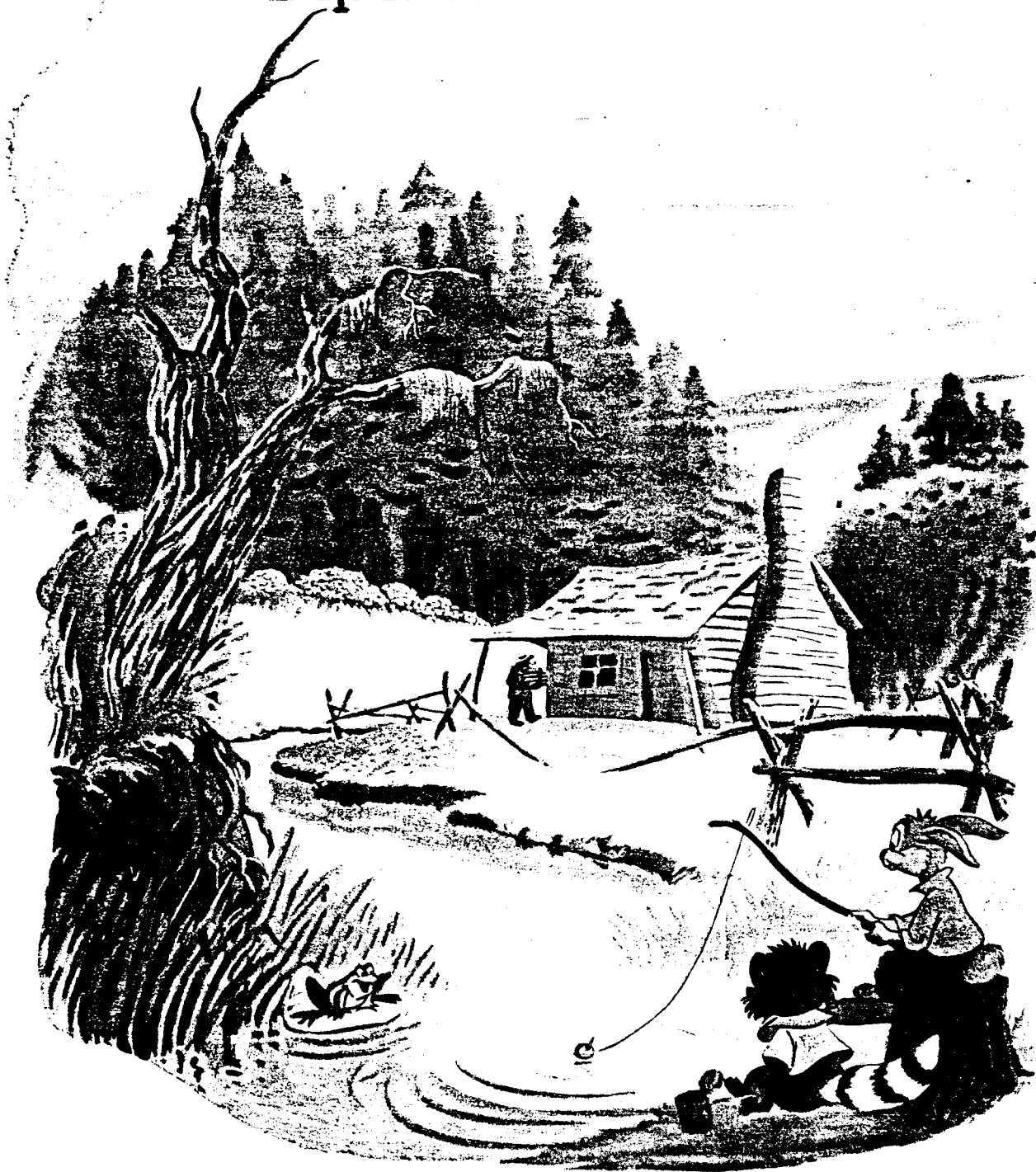


Dipadeedoodah!



A SHORT NOTE FROM BRER PHIL

Howdy, everyone! Well, here it is FINALLY, the second issue of *Dipadeedoodah!*. Let me not delay any longer and address the issue of issues, specifically this one.

As most readers will know (most of them being players), there has been a little confusion among *Cross Rifles* players adapting to a new system of rules and deadlines. As of February 1, the official deadline, I had received enough orders to adjudicate only one game — all of the others had at least one player that NMR'd. By waiting another week, not only was I able to get three of the four *Cross Rifles* games going, but also I got enough players to start both regular and Fog of War games! Considering this, it was worth the wait.

