



DAANZ eZine



NOVEMBER 2008

Welcome...

... I think the ANZ hobby needs a newsletter!

Last holiday I visited my mother and found a couple of ancient issues of "The Go-Between". A Diplomacy zine I read as an 80's teenager, well before the internet arrived. I was struck by the incredible amount of effort people put into creating and supporting the hobby, organising postal games, writing articles etc.

Whilst I have no intention of recreating that era, I am planning to pull together a quarterly ANZ zine which can help create a sense of community and cohesion. I'm hoping to keep it smallish, under ten pages. I'd like to have a write-up of every local tournament, some news and views and any related articles you'd like to contribute. So here goes...

Thanks to all the first-up contributors, maybe you didn't realise you had!

Trust you enjoy the zine...



Contents

New DAANZ Exec Team	...	p1
President's Message	...	p1
Interview: Grant Steel	...	p2
Affairs of State	...	p3
Don 2007	...	p3
Sydney Challenge 2008	...	p5
Masters musings	...	p6
On Lying	...	p8
ANZ Calendar	...	p9

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DAANZ Executive Team

At the Annual General Meeting a new DAANZ Executive Team was elected. The office bearers are now:

President: Grant Steel
Secretary: Thorin Munro
Public Officer: Tristan Lee

Will Black remains the DAANZ Web Master.

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Presidents Message

"Hi All,

I had this big message all written up and was about to send it and then I re-read it and decided it was crap.... So – in a nut shell:

To the outgoing Exec – Cheers. We all know it can be a thankless job so thanks for stepping up to the plate for the last round.

Thorin, Tristan and I have put our names forward as the new Exec, initially to decide whether DAANZ continues as an Association or whether it's better to un-incorporate the Association; and then to ensure that any decision made is properly followed through. I did not want to see things fall in a big heap at the AGM as it looked like they were about to.

As you will all know Thorin and I are both active in tournament organisation and the three of us will have the best interest of the hobby in mind in all we do.

Over the next few months we plan to facilitate an open discussion, with all who wish to have a say, as to whether the DAANZ continues as an Incorporated Association or whether we move to operating as a loosely allied, un-incorporated group. The exec will make a recommendation before Christmas.

If required, a special general meeting will be called at the Australian Championships in January.

Once this issue is sorted we will look at where organised diplomacy can go in A and NZ. Rest assured that regardless of the outcome there will still be tournaments in NZ and I am sure Australia too.

Regards, Grant / DAANZ President"

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Enough Rope: Grant Steel

The newly elected DAANZ President has been good enough to answer a few questions...

TM) What's your background? Where did you grow up, now live, do for work, your family, main interests, politics, etc...

GS) Married with 2 boys (9 and 10). I sell DVDs for a living, to Rental Video stores and other stores, so basically I watch a lot of films. I have always lived and worked in Auckland. I enjoy sports Rugby league (Warriors), Rugby (Blues), AFL (Geelong).

TM) How did you first discover Diplomacy?

GS) First discovered diplomacy when I was about 15. Was introduced to the game by my history teacher as part of the history and politics involved with World War One. I played it pretty much every Friday night for about 2 years. We would only really get to 1905 or 1906 though so I never a solo.

TM) What attracted you to the game?

GS) I liked the competitiveness, I was also just starting to get interested in board games that were more than the monopoly / cluedo type so it fitted in well. More recently I have actually enjoyed the interesting people that I have met at the tournaments as well.

TM) What & where were your early FTF games / tournament experiences?

GS) First tournament was the 2000 NZ Champs and I came dead last in a field of over 30 people. I can still remember vividly my first ever game. It had me as Austria and Italy (Bevyn Quidding) opened to Tyrolia. Everyone on the board said he was a trustworthy fellow and so I allowed him to move to Boh in the fall.

Sure enough he stabbed me in 1902 and I was gone by 1904. Still I had a good time and also knew that I could do better. In 2001 I went to the Auckland and NZ Champs and slowly improved my positions and then turned up to WDC 2002 in Canberra an unknown – so unknown in fact that the other Kiwis didn't even know that I was going to be there.

TM) How do you describe your playing style?

GS) I am an amiable player and not one to force the point – contrary to popular to belief I do not dot grab. I like playing in alliances and like to... [lost in transmission :]

TM) What are your Diplomacy highlights?

