

ARMISTICE DAY No.17



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Editorial

This may not be the most efficient zine in the history of the UK Diplomacy hobby, but at least it is still going! Sorry for the delay – just life getting in the way basically. What with 4½ hours commuting every working day and my job being incredibly stressful at the moment, I must confess to having had little enthusiasm for the chore of turning out a zine. But, with luck I will finish the thing tonight.

I know it is a bit odd putting a short article about local murders in a Diplomacy zine – but Brighton has such an excellent history of such things – and the trunk murders have gone down in history. Those of you with Internet access should take a look at a site called **Death by Brighton** at <http://www.hedweb.com/brighton/guide.htm> which has a map showing where no less than 50 strange deaths / murders have taken place in Brighton. Well, I like a bit of local colour!

As I had recourse to reprint something from a zine I put together in the summer of 1980 (when I wasn't even 20) – I had a quick look through the editorial and found the following comment:

Lately I've been going through a very nostalgic phase - though at 19 I can hardly claim to be hankering after lost youth. I've been buying records that I used to like ages ago, such as Mott the Hoople (!), Roy Wood (!!) and the Baker Gurvitz Army (!!!). Indeed, this issue has been produced while singing along to the three aforementioned artistes.

What really surprised me is that I have bought CDs by all three of these artists in the past few months – and two of them had already been put on this issues playlist! I would like to know whether or not I am unique in having some of my tastes determined at such an early age – or we all the product of our teens (a frightening – and depressing - thought indeed).

The North American Hobby Awards Committee has decided to inaugurate a new award in Kathy Byrne's memory, **The Kathy Byrne Caruso Lifetime**

Achievement Award. It will be given (not necessarily every year) to someone who has been active in the Diplomacy Hobby in at least three separate decades, with a multidimensional scope of involvement in writing, play of the game, and service to the hobby, but now is in retirement or semi-retirement. They also should have a unique personality that honours the memory of Kathy Byrne Caruso as one of the hobby's greatest and most memorable personalities. There can be a no more appropriate winner of the first award, especially in light of the worldwide expansion of the scope of the hobby and the Hobby Awards, than Richard Sharp. I understand that the plaque is on its way to Richard as I type. Many congratulations Richard.

While we are on about the North American Hobby Awards Committee the other winners this year were

The 2002 Don Miller Award for Meritorious Service went to Chad Schroeder for the Redscape website.

A 2002 Rod Walker Award for Literature went to Glenn Ledder for "Stable Two-Way Draws in Standard Diplomacy".

A 2002 Rod Walker Award for Literature went to Joe Brennan for "How to Solo".

A 2002 John Koning Award for Player Performance went to Cyrille Sevin for Winning World DipCon XI in Paris.

A 2002 John Koning Award for Player Performance went to Brian Dennehy for Most Points at World DipCon XI in Paris.

The 2002 Fred Hyatt Award for GM Performance went to Tom Reinecker especially for his variant efforts on WW IV.

I should say that the above awards are really awarded by the "Hobby Awards Committee" – but even though they now allow people outside North America to win the awards, I can't bring myself to refer to them as THE Hobby Awards until we have an international committee running them. So until that happy day they will remain the North American Hobby Awards to me. Below you will find details of what UK hobby awards we have left – namely the

Zine Poll and the Les Pimley Award – courtesy of John Harrington.

The Zine Poll and all that

News from John Harrington

The Uk Zine Poll 2002

I have taken over the running of this from Keith Thomasson, for two main reasons.

1) It's probably better for the Poll to be run by someone who does not edit an eligible zine

2) As editor of the once a year Mission From God I get to trade on highly favourable terms with many editors, so I like to do my bit to put a bit back in to the hobby.

I'd like to thank Keith for running the poll in recent years and for handing over all the gubbins (voting forms, spreadsheet, etc.) needed to run the poll this year.

A flyer cum voting form is available at <http://groups.yahoo.com/group/ukpbm/files/Zinepoll.pdf>. Deadline for votes is one second to midnight on December 31st 2002.

Only zines published from the UK or by UK editors are eligible (thus **Variable Pig** and **Serendipity** are eligible), but anyone in the world may vote with the usual proviso that they should only vote for zines they see regularly - not that I can verify this.

Note that a Web Site poll is running in tandem with the Zine Poll and that there are no geographical restrictions on eligibility for postal gaming related web sites.

Also running in tandem with the polls is the annual **Les Pimley Award**. This is for the person or persons deemed to have done the most for the hobby in the last year or so. That last "or so" is highly elastic and it's not unknown for people to have received a sort of "lifetime achievement" award; I myself won the award with my co-editor the year after we folded our zine, so apparently our service to the hobby that year was folding....!

For this poll I am looking for nominations. I am unclear whether previous winners are eligible for nomination again and furthermore I don't know who the previous winners are so I suggest you just nominate whoever you like and leave me to sort out eligibility. The deadline for nominations is November 1st. Shortly after November 1st I'll publish the nominations via this e-mail distribution list as well as the UKPBM mailing list (<http://groups.yahoo.com/group/ukpbm>). Details will also be available at MidCon.

Mission From God

Talking of MidCon, I usually have a new edition of Mission From God available for sale at MidCon. As usual I am looking for other people to do as much of the work for me as possible

Firstly, from editors I need the following information. Name of zine Editor's address (e-mail & telephone details optional) Zine's web site if applicable Most recent issue number Format (e.g. A4) Typical number of pages Intended frequency Cost (specify whether inc. postage or not) Games being run (and how many of each) Games on waiting list If you have ceased publishing since last year's issue then please let me know.

Secondly, from anybody, I need reviews of zines. Anything from 30 words to 1,000 words will be acceptable. I am happy to accept reviews which have previously been published in zines if the editors would be so kind to forward them to me.

Note that although MfG is primarily concerned with UK zines it does have a substantial non-UK element. To see a copy of last year's issue see <http://groups.yahoo.com/group/ukpbm/files/mfg22.zip>

MidCon is held on the week-end of November 23rd (might as well mention the booking form is available on <http://groups.yahoo.com/group/ukpbm/files/Midcon%20002%20Booking%20Form.pdf>) and so realistically I'll need all the Mission From God information by November 16th.

Anyone who contributes a review gets a free copy of the zine.

I am, as usual, struggling to get reviews of the football management games so I'd appreciate an extra special effort from the footie crowd to get their subbers to send me a review or two. Submissions should be sent to mfg@fbgames.co.uk

I think that's it, although I have the eerie feeling I have forgotten something.

A Few Letters

Allan Stagg

Thanks for the latest issue. Your playlist this month is impressive (i.e. I have heard of at least half of these records, and I even own some of them). What is really impressive is seeing Scott Walker sings Jacques Brel in your playlist. CD or Vinyl? I have enjoyed Scott Walker's music since the late 60s, and his first three albums provided my first experience of the songs of Jacques Brel.

SA: CD. I bought it on the recommendation of my mate Stewart – excellent album.

Nick Parish

What did happen to Joy Hibbert? I gather she died?

SA: There was an obituary written by her husband Anthony Hilbert on the Internet, but the page has long since been deleted. However, it is archived at <http://web.archive.org/web/19991128130859/http://www.hilbert.demon.co.uk/obit.htm>. To cut a long story short, after Haz and Joy split up in early 1994, Joy met Anthony a few months later and they married the following year. They ended up living in Leeds – she was pursuing a new career as a Legal Executive. In August 1999 she was admitted to hospital with acute Crohn's Disease. Despite three major operations she died on 20th October 1999. Joy was 40 when she died (and her son Lee just six).

Warren Galenzoski

Hello and thank you for No.16 I liked the endgame statements for Ascot. I wonder if

you can publish upcoming Diplomacy tournaments in your zine, it's my only source. Also what is Railway Rivals? Also what do you know about Gunboat Diplomacy, at £6 every 3 weeks I would appreciate some feedback before I commit.

SA: Last things first – Gunboat Diplomacy is simply Diplomacy without negotiations - £6 every 3 weeks – Christ! What a rip off. I will open a waiting list just for you!

What is Railway Rivals? I suppose people who have been around as long as me take that kind of thing for granted. Just for you – you will find an article on the origins of Railway Rivals written by the games inventor – and published by me in one of my zines back in 1980.

Yes, I have been a bit remiss in printing Con details – I will try and do better in future.

Howard Bishop

Just got back from holiday in France (not the Loire Valley I hasten to add) to find AD 16 waiting on the doorstep. The Genesis of Dip article was very interesting even for a Diplomacy heathen such as myself.

SA: Yes – this zine probably doesn't usually hold much of interest for you – hell, it wouldn't surprise me if I am probably the only one who reads the Diplomacy tactics articles and variants! Hope you like the trunk murders bit though.

I have also been stealing myself for a trimming of my record collection, suppose I must have about 1,100 vinyl LPs and the same again in CDs. ON the one hand, I simply don't have room for them anymore, but my attempts to decide which ones should get the chop have ended in failure. In the past on the few occasions that I've got rid of records, I've ended up regretting it and finally re-bought them! If you fins a sure-fire rationalisation technique I'd love to hear it (as I'm sure my family would agree!). I'll just hang on to them for now.

