



## Merry Christmas ...

### ... and Happy New Year!

How about making a New Year's resolution related to Diplomacy...

Whether it is to play your first FTF event, introduce friends to the game, write an article for this ezine, finally get that elusive solo, catch-up with past hobby mates even just to find new ways to have fun with the game.

Also, cheers to all you Diplomats doubling up as parents in your spare time! Enjoy the festive season, the cricket, the beach and the bush, and hope to see you at the Australian Diplomacy Championship in January.

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## Letter to the Ed.

"Excellent work! I seem to have slipped off the DAANZ mailing list somehow – I will rectify it when life gets a bit more settled, but I applaud your intentions and thoughts here. One day I will make a Sydney FTF – this has inspired me more!

I particularly liked your Quantum state interpretation of "lying", interestingly echoed in Craig's words over his enjoyment in what happens when the Dip stops. I guess it all depends on how the quantum state collapses – and if you're Germany, perhaps your take on the Copenhagen interpretation.. Anyway, very clever and observant.

I hope your energy is picked up and worked with – I am moving to Perth early in the new year, so perhaps I can establish a beachhead in the west."

Regards, **Andrew Paul.**

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## DAANZ Exec Notice

"Dear All, Can I please take this opportunity to offer thanks to both Tristan and Thorin who have put in a vast amount of time over the past few months. There has been much discussion and what follows are only some of the key issues that that the exec has covered.

### 1. Incorporated Association

The Exec has reached agreement that the DAANZ **will continue** as an incorporated association.

The main advantages considered include:

- By definition: "Incorporation gives an association or community groups certain legal advantages in return for accepting certain legal responsibilities. An incorporated association receives recognition as a legal entity separate from

its members and offers some protection for office holders from any debts or liabilities incurred by the group as long as the association doesn't make a profit for its members."

- The Exec believes it has the time and ability to operate the Association for the benefit of the hobby
- There are early signs of renewed interest in the game of Diplomacy in Australia and New Zealand

## 2. Web Updates and DAANZ Site Hosting

The Exec want to acknowledge Will Black for the solid progress made toward bringing the DAANZ website up to date.

- Tournament Results
- Tournament Calendar
- Bismark Cup
- Masterpoints (to end 2007)

The current site hosting has been paid to April 2009. Prior to the expiration of this hosting, the Exec will have considered and decided whether to adopt a new hosting option.

## 3. Bismark Cup

The Bismark Cup will continue in 2009. The award remains focused on FTF play (i.e. Anzac Cup excluded).

*"The Bismark Cup encourages attendance at Diplomacy tournaments and is awarded to the most successful player at DAANZ affiliated tournaments throughout the calendar year."*  
DAANZ

## 4. DAANZ Newsletter

The newsletter will be published approximately 6 times per year. It will be posted to the DAANZ website. The intent is to publish:

- all formal Exec announcements
- an article and photo's for every ANZ tournament
- articles of interest, player profiles, news and views, reprinted historical material etc

All contributions welcome. Please submit material to the newsletter editor, Thorin Munro.

## 5. Tournament Calendar

The tournament calendar on the website is up to date. There is a noticeable absence of Victorian and Queensland events listed for 2009. The Exec will continue to work with local hobby participants to build an active ANZ calendar.

## 6. WDC 2011

The Exec will wait for the Australian Championship in January to further explore a potential bid for WDC 2011. The level of success of ADC09 will directly influence the thinking on this item.

## Grant Steel / President DAANZ"

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## Exec 2007-8 sign off

**Bill Brown** has kindly contributed a message from the previous DAANZ Executive.

"Hi all, I suppose you are all wondering what became of the previous DAANZ Executive Committee (i.e. Rob Stephenson – President, Bill Brown – Secretary and Andrew Goff – Returning Officer)?

After running for office in late 2007 with the intention of making a bid for WDC in 2011, the executive tried its best to tidy up things.

