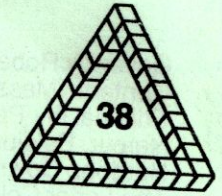


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General Deadline : **1 February 1998**

Messages

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by Patrick Lafontaine

Yes, I've finally submitted to the pressure of the media, editorials and the rest: I am now connected to the Internet!

The reasons for this decision are several:

First of all, my job as a teacher can only profit from new sources to find all sorts of documentation (essentially scientific, technical and educational). The existing links to different academic sites have already been skimmed over which has allowed me to appreciate the vast possibilities which the Internet can offer for finding addresses and references. Just in the domain of chemistry I am still exploring three well furnished Belgian sites; think what it will be like when I open my search to the world...

Next, and it turns out to be an important point, my wife will also have a professional use, which makes the usage/price ratio very reasonable in the household. In another respect, observe the name of my e-mail address - 'p.lafontaine'. That can mean Patrick and Paloma... Of course the utility aspect for my game activities doesn't need mentioning... The e-mail exchanges between Jef, Marc and myself these last three weeks (at the moment I write this editorial) and even the corrections sent to all the players of "Please Love Me" are all witnesses to the intensive usage that I have experienced since being connected to the internet.

Lastly, my other interests (role playing - board games - science-fiction - reading - history - ...) will also be swamped with electronic news which will enrich (if not overwhelm) them. It will be up to me to not to ruin myself with telephone charges and to find an easier software to use than internet mail which has already shown serious limitations...

[...] ((One week later))

I am for the moment using Internet Explorer 4 with Outlook Express as an electronic mail editor. This functionality appears to be interesting and functions rather well (even if it is sometimes necessary to adjust a few things for transferring files), here is a small e-mail from Jef:

"In your editorial can you mention the second part of the series of the two variants from The Lord of The Rings, and that there is a waiting list now

open. This concerns the two variants (for the moment), to see what interest there is...

And I haven't forgotten my intention to run a game by e-mail with the same deadlines as Dipsomania...

*My telephone number has changed, from now on it is:
(int+32) 42475607.*

*My E-mail address is now:
jef.bryant@ping.be"*

There, that's done Great eh! A small word via the net, a small exchange between Outlook and my word processor and it's done!

In short, you have understood, and I'm still crazy with my new toy, and can't wait to receive your messages and advice, your interesting discoveries or rather "amazing" ones (perhaps a column of "good and bad" diplo sites?) and other contributions in the enlargement of our minds...

Have a good trip on the information highway...

And above all we wish you a :



NAMUR, BELGIUM:

A PARADISE FOR DIPPERS - Part II

By Larry Peery

THE TOWN AND SURROUNDING AREA

"For two thousand years God and the Devil have struggled over Man. Nowhere is the battlefield so obvious as in Namur"

I suggest we look at Namur and its history as an allegory. By doing so we can take a very complex subject and reduce it to an understandable level. I doubt if this allegory is original with me, but offhand I don't know of anybody else to give credit for it. So, until I am shown otherwise, it is mine. It's pretty simple.

I suggest the Citadelle of Namur and all that goes with it: the arsenal, the palaces of political administrators, the broad avenues, the great places, etc. represent the Devil. The churches, the museums, the convents, etc. represent God. When the Devil was on the ascent; the Citadelle was preeminent. Great battles were fought over and around it. New additions were raised up. Old parts of the great fortress were torn down. The churches and other establishments of God were neglected or destroyed. And the people paid for it.

Citadelles are a French concept. In English they would be called castles or forts, but in French they are called citadelles. Wherever the French have gone; they have built their citadelles. You will find them close to Namur in Dinant, Liege, Luxembourg, and not so close in Villefranche sur Mer, Ajaccio and even in such remote places as Louisbourg (Nova Scotia), Quebec, and Haiti! Who knows, you might even find one on Devil's Island.

The Citadelle of Namur was to Belgium what Quebec was to Canada, or Gibraltar to the Western Mediterranean: a gateway and a fulcrum point. However, it did not exist in a vacuum, although at times Belgium may have seemed like one or, perhaps more accurately, a vortex into which the Great Powers of Europe were drawn.

Consider that from the earliest times Namur has been ruled by the French, the Holy Roman Empire, and Liege (c. 867 - 1384); and later by the Duchy of Burgundy (1384 - 1477), the Austrian Habsburgs (1477 - 1555), the Spanish Habsburgs (1555 - 1713), again the Austrian Habsburgs (1713 - 1794), the French Revolutionists and Napoleon (1794 - 1815), the Kingdom of the United Netherlands (1815 - 1831), and most recently by the Kingdom of Belgium (1831 -). It doesn't exactly make you want to run out

and buy any expensive real estate there, does it? The Diplomacy player will note that all of the Great Powers, except Russia and Turkey, have had a hand in Namur; and even the Russians are getting close. They now have a representative at NATO Headquarters just a few miles away.

The history of the Citadelle is even more convoluted. Remember, always, we are talking about one of the most important pieces of real estate in one of the richest areas on earth. Ever since Roman times somebody has wanted it or, equally important, wanted to make sure that somebody else didn't have it. A simple address: 50 degrees, 28 minutes North, 4 degrees, 52 minutes East.

The Citadelle of Namur was a particularly hard nut to crack. After all, its builders had had over seven centuries to perfect its defenses. It served as a strategic bastion, attracting wave upon wave of attacks and experiencing an equally determined series of reconstructions and reinforcements. The most famous of these contests occurred in the late 17th century, during the War of the Grand Alliance. In 1692, the renowned fortress architect and siege engineer Sebastien le Prestre de Vauban (1633 - 1707), one of the last true "men of the Renaissance", took Namur for the French while Louis XIV himself looked on. That moment is immortalized in the famous painting "Namur Pris Par Sa Majeste Le Demier Juin 1692." Vauban strengthened Namur so well that it was thought impregnable, but only three years later it was taken in less than a month by the forces of William of Orange.

No one seemed to learn the lesson. Two hundred years later the Belgians spent a fortune and several years expanding the Citadelle's defenses. Only to watch the Germans take it in 1914 in a few weeks. In 1940 the Germans made even quicker work of it. The pundits say that in the course of twenty centuries the fortress faced twenty sieges.

But when God was on the ascent, the old churches were torn down. New churches with bigger towers were built. The oldest churches became Cathedrals. Old episcopal palaces expanded. The treasuries were filled with vast new wealth fashioned into objects of art. The princes of the church lived like the princes of the state. And the people paid for it.

A few rulers, usually called "the great," managed to do both: fight wars on behalf of the Devil and raise new churches on behalf of God. No doubt they were hedging their bets. And the people paid twice as much for it.

And so this struggle went on for two thousand years. Historically the Devil has held the high ground and God has held the low ground. The people survived where they could.

Today, I think, things have changed. I cannot say if it is a permanent change or just an aberration from the traditional patterns of history. It seems to me that both the Devil and God have been routed, at least temporarily. The Devil has lost the high ground. The Citadelle no longer

prepares for war. Instead it is filled with sports fields, amusement parks, and museums. The nation is selling or giving away its armaments and cutting its armies as never before. God, on the other hand, has lost the low ground. The churches are filled with tourists instead of worshipers. The sale of souvenir postcards outpaces the sale of votive candles. A Pontiff that just a few years ago could demand and expect an audience of a million faithful today draws only a few tens of thousands, mostly the doubters and curious. My conclusion: people no longer want to kill, but neither do they want to bring to life more people to fill an already over-populated country.

And where are the people today if not in the Citadelle and in the churches? They have fled to the suburbs where they live, work, play, and occasionally worship at the Altar of the Good Life.

Still, the idea of man existing without some kind of conflict to keep him occupied is unacceptable. So where is the battle being fought today? I suggest it is being waged in Namur and all around the world on the campuses of universities and other centers of learning and research. In the past the students and faculty were divided into legions called: law, philosophy, the arts, etc. Today they struggle to keep up with units of fullerenes, high specificity polymers, composite materials, biomaterials, bioluminescence, and software engineering!

Today, although the average person may not be aware of it, the most important institution in Namur is not the Citadelle or the Church and what they represent, but the University. Elsewhere I will discuss the similarities and differences between the universities of Chapel Hill and Namur. Here I only want to point out that the University in Namur; which traces its roots back to a Jesuit institution founded in 1610, a modern university established in 1830, and a modern campus built in the early 1980s; has a dual role as educator and community servant. The students learn, and as part of their learning, do research and practical projects to benefit their community. A good example of this can be seen on the various Namur "rue" web sites; each one of which traces the history of a particular major street in the town. Students did the research for these sites. Students put them together. Students maintain the computer system that keeps the information up and running. Alas, one thing the University in Namur does not seem to do, is teach its students how to learn for themselves or, perhaps more importantly, how to translate their academic skills into useable and marketable skills on the labor market.

In summary, I cannot think of another site in Belgium, or continental Europe for that matter, which offers so many and so varied a collection of illustrations of my God vs. Devil thesis.

And what of this site? How can you visualize Namur in your head if you have never seen it or looked at a map of it? Well, if you are anywhere near my age you may remember the "peace buttons" that so many students wore during the anti-war protest days of the 1960s and 1970s. Imagine one of those buttons with a donut super-imposed on it. That's what Namur looks

like. Got it? No, I didn't think so. Well, let's use a French metaphor instead. After all, they did. Imagine a pair of man's trousers laying on the floor nicely stretched out with the waist to your right. The upper leg is the Sambre River. The lower leg is the Meuse. When they come together to form the waist the single River is called the Meuse. The open area between the two legs (rivers) is, nearest the junction, the Citadelle. Across the upper leg (river) where the thigh would be is the main part and old town of Namur. Across the lower leg (river) where the thigh would be is the newer suburb of Jambes. Got it? Well, you should have. The French did. Just look at what they named Jambes.

THE OLD TOWN

"The battleground in detail."

Namur is not a world class city. Nor is it a national capital. Nor is it even a very large town. However, it is a doable town: big enough not to be boring, small enough to be accessible. It is an affordable town. It is also a representative town. It is a provincial (e.g. county) capital in an area of both historical and current interest.

If you look hard enough in Namur you'll find representations of all the great periods of European history, but you don't have to look very hard at all to see the manifestations of the scourge of war. Just look up.

Some people suggest that Namur is well past its prime and that the glories being celebrated today are those of hundreds of years ago. Perhaps, but I prefer to think the town's greatest years lay ahead of it.

By now I hope you have a map of Namur. It will make it much easier to follow my "walk about" around the town. If you don't have a map handy, but have web access, you may want to look at the one on the Namur Info Page site. It's quite good. And now let's go look at Namur.

Namur, the capital of the Belgian province of the same name, is located on the Meuse River at its juncture with the Sambre.

Namur today is a busy industrial city. Heavy trade is facilitated by the river shipping and five railroads. Principal products are machinery, fine steel cutlery, porcelain, paper, earthenware, and glassware, most of which are based in the suburb of Jambes.

The fortified city has wide streets, attractive promenades and large public squares.

The old town lies on the left bank of the Sambre and the Meuse.

Other buildings include the city hall and theater. Large fairs and cattle markets are frequent. It has an episcopal seminary, various learned

societies and charitable institutions and is the seat of a governor and of a bishop. In other words, all the attributes of a historically prosperous town.

In medieval times the city was the capital of a county of the same name and was several times captured by the French.

