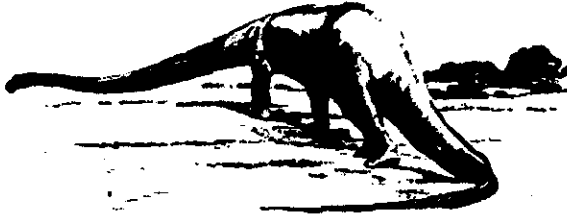


DIPLODOCUS



The Prehistoric Gaming 'Zine

Published by Stephen D. Koehler

\$1.50 per issue.

<http://pages.prodigy.com/koehler/diplod.htm>

As some of you already know, my son Daniel Walter Koehler died on Sunday, February 22, 1998 of Sudden Infant Death Syndrome (SIDS). SIDS is defined as the unexplained death of a healthy baby under 6 months of age. It is a diagnosis of exclusion. Medical science has theories for it's cause, but nothing is for certain.

I am grateful for all those who have already shown support for me and my family. We are going through some tough times. Doing mundane tasks, such as preparing this issue, helps take my mind off my troubles. For those of you who have not heard, I ask that you NOT send cards or flowers. I know you all are praying for Danny and our family. If you really want do something, then I invite you to make a donation in Daniel's name to:

SIDS Alliance
1314 Bedford Avenue, Suite 210,
Baltimore, Maryland, 21208.
(SIDS Alliance of NC: 1-800-221-7437)

Orders are due April 10, 1998.

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

GamePlayers

Colonial Dip: Bigge\$, Lurz\$, Boyum\$, Narhi\$, Packard\$, need 2.
Gunboat Col Dip: 5, need 2.
Migraine Dip: Free! Crandlemire, Rothenheber, Cain, Hood, Morrison, need 3.
Mach. 2nd Ed. Narhi, Kinsel, Wilke, Packard, need 4.
Chinese Chess: 1, need 1.

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

Dip: Gonsalves, Narhi, Rothenheber, Kent, Milewski, Leaman,
 Boyum, Lurz, Packard
Col. Dip: Boyum, Gonsalves, V. Galarneau, Rothenheber, Kent, Leaman,
 Packard
Mach: Hurley, Narhi, Rothenheber, Leaman, Packard
ALL: Rothenheber, Leaman

SUB-CALLS: Vince Galarneau as Russia in Hypacrosaurus.

_____ For Russia in Maiasaurus.

GAME STARTS: We have one game start where everyone has paid (Gunboat Dip.) and one possible game start (Necromancer).

Necromancer:	Ward Narhi	Ray Carpenter
	Wayne Morrison (Paid)	Pitt Crandlemire
	Vince Galarneau	Ed Rothenheber
	Morry Veer	Tim Lurz

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. When everyone has played, I will assign positions. Please submit preference lists.

Gunboat Dip: *SEISMOSAURUS*
Seven players signed up, All have paid.

You are playing _____.

LETTERS TO THE EDITOR

After a journey of some thousands of miles, Issue 51 of Diplodocus reached me here in Italy in late January. This is probably the best that the Poste Italiane can do, and I'm afraid that it's not quick enough for me to stay in Oviraptor. There are other problems, too: AOL doesn't really work that well here, so e-mail is not as reliable as I would like, and I forgot to bring my copy of Pax with me, so I would have to do everything by memory (possible in Dip, impossible in Pax). Given these problems, and since my subscription runs out with issue 52 anyway, I think that it's best for me to abdicate and pass the baton to the next Japanese Emperor.

I have enjoying gaming with you, and being a part of Diplodocus; you have maintained a high standard in the games and in the production of the magazine. My best wishes for the future.

Regards, Michael Cunningham

I am sorry you had to go, and when you are back in the States, please let me know if you want to play in any games.

It is with a little disappointment that I'm telling you I'll have to give up my position in Hypacrosaurus. I recently accepted a new job with increased responsibilities and demands. It is making it extremely difficult for me to keep up with the game load I currently have underway. I have a few games nearing completion, but even then I'll have too many active at once. Therefore I'm identifying a few more games, in addition to those about to end, that are of less importance to me and notifying the GMs of my intent to withdraw. I sent orders for the deadline on 2/6 but ask that if you have not published the 'zine to make a new standby call for me now. If you have already published the 'zine, I'll send orders for the next turn, but ask that you then place the standby call. I'll try to ensure no NMR.

With respect to the 'zine, I need to cut back there too. So I'll give you an option. Once you get a replacement for me in the game, you can either continue to send

the 'zine until my sub expires or you can discontinue the mailings to me, keep the balance to offset your costs and continue to publish a very interesting 'zine for the others to read.

There are a couple of other 'zines I'm cancelling too, so don't feel I've singled you out. I just need to cut back on my gaming some, to open more time for work and home.

I'll still be active in some games that we have together so we will still be bouncing into each other now and then.

Kevin Wilson

See my reply to Mike C.

Submitted by Marc:

A teacher gave her fourth-grade students the beginning of a list of famous sayings and asked them to provide original endings for each one. Here are some examples of what they submitted:

- > The grass is always greener when you leave the sprinkler on.
- > A rolling stone plays the guitar.
- > The grass is always greener when you remember to water it.
- > A bird in the hand is a real mess.
- > No news is no newspaper.
- > It's better to light one candle than to waste electricity.
- > It's always darkest just before I open my eyes.
- > You have nothing to fear but homework.
- > If you can't stand the heat, don't start the fireplace.
- > If you can't stand the heat, go swimming.
- > Never put off 'til tomorrow what you should have done yesterday.
- > A penny saved is nothing in the real world.
- > The squeaking wheel gets annoying.
- > We have nothing to fear but our principal.
- > To err is human. To eat a muskrat is not.

- > I think, therefore I get a headache.
 - > Better to light a candle than to light an explosive.
 - > It's always darkest before 9:30 p.m.
 - > Early to bed and early to rise is first in the bathroom.
 - > A journey of a thousand miles begins with a blister.
 - > There is nothing new under the bed.
 - > The grass is always greener when you put manure on it.
 - > Don't count your chickens -- it takes too long.
 - > Laugh and the world laughs with you. Cry, and someone yells, "Shut up!"
-

HERE COMES THE BRIDE Name callers sued by target

Every bride has that radiant look on her wedding day. Sometimes a photo captures it, sometimes it doesn't.

Annette Esposito-Hilder of Schenectady, N.Y., had her bridal picture in a newspaper and was declared the "winner" of the "ugliest bride" contest by two Albany radio disc jockeys during a 1996 broadcast.

The radio hosts aired Esposito-Hilder's full name, as well as where she worked, according to court papers.

The appellate division of the New York State Supreme Court ruled in December that Esposito-Hilder has a case for intentional infliction of emotional

distress because she is a private citizen who was identified and ridiculed publicly. She seeks \$300,000 in damages.

"It is elementary that not all speech or expression is to be accorded equal First Amendment protection," said the decision written by Justice Ann Mikoll.

Norah Murphy, the lawyer for Esposito-Hilder, said the

radio bit, purported to be comedy, was the "bottom of the barrel" of expression. "What the court said here is you can't hide behind that to be intentionally malicious or vindictive."

The disc jockeys have since moved to another Albany radio station.

MIGRAINE DIP®

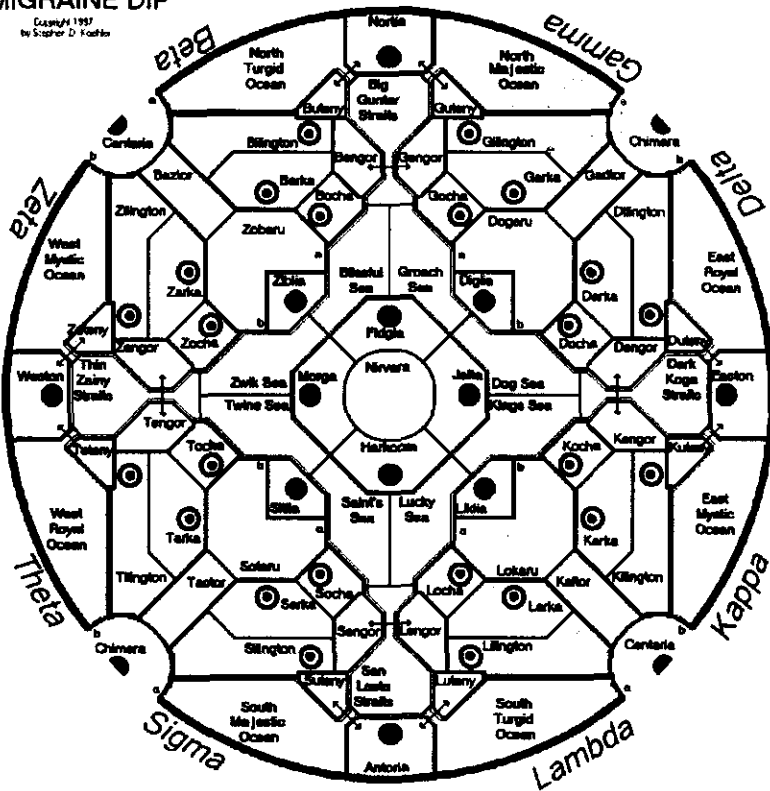
by
Stephen D. Koehler

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

Played using regular dip rules, except that each player, at the start of the game, determines which of his units are fleets. 20 centers to win.

MIGRAINE DIP

Copyright 1987
by Stephen D. Koehler



Map Notes:

- The edge of the map is connected to the edge on the opposite side of the circle. Therefore, sea-zone "West Mystic Ocean" is adjacent to sea-zone "East Mystic Ocean", and land-zone "Nortia" is adjacent to land-zone "Antoria".
- The land-areas "Cantaria" and "Chimara" (the half-circles) are each just

one area. Therefore, a unit could move from "Bilington" to "Cantaria(coast 'a')" to "Lilington". These land-areas have two coasts, like Spain in regular Dip. Note that the coasts are a bit counter-intuitive. At the top, "Chimara(a)" is on the right, while at the bottom "Chimara(a)" is on the left.

