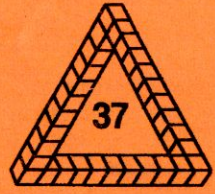


ipsomania



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General Deadline : **6 October 1997**

Messages

Editorial

by Marc Léotard

I brought back from *Manorcon* an old issue of *Diplomacy World* where I found an entertaining article. (Please note, it contained plenty of interesting articles, and then I might dream that every subscriber - yes! that means you - would send us a contribution which would be exciting to publish...) Now, the above mentioned article just asked the question: "Whom do you dare tell that you play Diplomacy by mail?" Amongst other things, there is a description of various *loser* types you are bound to meet at conventions, from the immature teenager computer geek to the forty-year-old with no social life outside of the 40 dip games he's in, to the unshaven sweaty obese person loudly proclaiming his anger at humanity, or the quasi-artist performing high at the game table but unable to check his meal ticket.

I laughed so much as this was for my first time in *Manorcon* and I had been impressed by the higher than average proportion of such "social cases". Yet, I quickly noticed how, partly those appearances might be misleading, which I explain by the fact that Britain is less prone to a fast judgement based on outlook than we are. Another point of surprise was the average player age. A substantial number of "senior citizens" brought along with them their grey hair and their distinctive British charm and kindness into the games. On the whole, I must emphasize the pleasure I had in playing in such a courteous atmosphere, something rare in our playing circles. Just imagine: a whole game of *Civilisation* with all trades performed sitting at the table, no one raising his voice, like pure gentlemen, not to mention the Olympian phlegm at the receiving end of the calamities.

There were only us Belgians who made themselves noticed by their exuberant talking, in the games as well as on the arrival of some young French student girls. (As always in such conventions, the fair sex was all but absent, and what was present had a look quite... masculine).

I don't know whether all these players are prolific writers in their PBM games. From reading some zine samples, though, I cannot but envy the editors: numerous players, abundant letter columns, real endgame statements, feature contributions, and all this in an impressive number of zines. So follow this example and do us a favour, or rather, do **yourself** a favour. Write in your comments, reactions and thoughts. Provide yourselves with some reading material you enjoy. Otherwise, look at what happens: this month, lack of subscriber feedback refrained us from censoring the two letters received. Too bad for you...

Sorry? You're too lazy, you haven't anything to say, you cannot write properly, you're not on the Internet? Surely these are all good excuses. Well, for those in such predicament, I would recommend finding a substitute: tell those around you about *Dipsomania*, tell them nice things so

that they will subscribe which will then bring to the games and the reading stuff some of the new blood we're so fond of (ain't it, Count?).

Hum, in passing, think of telling the future subscribers the new prices after the 5 BEF raise (45->50FB, 55->60FB and 75->80FB).

You can also point out the new gaming opportunities. To begin with, Jean-François Mougard, in accordance with the French zine *Vopaliéc*, has launched the idea of a Francophone Interzine Championship involving 7x7 players. You'll read about it in these pages.

Secondly, following a general demand, a game is to begin in *Dipsomania* whose players can all negotiate by e-mail. Be quick, the subscriptions will fill quickly...

Thirdly, in our unending quest for the Ultimate Variant, here is the first in a two-part feature about *Lord of the Rings* variants, from the universe in J.J. Tolkien's books. If you don't know, do like me, take an inspired composure and mutter "Hobbit, Gandalf, Sauron". (Let me take the opportunity to ask: does anyone know the official French translations for all Tolkiennesque terms, he could help me tremendously in my job as a translator.)

So what's that you're saying, Patrick? Hard to write the editorial?

But I still should say that the Waiting Lists are called that because they are waiting for you. That you should secretly agree to propose variants which you'd like to play. That those who play with me had better write a bit. That...

OK, OK, that's enough. Enjoy the reading. Till the next time.

Letter Column

Brendan Whyte (New Zealand) - "Communal Families: doesn't work. All the communes here turned into incestuous wife swapping, child-abusing, drug-crazed digs for drop-outs. I agree an extended family/community is necessary to support and encourage, and after all, man is a social animal, but not the group thing, where too many cooks spoil the broth. But this is what I suggested last time. The point of marriage is to pledge support, love and devotion for life, in a public setting, to your partner and to ask for support in your new union from the wide community of friends and relatives.

If you decide to reduce marriage to a "piece of paper", as so many do, no wonder it fails. But if you view it as a public confirmation of your partners vow to love you forever, and the vows of those present to support the union, then the chances of it failing are low. The reason so many marriages fail is a lack of commitment by a partner to taking the marriage seriously. The ceremony itself doesn't make a marriage. The maturity and commitment of each partner and judgement and approval of the relatives and friends does. People do it because it is the done thing, rather than thinking it through carefully first. They let hormones not wisdom guide them.

Most churches here will not marry a couple until they have taken a course in that church on the responsibilities of marriage. I wonder how many registry "celebrants" do this? I wonder how many care? Without the community backing, its' no wonder marriage fails and so many people choose to "live in sin". But they kid only themselves. If I was a woman, I wouldn't want a guy to give me children without a commitment from him to support and love me and the children "till death us do part". Promises made in the midst of passion are a fools security. I certainly want my future wife to promise me love and devotion forever and to be able to do it with the approval of both our families and our friends, and is the right of God. That takes guts and shows true intent.

I guess we need the option of a registry marriage so that I and my future wife can each choose a church wedding with all our nearest and dearest present, to show that commitment. Thus marriage should be optional so it is not forced and thus free choice allows true vows to be made in all sincerity. But I would not respect someone who didn't want to make the correct choice claiming "it's just a piece of paper". ((*ML: Your religion doesn't it tell you to respect each other? To love the other as yourself? When it comes to the "correct choice" didn't Jesus live communally? Didn't he help the adulterous woman?*)) While some marriages will fail (we are not perfect), the percentage is far too high because people do not take it seriously. Strange parental guidance and moral courage is necessary, conditions lacking in today's world of "me", not "we".

((GB: I agree, in essence, with the majority of what you say. However, I strongly object to trying to combine marriage and religion in one package and those who have the faith continually trying de-mean the unbelievers. I think you are still trying to link together "the piece of paper" and marriage. As I said last time commitment from both partners is all that is required, without it all fails.

If children are there, things change and you need, a contract to ensure the financial security of the mother and children until all are capable of supporting themselves - that is a minimum.

You mention that there are too many failed marriages - I agree, this is indeed a sad state of affairs. Perhaps your mention of "Marriage courses" and why not "Parents-to-be courses" should be made widely available to all. At the moment we all stumble along learning as we go, which can be a painful process for some. If such courses were available (BUT outside of any religious setting) perhaps some of the disappointments could be avoided.

You also mention that you want your future life to promise "love and devotion forever", well that's a tall order, you might get the devotion but you can never promise love forever. Sometimes, love changes for no apparent reason. I believe it is this which is the cause of failed marriages, not because of lack of commitment, just that one partner, or both, no longer "loves" the other anymore. In the past, when the percentage of marriages was low, couples stayed together even though they didn't "love" each other. You may think this is a good thing, but a couple living together who detest each other is a strange idea of a marriage to me. If there are children involved this obviously can cause big problems and perhaps a divorce is the best solution. Now that divorce is more easily obtainable and the stigma of being divorced has lessened, compared to the past I believe we are just realising the true nature of things and that nothing has changed much over the years with regard to unsuccessful marriages.))

((ML: Brendan is obviously not married. And not close to be, fortunately, that is if he at least respects his own words and waits until he acquires some maturity before wedding. Maturity is characterised by somewhat more tolerant judgements and a more realistic knowledge of the human heart.

What's funny is, essentially he agrees both with Jef and Mercutio. Like Jef he insists on the need for a community: the model "you and me against the rest of the world" is doomed. With regard to "real" marriage not needing a registry, doesn't Mercutio say the same when viewing civil marriage as pure patrimony management. I myself would rather think the current model does not work because there is no community to speak of anymore. Neither commune life nor the illusion of collective commitment and support. Forced to stare each other in the blank of the eyes, no wonder the married become fed up of the other one. As for eternal love... it's even more naive to believe in this than in God !))

Jean-François Mougard (France) : Living « in sin » with my girlfriend for several years now, and expecting (very shortly...) a child (waouh !) ((*PL: congratulations from us all!*)), I cannot defend the institution of marriage. If we're not married, it's simply because we were both 24-25 year-old students, thus not having the means of economic independence - which is, I think, more and more common among people! Are we denying our responsibilities towards each other? Of course not!

Today, our social status has changed : marriage is going to give us some kind of administrative flexibility. And to please our « Elders » we'll go to Church! (Note : these « Elders » will pay for the ceremony, so we have to be diplomats in real life, to).

About homosexuals, it is normal they can marry, as marriage will ease the patrimony aspects of the union - as for the divorce, where things are clearer than in a « friendly separation ». But, to have children, they'll have to produce them! And even if they can conceive a child (with another homosexual couple or with the help of medicine...), I don't think it's in the child's interest to be in such a situation. Having children is not a right and never was - but trying to conceive is everyone's right. For this, the rule should stay with Nature : a male and a female able to procreate - this excludes the male and female menopausal. By extension, society can lend a helping, and technical, hand to couples that are still of child bearing age but cannot for medical reasons have children, that I accept. The helping hand can also be economical (social allocations...). So, a couple can adopt a child, but not because of this couple's right to have a child, but because every child has the right to have parents. It is the society's responsibility to take charge of those children without parents (Public Assistance) or to transfer to a couple this huge responsibility. In the interest of the child, the couple must be chosen by society to be the best possible, and, until proved otherwise, the best couple is formed by a male and a female, a father and a mother.

Homosexuals wanting children is, for me, egoistic. About Communal Families that Jef proposes, I have to say the idea is far from young. Plato, in his « Republic », suggested the idea of a wife and children community for the « guardians » of his perfect city. I see 2 major drawbacks : as nobody is parent of any in particular, the risk is too high to see the « parents » having less interest in the « common progeny ». In another domain, this collectivism has proved itself unsuccessful.

From another point of view - the children - isn't there a danger to see them suffer from a lack of roots? Maybe you saw the film, the Palme d'Or at Cannes in 1996 : « Secrets and Lies »? It is partly, the story of a young woman, perfectly socially integrated, who wants to find her mother who abandoned her at birth. Why this quest? It is of course existentialist: who am I the child, what is my story? The mother she finds isn't the one she thought... But, against all odds, she finds her family and her story.

My parents are modest people. However, « My father, the Hero » (who stayed till the 7th year in art) and my mother, my mummy, my dear mummy on whose knee I sucked my thumb, my head on her shoulder, against her breast... and you wanted to steal those two people from me, Jef? For your penance, I inflict you to type *in extensio* my text. Isn't that my right?

PL : Jef managed to put one on me!: I typed it...

WHAT WOULD YOU DO IF YOU WON THE LOTTERY?

By Larry Peery

Well, one Dipper did and this is his story.

Michel Liesnard is not a name well known among most Dippers in North America and even among many European Dippers the name is more a legend than anything else. But Michel is a real person and he was a real Dipper.

I first encountered him back in the Golden Days of Diplomacy when we were both publishing up a storm. We traded 'zines and an occasional letter, but that was about all. We never met or spoke on the telephone. Most of his pubs were in French and I remember spending many a hour trying to figure out what they said, mostly to no avail. Still, I enjoyed my Belgium Connection. We shared an appreciation for certain things: Diplomacy, the bon homme & camaraderie the small international hobby offered., and cats! When The Great Feud erupted we both found ourselves on the side of the angels, a number that decreased as time went on and The Great Feud intensified and turned increasingly bitter and personal. Michel finally tired of it and left the hobby. I stayed on, fighting for the right against the mighty.

Time passed from our first contact. A quarter of a century to be exact.

Then, this past New Year's I was beginning to research my up-coming series on Belgium. When I thought of including an article on the Belgium Diplomacy hobby my thoughts turned to Michel Liesnard and his compatriot Michel Feron (Hint: When surrounded by a crowd of Belgian Dippers at EDO or WDC, you are almost always safe to address anyone you are speaking to as "Michel" if you don't know their name. The chances are you will be right at least fifty percent of the time.)

By then I had discovered the Belfon search vehicle on the Web, a listing of every listed phone number in Belgium. I punched in various combinations of names, initials, and cities (Brussels doesn't work, Bruxelles does.) until one worked. There was only one problem. There were many possible listings. I picked the one that seemed most promising, picked up the phone, dialled the 108 numbers that would automatically connect me, and waited. It was at precisely 1213 hours on 5 January, 1997 (Isn't technology wonderful?). A few seconds later a voice answered. After asking in my best franglais if the person on the other end spoke English, and getting an affirmative, I asked if he was Michel Liesnard, and used the words "Diplomacy, Moeshoeshoe, and Larry Peery!" Bingo! It was him. We talked all of 16 minutes. He filled me in on what had happened in his life. Yes, it was true, he said. He had won the Belgian National Lottery, and

apparently was the only person who had ever known him who didn't know it. He mentioned he still had his Diplomacy Archives (some forty boxes dating from the Golden Age of the hobby) sitting nicely boxed and organised by country and publisher in a basement in his Brussels home. Naturally, I queried him as to what he planned to do with them. He said he wanted to get rid of them, but only to a good home. We talked a bit more about it and I offered to act as an "honest broker" to find his collection a home. He agreed. We said our good-byes, promising we would stay in touch about the Archives, and perhaps even arrange to see each other for the first time sometime in the future.

