

EuroDipCon VII

Turku, Finland 27th - 29th August 1999



In the Nuorisokeskus (Youth Centre) Palatsi,
Eerikinkatu 7

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EuroDipCon VII Program (preliminary)

Friday 27th August	5:30 p.m. Saturday Evening (Team Tournament) Round starts
8:30 a.m. Opening ceremonies	8:00 p.m. Settlers of Catan Tournament ends Roborally Tournament Qualification Round starts
9:00 a.m. Registration to the Friday Morning Round ends	12:00 p.m. Saturday Evening (Team Tournament) Round ends
9:30 a.m. Friday Morning Round starts	12:00 a.m. Blood Bowl Tournament First Round starts
12:00 a.m. Blood Bowl Tournament First Round starts	Sunday 29th August
4:00 p.m. Friday Morning Round ends	9:00 a.m. Registration to the Sunday Morning (Final) Round ends
5:00 p.m. Registration to the Friday Evening Round ends	9:30 a.m. Sunday Morning (Final) Round starts
5:30 p.m. Friday Evening Round starts	12:00 a.m. Roborally Tournament Final Round starts
8:00 p.m. Blood Bowl Tournament Second Round starts	4:00 p.m. Sunday Morning (Final) Round ends
12:00 p.m. Friday Evening Round ends	6:00 p.m. Victory and closing ceremonies
Saturday 28th August	The schedules for Junta and other possible tournaments are still open.
9:00 a.m. Registration to the Saturday Morning Round ends	
9:30 a.m. Saturday Morning Round starts	
12:00 a.m. Settlers of Catan Tournament begins Blood Bowl Tournament Final Round starts	
4:00 p.m. Saturday Morning Round ends	
5:00 p.m. Registration to the Saturday Evening (Team Tournament) Round ends	

Important Information

- things you should know

How to get there

By plane:

Finnair, the national Finnish airlines, have direct flights from all the major European cities to the Helsinki-Vantaa Airport. About ten other major European airlines have also direct flights there. Check your local airline office for more information.

From the Helsinki-Vantaa Airport you can get to the Turku Bus Station by a bus directly from the Airport. Alternatively, you can board a train from the Helsinki Railway Station.

By boat:

Two shipping companies, Viking Line and Silja Line, have daily departures from Stockholm to Turku. Silja Line has also departures from Rostock to Helsinki. If you are planning to come with a ferry from Stockholm to Turku, it could be wise to contact us beforehand.

Finding your way from Railway Station, Bus Station or Harbour to the gaming site should be easy with the map we have provided for you. On the map, Railway Station is 17, Bus Station 36 and Viking Line and Silja Line terminals 4 and 5.

Food and Drink

Because the gaming site is in the city centre, there are many kinds of dining places for all kinds of tastes near, so finding a suitable one shouldn't be hard. There is also a small store just by the gaming site.

Accommodation

There are number of hotels near gaming site area, so if you prefer hotel accommodation standards and don't mind paying for that, you shouldn't have any problems of finding a suitable hotel.

These hotels are nearest to the gaming site:

Centro Hotel

Yliopistonkatu 12 a,
20110 TURKU, FINLAND
Tel. +358 (0)2-469 0469
Fax +358 (0)2-469 0479
E-mail: centro.hotel@co.inet.fi

Good Morning Hotels TURKU

Yliopistonkatu 29,
20100 TURKU, FINLAND
Tel. +358 (0)2-232 0921
Fax +358 (0)2-251 8870
E-mail: hotel.turku@gmh.inet.fi

Rivoli Hotel Turku

Eerikinkatu 17,
20100 TURKU, FINLAND
Tel. +358 (0)2-417 000
Fax +358 (0)2-417 722
E-mail: rivoli.turku@rivoli.fi

Scandic Hotel Julia

Eerikinkatu 4,
20100 TURKU, FINLAND
Tel. +358 (0)2-336 311
Fax +358 (0)2-251 1750

Sokos Hotel City Börs

Eerikinkatu 11,
20100 TURKU, FINLAND
Tel. +358 (0)2-337 381
Fax +358 (0)2-231 1010

Sokos Hotel Hamburger Börs

Kauppiaskatu 6,
20100 TURKU, FINLAND
Tel. +358 (0)2-337 381
Fax +358 (0)2-231 1010

You have also the possibility of sleeping at the gaming area in your own sleeping bag free of charge. This possibility is open for everyone, but if you want to make sure that you will have your own sleeping site, please inform us beforehand.

