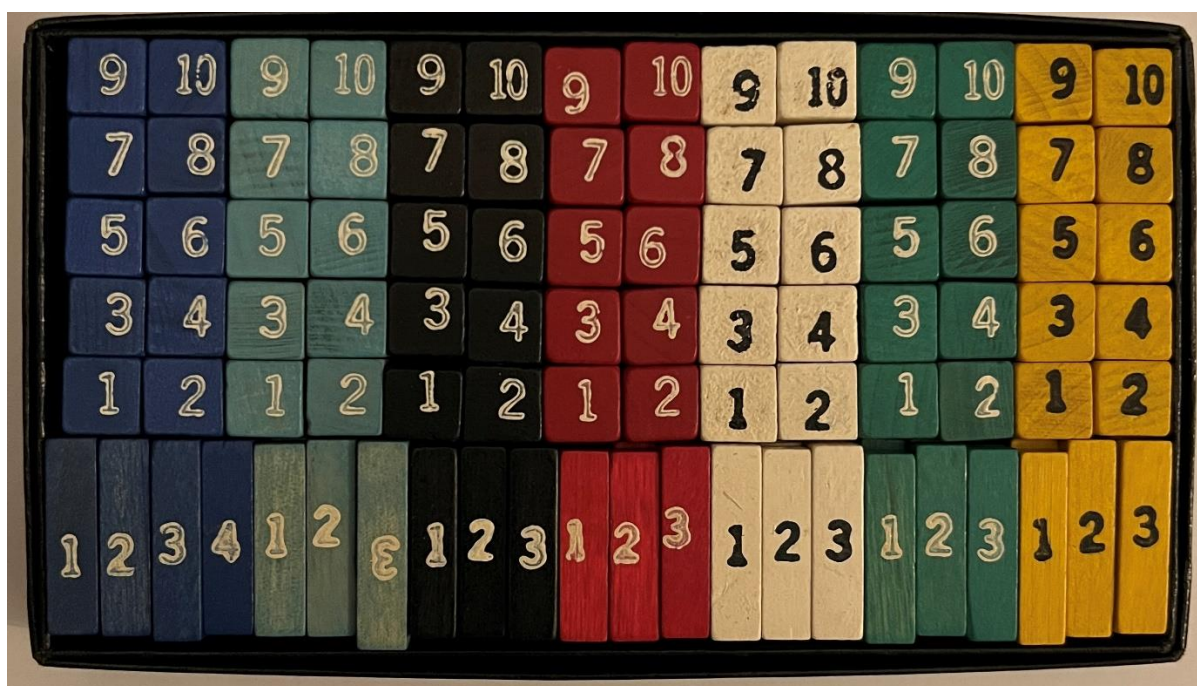


God Save The Zine

Issue 4

This is the house zine for www.diplomacyzines.co.uk from:
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DEADLINE FOR ISSUE 5
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My Bit

Whereas last issue I had everything done in advance, this issue I have done bugger all. (Do you share my annoyance that Word underlines “bugger” and warns you that it may be offensive to your audience?). So, this may all be in a bit of a hurry.



The first week of April Rebecca and I were in Amsterdam, principally to go to the Vermeer exhibition. The exhibition was excellent, and the paintings were truly remarkable. Only one thing spoilt it a bit for me - I wasn't bothered that there were quite a few people there - if you were patient you could get to see everything close up. But I was annoyed by the vast number of people who only ever looked at the pictures while trying to photograph them on their phone. They didn't even look at the actual pictures themselves! It was as if they were merely collecting evidence that they had been there rather than enjoying the moment. We just bought a catalogue and enjoyed actually looking at the pictures rather than an iPhone screen.

I guess most of you won't have heard of Record Store Day. It is an event that started back in 2007 to give independent old-fashioned record stores a helping hand versus the might of the online retailers. The basic idea is that artists and labels get together to release limited edition vinyl records, aimed at the collector market, which are only available by physically visiting a participating record store on the designated Saturday in April. My local store limits each customer to no more than 10 purchases and no more than one copy of any particular record. Of course, the event

is exploited by some who buy the records and then sell them online at inflated prices - that's human nature, I guess.

This year the demand was greatly increased by a Taylor Swift album - which caused large queues of Taylor Swift fans, who would probably have never visited a record store. For me it was slim picking this year - there wasn't much that grabbed me - but I still made the trek to Cambridge to pick up a few desirable items.



Of course, I bought the Bowie release - a five disc box set of reproductions of his very early singles for Vocalion and Deram. The originals of these singles go for serious money, Bowie's first single (**Liza Jane**) rarely comes on the market and when it does it goes for £2,500+. So most fans will never own it. So, although I thought the box set was a nice thing to have, there was only one new track on it - a hitherto unreleased (on vinyl) version of **Space Oddity**.



I also bought a vinyl copy of Marianne Faithfull's last album on the Island label (**A Secret Life** from 1995), which like many albums from that period has never had a vinyl release before (except for one from Greece, which is very rare). Another first time on vinyl was **Wake Up And Smell The Coffee** by the Cranberries (2001), which I also bought.

I suppose I am part of the **Tubular Bells** generation, so I was intrigued enough by **Opus One**, which essentially was Mike Oldfield's demo tape for **Tubular Bells**, to add that to the shopping list. Finally, an album from my teens - Elton John's **Don't Shoot Me** - this time as a double album, with one LP being various original demos of the tracks on the album.



I wasn't in the market for the Taylor Swift release, which is just as well as by the time I got to the shop, they had long since sold out. The owner told me there was over a 100 queuing when the shop opened at 8am. I only missed out on one album I wanted - a mono pressing of **Chet** recorded by Chet Baker back in 1959. Not many were pressed, and it sold out very quickly.

Yes, I could fork out £90 and find one on eBay, but I won't, not at that price.

My final purchase was not a Record Store Day release, but I thought I'd buy it while I was there. It is an album by Ian Hunter called **Defiance Part 1**. Incredible that he is still making records of original material at the age of 83. And not a bad album at that!

This issue carries an article from Allan Calhamer about creating Diplomacy and then I followed it up with an article on Allan himself written a few years before he died. Both articles are really to give me an excuse to describe the star attraction in my Diplomacy collection (yes, I really do have a Diplomacy collection). Then I thought that rather than publish a variant, I might as well go the whole hog and print the prototype Diplomacy rules from 1958, which are really quite different in important respects. Now there's an idea - anyone up for playing the 1958 prototype of Diplomacy with the 1958 map?

So, all a bit heavy on the history of the game. Sorry about that. I'll make up for it next time

as issue 5 will be devoted to AUSTRIA - openings, alliances, strategy, variants etc. Any thoughts on playing Austria are earnestly solicited.



Before I sign off, I just want to include a big plug for **The Devil's Finger** - the new novel from our resident poet Sandra Bond. This is Sandra's second novel and I am looking forward to reading it as soon as I get this issue out of the way. Available from all good book stores and (if you must) Amazon. "*Cryptids, comedy, catastrophe and carpet warehouses combine in a crisply witty supernatural thriller!*" Buy a copy today.

Some of the Zines I've Seen

The Cunning Plan is always a joy and issue 292 is no exception. Seventeen pages of letter column discussion, mainly about the political issues of the day. Who needs social media or newspapers when they subscribe to TCP? Every issue there is plenty in there that I can agree with and disagree with. Neil's written persona is absolutely charming - a liberal socialist, but with an even-handedness which is ideal for managing his subscribers' trenchant views. Definitely a zine which makes you think. The only thing that would improve TCP is more games - he has 6 on the list for Diplomacy (including yours truly) - email him now and join me. issuepunkzine@hotmail.co.uk.

Of course, the granddaddy of UK Dip zines is **Ode**, now up to issue 434. Quite a lot of discussion about Royal Mail stamp prices, which is something I can say (with no modesty as usual) that I am something of an expert on, having been in charge of stamp prices for many years at Royal Mail.

The 2nd class stamp is price controlled by OFCOM, The 1st class stamp isn't price

controlled, but due to downtrading it is indirectly controlled by the 2nd class price. In recent years, stamp prices have gone up way more than inflation and even though volumes will be falling, Royal Mail will make money out of that. They have recently made the gap between 1st and 2nd bigger than it is usually is and that combined with very poor quality of service may well result in more downtrading than usual. Stamped mail is only a tiny percentage of all mail though - most letters do not carry a stamp. As John notes, intra Mail Centre mail (the area served by a single Mail Centre) often gives just as good a service to 2nd class as it does to 1st class. International comparisons suggest that Royal Mail is about average compared to Europe, but more expensive than the USA where rates are controlled by the Federal Rates Commission. In recent years, international postage has skyrocketed wherever you are.

Ode is an excellent, reliable zine - but maybe could do with a little new blood to get some of the gamestarts moving. Lists open for Diplomacy, Mercator (a truly great game), several Railway Rivals maps, Variant X, Bus Boss and Power Grid. You can contact John Marsden at 40 Innox Road, Trowbridge, BA14 9AT or email johnmarsden_ode@yahoo.co.uk and ask to take a look.

I still think it is a crying shame that Doug Kent is running down **Eternal Sunshine** to a fold. In issue 167 Mark Nelson points out that the first ever play-by-mail game was 1963A which was started 60 years ago. It was a five-player game (AEFGI) with Bul/Rum/R/T/ impassable - and tries to get Doug to open a list. But sadly, to no avail - he seems determined to fold. (It does sound like a terrible variant though.) Mark also contributes a great 13 page subzine called **That Was The Year Which Was...** reviewing the Diplomacy hobby in 1963. Obviously, an important year - but not one troubled by having too many games to talk about. **Eternal Sunshine** also has a great subzine from W. Andrew York called **Out of the Way** - almost a self-contained zine in its own right.

Last Orders! 46 maintains Simon's high standards as he adjusts to retirement. Some excellent wild bird photography, that almost makes bird watching seem like a fun hobby. I still can't help but be incredibly impressed that Simon gets through 2 or 3 novels a

week, compared to my 2 or 3 novels a year - so **Last Orders!** is always going to be big on book reviews. It also has a lively letter column, often on the political issues of the day critiqued from a left of centre position. While I really don't like our Home Secretary, I do think that anyone who calls anyone a "nazi" instantly loses the argument, unless you are really talking about someone advocating organised mass murder. I completely agree with Simon's take on free speech, that the "written word is sacred". After all, only Nazis burn books because they don't agree with them - ooops, did I just lose the argument? To see **Last Orders!** contact Simon at LastOrdersDip@gmail.com

Northern Flame 160 prompted me to consider whether I really needed to read some Proust or some Anthony Powell before I die. I seriously considered buying the first volume of Powell's *A Dance to the Music of Time*. Then I read the first couple of pages and I was so exhausted by having to concentrate that I decided I am just too old for anything that requires so much intellectual effort. I guess that rules Proust out too. **Northern Flame** is only one player short for a game of African Diplomacy - so if you are a fan of variants why not ask Rob to send you a sample issue? rlesco@yahoo.com

Obsidian 292 was a lovely surprise, Alex having gone back to something that looks more like a zine rather than the emails of recent times. It was a lovely entertaining issue, filled with book reviews, good humour and discussions of Diplomacy rating systems. What's not to like? Contact Alex at alex.bokmal@googlemail.com

Nick Kinzett's **Will This Wind** issue 1 arrived this month and certainly didn't disappoint. A cultural zine, it opened with a discussion of the RSC's production of Julius Caesar (a play I've read but never seen). Can't say I am that comfortable with plays that have women playing male parts for no reason at all, it just becomes a distraction when Brutus is a woman (unless the director is making a point which goes way above my head). Great to see that Nick has a game of Diplomacy going already. The deadline for issue 2 is tomorrow. So why not email Nick at nick.kinzett@gmail.com and ask for a copy?

