

SPRING OFFENSIVE

ONLINE 71



ISSUE 71 (July 1999)

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A hardcopy version of this zine is available by post for
£0.50 (UK), £1.20 (overseas).

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Editorial

This is an experiment. A genuine attempt to cross-over from the PBM Diplomacy hobby to PBEM. There are many differences between the two hobbies, indeed both have quite distinct cultures and identities, but few can deny that PBEM is the way forward.

I have been considering how the divide can be bridged for some time. I am not a great fan of JUDGE play (though I would love to hear from some of you who are as to what you like about it) and I do not think that web-based zines as a particularly good basis for PBEM as I want to try and ensure that everyone gets the zine at the same time. That leaves email as a delivery system. However, a text based zine does not match my aspirations as far as graphics and variant maps are concerned (though I will make a TXT version available by email for those still running 386's) (that's not a dig Berry, honest!), so the solution is Adobe Acrobat. The fact that you are reading this means that you have worked out how to view the file.

A true zine lives or dies by the feedback it gets. I would dearly like to get a letter column going - so please email me comments, views, opinions, etc. etc. It is only by initiating some debate that something like this can avoid becoming stale beyond belief. It goes without saying that articles are (however brief) are also welcome. I'd also like to have nominations for a "Diplomacy site of the month" - indeed, this is an opportunity to plug your own web page if you wish!

There's a distinct possibility that you will have seen some of this material before. As I said above this is a cross-over zine - so if there's something on "rec.games.diplomacy" that I think deserves to be brought to the attention of the PBM hobby, I will reprint it here. And vice versa! The fact that this zine is also distributed as a sub-zine to **BUM** (probably the largest circulation UK PBM Dip zine) means that it should be seen by a very wide and mixed audience.

One of the biggest Cons in the UK Diplomacy calendar takes lace in just over a week's time - namely ManorCon. I've already sent off my money so I will

definitely be there - hope to meet many of you over a quiet pint and a game of something or other.

On a personal note, I have got a bit behind with things recently, which explains why I haven't got as much completed as I'd wished. The story of my ill health started about 6 weeks ago. I was feeling increasingly ill and off my food. Than about 5 weeks ago the diarrhoea started. Food poisoning I assumed, I spent a day in bed and felt OK the following day. 4 days later the diarrhoea started again, stomach cramps etc. and wouldn't stop. After 3 days I went to the doctors and gave a specimen for testing. Antibiotics were prescribed and after a couple of days things calmed down. I concluded I'd just had a nasty bug and went back to work.

A few days later the REAL diarrhoea started, more stomach cramps, I was sleeping 16+ hours a day and losing weight rapidly. Back to doctors to find the specimen had tested negative for harmful bacteria. Over a couple of weeks I had several blood tests - all negative. Then it was off to hospital - more blood tests, X-rays and talk of being kept in for a biopsy (they were already talking cancer!).

By now I was wiped out and feeling very low. So I took matters into my own hands and went to see a consultant taking advantage of my private healthcare. After a very thorough examination he said he had a hunch that I had a protozoa colony living in my small intestine (which had not been tested for as you usually pick that sort of thing up in places like India and I hadn't been out of Europe) and sure enough he turned out to be right. Once diagnosed, it only took three days to sort out. He said he sees a couple of cases a year and that I probably caught it when I went swimming with the kids on holiday. I hate to imagine what I had been swallowing in the swimming pool...

Well at least I've lost 13 lbs!

Waiting Lists

Regular Diplomacy (no standbys): To be GM'd by Tom Tweedy. Up to 4 needed.

Regular Diplomacy (standbys): To be GM'd by Tom Tweedy. Up to 4 needed.

Regular Diplomacy (either of above): Eric van den Bedum (eric.netje@wxs.nl); Steve Turner (Steve@castleton6.freemove.co.uk), Edward Board (bagpuss@clara.co.uk).

Davis Diplomacy (rules inside). 7 wanted! To be GM'd by Stephen Agar.

Anyone want to play a game of Winter 1898 II? See page 18 for rules.



Spring Offensive Online PBEM Diplomacy House Rules

1. General

Except as mentioned below the Revised 2/5/89 UK rules will be used, though in effect the 1971 Rulebook is the same in all material respects. No deception of the GM is permitted in any circumstances. The GM will accept any orders that are unambiguous, however badly written. The GM's decision is final on any interpretation of the rules of Diplomacy, these House Rules or any eventuality not covered by the two documents combined.

2. Starting a Game

Players should apply to me (Stephen Agar) if they wish to play a game of Diplomacy. Preference lists for countries will be used if supplied.

3. Game System

The game will be played on a two season game year. Thus Spring orders *should contain retreats* (which may be conditional on that season's moves) for vulnerable units, in the absence of which any dislodged unit will be disbanded. Autumn orders *should include conditional retreats and conditional builds/removals*. The conditional builds may be conditional on the previous season's moves or retreats. This is not as difficult as it sounds. Trust me, I'm a lawyer.

If two or more players attempt to retreat to the same space they will stand each other off and both will be removed from play, though a player may indicate which unit is to have priority if both units are his. If a player fails to submit build orders in an Autumn move *then no builds will be made even if due*. Unless there is a clear instruction to the contrary "Remove A(Par)" means *"remove the army that was in Paris before this season, but may not be now."* - though if there was no Army in Par at the beginning of the move, but there is at the end of the move, then that A(Par) will be removed instead.

If a player fails to submit removal orders in an Autumn move (or the country is in Anarchy) then the GM will disband units *which are not in supply centres* as

necessary. The distance of any such unit from the nearest home sc will be calculated and the furthest unit removed. In the event of a tie units in sea spaces are removed first, then units outside the home country. In the event of a tie, fleets are removed before armies and if all else fails disbands are made alphabetically. Thus, England would remove F(HEL) and F(SKA) before A(Pic), but A(Pic) would go before F(ENG) or F(NTH). A(Bel) and F(Hol) would not be removed.

4. Orders

Orders should be clear. It would greatly assist if orders for different games were sent in different emails. Ideally, each set of orders should state player's name, game, country, year and season. For the interpretation of orders see above. Implied orders will be accepted, for example "A(Mun) S A(Ruh)-Bur" is a valid order to both units, however, a contrary explicit order (E.g. A(Mun) S A(Ruh)-Bur; A(Ruh)-Bel) will override an implied order, *the unit is not considered to be ordered twice*. A misordered unit attempting to move cannot be supported in place.

Orders should be submitted in good time for the deadline set in the most recent issue of the zine. It is a good idea to send a set of provisional orders upon receipt of the game report. Late orders will usually not be accepted, but I reserve the right to accept late orders in exceptional circumstances at my discretion. Therefore you should not assume that it is safe to reveal your plans after the deadline.

5. No Moves Received

Failure to submit orders by the deadline will result in an NMR. The effect of two successive NMR's will depend on whether the game is a standby game, or a no standby game. In a standby game, two successive NMRs means that I will find a replacement player to take the part of the country concerned. In a no-standby game the offending country will be placed in anarchy (which means all units stand but may be supported by other players). The GM will *not* start a game with a NMR in S01 even if it means holding the game over and finding a new player, so don't NMR in Spring 1901!

6. Abbreviations

In game reports provinces will be abbreviated to the first three letters of their names, capitals for sea spaces, lower case for land spaces.

Exceptions are:

GoB = Gulf of Bothnia
 GoL = Gulf of Lyons
 Lpl = Liverpool
 Lvn = Livonia
 MAO = Mid Atlantic Ocean
 NAf = North Africa
 NAO = North Atlantic Ocean
 NTH = North Sea
 NWG = Norwegian Sea

Nwy = Norway
 TYS = Tyrrhenian Sea

Other abbreviations used in game reports are:

NMR = No Moves Received
 NRO = No Retreat Ordered
 NPRO = No Possible Retreat Ordered
 MS = Mutually Supports
 Std. = Stands
 A(Kie)-Hol = Failed Move
 A(Kie)-Bur = Illegal or Impossible Move or non-existent unit.
 * = Retreating Unit

7. Errors

In the rare instance of an error creeping into an adjudication the error should be brought to the GM's attention *immediately*. Any errors carried over for more than one season will stand. Obvious errors (e.g. failing to underline a failed move) should not delay the game and players should submit orders on the basis that the moves printed were correct (even if the game report was incorrect as to the consequence of those moves).

8. Game Endings

A game may be ended at any time on any terms proposed by any player or the GM by a unanimous vote of the players. The first time a game-end is proposed NMRs = assent; forgetting to vote, but submitting orders = dissent. If a game-end is re-proposed then abstention = assent! The identity of the player proposing the game-end will not be revealed. In exceptional circumstances the GM may declare abstention = assent on a first vote, so read endgame proposals carefully.

9. Proxies

A player may sign over control of one or more units to another player at any time and indefinitely, provided that the player so doing continues to receive the zine. Such an arrangement may be cancelled at any time, without notice, by the player concerned.

10. Press

Press releases for publication alongside the game are welcome and may be conditional on that season's moves. The GM will have a reserved dateline which may not be used by the players. The names of the seven capitals (Vie, Lon, Par, Ber, Rom, StP, Con) or the seven Powers followed by "(Govt.*)" are reserved for the players concerned.