The Executive did the following:

- organised and held an AGM
- 18 membership subscriptions

- submitted the Association annual statement
- improved communication of results to allow the website to be updated more regularly
- transfer of DAANZ bank account.
- collection of tourney results and player details into a contacts database
- held two executive. meetings and maintained minutes
- provided a Presidents Report
- approved the 2008 Auckland Champs
- encouraged a new TD (Grant Szuveges) and helped organise the 2008 Melbourne Diplomacy Open
- converted old Australian WorldDipCon tapes to DVD format

This lead to around the middle of this year when, due to changed circumstances i.e. work and family commitments, the President and Secretary made the decision to stand down at the AGM in September. Our final meeting was held at the Prahran Hotel in June where after finalising a few things we ended up having a few drinks together and played a game of Stone Age in the main bar....

Thank you to the current Exec on picking up the reins and to Tristan for providing a comfortable and sociable place (i.e. his unit) for holding our committee meetings.

This leads to me to a serious aside. The strength of any association is in the members and what they are willing to do for the association. The DAANZ can't continue if people do not contribute. So ask yourself this: What are you willing to do for the DAANZ?

As for the whereabouts of the previous Exec, Rob is out fighting real fires, Goffy is out there winning tournaments and Bill is leading a quiet, secluded life somewhere to the far east of Melbourne. Cheers, Bill"

*[Editor's comment. Bill has glossed over one of the most important contributions the Exec made, namely to challenge the formal Association status of the DAANZ. In opening the debate, they encouraged many people to closely examine the pro's and con's of Association. The result of this discussion is reported elsewhere in this ezine. In my view the debate has produced a significant lift in vitality and activity in the hobby. Seems there's nothing like wildfire to stimulate regeneration.]*

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## Bismark Cup 2008

Congratulations to **Andrew Goff** on winning the 2008 Bismark Cup. The annual award recognises active and successful tournament play. Winning four of the seven FTF events held across 2008 is a remarkable achievement.



Following are the best seven players in 2008.

1. Andrew Goff
2. Rohan Keane
3. Bill Brown
4. Frank Meerbach
5. Sean Colman
6. Thorin Munro
7. Steve Lytton

Refer to [www.daanz.org.au](http://www.daanz.org.au) for full results.

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## Don 2008

**“Let me give you all my centers”**

by Will Black

“Not all of the following is true, names are left out to avoid any harsh words and bad language and general unfriendliness.

Got on the Bird and headed to Melbourne, off to the venue on the bus full of air then onto the Greasing Train. The Train was slow but got to the venue just after 12:30.

Just in time to become England in the second game. I usually like England but today was after a long passage to get here. So, on we go. Moved full steam ahead and banged into Russia, started working away then what is this France has put the latex glove on and is shafting me. Nooooooo! Have a quick and frank word with him and it is just a rouse he plans to move on Italy. But noooo. He has really shafted me..... And at the same time is shafting Germany. It helps that Italy refuses to

build and thus no pressure, no guts, no glory.

At this time my guts where all over the place. Trying to help Germany fend off the French, who by now is taking camp in Liverpool and Wales. A move to Scandinavia was looking good so while I could brokered a deal with France to take one home centre a year unopposed while I went for the top corner. Got the top, and keep London when a hand holding 7 way draw was established. Oh and in the East AIR where taking a stick to the poor Turk and he managed to survive , well done to him.

Game two, off to the races with Italy. By this time I had been awake for over 24 hours and my moves and skill was low. But saw France coming so blocked him in Pie. Just as well. Mun - Tyl and Mar - Pie were ordered. Onto my 4th coke and high on the sugar, had some fries but can't usually eat when playing....

Got my big stick out and started working on the French.... But he had a blow touch and pliers and was started to take me apart. So in 1904 I offered him all my centres as I wanted out of the game. Strangely he did not accept, but instead insisted that we work together. I am now a puppet and move as my master wills.

I move left , I move right. All I see is daylight. I march into Munich and build , then I march into Kiel and build. I should have given up ages ago ... I'm doing much better now.... and my master doesn't catch on.

Meanwhile RT were fighting Austria and sometimes fighting each other, a bit of a love / hate relationship. England was having real problems with the North. At one point I half expected to see England get eliminated.