The town is dominated by the Citadel which stands on a rocky spur between the Sambre and the Meuse, and which has been fortified since the Roman era. It can best be reached by a cable way (funicular or telepherique) 2.2 km (1 mile) long, or by bus from the station via the suburb of "Salzennes". It can also be reached by car either from the War Memorial on the right bank of the Sambre up the Route des Panorama (which offers a great view of the area), or from the casino by the equally scenic Route Merveilleuse. At the top of the hill, occupying an area of 65 hectares (161 acres) is a beautiful park, a large sports stadium, an Open-air theater, a Forestry Museum (Palais Forestier) and an amusement park. Here too is the Chateau de Namur, visible from afar, and an observation tower. A little below are the 17th c. buildings of the Citadel, now partly a barracks. At the northern bastion which the road skirts on the inner side, are two medieval towers housing the Museum of Arms, Armour, and Military History. The \$7 admission charge includes an audiovisual display on the history of the Citadelle, a miniature train ride around the grounds to see the various structures, a guided tour of the deepest underground passages, and access to the fortress's museums.

EATING, DRINKING AND SLEEPING IN NAMUR

"The practical good life."

The French like to brag about their good cooking, but who can cook it for themselves or afford to eat it at three star Michelin restaurants? The Belgians have developed a superb cuisine that people can actually cook for themselves and, if that isn't appealing, fine dining is available throughout the country, most of it at affordable prices. However, eating is not cheap in Belgium, even when you remember that taxes and tips are included in the quoted price.

I remember President De Gaulle complaining about the difficulties of governing a country that produced four hundred cheeses. I wonder what he would have said about a country that produces five hundred beers. Beers are the national beverage of choice in Belgium, even more so than in The Netherlands or Germany. There are whole web sites devoted to the subject, and even beer site tours for tourists.

Although eating and drinking may be more expensive in Belgium than in some places, housing is a relative bargain, at least in Namur.

CONCLUSION

“

I titled this article “*Namur, Belgium: A Paradise For Dippers*” before I wrote it, always a dangerous thing for a writer to do. Still...

The Paradise Myth occurs in almost every culture and language. Perhaps the oldest comes from ancient Persia where Paradise was a beautiful, enclosed garden where milk and honey flowed.

My vision of Namur as a Dippers' paradise is a bit different. I have suggested that in Namur we will find an on-going struggle between God and the Devil over Man, and that Man is, of late, more than holding his own. It may not exactly be Paradise, but it sounds like a WDC event to me, and I think we could do worse than a diet of beer, waffles, and chocolate. Don't you?

Right. See you in Namur in 1999.

As always, your comments are welcome.

HARDBOP DOWNFALL

by James and Mark Nelson and a cast of thousands

Catalogue N° ts27/07

Hardbop Downfall is based on Coolbop Downfall which in turn was based on Downfall VII (Definitive) which was a creation of John Norris and Glover Rogerson. Other people who have made significant contributions to the design of Downfall over the years include Bryan Betts, Iain Bowen, Richard Egan, Martin Lewis, Hartley Patterson and John Wilman (and no doubt others whose contributions have been lost in the swirling mists of time). This version has been re-arranged and presented by Stephen Agar (May 1993) who has only really made substantive changes to the victory criteria.

0. This is a Diplomacy variant based around Tolkien's The Lord of the Rings and all regular Diplomacy rules apply, save where amended below.

1. THE POWERS

DWARVES: A(Erebor); A(Iron Hills); A(Blue Mountains)

ELVES: A(Imladris); A(Lorien); A(Elven Kings Hall); F(Gray Havens); Fellowship(Shire).

GONDOR: A(Minis Tirith); A(Belfalas); A(Lamedon); A(Lebennin); Faramir(Minis Tirith); Ranger(Bree); Gandalf(anywhere).

MORDOR: 2A(Barad-Dur); 2A(Minas Morgul); 2A(Udûn); 2A(Nurn); A(Dol Guldur); A(South Rhûn); A(Gunabad); 3 x Easterling Armies(off-board); Sauron(Barad-Dur); Nazgul(any home s.c.).

ROHAN: A(Helms Deep); C(Edoras); C(Dunharrow).

SAURMAN: A(Isengard); A(Dunland); A(Khazad-Dûm); Saurman(Isengard).

UMBAR: P(City of the Corsairs); A(Havens of Umbar); A(Harad).

2. SPECIAL UNITS

2.1 There are a number of types of units in this variant: (a) ordinary Military Units (ie. armies and fleets); (b) Personality Units which represent Faramir, Sauron, Saruman, Gandalf, the Ranger, the Fellowship and the Nazgul and (c) Special Military Units which include Multiple Armies (eg. 2A, 3A), Easterling Armies, Cavalry, and Pirates. In the rules Military Unit means both ordinary Military Units and Special Military Units, while unit refers to all three types of unit.

2.2 Some units (Gandalf, Ranger, Nazgul, Cavalry) are permitted to move two spaces per turn. save where modified below, the following general rules apply to such units. The first move is simultaneous with normal movement and may interact with other units in the normal way, the second move takes place after retreats and such movement may only give and receive support from other units capable of moving two spaces. See the Summary of Move Sequence below. These units can only retreat one space if dislodged.

3. PERSONALITY UNITS

3.1 General Rules: Save where explicitly mentioned below, Personality Units generally move as a normal unit (though their whereabouts are not reported with the game report) and they have an intrinsic combat value of zero. They may move across land or sea without restriction and they may be convoyed as a regular army if wished. They may share a space with any other unit (Personality Unit or Military Unit), but cannot on their own affect the control of a supply centre. If they share the space with a unit of another player, or they pass through a space occupied by another unit, the players concerned are informed privately by the GM with the game report.

3.2 In addition to normal moves they may also be ordered to Lead a unit whose space they are sharing (eg. Faramir L A(Minas Tirith)-Anorien) with the effect that the activity being carried out by the unit in question will have +1 added to its strength (more than one Personality Units can lead the same unit with cumulative effect). They cannot give or receive support on their own account, but must act through the intermediary of the unit which they are leading.

3.3 A Personality Unit which leads another unit will have its position revealed. If a unit being lead by a Personality Unit is forced to retreat or is annihilated, then the Personality Unit will retreat with it or be annihilated with it (even though the Personality Unit may have a valid retreat available to itself). Personality Units do not retreat in any other circumstances. Personality Units may also be destroyed by any Military Unit with which they are sharing a space at the end of a turn, including Military Units which are built in a space occupied by a Personality Unit, provided that the Military Unit in question has orders to this effect, save that the Personality Unit cannot be destroyed if the Military Unit concerned has retreated into the space occupied by the Personality Unit. provided that the player concerned has had the foresight to so order. It is advisable for players to submit standing orders as to the destruction of any Personality Units they may encounter.

3.4 Sauron: Sauron's moves are always reported in the game report and Sauron can only lead Mordor units. If Sauron is destroyed, Mordor is eliminated from the game and all its units stand as single armies in civil disorder.

3.5 Faramir: Faramir's moves are only reported when he leads a unit and he can lead both Gondor and Rohan units (though in the case of the latter only with the specific permission of the Rohan player).

3.6 Saruman: Saruman's moves are only reported when he leads a unit and he can only lead his own units. See also Special Build rules below.

3.7 Gandalf: Gandalf starts the game in any space elected by Gondor and he may move up to 2 spaces per turn and cross mountain ranges without penalty. Gandalf can only be destroyed if at the end of a turn he shares a space with a Multiple Army (including a single unit being led by a Personality Unit) and that player so orders. If Gandalf is destroyed he reappears in 1-6 moves (determined randomly by the GM) in any space the Gondor player chooses. In addition to the above general rules, Gandalf's position is also revealed if he uses any of his powers, which are:

3.7.1. Gandalf may support a unit as if he were a normal unit himself;

3.7.2. He may lead any Good or Neutral unit (+1 strength), though such units may only move one space per turn unless they are otherwise permitted to move two spaces;

3.7.3. Gandalf may order any Good or Neutral unit (supersedes the order of the original player) if he shared a space with it at the end of the previous move, provided that neither Sauron nor Saruman is also present in the same space.

3.7.4. Any unit he moves with, leads or supports, ignores the effect of the Nazgul.

3.7.5. Gandalf may enter Khazad-Dum and destroy the Balrog (see below). he will then miss 1-6 seasons (determined randomly by the GM) before appearing in any space the Gondor player chooses. After reappearing the effect of Gandalf supporting or leading a unit is increased to +2.

3.7.6. Gandalf will protect the Ranger and Fellowship units from being killed if he shares the same space as them and he is not killed himself.

3.7.7. Gandalf may claim the Ring, but he may not carry or wear it.

3.8 Ranger: The Ranger unit may move up to 2 spaces per turn and may lead only Gondor or Rohan units. The Ranger can only be killed in the usual way by Military Units belonging to an evil player or any other player who has had one of his supply centres neutralized by the Ranger. In addition to the above general rules, the Ranger's position is also revealed if he uses any of his powers, which are:

3.8.1. The Ranger may neutralize any unoccupied non-fortress supply centre, in any season, simply by declaring it to be neutralized at the end of any move in which the Ranger occupies that supply centre. The centre in question becomes unowned and must be re-occupied in the normal way.



3.8.2. The Ranger will protect the Fellowship from being killed if he shares the same space as it and he is not killed himself.

3.8.3. If the Ranger enters Edoras he may on his subsequent move, move to Erech (which is only passable to the Ranger) through the Paths of the Dead (but not vice versa until he has walked it in the correct direction first). Having done this the Ranger is turned into a double Personality Unit (+2

when leading), though the Ranger's movement is reduced to one space per turn and the Ranger loses the ability to neutralize supply centres (though the ownership of any unclaimed supply centres which are neutral due to having been neutralized by the Ranger will immediately pass to Gondor at this point). Once the Ranger has walked the Paths of the Dead special build rules comes into operation (see below).

3.9 Fellowship: The Fellowship unit does not have the power to lead units. If the Fellowship enters Fangorn it may on the subsequent move march with the Ents to Isengard and destroy that area's fortification and any garrison or occupying Neutral or Evil Military Unit provided that neither Sauron, Saruman or the Nazgul are already there. If the Fellowship is successful then Isengard is no longer a supply centre and the Ents return to Fangorn automatically.

3.10 Nazgul: The Nazgul unit may move up to 2 spaces per turn (though it may never cross a sea/lake space) and may lead units in the control of the player who controls the Nazgul (initially Mordor - see the rules relating to Ring, below). The Nazgul cannot share a space with Gandalf: if both are ordered to the same space then Gandalf prevails and if Gandalf ends a move in the same space as the Nazgul, the Nazgul will retreat. The Nazgul can only be destroyed if at the end of a turn it shares a space with a Multiple Army (including a single unit being led by a Personality Unit) and that player so orders. If the Nazgul is annihilated it is rebuilt 2 moves later in any home supply centre of the player controlling it. Instead of moving or leading a unit the Nazgul may elect to paralyse with fear any Military Unit sharing a space with it or occupying an adjacent space, provided that the unit in question is not a Multiple Army or being Led by a Personality Unit. A unit which is paralysed with fear may not move or give support, though it may receive support. In addition to the above general rules, the Nazgul's position is also revealed if it uses its power to paralyse a unit with fear.