SA: At the age of 16 or so I decided to get rid of all my LPs and get cassettes instead. At the time I must have had 80

or so LPs. It wouldn't surprise me to find that I have replaced all of them on CD by now. So I think rule No.1 is don't get rid of anything you listened to as a teenager, or you'll just end up buying it again. Rule No.2 is don't get rid of anything which you associate with happy memories of good times in your life – because if you do you'll see it in the shops again at some stage and repurchase it out of nostalgia. Rule No.3 is that it is safe to get rid of music you don't actually like. Rule No.4 is it is usually safe to get rid of anything which you can't remember playing more than once in the past five years (unless it falls within Rules 1 and 2 above) – but if unsure, play it! What's is left over after applying these rules is the difficult bit.

I'm glad you enjoyed Center Parcs (despite someone lifting your belongings). I think I'm the only person who hasn't enjoyed the CenterParc experience. Part of it was the weather, part of it was the fact that Caroline was 5 months pregnant and not really up to most of the activities, but I think it was mostly the fact that I just felt horribly trapped. Once we'd done a full circuit of the perimeter fence on our bikes, all I could think about was getting out! I ought to give it another try now the kids are older, but I'll probably need some psychotherapy first.

SA: *CenterParcs is only a good idea if you take children over 3 (preferably over 5) – or you are in a group of 18-19 year olds intent on sport and booze. If you don't fall into one of these two categories they should be avoided at all costs.*

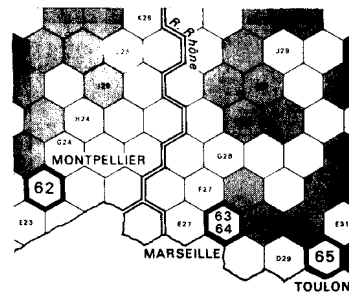
Sandra Bond

What are you up to these days? Still ruling the hobby? Looks like it from the amount of different email addresses you seem to have when I google for you

Did you hear I'm now in the second year of my CPE and training to be a solicitor? God help the Law, is what I say. If you want to know what I'm up to I have a livejournal (www.livejournal.com/users/the_maenad).

SA: *Amusing to bump into you at the Kirsty MacColl tribute concert – you*

never struck me as a Kirsty fan! Make sure you stay in touch this time.



Railway Rivals

A short history by David Watts

In 1830, the Liverpool & Manchester railway was opened. In many ways, it was the first modern railway, and more significant - and more profitable - than earlier lines; indeed, it was so profitable that its example was widely copied, and soon thousands of miles of new railways were being built in Britain, Europe and the United States.

Both in Britain and the United States, the railways were being built by private companies. As they developed, they became involved in "warfare" with other companies: each regarded the area served by its lines as its own territory; it sought to increase that territory, while at the same time defend it against incursions by rivals. Here was obviously a good subject for an intelligent game.

I'd been working on the idea since the 1950's, off and on. Over the years, the basic ideas took root; the rules became clearer and simpler, to give a smoother game (on the way, I developed and discarded what later emerged as "Rail Baron", but decided that building lines was more fun than buying those already built).

The basic idea is that each player represents a railway company. He builds his lines (marking them in a distinctive colour on a map of a given area) to try to develop an efficient, commercial network,

linking the maximum number of towns by the "best" routes. The player's obstacles are the hills and rivers - and the other players; as their tracks are built, he has to continually modify his own plans. There's also the difficulty about deciding the "best" routes; while it's easy to pick the optimum route between two towns, that may not be the most efficient section of a routeway in the overall network.

When every town has been reached, the second phase begins: trains are raced from town to town, and the resultant earnings are either used to build more track, (perhaps a cut-off, shortening your routes; or perhaps a "pirate" line, stealing traffic from somebody else's territory), or banked. The winner at the end is the one with the most money in the bank: spend too much on extensions, and you can't win. Spend too little, and you won't earn enough, and still can't win!

By 1972 my ideas were finalised. However, the question of making a commercial game out of Railway Rivals was rather difficult. How could I cut down production costs? How could I find a market?

The production costs problem was solved in an unusual way. I bought a small hand printer, and laboriously, over some four months, printed the rules for the game. The board problem was overcome by having printed a simple A4 hexsheet, and then hand-printing a set of colouring instructions to transform the hex sheets into a recognisable map, formed by joining four or more coloured hex sheets together. By April 1973, I could start selling.

For marketing, I originally sold RR as an educational simulation; I already had hundreds of addresses to write to, as a result of producing a textbook on Map Projections in 1972. So the first sales were nearly all to schools and colleges. Then, when the original 100 copies of each of the first four scenarios were sold, I had the colouring instructions commercially printed. Within a year or two, sales to games players overtook educational sales; indeed, the latter now total only 4-5% of the total. Over the years the RR range has been extended, and improved. In 1975, I started

selling selfadhesive vinyl, so that maps could be covered, and then re-used by marking the lines on the vinyl with special washable felt pens. In 1976, the first postal game started in Nick Bullock's 1901 and all that - since then RR has become one of the most popular postal games, with 120 gamestarts, involving 150 players, by May 1980.

In 1977, a major step was the introduction of pre-printed maps; now there are 11 available, and all the old style kits have been withdrawn, though I still give experimental new scenarios in the Railway Rivals Recorder which are made up in the old way.

A couple of years later we started colouring and covering the maps ourselves, so that they were ready for people to play on. As most games players are too lazy busy to bother with colouring and covering the maps themselves, this has proved a more popular way to sell the game. So the next step was obvious: in December 1979 the first map, printed in three colours was issued (saving about 10-15 minutes per map on colouring by me or my family). In May or June the 11th map will appear, already laminated with vinyl by the printer, saving another 10 minutes per map.

The final step will be to sell RR as a complete boxed game; and this will be done in the summer: map, rules, dice, counters, washable felt pens, all for around £3.45 is the scheme. As such, it should prove popular in normal retail outlets, whereas at present sales are either direct by post, or through half a dozen specialists, such as Games Unlimited of Kingston and Esdevium Games of Farnham.

All this has been a lot of work - but a lot of fun. Till now, new developments have always swallowed up the sales receipts, but for six years I've been promising myself that next year I'll make some money to pay for the accumulated losses. In 1981 it may actually make a profit at last; whether it does or not, it'll still be a lot of fun!

*Originally published in
Here We Go Again No.2 (May 1980)*

GM Interference?

mainly by Mark Berch

Let me begin with a few biases:

1. Games should always be adjudicated from the perspective of the players, not that of a gamesmaster.
2. The purpose of playing is to have fun, to enjoy a good game (and for the GM to help others to enjoy playing).
3. The purpose of the rulebook is to facilitate No. 2, rather than just provide traps for the unwary.
4. The same should apply to any adaptation of the rulebook to postal / email play.

There is a sentence in the rulebook which, if gamesmasters would only use it, would promote the above goals and produce a superior game. "A badly written order, which nevertheless can have only one meaning, must be followed." Note the verb: "must". Let's look at how this can be applied to the most common types of badly-written orders.

I. Player Fails To State Nationality Of Foreign Unit He Is Supporting.

Thus, S01: A(Ven) S A(Mun)-Tyr. Some GM's would disallow this - however, contrary to popular belief, there is no requirement in the rulebook that the nationality of a foreign unit receiving support should be specified - this "rule" is the invention of postal GM's. The rulebook is extremely specific on what is required for a valid support: "To order a support, it is necessary to write the location of the supporting piece, the word 'supports' or its equivalent, and both the location and destination of the piece receiving support." (Rule IX, 1) Note that it does not state, "Location, destination and ownership if foreign." It is true that Italy does not have A(Mun) in the above example, but the order does not state that he does. Further, the "Badly written" rule covers this nicely; it can have only one meaning, because there is only one unit in Munich.

II. Player Fails To State Coast Unit Is Leaving From.

Thus, F(StP)-GoB. There is again no requirement that this coast need be stated. Rule VII, 7 begins: "In each set of orders, the space each unit is in is written first, followed by its order." Note that it says "space," which is defined (VI, 1) as "province or body of water." That definition was included to foil the Coastal Crawl, by indicating that "space" includes the entire province. Further, the rulebook carefully sets forth two circumstances where the coast must be specified (where a fleet enters a two-coasted province and either coast is possible, and when building fleets in StP) but this circumstance isn't one of them. Finally, the "badly written" rule can be applied, as there is only one fleet in StP.

III. Player Misstates The Coast Unit Is Leaving From.

Thus, in S01 F(StP nc)-GoB. This situation is more complex, as a portion of the order is incorrect. However, disallowing the move seems an extremely serious penalty for giving some wrong (coastal) information that wasn't required, but is provided as a favour to the GM. An analogous situation would be disallowing "F Hollind - NTH." (GM: Sorry, but you don't have any fleet in Hollind.) (PLAYER: I only added the extra letters at the end to help you avoid confusion with my F(HEL).)

They weren't required by the rulebook. Your action serves as a disincentive to my being more fully explicit in the future. Again, the "badly written" rule can be invoked, as there is only one unit in StP, and it "occupies the entire province." (VII, 2b)

IV. Player Mislabels An Army For A Fleet Or Vice Versa.

This is probably the most common error in writing orders; e.g. A(Tri)-Alb. The entire situation closely resembles No. 3, in that the labelling of a unit F or A is not required according to the rulebook. "Tri-Alb" complies with the rules, for they only require that you list "the space each unit is in." Further, there is nothing sacred about those particular abbreviations, you could

have A for 'Armada' and F for 'Footsoldier,' or you could just use U for all units.

