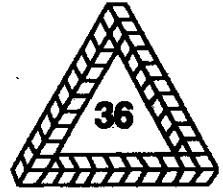


ipsomania



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General Deadline : **5 August 1997**

Messages

Editorial

by Patrick Lafontaine

It's so good to have an «editorial day-off», I assure you! No worries about what to say, no stress of the blank page, and even - I know, it's not very kind of me - enjoy the fact that someone else is doing it for me, it's really great! And further, it has helped me to refresh my mind, so I can write this with ease, with an up-to-date and easy introduction.

Nearly every zine editor will tell you that the editorial is, without a doubt, the most stressful step in the production of a zine, which involves the most creativity in the least amount of time, as we are always too late. I don't know whether articles have been written on this subject, but if there are such articles, I'm asking you to help me find everything that was published about this. If you do have any insights into this, if you have published some article or even if you have only read any, please send them to me, I'll be grateful for anything that might come my way.

Being in touch with the human sciences, thanks to Paloma - and by the way, we'd like to thank you for all your kind wishes for our wedding - I can now better understand the truth in an article that was published in an earlier *Dipsomania*. «Human sciences» are far more open to new perspectives than «hard sciences», which were my main field of study during my school years.

Be assured I'm not going to bother you (too much) with psycho-sociological blah-blah, but just to let you know that I'm opening my mind to these subjects more and more, and every hint which will feed my thinking will be published in the Letter Column.

Let's talk about this Letter Column : for reasons I already mentioned above, I did let it fall by the wayside. So, I'm repeating a well-known and old request: write ! My arrival in *Dipsomania's* editorial team coincided with the growth of this part of the zine, and I do not intend not to let it fall, as I now can count on Marc's help in translating articles, where I confess he is far better than me!

Here's another request : some waiting lists have been open for a while, and one of these is the variant «**Nights of London**». If I labour this point, it is because there only one place to fill so that the game can start, and I'd appreciate if those six players who have already signed up aren't too disappointed with this long wait for a seventh player. If you are that seventh player, please let us know and we'll get this game started...

Some waiting lists are growing nicely: «**Dwarf Throwing Diplomacy**» and «**Inside out Diplomacy**» have three people each, and the other lists are slower. Following your comments in the last *Dipsomania*, a new list is now

open for «**Hare and Tortoise**», and you'll find the rules somewhere in the zine. It is a PBM (so, not a Dip variant) where luck is limited, and is an adaptation of a well-known and quite amusing Boardgame. I invite you to try this postal version, you will enjoy it.

For the games currently in play, there are some games which finished recently, and one Gunboat is starting. Jef tells me that one of the house rule deserves more comment, and concerns most of the games: every player can, if he desires so, send a preference list with his inscription for a new game. If possible, everyone's request will be fulfilled when the GM assign the countries to the players at the start of the game.

I already mentioned that some games have ended recently, which implies that the End Game Statements are coming over the desk at an impressive rate. So, by choice as well as for lack of place, **Black Velvet** will be reported in next *Dipsomania* instead of this one, which will allow some breathing time for those who didn't already send their comments and analysis to Jef.

For the future, if I read the Letter Column correctly in the last *Dipsomania* with the Pre-Waiting Lists, there should be, in the following issues of the zine, new games of :

- Sopwith
- Cline V
- Capitalist Diplomacy
- Terrestrial Chaos
- Stab - Gunboat
- L'Unité de l'Empire
- Woolworth IID
- Railway Rivals
- Formule Dé
- The Final Frontier
- Lord of the Rings
- Latin Wars
- Vain Star
- Song of the Night

This is quite an interesting program, but I have to say that it will be impossible to run ALL of them; but I'm interested in knowing, among these games, which ones you'll be interested in playing, reading or only knowing about in Dipsomania. Send your answers and comments, for instance with your next orders, but I advise you to start ticking those you'd like to see published now, so you'll remember them when the time for sending your orders come. Thank you.

Letter Column

Mark Stretch (England): "I will give you a plug in *OMR* (*One Mans Rubbish - Mark's own zine*) to try to get you some of these new players you crave. [...] I loved the *Just like Software* article - very amusing. Would it be possible for me to reprint it in a future issue of *OMR*?"

((PL : Thanks for the plug, it should - according to Marc's remarks in last Dipsomania - help us to be better known and get us (I'm crossing my fingers) some new players.))

((GB: Thanks as well from me and OK to use the article - it was doing the rounds on the internet. If you would like a plug for your zine just send us a small résumé and we'll print it.))

Jean-François Mougard (France): - On *Just Like Software*: "Very seriously I intend to buy *Wife 1.0* at the end of February 98, by upgrading my version of *Girlfriend 1.0* (since 1989!). I think that I'm going to wait for the release of version 2.0..."

((PL : I did choose to go for Wife 1.0, which was tailor-made for me, and of upmost performance. Really it's worth the investment !))

Tony Dickinson (England): - "What is it about those Schima covers/art... So very original and enchanting, bordering on... well words fail me!"

((GB: I agree, although the subject is often 'fantasy' in theme, they make me day dream, trying to imagine the world the characters are in...))

Brendan Whyte (New Zealand) - "I can't understand the problem with international subscriptions. Here in NZ, a cheque in any foreign currency can be cashed (into your account) at most banks for a fee of 5c or so. Weird currencies may have a bad exchange rate, but US\$, UK£, F. Francs, DM, AUS\$, etc. are no problem. I'm surprised that with so many more banks in Europe, that they charge fees of huge sizes. What about competition? So any foreigner unable to pay for zines over there, should subscribe to my own *Damn the Consequences!* But as you say, cash, while not encouraged, is fine. *((GB: In theory they can contact John Cain, PO Box 4317, Melbourne University 3052, Australia; who is the Australasian contact for the ISE.))*

Mercutio: Too many people now dislike marriage as "a piece of paper". I feel they only dislike responsibility. Marriage is divinely ordained. But for good reasons. It provides an economic union, enabling a man and woman to raise a family in security: division of labour and of profit. It shows the partner and the world that the other partner is committed to long term (i.e. permanent) devotion and care for the first partner. And the ceremony involves the bride and groom publicly declaring their love and devotion and invoking all those present to support them and aid them if they fall into

problems. It unites two families, economically and socially, increasing the opportunities and social security of all their members. Attendance at a wedding is not a free food ticket but entails responsibilities and provides privileges too.

While social welfare programs in the West now remove part of the economic necessity for marriage, allowing it to become an institution of love, the decline of family cohesion in our culture reinstates marriage as a central focus of existence.

The question of gay marriage is not one of equality, but is an attempt to pervert society. If homosexuals want to live together, they can. They can will their property to whom they like. Marriage is a sacred institution and adoption of children by homosexuals does not benefit society. The child receives a role model of one gender and will suffer in future relationships for this. Marriage is defined as the sexual and economic union of a man and a woman. It cannot extend to homosexuals for this reason. "Equality" does not enter into it, being illogical in this case.

As for marriage being out of date, any man who refuses to marry his partner is only selfishly denying responsibility to his or their children and only asserting his demand to be free of any shackles restraining him from swapping her for someone else at a later date. His family, her family and she herself are the obligated to require the marriage or remove the union for the welfare of her and her children and also of him."

((GB: I couldn't disagree more with you.... I don't think marriage is outdated but is there for those who want it. I don't see how marrying someone is going to keep them together through thick and thin and also guarantee security of their children. Surely the parents personal responsibilities to themselves, to each other and to their children are the ONLY things that count. If your not a responsible person no piece of paper is ever going to change that. Concerning gay marriages with responsibility for children - why not. I don't see why that should be unbalanced. What happens to one parent families - are their children going suffer in future relationships - of course not. It all depends on how the parents, or the responsible adults, care for those children. Some children in classic families suffer enormously from one or both parents because of abuse - are those children going to become 'normal' parents later on?)

After thinking about this I came to the conclusion that the classic family unit of one male and one female parent is in fact a minimum case. It would be much better if we could care for children in a group situation. A similar idea of this would be the tribal way of life in Africa or perhaps the commune idea portrayed by the Hippies in the sixties. The children of such societies profit from all parents and from other children around them - this is a real family - every one cares for one another in the "village" - I bet you don't get many suicides or "problem children" from those backgrounds. I suppose even this idyllic idea has its drawbacks, privacy probably being one...))

Middle of the Road

by Craig Walker

((This was recently published in the letter column of the magazine **MacUser**.)

I had a great idea the other day, I got some paper and wrote down my name, address, phone number, a bit about my family, aunts, uncles, and what my favourite colour was. Then I stuck a couple of last year's holiday snaps on the same piece of paper. I found a picture I once drew that was pretty good, and had a go at doing a few cartoons of politicians. On another sheet, I wrote down a list of my mates and their phone numbers, a list of great mags to read and a couple of videos that weren't bad either.

I then bundled it all up in a re-sealable envelope, went down to the village and chucked it into the middle of the road. A while later, after several cars had run over the package, a student picked it up, opened it, looked at the contents, and discovering that it was a load of rubbish, threw it back in the road. This happened a couple more times with some other people until eventually no one picked it up at all.

"What an amazing success!" I thought. Much better than paying for a personal web page in a massively expanding void of drive!

I'm off down the pub now. Bye!

The Hare & Tortoise

Hare & Tortoise is a race game in which initiative and skill, rather than luck, produce the result.

The game was the invention of David Parlett: these rules are by Mike Dean for use in Psychopath, and are based heavily on a set supplied by Alan Parr for use in Hopscotch. These rules have been adapted by Patrick Lafontaine for use in Dipsomania.