11. Maps

Regular Diplomacy games in the zine will usually have maps with the game reports, however do not rely on them. Read the game report! The GM will have no sympathy with anyone who misorders on the basis of an error in a map, if the game report was correct.

(Version 4.0 - 7/99)

Stephen Agar (stephen@spoff.demon.co.uk)

The Top Table – Good or Bad?

By Chris Martin

I had the great pleasure of attending WorldDipCon in Namur, Belgium this year. It was a tremendously fun event, with plenty of action and excitement. But to me, the strangest thing was the idea of a “Top Table”. I had been told about it, but seeing it in action was a whole different experience. I thought I’d take a short moment to explore the idea behind it, and see why it is used in Europe, and not in the USA. One of my personal difficulties with the world hobby at the moment is the lack of uniformity in the way that tournaments are run, and it is my hope that through an examination of the differences, and the reasons for them, we might come a little closer together.

The idea of a Top Table in a tournament is a simple one. Whatever scoring system is used, the players with the 7 best scores before the final round are placed on one board, where they fight it out. Additionally, in the system popular in Europe now, only the top 3 places in the tournament are reserved for the “winners” of the top table.

Lets look at an example of a tournament with a top table.

Going into the final round of RebelCon, you have Adam, Bob, Chris, Dave, Ellen, Frank, and Greg with the best 7 scores. They proceed to play the final round as normal. The other people in the tournament are assigned their final round boards, again according to whatever system the tournament is running by. They all know that the best they can do, in the Overall Rankings of this tourney, is 4th place. In fact, with most scoring systems, someone not on the top table **will** get 4th place!

The scoring system for RebelCon will be as follows:

Points are awarded on final centre count when time is called – no additional points will be given for survivals or draws. (This is a very European System, btw.)

Best result on board - 50 points
2nd best result on board - 24 points
3rd best result on board - 11 points
4th best result on board - 5 points

Bonus for Solo victory – 25 points

(Yes, very simple, yes, not really a good system, but hey, its just to illustrate a larger point)

At the end of two rounds of play, we have the following results for the top 10:

Adam – one solo, one 2nd = 99 points
Bob – one solo, one 3rd = 86 points
Chris – one solo, one 4th = 80 points
Dave – one solo, no other result = 75 points
Ellen – one 1st, one 2nd = 74 points
Frank – one 1st, one 3rd = 61 points

Greg – one 1st, one 3rd = 61 points
Harry – one 1st, no other result = 50 points
Ivan – two 2nd best = 48 points
Janet – one 2nd best, one 3rd best = 35 points

Round 3 begins, and the top 7 players are all on the same board, while Harry, Ivan, and Janet all (through a random allocation) end up on different boards.

Well, the going is tough on the top board, but after a hard fight, Chris has 9 centers (1st place), Ellen has 7(2nd), Frank has 6(3rd), Bob has 4(4th), Dave and Greg each have 3 – Adam (being a target going in) was eliminated. On the other boards, Harry finished 1st on his board, Ivan finished 2nd, and Janet got a solo victory

The final scores for RebelCon!

1st place - CHRIS - (130)
2nd place - ELLEN - (98)*
3rd place - FRANK - (72)*

*You will remember that these 3 places were reserved for the Top Table, regardless of overall points! *

Then we go to Scores to see the rest of the results:

4th Janet = 110
5th Harry = 100
6th Adam = 99
7th Bob = 91
8th Dave = 75
9th Ivan = 72
10th Greg = 61

Ok. So we have the results, and we have the scores. Lets take a look at things, and see what this tells us. If you go by scores alone, the rankings end up being very, very different. Ellen, in 2nd place, drops to 5th. Frank, in 3rd place, goes all the way down to a tie for 8th! Janet gets 2nd, and Harry 3rd.

What’s up with that???

The theory, if I understand it correctly, is that the Quality of Opposition on the top board is Guaranteed to be High. That coming in second on the Top Board is worth more than the same result on any other board, and there is, I think, some merit to this.

How So?

In a tournament of any size, there will be:

- People who are trying out the game for the first time,
- People who played in the past and want to play again,
- People who have been playing with the local club for a year or three,
- Players who do well with country A, C, and E, are ok with Country F and G, but can’t play country B or

D to save their life, and
(e) Sharks. The people who go to Diplomacy Tournaments regularly with the intention of bloody well winning them I don't care give me Italy lets GO, thank you very much!

The Top table will probably have people from categories D and E on it. Other tables will have the regular mix. So getting that solo victory on a regular table, while impressive, just isn't as impressive as ending on 9 centers as Austria on the top table! (According to Top Table Theory, mind you.)

Ok, that makes sense.

There are other advantages to a Top Table. In theory, and this has happened in the past, a club/group could come to a tournament with a "champion".

A Champion, Hmm?

Let's take a look at a fictional scenario. The Arlington Beer and Dagger Society has decided, as a group, to win RebelCon. 14 of the club members make the trip to Raleigh, North Carolina, and they have decided that they are going to make Richard Timson the champ. So, whenever any of them are on a board with him, they will do everything they can to make him the winner – nothing above board, but when it comes time to stab, he somehow gets all their centers. On other boards, they play not to win, but to force draws – always ganging up on any leaders, preventing anyone from getting points. There are 49 people at the con, 7 boards, and the AB&DS members are a significant percentage. At the end of the weekend, Surprise! Richard has the best score. The AB&DS laughs all the way home, and next tournament it'll be Morris Stevens who gets to be champ.

Meta-gaming, and I highly approve of it, in spirit. (See my other article this Pouch to see how I feel about winning the Tournament, not the Event!) But Purists cry out! No Fair! I am a better player, but I cannot win against these allies who are allied before the game begins, regardless of diplomacy and board position! That's just WRONG! And indeed, no one could beat them – with regular scoring systems. The Top Table neatly solves this problem, by forcing Richard to actually beat 6 other players – really good players -- heads up. It'll be a lot harder for the AB&DS force a winner when they can't use all 14 players to effect the final round! This is, in fact, one of the principle reasons the Top Table was created in the first place.

Ok. What else is good about a Top Table?

Then there is the Excitement factor – Who will be on the Top Table this year? Before WDC9, the speculation was rampant – how many players would the French have in the final running? Would an American be able to get on the top table, much less win it if they got there? Who are the Dark Horses who could surprise everyone? Don't forget the Swedes! You KNOW Toby wants it bad enough to taste it!

At the tournament itself, tension mounted as the rounds

went by, as people with good scores desperately hung on to try to get better scores to make the final table. Stabs in the last season made and broke championship dreams! Players who, through no fault of their own, had results that wouldn't allow them to make the top table rooted for their friends and fellow countrymen, as they played the penultimate round. (And everyone knew that you could still finish a very respectable fourth place, if only you could do well in the final round.) 7 players on the top board, and at least 3 of them would end up dropping out of the top five!

The seasonal results from the Top Table were posted on a HUGE board, so that everyone could come and see who was doing what, during furtive breaks from their own final games. The tension was palpable as they went into the final year of the game, and four players were still in the running! Christian Dryer pulled it off, at the wire and by ONE center! Beer for everyone!

There is no comparison in tournaments which don't have a top table. After the final round Sunday, everyone has a good idea who has won it, it's a simple matter of making announcements, handing out plaques, and modest applause.

So why doesn't every tournament use a Top Table?

Now, in all fairness, there are plenty of good, solid reasons why tournaments in the states don't use a top table. We like to play longer games, with fewer rounds. We like to give everyone a fighting chance right up until the very end. It is hard for people to make every round of a Fri/Sat/Sun convention. Some people might not play the last round if they know they can't win. Valid objections all.

Longer games mean less games, and that means it's harder to tell at the end of the penultimate round who the best seven players are. Everyone knows that the random selection of players on a board and powers has an effect on the outcome. In the end, the cream tends to rise to the top, but do you really get the seven best at the end of two rounds? I think what you get is the 7 best of those two rounds. Everyone knew going in what the stakes were, and had equal chances to get there. Its easy to argue that the 7 people on the top table weren't the best 7 people at WDC9 – in fact those seven did not place 1st through 7th – but they had the best 7 scores going into the final round, and no one can argue that.

I've noted (and used to my advantage) a tendency to drop the worst score from a 3 or 4 round tournament, or to only count the 2 best scores. The theory being, I think, that people who can only make 2 rounds have the chance to win as well – something they wouldn't have if there was a top table. This is a serious consideration – you don't want to exclude people who can't take Friday off of work to get to the convention in time to play Friday night. The distances involved in the US make it hard to rush off to a weekend tournament. This is a good argument against a top

table in a tournament that only has 3 rounds in it, one game Friday, one Saturday, and one Sunday. This probably happens most often when the time limit on games is long or nonexistent. But many tournaments could have a game Saturday night as well, which would allow everyone at least two good chances to make the top table Sunday.

Plenty of people feel for Janet (remember the example above?) – who, with a solo victory in the final round, scores points to get to 2nd place, but has to go home with 4th. It has happened (in Europe) that the person who won a tournament had less points than the person who finished 4th. Most scoring systems at tournaments that use a top table reflect and minimize this possibility.

Would Janet really have stuck around to play the last round, knowing she couldn't win? I'd like to think so. Most people going into the final round of a tournament can't win – it's the nature of tournaments that there will be 3 people from every board who score points, and really only 2 of them score points that will

probably count in the end. So why don't 4 or 5 people drop out from every board after every round? Because Diplomacy is a fun game, because they came a long way to play, and don't get to play a lot of F2F, because you can always get the satisfaction of a great result even without winning the whole shebang!

