

THE GAMER'S GUIDE TO

Diplomacy®

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2ND EDITION—MARCH 1979



I. INTRODUCTION

It's called DIPLOMACY, but *excitement* is the name of the game. The movement and struggle of military action are combined with elements of bargaining, intrigue, and treachery. The result is a game which is virtually unique: your skill as a commander is equally on the line with your skills in negotiation and deception. The challenge thus presented is endlessly fascinating: it is war, yes; but it is also political policy, applied economics, and practical psychology; it is . . . DIPLOMACY.

A well-played DIPLOMACY game can be truly suspenseful. Will your diplomacy succeed in persuading others? If so, will the military campaign succeed in its objective? Will your enemies believe your lies? How will your allies keep their agreements? Everything depends on the opinions and actions of other players . . . not on die rolls, probability tables, or the vagaries of chance. DIPLOMACY is much less a mechanistic game and far more an intensely human one.

There is high drama in DIPLOMACY as players combine and recombine into new alliance patterns, each seeking both to win and to prevent others from winning. Excitement is intense as the surviving players form a last-ditch combination to stop the frontrunner. The game's inventor describes such a moment:

"Cooperation must be created among players who have been fighting one another, and who have set their hearts on other objectives; they must admit that goals they have pursued all game long, which are now within their grasp, have just lost their value, and may even be destructive. Frequently they are out of position for the new encounter, better positioned to fight each other. They must form a line together, exposing their territories to each other. This is not the cooperation of being merely assigned to the same team. This is Verdun."

. . . Allan B. Calhamer, 1974

Bringing a game of DIPLOMACY to this sort of peak, getting the most enjoyment out of it, demands that it be played well. That's not easy! DIPLOMACY is full of subtleties and nuances . . . in strategy, in tactics, in negotiations, and in the many relationships that will exist between the players. This *Guide* is intended to help sort many of these out. Because there are even legal ways to cheat at DIPLOMACY, we'll suggest some of the methods for doing that, too. We have tried, within the limits of available space, to cover all of the most important aspects of this classic game.

The first section will be a sort of overview of DIPLOMACY. Strategy and tactics will come

next. After that, we'll move on to other aspects of DIPLOMACY: playing by mail, variants, and the Rules.

The Development of DIPLOMACY

Europe before World War I was a kaleidoscope of international intrigue. The Great Powers attempted to manipulate each other, using deceit and treachery as their main weapons. Military force was used (usually) with caution. The outbreak of World War I may rightly be blamed not so much on the diplomatic situation as on the failure of diplomacy.

In 1953 Allan Calhamer, inspired by books and courses on European diplomacy, set about to design a game which would reproduce that kind of situation in its original setting. It would be a game which no player could hope to win without allies and enemies. There would also be this paradox: the more effectively all the players tried to win, the more difficult victory would be for any of them. The most perfect game of DIPLOMACY is one in which there is no stalemate and yet nobody can win (see Sections II and III).

After five years of development and playtesting, the first commercial version of DIPLOMACY appeared (1958). This game differs in many ways from the one we now have. There were more spaces and several different rules. Later in this *Guide*, the original version of DIPLOMACY will be reproduced (see Section VI).

A revised version appeared in 1959, and this was essentially the same game played today. It was revised slightly in 1966 to provide a pair of examples and change the rules for five and six players.

By 1970 it was clear that several ambiguities in the Rulebook needed clarification. Mr. Calhamer decided to produce a complete revision. He was assisted by an *ad hoc* committee of postal players (see Section V on postal play). The revised and definitive Rulebook appeared in 1971. It actually changed very little, but was much more specific on unclear points. The victory criterion was altered from "a majority of the pieces on the board" to 18 supply centers.

The Nature of DIPLOMACY

DIPLOMACY is a game of intense competition. It is not a "nice" game . . . that is, it is a game where some vices become virtues. In real life we don't lie to our friends, nor betray trust, nor attack without warning. We do in DIPLOMACY. Often. The First Commandment in DIPLOMACY is, "Thou shalt covet thy neighbor's supply centers."

A player must always remember that DIPLOMACY is only a game. He should realize that the friend who stabs him in the back and rips off three supply centers is not a terrible person: he is just playing DIPLOMACY. And he is playing it very well.

DIPLOMACY demands maturity: the ability to distinguish between a game and reality. Appeals to friendship and past favors have no relevance to the game. Neither do displays of bad temper.

Believe it or not, such things do happen in games; when they do they tend to spoil the experience for everyone else.

DIPLOMACY is not a game for everybody. If you find that you're made uptight by what goes on, try some other game.

DIPLOMACY offers a great challenge to the wargamer. It dispenses with the clutter of dozens of different units and a vast playing area. It offers the player an opportunity to test his ability to think in terms of grand strategy—and it presents fascinating tactical problems. In addition, a player's ability to persuade others is most important. People who do really well at DIPLOMACY could probably sell sand to the Arabs.

DIPLOMACY is today a best seller. Its rules have been translated into several languages, including French, German, Italian, and Portuguese. It is widely distributed in Canada, the United States, the United Kingdom, Western Europe, Australia, South Africa, and elsewhere.

Because of DIPLOMACY's unique qualities as a game, it is widely and frequently played by mail. A large community of active DIPLOMACY fans has grown up; centered around the postal hobby. Annual DIPLOMACY conventions have been held since 1968, and a number of hobby groups exist. More details on all this may be found in Section V.

Without question DIPLOMACY is one of the world's most popular adult board games. Each year more copies of the game have been sold than the year before. Fans of the game are dedicated and vocal . . . in fact, since 1963 DIPLOMACY has generated several linear yards of printed material (probably more than any other board game except chess).

This game, which has appealed so strongly to so many people, deserves a closer look. We'll take exactly that in the pages that follow.

Objectives in DIPLOMACY

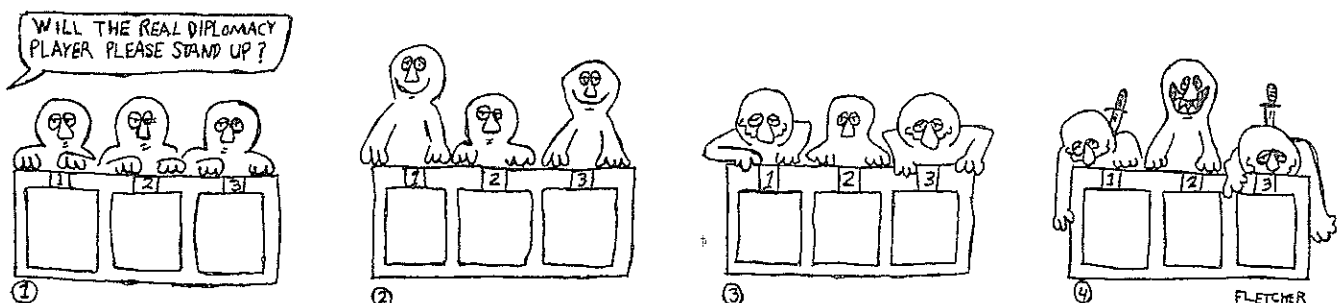
Everyone plays games to have fun. There are some people who need to win to be amused, and DIPLOMACY is not a game for such persons. With seven players, any one of them has a chance of winning of about 14%. Not good odds for a victoriholic.

There are other objectives . . . and related playing styles. These more realistically reflect the potentials of the game.

1. **Win or Draw.** A player can seek either to win or, at least, to deny victory to any other player. This demands an aggressive playing style, cunning, guile, and cold calculation. The minimal objective is reaching a stalemate line (see Section II on stalemates).

This objective can be sought with or without a strong ally (see #2 below), but players of this school are seldom steadfast in alliance. More likely the playing style favors alliances which are only temporary and for very specific goals. Each alliance is broken (usually with a stab) when it is no longer of use.

This is a powerful playing style when used by a



Credit: WILD 'N WOOLY
#50, 16 April 1966.

very good and ruthless player. One who has the reputation of playing this way will, however, find allies hard to get. He frequently becomes the early target of his neighbors. The reader is referred to the ghastly fate of the French player in the sample game.

2. Strong Second. A player can seek either to win or finish no worse than second place. His philosophical commitment is slightly different than that of #1. He is willing to see somebody else win and is not strongly in favor of a drawn game. He is usually steadfast in alliance—at least one of them.

The best playing style for this objective is to find a strong ally. Pick one other player and make a comprehensive, game-long pact with him. The goal of the pact is to eliminate all opposition, the two allies operating as a team. Once this is achieved, one goes on to win, the other taking second. Who does which may be decided by a titanic last battle, an advance agreement, flip of a coin, or some other method. The allies may wish to agree to a draw. See Section IV.

This is an effective style. Players who favor it usually seek each other as allies. Unfortunately, this style also makes for dull games when two or three such alliances appear at the same time.

3. Balance of Power. A player can seek to prevent from winning (victory for himself would be only a secondary goal). The philosophy of this kind of player is neither the "grow fast" of #1 nor the "strong alliance" of #2. He is concerned that no player, no alliance, will become strong enough to eliminate any of the others . . . particularly himself, of course.

His style of play is to preserve the game's balance . . . the Balance of Power. He will ally with the weaker side in every struggle. He will use diplomacy to redress the balance where his units can't intervene. He may try to pick up enough loose centers each time he changes sides in order to win himself. Usually, however, his own diplomacy will alert his neighbors to the dangers of size . . . and they'll turn on him, too, if he gets too large. Of course, it is his hope that they won't notice.

For such a player, the stalemate line is a last resort. If the game stalemates, it's effectively over. His goal is to keep it going by preserving the fluidity of the situation.

This is the ideal playing style for DIPLOMACY. Concentrating on the game as a whole, rather than merely on winning it, will produce this result. The game will then be full of endless variety, of twists and turns, and no victory. On the other hand, it may then also go on forever.

4. What the Heck? This is the ultimate approach to DIPLOMACY as a *game*. Simply fail to take it seriously. It's only a game, so why not try strange new strategies, weird new alliances, kinky tactics? This adds a wonderful element of pure unpredictability, and hence pure fun, to the game. The objective is to be absolutely unpredictable. The players of the other three types will hate you for it.

(In one fascinating game, three players of this type drew England, France, and Germany. They formed a Triple Alliance . . . the FEG Alliance is the jargon term for it. (On the other side one often finds the RATs, with poor Italy in the middle.) In this arrangement, England was to attack Austria, France was to attack Russia, and Germany was to attack Turkey. The resulting tangle was hysterical . . . and a seven-way draw!

When and How?

DIPLOMACY is not really a casual game. More than two people are required to play it, so it's not the sort of game which can be dragged out

when a few friends are over, on the spur of the moment. The game is most enjoyable when it is planned out in advance. A little attention to detail will make things much more fun.

The physical setting is important. There should be plenty of places—several small rooms or corners of a large one—where the players can get off by themselves to negotiate. There should be a large table (for the playing board) and plenty of chairs. A lot of paper will be necessary (3" x 5" pads are best). Munchies are almost indispensable.

If possible, two playing sets should be available. Then there will be enough units of each color. (I own three sets of pieces myself, so I'm never caught short). It is also a good idea to have plenty of conference maps on hand. Put them in plastic sheet protectors and provide china markers. The maps can then be used again and again.

Getting enough people for a full game is not always easy—but it is vital. DIPLOMACY can be played with fewer than seven persons, but the game is never quite as satisfactory. Even the best such game, for 5 players, has serious problems of balance and playability (see Section VI).

If an eighth person is available, a Gamesmaster (GM) will make the game run more smoothly. He collects and reads all orders, interprets the Rulebook, and keeps time limits. He should enforce the rule against negotiations before retreats and adjustments. He should be fair, firm, and impartial.

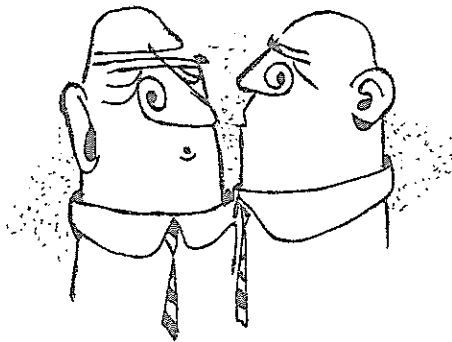
Allow plenty of time for a game. Five to six hours are about the minimum. Your group could play over an entire weekend, a day, or on a very long evening, or over two to three shorter consecutive evenings.

One way to provide enough time is to take each season's orders less frequently . . . once a day, for instance. If you have a group of players at school or work, you may be able to play during your lunch hour. During that time players would be able to negotiate. At the end of the hour the season's orders would be turned in and adjudicated. (An hour would also be plenty of time for a whole game-year, if the group wished to complete the game more rapidly.)

Another method of play is by mail. See Section V.

Country Selection

The Rulebook provides that the players are assigned their countries by lot. The usual method is to place one army of each Great Power in a box (or hat or whatever) and have the players each select one without looking.



"Of course DIPLOMACY's only a game," I said to him. Then I showed him the mortgage I hold on his house, just so he wouldn't forget our deal . . ."

Credit: Adapted from *sTab* #34, 12 July 1967.

The result of this method is often that everybody gets what he didn't want. (Allowing them to exchange countries is not a good idea). There is an alternative: the preference list.

Each player writes out a list of the Great Powers in the order of his preference, from most to least. The first initial of each can be used (A E F G I R T). The lists are then compared. Unique first choices are automatically given. Ties are decided by coin toss or lot. Those still without a country are given their second choices if available, repeating the process used for first choices. This goes on until all Great Powers are assigned. Somebody may occasionally get his last choice, but chances are he'd have drawn something he didn't like out of a hat, too.

Here is a sample set of lists:

Player	1	A	E	F	R	G	T	I
	2	E	F	T	R	I	G	A
	3	T	R	E	F	G	I	A
	4	F	E	R	T	I	A	G
	5	E	F	G	R	A	I	T
	6	T	I	A	R	E	F	G
	7	E	R	T	G	F	I	A

Players 1 and 4 are Austria and France. Assume by coin toss, players 3 and 7 will be Turkey and England. If we eliminate the assigned countries and players, the remaining lists (reading from 2nd place) appear this way:

Player	2	X	X	R	I	G	X
	5	X	G	R	X	I	X
	6	I	X	R	X	X	G

Player 6 will be Italy. Reading down to third choices, player 5 will be Germany. That leaves Russia for player 2. Using this system, none of these players has received anything worse than his fourth choice.

"Good" DIPLOMACY

Anyone who has played the game for a while will be anxious to offer advice on how to play a "good" game. Advice is usually worth about what you paid for it, so it's always a good idea to look the *gratis* kind in the mouth. Most people who want to tell you "how to play DIPLOMACY" have some sort of axe to grind. So you may as well have mine.

The *ideal* DIPLOMACY game, according to its designer, is one in which the Balance of Power is preserved. Whenever any player gets too large, his neighbors combine to cut him down. He in turn joins in the alliance to bring down the next leader . . . and so on and on. An actual game of DIPLOMACY seldom meets that ideal.

A *good* DIPLOMACY game is something quite different. It is a game in which all the players enjoy themselves. Much of that has to do with where and how the game is set up.

Attitude will have a strong effect on fun. Those who worry too much about winning, or about playing the "right" way, or about being a "good" player, will interfere with their own enjoyment of the gaming experience. Taking the game too seriously is a heavy mistake.

On the other hand, there are strong players and weak ones. Players will make wise and foolish decisions. Strong play and wise decisions are always preferable. Regardless of playing style, the competition is always keener, more exciting, more fun, if it is strong.

An experienced player will know much more about the game than can be covered in these few pages. Even so, he will hopefully find a few things he hasn't thought of before. Our intention here is not to tell the reader everything. We want to give a few ideas about playing the game strongly and making wise decisions.

The next three sections will be devoted to that aim. Section II discusses various elements of play:

the game in a general sense. Section III deals with the Great Powers, collectively and individually: the game in a more specific sense. Section IV is a sample game which illustrates many of the points made earlier: a specific game experience.

II. ELEMENTS OF THE GAME

Each of the Great Powers has different potentials and demands a different playing style (see Section III). DIPLOMACY as a whole has many elements, however, which remain the same from game to game, position to position.

DIPLOMACY may appear to be a military game, but in many ways it is not. A grasp of tactics will come with playing the game. For strategy, see the next section—but the player will rapidly pick up that concept as well. More important than either is a sense of style—your own and that of others. A conscious control and use of style will yield far better results than any amount of tactical or strategic planning.

Element #1—Communication

The name of the game is "DIPLOMACY"—not "World War I". Seeing the map and reading the Rulebook, the player may become overly concerned with the military aspects of the game. The *real* game of DIPLOMACY is played mostly during the negotiation periods. The key to victory is communication.

Many players make one or more of these mistakes in communicating:

1. They negotiate only with close neighbors, or
2. Only with allies (and maybe neutrals), or
3. Less as the game progresses.

Restricting negotiation is always a mistake. Approach every situation and every player with an open mouth. Open ears, too.

A player's nearest neighbors are of course of the greatest interest to him. But he can't ignore the others. What Turkey does may be vital to England, for instance; there is no part of the board which is so far away it can be ignored. Every effort should be made to talk with all the other players. Try to influence their policies and actions.

Distant players become near neighbors later in the game. As these shifts of position occur, so do alliances. A climate of friendly concern early in the game may lead to an alliance later, when it's needed. The game is too unpredictable—don't overlook any possibility, no matter how unlikely.