1. Hare & Tortoise is a game for 6 players. Each player starts the game with 91 carrots and 3 lettuces. Players should give themselves an animal character at the beginning of the game, by which he can be referred during the game.
2. Movement is simultaneous. Players must unless they are on a lettuce or a carrot square; a player on a lettuce square must move once he has chewed a lettuce. Movement is paid for with carrots, the cost of moving being $\frac{1}{2}n(n+1)$ where n is the number of squares moved. e.g.:

Squares moved	Carrots	Squares moved	Carrots	Squares moved	Carrots	Squares moved	Carrots
1	1	7	28	13	91	19	190
2	3	8	36	14	105	20	210
3	6	9	45	15	120	21	231
4	10	10	55	16	136	22	253
5	15	11	66	17	153	23	276
6	21	12	78	18	171	etc.	etc.

3. It is illegal to move:
 - (a) forward to a tortoise square,
 - (b) back to any other square than the nearest tortoise,
 - (c) to a lettuce square when the player has no lettuces,
 - (d) a distance for which the player has insufficient carrots.
4. If two or more players end the turn on the same square, then that square will be regarded as blank for that turn, and whatever advantage would have been gained from that square will be lost.
5. Players ending their turn alone on a hare square will 'Jug the Hare' - a die is rolled, and the following table is consulted:

Die	First	Second	Third	Fourth	Fifth	Sixth
1	Miss a turn	Miss a turn	Miss a turn	Miss a turn	Eat a carrot	Miss a turn
2	Go back to a carrot	Go back to a carrot	Go back to a carrot	Go on to a carrot	Go on to a carrot	Go on to a carrot
3	Drop back one place	Drop back one place	Move up a place	Move up a place	Move up a place	Move up a place
4	Chew a carrot	Chew a lettuce	Chew a lettuce	Chew a lettuce	Chew a lettuce	Chew a lettuce
5	Your last turn free	Your last turn free	Your last turn free	Your last turn free	Your last turn free	Your last turn free
6	Take another move	Take another move	Take another move	Take another move	Take another move	Take another move

(if the result is chew a carrot or lettuce, the player stays where he is and chews the carrot or lettuce as if he were on such a square)

Movement resulting from jugging the hare will take place after all players on hares have jugged. If jugging results in chewing a carrot, then 10 carrots will be added to or subtracted from the player's total - if no preference is given by the player when writing his orders then the GM will add/subtract at random.

If jugging gives a player another move, and he has not given an order for this, the situation will be treated as an NMR. If on jugging, a player finds himself on another hare, he jugs again. If jugging results in moving up or down one position, the player moves to the first legal square beyond that occupied by the next-placed player.

6. A player may move backwards to the nearest tortoise square after which, if he finds himself alone, he collects 10 carrots for each square moved backwards. Players moving back to a tortoise as a result of moving back a position after jugging do not collect carrots.

7. Any player by himself on a carrot square who has spent the last turn stationary may either collect 10 carrots or return 10 carrots to the carrot patch (if no preference is given, the GM will decide at random).

8. If a player finds himself alone on a lettuce square after spending the last turn stationary he may "chew a lettuce". When he does so, he gives a lettuce in return for some carrots - 10 times his position in the race.

9. Flag squares act as number squares, representing the three numbers: 1, 5, and 6. A player on a number or flag square at the end of the turn, and whose position corresponds with the number represented by the square, collects 10 times his position in carrots.

10. The order of events within each turn is as follows:

- (a) movement,
- (b) jugging,
- (c) tortoise squares,

- (d) carrot squares,
- (e) lettuce squares,
- (f) number and flag squares.

11. All players' orders should consist of movement, juggling options, chewing options etc. for TWO turns. The orders for the second turn may be made conditional on the outcome of the first turn. Movement orders need only consist of the number of the target square together with the cost and any expected benefits.

12. Illegal orders, impossible ones, and NMRs will all be treated in the same way. The player will be moved forward the minimum legal distance.

13. In order to finish, a player must move across the finish line, i.e. square 64. He must have NO lettuces left, AND fewer than twenty carrots.

The first player to finish is the winner. If two or more players finish in the same turn, the player with the least number of carrots will take the higher position. If more than one player has the same number of carrots the position is shared.

If the players wish the game to continue, it may do so until all the positions have been decided.

NB: Throughout these rules "turn" indicates a complete round of play in which every player moves. One session of play contains two such turns.

14. The general house rules will apply except where the rules above conflict with them, in such a case the above rules should be taken as correct.

15. The GM's decision is final.

1 H	41 2	40 C	39 H	38 C	37 T	36 3	35 2	34 H	33 C	
2 C	42 L								32 F	
3 H	43 T								31 H	
4 3	44 3								30 T	
5 C	45 4								29 2	
6 L	46 H								28 3	
7 H	47 2								27 4	
8 T	48 F								26 C	
9 4	49 C	50 T	51 H	52 3	53 2	54 4	55 C	25 H		
10 2								24 T		
11 T								23 2		
12 3	13 C	14 H	15 T	16 F	17 2	18 4	19 T	20 3	21 C	22 L

H	Hare	Lièvre	T	Tortoise	Tortue
C	Carrot	Carotte	L	Lettuce	Laitue
F	Flag	Fanion			



"On dit du mal des femmes pour se venger de n'en rien savoir" (We speak ill of women for revenge of knowing naught of them) - Henri Petit

**For these predictions
Are to the world in general as to Caesar.
JULIUS CAESAR, II, 2.**

Why do women drive so badly? Anyone (man) driving has had more than occasionally to curse the way women drive. This is knowledge from experience. Now if you should try to confirm it through experimentation, you'd be forced to admit that women cause fewer accidents and less important ones. You can check it out in your surroundings, as well as through official Insurance Companies statistics. So, I wondered, what is there exactly in their driving practice that we unanimously dislike?

First off, one might say that they block the way, that they slow things down. Thinking further, we recognise that they often make unpredictable moves, or at least, unpredictable to us men. But then we all know how rare it is to have a woman driver allow you to overtake her; and how rarely they thank you if you do give way.

After a long period of observation, I came to believe that women actually follow the highway code to the letter, basing their conduct more on the written precept than the current state of traffic or the presence of human beings. Accordingly, when following a woman driver, you will be surprised by her suddenly braking at a crossing, even though there is no other car about to cross her path. Or when in a jam, and there is a way for helping the congestion by letting other cars pass through, most women wouldn't even think of giving way to another driver if he has no priority. They also slow down traffic just because they read a speed limit sign.

In those cases, as well as many others, when a collision occurs they are the ones in their right with respect to the code. Accordingly statistics mention more men as legally responsible. But women are no less the cause of accident than men. And we translate this by cursing their driving. Now, think about it, in a purely feminine driving world, there would be much fewer collisions. In a purely masculine world too, since that one cause of accident would be removed, resulting in probably fewer accidents. I like to compare the situation with the left-or-right problem. If a Briton drives left on the continent, he will cause lots of accidents; he is to be considered wrong, as this is not the proper way to drive. But in Britain, the reverse is true. He is driving correctly, and any right-driver is wrong. Being wrong is not a matter of driving left or right but of doing what has been agreed. In a sense, women are driving on the wrong side of the road. As it is, there is

no agreed consensus on the right way to drive : follow the letter of a code or adapt to the traffic. But men are still in the majority behind the wheel, so it happens that women are commonly pointed to as the "bad" drivers.

Yet the interesting point in this whole story is the fact that, despite their being in the minority, women did not adapt to the masculine way, like any left hand-driver would quickly adapt to right-driving. The reason is, I suppose, they are not even conscious of the matter. I see it as an interesting example of an innate (or is it education?) difference in the way men and women think.

Maybe we could relate it to the Arab proverb: "The man sees a forest; the woman see the trees." I have often noticed how women fail to consider the global implications of a phenomenon, but prefer to discuss the peculiar way in which such-and-such behaves with respect to the phenomenon. Rather than changing the social security system, for example, they criticise the individual for taking advantage of it. Of course Caesar's wife is more worried about her husband's safety than the fate of Rome. But I'm always amused by seeing how women take more concern in Calpurnia's fears than the moral torments of Brutus.

I guess that's what makes women a necessity. They bring another view to things. Like a colleague used to say : "Man's brain has two hemispheres: one for logic and one for intuition. A Woman has four brain parts : one for each hotplate on her cooker."

