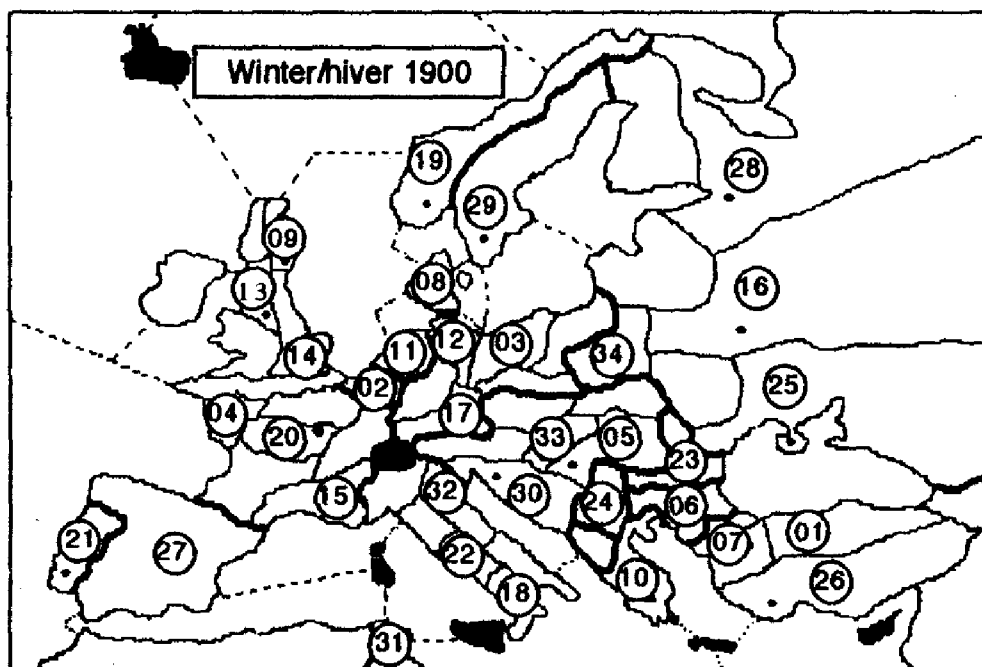


ZA ZA

Terrestrial Chaos - Gamestart



Za Za, the prize winning variant, starts in this issue. There are still a few positions open for new players - contact me now for details before it's too late!

"What a crazy game! I'll play, though...why not?" - from Serbia

"I adore writing press for this game, I'm having great fun!" - from Sweden

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General Deadline : **20 Novembre 1992**

Deadline for the Sangria Football League Kamikaze **14 Novembre 1992**

Messages

Editorial

by Jef Bryant

I hope you all had a good holiday and are now back into your normal rhythm. You may have noticed a few changes in this issue? Although cosmetic in nature I hope that the issues to come will be produced more efficiently - with respect to turn-around time, facility and cost.

Co-EDITOR?

Is there anyone out there who would like to edit *Dipsomania* with me? I am offering a post of coeditor to the selected person. The reason for this is that I want to reduce the turn around time of the zine. My wife is no longer interested in Diplomacy and consequently does not wish to continue editing the French texts in *Dipsomania*. I "translate" all the English text, myself into "French" but as you can imagine the literary quality of the translated text is somewhat inadequate. Therefore, I am **urgently** looking for someone who has a French mother-tongue and is reasonably proficient at editing text. Preferably, this person would have access to a PC and live not too far away from Liège. These last two requisites are not absolutely necessary, just advantageous. If this person is sufficiently interested he/she could make other contributions such as writing articles (in French), arbitrating games, dealing with the French side of the hobby, discussing - reviewing - running PBM games, etc. As co-editor, this person would also have the choice of being responsible for selecting the contents of the zine, etc.

NEW PC

The cosmetic changes in this issue are due to a change of computer system. I am the now proud owner of a Macintosh with associated inkjet printer. Normally, I wouldn't even have looked at a 'Mac' but where I work there was an offer that I couldn't refuse. Part of the deal is that I will be able to work 'at home' and the company has organised a financially interesting leasing arrangement where I pay for the machine over 4 years.

This means that I now have three computers in my office at home representing three quantum leaps in technology. There is the Mac which represents the latest and the PC-XT which is about 5 years old (this is eons in computer terms) and my first ever computer (I don't dare call it a PC) the Tandy TRS-80 model 3. I

still have information on the TRS which I must transfer before I get rid of it - when I find the time!

The Mac is not only a new PC it is based on a completely different microprocessor to the IBM type computers. As a result the two systems are completely incompatible with each other. In order to provide at least some compatibility with IBM PC's the Mac is delivered with a file transfer program which does allow MS-DOS formatted diskettes (used by IBM PC's) to be read. This allows you to transfer data but not the programs. This means that as long as you were using MS-Word, Excel, etc on your PC clone and you use MS-Word, Excel, etc on the Mac everything is just fine. The programs that I was using on my PC-XT do not exist on the Mac (principally Framework III). This has meant not only transferring data as already mentioned but also modifying it for the Mac programs. Fortunately, this is not too difficult but it requires huge amounts of time - a commodity in very short supply.

You might ask why bother when you are already doing a fine job with the PC-XT? The final printing for *Dipsomania* was previously accomplished on a laser printer which is not mine! This master copy was then stuck together and all the maps, illustrations, tables and headers pasted into place with glue and then the whole thing photo-reduced to provide a copy for duplicating. With the Mac and the inkjet printer, the quality is slightly inferior (near-laser) but I am able to print directly in reduced size without having to use a photocopier. I mention this as the *Dipsomania* that you received previously underwent a double photocopying stage which does reduce the 'quality' when compared to the original.

Additionally, I can incorporate the majority of maps, tables and headers directly into the word processing program which will alleviate the need to cut and paste. This is where the time saving becomes apparent. In theory the whole magazine can be prepared electronically and printed out but I will need to purchase a scanner for some of the maps and other 'illustrations'.

More about the trials and tribulations of producing *Dipsomania* next time.

GAMES

Pascal Prola has informed me that as he going to Gabon for a few years it would be better to replace him in all his games. I appreciate the notice and this will allow me to find standby players for his games with a minimum of disruption. I have already found a few standby players but I still need others. If anyone is interested write in to me stating which type of games you are willing to be a standby player.

I mentioned previously in the letter column of *Dipsomania-15* that *Harvey Wallbanger*, a Classic Diplomacy, would be finishing soon - well that has come to pass along with the second India variant, *Dalquiri*. This means that there is a new waiting list

open for Classic Diplomacy which will be called *Panoramix*. There are already 3 names on the list! Anyone wishing to play write in to me sending me your preference list of countries before the deadline on page 1. If the list is oversubscribed preference will be given to those who are not already playing in a Diplomacy or variant in *Dipsomania*.

In this issue you will see the second and final part of Stuart Dagg's article concerning Mercator. I hope this has been useful for those who intend or were thinking about playing Peace in our Time by Paul Slade. Paul has informed me that he has a new version of Peace in our Time for fewer players. When Paul sends me a copy (hint! hint!) I will publish the modifications and propose this version to the 6 players already on the list - otherwise I fear the game will never start.

There are now 6 players on the waiting list for *Between-the-Sheets*, the Song of the Night variant. Although there is still one place left I am going to start this game in *Dipsomania-18*. I have published a resumé of the variant in this issue - a very short version of the principle rules. If anyone is interested in being the seventh player write in to me before the next deadline.

POSTAGE INCREASES

There has been a change in the cost of postage for *Dipsomania*. There has been no increase in the cost of the stamps but the weight ranges for each level have decreased. This means I will not be producing a 'thinner' *Dipsomania* from time to time as I thought to do earlier as it will cost the same in postage. The airmail cost has also been modified which means that there is now only one airmail charge. This will make it cheaper if you live in Australia or New Zealand (all 6 of you in Zone 4) but would normally be more expensive for everyone else who lives outside Europe (about 15 in Zone 3). For the moment I will not make any increases for Zone 3 but just suppress Zone 4.

"GREEN" DIPSOMANIA

You may have noticed the strange coloured paper used last time and the strange triple arrow on the back page. This is my contribution to the "Bio revolution" as I call it. The triple arrow is an international symbol used to indicate that the medium is recyclable. In fact, the cover was normal paper and only the inner pages were recyclable paper. Hopefully, the print shop I use will have coloured recyclable paper soon. For the moment the price of normal and recyclable paper are the same.

ZINE REVIEWS

Reginald is back with his International Zine Review of a selection of zines from Canada. This leaves France, the rest of Europe and 2 of the largest zones to review, Great Britain and the USA. These will probably be split up into 2 or more sections to give them justice.

I would like to mention that I have just started a trade with *Spring Offensive* a new zine by an 'old' editor. When I say old I mean he has done it all before and has now returned with a vengeance. *Spring Offensive* is already in its 4th edition, comes out every 4 weeks and has a circulation of about 130!! It is a well produced zine which runs Diplomacy and variants, with an emphasis on the variants. The 'old' editor is no other than Steve Agar, of 79 Florence Road, Brighton, East Sussex, BN1 6DL, England, who is responsible for designing the variant India amongst many others! The zine is written in English, cost £0.90 and is crammed full onto 13 A4 pages. *Spring Offensive* is highly recommended and if you like variants then this is the zine for you!

The Sangria Football League

by Bernard Feuillen.

After the 14 and 15th days of the Championship, the league table has changed a fair amount. Only three teams have kept their position. There were also some surprises as you will be able to read later. Note that, unfortunately, the 'hard' play has returned. Including the 2 semi-finals there were no less than 23 yellow cards and 4 red cards given out by the referees. There were also 11 players injured, sadly a new record.

JRTMUS - RSC Les Shooteurs

A match dominated from the beginning to the end by the visitors. It was a game full of suspense however as the 2 goals of the game were scored during the last 5 minutes of the game.

Headbangers United FC - IFK Linköping

The most interesting game of the day as far as the position at the bottom of the table was concerned. The away team were the strongest and led 3-0 at half-time. After another goal by the visitors the HUFC players saved their honour thanks to Van Halen.

Les Rouquins Rouges - FC Carbonnade

Another nowhere match. The Rouquins Rouges were just slightly above their opponents and the local forwards were able to improve their goal score. The final score 8-2 translates well the features of the match.

Les Leaders - Dreams Never End

How have Les Leaders fared after their recent losses? Such was the question which was asked after the tumultuous local trainer had promised some changes. It all started badly for him as in the fifth minute, Ruth very badly mowed down Fair-Oss in the penalty area of the home goal. Rangers victoriously booted home the penalty and Dreams Never End were in the lead. The first half finished with the score at 1-0. Straight into the second half Les Leaders turned on the pressure and managed to shake the away team's defense. As a result Snowball made a hat-trick in less than 10 minutes. In the last minute of play to the great joy of the supporters he managed to score a fourth goal.

De Roude Liew - Red Storm Partizan

A balanced match where only the most skilful made their mark. A draw would have been the logical score but chance decided otherwise, or rather the local goalkeeper decided otherwise. He showed himself to be very efficient against the Red Storm Partisan forwards. Marqueur scored the first goal after 30

minutes, Stranpotic equalised after half time during the 68th minute and Marqueur again put his team ahead. Following a violent contact between Krnpotic and Dribbel in the home penalty area Popovich saw his penalty saved by the excellent goalie Tigre. Müller not losing hope managed to score a goal in the 75th minute.

Dreams Never End - FC Carbonnade

A match full of suspense. Dreams Never End started the score after 15 minutes thanks to a magnificent shot by Gronpry. The home players inherited numerous goal scoring chances but the awaygoalie was having a great day and the score at half time was only 1-0. FC Carbonnade's trainer then told his players to play more physically. This turned out often to be too physical. FC Carbonnade managed the equaliser in the 80th minute via Viselespis. Five mintes later, Rangers wasn't able to convert the penalty. Worse still in the 89th minute the same Rangers made a bad back pass which Grossmany profited well and scored the winning goal for his team. Dreams Never End passed from nothing to 2 points.

Les Rouquins Rouges - JRTMUS

The match of the day in all areas. 1 red, 5 yellow cards, 2 injured, 4 penaltys and the suspense during the match. Trollius opened the scoring in the second minute. McKimon equalised 6 minutes later. McLyd transformed a penalty in the 20th minute and Balrogus equalised at the end of the first half. Balrogus missed a penalty in the 50th minute but after scored 2 goals in the 58th and 68th minutes. McLyd converted 2 penaltys and equalised for the Rouquin Rouges. Then, when everyone expected a drawn match, Woseus surprised the home goalie with a superbe lob during injury time. A miraculous victory for JRTMUS thanks partly to the exceptionelle play of their goalkeeper.

Red Storm Partizan - Les Leaders

A rather pleasant match and won logically by the strongest team, i.e. Les leaders. Two consecutive victories for Les Leaders, which is quite rare; will they continue their run in the semi-final of the cup?

RSC Les Shooteurs - Headbangers United FC

A training match for the almost certain champions. The RSC players scored 18 goals against the bottom team of the table. The away team didn't even manage to save their honour such was the home control in all sectors of the game.

IFK Linköping - De Roude Liew

Even if the result of this match was logical, the score was a little forced. The away team managed to score 16 goals against the unfortunate home goalie who must have had the worst day of his

The Great Adventure - 11

life. The home team managed to score 5 goals in one match which was something rare!

Les Leaders - Red Storm Partizan

This match was most noticeable by the extremely hard play used by both teams rather than the winning score of 5-2 for Les Leaders. Three players were injured, one sent off and six received a yellow card. What is the trainer going to keep for us in the final? Even harder play? Is it possible?

RSC Les Shooteurs - De Roude Liew

The aggressivity of the away players wasn't sufficient to avoid elimination. The match finished the most logically possible with the score of 5-1. Now we have a final which promises to be spectacular.

Day 14 :

JRTMUS	-	RSC Les Shooteurs	: 0 - 2
Headbangers United FC	-	IFK Linköping	: 1 - 4
Les Rouquins Rouges	-	FC Carbonnade	: 8 - 2
Les Leaders	-	Dreams Never End	: 4 - 1
De Roude Liew	-	Red Storm Partizan	: 3 - 1

Day 15 :

Dreams Never End	-	FC Carbonnade	: 1 - 2
Les Rouquins Rouges	-	JRTMUS	: 4 - 5
Red Storm Partizan	-	Les Leaders	: 2 - 5
RSC Les Shooteurs	-	Headbangers UFC	: 18 - 0
IFK Linköping	-	De Roude Liew	: 5 - 16

Teams		MP	MW	ML	D	GF	GA	Pt
1. RSC Les Shooteurs	(+0)	15	13	1	1	94	35	27
2. Les Rouquins Rouges	(+0)	15	10	3	2	134	73	22
3. De Roude Liew	(+1)	15	9	4	2	77	52	20
4. Red Storm Partizan	(-1)	15	9	6	0	86	56	18
5. Les Leaders	(+2)	15	7	6	2	83	62	16
6. FC Carbonnade	(-1)	15	7	7	1	44	53	15
7. Dreams Never End	(-1)	15	6	8	1	33	48	13
8. JRTMUS	(+0)	15	5	10	0	44	69	10
9. IFK Linköping	(+1)	15	2	12	1	37	111	5
10. Headbangers UFC	(-1)	15	1	12	2	17	90	4

MP=Matches played, MW=Matches won, ML=Matches losts,
D=Matches drawn, GF=Goals for, GA=Goals against, Pt=Points

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Best Goalscorers :

1. Mc Lyd (LRR)	37	7= Botku (RSC)	20
2= Mc Kenzie (LRR)	30	7= Snowball (LL)	20
2= Mc Kimon (LRR)	30	7= Govatchev (RSC)	20
4. Popovich (RSP)	27	10. Stranpotic (RSP)	17
5. Bradoneur (RSC)	23	11. Aveugle (DRL)	16
6. Marqueur (DRL)	22	11. Tourbillon (RSC)	16
13. Rangers (DNE)	15		

Disciplinary Points :

1= Headbangers United FC	138 (7 RC, 17 YC)
1= JRTMUS	138 (5 RC, 22 YC)
3. De Roude Liew.	122 (7 RC, 13 YC)
4. FC Carbonnade.	88 (6 RC, 7 YC)
5. Les Leaders.	74 (3 RC, 11 YC)
6. IFK Linköping.	58 (3 RC, 7 YC)
7. Dreams Never End	48 (2 RC, 7 YC)
8. Les Rouquins Rouges	36 (2 RC, 4 YC)
9. RSC Les Shooteurs	32 (2 RC, 3 YC)
10. Red Storm Partizan	12 (3 YC)

RC=Red Card, YC= Yellow Card

Semi-finals of the Cup :

Les Leaders	-	Red Storm Partizan	: 5 - 2
RSC Les Shooteurs	-	De Roude Liew	: 5 - 1

In the final will be Les Leaders against RSC Les Shooteurs.
The match will take place after the 18th and last Day.

Matches under the Microscope.

JRTMUS - RSC Les Shooteurs : 0 - 2

Goals : RSC = Botku, Coudboul

Headbangers United FC - IFK Linköping : 1 - 4

Goals : HUFC = Van Halen

IFK = Thern 2, J. Nilsson, Kindahl (Penalty)

Yellow Cards : HUFC = Young, Headbanger

Les Rouquins Rouges - FC Carbonnade : 8 - 2

Goals : LRR = Mc Kenzie 2, Mc Kimon 2, Mc Lyd 3, Dauphin

FCC = Tussenbeurre, Avoutespis

Yellow Card : FCC = Dinibal

Injured : FCC = Grosleid (1 match)

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Les Leaders - Dreams Never End : 4 - 1

Goals : LL = Snowball 3, Arret

DNE = Rangers

Yellow Cards : LL = Léopard

DNE = Fair-Oss

Injured : LL = Ruth (2 matches)

DNE = Fair-Oss (3 matches)

De Roude Liew - Red Storm Partizan : 3 - 1

Goals : DRL = Marqueur 2, Aveugle

RSP = Stranpotic

Yellow Cards : DRL = Marqueur, Müller

Injured : DRL = Dribbel (1 match)

RSP = Krnpotic (1 match)

Dreams Never End - FC Carbonnade : 1 - 2

Goals : DNE = Gronpny

FCC = Viselespis, Grossmamy

Yellow Cards : FCC = Tussenbeurre, Viselespis

Red Card : FCC = Pascominsézi

Injured : FCC = Ptitonton (1 match), Avoutespis (3 matches)

Les Rouquins Rouges - JRTMUS : 4 - 5

Goals : LRR = Mc Kimon, Mc Lyd (3 Penaltys)

JRTMUS = Trollus, Woseus, Balrogus 3

Yellow Cards : LRR = Woodbury

JRTMUS = Umlius, Hibou, Trollus, Balrogus

Red Card : LRR = Loup

Injured : JRTMUS = Balrogus (2 matches)

Red Storm Partizan - Les Leaders : 2 - 5

Goals : RSP = Popovitch

LL = Autruche 2, Essuieglace 2, Snowball

RSC Les Shooteurs - Headbangers United FC : 18 - 0

Goals : RSC = Bradoneur 3, Botku 4, Tourbillon 3, Flashdidin 2,
Aigle, Coudboul 2, Lutheur, Melpat, Fauchpied

Yellow Card : HUFC = Trust

IFK Linköping - De Roude Liew : 5 - 16

Goals : IFK = Larsson, T. Nilsson 3 (1 Penalty)

DRL = Müller, Marqueur 4, Aveugle 6, Shotfort 3,
Courstoujours 2

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Les Leaders - Red Storm Partizan : 5 - 2

Goals : LL = Essueglace, Sado 2, Autruche 2

RSP = Stranpotic, Popovich

Yellow Cards : LL = Contrefilet, Ruth, Johnson, Snowball

RSP = Govatchev, Alexeiev

Red Card : LL = Essueglace

Injured : LL = Ruth (1 match)

RSP = Loubianine (1 match) Strapanovic (1 match)

RSC Les Shooteurs - De Roude Liew : 5 - 1

Goals : RSC = Flashdidin, Tourbillon, Botku, Bradoneur, Coudboul

DRL = Paresseux

Yellow Cards : DRL = Stoptout, Paresseux

Red Card : Dribbel

Suspended :

Balrogus (JRTMUS) 16
Loup (LRR) 16
Essueglace (LL) 16
Snowball (LL) 16 17
Pascominsézi (FCC) 16
Trust (HUFC) 16 17
Dribbel (DRL) 16
Paresseux (DRL) 16

Injured :

Balrogus (JRTMUS) 16 17
Krnpotic (RSP) 16
Loubianine (RSP) 16
Strapanovic (RSP) 16
Donovan (LRR) 16
Ruth (LL) 16 17 18
Fair-Oss (DNE) 16 17 18
Grosfald (FCC) 16
Piltonton (FCC) 16
Avoutespis (FCC) 16 17 18
Courstoujours (DRL) 16

Next matches

Day 16 :

Dreams Never End	-	Les Rouquins Rouges
FC Carbonnade	-	RSC Les Shooteurs
Headbangers United FC	-	Red Storm Partizan
JRTMUS	-	IFK Linköping
De Roude Liew	-	Les Leaders

Day 17 :

Red Storm Partizan	-	FC Carbonnade
JRTMUS	-	Dreams Never End
RSC Les Shooteurs	-	Les Rouquins Rouges
Les Leaders	-	IFK Linköping
De Roude Liew	-	Headbangers United FC

Commentary on the next matches :

Dreams Never End - Les Rouquins Rouges : Match uncertain, will the visitors keep the second place in the table?

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FC Carbonnade - RSC Les Shooteurs : Will Les Shooteurs be able to swallow the Carbonnades at home?