It is a huge mistake to stop negotiating with enemies. It frequently happens that two powers fighting each other one season may form a profitable alliance the next. But they can't do that if they stop speaking to each other. This is true regardless of the outcome of their struggle. Thus:

1. **The enemy is losing.** Offering him an alliance may allow the use of units and supply centers which might otherwise have to be shared with a third party. Junior partners are always a welcome addition to a growing empire. Even if policy demands an enemy's destruction, offers of survival may cause him to misplay or lessen his resistance at a key point. This sort of deception, while rife with spiffitude, can't be repeated too often.

2. **The enemy is winning.** He should be made offers which, hopefully, he can't refuse. No season should pass without concrete attempts to surrender (and survive). Even if he appears totally unmoved, he may be worn down by continuous verbal pressure. Show him, some way, that he stands to profit more from your continued existence than your destruction.

3. **The battle is even.** The two sides could butt heads forever at that rate. An alliance against another power makes sense. Otherwise somebody else may get strong enough to stomp both of you to fudge.

The later game requires somewhat less negotiating in the sense that there are fewer players. But the survivors must do more with each other. There are allies to reassure, neutrals to cajole, enemies to convert. Details of strategy and tactics are more and more the subject of joint action and often need to be carefully worked out.

There will be times when fifteen minutes will not be enough. But it's all you've got, so make every second count. In DIPLOMACY the successful player never stops talking.

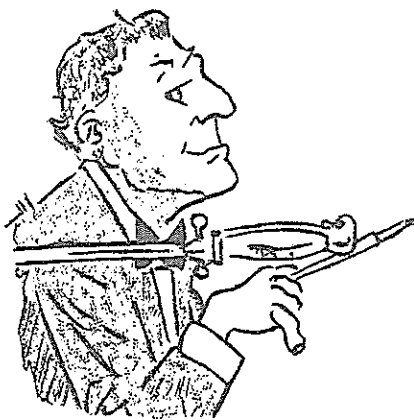
Well, not exactly. The successful player also listens. He will hear much that will help him: good ideas from others, slips of the tongue, and so on. The careful listener is always rewarded.

Element #2— Alliance and Treachery

Loyalty is often a virtue, even in DIPLOMACY. So is deceit—and out-and-out backstabbing. Every player's style should be some judicious combination of these elements. "Deciding whom to trust," as the Rulebook states, "is part of the game."

In the opening negotiations, there is nothing wrong in promising everyone everything just short of the moon. One or two of them will receive the business end of your knife, but that's part of the game. Winning at DIPLOMACY usually involves some degree of treachery. Each player must find some way of avoiding the twin pitfalls of too little and too much.

On the other hand, one who scrupulously observes every agreement he makes is no better off. He may find himself hemmed in by allies. Or he will lose the element of surprise—anyone to whom he won't give at least assurances of



"No, no, John; the game is called DIPLOMACY. That means you try to persuade the other players to do what you want. You only use these tactics after 1905 or so."

Credit: sTab #54,
20 September 1968.

nonaggression will know in advance what he's planning.

The middle ground is hard to find. A game in which all the players are treacherous by reflex is usually a very exciting game. It will be full of action and movement, close to the intent of the designer. A game in which the players keep their agreements is usually dull. Both such types of game are rare. Most players attempt to avoid the extremes.

One answer favors a single strong alliance. Other agreements are regarded as made to be broken if and when necessary, but *The Alliance* lasts until the end. In this way the player can be trustworthy to some degree and treacherous to some degree.

Another answer is to negotiate agreements which are fairly detailed and have an "escape clause". This clause might be a time limit or some specific condition such as "null and void if Russia builds a unit in Sevastopol." The former ally could then be attacked if a detail of the agreement is violated, or if the escape clause came into effect. Is this treachery? In a sense, it is; but it is justified treachery, which is often regarded as less pernicious than the unjustified kind.

The best rule for any stab is this: will it yield a decisive advantage? If so, do it. Never practice treachery for its own sake, but never refuse it if it's worth the price. Pity the poor player who won't stab for the last 2 or 3 centers he needs to win. And pity the poor player who stabs an otherwise excellent ally so he can grow from a mere 8 units all the way up to 9.

In an ideal DIPLOMACY game, the players will stab each other often. Whenever one of them seems too far ahead, his neighbors will gang up to stop him.

One of the reasons this does not occur more often is that factors other than self-interest enter into the game. A player may become emotionally attached to an alliance ("I've stood with her this far and I won't betray her now!"). There may also be the motive of revenge ("I'll never forget that stab in 1901 and I'll get that so-and-so if it's the last thing I do."). An effective player makes these motives and emotions in others part of his arsenal of tricks.

The best answer to the treachery problem is to have no answer. . . that is, to play differently from game to game. The player who always keeps his agreements or who always breaks them is predictable. His opponents will get his number and act accordingly.

It seems preferable to be unpredictable. Keep agreements carefully in one game, stab every back in sight in the next, have a strong ally in the third, and so on.

In any event, always have a good reason or explanation for what you do. Players do not expect consistency (although they will ask for it), but they do expect rationality. Sometimes any excuse will do. One very angry ex-ally once asked me, "Why did you stab my back?" My answer was, "Because it was there."

A player who keeps many agreements will acquire almost as good a reputation for trustworthiness as a player who keeps all of his. One who is willing to stab will have a reputation for being willing to make a deal. Both are extremely handy in negotiations.

Element #3— Aggression and Defense

Knowing when to attack and when to defend is important in DIPLOMACY. That seems easy, but in this game it frequently isn't.

Part of the problem is playing style. Some players will be aggressive or defensive because their personalities tend towards those directions.

Doing well in the game often means letting questions of aggression or defense be decided by the situation, not personal feelings.

Another difficulty is misreading the situation. Overhasty reactions have proved more than one player's undoing. It can't be denied that DIPLOMACY's golden rule is, "Do unto others before they do unto you." However, it is often a fatal mistake to pick the wrong "other".

This is especially true at the game's beginning. It is not usually necessary to attack another player immediately. It is a great advantage, true, if a neighbor can be caught off guard and decimated before he has a chance to expand. But it may turn out that the victim was not the attacker's real enemy. That's embarrassing . . . and deadly.

On the other hand, a player may find himself with a diplomatic situation so firm and favorable that he can't resist the chance to eliminate one neighbor early and get the jump on all the others. If he's correct, his attack will probably succeed and put him in a strong position. If he's been suckered in . . . well, the game's called DIPLOMACY.

As the game progresses and a player expands, he will discover he's facing two or more fronts and can't transfer units quickly between them. His tactical problem may be simply stated: he does not want a two-front war. In DIPLOMACY a Great Power seldom has enough units to move forward in two directions at once.

The best thing is to have all available force at the war front. This leaves one's back quite naked, however. That's a strong temptation—an invitation, even—for a stab. It's a good idea to have a strong reserve at the other front(s), not only to protect against a stab but also deliver an attack if the need or opportunity should arise. Having enough units for this purpose is not often easy.

Examples are almost endless. England, expanding in the south, should have at least 2 fleets in the north . . . one of them in the North Sea. Germany moving east may want to keep at least one "insurance" army in the west. And so on.

One of the best rearward defenses is the dynamic defense. Here, two allied neighbors order

their rearward units to attack each other or a common space. Some examples involving England:

Allied with France. ENG: F *Iri-Mid*. FRA: F *Bre-Mid*. If either unit is ordered to do something else, the other slips into that vital area. Both units could be ordered to Eng. as well. Or two more units could be added, Eng: F *Nih*, FRA F *Pic*, both ordered to Eng.

Allied with Russia. ENG: F *Nwy H*, F *Nih S F Nwy*. RUS: F *StP (nc)-Nwy*, F *Swe S F StP (nc)-Nwy*. This is dynamic only on the Russian side, but is usually satisfactory. England could substitute: F *Bar-StP (nc)*, F *Nwy S F Bar-StP(nc)*.

A few other possibilities are suggested in Section III. It is not always possible to spare two units for such a defensive arrangement . . . but it is very advisable. Some allies balk at allowing it. This may be a reflection of future hostile intentions. Again, the game is DIPLOMACY. Convincing an ally to maintain a minimal defense, even to have none at all, is important if he is to be stabbed later on.

Aggression can also be as effective as defense. A player whose position is under attack will lose ground sooner or later if he can't force a stalemate. What good is caution in that situation?

Because the enemy is probably expecting a series of holds and supports, a strong attack may succeed. As a general rule: in the Spring attack for position; in the Fall, for supply centers.

Most opponents will assume a defensive posture means an attempt at static defense. Their orders will be based on that assumption. Counterattack may catch an unwary foe off guard and do real damage . . . or it may make him more wary and therefore less aggressive. If his attack is thus slower in developing, there may be more time to obtain help or convince him to stop.

One example: ENG: F *Mar*, F *Lyo*, F *Wes*, F *NAf*.

TUR: F *Pie*, F *Tus*, F *Tyn*, F *Tun*, F, *Ion*.

Against a static defense, Turkey must ultimately push the line back. Her initial attack may well be: F *Tun-Wes*, F *Tyn-Lyo*, F *Tus S F Tyn-Lyo*, F *Ion-Tyn*, F *Pie-Mar*. This provides a virtual guarantee that F *Tyn-Lyo* will succeed. The ultimate result is dramatically changed if England orders: F *Wes-Tun*, F *NAf S F Wes-Tun*, F *Lyo-Pie*, F *Mar S F Lyo-Pie*. In this instance F *Pie* is annihilated and Turkey loses Tunis. England may still be forced back to her basic southern stalemate line (see #5, Stalemates: position 2)—but in the meantime, she has really bloodied the Turk's nose.

Element #4—Cheating

Well, why not? Cheating is hardly out of place in a game which makes a cardinal virtue of deception. Even so, there are some kinds of cheating which are definitely out of place.

Most people play DIPLOMACY in a regular group. The members come to know each other as players: strengths, weaknesses, style, dependability, and so on. This knowledge becomes part of how they play. There is nothing wrong in that; it is part of real-life diplomacy, too. In 1901, for instance, the diplomacy of every nation with the Russian Empire had to take into account the peculiar personality of the Tsar.

On the other hand, there may be some who seek to take unfair advantage of this. One member of a group may attempt to "bully" another into an alliance he otherwise wouldn't want. Some may attempt to negotiate on the basis of personal relationships which exist outside the game. Or, in organizing a game, one may call another and say something like, "Let's play DIPLOMACY tomorrow and you and I can be allies." These sorts of tactics have no place in the game.

Another widespread problem is the player who forgets that treachery is a vital part of the game. Such players place far too much emphasis on "honesty" and keeping agreements. They tend to ally only with others they feel they can "trust". That is, they mostly ally only with each other. This usually results in dull, static games with little action and less fun. Such an attitude toward DIPLOMACY violates the very spirit of the game by denying one of its fundamental aspects: the stab.

If there are "wrong" methods of cheating, which make the games less lively and less fun, there are also "right" kinds. These are things players can do on occasion, which are not against the Rules, in order to gain an advantage.

Espionage. The Rulebook specifies that players "may try to overhear the conversations of others." If a group has more than seven people at a game (or more than eight if there is a Gamesmaster), or if some players have been eliminated, these extra persons may wind up being "spies". A player may choose to trust the information given him by a spy, or not, as he wishes.

Espionage need not be limited to eavesdropping. Trying to read the orders of others is perfectly legitimate. One group of players used to require that orders be placed on the gaming table, and had to be there at the end of the negotiation period in order to be valid (but see Rule XIV.1 on this). Players frequently had to stand guard over their orders to prevent their being read. Intercepting and snatching of orders has been done . . . on the other hand, that sometimes leads to physical roughhousing. Most groups develop rules against carrying espionage to such extremes.

Sabotage. The purpose of sabotage is, primarily, to prevent a set of orders from being read. Stealing them after they have been turned in is the usual method.

There have been cases of forgery. One player who wrote his orders in pencil discovered, on a key move, that they had been changed while his attention had been distracted. This sort of thing is harder to do if the group has a Gamesmaster running things.

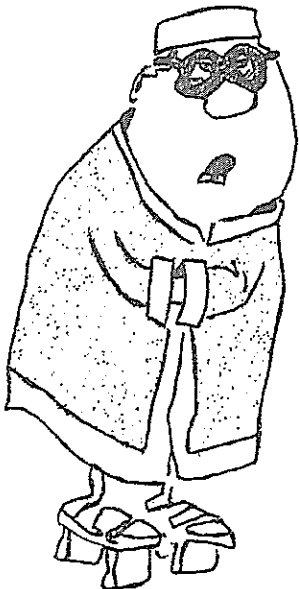
The "Flying Dutchman". This is an extra unit which has been slipped onto the board while nobody was looking. (It might also be an army exchanged for a fleet, or *vice versa*.) So long as nobody notices the addition or exchange, the deception is not illegal. Once it is detected, it must of course be rectified if possible. (If, for instance, a fleet has been turned into an army and has since moved inland, it will have to remain an army for the rest of the game.)

In one game, an Anglo-German alliance slipped an extra German army into Denmark, which was being threatened by a Russian fleet. This was not noticed and the army was later conveyed into Livonia, eventually capturing Moscow. At this point it was noticed that Germany had one more unit than he should have had. Since nobody could remember which was the supernumary, the German player blithely removed a useless fleet.

This ploy should not be used too often; otherwise people will catch on. (Casting suspicion on someone else by adding one of *his* units to the board, and then "detecting" the deception, is also a useful trick.)

And So On: Craftiness and sneakiness are important parts of every DIPLOMACY player's arsenal. Situations will arise in every game in which a player may be able to cheat and get away with it.

Miswriting his own orders may help on occasion. He may be forced to promise to move a unit he has no desire to move. He can always "forget" to write that order . . . or he can write an order which appears to comply with his agreement



"It is often said, he who plays DIPLOMACY without expecting to be stabbed is foolish. But he who expects to be stabbed, and plays anyway is no less foolish."

Credit: sTab #15,
11 June 1966.

but which is illegal or admits of two meanings. (See Austria's Fall 1910 orders in the Sample Game for an example of this.)

One English player promised to move his fleet out of the English Channel. He then wrote "F Eng-Lon" as his first order and "F Eng-Nth" as his last order. The players all agreed that F Eng could not follow both orders simultaneously and therefore had to hold. England pleaded confusion to his ally. On the next turn, he used F Eng in an effective stab.

Players should always be prepared to take advantage of any local rules their group may have. One player used the local rule, already mentioned, that orders in place on the gaming table at the end of negotiations were valid. He had written three sets of phoney orders to deceive other players. They insisted on placing those sets on the table themselves, with their own orders. Meanwhile, the first player's ally had his real orders. These were hidden at the bottom of a bowl of popcorn which was placed on the table. This set declared all the others invalid. Since it was also "on the table" in time, it had to be used.

Cheating is of course no substitute for thorough negotiations and sound strategy and tactics. It is a technique which will help on rare occasion and should be used with great restraint.

Element #5—Stalemates

A stalemate is a position on the board which prevents further advance by the enemy. The stalemate line is a line of units, none of which can be dislodged by any combination of attacks and supports. In this *Guide*, a "stalemate line" is also defined as follows:

1. The line has not more than 17 units, holding not more than 17 centers (and not fewer centers than units).
2. The line is held by one or more players against an alliance of two or more players (who would then control 17 or more centers and units).
3. There are no enemy units behind the line and the enemy has no capacity for building any such unit.



"Now if I've followed the old lady's instructions correctly, this should make him forget my past stabs, befuddle him so that he won't suspect my plan, and also make him paranoid enough to believe I'm his only friend. Hmmm . . . what the heck, I'll put in a little arsenic to make sure his government goes into civil disorder about 1904."

Credit: sTab #52,
3 August 1968.

The first known stalemate positions were published in WILD 'N WOOLY in 1966. Since that time several dozen such lines have been discovered and published. Six basic positions and some of their variants are discussed below.

In many instances, the position will work whether a given unit is an army or a fleet. In these cases, the abbreviation "U" (for "unit") will be used instead of "A" or "F".

Position 1. A Sev S A Ukr, A Ukr S A Gal, A Gal, S A Ukr, A Bud S A Gal, A Boh S A Gal, A Trl S A Boh, F Pie S F Lyo, F Lyo S F Wes, F Wes S F Lyo, F NAF S F Wes.

Discovered by Conrad von Metzke in 1966, this position uses only 10 units to hold nearly half the board (15 centers). The army in Budapest could just as easily be in Vienna or Rumania. However, to reduce the number of centers covered requires, paradoxically, an increase in the number of units. There are some 13- and 14-unit positions which can be held: see Position 4.

Position 1a. A variant of this position requires only 3 fleets: F NAF, F Wes, and F Tyn. F Pie becomes A Pie; add A Tus. New orders: F Wes H, F NAF S F Wes, F Tyn S F Wes, A Pie H, A Tus S A Pie. Here 11 units still hold 15 centers.

In these positions, the East holds all of Italy. It has been asserted that an Eastern stalemate is impossible without all of Italy (John Beshara, 1971), but that is a mistake. Karl Pettis and others have since noted positions holding only part of Italy . . . there are possible lines holding only Venice, or only Naples, or Venice/Rome, Naples-/Rome, or Venice/Naples. See Position 6 for an Eastern stalemate which holds no Italian centers at all.

Position 2. F Mid H, F Por S F Mid, F NAt S F Mid. This was first noted by John McCallum in 1966. It uses three units to blockade the exit from the Mediterranean. It holds four centers (England & Portugal). F NAt could be in Iri or Eng.