GS) Coming 2nd in WDC in 2002, winning the Bismark Cup in 2004. Voted player's player at Australian Championships in 2004.

TM) What keeps you involved in the hobby?

GS) I love the game.

TM) What's your view of the ANZ hobby now?

GS) Not at a crossroads, just a bend. We need to get new players involved but are competing against things that 10 years ago would never have been a factor. But as long as there are people involved and playing things won't die.

TM) Are there any obvious factors contributing to this view of the hobby?

GS) Time. We are living in the age of instant gratification and diplomacy takes too long for people to get the result you are after. A good analogy would be how cricket is going from the splendour grace and statesmanship of a 5-day test to the wham bam thank you ma'am of a 20/20.

TM) As the new DAANZ President, what do you view as priority items?

GS) Priority 1 is to decide whether we continue as an association. Priority 2 is to make sure that whatever decision is made we do not lose the important players that have been. Anything else will be probably decided after the new year.

TM) What hopes do you have for the future of Diplomacy in ANZ?

GS) I hope that we are around for a long time in some form. I also hope that when the time is right we do host WDC again, and maybe even on a regular basis.

TM) What advice would you give to new hobby participants!

GS) Make sure you have fun. Diplomacy is a tiring, emotionally draining and mentally challenging exercise. Make sure that you know this before you start. It will be hard and it will be painful, but at the same time it will be rewarding. Also, make sure you buy the old hands a beer or two. That small cost could gain you in return a wealth of experience and information from someone who has played the game for many a year.

TM) Will you still be playing the game in 2020?

GS) Yes, I will probably be one of the old hands waiting for some young buck to buy me a beer!

TM) Thanks Grant. In 2020 I imagine two of those young Diplomacy bucks might be your very own sons!

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Affairs of State

by Luke Clutterbuck

In December 1987 Luke published a 100 page Guide to the Game of Diplomacy, based on the Australian scene. His introductory remarks about the hobby remain true, despite 20 years having passed...

"The aim of this guide is to expand and improve the Diplomacy 'hobby'. In choosing items I have attempted to strike a balance between the needs of beginners and experienced players. If you're new to Diplomacy then first of all you need to buy a set and read the rules. Diplomacy is not a difficult game to learn. In most adult catalogues it rates a level of difficulty of about 2 out of 10. However, as with most of the world's best games, its relative simplicity is its greatest strength. The words of Omar Shariff in describing backgammon are equally applicable to Diplomacy: "minutes to learn, a lifetime to master."

Diplomacy draws on life for its variety. By making negotiations between players its major feature, it relies on the personality, intellect, imagination and idiosyncrasies of people to

make each game unique. No other game offers such scope for exploring human relationship. If you've never played before you can take heart from the fact that your knowledge of the moves and tactics is of secondary importance to your knowledge of yourself and others. Expertise in this area cannot be gained by reading the rules but it can be learned by playing the game.

There are other advantages available to Diplomacy players. The postal hobby provides ample opportunity for writers, publishers and illustrators. Tournaments require organisers, promoters, and referees. House cons need hosts. Meetings need speakers. Variant games need inventors. All these responsibilities and more are now being discharged by people who started out not knowing a supply centre from a beauty spot.

So get involved. Do what you do best or what you'd like to do better. Find your niche. Express yourself. Contact a Hobby Organiser or zine editor and offer to help. Start your own zine. Offer your home for a game. Sponsor a tournament. No matter who you are or what you're like you'll find a place for yourself in the hobby. All it takes is a little Diplomacy!"

True words then and true words now.

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Don 2007

by Bill Brown

Make Him an Offer He Can't Refuse....

It was a bright sunny day, the sort that guys like us tend to avoid, as our Cadillac pulled up outside the joint. Kinda dark, a hole in the wall, the best kinda place to meet ya maker....

"Bear" Mischlewski and me cased da joint but there was no takers, it was locked up tighter than a nun's ass, so we maloiked up to the diner on da hill, and who does we run into but "Da Skunk" Munro who was kinda malingerin', ya know, on da prowl for some action. All the way from Sin City he was, fresh from skinning some rabbits he said, said he sent em "packin' back to where they came from".... Da Skunk was kinda forgettin' that I was one of em bunnies.... I think I'd have ta watch dat one....