Now I had a mission, and there is nothing more I love then a good mission. The questions that immediately came to mind were: Where to put the Archives? Who to entrust them to? What to do with them? I decided, acting as Michel's agent, that his collection should remain in francophone Belgium if at all possible, that a group of Belgian Dippers should take custody of them, and that they must be kept safe and used for the improvement of the Belgian and other European Diplomacy hobbies. Beyond that I was open to suggestions and offers. Fortunately, timing was good. I had already re-established contact with some of the Belgian Dippers I had met over the years, partially because of my Belgian research and partially because of the upcoming EDC V to be held in Namur at the end of February. My self-selected goal was to have the selection of a new custodian for Liesnard's collection and perhaps even the transfer arranged by that event so it could be announced in Namur.

I used E-mail to quickly poll a dozen or so of the Belgian hobbyists, and there was agreement from the beginning on what should be done. That made it easy. The Belgian hobby consists of two main publications, *Mach die Spuhl!* and *Dipsomania*, and each of these is run by an editorial board consisting of three individuals: Miguel Lambotte, Christian Rode and Jean-Pierre Ernotte for *MdS!* and Patrick Lafontaine, Marc Leotard and Jef Bryant for *Dipsomania*. These people expressed an interest in the collection (and had apparently done so before). It was agreed that these individuals would assume joint custody of the Liesnard collection/Belgian Archives, arrange for a new home for them, and put them to use. I informed Michel of all this and it may be that by the time you read this it will all be a done deal.

For the first time Belgium will have its own Diplomacy Archives!

And that suggests another mission, and even more questions. But I'll deal with that elsewhere.

This all makes a great, positive story (one filled only with heroes and no villains) something we see too few of in the hobby. But are there lessons to be learned from it? I think so. Rarely in this hobby do we see three lessons being taught by one, positive story.

First, we have the lesson of organisation that this story teaches us. Over the years the Diplomacy hobby's organisational history has been a tortured one. We have seen a wide variety of "old boy networks" "small, informal committees," and "mass, popular organisations" come and go. History has shown us that the first work well, the second sometimes, and the third hardly ever. This story is a case in point. It was the "old boy link" between Liesnard and myself that proved strong enough, even after a quarter of a century, to get the ball moving. It will be, I hope, the "small, informal committee" that will follow through and keep the ball moving.

Second, timing is everything. Every Diplomacy player knows that there is a time to seize the moment. Doing so means victory. Not doing so means defeat. We see it time and again in our PBM, PBEM, and FTF games of all kinds. Rarely do we see it in our hobby activities, where the "cause" replaces the "game" as the forum of baffle. This story shows what can be done when the timing is right. A single phone call, a few moments of personal contact, followed up by a dozen or so E-mail messages and a few letters, achieved in a few weeks what usually takes months or years to do. It isn't new, it's just rare. The same thing happened in 1985 when I took over *Diplomacy World* from Rod Walker. It took a half-dozen phone calls around and among the hobby's "movers and doers" and ~ couple of hours; and it was a done deal.

Finally, this story supports another old cliché, actions do speak louder than words. I suppose it is natural in a hobby like this one that we too often spend our time talking and not acting. How many years did we spend talking in the American hobby about the fate of the Buchanan collection? Finally, a couple of guys got in a truck and went and got them - with Walt's consent, of course. It was a fait accompli that Caesar or Artix would have appreciated.

I am sure Michel Liesnard will.

This, as much as the treasures in his collection, is his legacy to the Belgian and world-wide Diplomacy hobby.

Zine review

par Marc Léotard

La France s'ennuie.

It's a hard job to write a zine review. I've seen a few, and you will find many in those specialised zine-listing zines called *The Zine Register* for the US (by Pete Gaughan; Jef, do you have an address?) and *Mission from God* for the UK (call John Harrington, Fiendish Games, 30 Poynter Road, Bush Hill Park, Enfield, Middlesex EN1 1DL, or johnh@fiendishgames.demon.co.uk).

Usually such reviews begin with solid indigestible info (address, price, N° pages, format,...) followed by an account of the editor's Dip history, and sometimes comments obviously destined to regular readers of the reviewed zine. Hardly a pleasant read in my book.

Why write reviews in the first place? Maybe as a shopping guide, to help you choose which other zines to subscribe to. Maybe just for information on the Hobby. But from our (editor's) point of view, there is a need for keeping the hobby alive by helping fellow zines make themselves known. That's the sorriest part of reviews : as a reader you want hard and mean reviews, to sort out the bad from the worse; as a writer I wouldn't want to make enemies in the hobby, or attract revengeful "right-of-reply" letters, or generate retaliatory reviews on *Dipsomania*. So please consider these reviews as non-exhaustive info for people not acquainted with the zines. And above all, never trust me (or anyone!): get a copy of the zine and make your own opinion.

There aren't many French Diplomacy zines, or French-speaking. Belgium has *Dipsomanie* and *Mach die Spuhll*, does *Plié en Deux* still exist in Switzerland?, I never heard of any in Quebec, and France's four have become three since *Trahison!* has folded. I assume you don't need a review of *Dipsomania*: it does not really belong here, having a style of its own, that makes it a cross between Anglo-Saxon (yes Jef, I know you dislike the word...) and French zines.

French zines (including *MdS!*) have some common features that I will cover here rather than in the reviews. More than the opus of one man, they look like the newsletter of a group. The roles of editor and GM are clearly separated: the editor collects game reports from a collection of GMs and essentially has the function to combine the whole into a readable publication. Zines count nearly as many GMs as players/ readers, even though some GMs get more or less specialised, either through taste or talent. Problems associated with this are: longer the delays, heterogeneity of the layout, higher risk of some games folding by loss of the GM. You might think that the editor then has more time to write or find interesting

editorial stuff, but it appears that the editors tend to rely on their subscribers' input in the same fashion as for game mastering. To no avail. In my view, this is one cause of the loss of subscribers: less and less articles to read. Letter columns also are on the diminishing slope.

You won't find that much reading material in the games either: press is as sparse as in *Dipsomania*. Press sagas are nonexistent, and content rarely exceeds a few cold one-liners on the game situation. But having not seen more in those Anglo-Saxon zines I've leafed through, I cannot really compare situations.

As a result of players scarcity, there is also the chronic problem of most games featuring the same players. Some zines open up the scope by publishing cross-zine games, although different deadlines make it difficult to run other than by flyer.

The positive aspect is an increase variety in games, for want of variety in players. French zines offer a great number of variants, and are the prolific creators of some of the best ones around: *Les Diadoques*, *La Foi et le Glaive*, *L'Unité de l'Empire* are games by themselves, not a mere variation of classic Diplomacy. On the other hand, "little" PBM games have less success, if any. Football management and word games have altogether disappeared, for the time being anyway.

Vortigern

Vortigern is the name of a British chieftain in the 5th century. It is also that of a nonprofit association, whose membership will cost you 30FF and allow you to receive their zine (a further 100FF/10 issues, with ~4 issues per year) and participate in games. As games are run by flyer, they cost 80FF each.

The zine is A5 and the thickest of the lot: 64 pages. About half of these are game reports, and beautiful ones at that: makes you want to play immediately at *Les Diadoques* (Alexander's followers), *La Foi & Le Glaive* (religious conquest of Dark Ages Europe), *De Constantin à Charlemagne* (same epoch, military), *Grand Siècle* (Louis XIV's Europe), *Warlord or Rois de Perdition* (China, 1930s or Warring Kingdoms), *Terre du Milieu* (litt. Middle Earth), *Britannia* (AH game of Dark Ages Britain) or even... yes, *Diplomacy*. Game reports are quite homogeneous thanks to a majority of them being run by Jean-Yves Priou, co-editor with Bruno de Scoraille. Of course, once you notice deadlines one-year old, you wonder at the interest of still publishing the reports, except as page-fillers (remember all games are run by flyer). A game report is already not very exciting to read, so if you can't even follow the pace of the game I wonder who glances at that half of the zine.

Yet the editorial part is substantial, if not particularly heavy. GMs deliver long and interesting game-end reports. Contributors discuss the merits of variants, and since Vortigern has been at the front of many a good

game (Scoraille runs Azure Wish Editions, a game company that markets some of these) there is place for an interesting forum.

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(jyp@baloo.ign.fr)

Vopaliéc

I guess this could be translated as "Sesprewr" or "Lotareli"? Vopaliéc-SF is yet another nonprofit association, originally dedicated to seeing, talking, reading and writing about Science Fiction, hence VOir-PARler-LIre-ECrire (or is it ECoûter, listen?). They published a zine, with special Games issued once in a while. Now all issues are special games, and the double numeration has still been kept. The issues I've seen each offer an article or a review of SF books or films. Endgame reports and the odd variant or tactics article complete the editorial picture.

Even so, Vopaliéc seems to be the most active of the zines presented here, as can be judged from the games reports. Essentially devoted to *Diplomacy*, with a few clones (*Shogun, France, 1939IIM, Triplomatie*) as well as *LÛDE* or *Les Germaines*, it counts almost as many different GMs as there are games, which makes about twenty in a densely filled 60 A5-format pages that will cost you 130FF for 10 issues, at a rhythm of 8 per year. Philippe Crepey and Patrick Chevalier help editor Jean-Pierre Maulion to run the games part.

Jean-Pierre Maulion, 97 rue Ed. Vaillant, 49800 Trelaze, France.

Triumvirat

Smaller (40 pages, A5) hence cheaper (100FF for 10 issues, 6 per year) than its competitors, Triumvirat has a more "amateurish" look. Yet (for what it's worth) of the three it is the one I chose to subscribe to. It is published and GMed by a team of 5, among whom are Hervé Guilloux and Dominique Le Bris. Amongst the games are *Diplomacy, Aberration, Les Diadoques, Shogun, Empire de Chine, Germaines, America Latina 1821* and about to start are *Machiavelli* or *La Foi & Le Glaive*, it seems to be running short on subscribers, so give it a try, you'll do yourself and the other players a treat. The editorial part in the issues I've seen is made up of a few French translations of articles from American *Diplomacy* and wargames press. It gives somewhat of a "warehouse zine" feel, though from what I hear, this may be temporary.

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(herve.guilloux@issy.cnet.fr)

So You Want to Play a Tolkien Variant

by Jef Bryant.

After the questionnaire some of you mentioned that you would like to participate in a "Lord of the Rings" variant. As you will see below in the article by Mark there are more variants written under this heading than any other subject. It is difficult to decide which one would be suitable to organise in these pages.

In order to facilitate this conundrum I've decided to publish TWO variants in this category. The you can decide which one you'd like to try. This issue you will see Middle Earth X by Mark Nelson and in the next issue I will publish the second one which will be more of a "simulation" type. ME X, has an advantage in that it's relatively simple compared to most of the others where efforts have been made to simulate the book. Although these "simulation" variants, are interesting it becomes one of those variants whereby you (and the GM) have to consult the rules every time you want to do something - a little like the "Peace in our Time" variant. This is OK if ALL the players are equally attentive but alas it never turns out that way. First of all an Introduction to Tolkien variants by Mark, followed by Middle Earth X.

MIDDLE EARTH X DESIGN NOTES

by Mark Nelson

There are essentially two approaches to designing a Diplomacy variant based on the works of Tolkien. The first approach is to design a traditional variant, basically purely a map variant. The second approach is to incorporate a body of rules which attempts to recreate the atmosphere of the books.

The first approach was the more popular one in the 1960's and up into the mid 1970's. In particular the Middle Earth series was a series of games set at varying time periods in which the nations of Middle Earth are simply represented as military powers, often including Angmar and Mordor as two separate powers.

The second approach began with Brian Libby's Third Age (which has subsequently undergone three revisions) which dates from 1970/71. This included a ring piece, and tried to assign the different powers something of their historical strength. More importantly was Harley Patterson's "Downfall" (first printed in 1973) which included a Gandalf piece and which was the first variant to try and recreate the events of the book.

The 1960's belonged to two Tolkien series: "Middle Earth", and "Mordor vs the Rest of the World". The 1970's was dominated by "Third

Age". The 1980's have seen the rise of "Downfall". Over 50 games of almost twelve different versions have been started. "Downfall" today offers the best Tolkien game for someone who wants to play a game involving Gandalf, the Fellowship, Aragon and the Ring.

However for the variant which follows I have returned to the 1960's for a militaristic approach to an earlier period of Middle Earth's history. Middle Earth IX & X are set toward the end of the Northern Kingdoms.

Middle Earth I was one of the first diplomacy variants to be published appearing in 1965. Tolkien variants were very popular in the 1960's and not only were there few variants around but most of the players in those days were Science Fiction fans who liked writing reams of press. Setting a game against Tolkiens own offered many new press possibilities and so many games were started. Additionally the mid 60's saw the first wave of Tolkien fandom spreading across the States and many of these fans were interested in playing games set in Middle Earth.