3. Land areas "Zobaru", "Dogaru", "Lokaru" and "Sotaru" also have two coasts.
4. There are 12 crossing arrows (" \leftarrow ----- \rightarrow ").
 - 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. A crossing arrow crosses the "Straits" in the middle, but as noted above, has no effect on ships in these areas.
 - d. A unit can support across a crossing arrow normally.
5. There is no adjacency across four-way corners. Therefore, "Groach Sea" is not adjacent "Jalta", etc. "Nortia" is not adjacent to "South Majestic Ocean" or "South Turgid Ocean", etc.

A Comparison with Regular Dip:

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

<u>Name</u>	<u>Abr.</u>	<u>Center?</u>
Antoria	ANT	Neutral
Barka	BAR	Beta
Baztor	BAZ	
Bengor	BEN	
Big Guntar Straits	BGS	
Bilington	BIL	Beta
Blissful Sea	BS	
Bocha	BOC	Beta
Buteny	BUT	
Cantaria	CAN	Neutral*
Chimara	CHI	Neutral*
Dark Koga Straits	DKS	
Darka	DAR	Delta
Dengor	DEN	
Diglia	DIG	Neutral
Dilington	DIL	Delta
Docha	DOC	Delta
Dog Sea	DS	
Dogaru	DOG	*
Duteny	DUT	
East Mystic Ocean	EMO	

East Royal Ocean	ERO	
Easton	EAS	Neutral
Fidgia	FID	Neutral
Gadtor	GAD	
Garka	GAR	Gamma
Gengor	GEN	
Gilington	GIL	Gamma
Gocha	GOC	Gamma
Groach Sea	GS	
Guteny	GUT	
Harkoom	HAR	Neutral
Jalta	JAL	Neutral
Kaltor	KAL	
Karka	KAR	Kappa
Kengor	KEN	
Kilington	KIL	Kappa
King's Sea	KS	
Kocha	KOC	Kappa
Kuteny	KUT	
Larka	LAR	Lambda
Lengor	LEN	
Liklia	LIK	Neutral
Lilington	LIL	Lambda
Locha	LOC	Lambda
Lokaru	LOK	*
Lucky Sea	LS	
Luteny	LUT	
Nirvara		NIR
North Turgid Ocean	NTO	
North Magestic Ocean	NMO	
Nortia	NOR	Neutral
Saint's Sea	SS	
San Lasta Straits	SLS	
Sarka	SAR	Sigma
Sengor	SEN	
Silington	SIL	Sigma
Sitlia	SIT	Neutral
Socha	SOC	Sigma
Sotaru	SOT	*
South Turgid Ocean	STO	
South Magestic Ocean	SMO	
Suteny	SUT	
Tarka	TAR	Theta
Tastor	TAS	
Tengor	TEN	
Thin Zainy Straits	TZS	
Tilington	TIL	Theta
Tocha	TOC	Theta
Tuteny	TUT	
Twine Sea	TS	
West Mystic Ocean	WMO	
West Royal Ocean	WRO	
Weston	WES	Neutral
Zarka	ZAR	Zeta

Zengor	ZEN	
Ziblia	ZIB	Neutral
Zilington	ZIL	Zeta
Zobaru	ZOB	*
Zocha	ZOC	Zeta
Zuteny	ZUT	
<i>Zwik Sea</i>	<i>ZS</i>	

Italics indicate bodies of water.

* indicates two coasts

NOTES ON NAMING CONVENTIONS:

I tried to make the names semi-intuitive.

Prefixes: All territories in and near a Great Power's Home begin with that Power's letter. Thus, territories (and one sea) in and around Beta's home begin with "B" (Barka, Bengor, Bilington, Bocha, Buteny and *Blissful Sea*).

Neutral territories are named with the nearby Great Powers in mind. Thus, territories in between Beta and Zeta begin with a "B" or a "Z" and also have the other letter in the prefix (Baztor, Zobaru, and Ziblia). *Big Guntar Straits (BGS)* is the body of water between Beta and Gamma.

As a result, from the first few letters of most territories and seas, you should be able to tell where it is located.

Suffixes: As a result of the configuration of the board, for each territory and sea, there are seven similarly shaped spaces on the board (four being identical and four being mirror images). Similarly shaped spaces on the board have the same ending.

Thus, the land-locked home-center of Beta is called Barka. Gamma's is called Garka, Delta's is Darka, etc. As a result, it should become possible, after several turns of play, to remember a shape of a particular territory by its name and vice-versa.

Miscellaneous:

- The territories in the "corners" begin with "C" (Cantaria and Chimara).
- The oceans around the edge of the board are given directional names to assist in locating them (i.e. *East Mystic Ocean (EMO)*)
- Care has been taken to ensure that if you use the first three letters of all territories (BAR for Barka) and the initial letters of all water spaces (BGS for *Big Guntar Straits*) you will get a unique abbreviation for each space on the board.
- The five territories in the center are not intuitive so don't try to figure them out!

Free! Signed Up Already:

Crandlemire, Rothenheber, Cain, Hood, Morrison, need 3.

Mr. Koehler,

I very much enjoyed your variant article "Migraine Dip" in the recent Diplomacy World. I had made an attempt at something similar a while ago, but ran into the same problems that you did, that of not enough action between the countries, other than immediate neighbors, and everyone funnelling to the middle. The idea of wrapping around was nothing short of brilliant in my book. Great job!

Question 1: Nowhere in the writeup did I find the starting position. I get the idea from your writeup that you intend for each country to start with 1 fleet and 2 armies (and I could be wrong even on THAT), but I can't tell if you intend for the fleet to start on the 'inside' or 'outside' coasts. What did you intend?

Question 2: Have you ever playtested this?

Suggestion: One thing that my effort convinced me of (though mine wasn't playtested), was that 4-way corners are confusing at best. Did you look at attempting to eliminate them, or did you decide that they were actually a positive thing? As a possible change, I would add 4 additional seas to the interior, one bordering on Groach Sea, Fidgia, Jalta, Dog Sea and Diglia. Also, I'd remove the divisions between the outside oceans. This might make it confusing to tell where a piece is actually located during play, but make just one Majestic, Mystic, etc. I would think that this would also lead to a little more interplay around the outside.

Good work! Now I've just got to find an eighth color to paint some blocks...

Warren (Goz) Goesle
 goeslew@indy.navy.mil
 The Kind of Engineer Your Mother Warned You About

Thanks for the kind words!

- >
- > Question 1: Nowhere in the writeup did I find the starting position. I get
- > the idea from your writeup that you intend for each country to start with 1
- > fleet and 2 armies (and I could be wrong even on THAT), but I can't tell if you
- > intend for the fleet to start on the 'inside' or 'outside' coasts. What did
- > you intend?
- >

Well, actually, since I did that write up, I decided that it would be interesting if each country chose its own combination, right before the first negotiations phase. If you don't like that, you can go with ANY combination. My first thought had been two fleets.

- > Question 2: Have you ever playtested this?
- >
- > Suggestion: One thing that my effort convinced me of (though mine wasn't
- > playtested), was that 4-way corners are confusing at best. Did you look at
- > attempting to eliminate them, or did you decide that they were actually a

- > positive thing? As a possible change, I would add 4 additional seas to the
- > interior, one bordering on Groach Sea, Fidgia, Jalta, Dog Sea and Diglia.
- > Also, I'd remove the divisions between the outside oceans. This might make it
- > confusing to tell where a piece is actually located during play, but make just
- > one Majestic, Mystic, etc. I would think that this would also lead to a little
- > more interplay around the outside.

Alas, the first game was aborted, and I am just starting a game by mail in my 'zine.

As for your comments, I would only note that the proportions of land/sea would change significantly if you made those changes. Perhaps just add the one interior sea, or add an additional land space right where the four-ways are.

- >
- > Good work! Now I've just got to find an eighth color to paint some blocks...
- >

Thanks again for the feedback!

Steve

Steve:

- > Thanks for the kind words!

I always like to applaud folk that succeed where I fail. Boy do I have sore hands.

- > Well, actually, since I did that write up, I decided that it would be
- > interesting if each country chose its own combination, right before
- > the first negotiations phase. If you don't like that, you can got with
- > ANY combination. My first thought had been two fleets.

Hmmm. I kind of like the notion of choosing your own...have to ponder that. It changes the notion of symmetry, but that has to happen with the first move anyway...hmmm...

- > As for your comments, I would only note that the proportions of
- > land/sea would change significantly if you made those changes.

Um, perhaps you misread what I wrote. I proposed adding 4 seas in the interior, next to the four 4-way intersections near the interior island.

I also proposed eliminating 4 oceans in the exterior part of the board, changing North & South Majestic Oceans to just Majestic Ocean, and so on. Near as I read the board (and of course, I don't have my copy of DW with me this morning, so I'm doing this from memory), that should leave you with the same number of sea spaces that you had before, you just moved 4 of them from the outer part of the board to the inner part, and in so doing removed all the 4-way intersections. But as I said, it's just a suggestion, and maybe 4-ways are a good thing, they just kind of rub me the wrong way.

We have a FTF game scheduled here on the 28th. Do you happen to have an electronic copy of the map that I could show around?

Keep up the good work!

Warren (Goz) Goesle

Still working to perfect the kevlar back protector

Steve,

I got the map, thanks. I'll give you a writeup of any results we get. We might actually have 8 for next weekend...

Goz

-- What has the worst sex life in the world? --

-- AN EGG!! --

-- You get layed once --

-- Get eaten once --

-- Takes 10 minutes to get hard and --

-- the only person that will sit on your face is your mother --

Apologies to the Cheeseheads...

> APPLICATION TO BECOME A GREEN BAY PACKER FAN

>

> PART A GENERAL INFORMATION

>

> Name _____

> Address _____, (Wisconsin)

> CB Handle _____

> Neck Shade: _____ Light Red _____ Medium Red _____ Dark Red

> Number Of Teeth Exposed Full Grin: (Neither can exceed 3):

> _____ Upper _____ Lower

> Mobile Home Color:

> _____ Two-Tone, Brown and White

> _____ Two-Tone, Pink and White

> _____ Faded Green and Gold

> Model Of Pickup Truck: _____ Size Of Tires _____

> Length of Right Leg: _____ Length Of Left Leg _____

>

>

> PART B COMPLETION

>

> Note: To be accepted, you must be honest and be able to

> check at least 20 items from questions below. Note that

> good Packer fans can sometimes check many answers for some

> questions.

