

# DIPLODOCUS



*The Prehistoric Gaming 'Zine*

Published by Stephen D. Koehler

\$1.50 per issue.

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

Andy Marshall, who did such a good job with Rhamphoryncus, has graciously offered to take over the Gming duties on one or two of the Dip games in *DIPLODOCUS*. This could be any of the following: Edmontosaurus, Lambeosaurus, Nanotyrannus, Pinacosaurus, and Seismosaurus. This would help me greatly in getting out the 'zine faster. If you are playing in any of these games, please let me know if you would object to Andy taking over as GM.

Val and I are looking to move to a bigger, nicer house. We have ours up for sale and have found a very nice house which has about one acre of wooded land. It is very nicely built and landscaped. Hopefully, our house will sell before too long.

DixieCon/WDC/DC was fun. I did poorly, but had a good time. It was fun seeing all of you who attended. If I missed you, maybe we can get together at AvalonCon?

**Orders are due July 10, 1998.**

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

Game                      Players

**Gunboat Col Dip:** 5, need 2.  
**Mach. 2<sup>nd</sup> Ed.** Narhi, Kinsel, Wilke, Packard, Scott 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, Milewski, Leaman,  
 Boyum, Lurz, Packard, Peacher, Goesle  
**Col. Dip:** Boyum, Gonsalves, V. Galarneau, Rothenheber, Kent, Leaman,  
 Packard, Peacher, Goesle  
**Mach:** Narhi, Rothenheber, Leaman, Packard  
**ALL:** Rothenheber, Leaman

**SUB-CALLS:**

\_\_\_\_\_ as Germany in Edmontosaurus.

Aaron Packard as Zaire in Iguanodon.

Joel Peacher as Russia in Hypacrosaurus.

Warren Goesle as Turkey in Hypacrosaurus.

**GAME STARTS:** We have two possible game starts and we are waiting for everyone to pay the game fee: Colonial Gunboat Dip and Necromancer.

<b>Necromancer:</b>	Ward Narhi	Ray Carpenter\$
	Wayne Morrison\$	Pitt Crandlemire
	Vince Galarneau\$	Ed Rothenheber
	Morry Veer\$	Tim Lurz\$

Ward, Pitt and Ed need to pay their fee before we can start.

I have asked Morry Veer to GM this game instead of me, and I play instead of him. He knows the rules better than I and already had offered to do the map. We shall see what he has to say. Does anyone mind if I play this game?

<b>Colonial Dip:</b>	Bill Bigge\$	Tim Lurz\$
	Peter Boyum\$	Ward Narhi\$
	Aaron Packard\$	Heath Gardner
	Marc Rosenthal	

Marc and Heath need to pay the fee before we can 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. When everyone has payed, I will assign positions. Please submit preference lists.

<b>Migraine Dip:</b>	<b>GAME START!!!</b>	<i>Troödon</i>
<b>Players:</b>	Pitt Crandlemire : Delta	Joel Peacher : Beta
	Ed Rothenheber : Gamma	Don Leaman : Kappa
	Dennis Cain : Lambda	Heath Gardner : Sigma
	Wayne Morrison : Theta	Dave Hood : Zeta

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## LETTERS TO THE EDITOR

Hello Stephen,

Thank you for publishing the letter I sent in regards to Origins and the Red, White, & Boom display. There is one problem with the letter, entirely my fault. When I was trying to come up with last years attendance I was having a hard time getting an accurate number. I thought it was around 300,000 people, but my wife insisted that it was 3 million. I think there are only around 3 million in the entire state, but my wife was insistent. To make a long story short (too late) being a wimpy man I caved and used her number. The actual number was 600,000 people. I just wanted to let you know incase you received any emails questioning the 3 million number.

Don Leaman

Steve:

Just to let you know - I've located Gary Duke's Web page and gotten all my questions answered. Thanks for searching for them - I really appreciate it. When Necromancer starts, you may want to refer to the latest version of the rules (v0.4.4) posted at Gary's site:

<http://www.users.globalnet.co.uk/~gduke/Variants/necroidx.html>

In a message dated 98-06-04 14:45:36 EDT, you write:

- > I have a proposition for you. How would you like to GM Necromancer in
- > Diplodocus? I would play and offer you a free sub to Diplodocus for the
- > duration. You have a much better handle on the rules, and now that
- > Rhamphoryncus is over, I am not playing in any games in Diplodocus. You
- > could also publish it on your fine web page. I fear that the burden of
- > GMing this game would be too much for me.
- >
- > Steve Koehler
- >
- > (office account. Please respond to my normal account.)

Well thank you! I'm honored you'd consider me for the "job". I will have to think it over - someone else has asked me to run a email -only game as well as participate in one and I don't want to overwhelm myself. The other thing I'm considering is that although I've spent time and actually gone through the moves / sample game / etc, I've never actually played - thats why I joined your game.

So what I'm saying is that I'm definitely interested - but there's some concerns I have that I'll have to mull over. When do you need to know by?

Morry.

*Well, we are waiting for a few people to pay the game fee, but how about by next deadline?*

Steve,

1. It was good to meet you at the World's a couple weekends ago. It was certainly an experience for me, and I enjoyed putting faces with some of the names that I've seen over the last couple of years, yours included.
2. Sorry about stabbing you in that one FTF game. Well, actually, I'm not sorry about the stab, I'm sorry about screwing up the support orders the turn before the stab, the stab seemed the only honorable way out after that.
3. I noted that there was a game of "Migraine Dip" played there at Chapel Hill. Did you get any feedback on that one?
4. Sometime just before I left, I found a copy of your 'zine "Diplodocus" lying around, and found it good. How might I start subbing to it?

Take care.

Warren (Goz) Goesle

The Kind Of Engineer Your Mother Warned You About

*1. I enjoyed WDC too, although I only came away with a three-way and one survival and an elim. I got to see the faces of several subbers who I had not met before. 2. I understand. 3. Migraine Dip went over very well. Better than expected, actually. I think those playing in this 'zine are going to enjoy it. 4. You already have.*

Steve,

Sorry for the lack of orders and correspondence. As you know, I was away at WDC in Chapel Hill from 5/20-5/26 (It was great to get to meet you - I'd say it was also great to play with you but, then again, you were at least partially responsible for my downfall in the second round, you evil person, you...;-). I thought I would have an opportunity to get orders to you when I got back but I caught a nasty bug at WDC and got back home just in time to be bed-ridden by it for the past 5 days. I'm just back up and to work now and I'm "way" behind on everything. Hope this hasn't been too much of an inconvenience for you. You can count on my continued participation in future issues.

-Pitt

*No problem. I accepted your orders and enjoyed meeting you too.*

NO NEED TO SEND ME A COPY OF THE NEXT ISSUE. WHILE I LOVE YOUR ZINE AND APPRECIATE YOUR FRIENDSHIP OVER THE YEARS, I AM ELIMINATING THE FANTASY OF DIP FOR NOW. KEEP UP THE HOBBY AND THE FUN. WITH ADMIRATION FOR YOUR PUBBING:

RICHARD WEISS

*So Long!*

Steve:

How is it going? We are finishing up the school year here and ready to start the summer. We will be busy with various summer camps for the girls and travel with work for me, but I hope to get some time to stop and laze out for a day or two. Any big plans at your end?

I was actually in your part of the world last week - or at least in North Carolina. I was at Duke University for a 3 day training program. Beautiful country - and not all that humid (at least last week). Is Greensboro anywhere near Duke?

Take care!

Don Treasure

*We are doing OK. We are going to Nebraska for a wedding and then on to South*

*Dakota for a little vacation in the Black Hills next week. Greensboro is about an hour and a half from Dook.*

Steve:

I Hope that things are going well. Do you guys have a space open for another Hornets fan? After watching my Lakers get pimp slapped by Utah, perhaps it's time to look for a new team <sigh>.

Tim Lurz

*Can't say I am sorry to see the Lakers bite the dust. I only want to see MJ lose for once.*

Steve:

I've got some good news and some bad news. The bad news is that I will not be able to attend Avaloncon this August. I wish I could because even more than the games I enjoy catching up with old friends. The good news is I have a great reason to miss it. Kathy and I our expecting our second child at just about that same time. I tried to explain to Kathy that Baltimore is only about a six hour drive, but she didn't look too amused.

About my Diplodocus subscription, I've let my subscription lapse only due to near criminal procrastination. Has the Necromancer Variant started yet? If I'm holding it up let me know and I'll try to get off my duff.

Vince

**CONGRATULATIONS!**

*As for Necro, we are still waiting on one or two other delinquents, and then we can start.*

---

Hi to one and all.

This is an appeal for assistance for WDC X, set for the year 2000. With all the other year 2000 problems, we have some of our own.