Waiting Lists

Inside Out Diplomacy	GM Jef Bryant	"Goldie"	3/7
Léotard (Belgium), Prestiagicommo (Belgium), Martin (Australia)			
Dwarf Throwing Diplomacy	GM Jef Bryant	"Caramba"	3/7
Martin (Australia), Prestiagicommo (Belgium), Dickinson (England)			
Classic Diplomacy	GM ??	"??"	1/7
Wilke (USA)			
Gunboat II (No press):	GM Jef Bryant	"Casablanca"	3/7
Anonymous			
Gunboat I (With press):	GM Jef Bryant	"??"	0/7
London Nights	GM Jef Bryant	"Churchill"	6/7
Whyte (New Zealand), Prestiagicommo (Belgium), de Potesta (Belgium), Dickinson (England), Martin (Australia), Léotard (Belgium)			

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

Pre-Waiting Lists

Game Proposed	MaxPlayers	Inscribed
Woolworth IID	5	Two players
Song of the Night 1a	7	Two players
The Final Frontier	5	
Vain Star	7	One player
Sopwith	3-6	Two Players
The Hare and the Tortoise	6	Two Players

Please do not forget your preference lists

By Popular Demand - 2

by Patrick Lafontaine

English

	1	2	3	4	5	6	Score	Old Total	New Total
Lettre L	shop	animal	nickna	gift	foot	office			
Berry Renken	Lingerie	Lion	Love	Love	Liverpo	Laser	35		35
Brad Martin	Laceys	Leopard	Love	Love	Liverpo	Lamp	32	13	45
Brendan Whyte	Lingerie	Lion	Love	Love	Liverpo	Lamp	39	9	48
Jef Bryant	Locksm	Lion	Lucky	Lace	Liverpo	Lights	23	10	33
Mark Stretch	Laundere	Leopard	Love	Love	Liverpo	Lamp	33		33
Martin Jennings	Lingerie	Lion	Love	Lingeri	Liverpo	Lights	32		32
Per Westling	Lamp	Lion	Love	Love	Liverpo	Lamp	37	12	49
Pierre Torrès	Library	Lion	Love	-	Liverpo	Letter	26		26
Tony Dickinson	Large	Llama	Love	Lingeri	Leeds	Lights	16	12	28
(Patrick Lafontaine)	Laundere	Lion	Lucky	Love	Liverpo	Lamp	(32)	(10)	

Shop:

Lingerie 3 - Launderette 2 - Laceys 1 -

Locksmith 1

Lamp 1 Library 1 - Large 1

Animal:

Lion 7 - Leopard 2 - Llama 1

Affectionate nickname:

Love 8 - Lucky 2

Something to offer:

Love 7 - Lingerie 2 - Lace 1

Football Club:

Liverpool 9 - Leeds 1

Office furnishing:

Lamp 5 - Lights 3 - Letter 1 - Laser printer 1

French

	1	2	3	4	5	6	Score	Anc. Total	Nou. Total
Lettre L	magasin	animal	surnom	cadeau	football	bureau			
Brendan Whyte	Lingerie	Lion	Loulou	Lapis-laz	Liverpo	Lampe	27		27
Fabrice Prestigiacomo	Lingerie	Loup	Loulou	Lilas	Liverpo	Latte	18	11	29
Jef Bryant	Lavoir	Lion	Liz	Lingerie	Liverpo	Lampe	24	7	31
Marc Léotard	Librairie	Lion	Lapin	Lingerie	Liverpo	Lampa	28		28
Martin Jennings	Librairie	Lion	Loulou	Lingerie	Liverpo	Livres	27		27
Pierre Husquinet	Lafayette	Lion	Lapin	Lune	Leeds	Lampe	17	11	28
Pierre Torrès	Librairie	Lion	Loulou	Lilas	Liverpo	Lettre	26		26
(Patrick Lafontaine)	Librairie	Lion	Loulou	Livre	Liverpo	Lampe	(29)	(7)	

Magasin:Librairie 4 - Lingerie 2 - Lavoir 1
Lafayette 1**Animal:**

Lion 7 - Loup 1

Surnom affectueux:

Loulou 5 - Lapin 2 - Liz 1

Quelque chose à offrir :Lingerie 3 - Lilas 2 - Livre 1 - Lapis-Lazuli 1
Lune 1**Club de football:**

Liverpool 7 - Leeds 1

Equipement de bureau:

Lampe 5 - Latte 1 - Livres 1 - Lettre 1

Very similar scores at the end, despite the fact that some have played twice and others only once! Welcome to all of you, and thank you for answering my call.

Shop : I anticipated some confusion as I didn't specify if I wanted a generic name or a trademark, and the dispersal of scores proves I was right.

Animal : No surprise here, the lion was top in both competitions.

Nickname : If I guessed right in french, my guess was further than expected in the english competition! The only one who made the same guess was ...my co-editor!

Gift : Here, I found some interesting answers : Lapis-Lazuli, Lune (Moon) are beautiful gifts, but less affordable for me than a book (Livre).

Football Club : Only two of you (one in each version) didn't choose Liverpool, and I guess Tony's choice was deliberate (are you a Leeds supporter?).

Turn 3 - Letter P

1. A fruit
 2. Something you can find on the ground
 3. A class taught at school
 4. A verb
 5. An American (US) city
 6. A term relating to Time
-

Gimlet "92LCru04"

Geophysical III Diplomacy - Anonymous With Press

End Game Report

Started in **Dipsomania - 15** (June 1992)

Finished in **Dipsomania - 35** (February 1997)

GM: Jef Bryant

Gimlet: Shake together 2 to 3 dashes of sugar sirop, 2 parts of lime juice and 1 part Gin and serve in a glass with ice.

		Autumn	01	02	03	04	05	06	07	08	09
1=	John Etherington	GB Austria	3	3	5	6	6	7	7	8	9
	Brendan Whyte	NZ England	4	4	4	1	0	-	-	-	-
	Marc Piret	B France	5	5	5	8	8	8	9	9	9
	Frédéric Taton	B Germany	5								
	Geoff Kemp	GB Germany		6	6	6	6	5			
	Jason Wilke	USA Germany							3	2	2
	Michel Petrenko	B Italy	4	3	2	2	2	1	1	1	0
	Roger Weddall	AUS Russia	6	7							
	Jim Stewart	GB Russia				7	7	8	9	9	7
1=	Jason Wilke	USA Russia									8
	Paul Slade	GB Turkey	5	7	7	5					
	Jean-Louis Delattre	B Turkey					6	6	4	2	2

GM: This is a good example of a variant where the players did not always familiarise themselves with the rules, consequently those players who did had a clear advantage over the rest. This was particularly noticeable by the expert play of Marc Piret and Jim Stewart during the early stages of the game. The game was slightly marred when Frédéric Taton (Germany) was replaced by Geoff Kemp in Autumn 1901, and he himself was replaced by Jason Wilke in Spring 1907. Roger Weddall (Russia) was replaced by Jim Stewart in Spring 1903 and he was replaced by Jason Wilke in Autumn 1908 after dropping Germany which only had two centres at this time. Paul Slade (Turkey) was replaced by Jean-Louis Delattre in Spring 1903. Jean-Louis and Marc Piret dropped out in Spring 1908 which then left two players in the game. Not being able to find any replacement players at this stage I proposed a draw which was accepted by the two surviving players.

I did enjoy arbitrating this variant although it did take a large amount of effort. The variable status of the provinces after each successful geophysical command entailed printing a province list each season as well

as re-drawing the map. I often made mistakes, although not too serious for the game to be heldover. Not a variant for the weak-hearted!
 No-one sent in any end-game reports - perhaps an indication of the lack of interest of this game at the end....

Chi "95LDcb19"

Woolworth IID Diplomacy - E-mail players only

End Game Report

Started in **Dipsomania - 29** (May 1995)
 Finished in **Dipsomania - 35** (February 1997)
 GM: Jef Bryant

Chi: Put into a cocktail shaker some ice cubes, 2 parts vodka and 2 parts Cointreau. Shake and filter into a glass. Put a sugar cube into the hollow of a silver fork, dip it into the drink and ignite using a match. Lower the spoon slowly into the glass; cover the glass in order to extinguish the flame.

		Autumn	01	02	03	04	05	06	07
2=	Stephen Agar	GB Austria	5	6	6	7	8	8	4
	(Stephen Agar)	GB (Italy)	4	5	6	6	7	5	5
	<i>Martin Jennings</i>	GB England	3	4	3	3			
	(<i>Martin Jennings</i>)	GB (Russia)	4	3	2	0	-	-	-
2=	Berry Renken	NL England					3	2	1
2=	Marc Léotard	B France	4	5	5	5	4	4	4
	(Marc Léotard)	B (Turkey)	3	4	4	4	3	3	4
1	Jason Wilke	USA Scandinavia	3	3	4	4	4	4	6
	(Jason Wilke)	USA (Germany)	5	6	8	9	9	12	14
	<i>Douglas Kent</i>	USA (Spain)	3	1					
2=	(Douglas Kent)	USA (Balkans)	2	2					
	Miguel Lambotte	B (Spain)				1	1	1	1
	(Miguel Lambotte)	B (Balkans)				1	0	-	-

In the above table the names and countries in parenthesis indicate the anonymous powers.

GM: Miguel Lambotte replaced Douglas Kent in Spring 03 and Berry Renken replaced Martin Jennings in Autumn 05. This was my first try at running a variant by e-mail. In fact this wasn't exactly true. As you know there is PBEM and PBM. In PBEM you don't get a zine but just an

electronic flyer for the game you're participating in. With *Chi* I had tried to combine them both without much success. I tried to run the game at a faster rate with game reports sent out by e-mail in-between issues of *Dipsomania* and continued to publish all the reports in the zine. It appears now that most players with e-mail connections would prefer to use e-mail for the diplomacy and sending in orders but to use the same deadlines as the zine. In this way the e-mail players receive a published report and map for each turn. I shall be opening lists for such games in the near future - so if you're interested let me know.

Woolworth IID is an excellent variant: A slightly modified classic map whereby the majority of the neutral supply centres go to make up three extra powers: Spain, Balkans and Scandinavia. It combines the two worlds of Classic and Gunboat Diplomacy with the opportunity of controlling two powers at the same time. There has been a Woolworth IID on the pre-waiting list for some time now, still with only 2 players, so....

Jason Wilke (Germany and Scandinavia): - "Well, I'm not much on lengthy endgame statements. The game went pretty much as I expected. France and I struck a deal right off, and decided on uninvolved peace. England kept claiming that NTH was his, even though I protested that I ALSO had 2 centres on the North Sea. This led me to the ongoing skirmish in the North. I had almost everyone figured out from the start. Aus/Ita was obvious, and Marc told me he was Fra/Tur, but it took me a while to figure out who was Russia. England blundered a bit in the North, and at the same time, I was heading for Warsaw. Russia's demise was a foregone conclusion. At the same time, I was watching Aus/Ita grow. I knew we'd have to fight, and knew also I'd be better on the offensive. I had the Benelux area covered, and Scan/Fra gave me enough cover to push south. I didn't like that unit on my borders, and I warned Austria repeatedly, and it was just the excuse I needed to launch my invasion. The peace treaty with France turned into a semi-alliance. That sealed it. Thanks to all for a good game."