Headbangers United FC - Red Storm Partizan : An opportunity for the away team to easily win 2 points!

JRTMUS - IFK Linköping : The home team should be able to impose itself!

De Roude Liew - Les Leaders : In perspective should be an excellent match but unfortunately there is sure to be 'hard' play!

Red Storm Partizan - FC Carbonnade : Yet another uncertain match in the middle of the table, advantage to the home team.

JRTMUS - Dreams Never End : Yet another uncertain match, which will probably have another see-saw running score.

RSC Les Shooteurs - Les Rouquins Rouges : Top of the table, will the visitors inflict a second defeat on the future champions?

Les Leaders - IFK Linköping : An excellent opportunity for the Les Leaders to approach the top of the table!

De Roude Liew - Headbangers United FC : The home team should not have any problems to beat the visiting team!!

After these two match days there will only be the last day of the championship and the final of the cup!

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Belgium**

In Dipsomania-15, I published Part One - Strategy of an article by Stuart Dagger entitled *Mercator: Hints for beginners*. This variant is similar "Peace In Our Time" by Paul Slade which will be play tested in this magazine. As I mentioned before this article was previously published by Brendhan Whyte in his zine "Damn the Consequences", N22 In December 1990.

Mercator: Hints for Beginners

Part Two - Tactics.

by Stuart Dagger

I said at the start that as far as tactics were concerned a basic competence was enough. The aim in second part is to draw your attention to the things you need to know to acquire this. It is not difficult: Diplomacy and its derivatives are straightforward games; the tactical depth and subtleties of games such as Chess and Bridge just aren't there.

The tactical features that distinguish *Mercator* stem from three things:

1. The use of "piggy back" convoys, in which armies board fleets, travel with them and then disembark. This shouldn't cause you any conceptual problems. It is after all, the natural way to organise a convoy, and it is Regular Diplomacy, with its "stepping stone" convoys, which is eccentric.

2. The division of each season into time scales. This was originally done in order to make the "what happens when" of the convoy rule clearer: armies get on and off fleets either before the main action (TS1) or after it (TS3). Later, extras were added to increase the options open to the attacker.

3. The adoption of the Key rule.

This says that a unit which is trying to move is vulnerable to a flank attack should its attempt fail. The effect of its use in *Mercator* is to increase the risk attached to certain manoeuvres - specifically, supplementary movement in TS3 and the self stand-off (mainly TS2).

What I want to do is to show you the consequences of these changes, and some of the possibilities that they open up. It is an attempt to shorten the learning process, so that you don't have to wait until you see someone gaining an advantage from a tactical ploy before realising that is something you were in a position to try two seasons back. I shall begin with TS3, because that is the one whose relevance starts on the first move.

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If your first set of orders look just like a set from a game of Classic Diplomacy, with no embarkations, you are making an error. To see why let us consider the position of Italy at the start of a game of Classic Diplomacy. On move one he puts a fleet into the Ionian Sea, preparing a move to convoy to either Tunis or Greece. The Grecian convoy gets him off to a good start if it works, but there is a fair chance that he will be stood off, in which case there is the unpleasant possibility of no 1901 builds. Now consider what would happen if he had the Mercator option open to him. The move to the Ionian Sea would be followed by a TS3 embarkation. Then the TS1 portion of move 2 would see a landing in Greece, effective before the Turkish army in Bulgaria or the Austrian units in Serbia/Albania could do anything about it. TS2 would then see the fleet either supporting the army in position or moving to Tunis in order to pick up a second build. It is an attractive prospect, and it becomes even more so when we throw in the possibility of supplementary TS3 movement. Now the TS3 embarkation on move 1 could be followed by an immediate move to ADS, AEG or EMS. With this sort of power at its disposal the talk among Classic players would not be how to boost Italy's chances but of how to keep her quiet. It follows from all this that if you aren't making use of the TS3 possibilities right from the start, you are playing under a handicap, and the result of that will be fewer builds than you should have come the first adjustment phase.

Embarking coastal armies on to adjacent fleets will usually increase the options open to them on the following move; so you should always consider it. Don't do it only if either there is really no point or there is a risk. The only circumstances in which there could be a risk occur on an "Autumn" move when an army embarking from a supply centre could, as a consequence, either fail to gain it or lose it to a foreign, disembarking army.

Supplementary movement in TS3; i.e. the extra move which is available to any fleet or army/fleet which has been involved in a successful embarkation or disembarkation, is riskier, though the positional gains when it works are worth having. The risk comes from the Key rule. Should your attempt at the extra move be blocked, and should someone else attempt a TS3 move into your space, meeting your fleet anything other than head on, you will be dislodged, and that is bound to be bad news. At best you will lose control of an important sea area, and at worst, because of the retreat restrictions which operate in TS3, you could also lose the unit(s). However, don't be put off; the gains to be made are great. So always consider the supplementary moves, but when you do consider also the possible dangers. Is an enemy likely to have a newly formed army/fleet adjacent to yours?

One more tip before I leave TS3: It is possible to use the supplementary move rules to give yourself a double chance of gaining a particular sea space. Suppose that (using the geography of the Classic game) the English player has a fleet in the North Sea

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and an army in London and that the French have a fleet in Brest. Suppose further that the Englishman wishes to attack France by moving to the Channel and convoying an army across. If the Frenchman suspects this and the game is Classic Diplomacy, the attack will fail, because F(Bre) can stand off F(NTH). And unless other fleets intervene it can do so indefinitely; the army in London will not come into play. At Mercator things are different, and the existence of the army tips the balance. The English player orders

TS2 F(NTH)-ENG
TS3 A(Lon) E F(NTH), A/F(NTH)-ENG

If he is stood out in TS2, the TS3 orders come into play; if he isn't they lapse. Either way he gets into ENG - with a fleet in TS2 or with an army/fleet in TS3. The point is that, when you are giving orders for units in later time scales, you don't have to assume that they failed. Watch out for this one, the opportunity for it occurs quite often.

In TS1 the "extra" is the fact that the landing of an army may be supported by its carrier fleet. There is a penalty for this, but it only applies to the fleet; the landed army has all the TS2 rights that it would have had had it been in the province since the end of the previous season. Because these attacks are double strength, and because they take place before the main action in TS2, they are very powerful. The only defences are a TS2 counterattack, pushing the landed unit back into the sea (which will destroy it since armies can't retreat on to fleets); prevention; i.e. making sure that hostile army/fleets don't get into your coastal waters; and having a nearby army/fleet which can, by ordering a supported landing of its own, stand the enemy off. All this should be reasonably clear from a reading of the relevant section of the rules, and

there aren't really any unobvious consequences - tricky guesses yes, but no hidden wrinkles. For an example of the sort of situation that can arise, consider the following - again England and France, and again the geography of the Classic game:

England has an army/fleet in the North Sea and France one in the Channel. The bone of contention is London. The English player's options are

1. TS1 F(NTH) S A(NTH) L Lon
2. TS1 A(NTH) L Lon, TS2 F(NTH) S A(Lon)
3. TS1 A(NTH) L Yor, TS2 F(NTH) S A(Yor)-Lon

There are corresponding moves for France. Analyse the various possible results. You will find that it is a perfect "paper/scissors/stone" guessing game. Understand this example and you haven't much more to learn about TS1.

TS2 proceeds much as a normal season in a game of Classic Diplomacy. The only difference, and it is a significant one,

Dipsomania - 16

is the use of the Key rule. Its introduction is in line with Mercator's general policy of tilting the balance in favour of the attacker. The rule book gives examples of how it operates. At first, you will almost certainly tend to forget that it is in operation, but, provided you remember to order your retreats and that the self stand-off is no longer a soft option, you will come to no great harm.

Mention of retreats brings me to the last area I wish to look at. The time scales mean that by the end of a Mercator season some quite complicated situations can have arisen, and so it is just about inevitable that the retreat rules have to be complicated if they are to cover all the possibilities in a satisfactory way. However, although they are complicated, don't be put off reading them carefully, as they have some important consequences. Note, especially, the restrictions which operate on retreats caused in TS3. Note too the way that a dislodging unit can, by travelling through a neighbouring region, "intimidate the natives" and thereby cut down the list of places to which the dislodged unit can go. One final piece of advice: think about inventing a general retreat rule to be used for all units which haven't been given specific retreat orders. It is better to have a unit retreat somewhere, even if it is not the best spot, than to have it disbanded because you failed to anticipate that a retreat might be needed. It is very difficult to foresee all the possibilities; so build a safety net. Such a general rule should not only enable the GM to determine a retreat province for the dislodged unit but should tell him, in the event of more than one retreat being required, in which order he should deal with the units. You don't want two units disbanded because they tried to retreat to the same place.

The International Zine Review

by Réginald de Potesta.

CANADA

"The Canadian Diplomat"

Editor : Rob Acheson, 603 - 10883 Saskatchewan Drive, Edmonton, Alberta, T6E 4S6, Canada.

This is a very thick zine in A4 format, the other zines I received being in A5. In actual fact very thick thanks to the large number of games in progress and the adjoining press! The Canadian players are loquacious and as there are nearly 30 games of Diplomacy and Variants running that makes a fair amount of press to type out and that doesn't include the sports games. Quizzes, letter column, 2 or 3 small articles and lots of humour taken from the North American(?) press. This makes it absolutely a games zine and leaves no place for those who aren't playing. In any case I recommend it for the press - the Canadians really like to write.

"Hagall Hamaarvi"

Editor : Randy Grigsby 93 St. Vincent St., R.R.#3 Barrie, Ontario, L4M 4S5, Canada.

The zine name is in Hebrew and evidently its editor is Jewish. One can find, here and there Jewish proverbs which are numbered! Amongst the players, I found the name Von Metzke, how old is that guy now? Apart from that the zine is lighter than the precedent about 20 pages, 4 or 5 games and an interesting letter column plus an amusing idea which could be used in Dipsomania or MdS! : the editor makes personal comments each season on how the individual games are going in a sort of news item immediately following the game report.

"Northern Flame"

Editor : Cal White, 1 Turnberry Avenue, Toronto, Ontario, M6N 1P6, Canada.

Nearly 50 pages of A5 of a literary nature! 9 out of 10 pages are full of writing : large letter column, short stories, publicity for conventions, sports and no press "taken from the North American press". It is a very interesting zine from the moment where you have the time to think and to participate in the debates which take place.

Dipsomania - 16

"Excelsior"

Editor : Bruce McIntyre, 6636 Dow Avenue, #203, Burnaby, B.C., V5H 3C9, Canada.

Same thing as Northern Flame with less of a letter column but much more wit and thought, rules, psychological lucubration and an omnipresent humour.

"Diplodocus"

Editor : Pierre Touchette, 74 1/2 Falardeau Hull (Quebec) J8X 3E2, Canada.

A dozen pages in French and in English but the two at the same time. 3 or 4 games and 3 or 4 other pages of blab blab more or less funny. The zine is modest but has a 50 or so readers with a good representation of French speakers including some Belgians!

A Résumé of The Song of the Night

by Lew Pulsipher with Modifications by Jef Bryant.

1) Each player starts the game with one of the following:- Knight (N), Army (A), Fleet (F), Wizard (W), Hero (H) and a Castle (C). The N, A and F are termed "Units" whereas the W and H are termed "Pieces". The A and F obey the same rules as in normal Diplomacy. The N acts as though it is a double army. A C will add 1 support to a unit occupying it OR, if unoccupied, 1 support to a unit of the **owning** player moving into the C.

2) Pieces are amphibious although they may be convoyed if desired. Pieces have a strength of 0 and cannot be supported or prevent the retreat of a unit or piece. A W can cast spells and an H can lead a unit of the same power.

The H leads by duplicating the movement of a unit. Leading adds 1 to the strength of the unit. A spell is ordered along with the normal moves for units and pieces. All spells, if permitted, are adjudicated before normal movement takes place. A spell can only be effective if cast into the same or adjacent province to the W casting the spell. A W can only use 4 out of a total of 9 possible spells. Only the player and the GM know the spells chosen, and are only discovered by other players when such a spell is used. The 4 available spells can be used as many times as needed.

3) The Spells:

A. "The Agency of Far Dispatch" (FD).

The affected piece cannot normally move, however, he is transported directly to a named destination up to and including 3 spaces away..

B. "The Call to the Violent Cloud" (VC).

When cast on a supply centre (SC), it cannot support a unit during the Autumn adjustments of that year..

C. "The Charm of the Smiling Goddess" (SG).

Causes excellent weather. Will nullify the VC spell if cast into the same province. If the province is an SC it enables it to support 2 units for the following year.

D. "The Chromatic Fire" (CF).

This destroys a W if present in the target province.

E. "The Excellent Prismatic Spray" (PS).

If TWO such spells are cast successfully and simultaneously, on the same province containing an H, it dies.

F. "The Omnipotent Sphere" (OS).

This negates ONE spell cast on the same province..

Dipsomania - 16

G. "The Prayer to the Earth Demon" (ED).

This causes earthquakes in a province which becomes impassable to all units and pieces for that move.

H. "The Song of the Night" (SN).

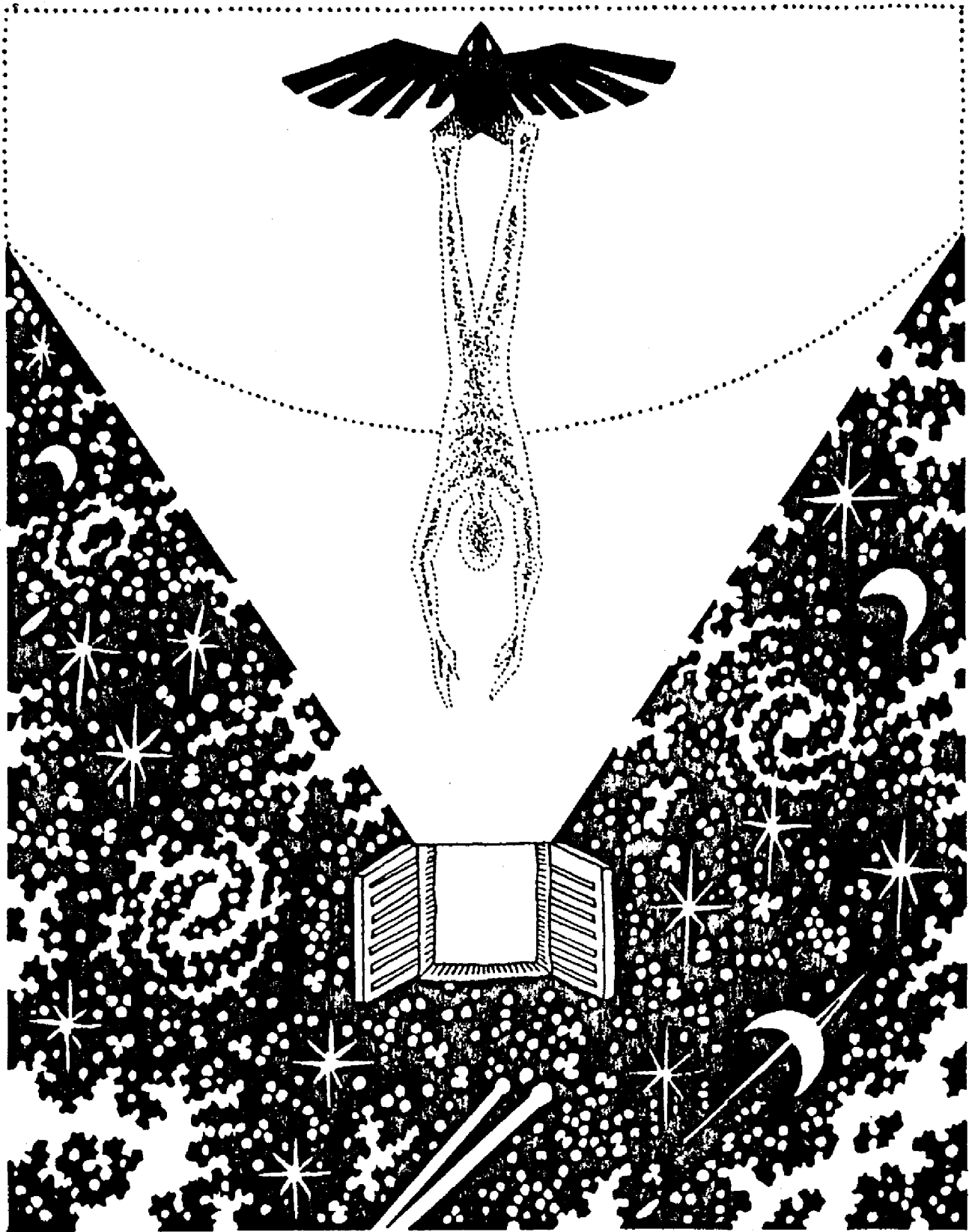
This causes an A or F present in the affected province to have zero strength. The unit is forced to hold and cannot support.

I. "The Wizards Wind" (WW).

This only affects another W. When cast, this spell will increase the spell range by one space.

4) Pieces do not require an SC to be maintained, but depend on the total number of SCs that a player holds. There are 29 SCs on the board; a player wins when he owns 17 after an Autumn adjudication. The map is cylindrical, which means that movement in a Westerly direction will eventually bring you to the East side. The curved vertical borders on the map divide in two those provinces which serve as connecting provinces.

REV. 91



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M A R G A R I T A "89LBrb59"

Gunboat II Diplomacy Spring 1908

Italy

F(Nap)-H

France

F(Tun)SF(Rom)-TYS, A(Bel)SA(Bur)-Ruh, A(Bur)-Ruh,
F(Mar)-Spa(sc), A(Tus)-Rom, F(Rom)-TYS, F(Pic)-Bre,
F(Bre)-MAO

Austria

A(Ven)S **France** F(Rom) (**NSQ**), A(Ber)-Kie, A(Rum)-H,
A(Mun)SA(Ber)-Kie, A(Ser)SA(Sev) (**NSQ**), F(Tri)SA(Ven),
A(Sil)-War, A(Gal)SA(Sil)-War

Turkey

F(Gre)-AEG, A(Bul)-Con, F(Apu)-ION

Germany

F(Kie)-H, F(Hol)-H

Russia

F(Smy)-Con, A(Mos)S **England** A(War), F(BLA)SA(Sev)-Rum,
A(Sev)-Rum

England

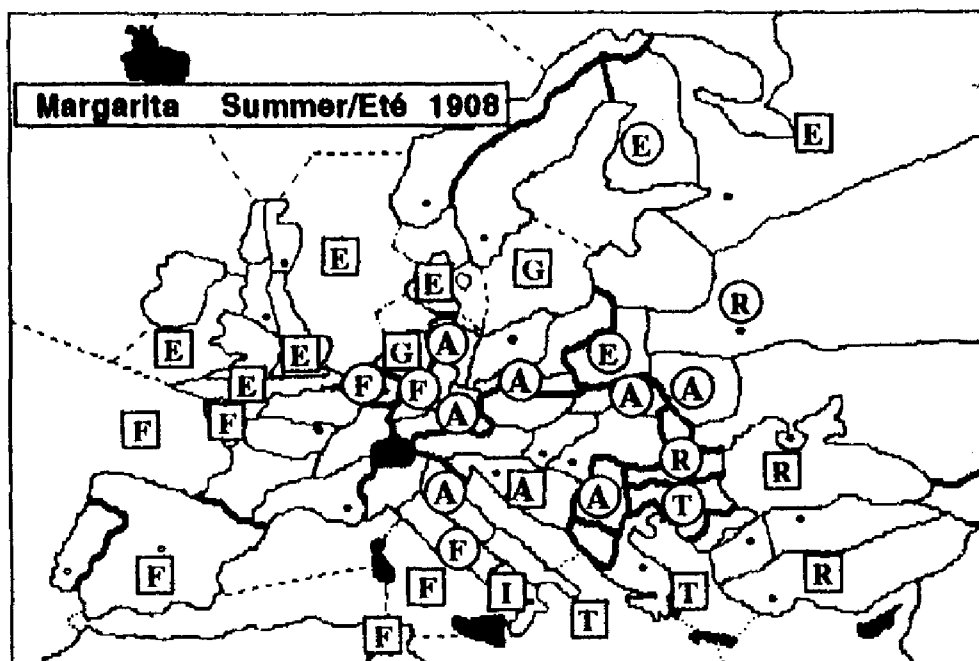
F(Stp)nc-H, A(War)S **Russia** A(Mos), F(Lpl)-IRI, F(ENG)-H,
F(Den)-H, A(Swe)-Fin, F(Lon)SF(ENG), F(Edi)-NTH

Retreats

Germany: F(Kie)-BAL Austria: A(Rum)-Ukr

Summer 1908

Italy	Nap	1
France	Bre, Par, Mar, Por, Spa, Tun, Bel, Rom	8
Austria	Bud, Tri, Vie, Ser, Ven, Rum, Ber, Mun	8
Turkey	Ank, Bul, Gre	3
Germany	Kie, Hol	2
Russia	Sev, Mos, Con, Smy	4
England	Lon, Lpl, Edi, Nwy, Stp, War, Swe, Den	8