A bid is being prepared for WDC X to be hosted at Avaloncon in Baltimore for the year 2000.

The tradition has been established to try to provide assistance to WDC attendees travelling from overseas. Last year WDC VII provided free housing and free convention registration to those of us who attended from North America. This year WDC VIII is providing free housing and free convention registration for those coming here from overseas.

WDC X is not sponsored by a game club with funds to cover such expenses. We are soliciting assistance from the Avalon Hill Game Company, but with their

current troubles they have not yet offered free Avaloncon registration or free housing for overseas guests. So it is up to us.

I am asking for commitments to kick in a few dollars, whatever you can spare, to create a fund to be used to pay for Con registration and housing costs for overseas guests to WDC X. all I need now is the commitment, I will ask for the money later. (Of course, if you want to send money now I'll take it. It will just allow starting the fund sooner.) The estimated cost for 2 rooms (4 persons per room = 8 persons) for 3 nights (Thursday, Friday, Saturday) for Avaloncon 2000 is \$438.00. The estimated cost for 8 Con registrations is \$320.00. Since I was a recipient of the free Con registration and housing when I went to Sweden last year, I will naturally be a contributor. However, I can not foot the entire bill for this, so I am asking for help. If you think that it is important to promote international participation in WDC, then please contact me with a pledge of support. If there should be more funds donated than are actually used, I would then forward these excess funds for use in the next WDC held in North America.

I would like to be able to announce the continuation of the tradition along with the bid presentation for WDC X for the year 2000, to be presented at this year's WDC May 22 - 24, 1998. To do that, I need some responses by May 21. Please help, and pass this request along to anyone else you think might have an interest.

Thank you,  
Dan Mathias

*WDC 2000 will be held in Baltimore after the vote at DixieCon. Please let Dan know if you would like to help.*

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## CUSTOMER SUPPORT?

This is a true story from the WordPerfect helpline. Needless to say the helpdesk employee was fired; however, he/she is currently suing the WordPerfect organization for "Termination without Cause".

Actual dialogue of a former WordPerfect Customer Support employee:

"Ridge Hall computer assistant; may I help you?"

"Yes, well, I'm having trouble with WordPerfect."

"What sort of trouble?"

"Well, I was just typing along, and all of a sudden the words went away."

"Went away?"

"They disappeared."

"Hmm. So what does your screen look like now?"

"Nothing."

"Nothing?"

"It's blank; it won't accept anything when I type."

"Are you still in WordPerfect, or did you get out?"

"How do I tell?"

"Can you see the C: prompt on the screen?"  
"What's a sea-prompt?"  
"Never mind. Can you move the cursor around on the screen?"  
"There isn't any cursor: I told you, it won't accept anything I type."  
"Does your monitor have a power indicator?"  
"What's a monitor?"  
"It's the thing with the screen on it that looks like a TV. Does it have a little light that tells you when it's on?"  
"I don't know."  
"Well, then look on the back of the monitor and find where the power cord goes into it. Can you see that?"  
"Yes, I think so."  
"Great. Follow the cord to the plug, and tell me if it's plugged into the wall."  
".....Yes, it is."  
"When you were behind the monitor, did you notice that there were two cables plugged into the back of it, not just one?"  
"No."  
"Well, there are. I need you to look back there again and find the other cable."  
"..... Okay, here it is."  
"Follow it for me, and tell me if it's plugged securely into the back of your computer."  
"I can't reach."  
"Uh huh. Well, can you see if it is?"  
"No."  
"Even if you maybe put your knee on something and lean way over?"  
"Oh, it's not because I don't have the right angle - it's because it's dark."  
"Dark?"  
"Yes -the office light is off, and the only light I have is coming in from the window."  
"Well, turn on the office light then."  
"I can't."  
"No? Why not?"  
"Because there's a power cut."  
"A power... A power cut? Aha,  
"Okay, we've got it licked now. Do you still have the boxes and manuals and packing stuff your computer came in?"  
"Well, yes, I keep them in the closet."  
"Good. Go get them, and unplug your system and pack it up just like it was when you got it. Then take it back to the store you bought it from."  
"Really? Is it that bad?"  
"Yes, I'm afraid it is."  
"Well, all right then, I suppose. What do I tell them?"  
"Tell them you're too f\_\_ing stupid to own a computer."

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## LEAKY HE AIN'T

The story behind the letter below is that there is this nutball in Newport, R.I., named Scott Williams who digs things out of his back yard and sends the stuff he finds to the Smithsonian Institute,



labeling them with scientific names, insisting that they are actual archaeological finds. This guy really exists and does this in his spare time! Anyway...here's the actual response from the Smithsonian Institution. Bear this in mind next time you think you are challenged in your duty to respond to a difficult situation in writing.

-----

Smithsonian Institute  
207 Pennsylvania Avenue  
Washington, DC 20078

Dear Mr. Williams:

Thank you for your latest submission to the Institute, labeled "93211-D, layer seven, next to the clothesline post...Hominid skull."

We have given this specimen a careful and detailed examination, and regret to inform you that we disagree with your theory that it represents conclusive proof of the presence of Early Man in Charleston County two million years ago. Rather, it appears that what you have found is the head of a Barbie doll, of the variety that one of our staff, who has small children, believes to be "Malibu Barbie." It is evident that you have given a great deal of thought to the analysis of this specimen, and you may be quite certain that those of us who are familiar with your prior work in the field were loathe to come to contradiction with your findings. However, we do feel that there are a number of physical attributes of the specimen which might have tipped you off to its modern origin:

1. The material is molded plastic. Ancient hominid remains are typically fossilized bone.
2. The cranial capacity of the specimen is approximately 9 cubic centimeters, well below the threshold of even the earliest identified proto-homonids.
3. The dentition pattern evident on the skull is more consistent with the common domesticated dog than it is with the ravenous man-eating Pliocene clams you speculate roamed the wetlands during that time. This latter finding is certainly one of the most intriguing hypotheses you have submitted in your history with this institution, but the evidence seems to weigh rather heavily against it. Without going into too much detail, let us say that:
  - A. The specimen looks like the head of a Barbie doll that a dog has chewed on.
  - B. Clams don't have teeth.

It is with feelings tinged with melancholy that we must deny your request to have the specimen carbon-dated. This is partially due to

the heavy load our lab must bear in its normal operation, and partly due to carbon-dating's notorious inaccuracy in fossils of recent geologic record. To the best of our knowledge, no Barbie dolls were produced prior to 1956 AD, and carbon-dating is likely to produce wildly inaccurate results. Sadly, we must also deny your request that we approach the National Science Foundation Phylogeny Department with the concept of assigning your specimen the scientific name *Australopithecus spiff-arino*. Speaking personally, I, for one, fought tenaciously for the acceptance of your proposed taxonomy, but was ultimately voted down because the species name you selected was phenated, and didn't really sound like it might be Latin. However, we gladly accept your generous donation of this fascinating specimen to the museum. While it is undoubtedly not a Hominid fossil, it is, nonetheless, yet another riveting example of the great body of work you seem to accumulate here so effortlessly. You should know that our Director has reserved a special shelf in his own office for the display of the specimens you have previously submitted to the Institution, and the entire staff speculates daily on what you will happen upon next in your digs at the site you have discovered in your Newport back yard.

We eagerly anticipate your trip to our nation's capital that you proposed in your last letter, and several of us are pressing the Director to pay for it. We are particularly interested in hearing you expand on your theories surrounding the trans-positating fillification of ferrous ions in a structural matrix that makes the excellent Juvenile *Tyrannosaurus rex* femur you recently discovered take on the deceptive appearance of a rusty 9-mm Sears Craftsman automotive crescent wrench.

Yours in Science,  
Harvey Rowe  
Chief Curator - Antiquities

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## The Top 17 Indications Your Family May be Dysfunctional

[ This list copyright 1996 by Chris White and Ziff Davis, Inc. ]  
 [ The Top Five List [top5@walrus.com](mailto:top5@walrus.com) <http://www.topfive.com> ]  
 [ To forward or repost, please include this section. ]

17. New bill to ban assault weapons specifically mentions your family.
16. Your vacations are planned through AA instead of AAA.
15. Your mother and your pre-teen sister always fighting over the last beer.
14. In the middle of family reunion, FBI cuts power to ranch.
13. Bikers next door always complaining about the noise.

12. Local police save money by making your house a precinct substation.
11. Brother is writing nostalgic screenplay, "A Menedez Family Christmas."
10. Your new little sister is named after a famous serial killer.
9. Holidays usually celebrated by sniffing glue and kicking a toaster around the house.
8. Your son informs you he doesn't care to be your cellmate anymore.
7. You have to buy separate Mother's Day cards for each of Mom's personalities.
6. Family discussions usually begin with, "Put the gun down."
5. You \*finally\* get your work published in a major newspaper and your rat-bastard brother sics the Feds on you.
4. Instead of saying grace before dinner, father reads a passage from Penthouse Forum.
3. Thanksgiving Dinner consists of Wild Turkey instead of roast turkey.
2. Didn't make today's Top Five List? Dad holds ya, Mom beats ya.

and Top5's Number 1 Indication Your  
Family May be Dysfunctional...

