

DIPLODOCUS



The Prehistoric Gaming 'Zine

Published by Stephen D. Koehler

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On April 7, 1997, I began a new job. This was alluded to in last issue, and this is what has caused *Diplodocus'* recent delays. My time has been severely limited. I hope that it will become easier to prepare each issue, but you should expect a couple of weeks to pass after the deadline before the next issue. The job change also means my work phone number has changed. I've also removed my fax number. If you really need to fax me something, call me first.

The new law firm is a nice change. I have had bad luck with my law firms so far. The first was an insurance defense firm which did not pay well, and did not treat it's people right. When it broke up, I escaped and went to a smaller firm. The pay was a little better, and the treatment of the people was a lot better. But the senior partners were older, and they had no drive to grow the business. *It* started having financial difficulties and lawyers began fleeing to other firms. From the time I started to the time I left, it had dwindled from 13 lawyers to 6. My new firm is paying well, treats its people right (they had a party in my honor when I started!) And is in a grow-mode. They are aggressive and let me concentrate on the area I enjoy: litigation. Wish me luck.

Prodigy used to let me send e-mail to postal addresses. The company would print out the message, affix postage, and mail it to the recipient. It also used to let me fax my e-mail messages anywhere in the USA. This was pretty neat, and since I get Prodigy for free, there was no cost. Unfortunately, Prodigy has discontinued this service.

I used the service to send notices to all subscribers. Now I can't. So do not expect to get the pre-deadline warning that I have occasionally given.

Also, my "Fail Safe" policy, where I would call people the day after the deadline, failed. I think it actually generated NMRs, cost me money in phone bills, despite the fact that I docked people issues, and delayed the publishing. **Therefore, I have decided to terminate the Fail Safe system. You will not receive any calls if you are late.**

DixieCon is approaching, and there should be a good turnout. It will take place on Memorial Day weekend, May 23 through 25. Call Dave Hood for details. DixieCon will host World Dip Con next year. Mark your calendars.

Orders are due June 20, 1997.

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GAME OPENINGS: \$5 refundable game fee. \$ = paid.

Game

Players

Regular Dip: Boyum\$, Bernosky, Schlegel\$, Leaman\$, Packard\$, Treasure\$, need 1.

Colonial Dip: Bigge\$, Lurz\$, Boyum\$, Narhi\$, Packard\$, need 2.

Migraine Dip: (FREE) 0 need 8.

Gunboat Col Dip: 4, need 3.

Mach. 2nd Ed. Narhi, Kinsel, Wilke, Bernosky, Wilson, Packard, need 2.

Necromancer: Narhi, Bernosky, Carpenter need 3.

Chinese Chess: 1, need 1.

SUB LIST: Let me know if you want on or off the list.

Dip: Gonsalves, Narhi, Rothenheber, Kent, Goranson, Milewski, Leaman, Boyum, Lurz

Col. Dip: Boyum, Gonsalves, V. Galarneau, Rothenheber, Kent, Leaman

Mach: Hurley, Narhi, Rothenheber, Leaman

ALL: Rothenheber, Leaman

SUB-CALLS: Ed Rothenheber for Saudi Arabia in **Iguanodon**.
 Don Leaman for Ethiopia in **Iguanodon**.
 Don Leaman for China in **Rhamphorhyncus**.

Peter Boyum for Japan in Rhamphorhynchus.
 Mike Gonsalves for the Rebels in Gryposaurus.
 Tim Lurz for France in Lambeosaurus.
 Doug Kent for Germany in Lambeosaurus.
 _____ for Russia in Maesaurus.
 _____ for Russia in Nanotyrannus.

~~Doug Kent for Germany in Lambeosaurus~~

GAME STARTS: We have one possible game start. There is a \$5 refundable game fee for each player. If you play the game to completion, I will either give you a credit or refund, your choice.

Gunboat Dip: Seven players signed up, one has paid.

You are signed up if this box is checked:

You have paid:

Yes:

No:

As soon as all players have submitted their fees, I will assign countries in these games. Please submit preference lists if you have not.

With regard to the Regular Dip and Colonial Dip games that were listed last time, Edwin Turnage decided not to play due to time constraints. Rosenthal and Goranson both NMRed this issue, so I am opening these games back up. First people to send in the \$5 game fees get the spots.

LETTERS TO THE EDITOR

Don Leaman: I would . . . like to make a comment about Chuck Shepherd's News of the Weird, about the article of the Heterosexual marriage in Painesville. I know this looks bad but really the judge in the case had no choice. There was no legal way for the judge to stop the marriage as long as the "man" was a man at the time of the request. The judge could not deny the request. If he had the case would have been turned over on appeal and the state itself could have been hit with a very large lawsuit for violating the man civil rights.

Ward Narhi: MN rolls on in the NCAA (Recall I am from MN originally) which bodes well for my office pool. Right now I am tied for second but unfortunately I picked Utah to lose to Kansas in the finals so I can't get any more points. Go Gophers! The problem with Wake was they were a one man team so I only picked them to win 2 games. So, are you now rooting for UNC? Heh, heh!

Doug:
 Let me know what you think
 about my new Variant: Midgame Dip?

Steve

MIGRAINE DIP^c

(Working Title)

by

Stephen D. Koehler

I imagine you sit down at AvalonCon or Origins and get ready for a grueling eight-hour slugfest in the first round of the Dip tourney. You reach into the box, held high over your head, and pray: "France, please let it be France. Or England, I'll take England. I'll even take Turkey. Please, please, please, please, please!" You find a plastic anchor and pull down your hand, with trepidation, unclench your fist so that only you can see the result: Red! "Argh! Austria!" you scream. Well, at least the tourney is best two out of three!

I have often gotten into discussions with people about "game balance," weak powers versus strong ones, and such. Who hasn't had the feeling described above? Whether you hate Germany, Italy or Austria in Diplomacy, China or France in Colonial, or Milan or Florence in Machiavelli, there are certain countries that you would rather not play, or, at least, those you find difficult to win with.

I've been toying with a concept, which I suppose is not original, of inventing a Diplomacy variant that removes the luck of the draw from the game. What would such a variant look like? How would it work.

There were several concepts that seemed to work well. First, everyone had to be in a similar position at the beginning of the game. That seemed to me to dictate a circular board, with the players arranged around the outside edge. There could be no central powers. If fact, every power should be identical.

I scribbled on a napkin while drinking coffee and realized that simply having the players all look the same and all face, say, clockwise, was rather boring. It also meant, if there were seven players, dividing the circle into seven pie pieces, each identical, and placing a player on each slice. This did not seem satisfying since it resulted in little interaction between the slices. It also meant each territory would be identical to six others.

On the second cup, I scribbled some more, and realized that I could attain equality of position even if all players were not strictly identical. As long as they were symmetrical, the fairness issue would be solved. This meant making the player's territories mirror images of each other, with two players located on each slice. This, in turn, meant that there had to be an even number of players. I decided on eight.

I quickly realized that a player would be faced with two players to contend with. There would be no direct interaction with the others. This was more difficult to solve. The center of the circle could be opened and neutrals placed there, but still confrontation would be with your neighbors as they pinched your progress to the center.

My solution was to allow travel across the perimeter of the circle, to the opposite side. This immediately doubled the potential allies/foes. Scatter some neutral supply centers around the perimeter, and some wild possibilities emerged.

I tried to make the proportions of land territories to seas basically equivalent to regular Diplomacy, but with eight players, it had to be a little bigger. The more I look at the game, and try to imagine how it might play out, the more confused I get. Hence, the name, Migraine Dip!

Well, below is my offering for your consideration. If you want to play, let me know. There will be no game fee for this one.

8 Players: Alpha, Beta, Gamma, Delta, Sigma, Theta, Kappa, Omega.

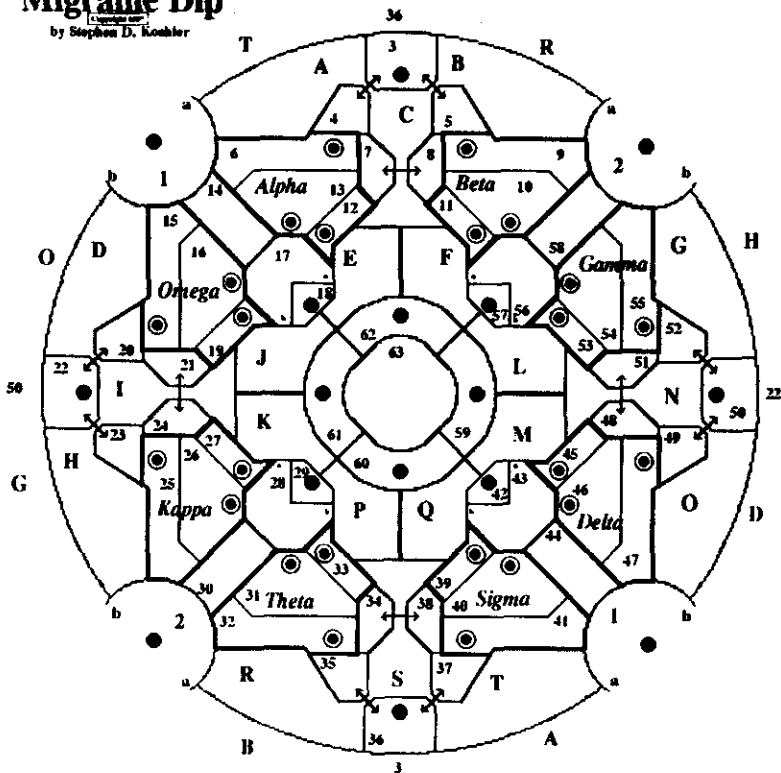
Played using regular dip rules. 20 centers to win.

Map Notes:

1. Land-zones are designated using numerals while sea-zones are designated using the alphabet. This might change if I can come up with a clever theme for naming territories.
2. The edge of the map is connected to the edge on the opposite side of the circle. Therefore, sea-zone "A" is adjacent to sea-zone "T", and land-zone "3" is adjacent to land-zone "36". The adjacent area is listed around the outside of the map.
3. The land-areas "1" and "2" (the half-circles) are each just one area. Therefore, a unit could move from "6" to "1" to "41". These land-areas have two coasts, like Spain in regular Dip. Note that the coasts are a bit counter-intuitive. At the top, "1a" is on the right, while at the bottom "1a" is on the left.
4. Land areas "17", "28", "43" and "56" also have two coasts.
5. There are 12 crossing arrows (" \longleftrightarrow ").
- a. They work to allow armies and fleets to pass across a narrow span of water.
 - b. They have no effect on ships in the span of water, and ships in the sea-zone have no effect on units using the crossing arrows.
 - c. The crossing arrows also divide certain sea-zones. "A" and "C", and "B" and "C" are separated at the crossing arrows.
 - d. A crossing arrow crosses sea-zones "C", "N", "S" and "I" in the middle,

Migraine Dip

by Stephen D. Koehler



but as noted above, has no effect on ships in these areas.

e. A unit can support across a crossing arrow normally.

6. There is no adjacency across four-way comers. Therefore, "E" is not adjacent "61", etc. "3" is not adjacent to "R" or "T", etc.

