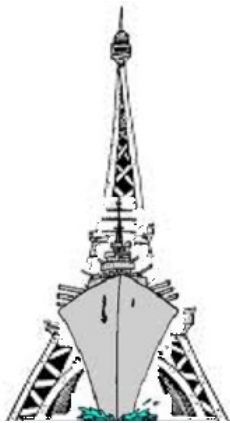


Issue 2
August 2013.



A Fleet in Paris!

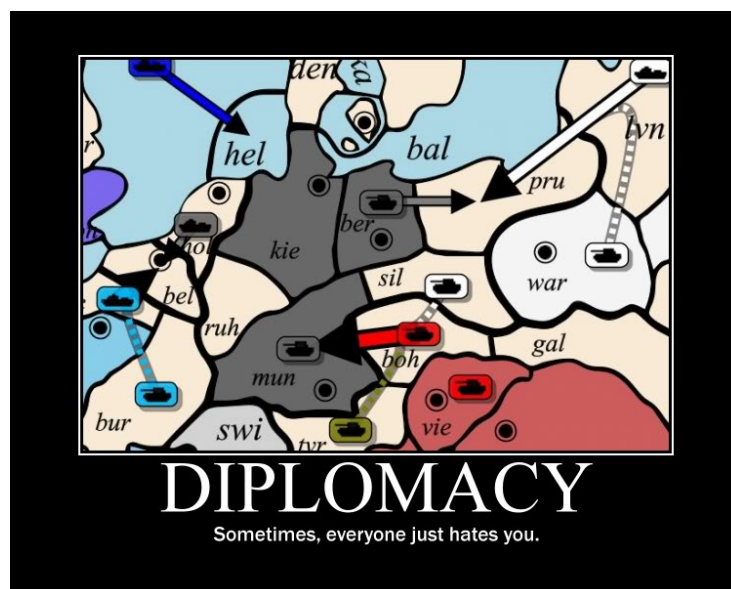
In this month's issue...

FEATURE ARTICLES:

- DIPLOMACY THE SUN TZU WAY
- BOUNCING IN BURGUNDY

SERIES ARTICLES:

- MY FAVOURITE VARIANT - WORLD DIP
- FROM THE FORUM - ITALY
- KIZZY'S STRATEGY TIPS
- A DICK'S CASEBOOK



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This issue's contributors

Many thanks to everyone listed above for contributing.

Thanks also to the following:

Lefty for the crossword.

- > Want to contribute to "**A Fleet in Paris!**"?
- > Want to comment on anything you've read in this issue?
- > Interested in offering article ideas or suggesting features?

Either go to the website

<http://playdipcomnotice.wix.com/afleetinparis>

and use the submission method or send questions, comments, etc to

afleetinparis@gmail.com

A Fleet in Paris!

Editorial

There's a saying, isn't there, about the best laid plans.

As I'm typing this I'm aware of just how many days late I am publishing Issue #2, which is far too many for my liking. Everything was going pretty well... not perfectly, as I'll get onto below, but acceptably. Then an illness I had a couple of years ago came decided to raise it's head once again. Without going on too much about it, the culmination (I hope) was a collapsed lung and a stay in hospital whilst that and pleurisy was sorted out.

I'm happy to say that this seems to be working. I'm on more meds than I ever thought a body could take, and if you picked me up and shook me I would probably sound like a pair of maracas, but at least I am pain free at last.

That's the reason I'm late and I'm sticking to it, goddammit!

This issue, though, is going to seem a little lighter than I hoped. There'll be a number of articles but I am having to pad things out. The reason for this is that a couple of articles I was half-promised haven't turned up. Not that I'm blaming anyone but myself, really. When I was offered articles I responded in a much too easy way, I think. "Oh, no worries. If I get it before the deadline I'll put it in number 2; if not, I'll put it in number 3." Very easy and laid back but it didn't get results. And I admit to being a little lazy in chasing things up. So that attitude needs to change. People have busy lives and can't always meet the offers they make, I know, but an editor should probably be a little more pushy than I have been or needed to be in issue #1.

Anyway, what is in this issue?

Well, there are a number of articles by yours truly. Some I planned to write and they form on-going, light-hearted series. "The Dick's Casebook" will relate some of the more ridiculous incidents of investigations of cheating on PlayDip. "Kizzy's Dip Tips" is a series of short articles inspired by my cat (she's my cat when she does something stupid, my partner's when she behaves!). I also wrote a strategy article for the site based around some thoughts I had on applying Sun Tzu's The Art of War to Diplomacy, so I included that, and as I have been working on setting-up a game of World Dip on the site I wrote a piece for "My Favourite Variant". I'm hoping a member of the site who has put a lot of work into adapting the map will give a follow-up article in a later issue.

I did get a short article from one reader on bouncing in Burgundy, so included that, and I will place an article from the PlayDip Strategy forum in the issue for a new series called "From the Forum". I received a small number of letters from readers, so will put those in and some replies to the "Strategy Puddle". The regular features will be here... but no artwork this issue, I'm afraid. Something else to chase up on in future! There's the crossword and the quiz, too.

In other news, I was asked about putting separate articles up on the publishing site rather than simply leaving them as a complete issue. I will be working towards doing that and aim to put the articles from issue #1 up within the next few weeks.

Enjoy reading this issue, feel free to get in touch and happy stabbing!

Letters

Responses to AFIP Issue 1

Not too many responses for the letters column this time around... and possibly less next time as I'm late... but thanks to the three people who wanted to pass things along.

From **Jim Burgess...**

"I think it is great for you to start a zine!!!

"Can I subscribe by email, please?"

Thanks, Jim. I am enjoying it, despite the difficulties this issue. And yes anyone can subscribe by email. Simply send a message to afleetinparis@gmail.com and I'll add you to the list.

From **David E Cohen...**

"Nice to see you open up a new zine (as the ringmaster of the Dip webring, I approved it, ...). Easy to do a couple of issues. The real test is keeping it up over the long haul. Good luck."

Indeed it is! I intend to keep things running and more smoothly in future. I will also be approaching someone who has offered to help out with the editing work, so that should keep things ticking over more smoothly.

From **Larry Peery...**

"Hej. A good first effort. I like the "look and feel" you've come up [with]. It's different enough to stand out from other hobby pubs but similar enough to feel comfortable to Old Farts like me. Just be careful that you resist the urge to grow too fast, else putting out the zine will become too much work and not enough fun. Trust me, started my first pub, XENOGOGIC, 50 years ago this year. When you stop having fun doing it; you'll

know its time to stop. Specifically I liked the little features, illustrations, etc. Those are the spice that gives the zine taste. I wasn't too thrilled with the article on Turkey, but I'll withhold comment on that until my Eternal Spring game gets a little further along. Naturally A Fleet in Paris! wouldn't be complete without a piece of Peeriblah, right? Hmmm. I was trying to think of something to write about (sorry, I'm totally involved in what's going on in Korea, Turkey, and Egypt right now) for the next issue when it hit me in the face!! You gave me my assignment in your zine. Your little blurb on how you came to pick the title was cute but not entirely accurate. Actually there is a fleet in Paris! In fact quite a few of them. I had planned to visit them when I'm in Paris for WDC. As ideas occur to me I usually run them by Doug or Chris and see who wants want. If you like I'll add you to the list. As you've seen I tend to push the envelope on what's "Diplomacy" pretty far. Sorry, Northern and Southern Triples just don't excite me any more. Anyway, good luck with your project. I hope to be around to celebrate your 25th issue."