On the other hand, this leaves players with less time to coordinate those calculated backstabs and other devious manouvers (sp?). But, as I said from the onset, I intended to run these games fast. Thus it is my opinion and hope that players of *Cross Rifles* games submit next turn's orders by March 1 (use the telephone if necessary). I am not an unreasonable fellow, however. If any of these players has a real problem with the March 1 deadline, say so and I will (reluctantly) suspend the deadline til April 1. (April Fools?) This offer is one time only — from now on I expect all players to respect the deadline for receiving orders.

I accept part of the blame, though. Some of this issue's material should have been written weeks ago, before the beginning of the spring semester and my heaviest course load yet (sob, sob!). It's been a while since I've run games, but I need to start respecting my own deadlines. Speaking of which, remember that my intended schedule is to mail each issue by the 10th of the month, so actually you should receive your February copy only a few days late.

On the topic of codewords: I don't really expect everyone to use them. However, they are there for your own protection, and we all know how unsafe relationships are these days! Use your signature if nothing else.

Please let me know if there are any additions or improvements you would like to see in *Dipadeedoodah!*. And especially tell me if you aren't getting your issues properly.

PLUGS

Modem Ready is a computer bulletin board system (BBS) run by Gerald Todd in Baltimore, MD, operating 24 hours every day. Jerry is currently seeking players for a game of BBS Diplomacy, using the same rules as PBM Diplomacy, except that the message base of the BBS is used instead of our beloved postal system. There is no charge to play or join the BBS, except for normal phone bills (e.g. long-distance). For those interested, the nitty-gritty details are: phone#301-360-8007, 300/1200 bd, 7/E/1.

GAME EXPLANATIONS

The actual rules for the Fog of War variant as designed by yours truly are located on page 3. I will likely offer the gunboat version of Fog of War II (includes spies) for play in a subsequent issue, once I see how Fog of War I runs.

Asian Diplomacy II is a variant with the usual rules, but played on a totally different map, consisting of the following nations: Russia, Islam, India, China, Polynesia, Indo-China, and Japan. There are a total of 38 supply centers, with a victory criterion of 20 of those centers. The variant differs from Asian Diplomacy I only in the revised map for (hopefully) better play. Asian Diplomacy I has had relatively little exposure compared to other variants, but after some quick playtesting on my part, I saw the potential for all of the same qualities that makes regular Diplomacy popular. Primarily, these are the need for a good strategy and communication between allies. I think this would be a particularly good variant for players tired of the same old game, wanting to be tested in unfamiliar waters. Since fellow players are unlikely to have played Asian Diplomacy I, you could easily distinguish yourself as the quickest stab in the east! Asian Diplomacy II by Phil Reynolds is a modification of the original version by S. Latourette and K. Robison (1986).

Character Diplomacy is a wacky variant. Most units have special abilities, such as being able to jump over other units, to attack with double strength, and to lay mines, just to name a few. The resulting game plays like no Diplomacy game you have ever seen before — it's really something! Say goodbye to "standard openings" and say hello to sheer chaos! Character Diplomacy was designed by Fred Davis, Jr.

GAME OPENINGS

Gunboat Diplomacy (\$5) — 4 of 7 positions filled.
Asian Diplomacy II (\$5) — 0 of 7 positions filled.
Character Diplomacy (\$5) — 0 of 7 positions filled.
Illuminati card game (\$5) — 0 of 3-6 positions filled.

STANDBYS LIST

Milewski, B. Wilson, Armstrong, Grasse

** HELP! I need more standbys! Standbys do not pay any extra fees for taking over a position. It's a good way to get a free game (not all standby positions have 2-3 units!).

SUBSCRIPTION RATES

Subscriptions are \$9.00 for 12 monthly issues (which is equivalent to 75¢ per issue). Back issues may be ordered at a cost of \$1.00 per issue.

RULES FOR FOG OF WAR (DIPLOMACY VARIANT BY PHIL REYNOLDS)

1) The 1976 version of Rules for Diplomacy are in effect. Fog of War plays exactly as regular Diplomacy, but the differences lie in what information is reported to each player.

2) A game year will be separated into Winter/Spring and Fall seasons. This should generally not be any more of a problem than in regular Diplomacy. In fact, it will frequently happen that a player will be totally unaware of his enemies' actions.

