

God Save The Zine

Issue 11 (December 2023)



THE SULTAN "OVER THE WATER."

MEHMED V. (to Constantinople). "I DON'T WANT TO LEAVE YOU, BUT I THINK I OUGHT TO GO."

DEADLINES
Friday 5th January 2024

A Diplomacy zine from Stephen Agar

Editorial Rambles

Soon it will be Christmas, so it seemed seasonally appropriate to make this a “Turkey” issue. Therefore, inside you will find an article shamelessly cobbled together from various sources on the dismantling of the Ottoman Empire after World War One and the fate of Armenia, a new version of Greg Costikyan’s old variant, Partition of the Ottoman Empire, an article on Turkish strategy from Toby Harris, a contribution on Turkey from Cyrille Sevrin (courtesy of Toby) and even an old article by myself. I’ve never really understood why Allan Calhamer didn’t call the Power in Diplomacy “the Ottoman Empire”, as “Turkey” as a political entity was really a post-war creation.

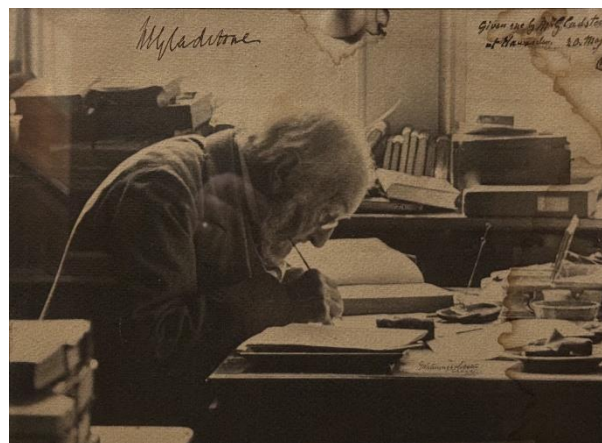


To get me in the mood I just played Elton John’s old Christmas single, *Ho, ho, ho (who’d be a Turkey at Xmas?)*. Even after 50 years, it’s still crap. Far better to play *Fairytale of New York* and drink something suitably alcoholic in memory of Shane McGowan, who died today,

Early in the month I managed to attend MidCon with my son Freddie. Although we did end up playing a few 2-player games of **Settlers of Catan** and **Imhotep**, we also managed a game of **Rolling Heights** with Tracey and Simon Thornton. Freddie and I played **De Vulgari Eloquentia** with Steve Jones, which I enjoyed but found a little confusing as I hadn’t seen it before. The game is all about the spread of the Italian language throughout the peninsula. However, that confusion was nothing compared to the game of **Arborea** we played with Steve on the Sunday morning – a very pretty game, but I am not at all sure I knew what I was doing (though Freddie managed to win that one). I think the game was about mutating aliens, or something like that. The less said about the MidCon quiz the better, I joined Andy Bate’s

team, but three of us proved rather inadequate for the task. It was Freddie’s first Con and I think he found it interesting enough to go again next year.

It feels like I’ve done a lot since MidCon, but for the life of me I can’t remember what. I do know that one weekend we stayed at the Gladstone Library in the Welsh village of Hawarden. A strange place, founded by Gladstone in 1895 and endowed by Gladstone under his will after he died in 1898. The Library has bedrooms for visitors, which makes it an unusual place to stay. We went to Hawarden in order to attend the opening of an art exhibition that we had been invited to. The exhibition was being held in Gladstone’s “Temple of Peace”, which is in his family home of Hawarden Castle. The “Temple of Peace” is essentially Gladstone’s study exactly as he left it in 1898 (though only open to the public very occasionally as it is in what is still a private house). Definitely worth a visit if you get the chance, as it does feel a bit like you are stepping back in time. Check out <https://digital.library.cornell.edu/catalog/ss:3874503>



By coincidence, this is the autographed photograph of Gladstone in his study shortly before his death that we have hanging up in our hallway. Visiting the “Temple of Peace” made me vow to construct my very own “Temple of Noise” in our new home in King’s Lynn.

Gladstone was very much involved in supporting the Armenian minority in the Ottoman Empire. I noticed that in the Library there was even a portrait of a magnificent looking Migridich I (great name!), Supreme Patriarch of the Armenians, given to Gladstone by the Anglo-Armenian Association in 1897, in thanks for his support.

And that’s a very nice link to the history article and Diplomacy variant inside!

THE 2023 UK GAMES ZINE POLL RESULTS

	Average Vote		Preference Matrix		Total
1) FURY OF THE NORTHMEN	8.559	+	7.014	=	15.573
2) Ode	8.105	+	7.365	=	15.470
3) Obsidian	7.708	+	7.590	=	15.298
4) God Save The Zine	7.743	+	7.141	=	14.884
5) Variable Pig	8.178	+	6.644	=	14.822
6) ...mais n'est-ce pas la gare?	8.083	+	6.547	=	14.630
7) Top of the League	8.150	+	6.364	=	14.514
8) Last Orders!	7.625	+	6.879	=	14.504
9) Striker	7.643	+	6.659	=	14.302
10) Hopscotch	7.525	+	6.714	=	14.239
11) Puma	8.114	+	6.106	=	14.220
12) To Win Just Once	8.056	+	5.970	=	14.026
13) Dane's Games	7.225	+	6.777	=	14.002
14) Minstrel	7.471	+	6.436	=	13.907
15) The Cunning Plan	7.067	+	6.718	=	13.785
16) Will This Wind	7.145	+	6.608	=	13.753
17) Four Track Mainline	5.750	+	5.814	=	11.564
18) In Off The Post	5.667	+	5.114	=	10.781
19) Devolution	5.627	+	5.178	=	10.445
20) Open Management	4.000	+	5.568	=	9.568
21) Astro	3.500	+	5.227	=	8.727
22) United Side of Hopscotch	2.500	+	5.114	=	7.614
23) Extra Time	3.500	+	0.000	=	3.500

Many thanks to Alex Richardson for both rescuing the Poll from obscurity, but also for putting out a comprehensive results booklet worthy of Mick Bullock. This is the 50th anniversary of the first Zine Poll! The Zine Poll has a long and complex history – from the first poll conducted by Richard Walkerdine back in 1973 (winner – **Ethil the Frog**) to the present day (albeit with no Polls as far as I know from 2005 until Alex revived it in 2018).

Two controversies have raged over the years, namely methodology and scope. As to methodology, for years the simple average votes method was used – submit votes out of ten for each zine and then the pollster just

added them up and averaged them. Then Mick Bullock experimented with other ways of diving a result, eventually coming out in favour of a preference matrix approach. After Mick a 25% Average vote and 75% Preference Matrix was used for a while. Alex's solution uses a 50/50 mix. 😊

Scope used to be even more contentious – is it a Diplomacy Zine Poll? and/or a Games Zine Poll? and/or a Football games Zine Poll?, should it include zines from outside the UK? or even zines that run no games at all? The continued decline in the zine scene, means that having separate Diplomacy / Games / Football zines

seems like a debate from another age. Let's all be together and support each other.

The only question from me is that maybe we should make it a World Zine Poll and throw it open to the few zines that still exist around the world? It would be nice to see the whole community together.

I don't see all the zines mentioned, but here are my thoughts on those I do...

1. Fury of the Northmen (Colin Bruce)

A worthy winner, Colin's zine is a beacon of reliability, the only true postal zine left in the UK (that I know of) and has a personality and uniquely interesting content that makes it a great zine. Colin started the zine at a time when zines were disappearing, back in July 2011 and by this month he was up to issue 124. Not the largest of zines, small but perfect. Colin is a bit of a history buff and so writes up interesting articles based on what he has been reading about. Often Colin touches on subjects which I thought I knew something about, only to find out some new interesting facts when I read the zine. A delight and I'm really pleased it has won.

2. Ode (John Marsden)

Ode is the rock which provides the foundations for what remains of the postal Diplomacy hobby in the UK. The first issue came out in October 1979 (over 44 years ago!) and by this month John was up to issue 441. **Ode** is a bit of a team zine as John has no less than nine regular contributors to GM games and spread the load, and it is a bit formulaic these days, in that it rarely surprises. But when you have a successful formula, why change it? **Ode** could do with a few new subscribers to get some waiting lists moving, so subscribe now.

3. Obsidian (Alex Richardson)

OK, I admit it. When I submitted my votes, I put **GSTZ** top - because even the Zine Poll is a game really. I still don't think editors should be allowed to vote for their own zines. Anyway, if you exclude **GSTZ**, **Obsidian** was top of my list. Not because Alex has been around for ages (I think it started in 1988), but because it still seems fresh, witty and fun. Since Alex embraced the zine format again earlier this year (instead of a dreary email format), I have found this zine to be refreshing and an entertaining joy. Highly recommended. Last issue seen 298.

4. God Save The Zine (Stephen Agar)

A great result for a zine which is still a newbie. I worry that **GSTZ** is already formulaic and biased towards the past rather than the future,

but as zines are really about what interests their editors then I guess that is what you are going to keep getting from me. It's great to be editing again and being in contact with so many people as a consequence. But if you want me to make changes, don't be afraid to let me know.

5. Variable Pig (Jim Reader)

By and large the zines above all have their roots in the Diplomacy side of the hobby, **Variable Pig** is very much a multi-games zine, albeit with a complicated past. **Variable Pig** is an amalgamation of various zines and sub-zines over the years, (e.g., **Variable Title**, **Polar Pig**, **Here Be Dragons** etc.). Steve appears to be running down his involvement to a fold, but no doubt there will be a way forward for the other sub-zines. A warm zine, full of goodwill, almost a family zine vibe, if a little slow. Last issue seen 204.

6. ...mais n'est-ce pas la gare? (Steve Thomas)

Steve came up with a great name for a zine committed to running games of 18xx. I admit, I am not a 18xx player, so the game reports mean very little to me, but there is enough non-games content to enable you to feel like you are getting to know Steve well. If you like 18xx, you must subscribe. Last issue seen 268.

7. Top of the League (Pete Burrows)

As you would expect from the name, a football gaming zine from Pete Burrows (who also runs **Puma**). Obviously, the work all goes into running the simulation and the game report is massive, although you have to be a player to really appreciate it. I admire the work ethic which motivates Pete to put so much work into running a game for the enjoyment of others. I'm more into football than I used to be (though Sunderland continue to disappoint), so I do appreciate the chat. I think there's room for some more players. Last issue seen 438 back in August.

8. Last Orders! (Simon Langley-Evans)

Sadly, Simon folded Last Orders earlier this year, which was a real shame. **Last Orders** was built upon Diplomacy and book reviews (Simon reading more books each month than I manage in a year) and a vibrant letter column. An innovatory format using Microsoft Sway which generates the zine as a webpage was by and large successful. It is much missed, and I hope Simon will find his way back one day.

10. Hopscotch (Alan Parr)

Hopscotch has always been a reliable, typographically dense, multi games zine.

There's always been nuggets of interest in it, but Alan sometimes hides them amongst the dense text, so you have to read it quite carefully or you will miss them. Although it is now in an online format, Alan hasn't changed the layout in all the years I've seen it (**Hopscotch** first appeared in September 1980). A stalwart of the zine scene, I hope **Hopscotch** continues for many years yet. Last issue seen 365.

11. Puma (Pete Burrows)

Another Pete Burrows football zine. Last issue seen 427, but that was some time ago.

12. To Win Just Once (Paul Evans)

Once there was the **Small Furry Creatures Press**, then **Games Games Games**, now **To Win Just Once**. That's years of commitment to the games hobby. All of Paul's zines look professional and well laid out, feature insightful reviews of new games and currently run *En Garde!*, *Railway Rivals* and *Star Trader* (I think it is the only zine I can think of still running *En Garde!*). Last issue seen 239 (which features a very comprehensive report of MidCon 2023).

13. Dane's Games (Dane Maslen)

If you are looking to do well in a Zine Poll, **Dane's Games** may suffer from being a plain HTML page, rather than some sort of fancy DTP, but the content is definitely all there. A wide range of games run (such as *6 nimmt!*, *Bier Börse*, *By Popular Demand*, *Choice*, *Outpost*, *Reduced Randomness Railway Rivals*, *Where in the World is Kendo Nagasaki?*, *Where is My Mind?*) and the sections of the zine Dane maintains covering hobby events etc. provide a great service to the rest of us. Recommended. Last issue seen 234.

15. The Cunning Plan (Neil Duncan)

This is very odd. How on earth did **TCP** end up so far down this list? It was 4th on my list! The zine is a classic, Neil is a 100% great guy (left-wing and quite witty) and there is always a great letter column (albeit with regular contributions from a well-known gentleman with rather contrasting right-wing views). In recent years Neil has had a couple of personal tragedies in his life, yet despite this he has soldiered on. **TCP** was started back in November 1992, so Neil has stamina and like **Ode**, but I think Neil could do with a few more *Diplomacy* players, so please subscribe now. Last issue seen 298 (arrived today!).

16. Will This Wind (Nick Kinzett)

Another zine which should really be higher up the list, though maybe just a little more of an acquired taste in that it takes a while to get into Nick's world. Lots of games talk, that I don't always understand, but you learn something every issue. Some wacky ideas (though I love the Prog Rock references), but also islands of normality. Runs *Diplomacy*, *Not-so-Intimate Diplomacy*, *Midnight Party*, *Thunder Road*, *Zyx/Nomic* and various Word games. In theory, **Will This Wind** started this year, but it is really issue 112 of Nick's previous zine **Outbreak Of Heresy**. Nick also edited the classic *Dipzine Zeeby* which he started back in 1982 and which lasted exactly 100 issues. Last issue seen 12.

18. In Off The Post (Jeff Grady)

Yes, it's basically one substantial game report (18 pages), but the work which goes into it is simply massive. The waiting list appears to be empty, so it might be a good time to join. Jeff's about to have an eye operation which sounds horrible, so fingers crossed for a good outcome. Last issue seen 71.

22. United Side of Hopscotch (Alan Parr)

The Football side of **Hopscotch** (see above) run by Michael Parnaby.

Nick Kinzett was good enough to compile email addresses if you want to see any of the zines in the Poll, so here they are:

DIPLOMACY (or rather *Diplomacy-plus* in all cases, examples given in the main text)

The Cunning Plan: Neil Duncan
(issuepunkzine@hotmail.co.uk)

Fury of the Northmen: Colin Bruce
(furyofthenorthmen@btopenworld.com)

Obsidian: Alex Richardson
(alex.bokmal@googlemail.com)

Ode: John Marsden
(johnmarsden_ode@yahoo.co.uk)

Will This Wind: Nick Kinzett
(nick.kinzett@gmail.com)

RAILWAYS (18xx, *Railway Rivals* & variants)

Devolution: Tony Robbins
(tony@hollowell.plus.com)

Fourtrack Mainline: John Shelley
(john.shelley1@orange.fr)

...mais n'est-ce pas la gare?: Steve Thomas
(maisnestce@btinternet.com)

Minstrel: Rob Thomasson
(rob.thomasson@gmail.com)

SPORTS (United / Soccerleague)

Astro: Richard Golds (astro-pbm@hotmail.co.uk)

In Off The Post: Jeff Grady (jeffgrady12345@gmail.com)

Open Management: Mick Haytack (mickhaytack@gmail.com)

Puma: Peter Burrows (pumatotl@ntlworld.com)

Top of the League: Peter Burrows (pumatotl@ntlworld.com)

United Side of Hopscotch: Michael Parnaby (michael.parnaby@ntlworld.com)

EVERYTHING ELSE (and it really can be, examples listed)

Dane's Games: Dane Maslen (games@dane.me.uk), e.g Outpost/variations, Deduction games.

Hopscotch: Alan Parr (arparr@gmx.com) e.g RR, Golden Strider, Deduction games.

To Win Just Once: Paul Evans (TWJO@pevans.co.uk) e.g En Garde!, Star Trader, RR.

Variable Pig: Jim Reader (jim_reader@hotmail.com)

Letters

Kevin Wilson

Sorry to hear you've been ill. But sounds as if all is good, or at least better, now. The cold and flu season is approaching here. I've had the latest covid jab but need to get my flu shot scheduled before the ugly little virus starts making it's rounds. Our first snow in the Chicago area yesterday. Kept the kids out trick-or-treating (basically asking for free candy) to a low number but a few hardy souls were out.

It's not uncommon but not that common to get snow around Halloween. Snow can come any time once the calendar moves into November here. Might be a cold, white, damp winter. We'll see.

SA: One of the scary things in you live in the UK, is that a consequence of global warming could be a significant reduction in the temperatures here. The Gulf Stream is definitely weakening, as more the Arctic melts and thus reduces the salinity of the Arctic Ocean. If it were to slow down materially (like it did in the last Ice Age), then the UK could see a 4-5°C drop in temperatures (making us more like Winnipeg). After all, London is 10 degrees north of Chicago and we hardly ever get snow.

