

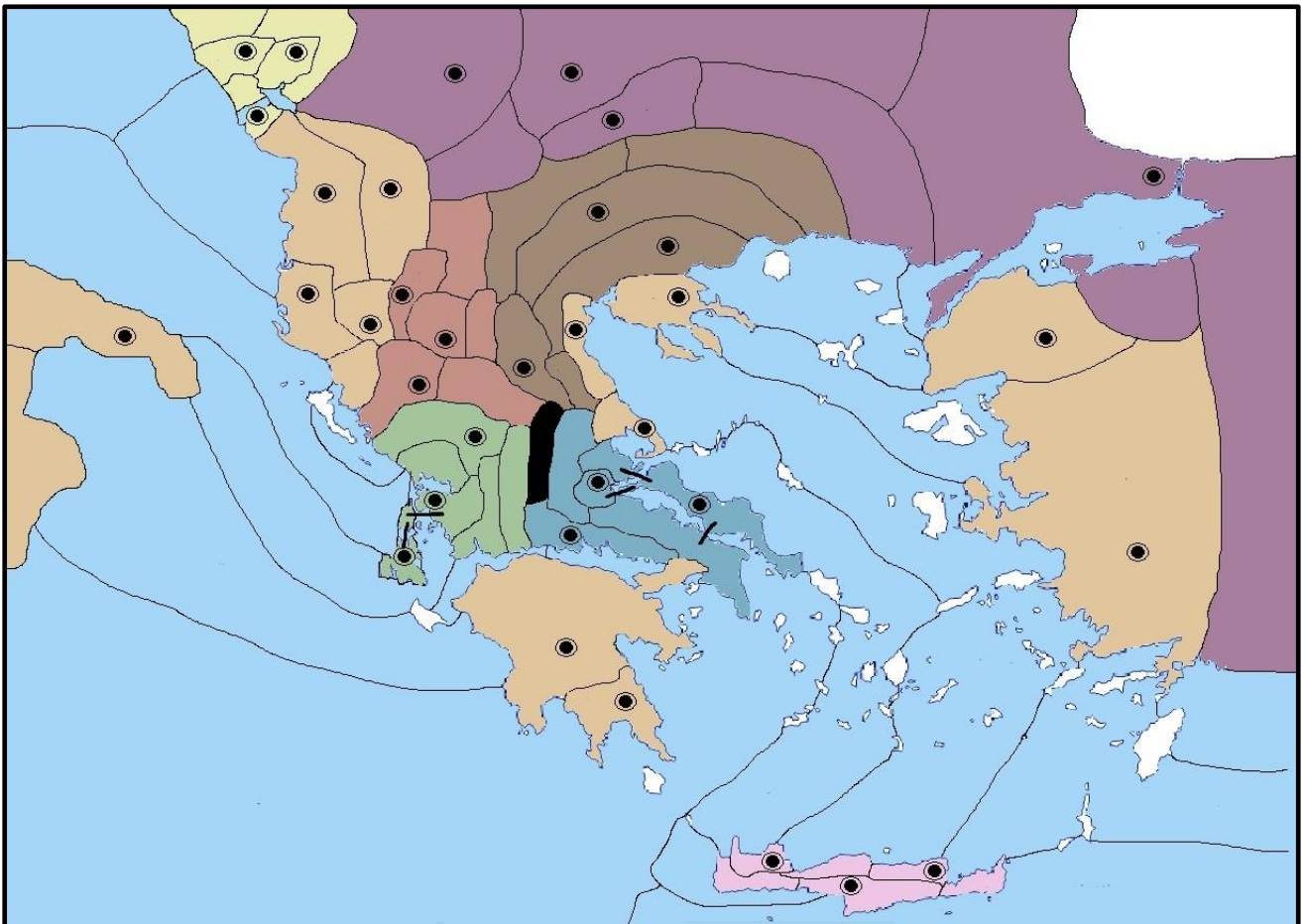
God Save The Zine

Issue 3

This is the house zine for www.diplomacyzines.co.uk from:
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DEADLINE
Friday 28 April 2023

A Classical Diplomacy Puzzle



Spot The Mistakes!

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My Bit

Yes, the issue's cover picture really is a Diplomacy puzzle. It's amazing what you can find on the Internet. Thank you to WumbologyDude, whoever you may be. First person to spot the two mistakes I know of will win a prize!

I've reprinted a very old article by the late John Piggott this issue - over 50 years old! I thought it gave a good flavour of the sort of shenanigans that used to go on when the hobby was predominantly postal, even if the language is a little old-fashioned in places. Many of these stratagems have no place in the online game - hell, these days it's not even possible to claim to your ally that you made an innocent misorder as most order entry systems make it almost impossible to misorder anything other than very deliberately. I suppose you could still enter a game under a couple of aliases, as long as you used a VPN, but that's about it. I would love to hear if there is still any scope for "nasty" play in the modern game.

I threatened to have a Diplomacy variant based on TV this issue - and to fill that promise you can find a variant dedicated to Dr Who inside. In a way it is a bit of a cheat, as it is heavily adapted from a variant I dare not publish as it would undoubtedly offend. It was even in bad taste in the 70s/80s. I did toy with the idea of going with a Game of Thrones variant, but you could argue that it is a variant based on a series of books, though let's be honest, most of us wouldn't have heard of Game of Thrones if it wasn't for the TV series. However, Game of

Thrones variants are all a bit confusing as you can see from my research inside.

I've spent a good part of this month going backwards and forwards to Kings Lynn - a good 150-mile round trip each time. Although Rebecca and I live near Bishops Stortford (about 37 miles from central London), we plan to retire to a 17th century townhouse we have bought in the centre of Kings Lynn. Part of the motivation is downsizing, so we can help the kids and put some money aside to supplement our pensions. But another factor is being able to walk to whatever we need - shops, restaurants, pubs, cinema, theatre, railway station and of course, second-hand record shops. Kings Lynn used to be very prosperous indeed, but it has basically been declining since the railways were invented. So, it is a relatively inexpensive place to live, with some lovely old buildings.

Our house in Kings Lynn does need a bit of work though - two large rooms in the attic don't even have any windows. What with building work, a new kitchen, decorating, a new sash window etc. etc. it is turning into quite a little project. I can't see our current house going on the market anytime soon, so this may all take quite some time (assuming the money doesn't run out).

Another thing I did this month was to have a drive over to the opposite side of England to have lunch with my old Diplomacy friend Sandra Bond - former editor of the entertaining Diplomacy zine **U-Bend** - and now an author of dark but amusing fiction (as well as our resident poet). Sandra's new novel and a volume of poetry is due out soon and I will review them when they do. In the meantime, I recommend Sandra's first novel **The Psychopath Club** which you will find in all good bookshops and Amazon (where it has an average rating of 4.6 stars out of 5). Whilst with Sandra I visited a pleasant second-hand record store in Market Drayton where I found a LP of *The World of Lynsey De Paul* in great condition for the bargain price of £1. Well, a bargain to me anyway. I bet you are all jealous.

Next month I am standing as a District Council candidate for The Labour Party in the local government elections. I have to be honest, it's not really a winnable seat, it is just I thought that electors should have the opportunity to vote Labour if they want to, rather be denied by not having a Labour candidate to vote for. Round here, this is totally true blue country.

Until next time... that's all folks!

Poetry Corner

Highway 61 Revisited

by Sandra Bond

There is a place where sons' lives are cut short,
By fathers claiming 'twas the Lord's command;
There is a place where cruel wars are plann'd,
By such as think that combat is mere sport.
There dwells a maiden, deathly pale of face;
Beggars and clothesless paupers there abound.
Bells that ring there must ring without a sound,
And men with muskets dwell about that place.
There may ye also find a gambler's den;
Laces may be bought there, red, white, and blue,
Such as will fasten any boot or shoe,
But sold at price by cryptic, devious men.
This place that's home to mystery and crime
Is designated by the 18th prime.

Two Haiku Inspired by Diplomacy Games

by Ryan Quinn

Gentle breeze begins
A snowflake falls from heaven
Wolf leaving the den.

As the night wind wanes,
A kit leaves its den to play,
In peace, blood, and snow.

A Limerick

by Anon Emus

The Kaiser complained it's no fun
For the English to call me a Hun
While his back was turned
He subsequently learned
The Austrians moved A((Tyr) to Mun.

Some Zines Seen

Fury of the Northmen from Colin Bruce is one of my favourite zines and issue 118 doesn't disappoint. A very touching piece on Conrad and a story about Conrad's father that was a wonderful anecdote. Ask Colin for a copy to read it. **Fury** often has a historical bent to it, which I enjoy. Currently runs Diplomacy, Chess, Conquistador, Diplomacy – The Gathering. Lists open for Chess and Diplomacy (I'm on the list for Dip). You can contact Colin at furyofthenorthmen@bopenworld.com.

Back of the Envelope 21 features a half-completed compost bin on the cover. Inside Mark Nelson discusses the size of Dominos Pizzas (but is it the same size in each country???) while Tom laments the shrinking size of a loaf of bread. Before I was diagnosed with diabetes my chief concerns were the incredible shrinking Mars bar and the ever-decreasing size of a packet of crisps (but I'm not allowed to eat them any more). There's also much discussion on the merits of solar panels – but what I think we need is more tidal power, as it works even when it's not sunny or windy. Tom is at off-the-shelf@olympus.net

Outbreak of Heresy 100. Not many people manage to produce 100 issues of a zine, but even fewer people have folded a zine at issue 100, which Nick has done it twice now. Sadly issue 100 of Outbreak of Heresy is to be the last. But, without pause for breath Nick immediately launches his new zine project called **Will This Wind** and even hints at running a Diplomacy game! That would be sweet. Nick is a bit like the amiable old mad professor of the postal games hobby, always coming up with interesting ideas, some of which work quite well. It's great to see a creative mind in action. Will This Wind will continue with a remarkably eclectic letter column while running Word games (join in anytime), Zyx/Nomic (join in any time), Stroll through the Galaxy, Puerto Rico (standard or all-building variant?), Diplomacy (Short Game Winner recognized), plus the Not-So-Intimate three-player variant. If you want to see issue 1 contact Nick at nick.kinzett@gmail.com

S.O.B. 282 is a web-based zine from Chris Hassler. Chris runs a very diverse list of board games, so if your interest is broader than Diplomacy you may well find something to entertain you. Contact Chris at cerebus@sob-zine.org

Damn The Consequences 229 was a nice celebration of the life of Conrad von Metzke. Brendan is a formidable writer and I really enjoyed his affectionate piece. Elsewhere in the issue Brendan's dialogue with Su, his wife is hilarious. I would never get away with writing something like that. Great to see Brendan is doing his bit to preserve the history of the Australian Diplomacy hobby by donating zines to the National Library of Australia. Like **S.O.B.**, **Damn The Consequences** has a vast list of games that you can play, far too numerous to list here. Contact Brendan at obiwonfive@hotmail.com

Last Orders! 45 continues to impress, even if every issue makes me feel incredibly lazy for not having read even a fraction of the books that Simon reads (no less than six books since the previous issue!). Sad and disappointing to read that some Afghans being housed in a hotel near Simon's village have been badly received by some of the locals. We are desperately short of labour in this country and need a degree of immigration and I would have every sympathy with anyone not wanting to live under the Taliban. Putting asylum seekers in hotels is never going to be a long-term solution though - I'd prefer that they were allowed to work and contribute while waiting for the bureaucracy to catch up. Great to see a discussion about scoring systems for the 2022 Zine Poll - that's the sort of thing that used to fill zine upon zine with opinions back in the day. Truth be told, there is no fair system possible. Several Diplomacy related waiting lists and a few other games. Contact Simon Langley-Evans at LastOrdersDip@gmail.com

