

Denis Peskov, Benny Cheng, Ahmed Elgohary, Joe Barrow, Cristian Danescu-Niculescu-Mizil, and **Jordan Boyd-Graber**. **It Takes Two to Lie: One to Lie and One to Listen**. *Association for Computational Linguistics*, 2020.

```
@inproceedings{Peskov:Cheng:Elgohary:Barrow:Danescu-Niculescu-Mizil:Boyd-Graber-2020,
Title = {It Takes Two to Lie: One to Lie and One to Listen},
Author = {Denis Peskov and Benny Cheng and Ahmed Elgohary and Joe Barrow and Cristian Danescu-Niculescu-Mizil and Jordan Boyd-Graber},
Booktitle = {Association for Computational Linguistics},
Year = {2020},
Location = {The Cyberverse Simulacrum of Seattle},
Url = {http://umiacs.umd.edu/~jbg/docs/2020_acl_diplomacy.pdf},
}
```

Accessible Abstract: Machine learning techniques to detect deception in online communications requires training and evaluation data. However, there is a dearth of data either because of uncertain gold labels or privacy concerns; we create a new, large deception-centered dataset in the online game of Diplomacy. We gathered 17,289 messages from 12 games (each of which took over a month) involving 84 players, the majority of which were unique users. This data was collected with a custom-made bot that allowed us to collect messages and annotations. The user pool was created from scratch: we varied participant demographics across gender, age, nationality, and past game experience. Some of our participants included the former president of the Diplomacy players’ association, several top ranked players in the world, a board game shop owner, and scientists. We create machine learning models to detect lies using linguistic, context, and power-dynamic features. Our best model had similar lie detection accuracy to humans.

Links:

- Video [<http://youtu.be/BVAAhIUtf9U>]
- Data and Code [http://go.umd.edu/diplomacy_data]

Downloaded from http://umiacs.umd.edu/~jbg/docs/2020_acl_diplomacy.pdf

Contact Jordan Boyd-Graber (jbg@boydgraber.org) for questions about this paper.

It Takes Two to Lie: One to Lie, and One to Listen

Denis Peskov, Benny Cheng

Ahmed Elgohary, Joe Barrow

Computer Science, University of Maryland

{dpeskov, bcheng96, elgohary, jdbarrow}@umd.edu

Cristian Danescu-Niculescu-Mizil

Information Science

Cornell University

cristian@cs.cornell.edu

Jordan Boyd-Graber

iSchool, Language Science, UMIACS, LSC

University of Maryland

jbg@umiacs.umd.edu

Abstract

Trust is implicit in many online text conversations—striking up new friendships, or asking for tech support. But trust can be betrayed through deception. We study the language and dynamics of deception in the negotiation-based game Diplomacy, where seven players compete for world domination by forging and breaking alliances with each other. Our study with players from the Diplomacy community gathers 17,289 messages annotated by the sender for their *intended* truthfulness and by the receiver for their *perceived* truthfulness. Unlike existing datasets, this captures deception in long-lasting relationships, where the interlocutors strategically combine truth with lies to advance objectives. A model that uses power dynamics and conversational contexts can predict when a lie occurs nearly as well as human players.

1 Introduction

A functioning society is impossible without trust. In online text interactions, users are typically trusting (Shneiderman, 2000), but this trust can be betrayed through false identities on dating sites (Toma and Hancock, 2012), spearphishing attacks (Dhamija et al., 2006), sockpuppetry (Kumar et al., 2017) and, more broadly, disinformation campaigns (Kumar and Shah, 2018). Beyond such one-off antisocial acts directed at strangers, deception can also occur in sustained relationships, where it can be strategically combined with truthfulness to advance a long-term objective (Cornwell and Lundgren, 2001; Kaplar and Gordon, 2004).

We introduce a dataset to study the strategic use of deception in long-lasting relationships. To collect reliable ground truth in this complex scenario, we design an interface for players to naturally generate and annotate conversational data while playing a negotiation-based game called Diplomacy.

Message	Sender's intention	Receiver's percep.
If I were lying to you, I'd smile and say "that sounds great." I'm honest with you because I sincerely thought of us as partners.	Lie	Truth
You agreed to warn me of unexpected moves, then didn't ... You've revealed things to England without my permission, and then made up a story about it after the fact!	Truth	Truth
...I have a reputation in this hobby for being sincere. Not being duplicitous. It has always served me well. ... If you don't want to work with me, then I can understand that ...	Lie	Truth
<i>(Germany attacks Italy)</i>		
Well this game just got less fun	Truth	Truth
For you, maybe	Truth	Truth

Table 1: An annotated conversation between Italy (white) and Germany (gray) at a moment when their relationship breaks down. Each message is annotated by the sender (and receiver) with its intended or perceived truthfulness; Italy is lying about ... lying. A full transcript of this dialog is available in Appendix, Table 9.

These annotations are done in *real-time* as the players send and receive messages. While this game setup might not directly translate to real-world situations, it enables computational frameworks for studying deception in a complex social context while avoiding privacy issues.

After providing background on the game of Diplomacy and our intended deception annotations (Section 2), we discuss our study (Section 3). To probe the value of the resulting dataset, we develop lie prediction models (Section 4) and analyze their results (Section 5).

2 Diplomacy

The Diplomacy board game places a player in the role of one of seven European powers on the eve of World War I. The goal is to conquer a simplified map of Europe by ordering armies in the field against rivals. Victory points determine the success of a player and allow them to build additional armies; the player who can gain and maintain the highest number of points wins.¹ The mechanics of the game are simple and deterministic: armies, represented as figures on a given territory, can only move to adjacent spots and the side with the most armies always wins in a disputed move. The game movements become publicly available to all players after the end of a turn.

Because the game is deterministic and everyone begins with an equal amount of armies, a player cannot win the game without forming alliances with other players—hence the name of the game: Diplomacy. Conquering neighboring territories depends on support from another player’s armies. After an alliance has outlived its usefulness, a player often dramatically breaks it to take advantage of their erstwhile ally’s vulnerability. Table 1 shows the end of one such relationship. As in real life, to succeed a betrayal must be a surprise to the victim. Thus, players pride themselves on being able to lie *and* detect lies. Our study uses their skill and passion to build a dataset of deception created by battle-hardened diplomats. Senders annotate whether each message they write is an ACTUAL LIE and recipients annotate whether each message received is a SUSPECTED LIE. Further details on the annotation process are in Section 3.1.

2.1 A game walk-through

Figure 1 shows the raw counts of one game in our dataset. But numbers do not tell the whole story. We analyze this case study using rhetorical tactics (Cialdini and Goldstein, 2004), which Oliveira et al. (2017) use to dissect spear phishing e-mails and Anand et al. (2011) apply to persuasive blogs. Mentions of tactics are in *italic* (e.g., *authority*); context for quotes in Appendix, Table 7. For the rest of the paper, we will refer to players via the name of their assigned country.

¹In the parlance of Diplomacy games, points are “supply centers” in specific territories (e.g., London). Having more supply centers allows a player to build more armies and win the game by capturing more than half of the 34 supply centers on the board.

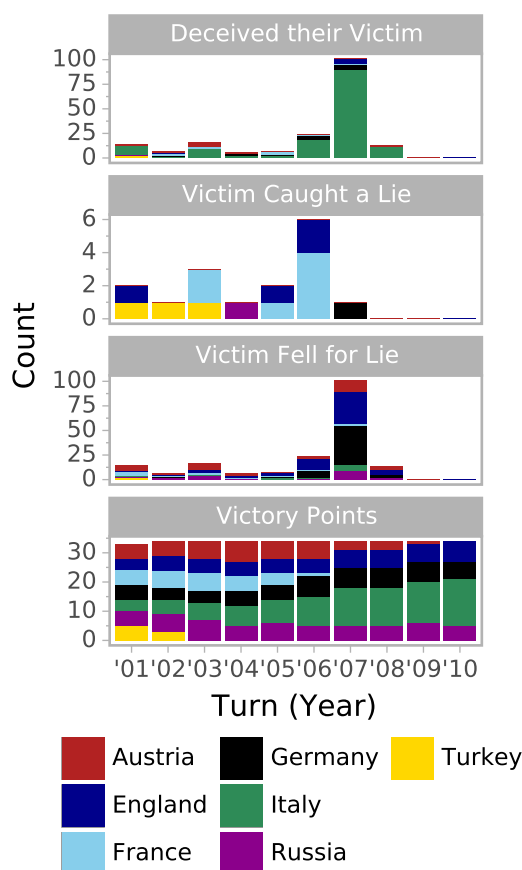


Figure 1: Counts from one game featuring an Italy (green) adept at lying but who does not fall for others’ lies. The player’s successful lies allow them to gain an advantage in points over the duration of the game. In 1906, Italy lies to England before breaking their relationship. In 1907, Italy lies to everybody else about wanting to agree to a draw, leading to the large spike in successful lies.

Through two lie-intense strategies—convincing England to betray Germany and convincing all remaining countries to agree to a draw—Italy gains control of the board. Italy’s first deception is a plan with Austria to dismantle Turkey. Turkey believes Italy’s initial assurance of non-aggression in 1901. Italy begins by excusing his initial silence due to a rough day at work, evoking empathy and *likability*. While they do not fall for subsequent lies, Turkey’s initial gullibility cements Italy’s first-strike advantage. Meanwhile, Italy proposes a long-term alliance with England against France, packaging several small truths with a big lie. The strategy succeeds, eliminating Italy’s greatest threat.

Local threats eliminated, Italy turns to rivals on the other end of the map. Italy persuades England to double-cross its long-time ally Germany in a moment of *scarcity*: if you do not act now, there will

be nowhere to expand. England accepts help from ascendant Italy, expecting *reciprocity*. However, Italy aggressively and successfully moves against England. The last year features a meta-game deception. After Italy becomes too powerful to contain, the remaining four players team up. Ingeniously, Italy feigns acquiescence to a five-way draw, individually lying to each player and establishing *authority* while brokering the deal. Despite Italy's record of deception, the other players believe the proposal (annotating received messages from Italy as truthful) and expect a 1907 endgame, the year with the most lies. Italy goes on the offensive and knocks out Austria. Italy's summary of the game in their own words is in the Appendix, Table 6.

Each game has relationships that are forged and then riven. In another game, an honest attempt by a strong Austria to woo an ascendant Germany backfires, knocking Austria from the game. Germany builds trust with Austria through a believed fictional experience as a Boy Scout in Maine (*likability*). In a third game, two consecutive unfulfilled promises by an ambitious Russia leads to a quick demise, as their subsequent excuses and apologies are perceived as lies (failed *consistency*). In another game, England, France, and Russia simultaneously attack Germany after offering duplicitous assurances. Game outcomes vary despite the identical, balanced starting board, as different players use unique strategies to persuade, and occasionally deceive, their opponents.

2.2 Defining a lie

Statements can be incorrect for a host of reasons: ignorance, misunderstanding, omission, exaggeration. [Gokhman et al. \(2012\)](#) highlight the difficulty of finding willful, honest, and skilled deception outside of short-term, artificial contexts ([DePaulo et al., 2003](#)). Crowdsourced and automatic datasets rely on simple negations ([Pérez-Rosas et al., 2017](#)) or completely implausible claims (e.g., “Tipper Gore was created in 1048” from [Thorne et al. \(2018\)](#)). While lawyers in depositions and users of dating sites will not willingly admit to their lies, the players of online games are more willing to revel in their deception.

We must first define what we mean by deception. Lying is a mischaracterization; it's thus no surprise that a definition may be divisive or the subject of academic debate ([Gettier, 1963](#)). We provide this definition to our users: “Typically, when [someone]

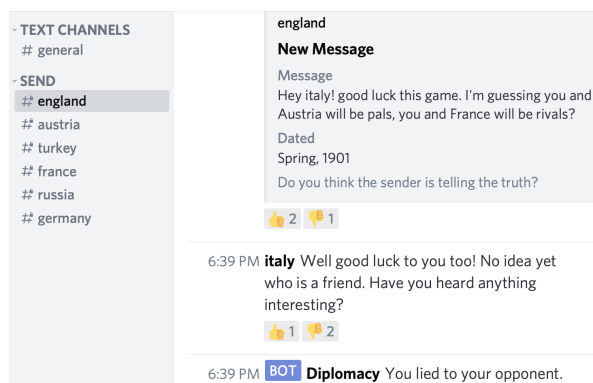


Figure 2: Every time they send a message, players say whether the message is truthful or intended to deceive. The receiver then labels whether incoming messages are a lie or not. Here Italy indicates they believe a message from England is truthful but that their reply is not.

lies [they] say what [they] know to be false in an attempt to deceive the listener” ([Siegler, 1966](#)). An orthodox definition requires the speaker to utter an explicit falsehood ([Mahon, 2016](#)); skilled liars can deceive with a patina of veracity. A similar definition is required for prosecution of perjury, leading to a paucity of convictions ([Bogner et al., 1974](#)). Indeed, when we ask participants what a lie looks like, they mention evasiveness, shorter messages, over-qualification, and creating false hypothetical scenarios ([DePaulo et al., 2003](#)).

2.3 Annotating truthfulness

Previous work on the language of Diplomacy ([Niculae et al., 2015](#)) lacked access to players’ internal state and was limited to *post-hoc* analysis. We improve on this by designing our own interface that gathers players’ intentions and perceptions in real-time (Section 3.1). As with other highly subjective phenomena like sarcasm ([González-Ibáñez et al., 2011](#); [Bamman and Smith, 2015](#)), sentiment ([Pang et al., 2008](#)) and framing ([Greene and Resnik, 2009](#)), the intention to deceive is reflective on someone’s internal state. Having individuals provide their own labels for their internal state is essential as third party annotators could not accurately access it ([Chang et al., 2020](#)).

Most importantly, our gracious players have allowed this language data to be released in accordance with IRB authorized anonymization, encouraging further work on the strategic use of deception in long-lasting relations.²

²Data available at http://go.umd.edu/diplomacy_data and as part of ConvoKit <http://convokit.cornell.edu>.

3 Engaging a Community of Liars

This dataset requires both a social and technical setup: finding a community that plays Diplomacy online and having them use a framework for annotating these messages.

3.1 Technical implementation

We need two technical components for our study: a game engine and a chat system. We choose Backstabbr³ as an accessible game engine on desktop and mobile platforms: players input their moves and the site adjudicates game mechanics (Chiodini, 2020). Our communication framework is atypical. Thus, we create a server on Discord,⁴ the group messaging platform most used for online gaming and by the online Diplomacy community (Coberly, 2019). The app is reliable on both desktop and mobile devices, free, and does not limit access to messages. Instead of direct communication, players communicate with a bot; the bot does not forward messages to the recipient until the player annotates the messages (Figure 2). In addition, the bot scrapes the game state from Backstabbr to sync game and language data.