Anywaze, after knockin' back a cup a joe we maloiked it back to da pub, and whose do we find waitin' onda doorstep but "Baby Face" Goff and a kinda new guy to da business Grant

“Sausages” Szuveges. A mean lookin’ fella from da north side of town, part of da Chess Club Gang, sooner look at ya than he’d steal a pawn or two I bet...Baby face was all grins and smiles seein’ how he’d brought us here and was expectin’ a big pay off.

No sooner had we sized each other up but who pulls up in his Oldsmobile but Mr Lee from Wattletree, leader of the Eastern Triads, down on his luck, lookin’ for a quick fix. They say he’d sell his own ma for a quick centre or two....

So dare we waz, six shifty lookin’ guys standin’ on da sidewalk, man I waz expectin’ a driveby to take us out if we didn’t get some cover soon...

Anywaze, finally Baby Face pulled a shifty and we waz all inside ina minute – he’s pretty good at the breakin’ in lark, dats for shure. Baby Face tells us that he’s made a deal with the joint and we can have everything we want, drinks, food, broads, whateva for nuthin’. Jeez, he knows how to put on a party. Afta waitin’ it out for a hour or so we got down to business.... Dats what we were der for, init?

Anywaze, seein’ as we woz only six, Germany is given da shaft and every turn we draw ta see who takes over his turf. Fair ‘nough, eh? Sausages pulls a malarkey and comes up with the Channel, like where does he get off? So I pull a knife on him and he quickly skedaddles back, and then when he’s got his back turned Pow! I hit him with a baseball bat and go there meself!

Meantime da rest are fightin’ over who gets da Turkey leg and Mr Lee from Wattletree comes up trumps, like he’s all over da place. Dat’s when Sausages and me cut a deal and we knife em when der not lookin’, boy did that knock em down flat. Then da Turk makes a play and da next thing we know we’ve called it a day cause wez all had enough..... I won’t say it woz a fair fight, and Da Skunk and Baby Face are left lookin’ sore and sorry.... But we decide to call it quits and meet up again da next day, same joint, same time.....

Da next day finds us at the diner havin’ a cup a joe, sizin’ up the opposition. Mr Lee from Wattletree is a no show, rumour is he got lucky last night and we play second fiddle to dat, dat’s for shure! So Baby Face and Sausages call in a coupla favours and we seez Gary “Da Baker” Bekker and Dave “Glasses” Blom make a show. Dez guys are da type of guys you’d

not want to meet down a dark alley, I’m tellin’ ya.

Bear, Sausages and me find out wez all go for da same footy team. I’m not sayin’ dat it changes everythin’, but man it shure doesn’t hurt! And who should we be but EFG? A bid-a-bing here, a bid-a bing dere and we’re all over da board like a cold. Bear pulls a nifty trick in da middle ta take Boh and I skin Da Skunk in da North, like, what’s not ta like? Dere screamin’ for mercy, I’m tellin’ ya. Yella and Black!

Dats whens I make me first mistake..... Here wez are, sittin’ pretty and all dat, and dere cryin’ like babes, and whot dos I do? ACCEPT DA DRAW! Look, I’m not sayin’ it’s a smart move, it’s really a f#\$@in’ dum one, but I wanted a big payoff, and playin’ with dez bums was child’s play. Another game? I sez shure!! A chance ta send Da Skunk back to where he came from with his tail between his legs, shure!

Anywaze, my second mistake was trustin’ Bear, man what for Bear? Ya let Baby Face and Da Skunk walk all over us wit dare own EFG! My turd mistake was blowin’ any chance we had as I don’ build as Austria and we don’ get any chance of stoppin’ em. Den Da Baker steps in wit his own form of punishment and fires a coupla shots at Sausages and me when were not lookin’. Sausages is left lying dead on da floor....

Den Baby Face makes ‘is own mistake. Da Skunk takes offence dat Baby Face is makin’ da play, wantsa be da DON, ya know? Da Skunk don’ like it, ya know? Da Skunk makes Baby Face an offa he can’t refuse, ya know? And Baby Face is left Baby “Red” Face as Da Skunk shows ‘im whos boss, whos da DON ya know?

Anywaze, dat’s how it finished. Wez are made to look like bums by Da Skunk, Sausages is carried out in da body bag and wez flee da joint with our tails between our legs. BUT just wait Skunk, wez are comin’ ta youse neck of da woods soon and wez will be ready next time... just youse wait and seez...



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Sydney Challenge 2008

by Thorin Munro

Before

Whenever organising a tournament, the minor worries are related to venue hire, Diplomacy supplies refreshments and other bits and pieces. The MAJOR worry is always whether or not people will come along and play!!