*I also hope to be around then, Larry! In fact, the way I am at the moment, I'd be happy to be around for the fifth! I'm joking, by the way. Thanks for the kind words. By the way, I'd be interested in any articles from WDC *hint*.*

Again, thanks to everyone who responded to the issue and everyone who responded to the first Strategy Puddle (see page 8).

If you would like to respond to anything you've seen in this issue, you can go to the [website](#) or drop me an email at afleetinparis@gmail.com.

Diplomacy the Sun Tzu Way

by
Rick Young

The Art of War by Sun Tzu is probably one of the best known military treatises and with good reason. Not only is it still useful for military reasons, it is also used in business (another type of warfare). In fact, I am working, on and off, at adapting it to Diplomacy: not an easy thing in some circumstances as it deals with moving troops around and fighting battles, which aren't readily translatable to Dip. There are two aspects that I have found pretty useful, although I often find myself slipping into bad practice and have to step back and try to remember them. These are Sun Tzu's advice about sieges and how to manage one's resources.

The Siege

Of course, a siege isn't directly applicable to Dip. There are no cities involved and a siege, the way Sun Tzu refers to it, is a siege of a city (or fortress). What he says, quite boldly, is don't do it. In other words, a siege is a bad thing. It ties down resources, defenders have usually provided for that eventuality and a long siege is more trouble than it's worth. He does, however, go on to give advice about how to deal with it should it be the only option.



There is a comparable situation in Dip, though, which is when one power (or alliance) find themselves in a situation in which they are attacking another and the attacked power has a strong defence. What this can often lead to is a long, drawn out conflict, with the attackers spending a lot of time and units attempting to break their target down. This is a situation to be avoided in many circumstances.

The problem is, if I am the attacker, I am faced with having to commit units to the war. The optimum I can hope for, if the defender is well-organised, is that I can prevent him growing. By tying him down to a protracted defence, his units can do nothing BUT defend. However, in this situation, my units can do nothing BUT continue to attack; in other words, my units are ALSO tied down and, unless something surprising happens, they won't be making much progress. Of course, this assumes that the defender isn't

going to make any silly mistakes and that his allies aren't going to suddenly turn around and take advantage of the situation but why would they, unless they are likely to gain more than me from breaking him down?

A worse situation is when I, in pressing to make a breakthrough, commit more units to the conflict. Not only do I then have the original units tied down, I am drawing more units into the siege, units which would be better used elsewhere. I know this, but it is easy to become caught up in the need to make progress against the defender, hoping that somehow I can break through. Again, though, assuming the defender is well organised, more units aren't going to make a lot of difference. In fact they could make the situation worse by making movement more restricted. If the situation can be resolved this way, fine, but one has to remember that this conflict isn't isolated from the rest of the game.

Which brings me to the worst scenario. I can only continue with the siege if I am not being attacked elsewhere and this will become increasingly unlikely the longer the conflict lasts. At the start of the siege, I will usually have some sort of agreement with other powers: either they won't be attacking me or that they are allied with me. One year goes by and that agreement holds; another year and a decent player will be considering the situation I have got myself into. How long will it be before she will take advantage of me being involved elsewhere? How safe are the SCs I am not guarding because I am using precious resources elsewhere? Even the least opportunistic of players is going to be

Managing Resources

Again, this requires some adapting to Dip. Sun Tzu, when considering this, is mainly talking about not draining the state to fight a war, as this will cause hardship, a loss of support for the war and, possibly, rebellion. He says, then, that a good general will not continue to draw on the resources of the state to prosecute a war, that he will not raise an army twice. (This reminds me of WWI when, with each year of the war, Britain raised a new army.) A successful general will live off the resources of the conquered lands rather than continue to raise supplies from home.

This caused me to re-think what I try to do in Dip. In a similar way that, if I can't avoid a protracted siege I will definitely avoid committing more and more units to it, I will try to manage the number of units I use to take SCs from an opponent. In practice (and this is one practice I find it easy to forget!) this means that, if I decide I can take someone else's SC, I will commit the minimum number of units to do so. If the campaign is likely to go beyond this and I think there are a number of SCs I can take, I will attempt to do the same. In other words, only use the minimum number units I can afford.

What I want to avoid is launching a campaign against another player with, say, three units and then finding I need to use four or five to continue the campaign. Where are

considering a stab!

I view Dip "sieges" so poorly that, when in the position of the besieged power, I actually encourage the attacking power to continue the campaign! If I, as the defender, am in the position where another player is throwing units at me to try and break me down, I really have nothing to lose. This, of course, assumes that I am the weaker power and that he is the stronger, or has more units to commit. Providing I can defend well, I am happy to keep defending and will deliberately prolong the war as long as possible. After all, if I can do this successfully, my attacker is getting nowhere.



those extra units coming from? From other parts of the board and, potentially, other fronts. In some respects, this is about planning the attack right, getting the timing right. Waiting until the prospective target has committed units elsewhere and leaving a chance to attack successfully. There is more to it than that, however. After all, an opponent that you attack is unlikely to simply allow you to walk all over him! He will respond and you will find yourself needing more units to break him down.

In essence, then, if I need three units to take and hold one SC from my opponent, I want - ideally - to only have to commit that number of units to the longer campaign. I don't want to have to find other units from

elsewhere to prosecute it. If the ideal isn't going to work, then I need to be in the position where I can use the unit I raise from taking his SC - and any further SCs - to compensate. If the campaign is close enough to home, then I can use the unit I build directly; if not, then I can possibly use a fourth unit nearby and use the new build elsewhere. So, should I need more units, then I want to be using the units I gain from the war: in essence, I want to live off HIS resources, not mine.

The other aspect of this is having clear targets and sticking to them. If I can get two SCs, I will go for those but not push further than that. Again, the ideal situation is to end the campaign there and try to make peace; not always possible, of course, as a vengeful player will not wish to end the war no matter how impractical continuing it will be. If I can achieve this, however, I will. Failing that, I will try to ensure that I don't need to commit more units than I planned for in my defence, at least until I can afford them. One of the great mantras of playing Dip is "Don't fight on two fronts" and this is often correct but if I can take what I aim for and then only use what I committed to taking them to defend them, I should be able to afford to look elsewhere.

This also fits in with a related aspect within The Art of War, that it is not always necessary - and often not desirable - to completely destroy an enemy. Whilst there are times in Dip when destroying an opponent is better, there are also times when ensuring that she is not in a position to do any damage in retaliation is best. This relates to managing one's resources: if I can fight a limited campaign, removing the threat the other player poses and successfully hold onto what I take

without committing more units to the defence, then I don't need to worry about that opponent again. In fact, it may be useful to keep an opponent in the game as she will then act as a bulwark against others. The ideal, again, is that I can keep what I've won and make peace; it is perhaps more likely that I can simply defend myself as cheaply as possible against her.