1. No more sunny breakfast nook now that kitchen is a methamphetamine lab.

Selected from 108 submissions from 35 contributors. Today's Top Five List authors are:

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Duncan Carling, San Francisco, CA	-- 1, 4, 9
Dave George, Arlington, VA	-- 2
Alkes Price, Philadelphia, PA	-- 3
Meredith Ogden, Ithaca, NY	-- 5
E Huret, Atlanta, GA	-- 6, Topic
Rebecca Smith, Dallas, TX	-- 7, 11
Tom Louderback, Breckenridge, CO	-- 8
David Hyatt, New York, NY	-- 10
Paul Lara, Temple, TX	-- 12
Randy Wohl, Ma'ale Adumim, Israel	-- 13
John Hering, Alexandria, VA	-- 14 (Hall of Famer)
Chris McKenna, Malibu, CA	-- 15
Perry Friedman, Menlo Park, CA	-- 16
Gerard McDonald, New York, NY	-- 17
Matt Loiselle, Detroit, MI	-- Banner Tag
Chris White, New York, NY	-- List owner/editor

**MIND TRAP!**

**LAST MONTH'S GAME: I'm so proud! Robert Koehler won!**

1. If Goliath is 25 inches plus half his own height, how tall is he? **Answer: 50" (Rkoehler, Kutzy, Schlegel, Carpenter, Hsiao, Mkoehler, Cain).**
2. A child is born in Boston to parents who were also both born in Boston. This child is not an American citizen. How could this be true? **Answer: Child was born before 1776. (Rkoehler, Carpenter).**
3. Suppose a squirrel is behind the trunk of a tree, which, it keeps between itself and a hunter who is circling the tree. In this case does the hunter actually walk around the squirrel? **Answer: Yes. (Rkoehler, Kutzy, Schlegel, Hsiao).**
4. What is the closest relation that your father's sister's sister-in-law could be to you? **Answer: Your Mother. (All)**
5. What is the next letter in the following sequence? O T T F F S S.  
**Answer: "E", as in "eight" (Rkoehler, Kutzy, Schlegel, Carpenter, Hsiao, Mkoehler, Cain).**
6. How many three cent stamps are in a dozen? **Answer: 12. (All)**
7. Jack Axe charges \$5.00 to cut a wooden log into two pieces. How much will Jack charge to cut a log into four pieces? **Answer: \$15. (All)**
8. Ivanova Romanov was born on December 27<sup>th</sup>, yet her birthday is always in the summer. How could this be? **Answer: Roma is in the southern Hemisphere. (All)**

**STANDINGS AFTER 3 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.	Andy Kutzy	19
2.	Dennis Cain	17.5
3.	Robert Koehler	17
4.	Eric Schlegel	10.5
5.	Margie Koehler	11
6.	Pitt Crandlemire	9.5
7.	Ward Narhi	7.5
8.	Doug Kent	7
9.	Ray Carpenter	4.5
	Xenia Hsiao	4.5
10.	Don Treasure	3
	Kevin Kinsel	3

**NEXT GAME: (4 of 8)**

1. Sam and Sid each ordered a double scotch. Sam bet Slug \$1 that he could put a bowl over Sid's scotch and then drink it without touching, directly or indirectly, the bowl, the glass or the bar. And, Sam added, "I will not have anyone or anything assist me." Is this a good bet for Sid to take and why?
2. "It was a rather different trip." recounted Prof. Karloff. "For a month our group traveled around Europe viewing the sights. The strange thing is that we had a man traveling with us who never saw a thing the whole trip. Even the children in our group would never call this man daddy." Who was he?
3. Shadow surveys the scene. A woman is shot and lying face down in the parking lot. A light snow covers the ground. Leading to the body is a set of footprints which run between two sets of parallel tracks. Leading away from the dead woman are just two sets of parallel tracks. What type of person should Shadow be looking for?
4. There are two jets heading straight towards each other. One jet is traveling at 15 km/min, and the other is traveling at 10 km/min. Assuming that the planes are exactly 1000 km apart, what distance will be between them one minute before they meet?
5. Gary was very tired after a long day of work. He went to bed at 10 p.m., wound his alarm clock and set it for noon the next day. Since Gary fell asleep almost immediately, how many hours of sleep did he get before the alarm woke him?
6. Sid Shady escaped from jail and headed to the county. While walking along a rural road, he saw a police car speeding toward him. Shady ran toward it for a short time and then fled into the woods. Why did he run toward the car?
7. Sid Shady asked his wife to accompany him to a war movie. During a scene when grenades were exploding and guns were firing, Shady decided the time was right; he pulled out a gun and shot his wife. He then took her out of the theater without anyone trying to stop him. Why not?
8. Charles Pompuss was racing around in his new sports car when he noticed that his throat was parched. He came to a screeching halt in front of the 'Soul-Ace Hotel' and the nine police cars which had been chasing him, slammed into the back of his car and each other's. How many bumpers will have been hit?

## "Resumania" Strikes

While getting one's proverbial "foot in the door" may be easier in today's robust job market, candidates who fail to exercise caution in preparing their resumes may still find themselves out of the running. Hiring managers who receive documents with mistakes, misused words or inappropriate information may likely toss them in the circular file, or worse yet, the "Resumania" file.

"Resumania" is the term hiring expert Robert Half, founder of Accountemps, coined to describe the blunders that appear in resumes, job applications and cover letters. In a lighthearted way, they emphasize the importance of careful preparation at every stage of the job search process.

Resume bloopers come from colleagues and business professionals worldwide and appear in Half's "Resumania" column in *National Business Employment Weekly*. Recent additions include typos that spelled trouble for the job seeker:

- "Worked party-time as an office assistant." (A highly sought-after position.)
- "I am entirely through in my work; no detail gets by me." (We can think of one.)
- "Thank you for beeting me for an interview." (Lettuce say it was our pleasure!)
- "Computer illiterate." (Thanks for pointing that out.)
- "My qualifications are above repoch." (But your spelling is a bit scrambled.)
- "Typing speed of 40-50 rpm." (Start your engines!)
- "Outside activities: A bell ringer for the Salvation Army." (Calling all Pavlov's dogs!)

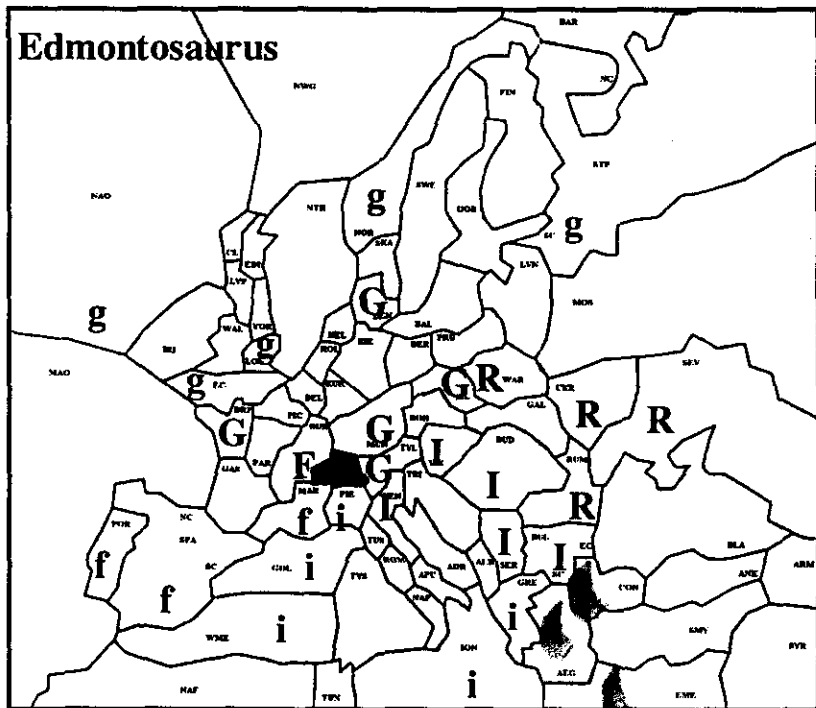
Lynn Taylor, vice president and director of research at Accountemps, the world's largest temporary service for accounting, finance, and bookkeeping professionals, said job seekers should highlight skills and experience that are specific to the position and beneficial to

employers, rather than focusing on what they are seeking. Here are some examples of what to avoid:

- "Reason for leaving: I did not have enough idle time." (His role model: the Maytag repair man.)
- "Willing to relocate to residence in upscale neighborhood on waterfront with easy access to mass transit." (Sacrifices abound!)
- "I can type 50 words a minute, and when pushed, can type 55 words a minute." (When shoved, can you type 60?)
- "Able to whistle while pretending to drink water at same time." (If we need to liven up those staff meetings, we'll be sure to give you a call.)
- "Prefer to work alone in maximum privacy." (A true team player.)
- "Reason for leaving: Sick and tired of being a human punching bag for my boss." (No rest for the weary.)
- "Objective: To learn new skills and gain training which will help me develop my new business." (Your dedication is touching.)
- "If I am hired for the position, I hope you will give me an office with windows. I'm not very productive if I can't see the sun and flowers." (How productive are you with a computer and desk in full view?)
- "My work history is outlined on my enclosed resume. As you can see, there isn't anything too impressive about it." (And that's why we'd like to interview you today.)