The essence of the arguments used against a liberal interpretation of postal Diplomacy rules rest on two points. Firstly there is a group of people that insist that by being so stringent about how you write your orders, postal GM's are introducing another element of skill, rewarding the careful player and punishing the careless. This is ridiculous, instead of introducing an element of skill, silly house rules make luck more important than necessary. The "badly written" order, according to John Boardman " .. is designed for over-the-board play, and minor fluffs as a result of haste are accepted." However, if it's a minor fluff in FtF play, then it's a minor fluff in postal play, because it's the same error! Players should always be given the benefit of any doubt if the GM is to enhance, rather than ruin, the game. The other argument put forward by the purists, is that occasionally a player will want to deliberately disorder a unit for tactical reasons, and if the GM is carefree in his attitudes he will then correct the mistake. Rubbish. Any player who wants to disorder a unit can be sufficiently imaginative as to make the order illegal (e.g.. F(Tri)-Gre or F(Alb)-Gre). Anyway, I have long been of the opinion that any player using such a tactic should tell the GM what he is doing, if only to put the GM's mind at rest!

Of course, players should include all the additional information (nationality, coast and type of unit), it makes the GM's life a lot easier and he has good right to be annoyed with players who do not cooperate. Even so, GM's must remember that it is additional information - not essential information.

V. How Much Further Will You Go?

I suppose the same principles could be extended to some orders I once received for Russia in a game back in the 70's: F(StP sc)-BLA, F(Sev)-GoB, A(Mos)-Gal, A(War)-Sev. Believe it or not, I allowed these orders - it was only sensible to correct the error. If the same mistake had been made later in the game, there would have been no way that I could have

guessed what the player meant to order - however, during the first year of the game when there are relatively few units, the GM can usually get to the truth. The opening moves of the game are the most important, any GM that allows such an obvious error to cripple one of i.e. Great Powers is not only doing a disservice to the erring player, he is penalising the other six players by making the game more unbalanced than necessary, and penalising the hobby as a whole for adding to the scrap heap of games that have been spoiled by that most unpalatable of all crimes, GM interference.

MidCon 2002

**Birmingham City Thistle Hotel,
22-24 November 2002**

Midcon returns for its 23rd year with the UK National Diplomacy Championships and a host of other games including the latest finds from Essen's Spiel 2002.

The UK National Diplomacy Championships is a three-round individual tournament. Unscheduled informal play of a huge range of games is the main feature of this convention and there is also a bring-and-buy stand and a games shop stand.

Registration costs £10. Hotel room rates are £34 per person per night sharing and £43 per night for single rooms. Danny Collman is researching alternative accommodations outside the hotel for attendees who wish to spend less on rooms. Registration will be available at the door for £12 for the weekend or £7 per day (or part thereof).

To book a place at Midcon 2002, please download a booking form from http://www.sfc.co.uk/Events/Midcon/Midcon_booking.htm and return it to Midcon, SFC Press Limited, Not Just Stamps, 17 Crendon Street, High Wycombe HP13 6LJ, England. Make cheques payable to SFC Press.

The Midcon Committee consists of Theo Clarke, Pete Card, Danny Collman, Neil Duncan, David Norman, Jeremy Tullett and Don Shailer (Administration). You can telephone Don on 01494 441717.

Yates

Endgame Statements

I am afraid I do not have the SC chart for this game as I only GM'd it for the last 4 seasons – previously the game was in **BUM**. Nor do I know who was in the original line-up. The game was an agreed 3-way draw between E/F/T (Dave Wreathall, Pete Birks and Ian Northcott), Russia (Jeremy Tullett) 4th after Autumn 1909.

	08	09
A	0	0
E - Dave Wreathall	13	14
F - Pete Birks	8	8
G	0	0
I	0	0
R - Jeremy Tullett	3	1
T - Ian Northcott	10	11

Pete Birks (France – drew)

I started this game realizing that England (Dave Wreathall) was the main threat, with, by my estimation, Russia (Jeremy Tullett) a close second.

Any hope of allying with Germany to take out England disappeared rapidly as it became clear that he wasn't devastatingly competent. Unfortunately by this time Dave had made the (for France) disastrous move A Bel-Bur. For the rest of the game the two of us were perpetually patching together an alliance for short-term gains that fell apart as soon as those gains were made.

In England's case this meant making all the gains in Germany and roaring away from me. I got some of this back by managing to sneak into Italy during one of the longer alliances between me and England (about three seasons)

In retrospect this might have been what cost Dave the game, but I can see that he might have been more scared about a growing Turkey and saw me as a useful buffer. I was happy to go along with this.

By now (about 1904/5) any real hope of me winning had vanished and all I could do was manoeuvre for a three-way draw.

Some constant correspondence with Turkey throughout the much-delayed game, plus continuing communication with Dave even throughout our darkest battles, meant that both knew I was making an effort and both suspected that I would throw the game to the other guy if either player tried to reach 18 centres.

During another of my short-term alliances with England (at which point I had NO enemies -- an odd situation in Dip) Jeremy Tullett's Russia suffered the Anglo-Turkish squeeze that I was desperate to avoid.

I thought that I would have a few more seasons of delicate diplomacy with both sides, as I lost a centre here and there, hopefully getting both England and Turkey up to 15 centres, with me on four, three of which could go to either side. In such situations a draw can usually be negotiated on the "prisoner's dilemma" principle. But, surprisingly, this scenario was accepted earlier than I expected, probably because of the long delay in the game as it awaited transfer.

Thanks to Malcolm and to Stephen for taking it over for a short period. Also many thanks to Jeremy, Ian and Dave for proving tough opponents. Dave in particular is always a challenge and attempting to out-guess him was always entertaining. I am very pleased with myself for holding him off for what must have been 80% of the game....

Jeremy Tullett (Russia – 4th)

The story of my game is simple.

Made an alliance with Turkey, who stabbed, doing neither his position nor mine any good, and distracting me from keeping Wreathall under control.

We made up, he stabbed again.

I determined that I would cede ground to England rather than Turkey, as I had threatened to do.

I think that without the hiatus in the period when **BUM** folded, Dave might have carried on to win, but his heart was not in it. I guess that I am pleased to have finished with a unit on the board.

The Iberian Indecision

by Gregory M. Ellis

Imagine, if you will, the most impossible of all scenarios: you are playing France with England, Germany, and Italy all wanting your alliance. Furthermore, reports from Turkey and Russia confirm that Italy is not moving to Piedmont, Germany is steering clear of Burgundy, and England prefers to stay out of the Channel. It is possible that you are hearing all of this because the three border countries have formed a triple alliance to your detriment. More than likely, however, the information is valid and none of your neighbours wishes to attack you. Now what do you do? Most of us negotiate through retaliation: by anticipating hostile actions and getting another country's support against them. When no hostilities are anticipated, a chief diplomatic weapon is removed.

As France you have the option of opening with the Iberian Indecision. The S01 orders are A Par-Gas, A Mar-Spa, F Bre-Mid. By making these moves, you set up a good defense, maximize offensive capabilities, and keep open all diplomatic options. The single largest objection to this opening is the supposedly weakened defensive position it leaves France in. In fact, quite the opposite is true. From this position any of France's home centers can be defended easily from any single country's attack. If England should move to the Channel, then either A Gas or F Mid can cover Brest. It would also be a strong possibility that the English fleet would be used to take Belgium, due to the dismal outlook for taking Brest.

If Italy should move to Piedmont, again two pieces could be used to defend. A Gas or A Spa could be ordered to Marseilles, or both can be used to keep Marseilles open for a build by bouncing.

The most damaging attack would be the German move A Mun-Bur¹. It is possible to keep the German from taking anything but

it would probably cost a supply center to do so. By guessing correctly (i.e., A Gas-Par, A Spa H, where Germany orders A Mar-Par), France can still build two in W01.

If two countries attack, of course the prospects look dimmer. But in many cases, because of the unique capability of A Gas to move to any of the home centers, it is still quite possible to build in 1901. Should all three neighbours come after you, then you were doomed to begin with. Simply take the Iberian centers and try to get the triple alliance into a squabble diplomatically.

Some would argue that this opening leaves France out of position to attack in any direction. Again I would beg to differ. The moves are neutral enough to convince any ally of your good intentions, and you can swing any direction you wish.

If Germany is to be the target, then the Fall moves would be A Gas-Bur, A Spa H, F Mid-Por. With 2 builds and an army in Burgundy, you are a step up against Germany. Presumably he would be embroiled in a battle with England, Russia, or Italy, any of which would more than welcome your help.

If you would prefer to attack England at this point, then make these moves: A Gas-Spa, A Spa-Por, F Mid-Iri.² Again you build two, probably F Bre, F Mar. Even if England is building two, he is out of position to defend. By F02 you can F Eng, F Iri, F Mid, A Bur, A Spa; which gives several options. You have a supported attack on Belgium; you can convoy A Spa-Wal with support; you can move F Mid-NAO with support and use F Eng to support a German or Russian fleet into Nth.

The strongest attack from Iberia is against Italy. The moves would be A Gas-Spa, A Spa-Por, F Mid-WMS. As long as the other neighbours remain co-operative, you build two fleets and effectively take control of the Mediterranean.³ Italy is normally only +1

² See Allen Wells, Fast Resolution of the Western Triple, *Diplomacy World* #34, p.6.