Annotation of lies is a forced binary choice in our experiment. Explicitly calling a statement a lie is difficult, and people would prefer degrees of deception (Bavelas et al., 1990; Bell and DePaulo, 1996). Thus, we follow previous work that views linguistic deception as binary (Buller et al., 1996; Braun and Van Swol, 2016). Some studies make a more fine-grained distinction; for example, Swol et al. (2012) separate strategic omissions from blatant lies (we consider both deception). However, because we are asking the speakers themselves (and not trained annotators) to make the decision, we follow the advice from crowdsourcing to simplify the task as much as possible (Snow et al., 2008; Sabou et al., 2014). Long messages can contain both truths and lies, and we ask players to categorize these as lies since the truth can be a shroud for their aims.

3.2 Building a player base

The Diplomacy players maintain an active, vibrant community through real-life meetups and online play (Hill, 2014; Chiodini, 2020). We recruit top players alongside inexperienced but committed players in the interest of having a diverse pool.

Our experiments include top-ranked players and community leaders from online platforms, grizzled in-person tournament players with over 100 past games, and board game aficionados. These players serve as our foundation and during initial design helped us to create a minimally annoying interface and a definition of a lie that would be consistent with Diplomacy play. Good players—as determined by active participation, annotation and game outcome—are asked to play in future games.

In traditional crowdsourcing tasks compensation is tied to piecework that takes seconds to complete (Buhrmester et al., 2011). Diplomacy games are different in that they can last a month... and people already play the game for free. Thus, we do not want compensation to interfere with what these players already do well: lying. Even the obituary of the game’s inventor explains

Diplomacy rewards all manner of mendacity: spying, lying, bribery, rumor mongering, psychological manipulation, outright intimidation, betrayal, vengeance and backstabbing (the use of actual cutlery is discouraged)” (Fox, 2013).

Thus, our goal is to have compensation mechanisms that get people to play this game as they normally would, finish their games, and put up with our (slightly) cumbersome interface. Part of the compensation is non-monetary: a game experience with players that are more engaged than the average online player.

To encourage complete games, most of the payment is conditioned on finishing a game, with rewards for doing well in the game. Players get at least \$40 upon finishing a game. Additionally, we provide bonuses for specific outcomes: \$24 for winning the game (an evenly divisible amount that can be split among remaining players) and \$10 for having the most successful lies, i.e., statements they marked as a lie that others believed.⁵ Diplomacy usually ends with a handful of players dividing the board among themselves and agreeing to a tie. In the game described in Section 2.1, the remaining four players shared the winner’s pool with Italy after 10 in-game years, and Italy won the prize for most successful lies.

⁵The lie incentive is relatively small (compared to incentives for participation and winning) to discourage an opportunistic player from marking everything as a lie. Games were monitored in real-time and no player was found abusing the system (marking more than ~20% lies).

³<https://www.backstabbr.com>

⁴<https://www.discord.com>

Category	Value
Message Count	13,132
ACTUAL LIE Count	591
SUSPECTED LIE Count	566
Average # of Words	20.79

Table 2: Summary statistics for our train data (nine of twelve games). Messages are long and only five percent are lies, creating a class imbalance.

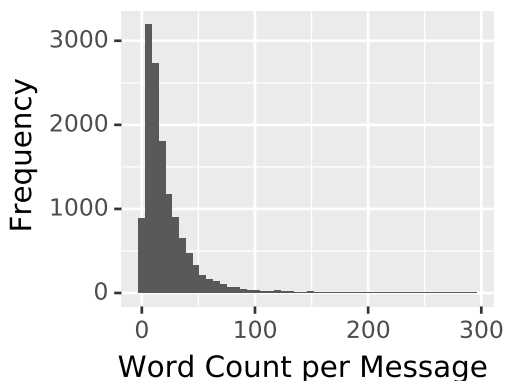


Figure 3: Individual messages can be quite long, wrapping deception in pleasantries and obfuscation.

3.3 Data overview

Table 2 quantitatively summarizes our data. Messages vary in length and can be paragraphs long (Figure 3). Close to five percent of all messages in the dataset are marked as lies and almost the same percentage (but not necessarily the same messages) are perceived as lies, consistent with the “veracity effect” (Levine et al., 1999). In the game discussed above, eight percent of messages are marked as lies by the sender and three percent of messages are perceived as lies by the recipient; however, the messages perceived as lies are rarely lies (Figure 4).

3.4 Demographics and self-assessment

We collect anonymous demographic information from our study participants: the average player identifies as male, between 20 and 35 years old, speaks English as their primary language, and has played over fifty Diplomacy games.⁶ Players self-assess their lying ability before the study. The average player views themselves as better than average at lying and average or better than average at perceiving lies.

⁶Our data skews 80% male and 95% of the players speak English as a primary language. Ages range from eighteen and sixty-four. Game experience is distributed across beginner, intermediate, and expert levels.

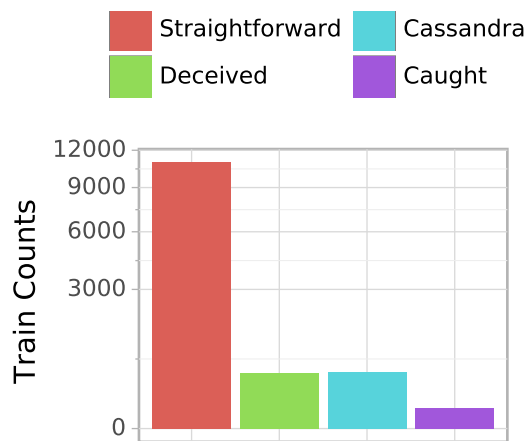


Figure 4: Most messages are truthful messages identified as the truth. Lies are often not caught. Table 3 provides an example from each quadrant.

In a post-game survey, players provide information on whom *they* betrayed and who betrayed *them* in a given game. This is a finer-grained determination than the *post hoc* analysis used in past work on Diplomacy (Niculae et al., 2015). We ask players to optionally provide linguistic cues to their lying and to summarize the game from their perspective (examples in Appendix, Table 6).

3.5 An ontology of deception

Four possible combinations of deception and perception can arise from our data. The sender can be lying or telling the truth. Additionally, the receiver can perceive the message as deceptive or truthful. We name the possible outcomes for lies as Deceived or Caught, and the outcomes for truthful messages as Straightforward or Cassandra,⁷ based on the receiver’s annotation (examples in Table 3, distribution in Figure 4).

4 Detecting Lies

We build computational models both to detect lies to better understand our dataset. The data from the user study provide a training corpus that maps language to annotations of truthfulness and deception. Our models progressively integrate information—conversational context and in-game power dynamics—to approach human parity in deception detection.

⁷In myth, Cassandra was cursed to utter true prophecies but never be believed. For a discussion of Cassandra’s curse *vis a vis* personal and political oaths, see Torrance (2015).

		Receiver’s perception	
		Truth	Lie
Sender’s intention	Truth	Straightforward Salut! Just checking in, letting you know the embassy is open, and if you decide to move in a direction I might be able to get involved in, we can probably come to a reasonable arrangement on cooperation. Bonne journee!	Cassandra I don’t care if we target T first or A first. I’ll let you decide. But I want to work as your partner. . . . I literally will not message anyone else until you and I have a plan. I want it to be clear to you that you’re the ally I want.
	Lie	Deceived You, sir, are a terrific ally. This was more than you needed to do, but makes me feel like this is really a long term thing! Thank you.	Caught So, is it worth us having a discussion this turn? I sincerely wanted to work something out with you last turn, but I took silence to be an ominous sign.

Table 3: Examples of messages that were intended to be truthful or deceptive by the sender or receiver. Most messages occur in the top left quadrant (Straightforward). Figure 4 shows the full distribution. Both the intended and perceived properties of lies are of interest in our study.

4.1 Metric and data splits

We investigate two phenomena: detecting what is *intended* as a lie and what is *perceived* as a lie. However, this is complicated because most statements are not lies: less than five percent of the messages are labeled as lies in both the ACTUAL LIE and the SUSPECTED LIE tasks (Table 2). Our results use a weighted F_1 feature across truth and lie prediction, as accuracy is an inflated metric given the class imbalance (Japkowicz and Stephen, 2002). We thus adopt an in-training approach (Zhou and Liu, 2005) where incorrect predictions of lies are penalized more than truthful statements. The relative penalty between the two classes is a hyperparameter tuned on F_1 .

Before we move to computational models for lie detection, we first establish the *human* baseline. We know when senders were lying and when receivers spotted a lie. Humans spot 88.3% of lies. However, given the class imbalance, this sounds better than it is. Following the suggestion of Levine et al. (1999), we focus on the detection of lies, where humans have a 22.5 Lie F_1 .

To prevent overfitting to specific games, nine games are used as training data, one is used for validation for tuning parameters, and two games are test data. Some players repeat between games.

4.2 Logistic regression

Logistic regression models have interpretable coefficients which show linguistic phenomena that correlate with lies. A *word* that occurs infrequently overall but often in lies, such as ‘honest’ and ‘candidly’, helps identify which messages are lies.

Niculae et al. (2015) propose linguistic **Harbingers** that can predict deception. These are word lists that cover topics often used in interpersonal communication—*claims, subjectivity, premises, contingency, comparisons, expansion,*

temporal language associated with the future, and all other temporal language (complete word list in Appendix, Table 8). The Harbingers word lists do not provide full coverage, as they focus on specific rhetorical areas. A logistic regression model with all word types as features further improves F_1 .

Power dynamics influence the language and flow of conversation (Danescu-Niculescu-Mizil et al., 2012, 2013; Prabhakaran et al., 2013). These dynamics may influence the likeliness of lying; a stronger player may feel empowered to lie to their neighbor. Recall that victory points (Section 2) encode how well a player is doing (more is better). We represent the power differential as the difference between the two players. Peers will have a zero differential, while more powerful players will have a positive differential with their interlocutor. The differential changes throughout the game, so this feature encodes the difference in the season the message was sent. For example, a message sent by an Italy with seven points to a Germany with two points in a given season would have a value of five.

4.3 Neural

While less interpretable, neural models are often more accurate than logistic regression ones (Ribeiro et al., 2016; Belinkov and Glass, 2019). We build a standard long short-term memory network (Hochreiter and Schmidhuber, 1997, LSTM) to investigate if word sequences—ignored by logistic regression—can reveal lies.

Integrating message context and power dynamics improves on the neural baseline. A Hierarchical LSTM can help focus attention on specific phrases in long conversational contexts. In the same way it would be difficult for a human to determine *prima facie* if a statement is a lie without previous context, we posit that methods that operate at the level of a single message are limited in the types of cues they

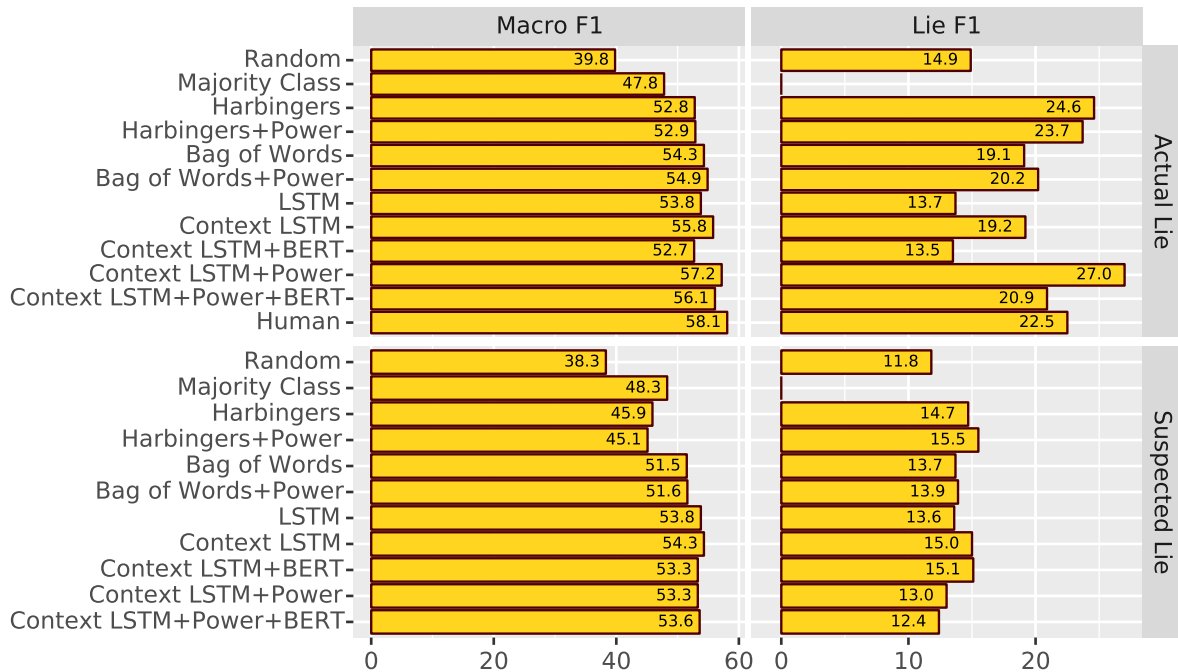


Figure 5: Test set results for both our ACTUAL LIE and SUSPECTED LIE tasks. We provide baseline (Random, Majority Class), logistic (language features, bag of words), and neural (combinations of a LSTM with BERT) models. The neural model that integrates past messages and power dynamics approaches human F_1 for ACTUAL LIE (top). For ACTUAL LIE, the human baseline is how often the receiver correctly detects senders’ lies. The SUSPECTED LIE lacks such a baseline.

can extract. The hierarchical LSTM is given the context of previous messages when determining if a given message is a lie, which is akin to the labeling task humans do when annotating the data. The model does this by encoding a single message from the tokens, and then running a forward LSTM over all the messages. For each message, it looks at both the content and previous context to decide if the current message is a lie. Fine-tuning BERT (Devlin et al., 2019) embeddings to this model did not lead to notable improvement in F_1 , likely due to the relative small size of our training data. Last, we incorporate information about power imbalance into this model. This model approaches human performance in terms of F_1 score by combining content with conversational context and power imbalance.

5 Qualitative Analysis

This section examines specific messages where both players and machines are correctly identifying lies and when they make mistakes on our test set. Most messages are correctly predicted by both the model and players (2055 of 2475 messages); but this is because of the veracity effect. The picture is less rosy if we only look at messages the sender

marks as ACTUAL LIE: both players and models are generally wrong (Table 5).

Both models and players can detect lies when liars get into specifics. In Diplomacy, users must agree to help one another through orders that stipulate “I will help another player move from X to Y”. The in-game term for this is “support”; half the messages where players and computers correctly identify lies contain this word, but it rarely occurs in the other quadrants.