None of this is easy, of course. Another piece of advice I try to use from Sun Tzu is that it is better to defeat an opponent without the need for war, and that is even more difficult. Ultimately, though, that is the ideal; put the player in a position where he CAN'T afford to attack you without significant harm to his own game. That can be achieved by infiltrating your units in with his, making you necessary to his survival and ideally placing you in the position that you could take SCs from him fairly easily. Another way would be to stretch his units thinly and commit him to fighting others. If you can manage this, though, not only will you be managing your own resources well, you will have eliminated a threat without necessarily having to attack him!

There are always times when a Dip-siege is actually a decent way to go, or when you are able to continually throw units into a campaign; there are certainly times when eliminating an opponent is the best way to progress. There is never going to be a black and white "This is how to play" in this regard. What I try to do, though, is enter a game with these ideals in mind. As I say, not always successfully, especially when it is easy to become caught up in the situation! But thinking about these ideals has certainly given me a different perspective on the game.



The French Bounce

by
Dash Yeatts-Lonske

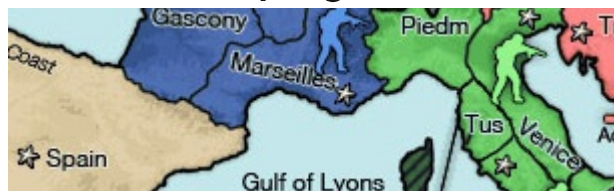
Arranged bounces can be extremely useful... and not just for Russia and Turkey! For some reason, it's a rare sight to see France attempt to arrange a bounce, even though she is two moves away from three different countries. This article will explore the effectiveness of purposefully bouncing Germany, Italy or England.

The Burgundy Bounce



Germany: arranging a bounce in Burgundy is, in my opinion, one of the smartest openings France can do. Your other two units can secure Spain and Portugal, and you deny Germany the opportunity to sneak a devastating move into your homeland. Chances are, Germany will decide to look elsewhere for an early target. And the worst case scenario? He doesn't bounce you...and you're in Burgundy.

The Piedmont Spring Back



Italy: this seems to be a bit less useful than the arranged bounce in Burgundy. I personally probably wouldn't use it unless you have some reason to believe Italy may be moving to Piedmont in Spring 1901 anyways. But if that is the case, then this can be an excellent

decision. Marseilles can still take Spain in the Fall, and Paris can make a play for Belgium. On a more long-term scale, if an early attack doesn't work, a smart Italy probably won't attack you later (unless (s)he has help, that is).

The Channel Chance



England: similar to bouncing Italy, I would only recommend bouncing England when you have reason to believe he'll be moving to the English Channel in the spring anyways. You can still use your two armies for the two Iberian builds, but that does leave you a bit open to Germany.

This article hopes to expand the opening options of competent France's - and perhaps see more French solos as a result.



The Strategy Puddle #1

Each issue, we will present a map with a strategic dilemma and you are invited to suggest a way forward for the selected power. This issue, we present suggested solutions to the problem for Austria.

It's a Spring turn. Russia is committed to attacking Austria, and Turkey has been allied with Russia in this cause. Italy has previously left Austria to her fate. France is an unknown element.

Can Austria keep her 3 units at the end of Fall? What does she need to do in Spring and Fall to do so?

Suggested solutions on the next page....



There were a number of detailed responses, which I have presented below.

Richard Cross suggests...

Austria must break up the Russian/Turkish alliance and enlist France to survive. The diplomacy involved would be to show Turkey that Russia will be unstoppable if not opposed in force now. Turkey has not received the benefits that the Russo/Turkish alliance might have promised. There are only 3 Austrian Supply Centers available and Russia is poised to take 1 or 2 minimum. A Russian solo would be fast approaching, if not inevitable. However, the Russian east flank is weak. Only a fleet in Rumania and an army in the Ukraine to oppose Turkey on a drive north. A northern Turkish drive with Austrian and French support could open Turkey up to many more Supply Centers and cripple the Russian bear at the same time, enabling Turkey to build towards the solo.

Same rationale for France. The single French army would be at the mercy of the Russian bear if he does not team up with Austria and Turkey to oppose him. Austria could help France gain footholds into Central Europe while taking Russian attention away to an eastern offensive.

Spring

France: Tyl-Boh.

Austria: Vie S Tyl-Boh, Bud S Ser-Rum, Gal S Ser-Rum.

Turkey: Ser-Rum, Alb-Ser, Gre-Bul[sc], Smy-Con

Results

If Russia has set its sights on Galicia, Tyr-Boh will probably bounce but cut support on Russia's attack of Galicia by 1. Ser-Rum will succeed as Russia would be using Ukraine to take Galicia; Rum will retreat to Sev. Russia will probably attack Galicia from Warsaw, winning with Ukraine support; Gal will retreat forward to Silesia if available.

Fall

Austria: Sil-War (forcing Russia to focus Galicia backward to defend), Bud-Gal, Vie S Bud-Gal.

France: Tyl-Boh

Turkey: Rum S Bud-Gal, Ser S Rum H, Con-BLA, Bul[sc]-Con.

Results

Russia will have to hold Sev and not go to sea, in order to avoid losing it to a Rumanian advance. This enables Turkey to take the Black Sea from Constantinople. Ukraine will be moving to Rumania supported by Sev, but will bounce with insufficient support. The Russian defense of Warsaw with Galicia will bounce with Sil-War. The Austrian will succeed in re-taking Galicia

Net Result

Turkey has taken the Black Sea and put the eastern flank of Russia at risk. Russia faces an inroad in Silesia and now both Warsaw and Sev are in jeopardy. One will fall and the new alliance of Austria/France/Turkey will be able to start moving north.

The O suggests...

This is a real bad spot for Austria. To me I can see dozens of ways that Austria will fall and very few scenarios where Austria even survives. I read this as "desperate times call for desperate matters" and will rely heavily on diplomacy rather than any specific tactical moves. The key is to recognize that both Russia and Turkey will each want as many gains as possible and will not want to see the other power get any upper hand. Using their greed against the alliance may be the only way to split it.

I am going to assume that Sev is empty and I'll also assume that we are in a Spring move phase.

I would first go to Turkey and tell him/her that I always liked him more than that horrible Russian player. Russia has done nothing but lie to me the whole game! I'm obviously going down, so I'm willing to see Turkey make the gains and I will help slow down Russia's growth while Turkey

takes my centers. It's not a full on Kingmaker approach but familiar enough to be plausible to the Turkish player. Here's what I'm willing to do. I'll support Alb into Tri this spring and ask that Turkey supports Gal into Rum. That will give Turkey great position Bud and then Vie in the next couple of moves and Russia will get no Austrian gains. Further, Turkey will be in a great position to take the board for a solo. In other words, have Turkey envision a plan that will put him in the driver's seat. I try to use a player's greed against him as much as possible.