Rob Lesco

Congratulations on achieving 63 years. I find it keeps getting better. I just learned that should I reach 70 I can skate indoors at no charge. I am a bit behind you, but I can hardly wait.

SA; I'll be happy to get to 67 and finally be able to collect a state pension.

Rebecca Williams

Can't believe there can be much interest out there in ripping DVDs. But they are Diplomacy nerds, so you never know....

SA: Nerds? I think that is a trifle harsh, but perhaps true. 😊

James Hardy

When I was reading your efforts to "rip" stuff onto a hard drive I thought you meant from VHS videos and I thought "that's something I could use", but then I realised you meant DVDs. The videos I had in mind are so old now though and, sitting in the garage/loft for decades, they'll probably not be worth the effort - I believe they called it "wow and flutter" back in the day? Mostly music from the 80s that I taped off The Tube (like INXS's first visit to the UK promoting Listen Like Thieves, so 1985) and a programme that was exactly like TotP, but just featuring rock bands (Channel 4 I think) called ECT - Extra Celestial Transmission. I got into a few bands via that programme (like Magnum and Tobruk) and a quick search on YouTube has revealed a load of stuff on there. That's my evening entertainment and trips down memory lane sorted out for the next few days!

SA: It is not that hard to rip VHS tapes, provided you have a player, the right cables and some free software. I don't have much on VHS worth preserving for posterity, but I have one or two tapes I'd like digitised. If you've only got a couple, it is easier just to get it done by a local camera shop (most of the ones round here offer the service). I though Magnum was an ice cream?

I found a few pics the other month in the loft that are hobby related - I suspect I have more in the huge box of pics I accrued in the 90s. These ones are from WDC in Stockholm and one from a house con at Ian Andrews' house, or rather flat, in Brum if I remember right - so mid '90s I reckon. Other attendees were Kendrick (N), Cutforth and, I think, Clive Palmer. Two pics attached if I got lucky with the tech...



All my digital pics, before I got a fancy mobile (not as recent as you may think!), I have stored on one of the Unix drives in work! Been there for well over a decade. I did think one day “what if I get sacked?” so I made the effort to copy them to a CD, but who knows where that CD is now and laptops nowadays no longer come with a CD player! I suppose I need to get them somewhere that will see them loaded onto the cloud thingy? Be handier for the fraudsters too.

SA: Please save them for posterity - so much is being lost for good because digital archives disappear all the time as formats change, equipment is updated and people die without leaving passwords behind. I really regret that I have lost nearly all my email before 2008.

I have said all along you don't need to leave this island to see amazing things - it's just the weather you can't rely on. I'm still not ready to get on a plane post covid, originally still worrying about covid (which is interesting as I truly believe I've never had it and if I have - what's the big deal?) but now more a case of I couldn't be arsed with all the rigmarole getting on a plane entails. The sister and missus are on about a family holiday to Spain and the friend I go to America with is making noises about the

east coast in 2024, so I suspect next year I'll be back in the airport queues.

Having said all that, I can't claim I've ever been really screwed over by planes - delays but nothing serious. The most laughable was returning from Australia in 1996 - three planes over 11,000 miles and everything went swimmingly until we parked up at the gate in Heathrow. “Ladies and Gentlemen, sorry for the delay but we've overshot the parking space for the Gate and we need to be pushed back a few feet for it to attach”. Over 30 minutes we waited for one of those little trucks with the huge wheels to turn up and push us back six feet! It then took me another 10 hours to get back to Liverpool as National Express buses and BR screwed me about something wicked - plus ca change there.

SA: One of my worst experiences was trying to get off a plane at Gatwick before it set off for Brussels. We'd been sitting on the tarmac ready to go for over 3 hours - so that I had already missed the business meeting I was going to Brussels to attend. Another chap and myself demanded to be let off as we had no luggage in the hold. Eventually, they got the steps back and we were let off - but then it took another 90 minutes to be escorted back through the airport.

Enjoyed the latest Birks instalment - note to self, never lend Pete Birks a car.

SA: Still true. Pete even manages to get his car written off when it's parked on the road outside his house.

I see you've nicked TCP's “Homework” feature to fuel the lettercol? Alex Richardson will be so disappointed as he thinks it makes the TCP lettercol repetitive, stale if the subject is to do with current affairs and also puts pressure on the editor to print everything received as it had been solicited?

SA: Yes, but I needed a spacefiller!

Otherwise yes, the news is depressing. The stories are bad enough (but then that's why they are news) but it's the repetition that hacks me off - how many times do we need to be told how bad the Hamas attack was, and the Israeli response is, when there must be other stuff going on in the country they could shock and depress us with just as effectively?

All politicians the same? I hope not else we really are doomed. I do think though that leading Conservatives are all trained by watching the late great Rik Mayall in episodes of *The New Stateman*? Seems to me if you can't exploit it

ignore it, deny it or, best of all, make it a problem for someone else. That'd be a catchy tagline for the next conference season?

SA: It is funny how what was once parody has become the new reality. You can see examples all over the place.

John Marsden

You seem to have touched several raw nerves and therefore need some correspondence from me.

Firstly, Caroline and I have not watched a TV news broadcast (or listened to radio news) for over 25 years – and haven't bought a national newspaper for more than 12 years. Quite simply, we like to choose the news stories we read and not be forced to accept the ones that some editor has decided to give us. Besides, as a pacifist I have no wish to be force-fed news about wars and conflicts all the time.

In any case, the media have to reduce every story to black and white, x versus y, good versus evil. There is no room for subtlety, shading or compromise – yet those are the things that allow humans to co-exist with each other. Exaggeration and over-simplification are the norm.

SA: I understand where you are coming from. But even if you think you are choosing which news stories you want to read, you are doing so from the stories offered up by some provider or other, which in themselves will be selected and nuanced. I certainly wouldn't go anywhere near news sourced from any social media. Trust is more an issue for me than ever, so I will stick to the BBC for the time being, although it is hardly perfect. I particularly dislike having half the news taken up with either pointless vox pops, or extended features to plug another BBC current affairs programme.

Of course, it is the media that promote and encourage the falsehood that "all politicians are the same". It simply isn't true. Politicians are human beings, with the full range of emotions, ideas and abilities of everyone else. This can most clearly be seen when they leave political life – consider Ed Balls and Michael Portillo.

In my experience, almost everyone who goes into politics does so thinking that they can contribute to making the world a better place, at least according to their viewpoint. However, if they get into a position where they might be able to achieve something, they discover the obstacles that lie in their path – notably the bankers, industrialists and newspaper editors

who actually have the greater degree of power, together with the inevitability that events outside their control (the actions of other governments, natural disasters, etc.) will knock all plans off course. So, usually, it all goes wrong. Knowing this, it is safer not to promise much so that you cannot be accused of breaking promises, but then you are accused of being boring. This is the cleft stick that Keir Starmer is in.

SA: I would agree with all of that. I have met a few politicians over the years and I am sure what you say is true.

However, we are extremely unlucky to have had inflicted upon us, over the last ten years, two of the nastiest, most ego-centric men ever to enter public life – Boris Johnson and Dominic Cummings. They have comprehensively soured public life for some time to come.

*SA: Yes, I'm with you there as well. And also some of the most incompetent, such as Truss. I was very proud when my wife had a letter published in **The Guardian** where she demolished Boris Johnson of his lack of principles.*

There is nothing wrong with the concept of "Democracy" – of rule by the people gathered together. However, "Representative Democracy" has ceased to function effectively in large countries. This is because it is incapable of reacting to fast-moving situations or to single-issue campaigns, cannot reflect the wide range of opinions held by people, and is ill-suited to 21st Century technology. There is an urgent need for formal investigation into how to use technology to cope better with these stresses.

SA: Again, I agree with you. If we are not careful it will lead to populism and totalitarianism (of the right or left). Indeed, as free speech is being eroded, I think we are already partly down that path.

The problem with e-mails is that most people receive far too many of them, in excess of their ability to deal effectively with them. When I was working, I had colleagues who had hundreds of unopened mails; when we send out Lib Dem e-mails (exclusively to people who have agreed to receive them) only around 50% even open them. Consequently, expecting people to always reply to diplomatic e-mails is asking a lot. It's just a thought, but a letter (because it is nowadays so rare) has a lot more impact and could even prompt a response.

SA: I could wax lyrical about how much more effective a letter is if you want someone to

actually do something. But that is not the direction of travel. In our local Labour Party opening rates for emails are similarly low (though I never trust opening rates - my software is configured not to let the sender know I've opened anything).

Brendan Whyte

I no longer watch the TV news, not because it's depressing, but because it's on TV. With YouTube I can watch what I want, when I want, without the ads. No more racing home early from work to catch the next Coronation St episode or getting up at 3 a.m. in midwinter to see the concluding episode of a two-part Gilligan's Island rerun. I haven't watched TV for several years now, though the wife refuses to let me sell the set, so it sits gathering dust in the lounge corner. As for news qua news, I read the online papers and listen to the radio, and that causes enough umbrage to last me until the pubs open.

SA: Am I the only one left who actually watches live TV?

Neil Duncan

I was intending to do some kind of letter column contribution, but what should I see on the back-page but the, "Points of View - Discuss" item - what a damn fine idea to help potential contributors with some topics to comment on.

SA: Imitation is the most sincere form of flattery.

Yep, I agree, I gave up watching the news on TV years ago, not because it was depressing per se, but it seemed much more like the voice of the establishment. Biased, with stuff like, "Our (preferred friends) will killed by our (preferred enemies), whilst our (preferred enemies) merely died, with no apparent involvement by our preferred friends.

I think Brexit more than anything brought home to me that mainstream media cannot be trusted.

Having said that - I don't actually watch telly at all now. At time of writing, I have no working TV! The only programme I watch is, "Have I Got News For You" - and I watch that on iplayer on my PC. Am I really getting value for my licence fee? I have noticed that the latest series of HIGNFY is shown on You Tube - so if I'm prepared to put up with the adverts, I don't need the TV licence at all!

SA: Rebecca claims not to watch TV. However, there are a lot of quality programs around provided you are selective. Personally, I

particularly enjoy history documentaries and some of the better dramas. TV licences will disappear sometime soon, they just don't work in the 21st century.

Obviously, I can check out news on social media, where at least I can check a number of sources to try and get a more realistic view of what is going on. I do check out a lot of the bonkers right-wing nutters in America, cos I can have a laugh at that cos it's not this country.... yet.

SA: I wouldn't trust any news source on social media at all. No one verifies anything. It is easily manipulated and faked. I think the best I can do is find a brand I distrust less than the rest. If everyone uses social media to find out what's happening in the world, then the fruit loops will take over.

I suppose that most politicians are the same in so far as they are self-serving, more interested in getting re-elected than in doing any good for their constituents. (Hey - how about this for an idea: You only get to serve ONE term, that's it, one go and you are out. One go to do some good then return to a 'real' job like everyone else. Maybe then politicians would concentrate more on doing some good in the world.

SA: I think you are too cynical, I tend to agree with what John said above. And even if you are right, I don't think 4-5 years is long enough to make any real change. I think part of the problem is that all our decisions are short-term decisions, rather than truly strategic.

Brendan Whyte

All politicians are the same? True. The opposition always berates the present govt for its policies, but never undoes them all when it gets into office in its turn. So, they're all two-faced rats. anyone would think they were in cahoots. Gotta hand it to Albo down here though... he promised a referendum on an Aboriginal 'third chamber', and despite the increasingly depressing polls, went through with it. Or at least, after he lost it, he claimed that's why he kept at it. Gotta admire any chump who stays on the sinking ship. It frees up lifeboat space for the rest of us.

SA: Here in the UK, the whole Tory Party is on a sinking ship and the lifeboats have already ran out.

Jason Finch

A great trip to Chile at the end of last month, although I tended to feel rather tall. A diagram

in the bus station in Puerto Montt explained that a large item of luggage can be up to 80 cm high, via a diagram showing with the silhouette of a normal man in a business suit with a briefcase who stood twice the height of the large suitcase. In other words, a normal height for a man is about 5'3".

First stops were Valparaíso and Viña del Mar for a week's work in the universities there. Valparaíso is a declined and somewhat grimy port city where everything somehow works, piled up on hills next to, including going to the house of slightly dodgy (Stalinist, family-abandoning) poet and Nobel Prize winner Pablo Neruda. The bus drivers in Valparaíso are nothing less than heroic. We toured the uplands of that amazing city with Bryan Ferry's 'Slave to Love' blasting out of the bus's speakers.

Once, in Viña del Mar, a resort town next to Valparaíso, I saw a man trying to get money from drivers at a crossing dressed in an elaborate home-made robot costume. Another time, a full band featuring a trumpeter and drummer were doing a performance at a red traffic light right in front of the cars. That was in Bellavista, a gentrifying entertainment district of Santiago, where I headed after the work portion ended.

My wife flew over from Europe via a different route (Helsinki-Amsterdam-Paris-Santiago), taking a longer flight than I've ever taken -- 14h 25m. My flights there and back went via Madrid and only lasted 12.5 hours although it is 4 hours from Helsinki to Madrid and we live two hours from Helsinki by train. On the flight over, with the Chilean carrier LATAM, the cabin crew got introduced by name at the end of the flight. All took bows and got applauded separately.

Behind Santiago's poshest suburbs, you see the Andes looming up. We barely scratched the surface with the range of landscapes in Chile, but I'm glad we got to the south. Puerto Montt and Puerto Varas, about a 2-hour plane journey south of Santiago (13 hours on a bus, alternatively! 1,000 km or so, or something like Plymouth to Aberdeen in the UK) feel a bit like the Lake District or western Scotland, only with some massive snow-covered active volcanoes visible not far off.

Highlights in Santiago included the Pre-Columbian art museum, covering the whole of Central and South America from the Mayans downwards, and the Museum of Memory which is concerned with the 1973 coup by Pinochet and co. and its aftermath. After the latter we went and looked at the presidential palace

where Allende spent his last hours in September '73.

There is a lot of noise, and many very laid-back and very much non-pedigree dogs seem to be lying around wherever you go. All in all, it made me want to see a lot more of South America and to spend longer in Chile.

SA: South America is one of the few places I'd like to see before I kick the proverbial bucket. It's also one of the few places my wife hasn't already been to, so my hopes of persuading her are high. Funnily enough, I feel no real interest in Asia at all, the climate and culture just doesn't appeal - though Japan may be sufficiently strange to be worth a visit. But I've always found South America to be quite exotic, probably all the stories to do with the "discovery" of the New World. The Maya particularly fascinates me, and I would love to go to Chichen Itza. That said, a good reason for going to Santiago is that it is the best place to go to realise my ambition of getting to Easter Island.

Sounds like a great trip - I'm rather jealous!

Jonathan Palfrey

I hope your health has recovered by now. As for being 63, bah, I'll be 70 in March, which I'm not looking forward to, although the numbers don't really matter as long as you're still functioning. Which fortunately I am, so far, touch wood.

I see I have just four Kirsty MacColl tracks in my iTunes library at the moment, all from the **Titanic Days** album; but I do like those tracks. I have a couple of her other albums on CD but didn't seem to take to them particularly.

She died being run over by a speedboat, which must be a fairly unusual way to go. Such boats were not allowed in that area, but the boat belonged to a rich businessman who apparently bribed one of his employees to take the blame.

SA: Yes, that's basically what happened. No one ever got to the bottom of it. Now that Shane McGowan has just died, I think we will be hearing a lot of Kirsty over Xmas.

I have vague memories of Eurocon 2 in 1978, although for me it was the least memorable of the three. During the journey down through France, I remember that I insisted on playing Santana's **Caravanserai** album in the car, normally one of my favourites; and then found that none of us were in the mood for it at the time, not even me.

SA: *Come on, after all these years, let's admit that it is a pretty boring album...*

The house was indeed less well-chosen than in the previous year, but it was tolerable; and sleeping in a dormitory was familiar to me at least, after eight years at boarding school. I remember that someone arranged and ran a Victor Ludorum grand competition, in which the results of many games of different types were somehow combined with the aim of producing an overall winner.

I suppose there were reports of the con in various different zines; surely there would have been something in **Dolchstoß** about it, unless perhaps Richard was too crippled after his illness. I think he later claimed to have had Legionnaires' Disease (a disease first identified in 1976).

SA: *One of my mad plans is to take out all the Con reviews from all the Zines in the Zine Archive and then to arrange them on web pages dedicated to each con, along with any surviving photos I can find from around the hobby.*

I have no memory of Pete Birks going home afterwards with my dirty clothes; but then, the things I have no memory of are legion.

SA: *The question is – did you ever get the clothes back or were they absorbed into the Birks wardrobe. I think we should be told.*

Moving up to the present, my wife and I briefly visited Segovia at the beginning of this week, admired the impressive Roman aqueduct (dating from around 100 AD and still in use), wandered around the Alcazar, and ate and drank more than usual. The winters are damper and chillier in central Spain than here at home.