3) Players do not automatically receive information on the positions of all units on the board. Each of their units "reports" sightings of enemy units to its supreme commander (i.e. the player) at the end of each turn, after all movement and attacks have been resolved.

4) In Fog of War games run in *Dipadeedoodah!*, a blank map will be printed in the appropriate section of the zine. Noted on the map for each turn will be the individual player's own units, along with all those enemy units which are within one legal move of at least one of the player's units.

- Example... For Winter 1900, the Italian player would see on his map his own units in Ven, Rom, and Nap, along with the Austrian fleet in Tri (because of A Ven).

- Example... At the end of a turn, England has F Pic and France has A Par. The French player sees the English fleet on his map, but the English player does not see the French army (since F Pic-Par is illegal).

5) Possible convoy routes have no effect on sightings.

- Example... At the end of a turn, England has A Lon and F Eng, while France has A Par. The English player is not notified of the French army's existence.

6) In the cases of units "bouncing" in an attack or one unit is successful but no retreats are necessary, a player will only see those enemy units that are sighted at the end of the attack.

- Example... Italy: F Ion-Tun; France: F Wes-Tun. Both attacks fail, but neither player is made aware of the opposing unit's existence since they do not lie within one legal move of each other. Thus the Italian player will know he failed to take Tun, but not who attacked it or from where. The French player, however, should be able to deduce that the opposing unit came from Ion, but not necessarily who was responsible for the attack.

- Example... Italy: F Ion-Tun; France: F Wes-Tun, F Naf S F Wes-Tun. The French fleet takes Tun, which is noted for Italy because of F Ion. However, Italy is not informed of the supporting unit in Naf, though the Italian player should deduce its existence.

7) In the case that a unit is attacked and holds its ground, the player will be notified of this by "striping" the attacked space, but making no mention of who attacked or from what space the attack was made.

- Example... Russia: F Rum H, F Bla S F Rum; Austria: A Bud-Rum, A Ser S A Bud-Rum. Russia will see on his map that Rum is "striped", indicating an unsuccessful attack on the space. The Russian player will not even see the Austrian armies on his map, since his F Rum cannot move to Bud or

Ser legally.

8) Retreating units are considered to be still in the space from which they are retreating for the purpose of sightings. Thus the defending player will always know the identity of the attacking unit, but not necessarily the space from which the attack came. All other units that are within sighting are likewise noted.

9) A player will not be given a list of possible retreats for a given unit. The reason for this is illustrated by the following example.

- Example... Russia: F Rum H, F Bla S F Rum; Austria: A Bud-Rum, A Ser S A Bud-Rum, F Gre-Bul(sc); Turkey: F Con-Bul(ec), F Ank-Bla. The Russian player must retreat F Rum. His map would show the following information: Austrian A Rum, Turkish F Con and F Ank, Russian F Bla, and a striped Black Sea, with all other spaces empty. Russia is unaware of the standoff in Bul, which appears to be an available retreat in addition to Sev. (Should the Russian player eventually choose to retreat to Bul(ec), his fleet will of course be destroyed.)

10) Conditional orders on an enemy unit's retreat are possible only if the player has a unit within sighting of the anticipated retreat.

- Example... Germany: A Mun-Bur, A Ruh S A Mun-Bur; France: A Bur H; England: A Pic H. The French army must retreat to Bel, Par, Gas, or Mar. The English player could write conditional orders for the unit retreating to Bel or Par, but not Gas or Mar, since these spaces cannot be sighted by A Pic.

11) Conditional orders on another player's adjustments are possible only if the player has a unit capable of sighting the anticipated site of adjustment.

- Example... Austria has F Smy; Turkey has both Con and Ank unoccupied, and is allowed one build. The Austrian player could write conditional orders on the type of unit built in Con, but can write no such orders for any possible builds in Ank.

- Example... Same as the previous example, but Austria also has A Ser and Turkey must retreat F Rum. The Austrian player could add conditional orders on F Rum disbanding or retreating to Bul(ec), but not for it retreating to Sev or Bla.

12) A player will only receive knowledge of the supply centers he owns at the end of the fall season, and not that of other players, unless of course he has a unit within sighting of an enemy unit located in a supply center, in which case it will be noted on the map in the normal fashion.

I believe these rules and examples should answer most of the questions on Fog of War. Later revisions will be made as clarification and playtesting requires.