A Comparison with Regular Dip:

	Regular	Migraine
Players:	7	8
Land Spaces:	56	63
Seas:	19	20
Home Centers:	22	24
Neutral:	12	14
Total (to Win):	34(18)	38(20)

EXTINCT SPECIES Diplodocus Game Results

Game	Winner(s)
Velociraptor (Reg. Dip.) BN 1994HC	Ed Rothenheber (France).
Allosaurus (Reg. Dip.) BN 1994HB	Chris Hurley (England), David Hood (Turkey), (Two-Way Draw).
Triceratops (Reg. Dip.)	Mike Galarneau (Russia), Robert Koehler (Turkey), (Two-Way Draw).
Dilophosaurus (Reg. Dip.) BN 1992AY	Tom Johnston (France).
Stegosaurus (Reg. Dip.)	Vince Galarneau (Germany).
Pterodactyl (Mach.)	Stephen Koehler (Turkey).
Tyrannosaurus Rex (Reg. Dip.)	Robert Koehler (France), Stephen Koehler (Russia), (Two-Way draw).

MIND TRAP!

LAST MONTH'S GAME: The new guy, Pitt Crandlemire wins! Congrats! There was a correction in the scores, giving Dennis Cain a slight lead in the standings.

7. Name one eight letter word that has kst in the middle, in the beginning, and at the end. **Answer: Inkstand (Crandlemire, Rkoehler, Narhi)**
8. If a solid piece of iron, that is shaped like a doughnut, is heated, will the hole in the center grow larger, smaller or stay the same? **Answer: It will grow larger (Crandlemire, Hsiao, Kutzy, Treasure, Narhi)**
9. Shadow discovered Sandy lying dead on her side in a puddle of water and broken glass. Even though Sandy had no cuts on her body, or other sign of injury, Shadow knew what killed her. What was it? **Answer: Asphyxiation, she was a fish (Schlegel, Crandlemire, Rkoehler, Hsiao, Kutzy, Leaman, Treasure)**
10. Forward I'm heavy, backward I'm not. What am I? **Answer: TON (Schlegel, Crandlemire, Rkoehler, Hsiao, Leaman, Cain)**
11. Shadow was the first man to ever climb the mountain, but when he got to the top, he found a cabin and three dead men in it. How could this be? **Answer: The cabin was an airplane cabin, which had crashed. (Schlegel, Rkoehler, Hsiao, Leaman, Treasure)**
12. If boiling water is poured into a thick drinking glass and a thin wine glass, of the two, which is more likely to crack? **Answer: the thick glass (Schlegel, Crandlemire, Rkoehler, Kutzy, Leaman, Treasure, Narhi, Cain)**
13. There is an ancient invention still used in some parts of the world today that allows people to see through walls. What is it? **Answer: a window (Schlegel, Crandlemire, Rkoehler, Kutzy, Leaman, Treasure, Narhi, Cain)**
14. Even though the odds are always in favor of the house, why does every casino insist on a house limit on stakes? **Answer: a better with a large enough bankroll could keep doubling his bet, and ultimately break the house. (Schlegel, Crandlemire, Hsiao, Kutzy, Leaman, Narhi, Cain)**

STANDINGS AFTER 6 of 8 GAMES:

Scoring system: You get 1 point for playing. You get 3 for getting a right answer solo. You get $\frac{1}{2}$ a point for getting an answer right. And you get $\frac{y}{x}$ for winning, where y is the number of participants and x is the number of winners. For each 20 points you get, you get a free issue! * = Awarded Free Issue this game.

1. Dennis Cain	29.5	8. Crandlemire	13.5
2. Robert Koehler	29	9. Ward Narhi	11.5
3. Doug Kent	23.5	10. Xenia Hsiao	10.5
4. Don Leaman	20.5*	11. Joe Payne	7
5. Eric Schlegel	18	12. Kevin Wilson	4
6. Andy Kutzy	17.5	13. Don Treasure	3.5
7. Margie Koehler	14	14. Rich Goranson	3

NEXT GAME:

1. If a man and a half can eat a cake and a half in a minute and a half, allowing the same situation, how many men would it take to eat 60 cakes in 30 minutes?
2. Barney is carrying a pillow case full of feathers. Hardy is carrying three pillow cases the same size as Barney's, yet Hardy's load is lighter. How can this be?
3. Assume you have a box of socks in your closet with 24 green and 24 red socks. If the closet is dark, what is the smallest number of socks she has to remove in order to be certain of getting two that are different?
4. Hardy bets he can stay under water longer than Jacque, the great pearl diver without any breathing apparatus. Jacque jumps in the pool and stays under for four minutes. How does Hardy beat him?
5. A man walked into the 'Salty Dog Tavern' and ordered a fish fillet sandwich, a glass of dark rum, and some female company. The proprietor turned to him and said, "Look sailor, the first two requests are no problem, but the third is out of my hands." What made the proprietor think the man was a sailor?
6. What is the product of the following series? $(X-A) \cdot (X-B) \cdot (X-C) \dots (X-Z)$
7. If a grandfather clock takes five seconds to strike 6 o'clock, how many seconds will it take to strike 12 o'clock?
8. If a third of six is three, what is half of twenty be?

The Idiot Test

Submitted by Xenia Hsiao

Scoring:

- 21 Correct - Genius
- 17 Correct - Above Normal
- 15 Correct - Normal
- 8 Correct - Nincompoop
- 6 Correct - Moron
- 3 Correct - Idiot

1. Do they have a 4th of July in England?
2. How many birthdays does the average man have?
3. Some months have 31 days; how many have 28?
4. A woman gives a beggar 50 cents; the woman is the beggar's sister, but the beggar is not the woman's brother. How come?
5. Why can't a man living in the USA be buried in Canada?
6. How many outs are there in an inning?
7. Is it legal for a man in California to marry his widow's sister? Why?
8. Two men play five games of checkers. Each man wins the same number of games. There are not ties. Explain this.
9. Divide 30 by $\frac{1}{2}$ and add 10. What is the answer?
10. A man builds a house rectangular in shape. All sides have southern exposure. A big bear walks by, what color is the bear? Why?
11. If there are 3 apples and you take away 2, how many do you have?
12. I have two US coins totaling 55 cents. One is not a nickel. What are the coins?
13. If you have only one match and you walked into a room where there was an oil burner, a kerosene lamp, and a wood burning stove, which one would you light first?
14. How far can a dog run into the woods?
15. A doctor gives you three pills telling you to take one every half-hour. How long would the pills last?
16. A farmer has 17 sheep, and all but 9 die. How many are left?
17. How many animals of each sex did Moses take on the ark?
18. A clerk in the butcher shop is 5' 10" tall. What does he weigh?
19. How many two cent stamps are there in a dozen?
20. What was the President's name in 1950?

ANSWERS:

1. yes (they also have a 3rd of July, a 2nd of July, etc...)
2. one a year
3. all months have (at least) 28 days
4. the beggar is the woman's sister
5. because he is living
6. 6 (3 per side)
7. no. the man would be dead
8. they are not playing each other
9. 70 (30 divided by .5 is 60)

10. white. (the bear would be a polar bear, because the house must be at the north pole)
11. 2 (you just took 2 apples)
12. a fifty cent piece, and a nickel (one is not a nickel, but the other one is)
13. light the match first
14. half way (then he would be running out)
15. one hour (the first one, a half hour later, and another one more half hour)
16. 9 (all but 9 die...)
17. none. Moses was not on the ark
18. he weighs meat.
19. 12
20. Bill Clinton

Actual Church bulletin bloopers:

1. Don't let worry kill you -- let the church help!
2. Thursday night Potluck supper. Prayer and medication to follow.
3. Remember in prayer the many who are sick of our church and community.
4. For those of you who have children and don't know it, we have a nursery downstairs.
5. The rosebud on the alter this morning is to announce the birth of David Alan Belzer, the sin of Rev. And Mrs. Julius Belzer.
6. This afternoon there will be a meeting in the South and North ends of the church. Children will be baptized at both ends.
7. Tuesday at 4:00 PM there will be an ice cream social. All ladies giving milk will please come early.
8. Wednesday, the ladies Liturgy Society will meet. Mrs. Jones will sing, "Put me in My Little Bed" accompanied by pastor.
9. Thursday at 5:00 P.M. there will be a meeting of the Little Mothers club. All wishing to become little mothers, please see the minister in his study.
10. This being Easter Sunday, we will ask Mrs. Lewis to come forward and lay an egg on the alter.
11. The service will close with "Little Drops of Water." One of the ladies will start quietly and the rest of the congregation will join in.
12. Next Sunday a special collection will be taken to defray the cost of the new carpet. All those wishing to do something on the new carpet will come forward and do so.
13. The ladies of the church have cast off clothing of every kind and they may be seen in the church basement Friday.
14. A bean supper will be held on Tuesday evening in the church hall. Music will follow.
15. At the evening service tonight, the sermon topic will be "What is Hell?" Come early and listen to our choir practice.

ALLOSAURUS: Summer 1912 BN 1994HB
(Regular Diplomacy)

END GAME STATEMENTS:

France:

I had Germans in Burgundy in 1901, that threw my opening into complete disarray. My dreams of grandeur were immediately downgraded to hopes of survival. I think I did a pretty good job of sending him home and then escorting him off the board. What is amazing, I think Chris allied with me merely because my handwriting was a bit neater.

With German gone and my alliance pretty solid with England I turn my sights on Italy. Isn't that the classic pickle of the EF? You have turn you back on England to pursue interests in the Med, not a pleasant prospect. I had to be quick and use any builds to defend the MAO and the Channel. Guess what, the Austria gets cute and tries to put an Army in the boot. That set up a chain of bounces delaying my entry into the Med by a vital turn. Believe me, that little stumble cost me a piece of the win, my build for Italy were delayed an entire cycle. I was constantly at England's mercy, and just as bad Turkey was able to cork the bottle and wait out the EF.

Before that I was stunned not to receive an overture from Russia about ending the EF as soon as we dispatch the German. In my opinion that is when the Russian boxed himself out of the win. I could have been sitting in London if he had thought merely to ask me. Ok, I felt somewhat obligated to England for saving my bacon, but still...

After that, I could have done a better job maintaining my alliance with England. Chris is a good ally, he writes, his tactics are sound and he has some really good insights. For my part I got lazy, I didn't write, and began to think of the stab as inevitable. Chris obliged, what did he have to lose?

What else? oh yeah, Turkey. As soon as the center starts to crumble Turkey can afford to be patient. He was, it worked. I hate Turkey.

Finally, the end game, I really was tempted to try to collapse to a point where any further collapse would throw the game to England, that is unless Turkey bolstered my position. That would have made me a part of a three or four way. I think I could have done it except that would have been a lot of work and I don't think anyone would have appreciated the gesture.

Turkey:

Frankly, I don't remember enough about the early stages of this game to say very much. The last half of the game was a relatively boring stalemate line fight, which even the English stab of France did little to make more interesting. I tried like the dickens to get in position to make a stab and go for a win, but it just wasn't there.

Russia:

Congrats to Chris and David for their 2-way victory! Although England's stab of France put him into a position to win the game outright, the solid Russian/Turkey alliance kept him at bay, forcing the stalemate. I don't think I have ever played in

a game where I felt so secure leaving my territories wide open for the taking by my ally, knowing that he was aware of the dire consequences of his actions, and so would leave them alone. I'd like to make some comments about the earlier stages of this game, but its been too long....I can't remember...