Somehow England managed to push back the Russian and get a foot hold at the top corner. This is where is all got ugly. I think somebody played Mob War or Vendetta as my French master takes a centre off me. Yes just 1, I had all 4 open and at one stage Turkey asked if I was going to take back Rome and Naples, I said, "I still own them!" Hands off!

So I was a little pissed off, 1 centre, I wanted to give you all of them, and then had to continue in the game and then you stab me for 1, nooooooo. Time to put on the Latex glove and start dealing with France. Just got ready and time was called on the day. Just as well I think my attack would have failed at that late stage.

On to Power Grid. Though I was a little sleepy I

got the hang of the game and won, woo hoo! Then off for some fried Japanese, very good (And yes they do taste like Chicken). Then off to the base for some more Power Grid, this time it was won with rubbish, can you believe that, rubbish...

Morning, coffee, then Brunch, well at least I thought so... I was the last of the 5 to receive my meal and it was "Toast" WTF.... got the waitress and slapped her around the head. "French Toast" not "Toast" come on.... What is worse they took another 20-30 mins to get my replacement and by that time my fellow travellers were finished, and I told the waitress where she could stick her food. Then I was informed that I would have to pay for meal and if I would like it still. I said no, I will not be paying for the meal and I would not like it still. Then queue crazy talk.... I apparently ordered the "Fruit Toast" not the "French Toast" I did repeat "French Toast" twice on ordering. But no now I would have to pay for both the "Fruit Toast" and the "French Toast" , at this point our leader took the matter up with the manager. 30 Mins later he was happy and the manager was walking funny. Just as well I was not that hungry.

Back to where the action was left last night. I was in a better head space and was back in the game. Time to attack France. England gets his Latex Fist ready and goooooo. Finished with Paris and Mar, Rome and Naples. England took 15 and Turkey 9.

Time for some Family Business, I was up against two rival families and it was a bloody war with each family going do to one each left. Bam, one gone. Then a trade off between the last two, Bam, and I win. Ha! Ha! Ha!



Photo: Game 5 in progress (l to r: Frank, Geoff, JC, Steve, Bill and Graham)

I draw Germany in my final game. Strange game this one. I started off with a Frenchman



that wanted to attack England. OK lets go. Got my suitcase, will travel. But then the old switch-a-roo. (Roo's, Taste like Chicken also). So start again. Russia suggested that I was in the gun, which is what I was thinking also. I offered Munich to Italy so he could play two fleets toward France. England was friendly but I think he is hiding something. France wants Bel. OK.

1902, Italy and France are on. England takes Bel with my support then next season tries to take Hol, WTF, I don't think so Charlie Brown. I had stopped that attack but this trickster was up to no good. He was also attacking Russia. Then the move that swing me full circle. I was in Bur and going great with Italy against France and trying to get England to move South then I lose Den. What, England takes Denmark from me. That's it, forget France I am taking on England. I took Bel, and build a fleet. Italy had transferred Munich to Austria, that was not nice. Then I was pushing on England more with Russia's help. Somehow I build a third fleet. After getting Denmark back, that same year Russia got Sweden and Norway. England managed Bre but that is all, with Italy coming around the corner he is dead. France now owns Munich.. not sure why Austria wanted Munich if he was going to leave it unguarded. Then I pushed into the North Sea, and France took Berlin . End of game. Which is a shame as I wanted to eliminate England.

In each game I lost one or more home centres (Lvp, Edi as England), (Ven as Italy), and (Mun and Ber as Germany) To say I didn't really find a friend during the weekend was an understatement.

Meanwhile on the other Board a Frenchman got a 19. WOW! Well Done.

Back on the Greasing Train, and bus full of air and got the bird out of town....

Great weekend..Thanks for the place to stay and great times. Thanks to the organiser , and all round nice guy.

Stab you soon."

### Don Challenge 2008 - Results

1. Frank Meerbach 2. Thorin Munro 3. Graham Allen 4. Rohan Keane 5. Steve Lytton 6. Bill Brown 7. Sean Colman 8. Will Black 9. Jean-Christian Imbeault 10. Andrew Goff 11. Geoff Kerr 12. Rob Schone 13. Tristan Lee 14. Kim Colman.

Refer to [www.daanz.org.au](http://www.daanz.org.au) for full results.