Top Tables are Elitist – only the best players get there. But isn't that the point of a Tournament? To find out who, on this day, is the best player in the room?

Hmm. It seems like you approve of the Idea.

I would really like to see major US tournaments try the idea on, if just for size. It would bring the World hobby a little closer together in the way we play Diplomacy, and maybe then we can work on establishing a regular time limit for tournament play, instead of the mish-mash of systems we have now! But that, I think, is another article for another day!

1999 World Email Masters Diplomacy Tournament

Publicity and planning for the 1999 World Email Masters Diplomacy Tournament is now very well advanced and registrations are flooding in. This has been a massive organisational exercise. We already have 5 teams registered, about 35 teams forming that we know about (including Toronto, Vancouver, 2x Canada, 2x Central USA, 2x Eastern USA, Texas, 2x California, 3x UK, Norway/Denmark, 2x Brazil, Oceania, Israel, 2x Compuserve, 3x France, Australia, 3x Germany and others forming 'offline'). The closing date is 15th September and the tournament will start on 1st October.

Within the 5 teams already registered there is the current World Dip Champion (Christian Dreyer) and two former World Champs so in this tournament entrants will be pitting their skills against some of the very best stabbers in the world ;-) I know that there are another 3 teams forming that will contain many more former World Champs and European and US National Champs.

This tournament is building on the success of the previous Cat23 run tournaments of 1997 and 1998. The 1998 Team Tournament was a great success in having attracted 15 top-notch teams from around the world. This one is going significantly better than that with conservative estimates of 30-35 teams, with possibly as many as 50 !! The First Round Team event will lead to a 'singles' play-off. The top 49 individual players will qualify for a 7 board play-off semi final and the top 7 will play off in the Grand Final which will probably be the most watched event in the history of email Diplomacy to date. Whatever the title, and there has been some debate on this, any player that emerges as

winner from an international field of 200-350 players will have every right to feel pleased with themselves.

To register for one of the teams forming please visit the Tournament Conference Board - <http://masters99-forum.diplomacy.org.uk>. Sign up as a user and then go to the "Individual Registrations - ????" Conference and add your name to the list of a team from your region. For more info visit the official web site at <http://worldmasters99.diplomacy.org.uk>. There is also an associated World Diplomacy Survey at <http://www.diplomacy.org.uk/survey>. The survey is now 4 weeks old and forms have been coming in at a rate exceeding 100 a week!!

The Tournament Organisation Committee consists of the following people.

Emeric Miszti (UK) - Tournament Organiser and Co-ordinator of the tournament / Technical Support, etc
Ray Setzer (USA) - founder of Cat23 - Tournament Organiser / Publicity Organiser / Australia and New Zealand Team Formation Co-ordinator.

Toby Harris (UK) European Team Formation Co-ordinator

Stephane Degremenot (France) - Tournament Mathematician

Lauren Kohn (US) - Tournament Scoring Systems Guru

Phil Kimpton (Australia) - Tournament Rules & Regulations

Scott Fort (US) - US Team formation Co-ordinator

Paul Harrap (UK) - Web Site development / programming resources

Michael Ashland (US) - Canada, South America & World team formation co-ordinator.

Hasbro Interactive Avalon Hill Diplomacy Software

Focus Group status report

By Pitt Crandlemire: pittc@syncon.com
(reprinted from rec.games.diplomacy)

As many of you know from postings to r.g.d., Hasbro recently began a focus group study of its AH Diplomacy software program. I was fortunate enough to be selected to participate. While the software is still under development and all participants were asked to maintain confidentiality with regard to the software and the focus group process, I thought that the members of the hobby community might appreciate some information as to the current status of the program. I ran the idea by Bill Levay, the Project Leader, and he concurred. Given the reasonable security and development concerns that Hasbro might have, I offered to let Bill vet this message before posting but he demurred. He asked only that I not discuss specifics of the focus group discussion, in order to protect the privacy and confidentiality of that process and the participants. The contents of this message are my own and represent only my personal opinions and observations. Moreover, I think it is important to point out that this is a product still very much under development. At best, my comments should be viewed as a preview of the work in progress rather than a review of the final product.

The game provides a number of playing options: - single player vs. AI - multi-player "hot-seat" using one PC - multi-player via the Internet (The Gaming Zone) - multi-player via the Internet (direct IP connection) - 2-player direct connect via modem

Multi-player games can be up to 7 players. Hasbro's plan to use The Gaming Zone is intended to give players a single "gathering point" to find other players. The direct IP connection allows players to bypass the Zone, however, if desired. The "hot seat" feature, allows players to use the game in lieu of a board for F2F games.

Maps: Four different styles of maps are available. One neat feature associated with each map is an "overlay" option for displaying which power owns which provinces. When selected, the overlay option shades each province with the color of the controlling power. This will be particularly useful for newbies.

Negotiation: Negotiation occurs in a couple of ways. First, with the AI, you negotiate by clicking on icons which indicate what you want the AI to do, e.g. ALLY with me, ATTACK PARIS, etc. The AI considers your request/offer and tells you what it will do. It also makes similar requests/offers to you. Second, with another human player, you negotiate in a chat room fashion. There is one public room where all players can see and hear what is said and multiple private rooms where you can go to speak privately to one or more

players. While in the private rooms, you can still hear what's being said in the public room (sort of like keeping an ear to the door).

Order Entry: Entering orders is easy and intuitive. All of your units are displayed on the map. When you click on one a pop-up window displays the possible orders. When you click on an order, all legal provinces for that order are highlighted (e.g. if you clicked on Army Wales, then clicked on Move, Liverpool, London, and Yorkshire would be highlighted). You click on the province you want and the order is entered. A text display at the bottom of the screen lists all your units and is updated as you issue orders. Orders for Convoys and Supports are slightly more complex but not much.

Graphic & Textual Order Resolution: Once all orders are entered and the phase begins to process, a scrolling text window displays the orders and resolution. At the same time, the map display shows a graphic representation of the orders and their resolution, similar to the way units are moved during resolution in face-to-face games. This will, I think, also be very helpful to newbies and it's enjoyable to watch.

Graphics and movies: Though not part of game play, the period graphics, text, and tone, as well as the introductory and intra-game video clips are very attractive. They add noticeably to the look and feel of the game. Within the game, the main screen displays diplomats from all powers who gesture, make faces, and, generally, interact with the players and each other. Not crucial to game play but a nice touch.

Editor: A fully functional game editor is included. With it, you can set up any board situation you like, trying "what-if" scenarios or setting up games from other sources. You can use the editor simply to move pieces around as you would on a board or you can use it to set up a game in any manner you like and then play it from that point. A *very* useful feature and indicative of the full-featured approach Hasbro is taking toward the game.

Judge support: Though not yet implemented, Hasbro has indicated that the final version will work with the Internet judges. That is, it will accept judge output, allow you to display the game and enter moves, and then output orders. It's not clear at the moment whether order output will be direct to email or to a text file that you will cut and paste into your email to the judge. FYI, Edi Birsan pushed very hard for this feature and was instrumental in getting it included. Kudos to Edi for pushing it and Bill for adding it.

Variants: The game will support a wide variety of "unit/rules" variants which work on the standard map, e.g. 1898. This feature was not implemented during the focus group test but the menu is already built-in and implementation is assured for the final release.

Tutorial: As we all know, the best way to learn Diplomacy is to play with someone who already knows

how to play. However, if this game is successful in the marketplace, it will reach many players who will be experiencing Diplomacy for the first time. I think that is a very, very good thing, as it can only help the hobby grow. To that end, I volunteered to help write the tutorial and I'm currently in the process of doing so. I won't be doing any coding, of course, but I'm hoping that the final result will be an interactive introduction to game mechanics and strategy that will be simple and complete. If you have any suggestions or ideas along these lines, please let me know. I'll be glad to share my compensation with you (part of nothing is still nothing...;-)

Current plans call for an expected ship date of late 4th quarter '99. The general consensus in the focus group I attended (experienced Diplomacy players) was generally quite positive. We all recognized that the software was still in development and understood that there were still bugs to be worked out and features to be implemented. Not all of the features above worked all the time or always exactly as described. Additionally, there were a number of cosmetic interface issues which needed to be improved. Of course, the purpose of the focus group was to help Hasbro identify those issues. There are still some significant obstacles to overcome, developing and improving the AI chief among them. It's not surprising to me that this task is still ongoing. Frankly, I have doubts about *anyone's* ability to code an AI that can play competitively against an experienced player. To me, Diplomacy does not seem to be the kind of game that lends itself to that type of process. I think Hasbro will do well simply to code an AI that can play adequately against beginning level players, making reasonable moves, not being too repetitive, and not making obvious mistakes. They're still working on that, however, and I know they're committed to the best result possible.

There were requests for some additional features which I won't delineate here because I'm not sure if Hasbro can (or wishes) to implement them prior to the planned ship date. Suffice it to say that I'm convinced that they want the best for the game both as a revenue generating product *and* as a tool to support and develop the hobby. As planned right now, I see the Diplomacy software as being designed to meet 3 basic needs. One, single-player play - mostly there but dependent on a functional AI. Two, true real-time multi-player play via the net - virtually done now, just requiring some bug fixes and interface re-design. Three, a judge front-end - not yet implemented but under development and not likely to be very difficult to achieve.