GM:

I started this game as a sort of invitational, gathering the better players I knew. Everyone had some sort of reputation, except perhaps Andy, who I knew as a good player. Andy played a good game, confirming my thoughts.

Tom Pasko was a disappointment, and played an uninspired game. He was eliminated as Austria. Mike Gonsalves started the game as Germany by attacking EAST, and Vince and Chris were handed an early lead.

Chris made his play, but was stopped by Vince in the west and Andy in the east. Dave could not afford to harm either, and so the game degenerated from there, with no player having any viable options at the end.

Congrats to Dave and Chris for a well-played game!

BRACHIOSAURUS: 1896 1995Lea04

(Colonial Diplomacy)

CNN Far East Report: *Turkey enters the Eastern seas, but is he friend or foe to Holland?*

1896 Moves:

France (Kinsel): A-HK-For, F-CS-Sar, F-SUN-s-F-Cs-Sar, F-New-TS, F-Mal-SIN, F-Gos-MAL, F-ANN-s-F-Scs, F-TON-s-F-Scs, F-Ecs-YS, F-SHA-s-F-Ecs-Ys, A-Lan-CHU, F-SCS-c-A-Hk-For, F-AS-Gom, A-Del-RAJ, F-BOB-s-F-As-Gom, A-Mys-HYD, A-BAN-Holds.

Holland (Gonsalves): F-JAVA-Js, F-JS-Sun, F-SAR-s-F-Js-Sun, F-SUM-s-F-Gom-As, F-DAV-Sul, F-GOM-As, F-MAO-Gom.

Japan (MGalarneau): F-Kyo-UP, F-Ys-s-Kyu-Ecs (Dis. Ret. Kyu, Kyo, Mac, OTB), F-SUL-s-F-Ls, F-Kyu-ECS, F-LS-s-F-For, F-LP-s-Day (Amb.), F-OS-s-F-Soj, F-SOJ-s-F-Ys, F-FOR-Holds.

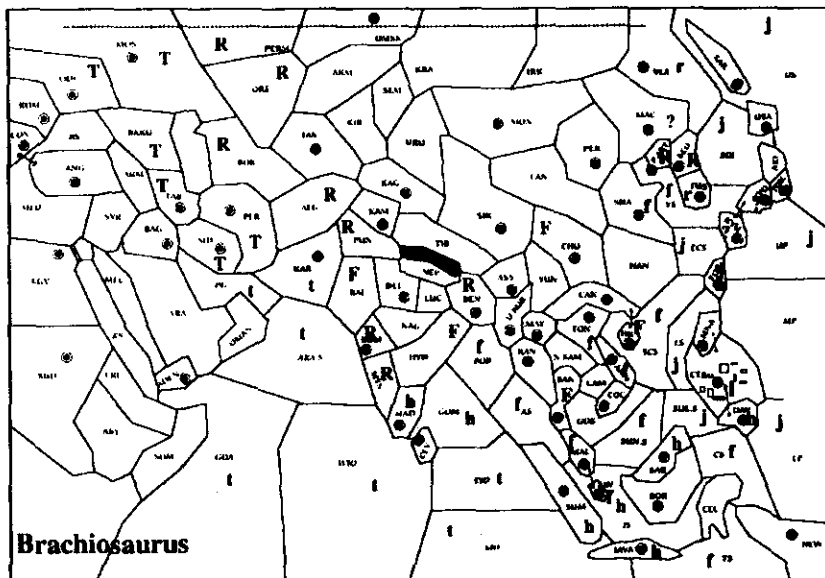
Russia (lrby): F-VLA-Soj, F-Seo-FUS, A-Mac-SEO, A-P.ART-s-A-Mac-SEO, A-Bom-MYS, A-Raj-BOM, A-ORE-s-A-Bok, A-PERM-Mos, A-BOK-s-A-Afg-Per, A-AFG-Per, A-PUN-s-(F)-A-Del-Raj, A-Tib-BEN.

Turkey (R. Koehler): A-MOS-Holds, A-ODE-s-A-Mos, A-BAKU-s-A-Mos, A-Bag-TAB, A-PER-Holds, A-SHI-s-A-Per, F-KAR-Holds, F-PG-s-F-Kar, F-ARAS-s-F-Kar, F-EIQ-s-(H)-F-Gom, (nso), F-Wio-SIO, F-Goa-WIO, F-Rs-GOA.

Old Proposed Rule Modification: A country with only one unit left located in SAK gets no vote on any proposal.

Vote passes with no negative votes!!

New Proposal: R/F Draw: Vote with next orders. NMR = Yes, NVR = No.



Notes: 1898 Moves are due Friday, June 20, 1997.

Press:

Turkey to Britain:

Bye.

Turkey to the rest of you:

New e-mail address is rkoehler@prodigy.net. I could use some mail.

CARNOTAURUS: Spring 1914 BN 1993HZ

(Regular Diplomacy)

CNN Headline News:

Can they finish it this time?

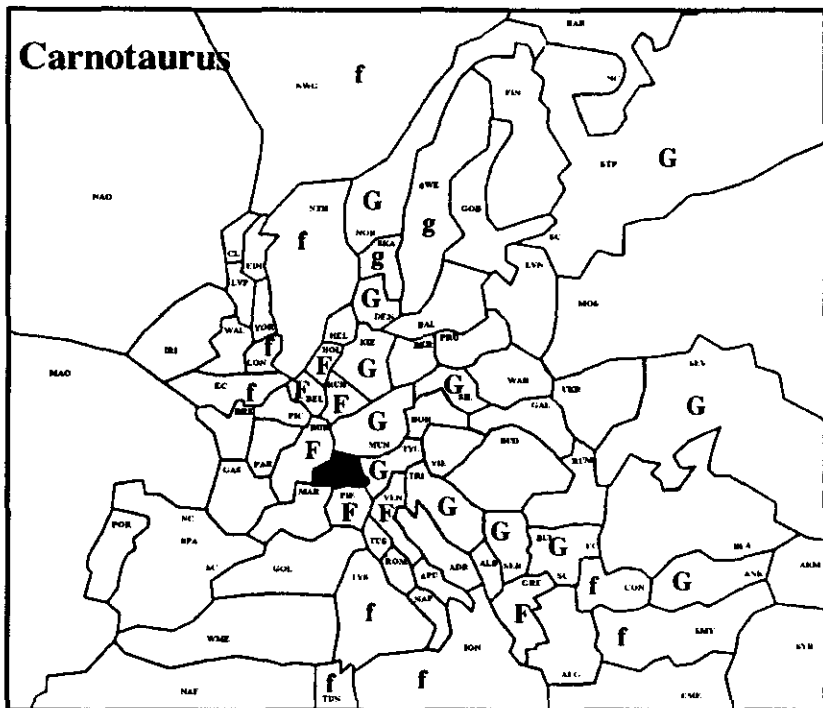
Winter 1913 Adjustments and Spring 1914 Moves:

France (Cunningham):

F-NWG-s-F-Nth, F-NTH-s-A-Hol, A-HOL-s-A-Ruh, A-RUH-s-A-Hol, F-LON-s-F-Nth, A-BEL-s-A-Hol, A-BUR-s-A-Ruh, A-VEN-s-A-Pie, A-PIE-s-A-Ven, F-Mao-ENG, F-GoT-TYS, F-Tys-TUN, F-ION-s-A-Gre, A-GRE-Holds, F-SMY-s-F-Con, F-CON-s-F-Smy.

Germany (Leaman):

Build A-Ber; A-STP-s-A-Nwy, A-NWY-s-A-Stp, F-SWE-s-F-Ska, F-SKA-s-A-Den, A-DEN-s-A-Kiel, A-KIEL-s-A-Mun, A-Ber-SIL, A-TYL-s-A-Tri, A-TRI-s-A-Tyl, A-SER-s-A-Bul, A-BUL-s-A-Ser, A-ANK-Holds, A-Rum-SEV, A-MUN-s-A-Kiel.



Turkey (Devine???): NMR!!! A-ARM-Holds.

Draw Proposal: G/F Vote with Next Orders.
NMR = Yes NVR = No.

Notes: I will not be calling a Sub for Turkey. Fall 1914 orders are due Friday, June 20, 1997.

Press:

Germany to France: What do you mean, oops?
France - World: We are greatly looking forward to Armistice Day this winter.

EDMONTOSAURUS: Fall 1908 1995rb32

(Gunboat Diplomacy, White and Grey Press)

CNN Headline News: *Germany and Italy are neck-and-neck coming around turn four . . .*

Fall 1908 Moves:

ENGLAND: F-Nth-SKA, F-Edi-Nth (Dis. Ret. Yor, OTB).
FRANCE: F-Mao-s-F-Spa(sc) (Dis. Ret. Por, Bre, Eng, Iri, Nao), F-SPA(sc)-s-F-Mar-Gol, F-MAR-Gol, A-BUR-Mar, A-GAS-s-A-Bur-Mar.
GERMANY: F-Nwg-EDI, F-NWY-s-F-Bel-Nth, F-Bel-NTH, F-CLY-s-F-Nwg-Edi, A-Ken-DEN, A-Ruh-HOL, A-BOH-Tyl, A-MUN-s-A-Boh-Tyl, E-STP(sc)-s-(R)-A-Lvn-Mos (imp.), A-SIL-Boh.
ITALY: A-RUM-s-A-Bud-Gal, A-Bud-GAL, A-VIE-s-A-Ven-Tyl, A-VEN-Tyl, A-BUL-s-A-Rum, F-GRE-s-A-Bul, F-ION-s-F-Gre, F-NAP-s-F-Ion, A-PIE-s-F-Gol-Mar, F-GOL-Mar, F-Naf-MAO, F-WME-s-F-Naf-Mao.
RUSSIA: NMR!!! A-LVN, A-WAR, F-SEV all hold.
TURKEY: F-CON-Bul(sc), F-AEG-s-F-CON-Bul(sc), F-EME-s-F-Aeg.

Winter 1908 Supply Centers:

ENGLAND:	[Edi], Lon	1, remove 1.
FRANCE:	Home, Spa, Por	5, even.
GERMANY:	Home, Den, Swe, Hol, Bel, Nwy, Stp, Lvp, + Edi	11, build 1.
ITALY:	Home, Austria, Tun, Gre, Ser, Bel, Rum	11, even.
RUSSIA:	Mos, War, Sev	3, even.
TURKEY:	Home	3, even.

Notes: Winter 1908 and Spring 1909 Moves are due Friday, June 20, 1997.