Obsidian 291 from Alex Richardson was a delight. Rather than being an email, it looked like a zine again. Hurrah! More discussions on Zine Poll scoring systems, the gift which keeps on giving 😊 Totally agree with James Hardy that the Free Parking variant of Monopoly is inherently evil and almost turns the game into a random event determined by rolling a dice. Where's the skill in that? **Obsidian** has waiting lists for Diplomacy, Hold Over, Pan-galactic Capitalism and RR. Alex is contactable at alex.bokmal@googlemail.com

Much of Andy Lischett's **Cheesecake** 413 is taken up with a Diplomacy endgame report of a game which started in June 2016 and was declared a 4-way draw in 1927! Great stuff. If you want to spread your Diplomacy playing around, Andy has a Diplomacy list open - Andy@lischett.com

I'm sure Alan would be the first to admit that **Hopscotch** isn't heavy on non-games content, but issue 359 was very interesting with a long contribution from Mark Johns on his battle with prostate cancer. Read it and then go and get yourself checked out. Lists open for Golden Strider and RR. Alan can be contacted at arparr@gmx.com

The Cunning Plan 291 was a fun read - apart from Neil's distress at the anniversary of losing his daughter. My heart goes out to him. Neil is so lucky to have the input of Alan Frost, a commentator so at odds with most people on most things, that he is always going to get a reaction. Simon Langley-Evans response to Alan was difficult not to agree with and support 100%. So if political discussion is your thing, TCP goes places other zines fear to tread. Great news that one of Neil's band will soon have a vinyl release - how do I buy it? I want to add it to the CD Sandra Bond kindly gave me of her band's EP for my collection of recorded music produced by Dippy zine editors. Contact Neil Duncan at

UK Diplomacy Archive

Additions

The following zines and variants have been added to the UK Zine Archive (www.diplomacyzines.co.uk) since last issue:

Bela Lugosi's Dead 9-26. **Borealis** 73-74. **The Cunning Plan** 290. **Diary of a Dead Raven** 35, 46-49. **Fury of the Northmen** 1-3, 7, 118. **Hopscotch** 359. **The Mag With No Name** 12. **The Next Best Thing** 1-3; **Obsidian** 121, 123, 150, 152, 155-173, 177. **Ode** 301-425, 435. **Prisoners of War** 1-22; **Pigbutton** 44-50; 53; 55-71; 76-77; 81; 83-94. **Play It!** 1. **Polaris** 17. **The Pen Is Mightier** 0-10, 12, 14-15, 17-18. **Personal Foul** 1. **Party** 1-5. **Powerplay** 1-7. **Psychomayhem** 0-1. **PBM Scroll** 2. **Pheonix (II)** 9-25, 30. **Pheonix (I)** 1-7,9. **Rane Gyrene** 1-13. **Ratadan** 135. **Rats live on no evil staR** 11. **Rostherne Games Review** 40. **The Tangerine Terror** 1, 20-23, 42, 45-52. **Underneath the Mango Tree** 16-19. **The White Cat** 21. **Year of the Rat** 1.

Banzai (ee04); Game of Thrones Diplomacy I (fg01); Diplomacy of Ice and Fire I (fg06); Diplomacy of Ice and Fire II (fg07); Diplomacy of Ice and Fire III (fg09); Game of Thrones Diplomacy II (fg02); Mercator II, Mercator III, Mercator V; Narsil (ts34), Westeros III (fg08); Winter Is Coming (fg04);

Letters

James Hardy

I was so into rock and metal in the 80s it was all consuming. By the end of 80s I was averaging two or three gigs a week, all over the country. However, since the noughties I think I've bought a handful of new albums – mostly Metallica who just keep on producing the goods for me – and if a band is playing anywhere larger than, say, the Hammy Odeon I just don't see the point in going (exception is Rammstein – they need an arena just for the pyrotechnics!). When I turn on the Kerrang channel or stumble across a rock station on the radio (they do exist in some places!) the new stuff all sounds the same and just doesn't do it for me – either it's not guitar enough or it has those awful guttural screaming vocals. I miss 80s rock and metal so much, which is why musically I now live on YouTube merely digging out stuff I've not heard for years. Sad.

SA: I suspect it has always been thus, just when you are younger you don't notice it. My father liked the music of his youth and paid little heed to the music of mine. I prefer the music of my youth and paid little heed to the music of my children. I don't have any grandchildren, but if I did I doubt I'd pay any heed to their music at all. And it's not just music – it's all sorts of cultural markers as diverse as language and grammar to sexual attitudes and fashion. Even, dare I say it, a preference for zines over websites and even matching socks.

I'm totally with you on live music – I don't really see the point of stadium concerts where you end up watching large screens from a distance. We tend to go to shows where the audience is measured in a few hundred rather than tens of thousands – and the best gigs often have fewer than 100.

I've never really got heavy metal at all – just not melodic or poetic enough for me. By instinct I am more inclined to acoustic music with an emphasis on lyrics or to band who veer as much towards jazz as rock'n'roll. But wouldn't life be dull if we all liked the same thing?

Jonathan Palfrey

I'm afraid I don't know Colin Hay (not even the name), but I'm chuffed that you like Al Stewart and Suzanne Vega. For me personally, both of them have produced some duff songs and even

duff albums, but in general I'm a fan of both. I have most of Al Stewart's albums, and lots of his songs in my iTunes library. I think I like him now even more than I did when I was young. He's a prolific writer of good songs, and performs them well, although his distinctive voice might not suit everyone. I saw Al Stewart in concert three times: twice in the early 1970s and once in the 1980s. The latter was louder, more like a rock concert. I liked the earlier concerts better, which were more folky.

SA: I know what you mean. Rebecca quite likes the Acoustic Al Stewart but is slightly turned off by the Rock Band Al Stewart. I think his songs are often quite simple and do sometimes sound less interesting when played by a full band, as it is harder to hear the lyrics.

I don't really see the attraction of rock concerts. Apart from being far too loud, they're uncomfortable and inconvenient, and the music is usually worse than what you can hear on the record -- because they go to a lot of trouble to get it right on the record. Recordings of live performances sometimes sound good, but then you're getting a sound better than the audience actually heard at the time.

*SA: I think that some Live albums can be truly brilliant, particularly if there is a reinterpretation of the material in an interesting way, as opposed to just replicating the original recording. One of my favourite live albums is **David Live** – as Bowie rearranges and reinvents his songs. Mind you, I probably also like it as I was only just turned 14 when it came out and the world burns brighter when you are young.*

My favourite concert of all time was Leonard Cohen in the Albert Hall in 1974; it's the only time I've seen him live, but I have almost all of his albums.

SA: I only got to see Leonard Cohen once, in Brighton in 2013. He was pretty old and immobile, but still had a great voice and great style. One of my friends (hi Clive) sent me a DVD of "Marianne & Leonard: Words of Love" which is a very touching and interesting documentary about the relationship between Leonard Cohen and his Norwegian muse Marianne Ihlen. Definitely recommended.

Gavin Begbie

It's great to see a new Dip zine in the marketplace. It's a shame there are no Aussie Dip zines anymore. It used to be a thriving scene back in the '80s and '90s. All those old stalwarts of Diplomacy have disappeared as

well. I had a decade or so off due to marriage, raising children, divorce, prison and living a hobo lifestyle, the usual reasons. Now that I'm semi-retired it's great to be back into it. I even had the extreme pleasure of playing an over the board game of Diplomacy recently. I'm looking forward to lively debates in the letters section and more articles on strategies and tactics.

*SA: Sounds like you have had an eventful time! Well, there is at least one Australian Dip zine going - namely **Damn The Consequences**, which is mentioned on page 4. I am unsure if **Western Front** is still active as I haven't managed to make contact with Brad Martin.*

John Trevor-Allen

I'm afraid I'm not really sure of the etiquette for zines (I'm one of those awkward people stuck in the Gen X/Millennial greyzone, having been born a Cold War kid in the glasnost time), so this is a cool opportunity!

SA: For me, a young person is anyone who can't actually remember the electricity cuts of the 1972 Miner's Strike.

Despite owning an actual physical copy of the game (in a nondescript purple box which belies the trauma it caused: my wife's grandfather apparently bought as a treat for the family one Christmas: it was apparently used for exactly one game, after which his wife banished it to the sideboard, where it was Never Touched Again After 'The Argument'...), all my play has been through mobile apps, mostly inhabiting 24 hour phases and - more rarely - inhabiting a respectable number of SCs. And I'm a moderately terrible correspondent so I should probably resist the urge to try and offer to play anything until I've worked out the logistics of slower play!

...but having eagerly scoured my copy, I have a comment that you asked for, and a question that you didn't:

1. I like the new look artwork for the box! I dug out my physical copy and it appears to have some astonishingly lumpy plastic pieces, so wooden ones would be a definite plus! Plus, the portraits manage to suggest powers without being overtly stereotypes (also a step up on my copy!) and the hovering doves are a nice sarcastic touch :-)

SA: Us UK players have never had the luxury of wooden pieces, the first UK set had plastic pieces (though the Russian ones were white rather than purple). Certainly, the new artwork is better than the familiar boring purple box from

the 70s and I have ordered a copy, which I'll review when it turns up.

2. Could I sign up for the paper copy, please? Scrolling up and down between the front cover and the 1900 article has me worn out!

SA: Of course! I don't mind sending out paper copies - but postage is expensive these days (particularly International) and the service is less reliable now than it has ever been. Paper is always best, though.

Mike Benyon

Interesting to be referred to as a dinosaur (thanks Alex Richardson). It's been a long time since I attended my first Midcon in 1981. I do think that you have some subscribers who are somewhat older than me!

I do miss the postal games hobby. That said I have been playing a couple of postal United games (PUMA and TOTL) since 1997. The zines are extremely well run by Pete Burrows and are both past issue 400. The games are thoroughly enjoyable and the only downside is Pete's unashamedly right wing, politically incorrect rantings which I'm sure would put some people off.

SA: I really would like to reach out to the United zines - could you let me have Pete's contact details. I am sure there could be a cross-over between the hobbies and we should support each other.

My own zine, **Don't Shoot Me**, was published (occasionally) in my early 20s. Like many others it was produced at a time when I had masses of energy and enthusiasm but very little time, maturity, self-discipline or focus. I would probably be a much better editor now but these days I have more appreciation of my own failings. Zines were (and are) a massive commitment and I'd only ever recommend producing one if it's something that you really want to do.

SA: Yes, you're right. But it is less of a drudge than it was. All the hassle of physical production has gone and most people are happy with a PDF or a download. It does take commitment to get into a groove and keep knocking the thing out though. That's why people like John Marsden, Neil Duncan, Brendan Whyte, Chris Hassler, Doug Kent, Alex Richardson, Alan Parr, Jim Reader, Dane Maslen, Andy Lischett and Tom Howell (and others) are heroes.

Andy Lischett

Regarding Diplomacy sets, my nearly 50-year-old U.S. set has wooden blocks,

although the Austrians are fading to pink. The board is also aging, with the names for "Albania" and "Warsaw" obliterated by the cracked fold down the center, while Prussia is now "Pia." Just off the coast of Norway, near Bergen, is a grape jelly stain.