I would then go to France. He/she is clearly a fun-loving type for already having a rogue unit in Tyl means that he may be an adventurous sort. I will tell France that obviously R/T are both treacherous players looking to sweep the juggernaut across the map. Wouldn't it be fun to have that Tyl army gain SCs? I will support Tyl to Tri and see what happens. If successful, in the fall I can support that unit into Ser. In this case, I will appeal to a player's sense of fun and trying something different.

Finally I will send a long message to Russia. Hidden in my ramblings, I will hint that Gal means everything to me and that he will not get it. This, if done right, can lead Russia to believe that I will be ordering Vie and/or Bud to support Gal. I will attempt to feed on my opponents hubris.

My orders will be Gal-Rum (hopefully supported by Ser), Bud S Gal-Rum, Vie S Tyl-Tri. Again, this is a total wing and a prayer move. Ultimately I need Turkey and Russia's alliance to break. If they do not fight, then I am finished no matter what moves I do. If Ser supports Gal-Rum, then I will emphasize this move to Russia to show that the alliance is over. Any crack in their alliance may give me a chance to survive and then, who knows, even thrive.

Wayne Read suggests...

Talk – loads!

There is a clear Juggernaut and Austria needs to shout it from the rooftops, although really the other players should already be more than aware of this. Russia is the main threat as Italy's three fleets can keep Turkey in ION for a little while (assuming his Army is in Tun). I'm guessing that Turkey's other unit is a fleet in EMS so it shouldn't be hard to get Italy on-side against Turkey. The problem with this is that it's impossible to gauge the French/Italian relationship from what's shown. The French Army in Tyl suggests that Italy and France may be fighting, if this is the case then it's a disaster for Austria and he needs to be trying to negotiate peace between those two so they can face the real threat to the game, the Juggernaut.

England is also crucial, we don't even know if he's still in the game, we can't see the Russian Northern Fleet but it's a good guess that, with Germany's demise, Russia at least has Swe and possibly a second Fleet up there. England needs to be on board to stop the Russian expansion too.

Austria has a difficult task; it's not easy to get a 'stop the leader(s)' alliance going at the best of times, but if they are in the middle of their own conflicts it can be near impossible. Assuming that Austria is up to the challenge and convinces the other players that the only way to save this game is to work together against a common enemy then the moves I'd suggest are:

Spring

It's impossible for Austria to hold on to Vie if he loses Gal this season so for the Spring move he should defend Gal. It is possible for R/T to cut these supports, but I'd suggest that defending Gal won't be expected so there's little chance of R/T moving to both Vie & Bud. The more likely move is for Turkey to take Tri with Alb.

Austria: Vie & Bud support Gal Hold

Italy: F Apu-Ven

Fall

Austria: Vie-Tri, Bud S Vie-Tri, Gal-Vie

France: Tyl S Vie-Tri

Italy: Ven S Vie-Tri

Bud & Ven's support can't be cut so the move to Tri should succeed. If Austria Gal-Vie succeeds great. If the move is bounced then Austria disbands A(Gal), assuming it's displaced, and re-builds in Vie. There's a lot that can go wrong (ION-ADS) but I think this is Austria's best chance to keep all three units.

Of course there is another avenue that shouldn't be ignored. Turkey is currently allied with Russia but it's pretty clear that he's already behind Russia in terms of SC count, and that his routes for expansion are going to be difficult, so Austria should also be talking to Turkey trying to convince him the Russia is the threat to everyone and that you don't get any points for coming second to a Russian solo.

Thanks to the three of you for your responses. The common ideas focus on breaking the unbalanced Russo-Turkish alliance, which would also be my priority.

*Next issue, I'll present a different **Strategy Puddle**. In the meantime, feel free to respond to these ideas!*



THE DICK'S CASEBOOK

Investigating Cheaters

The Case of the

Diplomacy Prodigy



The rain pattered and splashed against the apartment window, falling from a slate-grey sky thick with the menace of a thunder-god's wrath. The air in the room was oppressively close, making the occupants uncomfortable. A trickle of perspiration dribbled down my back as I glared across the table at Claude. The paper in my hands, thin and stained with sweat from my fingertips, curled in my fist.

"So, Claude, this other account..." I paused to check the details again, just to be sure. "This 'theJannisaries', it doesn't belong to you?"

Claude raised his eyebrows, a picture of innocent guilelessness. "Absolutely not," he drawled. "Why would I want two accounts? It belongs to my brother."

I shrugged. "Why would anyone?" I asked rhetorically. "Some people are just sad, I guess." I raised my eyes and watched his reaction.

"Well, not me; nosiree."

Wiping my brow, I paused. "So, Claude, can you explain why you own the email address the account registered with?"

Was there a flicker in his eyes as he answered? "Of course. I set the account up for him. He doesn't really get the whole email thing. He's only six."

I almost choked as I gagged on the mouthful of strong, thick, black coffee. "Six? He's six... and he know's Diplomacy? But he can't work out the 'email thing'? You must be proud."

"Uh-huh."

Again, I glanced at the paper I held. "There is, of course, one

other thing, Claude." He looked at me. "You see, when you tell me the other account is your brother's, I can accept that. When that account, the one that belongs to a 6 year old, Diplomacy playing prodigy, messages a friend in a game and says to the friend 'It's me, Claude'... that's when I pick up the scent of bovine faecal matter."

With a boom, thunder rolled across the leaden sky, a portent of doom. Claude's eyes opened broad and wide, his pupils expanding. His mouth pursed in a pout of sullen shock. Fear rippled across his visage like a wave of alarm washing over his face.

"Oh..." he stuttered.

I screwed the paper I clutched in my hand into a paper ball, as if clinching a baseball that has fallen from the heavens. "Bye, Claude," I muttered. Standing, I rose from the table, carried my cup of coffee to the sink, and poured it away.

My Favourite Variant

2. World Dip

by
Rick Young

PlayDiplomacy.com has a strong variant section within the Forum, known as Diplomacy Variant Forum Games. In this section members of the site organise and GM games, using the Forum's private messaging system for communications. Games have been brought to the site and played and, as a result of play, some modifications have been made. We always credit game creators where we can. We also develop new variants, often created by site members, although this - as in all cases - meets with varying success!

World Dip was always going to come along eventually. The standard game, set in Europe, was never going to be a big enough theatre. Dip players, being megalomaniacs to a greater or lesser degree, wouldn't be satisfied with one continent. To quote The Brain: "The same thing we do every night, Pinky - try to take over the world!" I remember from the days of postal Dip a game called "Mercator"; I haven't been able to track this variant down but it was a world variant. Perhaps the fore-runner of World Dip? I'm not sure but World Dip, with its large field of players, is certainly a challenge: diplomatising with six other players is on a consistent basis is certainly hard work; negotiating with seventeen others is a colossal programme!