England (or a Power that holds England) can maintain this position under certain circumstances. The enemy is a southern Power (Austria, Italy, or Turkey). The Atlantic Powers (France, Germany, Russia) have been eliminated or are allied. It is not impossible to see a game stalemated like this: two southern Powers have overrun the board. Their armies occupy all of Europe. However, their fleets are bottled inside the Mediterranean and they can't get out. They hold 30 centers (15 each or perhaps 14-16 or 13-17). Neither can win without stabbing the other. This is a powerful weapon in England's hands.

Position 2a. In a variant of this position, England can hold 8 centers with 6 units. Here Russia can still be in the game, so long as she has no fleets in the north. In the south, this is as in Position 1. In the north: U Den H, U StPH, F Bar S U StP.

This position leaves England with two extra units with which to harass the enemy, contemplate expansion, or take advantage of stabs on the other side. It can be expanded to include France, Iberia, Belgium, Holland, and parts of Germany. A large number of resulting positions cover 14 to 16 centers. Many of these take into account enemy fleets in the north. See Position 5b for an example.

Position 3. U Arm H, U Con H, U NAF H, U Spa H, U Por S U Spa, F Wes S U Spa. This unusual position holds 6 centers (Turkey, Iberia, Tunis). The enemy is presumably an Anglo-German alliance that has swept the rest of the board. It will not hold if there is an enemy fleet in the Black Sea or the Mediterranean.

Position 4. U Arm H, U Rum H, A Bul [or F

Bul (ec)] S U Rum, F Bla S U Rum, A Bud H, A Ser S A Bud, A Trl H, A Tri S A Trl, A Ven S A Trl, F Wes H, F NAF S F Wes, F Lyo H, F Pie S F Lyo.

This is Position 1 reduced to 13 centers (Italy, Turkey, Balkans, Tri, Bud, Tun). There are variants in which *Vie* or *Sev* could be added for 14 centers, and one which adds both and omits *Tun*. In the last case, the position around Italy becomes:

Position 4a. F Ion H, F Gre S F Ion, U Rom H, U Nap S U Rom, U Ven H, U Apu S U Ven, F Adr S U Ven. With a few adjustments, including U Ven S A Tri, the East could hold Vienna and Budapest without holding Tyrolia, Bohemia, or Galicia.

Position 5. U Nwy H, U Swe S U Nwy, F NAt H, F Iri H, U Bre H, F Eng S U Bre, A Bur H, A Par S A Bur, A Bel S A Bur, U Kie H, A Ruh S U Kie.

This position holds 11 centers against any southern power. There can be no enemy fleets in the north, which means that Russia has been eliminated.

Position 5a. If Russia is still active, there is an 11-unit position which holds 12 centers. Remove U Swe and add U StP. Then: U StPH, U Nwy S U StP. There are several variations of this position.

Position 5b. U Nwy H, F Bar S U Nwy, F Ska S U Nwy, U Kie H, U Hol S U Kie, A Ruh S U Kie, U Den H, F Hel S U Den, A Bur H, F Lyo H, F Mar S F Lyo, F Wes S F Lyo, U Tun H, U NAF S U Tun.

This typical northern position holds 14 centers. The opposition could have fleets in *StP*, *Swe*, *Bal*, and/or *Ber* without being able to break out. Tunis must be held or the Mediterranean would eventually be lost. Variants of this position run up to 17 centers.

Position 6. U Den H, A StP* S A Lvn, F Mid H, F Por S F Mid, F NAt** S F Mid, U Con H, F Bla*** S U Con, U Smy H, U Syr S U Smy, A Ukr H, A Mos S A Ukr, A Sev S A Ukr.

Notes: *Could be F StP (sc), F Bot, or F Bal.

**Could be F Iri or F Eng.

***Could be U Ank.

This position is one in which Russia (minus Warsaw) can stalemate with 13 centers. Russia is the one Power which could eliminate both England and Turkey and have fleets in both north and south . . . an essential prerequisite for this position. This could also expand (into Warsaw or Bulgaria and Rumania), or it could contract in a number of ways.

Position 6a. F Mid H, F Por S F Mid, F NAt [or Iri or Eng] S F Mid, F Aeg H, F Con S F Aeg, F Eas S F Aeg, U Arm H.

This is the minimum contraction of Position 6. One of the 4 southern units is supplied by a center in the north. Although Russia is virtually the only Power which can achieve this configuration, it is now centered entirely on the two corner powers. Of course, there can be no fleets in the north nor in the Black Sea. (This means that the coalition Russia is facing would be Austria/Italy.)

The Use of Stalemates. Lists of stalemate positions are tedious reading, at best. One is tempted to ask, what good is all this? The answer may be that a stalemate is the best alternative if you can't win . . . and maybe it isn't. Every individual game has its own character. A player's decision as to whether he is even interested in a stalemate depends on how he feels about the game as a whole and about the other players. Perhaps he will prefer to come in second. Perhaps he will even

prefer to be eliminated in order to help achieve a particular result. It is silly to insist that there is any single "best" goal in DIPLOMACY. Everyone has his own priorities and trying to fit them all into one's own mold is small-minded.

However, an awareness of stalemates is essential to strong play. A stalemate line is a powerful position and the threat of a stalemate is a potent diplomatic weapon. On one hand, a winning alliance can be broken up by an opposition which can force a stalemate.

On the other hand, a small power can use her position to bargain with. A strategic situation may often mean achievement of stalemate to one side and breakthrough to the other. Each should be willing to pay a high price for an alliance. A small power which controls the key position may be able to bargain quite well for herself.

Stalemates are frequently hard to set up and are often tactically complex (if an alliance is involved on the defensive side). For these reasons, players may be tempted to spend more time on them than they are worth. A stalemate is, after all, a sort of last refuge. It is the final resort of a large power that can't win . . . or of one or more players who can't stop an impending victory any other way.

Compared to a free-wheeling game where the situation is flexible, a stalemate is dull and uninteresting. In the last analysis, it represents the ultimate failure and breakdown of diplomacy. Still, a stalemate is sometimes better than any available alternative. An alert DIPLOMACY player should be ready to use his knowledge of stalemates whenever necessary.

Element #6—The Small Time

There are some players who will quit playing if, in the later game, they have only 2 or 3 units left on the board. They may place a high premium on "doing well", which they interpret as having a lot of units at the end of the game.

Quitting the game is an act of poor sportsmanship. In many cases it is also an act of negligence. Even the smallest power may influence the final outcome. It may help make a draw or stalemate possible, or play kingmaker by helping to determine the winner.

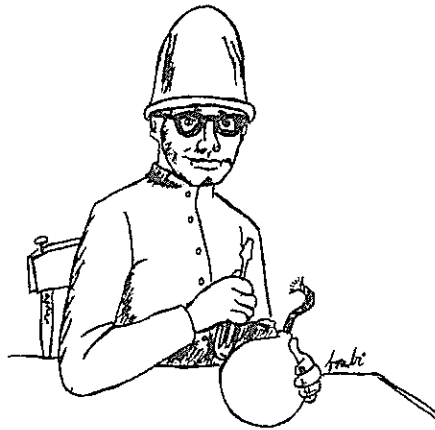
Only an immature player throws away a position just because it doesn't have enough units to suit him, or because it doesn't have the potential for a win or draw. A minority position may actually be very exciting to play.

Total elimination is not inevitable until it happens. In one game on record, a replacement player (see Rule XIV.3) took over Austria in a very precarious position. A Russo-Turkish alliance was victorious in the east. Austria's last army had been dislodged from Vienna in the Spring and had retreated to Bohemia. The player negotiated with Russia and Turkey . . . and got the former to stab the latter. Austria regained Vienna that Fall. At the end of the game Turkey had been eliminated and Austria was in second place. (Needless to say, Russia won.)

If that position could be salvaged, it follows that there is almost no such thing as a "hopeless" situation. A variety of techniques can be used in trying to make something of very little. In DIPLOMACY, sow's ears often become silk purses.

The Broadcast Offer. This may work for the player who is being attacked by a strong alliance which is already very large. An announcement should be made to them—openly or secretly, together or separately. If they intend to stay allied and draw, let's just end the game now . . . why waste time reaching the inevitable?

However, if one of them intends to betray the



"Tactical skill and cunning aren't the only factors to consider in DIPLOMACY . . . reputation is important, too. I may not be the best strategist, but since those first few, no one has dared to double-cross me!"

Credit: sTab #13,
7 May 1966.

other, why not do it now? The player will promise to join in absolute alliance with whichever enemy is the first to accept his offer (or makes the best offer to him, or whatever). Ideally, the player should be able to provide either of his enemies with the margin he would need to defeat his erstwhile ally.

The right way to handle this depends on circumstances. But if it is done right, the "strong alliance" will disintegrate. The objective of the original offer is to incite enough jealousy and suspicion to break the rapport between the two allies. It is usually more effective if you have 4-6 units, but may still work if you have 2-3. It never hurts to try.

The Puppet Ploy. This is somewhat similar to the preceding, but involves an offer made (usually) only to one larger power. In return for survival, the player offers his complete surrender and obedience. The strong and growing player who needs some quick additional support may take the offer.

However, puppets do not always keep their strings. If the vassal turns on his overlord successfully, it may become a whole new ballgame. Never be afraid to use this technique on the enemy who is busily destroying you. This way he gets control of everything you have with less work and without having to share. Each takes a chance: he might destroy his new vassal anyway or he might have accepted a viper to his bosom. But if you can't take chances in a game, where can you?

The Leadership Ploy. It frequently happens that some small and medium powers are being ground down by one or two large ones. United they could oppose the common enemy, but they may be squabbling among themselves or unable to find a single common leader.

The small player's line here is, "Trust me. I'm almost finished anyway. All I want is to help get the guys who did me in. If we don't hang together now they'll win and we'll be destroyed. Trust me." If his offer is accepted, he'll have an interesting time. He may even improve his position to such an extent that he may become the threat.

We should add here that there is at least one game on record in which a power ground down to 2 units later went on to win. It was Italy, too . . . so nothing is impossible.

Every player's first aim is always survival. When a small fish pays a large one, the price is a two-edged sword. The large becomes dependent

on the small as well as *vice versa*. Once that happens, the small player can make more demands upon the large. If these are made in small increments, he will pay rather than take time and effort to destroy his increasingly less dependent "puppet".

In addition, it is always possible to connive with the "enemy", particularly in the role of spy.

In playing a minor power, always remember the old American political motto: "You can't fool all the people all the time, but if you can do it just once, it lasts for four years."

Element #7— The Convoyed Attack

The convoy is the most powerful move in DIPLOMACY. Even the threat of it is likely to send an enemy into fits. Depending on circumstances the convoyed attack's power is derived from one or more of four factors: (1) it provides rapid reinforcement, (2) it is flexible, (3) it may be unexpected, and (4) it is more secure.

1. Speed. The convoy is the only method in the game whereby armies may pass through more than one space in a season. It is, for instance, theoretically possible to convoy an army from Syria to St. Petersburg in a single move (but as Fibber's wife Molly used to say, "Tain't likely, Magee."). More realistic long-range convoys can and do occur.

If France is expanding into the Balkans, for instance, she could use a convoy chain through *Lyo*, *Tyn*, and *Ion*. This can take an army from Marseilles to Albania, putting it at the scene of the action immediately. The reverse is also true: a convoy can bring home armies suddenly needed for defense.

2. Flexibility. Convoys keep the enemy guessing. The fleet which can convoy an army to a space can itself attack the same space if it does not convoy. This ability to play three roles (attack or convoy or support) gives the fleet its great flexibility. The convoy role allows it to inject a unit into a coastal space that has inland capacity. If England orders *F Eng-Bre*, that is a powerful move against France. But if she orders instead *A Lon-Bre*, *F Eng C A Lon-Bre*, the unit in Brest is much more powerful because (a) it can then be supported by the fleet in holding and (b) it threatens Paris directly.

Another element of the flexibility inherent in the convoyed attack is the rapidity with which it can be developed. Consider the following French position, for instance: *F Mid*, *F Wes*, *A Mar*. France is attacking Italy, you say? Not so!

Spring 19XX: F Mid-NAT, F Wes-Mid, A Mar-Gas.

Fall 19XX: A Gas-Cly, F Mid & F NAT C A Gas-Cly.

This is a classic French stab of England. It places an army in position to threaten two English home centers and leaves the fleets free to molest other English positions.

3. Surprise. Well, the moves we just discussed no doubt surprised the English. The convoy may be a surprise in other ways. Because it brings into play a unit which may be far from the front, the enemy may not notice the threat. In the situation just above, England may have prepared for a naval assault without being aware that the army in Gascony could debark for her shores. Convoying an army into Clyde (or Wales or Yorkshire) is often the best way to attack England: the army not only threatens two supply centers, it may also catch the English player off guard.

Another classic surprise attack via convoy occurs when England shifts ground from war with Russia to war with Germany. It often happens that England will have *A Nwy* & *F Nth*. If she can get

Russia to agree to peace, she then orders A *Nwy-Hol*, F *Nth* C A *Nwy-Hol*. The German player may be caught completely flatfooted—and not only does this attack capture a supply center, it threatens Kiel while leaving the fleet free to menace Denmark.

4. Security. It is the unique feature of a convoy that it allows one unit to move through the space occupied by another (For some technical difficulties connected with this provision of the Rules, see Section VII, Questions 6-9). This situation often provides additional defensive security to the attacker's line. There are two reasons for this.

First, the convoy means less shifting of units. Consider this typical early-game situation: England has A *Edi*, F *Nth*, while Germany's fleet is in Denmark. England could order F *Nth-Nwy*, but that hazards the chance that Germany will sneak into the North Sea. Far better is A *Edi-Nwy*, F *Nth* C A *Edi-Nwy*. England can thus attack a supply center while maintaining intact her defenses against Teutonic perfidy.

Second, the convoy allows a player to attack through a space which may itself be under attack. Here is a situation related to Example 13 in the Rulebook:

FRANCE: A *Spa-Nap*, F *Wes* C A *Spa-Nap*, F *Tyn* C A *Spa-Nap*, A *Rom* S A *Spa-Nap*, F *Lyo* S F *Tyn*.

TURKEY: F *Nap-Tyn*, F *Ion* S F *Nap-Tyn*. Even though the Turkish fleet in Naples is attacking with support, the fleet in the Tyrrhenian is supported in place and is not dislodged. Consequently, A *Spa-Nap* succeeds and F *Nap* must retreat.* It should be noted that if F *Lyo* does not support F *Tyn*, the Turkish attack will succeed, disrupting the convoy (see Rule XII.5).*

[*Note: These are the rulings of the game's inventor. It is also the ruling usually made throughout the DIPLOMACY hobby. However, this type of situation has over the years been the subject of abstruse analysis. For reasons which are very technical and not really relevant to a basic understanding of the game, I disagree with Mr. Calhmer. I would rule both situations as stand-offs.]

Element #8—Some Other Little Tricks of the Trade

Situations will arise where technicalities of the Rules can be used to advantage. A few of these are discussed in the following paragraphs. It should be emphasized that tactical niceties of these sorts are no substitute for sound play of the game throughout, but they sometimes help in squeaky situations.

1. The Unwanted Support. It sometimes happens that a player has more space to cover than he has units to cover them. The self-standoff is frequently used then. However, if the enemy supports one of the units involved in moving, the result can be disastrous.

Consider this typical Fall 1901 position between Austria and Russia: AUSTRIA, A *Ser* & A *Vie*; RUSSIA, A *Gal*. Austria must cover Budapest and Vienna while retaining the army in Serbia in order to gain that center. His normal order is A *Vie-Bud* & *Ser-Bud* for the self-standoff. However, if Russia orders A *Gal* S AUSTRIAN A *Ser-Bud*, that move will take place and Austria loses the build.

A similar Fall 1901 situation can occur between France, Germany, and Italy (the last two allied against the first). FRANCE has A *Bur* & A *Spa*; GERMANY, A *Mun*; ITALY, A *Pie*. If France tries to cover all the bases with A *Bur-Mar* & A *Spa-Mar*, Italy has an interesting choice. She can support A *Spa-Mar*, in which case France loses a build. Or she can support A *Bur-Mar* while

Germany orders A *Mun-Bur*, in which case the French position is in serious trouble.

2. The Indirect Support. A Unit ordered to move can't be supported in place. This is inconvenient if it is stood off and at the same time attacked with support. How can its position be defended? The answer is often a supported attack on that space from the rear. Your support attack will fail if your front-line unit fails to move, but will stand off an enemy attack which has equal support.

Consider this position, where France and Germany are allied against Austria and Italy:

AUSTRIA: A *Boh*, A *Trl*.

FRANCE: F *Lyo*, A *Mar*.

GERMANY: A *Mun*, A *Ber*, A *Ruh*.

ITALY: A *Pie*.

France wishes to dislodge A *Pie*, and wants Germany to order A *Mun-Trl* to cut the possible support. But what if Austria attacks Munich with support instead? Germany's solution: A *Mun-Trl*, A *Ruh-Mun*, A *Ber* S A *Ruh-Mun*. France's attack will succeed, and Germany's position at Munich be held, regardless of what Austria and Italy do.

(It should be noted that the result would be the same if the unit in *Ruh* were French, although then Germany would prefer to order A *Ber-Mun* with France's support. However, if France had A *Bur* and A *Ruh*, and used them for a supported attack on Munich, the German army would be dislodged unless Austria also attacked Munich with equal support.)