Taylor added, "Candidates should take the time to carefully review their cover letters and resumes. They should also ask colleagues, friends or family members to look them over, since poor computer spelling checkers won't catch a misused word or poorly constructed sentence."

*(Reprinted with permission from ALA News, February/March 1998, Vol. 17, Issue 1, published by the Association of Legal Administrators, Vernon Hills, Ill.)* ■



**EDMONTOSAURUS: Spring 1911 1995lr32**  
(Gunboat Diplomacy, White and Grey Press)

**Winter 1910 builds and Spring 1911 Moves:**

**FRANCE:** Removes F-Mao; F-POR-s-F-Spa(sc), F-SPA(sc)-s-F-Mar, A-BUR-s-F-Mar, F-MAR-s-F-Spa(sc).

**GERMANY:** NRR!!! <A-Gal-OTB>; NBR!!! Plays 3 short; NMR!!! F-NWY, A-DEN, F-ENG, F-LON, F-NAO, A-BRE, A-SIL, A-TYL, A-MUN, F-STP(sc).

**ITALY:** <A-Rum-Ser>, <A-Tyl-Ven>; Removes F-Gas; A-Gal-BUD, A-SER-Rum, A-BUL-s-A-Ser-Rum, F-GRE-s-A-Bul, F-ION-s-F-Gre, F-WME-s-F-Gol, F-GOL-s-F-Pie-Mar, F-PIE-Mar, A-VIE-Tri, A-VEN-Tri.

**RUSSIA:** Builds A-Mos; A-Mos-UKR, A-SEV-s-A-Rum, A-WAR-s-A-Mos-Ukr, A-RUM-s-(T)-F-Con-Bul, F-EME-Ion, F-AEG-s-F-Con-Bul(sc), F-CON-Bul(sc).

**Notes:** A sub has been called for Germany. Fall 1911 Moves are due Friday, July 10, 1998, 1997.

**Press:**

ROME to World: The threat in this game is Germany. Germany is going to win this year unless the rest of you take a look around you.

Russia-> Turkey: trying to get into position to help out against the hated Italy

Russia-> Italy: do you see now the error of your attack upon me?



## **GRYPOS SAURUS: POST-GAME**

1995Jna05 (War in North America)

**CONCESSION TO UNION FORCES PASSES!!!**

Kevin Kinsel Wins in Fall 1868. Congratulations!

**Notes:** End game statements due Friday, July 10, 1998.

**Press:**

Indians: We agree with the canadian assessment this game is over except for the US picking up the necessary centers, I see no stalemate line and no way to stop the win. Lets get this one over with.

## **HYPACROSAURUS: 1904 19950ea04**

(Colonial Diplomacy)

**1904 Moves:**

- Britain (Schlegel):** Builds A-Mad; A-Mad-HYD, A-RAN-s-(H)-A-Ban-Nsi, A-Nag-LUC, A-DEL-s-A-Nga-Luc, F-BOM-Holds, F-Hyd-GOM.
- China (Packard):** <A-Ton-Can>, <F-Up-Ecs>; Removes A-Nep, F-Ecs, A-Pun; F-PART-Seq(wc), F-Ys-SHA, A-MAC-s-F-Ys-Sha, A-Nsi-TON, A-MAY-s-A-Nsi-Ton, A-CAN-s-A-Nsi-Ton, A-Ben-UBUR, A-YUN-s-A-Ben-Ubur, A-ASS-s-A-Ben-Ubur.
- Holland (Rothenheber):** Builds A-Java, A-Sum, F-Bor; F-MYS-s-F-Bom, F-WIO-s-F-Mys (Amb.), A-Sum-BAN, F-WIO-c-A-Sum-Ban (Amb.), F-EIO-c-A-Sum-Ban, F-AS-c-A-Sum-Ban, F-BOB-s-F-Ubur, F-Ubur-s-A-Ran (Dis. Ann.), A-Ban-NSI, A-CAM-Ton, F-Ton-CAN (Dis. Ret. Ann, Otb), F-Sun-SCS, F-Bor-JS, F-Mp-UP, F-Up-KYO, F-KYU-s-F-Mp-Up, F-For-ECS, A-JAVA-Holds, F-Sha-s-F-For-Ecs, (Dis. Ret. Nan, OTB).
- Japan (Boyum):** Builds F-Ota; F-OS-s-F-Tok, F-TOK-Holds, F-SEO(ec), s-F-Vla, F-VLA-s-F-Seo(ec), F-Ota-SOJ.
- Russia (???):** NMR!!! A-KRA, A-OMSK, F-ARM, A-KAG, A-SIK, A-



Turkey (Narhi):

TIB, F-FUS, A-ODE All Hold,  
NMR!!! F-RS, F-SOM, F-ARAS, A-RAJ, F-PG, A-PER,  
F-ANG, F-GOA, F-ARA(sc), F-KAR All Hold.

New Proposal: Concession to Holland.

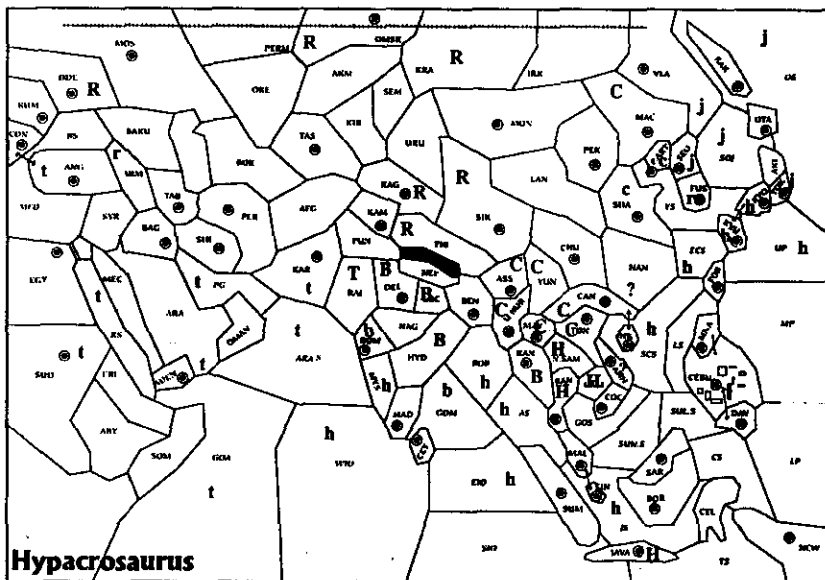
Vote with next orders. NMR = yes NVR = no.

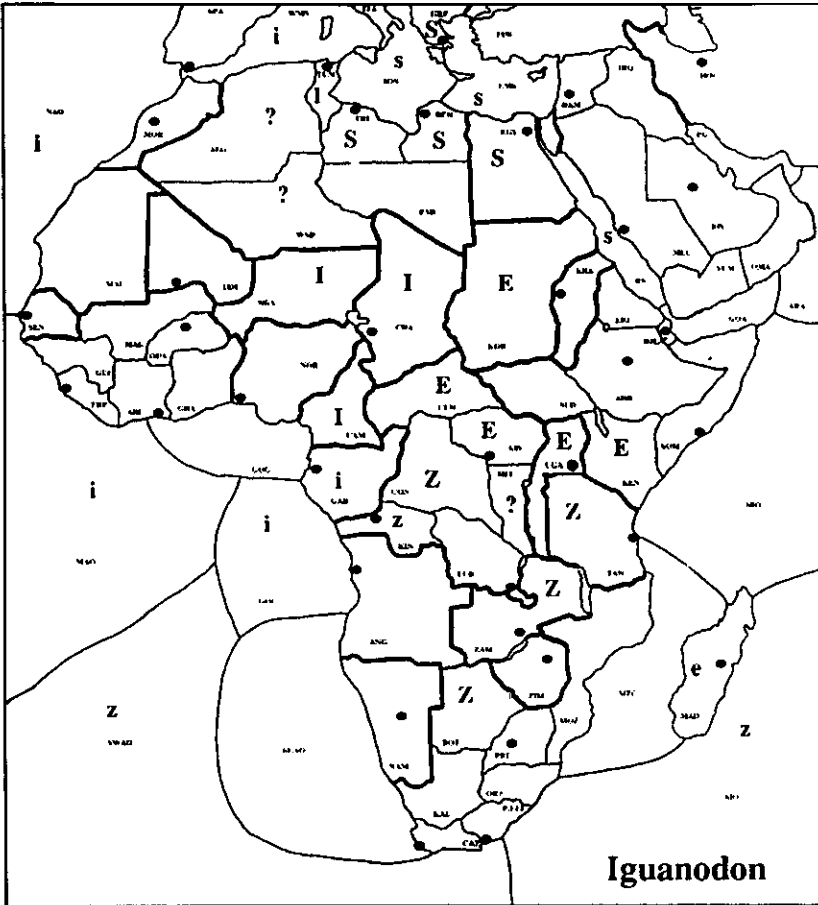
Notes: Will Warren Goesle please stand by for Turkey and will Joel Peacher please stand by for Russia? 1906 Orders are due Friday, July 10, 1998.