³ Steve McLendon, The MckenJo Opening, *Diplomacy World* #25, p. 6.

¹ See Bruce Linsey, Burgundy, in *Voice Of Doom* #78, p. 20.

(Tunis) and invariably builds a fleet in Naples. France would then have a three to two advantage at sea, providing the deciding factor in the southern theatre. If Italy has taken two centers in F01, you have an instant ally against him. Should he be attempting the ever-popular Lepanto, his army would be stranded in Tunis right up to the point where you take it. The Iberian sets up a good France-Italy battle with France having the decided edge.

Another decided edge France obtains with the Iberian Indecision is in its diplomatic advantage. A perfectly valid, and occasionally highly recommended, follow-up for the Fall would be to have the fleet hold and take Spa and Por with the armies. The builds could also be neutral, delaying the necessity for aggression even further. By sitting back and allowing the rest of the board to commit, France can move in on the most strategic areas virtually unmolested. Should anyone commit himself to an attack on France after 1901, he would be facing a 5-center power in excellent position not only to defend, but to retaliate.

A perennial hot spot in the West is Belgium. Usually each of the three western countries has a good reason why it should own Belgium, and will attempt to talk the other two into giving it up. By acquiescing to both England and Germany through the Iberian Indecision, France completely avoids this touchy issue. England and Germany will eventually come begging for French support, each against the other.

As with any pre-planned opening, the most important factor is the diplomacy during Winter 1900. The best bet is to remain non-committal: promise no support, rule out no attacks. If all three of your neighbors promise to leave you alone, then leave them alone, at least for Spring 1901: open with the Iberian Indecision.

Reprinted from *Diplomacy World* #37 (Spring 1984)

Burgundy, 1901

by Bruce Linsey

The province of Burgundy presents a ticklish situation for France and Germany in 1901. At the root of the problem is the fact that a German army there, in Spring 1901 can really prove devastating to the French position. So the burden of initiating negotiations concerning this province lies squarely on the shoulders of the Frenchman.

It is my opinion that if France plans to leave Burgundy open in the Spring, he should not inform the German of this fact. Occasionally, in the event of a very certain affiance against England, an exception can be made. But it is generally a good idea to leave Germany with the impression that he will be stood off if he opens to Burgundy. That may well discourage him from slipping in. Consider Germany's point of view. He may reason, "Well, I'd like to gain that powerful position in the Spring. But I cannot, since France will 'be moving there anyhow. So why should I commit myself to a war with him if I can't take the upper hand? I think I'd rather not move there." But if he knows that Burgundy will be empty, he may well decide to take the chance and move in. So, as a rule of thumb, France should not inform Germany of his plans to leave Burgundy vacant. Germany should realize that France has to play it safe regarding this crucial space; he should not take exceptional offense at a French opening to this province, or to a French announcement that such an opening is in the offing even if it doesn't materialize.

Suppose France does wish to move to Burgundy, though. Then there are several options. He could elect to inform Germany, and arrange a standoff from Marseilles. This will allow Army Paris to move safely to Picardy, while if Italy strays out of Piedmont, Army Marseilles can pick up Spain in the Fall. A problem could occur if Germany doesn't follow through with the bounce, because then either Spain or Portugal must be sacrificed until 1902. But Germany would most likely move as promised; why would he want to allow a

French army into a province that borders on Munich, Ruhr, and Belgium if he antagonizes France in the process?

However, Germany might inform France that he doesn't want the standoff, and that he will opt for a move to Ruhr instead. If France really believes this, he should possibly consider moving A Par-Bur, A Mar-Spa. That way, if Germany proves to be treacherous and opens to Burgundy, he will fail. The drawback in this case is that Army Paris will be left in a poor position in the Fall. It will be forced to defend Burgundy again, and if a second bounce occurs Paris will, not be open for a build. So if France suspects that Germany is attempting to set up a stab from Munich, a far better option would be to support Army Paris into Burgundy with the army in Marseilles.

Once France has taken Burgundy with support, he has a couple of options. If Italy is friendly, Army Marseilles can take Spain in the Fall while Army Burgundy supports England or Germany into Belgium, or moves there itself. Alternatively, France can forego either Spain or Portugal, and use some clever negotiation to permit himself to slip into either Munich or Ruhr, with Army Marseilles trailing into Burgundy for added strength. If Germany outsmarts France, though, and keeps him out of German territory, both moves will be stood off and France will find himself in a rather embarrassing position (heh, heh) - especially if the standoff occurs in Munich and Germany builds there. So such a sneak French attack must be preceded by some fancy misdirection, often through a third party such as England, to ensure success.

The support into Burgundy can also be used if Germany does agree to a bounce. However, France may then be more or less committed to war with Germany after the Spring, since Germany can rightfully claim that it was unnecessary for France to break his deal and actually take Burgundy. All that was needed was the agreed-upon bounce.

I don't intend to go into detail in this article concerning the defense of Marseilles from an unfriendly Italy. Suffice it to say that if

Italy opens to Pie wont, France's use of both armies will likely be defensive rather than offensive, and the possibilities win thus be more limited. Similarly, there is the possibility of a joint Franco-Italian attack on Munich (or even Franco-Austrian or Russian). Again, this article's intention is simply to concentrate on France's 1901 relationship with Germany, so these are not discussed here.

So there are many options available to France concerning the use of Burgundy in 1901. It's a touchy, delicate situation and the only sure thing is that regardless of French intentions, some discussion of this province is necessary in pre-spring negotiations with Germany.

Reprinted from *Voice of Doom* #78

Adjudication Issues

I sent the following email to Allan Calhamer on how much latitude you should give players who get the coastal designation wrong (or omit it) when ordering supports. I thought it would be interesting to hear what the inventor of the game would do.

Dear Allan - could you spare the time to give your view on how to adjudicate the following situations - as you can see they all depend on how you treat the coast designations in each situation.

*Turkey: F Con-Bul(ec)
Russia: A Rum S Turkish F Con-Bul(sc)
Austria: A Bul Holds*

*Turkey: F Con-Bul(ec)
Russia: A Rum S Turkish F Con-Bul
Austria: A Bul Holds*

*Turkey: F Con-Bul(ec); A Rum S F Con-Bul
Austria: A Bul Holds*

Many thanks - Stephen

Allan Calhamer:

Dear Stephen: I would consider the supports in the first two cases no good, since I think allies should be in evident agreement on the moves. The support in the third case I would consider good.

The Brighton Trunk Murders

On the 17th June 1934 William Joseph Vinnicombe, a cloak room attendant employed by the Southern Railway at Brighton Railway Station, had noticed an offensive odour in the cloakroom and decided to make an inspection in order to determine the origin of the smell. He discovered that it emanated from a trunk which he found was locked. He summoned Detective Bishop of the Railway Police who opened the trunk. That officer found the trunk contained human remains. Brighton Police were informed, and Detective Stacey examined the trunk and discovered several layers of brown paper and, near the hinges, a quantity of cotton wool on which was soaked what appeared to be blood. A parcel filled the trunk tied by sash cord. When opened it was found to contain limbs and head from a human body. The trunk had been brought into Brighton, yet the police found evidence to suggest that the murderer had travelled with it from Dartford, in Kent, by way of London Bridge.

Doctor Pulling, the Brighton police surgeon, said in his opinion that the torso was the remains of a female aged between 40 - 45, whose death had occurred in the preceding three weeks. It was at this stage that the Chief Constable of Brighton called for assistance from Scotland Yard and the Metropolitan Police sent down Chief Inspector Robert Donaldson.

Donaldson concentrated his initial enquiries on the depositing of the trunk. He questioned Henry George Rout who had expressed the view that the trunk was handed to him for deposit. Donaldson said of him; "I sought by every conceivable means to endeavour to assist and persuade him to concentrate in an effort to stimulate his thoughts to enable him to supply us with some detail of the person who had lodged the case, but it was of no avail, for he declares to this day that he cannot remember who deposited the trunk, and that at the time he received it nothing untoward occurred."

The next development was the arrival of Sir Bernard Spilsbury, who carried out the post-mortem examination on the 19 June 1934. He indicated that the woman had been well nourished and that the amputations had been effected with a sharp cutting instrument, the bones having been sawn across. He made the interesting discovery that the woman was between 4 and 5 months pregnant and the pregnancy had not been affected. The suntanned skin and the sun-bleached hair suggested that she was probably an upper-class girl in her middle 20s. He said death had occurred not long before the trunk had been deposited. He thought that the person who had committed the dismemberment was not skilled in anatomical knowledge. However, a certain kind of pure olive oil on the corpse, used by surgeons to stop heavy bleeding, suggested that the murderer could have been a medical man.

On the 18 June another trunk had been discovered at Kings Cross Station in similar circumstances, and it contained two limbs. Very few clues were yielded by the cases, and it was decided to attempt to proceed with the case by way of identifying the deceased. In respect of the earlier age assessment of the Brighton torso, Sir Bernard Spilsbury believed the victim to be aged around 25 years old.

It was also realised that the cases were quite new, and had apparently been purchased for the sole purpose for which they had been used. All the materials in both cases were tested and no significant clues given, as a result of which the police tried an appeal through the press. Hundreds of letters were received, including some that Chief Inspector Donaldson described as "persons suffering from mental derangement".