SA: *I remember almost dying of the heat on a visit to Toledo. I think that winter is probably the only time of year I would risk a trip to central Spain!*

Mark Nelson

QANTAS have had a rough year in terms of their relationship with the Australian public. Amongst several matters in the public eye, they have been accused by various parties of 'slot hoarding'. What is slot hoarding? Suppose an airport has 100 slots for planes to depart each day and that these are split say 70-30 between airlines A and B. This division prevents another airline from offering flights at this airport.

It could be in the best interests of airline A to have 70 slots, even though they only intend to run 60 flights: this prevents other airlines from

gaining a foothold at the airport. To try and prevent such anti-competitive behaviour a 80-20 rule is applied to each of an airline's slots: if you cancel a particular flight more than 20% in some specified time period then you lose your slot on the grounds that you don't need it.

Slot hoarding occurs when an airline strategically cancels flights out of an airport to prevent competition, but rotates the cancelled flights so that no particular flight breaks the 80-20 rule. This is what QANTAS have been accused of doing.

This links to a second issue in the public eye. It has been established that QANTAS has a policy of selling tickets to the public for flights which have been cancelled on their internal computers. In one case QANTAS were selling tickets on a flight 47 days after they had cancelled that flight. The ACCC (Australian Competition and Consumer Commission) are taking QANTAS to court for this.

QANTAS have put a defence up for their policy of selling tickets for flights that they have no intention of running. QANTAS point out that when they sell you a ticket to travel from C to D that they are not selling you a seat on a specific flight. Rather, they are guaranteeing that they will fly you on some flight from C to D. That is, of course, an accurate description of the small print of the contract. However, it remains to be seen whether their argument will hold sway in court.

SA: *That sounds as if QANTAS are certainly acting in remarkably bad faith. I hope that the Civil Aviation Authority in the UK would never let airlines get away with that.*

The bad press that these two issues have brought QANTAS, along with other pieces of bad PR, has led to calls that the federal government introduce compensation rules similar to the ones that apply in Europe. We finally, at last, reach a connection to my previous loc. According to the article that I read, European compensation rules "do not apply in situations where extraordinary circumstances, such as poor weather, caused the delays".

SA: *In the EU you have a set of rights and entitlements if a plane is cancelled for whatever reason with less than 14 days' notice (reimbursement, re-routing, or return – plus assistance – which can include accommodation if you are delayed overnight). You then have additional compensation (between 250-600 euro), but that is limited if events are out of the airlines control (such as weather).*

QANTAS recently declared a record annual profit - \$2.47bn. That's not helped them in their PR battle.

I can sympathise with your comment about being depressed because you are a year older. For a certain part of your life, you celebrate your birthday because you are a year older. Then you reach a stage when you don't want to recognise that you are a year older. At 55 I'm not yet depressed about the grains of sand running out of my hourglass. But I am beginning to recognise that, at best, I might have ten or so years left in the work force.

SA: I think my attitude changed when I stopped working. I am definitely in the last of the three phases of my life now. Childhood - Work - Retirement.

Jonathan Palfrey's comment that he used to enjoy flying "when it was a luxury experience and passengers were valuable customers to be well looked after" put me in mind of a Prince Philip comment from 2002 that:

"If you travel as much as we you do appreciate the improvements in aircraft design of less noise and more comfort - provided you don't travel in something called economy class, which sounds ghastly." (That is surely both one of his less offensive remarks and one of his most perceptive.)

SA: I always quite liked Prince Philip. I thought he was really funny. What you saw was what you got. He would have been brilliant in this woke world we all now live in.

Jonathan's comment about democracy put me in mind of the famous Churchill quote:

"Many forms of Government have been tried and will be tried in this world of sin and woe. No one pretends that democracy is perfect or all-wise. Indeed, it has been said that democracy is the worst form of Government except for all those other forms that have been tried from time to time..."

SA: Yes, I think he got that about right.

Interesting to see you run a loc from Mark Boyle. You may not remember, but in January 2002 I asked if you had an email address for Mark. (Was that when you were running another of your diplomacy zines?) You did have his address and I emailed him on the 1st February 2002.

I received a very lengthy reply to my email on... Sunday 10th September... 2023. I replied to Mark on Wednesday 27th September 2023. If he takes another twenty-one years to reply then

this will surely qualify as one of the slowest email conversations of all time.

SA: Priceless.

Toby Harris

S'funny you should ask about EDC because I was planning to write a few lines anyway.

This was probably the largest EDC (in terms of numbers) for 15 years or so, and many more old timers came out just for the Friday & Saturday evening social events.

For example, I hadn't seen Vanshoka Kiem or Francois Sommaire (both Manorcon attendees from the 1990's) since the turn of the millennium. And others like Thomas Sebeyran, Xavier Blanchot, Laurent Joly & Yann Clouet (also regular Manorcon attendees from the 1990's and beyond) haven't been around for some years too.

So, although the tournament numbers look like there were just four tables per round, in reality (counting the evening social attendees) it was more like six tables.

Just like old times (dating back 15 years or so) I was the only UK attendee, whilst most other countries (Netherlands, Germany, Switzerland, Italy, Austria and even the USA) were represented by at least two players. The most impressive turnout being from the Netherlands and I am pleased to say the EDC winner was a new & excellent (17-year-old) Dutch player, Jelte Kuipers ... who successfully stitched me up like a 'kuiper' a couple of times.

SA: There was another UK player present, Conrad Woodring. Conrad reports that he really enjoyed watching you trying to stumble through your schoolboy French on the French speakers table. 😊

In Europe, normal Diplomacy tournament format is to have three rounds. Then the top seven players feature in a "final board". And it is from this final board (despite the scores from WDC 1997) that the 'worthy' winner is announced. At EDC in Paris last weekend, I failed to reach that final table so landed with the rest of the "dunces" in round 4 ...

That meant I had the total privilege of playing Russia to Manu's Turkey. And in England I faced "Mini-Manu"... Emmanuel's 9-year-old cheery son Axel.

Germany was Cyrille Sevin and (to add a little 'sel' to the wound) it was declared a "French only" speaking table. This board was laced with so many great French characters in fact, and

Lipton played Austria perfectly throughout this game. I was so impressed with his play. Frankly this was one FUN table. All I can say is that the French played like the French, and they played Diplomacy EXTREMELY well ... it was me who has got rusty!

Axel stole StP from me (with Cyrille's support) and his delight was worth every moment of coming to EDC. No (of course) I don't go to tournaments to lose centres ... but to see such a young player enjoying themselves (despite losing all three home centres in a single turn) was really encouraging for me. Thankfully I was able to keep him in the game until a draw was agreed and the young lad managed to keep a smile on his face throughout.

Cyrille has many morals in playing Diplomacy. He doesn't take a 'sneaky peak' over people's shoulders to see what they have written. And he would never show you a false set of orders. But he would (and indeed could) stab a 9-year-old at the game. Something which I simply could not do at EDC this year. Lol, what I love most about the game of Diplomacy is the difference of character that we create for ourselves.

And another extremely young player, Jelte, won the tournament. Wind the clock back to Manorcon days and I'd have scouted this lad immediately. He's really good. I played Jelte twice and really like his approach, strategy & style. Time will tell, but I have 100% faith he will better his EDC trophy.

Niall Litton

Diplomacy can be a good FtF game, and some of that will depend upon the players. However, it has a great game mechanism. Unfortunately, the early anarchy/intensity is rarely sustained, and the last years of a game can be boring.

Meanwhile, FtF Diplomacy can also be hard work. You've got 15 minutes to work out your plans and agree things with up to 6 other people. As people see things differently, you may have to change your plans, and then discuss and agree the changes. And, at some point, you've got to write a legible set of coherent orders to execute those plans.

Moreover, the time pressure is a fundamental part of Diplomacy; that is why all email/postal Diplomacy games are variants.

SA: I hear that some of the players were uncomfortable with the time allowed for negotiations at the recent EDC in Paris. Only 8 minutes was allowed for negotiations! That simply isn't enough time at all, you won't even

get to speak to all the players around you on the board. You certainly won't be making the cleverest of moves. I don't think I would want to play in a game like that.

Neil Duncan:

Believe it or not, I'd disagree with the, "Diplomacy is not a good FTF game" and say that it is, but of course it is definitely not for everyone. My first few years were pretty non-descript affairs, with not much success. Then I really knuckled down to play seriously and did much better and enjoyed the game more. I am no longer motivated to play it, but that does not make it a bad game.

To a certain extent postal/email-play goes hand-in-hand with the FTF game. For a couple of decades, I got a thrill from playing, but there are so many other games out there that, it kind of lost its buzz. Like many other former frequent players, I have loads of other interests and it's understandable that people will in their spare time do more of what they enjoy, than stuff that feels like a bit of a chore.

SA: I'm quite enjoying the three games I'm playing postally/emaily at the moment. But I have never really taken to FtF, it is all to hurried.

Brendan Whyte

Diplomacy isn't a good FtF game. It's too long (no fixed number of turns), and eliminated players have nothing to do but take their blood-soaked coats and go home. A good FtF game should keep everyone involved until the end.

SA; Yes, you're right, though at least at a Con they can go to the Bar,

Chris Dickson

You (both singular and plural) might be amused to know that this year's Times Crossword Champion, Matthew Marcus, was once on the books of the Oxford University Diplomacy Society over a quarter of a century ago. Thanks to your hard work in scanning old episodes of **The Numbers Game**, I can substantiate this claim by citing issue 27 as identifying him as having played a game by pigeon post with Boardman Number 94BM. I remember him as a delightful chap and phenomenally knowledgeable - he's also taken the venerable US quiz show Jeopardy! for a ninth of a million dollars earlier this year - though quite boho and far more of a role-player (and as accomplished and as imaginative a one as you might expect) than a board gamer.

Turkey for Experts

by Toby Harris

In 1976 my cousin (Tony Wheatley) came to visit the family home in St Austell, Cornwall. When my siblings and I asked if he had brought his beloved game of Risk with him (we all loved playing Risk in those days) he said; "No, I have brought a better game. It's called Diplomacy." From the moment I saw the board (1976) until the second day of my first tournament where we had a "friendly" and I played Italy (1986), my favourite country was Turkey. Ten years of love for Turkey.

My First diplomacy game - Turkey

Isn't it funny how we can remember our first game and our most recent, but not all of those in-between? But not all. Most get lost in the deepest depths of memory, never to see the light of day again. I would guess that the most memorable games are the ones where either "something" memorable happened (like a great move or strategy) or "someone" memorable took part, like a great player on the peak of their form. Some great coup we all appreciated as innocent recipients of their mopping up an easy 18. We've all given away an 18, haven't we? WDC 1999 champ Christian Dreyer lost one to me at WDC 1997. In 1998 he returned the 'compliment', becoming the first non-UK player to win the UK National Championships at Midcon 1998.

But one game I will never forget was my first, from 1976. As Turkey. For this first game I only knew the rule basics. There was no "box", but I had written my orders, handed them in and needed to go to the toilet. The excitement of a nine-year-old I guess. I came back and they were all reading my orders. "Toby is doing this, Toby is doing that". And so, they planned their counter-attack accordingly. I was furious. Why do that? Why stab me like that? I was just nine years old. So, I kicked the board over and never returned to that game.

I genuinely can't remember much else about the game. Just the part about kicking the board over in disgust and making every unit fly. The others (my siblings, cousin and family friends) looked through past orders to rebuild the current position; I remember that part by being disappointed in their eventual success. And one thing I clearly remember from this game was my determination at the time; one day I will show them all. One day I will be back to beat them all.

And it would be more than ten years before my "favourite country" would change from Turkey.

Working With Austria

As Turkey, probably the best alliance you can muster is with Austria. Better than the Juggernaut in my opinion, because the Juggernaut can (should) face a retaliatory block by A/I in the south and Russia should get crushed in the north by E/G. Whereas an alliance with Austria has real power potential.

A good Austria should demand that Turkey builds no armies for the duration of the game. And in return, Austria promises to build no fleets. A good Turkey should demand this as being a fair offer. Ultimately, one army is sufficient to cover the Con / Bul area (best in Con, leaving a DMZ in the entire Balkans) and the other heads towards Moscow with support from the Austrian armies. Turkey gets Bul, Sev, Mos and (in time) Greece with a fleet before annexing the Italian centres. Austria takes Ser, Rum, War, Ven (and Greece initially) and moves onwards to Mun/Ber. Towards the end game Bur & Pie become targets for the Austrian armies, coinciding with the Turkish fleets sailing through the Med, to coordinate an attack against France.

The Austro-Turkish alliance is very powerful if played correctly, but there are two key areas to watch out for; either to stab your ally (when the timing is right) or to defend against the stab.

1. Adriatic Sea

The first key area is the Adriatic Sea. This alliance should see a natural flow of Turkish fleets passing through the Ionian Sea and

Goffie's Gambit

Here's what the great Andrew Goff has to say about playing Turkey:

"A(Con) - Bul; F(Ank) - BLA (by agreement); A(Smy) - Syr. The intent is to make a statement to Italy that under no circumstances do they gain any centres in Turkey WITHOUT raising a threat of aggression against Italy. While Smy hold is tactically identical, there's a psychological benefit to moving to Syria - both as a defensive declaration to Italy but also as a pro- Austrian move - this army is not attacking you. The strategic principle is that you have laid the groundwork to break up an R/A/I alliance before it kills you... And without a concerted attack Turkey lives... And when Turkey lives, it usually breaks out of its corner and has a good game."

onwards, initially against the Italian centres, thereafter against France. Turkey doesn't need to perform any cartwheels against Italy. Despite what you may think or hear, setting up a long convoy to Apulia isn't essential. Sure, it has some notable value (like the obvious point that an army in Apu can also attack Rome which a fleet cannot do), but you only have two armies if you are working with Austria in this way. These two armies have a critical position on the map! They are far better placed as stated above; one in Russia (heading towards Moscow), the other guarding the Con/Bul area. Naples will fall easily enough if you get the fleets around the centre, and Austria should be helping you once Venice has fallen their way. Just keep those fleets flowing through ION and beyond.

The key for Austria is the Adriatic Sea. A sneaky Turkey should encourage that Austrian fleet out into the front line. Help it through ION and onwards to TYS, or even give Austria Rome. For the time being at least. A clever Austria should be keeping that fleet back, and ultimately parking it in ADR. That way it can not only help with the capture of Venice, but thereafter it can sit back and wave at the passing Turkish fleets to the South. If you can coax the Austrian fleet away towards TYS/Rom then the Adriatic Sea will always be open for one of your fleets as a walk-in. That's the easy part of the stab on Austria because you should always have a fleet passing through ION and (if you and Austria are keeping your word about your builds) Adriatic will be vacant for you.

2. The Balkans

As with all good alliances, you only get out of it what you put in. Or to quote Pascal Montagna; I do somesing for you, you do somesing for me. And where the Balkans are concerned (once you're A/T alliance is flowing) the

demilitarization will be as complete as you want it to be. If you keep your army in Bulgaria, then don't expect Austria to vacate Serbia. In fact, it could be considered rude even to ask.

So, the preferred way to do it is for Turkey to move Bulgaria back to Con and leave it there. Then Austria has no further cause for any armies in the Balkans. Serbia can at last head north towards the Barren Zone. Y'know, that string of non-supply-centre territories from Piedmont to Livonia ... otherwise known as the scenic route of the petit train. The thing about the Barren Zone is that it can absorb a lot of Austrian armies (possibly as many as six!) before Austria gets a build from this enterprise. You're sat happy with A(Mos) blocking the English from coming South from StP, and Austria's A(War) should fill the gap in Livonia. So they will 'need' to use A(Ser) on the front line.

At least, that's what you say to Austria. Make the first move - put A(Bul) back into Con. What have you got to lose? All being well you will still have F(BLA) and can always use that to kick Austria back out of Bul if they stab you. And once in Bul you can tell Austria (and keep your word) that BLA & Con will self-bounce in Bul whilst they move Serbia North. With the possible exception of a Turkish fleet passing through Greece on occasions (no direct threat to Austria), the Balkans are now completely vacated.

So, the timing of the stab. Ideally you need at least one of Rum or Gre to be Austrian by the mid game. That at least gives you something to stab at as they roll their 6th army into to Barren Zone and well out of your hair. Convoying Con - Rum is always nice. Or simply moving Con-Bul again will start the ball rolling. Coupled with ION-ADR (and maybe Gre-Alb as well) the stab commences.

The Turkish Pudding

The most common opening move in Diplomacy is A(Con) - Bul. I have never seen anything different in 40 years. Even NMR's from the old postal hobby, and more modern internet hobby, don't happen in Spring 1901 because the GM usually finds a replacement in the first year. So, an alternative opening just doesn't happen.

Occasionally players like 'fun' or 'silly' openings, like the Yorkshire Pudding. But Turkey not opening to Bulgaria? Really? Can it be done? I think there is a way, a method, a crazy logic to it.

If you don't open to Bul then any half-wit Austria will order A(Ser) - Bul in the Fall.