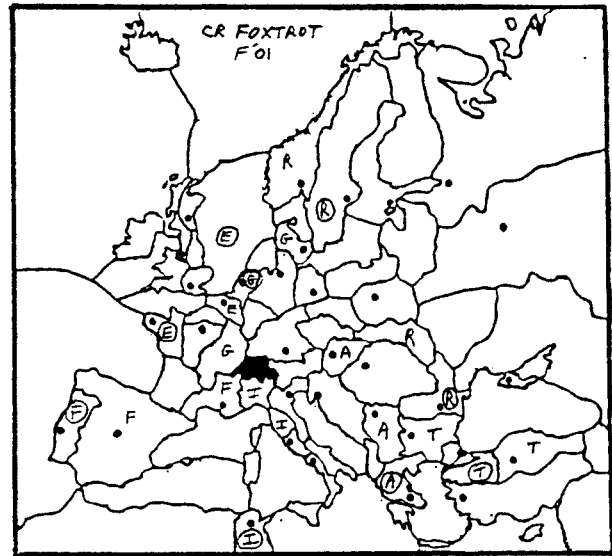
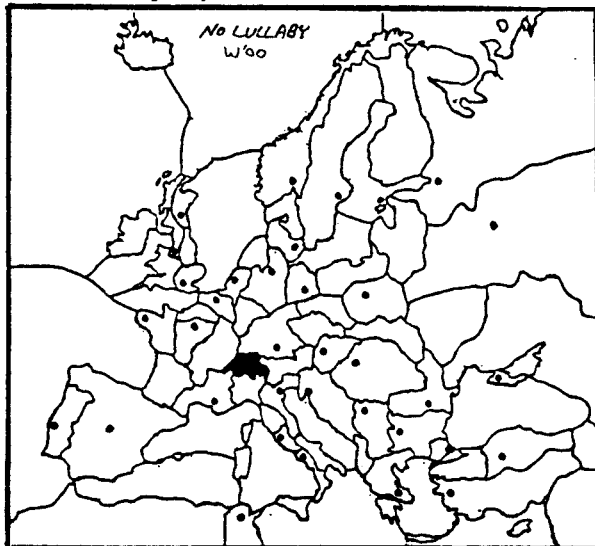
This variant was originally intended to be played like regular Diplomacy (i.e. players know each other's identity). A gunboat Fog of War is possible, of course, and probably very nerve-wracking! Can you imagine not only being in the dark as to the identities of your fellow players, thus making communication all but impossible, but also being in the fog as to positions of enemy units on the board? Yikes! I guess I'll have to run one to find out!

**NO LULLABY --- WINTER 1900 ---
FOG OF WAR VARIANT**

AUS (Mann)
 ENG (Munzenmaier)
 FRA (Phillips)
 GER (Grasse)
 ITA (Sweeney)
 RUS (Weiss)
 TUR (D. Wilson)

This game marks a couple of firsts: it is the first new game offered in *Dipadeedoodah!*, and it is the first official game of Fog of War, a Diplomacy variant designed by yours truly. The rules for this game are printed on page 3, with plenty of examples to make matters clear. Note that only those players actually involved will see something other than the blank map everyone else will see printed below. This is because each player receives individual reports on troop movement and activity, which will be noted in the individual issues that they receive. The only regularly published material will be the players' names, standbys, and press. Draws and concessions are not put to votes; each player must independently issue such a proposal. Only when everyone proposes the same draw or concession will it actually pass.

SPECIAL NOTE: The new policy of *Dipadeedoodah!* gamestarts is that if Spring 1901 orders are received from all players by the next deadline, the game will be run in that issue. Players can opt for a suspended deadline until the following issue to allow more time for those crucial first turn negotiations. Thus, the players decide whether to commence play immediately or to wait another full month. It's up to you....



CR FOXTROT --- FALL 1901

AUS (Armstrong): A Vie H, A Ser S F Alb-Gre, F Alb-Gre
 ENG (Spurlock): A Yor-Bel, F Nth C A Yor-Bel, F Eng-Bre
 FRA (Weiss): A Bur-Mar, A Mar-Spa, F Mid-Por
 GER (Klien): A Mun-Bur, A Kie-Den, F Hol S ENGLISH
 A Yor-Bel
 ITA (Setzer): A Pie H, A Tus H, F Tys-Tun
 RUS (Lord): A Stp-Nwy, A Gal S AUSTRIAN A Ser-Bud,
 F Rum H, F Bot-Swe
 TUR (Engler): A Bul-Ser, A Ank-Con, F Con-Bul(sc)

Adjustments...