A major investigation commenced, but little progress was made until a representative of the press informed the police that he had information that Violet Kaye was missing, and that there were several peculiar features connected with her disappearance. Donaldson paid a lot of attention to this as Kaye was aged 42, had previously borne a child, and was a known

prostitute in the Brighton area. From his enquiries a man named Mancini had been associated with her. In his words "It was deemed advisable to interview him in order to clear the matter up."



Cecil Louis England (alias Tony Mancini)

On the 14 July 1934 Mancini was interviewed by Donaldson and gave the name of Cecil Lois England. He gave evidence to show that he was at work on the dates affecting the deposit of the cases at Brighton and Kings Cross. Mancini also went under the name Jack Notyre. After the interview Donaldson found no grounds for detaining him or charging him. However, he took the step of having him followed, and his movements were unsuspecting.

Donaldson also took the precaution of having an officer check his lodgings at 52 Kemp Street. A large black trunk was discovered at Kemp Street, and this contained the body of Violet Kaye. The owner of these premises said that in May he had seen Notyre and another man carrying a large black trunk, and that he had noticed fluid and an unpleasant smell coming from it. He had asked his wife to speak to Notyre about this.

Police were alerted to locate Notyre and on the 17 July two Metropolitan Police Constables of R Division observed him in the Eltham Road, Lee area of south east London and arrested him. As a result of this action 'Mancini', who gave the name of

Jack Notyre, was charged with wilful murder and he appeared at Brighton Police Court, and was finally committed to trial at Lewes Assizes. However, the case against him failed as it was proved that 'Mancini' could not possibly have deposited either of the torsos in the trunks at either Brighton or Kings Cross Railway Stations.

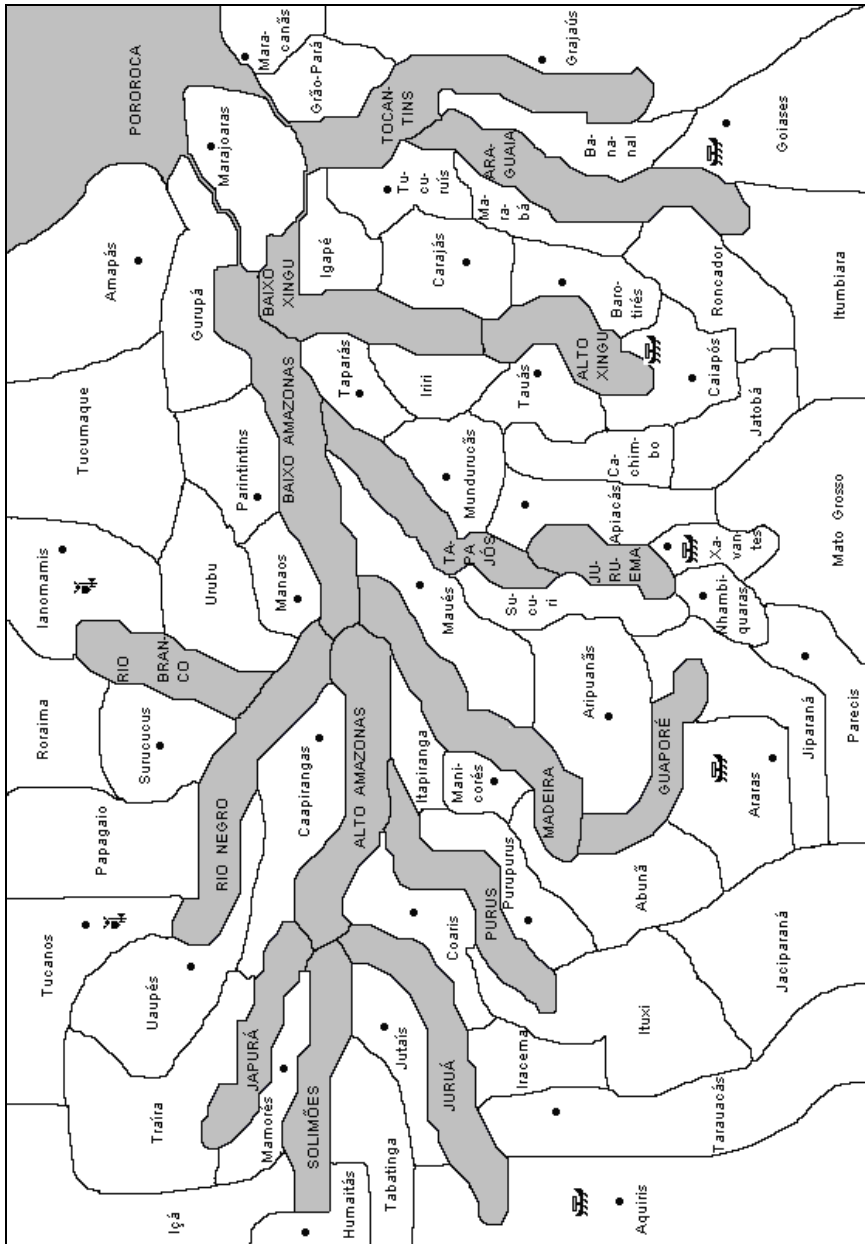
As regards Violet Kaye, on the 14 December 1934 the jury announced that they found Mancini not guilty of her murder after 2 hours and 18 minutes deliberation. Mancini said in his defence that he had come upon Kaye's body suddenly, and thought the police would not believe him as he had a criminal record, so he decided to keep the matter a secret and placed her in a trunk.

It was felt by Sir Bernard Spilsbury, who gave expert forensic evidence at the trial, that death had been caused by a hammer blow, although suggestions were also made that her skull had been fractured by accident in a fall. When the verdict was announced Mancini appeared to hear it in a state of collapse, and it was some moments before he appeared conscious of what had happened. The Judge's only comment was 'You are discharged'.

Forty years later he admitted to a national newspaper that he had committed the crime but the Director of Public Prosecutions ruled he could not be tried again.

In a further twist, in 1986, police said they had new evidence to link Mancini to the first trunk murder. However, when *The Argus* (the local Brighton newspaper) tracked him down to an address in south London, Mancini, by then 78 and frail, protested his innocence and vowed to fight the "lies" until the day he died.

The body in the first trunk has never been identified and the missing head and arms were never found.



Amazon Dip (ir02)

by Cristiano Corte Restitutti

There are 7 players; each one starts controlling one indigenous tribe with one unit:

- Blue: Fleet Aquiris
- Brown: Fleet Araras
- Green: Fleet Caiapós
- Orange: Fleet Goiases
- Purple: Army Ianomamis
- Red: Army Tucanos
- Yellow: Fleet Xavantes

Builds are allowed in any owned supply center.

There are 34 supply centers; each one represents an indigenous tribe.

Each unit is intimately linked to the center it was built: each unit belongs to a single tribe. So changing supply center ownership may also change unit ownership. And changing unit ownership may result in new exchanges of SC ownership!

Adjustments happen in Winter and are adjudicated normally.

Example:

Player #1 controls 5 centers, 5 units, after 3 years of game, all of them built in the same province - "Aquiris". So all units are composed of Aquiris Indians!

Player #2 controls 4 centers, 4 units. At the end of the 4th year, Player #1 loses the Aquiris province to his neighbour, Player #2, but keeps all other centers. Player #2 just conquered Aquiris – however all 5 Aquiris units revert to Player #2; one of those units is sitting over a SC, so it changes ownership as well.

In Winter, Player #1 has 3 centers and no units, so he may build 3. Player #2 has now 6 centers and 9 units, thus he must disband 3.

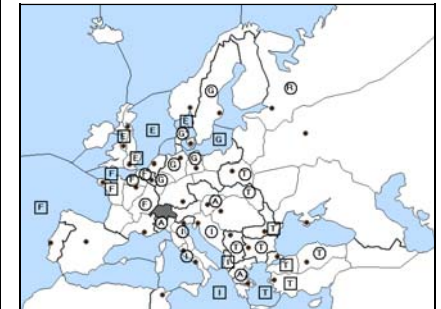
Province Marajoara is a Canal, just like Denmark in Standard. There no provinces with more than one coast.

There are 34 supply centers; 17 Seas; and 26 non-SC land provinces, for a total of 77 spaces.

Starting year is "Year 1".

Victory condition is 18 *units* after a Fall Phase (thus before winter adjustments).