All in all, I'm impressed by the potential of what I've seen and, more importantly, by the attitude with which Hasbro, particularly Bill Levay, is approaching the project. Here's hoping they continue in that fashion and are able to realize the full potential of the product.

Face-to-Face Diplomacy

QUEENSLAND UNIVERSITY GAMES SOCIETY 1999 DIPLOMACY TOURNAMENT

Date: **Saturday 17th and Sunday 18th July.**

Time: 9 A.M. - 8 P.M. both days. If you want to play in one round only, 9 A.M. - 4.30 P.M. Saturday.

Venue: The Kingham Room, University of Queensland Union complex.

Prizes: trophies for 1st, 2nd and 3rd place.

Entry Fee: \$12.00 (\$10.00 for Q.U.G.S. members) for both days; \$6.00 (\$5.00 for Q.U.G.S. members) for one round. Organiser and Referee: Gary Johnson, ph. (07) 3392 1760, e-mail garyjohnson@uq.net.au.

MANORCON XVII

2 p.m. **Friday 16th July to 2 p.m. Monday 19th July 1999**, Shackleton Hall (*Previously known as Lake Hall*), Birmingham University, England

ManorCon is a large board games convention that has been running for the last sixteen years with an anticipated attendance of around 250 people. The main event at ManorCon is the Team Diplomacy tournament, which is for teams of seven players and played on the Saturday. Whilst Diplomacy is the headline event, there are plenty of other tournaments (both formal and ad hoc) as well as other events and the ever popular open gaming. If there is an event you would particularly like to see at ManorCon, just let us know and we'll see what we can do.

To book, please use the go to <http://devel.igo.org/manorcon/book.htm>. For further information on the convention contact Vick Hall: 115a Offord Road, Islington, London, N1 1PQ. email (victor.hall@virgin.net) or point your browser at <http://www.manorcon.demon.co.uk>

MIND SPORTS OLYMPIAD

The 3rd Mind Sports Olympiad takes place at the Olympia Conference Centre in London from **August 21st-29th 1999**. A one-day Diplomacy tournament will be held on **Saturday August 21st**, from 10am to 9:30pm with breaks as appropriate. Tournament director and organizer of the Diplomacy event is Mark Stretch (Tel: 01235 519720, e-mail: mark@34dartdrive.freemove.co.uk). The entry fee is 13 pounds for adults, 5 pounds for juniors (under 18 on August 21st). There will be three prizes: 1st 300 pounds, 2nd 150 pounds, 3rd 50 pounds. Gold, Silver and Bronze medals will be awarded to the three leading places.

Extra entry forms may be obtained from: Mind Sports Olympiad, PO Box 13388, London NW3 5FB. Or visit our web site at www.mindsports.co.uk/

Variations On A Theme

by Andrew Poole

reprinted from Ode No.56 (June 1984)

Like all great games, Diplomacy is very simple. Part of its beauty lies in the basic concept and simple mechanics of the game. This consists of a map divided into a limited number of areas; some of which contain 'supply centres', which can each support one unit, either an Army or a Fleet. The movement and combat rules are equally clever, but simple. It is this 'simplicity and general elegance' of the game-system that makes Diplomacy such a suitable basis for 'variant games', hence the large number of Diplomacy variants. Either the game-system can be 'lifted' for use in a new scenario, or the original game itself can provide the basis on which to make some changes.

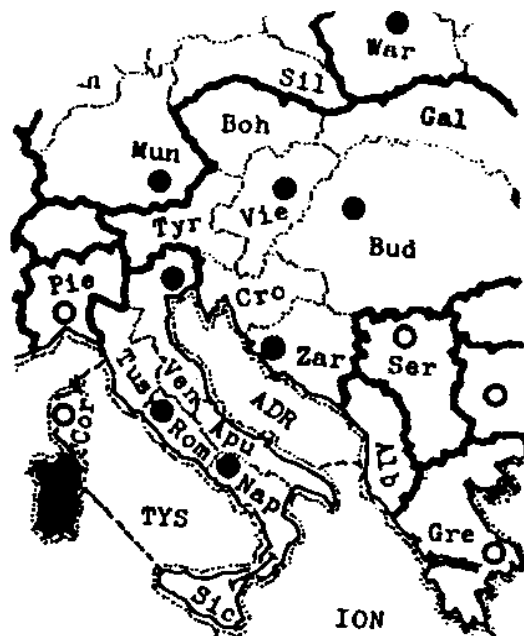
There are a number of different kinds of Diplomacy variants, depending upon the 'Idea' behind the variants concerned. The largest of these groups is where the variants are based on new historical and/or geographic 'settings'. Inevitably they involve a new map and some rules to adapt the game mechanics to suit. Examples include *Gesta Danorum*, *Downfall* and *North America 2020*. Then there are the variants that take Regular Diplomacy and seek in some way to change or add to the game's 'system', retaining the original board but altering the rules. Examples of this group include *Stab*, *Vain Rats*, *MAD Dip*, *Seismic* and *Intimate*.

However, there is a third group of variants which aim not to change the setting of Regular Diplomacy but instead to change its 'structure'. They either change the map to include more powers, such as in *Cline 9-Man* or *Mercator*, or add a new element which involves certain board changes, such as in *Dual Space Diplomacy* or *Woolworth*, or they merely seek to 'improve' the basic game. This is based on the view that the actual design of the Regular Diplomacy board has some weaknesses. Whilst most people are content to accept these as challenges or limitations, some have proposed ways of overcoming them by changing the 'structure' of the board. Examples of this include *Abstraction*, *Milan* and *Davis Diplomacy*, and this kind of design is the product of certain lines of thought.

Italy and Austria are considered to be the two weakest powers in Regular Diplomacy. One of the reasons for this is their mutual lack of security because each has a home supply centre adjacent at the start of the game (Venice and Trieste). Given the option of only one change to the Regular game, some people have suggested the addition of an extra province between the two facing supply centres. This idea was play-tested in a number of face-to-face games in California and "met with critical success". Further postal testing

indicated that the extra province was a good idea, but it should not contain a neutral centre. When this option was tried, it resulted in permanent conflict over it between Italy and Austria and so had the opposite of the intended effect.

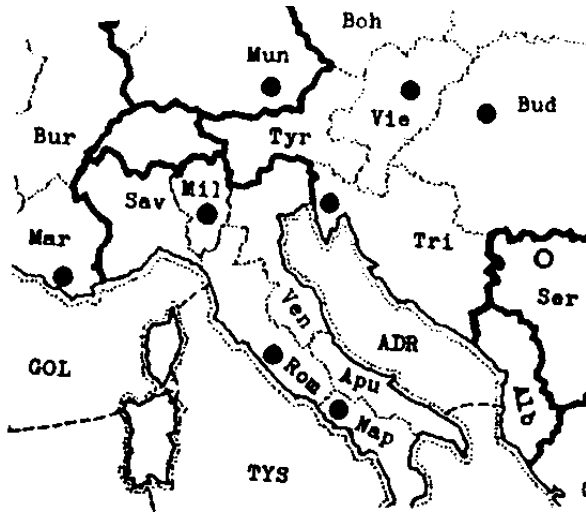
Fred C. Davis has used the idea in several of his variant designs, dividing Trieste into two separate provinces. The northern half becomes the minor province of Croatia, the Austrian home supply centre being moved to the southern half, named either Zara or Split. In the initial play-tests it was merely 'Province X' and with a neutral centre it became *Peerijavo*, named after Lawrence Peery. Neither of these touched Vienna or Budapest, whereas *Croatia* does. The effect of *Croatia* is to strengthen Austria and Italy, protecting both from immediate incursions by the other, and making it easier for them to work together as a team in what can be a very strong combination.



The only other suggested 'one-change only' variant to gain any support is the idea of changing the starting unit in Rome from an Army to a Fleet. *F Rome Diplomacy* is currently popular and I believe records are being kept to see if this change strengthens Italy and improves its poor track record by given greater flexibility. As Italy is mainly surrounded by water, Piedmont and Venice can act as something of a bottleneck, preventing easy invasion of Italy by land but making it equally hard to get out. "Italy is unable to expend initially; it is restricted to a purely defensive role in the middle years; and its prospects are limited to a minor share in a draw or a low place".

Another solution to the problem of Italian land access, the position of Venice and Trieste as facing home centres, and the resulting Austrian and Italian weaknesses, is offered in the recently published *Milan Diplomacy* by John Norris. This involves limited changes to the geography of northern Italy so as to

improve her attacking chances and make "Italy a less boring and rather more successful country". There are likely to be a number of games offered of Milan to test its possibilities.



In *Milan Dip* the former Piedmont is divided into two new provinces of Savoy and Milan; Rome is also extended to take in the former province of Tuscany and now also touches the Gulf of Lyons, Savoy and Milan. Milan itself touches Switzerland, Tyrolia, Venice, Rome and Savoy. The remaining western half of Piedmont is renamed Savoy and touches Switzerland (though not Tyrolia), Milan, Rome, the Gulf of Lyons and Marseilles, and is extended in the north-west to touch Burgundy as well. As the home supply centre in Venice is moved to Milan, Venice is renamed 'Venetia', following the convention that only home supply centres are named after cities. As with the dividing of Trieste, this reduces the likelihood of conflict between Italy and Austria, and Milan also gives greater prospects of going west into France. Unlike *F Rome*, it still doesn't give Italy such strength at sea in the Mediterranean.