SA: *Your Diplomacy set sounds very loved!*

Jonathan Palfrey

Obsolete file formats. What you have to do, of course, is copy the files to a newer storage medium (and translate the format too if necessary) while you still have the ability to do so. (If you're unable to translate the format, you're stuffed.)

This is why I keep a lot of my personal records as simple text files, which can be expected to have long life, and should be easily translatable if that ever becomes necessary. Some of my old files were in DOS text format, which represented accented and special characters in a way that's now obsolete; but I could easily write a little Python program to translate them.

SA: *I'm afraid I would be too frightened by the thought of playing with a python, I'd have to learn snake-charming first. But yes - I like the idea of using TXT files, or maybe RTF? The problem can also be that the storage medium degrades. I have some spirit duplicated zines which are basically unreadable.*

James Hardy

I had a boss who said the same as Dane when he interviewed people - he didn't care how much they knew, more whether they could work out where to get the required information. Though that was pre-internet, so in theory just about everybody fits those criteria now.

SA: *Well, with AI search engines everyone is going to end up with the same answers to everything and while the results are technically impressive, the accuracy can be very questionable - even to the extent of making up facts and quotes. A technology which relies on how often words go together rather than what the words mean is always going to struggle - and it will be open to manipulation by the unscrupulous.*

Jonathan Palfrey

Are we really not supposed to use the word 'fat' these days? What about 'thin'?

SA: *Nope, not allowed to use thin either. Sadly, even if I manage to achieve my target weight 13 stone (or 182 lbs if you're American or 82.5 Kg if you're the rest of the world) I will still be*

classed as overweight (but not obese anymore). So far, 22lbs lost but still 37lbs to go. This is going to take all year, I think. But no one is allowed to call me fat as it will be bad for my mental health.

Your mention of Benny Hill reminds me that my mother met him long ago, when she was perhaps in her late teens and working in a theatrical agency. She said he was funnier then.

SA; *Maybe he wasn't funnier then - is it possible that our collective sense of humour was simpler and less jaded (if probably more sexist and racist)? The only famous comedian I have ever met was John Cleese. For reasons too long to explain, I was once hanging around a house in Liverpool waiting for a drinks party to start and another one of the guests was John Cleese, who was also early. When we were introduced, he was in the living room playing a game of computer golf (really primitive - we are talking early 80's). He was quite friendly, and we talked about our respective law degrees. But he stuck me as a rather serious person and not at all amusing like I thought he would be. I used to love Monty Python in the 70's, but I don't think the TV shows have aged well at all. However, the movies are still classics.*

Alex Richardson

Regarding the "screens vs paper" debate, may I refer you to pages 9 and 10 of **Dolchstoss** 250 and Richard's reply to a letter from Tony Sait:

"The way for an adult to learn something is from a book written by someone who understands the subject and can explain it. It is the function of schoolteachers to teach us to read books when we are young, so that when we become adults we can learn new things. Everything I have learned since leaving school, from squeeze play through Italian grammar to programming the computer, has been learned from a book. It is the only way an adult can learn a subject thoroughly, because the key element of learning is repetition; I need to look back at page 15 because I didn't get it first time round. I don't have to ask for a repeat, possibly boring other people whose problem is page 17: it's there, I look back at it.

"The trouble is that most people now leave school or university at an advanced age entirely unable to read or write but with a limited comprehension of the spoken word, which is where you come in."

(Of course, as a published author Richard Sharp would say that, wouldn't he? And as someone who has always sought knowledge from books

and dabbled with selling them, I would agree with him, wouldn't I? Doesn't stop Richard from being right, though.)

SA: Ah Richard, his sarcasm and intellectual superiority is much missed.

Derek De Rooy

You wrote in your first editorial how people playing Diplomacy online don't need a zine—just a website to submit orders and adjudicate—but it has to be stated how much more enjoyable it is to receive the zine, even in digital form. Several days' worth of bathroom reading (or equivalent), most of which was interesting enough to work through, is a joy. There isn't enough of that easily available these days: the majority of websites that post articles that theoretically interest me are behind paywalls or require clicking a million times to kill those damned popups (only long enough to get to the next paragraph). Web readers are being bombarded with ads the whole time, even when the ads aren't "in the way."

SA: Online advertising has revolutionised how advertising is used - and moved billions of pounds/dollars of advertising revenues between different mediums. What is less clear is that online advertising is anything like as effective, as there is really very little hard evidence that the Return On Investment of digital advertising is particularly attractive.

I really enjoyed the reprinted "Electronic Mail" article from Steve Smith; as a mid-30-something, I'm a little too young to have done much in the DOS environment, let alone anything with the proto-internet (before they started with those "50 free hours of AOL" discs you got in the mail). What a wild setup, and so expensive! Measuring things in baud rate is practically a foreign language.

SA: Ah, I remember it well. All my early Internet software was DOS. I used DOS word processors for Spring Offensive. But real zines are cut on stencils using a typewriter while you get high on the correction fluid.

A grab-bag of questions/requests/comments: Who is "Old Bill"?

SA: "Old Bill" is of course the Police.

More **Dolchstoss**! I see you added a dozen or so copies to the archive, but I keep watching for more.

SA: I do have a complete run of Dolchstoss. I promise to upload them when I work out which of the thirty or so boxes in the garage contains "D".

Is the list of zines that you authored on the archive complete? Or are there more? Goodness, there are a lot of them.

SA: I honestly can't remember how many zines I've edited. Only three got to a respectable number of issues though. Probably around 8 or so, I reckon.

What is your favourite Yes song, and why is it "Roundabout"?

SA: Close to the Edge, obviously.

Nick Kinzett

Concerning which, and as said in **Outbreak of Heresy** 100, I'd love to help with the revival of remote-play Dip but have this theory that its decline has been due (at least in part) to a long-term misapprehension of draws as "joint wins". And that one way to address this is to instead recognize the "Short Game Winner" in drawn positions. Anyhow, I'd be keen to run Dip in **Will This Wind** on that basis, assuming that anyone's interested! Incidentally, the nice thing about this idea is that anyone can, if they so wish, reassess any and all drawn games to date on a SGW basis. I mention this in case people got the wrong idea and mis-thought I was claiming that the Hobby's collective efforts to date had been a waste of time. Which is certainly not the case, all names forbid...

SA: Well, I suspect there have been many factors behind the decline of Diplomacy via post etc. and it is true that the various rating systems used by the websites (and the Tournaments) do affect how the game is played.

In issue 100 of Outbreak of Heresy, Nick outlines his approach in some detail - Nick, with your permission I'll include it in issue 4. I think there are some unanswered questions though, which I'll cover then. In essence, Nick is arguing that there are four possible outcomes from playing Diplomacy - an Outright Win, a Short Game Win (being the largest Power on the Board when the game is halted for whatever reason), a participant in a draw (which should include all surviving Powers), and elimination.

Does anyone have any experience of this issue that they would like to share?

Ken Flowers

Incidentally, another characteristic that makes Dippy (almost) unique (don't write in, I know that is not grammatical!) is how it stimulates people to think up variants. I say almost, because there are variants of whist (solo, Nap, diminishing whist, Auction bridge, Contract

Bridge etc.) and, methinks, variations of Poker (and of Solitaire, if that counts). But chess variants don't change the board, pieces, rules of the game etc. and neither do other games' variants. Can you think of any others?

SA: I think Railway Rivals has some similarities, given the lots of different amateur maps that are in existence. At its core, Diplomacy (and Railway Rivals) have a simple rules mechanism that is easily adapted to different scenarios - whereas most boardgames are very specific. Diplomacy variants can go much further than map variants though. I think there are a few variants of Settlers of Catan, but I have no direct experience. Can anyone else think of any others?

Paul Milewski

There seems to be an irresistible temptation on the part of many Diplomacy players to "make sense" of the rules, often by interpreting the rules as if the game were some sort of military simulation of the sort encountered in actual wargaming, albeit simplified.

Examples of this can be found in "Can You Support A Mis-ordered Unit?" in GSTZ #2. Doug Kent's "...a unit holding is still an activity; parts of the unit entrench, patrol, occupy strongholds, etc. When given an impossible order they are therefore NOT told to hold. So, they don't do those actions involved with holding. Instead, they mobilize and prepare to move, only to later determine they cannot accomplish the task set out for them." There's your comment that "the game represents real armies moving across Europe." This could also be found in the 1971 rules in VII.1 THE MOVE ORDER AND THE MECHANICS OF WRITING ORDERS: "When a fleet is in a coastal province the warships are assumed to be at any point along the coast of that province."

Try to reconcile that to VII.3.b. "A fleet which may move to one of these provinces may 'support' an action in that province (see section IX. THE SUPPORT ORDER) without regard to the separation of the coastline. Thus, because a fleet in Marseilles may move to Spain, although only to the south coast, it may nevertheless support an action anywhere in Spain, even if that action is an order to a fleet to move to, or to hold in, Spain (north coast)." How can a fleet in Marseilles do that if F MAR is a bunch of warships floating around the coast that can only move to the south coast of Spain and not the north coast inasmuch as "a fleet in Spain (north coast) cannot support an action in or into Marseilles, because it cannot move to Marseilles

in a single move?" Or how about the rule that a fleet in a fleet on either coast of Spain "nevertheless occupies the entire province."

In my own view, it is best not to think in terms of digging trenches or of ships floating in the water. I would argue that the best way to "make sense" of the rules is to think of the only difference between a fleet and an army is that a fleet can be in a "body of water" or in a space that touches a border of water and an army cannot be in a "body of water" but can move from one space (not a "body of water") to another space (not a "body of water") through one or more bodies of water if every fleet in the those bodies of water is ordered to carry ["convoy"] the army to its destination.

The rules already embody the notion that one army is the same as another in strength and mobility, that one fleet is the same as another, and the number of units each country has is some attempt at play balance, as they say in the gaming world. Let's not overthink it. Diplomacy is a role-playing game. It's not a military simulation. The important part is the negotiating. It's not supposed to be a realistic representation of real armies moving across Europe. The map and the units are only there to give the players something to negotiate about.

SA: You speak a lot of sense - though it's interesting that even Allan Calhamer used to fall back on real life army and fleet analogies when justifying a rule interpretation. I agree that once you think about it, it is a bit silly.

Andrew Goff

I will weigh in on house rules with two thoughts. The first is that it is okay for house rules to override the rulebook. You could argue that's what they're for. That being said, there needs to be a compelling reason to do so. An example where there is a compelling reason is when you need to score games for a tournament; an example where there is not would be changing convoy rules so they failed if they were attacked versus if they were dislodged. So, while the rules are unambiguous about misorders being discarded (i.e. the unit holds so can be supported) that doesn't in itself mean there shouldn't be a house rule that overrides that.

However, romantic reasons for making the change do not meet the threshold for changing a rule. "The army would be in chaos" may be true, but so is "England and France allied in the First World War" but we don't compel them to ally in Diplomacy. You need a game-based

reason to change the game rules, not an historical or romantic one.

SA; *Looks like you and Paul Milewski are on the same page.*

The second thought is that house rules should always favour inexperienced players. You get the choice to favour rules lawyers or new players – pick wisely as this determines the culture of the games you play and the future of the hobby we all love. Even if we assume for a moment the rules are ambiguous (they're not) and that we must find a standard adjudication, we should find that standard on the side of newer players. Simplify, be generous to players who may make errors, and make a statement that you should be trying to win through great play, not through pointing to [house rule 14, section b, subsection iii]. If you accept this principle, then the house rule decision here is easy: a misordered unit is considered to have held. This is unambiguous, easy to explain, offers no player an advantage, and is straightforward to adjudicate.