3. Rapid Retreat Home. It sometimes happens that a player will need to build a unit at home but can't gain a supply center that year. This usually means that he is under attack from an unexpected direction. As an example, suppose that France has eliminated England and Germany, in alliance with Russia, and is now attacking Italy. Suddenly



"You will meet a dark, portly man. He will offer you the moon. You will get Scandinavia. You will offer him Germany. He will take Germany, Austria, and Turkey. He will offer you a draw. You will accept. Then he will offer you second place. You will accept. Then he will offer to help you in some other game instead. You will accept. Then he will eliminate you. Tough luck, stupid!"

Credit: sTab #51,
13 July 1968.

Russia builds F *StP(nc)* and A *War*. The following Spring, Russia begins to move westward in force. Even if France can patch things up with Italy—likely since Russia is a threat to them both—she still needs more units in the north, and fast. She might be able to arrange for Italy to dislodge one or two of her southern fleets in the Fall. She may then refuse to retreat the dislodged unit(s) [see Rule XI.2]. Assuming that she has lost no centers, she could then rebuild at home (say, F *Bre* & A *Par*) to meet the Tsar's threat.

4. The Offensive Retreat. Very rarely, the opportunity will arise to attack by retreating. Here is an example first noted by Eric Verheiden in 1973. Germany and Italy are allied against France and the position is:

FRANCE: A *Gas*, A *Mar*, A *Spa*.

GERMANY: A *Mun*, A *Ruh*.

ITALY: A *Bur*, F *Lyo*, A *Pie*.

France must lose a center if the allies order:

GERMANY: A *Ruh-Bur*, A *Mun* S A *Ruh-Bur*.

ITALY: A *Bur-Mar*, F *Lyo* & A *Pie* S A *Bur-Mar*.

If France does not support *Marseilles*, it falls. If France orders A *Mar* H, A *Gas* & A *Spa* S A *Mar*, then the Italian A *Bur* is islodged and may retreat to Paris!

5. The Phoney Stab. There are times when you and your ally will wish to make the opposition believe you are at war. This could be accomplished by an attack and counterattack that result in a standoff, or an attack and counterattack that result in an exchange of centers, or an attack in which one ally takes a center from the other but does not actually harm his position.

There are three typical occasions where this technique can be used. First, in the opening two allies may attack each other in order to lull the suspicions of their intended victim. Russia and Turkey often engage in a prearranged stand-off in the Black Sea for that purpose. See also Italy's opening #4 in Section III: here the order A *Ven-Tri* is followed by a move to Serbia or Albania, and the intent is to bring an additional army in against Turkey. The initial order could be played up as a stab to set Turkey up, too. (Of course, Austria takes a big risk that it really will turn out to be a stab.)

The second situation may occur in the midgame, where two allies have eliminated a third player. They intend to remain allied and need a little time to get into position against their next victim. A phoney war may do the trick. This technique often works for France and Germany after they have eliminated England if they wish to attack Russia next. The "war" can be used to get their northern fleets, in particular, into position for an effective strike north and east.

The third situation is in the endgame. It often happens here that a major, expanding alliance can be held up or stalemated by another alliance or a large third Power. If there is no military solution to the problem, there may be a diplomatic one. The allies probably have enough extra units behind the lines to engage in a mock war. Each can then apply diplomatic pressure to the opposition to ally with him. If he (they) falls for the bait, the logjam or stalemate may then be broken by a decisive concerted attack by the allies. (It should be observed here that the illusion of the mock war is very difficult to maintain. Many times it will fail to convince the enemy. The great challenge is to have a realistic "war" without breaking the unity of the front line. If the front line breaks, the enemy may be able to take advantage of a ruse that was supposed to be his downfall. This trick is at its most dangerous when the opposition is larger than either of the individual allies.)

Remember that the "stab" or "war" is an illusion. As such it must seem as real as possible. The illusion must be sustained by appropriate reactions by the allies. They will have to stage convincing emotional reactions: anger, surprise, threats, recriminations, the works. If the illusion does not convince, it will not work. This is one of the most difficult feats to bring off, and, of course, the more it is used, the less it will succeed. Plan well for it and use it sparingly.

III. PLAYING THE GAME

(The Strategy & Tactics of DIPLOMACY)

1. The DIPLOMACY Board

The playing board is deceptively simple. There are only 75 spaces on it . . . 56 provinces and 19 bodies of water. No more than 34 units may occupy these spaces at any one time. The nearest analogy—one repeatedly made by fans as well as by the designer—is to chess. There, 32 pieces occupy a board of 64 spaces. Mr. Calhamer's original intent was to create a game with the approximate dimensions of chess. DIPLOMACY is, however, a far richer and more complex game because the number of strategic options has been greatly increased.

DIPLOMACY may seem overly abstract to a wargamer who is used to moving dozens of pieces over a finely meshed grid. (In DIPLOMACY, the tactical complexity of the Schlieffen Plan reduces to: *A Ruh-Bel*, *A Mun-Bur*, followed by *A Bel-Pic*.)

Despite its physical simplicity, DIPLOMACY is quite complex. This is partly due to the innumerable combinations of units possible on the board. It is also due to the varied personalities of the seven players, as well as the different playing styles needed by the Great Powers. In military terms, DIPLOMACY is above all a game of strategy.

2. The Strategy of Position

Here we need to consider three factors: (1) the shape of the board, (2) the corners, and (3) the center.

Shape. Although it appears square, the DIPLOMACY board is actually round. That is, it is frequently quicker to move around the edge than to go through the center. Keeping to the edge, a unit can go from Syria to Norway in 5 moves (*Arm-Sev-Mos-StP-Nwy*) on the east side. On the west side, it takes 8 moves (*Eas-Ion-Tun-NAf-Mid-NAI-Nrg-Nwy*). Through the center, however, it takes 11 moves (*Smy-Con-Bul-Ser-Tri-Tri-Mun-Kie-Den-Swe-Nwy*). Convoys help make the areas at or near the edge even more important. With a line of fleets the move from Syria to Norway (or even St. Petersburg) can be accomplished in a single season. Access to the edge of the board is therefore an important strategic goal.

Corners. The northeast corner (around St. Petersburg) and the southwest corner (around the Mid-Atlantic) represent important flanking posi-

tions. A western power (England or France) must get through and past *StP* as quickly as possible if she is to attack an eastern or central power from the flank or rear. Conversely, a Mediterranean power (Italy or Turkey) must get fleets on the other side of Gibraltar in order to attack the western powers from the flank or rear.

The northwest and southeast corners are something else entirely. They are occupied by two of the Great Powers. This more secure position makes them very powerful. Allan Calhamer years ago observed that England was the "Wicked Witch of the North" while Turkey was the "Wicked Witch of the South". It is the Wicked Witches who are at the cores of virtually all known stalemate positions (see Section II, #5). They are the most difficult to attack or destroy and the most difficult to defeat once they have grown to a good size (about 10 units). Playing DIPLOMACY without giving due consideration to the power and potential of the Wicked Witches is tantamount to suicide.

Center. If the corners and edges are important, it should also be noted that the game cannot be won without the center. As in chess, don't neglect the middle of the board.

The middle may be considered two ways. First: an army in either Munich or Tyrolia is capable of reaching 10 supply centers within one or two seasons.

Many spaces border directly on 3 or 4 centers, but Bulgaria, Serbia, and the Black Sea each borders on 5, while the North Sea borders on 6.

These spaces define, in the first instance, the center of the board and, in the second instance, the approximate limits of its middle.

Most stalemate positions cut through the middle of the board. There are two lines of empty spaces in this area which tend to cut the board into two nearly equal halves. They are: *Mid-Gas-Bur-Switzerland-Tri-Boh-Gal-Ukr* and *Ion-Tyn-Tus-Pie-Tri-Boh-Sil-Prus-Lvn*. These may be taken as the west-east and south-north center lines. Where they intersect (*Tri-Boh*) is the exact center of the board.

The pivot-point of these lines is the impassable space of Switzerland. Attacks moving from one side of the empty-space lines to the other must go around that space. It therefore makes campaigns to get across the "neutral zone" more difficult by forcing them to be divided into two wings.

3. Stages of the Game

There are roughly four stages to a DIPLOMACY game. We will refer to these again when the play of the individual Great Powers is discussed.

Negotiations. These should continue throughout the game, of course. Of primary concern here will be the initial diplomacy—that first half-hour when everyone talks with (hopefully) everyone else. The plans and expectations which lie in back of the early diplomacy will also be touched on.

The initial negotiations may range from expressions of good will to probing debates on long- and short-term strategy, division of the spoils, deployment tactics, and similar specifics. Much of the mood and progress of the entire game will be determined during this period.

Opening. As in chess, the opening is basic to how the rest of the game will develop. This is usually the first three to five exchanges in chess; in DIPLOMACY it is usually the first season—sometimes the first game-year.

Determining an appropriate opening is extremely important. Compare, for instance, the suggested openings for the Great Powers with those used in the sample game (Section IV), which was played more than a decade ago. In nearly every case there is known to be a more efficient method of using units than that employed by those

players. You only have 3 units at the outset, and you want every one of them to have the maximum effect.

Midgame. What this is depends on your point of view. If you are looking at the game as a whole, the midgame may be said to begin when the first one or two Great Powers are eliminated.

From the point of view of any single Great Power, the midgame begins when she has dispatched her first victim. It is to a player's advantage to reach his midgame as fast as possible.

Some games never have an elimination. In an "ideal" game, strong players will help weak ones in order to preserve the Balance of Power. The midgame here may be said to begin when two or three Great Powers are reduced to virtual impotence.

In the midgame, four or five Great Powers probably have a chance at winning. It is at this point that major shifts of alliances often take place while the larger powers are seeking to grow from a range of about 7-10 units to 11-16.

Endgame. Overall there may be three or four Great Powers left—or in the running to win—at this point. For an individual player, this stage is reached when he has eliminated his second victim or has reached a size somewhere over 10 units. Here he is large enough to be a threat to nearly everybody. He can think seriously about winning or forming a stalemate line by himself. An alliance which has about 18 units or so may also be said to have reached its endgame.

As the endgame approaches, players begin to think in specifics about how they might win or deny victory to another. The exact 18 centers needed for victory should now be more closely considered. It's important to know where you (or your enemies) are going.

4. Basic Style

Our discussion of Great Power strategy will be mostly limited to one particular playing style. This is the "Strong Ally" style already mentioned. Other alliances may be made and broken, but all are subsidiary to The Alliance. This implies that the Ally is stabbed, if at all, only at the end of the game and only to secure a victory which would have been impossible otherwise.

In emphasizing this style of play, we don't mean to deny that other styles exist and are effective (see Section I). Some players contract a strong Triple Alliance on much the same terms as our Dual Alliance. Other players make and break all alliances with some frequency. The object of that style is to promote consistent growth while keeping one's rivals small.

It is of course entirely possible to change one's "Strong Ally" during the progress of the game.

The advantage of the Dual Alliance style is that it creates great strength and is more likely to overcome its opponents quickly. It is also easy to manage. Its disadvantages have already been mentioned: it makes the game a lot less flexible and creates massive stalemates when two Dual Alliances come at each other.

We use this style as our prime example for several reasons. It is the simplest to use and to discuss. Other styles involve too many imponderables to fit into our present scope. In addition, the Dual Alliance style is the one most frequently adopted by beginning players. It remains part of a player's arsenal no matter how long he has played the game. Also, most other styles have many points in common with this one, at least for the short run. Finally, agreeing to such an alliance is often the price of getting any alliance at all. DIPLOMACY players, treacherous lot though they be, do not value treachery in others.

5. The Great Powers

Each Great Power has a potential which has been measured in terms of past performance. Our knowledge of this comes primarily from the records of hundreds of postal games (see Section V). Statistics now suggest that three "clumps" of Powers exist: Fra-Rus-Eng-Tur, Ger-Aus, and Ita. However, earlier statistics suggested a slightly different arrangement, and this is confirmed by the potential of the powers as described in the opinions of experienced players and the game's designer. We will start with that grouping, but at the end of this section we'll go back to the actual statistical record (see Tables I-III). The "clumps", then, are:

1. ENG-TUR-RUS. The two Wicked Witches and the eastern colossus are the most potent dangers. Their positions enable them to expect to do well. Russia's capacity to expand rapidly is great, while the Wicked Witches have excellent defensive situations. Russia may be between the two Witches, but that is frequently an asset rather than a liability.

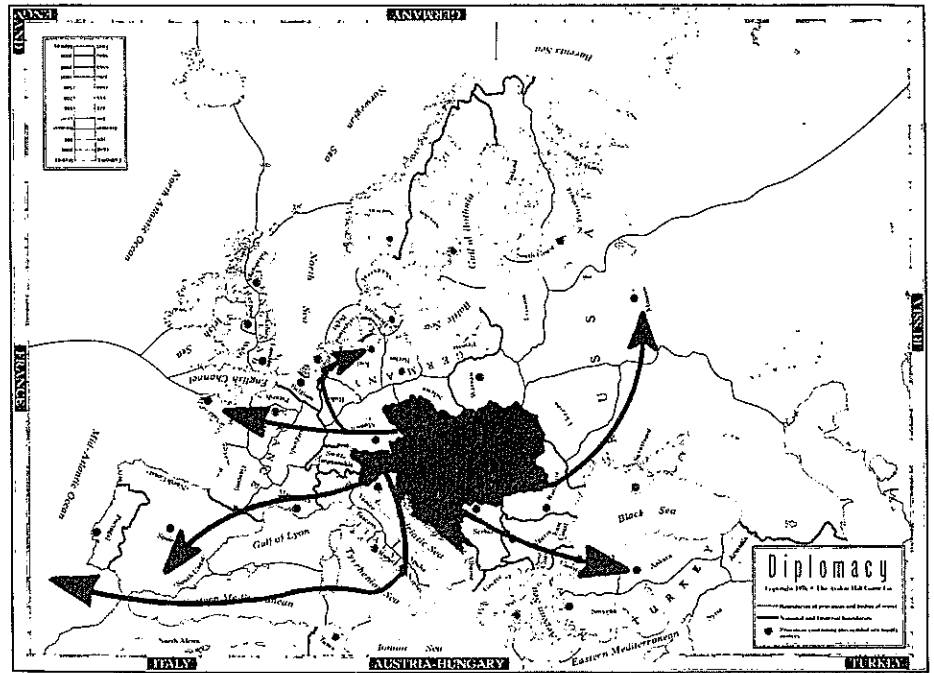
2. FRA-GER. France is not usually considered to be quite the threat the first three are. Even so, she has an enviable position, bordering the Atlantic and Mediterranean at the same time. Her offensive prospects are also excellent. Germany's position in both respects is poorer.

3. ITA-AUS. Opinion nearly always places Austria and Italy in the cellar, where they are sometimes joined by Germany. This situation is usually blamed on a combination of poorer defensive and offensive prospects. One of the main reasons for that opinion is the bad record they compiled in the early years of postal play. In recent years both have been doing much better.

There are many exceptions to the overall record of postal games. In the United Kingdom, for example, the Wicked Witch of the North was for a long time near the bottom of the heap. This was because one of the most popular alliances among U.K. players was the Franco-German, and England was their first victim. During 1969-1972, particularly, the British recorded England as a creampuff while she was thought of as the most Wicked of the Witches in the North American arena. Another striking exception occurred in Seattle. There a gaming group which kept extensive records had Italy as the strongest power. Italian players apparently combined a strong playing style with a policy of preserving the Balance of Power. Italy would play the hostile Eastern and Western camps against each other and win going down the middle.

The truth is that every Great Power has about an equal chance of winning. The playing style demanded of each is different, and some are not so easy to master as others. Turkey is probably the easiest country to play, and Italy is perhaps the most difficult. Most players of broad experience claim there is little or no difference; that each Great Power can win.

Every Great Power has problems and potentials. Let's explore these one at a time.



6. Playing Austria

Austria's great strength is in supply centers. First, each of her home centers borders on the other two. Second, she has the most open access to the "knot" of Balkan centers. Her defensive posture is improved by the "empty zone" of spaces north and west (*Tri-Goh-Gal*). Yet Austria is eliminated more often than any other country: in fact, she has been annihilated in more than half the postal games on record.

Austria's great weakness is in location. One home center, Trieste, borders Italy at Venice. The Trieste fleet is needed elsewhere and is therefore much less potent than the Italian army at Venice. Even if *F Tri-Ven* succeeds by surprise in Spring 1901, it has pretty much exhausted its attack possibilities for the moment. However, if Italy brings off *A Ven-Tri*, it constitutes a terrible threat. The concentration of supply centers in and around Austria is a temptation few can resist.

Alone of all the powers, Austria has only one coastal home center. Furthermore, each fleet built there must wiggle its way out through the Adriatic or Albania. Austria is therefore the only power for which a naval strategy is not usually a realistic option.

Once the seven Balkan centers are gobbled, Austria's offensive posture is more limited than that of any other Power with 7 centers. Getting out through the "empty zone" against resistance is as difficult as getting in.

Despite these limitations, Austria has won more games than any power save Russia. For the Dual Monarchy, *DIPLOMACY* is very much a do-or-die proposition.

Negotiations

ENGLAND. England is frequently of little interest to Austria early in the game. She may be asked to distract a hostile Russia (or, less frequently, Germany), but England is not motivated to do much for Austria that is not to her own interest. However, Austria may find a way to pretend (at least) to be England's friend. It never hurts to be nice.

FRANCE. Austria usually has a strong interest in keeping France out of Italy. French fleets in the Mediterranean are not to Austria's

liking. If at all possible, convince her to attack England or Germany. The door should be left open for a midgame alliance. Promise France anything to keep her pointed north and northeast.