THE GAMES



Regular Diplomacy – Arras

Autumn 1904

AUSTRIA-HUNGARY (Anarchy -ex-John Campbell) A(Gre) Stands; A(Pie) Stands ; A(Vie) Stands

ENGLAND (Warren Galenzoski) F(NTH) - Hol (FAILED); F(HEL) s F(NTH) - Hol; A(Bel) s F(NTH) - Hol* (CUT, DISLODGED - DISBANDED NRP); F(Lon) - NTH (FAILED); F(SKA) - Nwy (FAILED); F(Wal) - Lpl

FRANCE (Richard Scholefield) F(Bre) - ENG; F(MAO) s F(Bre) - ENG; A(Mar) - Bur; A(Bur) - Bel; A(Pic) s A(Bur) – Bel

GERMANY (Richard Williams) F(BAL) c A(Ber) - Den; A(Kie) s A(Ruh) - Hol; A(Ruh) - Hol (FAILED); A(Swe) - Nwy (FAILED); A(Ber) – Den

ITALY (Tim Deacon) A(Tri) - Bud (FAILED); A(Ven) - Tri (FAILED); F(Alb) s A(Ven) - Tri; F(ION) s AUSTRIAN A(Gre)

RUSSIA (Anarchy -ex-Tracey Jackson) A(Sil) Stands ; A(Pru) Stands; A(StP) Stands

TURKEY (Jimmy Cowie) F(AEG) s
AUSTRIAN A(Gre); A(Ser) - Bud (FAILED);
A(Bul) - Ser (FAILED); A(War) - Gal;
F(BLA) - Rum; A(Mos) - War

Autumn 1904 Adjustments

A: Gre, Vie, Bud -Tri, -Ser = 3; Loses 2.
E: Lon, Lpl, Nwy, Edi -Bel, -Swe = 4; Loses
2. Removes F(HEL).
F: +Bel, Bre, Mar, Spa, Por, Par = 6; Gains
1. Builds F(Bre).
G: Kie, +Swe, Den, Mun, Ber, Hol = 6;
Gains 1. Builds A(Ber).
I: +Tri, Ven, Rom, Tun, Nap = 5; Gains 1.
Builds A(Rom).
R: StP, -Rum, -War = 1; Loses 2. Removes
A(Sil), A(Pru).
T: +Ser, Bul, +Rum, +War, Mos, Sev, Ank,
Con, Smy = 9; Gains 3. Builds F(Smy),
F(Con), A(Ank).



Regular Diplomacy – Marne

Autumn 1906

AUSTRIA-HUNGARY (Howard Bishop)
A(Mos) - Sev (FAILED); A(Sil) - War
(FAILED); A(Gal) s A(Bud) - Rum; A(Bud) -
Rum; F(ADS) c A(Ven) - Alb; A(Tus) - Pie;
A(Nap) Stands; A(Ven) - Alb

ENGLAND (Garyth Wright) F(Den) s
F(NTH); A(Yor) - Lpl (FAILED); F(NTH) s
GERMAN A(Ruh) - Bel

FRANCE (Tim Deacon) F(Cly) - Lpl
(FAILED); F(Lon) Stands; F(ENG) s F(Lon);
F(Mar) - GoL; A(Gas) s A(Bur); A(Bur) s
A(Bel) (CUT); A(Bel) s A(Bur)* (CUT,
DISLODGED - DISBANDED NRP); A(Pic) s
A(Bel)

GERMANY (Neil Hopkins) A(Ruh) - Bel;
A(Hol) s A(Ruh) - Bel; A(Mun) - Bur
(FAILED)

ITALY (Jeremy Tullett) F(Tun) Stands

RUSSIA (Mike Dean) A(War) Stands;
F(Edi) Stands

TURKEY (Ellis Simpson) A(Sev) s A(Rum)
(CUT); A(Rum) s A(Sev)* (CUT,
DISLODGED TO Ukr); A(Bul) - Ser; A(Con)
Stands; F(AEG) - ION; F(Gre) s F(AEG) -
ION

Autumn 1906 Adjustments

A: Mos, +Rum, Nap, StP, Rom, Bud, Ven,
Tri, Vie, -Gre, -Ser = 9; Loses 1. Builds
A(Bud).
E: Den, Nwy, Swe = 3; No change.
F: Lon, Lpl, Mar, Bre, Spa, Por, Par, -Bel =
7; Loses 1.
G: +Bel, Hol, Mun, Kie = 4; Gains 1.
I: Tun = 1; No change. Builds A(Kie).
R: War, Edi, Ber = 3; No change. None. 1
Build centre short.
T: Sev, +Ser, Con, +Gre, Bul, Smy, Ank, -
Rum = 7; Gains 1. Builds F(Smy).

Press

Mos-World: Apologies once again for my
lapse last season. It won't happen again
(and that would appear to be an easy
promise to keep since I expect not to be
here after this season!)

Turkey - Italy: You are absolutely right.
This is all my fault. Now excuse me while I
go and get my dictionary to check out the
meaning of "subsumed."

Abstraction II – Tannenburg

January 1916

AUSTRIA (John Colledge) A(Dre) S
ITALIAN A(Swa)-Mun (CUT); A(Rum) S
A(Ukr)-Ode; A(Cau)-Vol (FAILED); A(Con)-
Sin; A(Ukr)-Ode; A(Boh) S A(Vie)-Tyr;
A(War)-Mos (FAILED); A(Smy) S A(Con)-
Sin; F(AEG)-CMS (FAILED); A(Gal)-Ukr
(FAILED); A(Vie)-Tyr; A(Bud)-Gal
(FAILED); F(Zar)-Alb

ENGLAND (Martin Gilbey) F(And)-Per
(MISORDER); A(Ire) boards F(NAO),
F(NAO)-MAO, A(MAO) disembarks Bre;

F(Nwy) Std.; F(ENG)-ANG; F(NTH)-Yor;
F(Swe)-Den; A(Den)-Kie; A(Lpl) Std.;
F(Ply)-ENG

FRANCE (Anarchy – ex-John Boocock)
A(Lyo)

GERMANY (Dave Clark) A(Lap)-Swe;
A(Ruh)-Bel; F(Kie)-BAL; A(Ber)-Dre
(FAILED); A(Mun)-Tyr (FAILED);

ITALY (Bruce Edwards) F(Mor)-WMS
(FAILED); F(GoL)-WMS (FAILED); A(Bur)-
Ruh; A(Par)-Lor; F(EMS)-CMS (FAILED);
A(Dam)-Cic; A(Swa)-Mun (FAILED); F(Pal)-
EMS (FAILED); A(Obe)-Swa (FAILED);
A(Tus)-Pie; F(Sic)-TYS

RUSSIA (Bob Pitman) A(Ode)-Rum*
(FAILED, DSLODGED, DISBANDED NRP);
A(Vol)-Cau (FAILED); A(Edi) Std.; A(Mos)-
Ukr (FAILED); A(Cou)-War (FAILED)
(FAILED)

TURKEY (Nick Gladstone) F(Sin)-WBS

Press

Germany-All: RIGHT THAT'S IT !!!!! I can't
stan's no more!! The Imperial German
Government are reluctantly forced to
declare WAR against all the aggressors
and occupiers of our sovereign lands!!
Either BACK OFF now or the nigger get's it.



Mons (01BB)

Spring 1908

FRANCE (Jimmy Cowie) A(Wal) - Lon;
F(MAO) - ENG; F(Yor) s A(Wal) - Lon

GERMANY (Richard Scholefield) A(StP) -
Mos (FAILED); A(Nwy) - StP (FAILED);

F(Den) - NTH; F(Kie) - HEL; F(Lon)
Stands* (DISLODGED - DISBANDED
NRP); A(Hol) - Bel; A(Ber) - Sil; A(Mun) -
Bur; A(Par) Stands; A(Pru) s A(Ber) - Sil;
A(Spa) Stands* (DISLODGED TO Por)

ITALY (Nick Parish) F(Nap) - Apu; F(Tun) -
TYS; F(GoL) s A(Mar) - Spa; A(Mar) - Spa;
A(Bud) s A(Tri); A(Bur) - Gas; A(Tri) s
A(Bud) (CUT); A(Vie) s A(Tri)

RUSSIA (Bruce Edwards) A(Mos) s A(War)
(CUT); A(War) S TURKISH A(Bul) - Gre
(MISORDER)

TURKEY (Tim Deacon) F(Sev) Stands;
F(BLA) Stands; A(Con) - Bul; A(Rum) s
A(Ser); A(Ser) s F(Alb) - Tri; F(Alb) - Tri
(FAILED); F(EMS) s F(ION); F(ION) Stands

Press

Germany-Turkey: Thanks for your letter.
Germany - England: I was sorry to see a
regular writer like you go out as you did.
Sign up for the next game - every game is
different.

Gunboat Diplomacy - Heligoland

Spring 1907

FRANCE (Petit Chou) F(NWG) s A(Edi) -
Nwy; F(NTH) c A(Edi) - Nwy; A(Bur) - Pic;
A(Mar) - Bur; F(ENG) c A(Pic) - Lon;
F(TYS) s ITALIAN F(ION) (MISORDER);
A(Edi) - Nwy (FAILED); A(Pic) - Lon

GERMANY (Visigoth) F(Den) s FRENCH
F(NTH) - HEL (MISORDER); A(Kie) s
A(Ruh) - Mun; A(Ruh) - Mun; A(Hol)
Stands; A(Sil) - War; F(SKA) s F(Swe);
F(Swe) s F(SKA)

ITALY (Greenslade) F(Smy) - Con
(FAILED); A(Arm) s TURKISH F(Ank)*
(CUT, DISLODGED TO Syr); A(Ser) - Rum
(FAILED); F(Gre) s A(Ser) - Rum
(MISORDER); A(Alb) s A(Bud) - Ser;
A(Bud) - Ser* (FAILED, DISLODGED TO
Gal); A(Ven) - Tri; F(ION) - AEG

RUSSIA (Agar) F(BAR) s A(Fin) - Nwy;
A(Fin) - Nwy (FAILED); A(Nwy) - StP;
A(Sev) - Arm; A(Vie) s A(Tri) - Bud; A(Tri) -
Bud; A(Rum) - Ser (FAILED); F(BLA) s
A(Sev) - Arm; F(Con) - Smy (FAILED);
F(HEL) - NTH (FAILED)

TURKEY (Anarchy - ex-The Great Panjandrum) F(Ank) Stands

Press

Russia (Govt) - All: Nobody loves me, everybody hates me, just cos I ate the worms Austria and Turkey.