Press:

Japan - Britain: Colonial Whining sounds like it might be a good game. I can just imagine writing orders. Writing supporting orders might be tougher. A whining convoy sounds particularly challenging. Hmmm. Japan - World: Is anyone going to help me with the Dutch swine? He is going to run all over us before too long. Put aside your petty quabbles and unite to fight the Dutch Treat. The Hollander is on the verge of spanking us.

Brit-Chin: I didn't say stop whining and give up.





**IGUANODON: Spring 2010 1995Udm04**  
(Africa Dip)

**Spring 2010 Moves:**

- Libya (Boyum): F-TUN-s-A-Tri, A-Tri-s-F-Tun (Dis. Ret. Wsd, Alg. OTB).
- IC (Gonsalves): F-NAO-s-F-Wme, F-WME-Holds, A-CAM-Cen, A-CHA-s-A-Cam-Cen, A-NGA-s-A-Cha, F-GAB-s-A-Cam-Cen (imp.), F-GOC-s-A-Gab, F-MAO-s-F-Goc.
- S. Arabia (Rothenheber): Builds A-Dam; A-Dam-EGY, A-Esd-TRI, A-BEN-s-A-Esd-Tri, F-ION-Tun, F-EMS-Ion, A-GRE-Holds, F-Egy-RS.
- Ethiopia (Leaman): F-MAD-Holds, A-Sud-UGA, A-KEN-s-A-Sud-Uga, A-KIS-s-A-Sud-Uga, A-CEN-s-A-Kis, A-KOR-s-A-Cen.

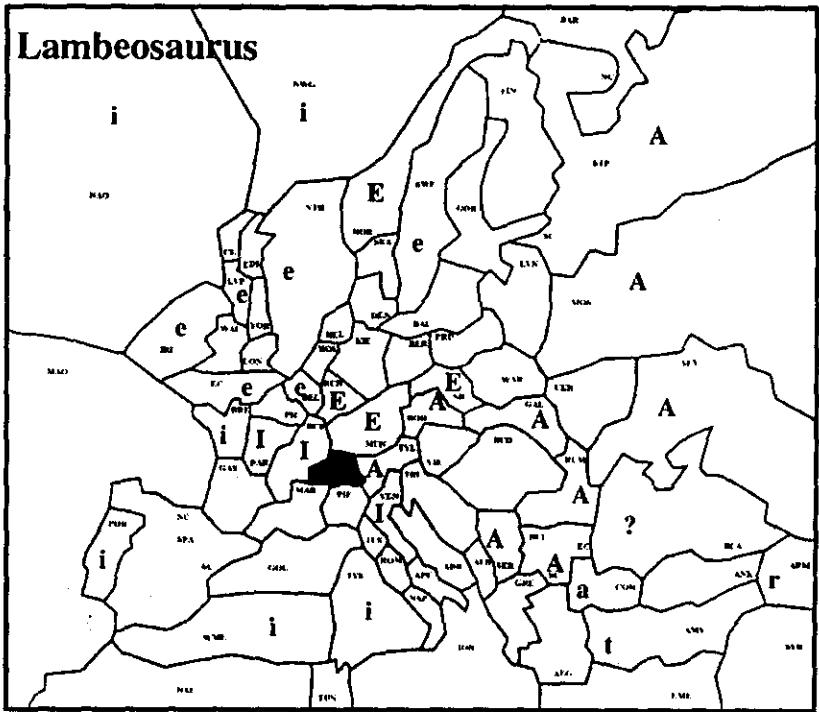
Zaire (Narhi):

NRR!!! <A-Kis-OTB>; NBR!!! Plays 2 Short; NMR!!!  
 F-SIO, F-SWAO, F-KIN, A-CON, A-Uga (Dis. Ret. Mit,  
 OTB), A-ZAM, A-TAN, A-BOT.

**Notes:** Will Aaron Packer please stand by for Zaire? Fall 2010 Orders are due  
 Friday, July 10, 1998.

**Press:**

Ethiopia - IC Please tell me what you want for support against Zaire.  
 Your non response to my e-mail is worrisome.



**LAMBEOSAURUS: Fall 1907 1996AO**  
 (Regular Diplomacy)

Fall 1907:

Italy (Boyum):

F-Rome-TYS, F-Tys-WME, F-Mao-NAO, F-Nao-NWG,  
 F-BRE-s-F-Por-Mao, F-POR-Mao, A-PAR-s-A-Gas-Bur,  
 A-Gas-BUR, A-VEN-Holds.

Germany (Kent):

<A-Mun-Sil>; A-Sil-War (Dis. Ret. Pru, OTB).

England (Gonsalves):

F-Cly-LVP, F-ENG-s-F-Iri Mao, F-IRI-Mao, F-BEL-s-F-Eng,  
A-RUH-Bur, A-MUN-s-A-Ber-Sil, A-Ber-SIL, F-Bal-

Russia (Milewski): SWE, A-NWY-Stp, F-NTH-Holds (N.O.).  
 <F-Sev-Otb>, F-Bla-ARM.  
 Turkey (Narhi): NMR!!! F-Con-Holds (Dis. Ret. Bla, OTB), F-SMY-Holds.  
 Austria (Rothenheber): A-STP-Holds, A-SEV-Holds, F-Aeg-CON, A-BUL-s-F-Aeg-Con, A-Vie-BOH, A-Tri-TYL, A-SER-s-A-Bul, A-RUM-s-A-Sev, A-MOS-War, A-GAL-Sil.

#### Winter 1907 Supply Centers:

Italy (Boyum): Home, France, Tun, Spa, Por = 9, even.  
 Germany (Kent): [Mun] = 0, OUT!!!  
 England (Gonsalves): Home, Nwy, Ber, Swe, Den, Hol, Bel, Kie, +MUN = 11, build 1.  
 Russia (Milewski): [Sev], Ank = 1, even.  
 Turkey (Narhi): [Con], Smy = 1, remove 1 or even.  
 Austria (Rothenheber): Home, Ser, Gre, Rum, Bul, War, Mos, Stp, +SEV, +CON = 12, builds 2.

**Notes:** I am not calling a sub for Turkey. If Ward Narhi does not return, Turkey will go CD. **Thanks to Doug for playing out his position!** Winter 1907 and Spring 1908 Orders are due Friday, July 10, 1998.

#### Press:

None

## MAIASAURA: 1892 1996Vea04

(Gunboat Colonial Diplomacy)

#### 1892 Moves:

Turkey: A-Arm-BAK, A-ODE-s-(R)-A-Mos, F-Rs-GOA, F-MED-RS, A-TAB-s-A-Per, A-BAG-Shi, A-SUD-Holds, F-ADEN-s-F-Rs-Goa, A-PER-s-A-Tab, F-OMAN-Ara.s, F-SHI-Pg.  
 Britain: F-Goa-s-F-Ara.s (Dis. Ret. Eri, Som, Ara(sc), Wio), F-ARAS-s-F-Kar-Pg, F-KAR-PG, A-AFG-Kag, A-HYD-s-(C)-A-Ben, F-SIN-Js, F-Eio-GOM, F-As-s-F-Gio-Gom (Dis. Ret. Eio, OTB).  
 Japan: F-OS-Tok, F-Soj-KYO, F-SHA-Holds, F-FUS-Seq (Amb.), F-YS-s-F-Soj-Kyo, F-ECS-s-F-Sha, F-FOR-s-F-Scs, F-SCS-Holds, F-LS-s-F-Scs, A-CEB-Holds. <F-Scs-Nan>; F-GOS-s-F-Mal, F-Cam-COC, A-RAN-May, F-MAL-s-A-Ban, F-CAN-s-F-Ton, F-TON-s-F-Can, A-BAN-s-F-Mal, F-NAN-Scs.  
 Holland: F-Sum-AS, F-BOB-s-F-Sum-As, F-Js-SUM, F-Suns-JS, F-SAR-s-F-Suns-Js.  
 Russia: A-MOS-Holds, A-TAS-Kag, A-BQK-Tas.  
 China: <F-Soj-Kyo>; F-Kyo-Tok (Dis. Ret. Kyu, Aki, OTB), A-OMSK-Holds, A-Kra-URU, A-SIK-Kag, A-UBUR-s-A-Yun-May, A-BEN-Holds, A-Yun-MAY, A-Mac-VLA, A-SEO-s-A-Mac-Via.