Registration

Registration for the tournament:

You can register by e-mail, phone or regular mail to our General Secretary Vesa Virri. When registering please tell

us your name, address, telephone number, e-mail, if you want to participate in the team tournament or other tournaments besides Diplomacy and if you would like to sleep at the gaming site. Registration fee is 50 marks and it is paid at the location.

Registration for the rounds:

Registration for the Friday Morning Round begins at 8:00 p.m. Registration for the following rounds begins immediately after the end of the preceding round. Registration for each round ends half an hour before the start of the round.

More Information

More information can be found in our website, at URL:

<http://org.utu.fi/tyyala/tyrma/edc/>

Or, you can contact the following persons:

Vesa Virri, General Secretary

E-mail: vesvir@utu.fi
Phone: +358 (0)2 254 2974 or
+358 (0)40 744 1842 (mobile phone)
Address: Elinantie 2 B 20
20540 TURKU, FINLAND

Antti Lehmusjärvi, Assistant Secretary

E-mail: antleh@utu.fi
Phone: +358 (0)2 637 8246 or
+358 (0)50 536 5326 (mobile phone)
Address: Vesimyllymäki
28600 PORI, FINLAND

EuroDipCon VII rules

(These rules are only preliminary)

1. The 1976 rulebook will apply.
2. There will be five rounds of Diplomacy as follows:
 - The Friday morning round starting at 9.30 a.m. and finishing no later than 4.00 p.m.
 - The Friday evening round starting at 5.30 p.m. and finishing no later than 12.00 midnight.
 - The Saturday morning round starting at 9.30 a.m. and finishing no later than 4.00 p.m.
 - The Saturday evening round starting at 5.30 p.m. and finishing no later than 12.00 midnight.
 - The Sunday morning round starting at 9.30 a.m. and finishing no later than 4.00 p.m.
3. The first four rounds will be preliminary rounds and every player is entitled to participate in three. The Sunday round will be a final round, which means that the top seven players from the results on Friday and Saturday combined will play on the top board and the remaining players will be random, as normal.
4. Deadlines will vary between 15 and 20 minutes. During the first two years when diplomacy is most important deadline will be 20 minutes. After that it will be only 15 minutes.

5. Order sheets and supply center charts will be provided. There will be some pens available, but we don't mind if you bring your own with you.
6. In each game all players in turn will adjudicate the orders each season. The player, whose turn is to adjudicate, will read his or her orders first.
7. Situations not covered by the rulebook or needing clarification:
 - Unwanted convoys are legal, they cannot be refused.
 - When writing orders, please use the standard English abbreviations or write the name of the area. However, an order will be accepted so long as there is no ambiguity. This includes unit designation.
 - Coasts need to be specified only if it is possible to move to either. If coasts are mentioned they must be correct, otherwise it is a misorder.
 - When supporting or convoying a unit of another power, the name of that power need not be part of the order.
 - Retreats are written down and revealed simultaneously only if it is possible for the retreating units to enter the same area or if at least one of the retreating player insists that. Otherwise they can be retreated manually.

- No diplomacy is allowed during the adjudication, which includes retreats, removals and builds.

8. Players may not sign units to other players. Perpetual orders are allowed. The players are obliged to stay in a game until they are either eliminated from the game or the game ends. The tournament director has every right to exclude from the tournament to his discretion a player who leaves the game earlier without proper cause. However, if someone leaves the game anyway, his units will go into civil disorder - these units can receive support, but do not support each other.
9. All games will be played until there is an outright win or the time limit has been reached. The time limit in all games will be 90 minutes. The games must be played until this time, unless all players will unanimously agree that there will be a stalemate line, which is impossible to get through. However, this can't happen before 1906. In that kind of situation the current amount of supply centers will be valid. You can't give away your own centers or calculate the changes beforehand; in all circumstances change of supply centers must take place during the game.
10. The draw for the Friday morning round will be random. The rounds after that will be pre-allocated in order to separate players who have played against each other in the previous rounds and to ensure a different power is played.
11. The players are obliged to follow the deadlines very carefully! If a player hands in late orders first time, he will get an official warning. If he does it again, all his units will be NMR'd for that turn. And

if he does it again, they will once again be NMR'd etc. In most dire cases, tournament director has every right to exclude extremely disrupting player from the game.