Quite often Turkey loses Bulgaria in 1902 anyway, so goes down to three units. Why wait until 1902? Why not just concede the centre in 1901? You would be no worse off. So perhaps it is better to shuffle your units in 1901. A(Con) - Smy, A(Smy) - Ank, F(Ank) - Con. The Turkish Pudding. Usually, Turkey needs a long game to do well, so why rush? Why not take it easy, start slowly, have some fun ... try The Turkish Pudding.

What kind of a 'stab' is that? Moving to ADR, Alb and back into your own centre of Con?

Yes, technically it takes no supply centres in the first move. But that's the point; you don't need it to. You are playing for position. Once you are threatening MAO and the French Southern flanks, you are creating a two-player tactical battle with you and Austria. As with Chess, you don't need to be a pawn up to have the advantage. Position is everything.

Working With Italy

Ok, final chapter. There's no need to write a section on working with Russia; the Juggernaut is a well-tested, well-known alliance.

So, let's start with the one thing that is going around the heads of every Italian or Turkish player at the start of a prospective Italy / Turkey alliance: but the alliance cannot work in the long term - one of us will have to stab the other. Let's kill this off immediately.

Before even considering the centres beyond the stalemate line (Mun / Ber / StP), if Italy heads West and pushes through France and on towards England (which in itself has great merit and potential for Italy), Turkey could be left to grab everything East of Italy. Perhaps with a little support from Italy too. That's a total of 13 centres for Turkey. For example, in one WDC (USA, no game end limit) there were 51 games. In only 10 of those did a player get more than 13 centres. That's just under 20%. And half of those were 18's. So that means that even in no game-end games, 80% of the time this Italy / Turkey challenge about having to stab each other just isn't going to be a problem. And of the 20% of games where more than 13 centres are likely, hey, why not help Turkey into Ber & Mun. Kie too. And pull them into StP from the North, once your fleets get up there. So that's 17 centres each. It can be done.

The alliance structure is quite straightforward. Italy has to start a campaign to the West from Spring 1902. No convoying to Tunis; Rom-Ven, Ven-Tri or Tyr is a good start. But it also requires helping Turkey out of the box a little; against Austria. And in return Turkey doesn't bring any fleets into AEG, and in time Italy keeps ION a DMZ too. This pressure from Italy on Austria is enough to give Turkey the leverage it needs. Austria should have enough on their player with Turkey to worry about an Italy who has switched direction and is now heading west.

In teaching me the game, Tony Wheatley once said: "you know you are doing well as Turkey as soon as you have captured Serbia". And that's

the plan. As Turkey you have to ask Italy to move to Tyr or Tri in the first move, follow up from Rome and put that fleet into Tunis. In return you need to promise not to build any fleets. It's a lot to ask, but if Italy does their part, you should genuinely consider the benefits of an army-only Turkey. If Italy is keeping Austria tied up on their northern flank, then you are free to attack either Austria or Russia. Hopefully with some help from the other.

Italy's attack on France (possibly Tun-WMS in Spring 1902, coupled with Ven-Pie) should really be in tandem with an assault by Germany or England. That way Italy gets to make some progress and stands a reasonable chance of breaking through MAO. An Italy heading west is just what Turkey needs. Why spoil it by building fleets? Does Turkey really need a second fleet to get 18 centres? Does it really need the Italian centres? Surely the German ones would be better, supported in by the Italian fleets in the north? This whole concept may sound crazy to some, but there is absolutely no reason why Turkey and Italy shouldn't split a 17/17 if they want. All 17/17 splits are vulnerable to a stab by the other wanting to grab an 18; this alliance is no less vulnerable. But a 17/17 can be done.

Email World Masters Tournament 1999

The first Email Worldmasters Tournament. Never heard of it? This was the biggest (and probably always will be the biggest) Diplomacy tournament of all time. Round one had 79 boards, 553 players. The brainchild of the UK's Emeric Miszti and the USA's Ray Setzer. Two amazing characters. Face-to-face Diplomacy was thriving, but the postal hobby (with all the postal Dipzines) was dying.

I loved both media to play the game, but now was the birth of a chance to pile bullshit through the internet for the first time. I put so much effort into marketing this event and begged every friend I ever knew from Diplomacy to play. There will never be another war like this one! This was the tournament where (for example) we first met the Irish; Fearghal Fitzbrian and Brian Fitzfearghal.

The tournament structure was brutal, with just three rounds. The "Best 49" from the initial 79 games will go on to the "7 boards of 7 players" semi-final, from where the board-toppers will go on to a final.

So that means you have to "win and win big" in round one. With 79 boards in round one, and just 49 places for round two, that means that THIRTY of the boards would see nobody progress to the second round! As you might

expect from 553 players, and the internet / email forum, there were a lot of weak players and numerous 18-centre results. The tournament structure (just 49 places for the second round) also encouraged more 18's than would normally be expected. From memory I think there were about 40 18-centre results, with the few remaining places in the semi-final being mopped up by others with lesser 17 and 16 centre results.

There can be no greater achievement in a Diplomacy tournament than getting 18 centres as Turkey as quickly as 1906. It was only as a result of an error on my part that it took that long; up to 17 centres in 1905 and a 50/50 guess for the 18th. There are two types of 50/50 guess, and my guess was not the good type! So it could have been 1905. The games (for all rounds) lasted until 1912, so after my game had finished in 1906, I sat back, enjoyed a nice cool beer and watched the other boards develop at my leisure. The centralised press page for the tournament buzzed for a couple of turns, with comments like "how the f*ck did he get an 18 Turkey in 1906?". In many respects, this was my greatest achievement in Diplomacy; not so much the 18, but the conclusion that I now had a proven track record in playing by post, face-to-face and finally email.

18 Centres in 1906 – How Did I Do It?



Jim Burgess was Austria and we agreed to get up to 5 centres each in 1901; he opens Budapest to Rumania and supports my A(Arm) – Sev. He trusts Italy, who heads west, and takes Greece for himself.

In 1902 I took Mos & War, whilst Jim attacked Venice and took Serbia. 7 centres each.

1903: "move up to Tyr/Boh" Jim, my friend, and I will move into Sil to help you against Germany. A(Ukr) will need to move via Gal to come up to the front line as well.". Jim had also secured ION with my support by this point, so he was to move to TYS and allow my fleet in behind to ION. Italy's units had gone too far West against France by Spring 1902 to put up any reasonable defence.

Jim did his part of it and (in the Spring) so did I. But come the Fall of 1903 STAAAAAAAAAAB! A(Sev)-Rum, A(Bul)-Ser, A(Gal)-Vie & F(AEG)-Gre, with my other three units in good follow-up positions too. A(Mos) hold, A(Sil) s Austrian A(Boh)-Mun, F(EAS)-ION. 11 centres.

Then came the "ok, I will keep you alive" line ("I gave you Mun!"). Stab again. 1904 saw my centre count grow to a criminal 14 with Budapest, Trieste and Berlin bagged up. Berlin came with the support of my Austrian 'ally', who I was 'keeping alive'. By this time, the others were starting to give up caring.

Taking the Italian homeland in 1905 I grew to 17. 18 was there for the taking. Wrong guess over Tunis! And then 18 centres in 1906. Possibly one of the fastest in history? 1905 would have been better.

A unique game with that 1903 stab chance. These opportunities are rare, so take them when you can.

Turkey or not Turkey, that is the Question

by Cyrille Sevrin (with comments by Toby Harris)

So here I am, writing a Diplomacy article on Turkey... Well, where to go? Even if (or maybe because) Turkey is a so strong defensive country, I never really had the opportunity to make a really crazy game with it, like my 11-11-11-0 with Belgium neutral for a perfect Western triple when you are one of the 3. Or a "petit

train" with Italy. The most adventurous with Turkey was maybe a Juggernaut, it can be terribly efficient but also is seen easily and there is a huge inherent danger at the beginning.

First concerning the basics: always open to the Black Sea (as I said, unless Juggernaut is foreseen), and keep doing this until you are there. The fact is that the Black is much more important to you than it is to your neighbour Russia. Circumstances in the game might of course change this (this is the beauty of Diplomacy) but really, in case of a slight doubt, just go to the Black... even if once by chance there you will unfortunately have to think much more about what doing with this fleet. I once played a 7-year C-Diplo game that I won having played 14 times F ANK-BLA ;-)

And I believe I have finally found a subject of expertise... I do think I am indeed the World most experienced player in playing Turkey at a WDC Final board.

Indeed, on my 6 WDC Final boards, I was awarded Turkey twice randomly (1997 and 2006). I also played France twice (2008 and 2011), but the second time countries were chosen. The 2 other WDC final boards I played Russia (1995) and Germany (2001).

From those two WDCs with Turkey (1997 and 2006), I will concentrate on the 1st... but not (only) because I won then, but also because it was a classic Final board (where the Final Board of 2006 was crazy, I let it for the conclusion).

I will also elaborate on the Final board of 2001 <<T.H.: Cyrille played Germany at this WDC final>> where Turkey nearly won the WDC by topping the final board and with the biggest score of the convention...

Playing a good Turkey while topping a WDC Final board

So, the Top Table of Gothenburg in 1997 (WDC VII). I was new in the hobby, and it was my 2nd tournament abroad. The 1st one had been the EDC in Namur couple of months before, also my first international win, and at this occasion I met a couple of British and of course of Belgian beers... sorry I meant British and Belgian guys ;-). I was still student and living in France at this time (but making a PhD in a private company so with flexible holidays) and went to Sweden as it also gave me the opportunity to visit on the road an old French friend of mine living in Denmark. At this time, I was a playing machine with some maybe 10 tournaments a year, and my play was somehow more aggressive than nowadays. The scoring system was the C-Diplo, the only one I knew, and the game-format (7 years for the qualification rounds, and I believe the Top table was also 7 years) was also usual for me. So only one goal: top the board as usual, and no worries concerning the stalemate lines (which I had never heard about at this time). Also advantage of this short-game format: nearly all alliances are possible... even if it would be unsustainable on the long term. Also, I knew nearly none of the international players, only a few I had crossed at the WDC 1995. From the final board, I only knew at this time Sid-Ahmed Sedjai playing Germany.

So, the Final board was announced, and I then got Turkey, with Borger Borgersen from Norway playing Russia. In Austria and Italy were Edi Birsan (1st time I played this old guy, with his buddy Larry Peery I already played in the rounds before) and Jean-Louis Delattre, a Belgian policeman BUT also a very adorable person... just at this time I wasn't aware of that ;-). Jean-Louis was the organizer of the EDC couple of months before. I never played it by then and

Rank	FirstName LastName	Loc.	Nat.	Score	R1	R2	R3	R4	R5	Award	Best Country	Top Board			
												Name	Rank	Country played SCs	
1	Cyrille SEVIN			97	49	2		48	48	1		A	1	Turkey	9
2	Roger EDBLOM			90	2	55		35	22			A	2	England	7
3	Borger BORGERSEN			87	12		38	49	10.5			A	3	Russia	6
4	Toby HARRIS			137	4	26		37	100	1		A			
5	Sid-Ahmed SEDJAI			106	56	1		50	2			A	6	Germany	1
6	Thibault CONSTANS			102	51	5	2		51						
7	Per DANNGARDE			101	24	50		2	51						
8	Andreas LYTTER			99	51	4	17.5		48						
9	Jean-Louis DELATTRE			95	55		40	4	2			A	6	Austria	1
10	Edi BIRSAN			93	53	1	40		10.5			A	4	Italy	6
11	James HARDY			90	36	26		17.5	54			G			
11	John ROBILLARD			90	2	50		40	5			A	5	France	4

hardly talked to him as well, but of course as I won in Namur he knew me. The very interesting thing is that actually Edi and Jean-Louis just had played the game before a really powerful Italian-Austrian alliance and crushed the board. As it happens from time to time, this very interesting thing totally displaced the usual schemes even before the game. So, everybody on the board was afraid of this alliance-to-be, and Russia offered me an alliance and asked me to go ANK-CON, while he would seat in SEV with his fleet.

At the same time, both the Belgian policeman and the old American guy (lol) told me that they were not going to play together anymore... and I believed them! And with a Russia offering you the Black, well, I didn't hesitate and took ARM and BLA in the 1st turn. As it turned out, Edi in Italy worked with me as agreed -remember an IT alliance is really possible in C-Diplo short games and I finally won my 1st WDC with some margin. 9 SCs to the <<T.H.: 7 centre>> England of Roger EDBLOM from Sweden, thanks to the World Diplomacy Database to remind me all this. The 3rd was Borger, who recovered from my attack with help of the German SCs ;-) Also in the end I needed him to contain England.

Funny thing is that players ranked 4 to 8 were not all on the final board but all had more points than me. The ranking system was such that only the top two scores were taken into account for the final ranking, so this made it easy also. Of course, it was decided before the tournament began that the top 3 shall be issued from the Top Table. Of course, a certain Harris (Toby as 1st name) was gloating a lot, saying he had actually more points than the winner (which was indeed true) and so he would have deserved to be World Champion. Since that day they usually give a huge bonus to the top table, in order to avoid this disagreement when looking at the score, but it was also not done in 2001 ;-)

Playing Against Turkey at a WDC Top Board

So, the Top Table of Paris in 2001 (WDC XI). I was indeed coming back to Diplomacy, having not played in 2 and a half year following a severe car accident I have had in 1998 and my move to Germany where I was living and working since 2000. I had no sequels from my accident luckily and I was pretty hungry after such an absence. The final board was a really strong one, as it shall be for a WDC. It was no surprise, with so many players and among them so many foreigners. I got to play Germany then, with Edi Birsan in France, Doug Massie in England, Pierre Malherbaud in Russia, Thomas Sebeyran in Italy, Mark Wightman in Austria and finally Brian Dennehy in Turkey. As opposed to Gothenburg, I made two very interesting tactical decisions in this game, reason why I still remember them. The 1st one was to knowingly concede Munich to Italy - after he went to TYR anyway - already in 1901 and informing him about it, in order to launch him after against Edi in France. It helped me to then consolidate BEL, HOL and DEN, while giving MUN. The 2nd move was, couple of years later, once I have gotten rid of England, with help from Russia and France which I kindly helped back against Italy ;-), to stab my Russian ally... and then to move back from Russia without having taken anything, despite a guaranteed take of Warsaw. This did let Russia face Brian Dennehy in Turkey, and gave me the win eventually, thanks to Russian armies, sorry I mean thanks to Russian's vote ;-).

The fact is that this WDC was the 1st (and probably the last) where the mechanism to decide on the winner in case of draw on the Final Board was ... a vote of the remaining non-eliminated players. There were 3 of them, Pierre in Russia, Thomas in Italy and Edi in France. I knew Russia would have voted for me and Italy would have voted for Brian, but for France I was

Rank	FirstName	LastName	Loc.	Nat.	Score	R1	R2	R3	R4	Award	Best Country	Top Board				
												Name	Rank	Country played SCs		
1	Cyrille	SEVIN			178.8	22	53	50	35			A	1	Germany	8	
2	Brian	DENNEHY			192.6	37	56	51	35		E	A	2	Turkey	8	
3	Chetan	RADIA			147.25	10.5	22	47	73			A				
4	Edi	BIRSAN			135	34	25	51	15			A	3	France	7	
5	Leif	BERGMAN			127.5	19.5	47	14	54	3		I				
6	Douglas	MASSIE			120	50	48	2	1			I	A	7	England	0
7	Thomas	SEBEYRAN			117	37	50	7	7			A	4	Italy	6	
8	Fearghal	O'DONNCHU			112.5	5	49	25	36							
9	Pierre	MALHERBAUD			111.6	37	50		6			A	5	Russia	5	
10	Chris	MARTIN			110	7	6	52	48							
11	Tangi	LE DANTEC			105	47	4	5	51							
12	Mark	WIGHTMAN			103.8	48	37	1	1			A	6	Austria	0	

not sure. Edi then took the lead, did organize the votes based on several criteria so that the votes would be unanimous... and in the end I was elected.

Funny thing again is that Brian did actually have more points than me before making it to the Top Board, so actually once again I got Champ with fewer points than the 2nd, despite the bonus given this time to top board players to avoid the Gothenburg effect. At the same time, Leif Bergman managed a probably unique triple at this level, being elected best diplomat, best strategist and best tactician.... But he didn't make it to the Top board ;-)

Playing Turkey Again in a Final board: WDC 2006

And now some last words about a 3rd way of playing Turkey in a final board. It was in 2006 in Berlin. I played Turkey and achieved a fantastic result of 9 SCs... My only problem: I was too far from Nicolas Sahuguet playing France who totally crushed the board with 16 SCs... with a Demis Hassabis overwhelmed as Germany. Actually, Demis totally misjudged the reaction of his former ally Vincent Carry (future WD Champion in USA) playing England when he stabbed him, and this led to the result mentioned. It is especially funny when one considers this nowadays that Demis is CEO of the Google entity dealing with Artificial Intelligence ;-). Demis and his team recently achieved what was judged impossible before years for a lot of specialists: their AI beat the best world player in Go. Well, I believe we may conclude that it just means that Diplomacy is superior to Go ;-)

Toby Harris: Many thanks Cyrille! I remember this WDC 2006 top table very well, as I played Russia to your Turkey. The game began with a Germany / England alliance against me because Demis & Vincent were worried that (because they knew us to be friends) they might face a Juggernaut. And they kept attacking me (which was ok) but did not do as every child says to the hero during a pantomime ... "look behind you!" (which was not ok). Behind them was of course the big, bad, bear-grabbing Nicolas as France who eventually took 16 centres, eliminated Demis completely and left Vincent with 3 centres.