Models seem to be better at not falling for vague excuses or fantastical promises in the future. Players miss lies that promise long-term alliances, involve extensive apologies, or attribute motivation as coming from other countries’ disinformation (*Model Correct*). Unlike our models, players have access to conversations with other players and accordingly players can detect lies that can easily be verified through conversations with other players (*Player Correct*).

However, ultimately most lies are believable and fool both models and players (*Both Wrong*). For example, all messages that contain the word “true” are predicted as truthful by both models and play-

		Model Prediction	
		Correct	Wrong
Player Prediction	Correct	Both Correct Not sure what your plan is, but I might be able to support you to Munich.	Player Correct Don't believe Turkey, I said nothing of the sort. I imagine he's just trying to cause an upset between us.
	Wrong	Model Correct Long time no see. Sorry for the stab earlier. I think we should try to work together to stop france from winning; if we work together we can stop france from getting 3 more centers, and then we will all win in a 3, 4, or 5 way draw when the game is hard-capped at 1910.	Both Wrong I'm considering playing fairly aggressive against England and cutting them off at the pass in 1901, your support for that would be very helpful.

Table 4: An example of an ACTUAL LIE detected (or not) by both players and our best computational model (Context LSTM + Power) from each quadrant. Both the model and the human recipient are mostly correct overall (Both Correct), but they are both mostly wrong when it comes to specifically predicting lies (Both Wrong).

	Model Correct	Model Wrong
Player Correct	10	32
Player Wrong	28	137

Table 5: Conditioning on only lies, most messages are now identified incorrectly by both our best model (Context LSTM + Power) and players.

ers. Many of these messages are relatively tame;⁸ confirming the Pinocchio effect found by Swol et al. (2012). If liars can be detected when they wax prolix, perhaps the best way to avoid detection is to be terse and to the point.

Sometimes additional contextual information helps models improve over player predictions. For example, when France tells Austria “I am worried about a steamroller Russia Turkey alliance”, the message is incorrectly perceived as truthful by both the player and the single-message model. However, once the model has context—a preceding question asking if Austria and Turkey were cooperating—it can detect the lie.

Finally, we investigate categories from the Harbingers (Niculae et al., 2015) word lists. Lies are more likely to contain *subjectivity* and *premises* while true messages include *expansion* phrases (“later”, “additionally”). We also use specific words in the bag of words logistic regression model. The coefficient weights of words that express sincerity (e.g., “sincerely”, “frankly”) and apology (e.g., “accusation”, “fallout”, “alternatives”) skew toward ACTUAL LIE prediction in the logistic regression model. More laid back appella-

⁸Examples include “It’s true—[Budapest] back to [Romania] and [Serbia] on to [Albania] could position for more forward convoys without needing the rear fleet...” and “idk if it’s true just letting u know since were allies”.

tions (e.g., “dude”, “man”) skew towards truthfulness, as do words associated with reconnaissance (e.g., “fyi”, “useful”, “information”) and time (e.g., “weekend”, “morning”). Contested areas on the Diplomacy map, such as Budapest and Sevastopol, are more likely to be associated with lies, while more secure ones like Berlin, are more likely to be associated with truthful messages.

6 Related Work

Early computational deception work focuses on single utterances (Newman et al., 2003), especially for product reviews (Ott et al., 2012). But deception is intrinsically a discursive phenomenon and thus the context in which it appears is essential. Our platform provides an opportunity to observe deception in the context in which it arises: goal-oriented conversations around in-game objectives. Gathering data through an interactive game has a cheaper per-lie cost than hiring workers to write deceptive statements (Jurgens and Navigli, 2014).

Other conversational datasets are mostly based on games that involve deception including Werewolf (Girlea et al., 2016), Box of Lies (Soldner et al., 2019), and tailor-made games (Ho et al., 2017). However, these games assign individuals roles that they maintain throughout the game (i.e., in a role that is supposed to deceive or in a role that is deceived). Thus, deception labels are coarse: an *individual* always lies or always tells the truth. In contrast, our platform better captures a more multifaceted reality about human nature: everyone can lie or be truthful with everyone else, and they use both strategically. Hence, players must think about *every* player lying at any moment: “given the evidence, do I think this person is lying to me *now*?”

Deception data with conversational labels is also available through interviews (Pérez-Rosas et al.,

2016), some of which allow for finer-grained deception spans (Levitani et al., 2018). Compared with game-sourced data, however, interviews provide shorter conversational context (often only a single exchange with a few follow-ups) and lack a strategic incentive—individuals lie because they are instructed to do so, not to strategically accomplish a larger goal. In Diplomacy, users have an intrinsic motivation to lie; they have entertainment-based and financial motivations to win the game. This leads to higher-quality, creative lies.

Real-world examples of lying include perjury (Louwerse et al., 2010), calumny (Fornaciari and Poesio, 2013), emails from malicious hackers (Dhamija et al., 2006), and surreptitious user recordings. But real-world data comes with real-world complications and privacy concerns. The artifice of Diplomacy allows us to gather pertinent language data with minimal risk and to access both sides of deception: intention and perception. Other avenues for less secure research include analyzing dating profiles for accuracy in self-presentation (Toma and Hancock, 2012) and classifying deceptive online spam (Ott et al., 2011).

7 Conclusion

In Dante’s *Inferno*, the ninth circle of Hell—a fate worse even than that reserved for murderers—is for betrayers. Dante asks Count Ugolino to name his betrayer, which leads him to say:

but if my words can be the seed to bear
the fruit of infamy for this betrayer
who feeds my hunger, then I shall speak—in
tears (Alighieri and Musa, 1995, Canto XXXIII)

Similarly, we ask victims to expose their betrayers in the game of Diplomacy. The seeds of players’ negotiations and deceit could, we hope, yield fruit to help others: understanding multi-party negotiation and protecting Internet users.

While we ignore nuances of the game board to keep our work general, Diplomacy is also a rich, multi-agent strategic environment; Paquette et al. (2019) ignore Diplomacy’s rich language to build bots that only move pieces around the board. An exciting synthesis would incorporate deception and language generation into an agent’s policy; our data would help train such agents. Beyond playing against humans, playing with a human in the loop (HITL) resembles designs for cybersecurity threats (Cranor, 2008), annotation (Branson et al., 2010), and language alteration (Wallace et al.,

2019). Likewise, our lie-detection models can help a user *in the moment* better decide whether they are being deceived (Lai et al., 2020). Computers can meld their attention to detail and nigh infinite memory to humans’ grasp of social interactions and nuance to forge a more discerning player.

Beyond a silly board game, humans often need help verifying claims are true when evaluating health information (Xie and Bugg, 2009), knowing when to take an e-mail at face value (Jagatic et al., 2007), or evaluating breaking news (Hassan et al., 2017). Building systems to help information consumers become more discerning and suspicious in low-stakes settings like online Diplomacy are the seeds that will bear the fruits of interfaces and machine learning tools necessary for a safer and more robust Internet ecosystem.

Acknowledgments

We thank Chris Martin for the introduction to the Diplomacy community and for study suggestions. Feedback from Philip Resnik, Alexander Fraser, Bill Ferguson, James Ryan, and Vinodkumar Prabhakaran helped shape the paper’s structure.

The information provided in this document is derived from an effort sponsored by the Defense Advanced Research Projects Agency (DARPA) and Air Force Research Laboratory (AFRL), and awarded to Raytheon BBN Technologies under contract number FA865018-C-7885. Danescu-Niculescu-Mizil is supported by NSF award IIS-1750615 and by NSF grant IIS-1910147. Opinions, findings, conclusions, or recommendations expressed here are those of the authors and do not necessarily reflect views of the sponsors.

We thank Sebastien A., Joe Brelsford (*TrustworthyWarMonger*), Sam Brothers, Max Christie, Jordan Connors (*Conq*), Anna Conte, Bill Hackenbracht, Jack Henrichs, Melissa Lewis, Michael Lotfy (*Blitzkrieg13*), Joshua Lovett-Graff, Mitch McConeghey, Marko Papić, Christopher Rawles, David Van Slyke (*happypopday*), Reno Varghese, Tyler Waaler, Joseph Wheeler (*Sloth*), Phillip Wilcox, Jorge Zhang (*Caped Baldy*), Daniel Zhu, *papa_k*, *questionmark*, and the dozens of other players that made the games possible.

References

- Dante Alighieri and Mark Musa. 1995. *Dante's Inferno: The Indiana Critical Edition*. Indiana masterpiece editions. Indiana University Press.
- Pranav Anand, Joseph King, Jordan Boyd-Graber, Earl Wagner, Craig Martell, Douglas W. Oard, and Philip Resnik. 2011. Believe me: We can do this! In *The AAAI 2011 workshop on Computational Models of Natural Argument*.
- David Bamman and Noah A. Smith. 2015. Contextualized Sarcasm Detection on Twitter. In *Proceedings of ICWSM*.
- Janet Beavin Bavelas, Alex Black, Nicole Chovil, and Jennifer Mullett. 1990. Truths, lies, and equivocations: The effects of conflicting goals on discourse. *Journal of Language and Social Psychology*, 9(1-2):135–161.
- Yonatan Belinkov and James Glass. 2019. Analysis methods in neural language processing: A survey. *Transactions of the Association for Computational Linguistics*.
- Kathy L Bell and Bella M DePaulo. 1996. Liking and lying. *Basic and Applied Social Psychology*, 18(3):243–266.
- William E. Bogner, Margaret Edwards, Leon Zelechowski, Kevin J. Egan, William J. Rogers, Eloy Burciaga, and John Scott Arthur. 1974. Perjury: The forgotten offense. *The Journal of Criminal Law and Criminology*, 65(3):361–372.
- Steve Branson, Catherine Wah, Florian Schroff, Boris Babenko, Peter Welinder, Pietro Perona, and Serge Belongie. 2010. Visual recognition with humans in the loop. In *European Conference on Computer Vision*.
- Michael T. Braun and Lyn M. Van Swol. 2016. Justifications offered, questions asked, and linguistic patterns in deceptive and truthful monetary interactions. *Group Decision and Negotiation*, 25(3):641–661.
- Michael Buhrmester, Tracy Kwang, and Samuel D Gosling. 2011. Amazon's mechanical Turk: A new source of inexpensive, yet high-quality data? *Perspectives on psychological science: a journal of the Association for Psychological Science*, 6 1:3–5.
- David B. Buller, Judee K. Burgoon, Aileen Buslig, and James Roiger. 1996. Testing interpersonal deception theory: The language of interpersonal deception. *Communication Theory*, 6(3):268–289.
- Jonathan P. Chang, Justin Cheng, and Cristian Danescu-Niculescu-Mizil. 2020. Don't let me be misunderstood: Comparing intentions and perceptions in online discussions. In *Proceedings of the World Wide Web Conference*.
- Johnny Chiodini. 2020. [Playing Diplomacy online transformed the infamously brutal board game from unbearable to brilliant](#). *Dicebreaker*.
- Robert B Cialdini and Noah J Goldstein. 2004. Social influence: Compliance and conformity. *Annual Review of Psychology*, 55:591–621.
- Cohen Coberly. 2019. [Discord has surpassed 250 million registered users](#). *Techspot*.
- B. Cornwell and D. C. Lundgren. 2001. Love on the internet: involvement and misrepresentation in romantic relationships in cyberspace vs. realspace. *Computational Human Behavior*, 17:197–211.
- Lorrie F Cranor. 2008. A framework for reasoning about the human in the loop. In *UPSEC*.
- Cristian Danescu-Niculescu-Mizil, Lillian Lee, Bo Pang, and Jon Kleinberg. 2012. Echoes of power: Language effects and power differences in social interaction. In *Proceedings of the World Wide Web Conference*.
- Cristian Danescu-Niculescu-Mizil, Moritz Sudhof, Dan Jurafsky, Jure Leskovec, and Christopher Potts. 2013. A computational approach to politeness with application to social factors. In *Proceedings of the Association for Computational Linguistics*.
- Bella M DePaulo, James J Lindsay, Brian E Malone, Laura Muhlenbruck, Kelly Charlton, and Harris Cooper. 2003. Cues to deception. *Psychological bulletin*, 129(1):74.
- Jacob Devlin, Ming-Wei Chang, Kenton Lee, and Kristina Toutanova. 2019. BERT: Pre-training of deep bidirectional transformers for language understanding. In *Conference of the North American Chapter of the Association for Computational Linguistics*.
- Rachna Dhamija, J. Doug Tygar, and Marti A. Hearst. 2006. Why phishing works. In *International Conference on Human Factors in Computing Systems*.
- Tommaso Fornaciari and Massimo Poesio. 2013. Automatic deception detection in Italian court cases. *Artificial intelligence and law*, 21(3):303–340.
- Margalit Fox. 2013. [Allan Calhamer dies at 81; invented Diplomacy game](#). *New York Times*.
- Edmund Gettier. 1963. Is justified true belief knowledge? *Analysis*, 23(6):121–123.
- Codruta Girlea, Roxana Girju, and Eyal Amir. 2016. Psycholinguistic features for deceptive role detection in Werewolf. In *Conference of the North American Chapter of the Association for Computational Linguistics*.
- Stephanie Gokhman, Jeff Hancock, Poornima Prabhu, Myle Ott, and Claire Cardie. 2012. In search of a gold standard in studies of deception. In *Proceedings of the Workshop on Computational Approaches to Deception Detection*.