NIGHT SHADE "96??"

Classic Diplomacy Autumn 1992

Austria

Réginald de Potesta, Rue de la Longue Haie, 64, 1050 BRUXELLES, Belgium
A(Vie)-Tyr, A(Tri) s A(Vie)-Tyr, A(Bud)-Ser, A(Ser)-Gre, F(Gre)-AEG

England

Berry Renken, van Nootenstraat 6, DG Diever, NL-7981, The Netherlands
 A(Nwy)-Fin, A(Lon)-Bel, F(NTH) c A(Lon)-Bel, F(NWG)-Nwy

France

Jason Wilke, Jason Wilke, 2042 Dalton Avenue, Deltona, FL 32725, USA
 F(Por)-Spa sc. A(Tyr)-Mun, A(Bur) s A(Tyr)-Mun, A(Par)-Pic

Germany

Jean-François MOUGARD, 12, Rue Pierre Brossolette, Appt 149, F-49000
 ANGERS, France.

A(Hol) s England A(Lon)-Bel, F(Den) s F(Kie)-BAL, F(Kie)-BAL,
 A(Ruh) s A(Ber)-Mun, A(Ber)-Mun

Italy

Pierre Husquinet, Rue Etienne Soubre 30, B-4000 LIEGE, Belgium
A(Pie)-Tyr, A(Ven) s A(Pie)-Tyr, F(Nap)-Apu, F(Tun)-ION

Russia

Fabrice, Prestigiacommo, 34/8 Rue de la Corolle, B-4102 OUGREE, Belgium
F(Rum)-Bul ec, F(Sev)-BLA, A(Ukr)-Mos, A(StP)-Nwy, F(GoB)-Swe

Turkey

Martin Jennings, 9 rue Jean-Robert Chouet, CH-1202 Genève, Switzerland
A(Bul) s AUSTRIAN A(Bud)-Ser, A(Smy)-Arm, F(BLA) s A(Bul), F(Con) s
 F(BLA)

Winter 1992

Austria	Tri, Bud, Vie, Ser, Gre	(5)
England	Edi, Lon, Lpl, Nwy	(4)
France	Bre, Mar, Par, Por	(4)
Germany	Ber, Kie, Mun, Hol, Den	(5)
Italy	Ven, Nap, Rom, Tun	(4)
Russia	StP, Mos, Sev, War, Rum	(5)
Turkey	Smy, Ank, Con, Bul	(4)

Press

Turkey - England : Hmm, seems we have a common foe, contact me.

Turkey - Austria : What about a negotiation between us two to avoid any misunderstanding ?

Turkey - Germany : Contact me, I would like to talk over a few things.

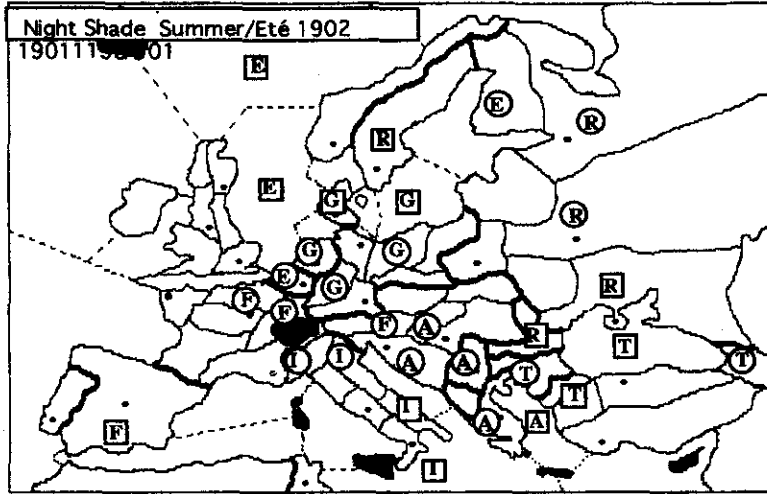
Germany - France : You can understand my caution. A(Bur)-Mar will make me feel at ease... if A(Par) doesn't go to Bur !

Germany - England & France : I have said, I have no interest in Belgium. Of course, if *nobody* wants it...

Austria - Russia : I received your letter, don't you have E-Mail ? Anyway, we're working together.

Austria - Turkey : Hello Martin, how are your Turkish Delights ?

Italy - France : Don't feel angry, I'm moving to titillate someone else. I hope I won't regret it.



KISS IN THE DARK "94FE"

Classic Diplomacy Spring 1906

Austria

Hervé Guilloux, 6 Allée Matisse, F-92130 Issy-Les-Moulineaux, FRANCE

A(Vie)-Tri

France

Gaetano Testa, Av. Cdt Lothaire, 66, B-1040 Bruxelles, Belgium

A(Mar)-Bur, A(Par)sA(Mar)-Bur, F(MAO)-Bre, F(Gas)sF(MAO)-Bre, F(Spa)sc H

Germany

Marc Léotard, Rue de Savoie, 87, B-1060 BRUXELLES, Belgium

A(Lpl)-Edi, A(Bur)-Par, A(Bre) s A(Bur)-Par, F(ENG) s A(Bre), F(NTH)-Nwy,

A(Tyr) s Austria A(Vie)-Tri, A(Ber)-Den, F(BAL) c A(Ber)-Den

Italy

Tony Dickinson, 67 Little Lane, Purston, Featherstone, West Yorkshire, UK
 F(WMS)-Tun, A(Tri) s Turkey A(Bud), A(Ven) s A(Tri), A(Tus)-Rom, F(Nap)-ION

Russia

Pierre Husquinet, Rue Etienne Soubre 30, B-4000 LIEGE, Belgium
 A(Gal)-Boh, A(War)-Sil, A(Lvn) H, A(Swe) H, F(Nwy) H

Turkey

Fabrice Prestigiacommo, 34/8, Rue de la Corolle, B-4102 OUGREE, Belgium
 A(Ser) s Italy A(Ven)-Tri, A(Bud) s Italy A(Tri)-Yje, A(Rum) s A(Bud), A(Sev) H,
 F(ION)-TYS, F(AEG) s F(EMS)-ION, F(EMS)-ION, F(BLA) H (NMR)

Retreats

Germany A(Bur)-Bel

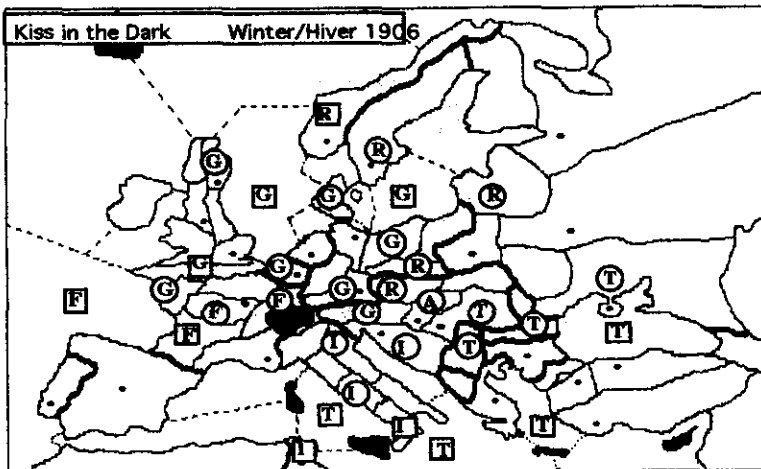
Summer 1906

Austria	Vie, Bud	1(2)	
France	Bre, Mar, Par, Por, Spa	4(5)	Removes F(Spa)
Germany	Mun, Ber, Kie, Hol, Den, Lpl, Bel, Edi, Lon	+Bre 10(9)	Builds A(Mun), A(Ber)
Italy	Ven, Nap, Rom, Tun, Tri	5(5)	
Russia	Mos, StP, Swe, Nwy, War	5(5)	
Turkey	Ank, Con, Smy, Gre, Bul, Rum, Sev, Ser	+Bud 9(8)	1 Short (NBO)

Press

Austria - France : Well, somebody well known.

Germany - Italy/France : It is clear that these four Turkish fleets are intended to fight Russia and Austria.



PLEASE LOVE ME "95LArd10"

Stab Diplomacy Autumn 1905

England

Marc Léotard, Rue de Savoie, 87, B-1060 BRUXELLES, Belgium
F(NTH)-SKA, F(Nwy)-StP.nc, F(Spa)sc, S France A(Mar) ((NSQ))

France

Tony Dickinson, 78 Pontrefract Rd, Purston, Featherstone, West Yorkshire, UK
A(Gas)-Mar

Germany

Martin Burgdorf, Apartovillas, Avenida de Espana, 135: 2B-30-13, E-28230
Las Rozas, Spain
A(Sil)-Ber, A(Hol)-Kie, F(Swe)-Den

Italy

Berry Renken, van Nootenstraat 6, DG Diever, NL-7981, The Netherlands
A(Pie)-Mar, A(Mun)-Ber, A(Tyr)-Mun

Russia C.O.A.

