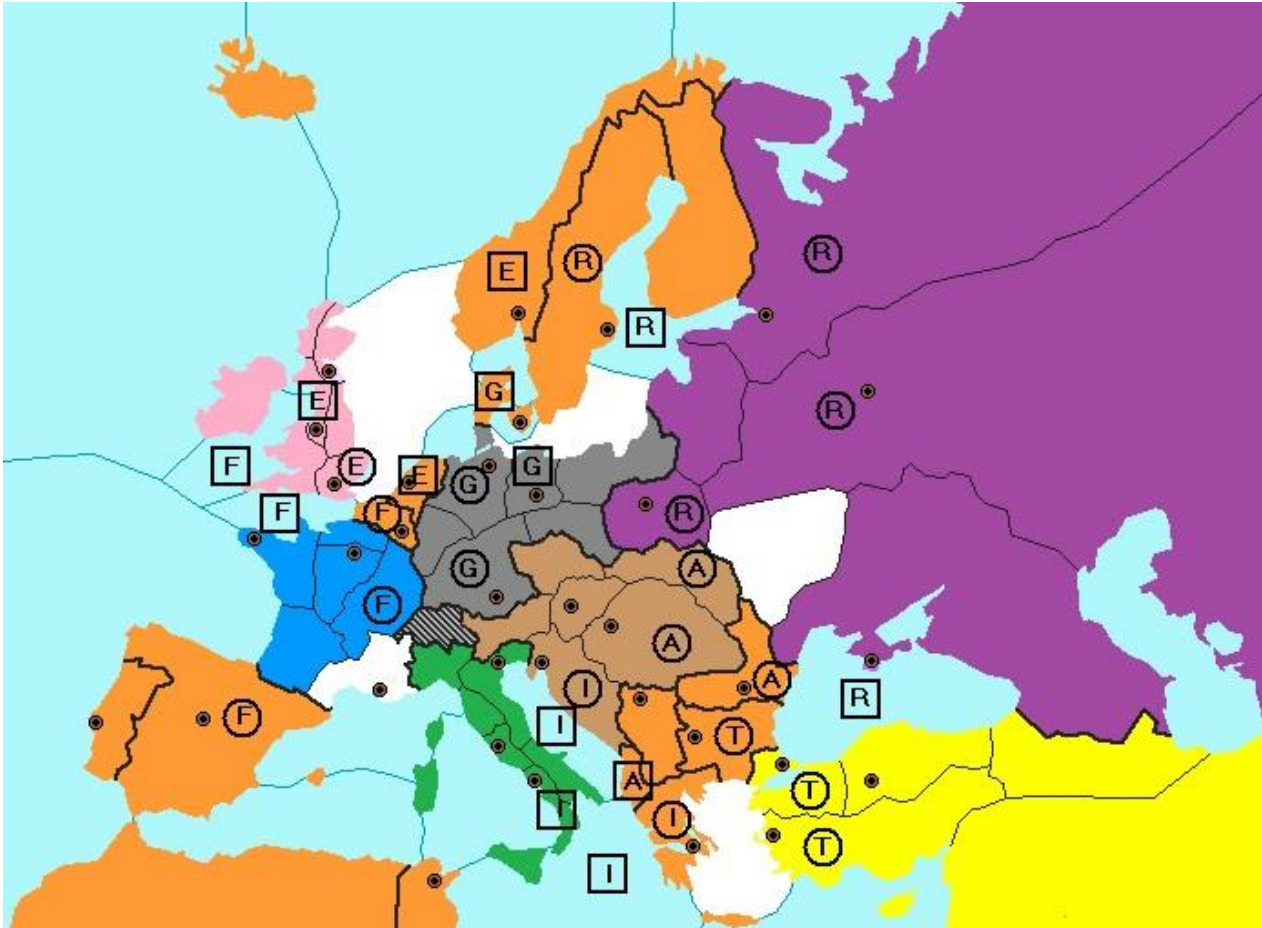
ITALY (Caetano Darwin)
A(Rom) - Nap; F(Ven) s A(Tyr) - Tri; A(Tyr) - Tri;
F(TYS) - Tun