Turkey (Cyrille) played a massive part in influencing this game. At least up to the point of no return for Nicolas' huge centre count. As Germany & England headed towards Warsaw and StP, Cyrille made some progress in the

South. Nicolas had not yet made his lunge for victory of course. And there was a point in the mid game where if I (Russia) crumbled too quickly then Cyrille would possibly become unstoppable as a run-away Turkey. I spent a lot of time explaining this to Demis; "stab Vincent now and I will attack Cyrille with everything I have got."

So, Demis stabbed Vincent and the game cracked open. Nicolas made his move. Rather than stabbing Cyrille, I punished my aggressors in the North, and Cyrille gave me some breathing space to do that. When to attack or not to attack (as Turkey) is a very interesting dilemma. You don't have to attack just because the opportunity is there. Turkey should never say "there was nothing I could do about England - I was playing Turkey". There is always something; if you want to slow England down then give Russia some space so that Russia can do that job. And attacking Italy frees up France.

Once this top table concluded was one of my lowest points in Diplomacy. The final was well played, intense at times, a deserving winner in Nicolas of course. But it just felt that I could never win a WDC, that I would always find a top table an impossible challenge. Demis was really disappointed afterwards too; he thought that his genius chess mind should have been enough to win. What he didn't factor in was the diplomatic element though; so that the best moves are not always the best.

Driving A Juggernaut

by Stephen Agar

Most postal Diplomacy players come to grips with the concept of the Juggernaut fairly early on in their careers - the notion that a strong Russo-Turkish alliance can just steam-roller over the rest of the board, crushing all beneath their wheels. I suspect that true Juggernauts are far and few between, in that they often break down early in the game if the going gets tough, but the mythology lingers on.

Given that any firm alliance from the outset between any two powers can be very effective in Diplomacy, perhaps it is surprising that a Russo-Turkish alliance should have been honoured with a special name, after all we don't go around describing firm Anglo-French alliances or Russo-Italian alliances as anything in particular. It is true that if Russia and Turkey can reach a true accord then they have a lot of potential

because they can control two of the four corner positions on the board, which means that instead of operating on the usual expanding balloon sort of strategy, they can just march across the board in a single line. In particular, co-operation in Austria can reap quick rewards, especially if Italy has been unwise enough to attack Austria as well.

Starting Up the Juggernaut

What are the hallmarks of a Juggernaut? Well, it is never easy to predict the alliance structure on the board from S01 moves, but insofar as S01 moves mean anything I would expect a Juggernaut to feature Russian moves along the lines of F(Sev)-Rum; A(War)-Gal; A(Mos)-Ukr or StP, while Turkey orders A(Con)-Bul; F(Ank)-Con; and A(Smy)Std or moves to Ank. On the other hand a stand-off over the Black Sea doesn't exclude the possibility of a Juggernaut, as Russia and Turkey may want to disguise their close co-operation, though F(Sev)-BLA coupled with A(Mos)-Sev probably does.

The first priority for the Juggernaut must be to crack the collection of SC's in the Balkans and then release the builds necessary to finance Russian expansion in the north and Turkish expansion in the Mediterranean. Even with a determined and co-ordinated Juggernaut, this can be very difficult if it faces a determined Austro-Italian alliance from the first move. The Juggernaut will be in a better position if Austria opens defensively with F(Tri)-Ven or F(Tri)Std and this would be a good goal for initial diplomacy. Indeed, if you can sow enough distrust between Austria and Italy it may not even be hard to achieve. This immediately prevents a second build for Austria and opens up the possibility of a second build for Turkey.

In the autumn the choice will be between using A(War) and A(Ukr) to force Galicia or using A(Ukr/Sev) to move to Rum (the fleet moving to BLA if the intention is to head for the Med. or to Sev if otherwise). No doubt the decision will rest to some degree on Italian intentions. Of course, if Russia can persuade Italy to attack Austria from the beginning of the game and perhaps even seize Galicia in S01 then the Balkan battle will be almost won already. Russia will only get one build unless he can take possession of Gal in S01 or if he can persuade Germany to allow him to take Sweden. Neither of these are easy to accomplish. Turkey is also probably going to be limited to one build unless there is immediate hostilities between Italy and Austria which allow him to take Greece.

The other challenge for the Juggernaut is to eliminate the threat to the stability of the alliance posed by the southern Russian fleet. This will usually be sent into the Mediterranean via Constantinople or returned to rot in Sevastopol. The former is riskier for the Turks, but is better in the long term, the latter is less risky but always leaves open the possibility of a Russian stab. A final solution is to somehow connive to disband the Russian fleet.

If Italy is exerting no real pressure on Austria after S01 my preference would be to order A(Smy)-Con; A(Bul) S RUSSIAN A(Ukr)-Rum; F(Rum)-BLA; A(War)-Gal. It is probably better to get an army into Rumania with the possibility of striking into the Balkans in 1902 than making a half-hearted attempt to stop Austria from taking Greece (which Turkey) may well capture in 1902, with Russian assistance to cut supports, providing Italy does not support an AUSTRIAN F(Gre). If the Juggernaut is not facing an Austrian F(Alb) or if Russia took Galicia in S01 then other possibilities open up, but putting an army into Rumania must be a priority.

One possibility not yet discussed is that the Juggernaut will use A(Mos) to move to StP in S01, on the basis that this will assist Russian expansion in the north in 1902. It is certainly true that if Russia has the security of knowing that her southern flank is safe then she can afford to send a second unit north, and it will probably not affect the number of builds gained in 1901. The only downside is that it means that Rum will have to be taken by F(Sev), so there can be no supported attack on Ser or Gal in S02. The best plan is probably to send A(Mos) to the Balkans if it is thought likely that Austria and Italy will co-operate, but if an Italian attack on Austria is expected, then there is probably more to be gained by heading north.

Assuming the Juggernaut carves up the Balkans between them a fair split would be Rum/Bud and Vie for the Russians and Bul/Gre and Tri for the Turks, with Serbia up for negotiation (though in my experience it usually goes to Russia). To force ION Turkey will need at least three fleets (possibly four if Italy has Tri or Mar as well as Tun), which means building fleets should be a priority if ION is to be taken by 1903/04. Russia will use her gains to build armies in the north and west and possibly a second northern fleet on StP(nc). One reason why Russia often does better out of Juggernauts than Turkey is that her potential for additional builds is so much greater, thanks to the proximity of Scandinavia. Once Turkey has her share of the Balkans, she can get no further until

she has broken through the ION bottleneck – which is never an easy task – it will usually take at least three fleets and this is not even achievable until A03 at the earliest.

As the Juggernaut rolls on it is easy to foresee that Russian can get the momentum to get up to 10 centres by the end of 1904 (Sev, StP, War, Mos, Rum, Vie, Bud, Ser, Swe, Nwy), or possibly more if units are released to attack Germany), whereas Turkey will probably be stuck on 6 or 7. Nevertheless, it is possible that by 1904-1905 the Juggernaut will control over half of the board.

Putting the Brakes On

But it need not be so: any alliance can be stopped. First, it is imperative that any western power suspecting the emergence of a Juggernaut can get Italy on side. If Italy assists (directly or indirectly) with the partition of Austria, then she will release the centres that the Juggernaut needs to gain momentum. Even if Italy has attacked Austria from S01, both should be prepared to bury the hatchet if a Juggernaut is on the cards. Of course, it may be very hard to persuade Italy of the sense of such a course of action, as Italy no doubt believes that she has a firm alliance with Russia and that they will both move on Turkey once Austria is dealt with – though in practice Russia may be quite content for Turkey and Italy to face each other while Russia seeks gains elsewhere.

If it is too late to do much to prop up Austria, then the only really effective way to hold back the Juggernaut is for either an early resolution to the E/F/G conflict with a firm alliance between the two survivors to hold the Juggernaut back or a three-way E/F/G alliance in which France turns south and puts fleets into the Med. while England and Germany tackle Scandinavia and central Europe before Russia can acquire the momentum to enable her to thrive. Solid two-way alliances only really prosper when the rest of the board is suspicious of each other and divided – the danger of the Juggernaut for the western powers is that the potential for quick growth if the Balkans falls early on is such that the other powers may not have time to get their act together.

However, just holding a Juggernaut back could mean that the game ends up in a four or five way draw as east faces west over the iron curtain and I would guess that this rarely happens. Experience suggests that if a Juggernaut can be stopped, the it will not take long before one side of the Juggernaut decides to attack his ally instead. In cases where Russia

has been left with a Black Sea fleet then it is all too easy for Russia to order F(Sev)-BLA and build A(Sev) in an Autumn season. And once one side of a Juggernaut attacks the other, you can be fairly confident that the Juggernaut is gone for good.

One question worth asking about Juggernauts is “What is in it for Turkey?” Good question. Unless the Italian player is an idiot, a Juggernaut is almost certainly going to favour Russia – who will slip the knife in when Turkey is over-stretched and claim an outright win. Similarly, Turkey must be content with second place or he must stab Russia at the optimum moment. Neither player can afford to leave his back door open, so it is not unusual for some sort of perpetual mutual stand-off to be arranged over Rum or BLA to protect both sides.

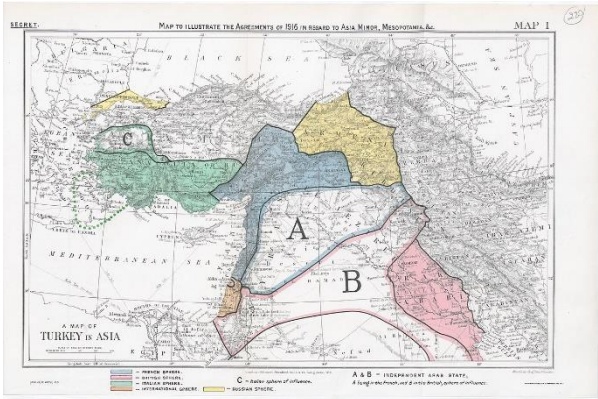
The Juggernaut remains a fearsome alliance, but not a very fashionable one. It requires mutual trust early on (something Diplomacy players are not very good at), but once established can do very well indeed, because to be stopped the other players have to take a long-term view (something else Diplomacy players are not very good at!).

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The Partition of the Ottoman Empire and the Fate of Armenia

The outbreak of World War I led to confrontation between the Ottoman Empire and the Russian Empire in the Caucasus. The government in Istanbul began to look on the Armenians with distrust and suspicion because the Imperial Russian Army contained a contingent of Armenian volunteers. On 24 April 1915, Armenian intellectuals were arrested by Ottoman authorities and, with the Tehcir Law (29 May 1915), eventually a large proportion of Armenians living in Anatolia perished in what has become known as the Armenian genocide. Similar atrocities were also perpetrated against the native Greek population (though later Greek troops also carried out massacres of Turks).

Even while the First World War was still raging, the Allied powers had developed plans to dismantle the Ottoman Empire. This map shows the Foreign Office's record of arrangements for partition agreed between Italy, Russia, France and the UK in 1916 (with Armenia under Russian influence).



Although the Russian Army, assisted by Armenian militias, succeeded in taking most of Western Armenia from the Ottomans during World War I, their gains were lost with the Bolshevik Revolution of 1917. At that time, Russian-controlled Eastern Armenia, Georgia, and Azerbaijan attempted to bond together in the Transcaucasian Democratic Federative Republic. This federation, however, lasted from only February to May 1918, when all three parties decided to dissolve it. As a result, the government of Eastern Armenia declared its independence on 28 May as the First Republic of Armenia under the leadership of Aram Manukian.

The First Republic's short-lived independence was fraught with war, territorial disputes, large-scale rebellions, and a mass influx of refugees from Western Armenia, bringing with them disease and starvation. The Entente Powers sought to help the newly founded Armenian state through relief funds and other forms of support.

On January 18, 1919, the Allies held the Paris Peace Conference, at Versailles to sign a treaty with the defeated Central Powers. Armenians attended the Paris Peace Conference in February 1919. The Armenians presented their memorandum to the Peace Conference. Their proposed State included the six provinces of Turkish Armenia, Bitlis, Diarbekir, Kharpert, Sivaz, Erzerum, the province of Trebizond, Mountainous Karabakh, Zangezur and four districts of Cilician Armenia. To protect the integrity of the new State the Armenian delegation urged the Allied Powers to place

Armenia under a protectorate of an Allied Power.

The Allied Powers understood that an effective treaty in the case of Armenia would involve military and financial responsibilities. Prime Minister Lloyd George perceived the United States to be the nation to assume that responsibility. Thus, the Supreme Council of the Allied Powers asked the United States to accept the mandate for Armenia.

In the United States public opinion was already very favourable to help Armenia. Religious and civic leaders, the missionaries and Near East Relief workers asked both Congress and President Woodrow Wilson to assume mandatory powers over the entire region and send troops to protect Armenia.

Upon his return home from the Paris Conference, President Wilson presented the proposal of an American mandate over Armenia to the Senate. The Senate rejected the proposal; however, in the United States there was great sympathy with a desire to help the Armenians. President Wilson was determined to continue his support to the Armenian Republic both morally and financially.

As the United States Senate was debating the issue of an American mandate over Armenia, the French were preparing to occupy Armenian Cilicia to consolidate their hold in the Middle East. To populate the region with non-Turkish elements, the French government arranged for Armenian refugees to repatriate to Cilicia and resettle in their communities. As a result, around 150,000 new Armenian refugees settled in the homeland which they had been forced to leave during the Armenian deportations and the Genocide. The French army ordered the Turks to return the Armenian homes and properties to their rightful owners. The Turks resented this unexpected Armenian presence in their midst.

On another front, the Allied Powers encouraged the Greeks to occupy Smyrna (Izmir), which became another irritant to the Turks. The dissection of their country began to incite the Turkish people to fight to preserve the Turkish fatherland. Two Turkish military leaders (Kiazim Karabekir and Mustafa Kemal) led a revolutionary movement with a slogan "Turkey for Turks." Eventually, Kemal emerged as the charismatic leader who started terrorist activities in the interior of Turkey challenging the Allied Powers.



In January 1920, Mustafa Kemal embarked upon a guerilla attack against the French and the Armenians to chase them out of Cilicia and Anatolia. He achieved his objectives partially by freeing Cilicia from non-Turkish occupation. He mobilized his forces in the east and attacked the Armenian towns in Nakhichevan.

In February 1920, the European powers began the discussion of a peace treaty with the Ottoman Empire in San Remo, Italy. In April, they agreed to give the Republic of Armenia the provinces of Van, Erzerum, Bitlis and an outlet to the Black Sea. They also asked President Wilson to draw the final borders of Armenia within the guidelines agreed upon in San Remo.

On August 10, 1920, the Turks signed a treaty with the Allied Powers in the French city of Sèvres which is known as the Treaty of Sèvres. It consisted of 110 large pages, 13 chapters and 433 articles. There were six articles in the Treaty (88-93) that related to Armenia. These articles demanded that Turkey recognize Armenia as a free and independent State (88). The signatories agreed to let US President Wilson determine the boundary between Turkey and Armenia, which would pass through the provinces of Erzerum, Trebizond, Van and Bitlis and prescribe an outlet for Armenia to the Black Sea (89). Turkey renounced any claim to the ceded land. Articles 91-93 referred to the establishment of a boundary commission; to accept obligation in the repatriation and restoration of the Armenian survivors; the

prosecution of the perpetrators of the Armenian massacres; and the protection of non-Armenian citizens within Armenia.

On November 22, 1920, President Wilson announced that he had drawn the map of Armenia under the terms of the Treaty of Sèvres. "Wilsonian Armenia" awarded the Armenian nation a territory that encompassed approximately 155,000 km². It included vast areas of historic Armenia with the exclusion of southernmost and westernmost sectors. A viable, united Armenian State had been created on paper. Unfortunately, however, Wilson's decision was relayed too late to the Allied Nations in Europe as the Republic of Armenia was waging a losing struggle to preserve its existence.

The treaty, however, was rejected by the Turkish National Movement, and never came into effect. The movement used the treaty as the occasion to declare itself the rightful government of Turkey, replacing the monarchy based in Istanbul with a republic based in Ankara.