The vast majority of Tolkien variants concentrate on providing simulation of events at the end of the Third Age. These games run into problems in playability in the sense that it isn't possible to produce a balanced game. Because of Mordor's strength the majority of the remaining players have to unite against him if they wish to survive. A number of powers have no real hope of winning - hardly a desired state of affairs in a diplomacy game. This is tolerated in Downfall/Third Age games because they have a charm of their own and if you're willing to accept their limitations, they provide good games. Imagine what it would be like playing in a "realistic" First Age variant! After all, Sauron was a mere shadow compared to the might of Morgoth! The two First Age games that have been designed are unsatisfactory as one is unbalanced and one downgrades the power of Morgoth too much although perhaps producing a playable game).

This narrow balance between playability and realism was avoided in many of the early games because they were set away from the times when there was an all-powerful Dark Lord. By choosing a different historical period it was possible to set up a more playable game. Of course it does mean that press-writers can't rewrite sagas based directly on The War of the Ring, but they have an equally good background to write on.

This was the main reasoning behind my design of Middle Earth IX and X. To produce a Tolkien variant that did not run into 'playability' vs 'realism' problems, a game which is, hopefully, interesting and worth playing for all the players in the game. The setting was relatively easy to find (for role players out there the 'ICE' Middle Earth book are great when it comes to finding details for new variants!).

ME X was first published in Dipsomania 6.

Middle Earth X

(Catalogue No. ta07/05)

by Mark Nelson.

1. The 1971 rules of Diplomacy will apply, except where modified below.
2. There are five players. Their starting units and locations are:

Angmar	A(CDu), A(SAn), A(Gun), and N(Gun)
Arthedain	A(Frn), A(TFo), A(WTo), 2A(Anu)
Cardolan	A(HGi), A(Tin), 2A(TGo)
Dunlendings	A(Ene), A(Mag), A(SDu)
Rhudaer	A(CBr), A(Mbr), A(Eld)

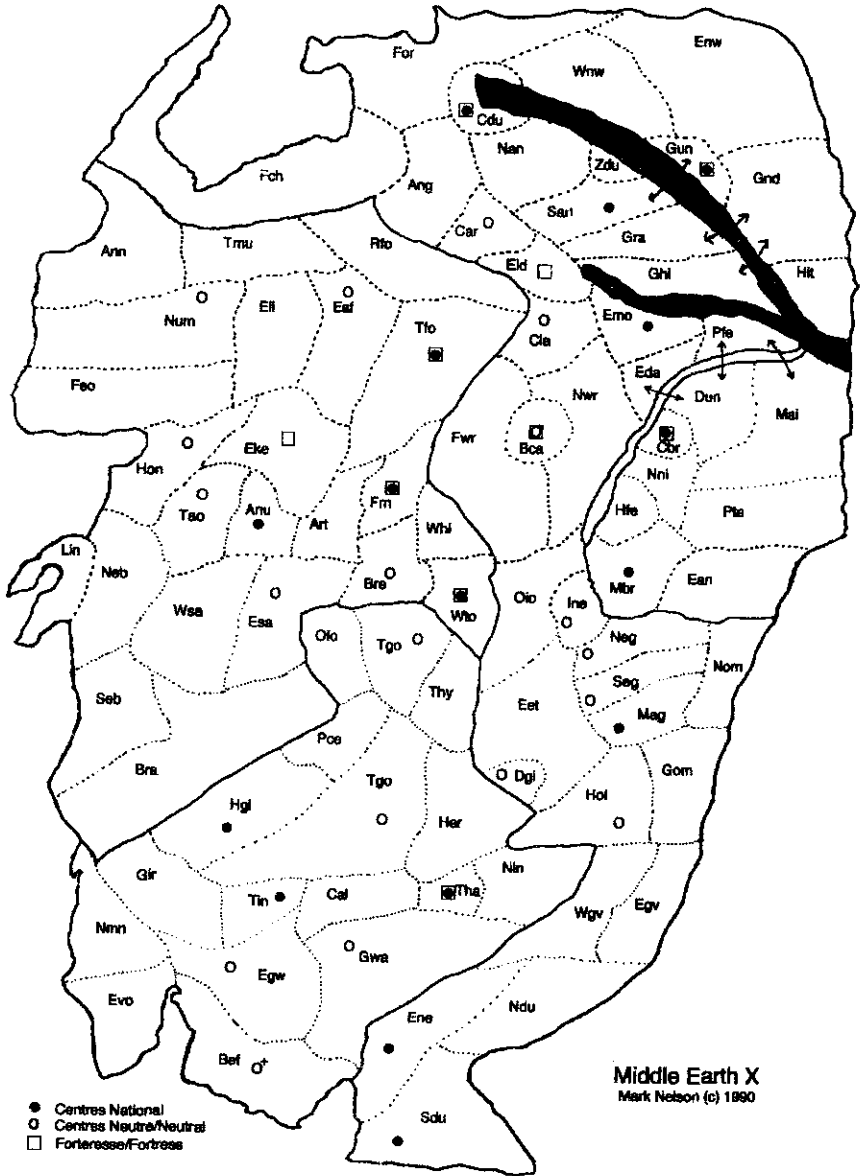
All the players units start in their home supply centres with the exception of: Cardolan whose double army starts in TGo and not Tha; and the Rhudaer player who has an extra army situated in BCa.

3. Double armies act similarly to single armies except they have a value of 2 units in attacking and supporting. It may not split its support between two different units. A single attack cuts the support of a double army. A double army has a strength of one army when retreating. Double armies may not be built.

4. The Nazgul (N) is a special piece. When starting a turn in the same province as an Angmarian army AND finishing its move in the same space as the army, (i.e. duplicating the army movement) that army may be regarded as a double army. In addition the Nazgul has a movement factor of two when it moves on its own. The first move takes place with the movement of the armies and the second move follows (before retreats). It may move into a province occupied by another Angmarian army but not a province occupied by a foreign unit. If ordered to do so the Nazgul is destroyed. Similarly, if another unit successfully moves to a province occupied by the Nazgul on its own, it is also destroyed. If the unit with the Nazgul has to retreat, the Nazgul retreats with the army. The Nazgul unit cannot be rebuilt, has no value on its own and cannot support other units.

5. CDu, BCa, Eld, Eke, CBr, TFo, WTo and Tha are fortresses. A value of one is added to a unit in a fortress (i.e. holding or supporting). This extra strength is purely defensive. Hence, a single army successfully holds (or supports) in a fortress even when attacked by an unsupported double army.

6. Mountain Passes. Direct movement is possible between Gun-SAn, Gnd-Gra and Gnd-GHi. Otherwise mountains are impassable.



7. River Movement. Direct movement is possible between PFe-Mai, Pfe-Dun and EDa-Dun in an Autumn season ONLY. (NB: Movement between MBr-Oio is possible at all times; whereas NWR-Hfe, CBr or NNI is impossible.)

8. Middle Earth X is copyright © Mark Nelson 1988. This variant may not be reprinted or distributed without his permission.

9. Bef must be occupied each Autumn season or it will rebel and become an unoccupied neutral supply centre again.

10. The game starts in Spring 1350. There are 36 supply centres on the board (Note Eke and Eld are fortresses and Not supply centres), 19 are required for victory except for the Angmarian player who needs 24. There are no fleets in this game.

Ang	Angsil	Gnd	Gundalok	<u>Anu</u>	Annuminas
Art	Arthedain	GoM	Gates of Moria	Gra	Gram
<u>Bef</u>	Beffraen	<u>Gun</u>	Gundabad	Bra	Brandywine
<u>Gwa</u>	Gwathlo	<u>Bre</u>	Bree	HEr	Hir Eredos
Cal	Calarithir	Hfe	Hfelwyd	<u>Car</u>	Cargash
<u>HGi</u>	Hir Girthlin	<u>CBr</u>	Carneth Brin	Hit	Hithaeglr
<u>CDu</u>	Carn Dum	<u>Hol</u>	Hollin	<u>CLa</u>	Coron Iaur
<u>HoN</u>	Hyars and Noirie	<u>DGi</u>	Dol Gil	<u>INe</u>	Iant Nethed
Dun	Durnn	NAAn	North Angmar	<u>EAF</u>	Emeries and Foros
<u>NEg</u>	North En Egladil	EAn	East Angle	NEB	North Emryn Beraid
EDa	Etten Dales	NDu	North Dunland	EEt	En Eredoriarth
Nin	Nin-in-Eilph	<u>EGw</u>	Ethir Gwathlo	NNi	Noegyth Nibin
EGV	E.Gwathlo Valley	NMn	N. Minhirith Nath	<i>Eke</i>	Ekellas
NoM	North of Moria	<i>Eld</i>	Eldawar	<u>NuM</u>	Numeriador
Enw	E. Northern Waste	NWR	Near West Rhudaur	<u>ESA</u>	East S. Arthedain
OFo	Old Forest	For	Forodwaith	Oio	Oiolad
<u>Frn</u>	Fornost	FWR	Far West Rhudaur	PCe	Pinnath Ceren
Feo	Fortonel	PFe	Pine Fells	Fch	Forochel
PTe	Pinneth Terey	<i>Frn</i>	Fornost	RFo	Rammass Forren
Lin	Lindo	<u>SAu</u>	South Angmar	<u>Mag</u>	Magtu
<u>SDu</u>	South Dunland	Mai	Maigban	SEB	South Emryn Beraid
<u>MBr</u>	Minis Brithil	WGV	W.Gwathlo Valley	<u>TaO</u>	Tarmas and Ornos
WHi	Weather Hills	<u>TFo</u>	Tyrn Forman	WN	West N. Waste
				W	
<u>TGo</u>	Tyrn Gorthael	WSA	W.Sth Arthedain	THy	Tyrn Hyarmen
<u>WTo</u>	Weather Top	<u>Tha</u>	Tharbad	<u>Tin</u>	Tinarve
ZDu	Zarak Dum	TMu	Talath Muil	<u>BCa</u>	?
<u>Ene</u>	Enedwaith	<u>EMo</u>	Ettenmoors	<u>SEg</u>	South En Eglodil
<u>Fet</u>	?	Gir	Girthlin Highlands	GHi	Giants Hill

Supply centres are underlined and *Fortresses* are in Italics.



**“There are more things in heaven and earth, Horatio,
than are dreamt of in your philosophy.”**

Everybody is so excited about “life on Mars”. Most people, though, never really pondered what this is all about. Following a century-long literary tradition, the popular conception made up so-called Martians that are human-like in many an aspect. By this I do not mean outward aspect, of course. We can measure similarity by analysing divergences. Martians (or whatever extra-terrestrial beings) are usually opposed to Earthlings or Terreans. And this latter term essentially means Humans; only in parodical short stories have I heard of ET’s trying to get in communication with cows, or dinosaurs. Animals are earthlings, after all. As are vegetables.

In reality, what we implicitly call “life” is “intelligent life forms”. Yet apes, dolphins or octopuses definitely have some form of intelligence. You’d say “social life forms” ; I reply ants and bees. A telescope or probe would look for signs of technology, just like them radiotelescopes are tracking advanced communication abilities. But termites and beavers are builders; bats use radar and whales sonar. In the end you’ll be requiring industrial forms of technology. But should you have flown over pre-XXth century Africa, you wouldn’t have observed any advanced technology at all : does it mean that no Earthlings were dwelling there ? Of course not. So there we are requiring some intelligence and some communication and some social structure and some minimal technology and some dominant status and... Clearly the more we try to define what exactly we are looking for, the more we end up describing humanity. What we desperately want to find in the Universe is fellow Humans.

One argument in favour of the extra-terrestrial life hypothesis is the simple probabilistic one : considering the universe’s size and matter structure, and the time spans involved, there is a quasi null chance of life being a Once-Only event. What happened on Earth almost certainly happened / will happen / happens all the time elsewhere in space. Now the chances of it being close enough for us to enter in contact with, are, I think, negligibly small. But hey, we are talking probabilities here: we earthlings might be the superlucky winners of the ultimate galactic lottery. Especially if you take into account the cluster effect of any perfect random dispersion, and the fact that matter is not concentrated evenly in the universe (making Mars a better candidate than any other place, after all). BUT...

Time is also part of the picture. One may reasonably assume that life on Mars would have had to appear in about the same time frame as on Earth. Still one has to define how many aeons such a time frame represents. On the other hand, outer space life can be as old or young as we care to imagine. But time plays another, much more annoying role.

Suppose we discover civilisation on a planet 3 million light-years distant. This means the information we are getting from it is 3 million years old. Who knows how natural history has evolved there in the meantime? Worse yet: the information we are sending could not reach them before the next 3 million years. Interaction is clearly a no-go with our present-day technology. For that is another problem with time. Earth is only 4.5 billion years old, life 3 billion and humanity some 100,000. Time-compressing technology may be another 10,000 years away, if humanity still exists by then. What if an alien civilisation did reach us and observed the dominant life form on earth to be... dinosaurs! How should we consider any living species we may encounter?

This is one of many moral questions, of course. Notions of conquest, of taming, of colonisation, questionable already when speaking about nature, acquire their true dimension. Who is the like and the different? Which species do we have the right to 'use' as a domestic animal? Which alien species shall we compare to slaughterhouse cattle, which to battery poultry, which to honeybees, which to horses, which to enslaved Negroes, to exploited workers, to Royal family members, to Jews? If such rights exist, what are they based upon? If not, why should they exist on Earth?