BLUE LAGOON

The Diplomacy Bourse III Spring 1908

ORDERS	Germany Marks	England Pounds	Austria Crowns	France Francs	Italy Lira	Russia Roubles	Turkey Piastres
Old Value	1,57	3,66	3,90	3,93	0,33	1,99	1,30
Insider Dealings	-500	0	0	0	-500	0	0
Vulcain	0	0	0	0	0	0	0
Charles Thronne	-500	0	0	0	0	395	0
PS	0	0	0	0	0	0	0
Banque Nationale V	-500	0	448	0	0	0	0
Fungus le Bogeyman	-500	1672	-500	-500	-499	-304	-500
TSA Inc.	-500	500	0	-500	0	697	-350
IMT	-500	437	0	0	-500	0	-500
Gonzoraniak	0	-500	973	-500	0	0	0
Oseille	0	-500	973	-500	0	0	0
DuTuU	0	-500	-500	-500	0	3214	-500
Ric	0	537	0	-500	0	0	0
Midas	0	0	0	0	0	0	0
Blueberry	0	0	0	0	0	0	0
Imric	0	715	0	-500	0	0	-500
Total	-3000	2361	1394	-3500	-1499	4002	-2350
Change in Value	-0,30	0,24	0,14	-0,35	-0,15	0,40	-0,24
New Value	1,27	3,90	4,03	3,58	0,19	2,39	1,07

Dipsomania - 16

NEW HOLDINGS	Marks	Pounds	Crowns	Francs	Lira	Roubles	Piastre	ECUs
Insider Dealings	763	2002	6426	5622	3204	0	0	953
Vulcain	6695	2020	4828	205	1147	500	366	3
Charles Tbronne	400	2355	4000	3000	0	395	0	1
PS	2726	5010	840	805	311	3112	624	2
Banque Nationale V	1000	3750	4448	2822	0	0	0	0
Fungus le Bogeyman	1160	2789	2532	3302	161	0	1304	1
TSA Inc.	0	3871	2450	3170	0	697	0	1
IMT	1479	437	3855	1338	6942	3186	4453	1
Gonzomaniak	0	1996	2910	3051	0	0	0	4
Oselle	0	1528	2910	3066	0	0	0	4
DuTuU	0	1918	5192	1434	0	3214	3823	1
Ric	851	3068	1500	292	0	0	500	3
Midas	0	0	136	1141	0	6668	7479	1
Blueberry	1500	1500	1000	1000	500	1000	500	150
Imric	0	5591	0	1964	0	0	505	0

VICTORY POINTS										
Number of Centers	2	8	8	8	1	4	3	Total	Old	New
	Germ.	England	Austr.	France	Italy	Russia	Turkey	Vict Pts.	Posit.	Posit
Insider Dealings	15	160	514	450	32	0	0	1171	1	1
DuTuU	0	153	415	115	0	129	115	927	2	2
Banque Nationale V	20	300	356	226	0	0	0	902	3	3
IMT	30	35	308	107	69	127	134	810	4	4
TSA Inc.	0	310	196	254	0	28	0	787	5	5
Charles Tbronne	8	188	320	240	0	16	0	772	6	6
Fungus le Bogeyman	23	223	203	264	2	0	39	754	7	7
Vulcain	134	162	386	16	11	20	11	741	8	8
PS	55	401	67	64	3	124	19	733	9	9
Gonzomaniak	0	160	233	244	0	0	0	637	10	10
Imric	0	447	0	157	0	0	15	620	11	11
Oselle	0	122	233	245	0	0	0	600	12	12
Midas	0	0	11	91	0	267	224	593	13	13
Ric	17	245	120	23	0	0	15	421	14	14
Blueberry	30	120	80	80	5	40	15	370	15	15

Dipsomania - 16

CUBAN "91LDrb59"

Gunboat II Diplomacy Autumn 1903

* * * C.O.A. * * *

The GM is Jef Bryant, c/o Editorial Address.

Italy

A(Tyr)-Pie, A(Ven)SA(Tyr)-Pie, F(WMS)-MAO, F(GOL)-Spa(sc)

France

F(Por)-Spa, A(Spa)-Gas, A(Bur)S Germany F(Bel) (NSO),
F(ENG)-MAO, F(Mar)SF(Por)-Spa

Austria

F(AEG)SA(Gre)-Bul, A(Ser)SA(Gal)-Rum, A(Gre)-Bul,
A(Bud)SA(Gal)-Rum, A(Gal)-Rum

Turkey

F(BLA)-Sev, A(Bul)SA(Rum), A(Smy)SA(Ank)-Arm, A(Rum)SA(Bul),
A(Ank)-Arm

Germany

A(Den)-Swe, A(Kie)SF(Bel)-Hol, F(Bel)-Hol,
A(Mun)-Bur

Russia

A(Swe)-Nwy, F(Fin)-Stp(sc), A(Arm)-Ank,
A(Ukr)-Rum, F(Sev)SA(Ukr)-Rum

England

A(Nwy)-Stp, F(NTH)-Bel, F(Hol)SF(NTH)-Bel, F(Lon)SF(Edi)-NTH,
F(Edi)-NTH

Retreats

Russia: A(Arm)-Syr

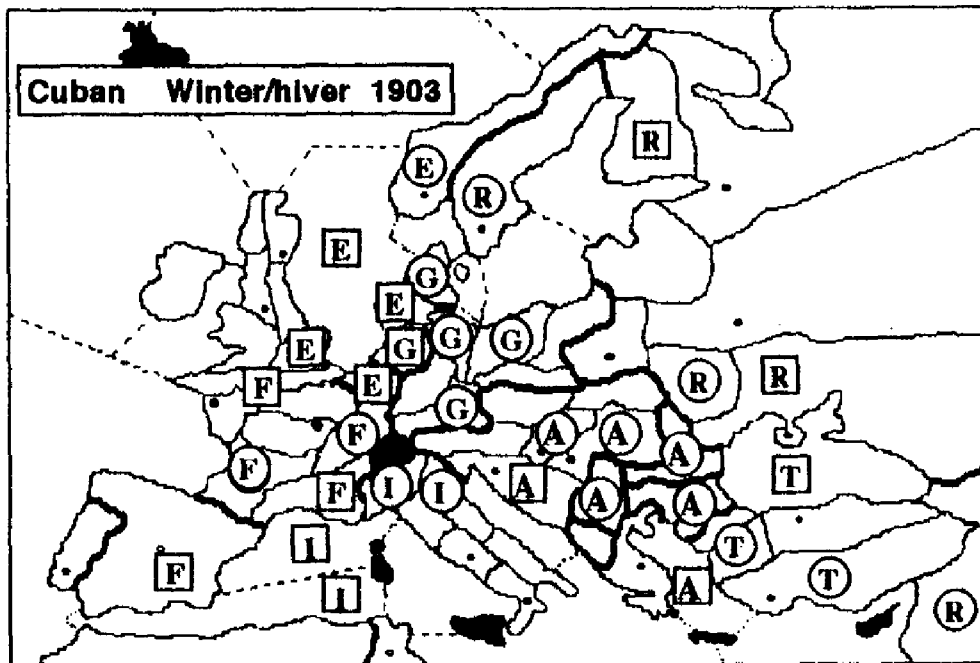
England: F(Hol)-HEL

Turkey: A(Bul)-Con, GM removes A(Rum) (NRP)

Dipsomania - 16

Winter 1903

Italy	Rom, Ven, Nap, Tun		4(4)	No Change
France	Bre, Par, Mar, Spa, Por		5(5)	No Change
Austria	Bud, Tri, Vie, Ser, Gre	+Bul, Rum	7(5)	+F(Tri),A(Vie)
Turkey	Con, Smy, Ank, Bul, Rum		3(5)	-A(Arm)
Germany	Ber, Mun, Bel, Den	+Hol, Kie	5(4)	+A(Ber)
Russia	War, Sev, Mos, Stp, Swe		5(5)	No Change
England	Lon, Lpl, Edi, Nwy, Kie	+Bel	5(5)	No Change



GIMLET "92LCru04"

Geophysical III Diplomacy - Anonymous With Press

Autumn 1901

Austria

F(Tri)wc-ADR, A(Vie)-Tri, A(Ser)SA(Vie)-Tri

England

F(ENG)-Bel, F(NTH)CA(Edi)-Nwy, A(Edi)-Nwy

France

F(MAO)-Por, A(Mar)-Spa, A(Bur)-Bel

Germany

F(Den)-H, A(Ruh)-Hol, A(Ber)-Mun

Dipsomania - 16

Italy

F(TYS)-Tun, A(Rom)-Ven, A(Ven)-Tyr

Russia

F(GOB)-Swe, F(Sev)wc-BLA, A(Ukr)-H, A(War)-Lvn

Turkey

F(Ank)-Con, A(Con)-Bul, A(Bul)-Gre

Successful Geophysical Commands

BUD=>Bud, Sil=>SIL, EMS=>Ems

Press

GM - All: England has proposed that when supporting a Geophysical command it need not specify the power. For example if Italy orders GLAC=>NAO and Austria wanted to support this he

would only have order 'Support GLAC=>NAO'. England adds that it is difficult to support a geophysical command without knowing who is ordering it. Personally, I don't think it will make much difference as someone will have to order the original command the same season as the support for it to be valid. By using the press this should not be a problem. If nobody objects by the next deadline this modification will become active for Autumn 1902.

Germany - Russia: Help yourself, but I'll hold you to that favour!

Germany - France: A bit determined over Bur weren't we?

Germany - GM: I'm still not sure what I'm doing!

GM - Germany and Austria: Only 1 Geophysical command per turn and 1 stabilisation per supply centre/turn.

Russia - Austria: So, you could not even wait for the game to begin to incite Turkey to attack me. I think Italy will keep you busy for a while...

Russia - Turkey: Are we having fun? After BLA-Bla, my next project is to open up Gal so I can join you in a concerted attack on Austria-Hungary. Are you agreeable?

Russia - Germany: Interested in a four-way attack on your Southern cousins, while in the North you, England and I peacefully share Scandinavia?

Russia - England: 'Go Joe', you say? Ah, you English: always joe-King.

England - France: Keep your shirt on. I need not your Brest.

England - Austria: As your country slides into anarchy...no! the sea! need ye help? Send me the word!

Anonymous - Germany: Mountainize me will you? Why should I seize Silesia when I can Seas Silesia!

Anonymous - Inquisitor: Make him give one back to the French!

France - Allemagne: I propose that we become allies against the Englishman. Support me in Belgium, I will support you to Holland. After, we see how we can move our armies to England.

Dipsomania - 16

Name	Type	SC	Geo	Coast
ADR	M			
AEG	M			
Alb	T			
Ank	T	●		
Arm	T			e,w
BAL	M			
BAR	M			
Bel	T	●		
* Ber	T	●		n,s
BLA	M			
Boh	T			
Bre	T	●		
⊙ Bud	T			
Bul	T	●		e,s
Bur	T			
CAS	M			
Cly	T			
Con	T	●	W	
Den	T	●	W	
Edi	T	●		
⊙ Ems	T			
ENG	M			
Fin	T			
gal	U			
Gas	T			

Name	Type	SC	Geo	Coast
GOB	M			
GOL	M			
Gre	T	●		
HEL	M			
Hol	T	●		
ION	M			
IRI	M			
Kie	T	●	C	
Lon	T	●		
Lvn	T			
MAO	M			
Mar	T	●		
Mos	T	●		
Mun	T	●		
Naf	T			
NAO	M			
Nap	T	●		
NTH	M			
NWG	M			
Nwy	T	●		
Par	T	●		
Pic	T			
Pie	T			
Por	T	●		
* Pru	T			n,s

Name	Type	SC	Geo	Coast
Rum	T	●		
Ruh	T			
rum	U			
Ser	T			
Sev	T	●		e,w
⊙ SIL	M			
SKA	M			
Smy	T	●		
Spa	T	●		n,s
Stp	T	●		n,s
Swe	T	●		
swi	U			
Syr	T			
Tri	T	●		
Tun	T	●		
Tus	T			
Tyr	T			
TYS	M			
Ukr	T	●		
Ven	T	●		
Vie	T	●		
Wal	T			
War	T	●		
WMS	M			
Yor	T			

- C = Canal
- W = Waterway
- G = GLACiated province
- F = Frontier (result of an earthQUAKE)
- T = Terrestrial province
- M = Maritime province
- U = Mountainous province

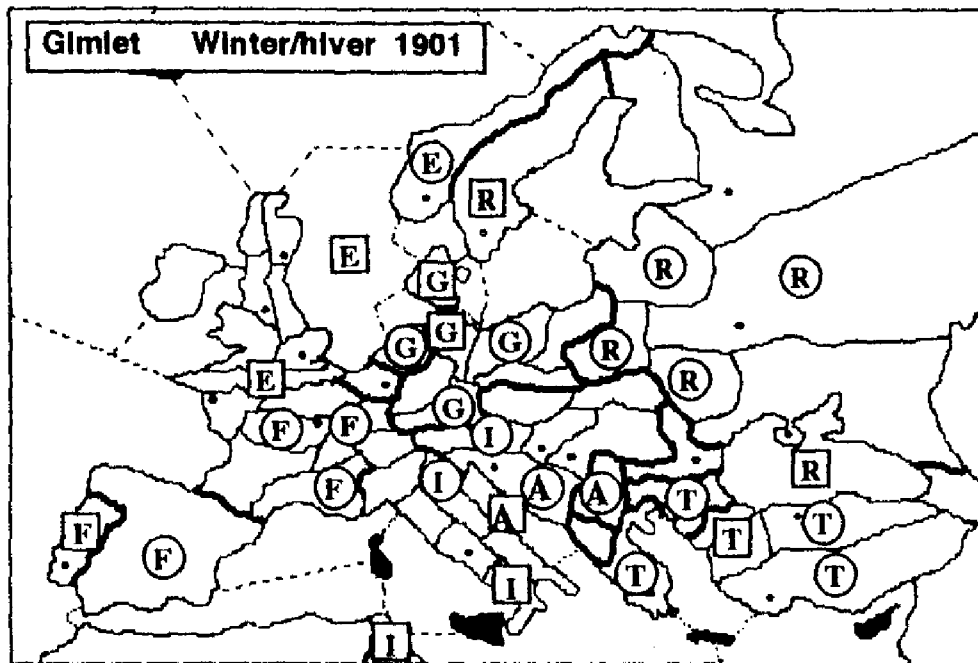
Total number of supply centres = 33(33)
Supply centres for victory = 17(17)

- ⊙ = Subjected to a geophysical command
- * = Becomes a multi-coasted province

Autumn 1901

Italy	Rom, Ven, Nap	+Tun	4(3)	+F(Nap)
France	Bre, Par, Mar	+Por, Spa	5(3)	+A(Par),A(Mar)
Austria	Bud, Tri, Vie	+Ser	3(3)	No Change
Turkey	Smy, Ank, Con	+Bul, Gre	5(3)	+A(Ank),A(Smy)
Germany	Kie, Ber, Mun	+Den, Hol	5(3)	+F(Kie),A(Ber)
Russia	Sev, Mos, War, Stp	+Swe, Ukr	6(4)	+A(War),A(Mos)
England	Lon, Lpl, Edi	+Nwy	4(3)	1 Short

Dipsomania - 16



NEGRONI "89LDrb59"

Gunboat II Diplomacy Spring 1908

Italy

A(Vie)SA(Tyr)-Tri, F(TYS)SF(Nap)-ION, F(Tri)-ADR,
F(Alb)SF(Nap)-ION, A(Tyr)-Tri, F(Nap)-ION

France

F(Bre)SF(Spa)sc-MAO, A(Bel)S **Germany** A(Hol) (NSO),
A(Por)-H, A(Pic)SA(Bel), A(Par)-Gas, F(Spa)sc-MAO

Turkey

A(Rum)SA(Arm)-Sev, A(Arm)-Sev, A(Ser)-Tri,
F(AEG)SF(ION), F(Gre)SF(ION), A(Gal)-Ukr,
F(ION)-H, A(Bud)SA(Ser)-Tri

Germany

A(Hol)-Lon, A(Sev)-H, A(Mun)-Kie, F(BAL)-Den,
A(Ukr)-War, F(NTH)CA(Hol)-Lon, A(Mos)SA(Sev)

England

F(ENG)SF(MAO), A(Stp)-Mos, F(Lvn)-Pru, F(Den)-H
F(MAO)S **Italy** F(TYS)-WMS (NSO), A(Swe)SF(Den), F(Edi)-NTH

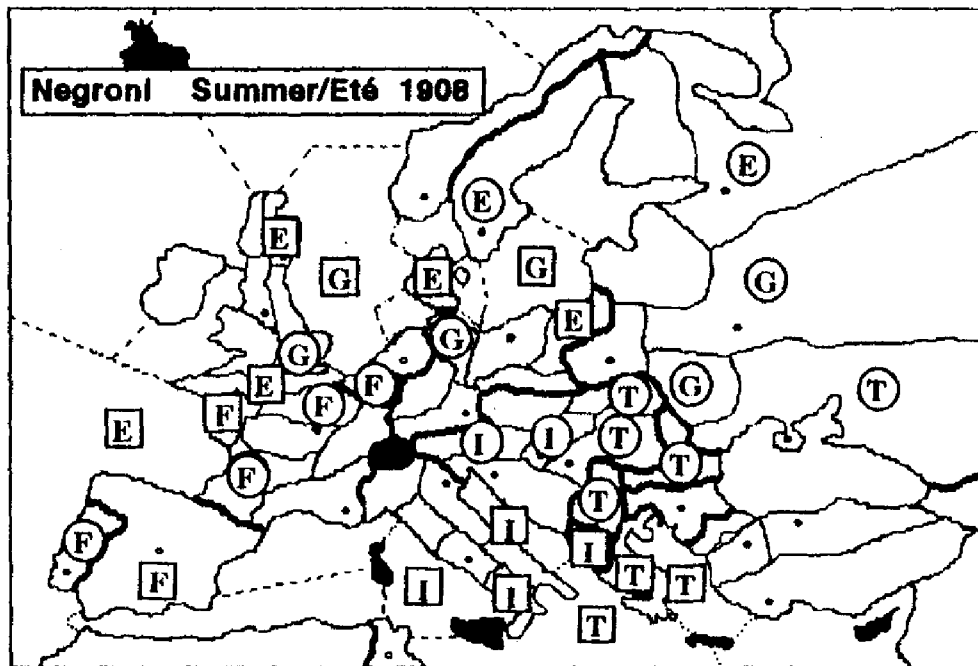
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Retreat

Germany: GM removes A(Sev) (NRP)

Summer 1908

Italy	Rom, Nap, Ven, Tun, Tri, Vie	6
France	Par, Bre, Mar, Spa, Bel, Por	6
Turkey	Con, Ank, Smy, Bul, Rum, Gre, Ser, Bud	8
Germany	Kie, Ber, Mun, Hol, War, Mos, Sev	7
England	Lon, Edi, Lpl, Nwy, Swe, Stp, Den	7



GAME FINISH

HARVEY WALLBANGER "89FN"

Beginners Classic Diplomacy Autumn 1907

France

Juliette Defechereux, Rue du Laveu 39, B-4130 MERY, Belgium
 A(Ruh)S **Russia** A(Ber)-Kie, A(Bel)-Hol, A(Mun)-Bur,
 A(Bre)-H, F(Mar)-H

Turkey

Pierre Husquinet, Rue Etienne Soubre 30, B-4000 LIEGE, Belgium
 F(Tun)SF(TYS)-WMS, A(Pie)S **France** F(Mar), F(Tus)-GOL,
 A(Naf)SF(Tun), A(Tyr)-Mun, A(Gal)-Boh, F(AFG)-ION,
 A(Rum)-Ukr, A(War)-Mos, A(Ven)SA(Pie), F(TYS)-WMS,
 F(ION)-TYS, A(Bul)-Rum, F(BLA)SA(Arm)-Sev, A(Arm)-Sev

Dipsomania - 16

Russia

Michel Petrenko, Rue de Joie 107, B-11, B-4000 LIEGE, Belgium
 F(Pru)SF(Lvn)-BAL, A(Sev)-Ukr, A(Ber)-Kie, F(Lvn)-BAL

England

Laurent Siquet, Rue de Borlez 26, B-4317 FAIMES, Belgium
F(GOL)SF(WMS), F(NIH)-H, A(Fin)SA(Nwy)-Stp,
F(WMS)SF(GOL), F(ENG)-MAO, F(Spa)scSF(GOL), A(Hol)-Kie,
A(Kie)-Ber, F(BAL)-Pru, A(Nwy)-Stp

Retreats

England: GM removes F(WMS) (NRP) F(BAL)-GOB, A(Kie)-Den

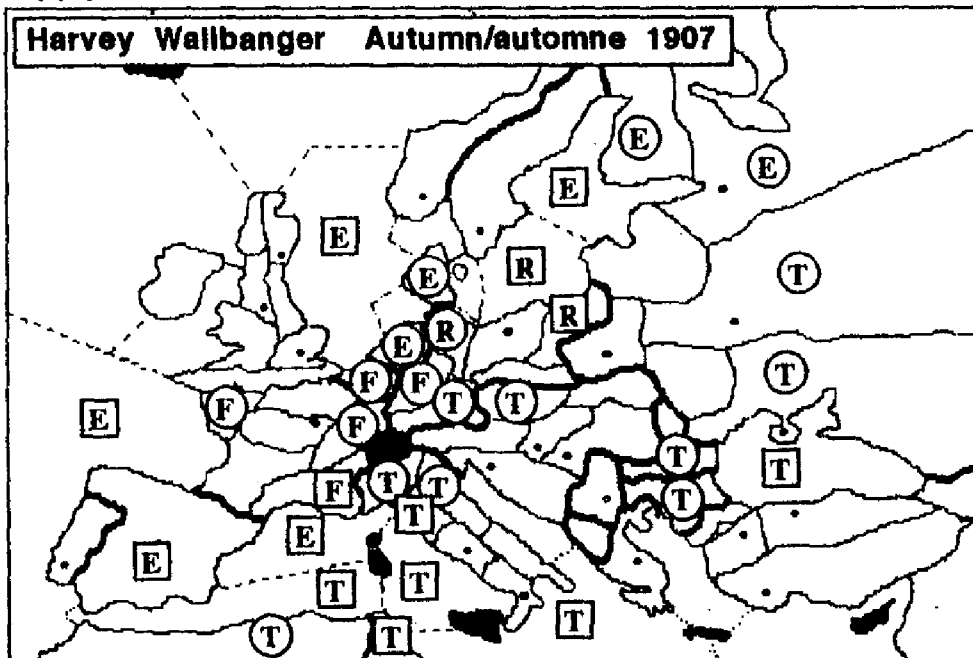
Russia: GM removes A(Sev) (NRP)

Winter 1907

France	Par, Mar, Bel, Bre, Mun		4(5)	
Turkey	Smy, Ank, Con, Bul, Rum, Gre, Ser, War, Bud, Nap, Tri, Ven, Tun, Rom, Vie	+Mun, Sev, Mos	18(15)	WINS!!
Russia	Stp, Mos, Ber, Sev	+Kie	2(4)	
England	Edi, Lpl, Nwy, Lon, Swe, Kie , Spa, Por, Hol, Den	+Stp	10(10)	

GM - Turkey: Congratulations on winning the first Diplomacy game to be played in Dipsomania. Do you know the song by the Beatles - "With a little help from my friends"?!?