To demonstrate their total rejection of the Treaty of Sèvres, the Turks immediately attacked Armenia with a massive force advancing toward Yerevan. The Armenian leaders were now faced with two problems: one was the Turkish threat to annihilate the Armenians and the other was the Bolshevik attempt to take over. Turkish forces even captured Armenian territories that Russia had

annexed in the aftermath of the 1877–1878 Russo-Turkish War and occupied the old city of Alexandropol (present-day Gyumri). The conflict finally concluded with the Treaty of Alexandropol on 2 December 1920. The treaty forced Armenia to disarm most of its military forces, cede all former Ottoman territory granted to it by the Treaty of Sèvres, and to give up all the "Wilsonian Armenia" granted to it at the Sèvres treaty.

Simultaneously, the Soviet Eleventh Army, invaded Armenia. By 4 December, Soviet forces entered Yerevan and the short-lived Armenian republic collapsed. On December 2, 1920, the leaders of Armenia transferred power to the Bolsheviks, and the State of Armenia became part of the Soviet Empire.

Mustafa Kemal continued to strengthen his military and political posture and obtained enormous supplies from the Bolsheviks. Mustafa Kemal presented himself as revolutionary to the communists, protector of tradition and order to the conservatives, patriot soldier to the nationalists, and a Muslim leader for the religious, so he was able to recruit all Turkish elements and motivate them to fight. Over the next three years Turkish and Syrian forces suppressed the Kurds and defeated the French in the south, while Turkish forces eventually defeated the Greeks in the east. In October 1922, Mustafa Kemal toppled the 35th Sultan Mehmed the 6th, terminated the Ottoman Empire and established a Turkish Republic.

On July 24, 1923, the Allies signed the Treaty of Lausanne. The once-defeated Turkey imposed its own terms on the victorious Allies. The bright expectation of the Republic of Armenia that had emanated from the Treaty of Sèvres faded into memory.

The modern Republic of Armenia became independent in 1991 during the dissolution of the Soviet Union.



THE PARTITION OF THE OTTOMAN EMPIRE II

by Greg Costikyan and Stephen Agar

1. The Rules shall be as in the latest edition of the Diplomacy Rulebook, except where modified below:

2. There shall be seven players each of whom will play one of the following nations: Armenia, France, Great Britain, Greece, Italy, Turkey, or the USSR.

3. The initial unit set-ups for each country are as follows:

Armenia:

F Trebizond; A Erzurum; A Malatya

France:

A Tahad; A Damascus; A Latakia

Great Britain:

F Cyprus; F Alexandria; A Cairo; A Kuwait

Greece:

P Peloponnesus; A Athens; A Salonika

Italy:

F Naples; F Benghazi; A Territorio Militaire

Turkey:

F Constantinople; A Izmir; A Uskudar; A Ankara

USSR:

F Krasnodr; A Astrakhan; A Uzbekistan



4. At the beginning of the game there exists a Civil Disorder army in the Province of Yerevan, nominally under the control of the "Trans-Caucasian Soviet Socialist Republic". This unit is not controlled by any player; if dislodged it is annihilated. Should either the USSR or Armenia take the province of Yerevan they may then use it as if it were a Home Supply Centre.

5. The game begins in Spring 1920.

6. Gaining Control of Supply Centres:

(a) Ownership of supply centres is established by occupation every season (i.e., Spring and Autumn).

(b) In any season a player may at the end of movement (but before adjustments) cede control of a supply centre to another player. This cessation is deemed to continue in effect unless the centre is taken by another player or the original player specifically announces that he is taking the centre back at the end of a movement season when they are in possession (but before adjustments).

(c) No Armenian unit may ever support a Turkish unit (or vice versa). The Armenian player may never cede a supply centre to Turkey (or vice versa).

(d) Crete: If at the end of Autumn 1921, no player has seized Crete, Crete becomes a Greek non-home supply centre.

7. Home Centres

(a) If, at the end of a fall turn, a Player has no home supply centres but controls at least one non-home supply centre, he may designate any supply centre under his control as a home centre. This centre will act in all ways as the player's home supply centre until the player retakes one of his original home supply centres, at which point the designated home centre will cease to act as such.

(b) If a player's designated home centre is taken and the player controls at least one further centre, he may designate another centre as a home centre; he may continue designating centres in this manner until he controls no further centres. A player designates his new home supply centre at the same time as he builds.

8. The Ottoman Empire

The pre-war Ottoman Empire consisted of the following 16 supply centres:

Constantinople; Uskudar; Izmir; Ankara; Samsun; Trebizond; Erzurum; Malatya;

Baghdad; Latakia; Damascus; Lebanon; Palestine; Trans-Jordan; Kuwait; Summan.

9. Ending the Game - Proposals

(a) Any season a Player may put forward a Proposal for ratification at a Peace Conference.

(b) A Proposal will consist of a Partition of the Ottoman Empire between surviving players (i.e., who gets which supply centres permanently).

(c) The players will submit votes on the Proposal with the next set of orders. If more than one Proposal is submitted, all Proposals will be voted on.

(d) Each player has the same number of votes as they had supply centres in the game that season. Votes take place at the end of a turn. A simple majority is sufficient for a Proposal to pass *in principle*.

(e) However, for a Peace Conference to ratify a Proposal agreed in principle:

(i) the Turkish player must vote for it (the Turks have a veto); and

(ii) no more than two players must vote against it; and

(iii) it must be voted for by players who between them currently control at least 12 of the 16 centres belonging to the former Ottoman Empire.

10. Winning

There are two ways to win the game. Unlike regular Diplomacy, the winner is not the first player to take a majority of the supply centres on the board.

(a) A player wins the game by controlling 12 of the supply centres comprising the Ottoman Empire at the end of any turn; or

(b) A player (or players) win the game if they gain control of the greatest number of centres (compared to the other players) previously belonging to the Ottoman Empire by virtue of a ratified Proposal (ties are possible).

11. Map Oddities

(a) The Dodecanese: The Dodecanese Islands are a land/sea province. An Army may only move to the Dodecanese by convoy and may not move from the Dodecanese to any other province except by convoy. A fleet may move to the Dodecanese with impunity and may move to or from the Dodecanese from any of the adjacent land or sea provinces. The existence of the Dodecaneses does not compromise the coastal nature of Izmir and Adalia.

(b) An army may move from Astrakhan to Uzbekistan (or vice versa), notwithstanding the presence of the Caspian Sea. An Army may move from Constantinople to Uskudar (or vice versa), or from Constantinople to Balikesir (or vice versa).

(c) Marmara is a sea province, bordering on the Aegean and the Western Black Sea.

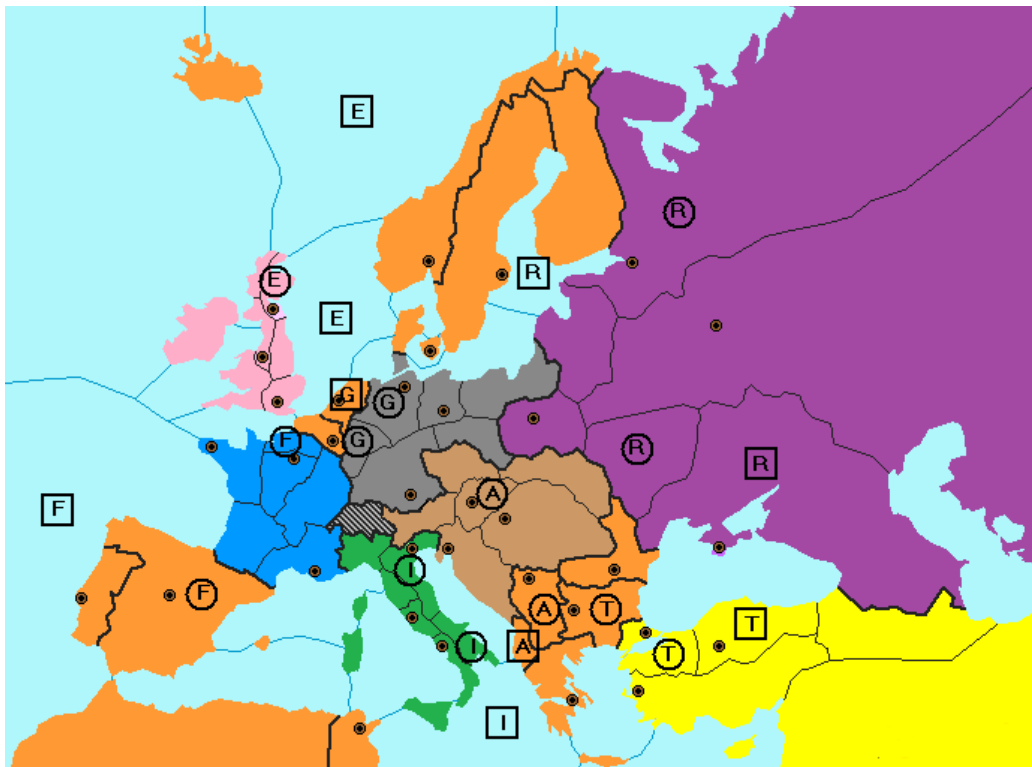
(d) A unit in Marmara may be ordered to block the movement of a specific player's units across the Dardanelles and/or Bosphorus (i.e., between Constantinople and Uskudar and Balikesir). The owning player of the fleet simply encloses along with his orders, a note to the effect that the following Powers are to be prevented from moving across the following straits.

(e) There exists, "off-the board", a virtual ocean

space called "Indian Ocean". Fleets may move to the Indian Ocean either from the Persian Gulf or the Red Sea and such a move always succeeds. The Indian Ocean is large enough to hold multiple fleets and conflict does not take place in the Indian Ocean.

(f) The Suez Canal is considered to run along the border between Cairo and Sinai. A fleet may move to either of these provinces from either the Southeast Med. or the Red Sea, and then move to the Red Sea or the Southeast Med. In other words, the border between Cairo and Sinai is considered to be a coast, but it does not prohibit the movement of armies from one province to another.

(g) Athens has two separate coasts. Coastal crawl is prohibited.



2023BI Fascination (Spring 1901)

AUSTRIA-HUNGARY (Leif Kjetil Tviberg)
A(Vie) - Tri (FAILED); F(Tri) - Alb; A(Bud) - Ser
ENGLAND (Joseph Stark)
F(Lon) - NTH; F(Edi) - NWG; A(Lpl) - Edi
FRANCE (Gerry Bayer)
F(Bre) - MAO; A(Mar) - Spa; A(Par) - Pic
GERMANY (Martin Davis)
F(Kie) - Hol; A(Ber) - Kie; A(Mun) - Ruh

ITALY (Jason Finch)
A(Ven) - Tri (FAILED); A(Rom) - Apu; F(Nap) - ION
RUSSIA (Geoff Wilde)
F(StP) sc - GoB; F(Sev) - BLA (FAILED); A(War) - Ukr; A(Mos) - StP
TURKEY (Lars Huth)
F(Ank) - BLA (FAILED); A(Con) - Bul; A(Smy) - Con

Fascination Bourse – Spring 1901

Transactions

	Austrian Crowns	English Pounds	French Francs	German Marks	Italian Lira	Russian Roubles	Turkish Piastres	Dollars
Old Prices	\$1.00	\$1.00	\$1.00	\$1.00	\$1.00	\$1.00	\$1.00	
A Darling	-500	-500	-500	-500	-500	-500	-500	+3,500
Sir John Wilder	-500	-500	-500	-500	-500	-500	-500	+3,500
Woof	-500	-500	-500	-500	-500	-500	-500	+3,500
Dead Cat Bounce	-500	-500	-500	-500	-500	-500	-500	+3,500
Disney	-500	-500	-	+500	-	-500	+500	+500
Womanfreda	-500	-500	-500	-500	-500	-500	-500	+3,500
George Soros	-500	-500	-500	-500	-500	-500	-500	+3,500
Buffy Warren	-500	-500	-500	-500	-500	-500	-500	+3,500
Total Transactions	-4000	-4000	-3500	-3000	-3500	-4000	-3000	
New Price	\$0.60	\$0.60	\$0.65	\$0.70	\$0.65	\$0.60	\$0.70	

Holdings

	Austrian Crowns	English Pounds	French Francs	German Marks	Italian Lira	Russian Roubles	Turkish Piastres	Dollars	Total Worth
A Darling	500	500	500	500	500	500	500	3,500	
Is Worth (\$)	300	300	325	350	325	300	350	3,500	5,750
Sir John Wilder	500	500	500	500	500	500	500	3,500	
Is Worth (\$)	300	300	325	350	325	300	350	3,500	5,750
Woof	500	500	500	500	500	500	500	3,500	
Is Worth (\$)	300	300	325	350	325	300	350	3,500	5,750
Dead Cat Bounce	500	500	500	500	500	500	500	3,500	
Is Worth (\$)	300	300	325	350	325	300	350	3,500	5,750
Disney	500	500	1000-	1500	1000-	500	1500	500	
Is Worth (\$)	300	300	650	1050	650	300	1050	500	4,800
Womanfreda	500	500	500	500	500	500	500	3,500	
Is Worth (\$)	300	300	325	350	325	300	350	3,500	5,750
George Soros	500	500	500	500	500	500	500	3,500	
Is Worth (\$)	300	300	325	350	325	300	350	3,500	5,750
Buffy Warren	500	500	500	500	500	500	500	3,500	
Is Worth (\$)	300	300	325	350	325	300	350	3,500	5,750
New Price	\$0.60	\$0.60	\$0.65	\$0.70	\$0.65	\$0.60	\$0.70		

OK, I hope that makes sense to everyone. Additional players can join at any time – you will get 1000 units of each currency of each country still in the game. One player forgot to send me a pseudonym, so I invented one for him myself.

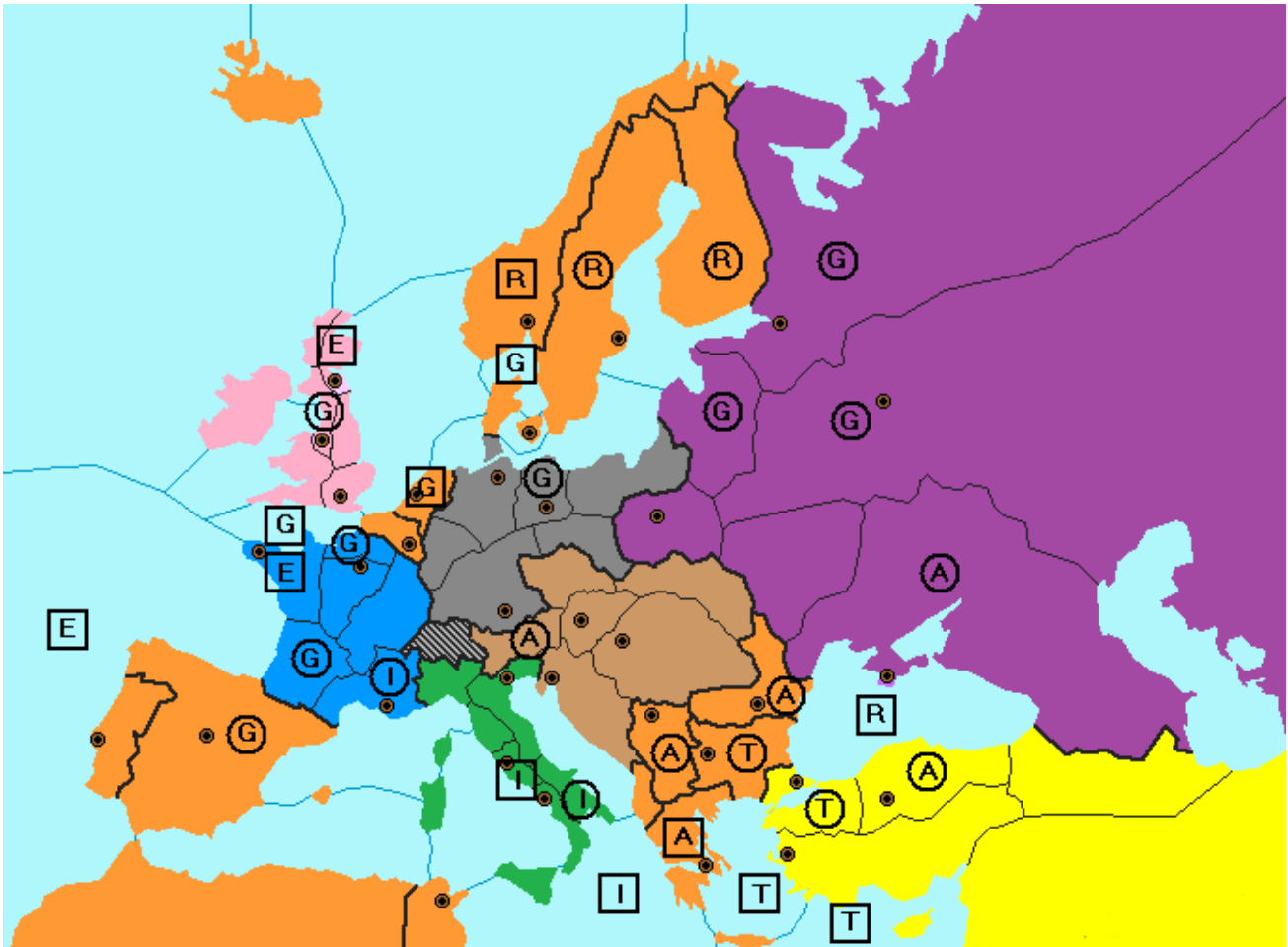
I've had a few questions – here's my answers...

