

Eternal Sunshine #181

June 2024

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Quote of The Month – “Come back and make up a goodbye, at least. Let’s pretend we had one.” –
(Clemetine in “Eternal Sunshine of the Spotless Mind”)

Welcome to **Eternal Sunshine**. It’s over folks, it is ALL over, and don’t let the door hit you in the ass on the way out! You’ll still be able to find me in Diplomacy World, or my eBay store. Or on Facebook (I don’t do much there except post a daily meme and whatever song I wake up with in my head). Or you can reach me via email, obviously.

I guess that’s it from me for now. Thanks for sticking around until the bitter end!

Meet Me in Montauk The Eternal Sunshine Letter Column

Mark Nelson – In the words of the most famous TV commentary on a football match of all time, "they think it's all over. It is now". Still, to plagiarise another line from the TV, I firmly believe that this is a case of "au revoir", as I am convinced that you will return to publishing a diplomacy fanzine sometime in the future, rather than a case of "goodbye", i.e. you are never coming back. Or to plagiarise another line, you're not saying "so long, and thanks for all the fish".

[[Well, for the MOMENT I am still Lead Editor of Diplomacy World, so there’s that...]]

Still, all bets are off if your acting career takes off! Talking of your acting career, in #178 you mentioned that a friend of yours was pushing you to become involved in local productions. I feel that I'm missing some vital information, which is doubtless my fault for not paying attention to everything that you've written on this. What was your previous interest and involvement in acting?

[[It was something I was always interested in, but my only acting experience was the lead in our second grade play Rudolph the White Nosed Reindeer. As a matter of fact, I put that on my acting resume, and the director of Beer for Breakfast apparently thought I was being sarcastic and that I had plenty of actual experience. Live and learn! Fortunately for both of us, it worked out fine.]]

I agree with what you and Robert wrote about the recording of music on phones. But unlike you, I suspect that most people do not watch what they record: they would have definitely done better to actually pay full attention to the music. (Honourable exception to individuals who have a family member playing in the band).

My wife was very keen to have one of our friends record our wedding. I believe that footage has not been replaced. I won't say that I'm 100% glad that we don't have it. I could imagine that we might sometimes enjoy watching a hugely edited recording of the day, of the order of five minutes. However, I had and have zero interest in editing it down. (Assuming that I had the necessary editing skills, which I don't).

So, until next time, it's goodnight from me and it's goodnight from him (another TV quote).

[[Old zine editors never die; they just fade away.]]

Dane Maslen: The first time I saw *Noises Off* was in 1982 at the Savoy Theatre in London. Since then I've seen it three times in Woking (twice for one staging and once for another), four more times in London (twice for each of two stagings), and once in Southampton. I think, however, that Dallas would be a bit far to come to see it for the tenth (assuming I've kept count properly) time. It is undoubtedly the funniest play I have ever seen, though *Donkeys' Years*, also by Michael Frayn, is pretty good too.

I hope the performances go well!

[[I'm not saying Beer for Breakfast was a bad play...but it isn't near the level of Noises Off!]]

Andy Lischett: I will miss *Eternal Sunshine*, which maybe was the best *Diplomacy* 'zine I've received. I've enjoyed the letters and your personal stories and the movie reviews and Andy York's *Out of the Way*, plus all the different simple "social" games, contests and discussions like *Hypotheticals*, *The Wandering Story*, variations on *By Popular Demand* and the picture contests. I don't know how many subbers you had but was jealous of the participation rate. Thank you for an interesting and entertaining 'zine.

[[It's been a fun ride. Just as Maniac's Paradise was, although at least this one didn't end as tragically. At one point ES had nearly 100 regular readers. Most of the time I think 40 would be more accurate.]]

Andy York: Glad that the run of "Beer for Breakfast" went well. All the best for "Noises Off" that'll be coming up this weekend! Is *Broadway* next?

[[Doubtful. I'm holding out for Hollywood!]]

Appreciate the opportunity to run this little subzine in ES for so long. It'll be missed (most of the time, sometimes trying to get it in on the deadline was A PAIN). But, happy memories and moments regardless.

When you start up again, give me a holler. I'll likely join in with something.

[[Ha ha ha ha ha, stop it, you're killing me....start up again? Ha ha ha...]]

As another thought, the Lone Star Historical Miniatures (LSHM) group is moving *MilleniumCon* to Waco in November (weekend before Veterans Day). That might be better for you to join in some ftf gaming (not just miniatures, there're RPGs, boardgames (I usually run *Merchant of Venus* and something else, likely *Suburbia*) and such). It is a good, reliably run, Con by great people.