>

> 1) My favorite music is:

> ___ Country ___ Western ___ Anything played on an accordion

>

> 2) My favorite meal is:

- > ___ Head cheese and Old Milwaukee
- > ___ Cheese curd and Old Milwaukee
- > ___ Venison sausage and Old Milwaukee
- > ___ Kielbasa and carp (Surf & Turf)
- > ___ \$5.99 Fish fry on Fridays
- > ___ 7 courses: brat and 6-pack
- > ___ Pickled eggs and turkey gizzards

>

> 3) Preferred Weapons:

- > ___ 12 Gauge
- > ___ Tire Iron
- > ___ Forehead
- > ___ Chain Saw
- > ___ Ice Auger
- > ___ Fishing Pole
- > ___ Empty Bottle

>

> 4) Primary Auto:

- > ___ '67 Ford Galaxy
- > ___ '67 Ford Galaxy with Transmission
- > ___ '73 Chevy Impala
- > ___ '67 Galaxy with '73 Impala Engine
- > ___ '67 Olds Delta 88
- > ___ '64 Chevy Bellaire Station Wagon

>

>

> 5) I usually greet people by saying:

- > ___ "Ya hey dere"
- > ___ "Dem Packers is playing like a bunch of old women"
- > ___ "Waddaya think a dem dere Packers"
- > ___ "Dey should take da whole bunch a dem Madison Liberals and just line em up and shoot em"
- > ___ "Ya, dat Lombardi is God"

>

> 6) I can count to:

- > ___ 10 ___ 20 ___ 20 if I take my boots off

>

> 7) I am:

- > ___ Married ___ Happy ___ Waiting for Packer Season

Tickets

>

> 8) My favorite reading material is:

- > ___ Fishing Facts
- > ___ Beer Bottle Labels
- > ___ Guns And Ammo
- > ___ Today's Mercenary
- > ___ Polka Digest

- > _____ Sausage Making
- >
- > 9) Things I have in my front yard:
- > _____ Various kitchen appliances
- > _____ Cars on blocks
- > _____ Transmissions
- > _____ Pink flamingos
- > _____ Deer hanging from tree (in-season)
- > _____ Bird bath
- > _____ Deer hanging from tree (out-of-season)
- >
- > 10) I mostly wear:
- > _____ Polyester pants and leisure suit jacket
- > _____ Polyester pants with holes and hooded sweatshirt
- > _____ Green Bay belt buckle
- > _____ Blaze orange jacket
- >
- > 11) The most memorable event I ever attended:
- > _____ Minocqua Moose Call Competition
- > _____ Tomahawk Crew Cut Championships
- > _____ Oktoberfest in LaCrosse
- > _____ Evinrude Outboard Motor Finals
- > _____ Salmon-A-Rama
- > _____ Free Sample Day At Pick-n-Save
- >
- > 12) My favorite entertainment is:
- > _____ Deer hunting while drinking
- > _____ Watching Green Acres reruns and drinking
- > _____ Snowmobiling while drinking
- > _____ Drinking and burping
- > _____ Drinking and Canasta
- > _____ Drinking and Pinochle
- >
- > 13) Pick One:
- > _____ Someone is helping me read this
- > _____ Someone is reading this to me
- > _____ Someone is helping me fill this out
- >

MIND TRAP!

LAST MONTH'S GAME: Dennis Cain and Pitt Crandlemire share the win.

1. King Tut died 120 years after King Eros was born. Their combined ages when they died was 100 years. King Eros died in the year 40 B.C. In what year was King Tut born? **Answer : 20 B.C. (Kent, Mkoehler, Rkoehler, Kutzy, Crandlemire, Schlegel, Narhi, Cain).**
2. In the following series, which can be evenly divided by two?
1 2 3 4 5 6 7 8 9
Answer : All (Rkoehler, Crandlemire, Cain).
3. Something extraordinarily unusual happened on the 6th of May, 1978 at 12:34 p.m. What is it? **Answer : Date/time = 12:34 5/6/78 (Mkoehler, Rkoehler, Kutzy, Crandlemire, Schlegel, Narhi, Cain).**
4. A worm is at the bottom of a forty foot hole. It can crawl up at the rate of four feet in one day, but at night, it slips back three feet. At this rate, how long will it take the worm to crawl out of the hole? **Answer : 37 days (Kent, Rkoehler, Treasure, Kutzy, Crandlemire, Schlegel, Cain).**
5. It takes Sandy three hours to paint a fence, and it takes Claude six hours to complete the same job. How long will it take both of them working together at their normal paces to complete the same job? **Answer : 2 hrs. (All).**
6. Shadow was vacationing on the Isle of Begile. One this island the natives always lie and the visitors always tell the truth. While walking along the beach, Shadow was approached by two ladies who introduced themselves as Josie and Cricket. Cricket said to Shadow, "I am a native, but Josie is a visitor." Are the ladies both natives, both visitors, or one of each? **Answer : Both (Kent, Mkoehler, Kutzy, Crandlemire, Cain).**
7. What substance weighs more in its liquid form than in its solid form?
Answer : Water (Treasure, Kutzy, Crandlemire, Narhi, Cain).
8. Which is correct to say, "The yolk of the egg *are* white" or, "The yolk of the egg *is* white"? **Answer : Neither (Mkoehler, Rkoehler, Treasure, Kutzy, Crandlemire, Cain).**

STANDINGS AFTER 1 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. Pitt Crandlemire	9.5	5. Margie Koehler	3.5
Dennis Cain	9.5	6. Doug Kent	3
3. Andy Kutzy	4.5	Eric Schlegal	3
4. Robert Koehler	4	Ward Narhi	3
		Don Treasure	3

NEXT GAME: (2 of 8)

- There is a cage at the "Electron City Zoo" that contains both peacocks and wild pigs. If there is a total of 30 eyes and 44 feet, how many of each are in the cage?
- Picture a liter of milk and a liter of Kahlua. A cup of Kahlua is poured into the milk and mixed thoroughly. Then a cup of this mixture is poured back into the Kahlua. Is the amount of Kahlua now in th milk more, less, or the same as the amount of milk in the Kahlua?
- In what year did Christmas and New Year's fall in the same year?
- Dee Septor, the famous magician, said he could put a bottle in the center of a room and crawl into it. How?
- Sam was looking at a picture. Someone asked who the man in the picture was and Sam replied: "Brothers and sisters I have none, but this man's father is my father's son." Who is in the picture?
- Charlie Cromedome went for a walk without an umbrella. He did not wear a hat and he did not take refuge under shelter; yet not one hair on his head got wet. How?
- Which would be worth more, a pound of \$10 pure gold coins, or a half a pound of \$20 pure gold coins; or would they be worth the same amount?
- How could you give someone \$63 using six bills, without using one dollar bills?

BRACHIOSAURUS: 1900 1995Lea04

(Colonial Diplomacy)

OLD Proposal: R/T/F Draw: DRAW PASSES!!!!

Notes: I'll produce the supply center summary next time. Endgame statements due April 10, 1998.

Press:

France- Russia/Turkey: Gentlemen, think it's time to vote the 3-way.

Japan - Turkey: I agree

Russia: Did we get the three way?

EDMONTOSAURUS: Spring 1910 1995Irb32

(Gunboat Diplomacy, White and Grey Press)

Winter 1909 builds and Spring 1910 Moves:

ENGLAND: F-SKA-Nth.FRANCE: A-MAR-s-F-Spa(sc), A-BUR-s-A-Mar, F-SPA(sc)-s-F-Mao-Wme, F-MAQ-Wme, F-POR-s-F-Spa(sc).GERMANY: F-NAO-s-(F)-F-Mao (nso), F-Eng-LON, F-BEL-Nth, A-Pic-BRE, A-MUN-s-A-Sil-Boh, A-DEN-Holds, F-Swe-Nth (Imp. Nsu), F-NWY-Holds (N.O.), A-Pru-SIL, A-Sil-BOH, A-GAL-s-A-Sil-Boh.ITALY: F-ION-Holds, F-GRE-s-F-Ion, A-BUL-s-A-Rum-Bud, A-Rum-BUD, A-Ukr-RUM, A-VIE-s-Rum-Bud, A-TYL-Holds, F-PIE-Mar, F-GOL-s-F-Gas-Spa(nc), F-GAS-Spa(nc), F-WME-s-F-Gas-Spa(nc).RUSSIA: A-Liv-WAR, A-Mos-UKR, A-SEV-s-A-Mos-Ukr.TURKEY: F-EME-Ion, F-AEG-s-F-Ere-Ion, F-CON-Bulact.

Notes: Fall 1910 Moves are due Friday, November 21, 1997.

Press:

Russia -> Germany: My goal is the defeat of Italy. Are you with me? If you supported me to MOS this turn, support me to WAR next turn.

Russia -> Turkey: if I am in UKR, help me into RUM (attack BUL) and I will help you into BUL the next turn.

England-Germany: Oh. I get it. Torture. Next, you'll be asking me, "IS IT SAFE?" Yeah, yeah. It's safe. Now kill me, would you? I have to get on to something more interesting, like picking up Koehler's drycleaning or checking myself for ticks.

England-GM: Huh? Controversy? What are all those people who still have units whining about?

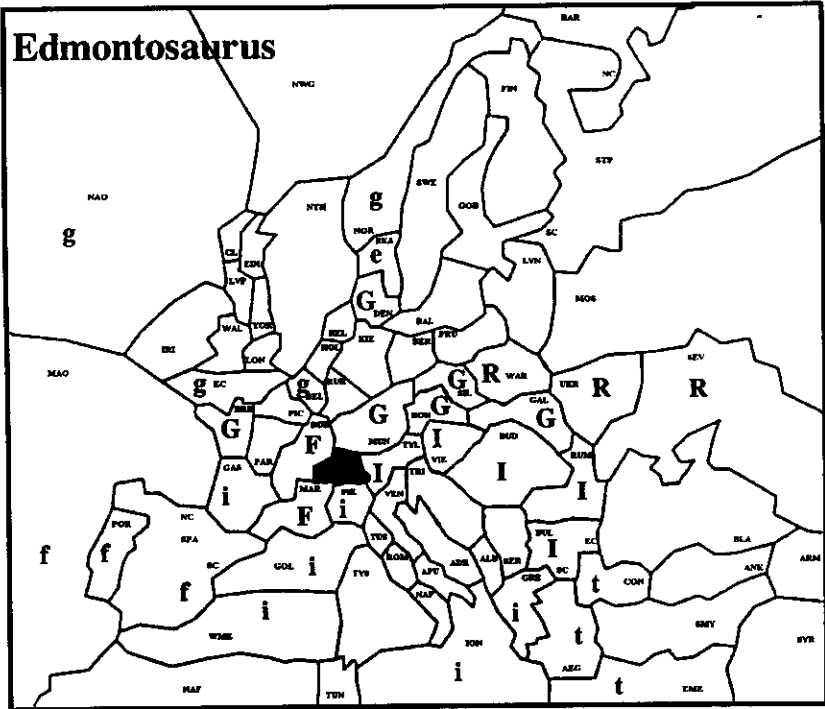
Germany-France: Note that I do not want Brest, hopefully I bounced. If not, feel free to take it back at your earliest convenience.