- Roberto González-Ibáñez, Smaranda Muresan, and Nina Wacholder. 2011. Identifying sarcasm in Twitter: A closer look. In *Proceedings of the Association for Computational Linguistics*.
- Stephan Greene and Philip Resnik. 2009. More than words: Syntactic packaging and implicit sentiment. In *Conference of the North American Chapter of the Association for Computational Linguistics*.
- Naeemul Hassan, Fatma Arslan, Chengkai Li, and Mark Tremayne. 2017. Toward automated fact-checking: Detecting check-worthy factual claims by claimbuster. In *Knowledge Discovery and Data Mining*.
- David Hill. 2014. Got your back. *This American Life Podcast*.
- Shuyuan Mary Ho, Jeffrey T Hancock, and Cheryl Booth. 2017. Ethical dilemma: Deception dynamics in computer-mediated group communication. *Journal of the Association for Information Science and Technology*.
- Sepp Hochreiter and Jürgen Schmidhuber. 1997. Long short-term memory. *Neural computation*, 9(8):1735–1780.
- Tom N Jagatic, Nathaniel A Johnson, Markus Jakobsson, and Filippo Menczer. 2007. Social phishing. *Communications of the ACM*, 50(10):94–100.
- Nathalie Japkowicz and Shaju Stephen. 2002. The class imbalance problem: A systematic study. *Intelligent data analysis*, 6(5):429–449.
- David Jurgens and Roberto Navigli. 2014. It’s all fun and games until someone annotates: Video games with a purpose for linguistic annotation. In *Transactions of the Association for Computational Linguistics*.
- Mary E Kaplar and Anne K Gordon. 2004. The enigma of altruistic lying: Perspective differences in what motivates and justifies lie telling within romantic relationships. *Personal Relationships*, 11(4):489–507.
- Srijan Kumar, Justin Cheng, Jure Leskovec, and V.S. Subrahmanian. 2017. An Army of Me: Sockpuppets in Online Discussion Communities. In *Proceedings of the World Wide Web Conference*, Republic and Canton of Geneva, Switzerland.
- Srijan Kumar and Neil Shah. 2018. False information on web and social media: A survey. In *Social Media Analytics: Advances and Applications*. CRC.
- Vivian Lai, Han Liu, and Chenhao Tan. 2020. "why is 'chicago' deceptive?" Towards building model-driven tutorials for humans. In *International Conference on Human Factors in Computing Systems*.
- Timothy R. Levine, Hee Sun Park, and Steven A. McCornack. 1999. Accuracy in detecting truths and lies: Documenting the “veracity effect”. *Communication Monographs*, 66(2):125–144.
- Sarah Ita Levitan, Angel Maredia, and Julia Hirschberg. 2018. Linguistic cues to deception and perceived deception in interview dialogues. In *Conference of the North American Chapter of the Association for Computational Linguistics*.
- Max Louwerse, David Lin, Amanda Drescher, and Gun Semin. 2010. Linguistic cues predict fraudulent events in a corporate social network. In *Proceedings of the Annual Meeting of the Cognitive Science Society*.
- James Edwin Mahon. 2016. The definition of lying and deception. In *The Stanford Encyclopedia of Philosophy*, winter 2016 edition. Metaphysics Research Lab, Stanford University.
- Matthew L Newman, James W Pennebaker, Diane S Berry, and Jane M Richards. 2003. Lying words: Predicting deception from linguistic styles. *Personality and social psychology bulletin*, 29(5):665–675.
- Vlad Niculae, Srijan Kumar, Jordan Boyd-Graber, and Cristian Danescu-Niculescu-Mizil. 2015. Linguistic harbingers of betrayal: A case study on an online strategy game. In *Proceedings of the Association for Computational Linguistics*.
- Daniela Oliveira, Harold Rocha, Huizi Yang, Donovan Ellis, Sandeep Dommaraju, Melis Muradoglu, Devon Weir, Adam Soliman, Tian Lin, and Natalie Ebner. 2017. Dissecting spear phishing emails for older vs young adults: On the interplay of weapons of influence and life domains in predicting susceptibility to phishing. In *International Conference on Human Factors in Computing Systems*.
- Myle Ott, Claire Cardie, and Jeff Hancock. 2012. Estimating the prevalence of deception in online review communities. In *Proceedings of the World Wide Web Conference*.
- Myle Ott, Yejin Choi, Claire Cardie, and Jeffrey T Hancock. 2011. Finding deceptive opinion spam by any stretch of the imagination. In *Proceedings of the Association for Computational Linguistics*.
- Bo Pang, Lillian Lee, et al. 2008. Opinion mining and sentiment analysis. *Foundations and Trends in Information Retrieval*, 2(1–2):1–135.
- Philip Paquette, Yuchen Lu, Seton Steven Bocco, Max Smith, Satya Ortiz-Gagné, Jonathan K. Kummerfeld, Joelle Pineau, Satinder Singh, and Aaron C Courville. 2019. No-press diplomacy: Modeling multi-agent gameplay. In *Proceedings of Advances in Neural Information Processing Systems*. Curran Associates, Inc.
- Verónica Pérez-Rosas, Mohamed Abouelenien, Rada Mihalcea, Yao Xiao, C. J. Linton, and Mihai Burzo. 2016. Verbal and nonverbal clues for real-life deception detection. In *Proceedings of Empirical Methods in Natural Language Processing*.

- Verónica Pérez-Rosas, Bennett Kleinberg, Alexandra Lefevre, and Rada Mihalcea. 2017. Automatic detection of fake news. *Proceedings of International Conference on Computational Linguistics*.
- Vinodkumar Prabhakaran, Ajita John, and Dorée D Seligmann. 2013. Power dynamics in spoken interactions: a case study on 2012 Republican primary debates. In *Proceedings of the World Wide Web Conference*.
- Marco Tulio Ribeiro, Sameer Singh, and Carlos Guestrin. 2016. "Why should i trust you?" explaining the predictions of any classifier. In *Knowledge Discovery and Data Mining*.
- Marta Sabou, Kalina Bontcheva, Leon Derczynski, and Arno Scharl. 2014. Corpus annotation through crowdsourcing: Towards best practice guidelines. In *Proceedings of the Language Resources and Evaluation Conference*.
- Ben Shneiderman. 2000. Designing trust into online experiences. *Communications of the ACM*, 43(12):57–59.
- Frederick A Siegler. 1966. Lying. *American Philosophical Quarterly*, 3(2):128–136.
- Rion Snow, Brendan O'Connor, Daniel Jurafsky, and Andrew Y Ng. 2008. Cheap and fast—but is it good?: Evaluating non-expert annotations for natural language tasks. In *Proceedings of Empirical Methods in Natural Language Processing*.
- Felix Soldner, Verónica Pérez-Rosas, and Rada Mihalcea. 2019. Box of lies: Multimodal deception detection in dialogues. In *Conference of the North American Chapter of the Association for Computational Linguistics*.
- Lyn M. Van Swol, Deepak Malhotra, and Michael T. Braun. 2012. Deception and its detection: Effects of monetary incentives and personal relationship history. *Communication Research*, 39(2):217–238.
- James Thorne, Andreas Vlachos, Oana Cocarascu, Christos Christodoulopoulos, and Arpit Mittal, editors. 2018. *Proceedings of the First Workshop on Fact Extraction and VERification (FEVER)*. Association for Computational Linguistics.
- Catalina L Toma and Jeffrey T Hancock. 2012. What lies beneath: The linguistic traces of deception in online dating profiles. *Journal of Communication*, 62(1):78–97.
- Isabelle Torrance. 2015. Distorted oaths in Aeschylus. *Illinois Classical Studies*, 40(2):281–295.
- Eric Wallace, Pedro Rodriguez, Shi Feng, Ikuya Yamada, and Jordan Boyd-Graber. 2019. Trick me if you can: Human-in-the-loop generation of adversarial examples for question answering. *Transactions of the Association for Computational Linguistics*, 7:387–401.
- Bo Xie and Julie M. Bugg. 2009. Public library computer training for older adults to access high-quality internet health information. *Library and Information Science Research*, 31(3).
- Zhi-Hua Zhou and Xu-Ying Liu. 2005. Training cost-sensitive neural networks with methods addressing the class imbalance problem. *IEEE Transactions on knowledge and data engineering*, 18(1):63–77.

A Appendix

Table and Figure numbers continue from the main document. In the appendix are:

1. examples of game summaries written by players (Table 6);
2. the game engine view of the board (Figure 6);
3. examples of persuasion techniques (Table 7);
4. Harbingers word lists that are used as features in the logistic regression model (Table 8); and
5. A full transcript between two players, Germany and Italy (Table 9). Messages are long and carefully composed. This transcript is from the game described in Section 2.1 (Warning: it is twenty pages long).

User	Summary
Italy	This was an interesting game, with some quality play all around, but I felt like I was playing harder than most of the others. I felt early on that I could count on Austria remaining loyal, which worked to my benefit, as it allowed me freedom to stab and defeat a very strong French player before he got his legs under him. At the same time, Austria was a little too generous in granting me centers and inviting me to come help him against Russia, which allowed me to take advantage once I was established in the Middle Atlantic.
Russia	Definitely a good game by Italy - which is interesting to me, because his initial press struck me as erratic and aggressive, making me not want to work with him. I'm curious if the same negotiating approach was taken with the other players who did work with him early on, or if he used a different negotiating approach with closer neighbors.

Table 6: Users optionally provide free response descriptions of the game. This can be used for qualitative analysis or potentially for algorithmic summarization.

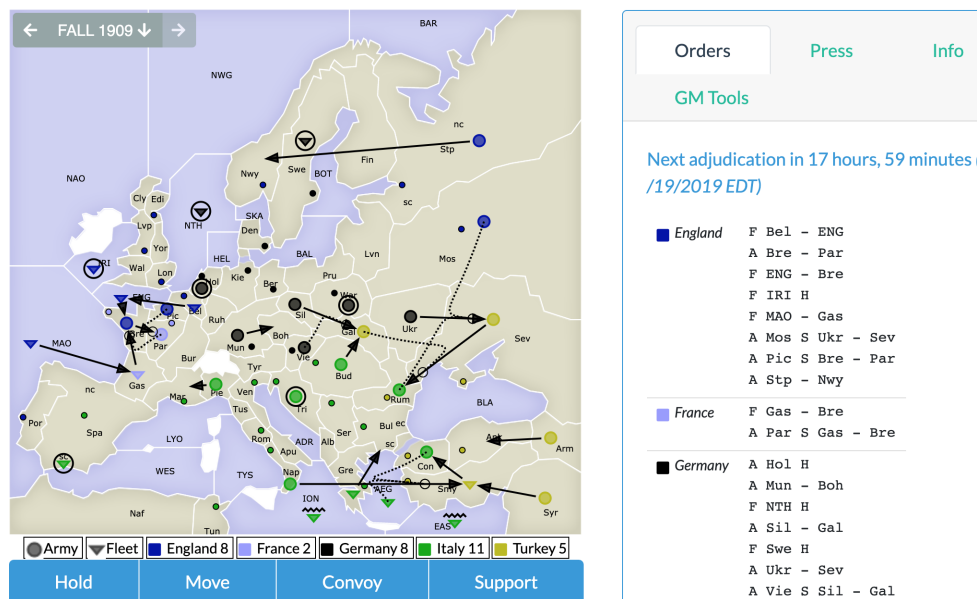


Figure 6: The board game as implemented by Backstabbr. Players place moves on the board and the interface is scraped.

Principle	Example
Authority	<p>Sent to Germany, England, Austria, Russia: So, England, Germany, Russia, y'all played a great turn last turn. You got me to stab my long-time ally and you ended our pretty excellent 7-year run as an alliance. Russia told me he was with me if I stab Austria. England told me he wanted me to solo so long as I would "teach him" and help his along to second place. Then y'all pulled the rug out from under me. It was clever and effective. At this stage, my excitement about the game has diminished quite a bit. And of course I'm happy to play on and take my lumps for falling for "Hey, I really want you to solo, just help me place second," but if you guys just want to call it a five-way draw among us and grab a beer together, while reviewing the statistics, that's really my preference.</p> <p>I am outnumbered and I obviously can't solo. And I'm sure some of you in the north are eager to send everyone else flying my way, but I expect Russia and England to be careful, and so I'm not sure there is much room to move forward without simply tipping the board to Germany's favor.</p> <p>I propose that we draw and hug it out.</p>
Reciprocity	<p>1) You've been straight with me all game. 2) You have a much better ability to read the board than she does. 3) You're on the other side, so you can't really stab me, but I could totally see her moving to Tyrolia some time soon. 4) You're not in France's pocket.</p>
Likability	<p>Maine is beautiful! I used to go to scout camp there.</p>
Scarcity	<p>I'd like to have your final thoughts on A/R as quickly as possible so that I have time to execute a plan. But I understand if you want time to think about it.</p>

Table 7: Examples of persuasion from the games annotated with tactics from [Cialdini and Goldstein \(2004\)](#).

Feature	Key Word
claim	accordingly, as a result, consequently, conclude that, clearly, demonstrates that, entails, follows that, hence, however, implies, in fact, in my opinion, in short, in conclusion, indicates that, it follows that, it is highly probable that, it is my contention, it should be clear that, I believe, I mean, I think, must be that, on the contrary, points to the conclusions, proves that, shows that, so, suggests that, the most obvious explanation', "the point I'm trying to make", 'therefore, thus, the truth of the matter, to sum up, we may deduce
subjectivity	abandoned, abandonment, abandon, abase, abasement, abash, abate, abdicate, aberration, aberration, abhor, abhor, abhorred, abhorrence, abhorrent, abhorrently, abhors, abhors, abidance, abidance, abide, abject, abjectly, abjure, abilities, ability, able, abnormal, abolish, abominable, abominably, abominate, abomination, above, above-average, abound, abrade, abrasive, abrupt, abscond, absence, absentee, absent-minded, absolve, absolute, absolutely, absorbed, absurd, absurdity, absurdly, absurdness, abundant, abundance, abuse, abuse, abuse, abuses, abuses, abusive, abysmal, abysmally, abyss, accede, accentuate, accept, acceptance, acceptable, accessible, accidental, acclaim, acclaim, acclaimed, acclamation, accolade, accolades, accommodative, accomplish, accomplishment, accomplishments, accord, accordance, accordantly, accost, accountable, accurate, accurately, accursed, accusation, accusation, accusations, accusations, accuse, accuses, accusing, accusingly, acerbate, acerbic, acerbically, ache, achievable, achieve, achievement, achievements, acknowledge, acknowledgement, acquit, acrid, acridly, acridness, acrimonious, acrimoniously, acrimony, active, activist, activist, actual, actuality, actually, acumen, adamant, adamantly, adaptable, adaptability, adaptive, addict, addiction, adept, adeptly, adequate, adherence, adherent, adhesion, admirable, admirer, admirable, admirably, admiration, admire, admiring, admiringly, admission, admission, admit, admittedly, admonish, admonisher, admonishingly, admonishment, admonition' . . .
expansion	additionally, also, alternatively, although, as an alternative, as if, as though, as well, besides, either or, else, except, finally, for example, for instance, further, furthermore, however, in addition, in fact, in other words, in particular, in short, in sum, in the end, in turn, indeed, instead, later, lest, likewise, meantime, meanwhile, moreover, much as, neither nor, next, nonetheless, nor, on the other hand, otherwise, overall, plus, rather, separately, similarly, specifically, then, ultimately, unless, until, when, while, yet
contingency	accordingly, as a result, as long as, because, consequently, hence, if and when, if then, in the end, in turn, indeed, insofar as, lest, now that, once, since, so that, then, thereby, therefore, thus, unless, until, when
premise	after all, assuming that, as, as indicated by, as shown, besides, because, deduced, derived from, due to, firstly, follows from, for, for example, for instance, for one thing, for the reason that, furthermore, given that, in addition, in light of, in that, in view of, in view of the fact that, indicated by, is supported by, may be inferred, moreover, owing to, researchers found that, secondly, this can be seen from since, since the evidence is, what's more, whereas
temporal-future	after, afterward, as soon as, by then, finally, in the end, later, next, once, then, thereafter, till, ultimately, until
temporal-other	also, as long as, before, before and after, earlier, in turn, meantime, meanwhile, now that, previously, simultaneously, since, still, when, when and if, while

comparisons	after, although, as if, as though, besides, by comparison, by contrast, conversely, earlier, however, in contrast, in fact, in the end, indeed, instead, meanwhile, much as, neither nor, nevertheless, nonetheless, nor, on the contrary, on the one hand on the other hand, on the other hand, previously, rather, regardless, still, then, though, when, whereas, while, yet
-------------	---

Table 8: The word lists used for our Harbingers ([Niculae et al., 2015](#)) logistic regression models.