GERMANY. From Germany, Austria most desires neutrality; and that is not hard to get. A German attack is unlikely (and usually unexpected and almost always devastating for that reason). A firm and friendly understanding with the Reich is imperative at the outset. Germany may want help against Russia. This should be explored and she should not be discouraged; but make no firm commitment until Austrian policy regarding Italy and Turkey is settled.

ITALY. Even if war with Italy is contemplated, a guarantee of Italian friendship and neutrality is essential. Only a surprise attack will work. Italy is Austria's biggest worry, best ally in the beginning, and possibly worst enemy in the endgame. A lot of contact and negotiation will be essential here. Nine times out of ten, attacking Italy is an act of extreme folly.

RUSSIA. The first aim of Austrian diplomacy is to prevent a Russo-Turkish alliance. Not only is it one of the most powerful on the board, its first victim is Austria. Even with Italian help, Austria can barely defend herself from that awful onslaught. It is therefore imperative to achieve Russia's neutrality at the worst (she would then attack England or Turkey). At best, an alliance against the Ottoman is the goal.

TURKEY. While friendship with Turkey is not impossible, it is unlikely. For that reason, its unexpected nature makes it doubly potent. There is never any harm in offering such an arrangement. Incite distrust of Russia. Always encourage Turkey to open *F Ank-Bla*. In alliance with Turkey, Austria permits her ally to capture Greece, and helps her obtain Naples. This allows Turkey clear access to the western Mediterranean. Still, the whole situation is cramped. Austria is like a nut in Turkish pliers, as Turkish units move west through Greece and northwest through Warsaw. Defending against a Turkish stab won't be easy and stabbing Turkey won't be, either.

Openings

1. *A Bud-Ser*, *F Tri-Alb*, and:
- 1a. *A Vie-Gal*

- 1b. A *Vie-Tri*
- 1c. A *Vie H*
- 2. A *Vie-Tri*, F *Tri-Adr*, A *Bud-Tri*
- 3. A *Bud-Rum*, F *Tri-Alb*, A *Vie-Tri*.

1. This is virtually *the* opening for Austria. It is followed by F *Alb-Gre*, A *Ser S F Alb-Gre*, gaining two centers. Austria should make no other opening without sound and sufficient reason. Here the burden of defense is left mostly to A *Vie*. What the Austrian player does with that unit depends on whom he distrusts most.

1a. Here the object of distrust is Russia. The move defends against A *War-Gal* (which would threaten Vienna and Budapest). If A *Vie-Gal* succeeds, it may still defend Vienna or Budapest (if Italy slips into Trieste). More importantly, it offers the anti-Russian option of A *Gal-Rum*, A *Ser S A Gal-Rum*. If Turkey is friendly, F *Alb-Gre* may still succeed. Austria thus has the possibility of 3 builds! The Fall 1901 move A *Gal-Ukr* is also possible. It's devastating for 1902.

1b. Here the object of distrust is Italy. A *Tri* can still defend against Russia if she moves to Galicia. As in 1a, however, the defense is primarily a guessing game.

1c. This non-move may keep everybody happy, but it is very passive and not recommended. It allows the defense of A *Vie-Bud*, A *Ser-Bud* if Russia has ordered A *War-Gal*. (However, if Russia then orders A *Gal S AUSTRIAN A Ser-Bud*, the result could be only 1 build, or none, in 1901).

[A *Vie-Tri* is not recommended: it makes home defense very difficult. If there is an alliance with Italy, A *Ven-Tri* is much better. A *Vie-Boh* is marginal: if Russia is absolutely friendly, and if there is definitely an Anglo-German alliance against France, it provides good options. It will help preserve the Balance of Power in the west.]

2. This seemingly suicidal set of orders has on rare occasion given good results. If it succeeds,

Venice falls and Italy is crippled. (Italy's A *Ven-Tri*, A *Rom-Ven* would save Venice, however.) These orders might be used in the special circumstance that Austria is allied with Russia and Turkey. The alliance strategy would call for the rapid destruction of Italy in order to hit France and break into the Atlantic. Even so, Austria is usually foolish to give up Serbia.

3. This peculiar opening can be used when Austria is allied with Turkey, Italy is neutral, and the target is Russia. One of the allies should get Rumania (at least it will be denied to Russia). A *Tri-Ser* and F *Alb-Gre* in Fall 1901 yield two builds for Austria. Greece would, however, eventually be transferred to Turkey when Austria became compensated elsewhere for its loss.

Midgame

This usually begins when Turkey is eliminated. The odd circumstance of a Turkish alliance against Italy or Russia leaves Austria with rather minimal gains and an awkward position. Her offensive posture is weak because she will have to guard her back door.

An Austro-Italian alliance now has three objectives: eliminating Russia, getting across the *Tri-Boh-Gal* line in force, and putting fleets in the Atlantic. Once Turkey and Sevastopol are cleared of Russian units, Austria should insist on a complete withdrawal from the area. Italy should have all her units west of Greece; all of Austria's, north of Bulgaria.

If this is done, Austria can more easily stab Italy. The latter may therefore insist on keeping some unit(s) in Turkey. There is a stand-off position that helps. If Italy owns Con, then: AUS: A *Bul-Con*; ITA: *Con-Bul*. If Austria owns Con, then: AUS: A *Con-Smy*; ITA: A *Smy-Con*.

If Austria's main alliance is with Russia, the Russian fleet(s) in the south should move west, helping in the push toward Spain. The allies may employ a stand-off technique around Turkey.

Endgame

Austria is formidable when operating out of her 7-center Balkan "knot" with her rear secure. With proper tactics and diplomacy, she can arrange it so that the only front on which she can be attacked is exactly where she has her main strength.

Assuming an alliance with Italy, it is at this time Austria must consider whether to stab. She must bear in mind that an Italian betrayal could really hurt. The best time to hit Italy is when Austria builds 2 or 3 and Italy builds none. Builds of F *Tri*, A *Vie* place Italy itself in danger. (Still, note the problem: F *Tri-Ven* is weak because Rome is not threatened. F *Tri-Adr* or *-Alb* is weak because no Italian center has yet been taken. Yet it is hard to imagine an effective stab of Italy that does not involve building a fleet or two.)

Austria could win by a purely land strategy without a stab of Italy. Counting Russia, the Balkans, Germany, Paris, and the Low Countries, Austria could hold 17 centers. The 18th could be Constantinople or Brest.

Her 18 centers with Russia as an ally: Austria, *Ser-Gre-Bul-Smy*, Italy, *Tun*, France, *Iberia*, *Mun*, *Bel*. Hopefully, Russia will have hard sledding against England.

With a Turkish ally, Austria's 18 centers might be: Austria, *Ser-Rum*, *War-Mos-StP*, *Ven-Rom*, Germany, *Bel-Hol*, France. Taking Brest, Marseilles, and Warsaw will probably be a stab of Turkey; maybe also Moscow and St. Petersburg. This alliance makes victory difficult for Austria under the best of circumstances. If the Turkish player is a gross incompetent, Austria's chances are not as bad (but why ally with a gross incompetent?).

7. Playing England

Her insular position affords England great security. She is also the only player whose primary strategy must absolutely be naval. Building a lot of armies is something England does not get into until the midgame, if ever.

Yet England can't win without getting onto the Continent. Her usual routes are through the Low Countries into France or Germany, or through Scandinavia into Russia.

England's very strength is a weakness. Game-wise players will not treat with her on an equal basis. They will want more out of each deal than they give. This will compensate for their weakness relative to the Wicked Witch of the North.

Dealing with less experienced players, England will find that she can often power and bully her way to a commanding position. With players who know better, she will need to adhere more closely to a program of gradual expansion while preserving the Balance of Power; England's traditional policies in pre-atomic Europe. It is not to England's advantage to have any player eliminated unless England herself does the deed.

The single most important space for England is the North Sea. No foreign fleet should be tolerated there. An army convoyed across that space into Yorkshire can mean the end!

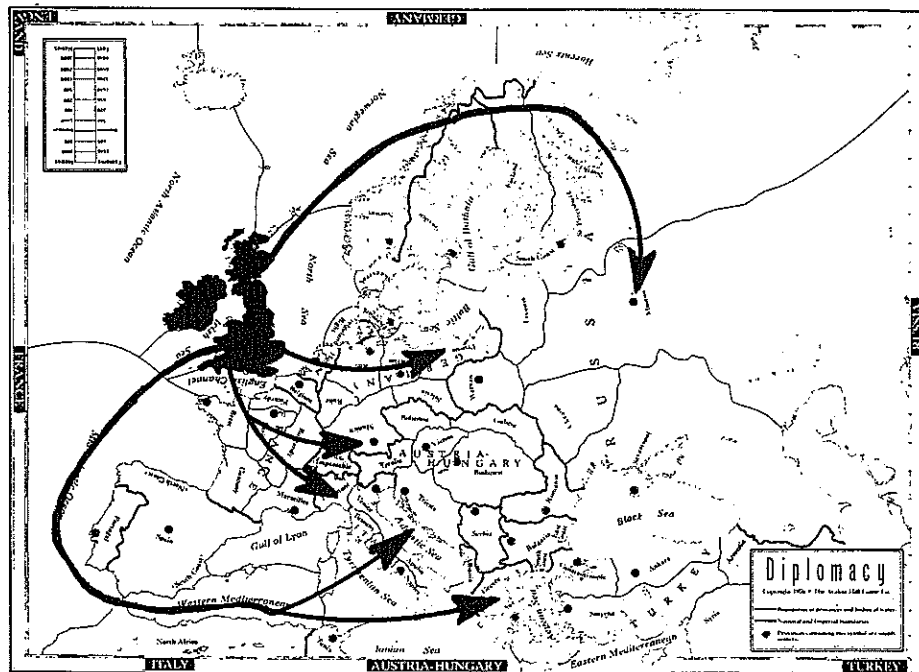
Negotiations

AUSTRIA. Making specific proposals to Austria is probably a waste of time at best; at worst, it might reveal important information to a hostile alliance. England wants to prevent an alliance of Aus/Rus/Tur or Aus/Ita. Offer help against Russia, but don't *ask* for help against Russia. Keep the channels of communication open and make lots of friendly noises.

FRANCE. France is England's best friend and most useful ally. French naval power can concentrate in the South, as England's can be kept in the north. This avoids misunderstanding. France offers help in gaining access to the Continent and will keep enemy fleets bottled up in the Mediterranean. The Anglo-French alliance is the most powerful on the board (except possibly for Russia/Turkey). It is stable and easy to manage. On the whole, it is easier for England to stab France than *vice versa*. A good French player will be aware of that. Even so, every effort should be made to secure French friendship.

GERMANY. Germany is England's second-best ally, and many players prefer the Anglo-German alliance to the Anglo-French. Its advantage is two-fold. First, Germany does not need a powerful navy, eliminating a threat that France poses, however distantly. Second, England can hold the Mid-Atlantic herself, an arrangement she would prefer. The disadvantage is the requirement for England to divide her naval power into two wings. She will thus build fewer armies; but direct access to the Continent will be severely limited by German interests in any event. [Note: Because an alliance with England is usually preferred to a war with England, she can use this to negotiate the best possible deal with France or Germany.]

ITALY. England's attitude toward Italy depends on what she has going with France. As France's ally, England should cajole or even threaten in order to keep Italy neutral and/or pointed east. As France's enemy, England should encourage an Italian attack on Marseilles. Always hold out the possibility of a midgame alliance.



This is not unreasonable, so long as England is willing to give up Spain and Portugal in order to get it.

RUSSIA. Whether her target is France or Germany, England does not want war in Scandinavia. Securing a nonaggression pact with Russia is vital. However, there are times when England will want to hit Russia hard and early. This usually means having an alliance with both France and Germany. Then, too, England wants Russia to have minimum force in the north. If she communicates nothing else, she should communicate smiles, reassurances, and warm fuzzies.

TURKEY. The other Wicked Witch is in some ways England's good friend. The lines should always be kept open. England may wish to dissuade Turkey from a naval policy or persuade Turkey to attack Russia. England does not want Turkey destroyed. Hemmed in, yes; but not destroyed.

Openings

1. F *Edi-Nrg*, F *Lon-Nth*, A *Lpl-Edi*.
 2. F *Lon-Eng*, F *Edi-Nth*, A *Lpl-Wal*.
1. This is England's best opening, sometimes called the "Churchill Opening" (after Sir Winston's plan to invade Norway in World War II). The army is sometimes stationed in Yorkshire (partly to guard London in the case of French perfidy). If so, its offensive role is then much more limited. From Edinburgh it can be convoyed by either fleet. It thus has the choice of going to Norway or to the Continent. It can also be convoyed to Norway by one fleet and supported in by the other. This opening is viewed as primarily anti-Russian. It can also be anti-German. One powerful Fall move is A *Edi-Nwy*, F *Nth CF Edi-Nwy*, F *Nrg-Bar*, threatening Russia even more directly.
2. This is blatantly anti-French. The threat is A *Wal-Bre*, F *Eng C A Wal-Bre*. If France moved F *Bre-Mid*, she is probably faced with the choice of giving up either Spain or Portugal in order to protect Brest. England may also allow her to slip back into the home center while convoying the army to Belgium instead. Meanwhile F *Nth* can either support the army into Belgium or take Norway. It is generally pretty silly for England to pass up the Norwegian center.

Midgame

The direction of England's midgame depends on whether her main ally is France or Germany.

Ally: France. At this point England may control *Hol-Kie-Den-Nwy*. Depending on circumstances, she may wish to drive Russia out of *Swe-StP*. If she has not done so already, that is the next important objective. England must insure there is no other naval power in the north. (Even with a strong alliance with Russia, England is well advised to find a way to get rid of that northern Russian fleet.)

England will begin to build armies and use her fleets to convoy them into northern Germany and Russia. From there they will march toward Sevastopol and Budapest.

Ally: Germany. England's holdings should include *Bre-Por-Spa*. She hopes to restrict Italy's share of the spoils (if any) to Marseilles (she should only be so lucky!). If she has not put fleets into the Mediterranean, she should delay no longer. Her strategy is to drive through Italy, securing *Nap-Tun-Ion*.

In the north, England should hold *StP*. Further expansion will not be possible because Germany will claim *Mos-War*. England must now judge how many units to leave behind for protection (and possible stab) against Germany. There can never be too many such units. However, the southern campaign and German diplomatic pressure will necessarily limit England's options.

Endgame

England and her ally will now be driving against one or more powers occupying Austria, the Balkans, and Turkey. This is one of the most difficult positions to crack. England will find herself tempted to win by stabbing her ally. The ally will feel a similar temptation. This position, England/France (or Germany) vs. Turkey, is one of the most common stalemate positions. If one western ally stabs the other, the eastern Power will pick up enough centers to win. If not, there is usually a draw. These are the usual parameters of England's endgame. How the situation resolves itself depends on who stabs whom, when, and how thoroughly.

8. Playing France

France's opening position is enviable. Within easy reach are the centers required for victory: France, Iberia, the Low Countries, Tunis, Italy, Germany, and England make 17. The 18th could be any Scandinavian center. France hardly has to leave home in order to win.

She is the only power to straddle both oceans. She is statistically the #1 alliance choice of one of the Wicked Witches.

Yet her position can be weak. She has three neighbors who have easy access to her homeland. A German thrust into *Bur*, an English intrusion into *Mid*, or an Italian strike into *Lyo*, can be nearly fatal. Barring really poor play, or a comprehensive alliance against her, France's position may well be the most secure on the board: statistically, she is eliminated less often than any other Great Power.

While France is England's best ally, she is also a tempting target. With Italy neutral, England and Germany would have 6 centers to split up (*Bre-Mar-Par-Bel-Spa-Por*). Cutting up Germany yields no such bonanza. Fortunately, France is not easy to destroy without Italian help.

The French position demands having both armies and fleets without much option as to concentrating on one or the other. The French player who overindulges in sea or land power often gets into trouble.

Negotiations

AUSTRIA. Austria may distract a hostile Italy, but that is not likely. She is not good for much else from France's point of view. Still, it is not wise to ignore Austria. There may be a mutual interest previously unsuspected. A midgame alliance is a big possibility. If there is an Anglo-German alliance, an alliance with Austria is imperative, both for France and for Austria. France must get that important point across.

ENGLAND. France must have England on her side. Even if she is planning to make England her preferred victim, the attack must be a surprise. It is best delayed until 1902, when France is stronger. Negotiations must be friendly and persuasive. Promise him anything. Well, almost. . . .

GERMANY. The Franco-German alliance is one of the most powerful on the board. At the same time, it's hard to obtain and maintain. It prospers by getting England right away in order to secure its rear. The alliance almost always needs Russia's help in doing this. Once it's done, France looks toward Italy and then the Balkans. (In this instance, naval power is needed early. Armies are more important once Venice and the Ionian are taken.) Treachery is always a big problem in this alliance. If the allies keep faith, they can reap big dividends.

ITALY. Italy and France can ally, but initially there is little they can do together. Aside from an alliance, France needs two things from Italy. First, Italy should not interfere in the west. Second, Italy should be prepared to attack Germany if there is an Anglo-German alliance.

RUSSIA. In the last century Russia was France's great ally against Germany. That can prove true in DIPLOMACY as well—so that France/Russia can hope to withstand England/Germany. On the other hand, when England/France hit Germany, Russia gets very little—frequently only Berlin. She therefore often opts to help the German instead. It is important to negotiate heavily with Russia and induce her to side with France come what may. An offer to cut up Germany and then stab England will tempt him—so will an offer to cut up England and then stab Germany. The problem here is that when England goes, France will be faced with a Russian naval monster. [And you can bet that if a Franco-German alliance has Russia's aid against England, each of the allies has promised Russia a piece of the other.]