GM - All: That makes the second game to finish. Send me your game end statements for the next deadline please. I will publish them with the final supply centre table.



Dipsomania - 16

Z O M B I E "91LExm18"

LiMa 5 Diplomacy Autumn 1903

GM - All: I have recently discovered that there are two maps for LiMa 5, one with the abbreviations in English and the other in French. Luckily the majority of the province abbreviations on the two maps are the same. The only ones which are different are shown in the table below:

Eng	Fra	Eng	Fra	Eng	Fra
NPO	= NPA	SCS	= SCH	Snk	= Skg
MAO	= MID	GOT	= TON	Lvn	= Liv
NAO	= NAT	GOS	= SIA	NWG	= NRG
SAO	= SAT	EIO	= EIN	ENG	= ENC
SPO	= SPA	WIO	= WIN	WMS	= WME
ECS	= ECH	GOA	= AAE	GOL	= GLO
SOJ	= SJA				

1. Fleets attack SMs

France F(NAO)/SM(Ire), F(Bre)/SM(ENG), F(GOS)/SM(Can)
England F(Nwy)/FRANCE SM(NTH), F(IRI)/FRANCE SM(MAO), F(MAO)/FRANCE SM(IRI)
Japan F(Vla)/SM(Sok), F(YEL)/SM(Can), F(ECS)/SM(SPO), F(SPO)/SM(CEL), F(CEL)/SM(MAL), F(SCS)/SM(Sai)
India F(EIO)/SM(MAL)
Austria F(Gre)/SM(Bul)
Italy F(RED)/SM(GOA), F(GOA)/SM(RED), F(Pen)/SM(EMS)
Turkey F(BLA)/SM(Con), F(AEG)/SM(EMS)

2. SMs attack fleets

China SM(YEL)/F(YEL)
India SM(ECS)/F(ECS)
Japan SM(GOS)/F(GOS)
Austria SM(AEG)/F(AEG)
Turkey SM(Gre)/F(Gre)

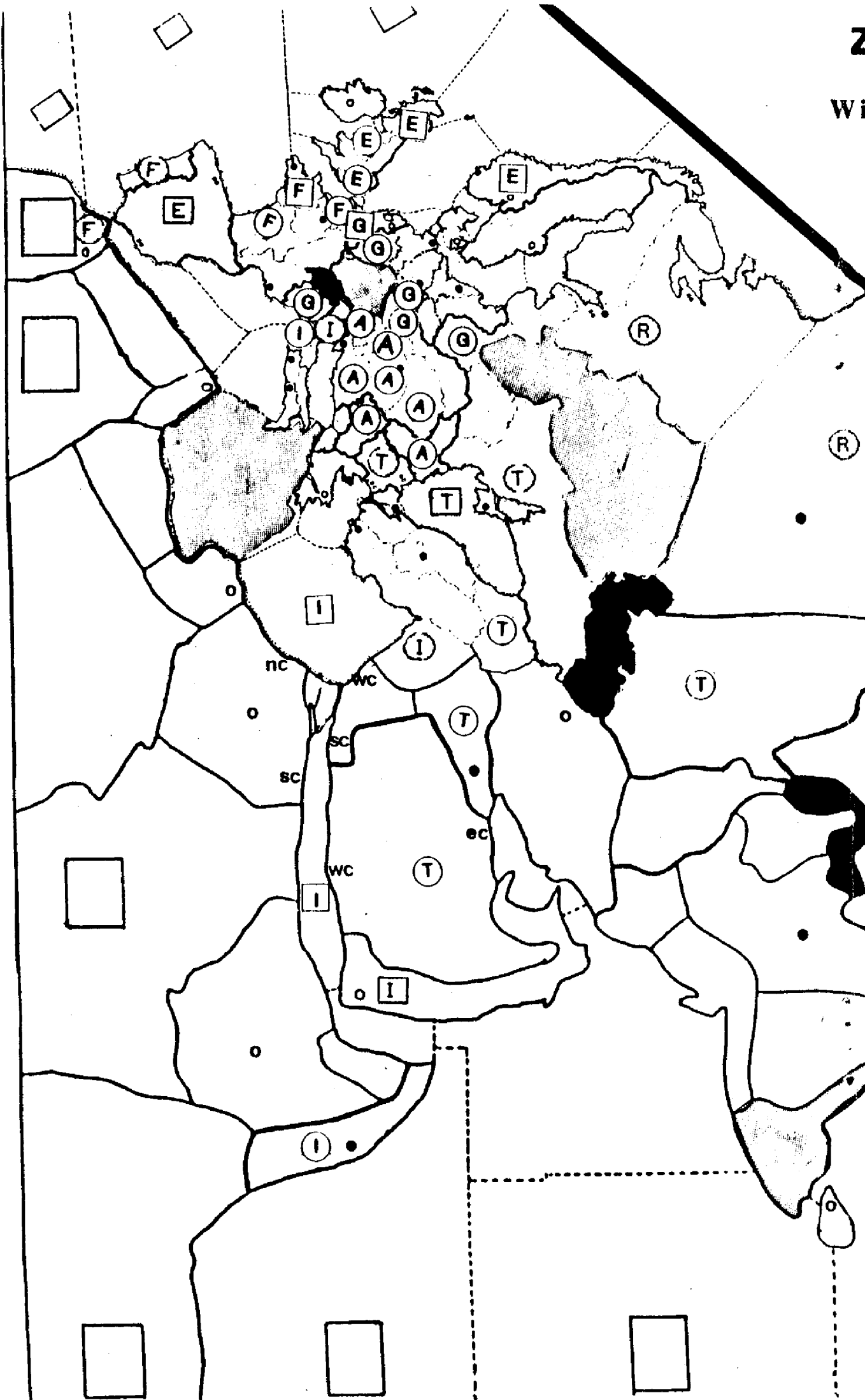
3. MN strikes, Mouvement

1MN on **Fln** 1MN on **Gal**

They will become passable again after Autumn 1905.

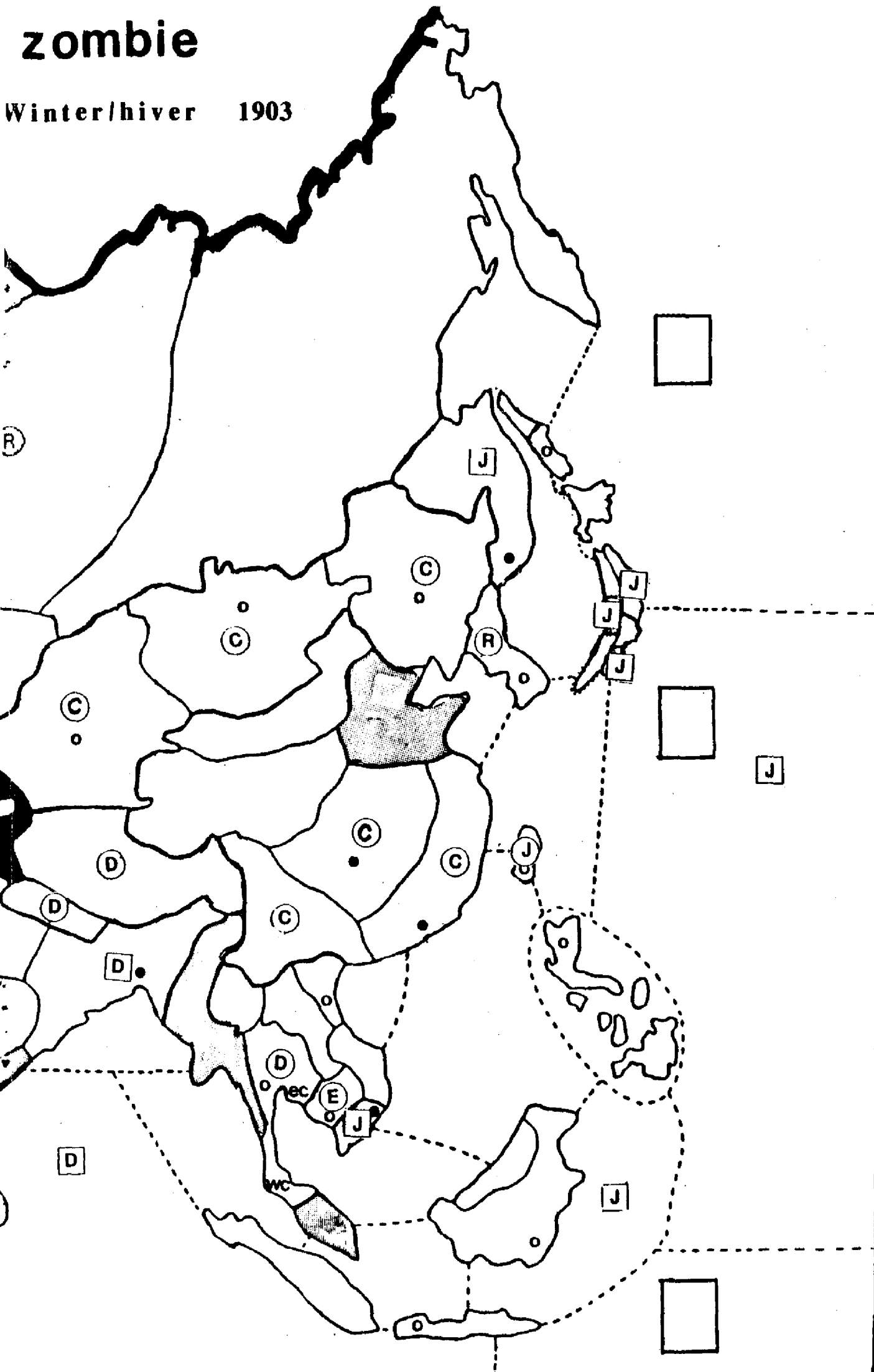
The Provinces Bur, SOJ are now passable.

'(%)' The unit has been removed by the GM.



zombie

Winter/hiver 1903



Dipsomania - 16

China C.O.A.

Roger Weddall, P.O. Box 273, Fitzroy 3065, Australia
A(Can)-H, A(Snk)-H, A(Man)S Japan F(Vla)-Kor (NSQ),
A(Sik)SA(Can)

England C.O.A.

Miguel Lambotte, Rue de la Bascule 8, B-4458 FEXHE-SLINS, Belgium
F(Nwy)-H, F(IRI)-Ire, A(Lao)-Cam, F(MAO)-Spa(nc),
A(Wal)-Lpl

Italy

Christian Rode, Rue de Verdun 487, Boite 4, B-1130 BRUXELLES,
Belgium
A(Jor)-Syr, A(Ven)SA(Rom)-Tus, F(RED)SF(GOA)-Yem,
F(Pen)-EMS, A(Rom)-Tus, F(GOA)-Yem

Germany

Jean-Louis Delattre, Avenue du Petit Sart 106, B-5100 JAMBES, Belgium
A(Gal)SA(Boh)-Vie (%MN), A(Ruh)-Bel, A(Sax)-Boh,
A(War)SA(Boh)-H (NSQ), A(Boh)-Vie, A(Pie)-Tyr
A(Fin)S England F(Nwy)-Stp (%MN), F(Bel)-ENG

India

Réginald de Potesta, Etudiant 6ème ESR, Inst. ST. Bertuin,
129 Fond de Malonne, B-5020 MALONNE, Belgium
A(Tha)-H, F(EIO)-Jav, A(Cal)-Tib, A(Del)-Nep

France

Paul Slade, 164 Park Road, Cowes, Isle of Wight, PO31 7NE, England
A(Mor)-H, A(Spa)-Por, F(NAO)-Ire, A(Pic)-H,
A(Par)-Gas, F(Bre)-ENG, F(GOS)-Cam (%SM)

Japan

Pascal Prola, Rue Albert Collet 3, F-51430 TINQUEUX, FRANCE
F(SCS)-Sai, F(Vla)SA(For)-Kor, A(For)-Kor,
F(YEL)SA(For)-Kor (%SM), F(ECS)CA(For)-Kor (%SM),
F(CEL)-Jav, F(SPO)-CEL

Austria

Jason Asker, Mowbrays Farm, 18 Church Street, Ickleton,
Saffron Walden, Essex, CB10 1SL, England
A(Ser)-Bul, A(Rum)SA(Ser)-Bul, A(Tri)SA(Bud)-Vie, A(Bud)-Vie
A(Clu)SA(Rum), A(Tyr)SA(Bud)-Vie, F(Gre)SA(Ser)-Bul (%SM)

Russia

Stefaan Vanderheyden, G. de Pélichylei 69, B-2970 SCHILDE, Belgium
A(Stp)-H, A(Oms)SA(Stp), A(Kor)-H (NMR)

Dipsomania - 16

Turkey

Patrick Lafontaine, Chaussée de Ramet 39, B-4400 FLEMALLE, Belgium
A(Sev)-Rum, A(Bul)SF(AEG)-Gre, F(BLA)SA(Sev)-Rum, A(Bag)-H,
A(Arm)-Sev, A(Yem)-H, A(Ira)-Tur, F(AEG)-Gre (%SM)

Retreat

Turkey: A(Yem)-Nej

Zombie Message (MN's and SM's)

Press

Turkey - Italy: I am willing to allow you Yem but to give up Gre, NO! I would prefer to give you EME...

India - China: It is time to work together against Japan! You and myself still have a missile to launch!! As far as England is concerned, as you can see, no more problems!

Austria - Germany: I really suggest that you retreat from my borders.

Russia - All: S.O.S. Save our star!

Germany - Italy: No problem!

Germany - Russia: Surrender or die.

China - Japan: I hope we can sort out a peaceful solution that we both prosper from.

China - Germany: See you in St. Petersburg?

China - France: Was it you who made ION radioactive? Shame!

Dipsomania - 16

Winter 1903

Italy 9(8)	Rom, Ven, Mog, Nap, Pen, Eth, Egy, Tun Construction : +A(Mog) 2 Short	+Yem
France 5(7)	Mar, Par, Bre, Sai , Por, Spa , Mor GM removes F(NPO)	
Austria 7(7)	Bud, Clu, Vie, Tri, Rum, Ser, Gre Construction : +A(Bud)	
Turkey 7(8)	Smy, Con, Ank, Bag, Yem , Bul, Sev, Ira	
Germany 8(8)	Ber, Pos, Kie, Den, Hol, Swe, War, Bel 2 Short	
Russia 3(3)	Oms, Stp, Vla No Change	+Kor
England 7(6)	Edi, Lon, Lpl, Ire, Nwy, Tha Construction : +F(Edi),A(Lon)	+Spa, Cam
China 6(5)	Han, Can, Vtm, Omo, Man Construction : +A(Han) 1 Short	+Snk
India 5(4)	Cal, Del, Jav, Cey Construction : +F(Cal)	+Tha
Japan 9(7)	Kyo, Osa, Tok, Phi, Kar, For, Bor Construction: +F(Osa), F(Kyo), F(Tok) 1 Short	+Vla, Sai

Total Supply Centres Remaining = **66(66)**
Supply Centres needed for Victory = **34(34)**

The Provinces Bur, SOJ are now passable.

Dipsomania - 16

Z A - Z A "92L?rh11"

GAME START

Prize-winning Variant Competition - Winter 1900

Terrestrial Chaos - Anonymous

Press

GM - Players, Potential Players and Readers: The Terrestrial Chaos variant or "Za Za" - is certainly the craziest thing I have organised so far!! The response from the players has been excellent which means that of the 34 players invited 27 have agreed to participate. Only 17 of these players have written press this time which means that no one, apart from myself, knows which supply centres are occupied by Lebling units.

Confusing? That's all part of the game! In order to get the maximum number of players I will be renewing the invitation to play to those who didn't respond last time and to any one else who would like to play. For example, some of you out there who trade with Dipsomania - how about having a go?

For *all* players don't forget to send press (No Black press allowed), an order for your unit for Spring 1901 AND a possible build and retreat order for Summer 1901. Don't forget that every movement season (Spring and Autumn) there is followed by an adjustment season (Summer and Winter).

I was very impressed by the quality and quantity of the press I received (a special mention to Sweden!!), keep it up! However, after the massive reams I received from the Swedish player I am imposing a 1/2 page limit on press; equivalent to about 250 words. Remember, it's the quality and not the quantity that counts! Also go easy on the "jeu de mots" as they are impossible to translate and the intended humour will be lost in the translated version.

I have considered a potential problem in the game about Spring 1903 when the number of players will start to be reduced significantly. New (or recently eliminated) players have the right to play (again) at any time taking over either an unowned supply centre still neutral or a new, previously impassable supply centre mentioned in the rules. Assuming a player starts in 1903 with his one unit, it will be very difficult to survive with adjacent players controlling 2 or more units. Bearing this in mind I will consider the possibility of designating 2 (or more?) initial units relatively close together, if possible. This would depend on the number of units of the powers in the adjacent areas to the starting player.

Any comments on this or other aspects of the game would be welcome and discussed in this game report.

Belgium(02) - All: Brussels will be the capital of Europe.

Dipsomania - 16

Budapest(05) - All: Budapest is waking up! Who wants to have breakfast with me?

Constantinople(07) - All: I propose to move towards Bulgaria. He who would support me will have the right to my eternal gratitude.

Constantinople(07) - Ankara and Smyrna: If you move to BLA and AEG respectively we could envisage manoeuvres in common....I am of course open to all suggestions.

Denmark(08) - Sweden and Kiel: I will not attack either of you, either in Spring or Autumn 1901. Then let's see how we go from there.

Denmark(08) - All: Anybody want to talk about the North Sea?

Greece(10) - GM: Can I assume from the rules that Albania will never become a supply centre/player and that it is unoccupied from the start of the game?

GM - Greece: Correct. The same goes for Naf.

Greece(10) - Bulgaria: Support me into Serbia this season and I'll return the favour against Rumania next.

Greece(10) - Trieste and Budapest: Any assistance into Serbia will be greatly appreciated and reciprocated....

Holland(11) - All near the North Sea: I will help one of you who asks for access to the North Sea in return for help a little later...

Holland(11) - Belgium and Kiel: Let's unite our efforts against those who would want to destroy us.

Holland(11) - Berlin, Munich, Paris, Brest, London, Edinburgh, Norway and Denmark: You are only one (or two) provinces away from me, I'm waiting for your press.

Kiel(12) - Denmark and Berlin: Brother of all countries let's join together.

Liverpool(13) - All: Liverpool declares itself to be the bosom buddy of London, yet the hated enemy of Denmark. Liverpool declares itself to be a virtual blood brother with Edinburgh, but the hated foe of Kiel. Let the contest begin! Hooray for the English cities! Also we despise Paris, but we love Brest. We hate St. Petersburg but we love Berlin. Don't you? (Also we hate Beatles and their music.) So, who will support me into a centre in exchange for two supports later?

London(14) - Rumania and Ankara: You take care of Constantinople and Budapest while I make a visit to Portugal.

Marselles(15) - Paris: Visit Belgium they eat chips there!

Marselles(15) - Venice: I can see you coming, watch out.

Marselles(15) - Brest: Portugal is yours.

Marselles(15) - Paris and Brest: What would you say to declaring France a neutral zone?

Munich(17) - All: The Bavarian National Movement has seized power and created the Kingdom of Bavaria.

Munich(17) - Berlin and Kiel: Together we stand as a new Germany; divided we will fall to the communists and the imperialists.

Paris(20) - Munich: Watch for the Vienna waltzes.

Paris(20) - Brest: We can cross the North Sea and the Channel without getting our feet wet.

Paris(20) - London: Shell the Scottish peas.

Rome(22) - Venice: How goes the progress in forming the Italian Armoured Gondoliers?

Rome(22) - Naples: The road blocks are up on the Pennine Way.

Rumania(23) - Budapest: Will support you into Serbia in return for subsequent support into Bulgaria.

Serbia(24) - Bulgaria: If you support me into Greece, I will then support you into Rumania.

Serbia(24) - Greece: If you move to Albania, I will look after Greece until you return...

Official Communiqué from the Royal Chancellery of Sweden(29) -

All: People of Europe, tremble! Yes tremble, a nation is waking up full of force and power against all the ultimatums and other diktats from all horizons. Our proud soldiers, heirs of the glorious Vikings are going to reign terror again throughout Europe which will be no longer apart from fire and blood after their passage. At their head, our glorious King Oscar the Second, brother of Charles the XV, son of Oscar the I and grandson of Charles-Jean Bernadotte alias Charles the XIV, will know, by his courage, his intelligence, his bravery and his innate sense of military tactics to lead our troops to victory. Aggressors of all nationalities don't think about conquering our beautiful fatherland without paying the price of blood. Your bodies will be mowed down by the dozens each yard of Swedish soil that you would take from us. We have warned you!