#	Speaker	Message	Actual Lie	Suspected Lie
0	Italy	<p>Germany!</p> <p>Just the person I want to speak with. I have a somewhat crazy idea that I've always wanted to try with I/G, but I've never actually convinced the other guy to try it. And, what's worse, it might make you suspicious of me.</p> <p>So...do I suggest it?</p> <p>I'm thinking that this is a low stakes game, not a tournament or anything, and an interesting and unusual move set might make it more fun? That's my hope anyway.</p> <p>What is your appetite like for unusual and crazy?</p>	Truth	Truth
1	Germany	You've whet my appetite, Italy. What's the suggestion?	Truth	Truth
2	Italy	<p>Okay, don't hate me! Key West (Just thought of the name lol)</p> <p>Basic point is that I move to Tyr in Spring and into Mun in the Fall, while I take Tun with my fleet. I build A Ven/F Nap. You open to Ruh/Hol/Kie, and force Belgium. You wind up with 2 builds, and the sympathy and concern of your neighbors who are astonished at the crazy Italian. "What a stupid move, he can't hold Munich!" Trap is set to obliterate France in the Spring of 02. Bel S Mun - Bur, Ven - Pie, Tun - WMed. France won't see it coming, He will see that attack on Munich and think that both you and I will be occupied for a while. So Spring 02 should be a serious surprise.</p> <p>Now, you're taking risk here, because you're giving up a home center for a turn hence the "Key"), but I think you can see pretty clearly that I derive no benefit from trying to double-cross you. After all, Italy trying to hold Munich is just dumb. I'm from a school of thought that even trying to move to Munich is just dumb. But this would be the one exception. I can't hold Munich, and even if I wanted to, it would give me an awkward snake formation in the middle of the board that is a great way to be first eliminated. So I think this works because you know (even more than Austria in a traditional Key Lepanto), that I'm not going to stab you. And doing it this way allows us to take Burgundy by surprise, it ensures you get Belgium, and it crushes your biggest rival and toughest border (France). Plus, it'll be fun. The Key West! Thoughts? <i>*This message crashed the Beta version of the bot due to its length and is not in the dataset. It is manually extracted and added here the purposes of readability*</i></p>	Truth	None
3	Germany	It seems like there are a lot of ways that could go wrong...I don't see why France would see you approaching/taking Munich--while I do nothing about it--and not immediately feel skittish	Truth	Truth

4	Italy	<p>Yeah, I can't say I've tried it and it works, cause I've never tried it or seen it. But how I think it would work is (a) my Spring move looks like an attack on Austria, so it would not be surprising if you did not cover Munich. Then (b) you build two armies, which looks like we're really at war and you're going to eject me. Then we launch the attack in Spring. So there is really no part of this that would raise alarm bells with France.</p> <p>All that said, I've literally never done it before, and it does involve risk for you, so I'm not offended or concerned if it's just not for you. I'm happy to play more conventionally too. Up to you.</p>	Truth	None
5	Italy	I am just sensing that you don't like this idea, so shall we talk about something else? That was just a crazy idea I've always wanted to try. I'm happy to play more conservatively.	Truth	None
6	Italy	Any thoughts?	Truth	None
7	Germany	Sorry Italy I've been away doing, um, German things. Brewing Lagers?	Truth	Truth
8	Germany	I don't think I'm ready to go for that idea, however I'd be down for some good ol'-fashioned Austria-kicking?	Truth	Lie
9	Italy	I am pretty conflicted about whether to guess that you were telling the truth or lying about the "brewing lagers" thing. I am going to take it literally and say thumbs down even though I don't think you meant it deceptively.	Truth	Truth
10	Italy	<p>But I think I can get over "Lagergate" and we can still be friends.</p> <p>As of right now, I think Austria may be my most reliable ally. I'm thinking I'd like to play as a Central Trio if you have any interest in that. Thoughts?</p>	Truth	Truth
11	Germany	<p>We haven't even passed a season yet and you have a 'most reliable ally'?</p> <p>I'll consider this proposal but, basically, I'm not going to expose myself to risk from either of you until I've seen a bit of your behavior</p>	Truth	Truth
12	Italy	<p>Well, at least I have an idea of who to trust. Obviously, my ideas are subject to change.</p> <p>I understand your desire to watch behavior before committing to anything. I, personally, am a partner player. I look carefully early in the game for a small group to work with, and then I value loyalty and collaboration. I like to work closely with a tight-knit alliance.</p> <p>If you prefer to hop and back and forth, or play more of an individual game, then we might not be a good match.</p> <p>I'm looking for a loyal ally or two that I can coordinate with and make awesome moves with. Makes the game easier and a lot more fun.</p>	Truth	Truth

13	Italy	Just an FYI: I've now had both England and France suggest to me that I should move to Tyrolia and France will support me to Munich in the Fall. One saying that to me is not a big deal, but with both mentioning it, my alarm bells are going off. I am concerned about an E/F. I'm certainly not moving to Tyrolia. But I just want you to be cautious here. I feel like England and France are working together.	Truth	Truth
14	Germany	I appreciate the tip, but I'm wondering why you're so against ousting me from Munich if I haven't explicitly agreed to be your ally?	Truth	Truth
15	Italy	Because it is terrible, terrible play for Italy to attack Germany, in my view. If I were to attack you in Munich, I could never hold Munich. So, all I would be doing is weakening you, and helping France, England, or both to get really big. I don't have any long-term path going north. Helping France to take you down is a sucker's play, whether you are working with me or not.	Truth	None
16	Italy	Did France tell you he was moving to Burgundy, or was that a stab?	Truth	Truth
17	Germany	I was not informed of it, no. And England is leading me to believe it's part of a play for Belgium, so if they're working together this might be a trick... Italy, you seem like a straight shooter, and Austria has confirmed with me about your two's alliance. So I'll confide in you—this is my first ever game of diplomacy, and I think that teaming up with the two of you could help me learn more and have more fun. So, if you're still interested in a central powers alliance, I'm in.	Truth	Truth
18	Germany	Okay full disclosure: I'm not very smart, and I accidentally let slip to England that you told me France was plotting to take Munich. I'm sorry for the error but I figured it was better to admit it so you know that England/France may not trust you.	Truth	Truth
19	Italy	Okay, thanks for telling me.	Truth	Truth
20	Germany	So, um, no alliance then?	Truth	Truth
21	Italy	I do want to be allies. Sorry, busy weekend here running around with bambinos. More to come.	Truth	Truth
22	Germany	What would you think of helping me take Marseilles in two turns?	Truth	Truth
23	Italy	Hi Germany, I'll certainly consider that. Though, I'll note: traditionally, Germany would help Italy to Marseilles if the two of them work together there. The reason is that: if I help you to Marseilles, I'm basically cut off from going west and getting anything myself. So, usually, Germany would help Italy into Marseilles to encourage Italy to come west and Germany would plan to take Paris, Belgium and Brest.	Truth	Truth

24	Germany	Fair enough—I'll help you take it, then, but I'll need to deal with Belgium first.	Truth	Truth
25	Italy	How are things going with England? I think that getting him to work with you is the main key here.	Truth	Truth
26	Germany	I'm trying—I just offered to assist with taking Sweden in exchange for some assistance into Belgium...not sure if they'll go for it...	Truth	Truth
27	Italy	I'll check with England and try to see where his head is at.	Truth	Truth
28	Germany	I've actually been thinking about this game all day and have come up with a plan I like a bit better... but England still hasn't responded to my initial offer.	Truth	None
29	Italy	That's the worst! And I'm glad to see you're so focused on this in your first game. It's a really great game if you put in the time and effort!	Truth	Truth
30	Germany	You're definitely telling the truth on that one. So can I count on you to move to piedmont this season?	Truth	Truth
31	Italy	I don't think I can afford to move to Piedmont this season. I don't really trust Austria to avoid walking through that door if I leave it wide open. I think you need to get England on board to attack France.	Truth	Truth
32	Germany	That's valid. And actually I was conferring with England and we concluded that it's not really gonna be possible for me to help you take Marseilles this year anyway. ...what are you and Austria planning for this year, then? I'm willing to tell you my plans in exchange as a gesture of trust. Have you communicated at all with England or France?	Truth	Truth
33	Italy	Hi, are you there? Just woke up. England did return my message, but he did not tell me anything substantive so I really don't know what he's doing. I'm planning to move towards Turkey.	Truth	Truth
34	Italy	Well, you're in trouble. That England move is trouble. I'm going to try to convince him to change course. I suggest you be very kind to him, and don't burn that bridge. I think your game hinges on turning England around.	Truth	Truth
35	Italy	Hi Germany, I'm working hard on turning England. And I'm also trying to get Russia to come to your aid. Doing the best I can! I'll keep you posted.	Truth	Truth
36	Germany	England just told me that Russia is helping them to take Denmark so that may be a lost cause. Granted, the source for that intel is a serpentine jackal-spawn	Truth	Truth

37	Italy	<p>Okay, I'm reasonably sure that England wants to take the Channel and attack France now.</p> <p>I believe that you should basically do whatever England asks to help make this happen. As long as E attacks F, you will be in a much better position, and you'll gain back centers quickly.</p> <p>What are you hearing?</p>	Truth	Truth
38	Germany	<p>What are your plans for this turn? I can't help but notice that Munich is surrounded by foreign armies on three sides...</p> <p>I wish I could be more helpful but I'm pretty much just treading water right now trying not to lose anything else</p>	Truth	Truth
39	Italy	Hey — sorry, just getting back into this now.	Truth	Truth
40	Italy	<p>I have good news! (1) I am finally attacking France this turn. (2) I will be supporting Munich to hold from Tyrolia.</p> <p>Let's turn this game around, yes?</p>	Truth	Truth
41	Italy	I am pretty sure that England is not attacking you this turn. And I am committed to supporting Munich holding. Make sure you don't move Munich so that it can take my support.	Truth	Truth
42	Germany	Okay, can do. Thanks!	Truth	Truth
43	Italy	I suggest that you order: Kiel Support Berlin holding Berlin Support Munich holding Helg to Holland Munich Support Berlin holding	Truth	Truth
44	Germany	I agree completely—although I didn't know that a country could hold *and* support at the same time! Thanks!	Truth	Truth
45	Germany	Thanks Italy. Hope you're enjoying the weather on the Anatolian	Truth	Truth
46	Italy	I will be supporting Munich to hold again. And I'll be trying to get Russia to back off your flank and protect himself against an Austrian stab that is coming.	Truth	None
47	Italy	<p>Two bits of advice: #1 I suggest you tell Russia that Austria is coming for him. You really want Russia to move Sil back to Gal. You might also suggest to Russia that is he supports you to Denmark, you will then support Russia back to Sweden. I don't know yet if it actually makes sense to do that, but you want Russia thinking that you are eager to work with him. He'll be hoping for a reason to break off his attack on you at this point.</p>	Truth	None

48	Italy	#2 Here is the move set I would suggest right now: Kiel Support Holland holding Holland Support Wales to Belgium (tell England you are going to order this support and he can take it or leave it) Munich Support Berlin holding Berlin Support Munich holding I think that both France and Russia are about to back off you, as they are both under fire at home. Just hold still, and soon you should be able to break out of this holding pattern.	Truth	None
49	Germany	God, I hope so! I'm attempting to make that deal with russia now...and I'm talking with England re: Belgium	Truth	Truth
50	Italy	It's none of my business, but if you do plan to take Denmark, I strongly recommend you wait until Fall. I think the most important thing for you right now is getting England fully committed against France. If that happens, taking Denmark later will be easy.	Truth	Truth
51	Germany	I think me and England are really on the same page at this point regarding France. I'm actually sort of run- ning counter-intelligence for England (and my friends to the south, of course!) with Russia right now. England and I talked about Denmark too...and it seems like one or the other of Denmark or Belgium should work out for me this year and I'm fine with that	Truth	Truth
52	Italy	Great to hear. Thank you.	Truth	Truth
53	Germany	Do you need me to disrupt Bur this year? I'll need to seriously trust Russia if I'm going to risk not holding my eastern front, I think...	Truth	Truth
54	Italy	I do think a move to Burgundy makes sense for you this turn, and I can't imagine Russia attacking you here. He has a serious Austria problem. I suggest this: Mun - Bur Ruh - Bel Hol Support Ruh - Bel Ber - Kie Tell Russia that the last thing in the world you want to see is Austria run him over, and you're willing to help keep Russia viable if necessary (you're angling for Russia to disband his northern holdings this turn).	Truth	Truth
55	Italy	And ask England nicely to support Ruh - Hol, with the explanation that you don't plan to ask for Denmark back, but you think it would help you both to diminish France. (You'll get Den back eventually, but you want England to think you don't care about it).	Truth	Truth
56	Germany	Thanks, I'll work on these. ...Why didn't you scooch into the Aegean behind Austria? You could have de- fended or even held Bulgaria this turn?	Truth	Truth
57	Germany	England and I were talking about your moves for this season--what do you think of convoying Pie into Spa, supporting this with Wes, and then moving Tyr into Pie?	Truth	Truth

58	Germany	This leaves Marseilles open for Bur to fall into if France goes that route, which gives me an opening into Bur	Truth	Truth
59	Italy	That's not bad.	Truth	Truth
60	Italy	I was kind of thinking I should pick one or the other of Marseilles or Spain to attack and not tell a soul which one I'm going after.	Truth	Truth
61	Italy	Do you really think it's important to coordinate?	Truth	Truth
62	Italy	I do think you're best off moving to Burgundy. And there is some chance that we fail this turn. But I think we just take a guess and hope for the best. We'll get him next turn if not this one.	Truth	Truth
63	Germany	Okay—sorry for being nosy! I will try for bur on the off chance it shakes out that way	Truth	Truth
64	Italy	Nah, you're not being nosy at all. I mean, come on, we both know that I have no problem sticking my nose where it doesn't belong.	Truth	Truth
65	Germany	Marked as true	Truth	Truth
66	Italy	I like to coordinate, but on these sort of 50/50 guesses, I kind of like to keep it secret so that if it doesn't go well, I have nobody to blame but myself.	Truth	Truth
67	Italy	Ha!	Truth	Truth
68	Germany	Well, are you willing to humor my question about the Aegean, anyway?	Truth	Truth
69	Italy	Sure. I was thinking of moving that fleet to Ionian. You think a move to Aegean is better? I'm not really sure, but let's talk it through.	Truth	Truth
70	Germany	No sorry I meant in hindsight—like this past turn you should have moved to Aeg so that this current turn, when Austria takes Rumania (from Bulgaria), you'd be there to cover Bulgaria so it couldn't get scooped by the Black sea, and potentially you'd just get to take it.	Truth	Truth
71	Italy	Not a bad point. I agree.	Truth	Truth
72	Italy	Hmmmm, kind of a pointless lie if you ask me, but I won't hold it against you. You're in a tough spot.	Truth	Truth
73	Germany	um what lie? I did exactly the moves you suggested!	Truth	Truth
74	Italy	Ha! So sorry!! I meant that for France!	Truth	Truth
75	Italy	You are my favorite.	Truth	Lie
76	Germany	Marked as lie because clearly austria is your favorite. Speaking of, I assume that your seizing Trieste was mutually agreed upon?	Truth	Truth
77	Italy	Yes — agreed upon.	Truth	Truth
78	Germany	That's not what Austria said to England...	Truth	Truth
79	Italy	Hmmmm, okay. Well, let's just keep that between you and me then.	Truth	Truth