4. SPECIAL MILITARY UNITS

4.1 Multiple Armies: Originally only Mordor has Multiple Armies, though they may also come into existence if someone wears the Ring (which see). They may not split their strength into multiple supports or attacks. A single attack on a multiple unit cuts all supports being given by it. When retreating, Multiple Armies have the strength of a single army and once lost they may not be rebuilt. They count as one unit for the purposes of adjustments.

4.2 Easterling Armies: Mordor's off-board Easterling Armies are in all respect conventional armies and they may enter the board on the first or subsequent moves at Nurn, Ered Lithui, North Rh?n and South Rh?n. Units cannot offer support if they are off-board, no units may move back off-board and no further units may be built off-board. Easterling Armies are affected by the rules relating to the Ring (see below).

4.3 Cavalry Units: Only Rohan may build Cavalry units. Rohan starts the game with two Cavalry units and may build an additional Cavalry unit when

it reaches 6 centres and a further one for every four centres thereafter. Once built Cavalry units are not removed if the Rohan supply centre total drops below the numbers mentioned, though if destroyed they cannot be rebuilt until Rohan has sufficient centres to justify building a further Cavalry unit. Rohan may always have 2 Cavalry units provided it has 2 centres.

4.4 Cavalry units may move up to two spaces per turn, the second move cannot be made conditional on the success of the first move or on the moves of other units. Cavalry units may be supported by any unit on their first move, but only by Gandalf or other Cavalry units on their second move. Cavalry units must either spend their whole move either supporting or moving/standing, they cannot combine the two activities (though they can stand on the first move and move on the second or vice versa). If a Cavalry unit's first order fails, then the second order will fail also (this applies to both moving or giving support).

4.5 Pirate Units: Only Umbar may build Pirate units and it may never own more than 3 at one time. Pirate units are amphibious and may move/retreat across both water and land without penalty. When a Pirate unit is at sea it may convoy like a regular Fleet. Umbar starts the game with two Pirate units and may build a third Pirate unit when it reaches 8 supply centres. Once built the third Pirate unit need not be removed if the Umbar supply centre total drops below 8 centres, though if destroyed it cannot be rebuilt until Umbar once again has 8 centres. Umbar may always have 2 Pirate units provided it has 2 centres.

5. SPECIAL LOCATIONS

5.1 Fortresses: Some supply centres are deemed to be Fortresses which means that they add one to the strength of any Military Unit or Personality Unit occupying them. The bonus effect of some Fortresses is only available in specific circumstances as detailed below.

5.2 Garrisons: Some Fortresses start the game with a Garrison which confers on that Fortress an intrinsic strength of 1 even when it is unoccupied. Garrisons may receive support like conventional units. Garrisons are destroyed if the centre is captured by a player other than its original owner. If the original owner of a Garrisoned Fortress recaptures it, then the Garrison is reconstituted, save where noted below. The bonus effect of some Garrisons is only available in specific circumstances as detailed below. A Garrisoned Fortress adds only 1 (and not 2) to the strength of any Military Unit or Personality Unit occupying it.

5.3 In the following list, the power which initially controls the Fortress and/or Garrison is shown in brackets:

5.3.1. Fortresses (no Garrison): Barad-Dur (Mordor); Ud?n (Mordor); Dol Guldur (Mordor); Minas Morgul (Mordor); Minas Tirith (Gondor); Helm's Deep (Rohan); Dunharrow (Rohan); Khazad-D?m (Saruman); Elven Kings Hall (Elves)

5.3.2. **Fortress/Garrisons:** Iron Hills (Dwarves); Erebor (Dwarves); Blue Mountains (Dwarves); Imladris (Elves); Lorien (Elves); Isengard (Saruman)

5.3.3. **Special Cases:** (a) Khazad-Dum and Helm's Deep become Fortress/Garrisons (and build centres) for the Dwarves for as long as they are controlled by them. (b) The Shire is a Fortress for Good units only and is garrisoned against Evil units. If the Shire is taken by an Evil player both fortress and Garrison are destroyed forever preciousss (gollum). (c) Fangorn is a Fortress for Good players only. No Evil unit may enter Fangorn except when they are led by Sauron (in which case the Ents and the Fortress are destroyed forever and Fangorn becomes passable to all units).

5.4 **Khazad-Dum:** Any non-Saruman unit which successfully enters Khazad-Dum is annihilated by the Balrog, unless it is Gandalf, Sauron, or accompanied or led by Gandalf or Sauron. If Gandalf enters Khazad-Dum the Balrog itself is destroyed (see Gandalf). If Sauron enters Khazad-Dum the Balrog changes sides and now any non-Mordor unit entering Khazad-Dum is destroyed (though it remains a Saruman home centre until captured in an Autumn turn). The Ranger may pass through Khazad-Dum provided he doesn't end his turn there.

5.5 **The Hollin Gateway:** Units in Azanulbizar cannot receive support for attacks on Khazad-Dum from units in Hollin or Rhudaur. Likewise units in Hollin or Rhudaur cannot receive support for attacks on Khazad-Dum from units in Azanulbizar.

5.6 **Erech:** This space is passable to the Ranger only.

5.7 **Mountains & Marshes:** The lines of Mountains marked on the map are impassable to all units except Gandalf, Sauron, Saruman and the Nazgul. Marshes are impassable to Armies and Cavalry units.

6. SPECIAL BUILD RULES

6.1 All Powers may build in their home supply centres without restriction as normal. However, the following is a list of special cases which should be noted:

6.2 Good players may not take control of home supply centres of other Good players for as long as the other Good player in question remains in the game. If a Good player occupies the home centre of another Good player in an autumn turn, control does not pass.

6.3 Gundabad starts the game as a neutral supply centre, although there is a Mordor army in it initially. It is not a home supply centre for any Power.

6.4 Saruman: Saruman may build in any centre occupied and owned by Saruman in a build season (provided no other Military Unit is there).

6.5 The Ranger: Once the Ranger has walked through the Paths of the Dead, Gondor may build in any centre occupied by the Ranger (whether

owned by Gondor or not) in a build season (provided no other Military Unit is there).

6.6 Dwarf build centres: Khazad-Dûm and Helms Deep become garrisoned Build centres for the Dwarves if controlled by them.

6.7 Fleets: The Elves and Gondor may own up to 2 Fleets, while Umbar may have as many Fleets as it wants. No other player may build more than one Fleet (unless they control the City of the Corsairs, see below).

6.8 City of the Corsairs: Any power controlling the City of the Corsairs (save Umbar) may build one Fleet there in addition to the above restrictions.

7. THE RING

7.1 The Ring is a piece as opposed to a unit, it cannot move on its own accord. The Ring is hidden by the GM somewhere on the map more than three spaces away from the starting position of a Mordor unit. The GM may if he wishes inform Mordor, Saruman and Gondor where they think the Ring might be (eg. a list of 2-4 spaces), but none of these need be correct!

7.2 The Ring is claimed by the first unit to enter the space in which the Ring is hidden. In the event that more than one unit enters the space simultaneously, the order of priority in claiming the Ring is as follows: Sauron, fellowship, Gandalf, Ranger, Nazgul, Saruman, Faramir, normal unit.

7.3 The Ring may be carried by a unit during its normal movement and additionally at the end of a move it may be passed to any adjacent unit. If the unit carrying the Ring is dislodged then the Ring is left behind for the victorious unit to claim (save that the Fellowship may take the Ring with it when retreating).

7.4 No Good player may put on the Ring. Neutral or an Evil players may put on the Ring (but may never take it off) in the following circumstances and with the following effect:

7.4.1. If Sauron puts on the Ring, Mordor wins the game (see Victory criteria).

7.4.2. If a Dwarf unit or an Umbar unit puts on the Ring, then the unit concerned becomes a 2A, 2F or 2P as appropriate.

7.4.3. If Saruman puts on the Ring then any of Saruman's original three armies still in existence become 2As. Ordinary Saruman units may not put on the Ring unless Saruman has been destroyed, in which case the unit putting on the Ring becomes a 2A.

7.5 If any player other than Mordor puts on the Ring at any time then the following happens:

7.5.1. All Mordor 2As become single Armies permanently.

7.5.2. Mordor loses control of its Easterling Armies which stand unordered and loses control of its three off-board supply centres until the Ring wearer in question is eliminated in which case Mordor regains control of the three off-board centres and may rebuild Easterling Armies as appropriate.

7.5.3. The Nazgul comes under the control of whoever wears the Ring and only reverts to Mordor if the Ring wearer is destroyed.

If any player puts on the Ring and subsequently loses it, they are eliminated from the game and their units will stand in civil disorder. The Ring may be destroyed by any player carrying (but not wearing) the Ring who takes it to Orodrui and orders its destruction (see Victory Criteria)

8. ALIGNMENT

Players are initially defined as GOOD (Elves, Gondor, Rohan), NEUTRAL (Umbar, Dwarves, Saruman) and EVIL (Mordor). Good and Evil players remain so for the duration of the game. A Good unit can never support an Evil unit and vice versa. A neutral player remains neutral until (a) one of that Power's units put on the Ring (in which case the Power becomes Evil), (b) that Power captures a home supply centre of a Good player (in which case the Power becomes Evil), or (c) that Power elects to become Good or Evil. Once a Neutral player becomes Good or Evil that alignment remains constant for the rest of the game.

9. SUMMARY OF MOVE SEQUENCE

In order to make adjudications simpler and to clarify the rules, the following is the sequence of events in a normal move [Autumn events are in square brackets]:

- i. Neutral declarations of change of alignment;
- ii. Normal movement: Military Units; Personality Units (first move where appropriate);
- iii. Combat adjudications;
- iv. Retreats;
- v. Passing of the Ring;
- vi. Gandalf, Ranger, Nazgul, Cavalry second moves and the Ents move to Isengard;
- vii. Further combat adjudications stemming from second Cavalry moves;
- viii. Further retreats stemming from second Cavalry moves;
- ix. Passing of the Ring by Gandalf, Ranger, Nazgul & Cavalry after second moves;

[x. Adjustments - builds & removals;]

[xi. Neutral players become Evil if captured Good home s.c.]

xii. Personality Units may be destroyed if possible;

xiii. Destroying or Wearing of the Ring;

10. CALENDAR

10.1 In this variant the role of game years is replaced with months with two turns per month, the first turn of the month being the Spring turn and the second turn of the month being the Autumn turn. The two turns are differentiated each month by putting "I" after the first turn and "II" after the second turn.

10.2 The months are taken from the Hobbit calendar as follows: Afteryule, Solmath, Rethé, Astron, Thrimidge, Forelithe, Afterlithe, Wedmath, Halimath, Winterfilth, Blotmath and Foreyule. The game starts in 3019 so the first turn is AFTERYULE I 3019, followed by AFTERYULE II 3019 (a build season), SOLMATH I 3019 etc.

11. VICTORY CRITERIA

Downfall is not a game where Victory criteria readily exist.

11.1. Sauron certainly wins if he puts the Ring on, while all non-Mordor players win if the Ring is destroyed in Orodruin.

11.2. Any Ring-wearing Power or Good Ring-carrying Power can win the game by controlling more than half the supply centres on the board and controlling more than half the units on the board (including Personality Units, hidden or not).

11.3. Any Power which is neither wearing the Ring nor carrying it can win the game by controlling more than three-quarters of the supply centres on the board and controlling more than three-quarters of the units on the board (including Personality Units, hidden or not).