It certainly is much easier to adopt the other view of the universe. No probability here, no arbitrariness, no moral uncertainties. Life and Universe are created by God. Domination over both He has given to Man, whom He created in His image. His Word is the same over the whole Creation. If He wants us to respect an alien species, He has created them human, which justifies our searching only fellow humans. Simple really! Otherwise, how could they be circumcised, or receive communion, or fast during Ramadan? The price for universality of Religion shall be universality of Mankind. Of course there may be one little problem: what if they won't let us dominate them, what if they are far superior to ourselves, on a par with God Himself? Hmm, nothing to worry: God cannot have wanted that! Or could He?

NAMUR, BELGIUM:

A PARADISE FOR DIPPERS - Part I

By Larry Peery

TRAVEL RINGS

“All roads lead to Namur.”

Any good real estate agent will tell you that only three things matter when you are looking to acquire property: “Location. Location. Location.” Namur is proof of that. Nature gave the town a confluence of two rivers and a high ground. Man added a citadelle, numerous roads and five railroads. The rest, as they say, is history.

Getting to Namur is no problem. There are good connections to the major international airport in Brussels (forty miles and an hour away). Paris, Amsterdam and Frankfurt are also possibilities. Even London, with the Chunnel, is doable. But I want to focus on getting “out and about” from Namur; while using the town as a base of operations. Rail travel is the way to go, but having a rental car for even a few days would be a big help in seeing some of the countryside. Seeing the countryside is imperative to appreciating the true variety, wealth and beauty of this area.

To make it easy on yourself, think of a circular ring target. Namur is the center ring, the bull’s eye. The first ring around it consists of places that are an easy day trip away: Liege, Charleroi, Brussels, Hasselt, and the Ardennes. To take just one example of what’s available, how about the Ardennes? It’s the center of a huge forested region that includes places like Bouillion, Spa, Dinant, Durbuy, Binche, Francorchamps, Waterloo, (*ML: Waterloo is to the Ardennes as Versailles is to the Côte d’Azur!*), Han-sur-Lesse, Rochefort and, of course, the Battle of the Bulge sites. A second ring consists of Aachen, Mons, Gent or Brugge, Antwerpen, Peer (!), and Luxembourg. A third ring takes you into the Rhine Valley and Germany, northern and eastern France, or the Belgian coast and The Netherlands.

Not too long ago (c. 1988) the area of the province of Namur was 1,414 square miles and the population about 402,000. The district of Namur had an area of 450 square miles and the population was about 257,000. The town of Namur had an area of about 35 square miles and a population of around 35,000 with a total of about 100,000 in the metro area. What I find interesting was that the population of Namur in 1938 was 32,000! In fifty years the population of the town increased by only 10%.

What does it all mean? First, Belgium is good value for your money. Second, you will find a hospitable welcome in Belgium. If you have the time

and money I suggest you plan to spend a week in and around Namur: three days for the Con, a day in the town seeing the works of God, a day at the Citadelle, a day at the University to see what the locals are up to, and another day visiting the surrounding countryside. Places like Corroy-le-Chateau, Mielmont, and Franc-Waret are worth a look.

Perhaps the best argument for going to Namur as a tourist, regardless of any considerations involving Diplomacy, is that you don't know anything about it. In a Europe that has become over-run with Ami tourists (an average one thousand Ami tourists are in Brussels on any given day), Namur is a refreshing oasis. There are probably two reasons for that: first, their and your own ignorance; and second, the fact that Namur has done very little to promote itself as a tourist attraction to foreigners. You can be taught to overcome the first. We begin here. Count the second as a blessing because it means the tourists in general have not yet begun to invade Namur. Even in the high season it may be possible to avoid the hordes of tourists that have turned so many great places into pit stops for the armies of Trafalgar, Globus and American Express.

BELGIUM

"What if: Belgium ... and ... The Congo ..."

For months I have thought about this question, "What would northern France and southern Belgium be like today if they had not gone through the ravages of WWI and WWII?"

In the last few weeks another question has entered my mind, "What would the Congo be like today if it had not gone through the travail of being a Belgian colony for seventy-five years?"

There are great issues facing Belgium today, but I will defer discussing them until later in this series. For now, here's a thought. Being a simple person, I prefer simple answers to complex questions. In the past few months I have read many, many pages on the problems facing Belgium today and who is responsible for them. The francophones blame the Flemish and the Dutch. The Flemish blame the Walloons and the French. The people of Brussels blame the foreigners who have moved to Belgium. The one percent of the population that speaks German keeps quiet and hopes nobody remembers what they did in 1914 and 1940. I think they are all wrong. I put all the blame for Belgium's current problems on one man and his actions, or perhaps inaction, two thousand years ago! And why not? He was, I think, the greatest man in history, so surely he can carry this small burden of blame. Can you name him and identify the action I am talking about?

In spite of its losses during WWI and WWII (as much as 20% of its patrimony during the first, perhaps 15% during the second), Belgium is not

and never has been a poor country. The costs of war have always been a part of the cost of living, just like the costs of supporting the Church. Money is earned. Money is invested. How else do you think they've been able to afford that Good Life they constantly talk about? To give you an idea of just how rich Belgium was and is, consider this. In December of 1939 the world's gold reserves were US\$25.7 billion. Of that the United States had US\$17.6, France had US\$2.7, Britain had US\$1.0, The Netherlands had US\$.69, and Belgium had US\$.60. That's *billions* of dollars, folks. During the Second World War Belgium paid its way out of its reserves. In his **Memoirs** Paul-Henri Spaak wrote about this. At one point I got the impression he was more interested in making sure that Belgium kept its gold reserves out of the hands of the Germans than he was in keeping the King out of their hands. Smart man. After the end of WWII Belgium actually lent money to its wartime Allies to help them rebuild their basic industries. No doubt at a good interest rate.

WALLONIA

"Three communities in search of the good life"

Americans dream about the good life. The Belgians, for the most part, live it.

Belgium is not a hot item in the American press and most of what does appear is treated in the same fashion as equivalent news in the American tabloid press. The big story recently has been the infant murders and bizarre killings in various Belgian locations. To learn anything substantive about what is going on in the country you have turn to other sources. One reoccurring theme there is the idea that Belgium today consists of three parts; a francophone south, a Flemish north, and a confused Brussels. If the author has a degree or a title, he'll probably try to explain Brussel's confusion and mention the Germans; and then move on to some other subject. Anyone attempting a real explanation of what is happening will inevitably claim that only the fear of turning the country into another Balkans is keeping the francophones and Flemish together. Often enough, if you talk to the francophones or the Flemish, you will hear the same story.

Elsewhere I intend to debunk this theory. Here I only suggest that what is happening is just part of the larger struggle I will discuss below. When you talk, or more likely listen, to a Walloon; they will cry on your shoulder about how hard a life they have, how the Flemish are taking advantage of them, etc. etc. You'll hear the same story, told the other way, in the northern part of the country from the Flemish. In truth, if you look around objectively you'll see that most people are too busy enjoying their good life to worry much about it. Of course they have concerns and there are problems and issues that divide the population, but the truth is that the average Belgian of any minority would rather be a Belgian than a

Frenchman, a Dutchman or a German. Why? Because they believe they have a better life. They do. No where more so than in Wallonia.

Nor are the Belgians divided just on the basis of language. There are other divisions based on educational, religious, and economic status. The current Belgian flag has three vertical bars representing the three groups that make up Belgium. It might be better to change it to something that looks more like a Rubik's cube. *((ML: This is incorrect. Belgium did not have these divisions when it chose its flag. It imitated the French flag taking the colours from the Brabant armoury.))*

I have mentioned all this because if you go to Namur, or anywhere else in Belgium, you will hear about it from the locals. And they will try to persuade you of the righteousness of their position. Listen, sympathetically, but keep a closed mouth and an open mind. Remember, you'll hear a far different story in Antwerpen, Brussels, or Malmedy!

NAMUR

"On matters of space, distance and time."

America is a vast country filled with wide open spaces, great national parks, and the feeling that the best times are still ahead. Great distances are covered by air travel. Belgium is a small country, filled with closed and enclosing spaces, only a few parks, and the feeling that the best times are in the past. Short distances are covered by rail. There is no domestic air transportation in Belgium.

Most of this report deals with subjects of interest to me. I'm well aware of the fact that the average Dipper, even a would-be WDC attendee, is not really interested in reliquaries, phylacteries, and erotic artwork! :-) Namur offers more than that. You'll also find lots of restaurants, stores and cinemas, sports centers, banks and cash machines (!!), grottoes and caves, boat trips, tourist trains, animal parks, nature sports and walks, watersports, and aviation sports. How does bungee jumping from a hot air balloon grab you? The changes are if you can find it at home, you'll find it in or near Namur. The difference is that it will be a lot more civilized.

Interzine Championship

by Jean-François Mougard

An Interzine championship is proposed... to *Triumvirat*, *Vortigern*, *Mach die Spuhl*, *Vopaliac* (as well as *Dipsomania*), and to 2 bodies "non-zine" (clubs, associations, "barbarians", etc...). Each team will need at least 7 players (more is preferred in order to have standbys) and a Captain (player or not?). We will also need 7 GMs...

I will, at the start and if this project gets underway, co-ordinate the inscriptions for the players/GMs from *Vopaliac* as well the comments from those responsible for the other zines/associations or interested individuals. I ask those responsible from *Triumvirat*, *Vortigern*, *Mach die Spuhl*, *Vopaliac*, *Dipsomania* as well as *Casus Belli* that a press service is sent regularly and to keep in contact with me and to publish this initiative in their magazines.

Waiting List:

	Dipso	MdS!	Vopa	Vorti	Trium	Club?	Barbars
Captain							
Player 1	Mougard						
Player 2							
Player 3							
Player 4							
Player 5							
Player 6							
Player 7							
Standby 1							
Standby 2							
GM	Jef						

Black Velvet "94LB*439"

Peace In Our Time (8-man) Diplomacy

End Game Report

Started in **Dipsomania - 25** (July 1994)

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

GM: Jef Bryant

Black Velvet: Half champagne and half Guinness poured into a glass simultaneously. To be drunk with two or three oysters. (The aphrodisiac effect is not guaranteed!)

		Autumn	39	40	41
	Johnathan Willard	USACHina	4	1	1
1	Jean-François Mougard	F England	20	25	34
	Simon Paley	GB France	15	11	5
	<i>Olivier Evrard</i>	<i>B Germany</i>	<i>10</i>	<i>13</i>	
2=	Martin Burgdorf	NL Germany			14
4	Laurent Siquet	B Italy	9	10	10
2=	Tony Dickinson	GB Japan	10	12	14
	Jean-Louis Delattre	B Russia	13	14	13
	Edward Ainsworth	GB USA	10	11	8

GM: Johnathan Willard dropped out in Autumn 1939 and China went into civil disorder. Martin Burgdorf replaced Olivier Evrard in Spring 1941. Edward Ainsworth dropped out in Autumn 1941, Simon Paley and Jean-Louis Delattre both dropped out in Spring 1942. As I couldn't find replacement players this precipitated the end game proposal.

This is a good example of a variant where the majority of the players did not read the rules... Consequently, these players either made mistakes or missed important strategic opportunities. Only Jean-François, Laurent, Simon and Tony showed themselves capable of playing this variant to its full opportunities. I admit the rules are complex, especially the separate phases. In fact I had to make some additions to the rules as the game progressed in order to resolve several conflicts which the rules did not cover. Paul Slade, the author of this variant was going to arbitrate but unfortunately was unable to do so and I replaced him. Overall, an interesting variant which needs a lot of dedication from the players and the GM.

Anthony Dickinson (Japan): Well done to Jean-François, a deserved win. I could've voted against the proposal but... He immediately grasped an excellent tactical advantage - pity so many drop-outs and NMF's... But all the same I enjoyed this game a lot! Cheers for everybody who played to the

end and special thanks to Jef for running it! I would like to run this game myself in my subzine - but there is not enough interest sigh!

Laurent Siquet (Italy): I don't have much to say for this game apart from congratulating Jean-François who perfectly played the dominant position (but extremely fragile) of England. This offered enormous extension possibilities (that is to say that England is present just about everywhere at the start of the game), but the true master stroke consisted of profiting from all by reassuring everyone the modesty of his expansionist intentions...

As to me, I wasn't able to do much against England... Launched in a strategic expansion to the East after having concluded non-aggression pacts with Germany (who respected it, thanks) and France (who profited by stabbing me in the back), I very rapidly had to make a U-turn against the French. My only satisfaction in this was that France finally gained nothing by his treachery even if I was losing. Having said that I managed to survive.

Concerning the variant, I would simply say that it is very good to play in spite of the unequal starting positions for a game with mechanisms as simple as Diplomacy (certain countries have a field of action very limited at the start and therefore the limited diplomatic options whilst others have much more possibilities).

Jean-François Mougard (England) : I don't have much to say about this game : my victory was logical in the fact that my opponents, if not abandoned the game, gave up because of my dominant position. I wonder if there was someone who opposed me in this game! It was if my victory was apparent as soon as 1939, and only the second place was in play...