AUS (5): Home, Ser, Gre... +2
 ENG (5): Home, Bel, Bre... +2
 FRA (4): Bre, Par, Mar, Spa, Por... +1
 GER (5): Home, Den, Hol... +2
 ITA (4): Home, Tun... +1
 RUS (7): Home, Nwy, Swe, Rum... +3
 TUR (4): Home, Bul... +1

Note that all of the neutral supply centers were occupied this turn, so not only does every player get to build, but Spring 1902 will see a full complement of 34 units on the board! I believe this to be an uncommon experience; the fur should start flying now!

ANONYMOUS: I agree, it is time for a gondola ride on the Venetian canals.

PARIS TO EUROPE: Hello out there! Is anyone listening?

PARIS TO ROME: There's more to the east, young man.

ANONYMOUS: "Aww, gee, mom! Germany gets to go to war." "Well, if Germany jumped off a bridge, would you do that too?"

VIENNA: A debate recently occurred between the Austrian fieldmarshals concerning strategy... Fieldmarshal#1: "We must defend Budapest against the Russians." Fieldmarshal#2: "But the Russians know we'll defend Budapest so they'll fake us out and attack Vienna!" #1: "But suppose they know we know that they know we'll defend Budapest? They'll fake us out and attack Budapest." #2: "But suppose they know that we know that they know that we know...."

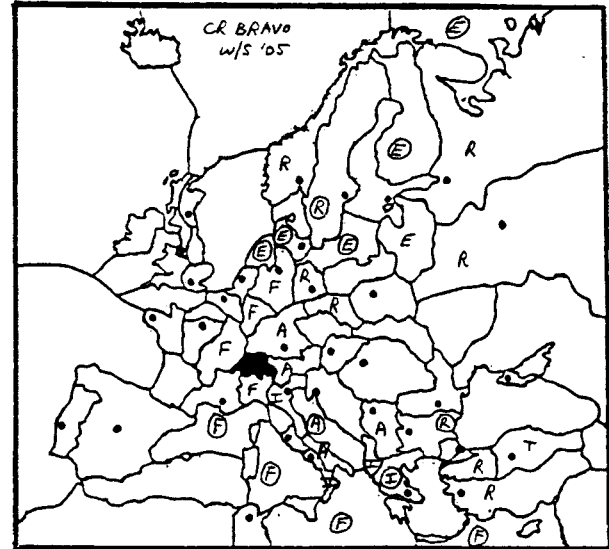
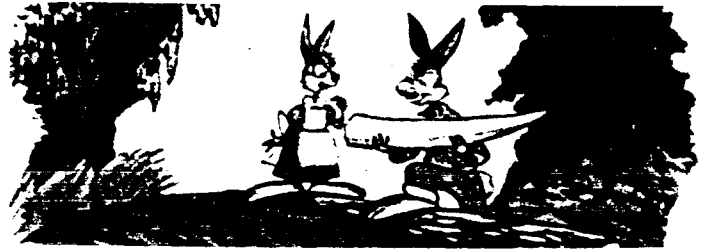


CR CHARLIE --- WINTER/SPRING 1904

AUS (Armstrong): Orders received
 ENG (Scarborough): Orders received; **standby is David Orne
 FRA (Grasse): Orders received
 GER (D. Wilson): Orders received
 ITA (vanDok): Orders received
 RUS (Levison): NMR; **standby is Paul Milewski
 TUR (Boor): NMR; **standby is Brad Wilson

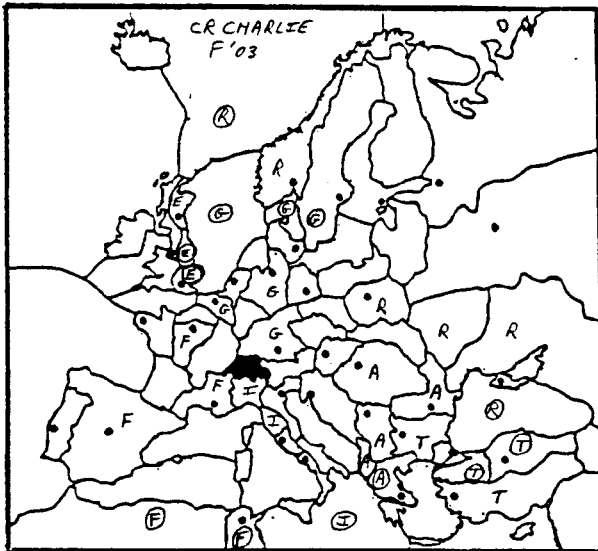
Since I did not receive orders from all of the players, I decided to suspend the W/S 04 deadline to the next issue (March 1). Orders in my possession will be used unless overridden by new ones.