Photo: Goffy presents the DON Trophy to Frank



Photo: The mob of DON wannabes.

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## Anzac Cup 2008

*by Thorin Munro*

The Anzac Cup has become the premier online Diplomacy Tournament for the ANZ hobby. For the past three years, each tourney has fielded the largest number of players and games of any ANZ event.

The Anzac Cup concept was created by Greg Evans and first run in 2006. The original intent was to help bridge the divide between FTF and online Diplomacy players and in particular try lure Machiavelli's glued to their computer screen, out of the house and into the fray. The project is still a work in progress...

In 2006 Greg hosted the tournament on Redscape utilizing human game moderation. After eight games Stephen Muzzatti beat Thorin Munro and Tristan Lee for the title from a field of 31 players.

In 2007 Thorin took on the tournament and moved it to the Diplomatic Pouch's dpjudge. Jorge Garcia edged out Stephen Muzzatti and Bill Brown. That year there were 14 games and 26 players.



The 2008 tournament attracted 17 players who competed across 9 games. Stan Veitsman, a native Victorian, living and working in Tbilisi, Georgia won in very convincing fashion. Here is Stan's entertaining end of tournament commentary:

"Gentlemen and fellow scoundrels, greetings and salutations to you all from Tbilisi, Georgia. Indeed, as Thorin mentioned, I am living in Georgia, where I work for the UN peacekeeping mission. Despite my best efforts to pass myself off as the Sean Connery type (anyone who thinks there has ever been any other worthy JB is a fool!!), I remain little more than a humble Civil Affairs officer (for anyone actually interested, that means working with civil society, NGOs, etc to develop and promote contacts between communities whose leadership would gladly inflict a hideous, painful death on one another). Anyone watching the news lately would excuse my sudden disappearance since August, as well as the unanswered emails and discussions (which I have not forgotten and will revert).

As Thorin also mentioned, as if events in Georgia were not enough, in September I dashed off to France to marry my long-suffering girlfriend (who, by the way, worked in South Ossetia, and had the pleasure of watching four years of her pain-staking development work and capacity building literally go up in smoke overnight!). I mention these things not only by way of self introduction, but to explain my disappearing act

and to clarify for some of you that, indeed, I am not really a 67 year old librarian from Tasmania named Joan, nor am I an ethics professor at the university of Western Australia!!

And this brings me to the real point. Gentlemen, thank you all for a great few months of entertainment, distraction, and invaluable education in a number of different spheres. I put my "victory" down to sheer luck - a combination of being a new and unfamiliar element to most of you, and spinning yarns that worked well early on but quickly ran out of steam as the "I know you" factor developed (Stephen can vouch for that, I think - from a tumultuous love-hate relationship in the Archer epic to the "oh no you don't - I've seen that line before" slap in PeterPan, I think it was).

The quick points early on carried me over the line in the end, but I can assure you that luck was the key factor, and this became increasingly apparent to me as I developed a better understanding and appreciation of the various strategies and negotiation techniques in the latter games. Gentlemen, a sincere thanks to all of you, and I hope to cross swords with you again next year.

On this note, allow me to add a few belated thoughts to the discussion on the ANZAC Cup that took place in September. As a newcomer and one who has not played much diplomacy, I have thoroughly enjoyed playing the ANZAC Cup. This was my second ANZAC, and it was not much more enjoyable than being caned last year. Indeed, I hope my "success" this year goes some way to disproving the "conspiracy" theorists among you.

The anonymity of the format is, to my mind, its greatest asset. Not only does it allow the players to assume a different approach from game to game, but it supports the idea of approaching each game and each opponent on their merit. Yes, the more experienced and clever players will soon learn to "recognise" others, but I fail to see what sort of advantage that gives them over a player who is able to build rapport with others. I think my main advantage this year (aside from luck), was spending 18 hours per day in the office, usually seven days per week, and finding plenty of time to write, write, write and write.

An oblique reference to the Caucasus saw a rapid development of a game-winning alliance (and friendship) in one game, and a standard Monty Python or Blackadder quote would quickly identify the "fun" opponents from the

"dry and serious" ones. This, by the way, is why I think expanding the field to an international crowd is a great idea.