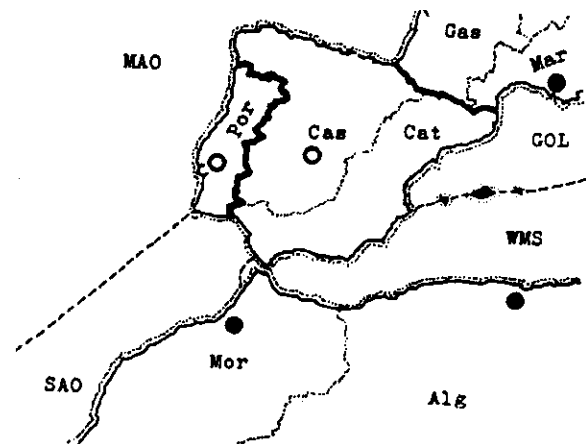
There exists a pirate version of Diplomacy in Portuguese, produced in Brazil and usually known either as '1914' or the 'Brazilian variant'. Like Peerjavo it introduces a 35th supply centre to prevent the possibility of a 17-17 draw, but placed in a different and more successful location; North Africa is divided into two new provinces of Algeria and Morocco, which contains a neutral supply centre. The effect of this change is to make the area of the board more interesting, and linked with *F Rome* it becomes a likely gain for Italy, strengthening her position and further drawing her away from conflict with Austria (or at least, that's the theory).

The division of North Africa is also an example of a way of improving fluidity in Diplomacy by providing additional spaces for manoeuvring. This is another advantage of the creation of Croatia, part of the intention behind *Milan Dip* and the reason behind other

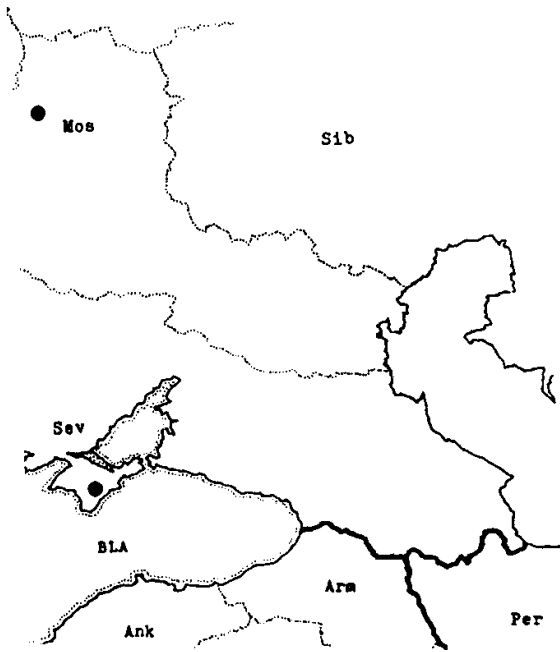
suggested province additions. For example, a number of variants which involve modifications to the basic game have included a sea area called the South Atlantic Ocean below the Mid-Atlantic and which touches the Western Mediterranean.

By shielding a Morocco supply centre from incursions by English and French fleets, SAO makes the centre a more secure gain for an Italy with *F Rome*. The creation of SAO along with Morocco and Algeria also helps in making it easier to move between the Med. and Atlantic, as Italy's enhanced sea power causes a need for more spaces in which to move. This is also the reason behind adding spaces such as a 'Southern Mediterranean' and by implication this particular addition completes the Mediterranean coastline.

Whilst the creation of the new sea space SAO may make it easier for fleets to move from the Med. to the Atlantic, this is still hindered by the MAO touching both the north and south coasts of Spain. This means that Portugal is the only space on the board bounded by only two other spaces. One solution to this would be for SAO to touch Portugal, but unless Spain itself were divided, this would block direct movement from the Western Med. to MAO and the Gibraltar bottleneck is partly restored. An alternative solution is to create a new sea space 'Bay of Biscay', and even to extend this round to touch Portugal. This eliminates most of the problems associated with the two coasts of Spain as only one of these now touches MAO, and it provides an 'inside track' for movement between Brest and Portugal.

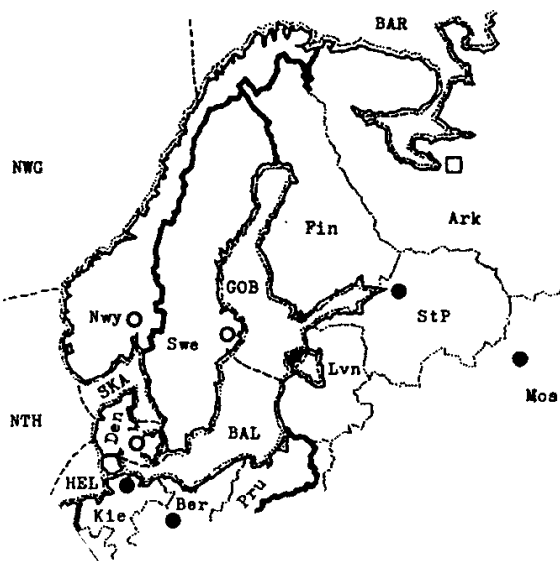


Russia and Turkey are amongst the stronger powers in the Regular game, partly because of their, corner positions, and partly because the design of the board makes it difficult for them to pose a threat to each other earlier on in the game. This is the reason for the idea of creating new spaces in the east of both of these countries, including some options as 'Persia' and 'Siberia'. Persia is created out of the eastern part of Armenia and Syria, and touches these along with Sevastopol and 'Siberia'. The eastern fringe of Moscow becomes 'Siberia' which also adjoins



Arkangel and joins round the Caspian Sea to touch Persia. These changes have the same effect of opening new movement possibilities and turn attention towards Russia and Turkey's eastern flank; Though an eastern Russian province may be called by other names than Serbia (Vol, Ura, Kaz etc) this basic idea remains the same.

Just as the addition of new areas in the east of the board may increase the likelihood of conflict between Russia and Turkey, it can make it more difficult or less likely between Russia and England by creating a buffer area. This is done in numerous variants by replacing the northern part of St. Petersburg with a new province usually called Arkangel and which adjoins Finland, Norway, the Barents Sea, 'Siberia', Moscow and StP. StP remains as the supply centre, but without a northern coast it is now protected from the Barents Sea and the fantastic move Nwy-StP. The ability of Russia



to build a fleet on the shores of the Barents Sea is retained by the introduction of the idea of a 'special build centre'. This allows Russia to build a fleet in Arkangel if it is still vacant, she still holds StP, and has an available build. In variants which add any more supply centres, Arkangel usually becomes such.

Despite Diplomacy being an abstract game, certain variant designers have taken exception to what they see as historical anomalies on the Regular board. One of these is the fact that Ireland and Sicily are impassable, despite having been integral parts of the United Kingdom and Italy in the period in which Diplomacy is loosely 'set'; So, in quite a few variants they have been made passable. This is justified either by them containing a supply centre, and/or if a 'Direct Passage' link to the mainland is used. This means that all units may move directly between the two provinces thus connected, as if they were adjacent. The movement of fleets at sea is completely unaffected.

The addition of sea areas and coastal provinces is also one way of increasing the role of fleets in Diplomacy. Even so, they lack some flexibility, and combined operations with armies are barred by the Calhmer convoy system. The alternative is to use the Army/Fleet 'piggyback' concept designed by Fred C. Davis, which is used in many variants and contained within the A/F Rules Module. In this Armies may actually board the fleets and be carried further around the map. The support and movement rules for A/Fs also speed up their progress and make them more powerful. They certainly make for a more fluid game and the variants which include a great deal of water, such as the global games like *Mercator*, would have been otherwise impossible.

The A/F rules were first created for the variant *Abstraction*, which was initially designed to correct the "mistakes" which Allan B. Calhmer made on the Regular board (in Fred C. Davis's opinion). The designing of *Abstraction* took all of the lines of thought already outlined and brought them to a sensible conclusion. An additional supply centre and some internal provinces were added to each great power, the entire south shore of the Mediterranean was included, along with additional sea areas, land provinces and neutral centres. Inadvertently the design also eliminated most of the stalemate lines of the Regular game, although it was not consciously intended to do so. Although being one of the earlier variant designs, it continues to be played, which is some testament to its quality.

However, most of the variants which are modifications to the basic game do not go as far as *Abstraction* and only include some of the individual possible changes described, rather than as part of an overall plan as in *Abstraction* itself. *Davis Diplomacy* comes mid-way between the minimum change of *Milan Diplomacy* and *Fleet Rome*, and the ultimate conclusion of

Abstraction. It was originally designed in 1970 for use in face-to-face games and was more recently revised. It represents one of the better examples of the reason for making particular changes to the Diplomacy board.

Why change the game at all? The worthy statisticians and tactical analysts can tell us where its weaknesses lie. Most purchasers of the game would never play it enough to be greatly concerned so the manufacturers have no interest in change. However, there will always be some people who like to develop and 'improve' even the best ideas. 'Now I wonder if...'