[[I'll look into it. I'm such a dinosaur, I don't think I play any games released after 1989. And I have never learned MoV.]]

David Cohen: [Draw Saber. Saber up. Saber down and to the side. Sheathe Saber.]

Out of the WAY #69

by W. Andrew York
(wandrew88 of gmail.com)

Howdy!

Just a few short notes, and three book reviews, for this final (for now?) issue. I appreciate all Doug has done to further the hobby (and still is, with *Diplomacy World*). And, I'm thankful he put up with my subzines and keeping in in his zines over the years. Hope we'll get a chance to meet up, maybe over Turkey Day if the Dallas group has another RG.

My thanks to the readers, players and contributors to OOTW. Without you, this would have been an exercise in futility. I especially appreciate the locs which definitely liven things up and makes it a collaborative process rather than a platform just for me. Hopefully we'll cross paths in the future.

The Hangman game has successfully ported over to Tom Howell's *Back-of-the-Envelope*. The start of the game was in his last issue with a deadline of June 22. So, there's plenty of time if you want to join in. It does look like there will be more players than here, seven have already sent in their orders.

And that'll be a wrap.

Mini-Book Reviews
(finished since last issue)

Casca Series:

Casca: The Conquistador by Barry Sadler (1984; 172p).

Casca starts the book as a "guest" of the Spanish Inquisition. After he is left to die in prison, he eventually outlasts his tormenters. Signing on to Cortez's expedition to conquer the Aztecs, he returns to the lands where he was once revered as a God. The book deals with the reality of Aztec rule and how Casca tries to minimize the damage that the contact between the new world and the old will do to the native population. Recommended only for fans of the series. [May 2024]

Discworld Series:

Jingo by Terry Pratchett (1997; 455p).

An island suddenly appears between Ankh-Morpork and the Klatchian city of Al-Khali. Of course, both cities want to claim the land and whatever is of value on it. The looming conflict leads to assassination, raising of military forces, subterfuge and a chance for the reclusive inventor, Leonard of Quirm, to showcase his creations. Enjoyable romp, as always. [May 2024]

The Wolves of Saversnake by Edward Marston (1993; 243p).

Set in the years after the Norman conquest of England, William the Conqueror inventories his conquest into what become the DomesDay Book. In this historical mystery, a commission is sent to the area of Saversnake due to some reported irregularities in the gathered information. However, they find the person who made the report violently died just prior to their arrival (reportedly a wolf attack). Distrust between the villagers, an abbey that has some apparent secrets, a mysterious witch that lives in seclusion and the original questions that brought the commission have to be addressed and solved.

A good read, full of historical bits and background, that gets my recommendation. I'd heard about Marsten's books, bought several, but never got around to reading them (another series revolves around an Elizabethan theatrical troupe). I'll bump them up the list, and look for those I never found. [June 2024]

Babylon 5 Quote

In "Atonement" – Dukat: "You look as if you have been terrified into another and better incarnation."

Source: But In Purple...I'm Stunning! by J. Michael Straczynski, edited by Sara "Samm" Barnes, copyright 2008.

Deadline for the Next Issue of Out of the WAY:

**Maybe Sometime in the Future at noon Central US Time Zone
See You Then!**

Game entries, letters of comment and other material can be sent to:

Eternal Sunshine Game Section

Diplomacy, "More Than Ever", 2021A, End Game

2021A - "More Than Ever", Zine - Eternal Sunshine, GM - Douglas Kent																
Austria/France Draw in Winter 1913																
	01	02	03	04	05	06	07	08	09	10	11	12	13			
Austria	5	7	9	11	9	9	12	12	11	13	12	14	17	Andy Lischett	DRAW W13	
England	3	3	1	1	0									Paul Milewski	RES S05	
														Civil Disorder	OUT F05	
France	6	5	5	4	4	5	6	8	10	10	12	14	17	Brad Wilson	DRAW W13	
Germany	5	6	7	8	8	9	8	7	5	4	4	1	0	Heath Davis-Gardner	RES S05	
														Andy York	OUT F13	
Italy	4	3	2	0										John David Galt	OUT F04	
Russia	7	7	10	10	13	11	8	7	8	7	6	5	0	Simon Langley-Evans	RES F06	
														Graham Wilson	OUT F13	
Turkey	4	3	0											Jack McHugh	OUT F03	

Andy Lischett (Austria) - Russia, Germany and I allied almost immediately, while Russia and I secretly planned to take out Germany after blitzing Turkey (Turkey was my first choice as an ally but he was sick and didn't reply to emails). Italy wanted to join us against Turkey, but I only pretended to support John because I planned on attacking him next.

Germany trusted only me and only worked with Russia because I vouched for him. France, Germany and England all fought among themselves, with Russia moving in and around Scandinavia to aid Germany.