Injecting more unknowns will not only help to level the playing field, but as DWC [Ed: *Diplomacy World Cup being played on the Stabberfou site, with an ANZ team in the Final*] experience has shown, exposure to "foreign" styles of play would be a good way of expanding our ideas, tactics, strategies and ways of thinking. My abysmal performance in the solitary DWC game taught me that many others, in the first place most of the Europeans, have a very, very different approach to Diplomacy than we ANZACs. Besides, diluting the blood line is always a good thing - just look at the royal family as a case in point of the opposite!

Anyway, that's my two cents worth, and I very much hope to be able to join you again next year and to run into some familiar knives, err faces, then.

Cheers from here, Stan"

You are able to view the games and end of game press online at the Diplomatic Pouch. Follow this link <http://www.floc.net/dpjudge/> click on the 'Standard' button and search the Completed Games list for any prefixed with ac07\_ or ac08\_

#### Anzac Cup 2008

|    |                   |     |        |
|----|-------------------|-----|--------|
| 1  | Stan Veitsman     | VIC | 89.500 |
| 2  | Stephen Muzzatti  | NSW | 70.000 |
| 3  | Alan Gee          | QLD | 67.000 |
| 4  | Rohan Light       | NZ  | 58.000 |
| 5  | Andrew Paul       | NSW | 51.000 |
| 6  | Bill Brown        | VIC | 33.500 |
| 7  | Doug Melville     | NSW | 17.500 |
| 8  | Mark Oakwood      | NSW | 16.000 |
| 9  | Andrew Goff       | VIC | 14.000 |
| 10 | Grant Steel       | NZ  | 10.250 |
| 11 | Vijayan Thomas    | NSW | 9.250  |
| 12 | Adam Schofield    | NZ  | 7.000  |
| 13 | Neil Gladden      | NZ  | 2.500  |
| 14 | John Marks        | NSW | 1.500  |
| 15 | Peter Jameson     | NSW | 1.250  |
| 16 | Anton Angelo      | NZ  | 1.000  |
| 17 | Thava Visvanathan | SA  | 0.750  |

Refer to [www.daanz.org.au](http://www.daanz.org.au) for full results.

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## Anti-EFG Debate

by Thorin Munro

The EFG alliance creates a powerful and game distorting dynamic. The Eastern theatre is practically forced to act in concert and when it sticks, the EFG is very hard to counteract. I thought it would be good sport to facilitate a discussion focused on combating the Western triple alliance. Enjoy the ideas and thanks to Bill Brown, Andrew Goff and Craig Sedgwick for participating.

**Thorin:** OK we're talking anti-EFG. But really there's an important strategic question to answer first i.e. whether the EFG is actually good or bad for you?

**Goffy:** Right. In tournament play, EFG is much better for a competent Turk than just about anything. With three less experienced players it is good for Russia, three more experienced players it is usually an OK game for Austria. So the first question is "Do I want to stop it?" I have seen some Turks actively push for EFGs ... although I think it is bad play and I've not seen it get big results.

**Craig:** I would say, WISH you are playing Turkey - unless the EFG sweeps the entire board Turkey is going have a good game and people will be talking to you a lot more than normal - which is always nice.

**Thorin:** I recently heard this called the "*Lurking Turkey*" strategy. Play within the Eastern alliance until one of the EFG partners stabs. Then the Turkish player can make explosive gains, even if the solo is unlikely. It seems to me the EFG is just plain bad news for Italy, who ends up caught in the middle and vulnerable to being dotted by either France or Turkey or both. Russia is also on the front line and likely to be forced to cede at least a couple of northern cities.

**Bill:** Germany should be the one to always turn it down (especially in Tournament games). That is to say I haven't gone along with it in past games ☺ It leaves Germany mightily exposed at the mid to end game against any decent opposition i.e. their erstwhile allies. As England or France you jump at the chance as it can set you up for the rest of the game. It leaves BOTH of the Wicked Witches free to get to the mid-game without too many problems. They are not called Wicked Witches for nothing!



**Thorin:** I'm curious to hear what you think motivates an EFG to form?

**Bill:** The EFG seems popular because it's so easy to get going and puts off deciding the outcome in the west until later in the game.