Tom Scarborough has asked to resign his position, though he did submit orders. These will be used unless standby David Orne takes over England.



CR BRAVO --- WINTER/SPRING 1905

AUS (vanDok): Disband F Aeg; A Mun S A Trl, A Trl S A Mun, A Ser S F Tri, A Apu-Ven, F Tri S A Apu-Ven
 ENG (Todd): A Kie-Lvn, A Nwy-Stp, F Bar S A Nwy-Stp, F Swe-Fin, F Nth-Den, F Bal C A Kie-Lvn, F Hel S
 FRENCH A Hol-Kie; ** A Nwy [d]
 FRA (Sweeney): Build F Mar, A Par; A Par-Bur, A Ruh S A Par-Bur, A Hol-Kie, A Pie-Trl, F Ion-Eas, F Tun-Ion, F Tys S F Tun-Ion, F Mar-Lyo
 ITA (Weiss): A Alb-Tri, A Ven S A Alb-Tri, A Rom-Nap, F Gre-Bul(sc)
 RUS (Grasse): Build A Stp, A Mos; A Ber-Kie, A Sil-Ber, A Con-Ank, A Smy H, A Fin-Nwy, A Stp S A Fin-Nwy, A Mos S A Stp, F Bul(ec)-Con, F Bot-Swe
 TUR (Lord): Disband F Syr, Build A Ank; NMR



WAR CHILD --- WINTER 1900 --- REGULAR DIPLOMACY

AUS (Reid)
 ENG (Marsicek)
 FRA (Mann)
 GER (Holley)
 ITA (Diehl)
 RUS (Beckett)
 TUR (Sweeney)

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Remember that players can write conditional orders on another player's adjustments, such as builds and retreats.

Turkey failed to submit spring orders (probably an oversight since Joe Santella used to have separate seasons), and thus his A Ank holds against the attack from Con. No standby will be notified; if Mike Lord does not submit Fall 1905 orders, Turkey will go into civil disorder, holding onto Ank until the better end.

RUSSIA TO ENGLAND: Jerry, what happened to us?

VIENNA TO EUROPE: So long, farewell, auf wiedersehen, goodbye!

RUSSIA TO ALLIES: The czar apologizes for overrunning the infidel's capitol, thus allowing him to float aimlessly on the eastern shores of our lake.

PARIS TO ROME: Mice cannot become lions!

CR ALPHA --- WINTER/SPRING 1906

AUS (Reid): Build A Vie, A Bud, F Tri; A Trl S A Boh, A Boh-Sil, A Bud-Gal, A Vie S A Bud-Gal, A Sev-Mos, A Mos-War, A Ukr S A Mos-War, A Ank-Smy, A Ven-Pie, A Rom S A Nap, A Nap H, F Apu S F Ion, F Ion-Tun, F Tri-Adr, F Bla-Con; ** A Boh [d]; F Ion r-> Alb,Gre,Aeg,Eas?

ENG (Engler): A Edi-Lpl

FRA (D. Wilson): Build F Mar; A Lpl S ENGLISH A Edi, A Par-Pic, A Gas-Bur, A Spa-Mar, F Tun-Ion, F Tys S F Tun-Ion, F Mar-Lyo

GER (Setzer): A Bel H, A Ruh S A Mun, A Kie S A Mun, A Mun S A Sil-Boh, A Sil-Boh, A Ber-Sil, A War-Lvn, A Swe-Fin, F Nth-Den, F Stp(nc)-Bar, F Nws H

Concerning the fight over Bohemia and valid orders... A player can only support another unit in holding or in attacking an adjacent (legal) space, as per the rulebook. Thus, Austria cannot order A Trl S A Boh in holding just in the case that the Bohemian army's attack fails. Since it is trying to move into another space, no unit may support it in holding. The same goes for Austria's fleets in Apu & Ion.