I had hopes for an increase in player numbers (14) and games played (5) from the inaugural 2007 event. However the inability of many Melbourne based players to travel and work commitments for some locals, made those goals look very challenging.

After months of directly harassing the hobby regulars, trawling gaming sites, playing some friendly board games and nagging old university mates, the big day arrived...

Day 1

Over the course of the day we had 14 players participate, 8 of who had never previously played in an ANZ Diplomacy tournament. FANTASTIC!!

Two very capable international players Jean-Christian 'JC' and Gabriel both found the tourney via the DAANZ website and the listings on board-game-geek. Tom Tian is a local Sydney player, playing for the Australian team in the stabberfou Diplomacy World. Great to have him play his first FTF event. Jake, Louis and Caroline are keen gamers who found us via the ABGL monthly meets. None had ever played Diplomacy and all braved a game! Louis and Jake stepped up for second efforts immediately! Scott and Darcy are old university friends of mine who enjoyed their tourney baptism of fire! Three games were played.

Game Avalon: drawn after 1908 with JC's 12c Turkey looking strong, opposed by an cobbled together EFG (Rob, Tom Tian and Gabriel).

Game Balmain: a 1904 draw, a good training game for many of the newcomers. Goffy pipped us at the post!

Game Clovelly: a tough contest with seasoned players. Goffy took the foot of the accelerator and his big Russia ceded a gentleman's draw in a very strong position after 1906. Tom Drake-Brockman (E) and JC (F) were equal second and locked in combat. Tenacious single centre survival for Scott as Austria....

So we had a very close race for the lead, with the two best players, Goffy and JC well positioned for day 2. Oh, and we managed to play three games of Ticket to Ride, Europe during the day.

Day 2

Much smaller turnout, with the field whittled down to the serious contenders. Geoff Kerr became the 15th participant and we played two good quality games. Daylight saving caught Goffy out, combined with a late night in the city. Didn't seem to affect his strong play though.

Game Dee Why: This was a great game by Kim Colman, as Germany (10c), who has really grown into an accomplished player. France (Thorin) and England (Geoff Kerr) were artfully played off against each other. First though she worked with Geoff to demolish JC's Russia, who eventually found refuge in Ankara. Meanwhile in the East, Gabriel Singer as Italy (10c) ground down Austria (Sean) and then Jake's Turkey. Kim made the stab of the tourney when she busted Geoff's English position ... before that he'd been looking very dangerous. Great game by all.

Game Edgecliff: Goffy joined this game and ruled the roost as Germany (9c) from the outset, more-so when England (JC) and France (Jake) bounced in the ENC in S01. Three easy builds, then a campaign against England (who eventually holed up in Spain ... JC is tenacious:) In the East, Kim (Austria - 7c) and Thorin (Italy - 7c) played a classic Lepanto to skewer Geoff's Turkish position by 1903. Sean (Russia) was always under pressure and ended up fighting alongside Goffy's troops on the borders of Austria. Another enjoyable game.

At the end of day 2, Goffy in a league of his own had played and won three games. Short odds to clinch the title in the final game.

Day 3

There was an overnight recruiting drive as it looked like we might get stuck with just 6 players for the final day's play. Fortunately Stephen Muzzatti had an itch to scratch and travelled in from Penrith. The final round table was high quality, there's a natural weeding process over a gruelling three days :)

Game Fairlight: When Goffy drew Austria a couple of us who were still in the hunt thought we may have been in with a chance. In the West, Kim (F), Sean (G) and Thorin (E) started with a slow "EFG" ... which the East called and

mobilised to block. This played in to Turkey's hand (Muz) and put Russia (Geoff) and Italy (Jean-Christian) under a lot of pressure. In the middle Goffy was busy marshalling the 4-way alliance and managing to grow nicely along the way. In Fall 1903 my England brutally stabbed the until then very happy German. To his credit Sean found ways to be useful on the stalemate line and then headed for a hideout in Brest when AET demolished his homeland. Kim meanwhile chipped away at Italy, relatively happy to see England and Germany locked up.

Goffy and Muz kept pushing forward and forcing Geoff and JC right onto the front lines. Geoff had played the puppet for 5 years and came up with a daring plan to stab Turkey, and potentially grow again. It meant trusting England :(His radical moves ultimately cost him survival but really opened up the game. In the end, Goffy (9c), Muz (7c) and Kim (5c) worked well together to control England (12c). The draw agreed after 1908.... A game worthy of a final round!