Sweden(29) - Norway and Denmark: Viking brothers, let's unite against the others and stay together to save our millenary culture. The Swedish government will not undertake any military action towards your nation and will endeavour to support your plans for attack. Let me know your remarks and your plans in your next communiqués, the Swedish government will do the same.

The Stockholm Daily News: In response to the mobilisation order from the King himself, contingents from all the military regions all over the country have started to assemble, ready to defend the nation against all invaders. Also the Great Royal Cavalry and the King's Artillery Regiment have marched past last Thursday in the capital and exercises have taken place on Saturday in the Uppsala region with a battalion of Gottlander Cuinossiers Infantry from Karlskröna. The Overland Skiers of the 7th regiment from Bodem have rejoined their positions at the Finnish border. In our next editions we will give your more details of our vallant army.

Jane's Reconverted Fighting Ships 1900: It seems certain, from our correspondent in Scandinavia, that the Swedish military authorities have recently made trials of a weapon using a revolutionary concept. Since the progressive disappearance of our seas and oceans, the warships have for the most part disassembled, their guns being transported and fixed in place to protect the access to the towns and various strategic points; other guns mounted on rails to allow some mobility. Here, it seems that the Swedish ex-admiralty have conserved at least a coast guard battleship of the class "Nordic Hero" intact. After several years of working secretly the great Swedish staff general tried his new weapon : the self-propelled coast guard battleship on wheels. The machine, armed with two 280 mm guns with a range of 22000 metres, is propelled by 4 boilers which provide a power of several thousand horsepower. One doesn't know exactly how the

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GCCAR "lumarinen" is going to be used but no doubt that the staff generals of the other powers will have to take it into account. We will, without doubt, in our next editions give you the precise characteristics of this new weapon.

Tunis(31) - Naples and Rome: Any chance we can work together to create a better world? Please send a messenger (A bearded chap who wears sandals and flared cords, who drives a 2CV with a "Nuclear Power No Thanx" sticker in the rear window) to discuss environmental matters, over a cup of herbal tea. Topics for discussion include: converting the EEC wine lake into the Mediterranean Sea. This will allow Club 18-30 holiday makers to get drunk whilst swimming and hence leave the streets clear of tourists!

G I P S Y "90FZ"

Beginners Classic Diplomacy Spring 1905

England

Bernard Feuillen, Rue Joseph Wauters 48, B-5100 JAMBES, Belgium
F(HEL)-Kie, F(SKA)SF(NTH)-Den, F(NTH)-Den

Russia

Marc Piret, B.P. 38, Bruxelles 37, B-1000 BRUXELLES, Belgium
A(Ukr)-Rum, A(Stp)-Lvn, A(War)-Lvn, A(Nwy)-Swe,
A(Sev)SA(Ukr)-Rum

France

Frédéric Counerotte, Rue Major Mascaux 27, boîte 8,
B-5100 JAMBES, Belgium
F(MAO)-Gas, A(Mar)-Bur, F(Swe)-H, A(Pru)-Lvn
A(Hol)-Bel, A(Par)SA(Mar)-Bur, A(Bre)-Pic

Italy

Laurent Siquet, Rue de Borlez 26, B-4317 FAIMES, Belgium
A(Bud)S **Russia** A(Ukr)-Rum, F(ION)-Gre, A(Tri)SA(Ser),
A(Tyr)-H, A(Alb)SF(ION)-Gre, F(ADR)-ION,
A(Ser)SF(ION)-Gre, A(Vie)-Boh

Germany

Mick McNamara, Rue St. Adalbert 1A, B-4000 LIEGE, Belgium .
A(Mun)-Bur, A(Bur)-Gas, A(Den)-Kie, A(Ber)SA(Den)-Kie

Turkey

Michel Petrenko, Rue de Joie 107, Boite 11, B-4000 LIEGE, Belgium
F(BLA)SA(Rum)-Sev, A(Rum)-Sev, A(Bul)-Rum,
F(AEG)SA(Con)-Bul, F(Ank)-Arm, A(Con)-Bul

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Retreats

Germany: A(Bur)-Ruh

Russia: A(Sev)-Mos

Press

England - France: Sauron greets the coming of Ivor.

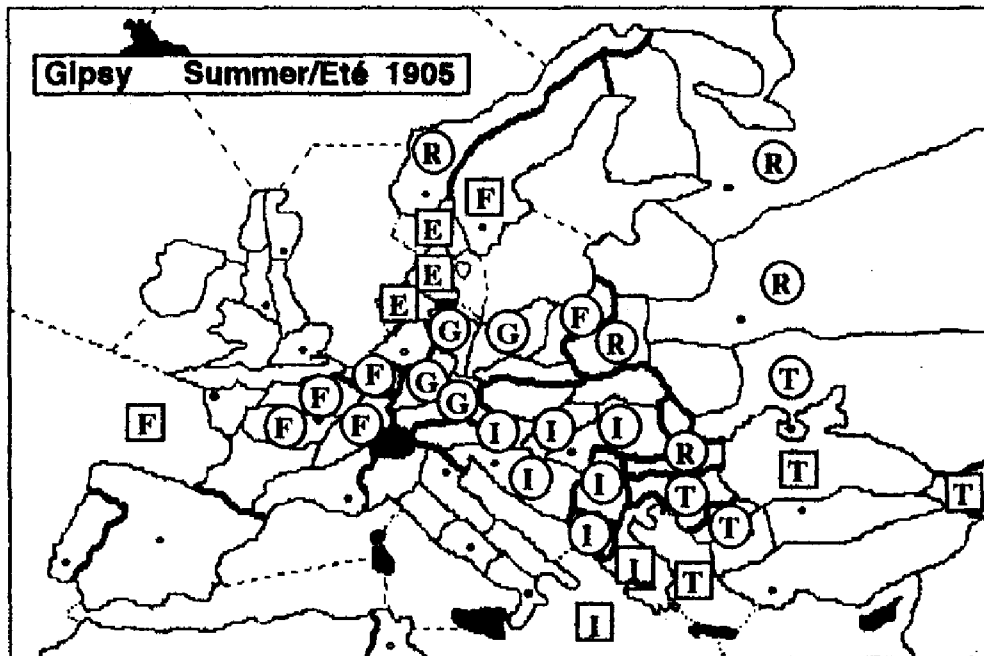
France - All: Viva l'Italia....

Italy - France: Vive la France!!!

England - All: Operation Orcus launched...

Summer 1905

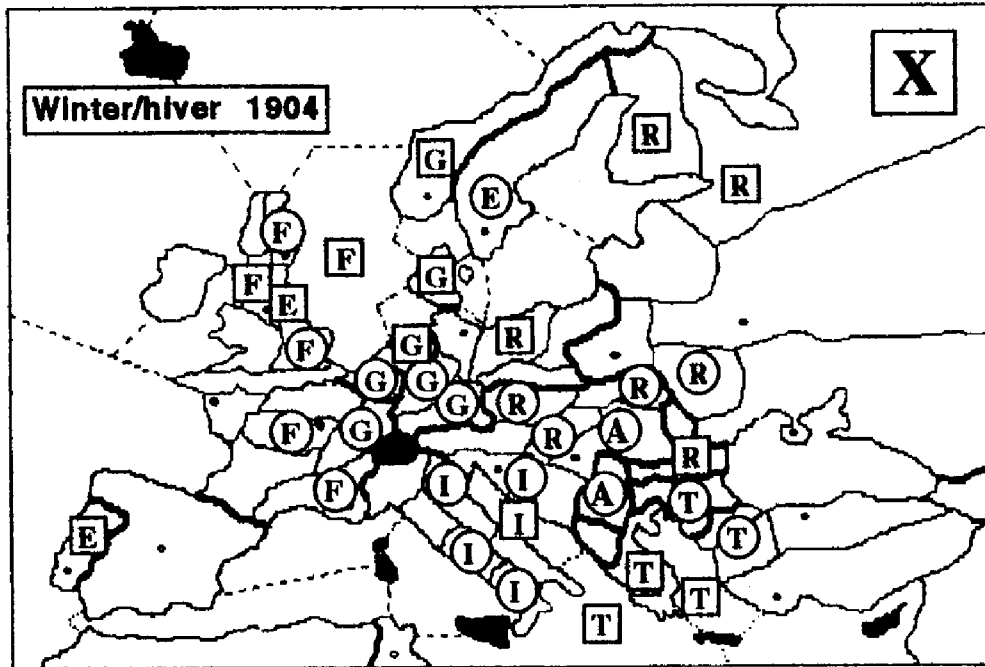
Italy	Rom, Ven, Nap, Tri, Tun, Vie, Bud, Ser	8
France	Bre, Par, Spa, Por, Bel, Hol, Mar, Swe	8
Turkey	Ank, Smy, Con, Bul, Gre, Rum	6
Germany	Ber, Kie, Mun, Den	4
Russia	Stp, Mos, Sev, War, Nwy	5
England	Lon, Lpl, Edi	3



Dipsomania - 16

RUSTY NAIL "90LGrS16"

Twin Earth Diplomacy Autumn 1904



Turkey

Geoff Kemp, 66 Torc Avenue, Amington, Tamworth, Staffs, B77 3FP, UK

F(X:AEG)-X:ION, A(X:Con)SA(X:Bul), A(X:Bul)SF(X:Gre),
F(X:Gre)SF(X:AEG)-X:ION, F(X:ION)-X:Tun, A(Y:Gre)SA(Y:Bul),
F(Y:AEG)SF(Y:EMS)-Y:ION, A(Y:Bul)SA(Y:Gre),
F(Y:TY S)SF(Y:EMS)-Y:ION, F(Y:EMS)-Y:ION

Russia

Paul Slade, 164 Park Road, Cowes, Isle of Wight, PO31 7NE, UK.

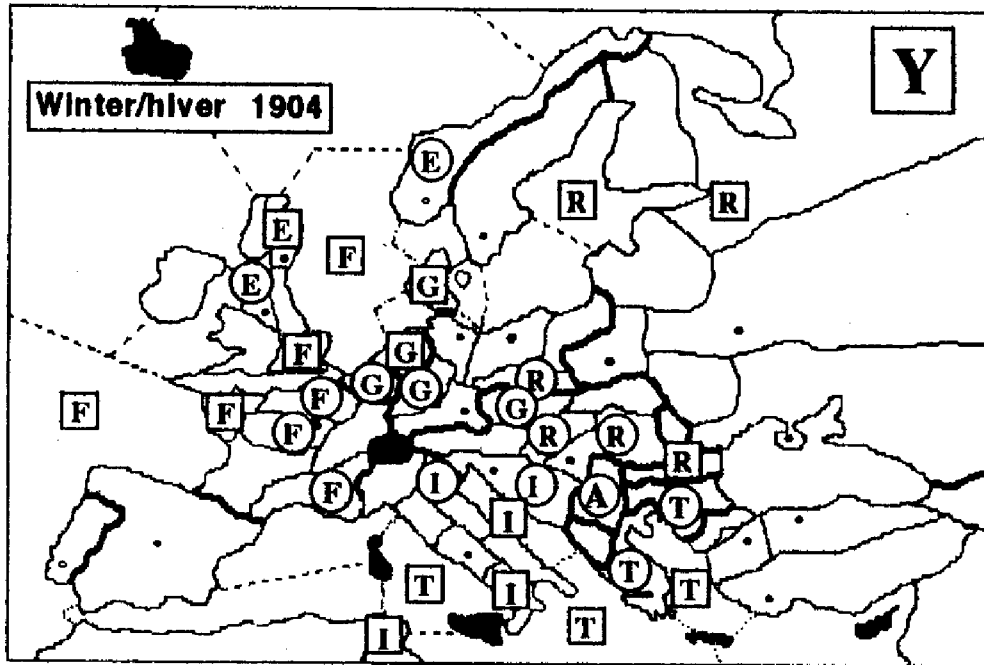
F(X:BAL)-X:Ber, F(X:Rum)-H,
F(X:Stp)sc-X:Fin, A(X:Vie)SA(X:Gal)-X:Bud, A(X:Mos)-X:Ukr,
A(X:Gal)-X:Bud, A(X:Boh)SA(X:Vie), A(Y:Gal)-Y:Bud
F(Y:Rum)-H, A(Y:Vie)SA(Y:Gal)-Y:Bud, F(Y:GOB)-Y:Swe,
A(Y:War)-Y:Sil

Italy

Patrick Lafontaine, Chaussée de Ramet 39, B-4400 FLEMALLE, Belgium.

A(X:Tyr)-X:Tri, F(Y:ADR)-Y:ION, A(X:Ven)SA(X:Tyr)-X:Tri,
F(X:ADR)SA(X:Tyr)-X:Tri, A(Y:Ven)SA(Y:Tri)-H,
A(Y:Tri)S Russia A(Y:Gal)-Y:Bud, **F(Y:Tun)-X:Tun**,
A(Y:Nap)-X:Nap

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England

Pascal Prola, Rue Albert Collet, 3, F-51430 TINQUEUX, France.

F(Y:Yor)-X:Yor, A(X:Fin)-Y:Fin, A(X:Swe)-Y:Swe.

A(X:Nwy)-Y:Nwy, F(X:Edi)-Y:Edi,

F(Y:Por)-X:Por, A(Y:Lpl)-X:Lpl

Austria

Jason Asker, Mowbrays Farm, 18 Church Street, Ickleton,
Saffron Walden, Essex, CB10 1SL, UK

F(X:Tri)-H, A(X:Ser)SA(X:Bud),

A(X:Bud)SF(X:Tri), A(Y:Bud)-Y:Tri, A(Y:Ser)SA(Y:Bud)-Y:Tri

Germany C.O.A.

Per Westling, c/o Lindh, Drabantgatan 11, S-58346 LINKÖPING, Sweden

A(X:Ruh)SA(X:Bel), F(X:Hol)SF(Y:Hol)

F(X:Den)-X:Kie, A(X:Bel)SA(Y:Bur)-Y:Bel,

F(X:NTH)-Y:NTH, A(X:Mun)-X:Kie, F(Y:Hol)SA(Y:Bur)-Y:Bel,

A(X:Bur)SA(X:Bel), A(Y:Kie)-Y:Ruh,

A(Y:Boh)-Y:Vie, F(Y:BAL)-Y:Den, A(Y:Bur)-Y:Bel

France

Réginald de Potesta, Etud. en 6 E.S.R., 129 Fond de Malonne,
B-5020, Belgium

F(X:Lpl)-Y:Lpl, A(X:Mar)-X:Bur, A(X:Pic)-X:Par,

A(X:Yor)-X:Edi, F(Y:MAO)-Y:Spa (nc?,sc?), A(Y:Gas)-Y:Mar,

F(X:ENG)-X:NTH, A(Y:Bel)-X:Bel, A(X:Par)-Y:Par,

A(X:Lon)-H, F(Y:Lon)SF(Y:NTH), F(Y:NTH)SF(X:ENG)-X:NTH,

Dipsomania - 16

Retreats

Austria: F(X:Tri)-X:Alb, GM removes A(Y:Bud) (NRP)
 Germany: F(X:NTH)-X:Nwy France: A(Y:Bel)-Y:Pic

Press

France - Germany: OK then, it will be war? You deceive me. Write to me before the inevitable takes place as the Russian is right behind you.

GM - All: Russia's order A(X:Mos)-X:Stp failed last time, but wasn't underlined.

Austria - Russia and Italy: Most coordinated attacks on Austria can take her out in 3 seasons. It looks like you'll still be trying to wipe me out in 1905.

Turkey - Italy: If you have done as you suggested in your letter, then we will talk further. Letter to come!

Germany - Italy: Thanks I agree.

Germany - England: Sorry. I should have trusted you earlier.

Winter 1904

Italy	X:Rom, X:Ven, X:Nap, X:Tun Y:Rom, Y:Ven, Y:Nap, Y:Tun	+X:Tri +Y:Tri
10(8)	Construction : +F(Y:Nap),+A(X:Rom)	
France	X:Par, X:Bre, X:Mar, X:Spa, X:Por , X:Lon Y:Par, Y:Bre, Y:Mar, Y:Spa, Y:Por, Y:Bel	+X:Lpl, X:Edi +Y:Lon
13(12)	Construction : +F(Y:Bre)	
Austria	X:Tri , X:Bud, X:Ser Y:Tri , Y:Bud , Y:Ser, Y:Vie	
3(7)	GM removes F(X:Alb)	
Turkey	X:Smy, X:Ank, X:Con, X:Bul, X:Gre Y:Smy, Y:Ank, Y:Con, Y:Bul, Y:Gre	
10(10)	No Change	
Germany	X:Kie, X:Ber , X:Mun, X:Den, X:Hol, X:Edi , X:Bel Y:Kie, Y:Ber, Y:Mun, Y:Den, Y:Hol	+X:Nwy +Y:Bel
12(12)	No Change	
Russia	X:Sev, X:War, X:Mos, X:Rum, X:Vie, X:Swe , X:Stp Y:Sev, Y:War, Y:Mos, Y:Rum, Y:Stp	+X:Ber +Y:Vie, Y:Bud
14(12)	Construction : +F(X:Stp)sc, F(Y:Stp)sc	
England	X:Lpl , X:Nwy Y:Lon , Y:Edi, Y:Lpl, Y:Nwy, Y:Swe	+X:Swe, X:Por
6(7)	GM removes A(Y:Fin)	

Dipsomania - 16

TEQUILA SUNRISE "90LDch10"

Cline VI Diplomacy Spring 1895

Italy C.O.A.

Roger Weddall, P.O. Box 273, Fitzroy, 3065, Australia.
A(Mil)-Tyr, F(ION)-ADR, A(Par)-H, F(TYS)SF(Nap)-ION,
A(Mar)-H, F(Nap)-ION, A(Rom)-Ven

Austria

Michel Petrenko, Rue de Joie 107, Boite 011, B-4000 Liège, Belgium
F(GOS)-Tun, A(Bud)SA(Ser), A(Ser)SF(Alb), F(Alb)-H

Turkey

Geoff Kemp, 66 Torc Ave, Amington, Tamworth, Staffs B77 3FP, UK.
F(Rum)SA(Sev), F(Gre)SA(Bul), A(Bul)SA(Rum),
F(AEG)-Smy, A(Smy)-Ale, A(Sev)S **Russia** A(Mos)-Geo,
A(Ank)SA(Smy)-Ale

Russia C.O.A.

Miguel Lambotte, Rue de la Bascule 8, B-4458 FEXHE-SLINS, Belgium
A(War)-Gal, A(Mos)-Geo, A(Stp)-Mos

England

Paul Slade, 164 Park Road, Cowes, Isle of Wight, PO31 7NE, UK.
F(Kie)-BAL, A(Ber)-Pru, F(BAL)-GOB, A(Lon)-Bre
A(Bel)-Ruh, A(Pic)SA(Lon)-Bre, F(Den)-Swe,
F(ENG)CA(Lon)-Bre, A(Mun)-Sil, F(Lpl)-IRI, F(Edi)-NTH,

Barbary States

Pascal Prola, Rue Albert Collet 3, F-51430 TINQUEUX, France
F(MAO)-WAO, F(Bre)-ENG, A(Lib)-Tun,
F(Cst)-MAO, F(WMS)-H, F(Cab)-SAO

Persia C.O.A.

Per Westling, c/o Lindh, Drabantgatan 11, S-58346 LINKÖPING, Sweden
F(EMS)SA(Ale), A(Jer)-Egy, A(Ale)SA(Arm), F(Egy)-Sud,
F(Cre)SF(EMS), A(Arm)S **Russia** A(Mos)-Sev (**NSQ**)

Retreat

Barbary States: F(Bre)-Gas

Dipsomania - 16

Press

Turkey - All: This turn should prove interesting.

Turkey - Persia: I assume now that you are attacking, you do not want to reply to my letters.