Jason Wilke, 2042 Dalton Avenue, Deltona, FL 32725, USA
F(SKA) S F(StP)nc-Nwy, A(Kie)-Hol, A(Bul)-Con, F(Smy)-Con, F(BAL)-Swe,
A(Den) S F(BAL)-Swe, F(StP)nc-Nwy

Turkey

Fabrice, Prestigiacommo, 34/8 Rue de la Corolle, B-4102 OUGREE, Belgium
The GM is Patrick Lafontaine, Allée Chantemerle 3, B-4400 FLEMALLE,
Belgium

Spring 1905

England	6	(6)
France	4	(4)
Germany	3	(3)
Italy	10	(10)
Russia	10	(10)
Turkey	1	(1)

Press

England - All : How about a Gunboat Stab ? Hmm, It wouldn't change much, would it ?

MISTY "95LGrb59"

Gunboat II Diplomacy Spring 1904

Austria

A(War)-Mos, A(Vie)-Gal, A(Bud)SA(Ser)-Rum, A(Tri)-Ven, A(Ser)-Rum,
A(Bul)SA(Ser)-Rum, F(Gre)SA(Bul)

England

A(Yor)-H, F(Cly)-H, F(Nwy)-H, F(SKA)-H

France

A(Mar)-H, A(Bur)-Ruh, A(Par)-Bur, F(Bel)SF(ENG), F(ENG)SF(Bel),
F(IRI)S_ENGLISH.F(Cly)-Lpl (NSO)

Germany

F(Kie)-BAL, F(HEL)-Den, F(NTH)SF(HEL)-Den, A(Hol)-Ruh, A(Mun)-Ruh,
A(Lpl)-H

Italy

F(EMS)-ION, F(AEG)SF(EMS)-ION, A(Apu)-Ven, A(Pie)SA(Apu)-Ven

Russia

A(Mos)SA(Ukr)-War, A(Ukr)-War, F(Rum)-BLA

Turkey

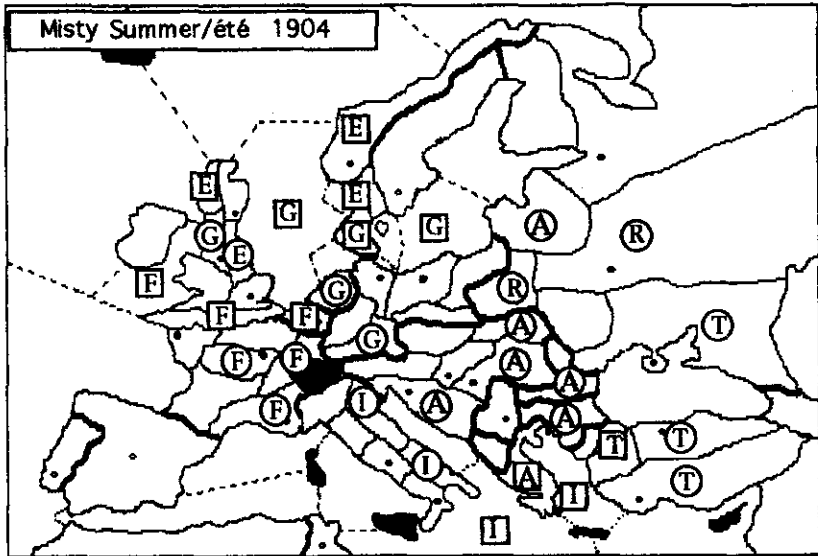
A(Sev)S_RUSSIAN.F(Rum) (NSO), A(Smy)SA(Ank)-Con, F(Con)-BLA,
A(Ank)-Con

Retreats

Austria A(War)-Lvn, Russia GM removes F(Rum) (NRP)

Summer 1903

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



AMERICANO "90LBrb59"

Gunboat II Diplomacy Autumn 1915

Austria A(Pie)SA(Tus), A(Tus)SA(Pie), A(Rom)-Ven, F(TYS)S Italy F(Tun),
 F(Nap)SF(TYS), F(ION)-AEG, F(ADR)-ION, A(Tri)-Ser, A(Tyr)-Boh,
 A(Vie)SA(Tyr)-Boh, A(Bud)SA(Gal), A(Gal)SA(War), A(War)SA(Mos),
A(Mos)SA(War), A(Ukr)SA(War)

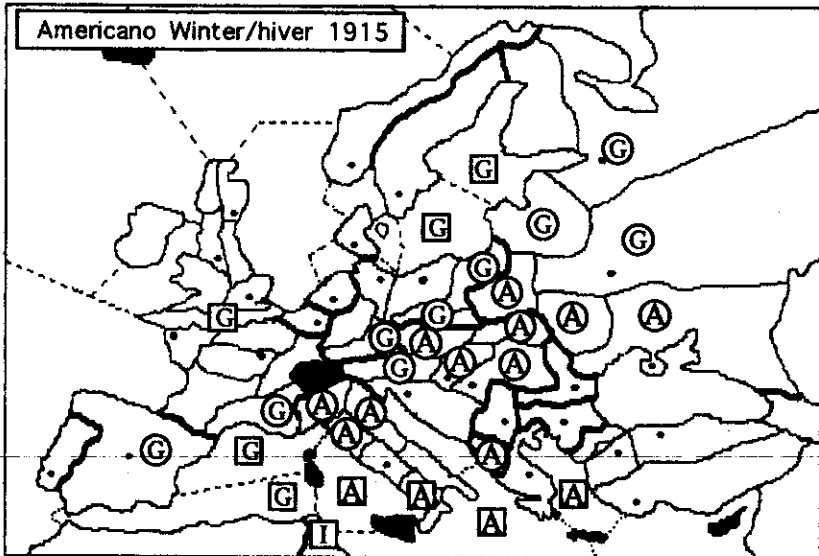
Germany A(Stp)SA(Lvn)-Mos, A(Lvn)-Mos, A(Pru)SA(Sil)-War, A(Ber)-Lvn,
A(Sil)-War, A(Boh)-Gal, A(Mun)-Tyr, F(GOB)CA(Ber)-Lvn, F(BAL)CA(Ber)-
 Lvn,
 F(NTH)-ENG, A(Spa)-H, A(Mar)-Pie, F(GOL)SF(WMS), F(WMS)S Italy F(Tun)

Italy F(Tun)S Germany F(GOL):TYS (NSO)

Winter 1915

Italy	Tun	1(1)	No Change
Austria	Vie, Bud, Ser, Tri, Bul, Rum, Ven, Sev, War, Ank, Smy, Con, Gre, Mos, Rom, Nap	15(16)	
Germany	Ber, Mun, Kie, Den, Nwy, Swe, Stp, +Mos	18(17)	WINS!!
	Hol, Bel, Edi, Lpl, Lon, Bre, Spa, Mar, Par, Por		

GM - All: Congratulations to Germany. Please send me your endgame comments for the next deadline, please



CHIWAWA "94LD1b01"

Americana Latina 1821 - Anonymous With Press Autumn 1825

Argentina

A(Pue)S Chile F(Bio), A(Men)-Cor, A(Cor)-Bue

England

A(Cos)-Nic, F(GMO)SA(Cos)-Nic, A(Bog)-Car, F(MCA)SA(Bog)-Car,
F(Pan)nc-Bog(nc), A(Sel)S_Colombia A(Lpl)-Rim (NSQ), F(ATN)-CEB,
F(GSJ)-RIP, F(ATS)SF(GSJ)-RIP, F(Fal)-GSJ, F(Pam)SF(Fal)-GSJ

Chile

F(Bio)S_Argentina A(Men) (NSQ)

Colombia

F(Gua)nc-Hon(nc), A(Lpl)SA(Ngr)-Rim, A(Ngr)-Rim,
F(Nic)wc SF(Gua)nc-Hon(nc)

Peru

A(Ant)-Pot, A(Stg)-H, A(Tuc)SA(Pry), A(Pry)-H, F(FCH)-Pue,
F(MPA)SF(FCH)-Pue, F(Ich)-H

Brazil

F(CEB)-Bel, F(Ore)-Car, A(Ria)SA(Rim), A(Rim)SA(Ria), A(Par)-Pry,
F(Bue)SF(RIP), A(San)SA(Par)-Pry, A(Guf)-Bel, F(RIP)SF(Bue)

Retreats

Argentina A(Pue)-Las, Colombia F(Nic)wc-OPN, Brazil F(RIP)-Uru

Press

Don Pedro - Lord Cochrane: Err... Yes! Don't confuse me with choices!
The Herald Tribune, New York: DIPLOMAT REVEALS SECRET TREATY
- Word has been spread among diplomatic personnel of a secret document linking Britain, Spain and Portugal in a project to re-establish European rule on the South American continent and share the spoils of local Free Governments. American ambassadors in European courts have submitted the official protest to US Congress.

BRITAIN REPULSES BOLIVAR IN NICARAGUA - British forces have thwarted an attempt from deposed dictator Bolivar at creating a Confederation of the United States of Central America. Observers are still incapable of determining who exactly is in command of the British troops on the continent. While Brazilian sources pride themselves in controlling the forces of the rebellious Lord Cochrane, some units in Amazonia joined with leaderless Colombian troops in a fight against the Brazilian advance.

Lord Canning - General Sucre, Colombian army of Upper Peru: His Gracious Majesty's government has decided to recognise your Excellency as the only valid representative of Colombian interests. The opening of a second front in the Peruvian rear was a brilliant idea. As soon as our new commander in the West Indies, Lord Bryant, will have regained control over Cochrane's rebels and expelled your rival Bolivar from British grounds in Central America, he has been given the order to sustain your conquest of Peru and to restore Ecuador to your rule.

Lord Cochrane - Viceroy of Peru: Yes! Go south! Rochester is incompetent, beat him and let me thrash you freely in the North.

Lord Canning - Don Pedro: Did my emissaries translate correctly His Gracious Majesty's peace offer? Great-Britain is ready to grant a non-belligerency treaty on the simple conditions that British Guyana and Buenos Aires be returned to their rightful owners. Please state your conditions.