11.4. All surviving players may unanimously agree on a draw at any time, but victory may not be conceded to any one player until the Ring has been worn by any player.

PROVINCE LIST

Amo Amon Sul, And Andrast, Anf Anfalas, Ang Angmar, Ano Anorien, Adu Anduin, Aza Azanulbizar, Bar Barad-Dur, Bel Belfalas, Beo Beorn's Marshes, Blu Blue Mountains, Bra Brandywine, Bre Bree, Bro Brownlands, Cad Cardolan, CDu Cam-Dum, Crk Carrock, Cel Celebrant, CMi Central Mirkwood, Cit City of the Corsairs, Dag Dagonlad, Dal Dale, DMa Dead Marches, Dol Dol Guldur, DoS Desolation of Smaug, Dru Druwaith Iaur, Dld Dunland, DhW Dunharrow, EEm East Emnet, EWa Eastern Wastes, Edo

Edoras, EKH Elven King's Hall, Emy Emyrn Muil, Ene Enedwaith, Ent
 Entwash, Erb Erebor, ELi Ered Lithui, Ech Erech, Esg Esgaroth, Ett
 Ettenmoors, Fan Fangorn, Far Far Harad, Fli Forlindon, Fnd Forlond, Fch
 Forochel, Fdw Forodwaith, Fra Framsburg, Gap Gap of Rohan, Gla
 Gladden Fields, Gor Gorgoroth, GHa Grey Havens, Gun Gundabad, Gwa
 Gwaithio, Har Harlond, HUm Havens of Umbar, HDø Helms Deep, Hrd
 Harad, Hdw Haradwaith, HPa High Pass, Hol Hollin, Iml Imladris, Iro Iron
 Hills, Ise Isengard, Knd Khand, KDu Khazad-Dum, Lam Lamedon, Leb
 Lebennin, Lhu Lhun, Lor Lorien, Los Lossarnach, Min Minhiriath, MMo
 Minas Morgul, MTi Minas Tirith, Nen Nenuial, NDo North Downs, NHa Near
 Harad, Nig Nuriag, Nin Nindalf, NIt North Ithilien, NRh North Rhun, Nrn
 Nurn, OFo Old Ford, OFR Old Forest Road, Oro Orodruin, Osg Osgiliath,
 Por Poros, Rhu Rhudaur, RRu River Running, Shi Shire, SGo South
 Gondor, SIt South Ithilien, SMi Southern Mirkwood, SRh South Rhun, Sut
 Sutherland, Udu Udun, WEm West Emnet, WWa Western Waste, Wil
 Wilderland, WHe Withered Heath, Wol Wold, BAY Bay of Belfalas, GoL Gulf
 of Lune, ICE Ice Bay of Forochel, SoN Sea of Nurn, SoR Sea of Rhun, SOU
 Southern Sea, TOL Tolfalas, WES Western Sea,

Letter Column

Brendan Whyte (New Zealand) - "Marc claims I am not mature because my judgements are not tolerant. In other words, I don't agree with him therefore I'm immature. THAT is immature reasoning. What's funny is, essentially he agrees with me: there is no community anymore. No parents seem prepared to guide their children in whom and when to marry, nor in working to make the marriage work. Neither do the children take any interest in seeking guidance. Love IS eternal, but it needs work. It is not the elevated sensual stage of first falling in love. That feeling of ecstasy quickly fades. This is what, I believe is the problem. People expect it to be fireworks and earth movements all day every day. No. That is the initial stage, and very nice, but that immediate ecstasy falls off into a deeper and more satisfying love, that many today do not seem prepared for. The satisfaction of being and working together, of building a home and family, of contributing to society by that procreation and work, by educating one's children... complementing each other. Even if love was eternal fireworks, we would soon get bored. So we are jolly lucky it isn't and that it becomes so much more satisfying and meaningful as we continue to nurture and live in it.

Today's generations are selfish. "What can I get out of it". Love comes from what you put in. Like sex: the best pleasure comes from giving pleasure, not always being on the receiving end. Just as the true meaning of Christmas and Easter have been commercialised and their true satisfactions lost amongst the get-get-get presents and food holiday they now are.

I am sorry Marc believes I am naive. I believe the more mature person looks beyond himself. Am I immature to tolerate paedophilia like those recent Belgians? After all, is it not a lifestyle choice? Children are not mature at age 8, so how can they be victims to this lifestyle? We beget children, and until they are 16 or 18 or 21, we do not trust them to drive a car, drink alcohol, vote... after all, a thriving civilisation in Greece was based on homosexual paedophilia.

You would be right not to agree with me there, but are you not then being intolerant of that choice?

I am against people rushing into marriage and then expecting society to pick up the pieces via benefits. Marriage is part of society as much as part of the individual. It must be sanctioned by society. Those who refuse the sanction, and the responsibility of that have no place expecting the society they ignored to support them.

The rules we as a society provide, being Biblical, are there for our own protection. Prostitution, child abuse, adultery, illegitimacy, single parent families are all signs of a society in decline, each individual expecting to

gain from society but refusing to contribute. tragedy of the commons. Sex and marriage each have a purpose. To abuse their raison d'être is to plunge society into anarchy and ultimately to kill it. with arguments like yours, Marc, that promote all the evils listed above, that is where we head. 'My' religion teaches me to love others, which is why I am so saddened when they choose to make bad choices. We are meant to love the sinner but not the sin. Jesus didn't live communally in some incestuous hippie-dippie commune, but with his parents and brothers, and hung out with other bachelors. He helped the adulterous woman but he didn't tolerate her choices. he forgave her when she asked for forgiveness, and told her to go and not sin again. If she didn't want forgiveness, he would not have forgiven her. Yes, God does forgive us, not 7 times, but 70 times 7 times. But he gets sad and angry when we keep doing the same stupid thing and then wanting forgiveness just to go out and do it again. forgiveness requires a desire to change one's ways. That is what is missing in society when men have several 'lovers' one after another. There is no desire to change, only to inflict more hurt. They seek gratification in the wrong directions, and when it fails to satisfy, as it will, they seek it again. always after the cheap thrills, never willing to invest in the ultimate satisfaction: an enduring love and commitment to one woman, knowing who their father was and who their children are. Committed to their upbringing and education, committed to supporting and affirming their wives.

Parents-to-be courses are a brilliant idea, Jef, and that is what the families of a married couple are supposed to provide. The grannies and mothers pass on their knowledge and aid to the younger generations. With the West's disdain for familial relations beyond the nuclear, each couple now exists in a vacuum, and has lost that passed on knowledge. Plunket Society here, and mother's Union, and other groups provide such courses, as well as health services for infants, and the chance to communicate with other young parents and share experiences.

it is not lack of such opportunity but the choice to avoid it that is the problem, choices based on poor education because the families the young couples come from are not supporting themselves. And thus the cycle is perpetuated.

Vive the common good!

Tony Dickinson (England) - "Cheers for Dipso - 37 ... usual (expected these days, we'll spoil!) Kewl Schima cover and a fair wedge of non-games stuff (25 pages) brilliant - keep up the good work..."

Wonderful anglophile editorial from Marc (it was good to see/talk to him at Manorcon...a good Con. (The only one I'll get to this year - see you all next year!!)

It was certainly sparse on the contributions in the lettercol (and I really don't want to get involved in a riposte to the views aired last time...

So I suppose I should introduce or open a new subject to instil discussion!? Well how about European Federalism? Not exactly original or even that interesting but it is important (more so if you're from this staunch

little island called Britain!) Does anybody think there will be a true European Union?

The Namur article was quite a vivid read (even if erroneous in areas, but it didn't get past Marc) certainly learned a few things."

Jean-François Mougard (France) -

Abortion and the Rights of Women: Antinomy?

"I have never made a secret, at the risk of being labelled as a reactionary in the eyes of my friends, that I have always had a difficulty to accept abortion. In my view, it cannot be a matter of the confession of our incapacity to welcome the other. That said one cannot ignore the fact that abortion exists, to forbid it would be a hypocrisy of a most cynical nature.

To hear women demanding the right of abortion makes my skin crawl. This right would be the foundation of their freedom and the indispensable condition of their equality. Pushed to absurdity, this right could be added to the Rights of Man and the Citizen.

My intention is not to wake (although, a little perhaps...) the old demons which irritate Brendan Whyte as well as his most vicious disparagers. I would like simply to put these claims in parallel with that which is happening in China. I listened to the radio recently and heard a program on birth control in this country, of which you are probably aware that the family policies are quite different to that of Western policies. One of the wrongs of this policy is, notably, that it leads to eugenics of which women are the first victims. The policy of the one child family combined with systematic ultrasound examinations and the paradoxical persistent traditions lead to these Chinese women to fully exercise their right in the most elementary way in the fifth month of their pregnancy once the sex of their child is known...

Women are thus victims of a formidable discrimination. Each year there are hundreds of thousands of female foetuses which are simply eliminated because they are female. And to hear women to rise up against this discriminatory practice...

There is one country at least, and not the least, where abortion and the rights of women are antinomic."

By Popular Demand - 4

by Patrick Lafontaine

English

	1	2	3	4	5	6	Score	Old Total	New Total
Letter T	clothing	savant	movie	drink	disease	comput			
Berry Renken	Trousers	Turing	The Blu	Tonic	Typhus	Text ed	12	58	70
Brad Martin	T-shirt	Teller	Two da	Tea	Tubercu	Termina	19	70	89
Brendan Whyte	Trousers	Thoreau	Tampo	Tea	Tubercu	Trash	21	60	81
Jef Bryant	T-shirt	Einstein	Termina	Tea	Tourette	Termina	17	58	75
Marc Léotard								30	30
Mark Stretch	Trousers	Thomas	Termina	Tea	Tubercu	Telecom	25	62	87
Martin Jennings	Trousers	Thomps	Termina	Tea	Tubercu	Templat	26	58	84
Per Westling								49	49
Pierre Torrès	T-shirt	-	Thunder	Tonic	Tubercu	Tabulat	13	42	55
Tony Dickinson	Trousers	Taylor	Termina	Tea	Tetenus	Transfer	21	45	66
(Patrick Lafontaine)	Trousers	-	Termina	Tequila	Tubercu	Transfer	(20)	(60)	(80)

Clothing: T-shirt 3, Trousers 6

Savant: Teller (Edward) 1, Thomas 1, Turing (Alan) 1, Thoreau 1, Thompson 2, Taylor 1, Einstein 1

Movie: Two days in the Valley 1, Terminator 5, Thunderball 1, The Blues Brothers 1, Tampopo 1

Drink: Tea 6, Tequila 1, Tonic 2

Disease: Tuberculosis / TB 6, Typhus 1, Tetanus 1, Tourette syndrome 1

Computer term: Terminal 2, Transfer 2, Telecommunication 1, Text editor 1, Trash 1, Template 1, Tabulator 1

Français

	1	2	3	4	5	6	Score	Anc.	Total
Lettre T	Vêteme	Savant	Film	Boisson	Maladie	Info			
Berry Renken	Tignasse	Turing	Tintin su	Tequila	Typhus	Traiteme	7	23	30
Brendan Whyte	Troussea	Thoreau	Tampop	Thé	Tubercu	Trash	16	41	57
Fabrice Prestigicomo	Tailleur	-	Termina	Thé	Tubercu	Table	21	56	77
Jef Bryant	T-shirt	Tourne	Termina	Thé	Tourette	Terminal	23	58	81
Marc Léotard	Tailleur	Tourne	Termina	Thé	Tubercu	Tableur	25	52	77
Martin Jennings	T-shirt	Thomso	Termina	Thé	Tubercu	Touche	25	49	74
Pierre Husquinet	T-shirt	Thomso	Termina	Thé	Tétanos	Type	20	55	75
Pierre Torrès	T-shirt	Tourne	Thunder	Tonic	Tubercu	Tabulat	17	47	64
(Patrick Lafontaine)	Tablier	Tourne	Termina	Tequila	Tubercu	Terminal	(21)	(56)	(77)

Vêtement: Tailleur 2, T-shirt 4, Tablier 1, Trousseau 1, Tignasse 1
Savant: Tournesol (Tryphon) 4, Thom(p)son 2, Turing (Alan) 1, Thoreau 1
Film: Terminator 6, Tintin sur la Lune 1, Tampopo 1, Thunderball 1
Boisson: Thé 6, Tequila 2, Tonic 1
Maladie: Tuberculose / TB 6, Tétanos 1, Typhus 1, Tourette (syndrome de) 1
Terme informatique: Table 1, Tableur 1, Type 1, Terminal 2, Traitement de texte 1, Trash 1, Tabulation 1, Touche 1

Some of the categories were judged to be very difficult, especially by english-speakers. Of course, I didn't expect how hard it was to find a savant whose name begins with a T. In fact, I thought of Tournesol ((**GB** from Tin Tin)) when writing this category, without realizing that his name was translated as Calculus in English...