Apologies to the other zines received but not mentioned - I've run out of space!

Letters

James Hardy

I'd heard about a Dip variant map that was simply the original board redrawn - I can't remember if the article mentioned how long it took the participants to realise, if they did! Genius. The map errors I spotted on the cover of **GSTZ #3** I think are no Kiel Canal (but then it's not marked on a normal Dip board so...), no land bridge sign between Den & Swe (again none on the normal board so...) and no Heligoland Bight. I went cross eyed working out all the bits around NTH!

SA: Yep, no Heligoland Bight - that's definitely a mistake. And Den should touch Swe.

Toby Harris

I did take a look at your interesting zine cover. It's an interesting inverted map. Warsaw should border Galicia, and therefore Silesia not border Ukraine. Hard to see any other errors, but HEL appears absent or unclear and Apu seems unclear too.

SA: Very impressive - I'm not sure most people even noticed that the map of Ancient Greece and the Aegean was really the standard Diplomacy map in disguise. HEL was indeed missed off and War should indeed border Gal. So, with Den not touching Swe, that's three mistakes!

If anyone wants to look at the map with all the spaces named go to https://www.reddit.com/r/diplomacy/comments/dzbv4i/classic_diplomacy_map_but_on_greece/

Jonathan Palfrey

I had to look up King's Lynn in Google Maps; I've heard the name before, but never been anywhere near it.

SA: Lots of people have had that reaction - they vaguely know the name, but haven't got a clue where it is. It really is worth a weekend trip if you want somewhere with a lot of history to visit. Hopefully once I'm there we can have an old fashioned housecon.

James Hardy

I'm surprised you say King's Lynn is cheap, but then moving anywhere north of London from Sussex I suppose is, comparatively,

cheap! I was reading about KL the other month and it sounds fascinating with its two markets, Vancouver statue and more listed buildings than York.

I went there once a very long time ago as part of my Kingmaker game board tour (plus a guitar hero of mine lived there - for all I know he still does) - I think in the end I managed about 80% of the places mentioned on the board (I remember a frustrating one was Pole/Wingfield in Essex - the castle is still there but privately owned so you can't even get a glimpse of it behind the 8 feet high wall around the grounds). I'm still ticking them off though, I was in St David's and Cardigan only last week!

SA: Yes, Kings Lynn is a very historic place with lots of lovely old buildings. We have the functionally named "Tuesday Market Place" (where, among other things, witches were hung and occasionally burnt) and the mysteriously named "Saturday Market Place", I'd say property is more than twice and nearer three times as expensive in Cambridge, which is only 40 miles away. Once we are actually there, you and your family must come for a visit.

I used to love playing Kingmaker - I must still have a set somewhere. Probably in the garage with everything else I haven't seen since 2015. I'd quite like to visit Trieste as part of my visit every supply centre tour.

Hmm, King's Lynn and St. David's in the same paragraph - two towns that must rile the hell out of your former employer Royal Mail. We had to incorporate some serious address cleanses into one of the jobs we ran (still do!) back in 2011 else the client was being threatened with losing their Mailsort discount. "Remove all punctuation from addresses - there is none!" came the demand from RM. Yet on PAF you have those two towns with apostrophes (and Bishop's Stortford where you are now - is this some sort of PAF anomaly tour you are on?), one with a full stop and assorted others with hyphens. And don't get me started on "Westward Ho!"

SA: One of things I used to be responsible for was the Address Management Unit, who controlled the Postcode Address File. And yes, everything you say is true. I was also responsible for Mailsort (and indeed I abolished it).

In the Zines Seen section - "Contact Neil Duncan at . Where Oh Wise One, tell us, tell us!

*SA: Ooops. There's a lesson learnt - don't leave blanks with the intention of filling in the details later. Maybe I could use asterisks? James Hardy you are a *****.*

I am intrigued by your throwaway line of "in Liverpool with John Cleese waiting for a drinks party to start". Who the hell in Liverpool has a "drinks party"? My guess is it was a load of softie southerners who didn't want to admit they'd merely turned up somewhere oop north for a piss-up?

SA: Yes, something like that. It was a fundraising dinner for the Social Democratic Party just after the Crosby by-election. Does Crosby even count as Liverpool - maybe a bit posh?

I never met Benny Hill, but I've been to his grave. Does that count?

SA: James, you are a very weird person.

Jonathan Palfrey

You seem to me remarkably preoccupied with not offending people, but I don't know, perhaps this is normal among people who publish text to a diverse audience. Of course, I wouldn't want to offend the readers of the text that I write for money; however, what I write for money is printer documentation, and the likelihood of offending people with an explanation of how to use your printer is pretty small. Although, come to think of it, people are so easily offended these days that I suppose it could happen.

SA: I don't know - I have really been as emotional as I have been when trying to get a bloody printer to work.

I doubt that I'd be offended by the original rules of Rather Silly Diplomacy, although I'd probably agree that it was well named.

SA: You might be right, but Rather Silly Diplomacy did have Homosexual Armies that were automatically attacked by any regular Army unit which was in an adjoining space. Really not even very funny for the 1970s.

I admire your courage in planning to retire to a 17th century house that needs "a bit of work". I'm no handyman, and my preference is for a home that needs no work at all.

For a couple of years in Stockholm in the early 1990s, I rented a modern flat of which I think I was the first occupant. It had no particular character, but it all worked without problems. I miss it sometimes, especially in winter, because the heating system was superb -- maintaining a temperature of about 24°C through the year. In winter I could pad around comfortably in my underpants, gazing placidly out at the frozen snow-covered lake a short distance away.

SA: 24°C! I am so jealous. Rebecca gets cross if I go as high as 19C and that was true even before energy prices shot up. Often I find she has turned radiators off without mentioning it. I think she was brought up in a fridge. Listed buildings are a pain, as you have to keep asking permission (and paying for asking permission) before you can do anything. The rules used to be that restoration of listed buildings was VAT free (to try and encourage people to repair them), but that was abolished by the coalition.

Good luck with your venture into politics. I've never been a supporter of the Labour Party; but then, I've never been a supporter of the Conservative Party, either. And the current state of the Conservative Party, and Conservative government, is so appalling that I can wish you luck quite sincerely. I've long wished that some new and better party would arise and banish the old dinosaur parties; but it never seems to happen. I think the last party to achieve that kind of breakthrough in England was the Labour Party, although Scotland has a more recent example in the SNP. Of course, First Past The Post makes such breakthroughs very difficult.

SA: People can forget how very close the SDP came. At one point in 1981 the SDP/Liberal Alliance had an opinion poll rating of over 50%, which is incredible. However, following the outbreak of the Falklands War, the Tories went from 3rd place to first place in the polls and won the 1983 General Election - the SDP/Liberal Alliance achieving a 25% share of the vote, while Labour were on 28%. If Argentina hadn't invaded the Falklands, our recent political history may have been very different.

Fat and thin. Well, I usually avoid calling people fat in their hearing; I think that's been offending people for a long time, not just recently. But I'm startled at the idea of

regarding those words as taboo and never using them at all. What happens if you do that? Well, you have to use some other word for the same purpose, and that substitute word gradually takes on the meaning and connotations of the old, discarded word, and in the end you achieve nothing.

SA: Yes, you are right. Changing the word doesn't ultimately change anything, unless you manage to get rid of the need for the word. And in time, the new word becomes deemed to be as offensive as the old word etc. etc. But if by changing the word, you manage to alter perception, then maybe that can be for the good (or it can be bad depending on who and why they are doing it).

John Cleese -- yes, I can imagine him being serious at a party. For him, I suppose being funny is work; perhaps he doesn't want to bother with being funny if he's not being paid for it. Furthermore, I remember I had mixed feelings about Monty Python even at the time it was first broadcast. I thought it was sometimes funny but more often just silly.

SA: Yes, I think that's right. But I would argue in the late 60's even just being silly was different (and even a bit radical), as the predominant culture was very proper and serious. 50s Britain and 60's Britain were so radically different. The Department of Silly Walks, for example, was both very silly and very pointed. I don't think the TV shows have aged well though.

As for screens vs paper, by now I've gone over to screens. Years ago, I didn't want a Kindle, but my wife bought me one, and I found to my surprise that I liked it. I now buy books for the Kindle that I already have on paper, because I prefer reading them on the Kindle. I also sometimes read Kindle books on my computer screen via the Kindle program for Windows; but more often I use the Kindle.

SA: I too have a Kindle - and I do love the fact that it always remembers what page you were up to. I use it on holidays. But I would always buy a book if I have the choice.

Ken Flowers is wrong about chess variants: some of them do change the board, pieces, and/or rules of the game.

SA: Yes, you are definitely right on that one. I have been looking at the site www.chessvariants.com which has several

hundred chess variants of all shapes and sizes. If I have space, I think I'll reprint one (this is a games zine after all).

Brian Frew

Like Jonathan Palfrey easily the best concert I ever attended featured Leonard Cohen. In my case it was at the MEN Arena (as it then was) in Manchester in 2013. Amazingly, for his age at the time, he was absolutely magnificent and covered all of the songs you could have wished for and more besides. His backing musicians and singers were universally excellent. As with most things these days, you can find it on Youtube. Thoroughly recommended.

SA: I saw him on the same tour when he played the Brighton Centre. It was one of my early dates with Rebecca when we got back together. He definitely had a great stage presence.

Incidentally, the worst concert I attended was also at the MEN Arena, this time featuring Bob Dylan. As he is given to doing, Dylan came up with totally new arrangements for everything he did and many of them, including his encore of "All along the watchtower", were unrecognisable.

*SA; Dylan concerts can be hit and miss. I saw him in 1981 at Earls Court (with Rebecca) and a lot of what he played were songs from **Saved** (all gospel tracks). And then I saw him again in 2013 at the Royal Albert Hall (also with Rebecca) and most of what he played were old American crooning songs from his covers albums. I don't think he gives a toss what the audience think.*

My all-time favourite festival was the Lincoln Folk Festival in 1971, where I saw The Byrds, Sonny Terry and Brownie McGee, Tom Paxton, The Incredible String Band, Steeleye Span, Martin Carthy and Dave Swarbrick and Buffy St Marie amongst others. The Byrds were billed to do an acoustic set, but they came on and asked the audience if they would like some electric? We all roared "yes" of course, and they launched into "Eight miles high". Perfect.

I was MCing Martin Carthy at our Folk Club a few years back and asked him about his memories of the festival. Martin told me that he and Dave were on last and Buffy St Marie, who was on before them, played way over her allotted time. He said that as far as they were concerned, when she sang "Soldier

Blue", they were solidly behind the cavalry!! I missed my coach back because of this, but I couldn't have cared less. Happy Days.

SA: Sounds like a great and memorable weekend. I see Tim Hardin was there as well. All great acts.

Incidentally my missed coach back was to Kings Lynn, where I was working in the canning factories as a summer job after my first year as a student. I can remember Kings Lynn well. There used to be a ferry operating between West Lynn where the Del Monte factory was across the Ouse to the main part of Kings Lynn. We were camping on the riverbank and had to watch out for high tides trying to drown us. One of the things that struck me at the time was the antipathy between the Norfolk locals and the people who lived on the "London overspill" estates on the outskirts of the town. I wonder if that has died away on or if it still exists in some form?