Italy (Gov) - France: Paranoia is one of my strong points, and I am not so hot on blind trust. Still, if your fleet really does want to go for the Bear, I will not stand in its way.

France (Govt.)-Russia: And you don't suggest we cooperate? By the logic of your speeches we can crush Germany & Italy between us. But you want Germany & Italy to fight me and turn their backs on you.

Paris-Berlin: The Russian is not losing out to you or me yet.

France - Italy: Can my fleet pass you to assist in beating the slavish hordes? oops I already moved it hehehe ;-)

To the Tsar of all the Russians: What sort of paste? Almond paste is quite nice.

Germany (Govt.)- Italy: I for one appreciate it, thank you. I'm trying to do my bit also.

Anon-Russia: Old man walks into the Doctor: "Doctor my wife and I aren't enjoying sex as much as we used to". "When did you find this out?" "Late last night and again this morning."

France (Govt.) - Germany: If my move failed, I will repeat next season, please assist. If it succeeded I will support your fleet SKA or Den to destroy the Russian fleet close to the North Sea and will also try for St.Petersburg.

'Impartial' (ahem) Observer: "I wonder why does France want German support into StP?" (consults textbook): "StP .. StP ... aha, here it is! 'Usually needed as part of a French outright victory, along with Munich and Tunis and either Berlin or an Italian centre.' Fascinating, Jim!"

Italy - Russia: Ah, the cut and thrust of Balkan conflict!

France (Govt.)-Italy: You fight the Russian and take the Turkish centres.

Anon: It all looks quite even - who will eat snails?

Germany (Govt.)- France: By 'Let's cooperate and destroy the russian fleet' I

assume you mean the one in HEL yes? I will order Den to support again in the Fall if we don't get it right this time. I would have supported you into BAR if my unit was still in Nwy, sorry!

DIVERSIONS

Volume II : Issue 5 : October 2002

Deadline: 1 day before Armistice Day

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A Slim Issue Again

Full o' Busy. This was bound to happen. And it will happen again on occasion. I've been mega-busy both at work and at home, and Diversions has found itself occupying third spot on the list of priorities. At work, the invitation to take a look at the website has metamorphosed into an official appointment as webmaster, coupled with responsibility for brochures, technical listings in print and online and our print catalogues. In short, the public face of InKan Limited is entirely in my hands. Alongside my established rôle setting up a new drawing database and my official job as design engineer (which are both taking a back seat *pro tem*), I don't have a moment to take an unnecessary breath. Of course, there are compensations. The work is fascinating, and the hours are not long. I've fallen into a field of expertise for which I've been preparing myself for some time without really being aware of what I was doing. Designing websites was a hobby; now it's the butter on my bread. And the fact that I don't have a key to the office means I am not expected to work the 70-hour weeks I suffered in my previous employment.

Driving home with Pat is such a refreshing change from the long evening hours and weekend shifts slaving over a hot computer in a soulless office. It means I now have a life! So, what have I found myself doing to fill these bonus hours InKan has so

generously given me? Well, naturally, I'm building websites at home! I'm nearing the end of the first phase of a voluntary commission to design the site for our church. This is the first website I've designed from the ground up, using the knowledge I've acquired in dribs and drabs over the past few years. It's taken a lot of time, but the results appear to meet with everyone's approval, and the upload happens on Monday September 30. Thereafter, the workload will ease somewhat – although I'm thinking of offering my services to a colleague at work who needs a website to support a small business he operates. This time, though, I'm determined to establish true perspective and raise the profile of Diversions so that it becomes more of a priority. After all, you guys are important to me. You represent my slightly skewed perception of the Real World.

I caught myself the other day. I was attempting to explain to our new Chief Operating Officer the implications of new Ontario legislation calling for all Government websites to be fully accessible by December 31. As I witnessed his eyes slowly glazing over as he attempted to absorb the technicalities of CSS and XHTML and Meta Tags and 'alt' values, I suddenly thought, "Oh my God, I'm turning into a computer nerd!" I thought I'd never see the day. But maybe it's about to arrive. Certain of the staff at work are under strict instructions to give me a swift and hearty kick up the arse if I ever go too far. But I think the damage is already done; I've been seeing that glazed expression a little too much in recent days.

I'll close this little ramble by returning to the topic I raised briefly in the previous paragraph. As mentioned there, the Ontario Legislature has passed into law an Act which calls for all Government websites to be accessible to the visually impaired. This demands a far more rigid adherence to clean code than was previously required. Sloppy code is usually not an issue when viewing websites, but when the visually impaired use audible text converters or – more significantly – when sites are viewed over the new types of device which do not

support graphics, the gaps and blemishes are all too obvious. It is implied in the legislation that there will come a time when preferential status will be given to companies with accessible websites in tendering for supplying Government departments. Wholesale rewriting and redesigning of vast numbers of existing websites might therefore be called for in the next couple of years, using XML, CSS, maybe (hopefully) XHTML.

All of the sites written by hobby webmasters in HTML will need to be looked at for their reliance on graphic images and button navigation. I'll give you an example. A company supplying us with fixings has on its site a navigation system consisting of images of different types of bolt. The instruction is to click on the appropriate image to go to the relevant page. None of the images has an 'alt' component (a piece of text describing the image usually included in case the image file becomes corrupted or takes a long time to load). So, imagine a visually impaired visitor receiving the instruction to click a random location followed by a long string of unidentified image statements. This is important stuff. Here's a thought. Those of you who are hobby webmasters or earn your living designing for the Internet, consider whether visually impaired people might be likely to find their way to your site – and this includes the colour-blind, remember. Now, put yourself in their place, and consider whether you have provided for them in your design. Interesting, no? It's feedback time, folks.

Ontario. Barry's Bay and the Opeongo line will have to wait until next issue. As well as a lack of time, I'm also having to contend with a borrowed laptop lacking both a CD drive and a stack of the software I've become accustomed to using. I therefore cannot manipulate the photographs needed to flesh out the text. Patience is called for once again.

THE GAMES

RR1868IW - Isle of Wight - Atikokan - Round 3

An expensive round for BUM, with GWR

the beneficiary. The map is filling nicely.

BUM, Jim Reader, Yellow:

3a: (N5) M5 J6.

3b: (J6) Shalfleet G7.

54 – 13 (GWR) = **41**

GWR, Charlie Wilson, Brunswick Green:

3a: (O4) O3; (L5) J6 Shalfleet.

3b: (Shalfleet) G7; (O3) O2.

40 + 6 (town) + 13 (BUM) + 1 (HANTS) = **60**

HANTS, Bruce Edwards, Purple:

3a: (St. Helens) Seaview; (St. Helens) Z6 Bembridge.

3b: (O10) O11; (O6) O5 N4.

50 + 12 (towns) – 1 (GWR) = **61**

Build allowance for Round 4: **3, 4**

RR1869NL - Netherlands - Bobcaygeon – Round 2

GWR, Charlie Wilson, Middle Chrome Green:

2a: (C62) D62 E62 F62 Nijmegen.

2b: (Nijmegen) I63.

2c: (M23) M24; (I63) I64.

27 + 6 (towns) = **33**

Note: Ordinarily, builds through a bordering country are disallowed, so the proper route would be (Nijmegen) H62 H63 I64. Since I'd already entered the line on my map before I noticed the error, and I really couldn't be arsed to erase it, we'll let it stand this time. There is neither advantage gained nor disadvantage suffered as a result.

LOW, Brad Martin, Blue:

2a: (Haarlem) J18 Leiden.

2b: (Leiden) I20 Den Haag.

2c: (I20) Rotterdam; (I20) Gouda.

32 + 6 (towns) = **38**

Thus are separated the Siamese twins. But will they thrive or wither now that they are finally apart? Only time will tell.

REAR, Kevin Lee, Red:

2a: (Utrecht) Amersfoort D57.

2b: (D57) E57; (L18) L17.

2c: (N22) B63.

31 (no change)

TINAS, Allan Stagg, Orange:

2a: (Haarlem) J18 Leiden.

2b: (Leiden) I20 Den Haag.

2c: (K15) K13.

32 + 6 (towns) = **38**

Build allowance for Round 3: **3, 5, 4**

Press:

TINAS – All: Hopefully Brad will want to go somewhere different this turn.

Xyro: Your wish was granted, Allan. Or was it? Was it not you who went a different way? Chicken – egg – egg – chicken. All building is simultaneous in postal RR. Let's not contemplate the third option. Could it be that you both went a different way ... ? My brain hurts.

GWR – Xyro: I should have checked my references first; the Chromium Green should have been Middle Chrome Green. Looking in one of J H Russell's excellent tomes I also find that Holly Green was used between 1875 and 1881!

Xyro – GWR: Arrrrrgghhhhh!! Another trip to the factory. Ah well ... at least this time I'll get to witness the sight of the youngest of the seven daughters crushing holly leaves with her bare feet. Daughter number five removes the pointy bits first, naturally!