Sir Christobald, Lord Admiral - Lord Cochrane: I have been authorised by Lord Wellesley to announce to you personally and in secret that you have been reinstated to your former position in the Royal navy. You will immediately take command of the Southern Fleet and replace Lord Rochester.

Sir Christobald - Lord Rochester, ex-commander of the Southern Fleet: Dear Francis, you are decidedly too old to have a go at taking initiatives. The Brazilian hold on Buenos Aires is viewed here as your personal responsibility. Before you reach home, please let me know whether you agree to be defended by the same counsel as Lord Swansdown.

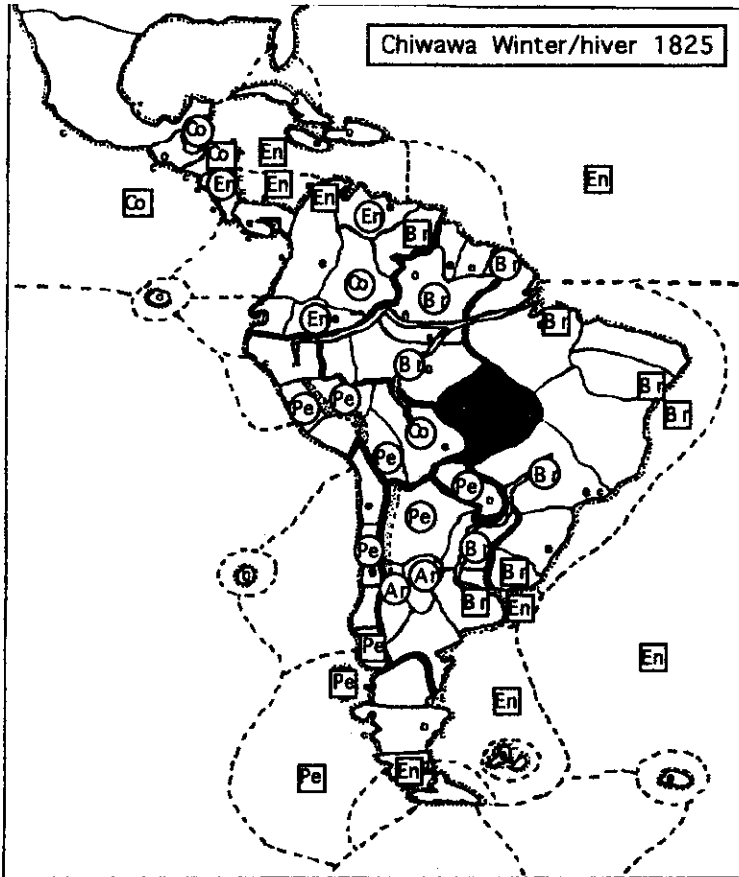
Cochrane - Viceroy: Well... Come on South! I'm a harder nut to crack than Rochie. Come and leave your flanks open for my buddy Sucre. He's in Ayacucho right now!

Cochrane - San Martin: Stop whining, my friend. Your enemies will think they have frightened you. You bewildered Rochester by not showing him clear plans. Let Old Tom Cochrane do the fighting, but by Jove hold your ground. We will never surrender! Be defensive as long as you can hold out, be bold and rash when it's the only way out. Yahoo!

Winter 1825

Argentina	Men, Cor, Pue	2(3)	-A(Las)
Brazil	Bel, Bah, San, Pto, Guf, Ria, Gub, +Rim Guh, Bue ¹	10(9)	+F(Bel), F(Bah)
Chile	Stg	0(1)	OUT!
Colombia	Rim, Hob, Gua, Iga, Hon +Lpi	5(5)	+A(Hob)
Peru	Lim, Cus, Lpi, Pot, Ant, Ife, Pry +Stg, Pue	9(7)	+A(Cus), A(Lim)
England	Geo, Fal, Jam, Nic, Car, Pas, Cub, Bog, Pam, Pan, Sel	11(11)	No Change

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



BETWEEN THE SHEETS

“92Lafn02”

Song of the Night Spring 5009

1: Spells

Chunyans Reich: W1 SG(Daw), W2 SG(Set) Beastland: ED(Hid)
 Dana: ED(Siw) Ekofisk W1 ED(Ojz), W2 FD H(Joa)-Ant
 Falas: No Spell

2: Movement

Beastland

Tony Dickinson, 78 Pontefract Road, Purston, Featherstone, West Yorkshire,
 WF7 5AP, UK

N(Bsn)-Cob, A/H(Bys)-Yvd, A(Vir)-Gar, W2(Sou)-Cas, N(Rua)-Vir

Chunyans Reich:

Martin J. Burgdorf, Apartovillas, Avenida de Espana, 135 2B-30-13, E-28230
Las Rozas Spain

N(Amy)-And, A/H(Dem)-Len, F(Dha)-H, F(SHA)C W1(Daw)-Esu, W2(Set)-Var,
F(Dus)-Vir, F(Tro)-Yvd, W1(Daw)-Esu, A(Uri)-Dra, F(Bls)C W1(Daw)-Esu,
A(Per)-Rua, A(Wid)-Lem, F(Var)-EBO, F(Esu)-RED, F(Set)-Dai, H(Var)-BLS

Dana:

Dany Haas, Au Passou 41, B-4053 EMBOURG Belgium
A/W(Ene)-H, A(Dra)-Esg

Ekofisk:

Jean-François Mougard, 12, Rue Pierre Brossolette, Appt 149, F-49000
ANGERS, FRANCE

N(Cat)-Cob, H(Joa)-Ant(FD), A(Vdm)-Kar, F(BOI)-H, W1(Vdm)-H,
A(Dol)-Rem, A(Ist)SA(Vdm)-Kar, A(Der)-Ant, W2(Joa)-H

Falas: NMR N° 1

Laurent Siquet, rue de Borlez 26, B-4317 FAIMES, Belgium
N(Les)-H, A/H(Siw)-H, A(Ibi)-H, A(Yvd)-H, W1(And)-H, W2(Siw)-H, A(Bdr)-H,
N(Rep)-H, A(Fam)-H

Retreats

Falas: W1(And)-Mer, GM removes A(Yvd) (NRP)

Game End Proposal

[A]: (1=) Chunyans Reich & Falas, (3) Ekofisk, (4) Beastland, (5=) Dana.
[B]: (1=) Chunyans Reich & Falas, (3=) Ekofisk & Beastland, (5=) Dana.
[C]: (1=) Chunyans Reich & Falas, (3=) Ekofisk, Beastland, Dana.

2 votes Yes, 2 votes No and 1 NVR. All three propositions have failed.

New Proposition:

[D]: (1=) Chunyans Reich & Falas, Ekofisk, Beastland, (5) Dana.

Vote for this new proposition, please.

Press

GM - All: One of the players has remarked that Dana should have had a N built and an A removed last time because of the re-capture of his Capital supply centre. In theory this is correct. However, in the rules it states that a player may build a N if he re-captures his Capital. As Dany did not give any orders for this in Autumn, I left his army. A capital is still a supply centre so can support an A or a F. During the next Winter season Dany may remove an A and build a N in his Capital if he so desires.

Chunyans Reich - Ekofisk: Yes, if we are united, Falas will soon be defeated.

Chunyans Reich - Beastland: OK, you can have Dus back...if I get Cas instead!

Ekofisk - All: I voted no for the 3 propositions because they don't reflect the geostrategic reality.

Ekofisk - Beastland: Bdr would be a better fifth centre than Cob!

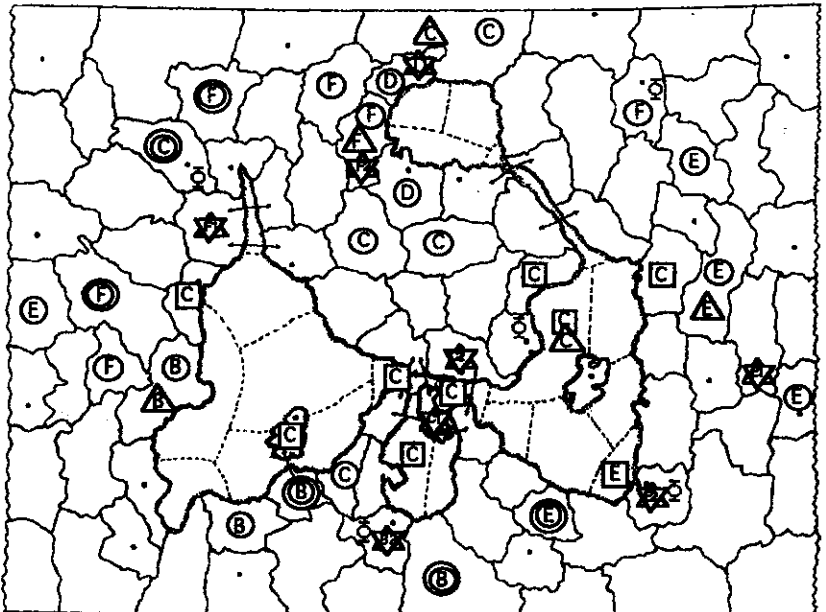
□ = Fleet ○ = Army ⊙ = Knight △ = Hero ☆ = Wizard ⊘ = Castle

The "Capital" supply centres are underlined below.