80	Germany	You know Italy, I think we *do* need to coordinate your move this time—England and I have a shot at either Bur or Mao if one of Marseilles or Spain can be left open for France to fall into. This will improve all of our chances of crushing France quickly.	Truth	Truth
81	Italy	Okay, I can dig it. What do you want me to do?	Truth	Truth
82	Germany	Let me confer with England and get back to you. Glad to hear that though!	Truth	Truth
83	Italy	So...any thoughts on how to approach this?	Truth	Truth
84	Germany	It looks like England's not willing to try for MAO if it means possibly losing the channel. However, they'll bring the NWG fleet around to try for MAO next year. So if you could keep Marseilles open, it will help me to try and take Burgundy this turn.	Truth	Truth
85	Italy	If I leave Marseilles open, would you kindly use Burgundy in the Fall to help me take Marseilles? (Likely that means ordering Burgundy to Gascony to cut support)	Truth	Truth
86	Germany	Will do.	Truth	Truth
87	Germany	Okay, so I still have a teensy little bone to pick with you: on the off-chance that Austria wasn't lying and you *did* take Trieste unexpectedly, I sort of worry that I might be next. Are you willing to tell me what your plans are for the Tri unit, or at least to warn me before any move into Tyrolia?	Truth	Truth
88	Italy	Sure. But, you'll see from my moves this turn that Austria is lying to you.	Truth	Truth
89	Italy	I currently have Tri - Tyrolia. I like the unit there because it sets up an attack on Austria if I ever want to go that route (build A Ven and go east). Do you want me to keep Tyrolia clear?	Truth	Truth
90	Italy	I'll add — I would never attack Germany as Italy. Setting myself as a giant column like that is just not defensible. It would be a terrible move.	Truth	Truth
91	Germany	Not when that column is not-so-giant and in a turf war with France.	Truth	Truth
92	Germany	oh you mean setting *yourself*	Truth	Truth
93	Germany	But you could easily pick off, say, Munich and not be a "giant column"	Truth	Truth
94	Italy	I mean this sincerely: any Germany who does that is a terrible player. Why would I do that? I would need 2-3 units to hold one center. That is a net negative. And all of your units are doing things that are good for me in containing your neighbors. I've been working hard in this game for you to succeed and knock back France and England. I can say with 100% certainty: I'm not going to attack you. I'm going to keep helping you as much as I can.	Truth	Truth

95	Italy	That said, if you want me NOT to move to Tyrolia, I won't move there.	Truth	Truth
96	Germany	Nah, I just needed some reassurance :) Your logic is undeniable— enjoy your stay in tyr!	Truth	Truth
97	Germany	*undeniable? That looks better	Truth	Truth
98	Italy	I mean it sincerely. I think that England will want to coax me to attack you with him after France falls, but I'd much rather work with you against England. But first thing's first — let's get rid of France.	Truth	Truth
99	Germany	Agreed	Truth	Truth
100	Germany	(On the france part)	Truth	Truth
101	Germany	Sorry I won't be able to cut off Gascony this turn...I probably should have just told you my moves; you could have advised me that supporting Mun-Bur was more important than Kie-Ruh	Truth	Truth
102	Italy	No worries. We'll crack this but eventually. Here is my suggestion for this turn: Kie - Den Hol S Bel holding Bel S Ruh - Bur Mun S Ruh - Bur Ruh - Bur	Truth	Truth
103	Italy	I think you should suggest to England that he gets Sweden and St Petersburg, while you get Denmark back. That's only fair, as you have been a loyal ally in the fight against France and you plan to continue to do that.	Truth	Truth
104	Germany	The moves I had already planned differ in one respect: I thought it would be worth the risk to try moving Hol-Bel and therefore move Bel-Bur. Even if me and France are high-fiving in Bel for a few seasons it's still mine, and it's not like Holland has anything better to do while I'm still allies with England. ...The only reason I'm reluctant to make that agreement with England is that—while I think *you* and I have a good relationship—I really have not talked with Austria much at all, and I'm the next logical target for them when Russia's gone. And anything that's bad for Russia right now is good for Austria.	Truth	Truth
105	Italy	Hmmmm, I'm just not sure you should trust England enough right now to leave Holland open and Belgium essentially unguarded. France is a really good player, and he is no doubt working hard to get England to turn on you. My personal take is that you are better off being a bit more conservative until you have Denmark back and England has moved another fleet towards France. But I can see it either way.	Truth	Truth

106	Italy	With regard to Russia, talk it through with England. What you don't want is England taking out Russia and giving you nothing. So, if England agrees to let Russia be for a while, then your plan sounds good. But if England is going to take Sweden, you really should get Denmark back. (I'm my view)	Truth	Truth
107	Germany	Okay you've convinced me: it's worth figuring out what E's plans are for Russia at least. And you're almost certainly right, from a rational perspective, about leaving Holland/Belgium vulnerable to England. But I think England really is counting on my assistance in taking France, and because of that and other non-quantifiable reasons I trust them.	Truth	Truth
108	Italy	Excellent. Obviously you have a much better feel for your relationship with England than I do. Just know that France is persuasive, and I'm sure that's what he's working on. He stopped talking to me, so I bet he's trying to turn England. Just keep reassuring England that you want to work with him long-term so he doesn't succumb to the Dark Side.	Truth	Truth
109	Italy	Hi Germany — well, I think we're getting to a critical point in the game here. France held out a long time, but he's much less of a threat now. I think the critical issue, for you, is England. I have some thoughts on the matter, and some information, but I'd like to feel confident that you and I will keep anything we say between us. I think of you as the one person who has been honest with me on every turn. You even tell me the truth when it's bad news, or when you don't completely trust me, and I like that.	Truth	Truth
110	Germany	Okay, Italy. I won't share any of this conversation. But in the interest of continued full disclosure, here's what I think: England is a greater threat to *me* on the map, but *you* have a greater chance of soloing this game quickly, or pair-winning with Austria even sooner. And if I continue to collaborate with England, we at least have a chance of slowing that down. So I'm in sort of a conflicted spot	Truth	Truth
111	Italy	This is why I like you. The full disclosure part. You tell me the truth even when the news isn't great.	Truth	Truth
112	Italy	My thoughts on the "Germany/England forever so that at least we can stop the solo" strategy: (1) It's quite early to be talking about solos. I am at 8, and Austria could take 3 from me any time, quite easily. (2) I don't think England is thinking that way. I think he's thinking that a dominant power will emerge in the north, and one will emerge in the south. And he's like to be that dominant power.	Truth	Truth

113	Italy	England's pieces are not positioned well if he's trying to attack France or contain Italy. He keeps Denmark guarded, and North Sea filled. He is not playing like he intends to stick with you, even though I'm sure he's telling you that.	Truth	Truth
114	Italy	You're right that you don't want to start a war with England right now. But, you must stick up for yourself, because nobody else will do that if you don't.	Truth	Truth
115	Italy	If I were you, this is what I would do: (1) keep warning England about the dangers of Italy getting too big and insist that England moves his fleets towards MAO (Channel to Irish, Norwegian to NAO, North - Channel), (2) insist on taking Denmark back.	Truth	Truth
116	Italy	I would say something like this: England, I'm with you my friend, but we're passed the stage of you needing to keep me under lock and key. I need to take Denmark back. I'm happy to support you to Brest to keep you growing, or you can grab Sweden. You have plenty of options other than keeping your ally's center, but if you really want to be my ally long-term, you've got to show me that.	Truth	Truth
117	Italy	I am hearing from England signs that he may be thinking of attacking you soon. And I think you actually avoid that better by being strong and sticking up for yourself rather than being accommodating and letting him do whatever he wants to do.	Truth	Truth
118	Germany	Well, both you and France have now pointed out that England is strategically not in a good place to be my ally right now, and you are correct. I'll be more cautious with my northern border, but I made a pretty strong argument for Denmark this past turn and it fell on deaf ears	Truth	Truth
119	Germany	...which probably also should have been a sign for me	Truth	Truth
120	Italy	Well, if you want, you could just take Denmark this next year and I don't think England is in a position to retaliate.	Truth	Truth
121	Germany	Probably not...has France been talking with you at all about their sunsetting strategy? They've indicated a willingness to work with you and me and a desire to see England get as few dots as possible	Truth	Truth
122	Italy	He did say that to me too. Though, France has a long history of lying to me, so I really don't trust him.	Truth	Truth
123	Germany	Well France has actually been pretty honest with me, and I at least am certain that they wouldn't betray me to England. So, I'm considering working with F to sabotage (or potentially full-on backstab) England this turn, which would have the side-effect of maybe taking some attention away from the south for you anyway.	Truth	Truth
124	Germany	(and I'd be interested to hear your thoughts on this if you're in the mood to give out free advice)	Truth	Truth

125	Italy	Hi Germany — sorry for the delay. Well...I think it's really important that you get a build this turn either way. I don't think England will get a build this turn, so if I were you I'd probably take Paris, build a fleet, and move on England after that.	Truth	Truth
126	Italy	But it likely depends on how communication is going with England. If he'll give you back Denmark, that might change the equation.	Truth	Truth
127	Germany	I am waiting on England to make a decision about that—they claim to be thinking about it.	Truth	Truth
128	Germany	England told me you said I was plotting with France. It makes sense you'd want to pit us against each other.	Truth	Truth
129	Italy	Hey — tried to send you a message earlier but not was down. England was telling me that you're saying that I told you that England is plotting against you. The problem with telling England that is that he will stop giving me useful info.	Truth	Truth
130	Italy	Truly, I don't want you and England to fight. I am not trying to break you up. I suggested that you take Paris! I want you guys to work together with me against France.	Truth	Truth
131	Germany	You don't want us to fight, yet you betrayed both of our confidence with you in a way that makes us distrust each other?	Truth	Truth
132	Italy	I really don't think that's a fair description. You guys both wanted to attack each other. I encouraged you both to keep working together.	Lie	Truth
133	Germany	Just as long as it suits you. Are you going to give England Mao?	Truth	Truth
134	Italy	Hmmm, should I be reading that as angry sarcastic with dagger eyes? (I'm not sure if I'm getting your tone right)	Truth	Truth
135	Italy	We're friends, right? I believe that every single message I've sent you all game has been truth, and I've gone out of my way to give you candid advice. Are we still friends?	Lie	Truth
136	Italy	Regarding MAO — I don't know. What do you want me to do? I don't have any set plan.	Truth	Truth

137	Germany	<p>Yep, there's some sarcasm there. Looking back at your messages, I still don't read them as encouraging collaboration. And if you wanted us to be friends, you could have done that without betraying me to England by simply saying in your candid way "I don't think you should do that for such and such reason". But you chose to increase E's distrust of me. So I think you might be full of gnocchi and crap.</p> <p>My trust in you is a bit shaken but I still think we can have a working partnership with a bit more caution on my end. It would be my preference that you hold Mao, on the assumption that if it came down to a choice between partnering with me or England, you'd choose me. If that's not the case, then as the filling of an England-Italy sandwich I'm in no position to retaliate anyway.</p>	Truth	Truth
138	Italy	Well, again, I like that you're honest with me, even when the news is bad.	Truth	Truth
139	Italy	I have to say that I'm surprised that you feel that I've betrayed your trust. I have been feeling like maybe I've been TOO helpful to you, and been a bit over the top in offering advice, etc., but it seems like I've misread the situation.	Lie	Truth
140	Germany	No, it's completely true that you've been too helpful, and I'm really really grateful for it because I've been able to learn so much from this game. But it's also true that you didn't have to tell England what you did, and all you stood to gain from it was that it shook my and E's trust in each other.	Truth	Truth
141	Italy	But I understand what you're saying, and I much prefer to have a heart to heart like this, a frank airing of grievances, rather than being surprised by unkind moves on the board. https://youtu.be/xoirV6BbjOg	Truth	Truth
142	Germany	Was not expecting seinfeld today and it was a pleasant surprise	Truth	Truth
143	Italy	:)	Truth	Truth
144	Italy	Here's the deal: I like you better than England.	Lie	Truth
145	Italy	I'm not sure how the next couple of turns are going to shake out. But I like that you tell me when you're angry with me. I know that may seem like a small thing, but it's just rare in Diplomacy. You get so many fake smiles.	Truth	Truth
146	Italy	So, if it comes down to you or him, I'm choosing you. And I'll work to do a better job of keeping your confidence. I certainly understand how important that is, as I hate it when people do that same thing to me.	Truth	Truth
147	Italy	So no more playing mediator for me.	Truth	Truth
148	Germany	Okay. Is it true that you want the channel?	Truth	Truth
149	Germany	And are you planning to keep Vienna?	Truth	Truth

150	Italy	I am not planning to keep Vienna. And yeah I've asked France for support to the Channel. Do you think he's on board?	Truth	Truth
151	Germany	I'm not sure. Is *England* on board? Is this something England can know about?	Truth	None
152	Italy	No, do you think France will Support me to the Channel?	Truth	Truth
153	Germany	France has asked my opinion on it, and I haven't given it yet. To my estimation things look a lot better for me if you don't end up there: I don't want to see England in Mao, and I don't want to see you snagging pieces of the north.	Truth	Truth
154	Italy	Okay, well, here is my thinking. Tell France whatever you want to make him happy. Then tell me how you really feel. And if you don't want me to go there, I won't go there.	Truth	Truth
155	Germany	If I hadn't asked you about it, would that have just been another surprise, too?	Truth	Truth
156	Italy	Absolutely. You and I have discussed our moves and been honest with each other every turn. But we have not been sharing all our moves or pre-clearing all of our moves. So that would have Ben a surprise in the same way that your moves are a surprise to me. (I never tell you what to do or insist on knowing).	Truth	Truth
157	Italy	I kind of thought that you would have wanted me in the Channel because it commits me further against England, but I can understand what you're saying now about wanting me to hang back.	Truth	Truth
158	Italy	But I don't think there is anything wrong with me contemplating moves without telling you all of them. You asked me about it, and I told you the truth.	Lie	Truth
159	Germany	I do think that this move is a breach of general expectation, which is the kind of thing I'd like to know about. And it's also the kind of thing I've shared with you: case in point, my desire to stab England.	Truth	Truth
160	Italy	Okay. Understood.	Truth	Truth
161	Germany	Is there anything I could gain from seeing you in the channel? Would you support me taking Nth, and potentially seizing the island?	Truth	Truth
162	Germany	Here's what I'm thinking: I would be on board with you taking the channel (and I'd give France the green light to go ahead with it) if you would agree to bump Nao out of Mao using Wes, and if you'd be open to supporting some anti-English aggression while holding the channel so that I can get on equal footing with you, dot-wise. If you don't want to agree to those terms, that's okay, but I would strongly prefer not to see you in the channel in that case.	Truth	Truth