Congratulations to Andrew Goff, Diplomacy Champion of Sydney for 2009!

A special mention to Jean-Christian. Playing in his first Australian tournament after a few games in Canada and the USA many years ago. He scored two great results on the first day and was running second until the final game. He fought tenaciously and made two 'saves' on day 2 surviving twice on a single unit. In the last game Goffy snaffled JC's final two Italian cities.... He still managed third place and will be a strong addition to the ANZ hobby.

On a similar note Gabriel Singer, another first time FTF tournament player, played just two games, with a 7c Germany and a 10c Italy. Look forward to seeing how he scores with a couple more games.

On Reflection

The continuous tournament format works very well to handle the ups and downs of player numbers. It has been a good innovation used in the recent Sydney tournaments. New game formation has been smoothed and the upcoming Australian Championships will be a good test of the format.

We had a total of 16 players and 6 games over the long weekend. A great result given the number of missing 'regulars'. **Most importantly, the newcomers enjoyed themselves and all said they would be back for future events!**

Sydney Diplomacy Championship 2008

- 1 Andrew Goff 51.00
- 2 Thorin Munro 43.00
- 3 Jean-Christian Imbeault 33.00
- 4 Kim Colman 32.00
- 5 Sean Colman 27.00
- 6 Gabriel Singer 23.00
- 7 Tom Drake-Brockman 18.00
- 8 Jake Cruwys 17.50
- 9 Louis Cheung 17.00
- 10 Tom Tian 11.00
- 11 Rob Schone 10.00
- 12 Stephen Muzzatti 10.00
- 13 Caroline Wong 9.00
- 14 Geoff Kerr 8.50
- 15 Scott Etherington 4.00
- 16 Darcy Wright 1.00

Refer to www.daanz.org.au for full results.

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Masters musings...

For the first Sydney Challenge in 2007, the top ANZ players were interviewed to learn about their early Diplomacy experiences. Following are the responses from Rob Stephenson and Craig Sedgwick. Two Australian Masters of the game. Other player's comments will be published in future newsletters...

Survey questions:

1. Can you describe your early FTF Tournament experience? When, where, how. What kept you coming back?
2. What are the most important attributes for success in FTF play? Why?
3. What are some common mistakes made in FTF play? How do you avoid them?
4. What are your favourite aspect/s of an FTF Tournament? Why?

Rob Stephenson

(DAANZ Master, World Champion 2002, Australian Champion 2002, 2007; 168 FTF Tournament Games)

1. Victorian Diplomacy Championships in about 1982-3. I finished dead last. I kept coming back because I wanted to beat 'em...
2. Tell the Truth as much as you can. Talk to everyone all of the time. Try to stay calm. Re check and re check your orders and then re check them again. It is only a game, have fun and relax.
3. People get emotional. Mis-orders for newer players. Over confidence. Over

complicating issues. Greed. Telling too many lies and getting your self confused. To avoid making many of these be organised. Write down all of your units before you leave the board. Write down some orders that are straight forward and you probably won't want to change. Make up your mind on what YOU want to do and see if it is valid to sell it to your allies. Try to ally with everyone and let them come at you. Some one always wants a blue and that isn't good if you start a blue where you shouldn't have.

4. Playing with new people is the best. A lot of the older faces have got stagnant and they just can't think outside the square. Game after game they will do the same thing. Fight the same people. Ally with the same people. They remember old fights and are scared of what will happen if they trust someone who they think they can't. The best thing of all is getting together with mates I have made over the years from all over the world.

Craig Sedgwick

(DAANZ Master, VIC Champion 1996, 2005, NSW Champion 1995, Qld Champion 2001; 255 FTF Tournament games)