**Thorin:** In the first round of an Australian Championship, I drew Italy and an EFG was formed immediately. The players stated outright they were not going to stab each other, rather were content to take the solid centre available count in a first round draw. Valid tournament play, I concede. I remember being very frustrated by the stonewall diplomacy.

**Goffy:** The failure to leverage pre-emptory Diplomacy. I have a theory that EFGs happen a lot in Australia because of inexperienced players on the other side of the board either not negotiating or bungling their approach. My success as Italy is driven by France not attacking me - it is in fact an easy "value proposition" for France and Italy to lay off each other, but a strong argument is rarely made for this by inexperienced negotiators. The same dynamic exists between Germany and Russia. The trap of falling into East vs West thinking before the first moves are read is heavily apparent here.

**Thorin:** It's paradoxical in that the EFG is often set up (or agreed to) by a stronger player/s in order to give themselves an easy run and platform for a big score. It's rarely a good alliance for a weaker player, but again, one they are attracted to (safety in numbers?)

**Bill:** I have asked a player I know well, why he continually joins EFG alliances? He will readily accept it as Germany and usually ends up stabbed. He knows it is wimping out, but will continually take it rather than enter into the E/F v G, E/G v F, F/G v E debates. I agree that is rarely a good "long term" alliance for a weaker player, but yes, maybe it gets them into the game safely? My own recent EFG was mainly done to form/maintain relationships, it was easy and fun and I wasn't Germany!

**Thorin:** At the risk of stating the obvious, it's crucial to identify the EFG early, particularly if you are Italy or Russia. Those two powers face the immediate threat and will be overwhelmed rapidly without active counter play.

**Bill:** But how do you identify it? Mainly through the moves and/ or builds. So at the earliest you could do it in 1901, more likely in 1902 and it is probably too late by 1903.... It is difficult

because normally Austria and Italy are looking eastward to oppose Turkey. To change tack in the middle of this course takes a lot of effort diplomatically, tactically and strategically. Only one of the partners has to be swayed by the west for a year or two and by then it is too late.



**Thorin:** What about these common moves as indicators of an EFG (in concert)... the English conveying an army into NWY and FNWG-BAR in F01.

**Bill:** Not necessarily, but maybe in concert with moves of G/F e.g. bounce in Sweden. I'd have to check again the Diplomacy bible and see what it says about that opening (I think it's called the "Churchill"?)

**Thorin:** Germany bouncing Russia in Sweden and building all armies. In a recent EFG alliance I saw Germany request three 1901 builds. (France and England agreed the deal before they brutally stabbed Germany in 1903).

**Bill:** Building all armies may be the give-away. Like any "all eggs in one basket play" it can leave Germany exposed. The armies move east, France could be tempted. They move all west, then Russia could take advantage.

**Thorin:** France putting FMAO - Spa/sc, building F Mar, or even taking Iberia with armies and putting FMAO-WES in F01.

**Bill:** I've seen that work quite well for a French stab on England eg Spa(sc) and F Mar. Maybe the cool looking F Bre-MAO, Par-Gas, Mar-Spa? or Mar-Pie? So I agree that it is more a combination of things. No moves to Eng or Bur, a convoy to Nwy, a bounce in Swe, F Mar build, two or even three armies by Germany, and maybe early armies for England?

**Thorin:** The other early indicators must be



diplomatic and psychological. Simply asking players of E, F and G what they are planning, in those early seasons might work. They'd all need to be quite skilled liars (diplomats!) to successfully mask an intended EFG. Another key, with experience, is having an insight into which players are prone to forming it.

**Bill:** Yes, having a player 'expose' an EFG very early, openly and naively may undermine its formation. Oppose them early and prevent it starting in the first place....

**Craig:** I usually scream loud and early about the EFG and hope they deny it, with so much conviction that they then don't actually go through with it (i.e. one or more of the EFG change their minds).