SA: It may do - as you say, a lot of people were brought up from London in the 1960s. The Del Monte factory closed in 2008, which was a big blow for the town. It's not a prosperous place.

Nick Kinzett

Your exchange with Doug re supporting a misordered unit - once again this is a demonstration of why the 1971 Dip rulebook, for all its marginal faults, remains far and away the best and most definitive set. There's no ambiguity in this case: a misordered unit, even one ostensibly attempting to 'move' non-legally, instead stands in place, i.e holds; and as such any legal support in place that it happens to have been given that turn must remain valid. It's not so much a case of whether misordered units CAN be supported, more one that given legal supports MUST be followed. If any post-1971 rules 'n' variations have ever confused this issue, that seems to me... misplaced effort... (he said, diplomatically).

SA: The new edition of the Diplomacy Rules from Renegade Games expressly agrees with you.

In a similar way the 1971 rulebook can be used to prove other matters that post-1971 attempts have just muddled. Best if most inevitable example: an ostensibly unwanted convoy that perfectly anticipates a legal move is likewise a valid order that

must be followed. However, rather than again bang a drum I've been banging for the best part of forty years, I'd like to briefly examine the foundation for opposing views. With due respect to Doug (and indeed your former stance) the whole idea that one should appeal to reality as a basis for interpreting Diplomacy rules seems to me questionable. It treats Diplomacy as a kind of wargame simulation, whereas a closer analogy is surely with the abstract nature of Chess pieces and their powers on an equally abstract representation of the field of play.

SA: You are absolutely correct. Diplomacy really is more like chess played on an irregular board. It is a fundamentally abstract game.

I am, by the bye, currently composing this email (it's Sat morning) to the strains of what I seem to remember was (and perhaps still is) one of your favourites, Van der Graaf Generator. **H to He Who Am the Only One.** To be followed, probably, by **The Least We Can Do is Wave to Each Other.** The only band who could rival VdGG for great if unfeasibly long titles was Man: **2oz of Plastic With a Hole in the Middle, Do You Like It Here Now Are You Settling In, Be Good to Yourself at Least Once a Day** and the unbeatable song-title **Would the Christians Wait Five Minutes? The Lions are having a Draw.** Favourite Yes song? Probably **South Side of the Sky** from Fragile, a rightly shameless piece of pretension that demonstrates the strengths of all five of what might be fairly regarded as the classic line-up (Anderson / Bruford / Howe / Squire / Wakeman). So that's on next but two.

SA: Van Der Graaf Generator and Peter Hammill remain my favourite group / solo artist of all time, and I guess they always will be. Man and Yes, I can take or leave.

Alex Bardy

I'm frankly amazed there are so many zines still going in this day and age - the fact that titles like **Damn the Consequences, The Cunning Plan, Hopscotch, Ode** and of course **Obsidian**, are still around is a real testament to the dedication and devotion of their respective editors - and frankly it's a relief to know their editors are still alive, too, as depressing as that sounds! Ditto seeing names like James Hardy, Jonathan Palfrey, Nick Kinzett and Alex Richardson in the letter column - it gives me a pleasant ray

of hope there's still some 'bounce' left: in a hobby I thought left behind decades ago, frankly.

SA: *Oh, I think it was left behind years ago. But you can't always teach an old dog new tricks.*

I was talking to someone not so long ago - it may even have been at AireCon - about the fact that back in the late 80s and 90s we used to write real letters to each other (mostly other fanzine editors!), play real postal games (with printed turn results "and everyfing"), receive real envelopes through our letterboxes which we were actually keen to open, and make several trips down to the post office throughout the week. How much time did all that take out of our day, and how much fun was it to do so (most of the time, at least)? And yet nowadays I feel I barely have time to send a decent email, have to spend at least 20 minutes of my day (considerably more, I suspect) dragging and deleting junk emails in between determining which genuine emails are more pressing than others, and replying to those ones I feel need immediate attention, etc.

It's all rather depressing when I pause to think about it in these terms, but how we got into this sorry state of affairs still feels like a blur - when did our email addresses suddenly become an open window for every Tom, Dick and Harriet to bombard us with junk posts, free air fryers, magical winnings in a competition or draw we never even knew we entered, etc? Why does it feel like without an email address or Internet connection you have little chance of getting any meaningful help or assistance from national services, etc? And moreover, why can't I join any form of loyalty card scheme without a valid email address and phone number? Why, oh why?

SA: *Yes - hateful, isn't it? The Internet has made some things a lot easier (eg. I just looked up the set list from a Bob Dylan concert I went to in 1981 - how could I have done that before the Internet?). However, it has also made life more static and arguably less physical, real and satisfying. To say nothing of the digital divide - even now roughly 4 million people in the UK are living offline with no Internet access. What do you do when society just assumes you can do everything online? And of course, there are still parts of the UK with patchy mobile signals - which means that some with*

electric vehicles can't recharge their cars because they can't get a signal. LOL.

Pete Burrows

My team are in the play-offs but been robbed of automatic promotion, this season we have scored more points than ever before, scored more goals than ever before, had a player break a 93 year old club scoring record and as of yesterday he also became the highest goal scorer ever for this league [single season], we have broken the league record for the most points ever previously achieved in this league, had the best ever start to a season, and now the only club to break 100 points and NOT win automatic promotion. If this does not PROVE BEYOND DOUBT that we need two auto promotions from the National League, then something is wrong - We are of course NOTTS COUNTY!!!

SA: *I really do sympathise. As a Sunderland fan I know what it is like to support a football club whose greatest triumphs were in the 19th century. Completely agree that there should be more movement between Divisions 4 and 5 (as I call them). All the more galling to lose out to Wrexham, who seem to have an awful lots of support from the USA thanks to that Netflix programme.*

Will Haughan

How's your own campaign going? A mate is standing in what is normally a gesture against a safe Tory seat. He is crapping himself as the canvassing returns show he might win.

SA: *Oh, I'm not worried. I think the chance of me being elected for Labour around here is precisely 0%. I am tempted to go to the official count though, as it should be a good night for Labour.*

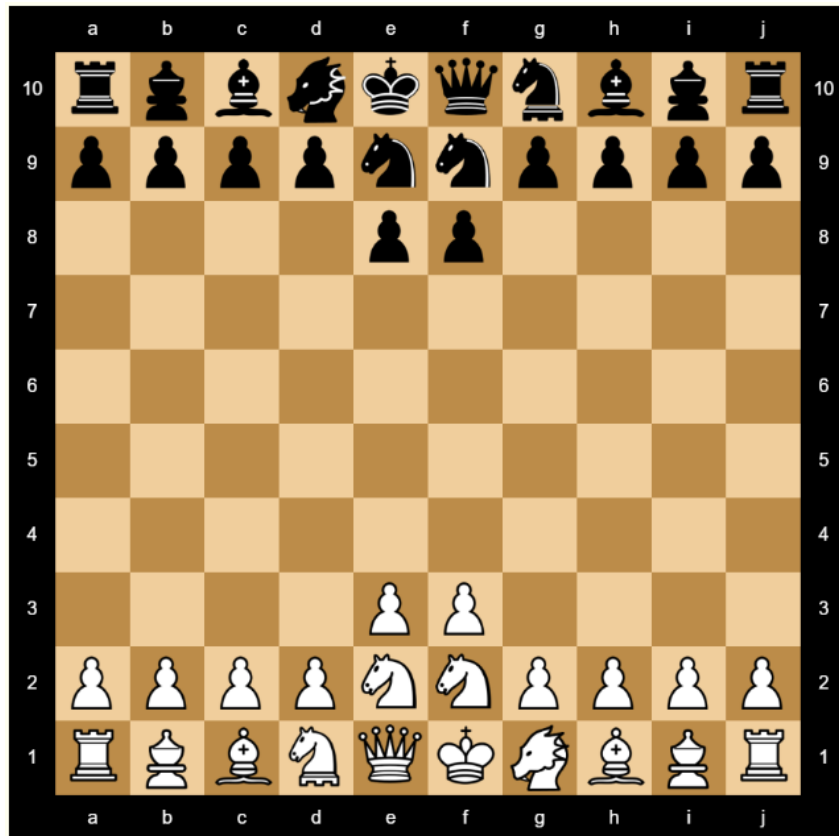
I'm thoroughly enjoying your zine. First I've read for decades. Wonderful nostalgia trip both in terms of content and memories invoked - back to the 70's and inky semi legible zines eagerly awaited IN THE POST. Thanks for making the effort. Also, thanks to Mr Palfrey for the best line I've read this year "cannibalism looks interesting".

SA: *Great to hear from you Will, despite my recollection that you are a Newcastle supporter and therefore in hock to the Beacon of Human Rights that is Saudi Arabia. Don't worry, I'm just jealous.*

Ryugi

by A DeWitt

Ryugi (Japanese: 龍棋 *ryūgi*, "dragon's game") is a game inspired by David Paulowich's Unicorn Great Chess.



New Pieces



Marshall

The Marshall moves as a Rook or a Knight. It is a popular piece in many Chess variants, dating back centuries, even before Chess as we know it today came into existence.



Dragon

The Dragon moves as a Bishop or as a Nightrider. When moving as a Nightrider, it makes any number of Knight moves in the same direction and is not blocked from moving pieces that are on squares it does not directly land on. However, it cannot jump over a piece that is directly in its path.



Kirin

The Kirin moves one space diagonally or jumps two spaces horizontally or vertically.

Aside from differences in the board, pieces, and setup, Ryugi is played like FIDE Chess with the following differences:

Pawn promotion

When a Pawn reaches the last rank, it must promote to another piece of that player's choice: a Queen, Dragon, Marshall, Rook, Knight, Bishop, or Kirin of the same color. It cannot promote to King or another Pawn.

Castling

When castling, a King may move two or three spaces toward the Rook when it castles, with the Rook leaping over the King to the closest space the King has just passed over, so that King and Rook end up adjacent to each other. The usual castling conditions from Chess apply. A King may not castle from or through check, all spaces between the Rook and King must be empty, and neither piece may have moved before.

A Draw Is Not A Joint Win

The Short Game Winner

By Nick Kinzett

In standard Diplomacy, the Outright Win becomes most likely when potential opposition remains many, but divided – that is, with minimal numbers of eliminations. Trouble is, there's a perverse (if, as it turns out, misconceived) incentive to instead maximize the number of eliminations by those who imagine they're thereby improving their performance. This misconception arises through what is either a misinterpretation of, or confusion in, the Diplomacy rulebook, concerning the (ostensible) object of the game – won by the player controlling that which happens to be a majority of the board's economic foundation.

But Diplomacy is one of those games where the ostensible goal can become problematic and sometimes impossible for anyone to achieve (through stalemate lines or simply lack of time to finish the game). Whereupon the design states, correctly so far as it goes, that the game is then a draw. Meaning, strictly speaking, a No Win / No Defeat situation.

And this is where the difficulty begins, because the designer tried (questionably) to confine the draw to the surviving players, implying that non-survivors have been defeated. He then further muddied the issue by stating that this draw is “shared equally” between the survivors. This equal share provision should have been redundant because a draw is a draw is a draw. If Allan was trying to emphasize that it makes no difference whether one finishes with 1 unit or 17 or anything between, he'd have been better off just saying all survivors (in a non-won game) draw. As we'll see, we can interpret his concept of draw in that fashion.