Germany-Italy: Vote for the 5-way draw cause we are going to stop you!

Germany-Russia: I left Warsaw for you this turn and last turn. You should know by now that I have no intention of taking it.

Germany-Turkey: Stiff upper lip, dear sultan. You will soon be freed by the German/Russian resistance.

Fra-Ger: If you take Brest then make sure you write conditional orders next time for my disband.



FAINT PRAISE

Cathy Larsson,
assistant director of
communications for the
North Carolina Bar
Association, on how
fostering a pro-lawyer
atmosphere beats
working in the public
relations department of a
tobacco company:
"At least it's not
like lawyers are
hazardous to your
health."



GRYPOSAURUS: Spring 1868

1995Jna05 (War in North America)

Spring 1868 Moves:

- Texas (Boyum):** Retreats <A-OkI-OTB>, <A-Gal-San>; A-ELP-s-A-San, A-SAN-s-A-Elp.
- Rebels (Gonsalves):** F-CUBA-Gom.
- Union (Kinsel):** Builds F-Chg, A-Cin, F-Phi(nc); F-Nac-AO, F-GOM-Cas, F-SAC-s-F-Nac-Ao, A-HIS-Holds, F-FLA-s-F-Sac, A-Cin-CHG, A-MIS-s-A-OkI, A-GAL-s-A-OkI, A-OKL-s-A-Mis, A-Sab-OZA, F-Phi(nc)-UPS, A-Mic-TOR, F-Gos-DS, F-Chg-GL.
F-Ala-YUK.
- Mexico (Narhi):** Builds A-Apa; A-Apa-PAP, A-Cal-Holds (Dis. Ret. Baj, Sho, OTB), A-SIQ-Cro, A-Com-s-A-Sig-Cro (Dis. Ret. Uta, Apa, Pec, OTB), A-Pec-KAN, A-TAM-Holds, A-MEX--Holds.
- Canada (Weiss):** A-CRO-Sig, A-Ore-CAL, A-Kan-COM, F-NPC-s-A-Ore-Cal, A-CHE-s-A-Kan-Com, F-CAS-c(U)-A-His-Gug (nso), A-VAN-s-F-Po-Ala, F-Po-ALA, F-Ao-s-F-Cas (Dis. Ret. Pan, Bas, Bas).

- New Proposals:**
1. Concession to Union
 2. U/C draw.

Vote with next orders. NMR = yes, NVR = no.

Notes: Fall 1868 Moves are due Friday, November 21, 1997.

Press:

Can-Union: I concede Kevin. Great game.

Can-All: End-game statement now: Kevin and I were the only people to contact each other, so despite our initial thoughts, allied. We both promised to play for the draw, but I know I voted against the 2-way. I thought I'd win. Having won as Mexico previously, maybe the only winner of a War in NA game, I thought they had the best position, followed by CAN, because of the ability to control around-the-map seas. However, Will changed the map a little, decreasing some of the advantage, but not enough.

In part due to a strange response by the Natives towards the Texans rather than attack me, I had a great position to win. By sending in orders that did not include builds, the tempo was lost, momentum lost, and in one stupid blunder, Kevin's relentless good play was

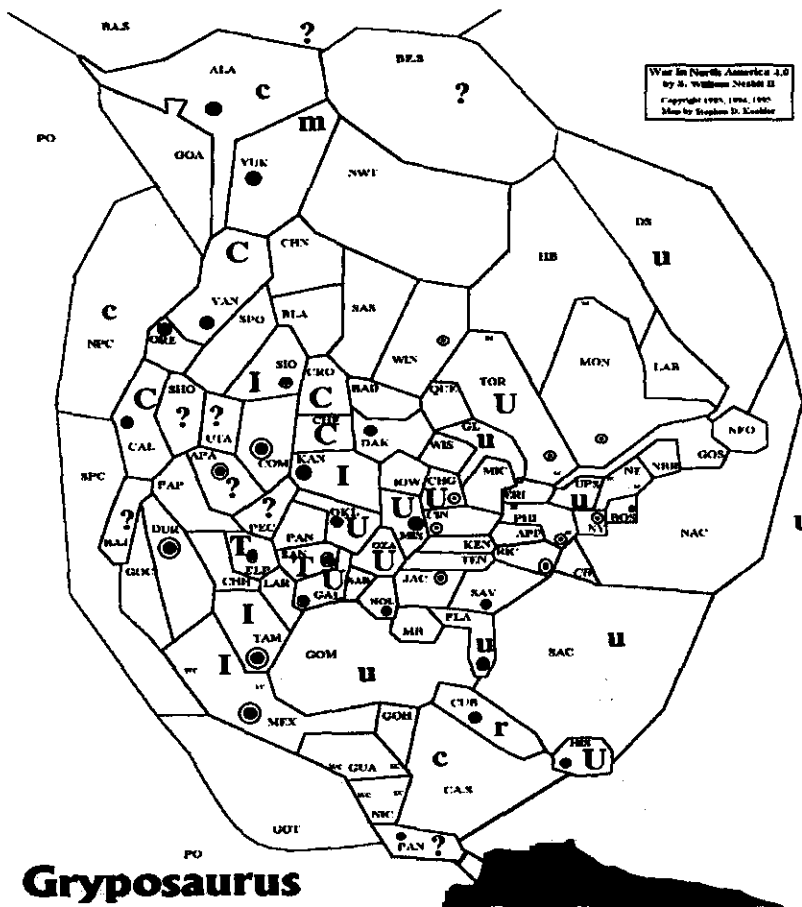
rewarded.

I thank all of the stand-ins who played so well, negotiated and did their share in adding to the excitement.

Ward: It was a fun tango, I was always out to get you, and always would go after Mexico.

Stephen: thank you for the fun for me and work for you. A well-GM'd game.

Union- Americas: OK. So I just wanted a navy in the Great Lakes, alright?



HYPACROSAURUS: 1900 19950ea04

(Colonial Diplomacy)

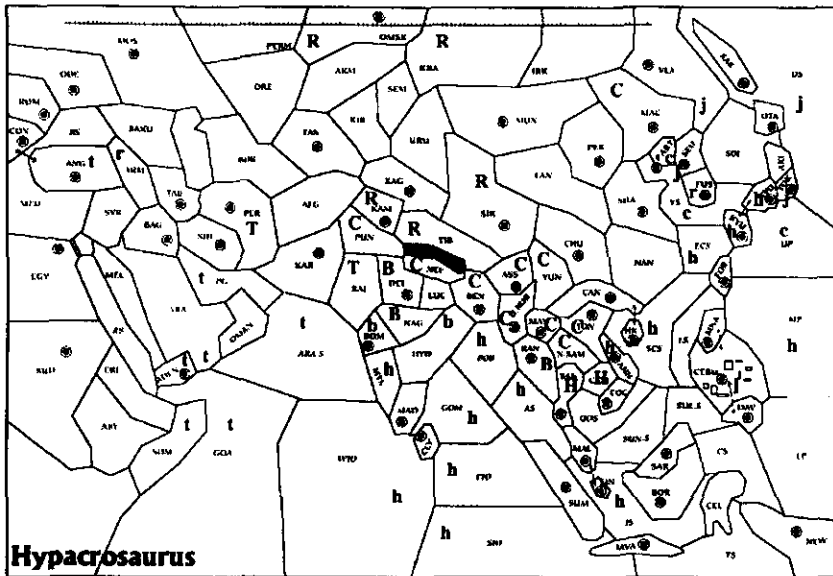
1900 Moves:

- Britain (Schlegel):** Retreats <A-Del-Luc>; Removes F-Mys; F-BOM-s (H)-F-Wio-Mys, A-Luc-DEL, A-NAG-s-A-Luc-Del, F-HYD-Ben, A-RAN-Holds.
- China (Weiss):** A-NEP-s-A-Ubur-Ben, A-ASS-s-A-Ubur-Ben, A-NSI-Ren, A-TON-Ann, A-Afg-PUN, A-Sik-YUN, F-UP-Kyo, F-PART-Seq(wc), A-Del-s-A-Afg-Pun (Dis. Ann.), A-MAY-s-A-Yun-Ubur, A-Yun-UBUR, A-MAC-s-(R)-A-Omsk-Vla, F-Sha-YS, A-Ubur-BEN.
- Holland (Rothenheber):** Builds F-Jav, F-Bor, A-Sum; F-Jav-SIO, F-Sio-WIO, F-Wio-MYS, F-EIO-s-F-Sio-Wio, F-GOM-s-F-Sio-Wio, F-BOB-s-(B)-A-Ran, F-AS-c-A-Sum-Ban, A-Sum-BAN, A-Ban-CAM, F-Bor-JS, F-ANN-Ton, F-Sul-SCS, F-MP-Up, F-ECS-Holds, F-KYU-Holds, F-KYO-s-F-Tok, F-Tok-s-(C)-F-Up-Os (nso, Dis. Ann.).
- Japan (Boyum):** F-OS-s-F-Aki-Tok, F-Aki-TOK, F-SEO(ec)-s-F-Vla, F-VLA-s-F-Seq(ec).
- Russia (Wilson):** Builds A-Ode, A-Omsk; A-Mos-TSR-KRA, A-QMSK-TSR-Vla, F-ARM-Holds, A-Tas-KAG, A-Kag-SIK, A-Kam-TIB, F-FUS-s-(C)-F-Part-Seq(wc).
- Turkey (Narhi):** A-Bag-RAJ, F-PG-c-A-Bag-Raj, F-ARAS-c-A-Bag-Raj, F-GOA-s-F-Aras, F-RS-Aden, F-Aden-ARA(sc), F-Con-ANG, F-KAR-s-A-Bag-Raj, A-Bok-PER, F-SOM-s-F-Goa.