So, I poured into my Science and History books, without any luck in finding any (real) savant that could be both known by english-speaking people and with a name starting with a T. I cursed myself when I read "Teller", a physicist involved in nuclear research...

If some categories were "closed" (such as Terminator or Tea), I expected Tetanus to have better results. But, most of all, how did I think of Tequila and not Tea (...and I drink Tea every morning)!

About the scores: at the beginning of this game, I said that the scores would be in the form of a percentage of the highest score for each turn. I'm working it, it will be done in the next turn's report...

Turn 5 - Letter B

1. A colour
2. A toy
3. An adjective which describes a person
4. A make of car
5. A non European city
6. Something that can be found in a garden

Waiting Lists

Inside Out Diplomacy	GM Jef Bryant	"Goldie"	3/7
Léotard (Belgium), Prestiagicomo (Belgium), Martin (Australia)			
Dwarf Throwing Diplomacy	GM Jef Bryant	"Caramba"	3/7
Martin (Australia), Prestiagicomo (Belgium), Dickinson (England)			
Classic Diplomacy	GM ??	"??"	1/7
Guilloux (France)			
Gunboat II (No press):	GM Jef Bryant	"Casablanca"	5/7
Anonymous			
Gunboat I (With press):	GM Jef Bryant	"??"	2/7
Anonymous			
The Hare and Tortoise:	GM Patrick Lafontaine		2/7
Jennings (Switzerland), Burgdorf (Spain)			
Diplomacy (or Variant) by E-mail with Dipsomania dead lines			0/7
Send me an e-mail to join this list.			

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
Middle Earth X	5	One Player
Hardbop Downfall	7	
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	Three Players
Latin Wars		One player (Martin)

Please do not forget your preference lists

Churchill "97??pe17"

London Nights Diplomacy -Night 01

Theatre Goers [Th] Email: martib@devetwa.edu.au
Brad Martin, 15, Turo Close, Willelton, Western Australia, Australia
A(LeS)-TrSA(Hay)SA(LeS)-TrS A(BeP)-StG
[S] Email: leotard@fusl.ac.be
Marc Léotard, Rue de Savoie, 87, 1060 BRUXELLES,
2A(GrS)-Hyp, A(CaQ)-Eus, A(OxC)-ToC

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

[N]
Brendan Whyte, 96 Waiatarua Road, Remuera, Auckland 5,
A(GrI)-Lil, A(IsI)-H, 2A(Str)-BLB

[R] Tel: +441865842734
Mark Stretch, 48, Wilsdon Way, Kidlington, Oxfordshire, OX5 1TN
A(ThM)SA(TrS)-Whi, A(PaG)-LeS.(NPO), A(TrS)-Whi

[T]
Fabrice Prestigiacomo, Rue de la Corniche 33, B-4102 OUGREE,
A(Cha)-Luh, A(HoC)SA(Cha)-Luh, D(Bar)-Che-Quy

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

[P] Email: Jef.Bryant@ping.be
A(StJ)-WEB, A(Whi)-WEB, A(ViE)-WAB, A(BLB)-Sou, A(LuH)-QuV,
A(Wal)-CaS, A(CaS)-SOB, A(Cor)-LOB, A(FeS)-TrG, A(Ald)-FeS

Press

Eastenders - Police: What a stupid idea to defend the weakest! Too subjective.... In that case I am the weakest so Help me!

Nurses - All: Once more unto the bridge dear friends once more... Now is the night of our discontent made anarchic by some son of Montbatten-Windsor... No wonder Shakespeare wasn't a modern poet!

Nurses - Taxidrivrs: You can never get a cab when you want one. I'll need a pickup on the South Bank tomorrow morning. Meet me there!

Nurses - Royals: Kill a copper to earn your gold.

Nurses - Theatre Goers: Show yourselves! Stage a riot!

Theatre Goers - Management: We demand a refund!

Theatre Goers - Nurses: A blasted taxi driver hit me in the leg - please massage my ... thigh!

Theatre Goers - GM: Help! Police!!

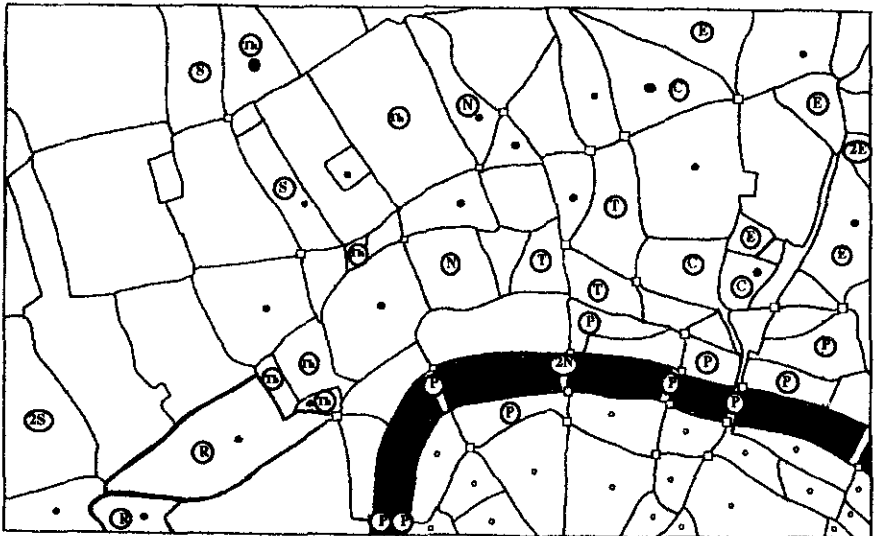
Taxidriviers - Police: Banzaiiii!!!

City Boys - Royals: Get on the net/e-mail Stretchy!

Midnight 01

Theatre Goers	CoG, LeS, Sha, RuS	+Stg, Trs	6(4)	+A(LeS), A(Sha)
Shoppers	Kni, OxC, ToC		3(3)	No Change
Eastenders	Sho, BeG, Spi, StM	+FiC	5(4)	+A(Sho)
Nurses	GrI, Isl, Cle		3(3)	No Change
The Royals	ThM, PaG, FrS		2(3)	-A(Whi)
Taxi Drivers	Bar, Cha, NoS		3(3)	No Change
City Boys	OIS, FiC, ThS	+IrR	3(3)	No Change

NB: Stg, IrR, were hidden supply centres.



MISTY "95LGrb59"**Gusboat II Diplomacy Autumn 1904****Austria**

A(Bud)-Gal, A(Tri)-H, A(Gal)-Ukr, A(Rum)SA(Bul), A(Lvn)-Stp, F(Gre)SA(Bul),
A(Bul)SF(Gre)

England

F(Cly)-Lpl, A(Yor)-Edi, F(SKA)-Swe, F(Nwy)SF(SKA)-Swe

France

F(ENG)-Lon, F(IRI)-ENG, F(Bel)-Hol, A(Bur)S Germany A(Hol)-Ruh,
A(Par)-Pic, A(Mar)SA(Bur)

Germany

A(Lpl)-Edi, F(NTH)-Lon, F(BAL)-Swe, F(Den)SF(BAL)-Swe, A(Hol)-Ruh,
A(Mun)-Ruh

Italy

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

Russia

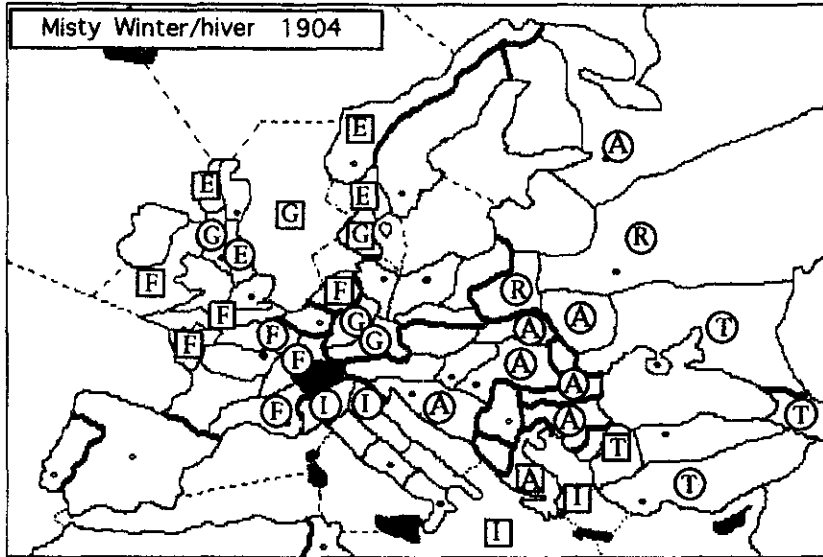
A(Mos)SA(War), A(War)SA(Mos)

Turkey

A(Sev)-Rum, A(Smy)-Con, F(Con)-Bul (NPO), A(Ank)-Arm

Winter 1903

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



BETWEEN THE SHEETS "92LAfn02"

Song of the Night Spring 5010

1: Spells

Chunyans Reich: SG(Esu), SG(Set)

Beastland: ED(Rua)

Dana: OS(Len)

Falás: CF(Len)

Ekofisk OS(Ojz), SG(Cob)

2: Movement

Beastland

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

N(Cas)-Apt, A/H(Bdr)-Hid, A(Myr)-Ban, W2/H(Cas)-H, N(Dus)-Vir, A(Tel)-Myr,

Chunyans Reich:

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

Las Rozas Spain

N(Amy)-Ige, A(Kis)-Fam, F(BLS)CW1(Esu)-Daw, W2(Set)-Var, F(FER)-WES,
F(Yvd)-Bys, W1(Esu)-Daw, A(Dra)SA(Lem)-Esg, F/H(DEE)-Daw, A(Lem)-Esg,
A(Rua)-Sou(ED), F(SHA)CW1(Esu)-Daw, F(RED)-FOG, F(VAN)-Eus

Dana: NMR

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

A/W(Len)-H, A(Esg)-H

Ekofisk:

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

N(Ret)-Grp, A/H(Dha)-H, A(Kar)-Ojz, F(LAN)-BLS, W1(Vdm)-Ant,
A(Ant)SA(Kar)-Ojz, A(Vdm)SA(Kar)-Ojz, W2(NOS)-Cat, F(Joa)-BOI,
A(Der)-H(NMR)

Falas:

Laurent Siquet, rue de Borlez 26, B-4317 FAIMES, Belgium
N(And)-H, A/H(Ene)-H, A(Dem)-Len, W1(Til)-And, W2(Ibi)-Ene, A(Hid)-Yvd,
N(Ojz)-Ant, A(Rem)-Fam

Retreats

Dana: A(Esg)-Siw Ekofisk: A(Ant)-Dol

Game End Proposal

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

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

Proposition D has failed: 2 votes Yes, 2 votes No

Proposition E has failed: 1 vote Yes, 3 votes No

Press

Ekofisk - Beastland: A helping hand?