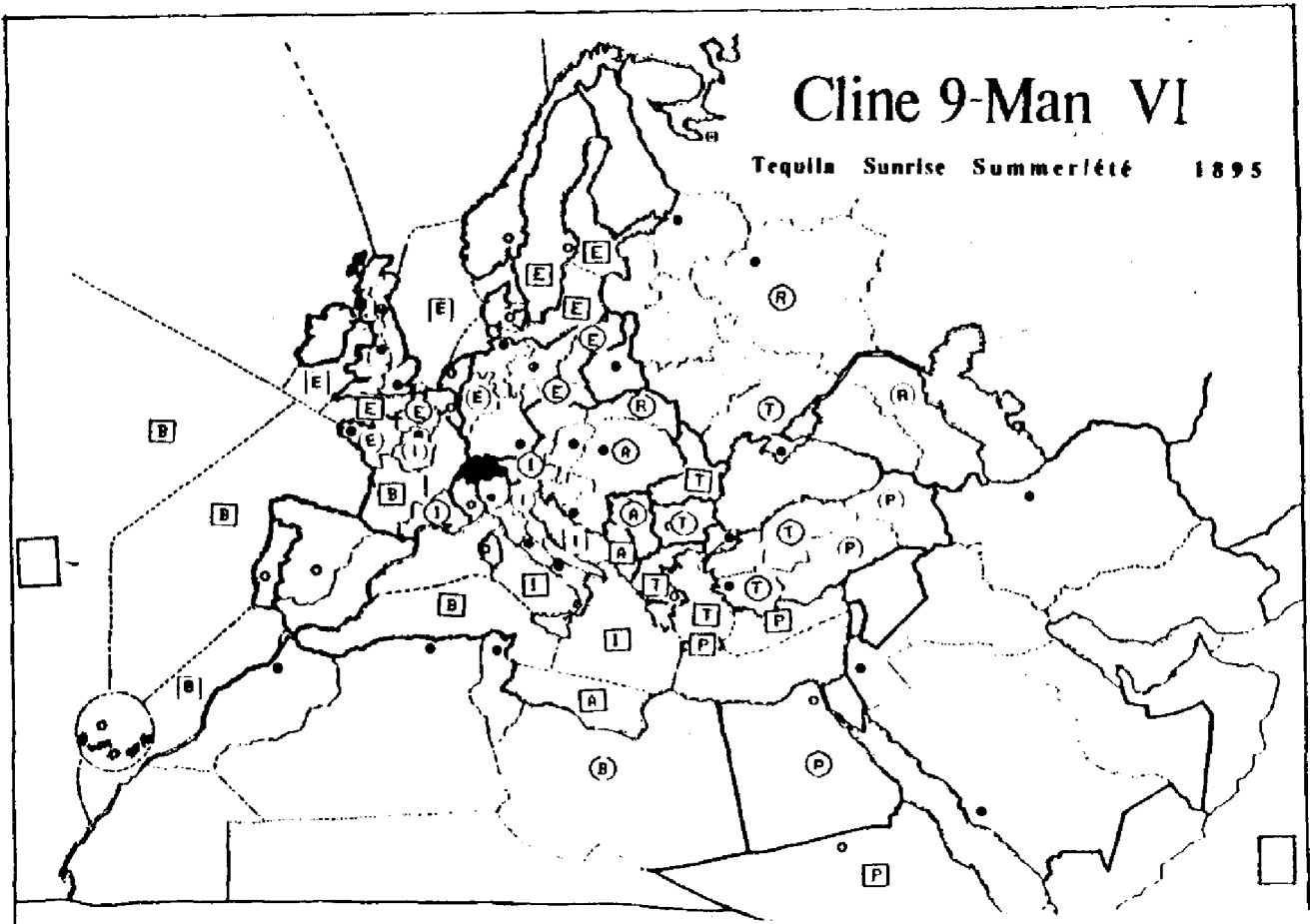
France - Italy: Sorry I didn't have time to reply to your letter.

Italy - Austria: Sleeper awoken!

Barbary States - Italy: All aboard for London.

Summer 1895

Italy	Mil, Nap, Rom, Cor, Pie, Mar, Par	7
Barbary St.	Tun, Cab, Alg, Cai, Por, Bre, Cst	7
Austria	Zad, Vie, Bud, Ser	4
Turkey	Ank, Smy, Con, Rum, Bul, Gre, Sev	7
Persia	Jer, Mec, Teh, Cre, Egy, Sud	6
Russia	Stp, Mos, War	3
England	Lon, Lpl, Edi, Nwy, Hol, Bel, Swe, Mun, Den, Ber, Kie	11



Dipsomania - 16

*** GAME FINISH ***

DAIQUIRI "89LGel01"

India Autumn 1506

Delhi

Marie-Anne Gillet, Rue Jean Pauly 121, B-4430 ANS, Belgium
A(Sid)SA(Wai)-Bhi, A(Sur)S GONDWANA A(Kha), A(Nag)-Law,
A(Asi)S GONDWANA A(Kha), A(Wai)-Bhi, A(Gon)SA(War),
A(War)S GONDWANA A(Sir)-Bir, A(Ori)S GONDWANA A(Ell),

Ahmadnagar

Pierre Husquinet, Rue Etienne Soubre 30,, B-4000 LIEGE, Belgium
A(Diu)-Ind

Vijayanagar

Marc Feuillen, Rue Joesph Wauters 48, B-5100 JAMBES, Belgium
A(Dam)-Sur, A(Gol)-Ell, A(Dau)-Kha, A(Ber)-H, A(Pat)SA(Ber)

Gondwana

Jean-Marc Baade, Rue E. Van Dervelde 9, B-4570 MARCHIN, Belgium
A(Sir)-Ber, A(Ell)-H, A(Kha)SA(Sir)-Ber

Press

Vijayanagar - All: I will not give up!

Delhi - All: Have I got there?

Editor - Delhi: Yes you have, congratulations. That makes the second variant (both of them 'India') and the third game to finish in Dipsomania.

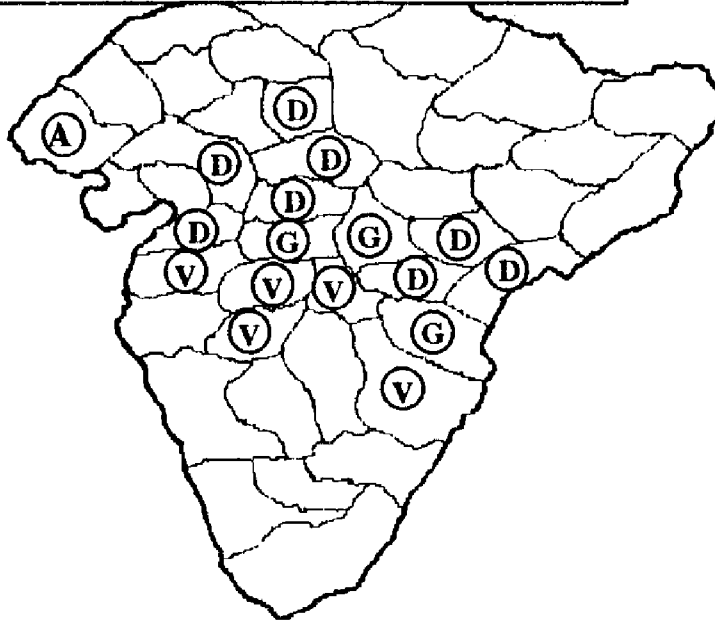
GAME FINISH

Ahmadnagar	Diu		1(1)
Vijayanagar	Ban, Uda, Bid, Bij, Ahm	+Ber	6(5)
Gondwana	War, Bhi, Ber , Kha		1(4)
Delhi	Lah, Ben, Mul, Chi, Law,	+Bhi, War	11(9) WINS!!
	Ori, Gon, Sat, Sur		

Editor - All: Send me your game end statements for the next deadline please. I will publish them with the complete supply centre table.

Dipsomania - 16

Daiquiri Autumn/automne 1506



PINA COLADA "88LBrb32" (88DM rb32)

Gunboat Diplomacy Spring 1906
With Black Press

Austria

A(Tri)-Ser, A(Vie)-Gal, A(Bud)-Rum

England

F(ENG)-Bre, F(NWG)SF(Lon)-NTH, F(Lon)-NTH,
F(Bel)S Russia A(Ruh)-Hol (NSO)

France

A(Bur)-H, A(Spa)-H

Germany

A(Par)-Bre, F(Den)S Russia F(Nwy)-NTH (NSO), A(Ber)-Mun,
F(Kie)SF(Den), A(Gas)SA(Mar)-Bur, A(Mar)-Bur, F(Hol)-Bel,

Italy

A(Apu)SA(Ven), A(Ven)S Austria A(Tri) (NSO),
F(EMS)-AEG, F(ION)SF(EMS)-AEG

Russia

F(Nwy)-Swe, A(Ruh)-Mun, A(Mos)SA(Sev), A(Sev)-H,
F(SKA)-Swe, A(Stp)-Lvn

Dipsomania - 16

Turkey

F(BLA)-Sev, A(Ser)-Tri, F(Smy)-AEG, F(Gre)-AEG, A(Gal)-Bud,
 F(ADR)SA(Ser)-Tri, A(Ukr)SF(BLA)-Sev, A(Rum)SA(Gal)-Bud

Retreats

Austria: A(Tri)-Alb, A(Bud)-Vie

France: A(Bur)-Pic

Press

England: F(NWG)-Russia.

Germany - Russia: Instead of fighting each other we could work together against the Englishman. The next season, sincerely, I am ready to support your army from Ruhr to Belgium and try to make your fleet move from Norway to the North Sea. The Englishman will be quickly saturated by our attacks. I hope that you will be with me because it is in your interest as well as mine.

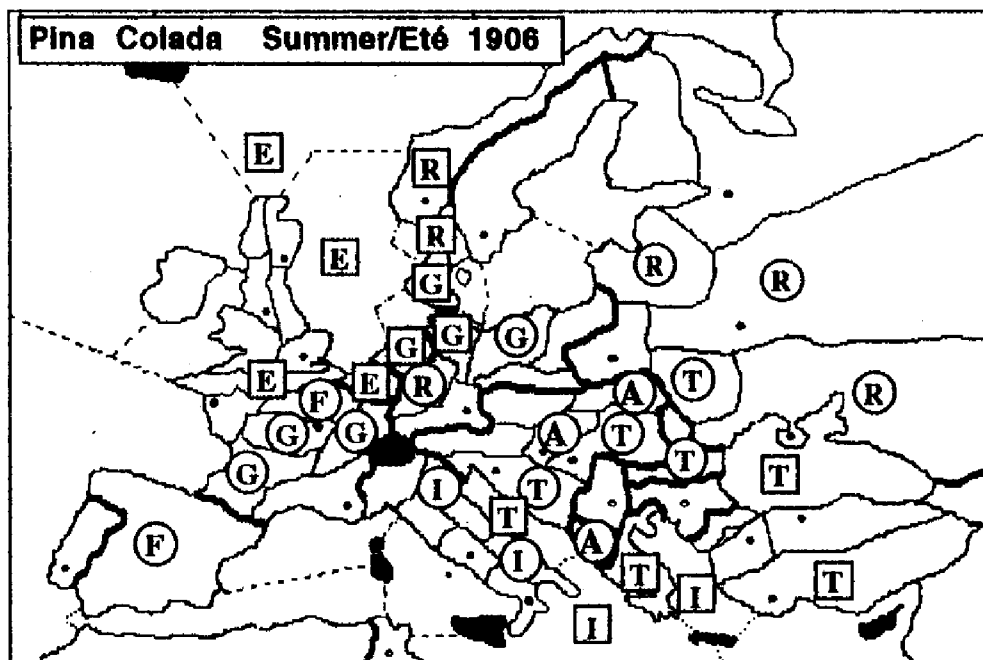
Russia - Italy: I'm still waiting for my command O great leader.

Russia - Turkey: What's going on in this game? You had St.Pet and Warsaw but we're friends? Right? Death to Austria! I only obey Italy!!! (or anyone who will send me a letter with a pretty stamp.)

Russia - Germany: Can we be friends if I give Munich back? I don't really want it anyway.

Summer 1906

Italy	Rom, Ven, Nap, Tun	4
France	Spa, Por	2
Austria	Bud, Tri, Vie	3
Turkey	Con, Smy, Ank, Bul, Gre, Ser, Rum, War	8
Germany	Kie, Ber, Hol, Den, Par, Bre, Mar	7
Russia	Mos, Stp, Swe, Nwy, Mun, Sev	6
England	Lpl, Edi, Lon, Bel	4



Dipsomania - 16

WHITE LADY "90LFr32"

Gunboat I Diplomacy With Press Autumn 1905

Italy

A(Mar)-H, F(Por)SF(Spa)sc-MAO, A(Ven)SE(Tri),
F(ION)-Apu, F(Spa)sc-MAO, F(TYS)-ION, F(Tri)SA(Ven)

France

A(Par)S Italy A(Mar)-Bur. (NSQ)

Austria

F(Gre)-ION, A(Bud)SA(Ser)-Tri, A(Rum)-H, A(Vie)SA(Ser)-Tri
F(ADR)SF(Gre)-ION, A(Ser)-Tri

Turkey

F(EMS)-AEG, A(Bul)-H, F(BLA)SA(Bul)

Germany

A(Pic)-Par, A(Bel)-H, F(Den)SF(Swe), F(Swe)-H,
A(Bur)SA(Pic)-Par, F(Hol)SA(Bel),
A(War)S England A(Stp)-Mos

Russia

F(GOB)-Lvn, A(Gal)-War, A(Mos)SA(Gal)-War, A(Sev)-Rum

England

F(Bre)-H, A(Stp)-Mos, F(NTH)-H,
A(Fin)-Stp, F(ENG)-MAO, A(Nwy)SA(Fin)-Stp

Retreat

Italy: F(Tri)-Alb France: A(Par)-Gas

Press

France - Germany: Brest was mine and I guess you are going to go for Paris, hence my moves.

Germany - England: If those Spring orders were designed to be heavy on me, then it's war you have. If not then please ignore this message.

Germany - Russia: Sorry mate.

Germany - Italy: Meet you in London.

Turkey - Russia: Thanks for the offer, but you need all the points you can get, just support my fleet into Rumania next turn.

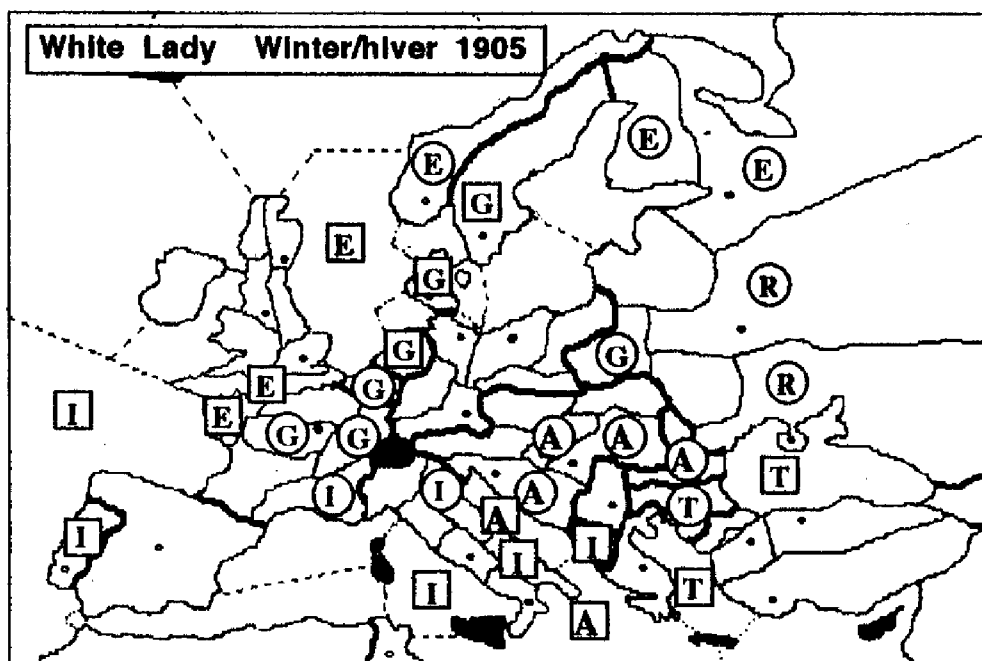
Turkey - Italy and Russia: Regards Austria - KILL, MAIM, CRUSH, SMASH, DESTROY, MUTILATE, err I think that you might get the jist.

England - Germany: Thanks, don't mind if I do. Paris is yours.

Dipsomania - 16

Winter 1905

Italy	Ven, Rom, Nap, Tun, Spa, Mar, Por		7(7)	No Change
France	Par		0(1)	OUT!
Austria	Vie, Tri, Bud, Ser, Gre, Bul	+Rum	6(6)	No Change
Turkey	Smy, Ank, Con	+Bul	4(3)	1 Short
Germany	Ber, Kie, Mun, Den, Hol, Bel, Swe	+Par, War	9(7)	2 Short
Russia	War , Mos, Sev, Rum		2(4)	-F(Lvn), -A(Gal)
England	Edi, Lpl, Lon, Nwy, Bre, Stp		6(6)	No Change



SHANGHAI "92LBib01"

Americana Latina 1821 - Anonymous With Press

Autumn 1821

Colombia

F(Bog)nc-MCA, A(Pan)-H, A(Rim)-H

England

F(Guh)-H, F(ATS)-ATN, F(GSJ)-Pam, A(Gua)-H, A(Jam)-H

Argentina

F(Uru)-Bue, A(Cor)-Las, A(Tuc)-Pot, A(Par)-Pry

Peru

F(Lim)-CAN, A(Acr)-Sel, A(Pry)-H

Dipsomania - 16

Brazil

F(Guf)-H, F(CEB)SA(Pto), A(Pto)-H

Chile

F(Fch)-Ife, F(Ant)-OPS, A(Las)-Bue

Press

England - Peru: A Perusal (sic) of your plea suggests you need help. I am hereby shipping Nernado MacHiggins-Smyth-Jones, mu ADC to the CO at GHQ in KL to you. Please send a receipt.

England - Disease, plagued, brownskin types: I hereby, heretofore and hereafter claim this land in the name of myself, my 3 wives and my dog Eric. Those acres in Acre are mine.

England - Argentina: Be not feared, my plated pal. Buenos Taurus...no Virgo...ah! Buenos Libra est Libré. But leave the Horn for the horny. I will pamper myself in the Pampas.

Argentina - Brazil: Well I made a right mess of that didn't I? I totally mis-read the maps and the various 'potentialities'. Sorry if I caused you a lot of trouble for nothing. I was genuine in my press and moves last time but when I saw the position, realised I'd been silly.

Argentina - Chile: Ouch! Something for me to ponder on in last times move to Las. I'll be interested to see which way you've gone. If you've pinched one of my centres, then I'm impressed; if not then I'm just as impressed but also relieved. And in that case talk to me, let's do business.

Argentina - Peru: Difficult for me to stay 'South' as you put it, if you going to ignore safe unchallengeable builds and move South yourself against my only decent chance of a build. Talk to me and let's disentangle and then set up a line between us.

Argentina - England: If I haven't got a build, I'd like you to know I ordered only armies to be built. If we 'bounced' in Bue then 'oh sh*t, that's all I need', if we didn't, thank you.

Peru - Chile: Go East young man, go East. Maybe then we could work together.

Peru - Argentina: You are picking on the wrong guy!

Chile - Argentina: It's difficult to suggest a good agreement when I have no defensive depth. My initial moves are intended to avoid you getting so many builds that you can swamp me quickly. The best I can suggest is that you attack Brazil, I attack Peru and we leave Men/Pue empty. After both attacks are committed, I can withdraw my army.

Chile - England: I hope you stop Columbia before he takes Central America over.

Bogota - Lima: No problem as long as you haven't gone across the Orinocco.

Bogota - BA: Likewise!

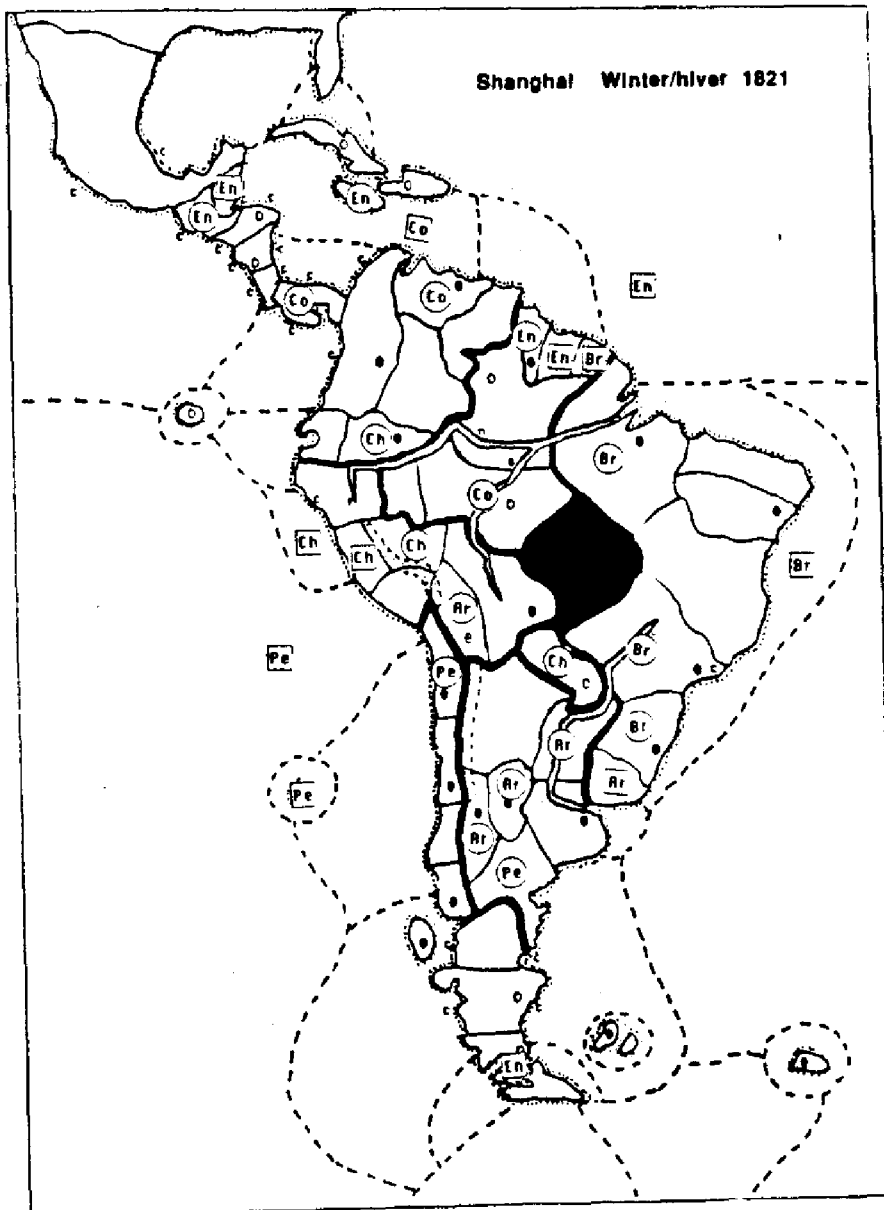
GM - Bogota: Who or what is BA?