Although it seemed much longer, this situation held through 1902, when I stabbed Italy. At the end of 1903 the centers were divided Austria 9, England 1, France 5, Germany 7, Italy 2, Russia 10 and Turkey was out. After 1904 it was A 11, E 1, F 4, G 8, I out, R 10.

Russia dominated up north while our German ally slugged it out with France. Simon (Russia) was ambitious and I felt that if the current trends continued he would soon attack Germany. Before 1901 I'd agreed to an eventual AR vs G in theory, but by 1905 Simon had positioned himself to win, knowing that even if stabbed by Russia Germany would never make peace with France, and that even if I helped Germany, Russia was strong enough to overcome him and eventually win.

To forestall that, over the Winter I suggested to Germany that we replace the AGR alliance with an AG against Russia and stab him before he stabbed Germany. When Heath didn't reply I asked again and he complained that he suspected an AR trap. It wasn't a trap but Germany no longer trusted me. Just in case that very thing happened I had also suggested a possible AR vs G to Russia so that I could at least get a German center or two when Russia stabbed him, and Russia agreed. Offering an AR vs G alliance to Russia was a dumb move, and Russia's acceptance of it was a very smart move.

In the Spring of '05 Simon and I both attacked Heath, and Simon also stabbed me. I had not expected that but should have, as the timing was perfect. Simon knew that once I double-crossed Heath, Heath would fight me just

as fiercely as he would fight Russia and France, which would make it easier for Russia to take the few remaining centers he needed to reach 18.

But then everyone's plans fell apart.

On the same deadline that Russia and I stabbed him - Spring 1905 - Germany coincidentally resigned from the game, citing health problems. I suggested an AGR draw retroactively in support of Heath, then England disagreed with Doug over when a draw proposal passes and who gets credit if it passes, and then Paul resigned over this disagreement (I think. It was confusing).

No draw passed and amid all this confusion, Andy York took over Germany and Paul's 1-center England went into Civil Disorder.

Andy and Brad saw the Russian threat, and immediately stopped fighting and cooperated to resist Russia while I backed off and moved east. By the Fall of the same year that Russia and I had stabbed Germany, Andy (Germany), Brad (France) and I (Austria) were allied against Simon. Stop The Cossack.

As 1906 began Russia had 13 centers but faced 21 units unexpectedly unified against him. With one Austrian fleet moving from the Western Mediterranean to the Mid-Atlantic AFG outnumbered the Russian Northern Fleet 7 to 4. Simon proposed a 4-way draw which failed to pass as France and Germany each took one of his centers, then Simon resigned from the game due to overextended obligations. I suspected sour grapes but around the same time Simon also announced that he was running Last Orders! (his Diplomacy 'zine) down to a fold.

This is the end of Part 1.

Part 2.

For 1907 Doug drafted Graham Wilson to take over Russia. The AFG alliance outnumbered Russia 23 to 11 and we could have gone for a 3-way, but there was too much game left to settle for a 3-way draw in 1907. So France and I formed an alliance against Andy in Germany, hoping that if we crippled Germany Russia might jump in, and then France and I could finish off Graham after he'd helped finish off Andy.

Our plan sort of worked, but took six years. Brad and I stabbed Andy who then allied with Graham as if they'd been together forever. At the end of 1908 it was A=12, F=8, G=7 R=7, and those alliances never changed for the rest of the game. Brad and I slowly squeezed Graham and Andy, and by 1911 we each had 12 centers against Germany's 4 and Russia's 6. The following year saw Austria and France each with 14, Germany with 1 and Russia with 5. In 1913 Germany and Russia lost their last centers and Brad and I each owned 17 and voted for the French/Austrian draw.

More Than Ever was a fun and strange game, with three rapid-fire resignations within two years, not to mention the death of Paul Milewski some time after his resignation. Everyone but Paul and Jack played well. Simon as Russia was a great tactician and ally (for a while) but a little too in-control, while Graham was equally good at tactics and more open. Heath was a good ally but nervous, and Andy fought well: against Russia or with Russia. John never had any allies or chance.

When I allied with Brad he had held off England, Germany and even Russia for 5+ game years. Then when Simon made his Grand Stab, France immediately joined Andy and me to stop him and then joined me in stabbing Andy, doing most of the fighting (both to balance our center count and because Graham was vicious on defense).

Toward the end I considered stabbing Brad for a solo win because, well, that's what Diplomacy is about, right? But I didn't really want to stab him and he never gave me a chance.

I didn't win but did end up controlling all of Austria, Italy, Russia and Turkey, while Brad controlled France, England, Germany and eight of twelve neutrals.