TURKEY. Because France often needs Russia, she does not want a Russo-Turkish war. On the other hand, encouraging a Russo-Turkish alliance is tantamount to suicide. One good diplomatic tactic is to make Turkey paranoid. Under the guise of offers to help, convince Turkey that everybody's after her. (Don't count on this working too often, however—but also work to make the prediction come true.)

Openings

1. F *Bre-Mid*, A *Mar-Spa*, . . .
- 1a. . . . A *Par-Bur*.
- 1b. . . . A *Par-Pic*.

- 1c. . . . A *Par-Gas*.
2. F *Bre-Mid*, A *Par-Bur*, A *Mar S A Par-Bur*.
3. F *Bre-Mid*, A *Par-Gas*, . . .
- 3a. . . . A *Mar-Bur*.
- 3b. . . . A *Mar-Pie*.
4. F *Bre-Eng*, A *Par-Gas*, A *Mar-Spa*.

1. This is the basic French opening. There are few times when anything else would be a good idea. The fleet still has the option of going to *Por* or *Spa*. The army in Paris is left with the primary burden for defense or additional offense.

1a. This is essentially defensive. In the event Germany orders A *Mun-Bur*, there will be a stand-off. However, if A *Par-Bur* succeeds, France can then try for Belgium, or threaten Munich, or protect Marseilles.

1b. This is more offensive but more limited. The order always succeeds. From Picardy France can try for Belgium, defend Paris if Germany gets into Burgundy, or defend Brest if England slips into the Channel. This should only be tried when France is very certain of German friendship.

1c. This can be tried when there is a strong chance of an Italian attack. If Italy orders a *Ven-Pie*, France can order (in Fall 1901) A *Gas-Mar*, A *Spa-Mar*, F *Mid-Por*. Hopefully Marseilles will be vacant for the build of a fleet.

2. This is a more powerful defense against Germany because A *Par-Bur* always goes. France can thus be assured of Spain and Portugal no matter what Italy does. However, her fleet is relegated to a weaker position in Portugal. Munich and Belgium are also threatened.

3. This sequence puts the defensive burden on A *Mar*. The intent is basically anti-Italian.

3a. Just in case the Germans try a stab. Perhaps Belgium can be picked up, too. In either case, Marseilles is covered. This opening can be used in alliance with England, where a strong push into the Mediterranean is desired, and Germany is neutral.

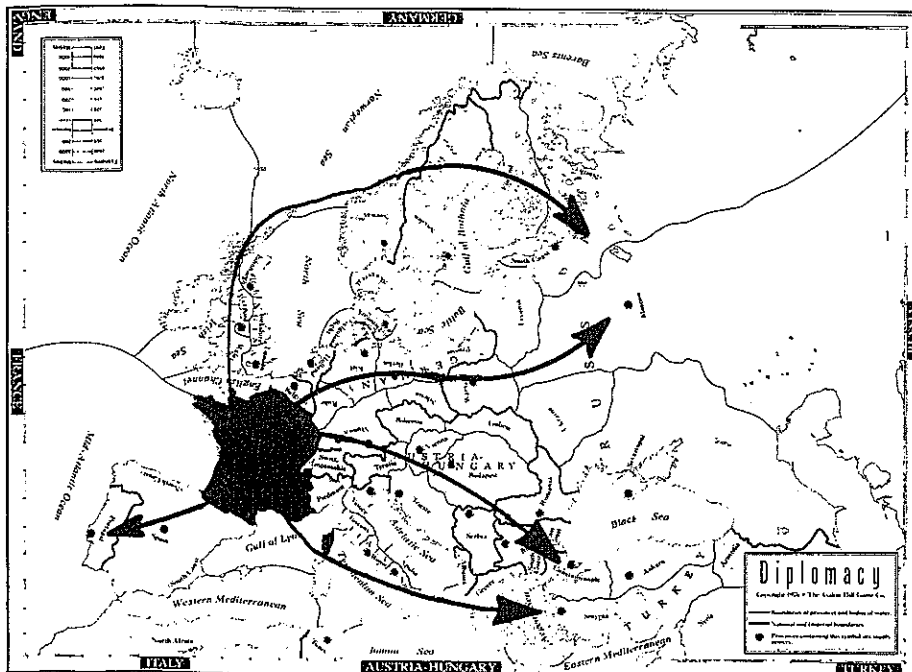
3b. This attack on Italy can sometimes yield stunning results. The Fall 1901 orders can include A *Pie-Ven* (or *-Tus*). The latter is actually a little better because in 1902 the army threatens two Italian centers. This sequence presumes a 3-way Western Alliance and England/Germany are attacking Russia.

4. This is the best that can be done in the event of dark suspicions about England. Hopefully France has an alliance with Germany. It is not advisable to attack England this early, but if she is going to try for the Channel, she must be stopped. France can still get Spain and Portugal this way, and those gains are almost indispensable to French survival.

[NOTE: A big French problem is that she has almost too many possible openings. The price of guessing wrong is often grim. In general, get Spain and Portugal, even at the price of losing a home center. For France, such a loss is frequently only temporary if her diplomacy is sharp.]

Midgame

France's first victim is usually England or Germany. In either event she will have Iberia and Belgium, plus one or two other centers. In either event, the time has come to enter the Mediterranean in force. Her ally will be going after Russia. (This assumes no stab.) France's success depends on her diplomatic ability. She should keep the Eastern powers stirred up and at war with each other. Italy will not last if she has no support from her rear.



Endgame

France is at a disadvantage here. In relation to either of her primary allies, she cannot stab as easily as she can be stabbed. Thus, *A Mun-Bur* is far more devastating than *A Par-Bur*. Similarly, England will have the North Sea covered because of her need to convoy into the Continent. *F Bre-Eng* is thus much less a threat than *F Lon-Eng* or *F Lpl-Iri*. France's fleets will be engaged far to the east and she will have difficulty fending off the English. Furthermore, the build of *F Bre* or *A Par* is frequently a bigger tip-off to a stab than any English or German build.

France may therefore find herself in a difficult situation. She must continue to play along with her alliance and defend as much as possible against a stab. She is perfectly justified in keeping *F Mid* at all times against an English ally or *A Pic* against a German one.

France should bear in mind that in a game of deception and treachery, suspicion is a professional courtesy.

A French victory here depends on getting Turkey in the end. France, Belgium, Iberia, Italy, Tunis, Turkey, plus *Gre-Ser-Tri-Bul* add up to 17 centers. Add Munich or London for the 18th. The trick is, of course, getting Turkey.

9. Playing Germany

Germany, like Austria, lies at the center of the board. She, too, has a problem of restricted access to the sea, although with two coastal home centers, it's a good deal more free.

Germany's greatest problem is a surfeit of neighbors. Although some are less likely than others, every Great Power except Turkey can attack Germany in the first game-year. No other country can make that claim. No other country would want to.

The Reich's weak position is also a source of strength. She alone lies within striking distance of both the North Sea and the Austria/Balkans gold mine. Properly played, the Germans can sweep the middle of the board with their armies. Germany could conceivably win while the Wicked Witches are still scrabbling frantically at the corner.

The German strategy which seems to work best is cautious expansion at first and ruthless steamrolling at the end. Germany shares with Austria and Russia the characteristic of being a high-win, high-elimination country. Unlike Austria and Russia, Germany is frequently in draws—about 25% more often than the other two.

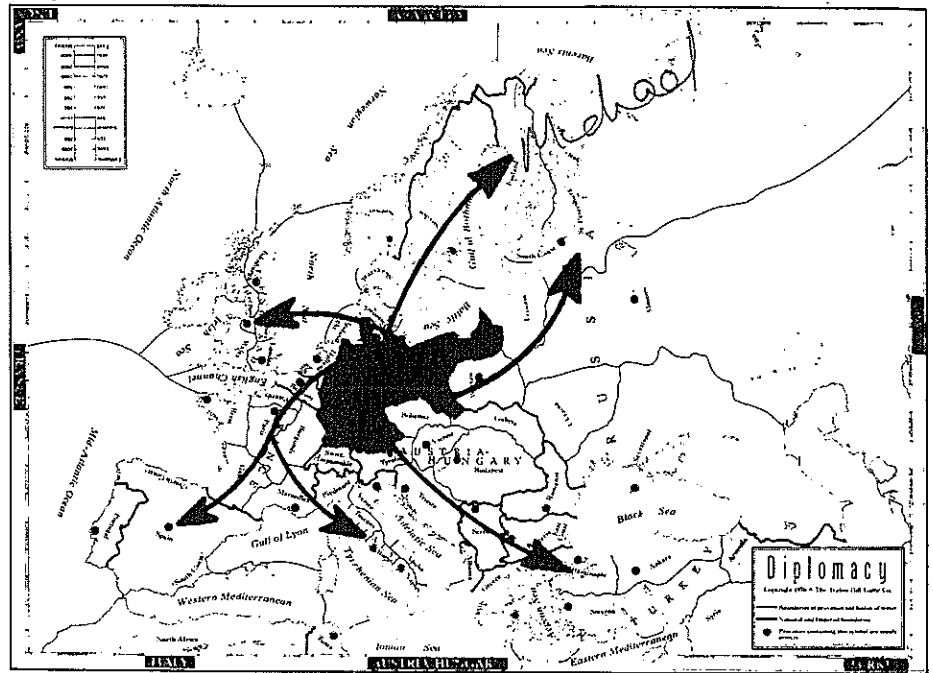
Negotiations

AUSTRIA. Each of the Central Powers has enough to worry about without adding to the other's difficulties. Germany wants a non-aggression pact with Austria. She should keep it, too; unless she can get an alliance with both England and France. That's difficult and tricky, but potent. If Germany attacks Austria in 1901 or 1902, Austria is apt to collapse pretty quickly. But Germany is also apt to get few of the pieces. It is a good idea to attempt to discourage any Austro-Italian alliance. That usually spells trouble for the Kaiser.

ENGLAND. Always negotiate for an alliance. A sensible pact limits England to no more than two armies and Germany to no more than two fleets (and preferably not less). This combination is powerful, but fraught with possible stabs.

England, stretching far to the north and south, can hit Germany on two fronts. German armies can threaten most of England's holdings on the Continent. Any pact should carefully define and limit spheres of control.

FRANCE. An alliance here is difficult but



desirable. It can be directed against England, eliminating a Wicked Witch. Once that happens, however, the allied units are sometimes so intermixed that they attack each other instead of new enemies. A lot of trust and mutual guarantees are needed to make the alliance work. France generally benefits more from it than Germany, so the latter should be aware of this and try to even out the profits.

An England-France-Germany alliance is also extremely potent and very desirable for Germany. While England and France must nibble at the periphery (Russia and Italy), Germany is "forced" to head right for the mother lode of supply centers in Austria and the Balkans (not to mention some goodies from the partition of Russia). This advantage is offset by the fact that Germany's back is quite bare and that she is in between her two loving friends.

ITALY. Germany should make every effort to insure that Italy's role regarding France is compatible with her own. Italy should be invited to attack France if that is Germany's enemy. Italy should be offered help against Austria if France is Germany's ally. Fat chance . . . but try anyway.

RUSSIA. Because Germany's first gains are in the west, she doesn't want to be distracted in the east. Reaching an amicable understanding about Scandinavia—even if Germany does not intend to keep it—will go far toward turning Russia's eyes elsewhere. She usually worries more about England and Turkey; that should be encouraged.

An alliance with Russia is often good and there is never any harm in exploring it. If Germany suddenly finds herself faced with England-France, she will absolutely need Russia (and Italy).

TURKEY. It's hard to know how to approach Turkey. A Russo-Turkish alliance is not wanted—that means a Russian steamroller toward Berlin sooner or later. But if Turkey gets blitzed, the Russian hordes will roll into Berlin anyway—with Austrian help. In general, a few polite noises seem the best approach until Germany knows who's doing what to whom, and with what.

Openings

- 1a. *F Kie-Hol*, *A Ber-Kie*, . . . *A Mun-Ruh*.
- 1b. . . . *A Mun-Bur*.
- 2a. *F Kie-Den*, *A Ber-Kie*, . . . *A Mun-Ruh*.
- 2b. . . . *A Mun-Sil*.

- 3a. *F Kie-Den*, *A Ber-Pru*, . . . *A Mun-Sil*.
- 3b. . . . *A Mun-Boh*.

1a. This is the basic opening where England is an ally, Russia is neutral, and France is the objective. Even so, nothing has yet been done to antagonize France directly. *A Ruh* can go to *Bel* with *F Hol*'s support or defend Munich if the French move to Burgundy. In the latter event, *F Hol-Bel* still denies the center to France. *F Hol* could also support an English unit into Belgium.

1b. This is almost the same as 1a. It shows the role of *A Mun* as Germany's "swing" unit. It sets the tone and direction of Germany's opening. The attack on Burgundy is a direct assault on France. It may stand off an unsupported French move to Burgundy. If Germany's attack succeeds, the blow to French defenses is serious.

2a. This is the basic opening where France is an ally, Russia is neutral or suspect, and England is the objective. *F Den* can deny Sweden to Russia. Germany also has a lock on Holland (*A Kie-Hol*, *A Ruh S A Kie-Hol*). He can also defend Berlin and still take Holland so long as England does not stop him.

2b. This again shows *A Mun*'s role as "swing" unit. The order alerts Russia to an attack but puts him in some difficulty. Germany can still change tack (*A Sil-Gal*) in the Fall. A common alternative, *A Mun-Kie*, *A Ber-Pru*, is very much weaker. A Russian attack *A War-Sil*, *A Mos-War* will put Germany at a disadvantage. There is also no way to change tack save retreat (*A Pru-Ber*).

3a. These orders may be employed where Germany is allied with England and France. They give up the Low Countries, but put force where it's needed: in the East. The army in Prussia threatens not only Warsaw but Livonia as well.

3b. Again, Munich is the "swing". Here Germany goes after Russia and Austria, or Austria alone. Both armies threaten Galicia as well as two supply centers. Against Austria alone, *A Boh-Vie*, *A Sil-Gal* will hurt.

[NOTE: The Fall 1901 flanking orders to Livonia (in 3a) or Galicia (in 3b) are risky and daring. They are also terribly potent and therefore worth the risk.]

Midgame

If England is Germany's ally, the alliance is

usually to Germany's advantage at this point. France is gone and the allies have ample opportunity to cooperate against Russia. On the other hand, Germany could stab England in alliance with Russia. The Russians usually get the major benefit here, but a lot depends on the overall situation.

If France is Germany's ally, there will be danger of a fight over the spoils. France will find it easy to work with Russia against Germany, despite creating danger for herself, so the Reich should be terribly careful. Walk on eggs.

If there is a triple alliance, this is a time of great risk. Germany is between the Anglo-French pincers. She should take care to have France more on her side than England's. After all, will either of you be really safe until the Wicked old Witch is dead?

[There is, by the way, an exotic sort of alliance in which Germany/Russia attack England. France helps, but sends most of her strength against Italy. The plan is for Germany/Russia to hit Austria after that; but frequently in the midgame their naval forces wheel into the French rear.]

Endgame

Germany's endgame is also difficult. If England is her ally, she is almost certain to be in the middle. Her armies will be pushing into the Balkans against (usually) Turkey, while English fleets menace her rear. Avoiding this dangerous situation is not easy. It usually involves stabbing England somewhat before.

If France is Germany's ally in the endgame, the situation is somewhat better. Each has a good shot at stabbing the other. Germany generally has the edge, but France gets the point.

The German player will have trouble reaching some places without a strong navy: England, Iberia, southern Italy, Turkey, and Scandinavia. Germany, Austria, *Par-Mar-Bel-Hol-Den*, *War-Ser-Bul-Rum-Ven*: that's 16. Reaching 18 requires only 2 more of the following possibilities: *Bre-Swe-Mos-Sev*. If Germany has secured her rear—the North Sea, basically—and gotten deep into the Balkans, she has a good chance of winning.

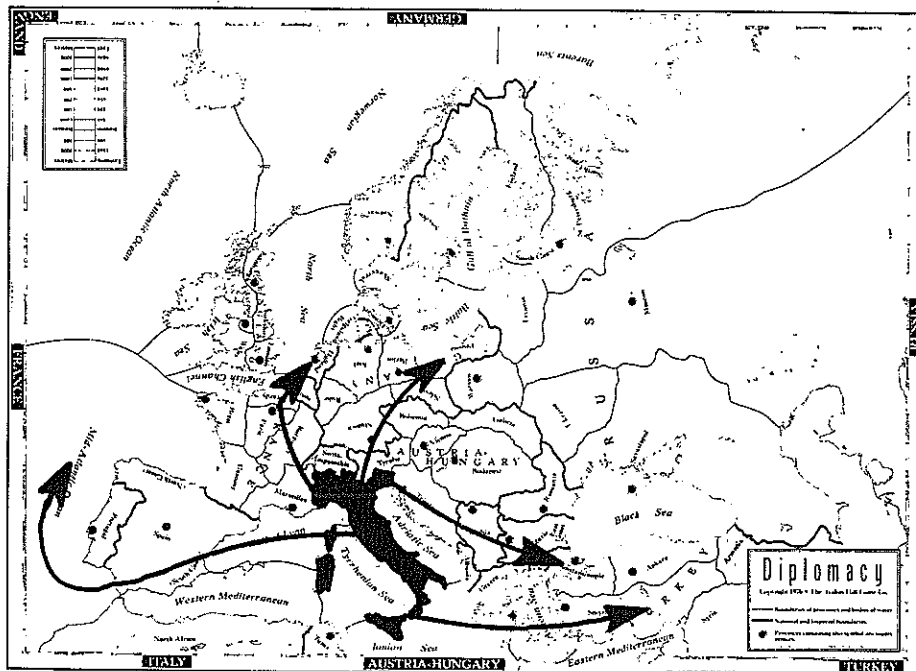
10. Playing Italy

Although she has land connections with Europe, Italy is in many ways an island. Because Switzerland is impassable, the land approaches to Italy are restricted. Like England, Italy has three coastal supply centers (only Italy and the two Wicked Witches can build three fleets at one time).