SA: *Sounds very sensible.*

Now all we need to do is agree what constitutes a disorder!

SA: *Well, in the early hobby disorders were adjudicated very harshly – I remember one GM ruling F(StP)-GoB as a disorder as the player didn't specify "sc". Personally, I don't think writing orders should be a trap for the unwary and have always thought that an unambiguous order that can only have one reasonable meaning should be followed.*

Alexandre Marcondes

About the mis-ordered unit. I think that the support should be allowed, as I agree that the opposite would open for one to intentionally reject support from others.

But all the discussion was under the assumption it is a regular Diplomacy game, now let's imagine how that might go in a Gunboat game. As many people make use of invalid orders, which I think is just another name for a mis-order, intentionally in order to communicate non-verbally with other players. Using the assumption that all players eventually will make use of this technique we can see that disallowing support in those cases is dangerous and even discouraging the non-verbal communication. I always put support on the unit that is making those signals with invalid orders, unless the unit is isolated enough to not be at risk of being attacked or dislodged.

SA: *I have zero experience of Gunboat games, as I have never thought it was an attractive game to play – save maybe as a way of playtesting a variant. Maybe Gunboat is more interesting than I give it credit for? How popular is Gunboat these days?*

Lindsey Jackson

Thank you for the fast turn-around, and for all the excellent material in your second edition of **GSTZ**. I was relieved to find that my thrashing by Pete Birks etc at Geordiecon (ca 1986) was NOT included in the World Diplomacy FTF Database.

SA: *Maybe we should have a group effort to see what's missing and fill in the gaps?*

You have written memorably about "crap diplomacy variants". I would be interested to read your musings as to which variants you like, and why.

SA; *That's a difficult one – but I think there's an article in it if I try not to make any of it personal. I'm sure I've designed crap variants in my time.*

Speaking of variants ("You don't have to be a variant to play one") I would love to play Gesta Danorum,

SA: *Great game. I could be up for that if we can find another 6 players.*

Alex Bardy

Thank you for your kind comments about **Tabletop SPIRIT** – it is available for FREE as a fully hyperlinked 80+ page PDF magazine via the website, but we're also hoping to have physical copies available to buy in due course!

SA: *Tabletop SPIRIT is a electronic boardgames magazine which you can download from <https://thespiritgamesmagazine.wordpress.com/>*

Who was Who in 1901

This is a short article with a very long pedigree was originally compiled by John Boardman in the first issue of **Freedonia** and then immediately reprinted by Richard Schultz in **Broddingnag** No.1. Both zines appeared about May 1964. Fred Davis Jr. reprinted it in **Bushwacker** Vol.IV No.6 (May 1975) and Ron Brown reprinted it in **Snafu** No.15 (October 1981). I reprinted it in **Spring Offensive** 11 (April 1993). And now it's here. The idea is to give would-be press writers some inspiration and historical detail.

The entries are given in the following order: Head of State, age, and dynasty; Prime Minister; Foreign Minister; War or Defence Minister; Navy Minister.

ENGLAND: King Edward VII, 59, House of Saxe-Coburg-Gotha (later changed to Windsor). Prime Minister: Marquis of Salisbury. Foreign Minister: Marquis of Lansdowne. War: W. St. John Broderick. Navy: Earl of Selborne.

FRANCE: President Emile Loubet, 62. Premier: Waldeck-Rousseau. Foreign Minister: Declassé. War: General de Galliffet. Navy: de Lanessan.

GERMANY: Kaiser Wilhelm II, 42, Hohenzollern. Chancellor: Prince Clovis von Hohenlohe. Foreign Minister: Baron Marscall. War: Graf B. von Bülow (became Chancellor Oct. 1901). Navy: Admiral von Tirpitz.

ITALY: King Vittorio-Emanuele III, 31, House of Savoy. Premier: G. Saracco. Foreign Minister: Marquis E. Visconti-Venosta. War: General Count C. Panza di San Martino. Navy: Admiral Morin.

AUSTRIA-HUNGARY: Kaiser Franz-Joseph I, 70, Hapsburg-Lorraine. Austrian Prime Minister: Dr. F. von Koeber. Hungarian Prime Minister: Koloman von Szell von Duka. Foreign Minister: Graf A. Goluchowski von Goluchoro. War: Baron E. von Krief-Hammer. Navy: Baron H. von Spaun.

RUSSIA: Tsar Nicholas II, 32, Romanov. Prime Minister: J.N. Durnovo. Foreign Minister: Count Lamsdorf. War: General Kuropatkin. Navy: Admiral Tyrtov.

TURKEY: Sultan Abdul Hamid II, 58, House of Osman (Ottoman). Prime Minister: Halil Rifat Pasha. Foreign Minister: Ahmed Tewfik Pasha. War: Riza Pasha. Navy: Hassan Pasha.

Edward VII is given as King of England because the game begins in Spring 1901 and Queen Victoria died on 22nd January 1901. After the Ausgleich of 1866, Austria-Hungary had two Prime Ministers but a common foreign and defence policy. Graf is German for Count. Pasha was an honorary title, placed after the name, given to officers of state of high rank.

Other Heads of State of potential interest include Alexander I, King of Serbia; Ferdinand of Koburg, King of Bulgaria; Leopold II, King of Belgium; Carlos I, King of Portugal; Oscar II King of Sweden & Norway; Wilhelmina, Queen of Holland; George I of Greece and Pope Leo XIII. Spain was ruled under a regency until March 1902 when Alphonso XIII ascended the throne.

Nasty Tactics In Diplomacy

By John Piggott

(Published in Ethil the Frog 14)

(September 1972)

A few misguided souls still believe that Diplomacy is an honourable and genteel game. Oh, they may recognise that the only way to play is to stab, cheat and lie, but they will do this according to the diplomatic equivalent of the Marquis of Queensbury's rules.

We know that the basic purpose of participating in a game of postal Diplomacy is to gain pleasure from actually playing - the act of winning and the egoboo gained thereby is merely a secondary consideration. (Players who believe otherwise should really see a psychiatrist.) However, once in a while it's a good thing to really beat the hell out of the other guys by anyway possible, and it is to cater for this eventuality that this handy guide to tactics is compiled. Here will be found no lengthy treatise is on tactics, no lists of reasons why Austro Turkish alliances are not viable - just a catalogue of basic nasty tactics for the nasty player to familiarise himself with. Some of them - perhaps even the majority - have actually been used or attempted at one time or another. All, given the correct conditions, all theoretically feasible.

1. How to interfere with the mails

On the surface, writing a diplomatic letter is a simple affair. You shove down on a scrap of paper what you wish the addressee to read, stick a stamp on and hope the GPO will deliver it in time. We all have our stories of postal mess-ups, but it can sometimes be convenient to aid the process with a few subtle tactics of one's own.

Do you remember Agatha Christie's *The ABC Murders*? In it, the murderer sent Hercule Poirot a letter giving details of the latest murder he was about to commit, but wrongly addressed the letter deliberately. Thus, the missive was delayed, and Poirot did not receive it until the crime had been done. How simple to apply the tactic to postal Diplomacy. Imagine you are about to double cross an erstwhile ally but wish to remain in his good books for one more turn. You have received details of his enemies plans and the day before the deadline you send those

to your "ally", just in time for him to amend his orders to take account of this new information. But suppose, in your haste to address the envelope and get it posted in time, you put 'Monument Rd' for 'Monmouth Rd'... Quite a natural slip, one would think. But the delay this mistake ensues is enough to ensure that the information does not reach its destination until its usefulness is ended, and you have once fulfilled your obligations to both your allies - or appeared to. And that's all that matters to you.

Another way of achieving the same effect is to forget to stick a stamp on your envelope. The Post Office invariably give unstamped letters second class treatment, often, indeed, they will take three or four days to arrive. Of course, once the recipient complains, you can be profuse in your apologies even to the extent of refunding his 5p if you think it's worth it... But the damage is done by that stage.

Another valuable tactic is what Arthur C Clark has termed the 'random noise' letter. This is simply a handwritten epistle in which certain keywords are written so badly as to be unintelligible. Again, this tactic is best used close to a deadline date, so that the addressee has no time to query the doubtful words and when, in due course, he rounds on you and demands to know what you mean by moving to X instead of to Y, you plead that you did tell him you would do it.

Writing one of those letters takes some practise, and its organisation demands at least a rudimentary filing system, to keep track of what was said and how. Quite the opposite circumstance can be simulated by the simple stratagem of placing one player's letter in another's envelope. We have all done this (or nearly done it) at some time or another, I'm sure, and it would be quite useful sometimes to be able to do this deliberately. Care is necessary to ensure that the fake letter seems genuine. It should not be overwritten (a tendency fatally easy to fall into) nor should it appear too loyal, to its real or fake recipients to ring true.

Anonymous letters are fairly 'old hat' in postal Diplomacy now. I suspect that generally they are regarded in the same way as press releases, that is they can be a bit of a laugh on occasions, but they must be taken with a big pinch of salt. More effective, if done well, might be forgeries of other player's letters - but a lot of care is needed. Forgery of handwriting is not the easiest of tasks. The commonest error committed by amateur forgers is to take too much time in the formation of each character. This results in a jerky appearance to the work,

and it's a dead giveaway. If the player you're trying to forge normally types his letters, access to his machine (or a similar one) is essential before you can even consider taking the plan further. Once mastery of the physical side is achieved, consideration must be given to writing the letter in the correct style - does the person you're trying to forge know a lot about English grammar? If he does, a clutch of split infinitives would give the game away. Lastly, the correct stationary must be used, and the letter must be posted in the right place. Wouldn't you feel suspicious if you got a letter postmarked "Sale, Cheshire" which appeared to come from me?

2. How to hoodwink the GM and use his Zine to further your own ends

Many games masters view the possibility of being deceived by one of the players with a sort of dull horror. To minimise the risk of such a thing happening, many sets of house rules impose the Dippy equivalent of a death sentence as a punishment for this offence. "Deception of the games master is not tolerated under any circumstances" they cry, "Discovery will lead to instant removal of the offender from all games".

I don't like people who try to deceive me very much, either, though I wouldn't go as far as some in my attempts to eradicate the canker from the entire universe. The main objection to a player submitting false orders for another country, as far as I can see, is that it causes a monstrous fuss and delay to the game. As soon as the game report is issued, the player whose orders have been forged is sure to raise an outcry and the GM will have no choice but to suspend operations till the fuss is cleared up, and then to order a replay of the previous move. Viewed from this point at least, the act of forging someone else's orders is indefensible.

Yet I don't crackdown on offenders as hard as most. Why not? The cost, in my opinion, if the deception is successful the player who brings it off must have worked bloody hard at it. You see, I flatter myself that I'm fairly wide awake, and that if anyone wants to deceive me they'll have to get up jolly early if they want to succeed.