What's tended to happen instead (post rulebook and including by Allan himself) is the effective or actual division of a fixed quantity (usually unity and oft called “Calhamer Point” after Allan) between all those partaking in the draw. This is highly dubious, made more so when extending the

whole Calhamer Point to the outright winner of a game – because tantamount to treating a draw as a “joint win”.

The problem with this is not merely philosophical. C-points (or equivalent, including just straightforward equation of draw with joint win) so militate against the stated victory condition that they're actually inconsistent with it. They transform Diplomacy from something shaped around a subtle-because-difficult goal – control of the aforesaid majority – into a rather different game shaped about an easy-and-crude goal, i.e. eliminate as many fellow players as possible. This change – I'm tempted to say variant – is especially perverse because (as above) the actual goal is most likely to occur when counsel is many but divided!

Now, people are wondering why there's a decline in remote-play Dip and a perceived preponderance of easy three/four way draws (even a significant number of dodgy two-ways) over genuine win attempts. Well, surely there's our answer. It's because too many people have come to regard draws as joint wins, essentially “joint first”, exactly upon C-point lines; and the game has thereby become one of elimination, no better than standard Monopoly.

The solution therefore is to dump C-points and anything resembling that mistaken philosophy. Happily, for the prospects of turning Diplomacy back into a worthwhile game (and we ought to be grateful for this), Allan's rulebook conception of the draw can be interpreted in another way altogether. Instead of sharing (dividing up) a single point or any fixed quantity between those who draw – which he didn't quite say at the time – everyone who draws will share (earn) one draw point each (and this time such draw points will not add up to win points).

To be sure, in order to retain the ostensible competitive aspect (as opposed to just enjoying the mental exercise etc) we need to tack on Allan's other option, which was there in black and white all the time (on page 1 of the 1971 Rulebook):

III. SHORT GAME

“Since gaining control of 18 supply centres takes a long time, players may agree... to stop the game at a certain time. Players may agree to regard the player who has the most pieces on the board at that time as the winner.”

In other words, such a player is the **Short Game Winner**.

Of course, this is only a quasi-win, not a true win and the other survivors are not defeated as such. Thus, an individual's "performance matrix over any number of games should read Wins / Short Game Wins / other Drawn performances / Defeats, with no element adding up to any other element. The last element should be Defeats in general rather than just eliminations.

By logical extrapolation of what we're trying to achieve (in terms of game-performance incentives and so negotiations within a game), defeats can themselves be subdivided to continue the performance matrix: Quasi-defeats (which I'll explain in a moment) / Survival-in-Defeat / Eliminations other than Quasi-defeats / and finally Anything Else (such as players effectively walking out on a game or who absolutely insist on excluding themselves from the Draw).

The Quasi-defeat is the logical counterpart to the Short Game (Quasi) Win. It represents those participants whose elimination still didn't lead to a true Win for anyone (i.e the game is Drawn). This concept (ranking above any true defeat in which there is a Winner) would be another important counter to the persistent misconception of a draw as a kind of joint win. The only real alternative, as far as I can see, is to bite the bullet and formally modify Allan's presumed (and I think confused) original viewpoint: namely that despite having no units left on the board players must be considered to participate in the Draw should the game be brought to a premature end.

Whatever, the premature end would still by unanimous agreement of those still with pieces on the board (since they're the only ones who can actively progress the situation) and should be a simple Yes / No proposition the result is then taken from the position as it stands. Faffing around with extrapolated results or, worse, pseudo-results like places (and "X-way draws" are merely Places Syndrome slightly disguised) is another dubious habit that I suspect has also contributed to the decline of Dip as a worthwhile game.

*[Adapted from **Outbreak of Heresy** 100 and private correspondence.]*

Addendum

by Stephen Agar

Nick says above that *"If Allan was trying to emphasize that it makes no difference whether one finishes with 1 unit or 17 or anything between, he'd have been better off just saying all survivors (in a non-won game) draw."*

Well, if you look at page 1 of the 1959 Rulebook what Allan says is:

"If one player gains a majority of the pieces on the board, he is the winner. If no player gets a majority during the time set aside for play, all the players who still have pieces on the board draw. Those losing all their pieces lose in any case."

I think that is perfectly clear and backs up Nick's argument.

Poetry Corner

Common People

by Sandra Bond

Seeking great wisdom from the East
you came,
From well-born roots, now roaming on
your own.
Poverty's pinch you never yet have
known
While sculpting wood, there came
romance's flame.
Your hat is cast at me. I scarcely know
Where to begin; I'll take you round the
town,
Past stalls and markets, up the streets
and down,
Pretending thou art penniless for show.
What, dost thou think privation is a
joke?
I see none other laughing hereabout.
Your father's wealth will always pluck
you out.
Of cares and worries known by other
folk.
And so I ask; art sure that thou wilt lie
With common people born so low as I?

The Invention of Diplomacy



by Allan B Calhamer

As the war drew to a close in 1945, I read an article on post-war planning in the magazine *Life*. This article reviewed the history of the Congress of Vienna and the subsequent period to 1914, arguing that a world containing several 'Great Powers' all roughly equal in strength would offer the best guarantee of peace because whenever one of them acted aggressively the remainder could unite against them, causing them to back down before a war could break out. Regardless of whether such a plan would have worked or could have been brought about in the real world, the system of multiple and flexible checks and balances offered itself as a possible basis for a strategic parlour game of some depth and colour.

In the course of debating at High School. I then encountered an argument against 'World Government', the hot topic of the late 40s, which was that national governments are checked by both internal and external factors but a 'World Government' would have no external checks, hence it would be more likely to become tyrannical. Another debater and I suggested a game simulating the grand alliances of European history, but as we used only two players and didn't find any way to simulate a third or fourth party it ended in failure.

Meanwhile, several of us were playing Hearts, a card game in which several players

participate, each independently of the others. We observed that the game was best if all the other played co-operated against the current leader. Thus the lead would tend to change hands, giving more players a chance to win the game. Competition was further enhanced by a ruling that if two players tied for the lead at the end, then *all* players shared equally in the tie. Thus, players who were hopelessly behind still had the incentive to try and bring about a tie between the leaders, so increasing competition rather than detracting from it. I noticed that players who did not understand all this would tend to play for second place or simply to protect their own score, thereby reducing the level of competition overall and their own chances of winning. It occurred to me that if negotiation were permitted between players, it would be possible to persuade people to co-operate to stop the current leader. If this effort failed players could say that their chances were limited by the aberrant play of another but would have to admit their failure to persuade them to play in the optimal way.

From chess I borrowed the number of spaces (80 as opposed to 64) and number of pieces (34 instead of 32). My pieces move as the King in chess, just about the average chessman in mobility; thus the board is about equally saturated with force. Diplomacy is therefore much simpler than most wargames in its small number of spaces. I think the game should be as simple as possible. so long as the game is of indeterminate length and reasonably rich in strategic choices.

In 1952 I studied 19th century European history at Harvard under Professor Sidney B. Fay (of the Harvard class of 1895!), whose book *Origins of World War One* details the two or three party 'arrangements', contacts and projects, wholly or partly secret in nature. These were almost as brief and pointed as those made verbally during a Diplomacy game.

At this time, I also studied political geography under Professor Derwent Whittlesley. Here I became re-acquainted with the concept of Geopolitics devised by Sir Halford MacKinder in about 1904, which I had already encountered in an article, again in *Life*. The principal element in Geopolitics seems to be the consideration of the effect upon the international power

struggle of the particular geometric nature of the divisions of Earth into land and sea. Thus, Diplomacy emerged as a game in which land power and sea power are almost equally significant, whereas nearly all other wargames are either primarily land-based or sea-based. The decision whether to build an army or fleet is one of the most important a player can make and is one of the most important objects of negotiation and telling indication of the direction of future activity. Diplomacy is perhaps the first (and only) wargame on the continental scale in which entire campaigns are but elements of the whole.

In designing the tactics, reference was made to the Napoleonic principle "Unite to fight - separate to live." Separation is first achieved by requiring that there be only one piece in each space. Concentration is then arrived at by the use of "support" orders from different pieces bearing on one attacked province. Pieces further from the action are less likely to affect the struggle for it, but some may do so by cutting supports. The use of 'supply centres' causes further dispersion of forces and emphasizes the economic nature of the objectives. It also makes it a game primarily of manoeuvre rather than annihilation. This aspect of the game is reminiscent of the indirect approach of Liddell-Hart, though I had not read Liddell-Hart at the time.

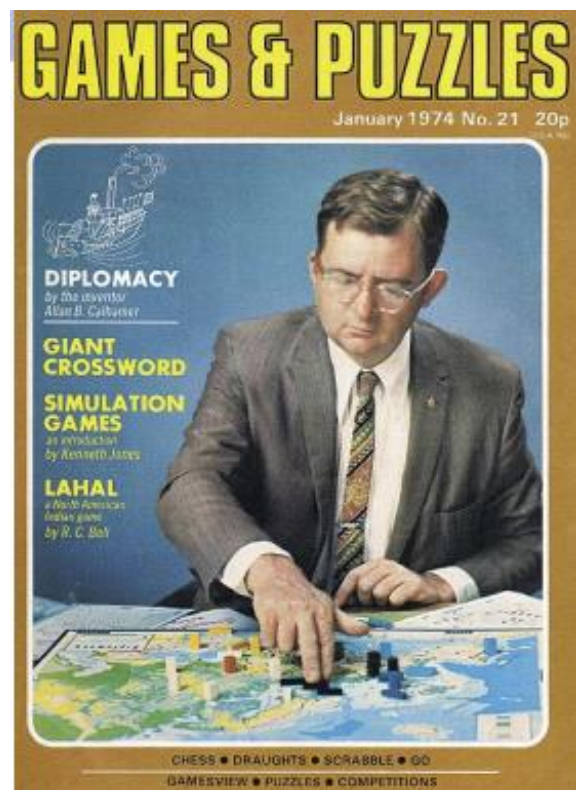
The final problem of organizing a seven-person game, was not solved until I started studying Law in 1953. There I became aware that players who failed to meet their responsibilities towards the game should be made to suffer light penalties such as the loss of a single move; so they are encouraged to comply, but are not normally wiped out by minor lapses. The game should be designed so that it could charge right on in spite of poorly written orders and the like.

The notion that a player may tell all the lies he wants and cross people as he pleases etc., make some people almost euphoric and causes others to "shake like a leaf", as one new player put it, came up almost incidentally, because it was the most realistic in international affairs and also far and away the most workable approach. To require players to adhere to alliances would result in a chivvying kind of negotiation followed by the incorporation of contract

law - as some erstwhile variant: inventors have discovered.

The game was completed in 1954 and undergone relatively little change since then. The major changes have involved adjusting the map to make the countries more nearly equal, and to give them a wider range of strategic choices. Convoying was made simpler and minor complications eliminated. These revisions occurred during 1958 when a good group of game players and Operations Research people played many games and offered many suggestions for improvement.

In 1959 I had 500 sets manufactured at my own expense after major companies had rejected the game. Manufacture was transferred to Games Research Incorporated in 1960. Sales have increased in every single year since the game has been on the market. Postal Diplomacy was begun in 1963 by Dr John Boardman. The games are conducted through amateur magazines, of which a few dozen are always in existence. Annual conventions have been held in the United States for some years, conventions have also been held in Belgium and Italy.