Davis Diplomacy

by Fred C. Davis

1. The 1971 Rules of Diplomacy apply, except as amended below.

2. There are now 35 supply centres, the s.c. Morocco being added. The requirement for victory remains unchanged at 18 centres.

3. All unite start as in the regular game, except Italy has F Rome and Austria has F Zara (then is no province Trieste).

4. Significant Map Changes

a. Trieste is divided into Croatia, a minor province, and Zara the new Austrian supply centre.

b. The northern part of St. Petersburg becomes the province Archangel. Whilst StP remains as the supply center, Russia may build fleets in Archangel, if she holds StP.

c. A new province of Siberia is added, adjoining Arc, Mos and the new province of Persia, which also adjoins Sev, Arm and Syr.

d. North Africa is divided into Algeria, a minor province, and Morocco, a new neutral supply centre which touches Alg. WMS and SAO. Unite may not move directly between Mor and Spa.

e. Ireland and Sicily become passable as minor provinces of England and Italy. All units may move directly between Ireland and Clyde, and Naples and Sicily, using a direct passage facility. This does not affect fleet movement between IRI and MAO, and ION and TYS.

f. Three new sea spaces, Bay of Biscay, South Atlantic and Southern Mediterranean are added. Only Spa sc is now accessible from MAO. WMS adjoins both MAO and SAO at the Straits of Gibraltar.

5. High Ocean Box (optional)

a. The High Ocean Box is added to the western and southern edges of the board: connecting the Atlantic and Mediterranean, adjoining NAO, MAO, SAO, ION and SMS. Though shown on the map as being in two parts, the HIO is a single sea space.

b. Any number of F's and A/F's may occupy the Box simultaneously, and no units can be kept from entering the box by being stood off.

c. A fleet within the High Ocean box can support another F in HIO to move to normal space. A fleet in a normal space can support a F in HIO into another normal space. However, a F inside HIO cannot support a F from one normal space to another, outside of High Ocean.

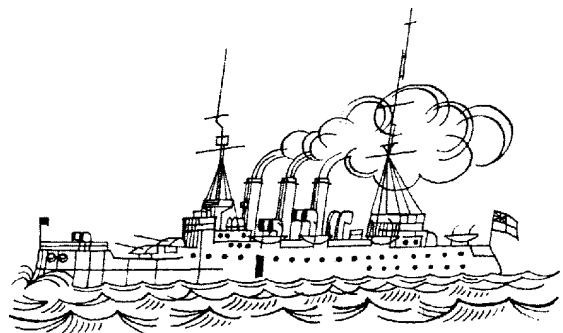
6. Abstraction A/F Rules may be used. (see separate A/F rules module).

7. Coastal Crawl and Crawling Retreat are now legal. This is the manoeuvre where Fleets swap positions along split coast provinces of Spain and Bulgaria. e.g. F(Spa)nc - Por; F(Por)-Spa sc.

8. The minor province of Livonia is renamed Courland to remove confusion with Liverpool over abbreviations, and the name Gulf of Lyon is corrected to Gulf of Lions.

9. New Province Abbreviations

Alg - Algeria
 Arc - Archangel
 BOB - Bay of Biscay
 Cou - Courland
 Cro - Croatia
 GOL - Gulf of Lions
 HIO - High Ocean Box
 Ire - Ireland
 Mor - Morocco
 Per - Persia
 SAO - South Atlantic
 Sib - Siberia
 Sic - Sicily
 SMS - Southern Mediterranean
 Zar - Zara



Egypt Diplomacy

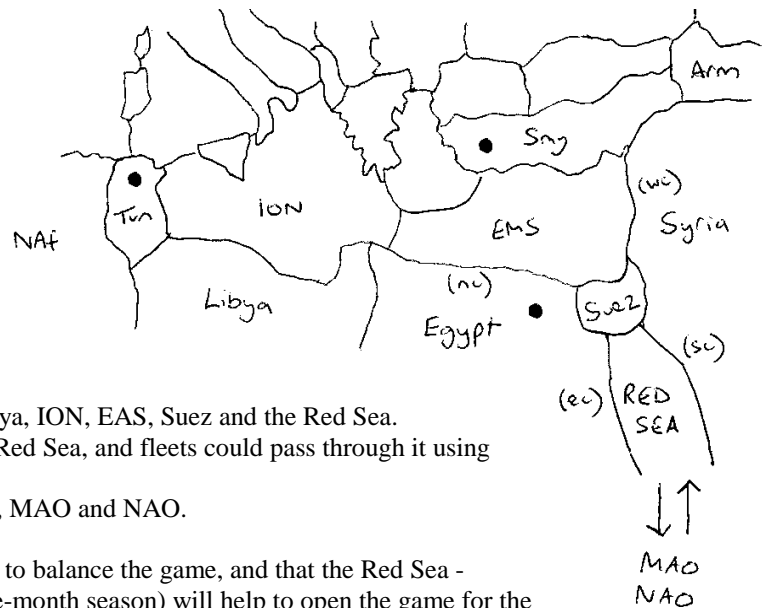
By Geoff Tonks

I think that most players will agree that the two main inequalities in Diplomacy are the comparative weakness of Italy and the inflexibility of Turkey. However, I believe that the questions of balance and flexibility extend beyond these two countries. I would contend that there is a definite bias in favour of Germany, France and Russia and against Turkey and Italy, in any game of a reasonably good standard. I realise that any statistician can easily produce figures which appear to disprove my claim. However, most Diplomacy statistics are distorted by the number of games which feature stooges, idiots and drop-outs. Games which do not include any NMRs are probably more indicative of any bias, and the results of these games, though few in number, tend to support my view.

Some of the reasons for bias are relatively easy to find by considering the normal stalemate line, which runs south-westwards across the board from the StP/Mos boundary to TYS and Tun. The countries to the north-west of this line (i.e. England, Germany, France and Russia) can claim 7 neutrals, while those to the south-east (i.e. Turkey, Italy, Austria and Russia) can only claim 5. Although, in the early stages of a game, an Italian attack on France is more likely than a French attack on Italy, it must also be noted that Russia invariably commits most of his units south. Thus, the northern powers effectively start with more units. The only compensation for the south-eastern powers is that they are more likely to resolve their own deadlock quickly in most inexperienced games, due to the vulnerability of Austria and Russia when played carelessly.

Another effect of the stalemate line is to reduce the winning chances of those countries farthest from it (i.e. England and Turkey). Since England must gain entry to the Mediterranean early if he is to have any chance of a win, and since Turkey normally suffers from claustrophobia, these two countries also have less scope for diplomatic flexibility than the rest.

Egypt Diplomacy is designed to try to overcome these problems, with the minimum of change to the normal game. The basic idea is to provide another southern supply centre at Egypt and a link between the Eastern Mediterranean and the Atlantic via Suez and the Red Sea. My initial suggestion is that the south of the board is extended to include four more province, namely Libya, Egypt, Suez and the Red Sea:



LIBYA would border NM, Tun, ION and Egypt.

EGYPT would have a split coast and border Libya, ION, EAS, Suez and the Red Sea.

SUEZ would border Egypt, EAS, Syria and the Red Sea, and fleets could pass through it using the canal, in the same way as in Kie and Con.

The RED SEA would border Egypt, Suez, Syria, MAO and NAO.

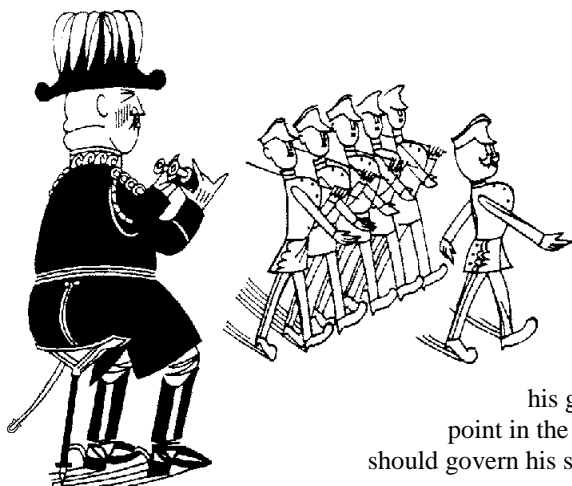
My hope is that the extra supply centre will help to balance the game, and that the Red Sea - Atlantic link (which is surely logical, given three-month season) will help to open the game for the corner countries.

FRED DAVIS later suggested the following "improvements" for this variant...

1. Let Red Sea be a Box instead of an ordinary space. Then there would be no limit on the number of units which could occupy this Box at the same time.
2. If Red Sea is made a Box, permit the usual convoy rules to continue to apply, so armies can continue to move back and forth.
3. Permit turkey the option of building Fleets in Syria (South coast)
4. Allow Italy the option of starting with F(Rome).

An Introduction to English Opening Strategy

By Richard Hucknall



England is in the unique position of starting the game with more fleets than armies, and it is this factor that is his greatest strength and his greatest weakness. The island corner position means that English home centres will be easy to defend and her two fleets have command of the northern seas until at least 1902 when an alliance between her two immediate neighbours is essential to challenge her superiority. However his glaring weakness is his single army. To win England must at some point in the game make a serious invasion of the mainland and it is this that should govern his strategy.