So I keep the ultimate penalty in reserve, as a last resort to use on persistent offenders. So far I haven't received any forged orders (touch wood), but then it isn't a very common occurrence in any case. To minimise the risk, I advise players to sign their orders (I don't insist on the precaution, I can't be bothered with bureaucracy over and above that which is barely

necessary), and in cases where a forged order is submitted for the same deadline as a genuine set I'd like to think I'd be able to tell them apart. An interesting problem, however, arises for cases where the genuine player for some reason has sent in no orders, whilst the forged set has appeared. This dilemma is, to say the least, unlikely to occur, but unless I had definitive proof (not mere suspicion) that the forged set was forged, I think I'd be forced to accept the forged set as genuine. That sounds a weird admission to make, I confess, but I see no other way out of it.

We have come to the surprising conclusion, therefore, that forging movement orders is perhaps too nasty a tactic, more dastardly than even Liesnard or myself dare contemplate. Needless to say, they exist less nasty manoeuvring involving the games master and his magazine. Indeed, the first of these are mentioned could scarcely be termed nasty at all - the use of press releases.

As has been said above, press releases, whilst adding flavour and humour to the game (at least, they do this if well done), are not taken seriously as regards policy statements. It is possible they can be used, however, to further one's plans in the game, provided one has some notion of the particular psychology of the other players. For instance, if you receive details of another player's plans, you could publish them either in an effort to thwart them or to assist their furtherance. This happened to me a couple of times recently, as readers of the 'Rivoli Rave-Up' in the propaganda columns of Der Krieg will know. The effect it had on the success of my plans will probably remain unknown, but it is certain that it made me tend to clam up a bit in my communications to the offending player.

That's a fairly innocuous use of the magazine, of course. I'll skip over the notion of forging an issue of the magazine, though would be a fantastic scheme to pull off, the technical problems involved are immense. Easier to organise is engineering oneself two countries in the same game, under different names. This has been successfully managed at least once by John Boardman who took a second country in a **Brobdingnag** game under the pseudonym of Eric Blair. The hoax was revealed after the game had ended. But regrettably I don't know what positions Boardman and Blair finished in.

Clearly this tactic must be brought about without the GM's knowledge, but it wouldn't be too difficult to manage if you were dedicated. The address problem could be solved by renting a PO box number for £10 a year, I believe, and

letters could be made to appear different for the two different players by using separate typewriters and stationery.

The last nasty tactic I want to mention this section involves the gamesmaster's mistakes. Oh, I know there shouldn't be any, but there often are. And it's a fact that mistakes are often discovered by only one or two of the seven players. I don't know why this is so. I should have thought that all players would set up the pieces in their games to see what the position is, and to check that the moves have been adjudicated correctly - but no. Often I found that, if I find a mistake in the adjudication but neglect to tell anyone about it for some reason, then I don't receive a postcard from the gamesmaster correcting the error, although I (and, I guess, all the other players) do receive confirmation of the error when I do send notification to the games master.

This sounds unlikely I admit. Nevertheless, in my experience this is true. On from this stems an obvious nasty tactic. If you discover an error which affects your enemy, why bother to tell the gamesmaster about it until the last possible opportunity? In other words, why not send notifications of the error just before the deadline, leaving your enemy to make moves according to the published adjudication and maybe make a mess of them?

Most games masters in this situation would unhesitatingly call a replay of the move, I suspect. But I think the logic behind this decision is questionable, for it is, after all, up to the individual players to check the position. The gamesmaster does his best, obviously, but it's hardly realistic to expect him to spot mistakes which he has already let through once. And if he can't find them, it is surely up to the players...

3. Foul words, menaces and downright threats

And now we travel from the sublime straight down to the ridiculous, I fear, entering, as a sort of extra, grounds of very shaky legality in some parts. Undeterred, we press on, leaving the chicken-livered by the way...

But we can start with the most common, and, in some ways, one of the most innocuous of nasty tactics - carrying alliances and grudges from one game to another. Many players feel this is a bad idea, preferring to keep all their games separate. There's a lot to be said for this notion, I think, but unfortunately it isn't always possible. One's reputation will sometimes find one out, even when an effort is made to alter the character of one's play in different games.

For instance, I have achieved the rather unenviable reputation of being an untrustworthy player, who would stab his own grandmother for an extra build. In most of the games I'm playing in, this is a perfectly true description, but it's annoying to an extreme when my reputation prevents the alliances I want to keep from working as well as I'd like. The trouble is that a reputation is damned difficult to get rid of once you're settled with it, and there's no immediate cure.

This hardly qualifies at all as a nasty tactic, however, it is sometimes useful to play upon the reputation of one's opponents, in an effort to turn their allies against them. But the suitability of this tactic depends on what sort of reputations your opponents have got. It's unlikely to be successful if wielded by a player who himself has a bad record.

Instead of merely criticising the past diplomacy record of your enemies, however, you might consider extending the criticism to wider areas, aiming at other turning his would-be allies against him or else demoralising him. Coincidentally, Graham Levin and I are playing in the same game in Courier (game 1971EA) and a couple of people have asked me whether my attack on the BDC in a recent Ethil stemmed from the fact that Levin, playing Germany, stabbed me (England) in this game. In fact, this is not the case, I'm happy to say that the Anglo-French alliance seems to be taking care of Germany quite well at the moment, without any need to resort to mundane influences, but the thought is there, nonetheless. A player with access to independent publishing sources might achieve a good deal by passing scurrilous attacks about his opponents around, the likeliest method of success would be to anger one's opponents so much that they attempt to take revenge on one in the game and launch an ill-conceived and suicidal attack against one. Care would be necessary in the selection of one's subjects for this tactic, many players, probably a majority, would simply shrug off such attacks and ignore them, a few would merely involve the libel laws if the criticism too extreme. All considered, I think this tactic would best be left in the theory books, and not brought into practise.

4. How to mess about with other peoples' moves

Do you like to make your opponent's moves fail? Of course, you do. And there are more ways of bringing this happy circumstance about than merely force of arms and luck.

The main method of influencing the other players orders and affecting their outcome is a judicious use of the support order. As we all know, any player may support the moves of another player, provided that the positions of the units in question are such that supporter is legal, and this, in addition to giving us the obvious possibilities for two countries to constructively cooperate, also opens the road to some rather nasty tactics.

You do not require the other players permission in order to support one of his moves or pieces. This is especially useful in cases where you wish to thwart self-standoffs.

For instance, suppose France has A(Spa), A(Bur), and Italy has a A(Pie). It is Autumn 1901 and Italy wishes to prevent France from building a fleet in Marseille next winter. France will protect Marseilles by ordering A(Spa)-Mar and A(Bur)-Mar; if Italy orders A(Pie)-Mar or A(Pie) stands, Marseille remains open, and France builds his fleet. If Italy orders A(Pie) s FRENCH A(Spa)-Mar, France loses not only the chance to build his fleet where he wants it, but also loses Spain into the bargain.

This is a reasonably obvious strategy, less obvious, but still fairly useful in certain circumstances, is the tactic of telling your allies you will support their moves, or perform certain manoeuvres, and then either forgetting to send in orders or else writing the relevant parts of your orders in a format which will not be accepted by the gamesmaster, for instance, an order which reads F(BAR)-Nor is illegal, since it could refer either to Norway or to the Norwegian Sea. Confronted with irate allies, demanding to know what went wrong, you could simply plead that it was a mistake, even feigning annoyance the GM didn't allow your moves, or that they didn't arrive in time. Who is to prove you wrong?

The third tactic regarding the support order I'll just mention briefly, in cases where one is confronted by two allied powers, but has not yet been attacked (the situation will often arise in the three power alliance, just as the power under attack by all three is eliminated), to give support to a (non-existent) move of one ally against the other may sometimes be an aid to establishing dissent between them. By itself, of course, this tactic is insufficient.

Busy players like Davidson, who play in many games at once, are also open to trickery a little. People who play in lots of magazines may find it difficult to remember whose house rules apply to whom offhand, especially if they lack decent filing systems, and then in certain cases it would

probably be a simple matter to play upon their confusion to cause them to make moves illegal under the house rules for that game, though perfectly legal under other game masters. This used to have far more application than it has now, the advent of the new Rulebook has smoothed out a good many of the individual differences between house rules. However, in this country at least, the new Rulebook has brought another factor into play. Despite its availability, many players, I am sure, have not yet got a copy, and plays on the ignorance of some people of some of the new rules are possible. It's risky though - if you try it on a novice, he may ask the game master to tell him what the real rule is.

So, there you have it. And ample justification, I think, for those words in the old Rulebook: "During the Diplomacy period, nothing is sacred." There is, I think, only one thing left to say. If any of those tactics are tried on you, I ain't to blame.

A Follow-Up Letter from Ethil the Frog 20

Conrad Von Metzke

To answer the question posed on the Boardman-Blake hoax, the statistical data on the game has been removed from all official records, which naturally I possess. However, I can tell you that the game was won by Boardman as Boardman, with Blake second.

Don Turnbull comments that this sort of ploy is "a fine piece of work". In a sense, it is. But such devices could be used by almost any party so inclined, as in the USA it is relatively easy to rent a postal box under a fictitious name - which is what John did - or, even easier, to rent a box under one's own name and specify additional parties eligible to receive mail therein.

My point, before I wander into oblivion, is that since this trick is available with reasonable ease to one and all, and since the means of back-checking to prevent it are non-existent, it is deucedly unethical. It also negates the point of the game, I should think. Given this method of operation, it is theoretically possible to play in a postal Diplomacy game with six pseudonyms, filling thusly all seven positions and winning with whatever country one likes. For a time I once maintained three addresses, each thirty miles from the others, in different towns. Most gamemasters would accept entries from three players so situated. But if I had pulled that kind of stunt, I could hardly help but win as

somebody or other, and the game is not to be played in a manner obviating its result.

And so, while Boardman's success must go down in the annals as a quaint and esoteric bit of Diplomatianna, it must also be branded for what it is - an outright cheat.



Game of Thrones Diplomacy

The chaotic nature of the modern Diplomacy hobby can make it very difficult to work out what is or was going on sometimes. For example, I've been trying to work out how many Game of Thrones Diplomacy variants there are out there and add them to the ARDA catalogue under a new classification for Games of Thrones variants (fg). There may be others I haven't found - if you know of any or have any of the missing ones, please let me know. If you want to look at any of these variants, I have put them in the online Variant Bank

As far as I can tell there have been at least nine different Diplomacy variants based on Game of Thrones, published in different places and mainly developed independently of each other - only seven of which seem to survive (and even they are hard to find). The modern trend to publish things under usernames means that we may never know who actually created these variants, which is a shame.

The first one I found was designed by Gary Mitchell, a game for 6 players - it doesn't appear to have a title as such, so let's call it Game of Thrones Diplomacy I (fg01). This is available from Gary's website in a nice PDF form, with some additional rules to create the flavour of the series.

I came across a 9 player map by "Chaq" for Diplomacy of Ice and Fire I (fg06). This seemed to be abandoned and another version turns up on the DipWiki site for 7 players (so let's call that version II (fg07)). This seems (essentially) to be the same variant played on the playdiplomacy.com forums as Diplomacy of Ice and Fire by "chaqaqalaqa". As far as I can tell this has a subsequent version redesigned by C.C. Helwig, which I'll call Diplomacy of Ice and Fire III (fg09).

On playdiplomacy.com in 2011 apparently "Asudevil" produced a map for 8 players, which has also been lost. This morphed into another 7 player variant entitled Westeros by "presser84" that was also on the playdiplomacy.com forums. It went through at least two different versions, but only the map for the latter is still around. So, Westeros I (fg03) and II (fg05) are missing, but III (fg08) survives.