Ekofisk - Falas: I'm taking a chance in going to Ojz. I won't go any further if I succeed!

Ekofisk - Chunyans Reich: What then?

Beastland - Ekofisk: Thanks for giving me Cob back. I'll re-take it another day!

Beastland - Falas: AGREED! The Chunyans Reich must be stopped and SOON. We all must settle our differences now.

Falas - Ekofisk: OK. Let's go for Chunyans Reich. I hope my passage by Ant doesn't pose too many problems for you. Afterwards (and if you haven't blocked me) I intend to go towards Dol (in order to be able to construct some units), or to move in the direction of Rem (if the first alternative is really unfavourable for you). Write to me to let me know what you think.

Falas - Dana: If we made peace?

Chunyans Reich - Ekofisk: Why are you then throwing all your units against Falas?

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

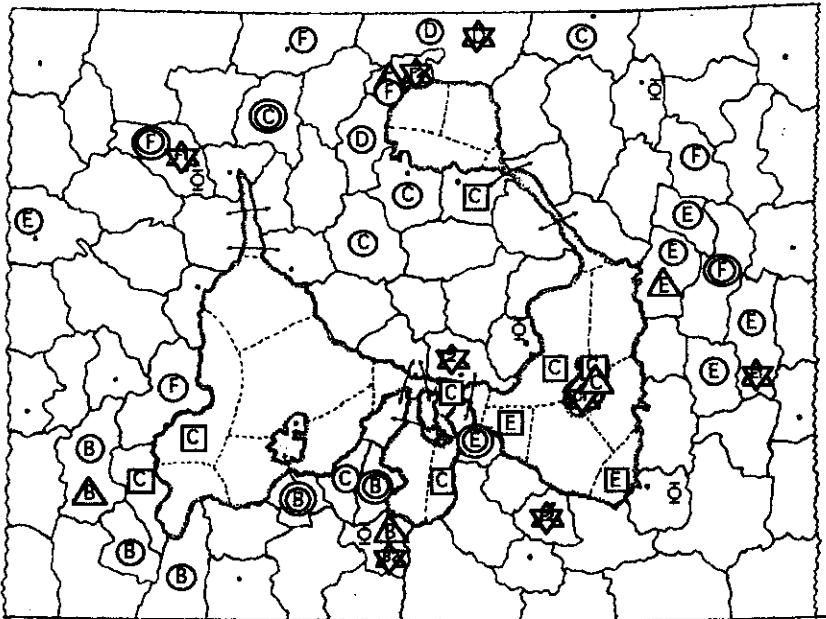
The "Capital" supply centres are underlined below.

Summer 5010

Beastland	<u>Cas</u> , Tel, Ban, <u>Bys</u> , Bdr, Dus	6
Chunyans Reich	<u>Set</u> ² , Var ¹ , Esu ² , Uri, Daw ¹ , Tro, Amy, Kis	8
Dana	Eus, Esg	2
Ekofisk	<u>Joa</u> ¹ , Der, Ist, Cob ² , Cat, Dol, Dha	7
Falas	<u>Fam</u> , , Ojz, <u>And</u> , Arj, Dem, <u>Enc</u>	6

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

Set², Esu², and Cob² are capable of supporting two units during the year 5011.



Between the Sheets Summer/été 5010

Salty Dog "97??rb32"
Gunboat I Diplomacy (With Press) - Autumn 1901

A(Ser)-Rum, A(Vie)-Gal, F(Tri)-H

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

France

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

A(Bur)-Mar, A(Kie)-Hol, F(Den)S Russia F(GOB)-Swe

A(Ven)-H, A(Apu)-H, F(ION)-Tun

A(Ukr)-Rum, A(War)-Gal, F(BLA)SA(Ukr)-Rum, F(GOB)-Swe

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

Press

France - Italy: Thanks but I suggest we do not touch each other's backs at all.

France - Russia: You've got a friend.

France - England & Germany: Remember if I trust you this time, I'm naive only once.

England - France: See you in Berlin?

Austria - Turkey: I kept my pledge about Gre, how about carving up our Northern neighbour?

Austria - Italy: I'm sure you have better uses for your A(Ven).

Austria - Germany: I hope you didn't let Russia have Swe - if you did we are all in deep shit!

Germany - France: Sorry, I couldn't resist! If I've failed, I'd be happy to accept your support for A(Bur)-Bel.

Germany - Russia: Sweden is yours - mutual support from now on?

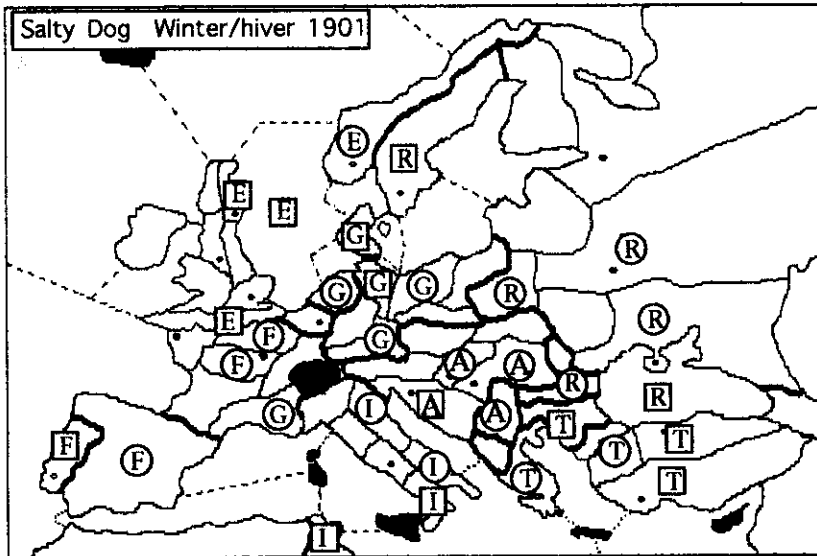
Russia - Turkey: I'm following you.

Turkey - Russia: Do we have a deal?

Turkey - Austria: You're giving me Greece? Thanks!

Winter 1901

France	Vie, Bud, Tri	+Ser	4(3)	+A(bud)
	Edi, Lon, Lpl,	+Nwy	4(3)	+F(Edi)
	Mar, Par, Bre	+Por, Spa	4(3)	+A(Par)
	Ber, Kie, Mun	+Den, Hol,	6(3)	+A(Mun),
		+Mar		A(Ber), F(Kie)
		+Tun	4(3)	+F(Nap)
	Nap, Rom, Tun	+Rum, Swe	6(4)	+A(Mos), A(Sev)
	Mos, Sev, Stp, War	+Gre, Bul	5(3)	+F(Smy), F(Ank)
	Ank, Con, Smy			

**CUBAN "91LDrb59"****Gunboat II Diplomacy Autumn 1914**

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

France F(Lon)-H

Germany A(Mun)-H, A(Ber)-H, F(Kie)SA(Ber), A(Ruh)SA(Mun), A(Bur)SA(Mun), A(Fin)S Russia A(Stp), F(Swe)-BAL, A(Gas)SF(Mar)-Spa(sc), F(Mar)-Spa(sc), A(Pie)-Mar, F(MAO)CA(Pic)-Por, A(Pic)-Por, F(ENG)CA(Pic)-Por

Italy F(Bul)ec-H

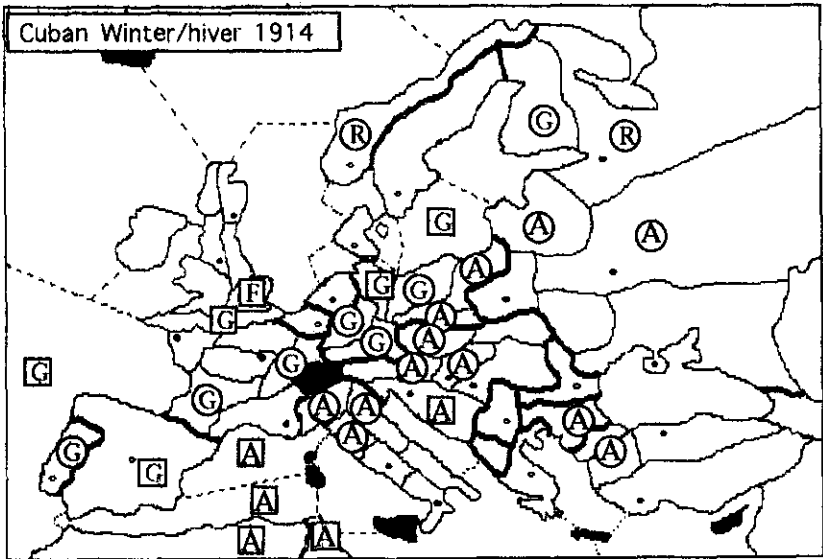
Russia A(Nwy)SA(Stp), A(Stp)SA(Nwy)

Retreats

Germany GM removes A(Pie), Italy F(Bul)ec-BLA

Winter 1914

Italy	Bul	0(1)	OUT!
France	Lon	1(1)	No Change
Austria	Bud, Tri, Vie, Ser, Gre, Rum, Tun, Ank	+Bul 17(16)	+F(Tri)
	War, Mos, Smy, Ven, Sev, Nap, Con, Rom		
Germany	Ber, Mun, Den, Kie, Bel, Par, Bre, Swe, Mar, Edi, Spa, Lpl, Por, Hol	14(14)	2 Short
Russia	Stp, Nwy	2(2)	No Change



CHIWAWA "94LD1b01"**Americana Latina 1821 - Anonymous With Press**
Autumn 1826**Argentina**