**Winter 1892 Supply Centers:**

- Turkey: Home(3), Egy, Aden, Rum, Ode, Shi, Tab, Per, Sud = 11, even.
- Britain: Sin, Mad, Bom, Del, Kar, Kam, Cey, Kag = 8, even.
- Japan: Kyo, Tok, Ota, [Kyu?], For, Fus,  
Sac, Cebu, [Can], Sha = 8 or 9, remove 2 or 3.
- France: Home(3), Ban, [May], Mal, [Ubur], Hk, Ran, + CAN = 8, even.
- Holland: Home(3), Sar, Dav, New = 6, even.
- Russia: Mos, [Omsk], Tas = 2, remove 1.
- China: Mac, Sik, Pek, Chu, Vla, Ass, Mon, PArt, Seo, Ben,  
+UBUR, +MAY, +OMSK, +KYU? = 13 or 14, builds 2, Play 3 Short.
- Neutral: Mna = 1.

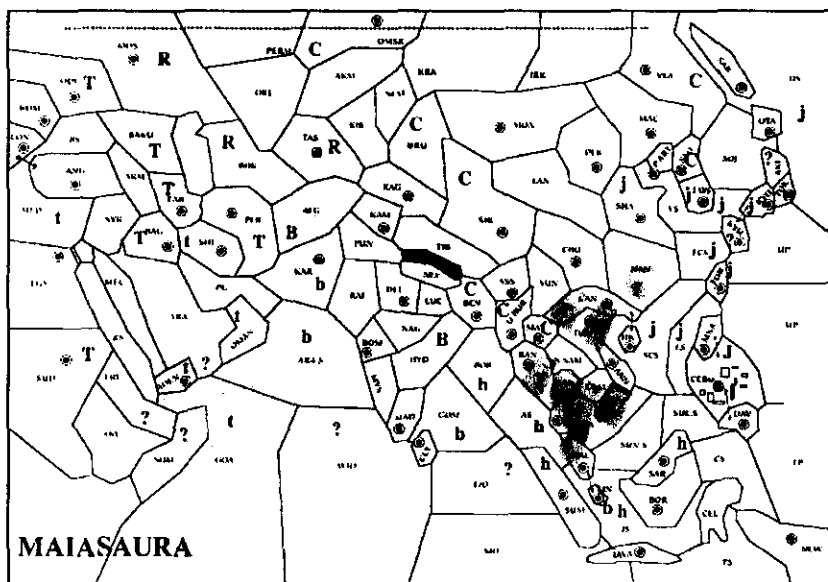
**Notes:** The following country has NOT paid the game fee:

**France**

Please pay the \$5 game! Everyone else, please attack France.

\* A friendly unit needs to be holding in Egy for the Canal to work.

1892 Builds and 1894 moves are due Friday, July 10, 1998.



**Press:**

Turkey -> World = Japan is right. Confused but right. We have not been expressing ourselves to the fullest extent possible. The Imperial Spokesmoron has spared no expense to enlighten us and bury us in rhetoric. I had wanted to avoid

making a fool of myself. Japan has had no such restrictions. Let us rise as one voice and shout from the rooftops -- The Sound of Music or something. Japan has been entertaining himself by his own admission. I hope he won't claim that he's been playing with himself as well.

Turkey -> Russia = Hang in there Tsar. As long as you are suffering under the heavy thumb of Chinese and British oppression, I'll be there to help. Just don't do anything against me. Keep Moscow and I'll support you.

Turkey -> Britain = Kindly retreat.

Turkey -> China = Why don't you stay on the other end of the board?

Japan-China: Sorry. Too much noise, too little time. At least this way, we both know where we stand. Please know this, though--I'm not greedy or stupid, and this little rumble can still be stopped. You first.

Japan-France: Please let me know if I can be of assistance.

Japan-Holland: You seem to be holding your own quite nicely. What am I missing?

China - Japan : Let's just see who's out of their mind. You are one arrogant imbecile, making claims of peace and reverting back to previous boundaries if I prove to be friendly. Then you want me to make myself completely defenseless in the hopes I won't incur your wrath? Blow me. I offered you peace, and did not attack any of your centers. Yet you attack mine and scream that I betrayed you. Typical... Let's hope that I'm not the only one noticing your duality.

Your diplomats can hold the phones to their ears all they like, but their fingers better do the walking. If you want peace in this part of the globe, you can come up with a WIN-WIN solution. As for your admirals, you should tell them that that's not a torpedo they have in their hands. So they should zip up their pants and use that seldom-used part of their bodies called the brain. They've been thinking with the wrong head.

It's not poor restaurants that make you stupid, it's your (lack of) intelligence.

China - Russia : As it has come to pass, I will need to concentrate my forces on more direct threats than you. Talk to me about borders. Where would you like to draw them? It seems to me that you should concentrate a bit South of KIR. Got any ideas? Allowing me into KAG would be appreciated and help define our borders.

## ***NANOTYRANNUS: Spring 1905***

(Gunboat Diplomacy)

### **Spring 1905 Moves:**

Germany: <F-Swe-Bal>; F-STP(sc)-Holds, F-Bal-DEN, A-MOS-s-F-Stp(sc), A-Sil-MUN, A-KIEL-s-F-Bal-Den, A-HOL-Holds.

France: A-BEL-Holds, A-BUR-s-F-Mar, A-Gas-SPA, F-MAO-s-A-Gas-Spa,

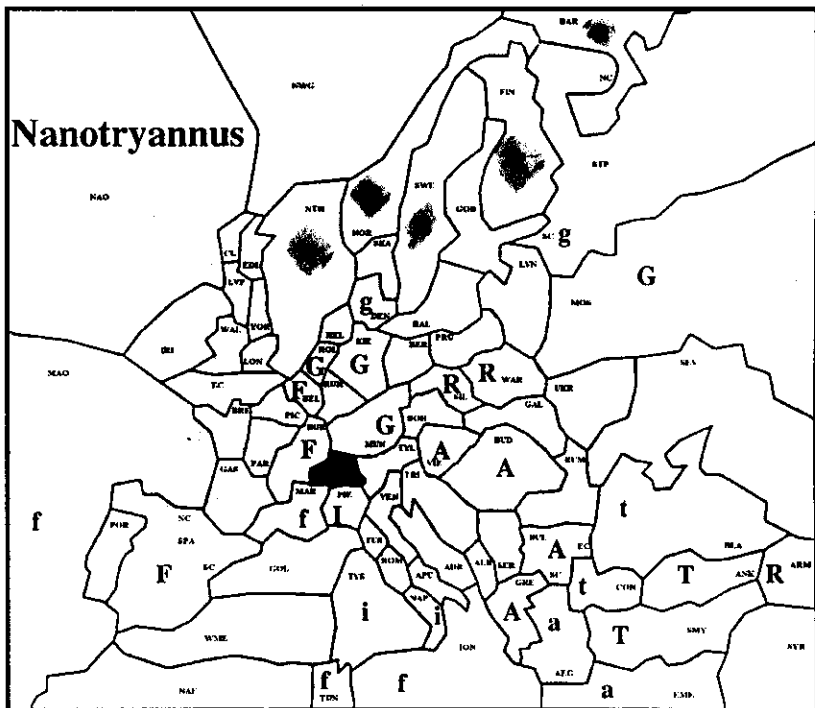
- England:** F-TUN-Holds, F-MAR-Holds, F-ION-Nap. Builds A-Edi; A-Edi-NWY, F-NTH-c-A-Edi-Nwy, F-SWE-s-A-Nwy-Fin, A-Nwy-FIN, F-BAR-Stp(inc).
- Italy:** <F-Mar-Otb>, Builds F-Nap; F-NAP-s-F-Wme-Tys, F-Wme-TYS, A-Pie-MAR.
- Turkey:** Removes A-Ukr; F-CON-Aeg, A-SMY-s-A-Sev-Ank, F-BS-c-A-Sev-Ank, A-Sev-ANK.
- Russia:** <A-Sev-Arm>; A-Gal-SIL, A-WAR-Mos, A-ARM-Ank.
- Austria:** Build A-Vie; A-Alb-GRE, F-Gre-AEG, A-Ser-BUL, A-BUD-s-(R)-A-Gal-Rum (nso), A-VIE-s-A-Bud, F-EME-s-F-Gre-Aeg.