12. The scoring system will be C-Diplo-system, a very simple system that requires players to win their boards i.e. to have the most supply centers at the end of the game. The worst 1st place on the board will beat the best 2nd on any other board. Basically you score as follows: Your positional points + supply center count +1. Positional points are 1st 38; 2nd 14; 3rd 7 and no positional points for 4th to 7th. Shared positions means that points are shared. In the case of an outright win, the winner will net 73 points (38+34 [all supply centers]+1) and the other players will get only 1 point.

13. The total of your best two scores and 50% of your worst score are added together to determine the positions after the 4th round. The top seven players after the fourth round will play on the 'top' board. The advantage of playing in the 'top' board is that you will gain an additional 20% of your overall score. Besides that, the European Champion will be the one from top board who has the highest points after the final round. Other places can come from other boards, too. A player's final score will be the sum total of his three best results + 50% of his worst result.

14. The top 7 players will receive awards as will the top scoring players for each power. There will also be the 'best negotiator' and 'best tactician' awards.

15. In all other circumstances the Tournament Director's decision is final.

People behind EuroDipCon VII

Vesa Virri arranging the Blood Bowl
General Secretary Tournament.

Vesa is the president of the **Kyösti Tuominen**
arranging society and one of the Kyösti arranges the Settlers of
foremost Diplomacy players in Catan Tournament.
Finland.

Antti Lehmusjärvi **Antti Kautiainen**
Assistant Secretary Antti is responsible for
arranging the Roborally
Tournament.
Antti is Vesa's right hand; his
main occupation was getting
financing for EuroDipCon VII.

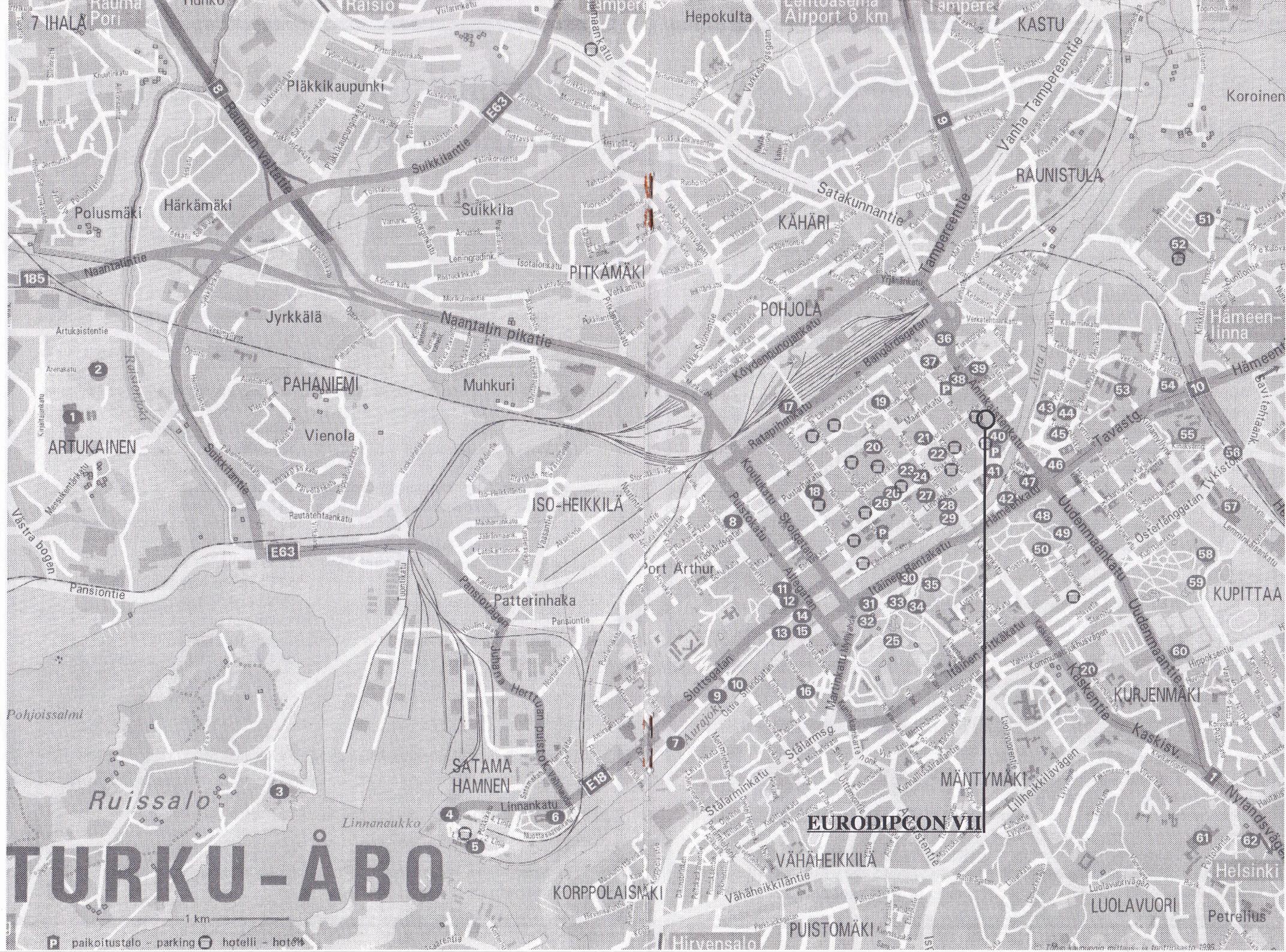
Eero Hurmalainen **Jussi Kauko**
Tournament Director Jussi keeps tight reins on our
budget.