RUSSIA (Vick Hall)
F(Sev) s A(Rum); A(Rum) s A(Gal) - Bud; A(Gal) -
Bud; A(War) - Sil; A(Ukr) - Gal; F(Swe) - BAL;
A(Nwy) Stands

TURKEY (John Trevor-Allen)
A(Gre) - Alb (FAILED); A(Ser) s RUSSIAN A(Gal) -
Bud (CUT); F(AEG) c A(Con) - Apu; F(ION) c
A(Con) - Apu; A(Con) - Apu

Press:

AH: No Hope, No Ally, No SC? Germany allowing
Russia to run amuck may hasten His demise!
Has moving to Tyrolia killing AH worked out
well for Italy? T/R sweep possible, even likely!



Black Hole Dip II Everyone Says Hi! (Spring 1903)

AUSTRIA-HUNGARY (John Tait)
F(Tri) - Ven* (FAILED, DISLODGED TO Alb);
A(Gal) s A(Ser) - Rum (CUT); A(Bud) s A(Ser) -
Rum; A(Ser) - Rum

ENGLAND (Christian Dreyer)
A(Lon) - Wal (FAILED); F(Lpl) s A(Lon) - Wal; F(Hol)
- Bel (FAILED); F(NTH) - Lon (FAILED); F(Nwy) s
RUSSIAN A(Fin) - Swe

FRANCE (Alexandre Marcondes)
A(Bur) - Bel (FAILED); A(Bel) - Wal (FAILED); F(IRI)
s A(Bel) - Wal; F(ENG) c A(Bel) - Wal; A(Spa) - Bur
(FAILED)

GERMANY (Kevin Wilson)
A(Kie) s F(Den) - Ber; F(Den) - Ber; A(Mun) s
A(Kie); F(Swe) s F(Den) - Ber* (CUT, DISLODGED
TO Den)

ITALY (Mog Firth)
A(Ven) - Tri; F(ADS) s A(Ven) - Tri; A(Gre) - Ser
(FAILED); F(ION) - Gre (FAILED); F(Nap) - ION
(FAILED)

RUSSIA (Philip Murphy)
A(Mos) - Sev (FAILED); F(Ber) s A(Fin) - Swe*
(CUT, DISLODGED TO GoB); A(Fin) - Swe; A(Lvn)
- StP; A(War) - Gal (FAILED); F(Con) Stands*
(DISLODGED TO BLA)

TURKEY (David Partridge)
A(Rum) - Sev* (FAILED, DISLODGED -
DISBANDED NRP); A(Ank) - Con; A(Bul) - Ser
(FAILED); A(Smy) s A(Ank) - Con

True Random Number Generator	
Min:	<input type="text" value="1"/>
Max:	<input type="text" value="75"/>
<input type="button" value="Generate"/>	
Result:	
44	
Min: 1, Max: 75 2023-10-30 17:20:10 UTC	
Powered by RANDOM.ORG	

44 = North Sea!!!

English F(NTH) is annihilated. That should be interesting... ENG is now connected to Edi; Edi is connected to Belgium; Belgium is now connected to Den... etc. etc.



Intimate Diplomacy Tournament

Game One (Pre-Spring 1903)

Will Haughan (TURKEY) vs. Alexandre Marcondes (FRANCE)

1903 Bids	Will (9)	Alexandre (15)
Austria	4	3
England	5	2
Germany		6
Italy		2
Russia		2
Remaining Points	0	5

Will has Austria and England
Alexandre has Germany, Italy and Russia

Game Two (Pre-Spring 1903)

James Hardy (AUSTRIA) vs. Edward Richards (ENGLAND)

1903 Bids	James (13)	Eddy (16)
France	2	1
Germany	6	13
Italy		
Russia	4	1
Turkey	1	1
Remaining Points	7	3

James has France and Russia
Eddy has Germany

Game Three (Pre-Spring 1903)