Dipsomania - 16

Winter 1821

Colombia	Car, Bog, Sel	+Rim, Pan	4(3)	+A(Car)
Argentina	Men, Cor, Bue ¹	+Pot	4(3)	+A(Men)
Brazil	Bel, Bah, San	+Pto, Guf	5(3)	+A(Bel), A(San)
Chile	Stg, Ant, Pue	+Ife	4(3)	+A(Ant)
Peru	Lim, Cus, Lpl	+Sel, Pry	5(3)	+A(Cus), F(Lim)
England	Gub, Geo, Fal, Hob, Jam	+Pam, Guh	7(5)	+F(Hob), A(Gub)

¹ The player who owns Bue can maintain a unit (A or F) and additionally a Fleet which is built at RIP.



Dipsomania - 16

A M E R I C A N O "90LBrb59"

Gunboat II Diplomacy Autumn 1905

Italy

A(Ven)-H, F(AEG)-Smy, F(EMS)SF(AEG)-Smy, F(ION)-AEG

France

F(Bre)-H, A(Gas)-Par, A(Spa)-Mar, F(MAO)SF(Bre)

Austria

F(Gre)SA(Bul), A(Ser)SA(Bul), A(Rum)SA(Bul), A(Tri)SA(Ser),
A(Bul)S Italy F(AEG)-Con (NSQ), A(Bud)SA(Rum)

Turkey

F(BLA)SA(Sev), A(Ank)SF(Con), A(Sev)-H,
A(Syr)-H, F(Con)-H

Germany

A(Mun)-Ruh, A(Stp)-H, F(NWG)CA(Nwy)-Cly, F(Den)-NTH,
A(Nwy)-Cly, A(Bel)-Hol, A(Kie)SA(Bel)-Hol

Russia

A(War)-H, A(Mos)-H

England

A(Pic)-H, F(Hol)SF(NTH),
F(ENG)-H, F(Wal)-H, F(NTH)-H

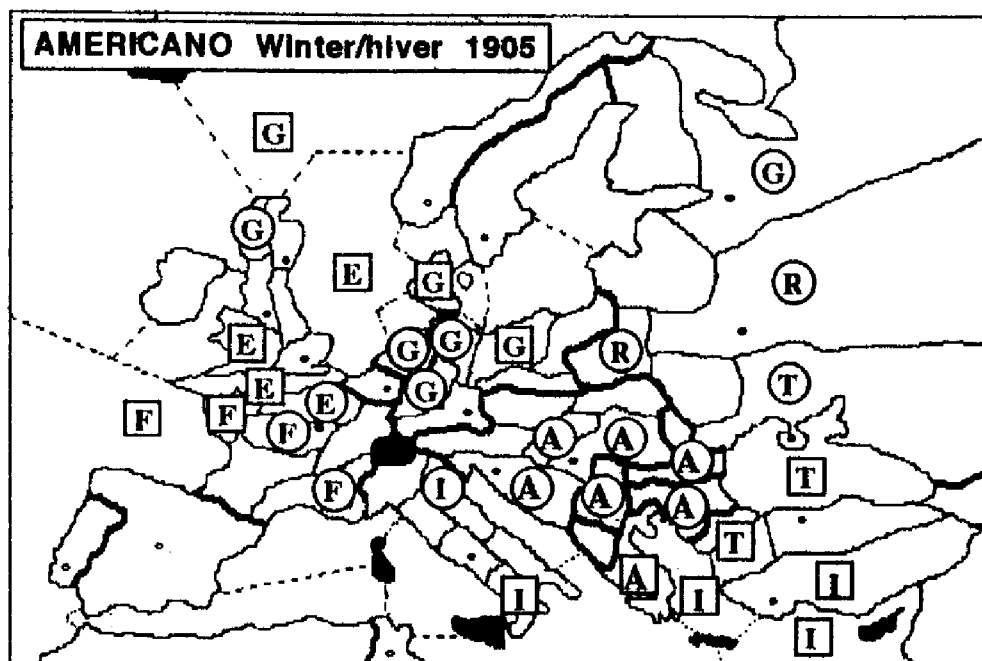
Retreat

England: F(Hol)-HEL

Winter 1905

Italy	Rom, Ven, Nap, Tun+Smy	+Sm	5(4)	+F(Nap)
France	Par, Mar, Esp, Por	y +Bre	5(4)	1 Short
Austria	Vie, Bud, Gre, Ser, Tri, Bul	+Ru	7(6)	+A(Vie)
Turkey	Ank, Smy , Con, Rum , Sev	m	3(5)	-A(Syr), -A(Ank)
Germany	Ber, Mun, Kie, Den, Nwy, Swe, Stp	+Hol	8(7)	+F(Ber)
Russia	Mos, War		2(2)	No Change
England	Lon, Lpl, Edi, Bel, Bre , Hol		4(6)	-F(HEL)

Dipsomania - 16



TNT "91LGem09"

Petroleum Diplomacy Spring 1991 With Black Press

Egypt

Martin J. Burgdorf, Garenhof 1, NL-2201 LR Noordwijk, The Netherlands
A(Sin)-Cai, A(Alx)SA(Dle)-Tob, F(Jor)-H,
A(Dle)-Tob

Ethiopia

Jason Asker, 17 Latimer Close Amersham, Little Chalfont
Bucks HP6 6QS, England
F(Rpy)SF(GAD)-Yem, A(Tch)SA(Sou)-Dlo, A(Sou)-Dlo,
A(Ery)SA(Aaa)-Sou, F(GAD)-Yem, A(Aaa)-Sou

Libya C.O.A.

Was Frédéric Taton, Will be replaced next time by :
Geoff Kemp, 66 Torc Ave, Amington, Tamworth, Staffs B77 3FP, UK.
F(Gsy)-Egy, A(Tob)SA(Dlo),
A(Fzz)SA(Dlo), A(Dlo)SA(Tob)

Syria

Keith Kline, PO Box 73759, Kowloon CPO, HONG KONG.
A(Lib)-H (NMR), F(Trq)-MOR, A(Mes)-Bag, A(Eph)-Mes
A(Bby)SA(Mes)-Bag, A(Dsi)SA(Bby), A(Dje)-Mos

Dipsomania - 16

Arabia New Player

Marc Piret, Boite Postale 38, Bruxelles 37, B-1000 BRUXELLES,
Belgium

F(Kow)SA(Ryd)-Bas, A(Ryd)-Bas, A(Med)-Nuf

Iraq NMR N° 1

Jack McHugh, 280 Sanford Road, Upper Darby, PA 19082, USA
A(Bag)-H, F(Bas)-H,

Iran

Graham Tunncliffe, 16, Victoria Chambers, Paul Street,
London EC2, England

A(Aze)SA(Mos), A(Mos)S Iraq A(Bag), F(Oma)-H,
F(Bal)-GPQ

Retreat

Libya: A(Tob)-Bgh. Iraq A(Bag)-Zag, GM removes F(Bas) (NRP)

Press

Ethiopia - Egypt: Let's divide up the Libyan pie gracefully.

Ethiopia - Iran: Hands off Yemen buster. Arabia is mine, too.

Iran - Syria: Why didn't you attack Egypt when you had the chance?
You had him 3 to 2! Idiot.

Libya - Egypt: You just better not try any tricks. I am prepared to
sacrifice us both to defend my sovereignty.

Syria - Iraq: My apologies for my big mistake. Next time I'll be much
smarter.

Anonymous - All: Good-bye to the "Flea of the camel!"

Syria - Egypt: I knew you would have to stay in Sinai, so now I'll just
have to sit in Israel and make you nervous. Sorry. My hasty letter was
untenable.

Iran - Ethiopia: Your comments are noted: however I believe "quiet
enjoyment" is the key!

Iran - Iraq: It's still not too late to come to an accord - please write.

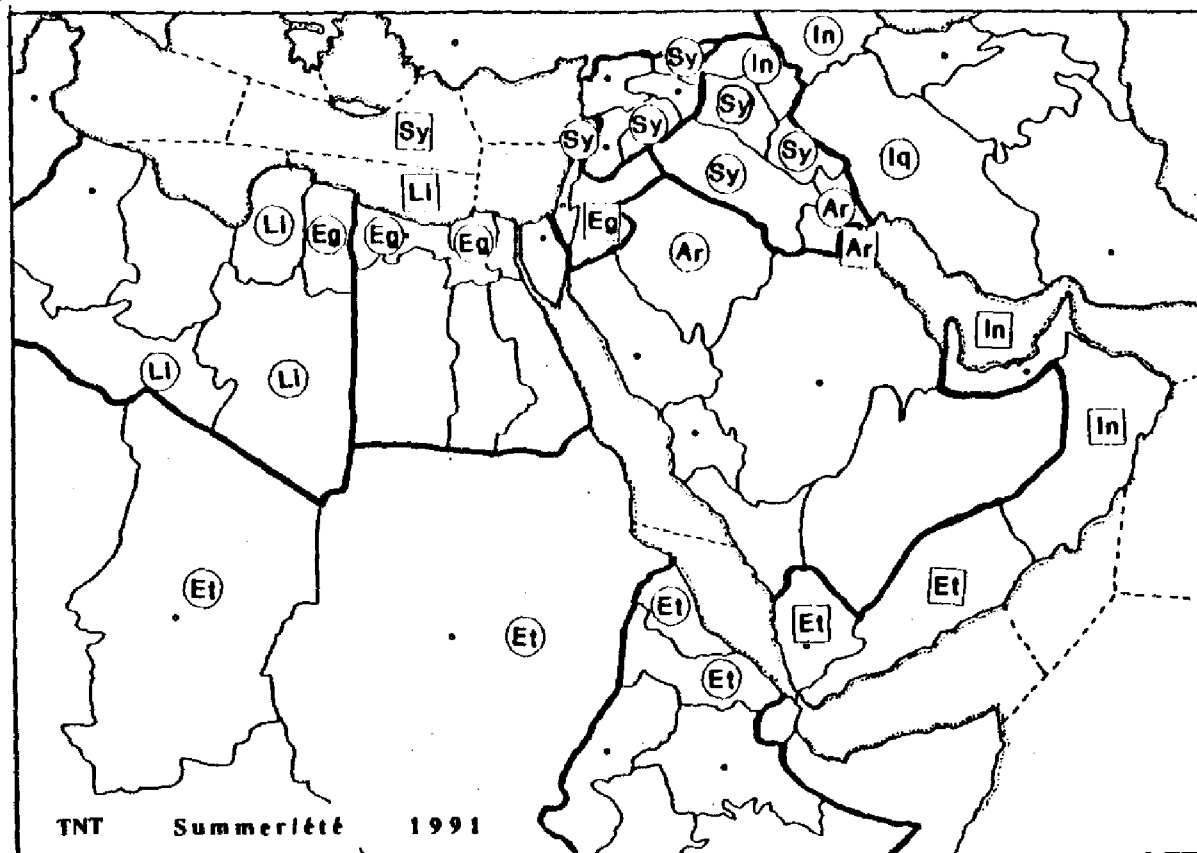
Ethiopia - All: It would be nice to get more than one letter a season. All
letters answered.

Arabia - Egypt and Iran: As from the next season I propose to you
both to open diplomatic relations to see what we can do against the
Syrian expansion. I am playing Spring 1991 accordingly.

Summer 1991

Egypt	Cai, Alx, Sin, Jor	4
Iran	Teh, Bal, Oma, Aze, Mos	5
Ethiopia	Aaa, Dmq, Add, Sou, Rpy, Tch	6
Libya	Tri, Bgh, Tob, Tun	4
Syria	Dam, Ale, Eph, Trq, Isr, Bby, Lib	7
Arabia	Ryd, Med, Mcq, Kow	4
Iraq	Bag, Bas	2

Dipsomania - 16



KAMIKAZE "92L?cb05"

Diplomacy 1958 - Spring 1991

Russia NMR N°1

Réginald de Potesta, Etud.6ème ESR, Inst ST.Bertuin,
129 Rue du Fond, B-5020 MALONNE,Belgium
F(Stp)-NBA, F(Sev)-BLA, A1(Mos)-Cau, A2(Mos)-Rus

England NMR N°1

Gaëtan Delaruelle, 6 Rue St. Jean, B-1370 JODOIGNE, Belgium
A(Lon) O/B F1(Lon), F/A(Lon)-NTH, F2(Lon)-Wsx

France

Martin J. Burgdorf, Garenhof 1, NL-2201, LR Noordwijk, The Netherlands
A1(Par)-Lor, A2(Par)-Fla, F(Bre)-Bis

Austria

Marc Piret, Boite Postale 38, Bruxelles 37, B-1000 BRUXELLES, Belgium
A1(Vie)-Bud, A2(Vie)-Tri, F(Tri)-ADR

Dipsomania - 16

Turkey

Knut Krummnacker, Herforder Str. 14, D-4980 Bünde/Westf., Germany
F(Con)-BLA, A1(Con)-H, A2(Con)-Bul

Italy

Michael Evrard, 6 Chemin D'Agbiermont, B-1320 NODEBAIS, Belgium
A1(Rom)-Ven, A2(Rom)-Tus, F(Nap)-TYS

Germany

Olivier Evrard, 25 Rue de la Chalette, B-1360 ORBAIS, Belgium
A1(Ber)-Kie, A2(Rom)-Tus, F(Nap)-TYS

GM: Martin Jennings: Tel +41 223485650

61 Chemin du Petit Bel-Air, CH-1225 Chêne-Bourg,
Genève, Switzerland

Press

Italy - All: May the best man win! Too bad for you that I am playing.

Turkey - Austria: Couldn't understand a word because I only speak German and English. Don't worry my girlfriend's a good translator.

Turkey - All: Pleas could you write to me in either German or English.

GM - Turkey: No, German notation is not accepted (I do not know it for one).

Austria - All:(except Germany): As we are playing in a postal Diplomacy variant I hope to be hearing from you in the next season in reply to my letters.

GM - All: I recieved orders for Russia and England from other players. So as not to ruin the game I examined these and chose, what to me, seemed the best set of orders for the countries in question, and were not necessarily in the interest of those who sent them in.

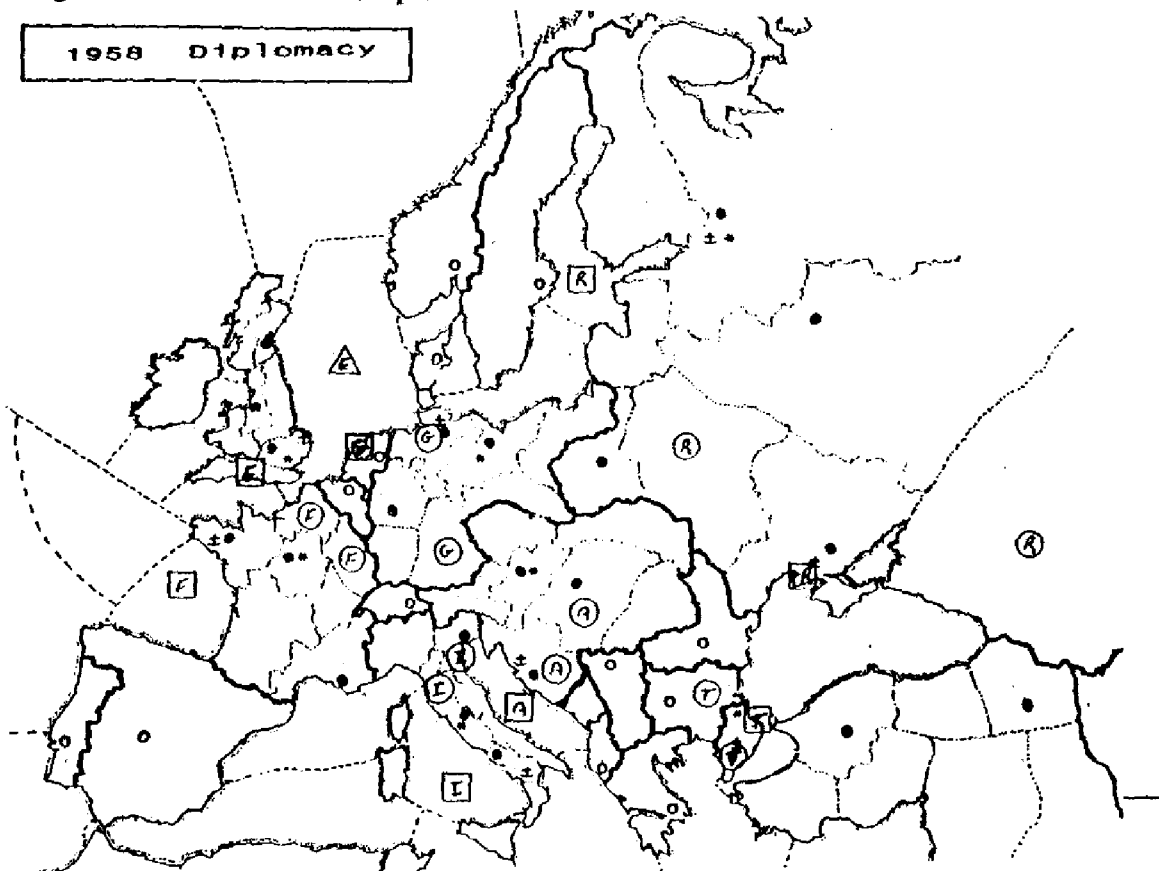
I think that some of you have not grasped the idea of the Fleet/Army yet. Remember that a convoy as we know it does not exist, but the army must be transported on the fleet as the English move shows.

Is there anyone out there who wishes to take over either of the two countries, or not to ruin the game I am going to have to write out orders for them (a copy of which I will send to Jef) or ask Jef to send in a set of orders, or do the players wish to turn this into a five player game, in which case the English and Russian armies will finish their Autumn moves and Winter builds (if any) and then stand fast and hold. Could I have your opinion on this please.

Diplomania - 16

Spring 1901

Italy	Nap, Rom, Ven	3
France	Bre, Par, Mar	3
Austria	Tri, Vie, Bud	3
Turkey	Con, Ank, Erz	3
Germany	Col, Ber, Kie	3
Russia	Sev, Mos, War, Stp	4
England	Lon, Lpl, Edi	3



SCREWDRIVER "91FG"

Classic Diplomacy Autumn 1903

Italy

Gaetano Testa, Topaaslaan 33, B-3090 OVEREIJSE, Belgium
A(Pie)SA(Ven), A(Ven)-H, F(TYS)-Tun, F(Apu)-Nap

France

Simon Paley, 8 Harper Crescent, Idle, Bradford, BD10 9RY, UK
F(Spa)sc-Mar, A(Bel)-Ruh, A(Mar)-Bur, F(IRI)-ENG,
A(Bre)-Par

Dipsomania - 16

Austria

Pierre Husquinet, Rue Etienne Soubre 30, B-4000 LIEGE, Belgium
A(Tri)-Ven, A(Rum)S **Turkey** A(Arm)-Sev, F(ADR)SAA(Tri)-Ven,
A(Bud)-H, A(Vie)-Tyr

Turkey

Marc Piret, Boite Postale 38, Bruxelles 37, B-1000 BRUXELLES, Belgium
F(BLA)SA(Arm)-Sev, A(Bul)-Ser, A(Con)-Bul,
F(ION)-Nap, A(Arm)-Sev

Germany

Martin J. Burgdorf, Garenhof 1, NL-2201 LR Noordwijk, The Netherlands
A(Den)SF(Swe), A(Ruh)-Bel, A(Par)-Bre, A(Mun)-Bur
F(Hol)SA(Ruh)-Bel, F(Swe)SA(Den), A(Sil)-War,

Russia NMR N° 1

Jack McHugh, 280 Sanford Road, Upper Darby, PA 19082, USA
F(Sev)-H, A(Gal)-H, A(Mos)-H

England

Jason Asker, Mowbrays Farm, 18 Church Street, Ickleton,
Saffron Walden, Essex, CB10 1SL, UK
A(Lon)-Yor, F(SKA)-Swe, F(Nwy)SF(SKA)-Swe, F(HEL)-Hol,
F(NTH)SF(HEL)-Hol

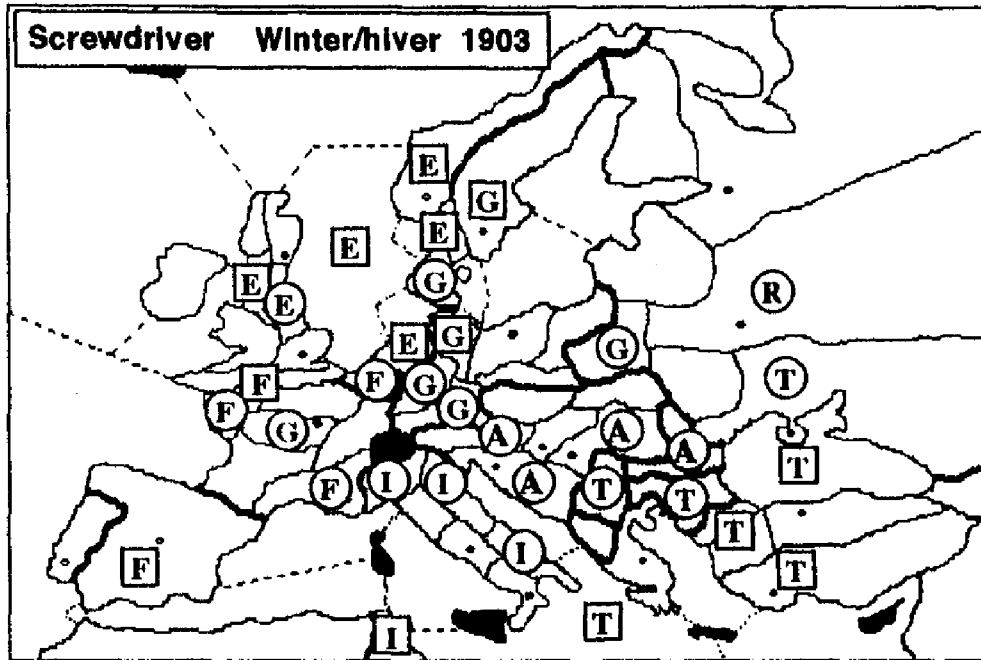
Retreat

Russia: GM removes F(Sev) (NRP) Germany: F(Hol)-Kie

Winter 1903

Italy	Rom, Ven, Nap, Tun		4(4)	No Change
France	Bre, Mar, Spa, Por, Bel		5(5)	No Change
Austria	Bud, Tri, Vie, Ser , Rum		4(5)	-F(ADR)
Turkey	Con, Smy, Ank, Bul, Gre	+Ser, Sev	7(5)	+F(Smy), F(Con)
Germany	Kie, Ber, Mun, Hol , Den, Swe, Par	+War	7(7)	No Change
Russia	War , Sev , Mos		1(3)	-A(Gal)
England	Lon, Lpl, Edi, Nwy, Stp	+Hol	6(5)	+F(Lpl)

Dipsomania - 16



MANHATTAN "89FM"

Classic Diplomacy Autumn 1906

Italy C.O.A.