- At what point during a season do transactions take place? – **Not sure it matters, let's say at the beginning.**
- With sales, do traders get the initial price (\$1) for each unit of currency, so each of the above sales yields \$500? - **Yes**
- Are all transactions processed simultaneously, with all players

selling/buying at the same price for each currency? - **Yes**

- Can a player use the proceeds of a sale to buy during the same season? e.g. if I sold exactly 500 EP in S01, could I use the money from the sale to buy exactly 500FF in S01? - **Yes**

- If I sell 500 EP, and buy 1 EP during the same season, does that reduce the price of English Pounds by 4 cents, or 5? - **I will only take into account the net transaction of -499 EP, so the value falls by 4 cents. The rules should really prohibit simultaneous selling and buying to avoid confusion.**



2023BC Big Brother (Spring 1905)

AUSTRIA-HUNGARY (Scott Camplin)
A(Arm) - Ank; A(Gal) - Rum; ~~F(Gre) s ITALIAN~~
~~F(AEG) (MISORDER)~~; A(Ser) s A(Gal) - Rum; A(Sev)
s A(Gal) - Rum; A(Vie) - Tyr

ENGLAND (John Galt)
F(Por) - MAO; ~~F(Edi) s RUSSIAN~~ ~~F(BAR) s NWG~~
(MISORDER); F(ENG) - Bre

FRANCE (Anarchy)
A(Spa) Stands* (DISLODGED - DISBANDED BY
GM)

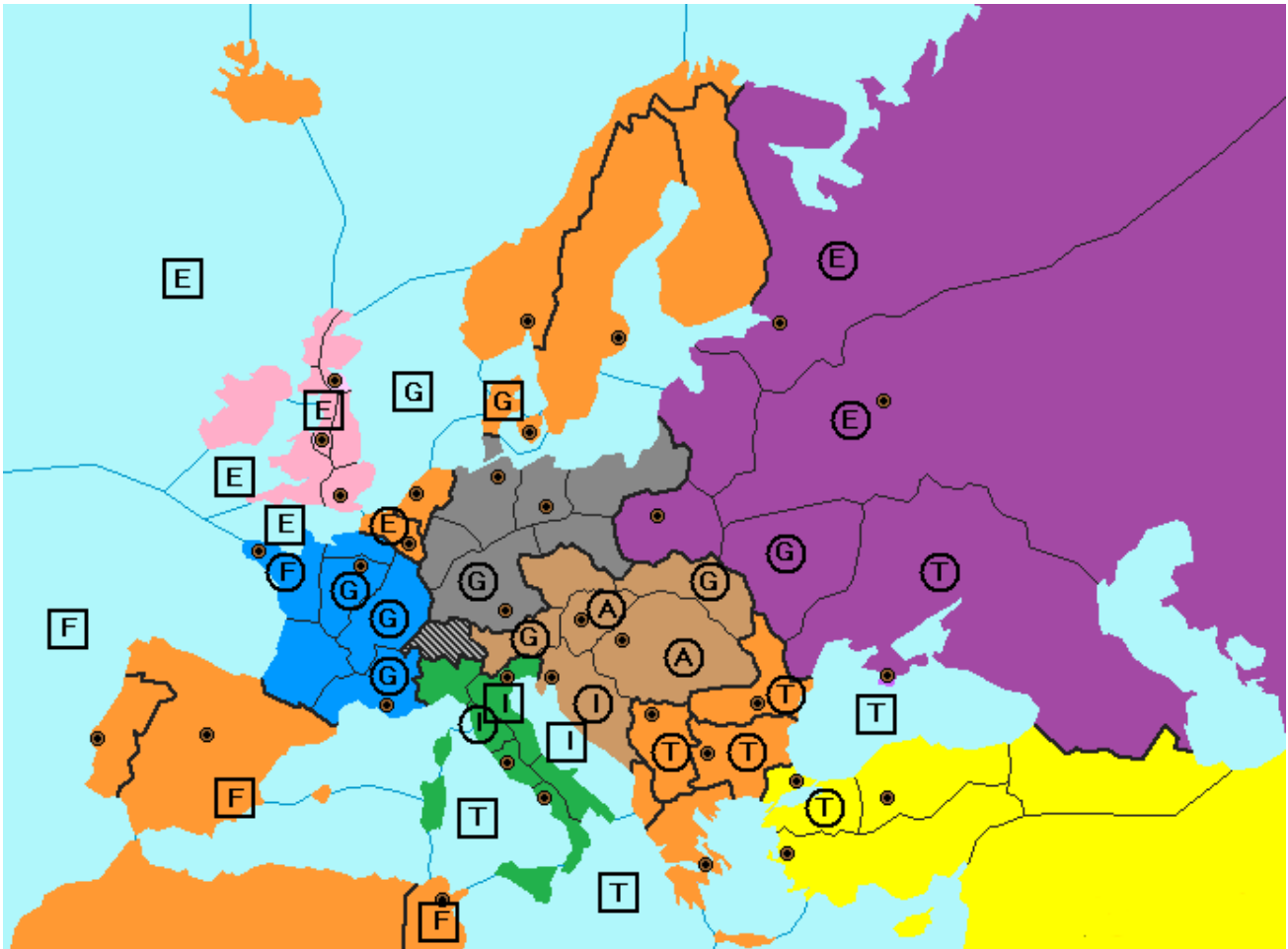
GERMANY (Hans Swift)
F(Kie) - Hol; F(Den) - SKA; F(NTH) - ENG; A(Pic)
Stands; A(Gas) - Spa; A(Bur) - Gas; A(Lpl) - Edi

(FAILED); A(Ber) Stands; A(Pru) - Lvn; A(Lvn) - StP;
A(Mos) s A(Lvn) - StP

ITALY (Derek De Rooy)
A(Mar) s GERMAN A(Gas) - Spa; F(AEG) - Smy*
(FAILED, DISLODGED - DISBANDED NRP); A(Apu)
Stands; F(ION) Stands u/o ; F(Rom) Stands u/o

RUSSIA (Hugh Polley)
F(BAR) - Nwy; F(BLA) - Rum (FAILED); A(Nwy) -
Swe; A(Fin) s F(BAR) - Nwy

TURKEY (Kevin Wilson)
A(Bul) s RUSSIAN F(BLA) - Rum; A(Con) s A(Bul);
F(Smy) - AEG; F(EMS) s F(Smy) - AEG



2023BB All The Madmen (Autumn 1905)

AUSTRIA-HUNGARY (Neil Kendrick)

A(Bud) - Rum (FAILED); A(Vie) - Bud (FAILED)

ENGLAND (Lindsay Jackson)

A(Mos) - Sev (FAILED); A(StP) - Mos (FAILED);
F(NAO) - MAO (FAILED); F(IRI) s F(NAO) - MAO;
F(ENG) c A(Bel) - Bre; A(Bel) - Bre (FAILED)

FRANCE (Mike Benyon)

F(NAf) - MAO (FAILED); F(Spa) sc s F(NAf) - MAO;
F(MAO) - ENG (FAILED); A(Par) - Pic* (FAILED,
DISLODGED TO Gas); A(Bre) s A(Par) - Pic (CUT);
F(Tun) Stands

GERMANY (Toby Harris)

F(Swe) - Den; A(Pic) - Par; A(Bur) s A(Pic) - Par;
A(Pie) - Mar; A(Mun) - Tyr; F(NTH) Stands; A(Ukr)
s AUSTRIAN A(Bud) - Rum; A(Gal) s AUSTRIAN
A(Bud) - Rum

ITALY (Colin Smith)

A(Ven) - Tus; A(Tri) s F(Apu) - Ven; F(Apu) - Ven;
F(ADS) s A(Tri)

RUSSIA (Simon Billenness)

A(Sev) - Rum* (FAILED, DISLODGED -
DISBANDED NRP)

TURKEY (Neil Duncan)

A(Arm) - Sev; F(BLA) s A(Arm) - Sev; A(Rum) s
A(Arm) - Sev (CUT); A(Bul) s A(Rum); A(Ser) s
A(Rum); F(TYS) s F(ION); F(ION) s F(TYS)

Autumn 1905 Adjustments:

A: Bud, Vie = 2; No change.

E: Mos, StP, +Bel, Nwy, Edi, Lon, Lpl = 7; Gains
1. Builds F(Lpl)

F: Spa, Bre, Tun, Por, -Mar, -Par = 4; Loses 2.
Disbands A(Gas); GM disbands F(NAf)

G: Den, +Par, +Mar, Swe, Hol, War, Ber, Kie, Mun,
-Bel = 9; Gains 1. Builds A(Mun)

I: Tri, Ven, Nap, Rom = 4; No change.

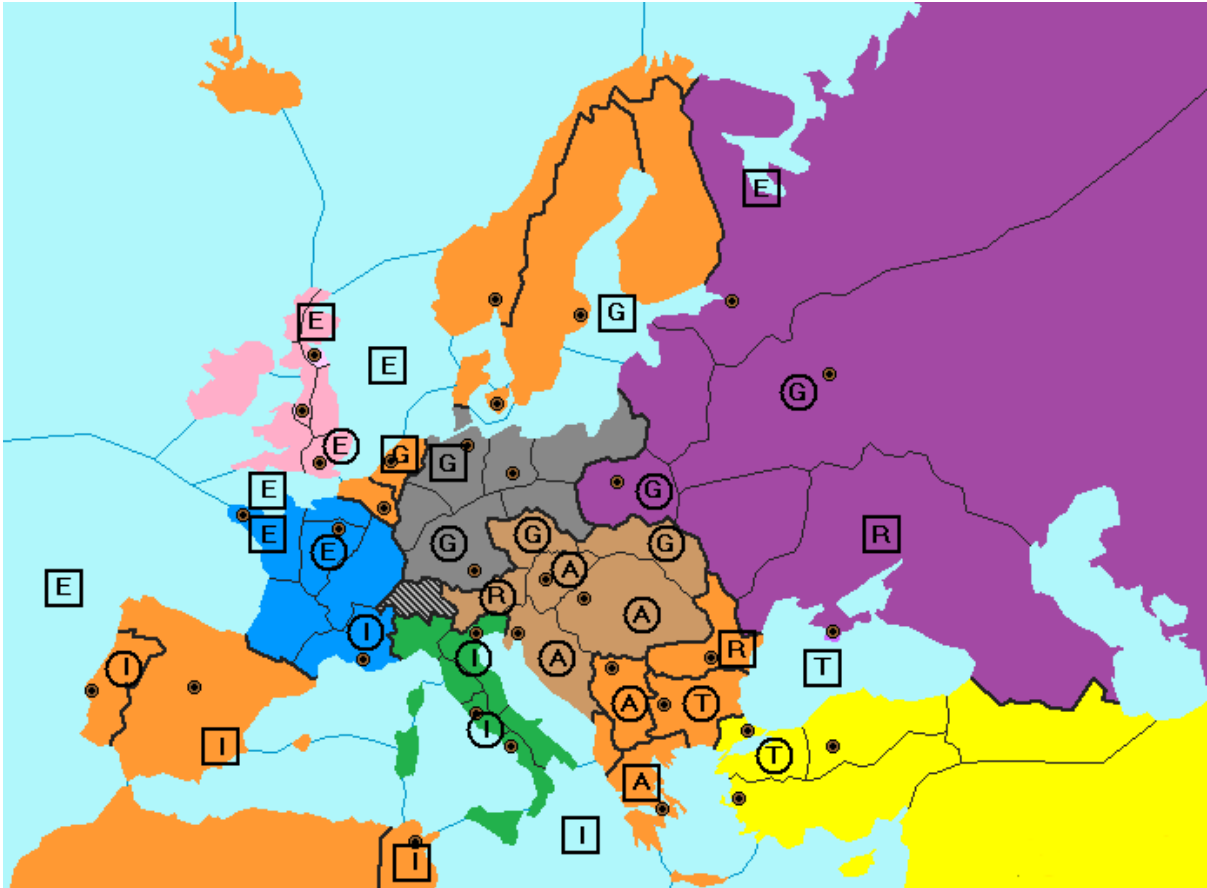
R: -Sev = 0; Loses 1. OUT!

T: +Sev, Rum, Bul, Ser, Ank, Gre, Con, Smy = 8;
Gains 1. Builds A(Con)

Press:

Anon: Just how long until Germany is spending
its summers in England?

Versailles: Thank you, Simon! Someone has to
be first!



2023BE Candidate (Autumn 1904)

AUSTRIA-HUNGARY (Gavin Begbie)
A(Tri) s A(Gal) - Vie; A(Gal) - Vie; A(Bud) s A(Gal)
- Vie; A(Ser) s F(Gre); F(Gre) Stands

ENGLAND (Paul Simpkins)
F(ENG) - Bel (FAILED); F(NTH) - Bel (FAILED);
A(Par) s F(MAO) - Bre; F(MAO) - Bre; F(NAO) -
MAO; F(StP) nc Stands

FRANCE (Richard Jackson)
A(Bur) Stands; F(Bre) Stands* (DISLODGED -
DISBANDS); F(WMS) Stands

GERMANY (Jason Finch)
A(Ruh) - Mun; F(GoB) Stands; F(HEL) - Hol; A(Boh)
s A(Sil) - Gal; A(Mos) s TURKISH F(BLA) - Sev;
A(Sil) - Gal; A(War) s A(Sil) - Gal

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

RUSSIA (Joseph Stark)
A(Tyr) - Vie (FAILED); F(Sev) s F(Rum) (CUT);
F(Rum) s F(Sev)

TURKEY (Paraic Reddington)
F(AEG) s A(Bul); A(Bul) Stands; A(Smy) - Con;
F(BLA) - Sev (FAILED)

Autumn 1904 Adjustments:

A: Tri, Vie, Bud, Ser, Gre = 5; No change.
E: +Par, +Bre, StP, Nwy, Bel, Edi, Lon, Lpl = 8;
Gains 2. Builds A(Lon), F(Edi).

F: -Bre, -Par, -Por = 0; Loses 3. Removes A(Bur),
F(WMS). OUT!

G: Mun, Hol, +Mos, War, Den, Swe, Kie, Ber = 8;
Gains 1. Builds F(Kie).

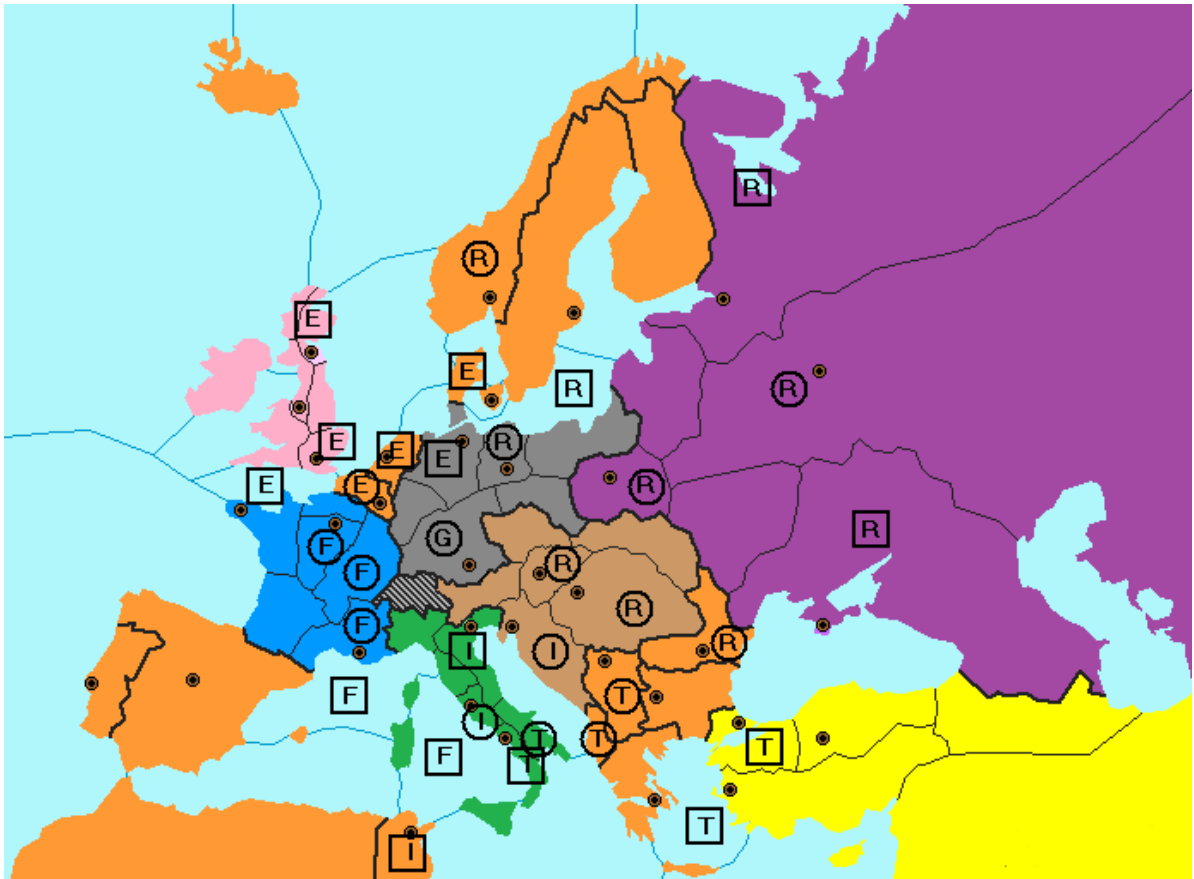
I: Tun, Mar, +Por, Ven, Spa, Nap, Rom = 7; Gains
1. Builds A(Rom).