Changes

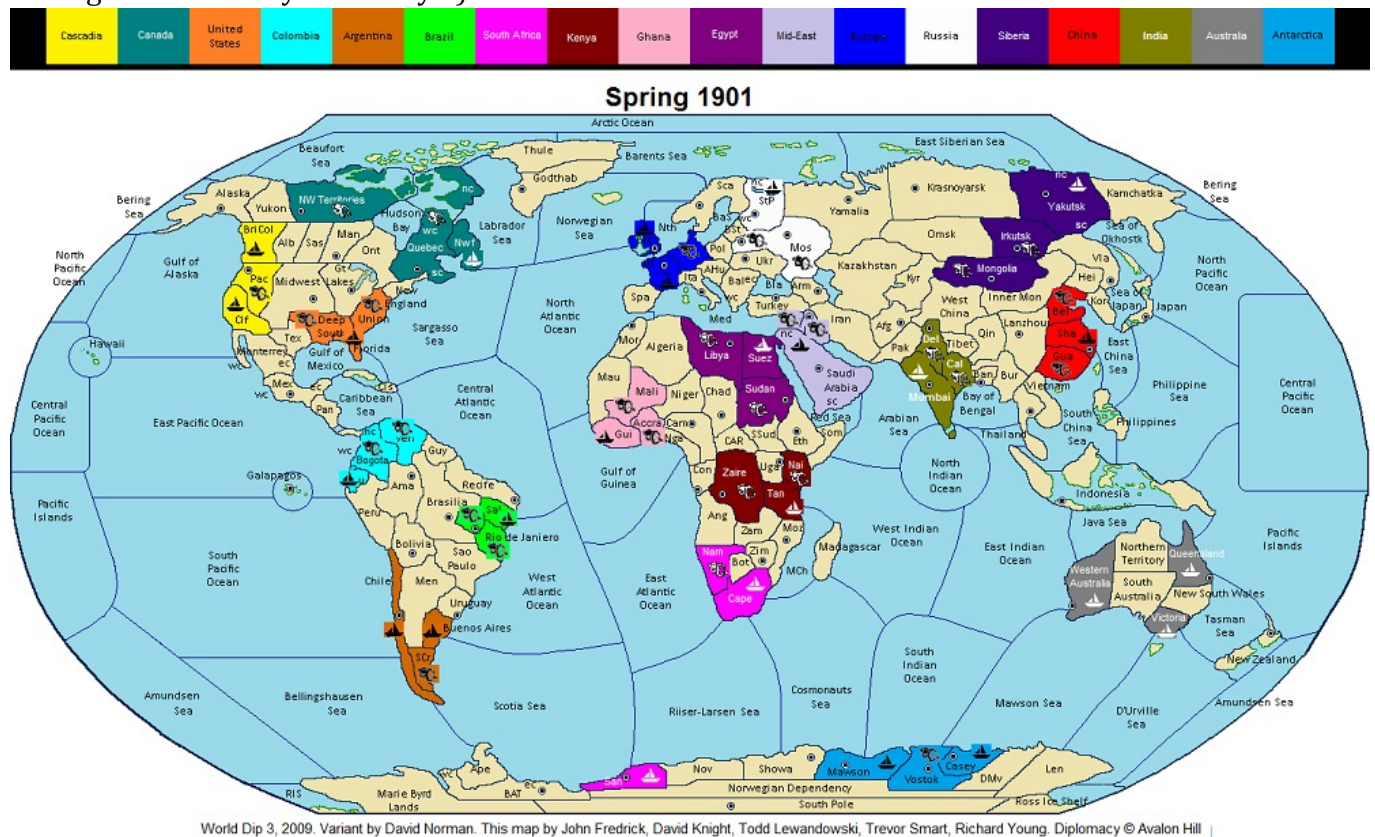
Wait! What's that you say? Seventeen others? You mean sixteen, obviously! Well, that's one of the things we changed about the game when it was introduced to playDiplomacy.com via the Diplomacy Variant Forum Games section of the site Forum. The version we play on the Forum has eighteen players but I'll get to that shortly.

World Dip (this version, anyway) is the creation of David Norman. It is set on a "spherical" map, meaning that the sea spaces of the Pacific run from one side of the map to the other. It involved 17 players based in every continent, including Antarctica (one player plays a power called Frozen-Antarctica). It is a game of standard rules with a few exceptional spaces similar to Kiel or Constantinople in the classic game. You can see a copy of the map at <http://www.diplom.org/Online/maps/world-v2.gif>

When it was first run on the Forum, it was kept at 17 players but one of the people who ran subsequent games of World Dip, Trevor Smart, added a 18th power in South America: Columbia, creating a new space, Ecuador, and combining the three SCs of Columbia, Venezuela and the new SC Ecuador into a power. There was a LOT of discussion about this, before and after the second game

of the four that have been played. Does the game need 18 powers? Is there room in South America for an extra power?

When my interest in possibly running a fifth game of World Dip on site was raised, I contacted Kevin. You may remember from the first issue that a crash on the site had resulted in the loss of images from the Forum [mentioned last issue] and I wanted to see if he had kept a version of the map used in games three and four (which had been run consecutively, such was the interest in playing the variant). To my surprise, he had... and he had also adapted the map more. I made some changes cosmetic myself, changing a few space names to remove the over-reliance on Pacific, Atlantic, etc in sea space names and to change the names of spaces which were the same as powers (eg Ghana, a power in Africa, contained a space also identified as Ghana, so I changed the name of the space to Accra, hopefully removing any possible confusion). Below there is a copy of the map I intend to use when I do run the game. It's large, and I apologise for that, but to get the detail in it needs to be! (You'll also notice that I changed the name of the north African power from Libya to Egypt; this was something that had come up on the Forum and, well, Egypt has a much more distinguished history than Libya.)



[Not a great image that, I know. You can see a clearer one here.]

Comparing the map I linked to above with this map, you'll notice that, not only has Columbia survived as a power, other powers have been rearranged for starting positions and, in some cases, renamed. All of these changes were discussed long and hard on the Forum; the aim, of course, is to give a more balanced and satisfying game.

Columbia survives in this version of World Dip, although there was never 100% agreement on this. Its inclusion certainly makes South America a crowded region: there really is very little room there. However, Kevin's reasoning – and I personally agree with this – is that it creates symmetry to the game. Other than South America, each region has a three-way power structure. North America has Cascadia, Canada and the United States; Europe has Europe, Russia and the Mid-East; Africa has Ghana, Egypt and Kenya; Asia has Siberia, India and China; and the south has South Africa, Antarctica and Australia. Whilst it may seem as if some of these triangles are forced (South Africa is in Africa, after all; the Mid-East

shares a border with the re-named Egypt) these are the ways the games seem to go. Yes, some of these powers have interests and influence outside of the stated triangles but that is really no different to Russia (especially), Germany and Italy in the standard game. South America, in the original variant, had just Brazil and Argentina; introducing Columbia gives them a triangle.

There are also other changes that stand out. North America has been re-arranged and re-named. This puts the powers on a more even keel. They are now in groupings and the game seems to benefit from this. We also introduced to island groups to the Pacific, on the west of the map: Hawaii and Galapagos. Galapagos works well: it gives Columbia a probable 2 SC gain in 1901 – as most powers have. Hawaii didn't work as well; originally it was an SC (in game 2) but proved to be too beneficial to what is now named Cascadia. It was left as a non-SC space. Europe, comprising France, Germany and the British Isles in this version, had a change of SC from Italy to British Isles, giving it more flexibility, and the fleet that starts in France has been moved to the south coast, keeping Europe interested in the Med.