Reprinted from Games & Puzzles No.21
(January 1974)

All In The Game

by Edward McClelland

For 21 years, Allan Calhamer walked a mail route in La Grange Park, the town where he had grown up and graduated from high school, where he had chosen to settle down and raise his two daughters. He was a tall, soft, abstracted man, who examined the world through thick, scholarly glasses, and went home at night to study history. No one noticed those distinguishing details under the blue uniform, the patch that read "Letter Carrier." Suburban mailman is a job that guarantees anonymity, and that's exactly what Calhamer found on the sidewalks of his hometown.

Outside La Grange Park, though, Calhamer wasn't anonymous. As a young man—one of the brightest young men the town ever produced—Calhamer had gone away to Harvard. In the early fifties, while still an undergraduate, he invented the board game Diplomacy. A thinking man's version of Risk, Diplomacy invites players to take the role of a great power in pre-World War I Europe, and negotiate, cajole, wheedle, and backstab their way to continental domination. Since it was published in 1959, the game has sold more than 300,000 copies. John F. Kennedy played it in the White House. Henry Kissinger played it to hone the skills that would make him secretary of state. As simple to learn as chess and as difficult to master as mergers and acquisitions, Diplomacy has an obsessive following, from the local club Windy City Weasels to an international tournament circuit and webzines that publish articles such as "Rethinking Russia's Opening Strategy" and "The Belgian Gambit."

Diplomacy was a pioneering war game—"one of the early signs of organized gaming," according to Derk Solko of the Web site Board Game Geek. But it never made Calhamer rich—he once bought a Mercury Monarch with the royalties—and it led him astray from the career path most Harvard men follow. After inventing the game, he drifted through an aborted stint at Harvard Law, a few months in the foreign service, a career as a systems analyst. In the late sixties, living on welfare in New York

City, he took a job as a guard at the Statue of Liberty.

"It might have been bad in a sense," Calhamer, 77, says today of Diplomacy. "It might have been a distraction to my conniving my way up."

For one great achievement, was it worth it?



Diplomacy's origins go back to Calhamer's boyhood in La Grange Park. Bookish and ungainly, he spent his days indoors, playing chess and All-Star Baseball, a game that used a spinner to simulate major-league contests. World War II broke out when Calhamer was eight, and he avidly followed the news with his parents.

"His mother encouraged him to have a big imagination, and he was always inventing board games," remembers Gordon Leavitt, a childhood playmate. Calhamer loved military history: "Allan had a toy rifle, and he learned the manual of arms from World War I. He was really hep on that."

One day, rummaging in the Calhamers' attic, the boys discovered an old geography book. Calhamer was fascinated by the exotic, bygone countries on the maps: Austria-Hungary, Serbia, the Ottoman Empire. "That was the seed of the game," Leavitt says.

After graduating from Lyons Township High School, Calhamer and Leavitt both won scholarships to Harvard. In the late forties, the college was still all-male, and Calhamer fell in with a group whose social lives revolved around board games. He played on the chess team and conceived a three-dimensional version of tic-tac-toe.

"None of us were outgoing socially, none of us were dating at the time, so instead of going out, we played games," says Stuart Dreyfus, later an engineering professor at the University of California-Berkeley.

Dreyfus remembers Calhamer as a brilliant iconoclast who broke every principle of campus conformity. In liberal Cambridge, Massachusetts, he was a young Republican. At the same time, he dabbled in modern art, dipping eggbeaters into buckets of paint and splattering canvases.

Calhamer was a history major, and a class in 19th-century Europe furnished the final inspiration for Diplomacy. The professor had written a book called *Origins of the World War*. Reading it, Calhamer recalled the atlas in his family's attic. "That brought everything together," Calhamer says now. "I thought, what a board game that would make."

Excitedly, he traced a map of Europe, circa 1900, and recruited six game-playing friends. The rules were simple: Each country starts with three "supply centers" and three pieces, except for Russia, which has four. The object: Occupy half the centers on the board. No country was strong enough to do that on its own, so players had to form alliances. But only one country could win, so eventually, someone had to turn on an ally.

Diplomacy was a brilliant simulation of international relations. The most vulnerable countries were the centrally located Germany, Austria, and Italy. As in real life, they often banded together against the surrounding powers. But the game also featured a cunning look at interpersonal relations. Playing the other players was as important as playing the pieces.

"It's about getting people to do what you want them to do, and convincing them it's to their benefit," says Doug Kent, who runs the magazine *Diplomacy World*. Critics of Diplomacy consider it a cynical exercise in deception. "I call it the Friendship Wrecker," says Solko, of *Board Game Geek*.

Even Calhamer admits Diplomacy wasn't a dorm-room hit. It was hard to gather seven guys to represent France, England, Germany, Italy, Austria, Russia, and Turkey. And his introverted pals were not natural politicians.

"Only his best friends condescended to play," says Dreyfus, who never enjoyed the

game because, he says, "I'm completely honest."

After college, Calhamer was classified 4-F, or ineligible for military service, because of diabetes. So he tried Harvard Law School. Law students loved the game, gathering in Calhamer's attic apartment to practice dealmaking.

"Lawyers like Diplomacy because they're into power," says Leavitt. "Double-crossing people comes naturally to them. Allan had the wrong kind of personality to become a lawyer. He wasn't aggressive enough. He's more scholarly."

Calhamer dropped out of law school after a year and a half. Trying to put his interest in diplomacy to work, he took the foreign service exam, but that yielded only a three-month temporary assignment in Africa. When he returned to the United States, Calhamer felt encouraged enough by his classmates' interest in Diplomacy to make 500 copies, which he sold through toy stores in New York, Chicago, and Boston. It looked as though the game might finally be his ticket. The board game colossus Avalon Hill bought the rights, giving Calhamer a five-percent royalty payment on each sale, and Diplomacy became an international smash.

"The Kennedys are said to play it at the White House, and I understand the Western Alliance is demanding early assurances that Jack sometimes wins," a columnist at the *London Evening Standard* reported.

Sylvania, the defense contractor, was so impressed it offered Calhamer a job in operations research, hoping he would develop a program based on his game. But Calhamer never took to corporate life: Deep down, he saw himself as a game inventor, harboring the hope that Diplomacy would rescue him from a desk job.

Despite its success, Diplomacy's royalties were never enough to provide Calhamer with a living. He left Sylvania after six years and ended up on welfare while he looked for a computer-programming job in New York. While "drifting around hither and yon," he met his wife-to-be, Hilda, a Dominican immigrant. That'll focus any guy on work. Calhamer ran out and got a job at the Statue of Liberty. When he took Hilda to La Grange Park, she fell in love with the quiet, arbored suburb. So Calhamer brought her to his

home and settled down to life as a postal worker.

“That proved to be pretty worthwhile,” he says. “It doesn’t sound like a high-level job, but it was completely reliable, and it paid. I was pretty good at sorting mail. You have to be accurate.”

In any case, Calhamer’s claim to fame was secure. He wouldn’t always be a mailman. He would always be the inventor of Diplomacy. The game has outlasted its imitators—most military strategy games were unwieldy monstrosities with thick rule books and hundreds of pieces—and transcended the war-game genre it helped create. Games magazine named Diplomacy to its Hall of Fame, along with such rainy-day classics as Monopoly, Scrabble, Clue, Yahtzee, and Sorry! On a visit to the State Department in Washington, Calhamer was a celebrity, sought out by generals and undersecretaries. In the sixties and seventies, he competed in Diplomacy tournaments, although he wasn’t one of the more successful players, says Edi Birsan, a veteran gamer from the San Francisco area.

“He doesn’t take into account the personalities of the players,” says Birsan, noting that game inventors rarely master their own creations. “His personality is such that he’s not an aggressive communicator.”

“I think I play it fairly well,” Calhamer says, pointing to several tournament victories. “I try to offer deals that are good for both sides and are self-regulating.”)

It’s not surprising to hear the inventor of Diplomacy called a poor diplomat. It could be that Calhamer incorporated something he lacked in life into the fantasy world of the game. The inventor of Monopoly, after all, was stone broke.

Gordon Leavitt, now a retired actuary in New York, seems disappointed at how things turned out for the neighbour kid who was so fascinated with armies, maps, and World War I.

“He should have been a history professor,” says Leavitt, who nonetheless nominated Calhamer for the Lyons Township High School Hall of Fame. He never heard back. “They didn’t understand what he’d done. They’re used to corporate vice presidents. ‘Game inventor? What’s that?’ If somebody had written a book that’s still in print 50 years later, that’d be quite an

accomplishment. That’s what Allan did. He invented something that’s still being used 50 years later.”

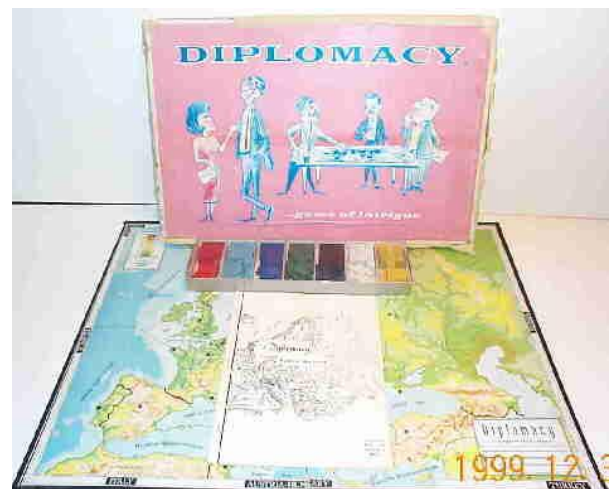
Dreyfus is less surprised by his classmate’s path. Calhamer was never interested in money, power, or public approval. A better businessman might have gotten rich off Diplomacy. As it is, Calhamer’s old age is made comfortable by a family inheritance. “He did that consciously,” Dreyfus says. “I think he wanted his own time. I don’t think he wanted to work for any immediate boss.”

Before the Harvard class of 1953 gathered for its golden reunion, a questionnaire went out to every member. Asked his most important professional achievement, Calhamer responded, “Invention of the game Diplomacy.” Asked what he would have done differently with his life, he gave an answer you probably won’t often hear from a Harvard man: “I probably would have done everything differently.”

Calhamer missed out on the material rewards of an Ivy League education—the partnership, the private club, the summer house, the sailboat. The unconventional mind that created a landmark board game was never suited for a conventional career. But Diplomacy clubs will still be meeting after his classmates’ lawsuits and lectures are forgotten. He may have some regrets about the course of his life, but he has a legacy. Asked which life he would have preferred, Calhamer taps a copy of his game.

“It’s better to have this,” he says. “It makes you feel like you did something.”

Reprinted from Chicago, 20th April 2009





Diplomacy (1st edition 1959)

Back in 2001 I bought a copy of the first edition of Diplomacy from Rupert Thompson in the US (which Rupert had bought in April 1960) – this is the version of the game marketed by Allan Calhmer himself, prior to the game getting picked up by Games Research Inc.

The original set didn't come with a box at all – only the box used for shipping (though Rupert had fortunately kept that). Similarly, Allan Calhmer's own set (marked No. 1/500) which was sold on eBay after he died, didn't have a box either. The game has 136 pieces (all wooden and individually numbered) – ten armies for each power, and nine fleets (save for England, France and Germany who get ten). The idea was that the units would be identified by their number when writing down orders. Only later did it

become clear that the numbers were unnecessary, and that the starting province would do as an alternative means of identification, As you can see from the picture above, the basic board and the conference map design have hardly changed at all compared to the early US editions of the game.