I have much to say about this variant « Peace In Our Time ». It is, for me, the best variant I have ever played. The game sequence is clear - once some minor points are clarified - and the combination of units as varied as armies, fleets, carrier groups and wolfpacks provides an exceptional tactical richness. The map is excellent, well thought out, and the 8 countries all have a chance to win. Of course, there are weaker countries - such as China - but the strategies useable by each country are countless - and so complex that anyone can find the most adapted diplomacy for the strategy of his choice.

To finish off, I think there's no absolute unit - even if the CG is quite strong. On the other hand, the key for the winning tactic is to combine those different units into convoys. For the winning strategy, I think the key is in setting a « pre-square » - (for England, it is the Indian Ocean) - from where you can set up a campaign in a precise direction.
I'm for a new game, and I'll take China.

The adjudication was perfect, and playing with Tony Dickinson, Olivier Evrard and Laurent Siquet was a real pleasure.

Americano "90LBrb59"

Gunboat II Diplomacy (No Press)

End Game Report

Started in **Dipsomania - 6** (February 1990)

Finished in **Dipsomania - 36** (June 1997)

GM: Jef Bryant

Americano: Mix together 1 part Campari and 1 part sweet vermouth. Top up with soda if required.

		Autumn	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	
2	Jason Asker	GB Austria	4	5	5	6	7	8	9	10	12	13	13	15	16	16	15	
	<i>James Wall</i>	GB England	4	4	5	6	4											
5	Pierre Husquinet	B England							2	1	0	-	-	-	-	-	-	
	<i>Jacques Béland</i>	C France	4	4														
	<i>Pascal Prola</i>	F France			4	4	5											
4	Marc Piret	B France							5	6	6	5	5	4	2	1	0	-
	<i>Bruce McIntyre</i>	C Germany	5															
1	Gaetano Testa	B Germany		5	6	7	8	10	10	11	12	12	13	15	16	17	18	
3	Per Westling	S Italy	5	4	4	4	5	5	5	5	4	3	3	2	1	1	1	
	<i>James Nelson</i>	GB Russia	6															
	<i>Jack McHugh</i>	USA Russia		4	3	2	2	2	2	1	1	1	1	0	-	-	-	-
	<i>Richard Jackson</i>	GB Turkey	4	6	6	5	3	2	1	1	0	-	-	-	-	-	-	-

GM: Bruce McIntyre was replaced by Gaetano Testa in Autumn 1902, James Nelson was replaced by Jack McHugh in Spring 1902 who then dropped out in Spring 1904 and Russia went into civil disorder. Jacques Béland was replaced by Pascal in Spring 1903 who was then replaced by Marc Piret in Spring 1906. Pierre Husquinet replaced James Wall in Spring 1906. Richard Jackson dropped out in Autumn 1906 and Turkey went into civil disorder.

Jason Asker (Austria): I'm sure I should have won. When things looked as if they were going wrong I was still convinced that I could force a draw. My confidence was clearly misplaced. Congratulations to Germany for out guessing my moves and launching a counter attack that I had no reply to. Clearly my impression that I could force my way to capture the Iberian peninsula whilst holding onto Moscow was optimistic. I should have sent a unit to Ukraine to support Moscow. However, by the time I realised this it was all too late.

The game started so well for me. With Italy and I making well to eliminate Turkey, and Russia under pressure early on, I had no trouble growing. I took the decision to stab Italy when I was guaranteed to take Venice. However, finishing him off proved a less easy task. This gave Germany a chance to polish off England and France.

With what looked a stalemate in place, I made tactical errors which Germany was quick to exploit, and thoroughly deserved to win. Italy also deserves an honourable mention for staying the distance until the end.

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
The Hare and Tortoise:	GM Patrick Lafontaine		2/7
	Jennings (Switzerland), Burgdorf (Spain)		

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
Stab	7	One Player
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
Middle Earth X	5	
Latin Wars		
Railway Rivals		

Please do not forget your preference lists

By Popular Demand - 3

by Patrick Lafontaine

English

	1	2	3	4	5	6	Score	Old Total	New Total
Lettre P	Fruit	Ground	Class	Verb	US City	Time			
Berry Renken	Peach	Plants	Physics	Put	Philadel	PM	23	35	58
Brad Martin	Pear	Pool	Physics	Play	Philadel	Period	25	45	70
Brendan Whyte	Pear	Penny	PE / PT	Piss	Pittsbur	Period	12	48	60
Jef Bryant	Peach	Paveme	Physics	Paint	Philadel	Pause	25	33	58
Marc Léotard	Pear	Pebble	Physics	Pass	Philadel	Past	30		30
Mark Stretch	Pear	Path	Physics	Pass	Philadel	Past	29	33	62
Martin Jennings	Pear	Pebble	Physics	Pull	Philadel	Pulse	26	32	58
Per Westling								49	49
Pierre Torrès	Peach	Paper	Physics	Prefer	Pennsyl	Perpetu	16	26	42
Tony Dickinson	Pomegra	Pebble	Physical	Pinch	Philadel	Pause	17	28	45
(Patrick Lafontaine)	Peach	Path	Physics	Pass	Philadel	Past	(28)	(32)	(60)

Fruit : Pear 5, Peach 4, Pomegranite 1

On the ground : Pebble 3, Path 2, Pavement 1, Paper 1, Penny 1, Plants 1, Pool 1

Class : Physics 8, PE/PT + Physical Education 2

Verb : Pass 3, Paint 1, Prefer 1, Piss 1, Put 1, Pinch 1, Pull 1, Play 1

US City : Philadelphia 8, Pennsylvania 1, Pittsburgh 1

Term related to Time : Past 3, Pause 2, Period 2, Perpetuity 1, PM 1, Pulse 1

Français

	1	2	3	4	5	6	Score	Anc. Total	Total
Lettre P	Fruit	par terre	Cours	Verbe	Ville US	Temps			
Berry Renken	Pêche	Plantes	Physiq	Pouvoir	Philadel	Pendule	23		23
Brendan Whyte	Poivre	Penny	Physiq	Pisser	Pittsbu	Période	14	27	41
Fabrice Prestigiacomo	Pêche	Pierre	Physiq	Pouvoir	Philadel	Période	27	29	56
Jef Bryant	Pomme	Pierre	Physiq	Porter	Philadel	Pause	27	31	58
Marc Léotard	Pomme	Poussiè	Physiq	Prendre	Philadel	Présent	24	28	52
Martin Jennings	Pêche	Pièce	Physiq	Partir	Philadel	Pulse	22	27	49
Pierre Husquinet	Pomme	Pierre	Physiq	Pousser	Philadel	Périodiq	27	28	55
Pierre Torrès	Pomme	Papier	Physiq	Parler	Pennsyl	Perpétui	21	26	47
(Patrick Lafontaine)	Pomme	Pierre	Physiq	Passer	Philadel	Passé	(27)	(29)	(56)

Fruit : Pomme 5, Pêche 3, Poivre 1

Quelque chose que l'on trouve par terre : Pierre 4, Papier 1, Penny 1, Plantes 1, Poussière 1, Pièce 1

Cours : Physique 9

Verbe : Pouvoir 2, Porter 1, Passer 1, Parler 1, Pisser 1, Pousser 1, Prendre 1, Partir 1

Ville US : Philadelphie 7, Pennsylvanie 1, Pittsburgh 1

Terme relatif au temps : Période 2, Pause 1, Passé 1, Perpétuité 1, Pendule 1, Périodique 1, Présent 1, Pulse 1

Very open categories indeed - so many different answers, except for the US City and the Class taught at school : I'm sure the movie with Tom Hanks and Denzel Washington accounts for the first, and that Physics had imprinted itself on your mind (except for Brendan and Tony who were more impressed by P.E.).

I didn't think the proposed categories would be so open. Of course, I was expecting the results for the struggle between Pear, Peach and (in French) Apple (*Pomme*) - though I discovered that Pepper (*Poivre*) is a fruit - but I thought the Time related term would have only been between Present and Past.

Turn 4 - Letter T

1. An item of clothing
2. A savant (surname)
3. A movie title
4. A drink
5. A disease
6. A term used in computing

BETWEEN THE SHEETS "92LAFn02"

Song of the Night Autumn 5009

1: Spells

Chunyans Reich: SG(Esu), SG(Var) Beastland: ED(Hid)
Dana: OS(Ene) Falas: SN(And), CF(Ene) Ekofisk SG(Joa)

2: Movement

Beastland

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

N(Bsn)-Cas, A/H(Yvd)-Bdr, A(Gar)-Myr, W2(Cas)-H, N(Vir)-Dus

Chunyans Reich:

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

Las Rozas Spain

N(And)-H, A/H(Len)-Kis, F(Dha)-Vor, F(SHA)-BLS, W2(Var)-Set, F(Dus)-Vir
F(Tro)-Yvd, W1(Esu)-H, A(Dra)S Dana A(Esg)(NSO), F/H(BLS)-DEE,
A(Rua)SF(Dus)-Vir, A(Lem)-Eus, F(EBO)-SHA, F(RED)-Cas, F(Dai)-VAN

Dana:

Dany Haas, Au Passou 41, B-4053 EMBOURG Belgium

A/W(Ene)-H, A(Esg)-Eus

Ekofisk: C.O.A.

Jean-François Mougard, Parc de Saultemont, 201, PONT-SAINTE-MAXENCE,
F-60700, FRANCE

N(Cat)-Ret, A/H(Ant)-Dha, A(Kar)-Ojz, F(BOI)-LAN, W1(Vdm)-H, A(Rem)-Ant,
A(1st)-Vdm, W2(Joa)-NOS

Falas:

Laurent Siquet, rue de Borlez 26, B-4317 FAIMES, Belgium

N(Les)-And, A/H(Siw)-Ene, A(Ibi)-Dem, W1(Mer)-Til, W2(Siw)-Ibi, A(Bdr)-H,
N(Rep)-Ojz, A(Fam)-Rem

Retreats

Dana: A/W(Ene)-Len, Falas: A(Bdr)-Hid, Chunyans Reich: N(And)-Amy, F(Dus)-FER

Game End Proposal

Results of the vote for [D]: 4 Yes and 1 NVR. The proposition has failed.
This will be proposed a second time (NVR's won't count!).

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

[E]: (1) Chunyans Reich (2=) Falas, Ekofisk, Beastland, (5) Dana.

Vote for these propositions, please (especially D!).

Press

GM - Beastland: A wizard can only cast a spell up to 1 space away...

Ekofisk - Beastland: I have just helped you against Chunyans Reich. If you have taken Cob, that's OK and let's stay there.

Ekofisk - Falas: Let's stay there. (Ojz stays with you if you have managed to keep it) and let's all do something against Chunyans Reich in order to stop him winning.

Ekofisk - Chunyans Reich: We are at war!

Falas - Ekofisk & Beatland: All against Chunyans Reich before it's too late?

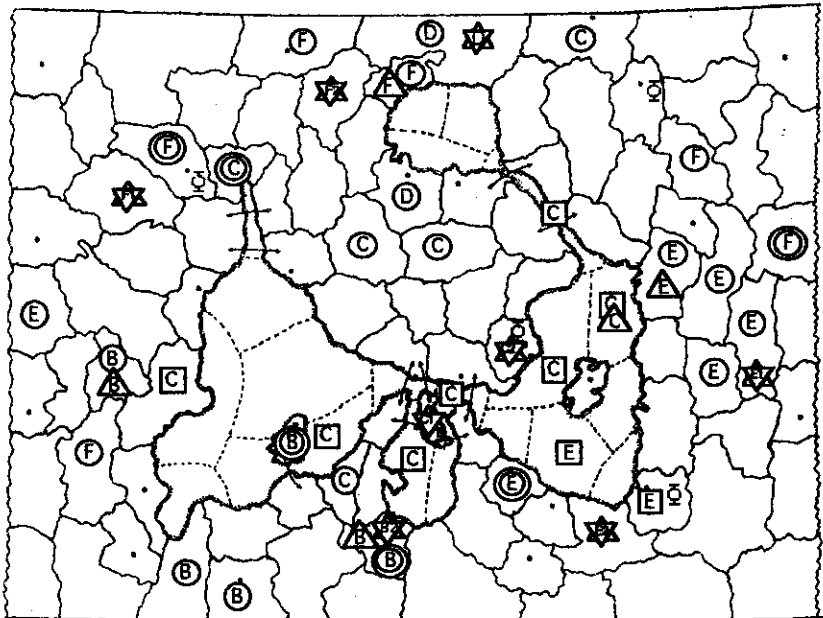
□ = Fleet ○ = Army ⊙ = Knight △ = Hero ☆ = Wizard Ⓞ = Castle

The "Capital" supply centres are underlined below.

Winter 5009

Beastland	<u>Cas</u> , Tel, Ban, <u>Bys</u>	+Bdr, Dus	6(4)	+A(Tel), H(Cas)
				1 Short
Chunyans Reich	<u>Set</u> ¹ , Var ¹ , Esu ¹ , Uri, Daw ¹ ,	+Kis	8(10)	-F(Vor),
	Tro, Amy, Dha, D us , D em			-H(Kis)
Dana	Eus, <u>Ene</u>	+Esg	2(2)	No Change
Ekofisk	<u>Joa</u> ¹ , Der, Ist, Cob, Cat, Dol	+Dha	7(6)	+F(Joa), A(Der)
Falas	<u>Fam</u> , Kis, Ojz, <u>And</u> , Arj, Bdr,	+Dem, <u>Ene</u>	6(7)	No Change
	Esg			

Set¹, Var¹, Esu¹, Daw¹ and Joa¹ are capable of supporting two units during the year 5010.