1. I think my first FTF tournament would have been Canberra Nationals around 1988. At that time the nationals were attracting about 60 players. I know I was eliminated quite a lot during my 'early days'. It took a while for me to gain some respect as a decent player and a good alliance player. So at first I took satisfaction from getting a survival. Then I set my goal higher - six centres, then eight, then ten, etc. As I became more consistent I set higher 'average centre count' goals for myself. One of the key things that kept me coming back was meeting some guys from Sydney who had been playing a while, that had similar interests and who I started travelling to tournaments with. After a few years the social side of attending tournaments was almost as strong as the Dip itself - nowadays the social stuff is definitely the key reason I keep going to tournaments!
2. **Resilience** - you are an unknown face at first. To be valuable you must become a known quantity (to some degree) as other players can have the success of their game riding on those they try to ally with. **Confidence** in speaking with people - more than 50% of the game - so you need

to get to a certain level of confidence to be able to talk to anyone. **Doggedness** - don't give up ever! If you are on one centre diplomate like your life depends on it. People will notice and it will count for something down the track. Also, there is a chance you will actually get a centre or two back! **Guts** - you are going to have to be prepared to make decisions and stand by them. Try new things. Consider different ideas. Don't be bullied by aggressive players.

3. Too many lies. I have found with non-FTF Dip you can tell a different story to everyone and it can take a while for it to catch up with you. With FTF your story is probably being told to others a minute after you have said it. You need to have a basic story (or two) that makes sense (heck it could even be the truth) to most of the players on the board. Waiting for people to ask to speak to you. If you are standing at the board and people are coming and going and there's lots of talk happening that you are not a part of then get motivated and go speak with people. If you are not at the top of your thoughts they will probably make decisions that do not favour you. Stabbing players all the time, or for only a centre or two. There is a style of player out there that 'just sees the dot'. They diplomate with you, but even if you are their firm ally if your dot is the easiest one for them to get to, watch out. They will happily sacrifice a good alliance for a centre or two, even if it was their only alliance. Don't be that person. They tend to get identified for their trait, and it makes it harder and harder for them to attract allies - and you cannot win at Dip without allies!
4. FTF uses so many more skills than non-FTF play. Body language, diversions, multiple sets of orders, raised voices, group meetings - all these options at your disposal! FTF can be quick. Time can be running short. People react in different ways when under pressure from the clock. If you can become comfortable working to deadline you can have such an advantage over others.....the clock is good! At the end of the game, you shake hands, and then go onto other games or a few drinks or a meal out..... For me, my favourite aspect of a FTF tournament is what happens when the Dip stops.....

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On Lying

by Thorin Munro

This article was written for an ezine I published through 2006-7, Owls Diplomacy News, supporting the Owls dpjudge series of games.

The act of lying in the game of Diplomacy has intrigued me for a long time. Particularly as I have thought about the Owlsh mantra of succeeding in conflict with integrity. **How can it be possible to reconcile telling a lie as an act of integrity?** I intend to explore and resolve this paradox in the following article. Undoubtedly some will disagree with these arguments, so I look forward to your feedback!

What is a lie? The Wikipedia definition “a lie is a statement made by someone who believes or suspects it to be false, in the expectation that the hearers may believe it. A lie can be a genuine falsehood or a selective truth, a lie by omission or even the truth if the intention is to deceive or to cause an action not in the listener's interests.” **At the heart of the lie is the intent to mislead another.**

In the context of the game of Diplomacy the most obvious use for the lie is to mask a coming attack but equally the lie may be used to discredit or create tensions amongst other powers or for a multitude of other nefarious purposes by a wily Diplomat. Lying by omission is often considered to be less heinous than an outright lie. That is allowing another to believe something one knows to be false, by failing to reveal the truth.

My thesis is that in the context of the game of Diplomacy (and it arguably applies to Real Life) misdirection, omission, subterfuge, even the bald lie are a valid and necessary part of the Diplomats 'toolkit'. The game's rules clearly indicate this “These discussions and written agreements, however, do not bind any player to anything s/he may say. Deciding whom to trust as situations arise is an important part of the game.” (Page 3; Diplomacy Rulebook, 4th Edition).

Imagine playing Poker and never bluffing! In either Diplomacy or Poker you are likely to be beaten consistently by the players who are prepared to utilise the full range of options available to them. **A relevant definition of integrity is “The quality or condition of being whole or undivided; completeness.”** And from that point of view, the use of the full range of game elements is a whole or

complete approach, and I argue, therefore an act of integrity.

How to lie? In my experience it takes considerable skill to craft a believable lie and then execute it. For me, the most effective lies are built around the truth. Actually my most successful lies are the ones I tell that could simply be the truth, were I to follow through. The classic example is offering support into a SC to two different parties. You'll have to let one (or both!) down. But until the deadline passes, both offers are potentially true. So were they lies when you made the offer? Or only after the deadline! (Here we could get into an interesting meta-physical debate about Heisenberg's 'cat in the box' Quantum thought experiment).