Notes: *Russia can only use the TSR once per turn. There was a proposal for a 5-way, C/H/J/R/T, Draw, but this is against the rules. Kevin Wilson is retiring from Diplodocus and this game. Will Vince Galarnau please take over for Russia? 1902 Orders are due Friday, November 21, 1997.

Press:

- Turkey-Britain:** We need to make a deal to stop the Dutch from walking away with this game. Japan can't stop him and we represent the last chance. What do you say?
- Turkey-Russia:** Try to get regain fleet presence if at all possible in the Pacific theatre.
- Chi-GM:** Where's the "Toadfather" when he is needed?
- Chi-R/T:** the one with the best initial negotiating and opening moves is going to win. My consolation is get from ashes to ashes asap! See you in the burning hereafter!
- Chi-GM:** Where is the Toady godfather when needed?
- Chi-R/T:** This game sucks. He with the best initial negotiating and opening will be triumphant. Victory to my distorted mind is now ashes to ashes.
- JAPAN -> World =** Any help would be appreciated, especially against the Dutch swine contaminating sacred Japanese soil.



IGUANODON: Spring 2008 1995Udm04
(Africa Dip)

Spring 2008 Moves:

- Libya (Boyum): F-TUN-Ion, F-Ben-Holds (Dis. Ann.), A-Tan-Uga (Dis. Ann.), A-TRI-s-A-Ben.
- IC (Gonsolves): Builds A-Oua; A-OUA-Nga, A-NGA-Chad, A-Ngr-CAM, A-CHAD-Cen, F-NAO-Mag, F-MAO-Swao, F-GAB-s-F-Coc.
- S. Arabia (Rothenheber): A-Egy-BEN, F-EME-s-A-Egy-Ben, F-ION-Tri, A-Mec-EGY, F-RS-s-A-Mec-Egy, A-GRE-Holds.
- Ethiopia (Leaman): Builds F-Som; F-Som-NIO, A-Add-SUD, A-KEN-s-A-Kis-Uga, A-CEN-s-A-Kor, A-KOR-s-A-Cen, A-Kis-UGA. Retreats < A-Kis-Mit >; Builds A-Lub; A-LUB-s-F-Kin, A-Con-KIS, A-MIT-Ugg, A-ZAM-s-A-Moz-Tan, A-Moz-TAN, F-SEAO-s-F-Cap-Swao, F-Cap-SWAO, F-KIS-Holds, A-Pel-KAL.

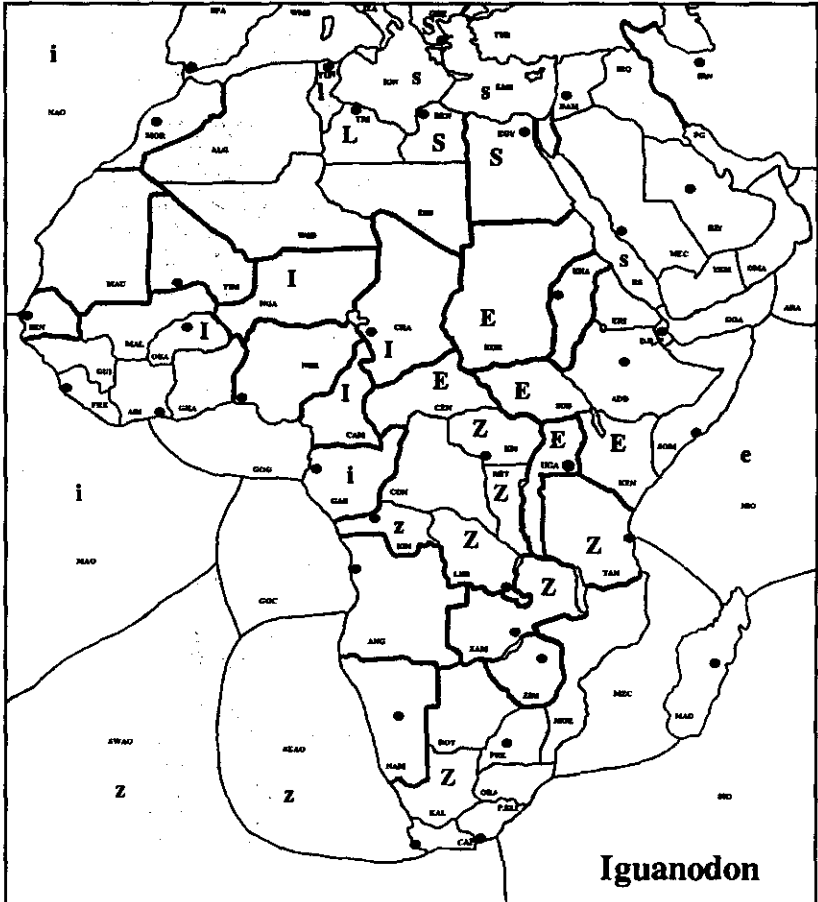
Notes: Winter 2008 and Spring 2009 Orders are due Friday, November 21, 1997.

Press:

Zaire-Ethiopia: Whyd did you stab me dear friend?

Zaire-Libya: I don't mean to attack you I am merely trying to get at Ethiopia. I say we crush him together. In the meantime, we can also hold IC back.

Ethiopia - Saudi Arabia Will not move any forces further north. If you need any support please advise. Believe that together we can turn this game around.



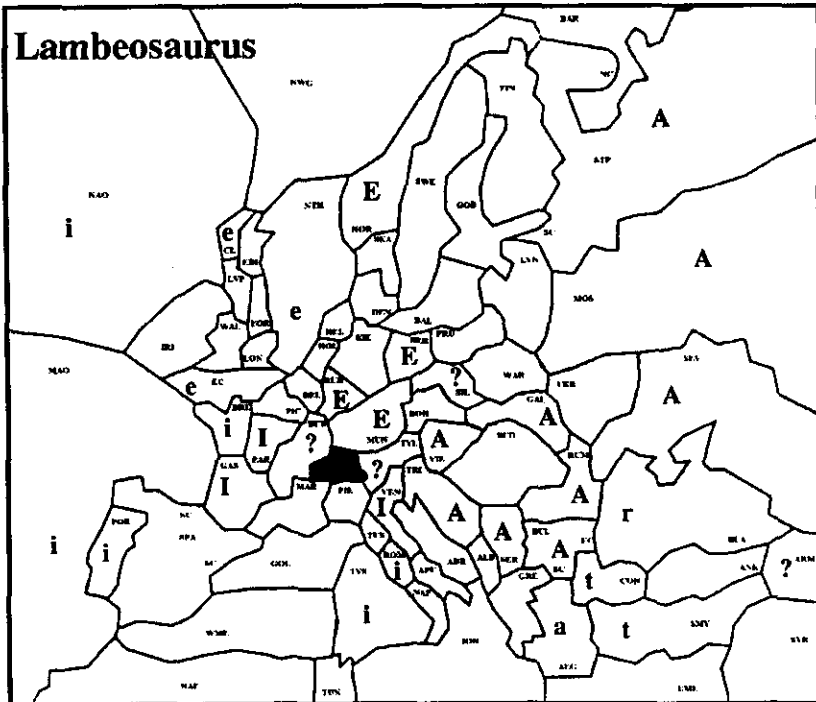
LAMBEOSAURUS: Spring 1907 1996AO

(Regular Diplomacy)

Spring 1907:

- Italy (Boyum): Builds F-Rom, F-Nap; F-ROM-Holds, F-Nap-TYS, F-Wme-MAO, F-Mao-NAO, F-BRE-Ec, F-POR-s-F-Wme-Mao, A-PAR-s-A-Gas-Bre, A-GAS-Bre, A-VEN-Holds.
- Germany (Kent): Retreats <F-Hol-Hel>; Removes A-Pic, F-Hel; A-Mun-Boh (Dis. Ret. Sil, Bur, Tyl).
- England (Gonsalves): Builds F-Lon, F-Lvp, F-Edi; F-Lon-CHA, F-NTH-s-F-Lon-Cha, F-Edi-CLY, A-Hol-RUHR, A-Kie-MUN, A-BER-s-A-Kie-Mun, A-NWY-Holds.
- Russia (Milewski): Retreats <A-Stp-OTB>; F-BLA-Bul(ec), F-Sev-Rum (Dis. Ret. Arm, OTB).
- Turkey (Narhi): F-CON-s-(R)-F-Bla-Bul(ec), F-SMY-s-F-Con.
- Austria (Rothenheber): Builds A-Vie, A-Bud; A-STP-Nwy, A-MOS-s-A-Ukr-Sev, A-Ukr-SEV, A-RUM-s-A-Ukr-Sev, A-Bud-GAL, A-VIE-Boh, F-AEG-Con, A-BUL-s-A-Rum, A-SER-s-A-Bul, A-TRI-Holds.

Notes: Doug Kent has taken over for Germany! Fall 1907 Orders are due Friday, November 21, 1997.



Press:

Turkey-Russia: If you retreat to Armenia we can hold out for at least another year and who knows what might happen then?

MAIASAURA: 1888 1996Ves04

(Gunboat Colonial Diplomacy)

1888 Moves:

- Turkey: A-Baku-ODE, F-Ode-BS, F-Bs-MED, A-TAB-s-A-Per, A-PER-Holds, A-Aden-ARA, A-SUD-Holds, F-Rs-ADEN, F-PG-s-A-Per, F-BAG-s-F-Pg.
- Britain: Retreats <F-Sud-Eri>; F-Eri-GOA, F-Bom-RAJ, F-KAR-s-(R)-A-Bok-Per, A-AFG-s-(R)-A-Bok-Per, F-ARAS-s-F-Kar, A-HYD-s-(C)-A-Ben, F-AS-Gom, F-EIO-Gom, F-SIN-s-(F)-F-Mal.
- Japan: F-FUS-Seo, F-Ys-SHA, F-Up-OS, F-Kyu-KYO, F-ECS-s-F-Ys-Sha, F-FOR-s-F-Ecs, F-Scs-Can (Dis. Ret. Sul, OTB), F-LS-Scs, A-CEBU-s-(H)-A-Dav.
- France: F-GOS-s-F-Mal, F-Ann-SCS, F-HK-s-F-Ann-Scs, F-COC-s-F-Gos, F-TON-Can, A-RAN-s-A-Ubur, A-UBUR-s-A-Ran, A-BAN-s-F-Mal, F-MAL-s-F-Gos.
- Holland: Retreats <F-As-Bob>; F-BOB-Gom, F-SUM-Holds, F-JS-s-F-Sum, F-SUN-Gog, F-SAR-s-F-Js, A-DAV-Holds.
- Russia: NMR!!! A-BOK, A-MOS, A-TAS, All Hold.
- China: Retreats <F-Ys-Soj>, A-Via-MAC, A-Kir-AKM, A-Mon-KRA, A-Lan-SIK, A-Ass-YUN, A-Tib-ASS, A-BEN-s-A-Tib-Ass, F-NAN-Can, F-Sha-Holds (Dis. Ann.), A-SEO-Holds.