Between the Sheets Winter/hiver 5009

CHIWAWA "94LD1b01"
Americana Latina 1821 - Anonymous With Press
Spring 1826

Argentina

A(Cor)-H, A(Men)-H

England

F(MCA)-Hai, F(Bog) nc-MCA, F(GMO)SF(Bog) nc-MCA, A(Nic)-Hon,
A(Sel)-Eln, A(Car)-Bog, F(Pam)-GSJ, F(GSJ)-RIP, F(RIP)-CEB,
F(ATS)SF(RIP)-CEB, F(ATN)SF(RIP)-CEB

Colombia

F(Hon) ncSF(OPN)-Nic wc, F(OPN)-Nic wc, A(Lpl)-Rim, A(Ngr)SA(Lpl)-Rim

Peru

A(Lim)-Eln, A(Cus)SA(Pot)-Lpl, A(Pot)-Lpl, A(Stg)SA(Tuc), A(Tuc)SA(Pry),
A(Pry)SA(Pot)(NPO), F(Ich)-MPA, F(Pue)-Chu wc, F(MPA)-DMA

Brazil

F(CEB)-RIP, F(Ore)-MAN, A(Ria)SA(Rim), A(Rim)SPeru A(Pot)-Lpl,
A(Par)SF(Bue), F(Bue)SF(CEB)-RIP, A(San)SA(Par), A(Guf)SA(Rim)(NPO),
F(Uru)SF(CEB)-RIP, F(Bel)SF(Bah)-CEB, F(Bah)-CEB

Retreats

Colombia GM removes A(Lpl) (NRP), England A(Nic)-Cos

Press

Lord Bryant, British commander in the West Indies - General Sucre, Colombian army of upper Peru: By Jove, my good fellow, the situation is worrying, to say the least. By weakening one another like we do, don't we offer assured victory to our valiant adversaries? Your unpacific Pacific Fleet would be better used on Peruvian behinds, wouldn't it? Meanwhile, the continuous distrust in which I have to hold your Caribbean fleet is depriving me of much of my force against your Brazilian foe. I was granted authorisation to negotiate an armistice; alas, dear friend, you shan't levy new forces unless you reconquer all of Colombia, which could but happen on our common grave. Every inch of conquered territory weakens me without strengthening you: this is a mere blessing to Brazil or Peru. Hence my proposal to you: let us reinforce our coalition while guaranteeing you four centres and concentrate our increased forces in a united front. My officers are ordered to support your return into Caracas. Would you in turn sail your Western fleet against Peru and leave Bogota for me to build a fleet for your help in the Pacific theater? The abandoned Bolivarian fleet could crawl quietly towards Panama, which Britain will surrender in return for British Honduras.

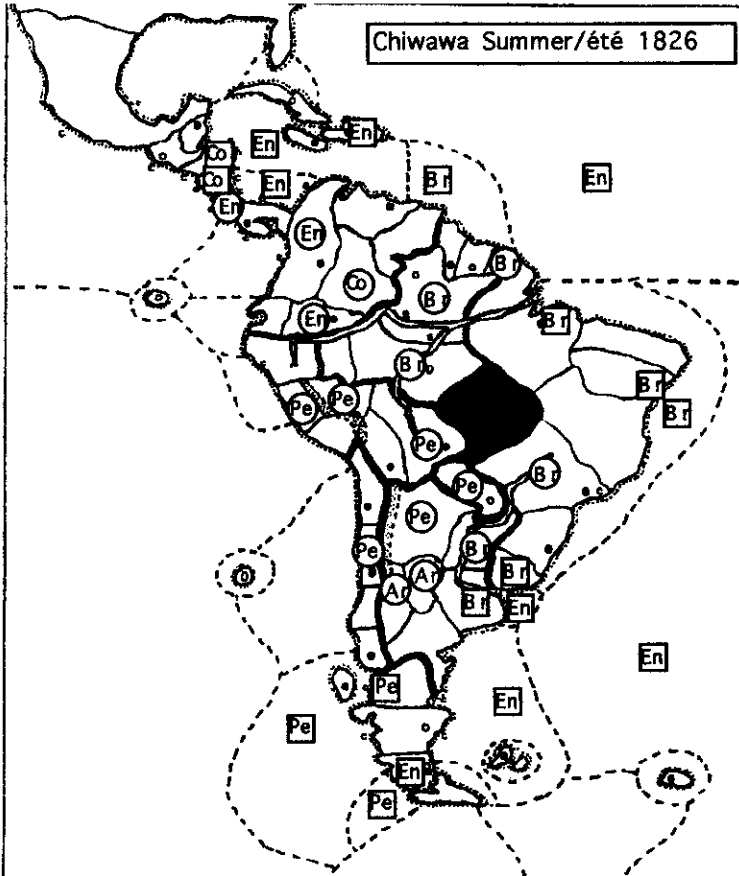
Lord Cochrane - Viceroy Pezuela: We shall return !

Cochrane - San Martin: If all goes according to my plan, I can support your move from Cor to Bue. We'll destroy the Brazilian Reich together, then we'll drop the Bomb on the Vice Empire of the Setting Sun.

Summer 1825

Argentina	Men, Cor	2
Brazil	Bel, Bah, San, Pto, Guf, Ria, Gub, Guh, Bue ¹ , Rim	10
Colombia	Hob, Gua, Iga, Hon, Lpl	5
Peru	Lim, Cus, Pot, Ant, Ife, Pry, Stg Pue, Ich	9
England	Geo, Fal, Jam, Nic, Car, Pas, Cub, Bog, Pam, Pan, Sel	11

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



Churchill "97??pe17" **London Nights Diplomacy - Day 01**

Theatre Goers [Th] Email: martib@devetwa.edu.au
Brad Martin, 15, Turo Close, Willetton, Western Australia, Australia

Shoppers [S] Email: leotard@fusl.ac.be
Marc Léotard, Rue de Savoie, 87, 1060 BRUXELLES, Belgium
2A(Kni)-GrS, A(OxC)-CaQ, A(ToC)-OxC

Eastenders [E] Email: jup@fusl.ac.be
Réginald, de Potesta, 55/210 Grand'rue, 1348 Louvain la Neuve, Belgium
A(Sho)-Bro, 2A(BeG)ArC, A(Spi)-Bis, A(StM)-H

Nurses [N] Email: bwhite@stat.auckland.ac.nz
Brendan Whyte, 96 Waiatarua Road, Remuera, Auckland 5, New Zealand
A(GrI)-LeL, A(IsI)-GrI, 2A(LeL)-Str

The Royals [R] C.O.A. Tel: +441865842734
Mark Stretch, 48, Wilsdon Way, Kidlington, Oxfordshire, OX5 1TN England
A(ThM)SA(TrS)-Whi, A(PaG)-StI, A(TrS)-Whi

Taxi Drivers [T] Email: fabrice_prestigiacom@colpal.com
Fabrice Prestigiacom, Rue de la Corolle 34, Appartement 8, 4102 OUGREE,
Belgium
A(Bar)-Cha, D(Cha)-HoC-LeL, A(NoS)-Bar

City Boys [C] Email: Tony@tlmort.demon.co.uk
Tony Dickinson, 78 Pontefract Road, Purston, Featherstone, West Yorkshire WF7
5AP, England
A(OIS)SA(FiC)-LoW, A(FiC)-LoW, A(ThS)-Cor

The Police [P] Email: Jef_Bryant@compuserve.com
A(StI)SA(Whi), A(Whi)SA(StI), A(ViE)SA(Whi), A(Str)SA(ViE), A(QuV)-LuH,
A(Bla)-Wal, A(CaS)-LoW, A(Cor)SA(CaS)-LoW, A(TrG)-FeS, A(ThT)-Ald

Retreat

The Police A(Str)-BLB

Press

Anonymous - All: Hidden SC's can be found at LiL, Pen and Ald.

Nurses - Theatre Goers: Go South! They are to go erstwhile cultured creatures! I just want you to consolidate.

City Boys - Police: Say old chap hows about letting me through to the other side?

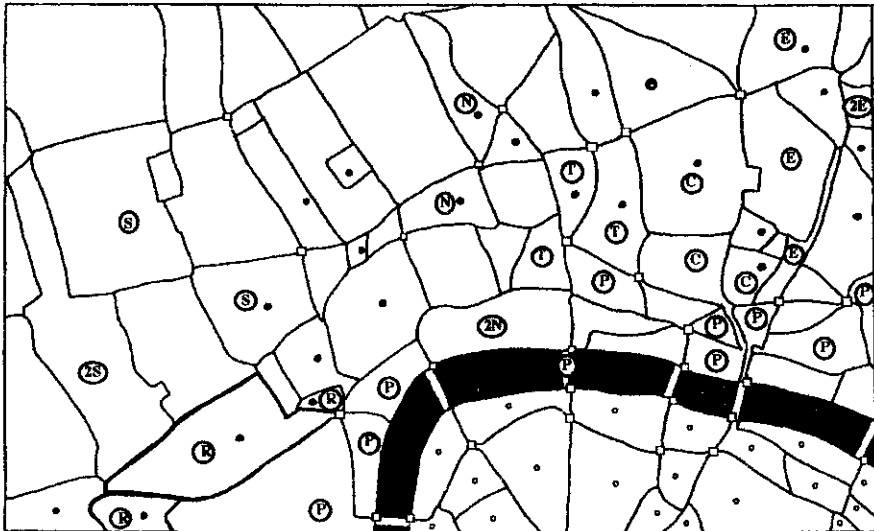
Police - City Boys: You'll have to do better than that. If I help someone it will be the one who is the weakest.... (For the moment anyway!)

Brendan Whyte - All & GM: Why is each turn a year? London Nights and the plot suggest it happened over one or two days, so why not make each turn an hour or a day (i.e. Spring turns = daytime and Autumn(Fall) turns = night.) It gives it more of an action feeling then. A year to move a km or so across London (I'm not sure of scale here) is patently unrealistic, no?

GM - Brendan & All: In those variants which use odd seasons (Lord of the Rings) and months (Mercator) for the turns I find that this just complicates the mechanics of the game. It can even be frustrating as some players forget which season they can build and consequently they make mistakes and so on. However, what you suggest here, of using day night is simple, easy to remember and adds a little more realism to the simulation. So if no-one objects I will adopt Brendans suggestion. From now on the Spring turn is the day time and the Autumn/Winter will be the Night time. Therefore this turn is Day 01 and the next turn will be Night 01.

Summer 1989

Theatre Goers	CoG, LeS, Sha, RuS	4
Shoppers	Kni, OxC, ToC	3
Eastenders	Sho, BeG, Spi, StM	4
Nurses	Grl, Isl, Cle	3
The Royals	ThM, PaG, TrS	3
Taxi Drivers	Bar, Cha, NoS	3
City Boys	OIS, FiC, ThS	3



GRASSHOPPER "94LErb32"

Gunboat I Diplomacy With Press Spring 1906

Austria

A(Ven)S Italy A(Apu)-Rom (NSO), F(ADR)SA(Ven), A(Tri)SA(Vie), A(Vie)-H

England

F(Edi)-NWG, F(GOB)SF(Den)-Swe, F(Den)-Swe, F(Kie)-BAL, A(Hol)-Kie, F(NTH)-Nwy

France

F(Bre)-MAO, F(Mar)-GOL, F(Tun)-ION, F(TYS)SF(Tun)-ION, A(Mun)-Tyr, A(Bur)-Mun, A(Pie)SA(Mun)-Tyr, A(Ber)-Pru, A(Sil)-War

Italy

A(Boh)-Vie, A(Bud)SA(Boh)-Vie, A(Apu)-Nap, F(Gre)-ION

Russia

F(Nwy)-NWG, A(Fin)SF(Swe), F(Swe)-H, A(Stp)-Mos, A(Ukr)-War, F(Rum)SF(Sev)-BLA, F(Sev)-BLA

Turkey

A(Smy)-Arm, F(Ank)-BLA, A(Bul)-Rum, F(Con)-AEG

Press

Italy - Turkey: Can we work together? Take Serbia, I will try and support.

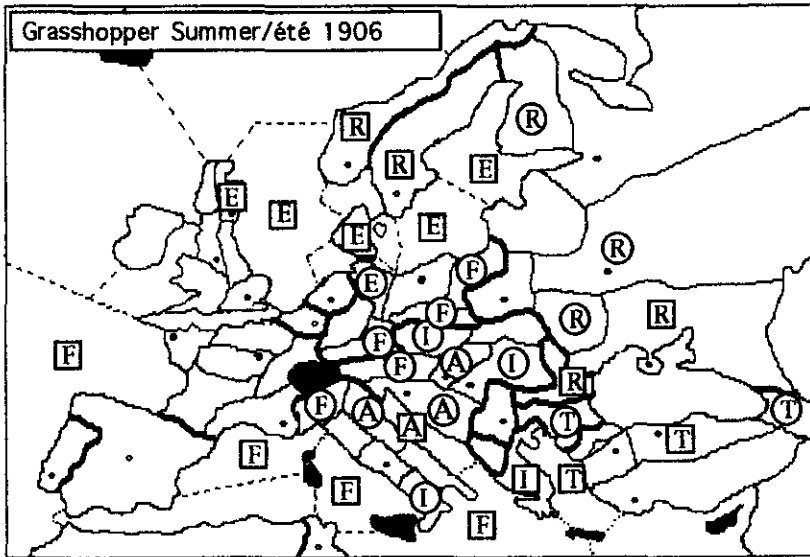
Austria - France: I know I am going nowhere in this, but please assist me in seeing the elimination of the ludicrous Italian player before I go.