Eero is one of the Finland's most
distinguished Diplomacy **Anni Penttinen**
players and was our obvious Anni has the ungrateful job of
choice for Tournament Director. general busybody and errand-
runner.

Mauno Joukamaa
Mauno is responsible for
scorekeeping and allocating
players to the tables. He's also

Explanation of the numbers on the map

- | | |
|--|--|
| 1 Turku Fair Centre | 33 Government Offices |
| 2 Turku Hall | 34 Biological Museum |
| 3 Ruissalo Information Centre | 35 Outdoor Swimming Pool |
| 4 Silja Line Terminal, SeaWind Line | 36 Bus Station |
| 5 Viking Line Terminal | 37 Synagogue |
| 6 Turku Castle and Historical Museum | 38 Aninkaistentori ("Puutori") Square |
| 7 "Sigyn" Museum Ship | 39 Concert Hall |
| 8 Michael's Church | 40 The Julin Newspaper Reading Room |
| 9 Visitors' Marina | 41 Library |
| 10 City Ferry ("Föri") over the Aura | 42 Aboa Vetus and Art Nova Museums |
| 11 City Police Headquarters | 43 Sibelius Museum |
| 12 Youth Hostel | 44 "Ett Hem" museum house |
| 13 Lower Waterbus Quay | 45 Cathedral |
| 14 Steam Ship Quay | 46 Åbo Akademi |
| 15 Sailing Ship Suomen Joutsen and
Mine Carrier Keihässalmi | 47 Cultural Centre |
| 16 Martti Church | 48 Maritime Museum |
| 17 Main Railway Station | 49 Turku open-air summer theatre |
| 18 Roman Catholic Church | 50 Handicrafts Museum |
| 19 Turku Art Museum | 51 St Catherine's Church |
| 20 Alko, state alcohol store | 52 Conference Hotel Rantasipi Turku,
Student Village |
| 21 Orthodox Church | 53 University of Turku (Finnish-
language university) |
| 22 Market Place | 54 Turku School of Economics |
| 23 Shopping centre "Hansa" | 55 Turku University Central Hospital |
| 24 Swedish Theatre | 56 Kupittaa Railway Station |
| 25 Sports Park | 57 Turku Technology Centre, Mauno
Koivisto Centre |
| 26 Post Office | 58 Kupittaa Sports Hall, Adventure Park |
| 27 Market Hall | 59 St Henry's Well, Kupittaa outdoor
swimming pool |
| 28 City Tourist Office, Building of the
City Council, WC | 60 Kupittaa Ice-Hockey Hall |
| 29 Pharmacy Museum; waterbus quay,
SW Finland Tourist Association | 61 The Kela Institute |
| 30 City Theatre | 62 St Henry's Church |
| 31 Wäinö Aaltonen Museum | 63 Turku University Botanical Garden |
| 32 Samppalinna Windmill and open-air
summer theatre | |



TURKU-ÅBO

EURODIPCON VII

1 km

paikoitustalo - parking hotelli - hotel

EDC or an idea to develop the hobby and to get new friends...