Winter 1888 Supply Centers:

- | | | |
|----------|---|----------------|
| Turkey: | Home(3), Egy, Aden, Rum, Ode, Shi, Tab, Per, + SUD | = 11, build 1. |
| Britain: | Sin, Mad, Bom, Del, Sud, Kar, Kam, Cey, Kag | = 9, even. |
| Japan: | Home(4), For, Fus, Sac, Cebu, Can, + SHA | = 10, build 1. |
| France: | Home(3), Ben, May, Mal, Ubur, Hk, Ran | = 9, even. |
| Holland: | Home(3), Sar, Dav, New | = 6, even. |
| Russia: | Mos, Omsk, Tas | = 3, even. |
| China: | Mac, Sik, Pek, Via, Ass, Mon, PArt, Seo, Ben, [Sha] | = 9, even. |
| Neutral: | Mna | = 1. |

Notes: The following countries have NOT paid the game fee:

Japan France

Please pay the \$5 game!

A sub has been called for Russia. 1880 Builds and 1882 moves are due Friday, November 21, 1997.

Press:

Japan-China: Welcome. If you're non-hostile, I'll undo any damage I do this turn,

but I'm sick of having to screw around in my back yard here. Your predecessor was a moron who thought we should have a war; I disagreed. I will respond to you in kind.

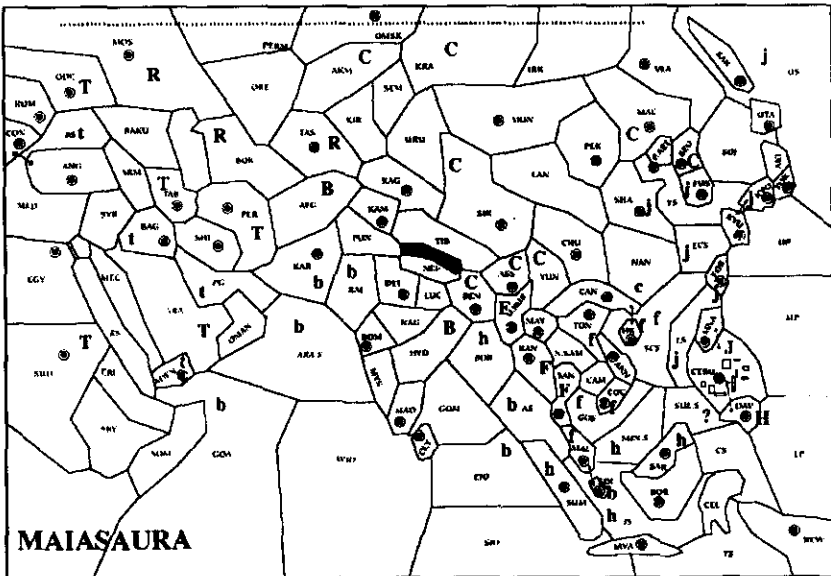
Japan-France: On the other hand, it's beginning to occur to me that we have mutual interests.

Japan-Holland: Deafening silence there, partner. Wassup?

China - Japan: Greetings from the new Emperor of China : I agree that this is nonsense. United, we can be a formidable force to our adversaries. However, in order to establish the trust you desire, we must both withdraw our units from the NorthEast regions and concentrate on the battles in the South and West. My current moves should indicate my willingness to do this. If I see that your intentions are also genuine, I shall also withdraw my fleet from the Sea of Japan, and eventually change my remaining fleets to armies. In turn, I would like to see your fleets move South of The Yellow Sea and Upper Pacific. My strength lies in my armies, while your is with the Sea. I suggest that all of our future builds reflect this. As a good gesture on your part, I would like you to give me FUS (clearly a part of my territories), and in turn I will aid you in the South.

Together, we can usher in the golden age of the Eastern powers, and prove to our neighbors that we are indeed a force to be reckoned with!

What say you?





NANOTYRANNUS: Fall 1904

(Gunboat Diplomacy)

Fall 1904 Moves:

- Germany: F-STP(sc)-Holds, F-Swe-s-A-Kiel-Den (Dis. Ret. Fin, Gob, Bal, OTB), A-MOS-s-F-Stp(sc), A-KIEL-Den, A-Mun-SIL, A-HOL-Kiel.
- France: Retreats <A-Mar-Gas>; F-ION-Holds, F-MAO-Spa(sc), F-SPA(sc)-Mar, A-GAS-s-F-Spa(sc)-Mar, A-BUR-s-F-Spa(sc)-Mar, A-BEL-Holds, F-TUN-Holds (N.O.).
- England: F-BAR-Stp(nc), A-NWY-s-F-Ska-Swe, F-Ska-SWE, F-NTH-Den.
- Italy: F-WME-Spa(sc), F-Mar-s-F-Wme-Spa(sc) (Dis. Ret. Gol, OTB), A-PIED-s-F-Mar.
- Turkey: A-Con-SMY, F-Bul(sc)-CON, A-Rum-SEV, A-UKR-s-A-Rum-Sev, F-BLA-s-A-Rum-Sev.
- Russia: A-GAL-s-A-Sil-War, A-Sil-WAR, A-Sev-Mos (Dis. Ret. Arm, OTB).
- Austria: F-Aeg-EME, A-Gre-SER, A-Ser-ALB, F-Alb-GRE, A-BUD-s-(R)-A-Gal-Rum (nso).

Winter:

- | | | |
|----------|---------------------------------|-----------------------|
| Germany: | Ber, Kiel, Hol, Stp, Den, [Swe] | = 5, remove 1. |
| France: | Home, Bel, Spa, Por, Tun | = 7, even. |
| England: | Home, Nwy, +SWE | = 5, build 1. |
| Italy: | Home | = 3, even or build 1. |
| Turkey: | Home, Sev, [Gre] | = 4, remove 1. |
| Russia: | Mos, War, Rum, Mun | = 4, plays one short. |
| Austria: | Home, Ser, Bul, +GRE | = 6, build 1. |

Notes: The following countries' leaders have NOT paid the game fee!

England Austria

Please pay the \$5 game!

Winter 1904 builds and Spring 1905 moves due November 21, 1997.

Press:

Budapest Star: The Sultan was seen dining on spotted owl eggs and whalemeat on a recent night out on the town.

Trieste Tattler: Operatives inside Turkey have reported that the Sultan is experimenting on Russian POWs with chemical weapons.

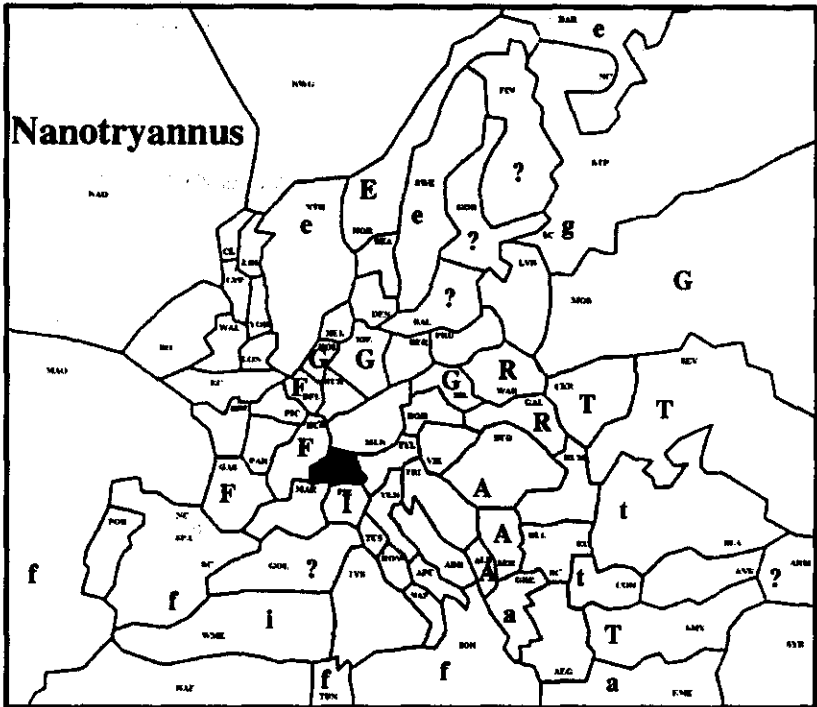
Vienna Enquirer: The Sultan was recently quoted, "Those Frenchies are so easily led around by me which is good because they haven't had a leader of my stature since Napoleon."

Austria-France: Peace, mon ami?

Turkey - world Boy, attack both of your neighbors and do they get pissed off!

Turkey - Russia I liked you better when you were NRM'ing.

- Germany -> France = Sounds good. I'm looking forward to cooperating with you. We will both benefit. Naturally, I hope to benefit more, but I think a few crumbs your way couldn't hurt.
- Germany -> Turkey = Help is on the way. We need to rough up the evil-smelling Tsar before he takes from us the things we hold dear. We must attack.
- Germany -> Russia = Back off you evil usurper. Leave in your Czar car while you still can. I have reduced Moscow to a Moscaif. Worse awaits.
- Germany - England = Retreat! Back off! Go home!