Asia was problematic, especially the strength of what is now called Siberia (Pacific-Russia previously) in the original. Siberia was given a more Asia-centric starting position so relieving Russia of the immediate threat of a Siberian assault. India has been given some protection in the south by the introduction of the North Indian Ocean sea space. A number of different configurations were discussed and tested in Asia; this one seems the most balanced. In Africa the main change is to the central SCs. It is still possible for each power to gain 2 SCs in 1901 but the centre now draws the northern three powers into a triangle without clearly benefitting one of them.

Some powers are still weaker than others, of course. No map of this type is going to be perfectly balanced. However, the powers that are weaker are more like Italy in this version of the map, rather than being even weaker.

Playing World Dip

The trick to diplomacy in World Dip is the same as in the classic game but magnified: concentrating on your region of the board whilst also maintaining communications of a meaningful nature with other powers. In the early game, conflict is generally very regional as no power can really afford to break out of its region and allow others a free reign. Doing so is likely to be your doom! With some obvious exceptions, therefore – Egypt/Mid-East and South Africa, for example – players tend to concentrate communications very regionally and try to maintain some communication with closer powers outside their immediate spheres in the early game. India trying to carry out meaningful diplomacy with Brazil, for instance, is going to be a wasted effort early on.

Similarly, it is only when players can settle their regional conflicts that they can really consider in-depth strategy elsewhere. Africa perhaps has an edge here: if it can be settled by two of the powers quickly, then there are marginally more options than for other regions due to its geography. A triple alliance would be ideal if it could be organised in a region but doing so is perhaps even more difficult than in the classic game. No region has a great deal of security, with perhaps the southern triangle of South Africa/Antarctica/Australia having an edge. Again, Africa is a good example: Egypt/Kenya could concentrate on the Mid-East, Kenya/Ghana on South Africa and Ghana/Egypt on Europe. However, for any one of these powers to rely on the other two not having a secretly aggressive alliance against it is difficult.

The biggest issue with World Dip is the very small probability of a solo victory. The number of SCs needed is high: 92 SCs in this version mean 47 SCs for the solo. More importantly, perhaps, is the fact that, with 18 players, should one player manage to achieve ascendancy in one or two regions, there are likely to be enough surviving opponents who are willing and – even more importantly – *able* to mount an opposition with a good degree of security!

World Dip, though, is an enthralling game. There is always something to do and someone to negotiate with. If you really want to hone your Dip skills, World Dip is a brilliant crucible to test yourself in!

Crosswords

Two crosswords this issue. The new offering is the Quick Crossword, with simpler clues to the same answers.

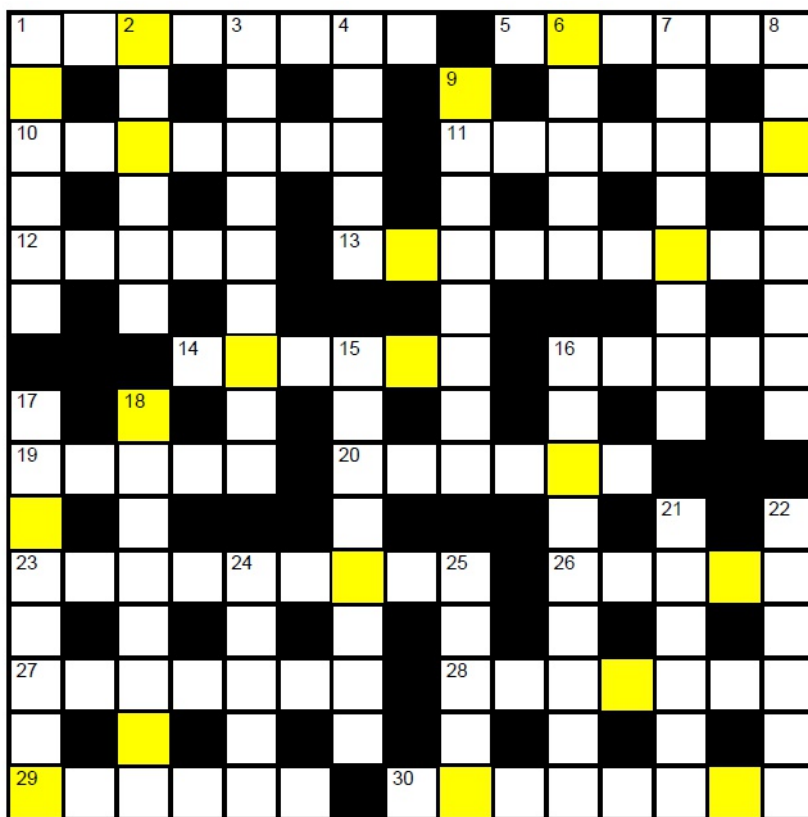
Cryptic Crossword #2 by Lefty

Across

- 1 On July Fourth, Marines attacked school. (8)
- 5 Suit made from shaved panda and dried elk snot originally. (6)
- 10 Serve these with some backspin ruthlessness? (7)
- 11 Indian wizard with really extreme visions. (7)
- 12 Bert's best mate is also Eric's old pal. (5)
- 13 AG & C report discovering ancient trade route. (6,3)
- 14 A triumphant date with courteous queen of the Adriatic. (6)
- 16 Stupid Tennessee bumpkin. (5)
- 19 Seven in every Diplomacy game? (5)
- 20 A nice little one according to Arthur. (6)
- 23 Award made press angry. (4,5)
- 26 Repeat regular exercise to prove unmanliness. (5)
- 27 Requiring massaging by the sound of it! (7)
- 28 Workers get into a bit of opera here? (7)
- 29 Current on-line developer. (2,4)
- 30 Bottom repeating at the crease? Silent but deadly killer! (8)

Down

- 1 Sun dog. (6)
- 2 Neurogenetic injected into woman created devil dog. (6)



- 3 Sound without no sound. (9)
- 4 A star stoned: Bob Marley, for example. (5)
- 6 Two-fifths scale place map American used to find town square. (5)
- 7 Something a buck comes pre-wrapped in? (8)
- 8 Birds have fun beneath the heavens. (8)
- 9 Ruler broken by two sisters. (4,4)
- 15 Kill George, not using drug, but by pushing him into one of these? (3,5)
- 16 A supporting article on illegal activity in Ukraine. (3,6)
- 17 Bond's CIA contact Lena 'L' gets kinky! (8)
- 18 Internal antenna pole only picks up card game. (8)
- 21 Challenger brought down by these? (1-5)
- 22 Fashionable one who checks mirrors pointlessly. (2,4)
- 24 Crashed car in pile-up. (5)
- 25 Bill being accepted into Nazi unit creates sharp pangs of unease. (5)