Press:

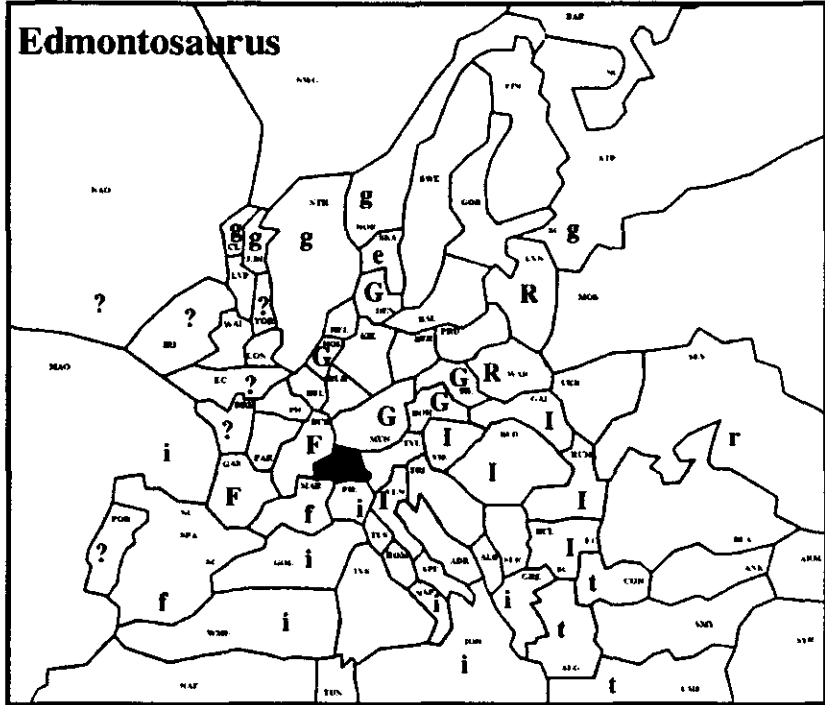
ROME-MOSCOW: I am happy with the status quo on our borders. I will be attacking the Germans and I could use your help. Once the English are toast, you can bet some of those pieces will be moving in your direction. If I am in GAL, I would appreciate any support you can give me into SIL.

Fra-Ger: I am going to need your help down here. I am going to guess wrong soon and then the map will slowly change to a sickly, putrid green color. Please send a fleet over my way. Oh please, oh please, oh please.

Fra-Ger: There is a chance I lost Spain this turn. But I am not one to sit and wait.

Fra-Eng: I didn't align myself with Germany by choice. He will put the knife in me at first opportunity; this I know. I just have Italy all over me. Fight the good fight!

England-Germany: Your request for advice is flattering and undeservedly kind, but you've clearly demonstrated a superior block-handling ability and I look forward to the day, in the not-too distant future, when I can just shut the hell up and leave you to handle your



wood.

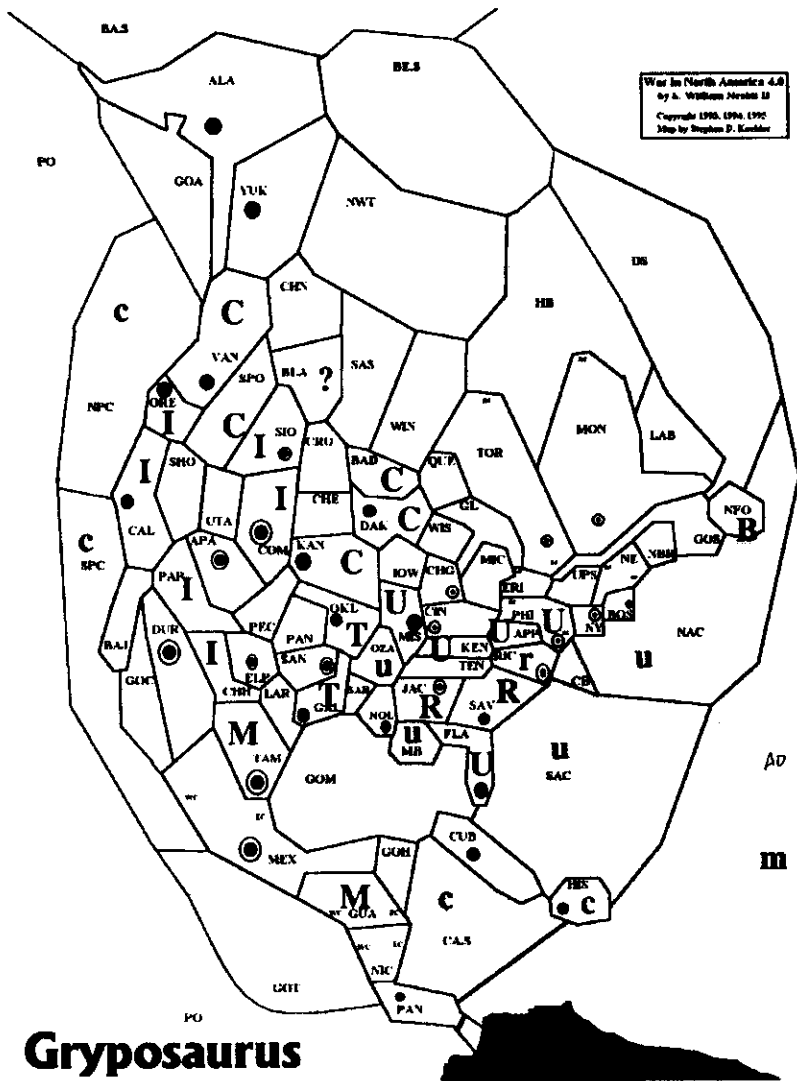
England-France: Good looks and our tremendous sense of humor, combined with a supported attack on the North Sea, will still get us...not too bloody much, eh?

Germany-Russia: Why the retreat out of Galicia? As you can see I am not about to attack you. Note my move to Bohemia even.

Germany-France: Will get my Clyde fleet to help you out right away, sir.

Germany-France: But such a lovely Brest it is I find it hard to resist.

Germany-England: More evil of the two empires? You obviously aren't paying attention cause if I recall everything correctly you attacked me first! I merely defended. Which reminds me, I should give my generals medals for their ability to defend and expand at the same time!



Gryposaurus

GRYPOSAURUS: Spring 1866
 1995.Jna05 (War in North America)

CNN Civil War Times: *The U/C progresses as Texas, Indians and Mexico bicker.*

Spring 1866 Moves:

Canada (Weiss): A-Win-BAD, A-VAN-s-A-Chn-SPO, A-KAN-s-(U)-A-

Chg-Mis, F-NPC-s-A-Van, A-DAK-s-A-Kan, F-CAS-s-F-Ao-His, F-Ao-HIS, A-Chn-SPO, F-SPC-Mex(wc).
 Rebels (York/Gonsalves): F-RIC-s-A-Jak-Sav, A-Jac-SAV, A-Nol-JAC.
 Indians (Rothenheber): A-ORE-Sho, A-CAL-Sho, A-Apa-PAP, A-SIO-Uta, A-COM-Uta, A-Elp-CHH.
 Mexicans (Narhi): F-Sac-AO, F-His-Ao (Dis. Ann.), A-Mex-GUA, A-TAM-Mex.
 Texans (Boyum): A-Spo-Sio (Dis. Ret. Bla, OTB), A-OKL-San, A-GAL-San.
 Union (Kinsell): A-KEN-Holds (N.O.), F-Ny-NAC, A-Mis-OZA, F-Fla-MB, A-PHI-Ric, A-Cin-APP, A-Chg-MIS, A-Sav-FLA, F-Cub-SAC.
 Neutral Units: BA-NWF

New Proposal: **U/C Draw** **Vote with Next Orders**
 NMR = Yes **NVR = No**

Notes: Will Mike Gonsalves please take over for the Rebels? Fall 1866 Moves are due Friday, June 20, 1997.

Press:

Can-Will: Is that a legal move -- Chicago to Mississippi. Nothing but carpetbaggers anyway, eh?
 GM-Can: Will Nesbit is no longer a subscriber....
 Mexico-All: If'n those there Canuckers won't stab them there Yanks I say game over!
 Mexico-Indians: Why did you attack Texas? Canada is preparing a marine landing on your coast.

HYPACROSAURUS: 1894 19950ea04

(Colonial Diplomacy)

CNN Far East Report: *China hates it, but he's growing anyway. Holland also grows as France bids adieu.*

1894 Moves:

Britain (Schlegel): A-BAN-Ran, A-Raj-DEL, F-Bom-RAJ, F-AraS-Mys, F-Mys-MAD, F-SOM-Goa.
 China (Weiss): Retreats [A-Can-Tun], [A-Kra-Mon]; A-Ben-NEP, A-SIK-Kag, A-NSI-s-A-Ubur-Ran, A-Ann-TON, A-Tas-Afg (Dis. Ret. Bok, OTB), A-KIR-Tas, F-Ys-Seo (Dis. Ret. P.Art, UP, OTB), A-UBUR-Ran, A-MAC-s-F-Ys-Seo, A-Pun-KAM, A-Ton-CAN, A-YUN-s-A-Ton-Can, A-MON-Kra, F-SHA-Ecs, A-TIB-s-A-Pun-Kam.
 France (Carpenter?): NMR!!! A-Cam-Holds.
 Holland (Rothenheber): F-Wio-GOM, F-Goa-WIO, F-Sio-EIO, F-AS-s-(B)-A-Ban-Ran, A-Mal-SIN, F-COC-s-(F)-A-Cam-Ann (nso), A-Can-Ton (Dis. Ret. May, Chu, Nan, HK, OTB), F-Up-

TOK, F-Kyu-YS, F-KYO-s-F-Kyu-Ys, F-ECS-s-F-Kyu-Ys,
 F-Scs-FOR.
 Japan (Bernosky): F-VLA-s-F-Seo, F-SEO(ec)-s-F-Soi-Fus, F-SOJ-Fus, F-
 Tok-OS.
 Russia (Wilson): Retreats [A-Tas-Ore]; A-Ore-TAS, A-AKM-s-A-Ore-
 Tas, A-AFG-s-A-Or-Tas, A-Kam-Kag (Dis. Ann.), A-
KRA-s-A-Arm, F-Rum-BS, F-FUS-s-(H)-F-Up-Ys (nso).
 Turkey (Narhi): F-KAR-s-F-Oman-Aras, F-Per-PG, F-Oman-ARAS, A-
 Bag-TAB, A-Syr-BAG, A-ANG-Holds, F-Ara(sc)-GOA,
 F-ADEN-s-F-Ara(sc)-Goa, F-RS-s-F-Aden-Goa (nso), F-
ERI-Som.

1894 Supply Centers:

Britain (Schlegel): Del, Bom, Mad, Mal, Ban, Cey, +Ran = 7, build 1.
 China (Weiss): Home(5)*, Kag, Mon, Ass, May*,
 Ton, Ben, P.Art, Ann, Ubur, Mac,
 +Kam = 16 or 15*, Build 1 or even.
 France (Carpenter?): [Coc] 0, out!
 Holland (Rothenheber): Home(3), Sar, New, Dav, Ceb, Mna,
 Sin, For, HK, Kyu, +Kyo, +Tok,
 +Coc, +?* = 15 or 16*, build 3.
 Japan (Bernosky): [Kyo], [Tok], Ota, Sak, Vla, Seo = 4, even.
 Russia (Wilson): Ode, Mos, Omsk, Rum, Tas, Fus, [Kam] = 6, even.
 Turkey (Narhi): Home(3), Egy, Tab, Per, Shi, Kag,
 Sud, Aden = 10, even.
 * Dependant on Holland's retreat from Can.

Rule Modification: A country with only one unit left located in SAK gets
 no vote on any proposal.
 Vote passes with no negative votes!!

Notes: 1896 Orders are due Friday, June 20, 1997.