Also included in the box were issues 1 and 2 of **The Despatch** – basically a one page mini-zine from Allan Calhmer himself – issue 1 of which I have included below.

Rupert wrote to me after the game arrived here in the UK:

"I enclosed all the correspondence, etc. as I thought that it might be interesting. I originally saw the advertisement [printed below] in some magazine, I don't remember

which one, and sent off for it. As you can see, I believe it cost me \$6.75 or so in 1960. By the way I hope you notice that the box was the original one that the game came in. I am just a pack rat and prior to this game I had already sold over 100 other war games, primarily Avalon Hill, which I had collected and kept. Finally realizing that I had neither the time nor friends who were interested in playing them, I sold them to reduce the clutter when I moved into a new house. I had kept Diplomacy until the end to sell. I probably never played the game as it was intended to be played. I fooled around with the pieces by myself a time or two and enjoyed the play time. Also, in 1960 I was in college and did not have the time due to studies. After college I did the usual with a new job, then marriage, then family and the game remained stored away safely. By the way, I was 63 in August 2001, so, as you can see, I am still a kid at heart. I still have a sticker that my brother once gave me which says "He, who dies with the most toys, wins".

Rupert was clearly a fan of the game at the time and even wrote to Allan Calhamer asking why Ireland wasn't passable and why Turkey didn't start with a F(Con) instead of F(Ank). This was Allan's reply:

"In answer to your criticisms, I considered permitting moves to Ireland - I also considered it as a supply center - and rejected the idea because I wanted to force the countries toward the center so that conflict would occur more rapidly. You have a point, however, inasmuch as there was diplomatic sparring over the allegiance of Ireland in both World Wars.

Turkey does not need immediate access to the Mediterranean, as you suggest. She can get into the Mediterranean fairly quickly by occupying Bulgaria at once and raising a fleet at Smyrna after the second move. A beginner (!) recently accomplished this result more rapidly by simply interchanging his fleet and his Smyrna army during the first diplomacy period. Of course, this would not have worked if either Austria or Italy had noticed it - and Italy was an experienced player!

The fleet in Constantinople would probably weaken Turkey. As is, she opens with something like:

1. Bulgaria 2. Constantinople 1F Black Sea (normally)

1. Bulgaria 2. Armenia 1F Black Sea (anti-Russian)

1. Bulgaria 2. stand 1F Constantinople (close alliance with Russia only)

In any case the army in Bulgaria may attack Greece, Serbia, or Rumania in Fall, 1901. If this results in a capture and the Second Army follows into Bulgaria, Turkey builds two. If this Fall move results merely in a stand-off; someone else is prevented from occupying a supply center. The power to withhold a center from either Russia or AH and permit one to the other Power is a good bargaining point. If the fleet started in



REAL FUN!

New Adult Game Says "All's Fair In Diplomacy"

As in real life diplomacy, two or more players may form secret alliances and plan their moves jointly. For further realism, members of an alliance may choose to double-cross their partners. The rules of the game permit for "no holds barred", so while it's fun for adults, it's poor training for children.

As noted by the game's creator, Mr. Allan B. Calhamer, "Any tactic based on deception is legitimate in Diplomacy". Such tactics would include: "military intelligence"—peeking as another player writes his move; "infiltration"—slipping extra pieces on the board unnoticed; "back-stabbing"—showing an ally a set of orders and then making an entirely different move.

The moves and rules of Diplomacy are based upon Mr. Calhamer's observations as a history major at Harvard, (Class of '53). He believes the opportunity to be nefarious in play releases tensions and emotions so as to better one's regular daily life. The chance to "play dirty" in the game and still be playing according to the rules can be an excellent emotional outlet.

The set includes a 20"X27" (when opened) playing board, 136 pieces or "units", conference maps for use in planning moves, and a booklet containing full instructions and outlines of sample games. Owners of Diplomacy sets also receive, gratis, copies of a newsletter called The Dispatch. It reports on games played by Diplomacy players—and offers ideas on new tricks and sly devices. Called "The Game With The Human Element", Diplomacy retails at \$6.95.

Further information is available without obligation from the manufacturer of the copyright game: Diplomacy, Box 1253, Boston 9, Mass.

Constantinople it would have to choose a coast of Bulgaria in Spring, 1901, and then would be limited to interference only in Greece or in Rumania, which one being known to everybody. The fleet based at Ankara is well employed simply keeping Russia out of the Black Sea."

I think it's great that Allan was corresponding with customers like this about the rules in the early days of Diplomacy - having this correspondence makes this game even more special.

THE DISPATCH

Published irregularly by Diplomacy, Box 1253, Boston 9, Mass.
as a means of drawing the diplomatic family together

Some Ideas from Recent Congresses

Any tactic based on deception is legitimate in Diplomacy. If the deception is exposed, the situation must be returned to that within the rules, unless the game has gone on to such a point that this return would be impractical.

Thus if extra pieces are slipped onto the board ("Flying Dutchmen" -- so named because the tactic was first tried by a player of Germany) they must be taken off once the deception is noticed; but the damage they may have done in the intervening moves may not be undone.

If you note that a player has more pieces than he is entitled to, stop and think -- if his added strength works in your favor, do not expose him. If and when it begins to work against you, expose him after a set of orders has been read (when he is no longer entitled to change his orders, because he has seen the orders of another player); his piece must come off at once, and his orders may have relied heavily on it.

Demanding that your ally show you his orders is a common tactic, but he may show you one set of orders, and turn in another.

A standard tactic is peeking as another player writes his moves ("military intelligence").

Once I was playing Italy and had alliances with Turkey and Austria-Hungary under the terms of which the Adriatic, Ionian, and Aegean seas were to be kept free of fleets. Thus secured I occupied Tunis on the second move, raised a fleet, and attacked the French in Marseilles and Spain. I could make no headway against the French, so we signed a treaty; I pulled my fleets back, and France subsequently sent her armies north. It was now necessary for me to look east for expansion.

Relying on our alliance, Turkey had attacked Russia in the Black Sea area. Germany had come down on A.-H. with armies, occupying Vienna. This crippled A.-H., without really giving Germany much strength, because her southern armies could not cooperate with her fleets. Therefore the area was "Balkanized" and was a good prospect for expansion.

I threw my fleets into the neutralized seas. With the Turkish navy tied up in the Black Sea, I was able to capture Greece by attacking from the Aegean with support from the Ionian. Germany, hoping for support in the area, supported my army into Trieste.

My armies were now deployed thus: 2. Trieste, 1. Venice, 3. Rome. Rather than attack a supply center on the following move, I chose the mobilizing moves 2. Albania, 1. Trieste, 3. Venice, which would give me the largest military force--three armies--between the Adriatic and the Black Seas.

When the time came to read these moves, however, I couldn't find them. A lengthy search failed to produce them. It seems Turkey and A.-H. had quietly taken them. As we were playing in a laboratory engaged in defense work (strictly on our own time -- it was about 10:30 p.m.), there were padlocked waste baskets around, intended "for classified waste only". My orders to my armies and fleets were at the bottom of one of these baskets.

As I had not gotten orders through to my units, they stood in place instead of moving. Fortunately, the interception of these orders ("by an Austrian spy") had not been coordinated with an attack on my positions. I was able to carry out my shift to the east side of the Adriatic on the following move. I swept through the disorganized Balkan area and had acquired 13 units, with a demonstrable win of three more, by the end of the game.

---Allan B. Calhamer

Original “Diplomacy” (1958)

Before Allan started to market Diplomacy as we now know it, there was an earlier prototype which although similar to the finished article, was also strikingly different. No convoys. Armies board Fleets. Switzerland was a supply centre. You can only build in your capitals or naval base. Finland has a north coast. Lots more spaces...

RULES

1. The Object of the game is to gain 18 military units on the board.

2. Each power except England and Russia starts with 2 Armies in its' capital and 1 Fleet in its' naval base. England starts with 2 Fleets and 1 Army, all in London since this is both capital and naval base for England. Russia starts with 2 Armies in her capital and 1 Fleet in each of her two naval bases. The St Petersburg naval base is on the South Coast only. When Russia builds a Fleet, the naval base must be indicated.

3. A power may have ANY NUMBER of Armies in its own capital, and ANY NUMBER of Fleets in its own naval base. When multiple units are in one space, however, they are only worth a value of one in defence of that province. No more than one unit may exist in any other space except that power's own capital (for Armies) and naval base (for Fleets). Multiple units in one space may not support each other, nor may they support the same unit outside the province. Only one of them may receive support in the capital or naval base.

4. An Army may not enter its own capital, if that space is occupied by one of that power's own Fleets, and a Fleet may not enter its' own naval base if that province is occupied by one of that power's own Armies. HOWEVER, this does NOT prevent the raising of new units in their proper provinces, after adjustments. Nevertheless, it is obvious that units may not enter or be raised in a capital or province successfully occupied by a foreign unit.

5. New Armies ALWAYS start in the capital, new FLEETS in the naval base. If a power loses its' naval base, it may not raise new Fleets until that naval base is re-captured. If

a power loses its' capital, it should immediately name another of its' original 3 (or 4 in the case of Russia) home centres as Capital, although if the original capital is re-captured, it becomes capital again automatically. If a country loses ALL its original centres, it may not raise Armies or Fleets until a home centre is re-captured and designated capital.

6. If an Army and a Fleet are in the same province the Army may be ordered to Board (B) the Fleet, and the Fleet may be moved that same season. If an Army is in a coastal province to which the Fleet could ordinarily move, it may move in provided the Army is ordered to Board the Fleet at the same time (the Fleet may only enter to 'collect' the Army). If a Fleet is in a coastal province to which the Army could ordinarily move, the Army may be ordered in provided it is ordered to board the Fleet at the same time (the Army may be ordered in, say from an inland province, specifically to board the Fleet).

Once an Army boards a Fleet neither can support the other, nor has the Army any fighting power. The two move together until the Fleet puts it down somewhere, at a coastal province. If the two enter a coastal province, the Army may be ordered off provided the Fleet is ordered on in the same move. If the Army is attacked at this time, it is treated as if it had been existing there already (i.e., ordered to Hold). If the Fleet is prevented from moving, the Army remains on board. Both Army and Fleet may receive support from surrounding units but may not support each other until the Army is successfully disembarked. [The implication is that powers may only order their Fleets to carry their own Armies].

---oOo---

The coastal Crawl was originally allowed, and indeed was intended by Calhmer, although the 1971 Rulebook disallowed it. Therefore, for authenticity, it IS allowed, so that Fleets may be ordered to swap provinces where two-coast provinces are used (e.g. F.(Spa,sc) - Por,F.(Por) - Spa,nc, and vice versa.)

Note that the “convoy” order did not exist in the 1958 version of the game. Switzerland is an additional neutral supply centre.