The paradox is that for most of the game, Diplomacy really is about trust. I suspect that for the bulk of the game most players are engaged in working to build sound relationships with other players. Gaining an early reputation as unreliable or even a liar is unlikely to produce much long-term success. At least one, and more likely a number, of alliances will be necessary for any player who aims at solo victory. The alliance is the platform needed for a single power up against six other potentially hostile powers, to grow and flourish. **Deciding when to break your word is one of the most important strategic decisions you will make.**

Expect to be lied to in the game of Diplomacy! This way you are likely to be prepared in some form and it's less likely you'll be psychologically thrown off balance and spiral downward. **A piece of wisdom I collected from Homer Simpson is that it takes two to lie. One to lie and the other to believe the lie!** Test all information critically, keep an open mind, communicate with a range of players to corroborate.

Having read many online EOG discussions, I often observe one party accusing another of being a liar about some point or act in the game and attempting to take the high moral ground by claiming to 'never lie' themselves and what a rotten human the liar is. Usually this relates to an alliance or agreement that has ended with a stab and then fractured relations. As proposed earlier, I suspect anyone who has 'never told a lie' in Diplomacy is either fibbing, or missing the opportunity to play the game to its full potential.

Forgiveness is an important consideration in the discussion of lying. When the situation calls for it, superior players often take a very pragmatic approach and forgive past lie/s and will return to work with the liar if it is in their best interest. It takes a high level of diplomatic maturity for a player to operate this way. Too often the lie precipitates irreparable damage to a relationship (usually in the form of hurt ego or pride) and one or both the players can never move beyond it even in the face of losing the game. Then again, beware the serial offender! If forgiveness results in further lies, then the Chinese proverb "**Fool me once Shame on you; Fool me twice Shame on me.**" is directly applicable!

Once you lie, then what? Immediately following having lied, skilled players will contact the victim making some excuse, rationale, new offer etc. This takes considerable balance, to front up and attempt to explore what can be negotiated from the new position. A Fledgling victim will most likely react in a knee-jerk fashion following the betrayal, turning aggressive, shedding tears or giving the liar the silent treatment. **The Owl will be able to respond in any of these ways depending on her assessment of the situation and what is likely to produce the best result for her!** She will negotiate from a position of inner balance. Tears, rage and silence are all appropriate in context but the trick is, they will be the result of a calculated psychological assessment of the situation!

I have often wondered if being a skilled liar in Diplomacy implies you are a skilled liar in real life? I can only observe that real life capabilities play a significant role in success in the game of Diplomacy whether they are tactical, strategic, negotiation, creative writing, or even humour. So if you have skill at misdirection in Diplomacy, then I suspect you also have that skill available outside the game! **(The hope is that like Superman, we choose to use our skills for good!)** I'd also posit that being skilled in lying makes you more adept at reading lies by others. That can be a very handy capability as it leaves you far less vulnerable to harm both in a Diplomacy game and in real life...

So returning to the original question. Can lying in Diplomacy be reconciled with playing the game with integrity? I have argued that the well-timed lie is a vital tool for a Diplomat who aims for solo victory. Using the full range of tools at the Diplomats disposal IS an act of integrity in the context of the game. **Learning**

to be skilled and understanding that for most of the game the truth is far more critical, means your strategic lies will be sharp, clean cuts rather than clumsy hacks!

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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!

DON Challenge

December Sat 6 & Sun 7, 2008
Pahran Hotel, Melbourne
TD: Andrew Goff

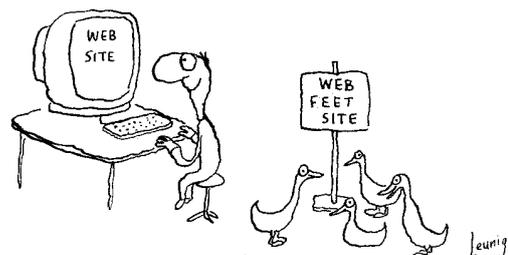
Australian Diplomacy Championship

January Sat 24 – Mon 26th, 2009
Summer Hill, Sydney
TD: Thorin Munro

Auckland Championships

In conjunction with Auckland University's BATTLECRY.
February 21st and 22nd, 2009
Venue: ASB stadium in Kohimarama.
TD: Grant Steel

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