163	Italy	I'm going to be out of pocket this weekend, so let's talk this through more on Monday. Generally, I agree that I'll either stay out of the Channel or agree to your terms for entering there.	Truth	Truth
164	Germany	If you decide to stay out of the channel, I have a deal that I like with England in the works. For that deal to go through, you'd have to agree to move Mao into Portugal to let England take Mao. Would you be amenable to that?	Truth	Truth
165	Germany	(If this second offer is more to think about than a no-brainer, you can just mull it over and let me know monday)	Truth	Truth
166	Italy	So, here is my concern with the England offer: If I'm taking Portugal, why do we want England in MAO? And why would he want to go to MAO? I'm not sure I understand that one. Can you explain?	Truth	Truth
167	Germany	Well, when I initially proposed the deal I had forgotten that Portugal was promised to England. Then England agreed to it on the condition that you would confirm that move, so I figured E thought you would just move out of there next year? But now that I think about it, it's probably worth asking England why they'd agree to that.	Truth	Truth
168	Italy	I'd prefer that you not tell England I am considering moving to the Channel. I don't think he would like that.	Truth	Truth
169	Italy	I don't really want to discuss this stuff with England at all.	Truth	Truth
170	Germany	Well, England changed their mind about the plan I offered anyway. So, are you taking the channel?	Truth	Truth
171	Italy	No, I'm not taking the Channel.	Truth	Truth
172	Germany	Okay was that a recent decision? Because like an hour ago France said they were supporting you into the channel	Truth	Truth
173	Italy	Well, when I tell you what I plan to do, do you turn around and tell France? This makes me uncomfortable speaking with you.	Truth	Truth
174	Germany	I haven't spoken to France since then. I didn't realize you were giving the two of us different information on this particular subject. But I don't think I've revealed anything to them about what you plan to do. Mostly because you haven't told me.	Truth	Truth
175	Italy	Well, I have been honest with both you and France. You told me that I need to promise you a set of things in order to take the Channel. I felt like it was more than I could be sure of doing, so I am not entering the Channel. I won't go there without your permission.	Lie	Truth
176	Germany	I appreciate that. And I'll keep the remainder of this conversation between us unless I hear otherwise. Have you just recently made an agreement with England?	Truth	Truth

177	Germany	I heard as much but I want to verify the contents of that agreement with you	Truth	Truth
178	Germany	Btw, France just said that they submitted the orders to support you into the channel.	Truth	Truth
179	Italy	I don't have an agreement with England, but he is asking me about my moves and trying to get my help.	Truth	Truth
180	Germany	Okay—then England is lying to me, saying that you're helping support Eng-Brest.	Truth	Truth
181	Italy	Ha! Yeah, fat chance.	Lie	Truth
182	Germany	...but did you lie to England about that? Or can I say to England that I don't think you'll actually provide that support?	Truth	Truth
183	Italy	What is Paris up to?	Truth	Truth
184	Italy	I suggest you just not tell England anything about my moves.	Truth	Truth
185	Italy	Do you want me to support England to Brest?	Truth	None
186	Italy	I guess I'm not sure what your goals are here.	Truth	Truth
187	Italy	I just kind of feel like you're grilling me with a lot of questions, but not telling me what you're doing or what you want from me.	Truth	Truth
188	Germany	*If* you support Eng-Brest, England has agreed to vacate denmark for me. If you don't, I won't get in the way of your channel thing. Any other questions?	Truth	Truth
189	Germany	I have no sense of what you want or what your plan is, but I thought I'd been pretty clear: I want Denmark. I am reluctant to see you in the Channel if England remains powerful, but happy to see you there if they are weakened.	Truth	Truth
190	Italy	Can't you just force Denmark?	Truth	Truth
191	Germany	Not without risking a swiipe of Belgium	Truth	Truth
192	Germany	And why force when you don't have to	Truth	None
193	Italy	Okay, I'll support England to Brest. You take Denmark.	Truth	Truth
194	Italy	And you and I should be in position to take out England next year.	Truth	Truth
195	Germany	Splendid!	Truth	Truth
196	Germany	Glad everything worked out	Truth	Truth
197	Italy	Thumbs up!	Truth	Truth
198	Italy	Congratulations on retaking Denmark and getting two builds. You are playing really well right now. Respect.	Truth	Truth
199	Germany	Congrats on having double-digit dots! I have some thoughts about taking out England, if you want to go full-stab this season...	Truth	Truth
200	Italy	I think I do!	Truth	Truth
201	Italy	What are you thinking?	Truth	Truth

202	Germany	One option is to take the channel, another is to take Brest. Between you, me, and Picardy we can manage either, but it's a question of which takes priority. If we chose Brest, I could also take a stab at seizing Nth this season, then we could try for the channel in fall. Or we could do channel first, Brest second.	Truth	Truth
203	Italy	Yeah, that is all along the lines of what I'm thinking. How demanding does France sound right now? Does he want to be the one who takes Brest?	Truth	Truth
204	Germany	Haven't asked. But in general not demanding.	Truth	Truth
205	Italy	Good! Still, I think we should show him some good faith by supporting him to Brest in Spring. We can decide in Fall whether it makes more sense for you to take it, but I think we want to keep France hungry.	Lie	Truth
206	Italy	I would suggest something like this to ensure the English fleet is disbanded: Pic - Bre MAO - Channel Par S Pic - Bre	Lie	Truth
207	Italy	And Spa - Gas to cut off that retreat.	Truth	Truth
208	Italy	You can take the North Sea on the same move and set up a convoy to the English mainland. Checkmate.	Truth	Truth
209	Germany	Okay, I like the plan! I've asked France if they're willing to move to Brest supported by me.	Truth	Truth
210	Germany	Aren't you concerned about England taking Mao? I'd sooner just have you pile on support into Bre so that Wes can support Mao holding	Truth	Truth
211	Italy	That's a good point, but the problem with that approach is that Brest is not guaranteed. If England cuts MAO and supports with the Channel, the attack fails. I think we are better off ensuring that the Brest fleet is disbanded. If we disband that fleet and take North Sea, an English fleet in MAO really just spreads him out and allows you to take the island faster. It's not like he can get Portugal or Spain.	Truth	Truth
212	Germany	Okay, but that means I'd prefer to take Brest myself this Spring, if France is okay with it.	Truth	Truth
213	Italy	I think that we should offer France Brest in Spring. That ensures that he is with us. Then, if conditions are right in the Fall, I can support you into Brest. But...England can offer France Belgium, and I think he is sure to take that if we're not even offering him a center, right?	Lie	Truth
214	Italy	Better to keep France feeling like we're going to keep him in the game. If you need the build in Fall, it's easy for me to support you there.	Lie	Truth

215	Germany	I guess I'm just wondering from France's perspective why they'd *want* to stay in the game. Isn't it possible they'd rather move on with their life? That's not rhetorical, I'm wondering what your perspective is as a veteran player	Truth	Truth
216	Italy	Here is my take: If France just wanted to go down in a blaze of glory and say "eff you" to England, he would have kept Irish Sea. He kept Pic, which is next to his home center, and gives him a chance to negotiate with both you and England.	Lie	Truth
217	Italy	I think that means he is motivated to keep trying. And if he believes he can get Brest, he could legitimately get back to his feet. I know that's what I'd be trying to do in his position.	Truth	Truth
218	Italy	As the poker saying goes: "a chip and a chair." So long as you have one chip left, and you're still in the tournament, you can always come back to win.	Truth	Truth
219	Italy	Thoughts?	Truth	Truth
220	Germany	I think that makes sense. Are you talking with England at all?	Truth	Truth
221	Italy	I'm pretty wary of England right now. He asked me what I want to do, but I feel like he's trying to get me to leave MAO open. That's not terrible news, as it suggests that he won't expect your move to North Sea.	Lie	Truth
222	Italy	As long as he doesn't move NAO to Norwegian, you've got a guaranteed supply center.	Truth	Truth
223	Germany	Well E'd have to be a right dolt not to retreat to NWG. And right now they're talking to me about supporting a move from Bre to Gas (the better for the two of us to stab you).	Truth	Truth
224	Germany	What i mean is, there's a good chance that Mao is safe if I "agree" to that deal	Truth	Truth
225	Germany	Oh nevermind—they're not going to convoy into Brest. So actually this pretty much guarantees that Eng and Nao will try for Mao.	Truth	Truth
226	Italy	Ahhhh, sneaky Devil! Thank you for letting me know.	Lie	Truth
227	Italy	I still like our plan.	Lie	Truth
228	Italy	I need to run for a bit. I'll be around in a few hours.	Lie	Truth
229	Germany	I think that knowing this, you should do as I suggest and not poke Eng. Just hold and let Wes support. I am 94% sure I can trust England to do as they say on this one.	Truth	Truth
230	Italy	Okay. Should I support Pic to Bre?	Lie	Truth
231	Germany	yes please. It'll do us good with France too if we both support.	Truth	Truth
232	Italy	Thumbs up!	Truth	Truth
233	Germany	Actually, you should use Mao to support Spa-Gas, since we know that Brest is moving there. It will be beneficial to have you there if we decide to oust France from Bre in fall	Truth	Truth

234	Italy	Consider it done.	Lie	Truth
235	Italy	Hmmmm, heading anything from England?	Truth	Truth
236	Italy	I'd love to talk if you're there. I'm getting the impression that England may actually be moving on you, and I think I have a good counter, but I also still think we should support the attack on Brest and take North Sea.	Lie	Truth
237	Italy	I definitely think you should keep your moves the same.	Truth	Truth
238	Italy	Nice! Get'em! He WAS moving on you. But we should be able to take about 3 off of him now. Very nice turn.	Lie	Truth
239	Germany	Sorry; I was asleep by 9 last night why the move to Nao? Wouldn't IRI be the more anti-England choice? With the move to Picardy and assuming a retreat to SKA, it looks like England has me pretty powerless this turn.	Truth	Truth
240	Germany	So do you, it seems, if you have some kind of deal with Russia about Munich.	Truth	Truth
241	Italy	Good morning. Just responding to your messages above. I think NAO and Irish are equally anti-English. They both give me a clear lane to attack Liverpool. I wasn't sure if either one would be left open, but I took a gamble and it paid off.	Truth	Truth
242	Italy	Re your move this turn, I don't think you're powerless. You should get a build I think and if not, you should be in position to smash England.	Lie	Truth
243	Italy	I don't have a deal regarding Munich, Germany. Frankly, I thought you would be a bit more joyful towards me. By attacking England, I have committed completely to working as your partner.	Lie	Truth
244	Germany	I suppose you're right. Initially I was thinking IRI also gives you channel access, but NWG access may be just as useful. Well when you control half a continent (and even more when you consider your influence over me, Austria, and who knows who else!), there's no such thing as complete commitment. I'm not so naive as to think your allegiance with me is going to last beyond its usefulness, and with two fleets on the British isle that time is fast approaching. To be clear, I'm still giving you the truth and I still want to work with you. But you should really stop acting surprised when I'm slightly paranoid that a soon-to-be-dozen-dot-holder is gearing up to stab me	Truth	Truth

245	Italy	<p>Well, I dunno, it sounds like I should stab you. Is that what you're trying to tell me?</p> <p>I like you. I like how hard you've worked in this game to rebound from a difficult start. I like that you e told me the truth, even when the news was bad. I like that you tell me when you don't trust me. I have literally never told you a lie in this game, and I don't intend to start now. Last turn I burned my bridge with England beyond repair. If you don't want to work with me now, that's really disappointing.</p>	Lie	Truth
246	Germany	<p>like I said, I *do* want to work with you. However, remember that thing I said about general expectations and being warned when they're broken? Tyrolia is one of them and I think you knew that. And England *also* told me they've never told me a lie; I'm starting to think that's Diplomacy-speak for "when convenient, I've used careful wording and half-truths to deceive you even when everything I said was technically true". It would help me to know that you see me being a benefit to you beyond taking out England. A natural next move for us would be to take out russia, and in that arena I have a positional advantage over you. Especially if I get two builds this turn, I'll be able to sneak behind the troops in bohemia/galicia and help you break through.</p>	Truth	Truth
247	Italy	<p>Yes — here is how I expect and hope the game will play out: the two of us finish off England and France, while drifting towards the east a bit. With the builds we get this year, we essentially blitzkrieg the East. I have more units than you, but you have no opposition at all in the north, and can take Scandinavia, War and Mos without any trouble.</p>	Lie	Truth
248	Italy	<p>I think that, in about two years, you and I will both be on about 14 centers, with the remnants of Russia and Austria between us, and we can decide how we want to resolve it. I'd be happy to agree to a small draw, or to shoot for a 17-17 two-way draw position, whichever you prefer.</p>	Lie	Truth
249	Germany	<p>Well, I like the sound of all of that. In fact, it sounds ideal: there's something poetic about the complete beginner and the expert (you've probably heard by now that you got doxxed) sharing a victory.</p> <p>I ask for a concession: As a show of good will, would you be willing to take only one of Liverpool or Portugal this year? (I know the Portugal request seems weird, but I like keeping France around and unless I'm mistaken they like me better than you)</p>	Truth	Truth
250	Italy	<p>Yes. I wasn't planning to take Portugal anyway.</p>	Truth	Truth