Press:

Jap to Bri: In response to your query last month: Because Holland
 attacked first and Russia invited me into his territories.
 Chin-Hol: I concur with the offers of boundaries including Ton > UBUR
 mine, rest of SE Asia yours.
 Chi - All: I hope that the press can be collected for this game, and there
 are good end-game statements, because I am being very
 honest in the press, not using it to manipulate others. I think
 that everyone else is also. If not, why not put in your true
 thoughts about the game design and the limitations that has
 created? I think the design sucks. I think that the end-game is
 pre-ordained in the great majority of games -- especially if they
 are played out. We are only in the early mid-game here. All
 the countries are still on the board. I am like a big Russia in
 1904/5, but surrounded, not with one boarder protected.
 When France is gone we will still be early in the mid-game. I
 can not imagine a mid game that is not the slow annihilation of
 China (ME!). R/T will progress v. B/H in the Indian. But, they

have 6 units west of India which are supported by only one supply center!!!! That means they could remove two as fleets reincarnated as armies and build a draw across India while retreating one to MYS and having a draw line. Taking ARAS and GOA is irrelevant, only time-consuming. The only way to break that draw line is from the back/north — i.e., via taking China or having China attack from behind. If H/B can take SE Asia quickly, then there is a draw line there also that seals off India. And guys, they are not that far away from taking SE Asia. But Holland has greater potential than that. Soon Japan will be dwindled. That alone is a major accomplishment, but even they remain vital, they cannot cross the Holland Draw.

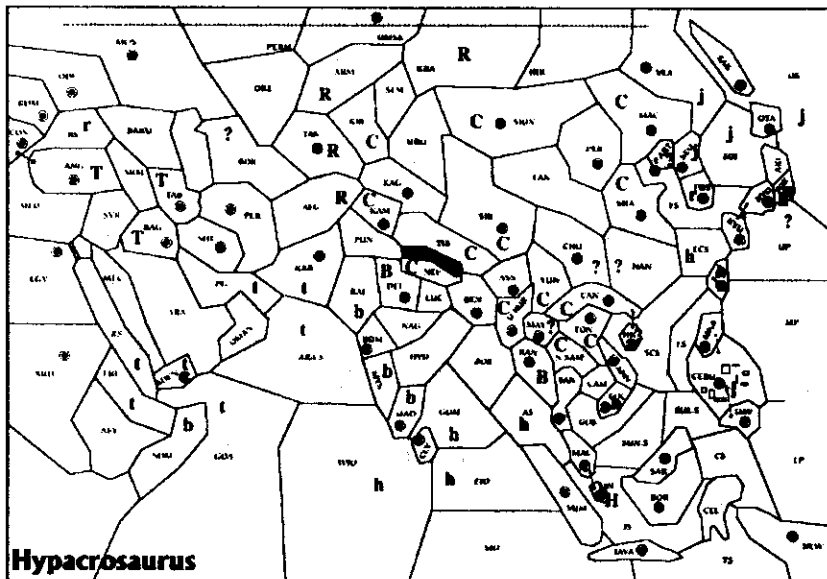
So what are my options, to join a game-long alliance of R/T and slowly get annihilated now or later, to join Holland in my ultimate demise — both options might allow me to be the biggest non-draw survivor at the end of the game? The only other option is to agitate for a draw. So, from now on, expect a lot of draw proposals. Maybe one will pass. As I said, this game sucks.

China - Britain: This is not really a whine. I wish it were manipulative of merely paranoia.

China - Russia: See my comments about the relative position of me as China now vs a large Russia on the reg Dip board in say 04/05. I don't even have a secure rump. I think if you believe R/T have little hope — maybe you are right, unless they ally. Then the other countries except H/J are along for the ride — to make it interesting for them. Bleh!

China - Turkey: I do believe that China has no hope against reasonable strategists and tacticians. That is long-term hope. This is only the very early mid-game, see my comments above. You and Russia have played a superb game to date. I think though, given the draw line, that you/Russia erred in not allowing me in not allowing me to set up a defensive line with him across Asia and his moving vigorously onto the Indian sub-continent. Something I recommended to him which would have let me focus elsewhere — vs. Holland/Japan. Even earlier, when he positioned his forces in NE Asia and I decided he was going to stab me, — there was little other reason for the Armies and positions, so I beat him to it by one season — you could have focused on India, I would have remained an ally for then, and Russia and I could have focused on Japan while already being past the potential Holland draw lines.

China — France: Well, you certainly look now as though you will be the first removed. I'm going to sound really arrogant and tell you I told you so. Why you ever messed with me is beyond me. You had to go do battle with Holland, despite the fear that existed that I could swallow you. Why would I swallow you and be faced with the same scenario that I can never win, when I could have you holding Holland and being an ally that could turn the course of the game. France is small, it says so in the introduction to the game and you must ally and grow slowly. Maybe you believed that a fickle Holland which would always



Hypacrosaurus

be "behind" you with fleets was preferable to a land mass China which once you had fleets in Holland, you would have a corner.

China — Japan: I think it takes a lot to lose as Japan. My over-riding goal was to outlast you/have you lose. Now I wonder why that seemed like a good idea. I have to have both you and holland vanquished with my partner being either France or Britain for me to have a chance. Thank you for the NMR, it gave me a little hope.

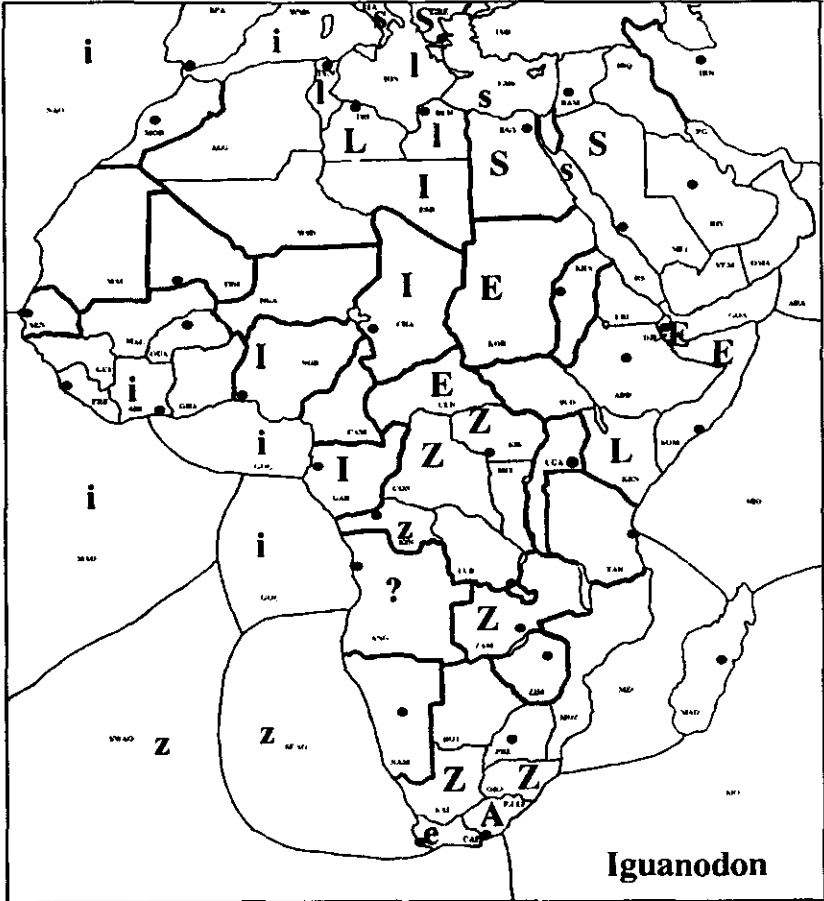
Britain-China: Your whining strategy seems to be a winning strategy. You've got Holland attacking Japan, Japan attacking Russia and Turkey attacking me.

Britain-Turkey: Has your e-mail address changed? My messages to you keep bouncing back.

Russia to China: While you write a nice propaganda piece you are still the Evil Empire and are to be eradicated from this region of the world.

Turkey-Russia: Prepare to greet the Turkish irregulars as they traverse many miles across many deserts to help you against the Chinese menace.

Turkey-Game Designer: Japan and Holland are the two best powers in my opinion. Japan is practically impregnable unless he makes a mistake. Holland seems to benefit from being ignored by everyone the first couple of years. Russia and France seem to have the shaft as far as long term chances of winning.



IGUANODON: Spring 2006 1995Udm04
(Africa Dip)

CNN African Report:

Ethiopia sleeps and Saudis say farewell. Meanwhile, IC and Zaire clash.

Spring 2006 Moves:

Ethiopia (Goranson???):

NMR!!! A-KOR, A-CEN, A-DJI, A-SUM, F-CAP all Hold.

Ivory Coast (Bernosky):

Builds F-Abi; F-ABI-Holds (N.O.), F-Gog-GOC, F-MAO-s-F-Gog-Goc, F-WMS-s-(L)-F-Ion (nso), F-NAO-Holds, A-ESD-Kor, A-CHAD-s-A-Esd-Kor, A-NGR-s-A-Chad, F-Gha-GOG, A-GAB-Kin.

Libya (Boyum):

Retreats A-Som-Add; Builds F-Tun; A-Add-KEN, A-TRI-Holds, F-BEN-s-F-Ion-Ems, F-ION-Ems, F-TUN-Ion.

Saudi Arabia (York): F-ITA-s-F-Eme-Ion, F-EME-Ion, A-GRE-Holds, A-EGY-s-(E)-A-Kor, A-MEC-s-A-Egy, F-RED-Eme.

South Africa (Kent): A-PEL-Cap.

Zaire (Narhi): A-Mos-ZAM, A-Pre-KAL, F-Kal-SEAO, A-ORA-s-(E)-F-Cap-Pel (nso), F-Seao-SWAO, F-Goc-s-F-Seao-Swao (Dis. Ret. Ang, OTB), F-KIN-s-F-Goc, A-CON-Gab, A-KIS-s-(E)-A-Cen.

Notes: Andy York is retiring as Saudi Arabia. Will Ed Rothenheber please take over as Saudi Arabia? Will Don Leaman please stand by for Ethiopia? **Fall 2006 Orders are due Friday, June 20, 1997.**

Press:

IC to Zaire: WOW, the Silence is DEAFENING!!!!

Zaire laments: My expansion seems to have come to a grinding halt.

LAMBEOSAURUS: Spring 1905 1996AO
(Regular Diplomacy)

CNN Headline News: *France and Germany sleep as Austria and Russia tussle.*

Winter 1904 and Spring 1905:

Austria (Rothenheber): Builds A-Bud; A-WAR-Mos, A-TRI-Holds, A-Vie-GAL, A-Rum-UKR, A-Bud-RUM, A-BUL-s-A-Bud-Rum, A-SER-s-A-Bud-Rum, F-AEG-Con.

England (Gonsalves): Builds A-Edi; A-Edi-NWY, A-Nwyy-SWE, F-Swe-BAL, A-DEN-s-A-Nwyy-Swe, F-LON-s-F-Nth, F-NTH-c-A-Edi-Nwyy.

France (Goranson???): NMR!!! Retreats A-Bur-OTB; A-PAR, F-ENG both hold.

Germany (D. Devine???): NMR!!! Retreats A-Den-OTB; A-GAS, F-HOL, A-BEL, A-RUH, A-BUR all hold.