There is only one possible opening move that guarantees England a build against all possible opposition and that is F(Edi)-NWG, F(Lon)-NTH and A(Lpl)-Yor. With this opening he can take Norway in the Autumn even in the face of Russian opposition from StP and still be able to defend London should the French have moved into the English Channel in the Spring. However if ENG has been left unoccupied then England has the choice of how to take Norway (F or A) and there is also the possibility of a convoy to Del, Hol or Den. Basically there is only one choice to make for the English player and that is whether to go for ENG or not. Admittedly there are variations caused by the move of A(Lpl), but these are not very involved.

Despite the limitations of opening moves, England must conduct a lot of diplomacy prior to the first moves based on how he wants the game to develop in the middle game and where he hopes to launch his first land offensive. Belgium is often the focal point of the diplomacy and this centre can be used to stir up trouble between France and Germany to his own advantage. I have even seen an English army convoyed to Belgium and supported by both France and Germany. This is very amusing if it can be engineered but lays open the danger that France and Germany may object to being made fools of and ally against England. Sometimes there is an advantage in not appearing to be too clever.

Unlike Belgium, Norway is generally accepted as England's automatic gain in Autumn 1901 and it is a brave Russian who contests this, but the manner in which Norway is gained is of prime importance. An English fleet in Norway is not really aggressive from a Russian point of view as England soon finds himself in a cul-de-sac if he tries to attack Russia with fleets only. StP if he is lucky, then full stop. But an army in Scandinavia tends to precipitate an Anglo-Russian war.

Scandinavia usually seems to produce a Russia/England/Germany triangle. Properly managed, England can play the other two off against each other to his own advantage but must be aware of the possibility of a stab by France while he is committed in this area. All too often France plays a fleet into IRI or NAO in 1902/03 while England has only F(NTH) to defend his homeland and this is often fatal.

Should England be attacked by both France and Germany she is in trouble. Nevertheless he is often able to stick around for a long period by a policy of "Hide & Seek" around the British Isles. An alliance with Russia makes the Franco-German alliance even more difficult to press home and there is also the possibility that either Austria or Italy can be persuaded to attack your enemies.

When it comes to the question of alliances for England an alliance with France can usually see off Germany, but this is often where the problems begin. The alliance can be difficult to maintain in the middle game unless England has made a successful land invasion against either Russia or Germany and even then he is in danger of that French move to the Irish Sea. All too often an Anglo-French war begins. My personal preference is for an alliance with Germany whereby England gives assistance against Russia and Germany reciprocates by helping against France. The exchange of Bel for Swe in 1903/04 means that the North sea can be neutralised and both powers have separate, non-conflicting areas for expansion.

To my mind, England is not the most interesting country to play. However, the actions of the English fleets in 1901/02 often have far-reaching and long-lasting effects and can determine the pattern of alliances over the whole board. It is an achievement if this naval advantage can be used to reach the magical 18 centres.

KUTUSOV (Spring 1903)

AUSTRIA-HUNGARY (Andy Bassett) F(Alb) - Tri; A(Vie) s F(Alb) - Tri* (DISLODGED TO Bud); A(Ser) s F(Alb) - Tri

ENGLAND (Steve Bibby) A(Nwy) - Fin; F(NWG) - Nwy (FAILED); F(NTH) - HEL; A(Lon) - Yor; F(Bel) - NTH

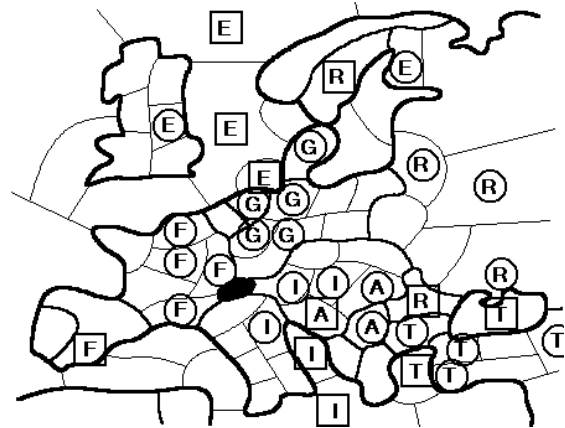
FRANCE (Geoff Norwood) A(Bur) - Bel (FAILED); A(Mar) s A(Par) - Bur; A(Par) - Bur (FAILED); A(Pic) s A(Bur) - Bel; F(MAO) - Spa sc

GERMANY (Paul Gorsuch) A(Mun) - Bur (FAILED); A(Ruh) - Bel (FAILED); A(Den) Stands; A(Hol) s A(Ruh) - Bel; A(Kie) s A(Hol)

ITALY (Gary Pennington) A(Tri) - Vie; A(Ven) - Tri (FAILED); A(Tyr) s A(Tri) - Vie; F(ION) - ADS; F(Tun) - ION

RUSSIA (Steve Wells) A(Mos) s A(Ukr) - Sev; A(Ukr) - Sev; F(Rum) - Bul ec (FAILED); A(War) - Lvn; F(Swe) - Nwy (FAILED)

TURKEY (Steve Ade) A(Bul) - Rum (FAILED); A(Ank) - Arm; A(Con) - Bul (FAILED); A(Smy) Stands; F(Gre) - AEG; F(Sev) s A(Bul) - Rum* (CUT, DISLODGED TO BLA)



GM: STEPHEN AGAR - DEADLINE = SUNDAY 25th JULY

HASDRUBAL (Spring 1905)

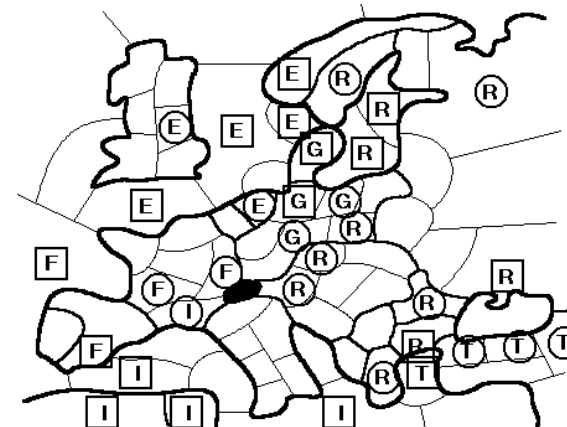
ENGLAND (Rob Walk) F(Lon) - NTH; F(SKA) s F(Nwy); F(Nwy) s F(Lon) - NTH; A(Bel) - Hol; A(Edi) - Yor; F(MAO) - ENG

FRANCE (Tom Tweedy) F(NAf) - MAO; F(Spa) sc s F(NAf) - MAO (CUT); A(Gas) s F(Spa) sc; A(Bur) - Mar (FAILED)

GERMANY (Richard Hucknall) A(Ruh) - Mun; A(Kie) - Ber; F(HEL) - Kie; F(NTH) - Den

ITALY (Ivan Woodward) F(WMS) - Naf; F(Tun) s F(WMS) - Naf; F(GoL) - WMS; A(Mar) - Spa (FAILED); F(ION) s RUSSIAN A(Ser) - Gre

RUSSIA (Hugo Keizer) F(StP) sc - GoB; F(Swe) - BAL; A(Fin) - Swe; A(Mos) - StP; A(War) - Sil; A(Vie) - Boh; A(Tri) - Tyr; A(Ser) - Gre; F(Bul) sc s A(Ser) - Gre (CUT); A(Rum) s F(Bul) sc; F(Sev) - Arm (FAILED)



TURKEY (Martin Draper) A(Con) - Bul (FAILED); F(AEG) s ITALIAN F(ION) - Gre (MISORDER); A(Arm) - Sev (FAILED); A(Ank) - BLA (MISORDER)

GM: STEPHEN AGAR - DEADLINE = SUNDAY 25th JULY

GUSTAVUS (Spring 1906)

AUSTRIA-HUNGARY (John Wilman) A(Apu) - Ven; A(Rum) - Bul (FAILED); A(Ser) s A(Rum) - Bul; A(Vie) - Gal (FAILED); A(Ven) - Pie; F(Alb) - Gre

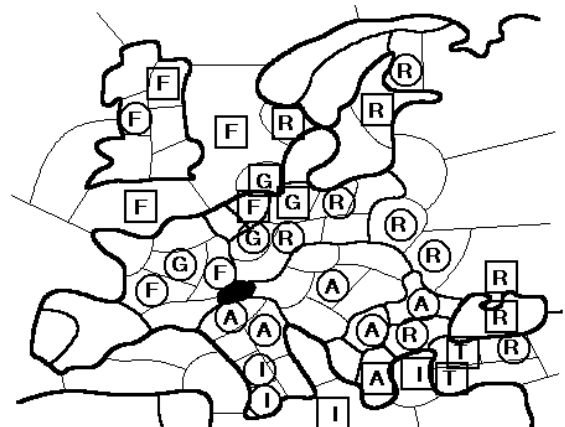
FRANCE (Paul Prebble) F(Bel) - Hol; F(Edi) s F(NTH); F(ENG) s F(Bel) (MISORDER); A(Gas) s A(Mar) - Bur; A(Mar) - Bur; A(Yor) - Lpl; F(NTH) s F(Bel) - Hol

GERMANY (Dylan O'Donnell) F(Hol) - Kie; F(HEL) s F(Hol) - Kie; A(Ruh) s F(Hol) - Kie; A(Par) - Bur (FAILED)