RR1888SV – South Sweden – Couchiching – Round 0

IMPORTANT NOTE: Mads Clauson-Kaas has failed to respond to any of my messages requesting orders. His place will therefore be taken by the first person to contact me. I apologise for not being able to send an interim report as promised, but I'm sure you'll understand that I had to give Mads full opportunity to join us. There might be an interim report this time if everyone is quick enough – but I'll not commit myself either way.

Mog Firth – Start **Malmö** – Leeds United's Cover Is Class! - Purple

Brad Martin – Start **N. Stockholm** - Not Only Railways - Blue

Charlie Wilson – Start **Göteborg**– Great Vest Railway – Holly Green

Replacement Player (to be appointed): - Start **S. Stockholm** – Name and colour to be supplied.

Build allowance for Round 1: **6, 4, 4**

Note for the uninitiated: I understand Mog's company name is soccer-related, and that the exclamation mark is to be included. Exactly how the name is to be pronounced, I have no clue. Enlightenment would be welcome. My personal equivalent would probably be something like Jays' **Overpowering Smash Hitter!** (referring to Josh Phelps, a rookie who will undoubtedly go even further than the astonishingly talented Eric Hinske). Watch the Jays in the next two seasons. They'll be contending in a big way. End of baseball segment.

Another Note: This game will **not** be using the leapfrog rules.

Press:

Xyro – GVR: You are, indeed, correct in thinking that the Swedes do not use the 'W' in their language. Your Swenglish company name is, therefore, appropriate. However, if you will permit, I offer you a full translation of Great Western Railway, which is Stor Västlig Järnväg. Västlig means westerly, whilst west translates as väster. I could not find a direct translation of western. SVJ or GVR – your choice, Charlie!

GVR – All: I hope I don't lose my shirt!

Xyro – All: Vest ... shirt ... geddit? You have my permission to groan.

LUCIC! – Xyro: There was a panic, in that I mislaid the Sweden map, but I am all prepared now for railway revelry.

Xyro – LUCIC!: Hey, I like that. Railway Revelry. Note to self: Must find way of using the expression at some time in the future when everyone will have forgotten who coined the phrase.

RR1892P – Northern Italy Deep River – Round 0
(Bus Boss scoring)

A note on Leapfrog Rules: Someone wrote to me asserting that the Northern Italy map would be a natural candidate for the Leapfrog format. As far as I can recall, however, I did not run any games to this standard until very late in my previous stint as adjudicator. It therefore follows that the games I ran on this map would have been

in the conventional format. I can see that the map looks to be a good candidate for Leapfrog at first glance, but provided the build allowances are nudged towards the higher end, I see no reason why players shouldn't be expected to do some mountain bashing. If any or all of you really insist on calling for Leapfrog rules, then I might be persuaded to reconsider. However, to satisfy my curiosity and address the writer's assertion, I am opening a list for this map with the Leapfrog format specified. Thereby we'll be able to perform a compare-and-contrast exercise.

Christian Bien – Start **Genova** – Bien's International Express Network – Yellow

Bruce Edwards – Start **Roma** – Pageant Involves Zany Zoo Animals – Red

Mog Firth – Start **Venezia** – Energy Activated Head Candles - Orange

Philip Honeybone – Start **Torino** – Many Anarchic Railways Crossing Over Peninsulas Of Latin Origin - Black

Brad Martin – Start **Roma** – Mighty Italian Locomotives Assert Nationality - Pink

Charlie Wilson – Start **Venezia** – Greata Westa Railwaya - Holly Green

Build allowance for Round 1: **6, 4, 5**

Note: There is an embarrassing error on the map. My usually impeccable proofreading obviously let me down when I draughted this one. Genoa should be Genova, of course. It's listed correctly in the Ferry Checklist grid.

Xyro – EAHC: Meet you down the Head Shop. They've just received a new shipment of pipes. Oh – you mean that isn't a hippie reference? Okay then ... man.

Xyro – MARCO POLO: You've been simply bursting in anticipation of using that one, haven't you? I can see now why you were so excited about securing a place on this list.

Xyro – MILAN and PIZZA: Brad and Bruce, you'll note I've specified colours which feature lower on your preference lists, and there is consequently no blue or purple line. This is to accommodate one amongst us

who suffers slight colour-blindness. I trust you do not feel too inconvenienced.

GWR – All: Genova (or Genoa if you prefer) sticks in my mind as the only place in my naval career where I was propositioned by a 'lady of the night'. I hasten to add that I didn't bother to enquire as to costs, etc.

Xyro – GWR: No use as a Phone A Friend in the recently announced late-night adult spin-off game 'Who Wants To Be Hugh Hefner' then, are you?

**RR1???AUS – Austria
Fort Frances – Gamestart**

Still managing one start every issue. "It won't last", he said, Marvinistically. "It better not", he responded, schizophrenically, "there's no way I can run twelve games in a month". "Where have I heard that before?" the erstwhile editor of Ripping Yarns and Diversions and The Suits and Talbot interjected, somewhat predictably.

Heads up, **Martin Gilbey, Kevin Lee, Brad Martin** and **Jim Reader**. I don't think this map has been looked at too often, but it plays really well if I'm not entirely mistaken. I'll send maps in the next day or two. Please supply preferences for exit hex (all players start at Wien) and colour. I've noticed of late that some players are limiting their start choice, presumably in the hopes that their chances of getting what they want will be weighted in their favour. This is not the case. I'd like a list of four hexes in order of preference from all of you. Anyone not complying is likely to be bumped to the bottom of the list.

There's a curiosity on this map, in that one of the four exit hexes (I assume I68, H67, G68 and G69 to be the viable choices) requires the first build to be across a river. In order that the player who is given this location is not disadvantaged too much, I propose allowing him the special dispensation of banking two of the three bridge building points in Round 1a. In other words, it will cost one point to cross the river. Then, at a time chosen by the player, these two points will be deducted from one of the build allowances in either Round 2 or Round 3. Think of it as an interest-free bank loan. It's the only fair method of

levelling the playing field I've been able to devise.

There are lots of valleys on this map, and I was tempted to specify Leapfrog rules, but with everyone starting from the same spot there should be adequate separation early on. Close inspection reveals that there are plenty of options to build across the map. Conventional building, and conventional scoring, then. I'll make sure the build allowances are high if it looks like some dynamite needs to come into play.

Brad, the version of the map I shall be using has a small 'Aus 2' in the bottom right hand corner of the copyright block. It is also dated 1984.

Railway Rivals Waiting Lists

Replacement Player required for **Couchiching**. See above.

Austria Map AUS: Martin Gilbey, Kevin Lee, Brad Martin, Jim Reader. **List full!!** See Gamestart announcement above.

Spain Map SP: Christian Bien, Brad Martin, Jim Reader. 2 to 4 players wanted. I'll start with five or six, but it's a roomy map, and I'd love to have the full complement of seven.

Northern Italy Map P: New list with **Leapfrog Rules:** 6 players optimum.

Southern Italy Map Q: 4 players wanted for a game with **Leapfrog Rules**. Let's have some new blood. Anyone else interested in joining the fray?

Trans-Canada Map Experiment: Ryan Congdon, Kevin Lee, Jim Reader, Charlie Wilson. Not much action yet, but I've started scribbling a few ideas on a very big hex sheet!

Playlist

The Village Green Preservation Society – The Kinks; Scott Walker Sings Jacques Brel – Scott Walker (yes – it's on my list of all-time favourites too, Stephen!); Revolver – The Beatles; Stand Up – Jethro Tull; Wouldn't It Be Nice (A Jazz Portrait of Brian Wilson) – Various Artists; In My Room (A Beach Boys tribute for the Homeless of California) - Sean MacCreavy and Friends

Waiting Lists

Postal Diplomacy

Warren Galenzoski , Anthony Coogan, Bob Pitman, Tim Deacon, Stuart Eves (FIEGRTA), Garyth Wright. Only 1 needed!

Somewhat Demiurgic Diplomacy

GM: Nick Kinzett. Tim Deacon, Mog Firth, Dave Wreathall. Only 4 more crazy players needed – rules in issue 12. The maddest variant ever invented. Doesn't look like we are going to get another 4 mad players though ☺

M.A.D. Diplomacy I

Rules in issue 14. Quick fun variant. Kevin Lee, Brad Martin, Mike Dommett, Dave Wreathall. 3 needed.

Diadochi V

Rules in issue 14. 5 player ancient Europe variant. Graham Tunncliffe, Brad Martin, Howard Bishop, Only 2 needed!

Renaissance Diplomacy II

Rules in issue 16 – a regular board variant for seven players. Mike Dommett, six needed.

Gunboat Diplomacy

Got one, six needed.

This Issues Playlist

When War Is Over by Alan Hull (double live CD); *Seed* by Nick Harper; *Mott* by Mott the Hoople; *I Didn't Get Where I Am* by Chris Difford; *Deep & Meaningless* by John Otway and Wild Willy Barrett; *Elysian Encounter* by the Baker Gurvitz Army

Next Time?

Maybe a history of the Les Pimley Award – with the full list of winners over the years and what they won it for? That would take a bit of research – but it could be fun to put together. Anyone got any other ideas for articles?

THE ARMISTICE DAY NEWSLETTER No.17
From: Stephen Agar, 47 Preston Drive, BRIGHTON, BN1 6LA.
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DEADLINE: Monday 4th November 2002

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