Even so, the Italian position is precariously weak. She lies directly across the main route through the Mediterranean: Turkey's (or Austria's) way out and England's (or France's) way in. Furthermore, her center at Venice is exposed to immediate Austrian attack. France, moving out of Marseilles and through Spain, can quickly concentrate large naval forces against Italy.

But the Italian position has some strengths. She can quickly become a large naval power while having direct (if limited) access to the interior of the Continent. She is frequently the odd-man-out in the western and eastern triangles which are often at war within themselves. By playing the middleman, encouraging two in each triangle to attack the third, Italy can derive a lot of benefit.

Italy must be more sensitive to the Balance of Power than any other country. With one exception she must attempt to keep the other players from being eliminated. So long as that policy is successful, her chances of being attacked are reduced. The one exception is Turkey. The



Ottomans can be strong allies, but more frequently they are Italy's *bete noir*. Once the Turkish navy gets rolling, it rolls right through Tunis and Naples.

Negotiations

AUSTRIA. Austria is Italy's first big worry and best potential friend. Her easiest strategy is landward, into the Balkans, Turkey, and Russia. If the Venice-Trieste area can be neutralized, and an alliance achieved, Italy is many points ahead. The alliance can be either specifically directed against Turkey or a pact which allows the two powers to head east (Austrian armies) and west (Italian fleets). They're both better off if they cooperate.

ENGLAND. Far away, England is nonetheless vital to Italy. If England defeats France, this is almost always followed by an invasion of the Mediterranean. If England allies with France, the result (sooner or later) is a French naval push east. Italian diplomacy should seek to encourage England to go north and northeast. Convincing the English that Germany is conniving against them (or that France is, or both) is one method. Others will occur to the devious player.

FRANCE. An alliance with France is weak because it has no natural enemies. It can be adopted in the unlikely circumstance that Italy seeks to move north and east as a land power. Usually a pact of neutrality and mutual defense is the best approach. Italy would like to see France unfriendly to England, in particular.

GERMANY. An alliance against Austria is always possible, if just a tad silly on both sides. Getting Germany to attack France (but *not* in alliance with England) is the best ploy. A strong Germany is not an immediate threat to Italy: one of the best endgames for Italy is with a strong ally against the Kaiser. It often helps to inform Germany that Italy will side with France in the event of an Anglo-German alliance. Be firm.

RUSSIA. The Tsar can be a good friend. Never antagonize him early in the game. Faced with a hostile Austria, Italy frequently has nowhere else to turn but Russia. Encourage her against Turkey or England, but seldom against Germany.

TURKEY. An alliance with Turkey is not impossible. Stupid, yes; impossible, no. If Turkey is willing to limit herself to a single fleet in the Black Sea and concentrate on attacking Austria

and Russia, it might work. This alliance's strategy usually involves convincing Russia to attack England while Austria is getting pulped. (But this means keeping the Turkish fleet out of the Black Sea until later, when it will have to be supported by a second fleet.) The alliance is difficult to secure and maintain. But then, if Italy's ally is Austria, offering Turkey this equivalent of the moon may lead her astray.

Openings

1. A Ven-Trl, A Rom-Apu, F Nap-Ion.
2. A Ven-Pie, A Rom-Tus, F Nap-Tyn.
3. A Ven-Trl, A Rom-Ven, F Nap-Ion.
4. A Ven-Tri, A Rom-Apu, F Nap-Ion.

1. This is the so-called "Lepanto Opening", designed to carry Italian power into the east rapidly. This was the first opening ever to be discussed in depth in an article. Edi Birsan's work on the subject is still considered a model effort.

In subsequent seasons, Italy orders:

Fall 1901: A *Apu-Tun*, F *Ion C A Apu-Tun*. Build F *Nap*.

Spring 1902: F *Ion-Eas*, F *Nap-Ion*, A *Tun H*.

Fall 1902: A *Tun-Syr*, F *Ion & F Eas C A Tyn-Syr*.

This is an attack on Turkey in alliance with Austria. It is often enormously effective. Turkey can block it by building F *Smy* and ordering F *Smy-Eas*. However, Italy can order F *Ion-Aeg* instead, threatening a convoy into *Bul*, *Con*, or *Smy*.

The order A *Ven-Trl* is not favored in many quarters (the alternatives are A *Ven H* or A *Ven-Pie*). Of the alternatives, the first is too passive and indicates distrust of Austria; it does, however, have the advantage that A *Ven H*, A *Apu S A Ven*, F *Ion-Tun* in Fall 1901 saves *Ven* if Austria puts two units on it and still allows Italy to build. The second alternative needlessly antagonizes France. It can be used, however, if there is an Anglo-French alliance for sure and Italy wants to help Germany.

A *Ven-Trl* is positive and powerful. It allows A *Trl-Mun* if there is an Anglo-German alliance threatening France. This will bolster the French defense and help keep the West stalemated. A *Ven-Trl* may also stand off a German sneak attack from Munich. It also gives the possibility of A *Trl-*

Boh (and thence to *Gal*), adding to Austria's defensive line if this is necessary. On no account should Italy stab Austria. The short-range gains may be all right, but the long-range price is not something Italy would wish to pay.

2. This is an anti-French opening. It allows A *Tus-Tun*, F *Tyn C* A *Tus-Tun*, keeping powerful forces poised against Spain. France must also play a guessing game. If she moved A *Mar-Spa*, but not A *Par-Bur*, she must now decide whether to order A *Spa-Mar*. If Italy then orders A *Pie-Mar*, the center is saved; if not, Spain is lost and a fleet can't be built in Marseilles. See this in action in the sample game, Fall 1901.

3. This is the best anti-Austrian opening: there are those rare occasions where Italy will want to attack Austria. A *Ven-Tri* may be stood off. A *Ven-Tri*, A *Rom-Ven* concentrates two armies on Trieste and create a guessing game around Vienna. The fleet can pick up Tunis or even move to Greece or the Adriatic. Getting Tunis is better; Italy needs a build.

4. This is a variant of the Lepanto Opening. It is followed in the south as before, but in the north by A *Tri-Ser* or *-Alb*. The purpose here is to get another army into the Balkans against Turkey. If Italy holds Serbia at the end of 1901, the purpose is to allow her to build two fleets. The second fleet is used to help France against England/Germany or to challenge England/France. Austria has got to have enormous trust in Italy to allow this movement . . . but that's DIPLOMACY.

Midgame

At this point either Austria or Turkey is eliminated, unless Italy went after France first. Eliminating Austria yields more initial gains but a weaker position because Turkey has also grown. With a very strong Russia to help, Italy can pull this one off. Eliminating Turkey yields a smaller gain in centers, and a more tenuous position, but Italy's rear is more secure. If Italy has moved against France, she is now in poor position to defend against a strong Turkey.

If Austria has had it, Turkey must be Italy's next victim (unless she is Italy's ally and almost entirely a land power). This is done with Italian naval power and Russian land power, but it cannot be done quickly. Turkey is never an easy nut to crack. The biggest disadvantage is that Italy's interest is distracted eastward at a time when she should be moving west.

Italy's primary interest is Spain. Her naval expansion can be stopped cold unless she gets into the Atlantic quickly. This is the time to dispatch France, seize Iberia, and sail grandly toward England. The optimal conditions for this exist when France/Germany are bogged down in a war with the northern Wicked Witch (or have just defeated her). An alliance with Germany is formed against France. *Voila!* The Atlantic stalemate line is circumvented.

Endgame

Italy's typical endgame position finds her with an empire stretching from Turkey to England, with 11-14 centers, maintained by naval power. Her ally is usually Austria. Turkey and France are gone. Of England, Germany, and Russia, only one or two survive.

With a Turkish ally, Italy's empire includes some of Austria instead of Turkish centers. Allied with Russia, Italy may still be restricted to the Mediterranean—but the Tsar's navy carries the war to the northern enemies.

Italy's best chances of stabbing her ally exist if that ally is Austria. Any other would have a better defensive position. The game may then reduce to a slugging match.

Allied with Austria or Turkey, Italy's winning combination may look like this: 2 eastern centers (or 3), Italy, *Tun*, Iberia, France, England, *Bel-Hol-Kie*. That's 17 (or 18). The 18th center could be any of *Den-Nwy-Mun* or some additional eastern center ripped off in a stab.

Allied with Russia, Italy might hold: *Smy-Con* (or *Bul*), *Gre-Ser-Tri*, Italy, *Tun*, Iberia, France, *Bel*, *Lon*. The 18th center could be any of: *Lpl*, *Hol*, *Mun*, or (again) an additional eastern stab/grab.

11. Playing Russia

Russia's position is a peculiar one. Like France, she has access to both major seas. However, that access is restricted. Russia cannot transfer naval power from one sea to the other as France can.

This dual sea frontage is unique among the Great Powers and creates the need for Russia to have an additional fleet at the beginning. Hence she has four home centers and four units. This is not the advantage it might seem. A fleet built on one front is no use on the other.

Russia's defensive capacity is likewise unique. She could lose Sevastopol or St. Petersburg and still remain a compact Great Power with three home centers. She is also the only Great Power (aside from Italy) that can sustain the loss of one or more home centers and still maintain a stalemate line.

As if to balance her initial one-unit advantage, Russia has potential problems in expanding. While every other Great Power is virtually guaranteed at least one additional center in 1901, Russia can easily be kept out of Sweden, and almost as easily be denied Rumania.

Experience indicates DIPLOMACY is frequently an all-or-nothing proposition for Russia. She wins 2 out of every 9 games which end in victory of one Power, yet she is also eliminated more frequently than any Power except Austria.

It is Russia's unique displeasure to be between the two Wicked Witches. She is not in a position to eliminate both of them at once, unless she allies with France/Germany against one and with Austria/Italy against the other. In doing so, she risks being crushed between the two alliances . . . but she may also convince France and Italy that Germany and Austria are more desirable targets.

On the whole, if England and Turkey are Wicked Witches, Russia is the Ice Queen. Once she starts rolling, she is difficult to stop. One reason is that she cuts across the major stalemate lines. An England or a Turkey with 13 units may be secure, but a Russia with 13 units is fearsome!

Russia also has the option of allying with both Witches at the beginning. This has the advantage of allowing her to exploit those four home centers as a major land power. Her allies will close to a major naval clash around Spain or Italy. Russia can dominate the Continent, stab both Witches (or only one of them) and win. The problem is, Russia is still between that awful twosome. If they decide to bury the hatchet, it will be up to the hilt in the Ice Queen's back.

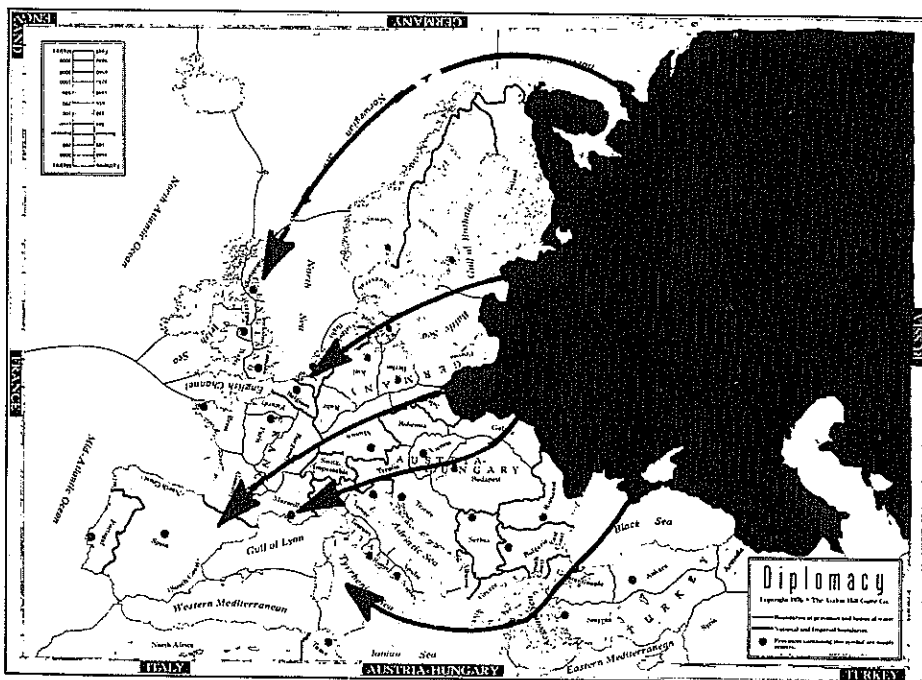
Negotiations

AUSTRIA. Russia should always seek the Dual Monarchy's good will. Offer her anything, but get a guarantee of Rumania. An Austrian alliance is vital if Russia plans to attack Turkey. With Turkey as an ally, full Austria's suspicions.

ENGLAND. England is usually interested in attacking either France or Germany. She should be encouraged. Russia may offer any reasonable guarantee of neutrality (or aid, if the victim is Germany). If England is to be an ally, it is to Russia's advantage to get Norway in return for compensation to England elsewhere. They both benefit. In each case, the territory which must be defended is more consolidated.

FRANCE. France may be Russia's ally if England and Germany are getting together. A Franco-German alliance against England should be encouraged. Russia has two options here. One is to stay neutral, warn England of the attack, and allow the allies to claw against England's sea-wall until Russia is ready to move in for a bear's-share of the spoils. The other option is to aid the alliance and then ally with France against Germany who, alas, is very much in the middle.

GERMANY. Germany will need but little inducement to head west. There is more to be gained that way. War with Russia distracts her from the Low Countries. What Russia wants above all is an opening of *F Kie-Hol*. That insures she will get Sweden. An alliance against England should always be suggested. If the Germans seem friendly toward France, encourage them, and



offer an alliance against France once England is done for.

ITALY. Do everything possible to encourage an Austro-Italian alliance against Turkey. This will distract a hostile Turkey and do away with a Wicked Witch in any event. If Turkey turns out to be friendly, there is still time to warn her of the upcoming Lepanto. Also offer Italy an alliance against Austria once Turkey is dispatched. All those Balkan centers will prove a great temptation. This will be greatly to Russia's advantage: later on, Italy will be hard put to stand up to the Ice Queen's wintery blasts.

TURKEY. Russia/Turkey is one of the most powerful alliances on the board. Each has a separate sphere and yet they are so situated that they can help each other. Unless Austria/Italy and England/Germany oppose them strongly, and early in the game, they are likely to sweep the board. Even if Russia does not wish to ally with Turkey, she must at least have the Sultan's good will. Convincing Turkey not to order *F Ank-Bla* is a cardinal aim of Russian policy.

Openings

[PRELIMINARY NOTE: *F StP(sc)-Bot* is the only reasonable opening for that unit. The alternatives, to *Fin* or *Lvn*, accomplish nothing. Put the fleet in its proper place: on water. The openings below consider only the other three units.]

1. A *Mos-Ukr*, A *War-Gal*, F *Ser-Rum*.
2. A *Mos-Sev*, A *War-Ukr*, F *Sev-Bl*.
3. A *Mos-StP*, A *War-Lvn*, F *Sev-Rum*.
4. A *Mos-Lvn*, A *War-Ukr*, F *Sev-Rum*.
5. A *Mos-War*, A *War-Sil*, F *Sev-Bl*.
6. A *Mos-StP*, A *War-Gal*, F *Sev-Rum*.

1. Russia must usually choose between a northern or southern strategy. This means putting her eggs in the appropriate basket. Here she is allied with Turkey against Austria. If there is a stand-off in Galicia or Rumania in Spring, there will be support for the same order in the Fall.

2. This is the anti-Turkish opening. In the Fall, A *Sev-Arm* promises to give the Sultan apoplexy. It also leaves *Sev* open for the build of a second fleet. If the Turks order *F Ank-Bla* they will be stood off; the fleet can then move to Rumania with support from Ukraina in the Fall, again leaving *Sev* open for a second fleet. Some players prefer the alternative *F Sev-Rum* in Spring. This is weaker, but does insure that A *Mos-Sev* succeeds so that Armenia may be threatened. However, this creates a guessing game around Rumania and Sevastopol if Turkey opens *F Ank-Bla*, A *Con-Bul*. It's even worse if Turkey also orders A *Smy-Arm*.

3. This is a northern attack, against England. If Russia puts her eggs in that basket, she may as well trust Turkey and get into Rumania. Even if the Turks take Sevastopol, Russia may be able to make peace and concentrate on a northern offensive. There is nothing wrong with a Russo-Turkish alliance even when the Turks are overly greedy in the south. This opening threatens to keep England out of Norway while conveying an army into Sweden. To be really diabolical, order A *StP-Fin*, A *Lvn-Swe* (with convoy), and build *F StP(nc)*.

4. This is a deliberately neutral opening and is more effective than it looks. Russia hopes for two new centers and positions her armies to cover her home centers in case of attack. At the same time, she will have a number of offensive options in Fall 1901: A *Lvn-Swe* or *-Pru*; A *Ukr-Gal*.