The idea of EDC was born in 1992 when the French hobby which was at that time the most numerous hobby (with conventions attracting more than 150 players regularly and a national championship with more than 200 classified players) tried to set up an informal convention designed to facilitate specifically dipgames and contacts within Europe. **Xavier Blanchot**, supported by the French hobby (including myself as first president of the first national association of French players, the FFJDS), did organise this event (which was a success with 190 players) in the townhouse of the fifteenth borrow of Paris. At that time, it was felt that something was needed to ensure an annual convention to give Europeans an opportunity to meet and compare ways of play. EDC was the answer.

The French hobby did organise the first official EDC in Paris in October 1993 in the international conference centre of our Minister of foreign Affairs, an impressive place near the Arc de triomphe where a number of important treaties have been signed and peace conference (Bosnia for example) took place. The convention was a success and more than 200 players did take part. The first champion was the Frenchman **Samy Malki**, one of our top players who has been twice French champion. About ten European countries were represented, and between them one Finn, **Tommi Vainikainen**. **Larry Peery** from the US was also there.

On the second day, it was decided to set up a small co-ordination body designed to work at almost no cost and to make sure:

- that each year an EDC will be organised (by labelling an existing national convention or encouraging to organise a specific one). The convention's winner will hold the title of Champion of Europe.

- that this convention is organised by trustworthy people, will enjoy a decent number of players (informally 49 is considered as a minimum), and will be properly organised with a classification system which has to be publicly known far before the event and is compatible with the general philosophy of the game and its ethics as we understand it.

- that we try to develop contacts through Europe by rotating the place of EDC and giving priority to countries not having yet organised it.

- that the European views will be taken into account at world level by filling the gaps between us and then campaigning for our concerns in Worlddipcons. As examples we ask the Americans to make public the classification systems of WDC when they are organised in US and we try to get a fair number of WDCs for Europe.

The body has been called European Diplomacy Association (EDA) and is very informal. The budget is around 60 US dollars per year. Its members are chosen at each EDC by the members of EDA. To avoid overrepresentation, it is agreed that no country can get more than three national representative with voting rights. It has been organised as a small NGO (non-governmental organisation) with the status of an non-lucrative association under the French law with seat provisionally in Paris. A permanent board of five persons solves possible problems between two EDCs. The secretary general is the organiser of the last EDC, so **Shaun Derrick** for time being. **Vesa Virri** will replace him in Turku for the year to come.

Since 1993, EDC II has been organised in Linköping, Sweden, and won by **Xavier Blanchot** (France). EDC III took place in Cirencester, UK, and won by **Inge Kjol** from Norway, with **Ville Hurmalainen** from Finland who did classify well (21st). EDC IV was held in Oslo, Norway in 1996, and won again by **Inge Kjol**, the sole player having won twice. In 1997, EDC V was held in Namur, Belgium, and won by **Cyrille Sevin** from France, the sole country with 3 titles up to now. Finally, EDC VI has been organised in Bedford, U.K. with **Toby Harris** (UK) classifying first and being then our present European champion of Diplomacy.

Who will be the next champion? We shall know it this year in Turku. I hope to see you there.

*François Rivasseau,
president of EDA*

Other Tournaments in EDC

Besides the Diplomacy tournament, there are also other tournaments arranged in the EDC. Here is a short description of the games played in these tournaments.

Settlers of Catan

Settlers of Catan is a game for three or four players that can be played in an hour or so. As a game it is like a combination of Chess and Monopoly for it combines the strategic appeal of Chess with the playability of Monopoly. The rules of the game are very simple and can be learned in about ten minutes, but true mastery of game is achieved only by experience. Chance plays an important part, but in the end this is a game that is won by skill, not sheer luck.

In Settlers of Catan players build colonies, roads and cities as well as conscript armies, discover inventions and erect monuments. All this is done by collecting various raw materials and trading them with other players and the continental merchants. Players get victory points from colonies, cities and monuments as well as having the largest army or the longest road and the winner is the first player to have ten victory points.

The best part of Settlers of Catan is that there are many different ways to win. One can for example try to build quickly colonies and cities or try to hoard victory points by erecting monuments and conscripting the largest army. There is no

one and only right way to play Settlers of Catan and there have been some really peculiar winning strategies...

Junta

Junta is a game that simulates life in a typical Latin American Banana Republic named 'La Republica de los Bananas'. The maximum number of players is seven and each of them leads one of the influential families of the country. In Junta players struggle for money and influence and the winner is the player who at the end of the game has in his Swiss bank account more foreign aid money than other players.