**Thorin:** OK, given an EFG has formed, how do you combat it?

**Craig:** I hope someone else tells you the secret, 'cause I haven't worked out a reliable way to break the EFG.

**Bill:** Combating it requires complete co-operation from the East and the sooner the better. Which is the major problem - getting four powers to put aside their normal games to face the EFG is difficult. The east has no real chance to set up anything similar apart from an R/T. An RAT is possible but is rare. Imagine trying to run a four power eastern alliance from the start of the game. Where does it lead?

**Goffy:** Tactics. Keep Northern fleets going, set up "pop" situations in the middle - not in (ultimately) vain attempts to take Munich or Marseilles, but in an effort to unbalance the other side. EF on 8 and G on 4, or the best of all - fight an EFG with 13 fleets and 5 armies. DO NOT allow time for the experienced player(s) in the EFG to talk a lot to their allies in Fall turns ... make the new player(s) figure out the builds on their own and watch as England builds ANOTHER fleet to try and take down Russia's F Bal.

**Bill:** If the alliance lasts, the scores are diluted at the end i.e. the three way into 34 goes only 12-11-11. A big two way is much stronger in the mid to end game. There's less negotiation or co-operation needed, clearer paths to achieve success, less chance of any misunderstandings. Use this logic to try to encourage the alliance to break down.

**Craig:** Typically I find it hard to talk the English player into stabbing. They are either going to

be the less experienced one in the alliance, who is too fearful to initiate the stab, or the more experienced player happy to sit back and watch it all open up, knowing the payoff comes down the track (well, usually anyway).

**Bill:** It may be possible to target one member of the alliance and make them suffer e.g. Germany. Or stop another member before he makes much headway e.g. France in the Mediterranean. Stopping one power on the board or making them pay a greater price than the others in the EFG may lead to them doubting the benefit from continuing with it.

**Craig:** Generally when I am fighting the EFG (If we are successful) the game almost always ends in a six or seven way stalemate. I guess this is because no one in the EFG feels it beneficial to stab and no one on the other side feels they can risk a stab.

**Bill:** How boring is this? The players all assume the western powers will join together, so the eastern powers have to join together, and even if the western powers weren't going to join together, the eastern powers force it by moving on Germany ... which turns a 7 player interactive game into a two-way arm wrestle.

**Goffy:** I don't mind fighting EFGs, but being in one? BLEAH.

**Bill:** The EFG is not good for the Game and should be avoided because it is BORING! Like any game, Diplomacy is better when there is variety and dynamic play. Players should be demeaned and humiliated if they choose the "easy", "boring" path (ESPECIALLY IF THEY ARE GERMANY!). They should be challenged to "stand up and fight it out in the west" like any good player would!

**Thorin:** Love it Bill, that's sure to work, let's name and shame those wimpy EFG'ers ... trouble is I know all of our names would be on that list ☺

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## DAANZ Calendar

To get started in the hobby, why not make the effort to participate in an upcoming event. You will meet a bunch of unique characters and enjoy the game played at its best, in person!

## Australian Diplomacy Championship

24 - 26 January 2009

Location: Summer Hill Community Centre,  
Sydney, NSW

Format: 5 Rounds over 3 Days (Continuous  
tournament).

Scoring System: Owls System

Cost: \$25 for the 3 days or \$10 per Round.

NEW PLAYERS FREE.

Prizes By the Australian Board Gamers  
League [www.abgl.com.au](http://www.abgl.com.au) and Seropeco  
[www.seropeco.com.au](http://www.seropeco.com.au)

1st Prize: Return Airfares & Accommodation to  
the Value of A\$3000.00 to attend:  
World DipCon Championship

Wednesday 24th June 2009 - Sunday 28th  
June 2009  
Columbus Ohio, United States

Other Prizes: 2nd/3rd, Countries, Best Novice  
Free Refreshments: Tea, Coffee, soft drinks  
and snacks.

ADC Dinner: Saturday 24th January, 7:00 PM

TD: Thorin Munro

## Auckland Championships

In conjunction with Auckland University's  
BATTLECRY.

February 21<sup>st</sup> and 22<sup>nd</sup>, 2009

Venue: ASB stadium in Kohimarama.

TD: Grant Steel

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## DAANZ eZine Editor

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Sydney,  
27<sup>th</sup> December, 2008