There is a call to vote on an Aus-Fra-Ger draw. It is the policy of *Dipadeedoodah!* that draws include all survivors, so if passed England would be considered to have equal status to the other (albeit stronger) powers. All 4 active players listed above must explicitly vote "yes" for the proposal to pass, otherwise play continues.

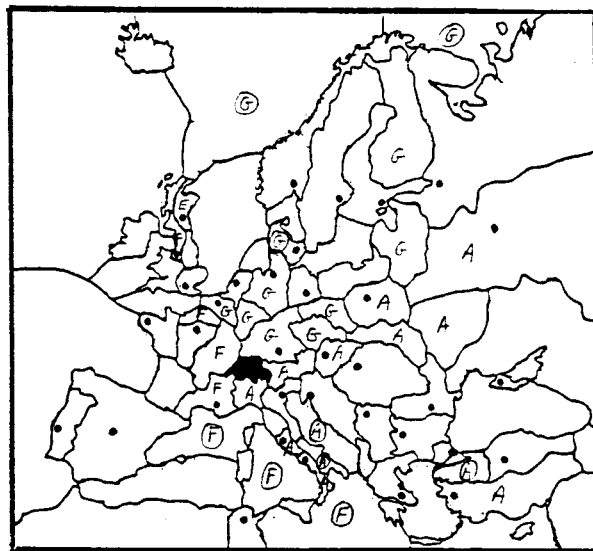
ANONYMOUS TO THE WORLD: The following is what the Soviet Army sounded like as it was organized into columns of millions of people and marched toward the Austro-German front: "RUMBLE... RUMBLE... Rumble... March... march... march... step,step,step,step... I'M HERE!!!"

RECORD RATINGS (AND RAVINGS)

Some initial doubts about the continuation of this column were quickly alleviated by the (relatively) enormous response to my Jethro Tull ratings. As one would expect, some people were pushing for their favorite album or trying to get me to "come around" to the right opinion (theirs, of course). But that's the whole point of this exercise: opinion. I do not generally address these ratings objectively, but instead give some insight into my own personal view of the works of the band at hand. So how can I change? What I write is how I feel. (Note to Mike Lord: I have listened to A several times since my review, and am more than willing to give the album 3 dots. It will take some time, however, before I consider 4 dots.)

And now to the subject at hand.... I had originally wanted to write a review of Genesis for this issue, but it would be impossible to give just dues to a band with 16 albums in the little space that remains on this page. Thus I will choose a group with fewer albums to their credit -- try 10 for the Alan Parsons Project, one of my favorite bands the past few years. And here we go....!

RUSSIA TO THE WORLD: The official surrender of the Soviet Union... Premier Ivan Armstrongsky of the Soviet Union sadly admitted in a press conference that the USSR had indeed fallen to Austro-German forces; he couldn't hide the facts anymore and people were beginning to talk about the strange "Russian soldiers in pointed helmets". Armstrongsky blamed his problems on a previous administration. As part of the conditions of the surrender, Russia had to renounce bolshevism and communism and become a strong capitalist society. Even the premier is getting into the capitalist spirit and has opened a hot dog stand.



•• *Tales of Mystery and Imagination* -- A concept album that is interesting, but not nearly as listenable as other efforts by the group.

•••• *I Robot* -- Arguably their best. Hits! Hits! Hits! The definitive Alan Parsons album.

•••• *Pyramid* -- Some really good tracks on this record, one that is probably overlooked by many fans.

•••• *Eve* -- One of my personal favorites, containing some of my top Parsons' tunes. Also the only one of the bunch featuring female vocals.

•••• *The Turn of a Friendly Card* -- Arguably their best (my personal favorite). Executive producer Eric Woolfson starts singing lead vocal, ultimately becoming the group's best of several vocalists. More good hits!

•••• *Eye in the Sky* -- Arguably their best. (Haven't I seen this recently?) As solid an album if there ever was one. "Old and Wise" is one of their best all-time tracks.

•• *Ammonia Avenue* -- A big disappointment.

••• *Vulture Culture* -- More pleasant tunes. An undeservedly unpublicized album.

••• *Keats* -- Kind of a spin-off work. The band writes all the tunes, with some memorable results.

•••• *Stereotomy* -- Has some really good tracks.

•• *Gaudi* -- A bigger disappointment.