Summer 5009

Beastland	<u>Cas</u> , Tel, Ban, <u>Bys</u>	4
Chunyans Reich	<u>Set</u> ² , <u>Var</u> ¹ , Esu, Uri, Daw ² , Tro, Amy, Dha, Dus, Dem	10
Dana	Eus, <u>Ene</u>	2
Ekofisk	<u>Joa</u> , Der, Ist, Cob, Cat, Dol	6
Falas	<u>Fam</u> , Kis, Ojz, <u>And</u> , Arj, Bdr, Esg	8

Var¹ is capable of supporting two units during the year 5009; Set² and Daw² are capable of supporting two units during the year 5010.



Between the Sheets Summer/été 5009

GRASSHOPPER "94LErb32"

Gunboat I Diplomacy With Press Autumn 1905

Austria

F(ADR)SA(Tyr)-Ven, A(Tyr)-Ven, A(Vie)SA(Ser)-Tri, A(Ser)-Tri

England

F(NTH)-Nwy, F(Den)-Swe, F(HEL)-Kie, A(Hol)SF(HEL)-Kie, F(Stp)sc-H

France

F(TYS)-Tun, F(GOL)-TYS, A(Mun)-Ber, A(Sil)SA(Mun)-Ber, A(Ruh)-Mun, A(Bur)SA(Ruh)-Mun, A(Pie)-Ven

Germany

A(Ber)SF(Kie), F(Kie)SA(Ber)

Italy

A(Tri)-Bud, F(ION)-Gre, A(Apu)-Ven, A(Boh)-H

Russia

F(Nwy)-NTH, F(Swe)-Den, A(Fin)SA(Mos)-Stp, A(Mos)-Stp, A(Ukr)SF(BLA)-Sev, F(Rum)-Bul(ec), F(BLA)-Sev

Turkey

A(Arm)-Sev, A(Smy)-Ank, F(Ank)-Arm, A(Bul)-H, F(Con)SA(Bul)

Retreats

England F(Stp)-GOB, Germany A(Ber)-Pru, F(Kie)-BAL

Press

Mindbender Enterprises (*Suffering Bastard*) - Italy: Come on, order you bugger - I've got 9 season's worth of an investment in you!

To All except Italy: Please quickly eliminate Italy. I Hate NMR's.

Russia - France: I haven't yet lost hope of conquering England with you.

Russia - England: Easily taken, easily lost.

Turkey - Russia: You will gain nothing from me!

France - Italy: Your passivity last turn can only be interpreted as a total loss of interest in the game so I guess I'm helping you best by speeding up your exit.

France - England: Okay, this turn should see the end of Germany! And then it's a matter of outsmarting Russia over Scandinavia. I don't quite understand your move to St. Petersburg in the Spring, as surely Russia will retake it now! Feel free to take Berlin from me (I'll leave it empty on the next turn), if you need a build or if it puts you in the strategic position you desire.

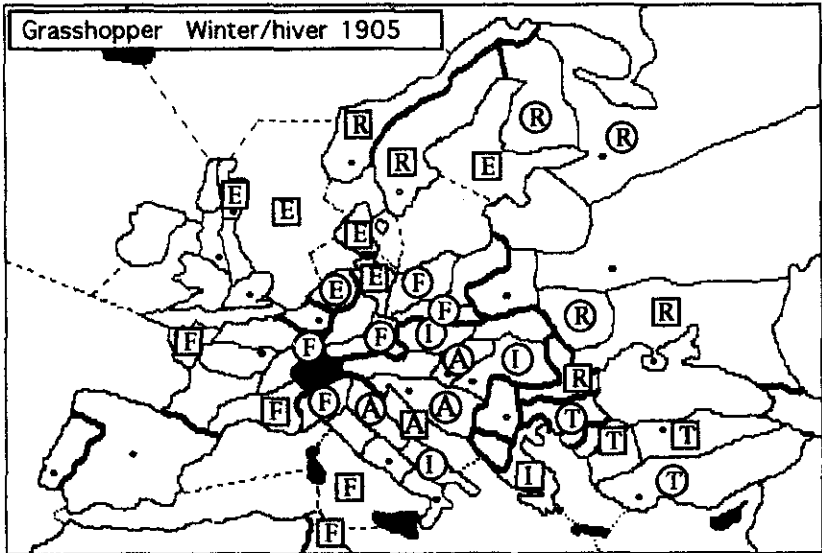
France - All: Where's your press?!

Austria - Italy: I hope you had the decency to continue to NMR otherwise my moves look a bit daft.

Austria - Turkey: If all has gone well I may be able to give you a bit of help.

Winter 1905

Austria	Vic, Bud, Ven, Ser	+Tri	4(4) No Change
England	Edi, Lon, Lpl, Den, Hol	+Kie	6(5) +F(Edi)
France	Mar, Par, Por, Bre, Bel, Spa, Mun	+Tun	9(7) +F(Mar), F(Bre)
		+Ber	
Germany	Ber, Kie		0(2) OUT!
Italy	Nap, Rom, Fun , Tri	+Bud	4(4) No Change
Russia	Mos, Sev, Stp, War, Swe, Nwy, Rum		7(7) No Change
Turkey	Ank, Con, Smy, Bul, Gre		4(5) -A(Arm)



Suffering Bastard (linked to *Grasshopper*)

Diplomacy Bourse IIIA Autumn 1905

ORDERS:	Germany	England	Austria	France	Italy	Russia	Turkey
	Marks	Pounds	Crowns	Francs	Lira	Roubles	Piastres
Old Value	0.89	1.33	1.11	1.56	1.28	1.75	1.39
Mindbender Enterprises	0	-500	0	1843	-500	-500	-500
Charles Tbronne	-500	0	0	846	0	-500	0
Carnivore	-500	-485	0	2125	-500	-500	-500
Hosaka	0	2000	-500	-500	190	-500	-498
Tequila	-500	0	0	1310	-500	-500	0
Total	-1500	1015	-500	5624	-1310	-2500	-1498
Change in Value	-0.15	0.10	-0.05	0.56	-0.13	-0.25	-0.15
New Value	0.00	1.43	1.06	2.12	1.15	1.50	1.25

NEW HOLDINGS	Marks	Pounds	Crowns	Francs	Lira	Roubles	Piastre	ECUs
Mindbender Enterprises	0	1651	550	1843	3853	2494	3110	0
Charles Tbronne	1000	0	0	7423	0	1712	0	1
Carnivore	500	3175	0	4625	0	1500	2000	0
Hosaka	0	3500	3500	500	1190	4500	1000	0
Tequila	862	500	1245	2410	2000	0	500	1

VICTORY POINTS									
	Germany	England	Austria	France	Italy	Russia	Turkey	Vict Pts.	Old Posn
Number of Centers	0	6	4	9	4	7	4	Total	
Hosaka	0	210	140	45	48	315	40	798	1
Carnivore	0	191	0	416	0	105	80	792	3
Charles Tbronne	0	0	0	668	0	120	0	788	4
Mindbender Enterprises	0	99	22	166	154	175	124	740	2
Tequila	0	30	50	217	80	0	20	397	5

Vivaldi "9777rb32"**Gunboat II Diplomacy Autumn 1901****Austria**F(Tri)S Italy A(Ven), A(Ser)-Gre, A(Bud)-Ser**England**

F(NWG)-Nwy, A(Yor)-Bel, F(NTH)CA(Yor)-Bel

France

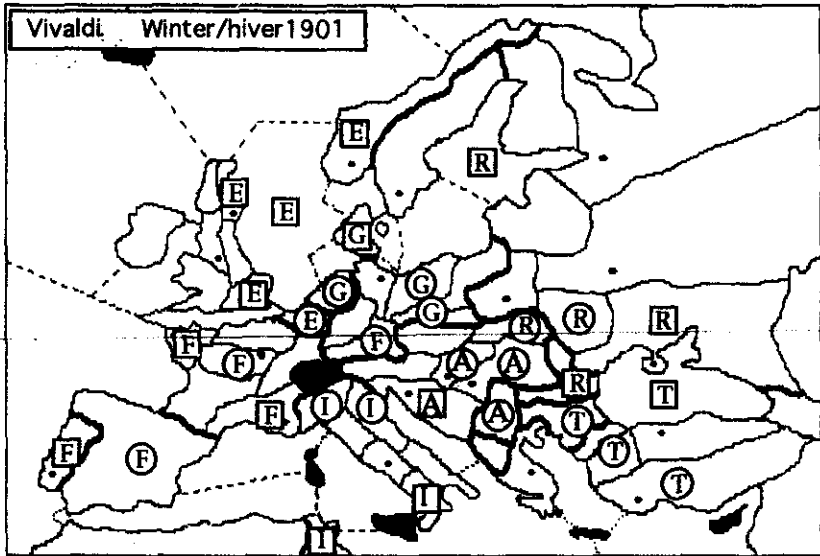
F(MAO)-Por, A(Mar)-Spa, A(Bur)-Mun

GermanyF(Den)-Swe, A(Kie)-Hol, A(Sil)-War**Italy**

A(Tus)-Pie, A(Ven)SA(Tus)-Pie, F(TYS)-Tun

RussiaA(Gal)-War, A(Ukr)SF(Sev)-Rum, F(Sev)-Rum, F(GOB)-Swe**Turkey**F(Ank)-BLA, A(Bul)-Gre, A(Con)-Bul**Winter 1901**

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



CUBAN "91LDrb59"

Gunboat II Diplomacy Autumn 1913

Austria F(Tun)-WMS, F(TYS)-GOL, A(Tyr)-Pic, A(Ven)SA(Tyr)-Pic, A(Rom)-Tus, A(Boh)-Mun, A(Sil)SA(Pru)-Ber, A(Pru)-Ber, A(Lvn)S Russia A(Stp), A(Tri)SA(Vie)-Tyr, A(Ank)-H, A(Mos)S Russia A(Stp), F(Naf)SF(Tun)-WMS, F(ADR)-ION, A(Vie)-Tyr, A(Gal)-Rum