**Notes:** The following country leader has NOT paid the game fee!

**England**

Please pay the \$5 game! Everyone else, please attack England.

Fall 1905 moves due July 10, 1998.



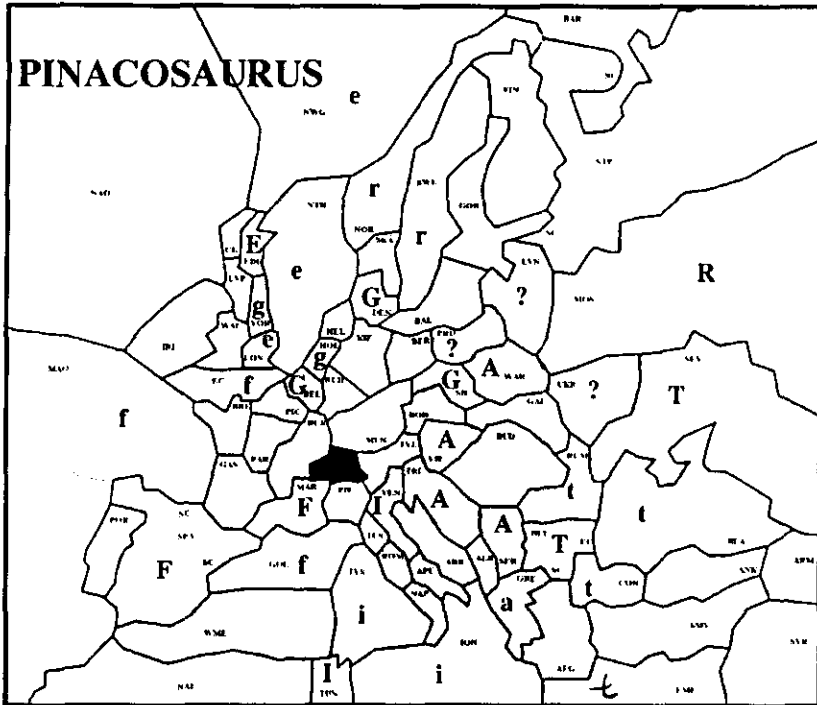
**Press:**

- Germany - England: Bite me!
- Germany - France: Spank the Beeteater!

Germany - Russia: We're in trouble!

Turkey to World I'd like to apologize for being STUPID! Twice I've lost centers by forgetting what turn it is and moving out too soon. I need to go back to school and take Diplomacy 101.

Turkey to Austria Come and get me, I definitely deserve it.



**PINACOSAURUS: Spring 1903**  
(Regular Diplomacy)

**Spring 1903 Moves:**

- |                    |   |
|--------------------|---|
| Austria (Leaman):  | Builds A-Bud; A-Vie-TYL, A-TRI-s-A-Vie-Tyl, F-Gre-ALB, A-SER-s-(T)-A-Bul-Gre, A-Bud-GAL, A-War-MOS.                   |
| England (Hood):    | Removes F-Nwg; A-EDI-s-F-Nth-Yor, F-Nth-YOR, F-LON-s-F-Nth-Yor.   |
| France (Koffman):  | F-Mao-IRI, F-Eng-WAL, A-Spa-GAS, A-Mar-PIE, F-GOL-s-A-Mar-Pie.  |
| Germany (Packard): | Builds F-Ber; F-Ber-BAL, <u>A-DEN-Swe</u> , <u>F-Yor-Nth</u> (Dis. Ann.), F-HOL-s-F-Yor-Nth, A-SIL-Holds, A-Bel-RUHR. |
| Italy (Schlegel):  | <u>A-VEN-Pie</u> , A-Tun-ROM, F-TYS-c-A-Tun-Rome, F-Ion-TUN.  |



Russia (Boyum): <A-War-Lvn>, <A-Sev-Otb>; F-NWY-s-F-Swe, E-SWE-s-F-Nwy, A-Mos-s-A-Lvn-War (Dis. Ret. Stp, Ukr, Lvn, OTB), A-Lvn-WAR.

Turkey (Treasure): Builds F-Smy; A-SEV-s-(A)-A-War-Mos, A-Bul-GRE, F-Con-AEG, F-RUM-s-A-Sev, F-BLA-s-F-Rum, F-Smy-EME.

**Notes:** Fall 1902 moves due July 10, 1998.

**Press:**

Russia -> Austria = Go home!!!!!!!!!!!!!!  
 Russia -> Turkey = Bite it!!!!!!!!!!  
 Russia -> Germany = You're a bad man!!!!!!  
 Russia -> England = Head south!!!!!!!!!!!!  
 Russia -> Italy = My front is a little ragged.

Turkey to Russia: I'd rather share you.

Ankara to London: Welcome to this madhouse. I haven't found any consistent patterns yet, but I wish you luck.

Ankara to Rome: You seem to be between a rock and a hard place - any luck finding a friend?

Ankara to Vienna: Let's get these units worked out, shall we?

Turkey to France: Just who is the enemy of your enemy?

Turkey to Germany: Last but not least (in fact, in a three way tie for first, it appears to me), you continue to do well - but, now the question is, will the new England be quite as much of a door mat for you?

Tunis Underground: We don't want your stinking used veils!

Finland to the world: Independence forever!

Austria - Germany Is your e-mail address correct or do you not want to talk to me?

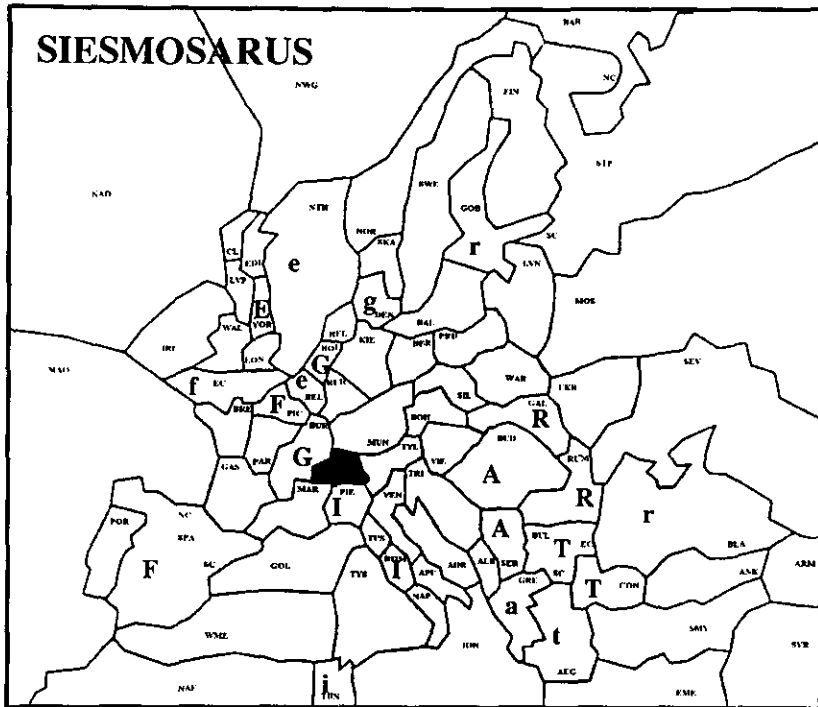
Austria - Germany Thank you for the support into Warsaw. What can I do to repay you.

Austria - Russia Moving East from Warsaw as you requested.

Austria - England Long live the new King of England. Since the old king is gone all past grievances between our countries have been forgotten, especially since none can be remembered!

Ita-Tur: I've almost got it sorted out. Now if everyone will just agree with me.

Ita-Aus: I'm holding my breath on this one.



### SEISMOSAURUS: Fall 1901 (Gunboat Diplomacy)

#### Fall 1901 Positions:

Austria: A-BUD-s-(T)-A-Bul-Rum (nso), A-SER-s-F-Alb-Gre, F-Alb-GRE.  
 England: F-Nth-BEL, F-Lon-NTH, A-YOR-Holds.  
 France: A-Par-PIC, A-SPA-Holds, F-Bre-ENG.  
 Germany: A-Mun-BUR, A-Kie-HOL, F-DEN-Swe.  
 Italy: F-Ion-TUN, A-Ven-ROM, A-PIE-Holds.  
 Russia: A-Ukr-RUM, A-GAL-Bud, F-BLA-s-A-Ukr-Rum, F-GOB-Swe.  
 Turkey: F-Con-AEG, A-BUL-Gre, A-Smy-CON.