Italy (Boyum): Builds F-Nap; A-PIE-Mar, A-MAR-Gas, A-VEN-Holds, F-Por-MAO, F-Nap-TYS, F-Tys-WME, F-Ion-TUN.

Russia (Milewski): Removes F-Gob; A-STP-s-A-Sev-Mos; F-BLA-s-F-Arm-Sev, F-Arm-SEV, A-Sev-MOS.

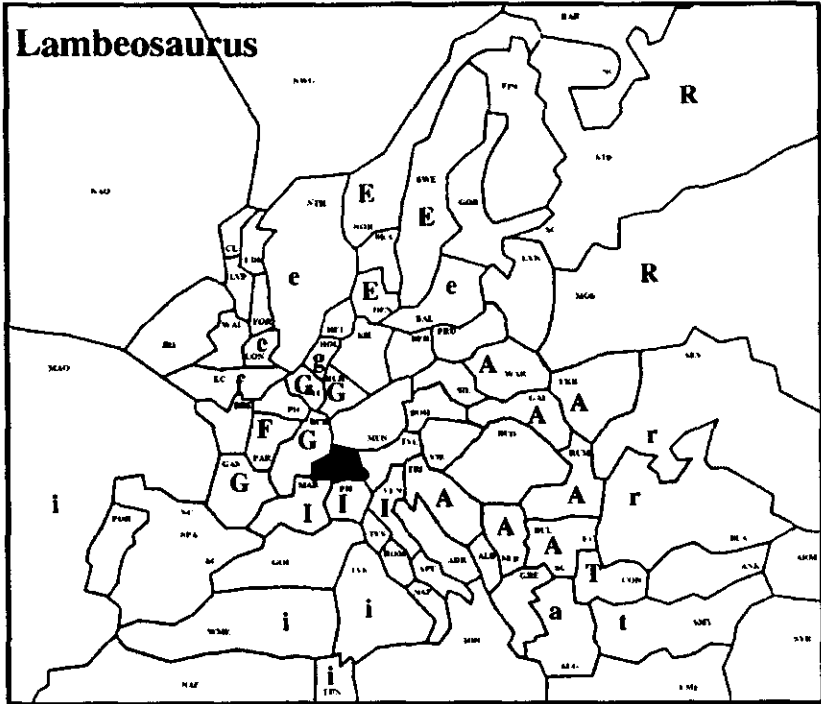
Turkey (Narhi): F-SMY-s-A-Con; A-CON-s-(R)-F-Bla-Bul (nso).

Notes: Will Tim Lurz please submit orders for France and Doug Kent for Germany? **Fall 1905 orders are due Friday, June 20, 1997.**

Press:

Turkey-Russia: I appreciate the offer of Ankara but there is little I can do to take it right now. Let us hammer upon Austria as much as we can before eliminated!

Turkey-Italy: You are running out of time to stab Austria. You may not get this opportunity again so I suggest you examine the situation and decide if you and Austria can trust each other for the long haul because he will be in the superior position from now on.



MAIASAURA: 1880

(Gunboat Colonial Diplomacy)

CNN Far East Report: *China grows as does France and Turkey. Russia and Britain take hits.*

1880:

BRITAIN: F-SIN-s-F-Sun-Js; F-SUN-Js, F-PER-s-(R)-A-Tab-Shj (nsol), A-KAM-s-(R)-A-Kag, F-EO-Sum, A-Ben-s-(C)-A-Ass-Ubur (nsol, Dis. Ret. Tib, Nep, Luc, OTB), F-RS, A-HYD, F-MAD, F-BOM all Hold (N.O.).*

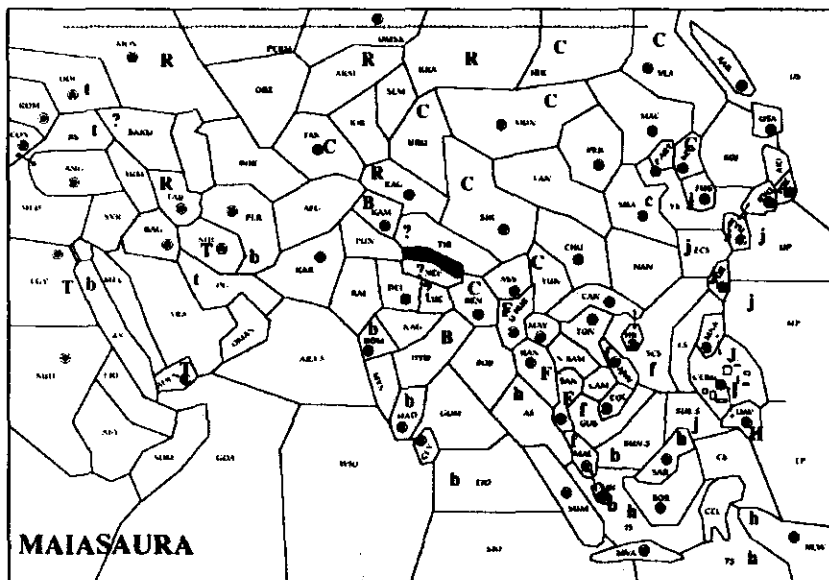
CHINA: A-YUN-Sik, A-Ass-BEN, A-Can-Holds (nsul), * A-IRK-Kra, A-VLA-s-A-Seo, A-SEO-s-A-Via, A-Akm-s-A-Irk (nsul), * F-SHA-Ys, A-Mon-URU, A-Pek-MON, A-SIK-Kag, A-TAS-s-A-Sik-Kag.

FRANCE: A-UBUR-s-(C)-A-Ass-Ben, F-MAL-Holds, A-BAN-s-F-Mal, A-May-RAN, F-Hk-SCS, F-GOS-s-F-Mal, F-ANN-s-F-Hk-Scs.

HOLLAND: Retreat F-Mal-As; F-AS-Sum, F-Bor-SAR, F-JS-s-F-Bor-Sar, F-TS-s-F-Js, A-DAV-Holds, F-Lp-NEW.

JAPAN: F-LS-SUL, A-CEB-Holds, F-MP-s-F-Ceb, F-Up-FOR, F-ECS-s-F-Up-For, F-Ys-UP, F-KYU-Ys, F-FUS-Holds.

RUSSIA: NMR!!! A-MOS, A-TAB, A-KRA, A-KAG, *A-ARM all hold, E-



Ode-Holds (Dis. Ret. Baku, OTB).

TURKEY: F-Rum-ODE, F-BLA-s-F-Rum-Ode, A-Sud-EGY, A-ADEN-Holds,
F-PG-Bag, A-SHI-Bag.

* These erroneous moves were caused by mistakes in the Map in Issue 47. I apologize, but per the house rules, the errors in the Map are not grounds for complaint.

1880 Supply Centers:

- | | | |
|-----------|---|----------------|
| BRITAIN: | Sin, Mad, Bom, Del, Sud, Kar,
Kam, Per, Cey, [Ben] | = 9, remove 1. |
| CHINA: | Home(5), Mac, Vla, Ass, P.Art,
Sea, + Ben, + Tas | = 13, build 3. |
| FRANCE: | Home(3), Ban, May, Ubur, Hk, + Mal, + Ran | = 9, build 2. |
| HOLLAND: | Home(3), Sar, Dav, [Mal], + New | = 6, even. |
| JAPAN: | Home(4), For, Fus, Sak, Ceb | = 8, even. |
| RUSSIA: | [Ode], Mos, Omsk, [Tas], Kag, [Shi], + Tab | = 4, remove 2. |
| TURKEY: | Home(3), Egy, Aden, Rum, + Ode, + Shi | = 8, build 2. |
| Neutrals: | [New], Mna, [Ran], [Tab] | = 1. |

Rule Modification: A country with only one unit left located in SAK gets no vote on any proposal.
 Vote passes with no negative votes!!

Notes: The following countries's leaders have either told me they paid, or paid: Turkey and Holland. To the rest, please pay the \$5 game fee if you have not previously. A Standby has been called for Russia. 1880 Builds and 1882 moves are due Friday, June 20, 1997.

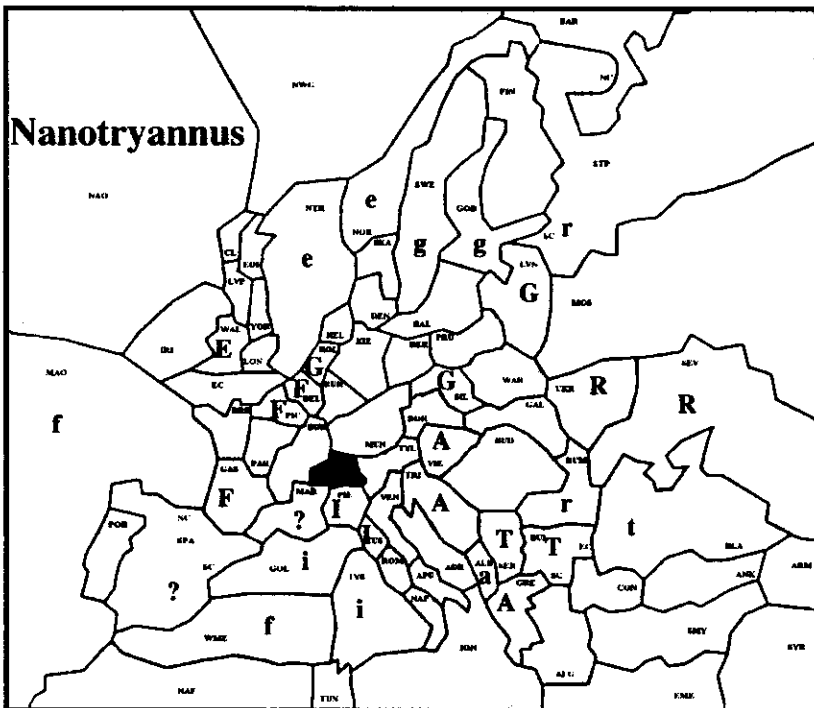
Press:

- China-Japan: The move to YS is to make sure you don't try to pop me in sea. If I make it, I'll move out next turn.
- China-France: Did we communicate this time?
- Hol muses: Well, the French kicked me out of Mal, the Nips are heading south, and Britain is breaking my balls. Thank goodness that the game fee is refundable...
- Hol--Jap: Keep heading south. I will run interference for you. Just mosey in on behind me picking up dots. I will make sure that certain unnamed parties do not get anything.
- Hol--Fra: You are a very naughty boy.
- Japan-Holland: I very much appreciate your pointing out that I'm a noxious windbag. The point is well-taken and your delivery was quite stylish. Now, which shall it be, peace and babble or war and quiet? If you'll move that fleet out of LP, I'll be a lot more willing to refrain from helping France and Britain to beat the snot out of you.
- Japan-Holland II: Now that you mention it, I'd prefer "Alice," it's far less mundane, and quite possibly more descriptive.
- Japan-China: I will try to make as little use of YS as is possible. Please give me a turn or two to push the bulk of my interests elsewhere. And thank you for not building fleets.
- Japan-Turkey: I couldn't rough up the Russian without causing some heartbreak for my dear friends in China, which would in itself be exceedingly difficult. Perhaps some other time.
- France - China: Even when I don't know what I'm doing, I'm a nice guy.
- France - Holland: I hope we can make peace now.
- France - Britain: Give up Ben and maybe we can talk.
- Turkey - World: Attention world powers! Stop what you are doing and attack Russia and Britain.
- Turkey - Japan: Take as much Russian Territory as you need.
- Turkey - China: Eastern Russia is rightfully yours. Take it.
- Turkey - Holland: Kick Beefeater butt.