France F(ENG)-Lon

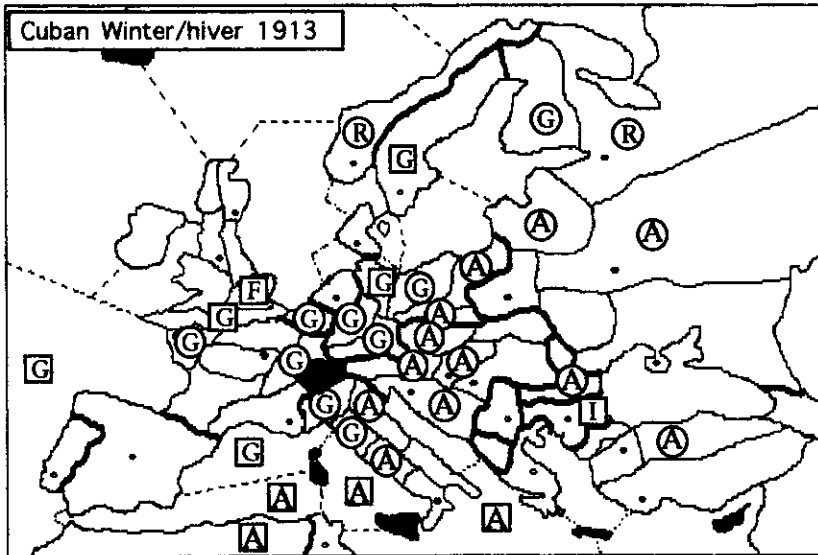
Germany F(WMS)-MAO, F(NTH)-ENG, A(Pic)-Bel, A(Gas)-Bre, A(Bur)SA(Mun), A(Ruh)SA(Mun), F(Swe)SA(Fin), A(Fin)S Russia A(Stp), F(Kie)SA(Ber), A(Ber)-H, F(GOL)-TYS, A(Pie)-Tyr, A(Tus)-Ven, A(Mun)SA(Pie)-Tyr

Italy F(BLA)-Bul(ec)

Russia A(Nwy)-H, A(Stp)SA(Nwy)

Winter 1913

Italy	Ank	+Bul	1(1)	No Change
France	Lon		1(1)	No Change
Austria	Bud, Tri, Vie, Ser, Gre, Bul, Rum, Tun	+Ank	16(16)	No Change
	War, Mos, Smy, Ven, Sev, Nap, Con, Rom			
Germany	Ber, Mun, Den, Kie, Bel, Par, Bre, Swe,		14(14)	No Change
	Mar, Edi, Spa, Lpl, Por, Hol			
Russia	Stp, Nwy		2(2)	No Change



Salty Dog "9777rb32"

Gunboat II Diplomacy With Press
Game Start

GM - All: I have given first country choice to those players who gave me a preference list! This is a press game so please use it... Please send provisional orders for Autumn 1901 (with constructions) along with your Spring orders. This will reduce any potential problems for dropouts.... Of course the Autumn orders may be changed after the Spring 1901 game report. Good luck and may the best player win!

Z A - Z A "92LFrh11"

Terrestrial Chaos - Anonymous
Prize Winning Variant Competition Spring 1911

Liverpool forced to retreat!

03 Berlin

A(Ber)SA(Mun)-Kie, A(Mun)-Kie

10 Greece

A(Bla)-Ank, A(Bul)-Con, A(Aeg)S Crete, A(Ems)-Smy, NSO

13 Liverpool

A(Bel)SA(Pic)-Bur, A(Pic)-Bur, A(Mao)-Spa, A(Bar)-Stp, A(Den)-Kie,
A(Swe)SA(Stp)-Gob, A(Ruh)SA(Den)-Kie, A(Bal)SA(Stp)-Gob, A(Stp)-Gob,
A(Fin)SA(Bar)-Stp, A(Hol)SA(Den)-Kie, A(Bre)-Par, A(Gas)SA(Pic)-Bur,
A(Nwy)SA(Bar)-Stp

25 Sevastopol

A(Rum)-Gal, A(Gob)-Bal, A(Pru)SA(Gob)-Bal, A(Lvn)SA(Gob)-Bal, A(Mos)-Stp

31 Tunis

A(Sic)-Tys

33 Vienna

A(Tyr)-H, A(Rom)-H, A(Tri)-H, A(Ven)-H, A(Bud)-H

39 Crete

A(Ems)SA(Cre)-Ion, A(Cre)-Ion

40 Sardinia

A(Nap)SA(Tys)-Rom, A(Tys)-Rom, A(Gol)-Spa, A(Bur)-Par, A(Por)-Mao,
A(Mar)-Gas, A(Wms)SA(Por)-Mao, A(Sar)-Tys

43 Cyprus

A(Ank)-Smy, A(Con)SA(Smy)-Aeg, A(Smy)-Aeg

Retreats

Vienna A(Rom)-Tus, Sardinia A(Bur)-Swi, Liverpool A(Mao)-Nao, A(Gob)-Den

Game End Proposal

(1) Liverpool

Results of the vote: 1 yes, 2 No and 6 NVR.
Vote for The proposition is re-prosed, please vote again.

Press

Liverpool(13) - USWM: Stop! You're compromising your second place! You're taking a risk to make the game longer if I have to defend myself against you. Let's de-arm, I swear not to touch your centres in order to win.

Flying Dutchman (Ex-11) - Liverpool: It isn't your first promise, and the fact that I'm now a ghost is related to it..

Liverpool(13) -Sevastopol: You no longer frighten me, you're finished as it is with all the others.

Liverpool(13) -All: If you haven't voted Yes, I am re-proposing that you vote Yes the next turn for the same proposition.

Flying Dutchman (Ex-11) - Liverpool: NO !

Sevastopol(25) - Greece: I know that you're going to conquer Turkey thanks to Crete and your perseverance. My dream of a solid Greek blockage against Sardinia is at last going to happen.

Sevastopol(25) - Vienna: I'm moving to Sil, there is still a way to counter-attack.

Tunis(31) - Crete: Come and finish me off, you coward!

Tunis(31) - Flying Dutchman: In what way do you consider my play or comments to be annoying to you? Stop speaking double Dutch and tell me what you mean. Your press to USWM is pure gobbledegook.

Flying Dutchman (Ex-11) - Tunis: Understanding the missing ones is only possible by a few of the initiated...

Crete(39) - Greece: Yes I have Cyprus... oh you mean Turkey?

USWM - Tunis(31): You can go into Tunis then towards the Atlantic to help against Liverpool, or you can help weaken Vienna to prevent him from being a nuisance in the anti-liv fight.

USWM - Sevastopol(25): Why so much hate? I grow to fight him, and you will let him win to crush me? Hmmm... Seems like the Lorenzaccio story!

USWM - GM: How is the press prize winner to be determined?

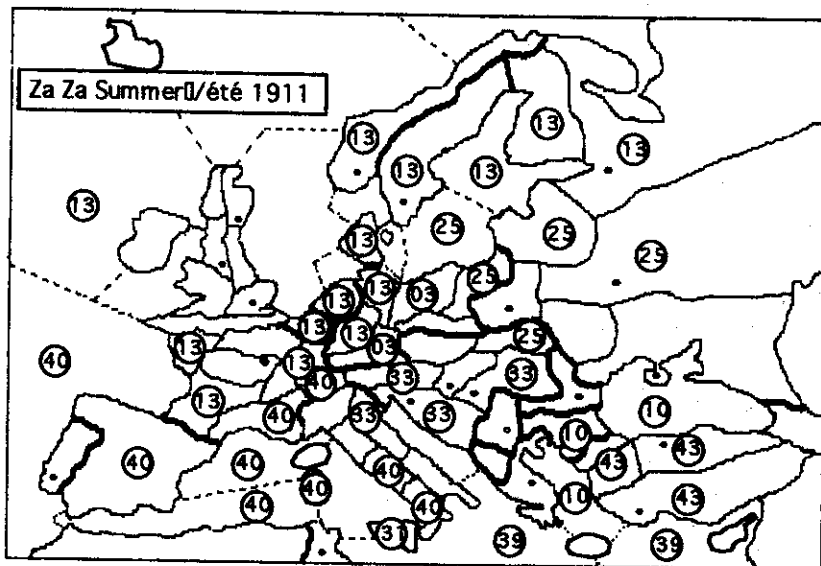
GM - USWM: I will decide according to my own feelings.

Cyprus(43) - Greece: You're joking when you speak of a Cyprus with 8 centres?

Cyprus(43) - Ex-Island Mosquito: Your help would be very precious to me!

Summer 1911

03	Berlin	Ber, Mun	2(2)
10	Greece	Gre, Ser, Bul	3(3)
13	Liverpool	Edi, Bel, Lon, Ice, Lpl, Hol, Ire, Bre, Par, Nwy, Den, Swe, Kie, Stp	14(14)
25	Sevastopol	Cas, Sev, War, Rum, Mos	5(5)
31	Tunis	Sic	1(1)
33	Vienna	Vie, Bud, Tri, Ven, Rom	4(5) -A(Tus)
39	Crete	Cre, Cyp	2(2)
40	Sardinia	Sar, Cor, Spa, Mar, Tun, Por, Swi, +Rom	9(8) +A(Spa)
43	Cyprus	Nap Smy, Ank, Con	3(3)



Bacover

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In collaboration with Miguel Lambotte, I manage *The Belgian Variantotheque* (LVB). The rules of numerous Diplomacy variants and play by mail games (more than 520) are available. We also publish *The Spice of Life*, the zine of the LVB. Contact me for further details.

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