I also found a 8 player version designed by Canadian "Kyle K" ("echephron"), which also appears to be without a title, so let's call it Game of Thrones Diplomacy II (fg02).

Finally, there's Winter Is Coming (fg04) by "IDontPlayThisGame" for 9 players, which is rather more complex than the others. Definitely not for the faint-hearted.



Changes to the Rules Since 1971

by Paul Milewski

The 1971 and 1976 rules are identical. The only difference is that the 1971 are © Games Research Inc. and the 1976 are © The Avalon Hill Game Co. and has a blurb on the back for "The General" bi-monthly gaming journal from Avalon Hill.

The "2nd Edition/Feb. '82" rules added XII.6 (BOTH A CONVOY ROUTE AND AN OVERLAND ROUTE. If an army could arrive at its destination either overland or by convoy, one route must be considered and the other disregarded, depending upon intent as shown by the totality of the orders written by the player governing the army.) Wow!

XII.5 was changed from "A CONVOYED ATTACK DOES NOT PROTECT THE CONVOYING FLEETS. If a convoyed army attacks a fleet which is supporting a fleet which is attacking one of the convoying fleets, that support is not cut" to "A CONVOYED ATTACK DOES NOT CUT CERTAIN SUPPORTS. If a convoyed army attacks a fleet which is supporting an action in a body of water; and that body of water contains a convoying fleet, that support is not cut."

The same example is given for both wordings, which suggests to me that whoever reworded XII.5 thought it didn't change its meaning. But it did! The revised wording would apply to a convoyed army attacking any fleet supporting a fleet in any body of water, which is absurd. For instance, FRANCE: A TUN-NAP, F TYR C A TUN-NAP would not cut ITALY: F NAP S F ION, F ION C A ALB-APU. It should have been written as "and that body of water contains one of the fleets convoying the army" instead of "and that body contains a convoying fleet", or so say I.

Also, XII.4 was changed from "AMBIGUOUS CONVOY ROUTES. If the orders as written permit more than one route by which the convoyed army could proceed from its source to its destination, the order is not void on account of this ambiguity; but if any of the convoy routes are destroyed by the dislodgement of a fleet, the army may not move" to "MORE THAN ONE CONVOY ROUTE. If the orders as written permit more than one route by which the convoyed army could proceed from its source to its destination, the order is not void on account of this ambiguity; and the army is not prevented from moving due to dislodgement of fleets, unless all the routes are disrupted." **That's a**

complete reversal of the previous version of rule XII.4.

So, insofar as the convoy rules are concerned, the changes to the 1976 convoy rules made by the 1982 rules were disappointing to me.

The ©2008 rules on page 17 under the caption "A Convoyed Attack Doesn't Cut Certain Supports" says "a convoyed Army doesn't cut the support of a unit supporting an attack against one of the Fleets necessary for the army to convoy." That did clean things up. Farther down page 17, "An Army with at least one successful convoy route will cut the support given by a unit in the destination province that is trying to support an attack on a Fleet in an alternate route of that convoy."

There are diagrams on page 17 showing examples of how that works. Diagram 30: FRANCE: A TUN-NAP, F TYN C A TUN-NAP. ITALY: F ION-TYN, F NAP S F ION-TYN. Result: F NAP S F ION-TYN is not cut, F TYN is dislodged.

Diagram 31: FRANCE: A TUN-NAP, F TYN C A TUN-NAP, F ION C A TUN-NAP. ITALY: F ROM-TYN, F NAP S F ROM-TYN. Result: the convoy succeeds because there is more than one convoy route and F ION C A TUN-NAP works regardless of what happens to F TYN, so F NAP S F ROM-TYN is cut, F ROM-TYN fails, F NAP is dislodged.

Diagram 32: FRANCE: A TUN-NAP, F TYN C A TUN-NAP, F ION C A TUN NAP (as before), (but also) A APU S TUN-NAP. ITALY: F ROM-TYN, F NAP S F ROM-TYN. Result: the convoy succeeds, F NAP is annihilated. But, "if the Italian orders had been reversed" [F ROM S F NAP-TYN, F NAP-TYN] "then the Fleet in the Tyrrhenian Sea would be dislodged and the Fleet in Naples would move to the Tyrrhenian Sea."

On the whole, I think it would be better if everyone in the hobby used the very latest rules, not one from decades ago, to achieve hobby wide uniformity in that regard and make it easier for newcomers to the hobby.

Diplomacy News

The 3rd Diplomacy Broadcast Network Invitational concluded with Brandon Fogel emerging victorious playing Italy against the other finalists: Chris Brand, Noam Brown, Peter McNamara, Ruben Sanchez, Robert Schuppe, and Riaz Virani. Brandon discusses his victory in 3rd March issue of **Diplomacy Briefing**

Doctor Who Diplomacy



by Stephen Agar

(based on the work of Steve Doubleday and Jeremy Maiden)

As an old crusty into my 60's, I am probably a fairly socially reactionary person – a product of my time to some extent. I don't believe people have a right not to be offended and I value freedom of speech over the pleasure of denying people I disagree with a voice.

All that said, when I considered reprinting **Rather Silly Diplomacy II½** (principally as it is the only variant I know of to feature Dr Who and I said this issue would have a TV theme) I decided it was better not to. This variant was born out of the likes of Monty Python and the Monster Raving Loony Party. It was a time when silliness was also considered anti-establishment. But it was not the most enlightened of times. The world has moved on a lot since then and what may have seemed to be harmless childish boys' humour in the 1970's ("Female Armies", "Siamese Units", "Gay Fleets"...) doesn't read so well today.

However, if the powers that be can clean up Enid Blyton and Roald Dahl, why can't I rescue **Rather Silly Diplomacy** at least to the extent that it doesn't get this zine cancelled? The most amazing thing about this utterly ludicrous and superficially complicated variant is that several games of this were run postally and looked like great fun. So, in keeping with the vintage TV

theme to this issue I have heavily amended (and believe it or not, simplified) the rules to **Rather Silly Diplomacy** to produce something probably just as silly, but maybe just a little bit more coherent.

DRAMATIS PERSONAE

The Usual Seven Powers (who can upgrade a regular unit to be a **UNIT** and hide **EMOJIBOTS**)

THE DOCTOR (who can recruit **COMPANIONS**)

THE MASTER (who can fashion **AUTONS**)

The Monsters

THE DALEKS; SEA DEVILS; CYBERMEN;

0. The rules of Standard Diplomacy will be used except where modified below, but let's face it, the designers have left few of them untouched in this one!

1. **DR WHO:** During the game **THE DOCTOR** remains with the **TARDIS** – from which he can never be separated, and which can never be destroyed. He starts the game in Winter 1900 in hyperspace. When he subsequently moves – via hyperspace – there is a 50% chance that the damn machine will malfunction and materialise in a random space rather than as ordered. If that happens, there is a 50% chance that it will be in a random space adjacent to where it was ordered and a 50% chance it will end up in a random space not adjacent to where it was ordered. If The Tardis lands in the sea, it floats, so he's okay. He cannot be exterminated or dislodged and will himself dislodge **DALEKS** if he shares a space with them. The Tardis itself never moves, other than through hyperspace or being carried by a regular unit.

THE DOCTOR can capture supply centres by being alone in them in a Winter season and if he is thus owed a unit he can "recruit" **COMPANIONS**, if they are due, in any centre he owns (including one he is occupying). **COMPANIONS** are amphibious (but cannot convoy) and have a combat value of 1, just like an army or a fleet. The **TARDIS** needs no centre to maintain itself but may share a province with other units. The **TARDIS** does not affect ordinary units and it will co-exist with any regular unit or **COMPANION** whose space it is in. If the unit sharing a space with the **TARDIS** is dislodged, then the **TARDIS** may move to hyperspace, elect to be dislodged with that unit or elect to remain where they are. The **TARDIS**

may also accompany a regular unit or a **COMPANION** if they share the same space and both are explicitly ordered to travel together. Any **COMPANION** accompanying **THE DOCTOR** and the **TARDIS** has an additional +1 in combat. For the avoidance of doubt, **THE DOCTOR** and the **TARDIS** can never be dislodged, destroyed or in any way captured.

The **DOCTOR** will eliminate **AUTONS**, **SEA DEVILS** and **CYBERMEN** if the **TARDIS** arrives at the same location as a group of them, either under its own steam or as a result of being carried.

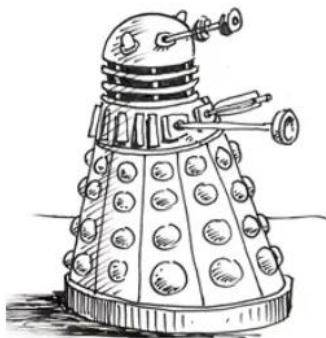
2. **THE MASTER: THE MASTER** is not represented on the board. Each season, **THE MASTER** may use his great intellect to predict two provinces over which he believes there will be a stand-off between two or more autonomous regular units on the board controlled by other players (n.b. this excludes **MONSTERS** and units controlled by **THE MASTER** himself but includes **COMPANIONS** controlled by **THE DOCTOR** and **UNITS** controlled by the regular players), including self-standoffs. If he is correct, all the units directly involved in a predicted stand-off will merge in that province to form a single new unit belonging to **THE MASTER**. The new merged unit will be known as an **AUTON** and will be amphibious (but may not convoy). **AUTONS** have a combat value of 1, like regular units and **COMPANIONS**.

These new merged units do not require centres to support them, but they will disband if dislodged. It therefore follows that there may be more units on the board than supply centres. Regular Powers and **THE DOCTOR** who lose units through the predictions of **THE MASTER** may of course rebuild in an autumn season if they still have more centres than units. If **THE MASTER** takes control of centres, he may also build **AUTONS** as normal in any vacant centre he controls, which will require a centre to supply them. All units belonging to **THE MASTER** will self-destruct rather than suffer dishonour, **AUTONS** do not retreat.

3. At the end of Spring 1901 and each season thereafter **THE MASTER** may create a **HYPERSPACE LINK**. The **HYPERSPACE LINK** is only active for the next season only and renders the two named provinces adjacent for all purposes during that season. The selection takes place at the end of each season and

remains in force until the end of the following season (but before adjustments) when the creation of a new **HYPERSPACE LINK** takes place. As the creation of a hyperspace link is published, any player (or Monster) in a position to do so may take advantage of it in the following season.

4. Switzerland remains an impassable province, but a new tunnel, called the **MONT BLANC UNDERPASS** has been built which renders all provinces next to Switzerland adjacent to each other. Any number of moves may be attempted through the **UNDERPASS**, and the moves will not affect each other unless destinations coincide, or units are attempting to change places (i.e. A(Mun)-Pie and A(Tyr)-Bur would not get in each other's way). All units other than **SEA DEVILS** and **CYBERMEN** may use the **UNDERPASS**.



5. **THE DALEKS** are the **indestructible** enemies of mankind who exist only to exterminate. They begin the game off-board and appear on board after the Spring 1901 moves to exterminate the unit with the most neighbours.