NANOTRYANNUS: Fall 1902

(Gunboat Diplomacy)

- CNN Headline News:** Turkey and Austria swap centers and Italy and France clash in the Gulf. Germany moves east as Russia sleeps.
- Fall 1902 Moves:**
- AUSTRIA:** A-Bud-TRI, A-VIE-s-A-Bud-Tri, A-Ser-GRE, F-ALB-s-A-Ser-Gre.
- ENGLAND:** F-NWY-Holds, F-NTH-s-F-Nwy, A-Yor-Holds (nsu), A-WAL-Holds (N.O.).
- FRANCE:** A-BEL-Holds, A-PIC-s-A-Bel, A-GAS-Holds, F-Spa(sc)-WME, F-MAO-s-F-Spa(sc)-Wme, F-Gol-s-F-Spa(sc)-Wme (Dis. Ret. Mar. Spa(sc), OTB).
- GERMANY:** A-Mun-SIL, A-HOL-Holds, A-Pru-LVN, F-Swe-GOB, F-Dan-SWE.



ITALY: F-Wme-GOL, F-TYS-s-F-Wme-Gol, A-Tyl-PIE, A-Ven-TUS.
 RUSSIA: NMR!!! A-SEV, A-UKR, F-RUM, F-STP(sc) all hold.
 TURKEY: A-Bul-SER, A-Gre-s-A-Bul-Ser (Dis. Ann.), A-Con-BUL, F-BLA-s-A-Con-Bul.

Winter 1902 Supply Centers:

AUSTRIA:	Home, {Ser}. + Gre	= 4, even.
ENGLAND:	Home, Nwy	= 4, even.
FRANCE:	Home, Bel, Spa, Por	= 6, even.
GERMANY:	Home, Hol, Swe	= 5, even.
ITALY:	Home, Tun	= 4, even.
RUSSIA:	Home, + Rum	= 5, build 1.
TURKEY:	Home, + Ser, Bul, [Gre]	= 5, build 2.

Notes: **The following countries's leaders have either told me they paid, or paid: Germany, Italy, France and Turkey. To the rest, please pay the \$5 game fee if you have not previously. A Standby has been called for Russia. Spring 1902 moves due June 20, 1997.**

Press:

Ita-Fra: Why me? Go after England or Germany or Turkey. There is not

- much meat on my bones. You should pick on someone with more dots.
- Ita--Ger/Eng: If I go, you're next.
- Turkey - Austria: Here are your depends back. I think you need them more than me.
- Turkey - Austria: Looks like the Russians don't want you help. Guess what? Neither do I.
- Turkey - Russia: Hope you take my offer of peace. I will stay out of Arm if you agree to the same. Let us both turn to the west.
- Austria-Italy: Just ensuring you would not go for the quick 1 SC stab on Trieste. Now please, defend against France! I await for you to vacate Tyrolea.
- Austria-Russia: You aren't going to listen to the blandishments of a perfidious Turk, are you?
- Austria-Germany: '70's disco bar? Indeed! Please keep your information to yourself. It is hoped that the money I sent you might distract you from revealing any more information about an episode I would rather forget. Yes, we are pals but only if you keep your mouth shut. After all, what would my mother think?
- Trieste Tattler: The Sultan has taken to piercings lately. While you may be asking what is wrong with this I might add that his hobby is piercing other people! Prisoners of war have been subjected to the Sultan piercing their tongue, eyebrow, sex organs, toes, biceps, and kneecaps.
- Budapest Star: Contrary to Turkish law, the Sultan has been caught raising political funds in a recent trip to monasteries in China. When asked how he could flout his own laws the Sultan replied, "I am the law!"
- Vienna Sun: The Sultan recently held a party in honor of his heroes. The list included, Caligula, Genghis Khan, Henry VIII, and Commodus. Overheard at the party was a toast by the Sultan, "These are my type of people!"
- Germany - World: I'm sorry to report that Russia was seen at a calamari bar the other night dressed in his birthday suit. Grown men wept and women fainted. I'll not say who he was with. Perhaps in a later issue.
- Germany - France: Deal! Burgundy & Ruhr stay empty.
- Germany - Turkey: Attack Russia. I'll help. If you don't you'll be steam rolled.
- Germany - England: You keep Norway, I'll keep Sweden. Attack Russia.
-

OVIRAPTOR

(Pax Britannica GM: Mark Franceschini)

TURN 2D

WHAT IF THEY GAVE A CONGRESS AND NOBODY CARED??????

GB (Cain)
FR (Rothenheber)
GE (Kobrin)
IT (V.Galarneau)
RU (Goranson)
US (S.Koehler)
JA (Cunningham)

CONGRESS OF EUROPE:

Congress called in London. Only France and Britain express interest. Rumor has it the Belgian ambassador was lost a sea while crossing the Channel.

As a result of the lack of any votes received on the two proposed treaties, other than their respective proponents, both failed. Congress is still in session. It is being moved to Moscow. I inadvertently noted that it was taking place in London last turn. But the rules call for it to be held at a neutral site and Russia is the only participant without a casus belli. (Maybe Russia, Germany and Italy are already there and that's why I did not receive a vote either way from them. Hmm.)

In any event, I will leave the two proposals on the table:

PROPOSAL A (from GB):

- 1) FR-GE-BE co-dominium, protectorate in Kongo.
- 2) FR downgrades Eritrea & Madagascar to interests.
- 3) Status quo is maintained in Nigeria.
- 4) FR & GB renounce their co-dominiums in Guiana.
- 5) GB abandon's Newfoundland.

PROPOSAL B (from FR):

- 1) FR-GE co-dominium, protectorate in Kongo, BE reduced to interest.
- 2) IT cedes Madagascar to GB, cedes Eritrea to FR.
- 3) FR reduces Madagascar to interest.
- 4) FR pays RU £15.
- 5) FR cedes Guiana to GB/NETH.
- 6) UK cedes Newfoundland to BE.

I will also accept new proposals. By ~~June 1~~¹ ~~June 4~~¹ 1997 I want from everyone any possible new proposals to be voted upon. I am now online. The address is "bethmark@erols.com". You may e-mail me the info. I will e-mail the results immediately. Lets try to get this resolved by Steve's next issue deadline. PLEASE!!!!!!

RHAMPHORHYNCUS: 1894 1995Kea04

(Colonial Diplomacy by Andy Marshall)

CNN Far East Report: *China, Japan in Civil Disorder! Russia, Britain actually bother to fight.*

GM Notes: Um, this is getting a little desperate. Under Steve's house rules, Vince and Marc have each NMR'd on consecutive turns and are out of the game. To my surprise, their standbys didn't submit orders either. I know I have a reputation as one of the sloppiest GMs in the business, but this is getting kinda ridiculous.

Anyway, we'll call two more standbys and see what we get: Peter Boyum, please submit standby orders for China; Don Leaman, please submit standby orders for Japan.

No one voted on the rule modification proposal. I don't usually do NVR equals yes, but Steve printed that in the last issue, so the proposal passes 5-0. A player with only one unit left, positioned in SAK, gets no vote on any proposal. It's a worthwhile rule, since a unit in SAK can't be dislodged (probably the dumbest and quirkiest of the many dumb and quirky things about this variant). I agree with Steve that it's a good house rule for this game on a permanent basis.

Retreats:

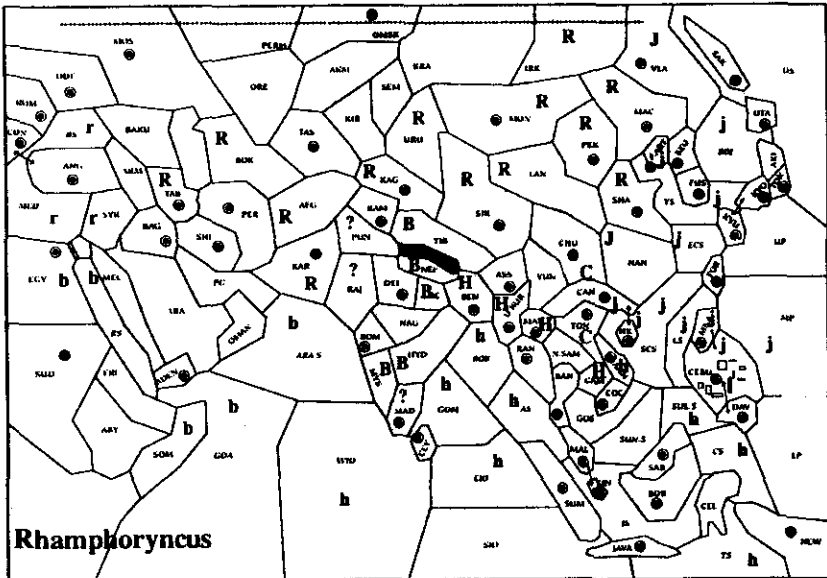
Japan: NRR. GM retreats A Mac OTB.

Adjustments:

Britain: Builds A Del, A Bom, F Aden
 China: NBR. GM removes A Yun.
 Holland: Builds F Sum, F Bor, F Java
 Russia: Builds F Ode, A Mos

Moves:

Britain (Rothenheber): F Aden-GOA, F SOM S F Aden-Goa, F EGY H, F RS S F Egy, F ARA S. S A Bom-Mys, A Bom-MYS, A Nag-HYD, <A TIB-Ass>, <A Kar H> (retreat to Raj, Pun, OTB), A LUC S A Nag-Hyd, A Del-NEP
 China (V. Galarneau): NMR. Civil Disorder. A CHU [u] H, A TON [u] H
 Holland (S. Koehler): F Java-Ts, F Bor-Cs, F Sun.S.-Sul.S., F Coc-Ann, A Ann-Cam, A Ran-May, A U.BUR S A Ran-May, A Ben H, F Bob S A Ben, F Ban-AS, F Sum-Eio, F Sio-Wio, F Wio-Gom, <F Mys S F Sio-Wio> (retreat to MAD or OTB)
 Japan (Rosenthal): NMR. Civil Disorder. A VLA, F YS, F ECS, A NAN, F CAN, F SCS, F HK, F MNA, F LS, F CEBU, F MP, F P.ART., F SOJ all [u] H. <A Sha [u] H> (destroyed).
 Russia (Mathias): F Ode-BS, A Mos-BOK, A Baku-TAB, F Syr-EGY, F MED S F Syr-Egy, <A SIK-Ass>, <A URU-Sik>, A KAG S A Uru-Sik, A Per-KAR, A AFG S A Per-Kar, A LAN S A Mac-Sha, A PEK S A Mac-Sha, A Mac-SHA, A Irk-MAC, A MON S A Irk-MAC, <A Kra TSR - Vla>



(stops in IRK)

Unit Positions:

- Britain:** F Goa, F Som, F Egy, F Rs, F Ara.S., A Mys, A Hyd, A Tib, A (ret) Kar, A Luc, A Nep
- China:** A Chu, A Ton
- Holland:** F Ts, F Cs, F Sul.S., F Ann, A Cam, A May, A U.Bur, A Ben, F Bob, F As, F Eio, F Wio, F Gom, F (ret) Mys
- Japan:** A Via, F YS, F Ecs, A Nan, F Can, F Scs, F Hk, F Mna, F Ls, F Cebu, F Mp, F P.Art., F Soj
- Russia:** F Bs, A Bok, A Tab, F Syr, F Med, A Sik, A Uru, A Kag, A Kar, A Afg, A Lan, A Pek, A Sha, A Mac, A Mon, A Irk

Press:

- Russia-World:** Well, I am back from Europe. Does anybody want to talk to me?
- GM-Russia:** Just me. How the hell are you, Danny? Long time no see. By the way, thanks for the hospitality at DanCon; I had a great time. It was quite clear that you considered me your most honored guest.
- GM-Britain and Russia:** Have patience. I'll slip the leash one of these days and put in an appearance at a gathering.
- GM-All:** See you at DixieCon. Be there or be equilaterally rectangular.