Lefty #2

Quick Crossword Clues by Lefty

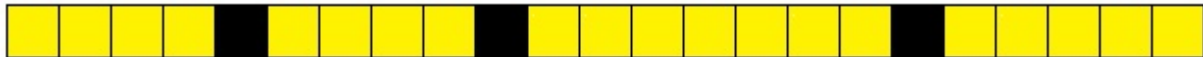
Across

- 1 Place of religious study (8)
- 5 Garden tools (6)
- 10 Roots (7)
- 11 Figurative writing (7)
- 12 Premium bond computer (5)
- 13 Body of water (6,3)
- 14 European City (6)
- 16 Broad (5)
- 19 Storytellers (5)
- 20 Breadwinner (6)
- 23 Decoration (4,5)
- 26 Perform again (5)
- 27 Calling for (7)
- 28 Eurasian country (7)
- 29 Southern Oscillation (2,4)
- 30 Hitman (8)

Down

- 1 Composer (6)
- 2 Nautical (6)
- 3 Silent (9)
- 4 Follower of a spiritual ideology (5)
- 6 Shopping centre (5)
- 7 Pelt (8)
- 8 Fliers (8)
- 9 Play (4,4)
- 15 Crevasse (3,5)
- 16 Primary location of 1853-1856 war (3,6)
- 17 Alignment (8)
- 18 General (8)
- 21 Seals (1-5)
- 22 Futile (2,4)
- 24 Marker (5)
- 25 Betrayals (5)

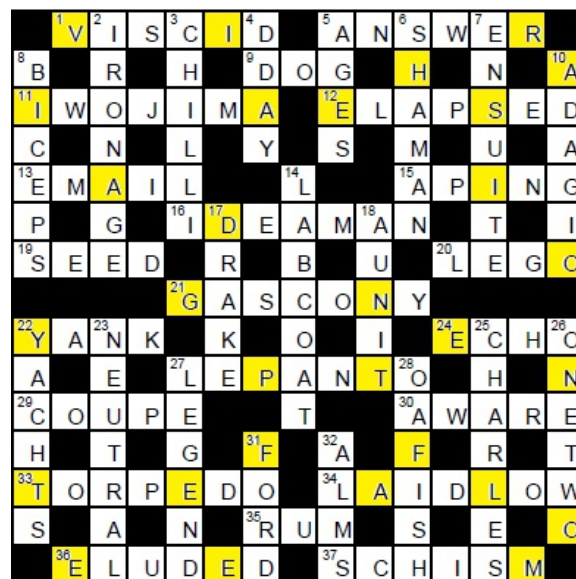
The yellow squares will give you letters that will spell out a message about Dip:



Answers next issue or, if you can't wait, the solution will be posted on the "A Fleet in Paris!" website.

Go to http://en.wikipedia.org/wiki/Cryptic_crossword to find out how cryptic crosswords work.

Solution to Issue 1's Crossword and Anagram:



T H E M A I D E N V O Y A G E O F A F L E E T I N P A R I S

From the Forum

1. Italy... the not so hard power?

by
Joe Troiani

From the Forum is an ongoing series of articles drawn from the Strategy forum of PlayDiplomacy.com.

Where I can, I have attempted to gain premission to reproduce the articles in AFIP!

I've seen quite a few posts and comments about Italy being a hard power to play, so I'd like to weigh in. Italy is my favorite power to play. Part of the problem is that, when I see people play Italy differently, it leads me to a personal vendetta, especially if I'm playing Austria or France.

I've been reading up on some of the articles on Italy's strategy on this very forum and I'm amazed by the way people suggest to play Italy... I would never survive like that.

This is all based on my experience of playing the board game in real life. I'm very new to the website itself but decided I should weigh in here. FYI: This is what works for me. All the "normal" strategies would get me killed.

I never understood the idea of Italy being a hard power to play. It is the easiest power for me to play and by far my most comfortable. If I'm playing any other power I regularly lose (even with the "easier" powers) yet with Italy I generally win. I've found playing Italy is about playing the other people at the table. And you should NEVER EVER EVER EVER (I CAN'T STRESS THIS ENOUGH) try to solo. Doesn't mean you can't solo in the end, of course, but you [Italy] are not playing your own forces; you're playing against everyone else's. You are dependent on knowing who is allies with whom and making the back stabs go your way. The goal is not to prevent back stabs but to encourage and predict them. I aim to know my enemies and my friends before Fall 1901. More importantly, I want to know which alliances can be weakened with constant talking and which can't. All my actions are dependent on that. I make sure to talk to France, Austria and Turkey with private messages in Spring 1901. I offer all NAPs and DMZs (set to their own needs and inclinations).

I will usually let them dictate what THEY want with intentions to hold them but making my first moves at least somewhat known and not changed. I also speak to the other powers and try to open communication early. It's most important to know now how people look at you but how they look at others. If I talk to Germany about working together against Austria and they are friends I've blown my cover and Austria will come for me, while I'm dealing with something else.

THE MOST IMPORTANT THING ABOUT ITALY: PICKING YOUR FIRST TARGET

Picking your first target will determine the game for you. If your first target goes poorly, it will cost you the game. If it goes okay, you can end in a 3 person draw (at worst). If it goes well it's not inconceivable to solo. Your first target will most likely be France, Austria, or Turkey. All the details are layed out below.

First Target: Austria

Required Allies: France, Turkey.

Recommended Allies: Russia, Germany.

This is the one that I've found is the easiest to end in a solo, but not easy for mid-game because you have to be very careful about moves, and your perceived size. Having France and Turkey on your side is a must. You have to convince France to go against either England or Germany. Once Russia and Germany see Austria falling they will want to get involved.

Territory split in an IDEAL result: Italy gets Trieste, everyone else evenly split Austria.

It's very important that Italy does not look big at the end of this when the alliances re-align. That's why this is so difficult mid-game. Stay small until the mid-game then slip

through the back doors of Turkey and France while they are engaged with Russia & Germany. From there it's a slow growth up from the south for a solo; not as easy as it sounds but plausible. This strategy usually ends in 3-way draw or better.

First target: France.

Required Allies: England, Germany, Austria.

This setup is probably the most straight forward, the one most people new to Italy try to pull off, but is very difficult to get it to work. It is vital that you have Austria's support not to invade you (at the beginning) and they will also help to hold off Turkey. This set-up frequently lands in a back stab by Austria but by that time you are hopefully so far into France that England & Germany can split the rest (which you should be encouraging them to do from the beginning anyway).

Territory split in an IDEAL result. Italy gets Spain & Marsellies; Germany gets Paris & Belgium; England gets Brest & Portugal.

With this result everyone feels like they got their share and you're less likely to get someone mad at you.

First target: Turkey.

Required Allies: France, Russia, Austria.

This is a strategy I don't get to put into use very often but I love playing it. I can't use it much because it requires a friendly Austria and France (see below on how to see if they are aggressive).

Taking out Turkey first is extra fun because not many people expect it. From the first moves it's important to dominate both Ionian and Eastern Med seas. I cannot stress Eastern Med enough, it's vital to keeping Turkey in check. Also with every build you get make sure you're building a fleet. Armies are useless in this strategy.

Ideally Austria and Russia come from the north and you come from the south but beware the north of Italy. It's very easy to forget the two armies up there and the fact that they need to hold Italy. If you feel like France is going to come around though the sea abort attacking Turkey immediately.

Territory split in an IDEAL result: Italy gets Smyrna & Ankara; Russia gets Constantinople & Rumania; Austria gets Bulgaria & Greece.