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

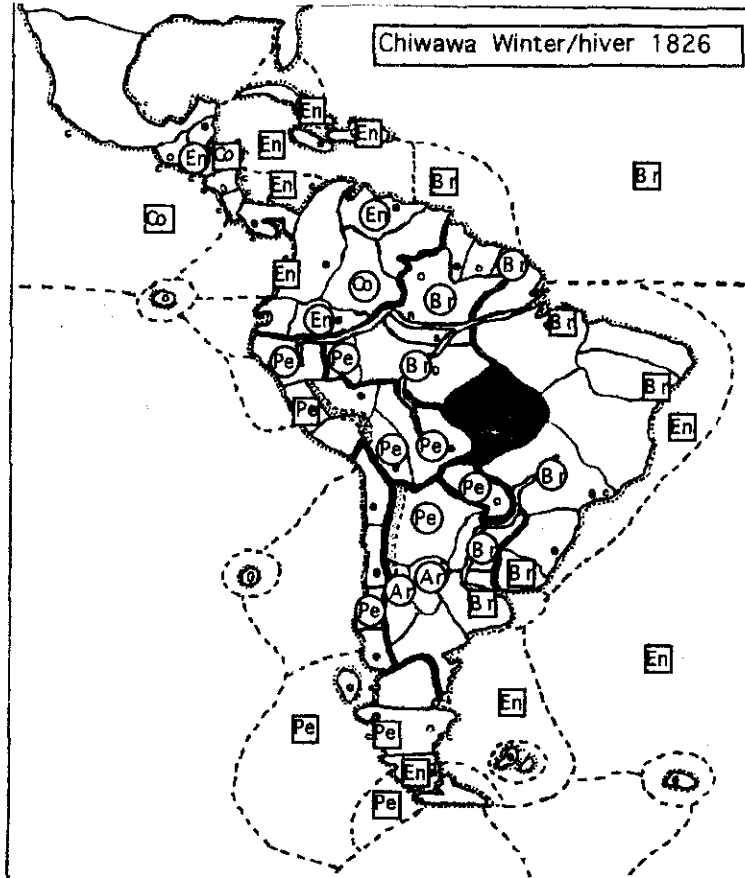
EnglandF(GMO)CA(Cos)-Gua, A(Bog)-Car, F(Hai)SF(ATN), F(ATN)SF(RIP)-CEB,
F(MCA)CA(Cos)-Gua, F(ATS)SF(RIP)-CEB, F(Pam)-Pas (NPO.ec/wc?),
A(Cos)-Gua, F(GSJ)S Argentina A(Cor)-Bue (NSO), F(RIP)-CEB, A(Sel)-Bog**Colombia**A(Ngr)-Bog, F(Nic)wc-OPN, F(Hon)nc SF(Nic)wc-OPN (NPO)**Peru**A(Lim)-Eln, A(Cus)-Acr, A(Lpl)SA(Pry), A(Pry)SA(Tuc), A(Tuc)SA(Pry),
A(Stg)-Bio, F(Chu)wc-Pas(wc), F(MPA)SF(Chu)wc-Pas(wc), F(DMA)-Pam**Brazil**F(CEB)-ATN, A(Ria)SA(Rim), A(Par)SF(Bue), A(San)SA(Par), F(Uru)SF(Bue),
F(Bah)-CEB, F(MAN)SF(CEB)-ATN, A(Rim)S Peru A(Cus)-Acr, F(Bue)SF(Uru),
A(Guf)-H, F(Bel)SF(CEB)-ATN**Retreats**

England F(ATN)-Cub

Press**Colombia - England:** OK for the plan - I will stop you losing Nic and in exchange I'll wait for Panama as promised. Can you specify what will become of Bogota in the future as it is impossible to arm it and I need it.**Brazil - Peru:** Let's stay friendly and take out the colonist pig (England). Hope the support was of some help.**Winter 1825**

Argentina	Men, Cor	2(2) No Change
Brazil	Bel, Bah, San, Pto, Guf, Ria, Gub, Guh, Bue ¹ , Rim	10(10) No Change
Colombia	Hob, Gua, Iga, Hon, Lpl	3(5)
Peru	Lim, Cus, Pot, Ant, Ife, Pry, Stg Pue, Ich	+Lpl, Pas 11(9) +F(Lim), A(Pot)
England	Geo, Fal, Jam, Nic, Car, Pas, Cub, Bog, Pam, Pan, Sel	+Hai, Gua 12(11)+F(Bog)sc

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



GRASSHOPPER "94LErb32"

Gunboat I Diplomacy With Press Autumn 1906

Austria

A(Ven)-H, F(ADR)SA(Ven), A(Tri)-Bud, A(Vie)SA(Tri)-Bud

England

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

France

F(GOL)-WMS, F(ION)-Nap, F(TYS)SF(ION)-Nap, A(Pru)-Lvn, A(Sil)-Pru, A(Pie)-H, A(Mun)-Sil, A(Tyr)-Mun, F(MAO)-H

Italy

A(Boh)-Vic, A(Bud)SA(Boh)-Vic, A(Nap)-Rom, F(Gre)-ION

Russia

A(Mos)SA(Ukr)-War, A(Ukr)-War, F(Sev)-H, F(Rum)-Bul(ec), A(Fin)-Stp,
F(Swe)-H, F(Nwy)SF(Swe)

Turkey

A(Arm)-H, A(Bul)-H, F(AEG)-H, F(Ank)-H

Retreat

Russia GM removes F(Swe)

Press

France - England: If again you didn't get into NWG then try F(NTH)SF(EDi)-NWG. First proceed strategically, then take the dots.

France - Austria: Not to worry, Italy is much deader than you are!

Russia - All: Holy Russia is danger of suffocating. Brutalised by England, harried by Turkey, betrayed by the late Germany, menaced by France. We asks for international help to stop the war. We propose a game end: "1 - France".

This is International Rescue - Russia: Standby - Thunderbirds 1 and 2 are on their way! Anything can happen in the next half-hour!

Russie - Angleterre: Now all is revealed before my eyes. You are manipulated by France, who keeps you confined in the North. You have so many fleets that you cannot menace or advance on to the continent. You're condemned to stay small.

Russie - France: Bravo for your breakthrough. If I hadn't so many enemies (4) I would've squashed you like an ant. But that is not to be, one cannot remake history.

Italie - All: France has already won and you have all lost...

England - France: Thanks for leaving me Ber. I will be in Moscow in 1910 (or 11).

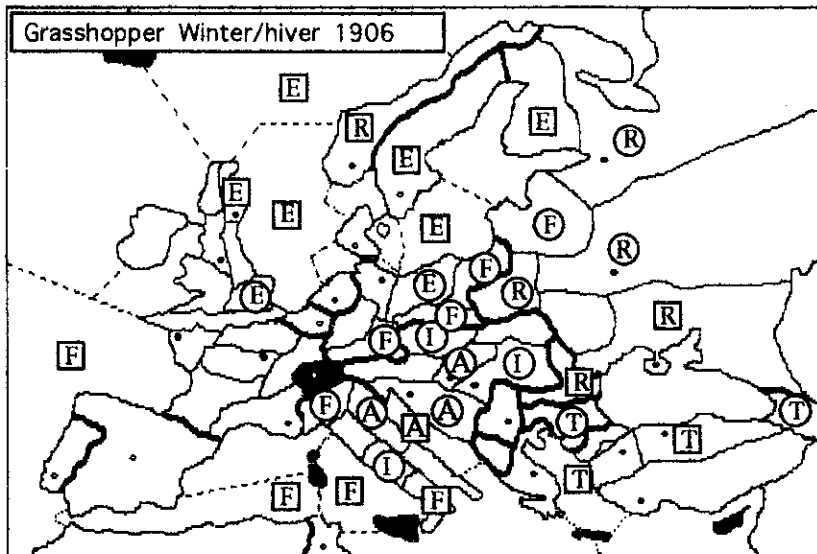
Mindbender Enterprises - Italy: Now look here, some of us are trying to make a crust out of this! If you persist in fanning about in Austria while France takes all your centres you are going to dissappear. Fight your enemy for dear's sake!

Game End Proposal

(1) France, (2=) The Survivors.

Winter 1906

Austria	Vie, Ven, Ser, Tri		4(4) No Change
England	Edi, Lon, Lpl, Den, Hol, Kie	+Swe, Ber	8(6) +A(Lon), F(Edi)
France	Mar, Par, Por, Bre, Bel, Spa, Mun	+Nap	9(9) No Change
	Tun, Ber		
Italy	Nap, Rom, Tri, Bud		3(4) -F(ION)
Russia	Mos, Sev, Stp, War, Swe, Nwy, Rum		6(7)
Turkey	Ank, Con, Smy, Bul		4(4) No Change



Suffering Bastard (linked to Grasshopper)

Diplomacy Bourse IIIA Spring 1906

ORDERS:	England Pounds	Austria Crowns	France Francs	Italy Lira	Russia Roubles	Turkey Piastres
Old Value	1.42	1.06	2.11	1.00	1.44	1.25
Mindbender Enterprises	3586	-50	0	-500	-500	-500
Charles Tbronne	0	0	341	0	-500	0
Carnivore	325	-500	-500	0	-500	-500
Hosaka	0	-500	1150	-500	-500	0
Tequila	0	-500	540	0	0	-500
Total	3911	-1550	1531	-1000	-2000	-1500
Change in Value	0.39	-0.16	0.15	-0.10	-0.20	-0.15
New Value	1.81	0.91	2.26	0.90	1.24	1.10

NEW HOLDINGS	Pounds	Crowns	Francs	Lira	Roubles	Piastre	ECUs
Mindbender Enterprises	4737	0	1843	2853	1494	2110	1
Charles Tbronne	0	0	8118	0	712	0	1
Carnivore	3000	500	3625	0	1890	1004	2468
Hosaka	4000	2500	1650	190	3500	1900	-662
Tequila	900	745	2950	1500	0	0	19

VICTORY POINTS

Number of Centers	8	4	9	3	7	4	Total	Old Posn	New Pos
	England	Austria	France	Italy	Russia	Turkey	Vict Pts.		
Hosaka	320	100	149	6	210	76	860	1	1
Mindbender Enterprises	379	0	166	86	90	84	804	4	2
Charles Tbronne	0	0	731	0	43	0	773	3	3
Carnivore	240	20	326	0	113	40	740	2	4
Tequila	72	30	266	45	0	0	412	5	5

NIGHT SHADE "96FF"**Classic Diplomacy Autumn 1903****Austria C.O.A.**

Réginald de Potesta, 66/209 Rue des Wallons B-Louvain la Neuve, Belgium

A(Ser) s Russia F(Rum)-Bul ec, A(Gre) s Russia F(Rum)-Bul ec, A(Vie) s A(Tri), A(Tri) Stands, F(AEG) s Russia F(Rum)-Bul ec

England

Berry Renken, van Nootenstraat 6, DG Diever, NL-7981, The Netherlands

A(Fin)-Nwy, F(NWG)-BAR, F(Edi)-NTH, F(NTH)-ENG, A(Bel) - Pic**France NMR N° 2**

Jason Wilke, 2042 Dalton Avenue, Deltona, FL 32725, USA

F(Spa) sc H, A(Tyr) H, A(Bur) H, A(Pic) H

Germany

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

A(Hol) s France A(Pic)-Bel, F(Den) s Russia F(Swe)-SKA, A(Mun)-Bur, A(Ruh)-Bur, F(BAL)-Swe**Italy**

Pierre Husquinet, Rue Etienne Soubre 30, B-4000 LIEGE, Belgium

A(Mar) H, A(Ven)-Pie, F(ADS)-Ven, F(Nap)-TYS, F(ION) H

Russia C.O.A.

Fabrice, Prestigiacomio, Rue de la Corniche, 33, B-4102 OUGREE, Belgium

F(Rum)-Bul ec, A(War)-Ukr, A(Mos)-Sey, F(Swe)-Nwy, A(StP) s F(Swe)-Nwy

Turkey

Martin Jennings, 9 rue Jean-Robert Chouet, CH-1202 Genève, Switzerland

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

Retreats

Turkey removes A(Bul)

Winter 1903

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

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

Press

Germany-England: Persevere diabolicum?