The government of Los Bananas is appointed according to the principles of democracy and consists of El Presidente, the Minister of Internal Security, three Generals, Air Force Commander and Admiral of the Navy. These positions are divided between the families, i.e. the players. Los Bananas has of course also a parliament elected by the people. The main task of this representative body is vote yearly about the budget. If it happens that the parliament doesn't vote correctly the Minister of Internal Security can order the Police to the Chamber of Deputies to make sure that the Deputies vote like they are supposed to vote...

Junta is a true game of diplomacy and back-stabbing. Players can assassinate their adversaries, order them to be executed, blackmail them by taking photos

of them while they're visiting their mistresses, and so on, and so on. And if the policy of the government is unsatisfactory, one can always start a coup by promising an agricultural reform for the peasants, better wages for workers and academic liberty for students, once the "rotten and corrupt" reigning government is overturned...

tactic can go awry because the dice just don't fall your way. Thus, the best way to ensure victory is to have alternate plans on which you can fall back upon, if your grand scheme backfires. So try to be prepared for anything and remember, that because this is a game of *fantasy* football, anything can be literally *anything*...

Blood Bowl

Blood Bowl is a game of fantasy football where teams composed of such creatures as elves, orcs and undead slug it out on a football field. Balls of fire conjured by wizards fly, dirty tricks abound and even the dead can raise from their graves, all the while the players try to get an inflated pig's bladder to the opposing team's end zone.

Blood Bowl is played with miniatures on a playing board. There are different kinds of miniatures for players representing different races that play the game and the different positions the players have in the game such as linemen, throwers, catchers, blockers, blitzers and others. A team consists usually of twelve to sixteen players of the same race or related races, e.g. Chaos Warriors and Chaos Beastmen or Orcs and Goblins. In addition to the general players the team can have also special Star Players, who are veterans and journeymen of the game that have skills and abilities outranking all the usual players.

While picking the right players, making a cunning gameplan and bribing the referee are important steps on the road to victory, in Blood Bowl the chance and the dice can always make or break your game. Even the most brilliant play or the smoothest

Roborally

RoboRally is a robot race game. Each of the players controls one or more robots that race against one another. The race course is marked by a set of flags. Because this is not a good-natured racing game, the robots have lasers and the playing area contains dangerous hazards. The winning of the game needs a bit of luck and a lot of planning and logical thinking.

The player of the first robot, which has touched all flags in the correct order, wins. The robots are controlled with a five-step program of movement cards. Each movement card allows a robot to either move or turn. To make the race a bit harder, the board has elements which damage, destroy or move your robot. Each robot also has at least a single option to make them individuals. The options vary from a bigger gun to movement aids.

The basics of game are quite easy to learn, but to master it you must play it at least a couple of times.

What is Diplomacy?

So, now you have read a lot of this EuroDipCon, but don't really have an idea what it's all about? Well, sure, European Diplomacy Convention, but what then is Diplomacy? I try to give an overview of this exciting game so that you too could see the light and join the ever increasing group of Dip-friends. What I won't do is to give a summary of the rules or details of strategy. If you are interested about those, more details about them can be found for example on the netsite mentioned in the end of this article.

Diplomacy is a strategy game, which has been published by the Avalon Hill company. It has delighted the player community for over four decades, which in strategy gaming business is a very, very long time. Probably the easiness of the rules and the fact that luck plays no role in the game have been the key factors in its success. Not to mention the always enjoyable feeling of backstabbing your ally just in the right moment...

Diplomacy is a grand strategy game of a power struggle in Europe in the beginning of 20th century. Each player controls one of the seven major powers of the Europe (i.e. England, France, Germany, Austria, Italy, Turkey and Russia). This is actually the only disadvantage of the game: in order to be fully enjoyable, precisely seven players are needed, though it is possible to play also with a smaller amount of players.

The map, which displays Europe at the time, is divided to land and sea areas. There are 34 supply centers (also known as SCs) on the map, of which 12 are neutral in the beginning. The purpose of the game is to obtain control these supply centers. The ultimate goal is to get 18 (i.e. the majority of) SCs, though often a time limit is imposed, and the winner is the player with most SCs at the end of the time limit. Each SC supports one unit. There are only two kinds of units in the game: armies and fleets. Armies can only occupy land areas, and fleets sea areas. Coastal areas are accessible for both types of units. There are only four kinds of commands that can be given to units: hold, move, support movement of another unit (own or another player's) and convoy army (for fleets only). Every area can be occupied by one and only one unit and unit can move only to the neighboring area. Every unit is equally powerful. So if one unit tries to move to an area occupied by another unit, nothing happens. However, if it is supported by another unit its move succeeds and the defending unit must withdraw. Once an area is conquered, it remains in the possession of the conquering country until occupied by another country. The game turns equal on year and there are two seasons, spring and fall, in every year. After fall season SCs are counted and as a country may have as many units as it has SCs, so if new ones are obtained more

units can be built and if some are lost equal amount of units must be disbanded.