#### Winter 1901 Supply Centers:

Austria:	Home, +SER, +GRE	= 5, builds 2.
England:	Home, +BEL	= 4, builds 1.
France:	Home, +SPA	= 4, builds 1.
Germany:	Home, +DEN, +HOL	= 5, builds 2.
Italy:	Home, +TUN	= 4, builds 1.
Russia:	Home, +RUM	= 5, builds 1.
Turkey:	Home, +CON	= 4, builds 1.

Neutral: Por, Nwy, Swe

= 3.

Notes: Winter 1901 ONLY moves due July 10, 1998.

Press:

Ber-StP: Wise ? me !? Sorry about Swe I took the view that you are having a very easy ride in the south so it was in my best interests to deny you this season. I don't view this as an overtly aggressive act and hope you concur.

Ber-Par: Since my press to you got mangled with my press to England I have gone to Bur again. I would ideally like it open and if I'm there I will get out.

Ber-Lon: yeah. any details ?

Grecian Gossiper - The armies massed on our borders are no threat! How do we know? Because they have all said they are are friends!

Rome to Paris - Without communication, I have to assume hostile intent. I'd much rather define a relationship than assume the worse. Unless forced, my intentions are to the east.

Rome to Vienna - I have followed you lead and moved away from the Trieste/Venice border. It sounds like we can work together in this area, at least. Since Turkey has not felt it necessary to talk to us, I propose he be a joint target - even a three way target, if Russia agrees. It would certainly clear out our corner of the world!

Rome to Moscow - Since you've gotten the jump on Turkey in the Black Sea - and don't have to bicker with him about it, I suggest we work together to isolate and take him out. With Austrain help, it clears the threat from all our backs.

Italy to the Sultan - Sorry, but someone has to be the first target - any reason why it shouldn't be you?

Rome to Germany - Shall we mutually avoid the TYO?

Rome to London - Enjoy the coastal raiding.

Armenia to Moscow - We will resist the Turks forever!

StP-Bud: The move to Bud was just a love tap to make sure that there was not some sort of sneaky A Ser-Rum, A Bud-sup-A Ser-Rum type stuff.

StP-Con: I left the fleet in the BS because: A.) It is pretty worthless in Rum, and B.) If we are going to ally, then the fleet should be send out to help you in the Med. Let's make wise use of our resources.

Paris to Berlin/Rome - I'm going to try taking you both at your word. England makes no pretense of cooperating, so it would make a better enemy.

Paris to Berlin - England may go after Belgium instead of Norway. In either case,

how about giving France support to Belgium? With my help, you could make big gains against Britannia.

Paris to StPete - You didn't have to worry about E/F.

Turkey->Russia: I am heartened by your statement last turn. I trust you have moved out of the Black Sea (and not onto my shores).

Turkey->Italy: I could always use a friend

## *TROÖDON: Pre-Spring 01*

(Migraine Diplomacy)

### Pre-Spring 01:

Delta (Pitt Crandlemire):     ?, A-Darka, ?  
 Beta (Joel Peacher):         ?, A-Barka, ?  
 Gamma (Ed Rothenheber):    ?, A-Garka, ?  
 Kappa (Don Leaman):         ?, A-Karka, ?  
 Lambda (Dennis Cain):       ?, A-Larka, ?  
 Sigma (Heath Gardner):      ?, A-Sarka, ?  
 Theta (Wayne Morrison):     ?, A-Tarka, ?  
 Zeta (Dave Hood):            ?, A-Zarka, ?

**Notes:** The first thing for you all to do is pick your initial set-up. You all get an army in your 'arka home center. What you put in your 'ocha and 'ilington home centers is up to you. **Initial Positions are due Friday, July 10, 1998.**

### Rules:

**MIGRAINE DIP<sup>®</sup> 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.

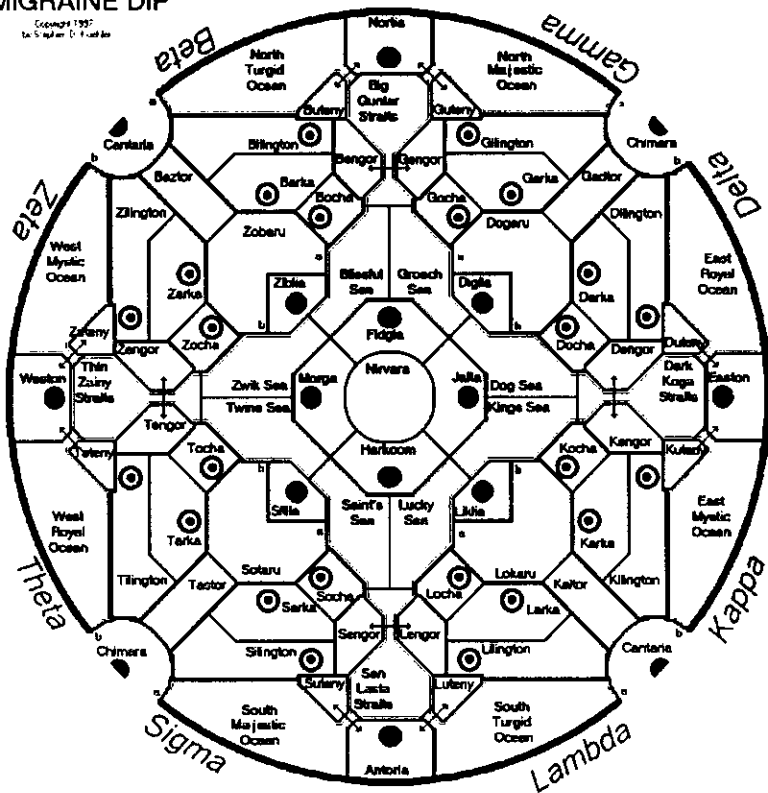
### Map Notes:

9. 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".
10. 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.

11. Land areas "Zobaru", "Dogaru", "Lokaru" and "Sotaru" also have two coasts.
12. 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.
13. 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.

MIGRAINE DIP

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by Stephen D. Kuebler



## 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	
<i>Big Guntar Straits</i>	<i>BGS</i>	
Bilington	BIL	Beta
<i>Blissful Sea</i>	<i>BS</i>	
Bocha	BOC	Beta
Buteny	BUT	
Cantaria	CAN	Neutral*
Chimara	CHI	Neutral*
<i>Dark Koga Straits</i>	<i>DKS</i>	
Darka	DAR	Delta
Dengor	DEN	
Diglia	DIG	Neutral
Dilington	DIL	Delta
Docha	DOC	Delta
<i>Dog Sea</i>	<i>DS</i>	
Dogaru	DOG	*
Duteny	DUT	
<i>East Mystic Ocean</i>	<i>EMO</i>	
<i>East Royal Ocean</i>	<i>ERO</i>	
Easton	EAS	Neutral
Fidgia	FID	Neutral
Gadtor	GAD	
Garka	GAR	Gamma
Gengor	GEN	
Gilington	GIL	Gamma
Gocha	GOC	Gamma
<i>Groach Sea</i>	<i>GS</i>	
Guteny	GUT	
Harkoom	HAR	Neutral
Jalta	JAL	Neutral
Kaltor	KAL	
Karka	KAR	Kappa
Kengor	KEN	
Kilington	KIL	Kappa
<i>King's Sea</i>	<i>KS</i>	

Kocha	KOC	Kappa
Kuteny	KUT	
Larka	LAR	Lambda
Lengor	LEN	
Liklia	LIK	Neutral
Lilington	LIL	Lambda
Locha	LOC	Lambda
Lokaru	LOK	*
<i>Lucky Sea</i>	LS	
Luteny	LUT	
Nirvara		NIR
<i>North Turgid Ocean</i>	NTO	
<i>North Magestic Ocean</i>	NMO	
Nortia	NOR	Neutral
<i>Saint's Sea</i>	SS	
<i>San Lasta Straits</i>	SLS	
Sarka	SAR	Sigma
Sengor	SEN	
Silington	SIL	Sigma
Sitlia	SIT	Neutral
Socha	SOC	Sigma
Sotaru	SOT	*
<i>South Turgid Ocean</i>	STO	
<i>South Magestic Ocean</i>	SMO	
Suteny	SUT	
Tarka	TAR	Theta
Tastor	TAS	
Tengor	TEN	
<i>Thin Zainy Straits</i>	TZS	
Tilington	TIL	Theta
Tocha	TOC	Theta
Tuteny	TUT	
<i>Twine Sea</i>	TS	
<i>West Mystic Ocean</i>	WMO	
<i>West Royal Ocean</i>	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>	ZS	

*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!

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## 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)
Rhamphorhyncus (Colonial Dip.) 1995Kea04	Dan Mathias (Russia).
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 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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