PINACOSAURUS: Spring 1902

(Regular Diplomacy)

Spring 1902 Moves:

Austria (Leaman):	Builds A-Vie, A-Bud; A-Vie-GAL, A-BUD-s-A-Vie-Gal, A-Tri-VIE, A-SER-s-A-Bud, <u>F-GRE-s-(I)-F-Ion-Aeg</u> (nso).
England (Manns):	Retreats <F-Nth-Nwy>; Builds F-Lon; <u>F-LON-Wal</u> , F-Nwy-NTH, F-NWG-s-F-Nwy-Nth, A-Yor-EDI.
France (Koffman):	Builds F-Mar, F-Bre; F-Mar-GOL, A-Spa-MAR, A-Por-SPA, <u>F-ENG-Wal</u> , <u>F-BRE-Eng</u> .
Germany (Packard):	Builds A-Ber, F-Kiel; A-Ber-SIL, F-Kiel-HOL, A-Bel-RUHR, A-DEN-Holds, <u>F-Nth-Nwy</u> (Dis. Ret. Yor, Ska, Hel, Bel, OTB).
Italy (Schlegel):	Builds F-Nap; A-VEN-Holds, A-TUN-Holds, F-Ion-ADR, F-Nap-ION.
Russia (Boyum):	Builds F-Stp(nc), A-Mos; F-Stp(nc)-Nwy, F-SWE-s-F-Stp(nc)-Nwy, A-MOS-s-A-Sev, A-SEV-s-A-Gal-Rum, <u>A-Gal-Rum</u> (Dis. Ret. Boh, War, Ukr, OTB).
Turkey (Treasure):	A-BUL-s-A-Rum, <u>F-RUM-s-A-Arm-Sev</u> , <u>A-ARM-Sev</u> , F-Ank-BS, A-CON-s-A-Bul.

Notes: Fall 1902 moves due November 21, 1997.**Press:**

Ita-Eng:	Good luck. I think you're going to need it.
Ita-Aus:	This hurt me more than it hurts you.
Ita-Rus:	I hope you appreciate my efforts.
Austria - world	I would like to apologize to all for my lack of correspondence. I completely lost track of time. Will try to do better.
Russia -> Austria	Let's spank the Sultan. He's a very bad man. On to Ankara!
Russia -> Turkey	Greetings Sultan. I'm sorry to see you on the side of darkness and evil. Austria and I are going to have to beat you like a red-headed stepchild. You had your chance my whirling dervish friend.
Russia -> Germany	Throw some Weisswurst on the barbie. It's party time!
Russia -> England	Hey, Odeater. What's up with the NMR? Wise up my derelict friend. The Kaiser and I have decided to slice and dice you.
Russia -> Italy	Put a whuppin' on France for me Linguini Man.
Russia -> France	Sorry, Poodle Man. The end is near.
Ankara to Moscow:	Sorry about the apparent aggression, but it was DEFENSIVE aggression. Turkey can't feel safe unless the Black Sea is safe - without that commitment from you, I didn't feel I have much choice - especially since Austria was willing to help.
Ankara to Austria:	We are off to a good start - where does the team go next?
Ankara to Rome:	Time is getting short and options are disappearing.
Turkey to England:	Sorry I didn't write, but I didn't know who to write to. Besides, you seems to be in some trouble, and I can't do much

RHAMPHORHYNCUS: 1898 1995Kea04

(Colonial Diplomacy by Andy Marshall)

First off, apologies to all for the serious delay in this error notification. Let's see: first, there was Thanksgiving. Then Christmas. Then New Year's. Through it all, there was work, and way too bloody much of it. Then Maryland beat North Carolina and I got FAR too excited to actually accomplish anything. So I went on vacation and left the country for a couple of weeks. Now I'm back. Oh yeah, and my dog ate it.

There were two problems here. Naturally, both involved Russia, because it's a big place, sprawling from the desert to the tundra. Don't ever let anybody tell you it's because Dan's a pain. No sirree. We love Dan like a brother, dammit.

First error: there's been some confusion between Arabia and the Arabian Sea. What is correct is that Russia does, in fact, have an army in the former; Britain has a fleet in the latter. (I had incorrectly judged that Russia's move to Arabia failed).

Second error: Don correctly points out that Dan's attack on Vla last turn failed, because Don cut Dan's support for that attack. Therefore, Japan still has an army in Vla, and Russia's army stops in Kra.

Corrected Unit Positions:

Britain:	F Egy, F Goa, F Ara S., A Hyd, A Mys, A Luc, A Nep, A Tib, A Ben
China:	A Chu
Holland:	A Sum, F Sun.S., A Can, F Js, F Mad, F Gom, F Wio, F Eio, F Bob, A U.Bur, A Yun, F Ton, A Sar, F New, F Dav, F Sul.S.
Japan:	A Seo, F Soj, F Vla, F P.Art., F Ys, F Ecs, F Mp, F Ls, F Mna, F Cebu, F Scs, F Hk, F Can, A Nan
Russia:	F Med, F Syr, A Kra, A Mac, A Ara, F Rs, A Sik, A Uru, A Pun, A Afg, A Kag, A Lan, A Pek, A Irk, A Mon, A Nag, A Sha

1900:**CNN Far East Report**

**RUSSIA ACHIEVES ASIAN HEGEMONY AS BRITISH FORCES WATCH!!!!
HOLLAND, JAPAN REALLY REALLY PISSED!!!!**

GM Notes:

Congratulations to Dan on the solo victory.

Comments on this game will be due at Steve's next regular deadline. I'll publish my comments with everyone else's, and believe me, I have some.

Thanks to Don Leaman and Peter Boyum for finishing out the Japan and China positions. Thanks also to Ed for finishing out the Britain position that Tom Kobrin resigned.

My sincerest apologies to Steve, as our host, and to all players, even those who weren't in this game and, in fact, even those who DON'T READ THIS ZINE, for the incredibly sloppy job I did GMing this game. I'm announcing my retirement as a GM of Colonial Dip. It and I just don't get along, and I strongly suspect that my inadequacy helped to set a tone that led to a pretty apathetic and resigned atmosphere in this game. I plead for forgiveness from all of you.

I hope to do another guest shot here in Diplodocus, running regular Dip (which I can successfully, accurately, and cheerfully GM in my freaking sleep, okay?), so maybe we'll cross paths again soon.

And I hope to see all of you at DixieCon/World DipCon over Memorial Day weekend in Chapel Hill. Be there or be, well, not so cool.

Proposals:

No votes were received on the R/H draw proposal.

Results:

Britain: <F Egy H> (destroyed), F Goa H, F Ara H, <A Hyd H> (destroyed), A Mys H, A Luc H, A Nep H, A Tib H, A Ben H

China: A Chu H

Holland: <F Wio-Mys>, F Mad S A Sum-Hyd, F Gom c A Sum-Hyd, F Bob S A Sum-Hyd, F Eio c A Sum-Hyd, F Js-Sio, F Sun c A Sar-Mal, F Sul H, F Dav s F Sul, F New-TS, <A UBur-Ben>, A Yun s A Ton-Can, A Ton-Can, A Sar-Mal, F Ann-Gos

Japan: <A Seo-Mac>, F Soj S F Vla, <F Vla S F Soj>, F P.Art. S A Seo-Mac, F Ys S A Nan-Sha, F ECS S A Nan-Sha, F Mp S F Ls, F Ls S F Scs, F Mna S F Cebu, F Cebu S F Mna, F Scs S F Ls, F Hk S F Scs, <F Can-Nan> (destroyed), <A Nan-Sha>

Russia: <A Kra-Vla>, <A Mac S A Kra-Vla>, A Irk S A Mac, A Mon S A Mac, <A Sha S Chinese A Chu-Nan> (nso), A Pek S A Sha, A Lan S A Sha, A Uru-Sik, A Sik-Ass, A Kag-Kam, A Afg-Kar, A Pun-Del, A Nag-Bom, F Syr-Egy, F Med S F

Syr-Egy, F Rs-Sud, A Ara-Aden

Unit Positions

Britain: F Goa, F Ara, A Mys, A Luc, A Nep, A Tib, A Ben

China: A Chu

Holland: F Wio, F Mad, F Gom, F Bob, F Eio, F Sio, F Sun, F Sul, F Dav, F Ts, A Yun, A Can, A Mal, F Gos, A Hyd, A UBur

Japan: A Seo, F Soj, F Via, F P.Art., F Ys, F Ecs, F Mp, F Ls, F Mna, F Cebu, F Scs, F Hk, A Nan

Russia: A Kra, A Mac, A Irk, A Mon, A Sha, A Pek, A Lan, A Sik, A Ass, A Kam, A Kar, A Del, A Bom, F Egy, F Med, F Sud, A Aden

Supply Centers

Britain: [Aden], [Bom], [Del], [Sud], [Kar], [Kam], Ben, [Egy], [Ass] (1)

China: Chu (1)

Holland: U.Bur, Ann, Cey, Bor, Java, Sum, Sar, New, Ban, Dav, Mal, Sin, Mad, Ran, Coc, May, Ton, CAN (18)

Japan: P.Art, Hk, Cebu, Ota, Tok, Kyo, Kyu, Sak, For, Fus, Seo, Mna, Via, [Can] (13)

Russia: Pek, Mac, Kag, Per, Shi, Ang, Tas, Ode, Mos, Omsk, Con, Bag, Run, Tab, Sik, Mon, Sha, ADEN, BOM, DEL, SUD, KAR, KAM, EGY, ASS (25, wins game)

Press:

Holland-Britain: Ed, I didn't think you were stupid. I offered to give you EVERYTHING back. I apologized. I asked "What can I do to make it up to you?" You just insisted that Dan had to win now. I can't understand your insistence now to give the game to Dan. I guess it's that "We crab-eaters need to stick together." Or is it something more personal? No, I didn't think you were stupid. Before.

Holland-GM: Deacs sweep Terps!!!! Bwahahaha!

GM-Holland: Congratulations. Of course, there's no one in the conference I'd rather be swept by. Unfortunately, this feat puts your alma mater in a class with...DUKE!!!

GM-Holland II: And I'm really sorry your Deacs got hosed by the NCAA

committee. I'll take up arms and support your cause.

GM-Holland III: And despite the obvious coincidence, I'm quite certain that there is no connection between your two press items.

Japan-GM: Thank you for your kind rulling. The promised funds should be arriving in your account soon.

GM-Japan: Moron! I wanted that money to finance a Maryland sweep of Wake! You're FAR too late! Feel now the awesome totalitarian wrath of the GM's Collections Department!

Japan-Holland: I really did lose your request. Hope these moves were what you were looking for.

Russia-World: Is it over yet?