So the game system itself is simple to the extremities. The problem is: when all players have equal powers, it is most often impossible to gain SCs alone. That would only produce a deadlock. That is why allies are so essential. The most important aspect of Diplomacy is negotiation with another players. These secret negotiations usually concern planning of joint military operations, threatening, promising and convincing other players, the typical example being England and Germany making a joint attack against France. England asks Germany to support his army to Belgium, so that in the next turn it could support German unit attacking France. The novelty of this system is that after the negotiations the commands to the armies and fleets are written secretly, and then simultaneously revealed. So one never knows if a potential ally does as she has agreed, or has she perhaps reached an agreement with your rival. You could promise the moon and (more importantly) two SCs and then calmly stab your ally. There are therefore two equally important decisions to make: whether to stab or not, and if yes, when. It is essential to have an ally, and it can be that the only reasonable solution for both of you is to stick to your alliance, if stabbing would lead to mutual destruction by a third strong power. However, everyone is competing for victory, and it means that often the best (or even only) way to win is to stab your gracious ally. The timing is essential. Usually it is better to stab than to get stabbed. But on the another hand, if you stab your ally too early, it might be that the primary target of your military

campaign is still powerful enough to ally with your former ally and thereafter they can crush you. So should I stab now, or later, or is my current ally in the long run more beneficial to me as an ally, but what if he is planning to stab me and why do all these folks throw glances at me while they negotiate...

So what you need for Diplomacy is a good mixture of negotiation skills, strategic eye and a healthy amount of paranoia. Diplomacy is a game where you have to trust somebody but you can't trust anybody.

For a more throughout analysis there are several netsites. A good starting point is Diplomatic Pouch at: <http://devel.igo.org/DipPouch/>. You can find there for example more details of suitable strategies for each of the seven Great Powers and some general strategical advice.

Antti Lehmusjärvi

FinDipCon I - This year's Finnish National Championships

The Finnish National Diplomacy Convention (FDC) took place on 13th and 14th March. First there were two preliminary rounds on Saturday 13th, after which the top seven players participated on Sunday 14th to the final round to seek out who would be Finnish Diplomacy Champion.

And here are the full results from our national convention:

Rankings:

- 1) Timo Kokkonen 101,5
- 2) Vesa Virri 72
- 3) Anni Penttinen 68
- 4) Risto Marjomaa 64,5
- 5) Visa Lähdekorpi 57
- 6) Tapani Ronkainen 54,5
- 7) Eero Hurmalainen 43
- 8) Mauri Lehtikangas 40
- 9) Jussi Kauko 24
- 10) Jukka Lehtonen 24
- 11) Ville Hurmalainen 12
- 11) Timo Laitinen 12
- 13) Aleksi Siirtola 8,5
- 14) Jussi Hattara 5
- 15) Antti Kautiainen 4
- 15) Miikka Åsten 4
- 17) Kalle Luotonen 2

Best countries:

- Best Austria: Vesa Virri 25
Best England: Tapani Ronkainen 53
Best France: Timo Kokkonen 53
Best Germany: Timo Kokkonen 39
Best Italy: Eero Hurmalainen 4
(don't ask how!)
Best Russia: Ville Hurmalainen 8,5
Best Turkey: Risto Marjomaa 52

Best Tactician & Negotiator:

- Best Tactician: Timo Kokkonen
Best Negotiator: Vesa Virri

EuroDipCon VII

27th -29th August 1999

Registration form

Name: _____

Address: _____

Telephone: _____

E-mail: _____

Need accommodation at the gaming area: Yes No

Team tournament: I want to participate in team tournament

Name of the team: _____ Find me a place from a team

Are you interested to participate in other tournaments besides Diplomacy:

Yes No

Which? _____

In order to registrate, please send this form to:

Vesa Virri
Elinantie 2 B 20
FIN-20540 Turku
Finland

You may also registrate by e-mail: vesvir@utu.fi