A good game that I am glad is over. Thank you, Doug, for putting up with it.

Brad Wilson (France): In all my years of playing postal Diplomacy (since 1979) this is my first 17/17 draw.

It's also a testimony to sticking with a game. I was ready to resign over the frustrations of dealing with Paul Milewski (England) when he was being difficult early, and few players could be as difficult as Paul could be when he wanted to be,

But I stayed in. It didn't look good; in Spring 1904 I was facing German Armies in Gascony and Picardy and a British fleet in the Channel.

What saved me was my own decent tactics, and that my southern/Iberian centers were never threatened by Italy, who was warring with Austria., When an Austrian army turned up in Piedmont, I figured the jig was up. But it wasn't as Austria was friendly, and I had turned the tide against England. By Spring 1905, I was in Wales and London helping Russia dismember England. However, the price for that was German armies in Paris and Marseilles and a fleet in Mid. That's not a position France comes back from too often.

But in Fall 1905, my alliance with Austria paid off as he supported me into Marseilles and the Mid-Atlantic. Andy may have seen me as someone who long-term was no threat to him but would be to Germany and to Russia's western empire.

Also in Fall 1905, Andy York took over for the hostile Heath Gardner as Germany just in time for the Russo-German war to break out. I sided with Germany. Had Andy retreated to Spain from Mar in 1905, I'd have been down to just 3 centers (Mar, Lon, Por) and probably would have been doomed. But Andy, seeing the growing Russia as a threat and me as a mop-up operation, did not retreat to Spain and I had life.

Russia had looked like a winner in 1905 with 13 centers and 3 builds, but a most Callhamer-esque thing happened - France, Germany and Austria-Hungary all combined against Russia, and I was patient enough to let Germany and Austria roll Russia back without sniping at their rear areas. (I always regard Russia as the most dangerous power in the game).

By 1907, the blustery Simon had resigned as Russia, with the calmer (and smarter) Graham Wilson taking over. But by that point, Russia was well-contained and I was growing.

The key move in the game came in Spring 1908, when Andy and I moved against Germany and I took Munich. Thanks to stalwart Austrian support, I never lost Munich, which to me is one of the key spots on the board. I used the leverage I had in Munich to crack Germany open, and that was more or less that. Graham caused Andy some problems in Turkey and Andy's tactics were excellent, but unless Andy and I fell out and fought, the German/Russian alliance of necessity was bound to fail despite their strong diplomatic efforts. Andy could well have won the game, but he told me all along he wanted a 2-way draw, then a 17-17 draw, and I believed him. In almost 40 years of gaming with Andy, I have seen him gut and filet many a foe, but, this time he felt trustworthy.

We had some fun near the end with things like an Austrian fleet in StP(sc) -- never seen that before -- and a French fleet in Sweden..

I had a hell of a lot of fun in this game after the tough start . Thanks to Andy for being the best all I have ever had in a game. Perfection. Graham and Andy fought hard and were honorable foes. Thanks to Doug for an extremely well-run game as always.

Let's all do it again, shall we?

Andy York (Germany): I came into this as a standby and was in a difficult position. I took the best options I thought based on the board situation and the feelers I received, but it was a losing cause. So, I fought as best I could, but the top team (A/F) managed a draw (though I was holding out for a stab at the last...). Congrats to them!

Graham Wilson (Russia) - I took over Russia in Spring 1907. From then until the Fall of 1910 I seem to be able to outguess Austria (Andy Lischett) for who would control Turkey. Every. Single. Turn. It was an amazing run of good luck, or in Andy's case, bad luck. But it had to end eventually. And when it did, I quickly collapsed.

All the while that I was having fun with Andy I kept working on splitting up the obvious France/Austria alliance. But they seemed to have a plan, and to their credit, they stuck with it. Ending in the first real draw in a Diplomacy game in which I was a participant.

Congrats to Andy L. and Brad for a well-deserved victory, and thanks to the Andy Y. for sticking with me throughout the game. It was fun.

[[GM Note – Just for clarity's sake, I will briefly explain the Paul Milewski incident. Paul's fury came because I called a standby for Germany BEFORE Germany had NMR'd or officially resigned. I told him I had reasons but I would not disclose them. As near as I could tell, Paul felt it was inappropriate

because he assumed I was simply doing it on my own volition to avoid an NMR. The fact was, I was told to do so by Heath because he thought his resignation may be imminent. But due to the personal details behind that request, I refused to reveal the logic and impetus behind my standby call. Paul calmed down a few months later and we continued to talk, as well as work together in other games. I found his play in this game – from the very beginning – very out of character.]]

***THAT'S ALL
FOLKS!***