This split is especially tricky to get because it sets up Austria and Russia against each other allowing Italy to be free to ally where she wants.

EXCEPTION: Central Powers Alliance

Required Allies: German, Austria.

Recommended Enemies: All Others.

You are Germany's support in France and Austria's support in Turkey.

The Central Powers Alliance is very interesting because Italy wants to stay quiet and go with the flow. There's no defining strategy to this. The one objective you should have is that Venice, Tyrolia & Trieste NEED to be DMZs. It's very hard to get Austria to agree to this and you (as Italy) need to keep an eye on it every turn. The minute this DMZ falls apart the alliance falls apart. Italy better not be the cause of the DMZ falling apart. You want to keep either Austria or Germany as an ally and work against the other when the first alliance ends eventually.

Other first targets rarely happen but when they do the games can be some of the most interesting games. You have to be a shadow king to get Germany and France to take out England, Russia and France to take out England or some other devious talking game. If an Italy is barely expanding but being very involved in the talking this is most likely what's going on.

Italy as a whole is a non-aggressive, wait-and-see, power that should manipulate other powers and work her strategy around that.

My Spring 1901 moves are always the same... and they can reveal a lot about the other people at the table:

Venice - Piedmont

Rome - Venice

Naples - Ionian Sea (the one most people find odd).

Nap-ION may allow me to talk my way into Greece, which brings a whole new set of fun.

I always look at the corresponding moves from the powers around me, looking for Tri - Ven (bounce) and looking to see what Marseilles does. If there is a bounce in Venice I know I need to support myself back in and HAVE to watch Austria closely the rest of the game (most likely she becomes the first target). If Piedmont worries France, he's a jumpy player (even though I offered a NAP - and intend to hold it). If he's that jumpy (and worse, he

moves back to Marseilles instead of holding Spain) he will most likely stab before '03 (the first target is, therefore, France). I quickly note Austria and France and how aggressive their moves are overall. If they're aggressive by Spring 1902 that means that's coming back to Italy later. If they don't act too aggressively through Fall 1902 I try to arrange a Central Powers Alliance or focus on Turkey as the first target.

KIZZY'S DIP TIPS



KAMIKAZE KIZZY!

Kizzy is a kitten. She can't talk. How else do you expect her to communicate her Diplomacy strategy tips but by actions? This month's tip comes from her flaunting that natural feline ability to always land on her feet.

Kizzy hunts; she hunts whatever she can. On this day, whilst she was perched on a windowsill, she decided that she would attempt to hunt a passing fly, through the window, meaning she lunged after the fly and disappeared out of the window. This, in itself, wouldn't be a problem, except that we live on the second storey! Kizzy landed completely safely, tried getting inside the apartment below us and, when my partner got down there, simply allowed herself to be brought back indoors.



In Diplomacy Kamikaze strategy is rarely the best thing to do. Going all out to destroy an opponent will always leave you vulnerable. Usually a more balanced play will be better. Kamikaze strategy is not something to never attempt, however, as there may be times when trying this is worthwhile.

The situation is desperate. An opponent is close to achieving a solo. The Grand Alliance, aiming to prevent this, is proving difficult to form or difficult to motivate. You decide that it is necessary to get things moving...

Whilst it smacks of desperation, a Kamikaze strategy might just work in this situation. In the end, you don't have much to lose anyway! So, throwing caution to the wind, you

go after the leader. No defence any more, only attack.

Don't forget to make sure that you let the other players know, of course. It needs to be broadcast that this is what you are doing. Is it worth telling the leader that you are going down this route? Possibly; it may give her pause. You may get yourself eliminated; on the other hand, you may manage to inspire the other players to launch into the war against the leader with a gusto as yet unseen!

Just remember, though; you don't have nine lives like I do so don't go kamikaze unless there is no other way!

All the best,

Kizzy



The Quiz #2 - India

Each issue we will have a differently themed quiz. This issue the subject is India. India is the world's seventh largest state by area, second largest by population (and predicted to grow to be the largest in the near future) and the world's largest liberal democracy.

1. What four world religions were founded within India?
2. Which empire emerged around the third century BC(E) from the kingdom of Magadha?
3. Between 200BC(E) and 200AD(CE) two dynasties grew to mastery in southern India, trading with, amongst others, the Roman Empire; what were these two dynasties?
4. Which empire grew around the greater Ganges Plain around 400AD(CE)?
5. What was the name given to the Islamic empire in established in northern India from approximately 1200AD(CE) that protected India from the ravishes of the Mongols?
6. Which Hindu empire became the first to govern much of peninsular India, based around the Shaivite sect?
7. Which empire governed most of India at the time of European expansion on the subcontinent?
8. What was the name of the administration that grew to control India on behalf of the English government?
9. What event in 1857 led directly to the formation of a unitary state for India within the British Empire and the formation of the Indian National Congress in 1885?
10. When did India become an independent state, following its partition into India and Pakistan?

The answers to Issue #1's quiz follow on the next page....

Answers to The Quiz from Issue #1.

1. In which region of Europe did the Thirty Years War start in 1618?

Bohemia.

2. The Holy Roman Emperor, Ferdinand II, defeated the above rebellion with the support of Spain and which German religious army?

The Catholic League.

3. Which region did Spain occupy which effectively allowed them to move troops from Spain to the Spanish Netherlands?

The Rhenish, or Lower, Palatinate.

4. What was the name of the Spanish general of the army of Flanders?

Spinola.

5. Between 1630 and 1634, which Lutheran power won control of most of southern Germany... and then lost it again?

Sweden.

6. Which treaty created peace between most of Germany and the Holy Roman Emperor?

The Peace of Prague.

7. France and Sweden remained as the only serious opposition to the HRE after 1634. Which Saxon did the French employ as a general to carry the war to the HRE?

Bernhard of Saxe-Weimar.

8. Which treaty finally led to French and Swedish forces working towards common aims against the Imperial forces?

The Treaty of Hamburg.

9. Which region, on the Rhine, did France gain rights over, a region which remained an area of conflict between France and Germany for three centuries?

Alsace.

10. What treaty finally ended the Thirty Years War?

The Peace of Westphalia.

Up-Coming Conventions

WorldDipCon XXIII

Friday 23 - Sunday 25 August 2013; Notre-Dame-des-oiseaux High School, 12 rue Michel Ange, Paris, France

Register for the World Championship of Diplomacy: <http://www.worlddipcon.com/en/register-world-diplomacy-championship-2013.php>

Contact: http://www.diplom.org/Face/cons/send_email.php?id=374

Website: <http://www.worlddipcon.com/en/world-diplomacy-championship-2013.php>

Italian EGP Step 2013

Saturday 31 August - Sunday 1 September 2013;

Contact: http://www.diplom.org/Face/cons/send_email.php?id=382

Website: <http://azogar.altervista.org/portale/>

MidCon

Friday 8 - Monday 11 November 2013; Hallmark Hotel, Midland Road, Derby, DE1 2SQ, United Kingdom

Contact: http://www.diplom.org/Face/cons/send_email.php?id=378

Website: <http://www.fbgames.co.uk/Midcon/default.htm>

Includes the UK National Diplomacy Championship.