[These rules have been reprinted from Vienna 13]

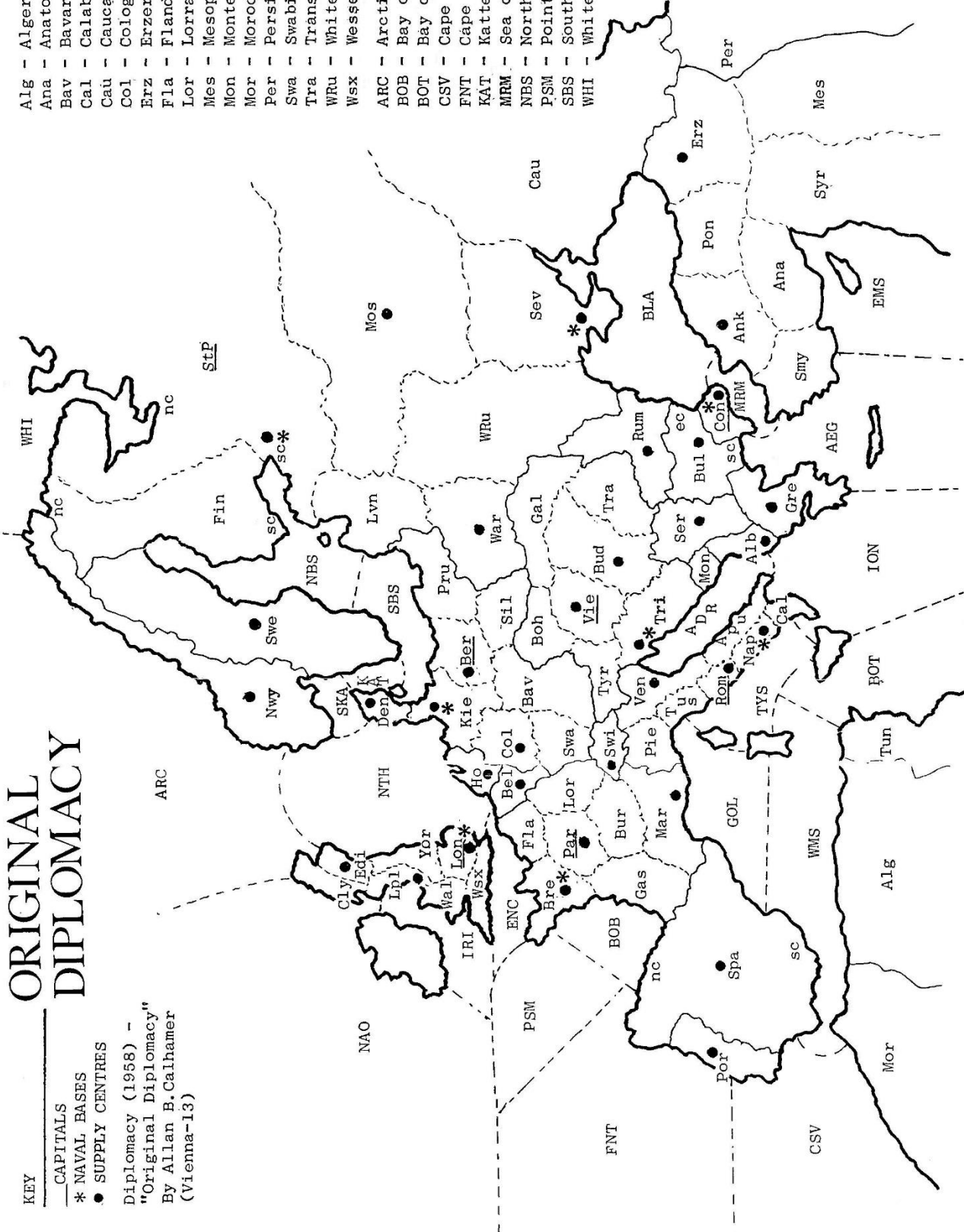
ORIGINAL DIPLOMACY

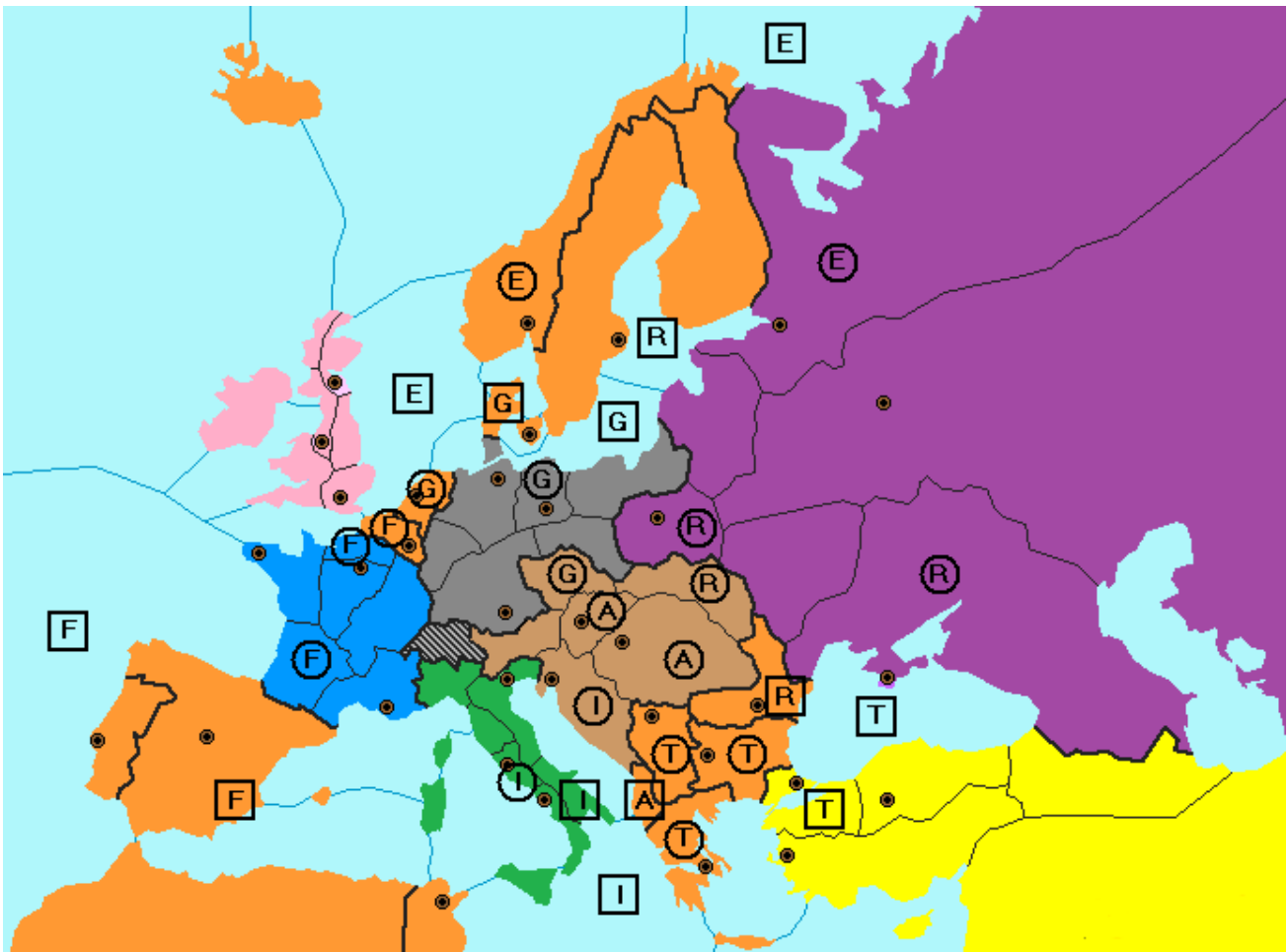
KEY

- CAPITALS
- * NAVAL BASES
- SUPPLY CENTRES

Diplomacy (1958) -
 "Original Diplomacy"
 By Allan B. Calhmer
 (Vienna-13)

- Alg - Algeria
- Ana - Anatolia
- Bav - Bavaria
- Cal - Calabria
- Cau - Caucasia
- Col - Cologne
- Erz - Erzerum
- Fla - Flanders
- Lor - Lorraine
- Mes - Mesopotamia
- Mon - Montenegro
- Mor - Morocco
- Per - Persia
- Swa - Swabia
- Tra - Transylvania
- WRu - White Russia
- Wsx - Wessex
- ARC - Arctic Ocean
- BOB - Bay of Biscay
- BOT - Bay of Tunis
- CSV - Cape St Vincent
- FNT - Cape Finistere
- KAT - Kattegat
- MRM - Sea of Marmara
- NBS - North Baltic Sea
- PSM - Point St Martin
- SBS - South Baltic Sea
- WHI - White Sea





All The Madmen (23BB) Spring 1902

AUSTRIA-HUNGARY (Neil Kendrick)
A(Vie) - Gal (FAILED); A(Bud) - Ser (FAILED); F(Tri)
- Alb

ENGLAND (Lindsay Jackson)
F(BAR) s A(Nwy) - StP; F(NTH) c A(Edi) - Nwy;
A(Nwy) - StP; A(Edi) - Nwy

FRANCE (Mike Benyon)
A(Bel) Stands; A(Par) - Pic; F(Bre) - MAO; A(Spa) -
Gas; F(Por) - Spa sc

GERMANY (Toby Harris)
A(Hol) Stands; A(Ber) - Sil (FAILED); A(Tyr) - Boh;
F(Den) s F(Kie) - BAL; F(Kie) - BAL

ITALY (Colin Smith)
F(Tun) - ION; A(Apu) - Rom; A(Ven) - Tri; F(Nap)
- Apu

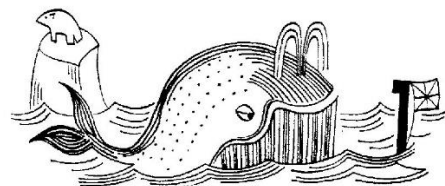
RUSSIA (Simon Billenness)
F(GoB) - StP sc (FAILED); A(War) - Sil (FAILED);
A(Gal) - Bud (FAILED); A(Sev) s F(Rum); F(Rum)
Stands