France - England: Russia's in a mess now! He can bring his A(Stp) South and then you can easily invade Scandinavia if you play it right. If he doesn't bring his A(Stp) South I will have an easy time stabbing him right in the heart. Either way, he's a lost cause. I hope you did A(Hol)-Kie, you can then take Berlin with the army and position your fleets in GOB, BAL, Den, NTH and NWG so that Norway and Sweden will soon be yours.

Turkey - Austria: Did it go well? Thanks if you can help.

Summer 1906

Austria	Vie, Ven, Ser, Tri	4
England	Edi, Lon, Lpl, Den, Hol, Kie	6
France	Mar, Par, Por, Bre, Bel, Spa, Mun Tun, Ber	9
Italy	Nap, Rom, Tri, Bud	4
Russia	Mos, Sev, Stp, War, Swe, Nwy, Rum	7
Turkey	Ank, Con, Smy, Bul	4



Suffering Bastard (linked to ***Grasshopper***)
Diplomacy Bourse IIIA Spring 1906

France - Mindbender Enterprises: I don't think we can keep Italy alive 8 more turns for you, I'm sorry. I see the Franc is in high demand in your game, I'm very pleased with that of course. I also see the Rouble is more expensive than the Pound, that's a thing you should change!

Turkey - Mindbender Enterprises: Very funny press, more please!

ORDERS:	England	Austria	France	Italy	Russia	Turkey
	Pounds	Crowns	Francs	Lira	Roubles	Piastres
Old Value	1.43	1.06	2.12	1.15	1.50	1.25
Mindbender Enterprises	-500	-500	0	-500	-500	-500
Charles Tbronne	0	0	354	0	-500	0
Carnivore	-500	1000	-500	0	890	-496
Hosaka	500	-500	0	-500	-500	900
Tequila	400	0	0	-500	0	0
Total	-100	0	-146	-1500	-610	-96
Change in Value	-0.01	0.00	-0.01	-0.15	-0.06	-0.01
New Value	1.42	1.06	2.11	1.00	1.44	1.25

NEW HOLDINGS	Pounds	Crowns	Francs	Lira	Roubles	Piastre	ECUs
Mindbender Enterprises	1151	50	1843	3353	1994	2610	3195
Charles Tbronne	0	0	7777	0	1212	0	0
Carnivore	2675	1000	4125	0	2390	1504	0
Hosaka	4000	3000	500	690	4000	1900	15
Tequila	900	1245	2410	1500	0	500	4

VICTORY POINTS

	England	Austria	France	Italy	Russia	Turkey	Total	Old Posn	New Pos
N° of Centers	6	4	9	4	7	4	Vict Pts.		
Carnivore	161	40	371	0	167	60	799	2	1
Hosaka	240	120	45	28	280	76	789	1	2
Charles Tbronne	0	0	700	0	85	0	785	3	3
Mindbender Enterprises	69	2	166	134	140	104	615	4	4
Tequila	54	50	217	60	0	20	401	5	5

CUBAN "91LDrb59"
Gunboat II Diplomacy Spring 1914

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

France F(Lon)-H

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

Italy F(Bul) ec-H

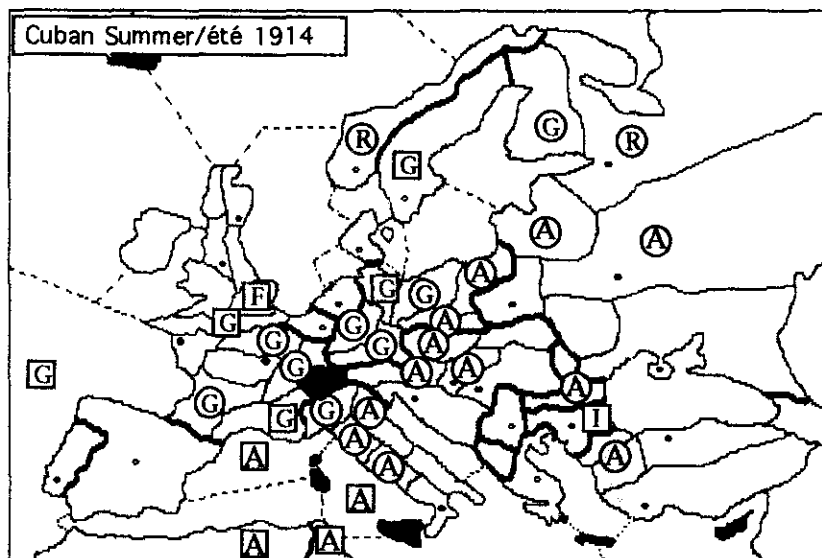
Russia A(Nwy)SA(Stp), A(Stp)-H

Retreats

Germany F(GOL)-Mar, GM removes A(Tus) (NRP)

Summer 1914

Italy	Bul	1
France	Lon	1
Austria	Bud, Tri, Vie, Ser, Gre, Rum, Tun, Ank War, Mos, Smy, Ven, Sev, Nap, Con, Rom	16
Germany	Ber, Mun, Den, Kie, Bel, Par, Bre, Swe, Mar, Edi, Spa, Lpl, Por, Hol	14
Russia	Stp, Nwy	2



NIGHT SHADE "96??"
Classic Diplomacy Autumn 1902

Austria C.O.A.

Réginald de Potesta, 66/209 Rue des Wallons, B-1348 Louvain La Neuve, Belgium
 F(AEG) c A(Gre)-Smy, A(Gre)-Smy, A(Vie) s A(Tri), A(Ser)-Bul, A(Tri) H NMR

England

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

France NMR #1

Jason Wilke, 2042 Dalton Avenue, Deltona, FL 32725, USA
 F(Spa) sc H, A(Tyr) H, A(Bur) H, A(Pic) H

Germany C.O.A.

Jean-François MOUGARD, Parc de Saultemont, 201, F-60700 Pont-Sainte-Maxence, France

F(BAL)-Swe, F(Den) s F(BAL)-Swe, A(Ber)-Mun, A(Hol) s England A(Bel) ((NSU)), A(Ruh) S A(Ber)-Mun

Italy

Pierre Husquinet, Rue Etienne Soubre 30, B-4000 LIEGE, Belgium
 A(Pie)-Mar, A(Ven) H, F(ION) H, F(Apu)-ADR

Russia

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

Turkey

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

Retreats

GM removes Russia F(Sev)

Winter 1902

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

The GM is Patrick Lafontaine, Allée Chantemerle 3, B-4400 FLEMALLE, Belgium

Press

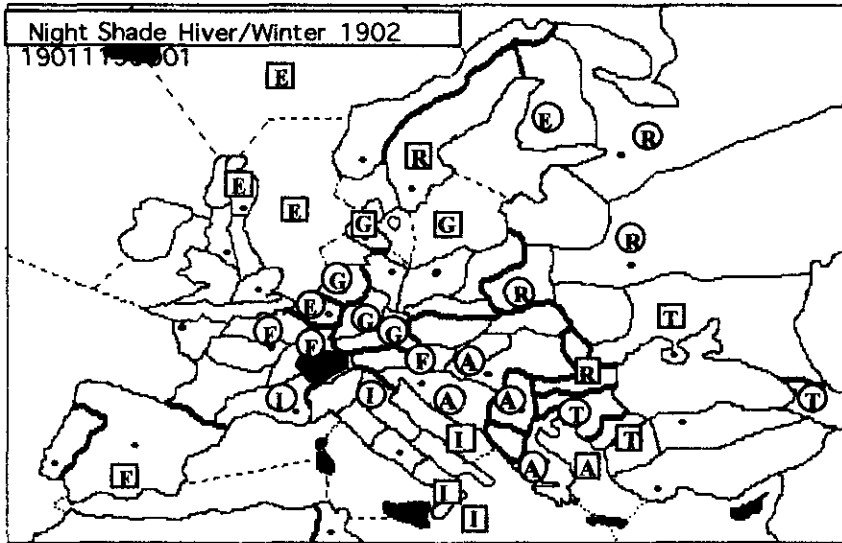
Turkey-All : Come on, I e-mail people and I get no answer, talk to me.
 <jennings@dial.eunet.ch>

England-Turkey : I don't know if you have E-mail but if you do so, you can talk to me at <blues@hunze.iwg.nl>

Germany-France : So you want war ?

Germany-Italy : A little helping hand ?

Germany-England : Common causes ?



***KISS IN THE DARK* "94FE"**

Classic Diplomacy Spring 1907

Austria

Hervé Guilloux, 6 Allée Matisse, F-92130 Issy-Les-Moulineaux, FRANCE
A(Vie) s Germany A(Tyr) ((NSO))

France NMR #1

Gaetano Testa, Av. Cdt Lothaire, 66, B-1040 Bruxelles, Belgium
 A(Bur) H, A(Par) H, F(Gas) H, F(MAO) H

Germany

Marc Léotard, Rue de Savoie, 87, B-1060 BRUXELLES, Belgium
 A(Bre)-Wal, F(ENG) c A(Bre)-Wal, A(Edi)-Nwy, F(NTH) c A(Edi)-Nwy, A(Den)-Swe, F(BAL) s A(Den)-Swe, A(Ber) s A(Mun), A(Mun) s A(Tyr)-Boh, A(Tyr)-Boh, A(Bel)-Bur

Italy

Tony Dickinson, 67 Little Lane, Purston, Featherstone, West Yorkshire, WF7 5DN, UK
 F(Nap)-TYS, F(Tun) s F(Nap)-TYS, A(Rom)-Nap, A(Tri)-Vie, A(Ven)-Tri

Russia

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

Turkey

Fabrice Prestigiacomo, 34/8, Rue de la Corolle, B-4102 OUGREE, Belgium
 A(Sev) H, A(Rum)-Gal, A(Ser)-Rum, F(BLA)-Con, A(Bud) s Italy A(Tri)-Vie,
 F(AEG)-Gre, F(ION)-TYS, F(TYS)-GoL

Retreats

GM removes Austria A(Vie), Russia A(Swe)-Fin

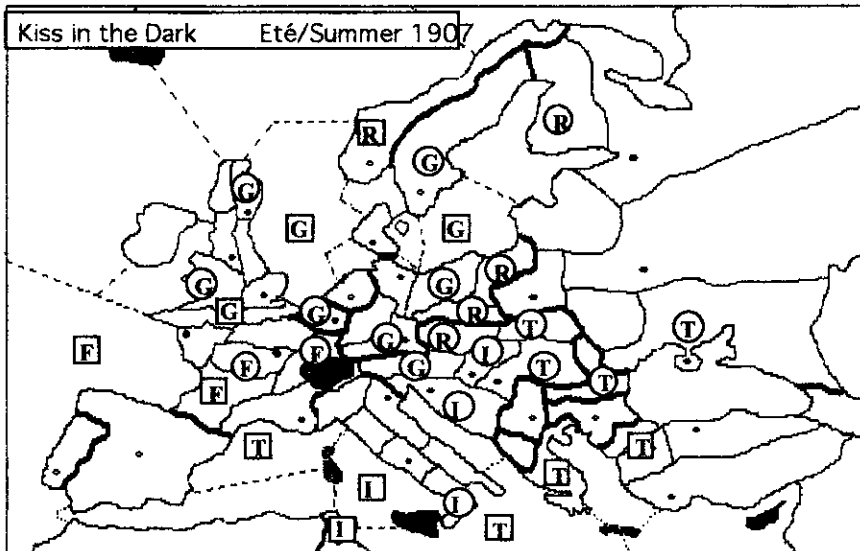
The GM is Patrick Lafontaine, Allée Chantemerle 3, B-4400 FLEMALLE, Belgium

Summer 1907

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

Press

Austria-All : Goodbye...



PLEASE LOVE ME "95Lard10"

Stab Diplomacy Autumn 1905

England

Marc Léotard, Rue de Savoie, 87, B-1060 BRUXELLES, Belgium
F(Spa) sc S France A(Gas)-Mar, F(Nwy)-StP nc, A(Bel)-Ruh ((NSU))

France

Tony Dickinson, 78 Pontrefract Rd, Purston, Featherstone, West Yorkshire, WF7 5A
UK
A(Gas)-Mar, A(Bur) s A(Gas)-Mar, A(Bre)-Pic ((NSU))

Germany

Martin Burgdorf, Apartovillas, Avenida de Espana, 135: 2B-30-13, E-28230
Las Rozas, Spain
F(Fin) s England F(Nwy)-StP nc, A(Sil)-Ber, A(Hol) s England A(Bel)-Ruh (NSU)

Italy

Berry Renken, van Nootenstraat 6, DG Diever, NL-7981, The Netherlands
F(MAO)-Spa sc, F(WMS) s F(MAO)-Spa sc, A(Pie)-Mar, A(Mun)-Ber, A(Tyr)-Mun, A(Vie)-Bud, A(Ser)-Bud

Russia

Jason Wilke, 2042 Dalton Avenue, Deltona, FL 32725, USA
F(StP)nc H

Turkey

Fabrice Prestigiacomo, 34/8 Rue de la Corolle, B-4102 OUGREE, Belgium
F(Arm)-Ank

The GM is Patrick Lafontaine, Allée Chantemerle 3, B-4400 FLEMALLE, Belgium

Spring 1905

England	7	(6)
France	3	(4)
Germany	2	(3)
Italy	11	(10)
Russia	10	(10)
Turkey	1	(1)

Press

GM : There was a mistake in the season number last time. Next season is Spring 1906.

