

DIPLOMACY: THE CLASSES GO TO WAR!



The History Department has brought an added element of realism to its treatment of World War I: the game of Diplomacy.

This popular war simulation game was introduced here by Mr. Glazer, who first played Diplomacy while a college student. Since then, Mr. Multer has added the game to his curriculum and has officiated weekend games in students'

homes.

Members of the class are divided into 7 teams, each representing a major participant in the war: Austria-Hungary, England, France, Germany, Italy, Russia, and Turkey. Controlling their own armies and fleets, and guided by the geography of early 20th Century Europe, each team attempts to conduct a successful war while making and breaking alliances. It is a game of skill and attentiveness, not of luck or chance. Countries which fail to move decisively or to make meaningful alliances are devoured very quickly. Similarities with the actions of World War I abound though, unlike that war, only one country can be victorious in Diplomacy.

After the game, students must compose a major essay comparing the fortunes of their country in Diplomacy with those of World War I. They might also be asked to write how Diplomacy might have been different if the United States had participated.

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