Seismosaurus Earthquake Reptile
Saurischia; Sauropodomorpha; Sauropoda

With the 1985 discovery of this remarkable dinosaur, paleontologists began to re-estimate the outside limits of sauropod size. Previously it was believed that *Diplodocus* was the longest of dinosaurs. But *Seismosaurus* may have grown a third longer—making it by far the longest land animal in the history of the earth. Its great size could have enabled it to reach succulent vegetation far beyond the reach of even other sauropods. Watching one of these earth-shaking reptiles striding across the Late Jurassic landscape would have provided a spectacular sight.

Up to 130' long; 100 tons. Typical diplodocid sauropod: extremely long neck (35-40' long) and tail; slender body; tiny head. Each of the great vertebrae supporting its heavy tail was more than 1' long.

New Mexico, USA.

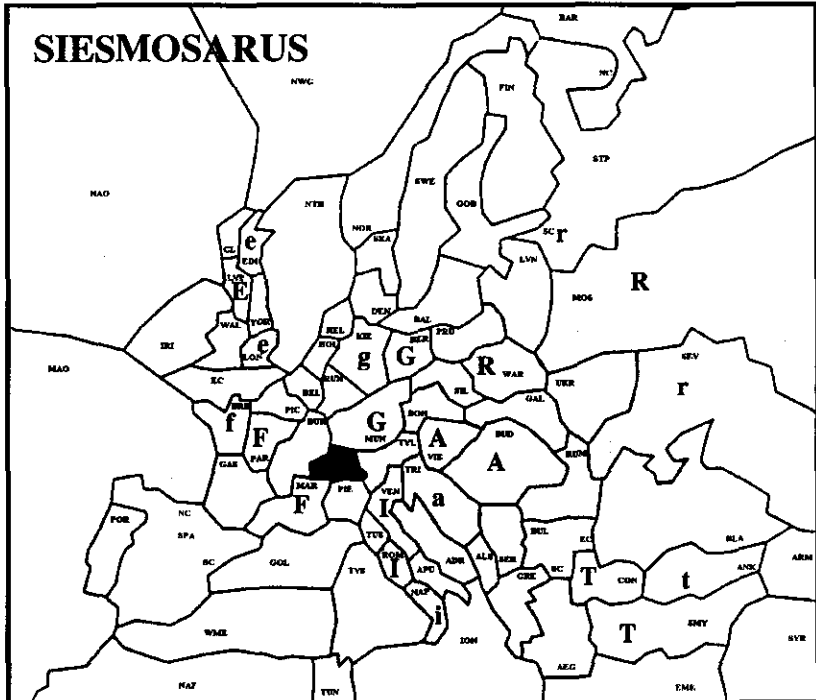
Late Jurassic.

SEISMOSAURUS: Pre-Spring 1901 (Gunboat Diplomacy)

Pre-Spring 1901 Positions:

Austria:	A-BUD, A-VIE, F-TRI
England:	F-EDI, F-LON, A-LVP
France:	A-PAR, A-MAR, F-BRE
Germany:	A-MUN, F-KIE, A-BER
Italy:	F-NAP, A-ROM, A-VEN
Russia:	A-MOS, A-WAR, F-SEV, F-STP(SC)
Turkey:	A-CON, A-SMY, F-ANK

Notes: Spring 1901 moves due November 21, 1997. 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.

EXTINCT SPECIES

Diplodocus Game Results

Game	Winner(s)
Brachiosaurus (Colonial Dip.) 1995Lea04	Kirk Irby (Russia), Robert Koehler (Turkey), Kevin Kinsel (France), (Three-Way Draw).
Carnotaurus (Reg. Dip.) BN 1993HZ	Mike Cunningham (France), Don Leaman (Germany), (Two-Way Draw).
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).

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.

ADDRESSES

Steven J. Bernosky
10 Chardonnay Court
Marlton, NJ 08053
(609) 985-5613
stevenb2@juno.com

Bill Bigge
1745 Beechwood Ave. NE
Apt. 1
N. Canton, OH 44720
(330) 494-7625
firstkey@aol.com

Peter Boyum
750 Oak St.
Monterey, CA 93940
(408) 648-8836
pboyum@redshift.com

Dennis R. Cain
1218 N 3
Quincy, IL 62301
(217) 223-2284 (h)
scain@bdcast.com

Ray Carpenter
1905 Hartford Road #30C
New Britain, CT 06053
(860) 826-7194 (h)
yxhy13d@prodigy.com

Charles Pitt Crandlemire, II
7 Franklin Street, #3
Brookline, MA 02146
Pittc@syncon.com

Michael Cunningham
150 Pine Street, Apt. 317
Manchester, CT 06040
(203) 643-2335 (h)
FreeTraders@juno.com
M2DC@aol.com

Dan Devine
1404 Riverfront Dr.
Apt. 1404
Detroit, MI 48226
dgdevine@gte.net

Michael Devine
1510 Berwyn St.
Chicago, IL 60640
(630) 834-0839
coolmet@aol.com

Pete Duxon
3 Bentley Drive
Kiln Lane
Church Langley
Harlow, Essex,
England, CM17 9PA
fk34@dial.pipex.com

Mark Franceschini
900 Reisterstown Rd.
Pikesville, MD 21208
(410) 486-4146 (w)
(410) 486-5252 (f)
(410) 363-0441 (h)
bethmark@erols.com

Mike Galarneau
84 Garnet Ridge Dr.
Tolland, CT 06080
(860) 870-5956 (h)
(860) 726-4007 (w)
mbgala@snet.net

Vincent Galarneau
436 Old Post Road
Tolland, CT 06084
(860) 875-6763 (h)
(860) 726-6962 (w).
Vjgalarneau@msn.com

Michael Gonsalves
530 Treasure Lake
DuBois, PA 15801
(814) 375-2147 (h)
Mikegon59@aol.com

Chris Hassler
631 Candia Circle
La Habra, CA 90631
(714) 733-0940
70514.37@
compuserve.com

David Hood
2905 20th Street, N.E.
Hickory, NC 28601
(704) 256-3641 (h),
(704) 322-7741 (w),
david_hood@w3link.com

Mr. and Mrs. Xenia Hsiao
14900 Dunvegan Court
Silver Springs, MD 20906

Chris Hurley
8 Cascada
Rancho Santa Marguerita,
CA92688
(714) 589-5777 (h),
hurley@sure.net

Kirk Irby
15 Windchime Road
Artesia NM 88210
505-746-4362 (h)
505-746-6681 (w)
505-746-6647 (f)
LKI@artesia.net

Doug Kent
10214 Black Hickory
Road
Dallas, TX 75243
73567.1414@
Compuserve.com

Kevin Kinsel
26751 Estraniero
Mission Viejo, CA 92691
(714) 830-2939 (w)
(714) 458-0819 (h)
(714) 951-3884 (f)
kmsinsel@packbell.net

Tom B. Kobrin
1603 Helmwood Dr.
Greensboro, NC 27410
910-294-8849 (h)

Stephen D. Koehler
2906 Saintfield Place
Charlotte, NC 28270
(704) 544-2849 (h),
(704) 348-8884 (w),
Steve_Koehler
@prodigy.com

ADDRESSES

Robert N. Koehler
8204 Willow Glen Trail,
Greensboro, NC, 27455.
rkoehler@prodigy.net

Mr. Dean and Ms. Koehler
210 20th Street
Huntington Beach, CA
92648

Ben Koffman
6948 N. Kostner Ave.
Lincolnwood, IL 60646
(847) 679-8525
(312) 701-7766
bekoff@ix.netcom.com

Andrew Kutzy
57 N. Perkins Ave.
Elmsford, NY 10523.
(914) 345-3067 (h),
(914) 448-2401 (w).
ANDY@prodigy.com

Don Leaman
1935 Floral Ave.
Columbus, OH 43223
(614) 272-6204 (h)
dleaman@exelusa.com

Timothy Lurz
c/o JE Technology
Chung-Cheng 2nd RD,
#141, 4th fl-1
Kaohsiung, Taiwan, R.O.C
886-7-2229242 (w)
886-7-2247091 (f)
lurztim6@ms7.hinet.net

Ric Manns
120 Willow Shore Dr. #5
Scottsburg, IN 47170
812-751-2672
Basbcoach@aol.com

Andrew Marshall
9929 Markham St.
Silver Spring, MD 20901
(301) 754-2879 (h),
(301) 512-8796 (w),
(301) 754-2820 (fax).
marshalla.oimc@gao.gov

Dan Mathias
509 Bayview
Lusby, MD 20657
(410) 326-2568 (h),
(410) 260-4756 (w),
dcmathias@erols.com

Paul Milewski
7 Mallard Dr.
Amelia, OH 45102
(513) 752-2411

Scott Morris
12110 Shelbyville Road
Louisville, KY 40243
Scottm221@aol.com

Wayne Morrison
c/o MDS Box R-762
Unit 61901
APO, AE 09809-1901

Ward Narhi
2241 Front Street
Cuyahogoa Falls, OH
44221
(216) 923-0748
narhi@diebold.com

Aaron E. Packard
447 Pickwick Lane
P.O. Box 283
Tallmadge, OH 44278
(330) 633-5097
Fyrediver@aol.com

Marc Rosenthal
2601 North Oaks Blvd.
North Brunswick, NJ
08902
(908) 246-0342 (h)
(800) 333-7816, x3572
(908) 744-3572
mrosenth@rcgit.com

Ed Rothenheber
11757 Lone Tree Court
Columbia, MD 21044
(410) 740-7269 (h)
(410) 684-6488 (w)
rothenheber_ed@bah.com

Eric Schlegel
314 Fords Lane
Aberdeen, MD 21001
eschlegel@pilot.ih.
navy.mil

Bill Thompson
509 Ponderosa Drive
Bel Air, MD 21014
(410) 893-2375 (h)
(410) 597-7494 (w)

Don Treasure
407 East St.
Golden, CO 80403
(303) 279-1524

Morry Veer
8899 E. Prentice Ave. Apt
#8307 Greenwood
Village, CO 80111-3356

Richard Weiss
195A Estralita St.
Tumon Heights, GU
96911
rew@netpci.com

Jason Wilke
2042 Dalton Av,
Detona FL 32725
wilke@nj2-jcenter.com

Kevin Wilson
373 Gateford Dr.
Ballwin, MO 63021-8345
(314) 391-9865
CKevinW@aol.com