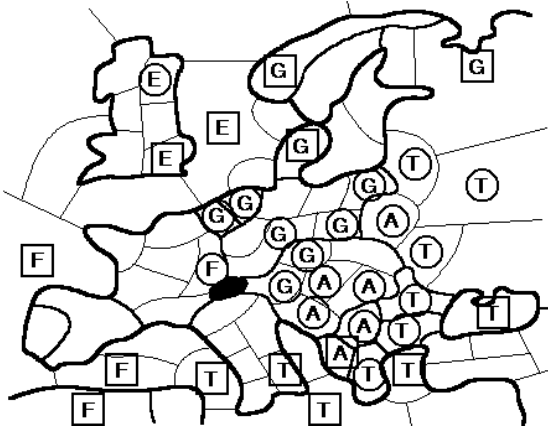
ITALY (Brandon Clarke) A(Rom) s AUSTRIAN A(Apu) - Ven; A(Nap) s A(Rom); F(ION) s AUSTRIAN F(Alb) - Gre; F(Gre) - AEG

RUSSIA (Richard Hucknall) F(Swe) - SKA; A(Nwy) - Fin; F(StP) sc - GoB; A(Mun) s A(Ber) - Kie; A(Ber) - Kie (FAILED); A(War) - Gal (FAILED); A(Mos) - Ukr; F(Ank) - BLA; A(Arm) - Ank; F(Sev) s A(Bul) - Rum; A(Bul) - Rum (FAILED)

TURKEY (Paul Harrison) F(Smy) s F(Con); F(Con) Stands



GM: STEPHEN AGAR - DEADLINE = SUNDAY 25th JULY

EUGEN 98BH (Autumn 1907)

AUSTRIA-HUNGARY (Berry Renkin) A(Ukr) - War; A(Bud) s A(Ser); A(Ser) s F(ADS) - Alb; A(Tri) s F(ADS) - Alb; F(ADS) - Alb

ENGLAND (Geoff Norwood) A(Yor) - Edi; F(Lon) s F(NTH); F(NTH) Stands

FRANCE (Stephen Koehler) F(ENG) - MAO; A(Mar) - Bur; F(MAO) - Naf; F(WMS) - Tun (FAILED)

GERMANY (Tony Reeves) A(Pru) s AUSTRIAN A(Ukr) - War; A(Sil) s AUSTRIAN A(Ukr) - War; A(Mun) - Tyr; A(Boh) - Gal (FAILED); A(Bur) - Mun; A(Bel) s A(Hol); A(Hol) s A(Bel); F(Den) Stands; F(Nwy) Stands; F(StP) nc Stands

TURKEY (Nick Marshall) F(ION) - Tun (FAILED); F(Rom) - TYS; F(Nap) - Apu; F(AEG) - ION (FAILED); A(Sev) - Ukr; A(Mos) s A(Sev) - Ukr; A(War) - Gal* (FAILED, DISLODGED TO Lvn);

F(Rum) - BLA; A(Bul) - Rum; A(Alb) Stands* (DISLODGED - DISBANDED NRP); A(Con) - Bul; A(Gre) s A(Alb)

Autumn 1907 Adjustments:

A: +War, Bud, Ser, Tri, Ven, Vie = 6; Gains 1. Builds A(Vie).

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

F: Bre, Mar, Spa, Por = 4; No change.

G: Mun, Bel, Hol, Den, Nwy, StP, Par, Swe, Ber, Kie = 10; No change.

T: Mos, Rum, Bul, Gre, Con, Sev, Nap, Rom, Smy, Tun, Ank, -War = 11; Loses 1.

GM: STEPHEN AGAR - DEADLINE = SUNDAY 25th JULY

LAWRENCE (Spring 1903)

AUSTRIA-HUNGARY (Justin Paddock - NMR!) A(Bud) Stands ; A(Tyr) Stands ; F(Gre) Stands

ENGLAND (Aaron Bassett) F(NWG) - Nwy (FAILED); F(NTH) s F(NWG) - Nwy; F(Swe) s F(NWG) - Nwy (CUT); A(Lon) Stands

FRANCE (Richard Hucknall) F(WMS) - TYS; A(Bur) - Mun (FAILED); A(Mar) - Bur (FAILED); A(Par) - Pic (FAILED); A(Por) - Spa

GERMANY (Mark Howard) A(Sil) - Mun (FAILED); F(BAL) - Den; A(Kie) s F(BAL) - Den; A(Bel) - Pic (FAILED); F(Hol) - HEL

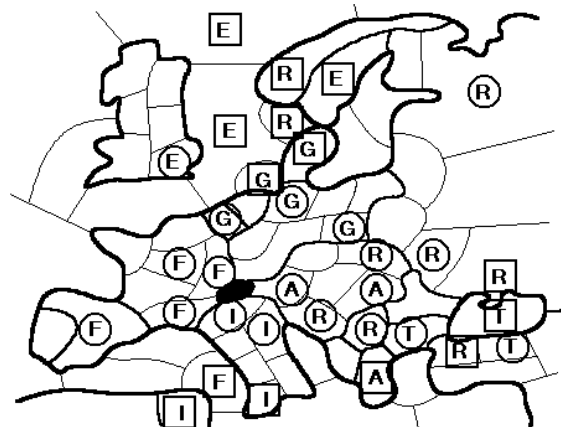
ITALY (Anarchy - Ex-John French-Jones) A(Pie) Stands ; A(Ven) Stands ; F(Tun) Stands ; F(Nap) Stands

RUSSIA (Paul Simpkins) A(Vie) - Tri; A(Rum) - Ser; F(Sev) - Rum (FAILED); A(Mos) - Ukr; A(War) - Gal; A(StP) s F(Nwy);

F(Nwy) s F(Den) - Swe (CUT); F(Den) - Swe* (FAILED, DISLODGED TO SKA); F(Ank) - Con

TURKEY (Jerry Pico) A(Bul) - Rum (FAILED); A(Arm) - Ank; F(Con) - BLA

Please note that Jerry Pico should be contacted at picoman@mindspring.com



GM: STEPHEN AGAR - DEADLINE = SUNDAY 25th JULY

RULES FOR FEWER THAN SEVEN PLAYERS (taken from the 1961 Rulebook)

With six players, eliminate Turkey and Bulgaria. Players may not move to these spaces. Fleets may move directly from the Black Sea to the Aegean Sea. With five, eliminate Russia and Rumania as well. With four, drop Greece and Serbia and the following parts of Austria-Hungary: Budapest and Galicia. Trieste and Vienna are considered neutral supply bases the same as Holland, Belgium, etc. With three, drop out the rest of Austria-Hungary and Italy and Tunis.

If a player leaves during the game, it is assumed that civil government in his country has collapsed. His units stand in position and defend themselves, but do not support each other. If they have to retreat, they are routed and removed from the board. No new units are raised for this country. If the country has to remove units because it has lost supply centres, the unit farthest from home comes off first, and the fleet before the army.

Diplomacy Gamestarts

The GM for these games will be TOM TWEEDY (tom@lancedal.demon.co.uk).

DEADLINE for Spring 1901 moves - Midnight Friday 30th July

NELSON (Reg. Diplomacy - Standby Game)

Austria: (Mike Shaw) - "MZSHAW@uk.oracle.com"

England: (Mark Turner) - "Mark.TURNER@sema.co.uk"

France: (Andrew Reynolds) - "SONIA-AND-ANDREW-REYNOLDS@bigfoot.com"

Germany: (Eric Carter) - "ecarter@kyberpass.com"

Italy: (Martin van Creveld) - "msmartin@mscc.huji.ac.il"

Russia: (Christopher Iles) - "christophereiles@yahoo.com"

Turkey: (Thomas Parker) - "Thomas.Parker@dresdnerkb.com"

ORLOV (Reg. Diplomacy - No Standby Game)

Austria: (Malcolm Hyde) "malky44@hotmail.com"

England: (David Pearton) "david.pearton@which.net"

France: (Craig Shadbolt) - "craig_ts@postoffice.utas.edu.au"

Germany: (Paul Flowers) - "paul.flowers@xayce.com"

Italy: (Sam Cook) - "sam@samcook.freemove.co.uk"

Russia: (Neill Richardson) - "NRich1182@aol.com"

Turkey: (Andrew Lane) - "Andrew.Lane@unilever.com"

Winter 1898 II

by Randy Davis and Stephen Agar

[Note: **Winter 1898 I** first appeared in *Diplomacy World* #61.]

The idea in Winter 1898 is to play Diplomacy on the regular board, with all the regular rules, except: each power starts the game in Winter 1898 with only one unit and one centre.

Rather than have to use the same home supply centres as in Regular Diplomacy, the first three centres each power controls (four in the case of Russia) become their home centres for the rest of the game.

The first game year is 1899, so that three home centres could be easily taken for play beginning in Spring 1901 as usual. By Winter 1900, there would be a vast array of new home countries and openings. It would be impossible for a Power to lose a centre in 1899, while most Powers would be growing to four centres by the end of 1900.

Each Power starts with either a fleet or an army (player's choice) in the following spaces. Austria = Tri; England = Edi
France = Bre; Germany = Kie; Italy = Nap; Russia = Mos; Turkey = Con.

Another variant on this idea (which we might as well christen 1898 III just for the hell of it) would be to permit the players to decide which centre they originally own out of their regular home centres, having already diplomated with the other players.