CONTEST #2

First, a few words about contest #1... Scott Beckett was the only reader to participate, probably due to the timing of the contest weeks before the Super Bowl. Scott, the devout Bengals' fan that he is, was way off with a 31-30 Cincinnati victory. I, on the other hand, was within one point of predicting the final score (20-16). Unfortunately, I picked Cincinnati, too!

Printed below are ten head-scratchers from Classic Puzzles (1985) by Gyles Brandreth. All of the problems have relatively easy answers, but for some strange reason, often these answers are hard to come by! The key to solving them is to read the questions carefully — do not assume anything — and to think even more carefully. You should be able to answer all of these questions without the use of any paper, calculator, or, God forbid, a computer! A free game of Diplomacy will be awarded to one person who gets all the right answers. Good luck!

• Bill could never tell the truth. Tom could never tell a lie. One of them said, "The other one said he is Bill." Which one said that?

• A tramp makes his own cigarettes from cigarette ends he collects. Seven ends will make a cigarette. He has collected 49 ends. How many cigarettes can he make from these?

• How many times can you subtract the number 2 from the number 25?

• If you put a coin in an empty bottle and then insert a cork into the neck of the bottle, how can you get the coin out of the bottle without taking out the cork or breaking the bottle?

• If a brick weighs 9 lb and half a brick, what is the weight of a brick and a half?

• If it takes five men six hours to dig seven holes, how long does it take one man to dig half a hole?

• If on January 1st you go to sleep at eight o'clock at night, having set your alarm clock to wake you at 9 a.m., and you sleep soundly until woken by the alarm, how many hours sleep will you get?

• How many times does the letter "S" occur in the name of the longest river in the world?

• Seven ears of corn are in a hollow stump. How long will it take a squirrel to carry them out, if he carries out three ears a day?

• "A stick I found that weighed two pound:
I sawed it up one day
In pieces eight of equal weight!
How much did each piece weigh?"

PLAYER INFO

Last Name	First Name	Address	CityStateZip	Sby	Sub	Trade
Armstrong	John	Leonhard Hall Box 716	American U., Wash. D.C. 20016	*	?	
Beckett	Scott	1005 Dana Ave. #12	Cincinnati, OH 45229		12	
Boor	David	216 Kimball Ave.	Westfield, NJ 07090		?	
Diehl	Jim	10530 W. Riverview Dr.	Eden Prairie, MN 55347		12	
Engler	Ken	P.O. Box 8211	Terre Haute, IN 47808		?	
Grasse	Matthew	1871 Putnam Ave.	Ridgewood, NY 11385	*	?	
Holley	Melinda	P.O. Box 2793	Huntington, WV 25727			*
Klien	Eric	1 Sinai Circle #B10	Chelmsford, MA 01824		?	
Levison	Derek	26 Mt. Hope Blvd.	Hastings-on-Hudson, NY 10706		?	
Lord	Michael	4027 Baker Rd.	Minnetonka, MN 55343		?	
Mann	George	1701 NW 81st Way	Plantation, FL 33322			*
Marsicek	Bob	407 Norwood West	Georgetown, TX 78628		10	
Milewski	Paul	5642 Macey Ave. Apt#1	Cincinnati, OH 45227	*	12	
Munzenmaier	David	707 El Dorado Blvd. #124	Houston, TX 77062		13	
Orne	David	1234 Reynolds Rd. #242	Lakeland, FL 33801		13	
Phillips	William M	SPO	Sewanee, TN 37375		13	
Reid	John	2475 Southern Blvd. #12A	Bronx, NY 10458		12	
Scarborough	Tom	7517 Oxford #3H	St. Louis, MO 63105		?	
Setzer	Ray	5901 E. 6th St. #232	Anchorage, AK 99504		?	
Spurlock	Jeff	813 Rain Tree Pl.	Vista, CA 92084		?	
Sweeney	Bob	635 Lake Shore Dr.	G.P.S., MI 48236		?	
Todd	Gerald	8047 Highpoint Rd.	Baltimore, MD 21226		?	
Van Dok	Frank	2745 Fenton St.	Edgewater, CO 80214		?	
Weiss	Richard	554 Liberty St.	San Francisco, CA 94114		12	
Wilson	Dave	3764 Bronx Blvd.	Bronx, NY 10467		?	
	Brad	P.O. Box 126	Wayne, PA 19087	*		*



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Dipadeedoodah!

PAYMENT DUE LAST ISSUE TRADE SAMPLE GAMESTART STANDBY