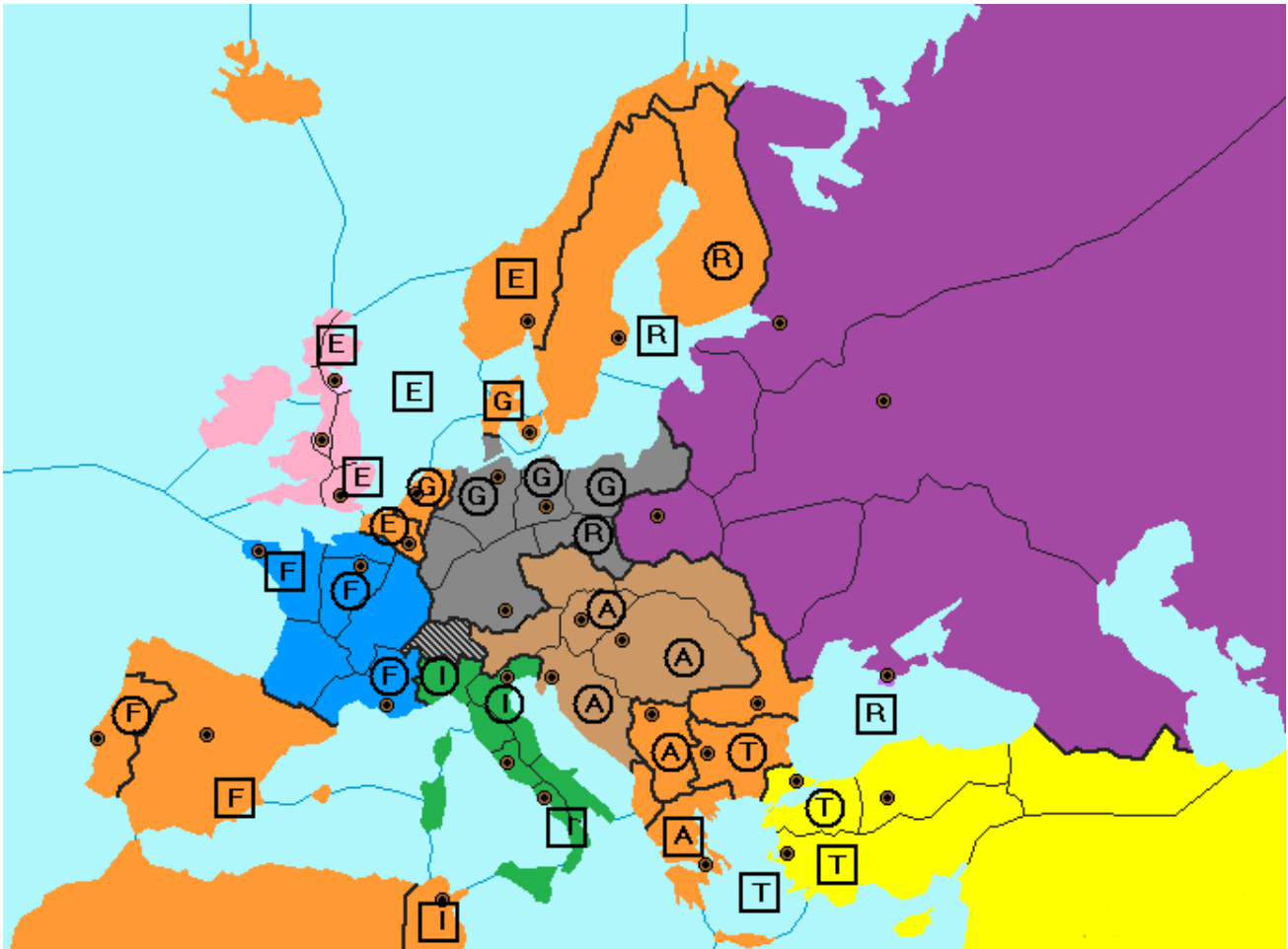
TURKEY (Neil Duncan)
F(BLA) c A(Ank) - Bul; A(Ank) - Bul; A(Gre) s A(Bul)
- Ser; A(Bul) - Ser; F(Con) s A(Ank) - Bul

Press:

American Press: Europe in turmoil. France playing the waiting game. Spiky hedgehog rolls itself back into a ball. Turkey looks north to a chaotic Austria. England has sights set on St Petersburg. Germany Holidays in the Austrian Alps! Italy indecisive? Russia stays silent!

Captain of the High Seas Fleet to the Landbound Laird of Breadalbane: Your coast is toast.





“Blackstar” (23BC)

Autumn 1901

AUSTRIA-HUNGARY (Scott Camplin)
A(Ser) s F(Alb) - Gre; F(Alb) - Gre; A(Tri) Stands

ENGLAND (John Galt)
F(NTH) c A(Edi) - Bel; A(Edi) - Bel; F(NWG) - Nwy

FRANCE (Paul Milewski)
A(Gas) - Mar; A(Spa) - Por; F(MAO) - Spa sc

GERMANY (Hans Swift)
A(Ruh) - Hol; A(Ber) - Pru; F(Den) - Swe (FAILED)

ITALY (Derek De Rooy)
A(Ven) - Tri (FAILED); A(Pie) Stands; F(ION) - Tun

RUSSIA (Hugh Polley)
F(GoB) - Swe (FAILED); F(Rum) - BLA; A(War) - Sil;
A(StP) - Fin

TURKEY (Kevin Wilson)
A(Bul) - Gre (FAILED); F(Con) - AEG; A(Ank) - Con

Autumn 1901 Adjustments:

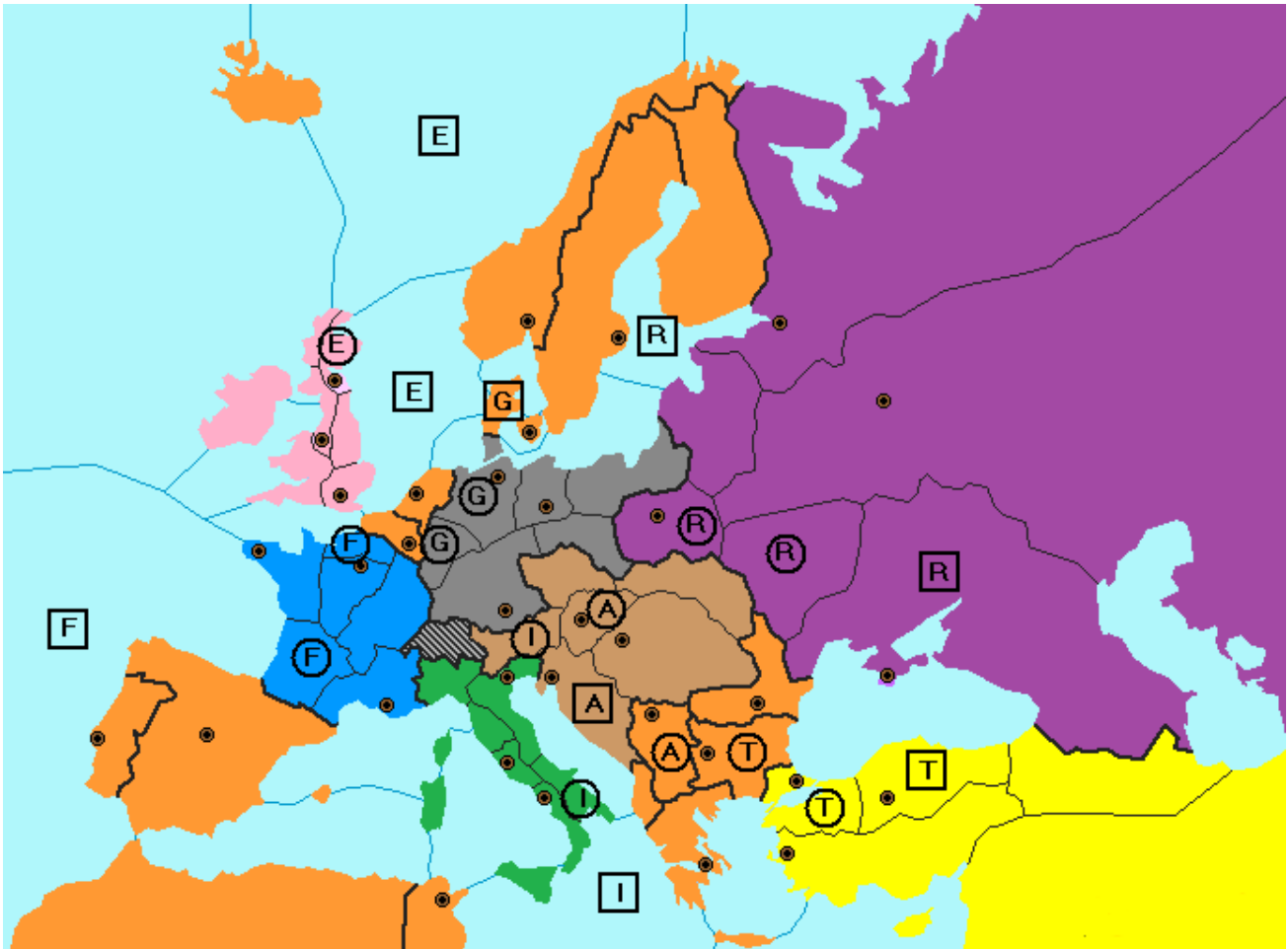
A: +Ser, +Gre, Tri, Bud, Vie = 5; Gains 2.
E: +Bel, +Nwy, Edi, Lon, Lpl = 5; Gains 2.
F: Mar, +Por, +Spa, Bre, Par = 5; Gains 2.
G: +Hol, +Den, Ber, Kie, Mun = 5; Gains 2.
I: Ven, +Tun, Nap, Rom = 4; Gains 1.
R: Mos, Sev, StP, War = 4; No change.
T: +Bul, Con, Ank, Smy = 4; Gains 1.

Builds/Disbands:

A: Builds A(Bud), A(Vie).
E: Builds F(Edi), F(Lon).
F: Builds F(Bre), A(Par).
G: Builds A(Ber), A(Kie).
I: Builds F(Nap).
R: None.
T: Builds F(Smy).

Press:

London: The Ministry of Silly Walks would like to congratulate its recent graduates leading Army Ruhr, Army Warsaw, and Army Gascony, who have learnt their lessons well.



“Candidate” (23??) Spring 1901

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

ENGLAND (Paul Simpkins)
F(Edi) - NWG; A(Lpl) - Edi; F(Lon) - NTH

FRANCE (Richard Jackson)
F(Bre) - MAO; A(Mar) - Gas; A(Par) - Pic

GERMANY (Jason Finch)
F(Kie) - Den; A(Mun) - Ruh; A(Ber) - Kie

ITALY (Dominic Braithwaite)
F(Nap) - ION; A(Rom) - Apu; A(Ven) - Tyr

RUSSIA (Joseph Stark)
F(StP) sc - GoB; F(Sev) - BLA (FAILED); A(Mos) - Ukr; A(War) - Gal (FAILED)

TURKEY (Paraic Reddington)
A(Con) - Bul; A(Smy) - Con; F(Ank) - BLA (FAILED)

Press:

Russia - All: Looking forward to an exciting game.

Captain of the High Seas Fleet to the Landbound Laird of Breadalbane: Your coast is toast.



UK Conventions

HandyCon (19th – 21st May).

General games convention in Maidenhead. For more details and booking go to www.handycon.co.uk

UK Games Expo (2nd- 4th June)

UK Games Expo is the largest Tabletop Games Convention in the UK - where all aspects of the tabletop gaming hobby are represented under one roof. at the NEC, Birmingham and Hilton Metropole Hotel. www.UKGamesExpo.co.uk

ManorCon XXXIX (21st – 24th July)

I had hoped to go to this years' ManorCon, but I will be away in Germany attending a Bruce Springsteen concert in Munich. Oh well. Held at Leicester University - accommodation available and reasonably priced. www.manorcon.org.uk



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

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Ware, SG11 2AU, UK.

Email: godsavethezine@gmail.com

DEADLINE
Friday 26 May 2023

Backbit

Some of the waiting lists below are oh so close to being filled. If the Diplomacy (needs 2), Intimate Diplomacy (needs 1) or Black Hole Diplomacy (needs 1) fill in the next couple of weeks, I'll send out an interim gamestart. I've included a waiting list for the Original 1958 Diplomacy, as it is really quite a different game - indeed, the map has 28 spaces that do not exist on the regular board. Any takers? Lists for Cannibalism and 1900 have been cancelled due to lack of demand. And Dr Who Diplomacy was never going to fly, was it?

I can't guarantee that issues sent out attached to an email always get through. Therefore, 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 the back issues on the **God Save The Zine** website - www.godsavethezine.com

And so another issue is finished. Should be out within 48 hours of the deadline, which isn't too shabby. All contributions and comments welcome for the next issue - next time it will be less hobby history and more articles on or about Austria.

Waiting Lists

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

1958 Original Diplomacy: Rules inside, 7 needed. A rare opportunity to find out what the original game was like.

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.

Bus Boss Cyprus map (GM: Jed Stone): (3 or 4 wanted) Rules supplied on request. No one?

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

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