Richard Williams (ENGLAND) vs. Brian Frew (RUSSIA)

1903 Bids	Richard (14)	Brian (12)
Austria	4	6
France		
Germany	8	6
Italy	2	
Turkey	2	
Remaining Points	2	6

Richard has Germany, Italy and Turkey
Brian has Austria

Game Four (Pre-Spring 1903)

Mog Firth (FRANCE) vs. Geoff Wilde (RUSSIA)

1903 Bids	Mog (14)	Geoff (15)
Austria	1	3
England	1	3
Germany	10	8
Italy	1	1
Turkey	1	1
Remaining Points	4	9

Mog has Germany
Geoff has Austria and England

Thought for the Month

by Sandra Bond

Once upon a time in a D&D dungeon there lived a barrow-wight.

This wight wanted to kill any adventurers who came trespassing into the dungeon, but the dungeon corridors were narrow and barrow-wights are pretty big; so every time the wight tried to lay an ambush for the players, they could see it trying to hide from a long way off, and could run away and escape in plenty of time.

Eventually the wight came up with the idea of rounding up all the little goblins and kobolds and less powerful monsters in the dungeon, and then it squatted down among them and concealed itself. Next time a party of adventurers came along, they saw the puny monsters huddling, and thinking this would be an easy kill, charged in - only for the wight to spring up and rend the hapless party limb from limb.

This just goes to show the truth behind the old adage:

"Minions make wight lurk."

Regular Diplomacy 2023?? Fascination

Unfortunately, I am going to have to hold this game over as I have not heard from Pete Doubleday at all, despite three chasing emails. I will not start a game with an NMR in Spring 1901.

Jason Finch has agreed to take over the position as Italy - thanks Jason!

Jason's details are in the amended gamestart below.

All orders on file may be changed.

AUSTRIA: Leif Kjetil Tviberg
leifkjetil@wemail.no

ENGLAND: Joseph Stark
jmstarkca@hotmail.com

FRANCE Gerry Bayer
starhop8@gmail.com

GERMANY: Martin Davis
martin_davis@ntlworld.com

ITALY: Jason Finch
jasonfinch@yahoo.co.uk

RUSSIA: Geoff Wilde
geoff.wilde8@gmail.com

TURKEY: Lars Huth
huth@mailbox.org

Bourse

There will be a game of Bourse accompanying this game. Everyone is free to enter (including the players in the game). To deter players fixing the market, can all players please submit a pseudonym to be used in the game reports. See the article on Bourse strategy inside!

Points of View - Discuss

Diplomacy isn't a very good FtF game.

Email Diplomacy is a poor game because most people can't be bothered to write, no matter how much time you give them.

Most games are really Gunboat, but so what?

I no longer watch the TV news as it is all too depressing.

All politicians are all the same.

UK Games Conventions

11th-13th November 2023:

GridCon, Holiday Inn, Taunton. See gridcon.co.uk for details

19th-21st January 2024:

HandyCon, Delta Hotels by Marriott, Milton Keynes. See www.handycon.co.uk for details.

23rd-25th February 2024:

SoRCon, Holiday Inn, Basildon. See www.sorcon.co.uk for details

3rd-7th April 2024:

BayCon, Exeter Court Hotel, Kennford. See www.facebook.com/groups/baycon/ for details

Waiting Lists

Regular Diplomacy (Game "G") (3 wanted): Ian ???; Icalar Black; Nathan Deilly, Colin Smith

Bourse: Lots more wanted. Rules inside issue 8. A fun financial game run alongside the new regular Diplomacy Game F (Fascination). Just send me some orders and a pseudonym to participate! Seven players so far!

Mercator XIV (13 wanted): Brian Frew, John Strain, Brendan Whyte, Colin Smith **only 13 places left!** This may take a while...

Hoplite Wars IV: Rules inside. 7 wanted.



Email: godsavethezine@gmail.com

DEADLINE
Friday
1st December 2023