5. This is an anti-German opening. A *War-Sil* is preferable to A *War-Pru* because it threatens two supply centers. The other army can cover Warsaw, or attack Prussia, or move to Sweden. In

the last instance, *F Bot-Bal* is a killer in 1902. On occasion, Russia just gives up Sweden and moves *F Bot-Bal* in Fall 1901. Watch the German player have fits when that happens.

6. In this opening, Russia has simply not made up her mind. She is going after Austria and England at the same time. If she has alliances with France, Germany, Italy, and Turkey, these are not bad orders. They make the most of Russia's unique position on the board.

Midgame

If Russia has chosen to attack a Wicked Witch, it will probably be slow sledding and she will reach her midgame late. If England is the victim, Russia probably has enough naval strength in the Atlantic and should look toward putting armies in the middle of the board. That means attacking Austria or Germany (or both, in alliance with France and Turkey). If Turkey is gone, a center-seeking strategy is still a good idea. However, Russia may wish to consider eliminating the other Witch at this point.

If Russia has gone for the middle first, the midgame may profitably be spent working on one of the flanks. Attacking England is probably preferable to attacking Turkey.

Endgame

Russia's position, spanning so many potential fronts, is one of great flexibility. Even in dealing with the midgame the possible positions are already too many to discuss in any detail. The best strategy would seem to be developing one flank and then the middle, or the middle first and then a flank. In the endgame, we assume that Russia's main ally is on the remaining flank.

Russia should by now have some arrangement to protect herself from a stab. She must normally depend on her momentum to win. This is frequently the greatest when going through the north flank and center. It is slower through the south because Russian fleets take two game-years just to reach the Ionian. On the other hand, in the south Turkey, Austria, and the Balkans add up to 10 centers. That leaves only four more to pick up elsewhere. These could easily be *Swe-Ber-Mun* and one other. If England was Russia's ally here, a quick stab into Norway or Kiel would mean victory.

With a Turkish main ally, Russia could win with these 18 centers: *Rum-Bud-Vie*, Germany, Scandinavia, *Bel-Hol*, England, home, plus one other. That could *Vie*, *Ser*, or *Bul*, for instance.

With any other main ally, Russia's winning position would shift slightly, but there would always be 18 centers within relatively easy reach.

12. Playing Turkey

The southern Wicked Witch is, if anything, more wicked than the northern one. Her defensive position is superb—essentially an island with land approaches, the ways into Turkey are divided between land and sea. This requires any potential enemy to have a strong and balanced force. The position of Turkey is so strategic she can frequently get Austria or Russia to defend her rather than see the other get a lion's share.

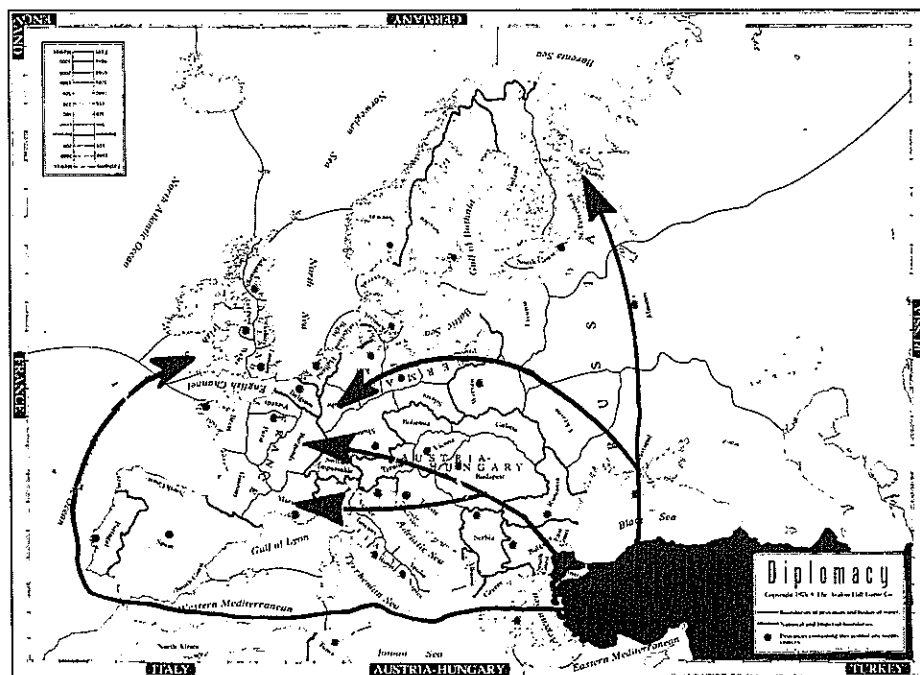
Turkey's offensive position is good, too. She has quick access to the Mediterranean and is close to the Balkan "knot" of centers.

One of the most frequent game ending situations is a 16- or 17-unit Turkey dividing the board with England/France, England/Germany, England/Italy, or some such combination. The reason for this is that Turkey does not have a majority of centers on her side of the stalemate lines that run through the middle of the board. She can often get as far as controlling Austria, Italy, the Balkans, Tunis, and 3 Russian centers. That's 17. Any of the other nearby centers which would give her victory (*Spa*, *Mar*, *Mun*, *StP*) can be held from the other side. Turkish policy would be wise to aim at getting one of those centers as early in the game as possible.

Negotiations

AUSTRIA. Turkey and Austria are not well situated to be allies. Austria lies across Turkey's best and most natural path for expansion. However, the alliance is not impossible and offers the prospect of blitzing Italy and getting into the Atlantic with all possible speed. The alliance also frequently works because it is so unexpected. Ordinarily, however, the best these two can achieve is a temporary truce. Certainly the Turks should do nothing to antagonize Austria, regardless of their ultimate plans. It never hurts to discuss the alliance.

ENGLAND. Initial negotiations with England



will yield little save, perhaps, some information. Turkey's aim is to keep the Western powers stalemated against each other. If England indicates any intention of attacking anybody, pass it on to the victim immediately. Do so even if she didn't say so—lie, spread rumors, and in general malign Perfidious Albion.

FRANCE. Turkey should seek French help against Italy if a Lepanto Opening is in the making. If Italy succeeds, her navy will be a huge threat to France. (So is the Turkish navy, but at least it's more distant.) Otherwise, any arrangement which keeps France out of the Mediterranean is a good idea.

GERMANY. Germany should be encouraged to attack Turkey's first victim (Austria or Russia). She will ultimately have trouble holding her gains against Turkey's armies. Getting Germany turned against England is also desirable.

ITALY. Offer any inducement for an alliance against Austria. It is not necessary to be sincere. Lie, cheat, and steal to prevent an Austro-Italian alliance. Turkey can ally with Italy, but the relationship is uneasy. The advantage of the alliance is that Italy can quickly breach the Iberian line while Turkey is left free to send armies into the middle of the board. This arrangement is frequently to Italy's detriment. Sooner or later her exposed back is going to catch a scimitar. Turkey should soothe Italy's fears of this as much as possible, even while planning the inevitable (well, almost inevitable) stroke.

RUSSIA. Russia is Turkey's best potential ally. What to do with the Tsar's Black Sea fleet is frequently a problem. Turkey should negotiate aggressively and persuasively with the Russian player. A commitment to neutralize the Black Sea is an essential arrangement whether Turkey's intentions are sincere or not. One very daring plan, but one which puts to work a usually neglected unit, is to allow the Russian fleet to enter the Black Sea in Fall 1903 to 1904. It then gets to Constantinople the following Spring and to the Aegean in the Fall. It then proceeds into the Mediterranean area where it can help Turkish naval units. In return, a Turkish army on her right flank assists Russian landward advances into Germany.

Openings

PRELIMINARY NOTE: There is no substitute for a Con-Bul. The orders for the other two units may vary.]

1. F *Ank-Bla*, A *Smy-Arm*.
2. F *Ank-Con*, A *Smy H*.
3. F *Ank-Bla*, A *Smy-Con*

1. This opening poses all sorts of problems for Russia. If she has trustingly ordered F *Sev-Rum*, she is in real trouble. Even if she ordered F *Sev-Bla*, she is going to have difficulty maintaining her position.

2. The intent here is, in the Fall, F *Con-Aeg*, A *Smy-Con* (or H) for a western push. If Russia treacherously ordered F *Sev-Bla*, Turkey can still defend. F *Con-Ank*, A *Smy-Ank* will hold all her home centers and leave Ankara open for the build of a fleet.

3. Turkey can employ this opening when she is unsure of Russia but does not want to move to Armenia. It may be that she has at least a neutrality pact with Russia which includes a pre-arranged stand-off in the Black Sea. Among other things, this can be used to deceive other players into believing Russia and Turkey are at war, even though they are allied. Without that intent, the opening is weak, but makes the best of an uncertain situation.

Midgame

Turkey's midgame should see a strong push of armies toward Munich and/or fleets toward Spain. If this can appear to be an intervention on behalf of a beleaguered ally, so much the better.

Once Turkey has reached this stage, she can concentrate more on offense and worry less about defense. With 6-7 units she has become difficult to attack.

Turkey's position is more exposed if her alliance is with Austria. Her main strength is developing in Russia and Italy, on the flanks. The center is more vulnerable.

Ideally, in this situation, Turkey owns Greece and Bulgaria. The two allies may agree to station armies in Rumania and Bulgaria, ordering each to attack the other every season. That will not prevent a stab but may make it more difficult (or less rewarding). There are no guarantees in **DIPLOMACY**. (Well, almost none. Those familiar with frustration-aggression theory will tell you that you're guaranteed a lot of both in **DIPLOMACY**.)

Endgame

Allied with Austria or Russia, Turkey should by now have some fleets in the Atlantic. If not, forget it. Stalemate.

Allied with Italy, Turkey should have some armies in Germany, while Italian fleets are in the Atlantic. If not, forget it. Stalemate.

If the game is moving toward stalemate, Turkey must begin to consider stabbing her ally. Austria or Italy will be easier to betray than Russia, generally speaking.

With Italy, particularly, Turkey will be very hemmed in. Italy will receive Trieste and one other center at least (Greece rather than Vienna so Turkey's armies will be more free to advance. Italy will probably have demanded more, and Turkey may have had to give in.) Turkey could thus obtain *Bul-Ser-Rum-Bud-Vie*, Germany, and 3 Russian centers for a total of 14. She might also get *Hol-Bel-Par* for 16. It is hard to see any other centers for Turkey, so a stab of Italy becomes almost inevitable.

13. A Little Guide to Terminology

AUSTRIA

Full Name: Empire of Austria and Apostolic Kingdom of Hungary, or Austria-Hungary. Sometimes the Austro-Hungarian Empire or the Dual Monarchy.

Ruling House: Hapsburg (from Habichtsburg, a castle in southern Germany).

Capital: Wien (Vienna).



Ruler in 1901: *Kaiser* (Emperor) Franz-Joseph. The word *Kaiser* comes from the Latin *caesar*, which was pronounced in about the same way.

GERMANY

Full Name: German Empire. Called the "Second Reich" by propagandists of the National-Socialist movement. The Empire was a federal state, composed of kingdoms, duchies, and what-not, dominated by the Kingdom of Prussia.

Ruling House: Hohenzollern (from Zollern, a castle in southern Germany).

Capital: Berlin.



Ruler in 1901: *Kaiser* (Emperor) Wilhelm II, King of Prussia.

ITALY

Full Name: Kingdom of Italy.

Ruling House: Savoy (after the Duchy originally ruled by the Kings of Sardinia, who subsequently became Kings of Italy).

Capital: Roma (Rome).



Ruler in 1901: *Re* (King) Vittorio-Emmanuele III. The Pope in 1901 was Leo XIII.

FRANCE

Full Name: Republic of France. Usually called the Third Republic, which was founded after the fall of Napoleon III and lasted until World War II.

Capital: Paris.



Ruler in 1901: *President* Emile Loubet.

ENGLAND

Full Name: United Kingdom of Great Britain and Ireland. Great Britain consisted of two Kingdoms, England and Scotland.

Ruling House: Hanover (from the German Duchy whose rulers became Kings of England in 1714). Victoria saw to it that her son inherited her family name rather than that of his father (Saxe-Coburg-Gotha). During the anti-German frenzy of World War I, the ruling house changed its name to Windsor, the name of the castle which was their primary residence.

Capital: London.



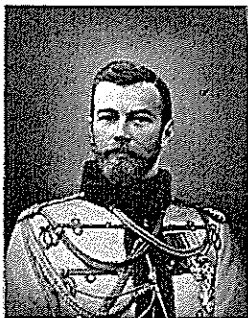
Ruler in 1901: *Queen* Victoria. She died in 1901 and was succeeded by her son Edward. He was officially Edward VII— however, this ignored three Saxon Edwards who also bore the title King of England. He should therefore be counted as Edward X.

RUSSIA

Full Name: Russian Empire.

Ruling House: Romanov, after Roman Yurii vitch, the great-grandfather of the first ruler of this house, Mikhail IV Feodorovitch. The chances that Nikolai II was a Romanov by actual blood descent are very slim.

Capital: St. Petersburg. During World War I this Teutonic name was altered to the Slavic *Petrograd*.



Ruler in 1901: *Tsar* (Emperor) Nikolai II. The title was frequently rendered as "Tsar (or Tsar-Autocrat) of All the Russias". Among the peasantry, the Tsar was referred to as "the Little Father" (the "Great Father" being God). The spelling *czar* is Polish, not Russian. *Tsar*, like *Kaiser*, comes from *caesar*.

TURKEY

Full Name: Ottoman Empire.

Ruling House: Osman, after the Ottoman *Emir* from whom the ruling house was descended. His tribe was also referred to as the Osmanli Turks.

Capital: *Istanbul* (*Constantinople*)



Ruler in 1901: *Sultan* 'Abd-al-Hamid II. The Arabic term *sultan*, "he with authority", cannot be directly translated as "emperor" although it is distinguished from *malik*, "king". The Sultan and/or his government were often referred to as "the Porte (or Sublime Porte)", which was the name of his chief residence. Cf. the use of "White House" to mean the President of the United States.

14. Statistics on the Constellation of Powers

Concepts such as the Lepanto Opening and the Wicked Witches helped change playing styles all over the world. As a result, game statistics have shown a recent shift in the potentials of the Great Powers. The Wicked Witches have dropped out of the top of the heap. This does not show that their potential is any less dangerous, but that players have begun to deal with it more effectively.

Game statistics have been compiled for several years by the Boardman Number Custodian (see Section V). From the data thus supplied, we can analyze the performances of the various countries over hundreds of games. It now appears that King and Sultan have been displaced by President and Tsar.

First a word about how the data were evaluated. A good many games reported by the

BNC were not considered. A few were 5- and 6-man games. Many were abandoned or cancelled while still in progress, so that no definite result was reached. Others used distorted rules or were so poorly Gamesmastered that they were hopelessly irregular.

A few games have also been included which are not generally used for ratings in postal DIPLOMACY circles. These are co-called "local" games. They were not truly postal in that they were conducted within a local area primarily over the telephone, or in person, but reported in the postal DIPLOMACY press. They're used here because we're not concerned with the question of what a "postal" game is, only whether the game was a "regular seven-man DIPLOMACY game". Of these, 803 games were used. The results of these games are summarized in Table I. A few words of explanation about the categories used:

Win. Wins are occasionally conceded. Usually the player conceded to is clearly going to win, anyway. In other cases, this is not so clear. Players have won by concession with as few as 10 units. In at least two instances, the concession vote was ignored in determining the results: in these instances, "victory" was "conceded" to (a) the smallest country on the board and (b) a person who did not play in the game.

Place. Place was determined by order of finish. The first player eliminated is in 7th place. The largest survivor other than the winner is in 2nd place. Places are distinguished as to whether the player survived or was eliminated. In the event of a tie for place, both powers received the higher place. If two powers were eliminated in the same game-year, they were considered tied unless the tie could be broken. This was done in two ways: if one player was eliminated in an earlier season of the same year, he ranked lower (with the majority of game records this was impossible to determine). Or if one player had fewer units the previous game-year, he ranked lower.

Draw. The Rules state that all survivors share in a draw. That ruling was not followed here. If four survivors had 16-16-1-1 units, the draw was treated as between the first two players only. There were also some conceded draws which included some Powers and not others. In a few instances a Power was not included in a conceded draw only because it was in civil disorder. For our purposes here, it was included.

TABLE I

COUNTRY	# OF WINS	PLACE / SURVIVALS						PLACE / ELIMINATIONS				
		2nd	3rd	4th	5th	6th	7th	3rd	4th	5th	6th	7th
AUSTRIA	83	66	61	54	16	4	-	3	44	60	103	226
ENGLAND	77	113	113	50	30	2	-	14	38	68	117	57
FRANCE	77	105	123	76	34	2	-	14	39	77	78	57
GERMANY	79	61	73	74	28	3	-	9	50	90	132	98
ITALY	52	71	98	88	32	5	-	9	45	135	120	60
RUSSIA	126	68	61	63	19	4	-	5	34	100	105	124
TURKEY	69	111	120	50	9	5	-	15	31	69	95	112

DRAWS (n/way)

TOTALS

2/w	3/w	4/w	5/w	6/w	7/w	Surv.	Elim.	Draw
19	25	28	8	1	2	201	436	83
37	37	29	15	4	2	308	294	124
26	45	28	15	4	2	340	265	130
33	30	20	17	4	2	239	379	106
23	23	17	19	4	2	294	369	88
28	22	13	14	4	2	215	379	83
30	41	25	16	3	2	295	322	117