VELOCIRAPTOR: Fall 1912 BN 1994HC

(Regular Diplomacy)

CNN Headline News: **FRANCE WINS WITH 19!****Fall 1912 Moves:**

England (Bernosky): F-Ec-Mao (Dis. Ret. Pic, Nth, Lon, Wal, Iri, OTB), F-EDI-Holds, F-HEL-s-A-Swe-Den, A-Swe-DEN, A-BER-Holds, A-PRU-s-A-Ber, A-Lvn-WAR, A-MOS-s-A-Lvn-War.

France (Rothenheber): F-Bre-EC, F-MAO-s-F-Bre-Ec, F-NAO-s-F-Lvp-Cly, F-Lvp-CLY, A-Pic-BEL, A-HOL-s-A-Kie, A-KIE-Holds, A-Mun-SIL, A-Bur-RUH, A-Tyl-BOH, A-VIE-s-A-Bud, A-TRI-s-A-Bud, A-BUD-Holds, F-BUL(sc)-Holds, F-GRE-s-F-Bul(sc), F-lon-EME.

Italy (Narhi): Retreats A-Rum-Gal; A-GAL-Vie.

Russia (York): A-War-Mos (Dis. Ret. Ukr, OTB), A-ANK-s-A-Smy-Con, A-Smy-CON.

Turkey (Goranson): NMR!!! A-Con-Holds (Dis. Ann.), F-BLA, A-SER hold.

Winter 1912 Supply Centers:

England (Bernosky): Lon, Edi, Stp, Den, Swe, Ber, Mos, Nwy, + War = 9, build 1.

France (Rothenheber): Home, Kie, Mun, Spa, Por, Bel, Hol, Italy, Lvp, Tun, Tri, Gre, Vie, + Bud, + Bul = 19, WINS!

Italy (Narhi): Rum = 1, even.

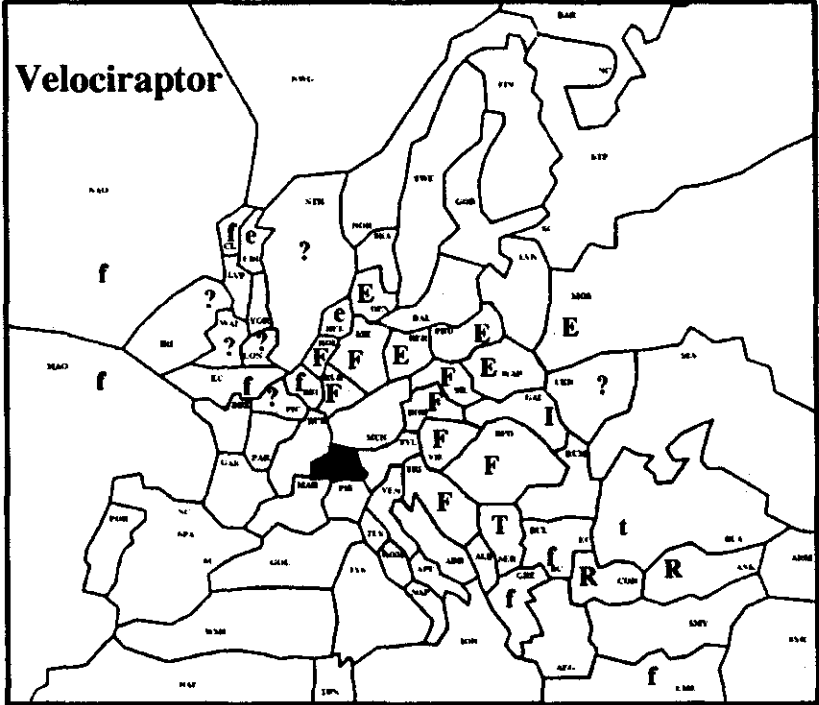
Russia (York): [War], Ank, Smy, + Con = 3, even.

Turkey (Goranson): [Con], [Bul], Ser, [Bud], Sev 2, even.

Summary: Date Begun: 5/10/94 Issue 23
Date Finished: 4/18/97 Issue 48

<u>Country</u>	<u>Players</u>	<u>Game year</u>												<u>Results</u>	
		01	02	03	04	05	06	07	08	09	10	11	12		
Austria	Matt Galarneau/ Paul Milewski (F08)	4	4	4	4	4	3	3	/	1	0			OUT 1909	
England	Kirk Irby/ Steve Beinosky (P09)	4	5	6	6	7	8	8	8	/	8	8	9	SURVIVES	
France	Ken Gentry/ Ed Rothenheber (P05)	5	5	5	6	/	8	11	11	12	12	17	19	WIN!!!	
Germany	Brian Lake	5	6	5	3	3	2	0						OUT 1907	
Italy	Tom Kobrin/ Ward Narhi (S06)	5	5	5	5	5	/	5	3	3	2	2	1	1	SURVIVES
Russia	Marc Rosenthal/ Andrew York (F12)	5	5	4	4	2	2	2	3	3	4	3	3	SURVIVES	
Turkey	Troy Peters/ Rich Goranson (F10)	4	4	5	6	6	6	7	8	9	8	5	2	SURVIVES	

Notes: Thanks to Andrew York for submitting moves for Russia. Endgame Statements are due Friday, June 20, 1997.



Press:

France - All:
Italy-All:

This should about wrap it up. It was a good game everybody.
Is anyone going to stop France? Good luck!

KEY:

Uppercase indicates current position. Underlined = moves failed. [] = retreat
 NMR!!! = No Moves Received. NAR!!! = No Adjustment (Build or Removal)
 Received. N.O. = Not Ordered. NRR!!! = No Retreat Received. (X) indicates
 foreign unit. OTB = off the board. nsu = no such unit. u = Unordered. nso =
 no such order. Dis. = Dislodged. Ann. = Annihilated. Ret. = Retreat options.
 Imp. = Impossible.

DIPLODOCUS' HOUSE RULES

1. **DISCLAIMER:** Diplomacy, Machiavelli and Colonial Diplomacy are published by the Avalon Hill Game Company of Baltimore, MD. We are currently using the newer 1992 rules of Diplomacy.
2. **DECEPTION:** Any attempt to deceive the GM will result in permanent removal from any and all games, as well as forfeiture of any game, NMR and/or subscription fees.
3. **GAME FEES:** In most games, there will be a game fee of \$5.00. This fee will be required of each player prior to assignment of countries. If the player completes the game to conclusion or elimination, the game fee will be refunded. If the player NMRs out of the game or retires, the game fee is forfeited.
- 4.1 **ORDER SUBMISSION: (Mail/E-Mail)** Orders should be clearly printed or typed with each game on a separate sheet of paper. If more than one set of orders is received, the latest date (date on orders taking precedence over postmark) will be used. Submitting orders by mail or e-mail is preferred.
- 4.2 **ORDER SUBMISSION: (Fax)** This method should be used only in emergencies. I have access to a fax machine at work, but access may be suspended or removed if abused. Friday afternoon is NOT an advisable time to send a fax.
- 4.3 **ORDER SUBMISSION: (Phone)** Phone orders, left with me or on my answering machine, are acceptable on rare occasions. Valerie, my wife, will not take orders and should not be asked to do so. No press will be accepted and please use common sense as to when you call. I will attempt to transcribe the orders carefully, but whatever I write down will stand without the opportunity for challenge.
- 4.4 **ORDER SUBMISSION: FORMAT:** Each unit must be individually ordered; no combined orders are permitted. Abbreviations may be used, but care should be taken to avoid ambiguity. All unordered units will hold. The GM will attempt to complete an ambiguous or poorly written order, but again, this is not guaranteed and not a basis for challenge. An intentionally written "bad order" should be noted as such to the GM. No perpetual orders are allowed. If a unit is given more than one valid, but conflicting, order it will hold.
5. **CONDITIONAL ORDERS:** Conditional orders may be used at any time, but must be conditional on a prior season's retreats and/or builds.
6. **RETREATS:** Units which must retreat, and for which no retreat order is given, will disband (i.e. retreat OTB).
7. **NO BUILD/REMOVAL RECEIVED:** If no build order is received in a Winter season, then the country will play short those units until the next winter season when they may be built, if still possible. If a required removal is not received in a Winter season, the unit farthest from a HOME supply center will be disbanded. If two or more are equidistant, then a random method will be used to determine the unit disbanded.
8. **SEASONS:** There are five seasons: Spring, Summer, Fall, Autumn and Winter. Normally, Summer and Fall will be adjudicated together, as will the other three seasons. Except for Winter 1901, (which will automatically be run separately), it will take at least 33% of the current players votes for a season separation. The GM may separate seasons at his discretion. (The fundamental concepts for these season rules are the same for Colonial Diplomacy, Machiavelli and variants.)
9. **PRESS:** Only white and grey press will be allowed, unless otherwise announced prior to the start of the game. Press releases may be edited for length or content.
10. **NMR:** In the event of an NMR (No Moves Received), all units will be given hold orders and a standby player will be called. Two consecutive NMRs will result in the removal of the current player of the game and the standby will be given the position.
11. **MAPS:** Where a map is provided in a game, it is to be considered a convenience for the players and it is not in any way "official". Players may only rely on the unit-listings and players use maps at their own risk.
- 12.1 **ENDING THE GAME (Rulebook Win):** If, at the end of any game year single player holds the winning number of centers, he/she shall be declared the victor.
- 12.2 **ENDING THE GAME (Proposal):** A game may end by agreement of all the remaining players to a concession (one player), or a draw. A draw must include all players with as many, or more, centers than the smallest of the drawing players. Proposals may be submitted by any player. The GM will announce the proposals and call for a vote with the next set of orders. How NMRs & NVRs will be counted will be indicated. Proposals will be considered first, before adjudication, except when a fall adjudication will result in a single player controlling a winning number of centers.
13. **DEADLINES:** Deadlines from games in *Diplodocus* will typically be 9 p.m. on the Friday four weeks following the publication of the latest issue.
14. **ERRORS:** The GM has the final say in all matters relating to games in *Diplodocus* (the "my ball" rule). Any error by the GM should be brought to the attention of the GM as soon as possible. If brought to the GM's attention, he will either send out a notice to all players, or delay the game at his discretion. If it is not brought to the GM's attention before the next turn is adjudicated, then the error STANDS and will not be fixed.

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