Charles Arsenault, 1707 D  z  ry, Montreal (QC), H1W 2R8, Canada
A(Mun)SA(Tyr), A(Tyr)SA(Mun), F(ION)-Gre,
A(Alb)SF(ION)-Gre, A(Ven)SA(Tyr), F(ADR)SA(Alb),
F(EMS)-AEG, F(Apu)-ION

Austria

Patrick Lafontaine, Chausse de Ramet 39, B-4400 FLEMALLE, Belgium
F(Gre)-Bul(sc), A(Vie)SA(Tri), A(Ser)SF(Gre)-Bul(sc),
A(Tri)SA(Ser), A(Boh)S Italy A(Mun)-H, A(Bud)SA(Rum),
A(Rum)SF(Gre)-Bul(sc).

Turkey

Edward Ainsworth, 4 Park Avenue, Bedford, BEDS, MK40 2JY, UK.
F(Ank)-BLA, A(Con)SF(AEG)-Bul(sc), F(AEG)-Bul(sc)

Russia

Martin Burgdorf, Garenhof 1, NL-2201 LR Noordwijk, The Netherlands
A(Den)SF(Kie), F(Kie)SA(Den),
A(Ber)SF(Kie), A(War)-Mos, F(Sev)-Rum

Dipsomania - 16

England

Martin Jennings, 61 Chemin Petit Bel-Air, CH-1225 Chêne Bourg,
Genève, Switzerland

F(Nwy)-NWG, A(Ruh)-Kie, A(Hol)SA(Ruh)-Kie,
A(Lvn)-Mos, A(Swe)-Fin, A(Stp)SA(Lvn)-Mos, A(Lon)-Den,
F(HEL)SA(Lon)-Den, F(NTH)CA(Lon)-Den, F(SKA)-Swe,

Retreats

Austria GM removes F(Gre) (NRP) Russia GM removes A(Den) (NRP)

Press

Rome - Vienna: I foresee that diplomatic relations are going to improve very soon.

Rome - All: New address. See above.

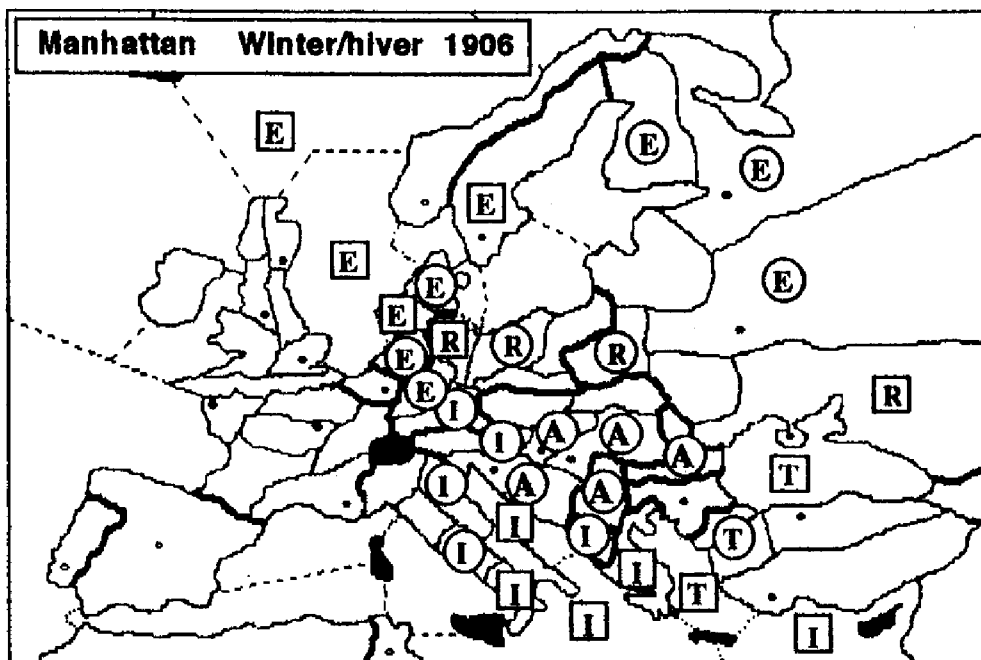
London - Rome: I wrote to you a letter about May, I just received it back (wrong address). I am going to try again, but just keep heading East, but please leave one Austrian unit alive until the last moment (he wants to finish 3rd, and he is bigger than me).

London - Russia (Wherever your capital is now?): I have no problem in counting, and by the way you are definitely no longer 3rd strongest, bye bye.

London - All: I apologise for my silence, just a lot of work and a personal life with a lot of problems. PS. Come visit England, the canals, the windmills, its Red Square...

Winter 1906

Italy	Ven, Rom, Nap, Mar, Tun, Spa, Par, Smy	+Gre, Mun	10(8)	+A(Rom),F(Nap)
Austria	Tri, Vie, Bud, Ser, Gre, Rum, Mun		5(7)	-A(Boh)
Turkey	Con, Ank, Bul		3(3)	No Change
Russia	Sev, War, Mos , Kie, Ber, Den		4(6)	
England	Lpl, Lon, Edi, Bel, Bre, Hol, Nwy, Por, Stp, Swe	+Mos, Den	12(10)	2 Short(NBO)



Waiting Lists

- Panoramix** GM Jef Bryant "Classic Diplomacy" 3/7
Gaëtan Delaruelle, Jean-François Mougard, Eric Voogh
- Song of the Night:** GM Jef Bryant "Between-the-Sheets" 6/7
Paul Slade, Dany Haas, Martin Burgdorf, Marc Piret,
John Etherington, Jean-François Mougard
This will start in Dipsomania-18
- Peace in our Time:** GM Paul Slade "Black Velvet" 6/11
Jef Bryant, Pierre Touchette, Jean-Louis Delattre,
Frédéric Couterotte, Marc Piret, Dany Haas
- Middle Earth IX:** GM J. Bryant "Quarter Deck" 3/5
Knut Krummnacker, John Etherington, Michael Evrard
- The Sangria Football League:** GM Bernard Feuillen
Standby Players needed.

Please do not forget your preference lists

I am always in need of standby players. If activated, standby players will have their subscription increased by 3 issues.

Dipsomania - 16

The 1991/92 Variant and Postal Game of the Year

This is a poll to find the Diplomacy variant and PBM game (not a Diplomacy variant) which has brought the most pleasure to the continental hobby in 1991/92.

You may vote for up to three Diplomacy variants and up to three other games that you have GM'ed, played in or simply watched during this period. The criteria you decide which variants and games brought you the most enjoyment are entirely up to you. When you vote include the catalogue number (ARDA) of the variant or the reference number from 'The Belgian Variantothèque', if known. Please also supply your name and address and the zine where the game took place.

The results will be published in the '**Spice of Life-4**', the magazine of the Belgian Variantothèque. The deadline for the votes is:

November 10th 1992

All votes, listed in order of preference, should be sent to me, Jef Bryant, Rue Jean Pauly 121, B-4430 ANS, Belgium.

Zine Ordinatio

I have already publised this Poll in Dipsomania-15. Since then the deadline has been modified to give more time for the voters in the UK.

If you are reading this you are eligible to vote!

A vote is a value from 1 to 10 which gives your interest of a zine that you read. You can cast as many votes as the number of zines that you read or/and have read.

The deadline for the Poll will be **4th December 1992**. Votes can be sent to me, Jef Bryant or can be sent directly to the following address :

**Xavier BLANCHOT,
99 Bd Raspail,
F-75006 PARIS,
FRANCE.**

Vote(s) will be kept confidential by the examining jury. However you must supply your name and address for your vote to be eligible.

Voters will receive the "Ordinatus" publication free.

Whatever Would Allan Have Said?

Is a variant package which is available to anyone for the sum of £1.36, edited by Stephen Agar and James Nelson, c/o the UKVB, 112 Huntley Avenue, Spondon, Derby, DE2 7DU, UK. All the rules and maps are included for the following variants :-

Game of the clans II, Atlantica IVa, Troubleshooter, English Civil War IIa, Stab, Pride of Armies, Excalbur, Conquest of the New World III, Five Italies, Multiplicity II, London Nights and Vain Star.

Also included is an general article on variants and an Introduction to each of the games.

Midcon '92

Will be at the Royal Angus Hotel, Birmingham from 13th to 15th November 1992.

Midcon will feature once again the National Diplomacy Championship sponsored by Gibson Games (the British Manufacturers of Diplomacy), the popular Midcon Quiz, a Subbuteo tournament and plenty more.

The cost is £24.00 per person per night (including English breakfast) with a £5.50 per night single room supplement.

Registration for Midcon is £8.00 and should be made payable to MIDCON and sent to Brian Williams, 30 Rydding Lane, Millfields Estate, West Bromich, West Midlands, B71 2HA, UK.

The Encyclopedia of Postal Diplomacy Zines

The Encyclopedia of Postal Diplomacy Zines is now available from Jim Meinel, 2801 Pelican Drive, Anchorage, Alaska, 99515 USA which is a publication listing every North American postal Diplomacy zine ever published since the beginning of the hobby in 1963. There are over 800 zines listed and an index referencing over 500 hobbyists, laser printed on 115 pages. The price is US\$15.00 airmail or US\$14.00 by sea-mail.

Bacover

The cost of Dipsomania, including postage, for :
Zone 1 (Belgium), is 45FB,
Zone 2 (the rest of the Europe), is 55FB
Zone 3 (the rest of the World by air mail), is 65FB

The best way to pay your subscription is to go to your Post Office and transfer the sum required, to me G.A. Bryant, into my **Belgian Post Office Account, N° 000-1296466-61** or send an International Money Order to me at the address below. British or Belgian cheques or British Postal orders are also acceptable. I recommend that you include enough money for 6 issues.

On the lower, right-hand part of the mailing label there should be a number, or symbol, which will either indicate the last issue you will receive or why you are receiving it. For those subscribers who contribute a 'T' is used, a 'T' means we are trading, a 'W' means editorial whim, a 'C' means a complementary issue and 'S' means a sample copy.

My name is Jef Bryant and I can be contacted at the editorial address below or by telephoning 041/465311 evenings and weekends; for callers outside Belgium, dial your International exchange code plus 3241465311.

This has been **Dipsomania - 16**, a Jim Crint Enterprises (Belgium) production (#46), in August 1992, edited by G.A. Bryant. **Dipsomania** is simultaneously published in English and French. The editorial address is 121, Rue Jean Pauly, B-4430, ANS, Belgium. All items herein are copyright © 1992 by G.A. Bryant; with all rights reverting to the originator on publication.

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D/1992/G.A. Bryant, éditeur.



Dipsoscrabble

		■
	□	
□	10	



Editorial

by Jef Bryant.

Welcome to the first solo edition of Dipsoscrabble. This has appeared much later than I had hoped but better late than never. Every subscriber has received Dipsomania - 16 and Dipsoscrabble - 10. From this moment on the two separate magazines will be independent of each other. Of course some of you who are actively involved in both will still receive the two magazines.

The reason for the separation is that the growth of Dipsoscrabble is being hampered by the huge volume of material in Dipsomania and I believe that players and potential players are put off by this. I had hoped that word playing and Diplomacy gamers would mix but apart from a few this hasn't happened.

To clarify the situation for the next editions of Dipsoscrabble and Dipsomania all subscribers who are active in both zines will continue to receive both until their present subscription runs out. All traders and those who receive the zine free will also continue to receive both zines *unless I am informed otherwise*. Those subscribers who are not playing in Dipsomania will cease to receive it and those who are not playing in Dipsoscrabble will cease to receive it as well, *unless I am informed otherwise*. The existing subscriptions of the Dipsoscrabble subscribers will be modified to reflect the lower price of Dipsoscrabble zine.

I hope to expand the nature of Dipsoscrabble by reviewing and printing other word games and if there is sufficient interest run some of them. I have already opened a new waiting list for Classic SCRABBLE® (See page 3). The rules are identical to the normal game with a few modifications for postal play. Six, or more, players participate by trying to score the best word from 7 letters and placing it on the grid. Each player scores his own word. The highest scoring word is placed on the grid to be used for the second turn. The game continues until there are no letters left or the players vote for a finish.

For the games in French the reference dictionary is l'ODS (l'Officiel du SCRABBLE®) published by Larousse, edition 1989. For the games in English the reference dictionaries are OSW (OFFICIAL SCRABBLE® WORDS) published by Chambers, first edition 1989 and second edition 1991.

Waiting Lists

Classic SCRABBLE® (English and French) 0/6?

To the Bitter End - A SCRABBLE® variant. (English only) 2/4?
The Welsh Dragon, Charles Thronne,

Dipsoscrabble - A SCRABBLE® variant. in English and French Started
(Anyone can play. A new competition every issue with a prize
of one Dipsomania for the best score in each language.)

Dipsoscrabble Competition N° 10

The grids for the best scores of the English and French competitions including the tables are shown on pages 4 and 5. The Welsh Dragon has done it again and won the English competition being the only person to make a scrabble. In the French competition Margo was beaten to the post by Amadeus. A big welcome to two new players El Shuttle and EoL.

For the 11th competition the starting words are :-

JUNIOR at 8D (horizontal) and *OLIVE* at H8 (vertical).

	<i>French</i>	<i>English</i>
Rack 1	A C E E M O S	C E F I P R U
Rack 2	A A D I K O S	A E E L S T U
Rack 3	E E G R R T T	A A H O R X Y
Rack 4	A B E O U R X	D F P R S T W

Dipsoscrabble - 10

ENGLISH

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
1	□			○				□				○			□
2		□				●				●				□	
3			□				○		○				□		
4	○			□				○		T		□			○
5					□					A	□				
6		●				●				X				●	
7			○				○		Ⓓ	E			○		
8	□			○		S	O	Ⓕ	A	S		○			□
9			○				○		Ⓑ				○		
10		●				●		E	L	●				●	
11					□			W	E		□				
12	○			□				Ⓚ				□			○
13		I	Ⓝ	T	E	N	Ⓓ	I	Ⓞ	N			□		
14		□				●		N	U	●				□	
15	□			○				G				○			□

Pseudonym	Rack 1	pos	pts	Rack 2	pos	pts	Rack 3	pos	pts	Rack 4	pos	pts	Total Pts
ENGLISH	EGIKOW*			AAEIIOU			AAEGSTX			EINNNTT			
Welsh Dragon	EWKING	H10	64	OU	I13	8	TAXES	J4	38	INTENTION @	I3B	70	180 100
Charles Tbronne	OZEKI	H11	86	LEU	I0I	5	GATEAUX	K5	60	NETTING	5E	16	167 93
EI Shuttle	ZIT	7G	48	AIA	9E	19	SEX	10D	54	INTENT	12D	22	143 79
Moustique	JOKE	J4	27	OUIJA	4G	13	AXES	L1	50	NEXT	2J	13	103 57

Dipsoscrabble - 10

FRANÇAIS

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
1	□			○				□				○			□
2		□				●				●				□	
3			□				○		○				□		
4	○			□				○				□			○
5				P	○	I	V	R	O	T	○				
6		●				●				○				●	
7			○				○		○	E			○		
8	□			○		S	O	○	A	S		○			□
9			○				○		○				○		
10		●				●			L	●				●	
11					□			J	E		□				
12	○			□				○				□			○
13			□				○	I	○				□		
14		□				●		N		●				□	
15	□			○	R	Y	E	○	S			○			□

Pseudonym	Rack1	pos	pts	Rack 2	pos	pts	Rack 3	pos	pts	Rack 4	pos	pts	Total Pts	
FRANCAIS	CEESSTW			HIJMNUX			EIOOPRV			EEEIRSY				
Amadeus	TEES	J5	16	JUIN	H11	21	POIVROTE @ 5D	102	RYES	15E	75	214	100	
Margo	TEES	J5	16	JEUX	11H	40	POIVROTE @ 5D	102	RYES	L2	40	198	93	
GéPé	TEES	J5	16	JEUX	11H	40	POIVROTE @ 5D	102	RYES	L2	40	198	93	
Charles Tbronne	TEES	J5	16	JEUX	11H	40	POIVROTE @ 5D	102	RYES	12F	34	192	90	
EoL	CÊSTE	H11	28	SIX	F8	32	POIVROTE @ 14B	80	LYRES	110	34	174	81	
Kiss de Kiss	CESSE	12H	28	SIX	J12	32	POIVRE	M8	32	RYE	J5	34	126	59
Moustique	CELTES	10G	10	JEUX	K9	40	POIVRES	L4	35	RYES	8L	39	124	58
Microbe	SECTES	F8	14	JEUX	11H	40	POIVREE	12A	30	ROYS	B11	26	110	51

To the Bitter End N° 1 Turn 4 (French only)

FRANCAIS V O S F E W F X E A Z S E M T O R T R A H E E B E O R P														
Pseudonym	Rack 1	pos	pts	Rack 2	pos	pts	Rack 3	pos	pts	Rack 4	pos	pts	Total	Grand
												T4	Total	
Margo	WU	H12	21	FIXES	10D	37	JASE	11K	11	VOTEZ	07	72	141	817
GéPé	OFFRE	10H	19	KWAS	03	32	ZÉES	M10	47	VOIX	10C	36	134	761
Grosdodo	-		0	-		0	-		0	-		0	0	628
Amadeus	-		0	-		0	-		0	-		0	0	589
Microbe	OVE	1A	25	FIXAS	6K	19	SEMEZ	06	45	FOR	D10	19	108	448
Moustique	NEWS	C2	26	FIXE	10D	36	FOVEA	M11	22	MAZOT	8A	52	136	422
Nobody	-		0	-		0	-		0	-		0	0	318

The results of this turn are shown above. Unfortunately three players did not enter a solution this time! An excellent result for Moustique this time who was not far winning this turn! Margo's winning solution has been added to the grid and is shown on page 7. This grid is the starting point for turn 5 (for everybody). The 'blank' from the first draw is a T (at 1O) and has been crossed out on the grid.

The second and final blank, a '*', is the last letter chosen for the competition. The remaining letters which are not used this turn will constitute turn 6, the last turn of this first competition.

Turn 5

F M O R T R A H E E B E O R P O R T U D B L I H E *

Dipsoscrabble - 10

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
1	□			○				L	A	C	E	Ⓡ	A	N	Ⓣ
2		A	N	O	S	M	I	E		●		A		□	
3			□				○		○			P	A	C	K
4	○			□	D			○			L	I	N		○
5					E						□	D			
6		●			L	●				●		I		●	
7			○	G	I	G	Ⓡ	E	○			T	○		V
8	□			○	T			S	Y	L	V	Ⓡ			O
9			○		A		○		○		E		○		T
10		●		F	I	X	E	S		●	R			●	E
11					S						J	A	S	E	Z
12	○			□				Ⓡ			U	□			○
13			□		I	N	Ⓡ	U	I	E	S		□		
14		□				●				M				□	
15	□			○				E	N	U	Q	Ⓡ	A	N	T

Legend



= Triple word score.



= Triple letter score.



= Double word score.



= Double letter score.

Bacover

The cost of Dipsoscrabble, including postage, for :

Zone 1 (Belgium), is 20FB,

Zone 2 (the rest of the Europe), is 30FB

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My name is Jef Bryant and I can be contacted at the editorial address below or by telephoning 041/465311 evenings and weekends; for callers outside Belgium, dial your International exchange code plus 3241465311.

Deadline for all Games is **November 20th 1992**. Send your letters, contributions and/or solutions to the editorial address below.

This has been **Dipsoscrabble - 10** a Jim Crint Enterprises (Belgium) production (#48), in September 1992, edited by G.A. Bryant. **Dipsoscrabble** is simultaneously published in English and French. The editorial address is 121, Rue Jean Pauly, B-4430, ANS, Belgium. All items herein are copyright © 1992 by G.A. Bryant with all rights reverting to the originator on publication.

Dipsoscrabble is a sub-variant of the game Quadroscrabble invented by Brian Frew.

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D/1992/ G.A. Bryant, éditeur.