R: Sev, Rum, -Mos = 2; Loses 1. Removes
F(Rum).

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

Press:

France to All: Due to a real death in the family, I
have to say Au Revoir



2023BF Diamond Dogs (Autumn 1903)

AUSTRIA-HUNGARY (Hugh Polley)

A(Tyr) s A(Vie) - Tri; A(Vie) - Tri* (FAILED, DISLODGED - DISBANDED NRP); A(Alb) s A(Vie) - Tri* (CUT, DISLODGED - DISBANDED NRP)

ENGLAND (Jack McHugh)

F(ENG) s A(Bel); F(NTH) - Hol; A(Bel) s F(NTH) - Hol; F(HEL) - Kie; F(Den) s F(HEL) - Kie

FRANCE (Martin Davis)

A(Spa) - Mar; F(Pie) - GoL; F(WMS) - TYS; A(Bur) s ENGLISH A(Bel); A(Par) s A(Bur)

GERMANY (Alexandre Marcondes - NMR!)

A(Boh) Stands ; A(Mun) Stands ; A(Ruh) Stands ; F(Hol) Stands* (DISLODGED - DISBANDED NRO)

ITALY (Caetano Darwin)

F(Tun) - ION (FAILED); A(Tri) s F(Ven) (CUT); A(Nap) - Rom; F(Ven) s A(Tri)

RUSSIA (Vick Hall)

F(BAL) s A(Sil) - Ber; A(Sil) - Ber; A(Bud) s A(Gal) - Vie; A(Gal) - Vie; A(Nwy) Stands; A(Rum) s A(Bud); F(Sev) s A(Rum)

TURKEY (John Trevor-Allen)

F(ION) - Nap; A(Apu) s F(ION) - Nap; F(AEG) - ION (FAILED); A(Gre) - Alb; A(Ser) s A(Gre) - Alb

Autumn 1903 Adjustments:

A: -Vie, -Bud, -Tri = 0; Loses 3. Removes A(Tyr). OUT!

E: +Hol, Bel, +Kie, Den, Edi, Lon, Lpl = 7; Gains 2. Builds F(Lon), F(Edi).

F: Mar, Par, Por, Spa, Bre = 5; No change.

G: Mun -Kie, -Hol, -Ber = 1; Loses 3. GM removes A(Boh), A(Ruh).

I: Tun, +Tri, Rom, Ven, -Nap = 4; No change.

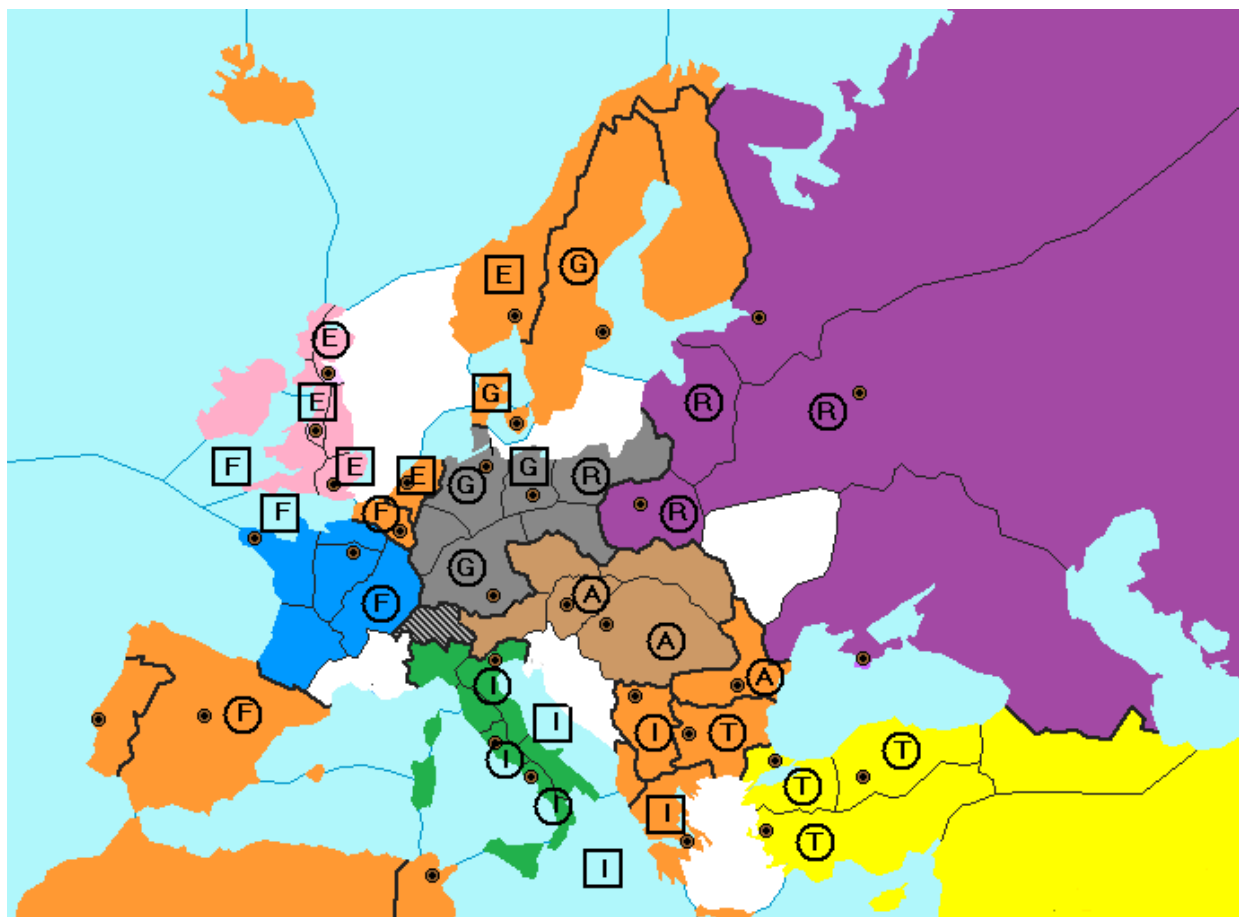
R: +Ber, +Bud, +Vie, Nwy, Rum, Sev, Swe, War, Mos, StP = 10; Gains 3. Builds A(War), A(Mos), F(StP) nc.

T: +Nap, Ser, Gre, Con, Ank, Smy = 6; Gains 1. Builds F(Con)

Press:

Constantinople: Sultan launches petition to ban Christmas (not for any reason, just because it's way too soon and there's no way everything will be ready in time).

AH: At least my demise was quick. Darwin, as in the theory of survival of the fittest, suffered the fate of any Italy that cannot come to terms with Austria when dealing with Turkish / French might is Right!



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

AUSTRIA-HUNGARY (John Tait)
F(Alb) - Tri (FAILED); A(Gal) - Vie; A(Rum) - Mos
(FAILED); A(Bud) s F(Alb) - Tri

ENGLAND (Christian Dreyer)
F(Nwy) - Bel (FAILED); A(Lon) - Edi; F(Hol) - ENG
(FAILED); F(Lpl) - IRI (FAILED)

FRANCE (Alexandre Marcondes - NMR!)
A(Bur) Stands ; A(Bel) Stands ; F(IRI) Stands ;
F(ENG) Stands ; A(Spa) Stands

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

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

RUSSIA (Philip Murphy)
F(GoB) - Ber (FAILED); A(Mos) - Sev (FAILED);
A(Swe) s F(GoB) - Ber* (CUT, DISLODGED TO Pru); F(BLA) s TURKISH A(Bul) - Rum (MISORDER);
A(War) - Sev (FAILED); A(StP) - Lvn

TURKEY (David Partridge)
A(Smy) s A(Con); A(Con) s A(Smy); A(Bul) s A(Con)

True Random Number Generator	
Min:	<input type="text" value="1"/>
Max:	<input type="text" value="75"/>
<input type="button" value="Generate"/>	
Result:	
64	
Min: 1, Max: 75	
2023-12-03 15:49:48 UTC	
Powered by RANDOM.ORG	

Space 64 = Trieste
Italian A(Tri) destroyed!
Only 32 SCS on the board
Venice is now connected to Serbia...

Autumn 1903 Adjustments:

A: Vie, +Rum, Bud, -Ser, -Tri = 3; Loses 1. Removes F(Alb).

E: Nwy, Edi, Hol, Lpl, Lon = 5; No change. Builds F(Lon).

F: Bel, Spa, Por, Bre, Par = 5; No change.

G: Swe, Mun, Den, +Ber, Kie = 5; Gains 1. Builds A(Kie).

I: +Ser, +Tri, Gre, Ven, Tun, Nap, Rom = 7; Gains 2. Builds A(Ven), A(Nap), A(Rom)

R: Mos, War, Sev, StP -Ber, -Con = 4; Loses 2. Removes F(BLA), F(GB).

T: Smy, +Con, Bul, Ank -Rum = 4; No change. Builds A(Ank).

Intimate Diplomacy Tournament

Game One

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

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

Spring 1903

AUSTRIA-HUNGARY (Mercenary)
F(Alb) - ADS; A(Boh) - Mun (FAILED); A(Tri) - Ven (FAILED)

ENGLAND (Mercenary)
F(StP) nc - Nwy; A(Swe) - Den (FAILED); F(NTH) - Lon; F(Edi) - NTH (FAILED)

FRANCE (Alexandre Marcondes)
F(Lpl) - Wal; F(Bel) - NTH (FAILED); F(Bre) - ENG; A(Bur) - Mun; F(Mar) - GoL; A(Spa) - Mar; F(TYS) s ITALIAN F(AEG) - ION; A(Kie) s A(Bur) - Mun; A(Par) - Pic

GERMANY (Mercenary)
F(Den) s FRENCH F(Bel) - NTH (CUT); A(Mun) - Tyr; A(Ber) - Sil

ITALY (Mercenary)
A(Ven) s GERMAN A(Mun) - Tyr (CUT); F(AEG) - ION; F(Tun) s F(AEG) - ION; A(Rom) - Apu

RUSSIA (Mercenary)
F(BAL) - Swe (FAILED)

TURKEY (Will Haughan)
A(Mos) - War; F(Con) - AEG; F(Smy) s F(Con) - AEG; A(Ank) - Con; F(EMS) - ION (FAILED); F(Gre) s F(EMS) - ION; A(Bul) - Ser; A(Ser) - Alb; F(Rum) - Bul ec

Game Two

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

James has France and Russia
Eddy has Germany

Spring 1901

AUSTRIA-HUNGARY (James Hardy)
F(Gre) - ION; A(Bul) - Con; A(Rum) - Bul; A(Bud) - Gal; A(Nap) - Rom; A(Ven) - Tyr; A(Vie) - Boh; F(Tri) - Alb

ENGLAND (Edward Richards)
F(Edi) - NTH; F(Nwy) - StP nc (FAILED); F(ENG) c A(Lon) - Pic; A(Lon) - Pic; A(Bel) s GERMAN A(Ruh) - Bur; F(Bre) s A(Lon) - Pic

FRANCE (Mercenary)
A(Mar) - Spa; A(Par) - Gas

GERMANY (Mercenary)
F(Swe) - Fin; F(Kie) - BAL; F(Ber) s F(Kie) - BAL; F(Hol) - HEL; A(Ruh) - Bur; A(Den) Stands u/o

ITALY (Mercenary)
A(Pie) Stands

RUSSIA (Mercenary)
A(Mos) - StP; F(Lvn) s A(Mos) - StP; A(War) - Sil; F(Sev) - BLA

TURKEY (Mercenary)
A(Syr) Stands ; A(Arm) Stands ; A(Smy) Stands

Game Three

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

Richard has Germany, Italy and Turkey
Brian has Austria

Spring 1903

AUSTRIA-HUNGARY (Mercenary)
A(Boh) s RUSSIAN A(Mun); A(Tri) s RUSSIAN A(Bud) - Vie; A(Ser) s F(Bul) sc; A(Alb) - Gre; F(Bul) sc Stands

ENGLAND (Richard Williams)
F(MAO) - WMS; F(Edi) - NWG; A(Par) - Gas; F(Bel) - Hol; F(SKA) - Den; F(NTH) s F(Edi) - NWG

GERMANY (Mercenary)
F(HEL) s A(Hol) - Kie; A(Hol) - Kie; A(Ruh) - Bur

ITALY (Mercenary)
F(AEG) - Con; F(ION) - AEG; A(Tyr) - Mun (FAILED); A(Tus) - Ven

RUSSIA (Brian Frew)
A(Nwy) - Swe; F(StP) nc - Nwy; F(BAR) s F(StP) nc - Nwy; F(Swe) - BAL; F(Rum) - BLA; A(War) - Sil; A(Bud) - Vie; A(Mun) Stands; A(Sev) Stands

TURKEY (Mercenary)
F(Con) - Ank; A(Ank) - Smy; A(Arm) - Sev
(FAILED)

Game Four

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

Mog has Germany
Geoff has Austria and England

Spring 1903

AUSTRIA-HUNGARY (Mercenary)
A(Vie) - Tyr

ENGLAND (Mercenary)
A(Edi) - Yor; F(SKA) s RUSSIAN F(Den) - NTH

FRANCE (Mog Firth)
A(Bur) - Bel; F(TYS) s ITALIAN F(ION); A(Rom) -
Ven; A(Lon) s RUSSIAN A(Nwy) - Yor (MISORDER);
A(Par) - Bur; F(ENG) - NTH (FAILED); A(Mar) - Pie

GERMANY (Mercenary)
A(Mun) - Tyr (FAILED); A(Ruh) - Kie; F(Hol) s
FRENCH F(ENG) - NTH

ITALY (Mercenary)
F(ION) Stands

RUSSIA (Geoff Wilde)
F(Den) - NTH (FAILED); F(NTH) - NWG; F(StP) nc -
Nwy; A(Gal) - Boh; A(Mos) - StP; F(Ank) - Con;
A(Nwy) - Swe; F(Con) - Bul sc; A(Sev) - Rum;
A(Bud) - Vie; A(Tri) s AUSTRIAN A(Vie) - Tyr;
A(War) - Sil

TURKEY (Mercenary)
F(AEG) Stands

Waiting Lists

Regular Diplomacy (Game "G") (2 wanted): Ian
???; Icalar Black; Nathan Deilly, Colin Smith,
Hans Swift. Time to put some effort into filling
this one!

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

Gunboat Hoplite Wars IV: Rules in issue 10.
Martin Davis. 6 wanted. A game for those who
don't want too much of a time commitment.
Just send in your orders and negotiation is only
allowed via any published press in the game
report. Surely, you've time for Gunboat? And an
interesting scenario as well!

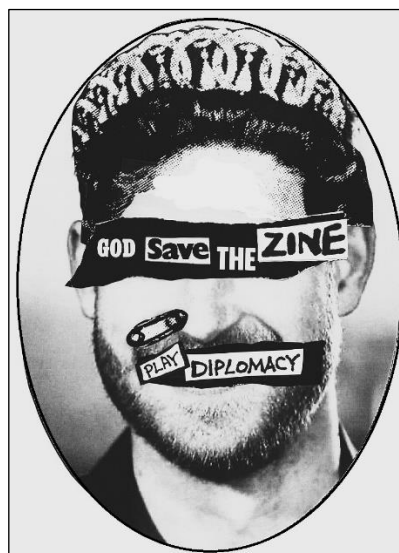
European Diplomacy Championships 2023



Top Board Finish

- 1st - Jelte Kuiper (Netherlands)
- 2nd - Ruben Sanchez (France/Spain)
- 3rd - Vincent Reulet (France/Switzerland)
- 4th - David Thomae (France)
- 5th - Davide Cleopadre (Italy)
- 6th - Rene van Rooijen (Netherlands)
- 7th - Kevin Lecoq (France)

Congrats to Jelte Kuiper on becoming the new
European Diplomacy Champion.



Email: godsavethezine@gmail.com

DEADLINE
Friday
5th January 2024