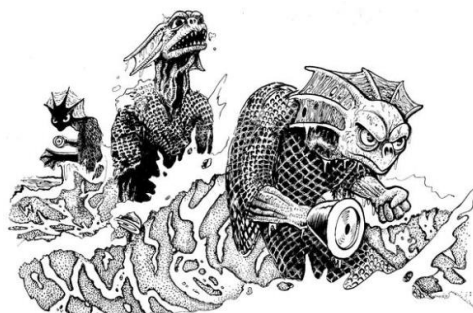
Their moves thereafter adhere to the following criteria:

- i) If there is only one adjacent unit, they move there and exterminate it if it is a regular unit or force it to retreat if it is a **UNIT** or a **COMPANION**. **UNITs** which are forced to retreat by the **DALEKS** lose their status as a **UNIT**.
- ii) If there are two or more adjacent units, they move to and exterminate the unit which borders on the most additional units. If each borders the same number of units, the neighbours of these bordering units are counted and so on until his move is decided.
- iii) If there are no adjacent units, the same criteria as for ii) above is used; the object being to move the **DALEKS** towards the best chance of exterminating someone. Ultimately, if there is

no preferred space to move to, the GM will move them randomly.

THE DALEKS don't necessarily have to move. Units may move to the space they are in, and if players wish to do this, then **THE DALEKS** will be quite happy to stay where they are and exterminate the incoming unit unless an adjacent space offers them the chance to exterminate more units than staying put.

THE DALEKS cannot co-exist with **THE DOCTOR** and **THE DOCTOR** will always dislodge them. **THE DALEKS** are amphibious, so fleets at sea and overseas units are all included in the movement calculations. They are not attracted by **COMPANIONS**, **AUTONS**, **SEA DEVILS**, **CYBERMEN** or **EMOJIBOTS** but would exterminate them anyway if they were in any province they moved to. **THE DOCTOR** does not attract **THE DALEKS** and should **THE DALEKS** try to move into the province in which **THE DOCTOR** is located, that move will not succeed. If **THE DALEKS** are located in a supply centre during the adjustment phase, the centre is rendered neutral. **THE DALEKS** can use the **MONT BLANC UNDERPASS** should their quest for extermination lead them through it.

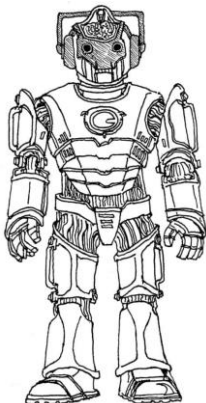


6. **SEA DEVILS (Silurians)**: After **each** Spring retreat phase, a group of **SEA DEVILS** will appear in an unoccupied and randomly determined sea or coastal space. **SEA DEVILS** are basically a fleet of double strength. Their aim is to neutralise supply centres, and they move according to the following criteria:

- i) to an adjacent centre with no units in it;
- ii) to an adjacent centre with a unit in it, but no neighbouring units;
- iii) to an adjacent centre with a unit in it and with neighbouring units.

The movement criteria are essentially the same as for **THE DALEKS**, but with units acting as a repellent instead of an attraction, and the object

being to occupy a centre as soon as possible. **SEA DEVILS** may move from one centre to an adjacent one if the second centre has fewer units adjacent to it, but it will never vacate a centre to move to a non-centre province unless forced to retreat.



7. **CYBERMEN**: After **each** Autumn retreat phase, a group of **CYBERMEN** will appear in a vacant and randomly determined land province.

CYBERMEN are basically an army of double strength and behave in exactly the same way as **SEA DEVILS**. Neither types of **MONSTERS** can breed on earth – new **MONSTERS** are not built through control of centres. However, if they take a supply centre in an Autumn season, they do render it neutral.

8. **EMOJIBOTS** are tiny cheerful amphibious robots who just want everyone to be happy. If you're not happy to see them they blow themselves up (along with any unit in the same space) by detonating the high-grade TNT they just happen to have with them.

In the Winter 1900 phase the players controlling the seven major powers may place hidden **EMOJIBOTS** in **THREE** different non-supply centre provinces or sea spaces anywhere on the board (thus the game begins with 21 **EMOJIBOTS** hidden on the Board). The locations of these **EMOJIBOTS** is not revealed until they detonate. More than one group of **EMOJIBOTS** may exist in the same location.

EMOJIBOTS do not move, but **IF ORDERED** to do so they will explode after the adjudication of movement in any given season and thus destroy any unit in their location at that time. Think of them as akin to mines. They can destroy any unit and/or **MONSTER**, but not **THE DALEKS**, other **EMOJIBOTS** and the **TARDIS**. They cannot be re-used once they have exploded. **EMOJIBOT**

explosions take place after normal movement, but immediately before retreats (see rule 10).

9. **UNITs** (United Nations International Taskforce): After Autumn 1901 every regular Power may order **ONE** conventional unit to be permanently upgraded to be a **UNIT**. This doubles the unit's fighting strength from then on (but does not change its status as either an army or a fleet), and the unit still only requires one centre to maintain supply. A **UNIT** which is dislodged by the **DALEKS** loses its **UNIT** status. If for whatever reason a regular power loses its nominated **UNIT** (destruction, downgraded or removal due to insufficient centres), then after the Autumn season following its loss they can nominate another of their units to become a **UNIT**. Thus, for most of the time every regular power will have one **UNIT** at its disposal.

10. The order of play is as follows:

- i. - Regular units, **AUTONS**, **COMPANIONS**, **TARDIS**, **SEA DEVILS** and **CYBERMEN** move simultaneously.
- ii. - Units merge to form **AUTONS** where applicable.
- iii. - **THE DALEKS** move and exterminate.
- iv. - **EMOJIBOTS** detonate if so ordered.
- v. - Retreats take place.
- vi. - New **SEA DEVILS** or **CYBERMEN** arrive.
- vii. - Current **HYPERSPACE LINKS** end and links for next season are decided by **THE MASTER** and published.
- viii. - In an Autumn season, adjustments occur and new **UNITs**, **COMPANIONS** and **AUTONS** are created if due.

Orders for each phase may be conditional on any earlier phase that season.

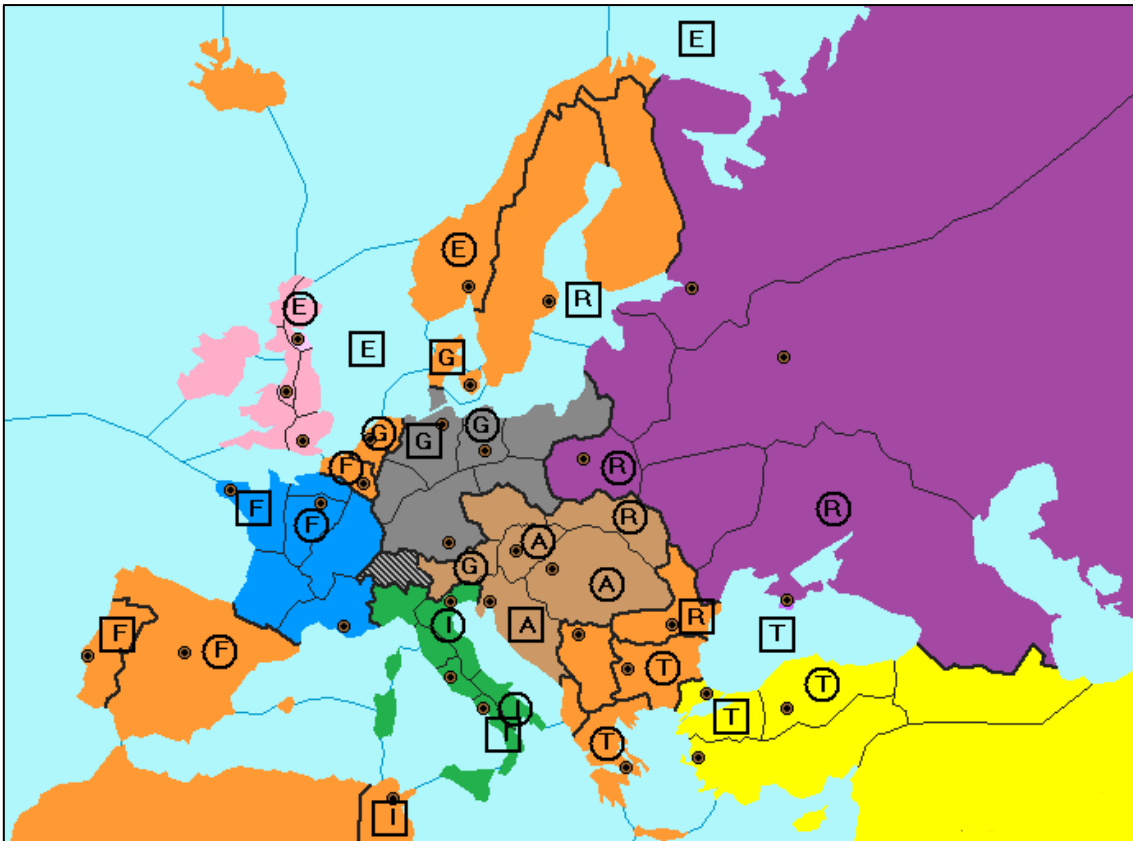
11. **Victory Conditions:**

Any player may win by achieving control of 18 supply centres during an adjustment phase.

Additionally, **THE MASTER** will win if at any time a majority of the pieces on the Board are **SEA DEVILS**, **CYBERMEN** and **AUTONS**.

12. The GM is always right and if you can prove he isn't then he can change the rules retrospectively to make himself right.

The GM reserves the right to change the rules as he pleases and even arbitrarily change the player behind **THE DOCTOR** if he deems it the right time to have a regeneration.



All The Madmen (23BB) Autumn 1901

AUSTRIA-HUNGARY (Neil Kendrick)

A(Tyr) - Vie; A(Ser) - Bud; F(ADS) - Tri

ENGLAND (Lindsay Jackson)

F(NTH) c A(Edi) - Nwy; F(NWG) - BAR; A(Edi) - Nwy

FRANCE (Mike Benyon)

F(MAO) - Por; A(Mar) - Spa; A(Pic) - Bel

GERMANY (Toby Harris)

A(Mun) - Tyr; A(Kie) - Hol; F(Den) - Swe (FAILED)

ITALY (Colin Smith)

F(ION) - Tun; A(Apu) s A(Ven); A(Ven) Stands

RUSSIA (Simon Billenness)

F(Rum) s A(Ukr) - Sev; A(Ukr) - Sev; A(Gal) s F(Rum); F(GoB) - Swe (FAILED)

TURKEY (Neil Duncan)

A(Bul) - Gre; A(Con) - Bul; F(BLA) s A(Con) - Bul

Autumn 1901 Adjustments:

A: Vie, Bud, Tri = 3; No change.

E: +Nwy, Edi, Lon, Lpl = 4; Gains 1. Builds A(Edi).

F: +Por, +Spa, +Bel, Bre, Mar, Par = 6; Gains 3. Builds F(Bre), A(Par), (No build ordered). One short.

G: +Hol, +Den, Ber, Kie, Mun = 5; Gains 2. Builds A(Ber), F(Kie).

I: +Tun, Ven, Nap, Rom = 4; Gains 1. Builds F(Nap).

R: +Rum, Sev, Mos, StP, War = 5; Gains 1. Builds A(War).

T: +Gre, +Bul, Ank, Con, Smy = 5; Gains 2. Builds F(Con), A(Ank).