End Game Proposal

Conceded to « Russia & Italy »

Please vote for the next deadline.

Z A - Z A "92LFrh11"

Terrestrial Chaos - Anonymous

Prize Winning Variant Competition Summer 1911

03 Berlin

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

10 Greece

A(Bla)SA(Bul)-Con, A(Bul)-Con, A(Aeg)S_Crete_A(Ems)-Smy_(NSO).

13 Liverpool

A(Bel)-Bur, A(Bur)-Mun, A(Nao)-Mao, A(Stp)-H, A(Kie)SA(Bur)-Mun,
A(Swe)SA(Gob)-Bal, A(Ruh)SA(Bur)-Mun, A(Gob)-Bal, A(Fin)-Gob, A(Hol)-Nth,
A(Den)SA(Gob)-Bal, A(Bre)SA(Gas), A(Gas)-H, A(Nwy)SA(Stp)

25 Sevastopol

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

31 Tunis

A(Sic)-Tys

33 Vienna

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

39 Crete

A(Ems)S Greece A(Aeg), A(Ion)-Cre

40 Sardinia

A(Nap)S_Tunis_A(Sic)-Ion_(NSO), A(Rom)SA(Sar)-Tys, A(Gol)SA(Mar),
A(Swi)S_Berlin_A(Mun)_(NSO), A(Mao)-Nao, A(Mar)SA(Spa)-Gas, A(Wms)-Mao,
A(Sar)-Tys, A(Spa)-Gas

43 Cyprus

A(Ank)SA(Con), A(Con)S_Crete_A(Ion)-Aeg_(NSO), A(Smy)SA(Con)

Retreats

Liverpool A(Kie)-Hol, Sevastopol GM removes A(Bal) (NRP)

Game End Proposal

(1) Liverpool : Results of the vote: 2 yes, 2 No and 4 NVR.
The proposition has been defeated.

Vote for the new proposition: (1=) Liverpool, Sevastopol and Sardinia.

Press

Greece(10) - Crete: Let me know what move(s) to support. The quicker Cyprus/Turkey is out, the quicker we can face the threat from the West.

Liverpool - All: Is there really someone who can stop me from winning? Mmmm after all a mosquito is still a mosquito... Above all don't worry... however, I'm going to stop making propositions for my victory for a while, as some of you are starting to hope, I promise to prove to you that your hopes are in vain.

Flying Dutchman (Ex-11) - Liverpool: Let me remind you that one mosquito is enough to give you malaria, and I can see eight flying in your direction...

Tunis(31) - USWM: As I doubt I will be able to get to Vienna before 1920 I will head towards the Atlantic in the hope I can help against Lpl.

Tunis(31) - Crete: Want to take my last centre or are you scared of little old me! Trouble is, if you finish me off Cyprus or Greece may take you out. Do you feel lucky punk?

Crete(39) - Greece: Please support Ems-Smy in S'12, ta.

USWM [Sardinia(40)] - Liverpool:- There is no second place! I want (1) to grow (2) to stop you (3) to take revenge.

USWM [Sardinia(40)] - Crete: I have trusted you. If I did rightly, may I propose you join the Good Guys and help Cyprus(43) defeat Greece(10). But if you took Tunis, at least use it to help me fight Liverpool.

USWM [Sardinia(40)] - Tunis: Now, if you are in Ion, you may take back Tun. But wouldn't it be funnier if you wreak havoc in Adr or in Gre?

USWM [Sardinia(40)] - Sevastopol: Remember Portugal(21)? Hah-ah-ah !! What an asshole, huh? Well, don't be as stupid as him, or you'd be eliminated as ungloriously. Let's flatten Liverpool, then we can fight it out and you'll get your revenge (maybe).

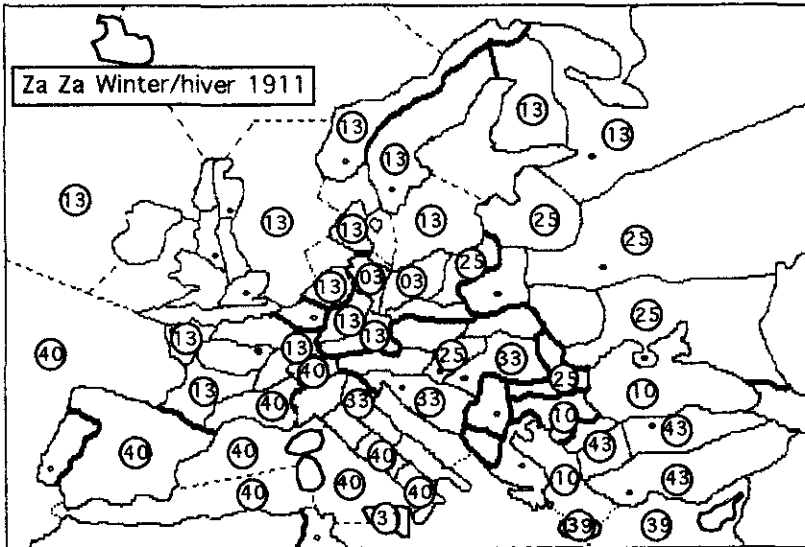
USWM [Sardinia(40)] -Berlin: Hold on! The civilised world is watching you! (And Vienna's asleep!)

Cyprus(43) - Crete: You have my support to Con if I'm no longer there!

Cyprus(43) - Are you at last going to make some progress?

Winter 1911

03 Berlin	Ber, Mun	+Kie	2(2) No Change
10 Greece	Gre, Ser, Bul		3(3)
13 Liverpool	Edi, Bel, Lon, Ice, Lpl, Hol, Ire, Bre, Par, Nwy, Den, Swe, Kie, Stp	+Mun	14(14) No Change
25 Sevastopol	Cas, Sev, War, Rum, Mos	+Vie	6(5) +A(Rum) +A(Sev)
31 Tunis	Sic		1(1)
33 Vienna	Vie, Bud, Tri, Ven		3(4) -A(Tyr)
39 Crete	Cre, Cyp		2(2)
40 Sardinia	Sar, Cor, Spa, Mar, Tun, Por, Swi, Nap, Rom		9(9)
43 Cyprus	Smy, Ank, Con		3(3)



Salty Dog "97??rb32"

Gunboat II Diplomacy (With Press) - Spring 1901

Austria
A(Bud)-Ser, A(Vie)-Gal, F(Tri)-Ven

England
F(Edi)-NTH, F(Lon)-ENG, A(Lpl)-Yor

France

F(Bre)-MAO, A(Mar)-H, A(Par)-Pic

Germany

A(Mun)-Bur, A(Ber)-Kie, F(Kie)-Den

Italy

A(Ven)-H, F(Nap)-ION, A(Rom)-Apu

Russia

A(Mos)-Ukr, A(War)-Gal, F(Sev)-BLA, F(Stp) sc-GOB

Turkey

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

Press

Turkey - Russia: Let's not beat around the bush with this. If we act slow while the western powers grow fast, then we'll have no chance later on in the game. So let's kill Austria and do that so fast he won't know what's happening to him! If you entered the Black Sea this is no problem for me. A Russian army in Rumania is much better than a fleet, because a fleet wouldn't be able to go west.

Germany - France: No offense mate. If I'm in Bur, I'll withdraw the next season - honest! Happy to listen...

Germany - Russia: I'm happy not to interfere in Sweden provided relations are friendly, as I'm sure they will be!

Germany - England: I wouldn't leave your back door open, if I were you.

Germany - Italy and Austria: Play nice and I won't come calling.

Italie - Austria: Don't mind me I'm just your friendly watchdog.

Italie - France: You scratch my back and I'll scratch yours.

Italie - England: Helloooooo therrrrreeeee! from down hereeeeeee!!

Russia - Austria: My armies roll to your aid.

Russia - All: I am ready for all propositions.

Italy - All: West, East, North? You tell me.

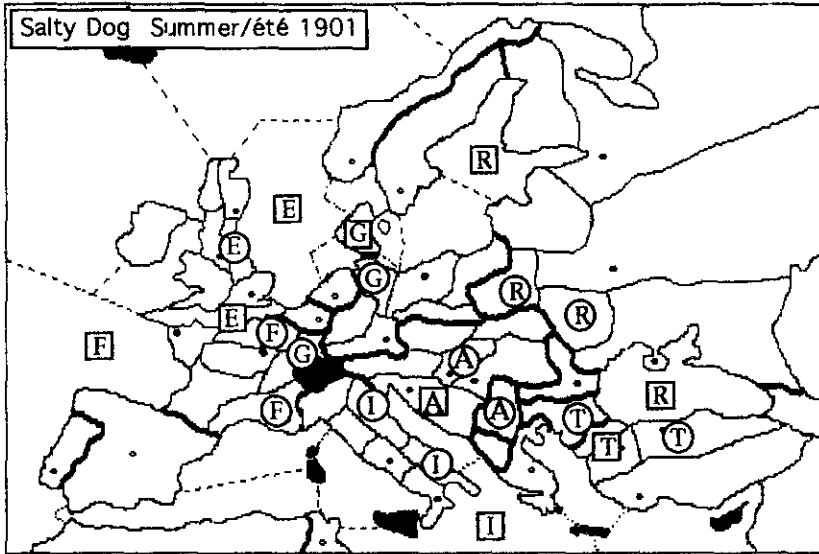
Austria - Italy: If my fleet is in Ven it will withdraw in the Autumn.

Austria - Turkey: Greece is yours. How about an alliance?

Austria - Russia: Please let us not waste time bouncing in Gal.

Summer 1901

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



Vivaldi "97??rb32"

Gunboat II Diplomacy Spring 1902

Austria

F(Tri)-Alb, A(Ser)SA(Bud), A(Bud)SA(Vie)-Gal, A(Vie)-Gal

England

F(NTH)-Hol, A(Bel)SF(NTH)-Hol, F(Lon)-NTH, F(Edi)-NWG, F(Nwy)S.
RussiaF(GOB)-Swe.(NSO)

France

A(Mun)-Kie, F(Mar)-GOL, A(Par)-Bre, F(Bre)-MAO, A(Spa)-Gas, F(Por)-Spa sc

Germany

A(Hol)-Kie, F(Den)-Kie, A(Sil)-Mun, A(Ber)SA(Sil)-Mun

Italy

F(Tun)-WMS, F(Nap)-TYS, A(Pie)-Mar, A(Ven)-Tyr

Russia

A(Gal)SF(Rum), A(Ukr)SF(Rum), F(GOB)-Stp sc, F(Rum)SF(Sev)-BLA,
F(Sev)-BLA

Turkey

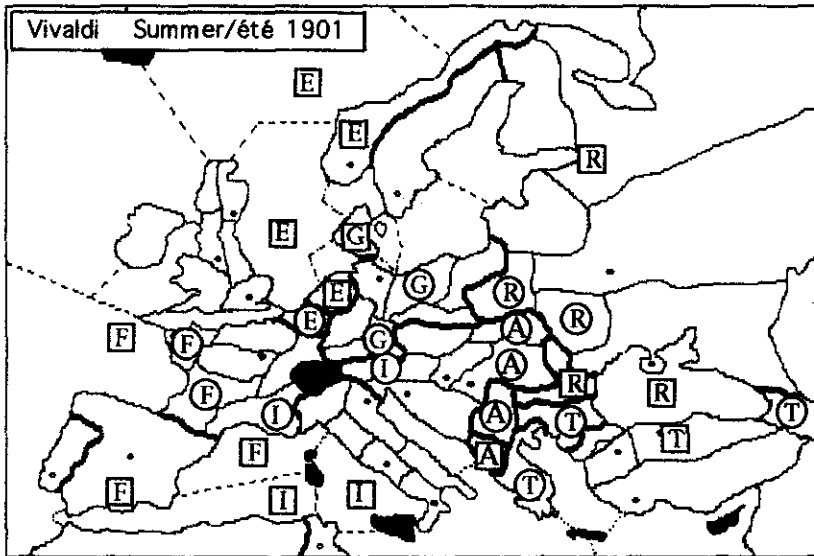
F(BLA)SA(Con)-Bul, A(Bul)-Gre, A(Con)-Bul, A(Smy)-Arm

Retreats

France GM removes A(Mun) (NRP), Germany GM removes A(Hol) (NRP)
 Russia A(Gal)-War, Turkey F(BLA)-Ank

Summer 1902

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



MISTY "95LGrb59"

Gunboat II Diplomacy Autumn 1904

As there was more than one NMR, I have exceptionally heldover this game.

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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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