251	Italy	I think it makes sense here for you to land an army in the English island while you can. Now that his army is off the island, he's toast as soon as you do that.	Lie	Truth
252	Germany	England's just vindictive enough to try and stab Belgium with England and Picardy, though. I was planning on keeping holland around as support.	Truth	Truth
253	Germany	*by England I of course mean Eng	Truth	Truth
254	Italy	I suggest the following: Gas - Liv (via convoy) Spa S MAO holding Mar hold Tyr - Tri Hol - Yor (via convoy) Bur S Bel Bel S North HEL S North Mun - Boh Par - Pic (to cut any potential support)	Lie	Truth
255	Italy	England cannot take Belgium with those moves.	Lie	Truth
256	Italy	Or I could move my fleet into Liverpool and use Gas to support Bre. I'm happy either way.	Lie	Truth
257	Germany	I tried a double convoy in the sandbox once and it didn't work! What is this witchcraft?!?	Truth	Truth
258	Germany	At any rate, I prefer the fleet move to liverpool and Gascony's support into Brest. And could Mao support Bre into the Channel? No sense forcing France to disband. Bel will support it, too.	Truth	None
259	Italy	Here are the orders needed to do a convoy! Holland move to Yorkshire North Sea convoy Holland to Yorkshire It is not a "double convoy" as you only need one fleet to make it happen. But if your fleet in North Sea is dislodged, the convoy will not go through. That is why I would suggest that HELG supports North Sea holding and Belgium supports North Sea holding.	Lie	Truth
260	Germany	No—I mean the one *you* were planning: Gascony to Liverpool	Truth	Truth
261	Germany	It's a double convoy because you're convoying through Mao *and* Nao	Truth	Truth
262	Italy	Ah, the orders there would be: Gascony - Liv MAO Convoy Gas - Liv NAO Convoy Gas - Liv	Truth	Truth
263	Italy	So, I'll move the fleet to Liverpool. And you want MAO to support Paris to Brest?	Lie	Truth
264	Italy	Or wait, MAO supports Brest to Channel, and Gas supports Paris - Brest, right?	Lie	Truth
265	Germany	yeah. I tried that once in the sandbox (or the equivalent: back when you had fleets in Lyo and Wes I tried a convoy from Pie to Naf). But I think I messed up the commands to the fleets. And yes the most recent message is correct. Those two things and Nao-Lvp	Truth	Truth

266	Italy	Okay, confirmed. So I've got in: NAO - Liv MAO S Bre - Channel Gas S Par - Bre Spa - WES Mar S Gas holding Tyrolia - Trieste Sound right?	Lie	Truth
267	Germany	It does. But If Tyr was bound for trieste anyway, why did you detour through Tyr at all? Why not just move to trieste last turn??	Truth	Truth
268	Italy	Austria would not have liked it.	Truth	Truth
269	Italy	And he doesn't know that it's headed back there now (please don't tell)	Truth	Truth
270	Germany	Understood. Me and Austria don't talk anyway. Also, do you have any sense of what England is planning to do?	Truth	Truth
271	Italy	Ha! No I don't. I'd imagine he is coming for me. But I don't know that.	Lie	Truth
272	Italy	If I were him, I'd defend Edi and London.	Lie	Truth
273	Germany	So you haven't been talking to England at all? I was sort of hoping you would know more, maybe help us take better advantage of their plans.	Truth	Truth
274	Germany	Anyway, my moves are: Par-Bre Bel s Bre-Eng Hol s Bel holding And the rest within expected parameters. Correct?	Truth	Truth
275	Italy	England has not said anything of substance to me. He was gracious about my move, but he won't trust me again, and I would not trust anything he might say at this point. I haven't asked him about his moves and he hasn't told me.	Lie	Truth
276	Italy	I thought you would Convoy Holland to Yorkshire and support Belgium from Burgundy. Also, can you please order Mun to Boh to cut support and allow me to hold Vienna while moving Tyrolia to Trieste?	Truth	Truth
277	Germany	I *told* you I'm not risking that convoy *and* that in- stead Bel is supporting France into the Channel (which will heretofore be called the French Channel). And could I persuade you to move to IRI instead of taking Liverpool in exchange for the requested cut?	Truth	Truth
278	Italy	Sorry, what is the requested cut? I understand that you don't want me to take Liverpool or Portugal. What are you offering to me? (I don't mean to be difficult, I just want to be sure I understand).	Truth	Truth
279	Italy	Ah, you must mean Munich to Boh.	Truth	Truth
280	Italy	Asking me to avoid taking Por and Liv is asking a lot. I want France to survive here, but I also want England taking units off the board, and I feel like you should too, right?	Truth	Truth
281	Germany	I do. But I also want those dots for myself, of course. And there's still the nonzero chance that you've ar- ranged with Boh to take Munich for yourself, so I'm taking a serious risk	Truth	Truth

282	Italy	I will avoid taking Portugal, vacate Tyrolia, and support you to Brest. I feel like I'm offering quite a lot in exchange for one cut support. And cutting that support does not put you in greater peril. If I had a deal with Russia for Munich (I don't) I could cut Burgundy from Marseilles and support Russia to Munich. Moving Mun to Boh to cut support is costless.	Lie	Truth
283	Germany	You're right. I just thought I'd put my best argument forward. I'll do the cut. But I ask for something costless in exchange, and I really, really want it to stay just between us, ok?	Truth	Truth
284	Italy	Understood and agreed.	Truth	Truth
285	Italy	And I have no problem with you asking for more than you're willing to settle for. That's smart, and I do the same thing sometimes. If you don't stick up for yourself, nobody else will.	Truth	Truth
286	Germany	I *know* there's more to your relationship with England than you're telling me. The last message England sent to me hinted that if *I* wasn't willing to work with them—and I haven't said anything to them since—that maybe *you* would. And if England were to reach out to you, you're too smart to just snub them. There's advantage to be gained—either for both of us or just for yourself—from talking to them. The only reason I stopped was because I knew my word would be mud to them anyway. Earlier I was hoping you'd give me the truth about what you knew, and about what they might know. But you didn't and that both disappoints and scares me. So I'm asking that you give me just a modicum of honesty here: what do you know? what does England know?	Truth	Truth
287	Italy	I give you my word: I don't know what England is going to do and I haven't asked.	Lie	Lie
288	Italy	He is still jovial with me and respectful. He has asked me to critique his play and to give him advice. But I do not know his moves, and I really don't think he would tell me them if I asked. It certainly would not be info I could trust free I just lied to him about mine.	Lie	Truth

289	Germany	<p>But England's desperate. Better to talk with *some-one* than just go in blind. And I doubt they'd turn to Russia or France because neither is really close enough/powerful enough to give real help. And there's precedent for you negotiating with someone even as you stab them: France.</p> <p>...and here's the real accusation: for all your pretty words about a shared victory between you and me, you've been sneaky and you've always pitted me and England against each other to your benefit. My real fear here is that knowing my moves, and with a desperate, jovial England seeking your advice, it would be so *easy* to just feed England enough info to keep me weak while you chow down on the Island.</p> <p>I know this from experience: back when you were doing 50/50 shots in the south of France, I did everything I could to find out what you were planning and feed it to France. This was merely a time-buying measure, since France was outmatched and I would eventually run out of pretenses to extract your move. But I wanted to gain more dots before you took over. And I assume others are like me, hence I suspect you now.</p> <p>I'm offering this confession in hopes that you'll do the same. So just come clean and let's approach this thing as equals?</p>	Truth	Truth
290	Italy	<p>I am in my car, off to pick-up my kids from school. This deserves a proper response, so please give me some time.</p>	Truth	Truth
291	Germany	<p>Abandon the children this is important</p>	Truth	Truth
292	Italy	<p>So, I'm going to speak frankly here. I am rarely offended in a Diplomacy game, and I rarely say so when I am, but this message offends me. I'm trying to think about why I'm having such a strong reaction to it. I think it's because you're painting a picture of the game (both your actions and mine) which are totally different than my own perspective. (Continuing)</p>	Lie	Truth
293	Italy	<p>From my perspective, you were on the ropes early. France and England were teaming up on you. You lost Denmark and France had Holland and Munich surrounded. You were in serious peril.</p> <p>I seriously went to extreme effort to keep you in the game. I spent hours talking with England and encouraging him to turn around and go the other way. I completely ended my eastern campaign and spent two seasons just making the voyage over to France so that he didn't have the bandwidth to continue his attack. I have vouched for you with Austria and Russia many times. I have supported Munich. And I have NEVER attacked you, even when people have asked me to do so and pledged to support me.</p>	Lie	Truth

294 Italy	I have been honest with you, I have worked hard for your success, and I've made a lot of proposals to you in which you gain centers; not me. Maybe I am just a bad ally, but I'm not sure I remember an alliance in which I have done more to help my ally. Truly.	Lie	Truth
295 Italy	And to hear that (1) You think I've been selfish and (2) You've been sabotaging me all along, that just doesn't sit well with me.	Lie	Truth
296 Italy	I have rarely asked for your help, and I've offered my help freely. I've provided my sincere best efforts to help you with tactics, and I have never sabotaged you. Not once.	Lie	Truth
297 Italy	And if I'm totally honest with you, I could solo this game if I felt like lying to everyone and grabbing dots. I think I've got you all beat tactically. I just have more experience. But that's not been my intent.	Lie	Truth
298 Italy	I've spent hours today talking with England about how best to play Diplomacy. I've tried to give him some honest advice because he asked for it. But I don't know his moves, I haven't asked for them, and I'm not going to take advantage of that relationship to try to stab you. It legitimately did not cross my mind until you accused me of doing it.	Lie	Truth
299 Italy	So, I'm frustrated by this accusation.	Lie	Truth
300 Germany	And I appreciate all you've done for me, really I do. But "completely ending your eastern campaign" is *not* something you did for me; your alliance with Austria dictated that. I felt bad for betraying you while I was doing it, but even then I knew it was the only way to keep the game going in the face of your and Austria's might. And it *wasn't* "all along", it was a few turns at best so that the rest of us would have a shot at you and Austria not pair-winning right out of the gate. And the only thing that keeps me from thinking you're not gonna do just that on the next move anyway is my belief that you really do want the victory all to yourself, which is still consistent with everything you've done for me. Propping up a weak player at the expense of stronger ones is a classic tactic. (Continuing)	Truth	Truth
301 Germany	And so, by the way, is trying to shame someone for raising extremely legitimate concerns. Whenever I bring up suspicion of you, you're quick to remind me how much you've done for me to put me on the defensive and make me feel indebted. Well frankly that reeks of dishonesty. I never asked you to do those things.	Truth	Truth

302	Germany	If you no longer trust me, so be it. I knew that was a risk when I made my confession. But i'd rather have a partnership based on mutual honesty. That's another reason I confessed—you ought to know that my game philosophy (new as it is) is to trust the map and to trust history first and foremost. The parts of your history that I've seen indicate that you're no saint, no matter what you may have done for me. And when the map shows that one player is clearly dominating and that player is you, you are being deeply naive if you think everyone else is just going to roll over and let you get away with it	Truth	Truth
303	Italy	No, all thumbs up from me. If I were lying to you, I'd smile and say "that sounds great." I'm honest with you because I sincerely thought of us as partners.	Lie	Truth
304	Germany	Oh but you're *not*! You agreed to warn me of unexpected moves, then didn't. When I brought this up you ignored it and misdirected me in hopes I'd forget. You've revealed things to England without my permission, and then made up a story about it after the fact! And you can't be a real partner with someone who is depending on your good graces to survive. That's not a partnership. We could never be real partners unless we had some notion of equality, and I'm outmatched in both skill and numbers. You and Austria, however, were until recently a perfect example of a true partnership. Dot-parity, coordinated attacks, really beautiful work. So don't act as if you don't know this to be true. We were never a partnership of that kind.	Truth	Truth
305	Italy	Well, this is very disappointing to me, and I obviously disagree with the way you are characterizing me and this game. I have a reputation in this hobby for being sincere. Not for being duplicitous. It has always served me well. If you feel that way, then me continuing to explain myself isn't going to change your mind. If you don't want to work with me, then I can understand that. Let's consider our deals and commitments to be void, and let's play our games separately. If you have any deal you'd like to propose, I'll consider them, but I won't continue to try to help your game if you think I'm not sincerely trying to be helpful.	Lie	None
306	Italy	Well, this game just got less fun.	Truth	Truth
307	Germany	for you, maybe.	Truth	Truth

308 Italy	Sent to Germany, England, Austria, Russia: So, England, Germany, Russia, y'all played a great turn last turn. You got me to stab my long-time ally and you ended our pretty excellent 7-year run as an alliance. Russia told me he was with me if I stab Austria. England told me he wanted me to solo so long as I would "teach him" and help his along to second place. Then y'all pulled the rug out from under me. It was clever and effective. (End Part 1)	Truth	Truth
309 Italy	(Part 2) At this stage, my excitement about the game has diminished quite a bit. And of course I'm happy to play on and take my lumps for falling for "Hey, I really want you to solo, just help me place second," but if you guys just want to call it a five-way draw among us and grab a beer together, while reviewing the statistics, that's really my preference. I am outnumbered and I obviously can't solo. And I'm sure some of you in the north are eager to send everyone else flying my way, but I expect Russia and England to be careful, and so I'm not sure there is much room to move forward without simply tipping the board to Germany's favor. I propose that we draw and hug it out.	Lie	Truth
310 Germany	I'm down for a five-way draw. ...and by the way, England was copy-pasting to me the most incriminating messages you sent them. So I knew you were giving England my moves. I do have a certain begrudging respect for you ability to deny, though	Truth	Truth
311 Italy	Well, England is telling me he is happy to see me solo and wants second place...so, should I say "no"? I guess I should have. I was happy the way the game was going before all that.	Truth	Truth
312 Germany	Don't try and pin *your* greed and deceit on England! At least *own* it when you're ruthless	Truth	Truth
313 Italy	You have been given an apple laced with poison. England's only move there was to make you hate me, and he did his job well. You should not let your view of me be defined by someone who has an incentive to make you never speak to me again. We can talk about it more after the game, but I had every intention of continuing to work with you, and I would have done that until England made his play.	Lie	Truth

314	Germany	I have no doubt you would have continued to work with me, but I take issue with someone who can be asked point-blank if they're sharing moves with another player and lie to my face. If you'd come clean, and explained how what you were doing actually *helped* me, somehow, we could have worked together. But you would rather have had me in the dark and that's not sustainable in a partnership.	Truth	Truth
315	Italy	I was trying to play both sides, and England was lying to me, and forwarding my press to try to incriminate me. So, yes, I lied, and so did England. I apologize.	Truth	Truth
316	Italy	Will you please either vote to draw, or let us know that you'd like to play this one out? I am finding it difficult to motivate myself to speak with anyone if the game is just going to draw shortly. Thoughts?	Lie	Truth
317	Germany	I did vote to 5-way draw! And I did so again for this season. So it's not me who's keeping this game alive	Truth	Truth
318	Italy	Well, as we approach the end of the academic study portion of the game, let me say once, with the truth detector activated, that I really enjoyed playing with you and thought you played really well.	Truth	Truth
319	Italy	Was it really your first game? You definitely played like a seasoned vet.	Truth	Truth
320	Germany	I really enjoyed playing with you, too! And yes, it really was my first game. Thanks for all your help and advice	Truth	Truth

Table 9: This is a full game transcript of a game between Germany and Italy. Occasional messages that did not receive a Suspected Lie annotation by the receiver are annotated as None.