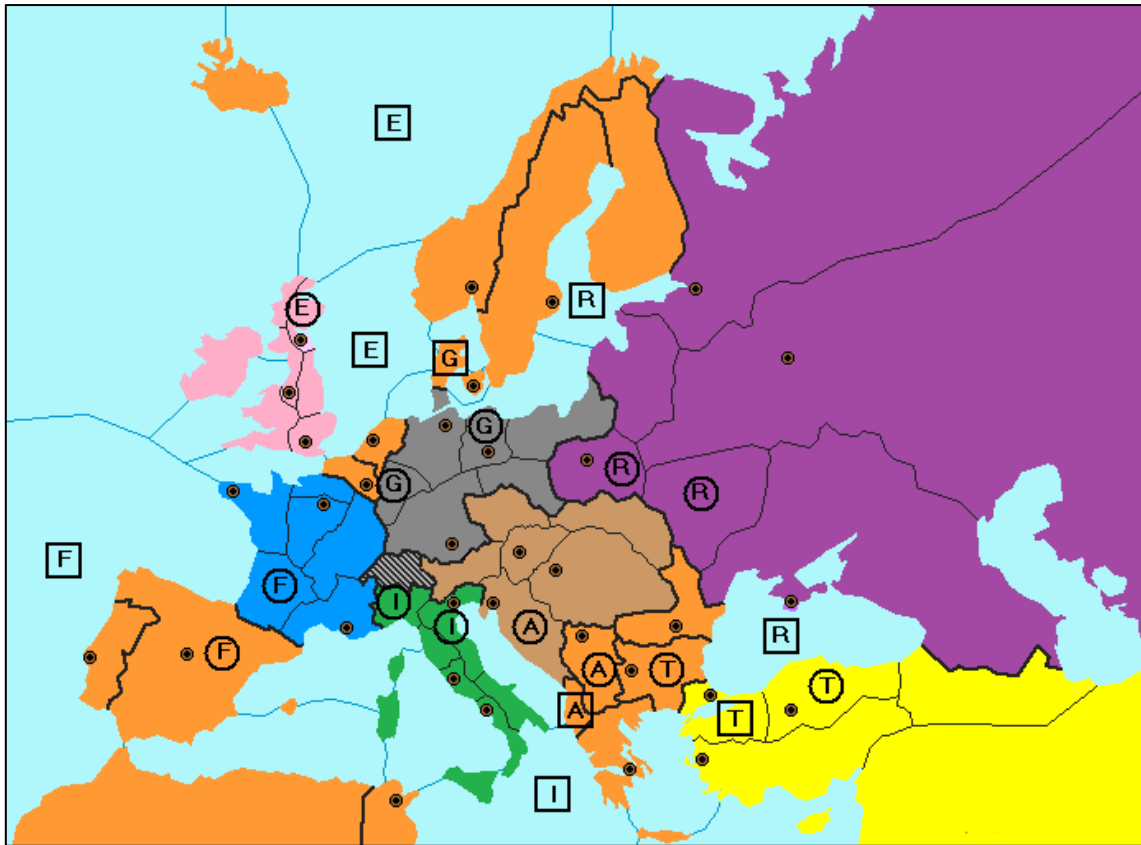
Press:

Daily Nile: An Austrian army artfully arrayed Battered by Boyars, by Bolognese-eaters betrayed!

James Hardy (Govt)-Austria: I cannot claim the credit for the AIDS Team – my claim to fame in Neilsworld was breaking the kids in Kersplatt!

Italian Press Release: An interesting Spring, Austria has created a new opening the very Spiky Hedgehog !

Russia: All lines of communication seem to be down I will attempt to make contact again. France could Double in size come the end of the Fall! Let's hope he is friendly. Rumours have been heard for the north of Europe that the Spring was quite uneventful, but the is potential conflict apparently in Sweden. Turkey reports the manoeuvres in the Black Sea are purely for testing their new Fleet equipment.



“Blackstar” (23BC) Spring 1901

AUSTRIA-HUNGARY (Scott Camplin)
A(Vie) - Tri; A(Bud) - Ser; F(Tri) - Alb

ENGLAND (John Galt)
F(Lon) - NTH; A(Lpl) - Edi; F(Edi) - NWG

FRANCE (Paul Milewski)
A(Par) - Gas; A(Mar) - Spa; F(Bre) - MAO

GERMANY (Hans Swift)
F(Kie) - Den; A(Ber) - Sil (FAILED); A(Mun) - Ruh

ITALY (Derek De Rooy)
A(Ven) - Pie; A(Rom) - Ven; F(Nap) - ION

RUSSIA (Hugh Polley)
F(StP) sc - GoB; A(Mos) - Ukr; A(War) - Sil
(FAILED); F(Sev) - BLA

TURKEY (Kevin Wilson)
A(Con) - Bul; A(Smy) - Ank; F(Ank) - Con

Press:

Turkey to Russia, Austria and Italy: I hope my slightly late catch up on correspondence doesn't lead me to find myself a target of the entire eastern side of the map. I assure you I'm the peaceful kind of Turk!

Vienna: Emperor-King Franz Joseph I: "Why, of course 14 years of peace sounds fantastic, why would there be anything but peace in Europe? What are you suggesting? Hey, hold on, why has the King of Italy established a garrison in Venice? That looks menacing! Oh, our garrison in Trieste? We had a problem with pirates, nothing to see here..."

Turkey to the England, France and Italy (the west): more letters to come now that we're truly off and we can all maybe have a little more clarity of what's to come.

Rome: KING VICTOR EMMANUEL CALLS FOR CEASEFIRE. Imperial decree: "Can't we just chill

out? Say, 14 years or so? ... er, imperial decrees extend outside our borders, don't they?"

Turkey to all: I'm not known as a heavy press writer but should this board seem to be the chatty type for press I will do my best to contribute. To that end...

Italy - Europe: Bah buh-da boopya? Yousa ba-ba-da boopy? Eh! Ba-boo-ba-da-bee-ba-da-ba-bada. Bo buh-da boppa!

Turkey to all: As many of you are new to me, some info as we get to know one another. I'm married (36 years), 2 kids, daughter 18 and son who just turned 16 (kids came later for us). I live in Chicago (outer Chicago burbs actually). I'm a finance guy (boring). I'm originally from Missouri. I grew up in a rural part but ended up in St. Louis after school. I've lived in Baton Rouge Louisiana and now in Chicago after St Louis. I've been a pbm/pbem/online Dip player for 30-something years and do a lot of other games via email. Not long ago I also discovered the play-by-forum world on BGG and played A Game of Thrones and Dune there before the Dune group moved to Discord where we have an active list of games. If Dune is a game you play and like, find us on Discord at Dune Meets BGG. More next time, or in emails.

Smartie Diplomacy

By Phil Bass

1. Each player is randomly allocated one of the seven Smartie colours by any agreed method, usually an adult.
2. A few minutes are allowed for negotiations, incentives and threats.
3. Four tubes of Smarties are then emptied into a bowl in front of the players and thoroughly mixed.
4. The players then simultaneously all select one Smartie each and attempt to suck the color off. NB. Anyone caught chewing and/or swallowing is persona non grata..
5. In between each round of sucking, 2 minutes are allowed for negotiations.
6. The winner is the owner of the first colour to disappear.
7. A variant for five players is possible if you don't mind sucking jelly babies.

Regular Diplomacy - Gamestart

"Candidate" (23??)

AUSTRIA: Gavin Begbie

gavinbegbie@gmail.com

ENGLAND: Paul Simpkins

paulsimpkins@btinternet.com

FRANCE: Richard Jackson

richard.jackson@ashtonbulk.com

GERMANY: Jason Finch

jasonpfinch@yahoo.co.uk

ITALY: Dominic Braithwaite

dominicbraithwaite@gmail.com

RUSSIA: Joseph Stark

jmstarkca@hotmail.com

TURKEY: Paraic Reddington

paraic87@hotmail.com

Thank you, gentlemen. For next time can I have your orders for Spring 1901 by **Friday 28 April 2023**. I think it's always a good idea to send in some orders early, just in case.

If a player drops out before and up to the end of 1902 they will be replaced with a standby. After 1902, a dropout will result in the country concerned being put in anarchy.

Now the obvious David Bowie track beginning with "C" is "Changes" - but that's too obvious. My favourite track beginning with "C" is "Cygnet Committee" - but that's a typing mistake waiting to happen. I rejected "Cactus", "China Girl" and "Criminal World" as those are all covers. So, this time we will go for "**Candidate**" from the album Diamond Dogs in 1974.

Apologies to **Caetano Darwin, Alexandre Marcondes, John Trevor-Allen** and **Vick Hall** all of whom offered to make the numbers up to get this game started this issue. I'm hoping you will stick around for game "D" as we now only need another two players!

WorldDipCon 2023

World DipCon 2023 will be hosted in Bangkok on August 17-20. All details are located at <https://wdbcangkok.com> including the board game cafe venue, tournament schedules, and the amazing range of tourist options available around the event. Flights are currently not too expensive and there is a range of pre- and post-tournament tour options to offer.

DipCon 52 / DixieCon 37

The 37th annual Dixiecon will be at Chapel Hill, North Carolina, from May 26th - 28th and will co-host DipCon 52. This year, there will be one round each on Friday, Saturday, Sunday. Only the best two scores will count. Additionally, there will be a BBQ Dinner on Saturday afternoon with a Diplomacy variant event (Ancient Mediterranean) after. For more information, visit the Dixiecon website - www.dixiecon.com. Dixiecon is the longest-running Diplomacy tournament location in the world.



This is the house zine for www.diplomacyzines.co.uk from:

Stephen Agar, 3 Hadham Hall,
Ware, SG11 2AU, UK.

Email: godsavethezine@gmail.com

DEADLINE

Friday 28 April 2023

Backbit

Just adjudicated the games. Wonderful to see Neil Kendrick's Austria in **All The Madmen** has ended 1901 with all his units back in their starting positions. Never seen that before - congrats Neil! 😊

Some of the waiting lists below are oh so close to being filled. If the Diplomacy, Intimate Diplomacy or Black Hole Diplomacy fill in the next couple of weeks, I'll send out an interim gamestart.

I had some problems sending the last issue out by email - the number of recipients must have alerted spam folders or some such. I will put the current issue on the **God Save The (Diplomacy) Zine** facebook page which is now live - so you can always download it. I'll also put all Back Issues on the **God Save The Zine** website - www.godsavethezine.com

Waiting Lists

Regular Diplomacy Doug Kent, Caetano Darwin, Alexandre Marcondes, John Trevor-Allen; Vick Hall. (only 2 wanted)

Black Hole Diplomacy II (rules in issue 1) David Partridge, Philip Murphy. Kevin Wilson, Christian Dreyer, Alexandre Marcondes, Mog Firth (only 1 wanted!). A very amusing game!

Intimate Diplomacy Tournament: Will Haughan, James Hardy, Richard Williams, Mog Firth, Brian Frew, Edward Richards, Alexandre Marcondes (only 1 wanted) for a three-round tournament. Rules in issue 2.

1900 (5 wanted). Colin Smith, Alexandre Marcondes

Doctor Who Diplomacy (Rules Inside). 9 wanted. OK this may be a bit of a long-shot? How about if we make it Gunboat?

Cannibalism IV: Rules in issue 1. 2 wanted. Jim Reader; Andy Lischett; Edward Richards; John Galt; Gavin Begbie; Vick Hall

Bus Boss Cyprus map (GM: Jed Stone): (3 or 4 wanted) Rules supplied on request.

Maneater (GM: Jed Stone): (4 wanted) Rules supplied on request.

Hare and Tortoise (GM: Jed Stone): (up to 6 wanted) Rules supplied on request.