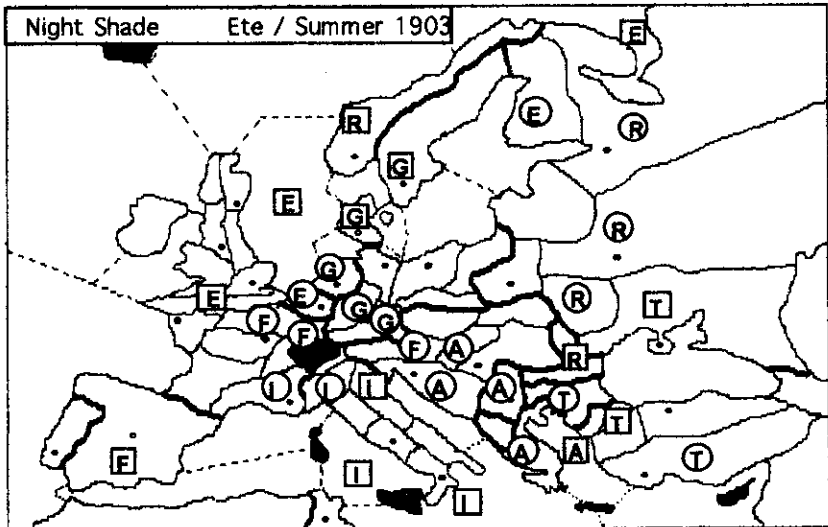
Germany-France: Si vis pacem, para bellum...

Germany-Russia: Errare humanum est!

Germany-GM: Ave Caesar! Qui morituri te salutat!

Germany-GM: I live too close to the Parc Asterix...

Austria-Russia: I supported you only because if I did not, Turkey would step on me afterwards... You are incredible to ask a support to Rumania, as I could easily have taken it myself without a sweat. I hope this will make us good allies.



KISS IN THE DARK "94FE"

Classic Diplomacy Spring 1907

Austria

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

France

Gaetano Testa, Av. Cdt Lothaire, 66, B-1040 Bruxelles, Belgium
A(Par)-Bre, F(Gas) s A(Par)-Bre, F(MAO)-Spa sc, A(Bur)-Mar

Germany

Marc Léotard, Rue de Savoie, 87, B-1060 BRUXELLES, Belgium
A(Edi)-Nwy, F(NTH) c A(Edi)-Nwy, A(Swe) s A(Edi)-Nwy, F(BAL)-Pru,
A(Mun)-Sil,
A(Ber) s A(Mun)-Sil, A(Tyr)-Mun, A(Wal)-Yor, F(ENG)-Bel, A(Bel)-Ruh

Italy

Tony Dickinson, 78 Pontefract Road, Purston, Featherstone, West Yorkshire,
WF7 5AP, UK
F(TYS) s F(Tun)-ION, F(Tun)-ION, A(Nap) Stands, A(Vie) s A(Tri),
A(Tri) s A(Vie)

Russia

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

Turkey C.O.A.

Fabrice, Prestigiacommo, Rue de la Corniche, 33, B-4102 OUGREE, Belgium
A(Gal)-War, A(Sev)-Mos, A(Rum)-Ukr, A(Bud) s Italy A(Vie), F(Gre)-ION,
F(Con)-AEG,
F(ION)-TYS, F(GoL)-Mar

Retreats

Russia A(Sil)-Gal, Turkey F(ION)-EMS

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

Summer 1907

Austria	Vie	0(1)	Out!!!
France	Mar, Par, Por, Spa	+Bre 5(4)	+F(Mar)
Germany	Mun, Ber, Kie, Hol, Den, Lpl, Bel, Edi, Lon, Bre	+Swe 10(10)	
Italy	Ven, Nap, Rom, Tun, Tri	+Vie 6(5)	+F(Ven)
Russia	Mos, StP, Swe, Nwy, War	2(5)	-A(Boh), -A(Fin), -A(Gal)
Turkey	Ank, Con, Smy, Gre, Bul, Rum, Sev, Ser, Bud	+War 11(9) +Mos	+A(Con) +A(Smy), +A(Ank)

Press

GM-Austria: Thank you for sending me orders until your last breath...

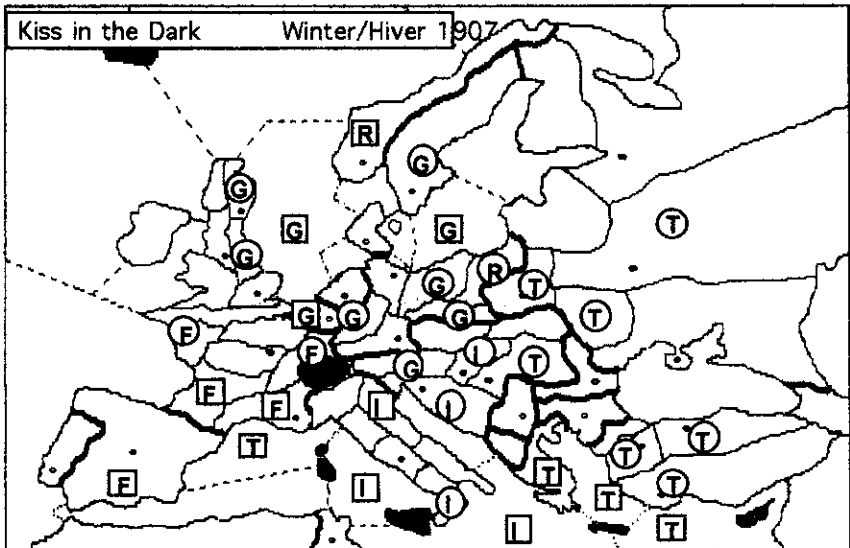
Italy-Austria: Désolé, mais...

Italy-Germany: I'm trusting you on this! Will be in touch, e-mail (hopefully).

Germany: The German government has declared a week of official mourn for the loss of independence of his faithful ally Austria-Hungary. German people celebrate the resistance of their brothers, and spontaneous manifestations showed to those vile aggressors a strong determination to avenge this crime against humanity.

Germany-Russia: It's now, in his perfidy, that the Turkish will betray you, Nicky, and you'll cry alone in your destroyed palace on the honest alliance your devoted cousin has offered you. Cry! We won't even pull out a tissue.

Germany-All: In gratitude to those who wrote me this turn, I offer them a million marks. I have to admit that it won't cost me a pfennig... If it goes on like that, I'll drop the game; no NMR, no : just to waste any pleasure you still may have, as you waste mine.



PLEASE LOVE ME "95Lard10"

Stab Diplomacy Autumn 1906

England

Marc Léotard, Rue de Savoie, 87, B-1060 BRUXELLES, Belgium
~~F(Por)-Spa sc~~, F(MAO) s ~~F(Por)-Spa sc~~, A(Ruh) s Germany A(Hol)-Kie,
F(NTH) s F(Nwy)-SKA, F(Nwy)-SKA

France

Tony Dickinson, 78 Pontrefract Rd, Purston, Featherstone, West Yorkshire,
WF7 5AP, UK
A(Mar) H, A(Bur) s A(Mar)

Germany

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

Italy

Berry Renken, van Nootenstraat 6, DG Diever, NL-7981, The Netherlands
A(Ser)-Bul, F(Gre) s A(Ser)-Bul, A(Pie)-Mar, A(Mun) s Germany A(Hol)-Kie,
F(GOL) s A(Pie)-Mar, F(Spa sc) s A(Pie)-Mar, F(WMS) s F(Spa sc),
~~F(ION)-AEG ((NSU))~~

Russia

Jason Wilke, 2042 Dalton Avenue, Deltona, FL 32725, USA
F(SKA) H, A(Kie) H, A(Bul) H

Turkey C.O.A.

Fabrice, Prestigiacommo, Rue de la Corniche, 33, B-4102 OUGREE, Belgium

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

Spring 1906

England	7
France	3
Germany	2
Italy	11
Russia	10
Turkey	1

End Game Proposal

The proposal is rejected by 4 YES and 1 NO.

Vivaldi "97??rb32"**Gunboat II Diplomacy Autumn 1902****Austria**A(Gal)-H, A(Bud)-Ser, A(Ser)-Gre, F(Alb)SA(Ser)-Gre**England**A(Bel)-Den, F(NTH)CA(Bel)-Den, F(Hol)S_Germany.F(Den)-Kie (NSO),
F(Nwy)-SKA, F(NWG)-Nwy**France**A(Bre)-Spa, F(MAO)CA(Bre)-Spa, F(Spa)sc-Mar, F(GOL)-Tus,
A(Gas)SF(Spa)sc-Mar**Germany**

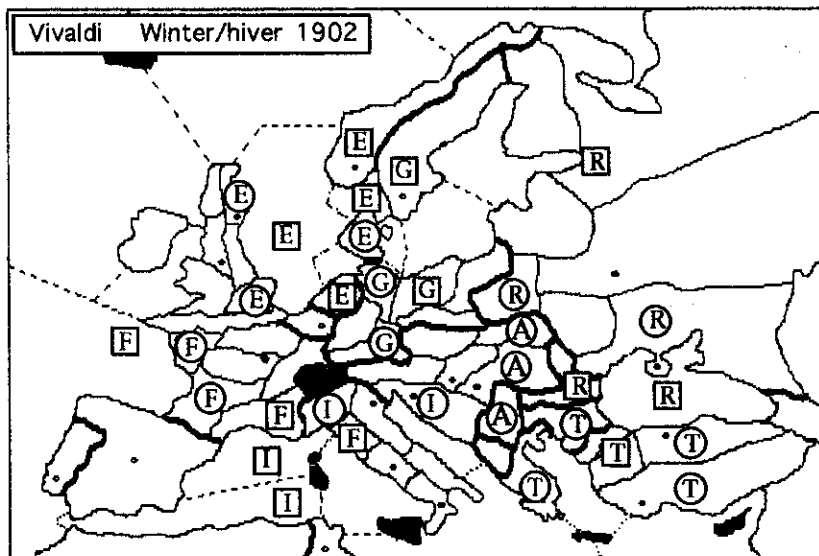
A(Ber)-Kie, A(Mun)SA(Ber)-Kie, F(Den)-Swe

ItalyF(WMS)-Spa(sc), F(TYS)-GOL, A(Mar)-H, A(Tyr)-Tri**Russia**A(War)-Gal, A(Ukr)-Sev, F(Rum)S_Austria A(Ser)-Bul (NSO), F(BLA)SF(Rum),
F(Stp)sc-H**Turkey**A(Gre)SA(Bul), A(Bul)SA(Gre), F(Ank)-Con, A(Arm)-Ank**Retreats**

Italy A(Mar)-Pie

Winter 1902

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



Z A - Z A "92LFrh11"

Terrestrial Chaos - Anonymous

Prize Winning Variant Competition Spring 1912

03 Berlin

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

10 Greece

A(Bla)-Con, A(Bul)SA(Bla)-Con, A(Aeg)S Crete A(Cre)-Ems

13 Liverpool

A(Bur)SA(Mun)-Swi, A(Mun)-Swi, A(Nao)SA(Bre)-Mao, A(Stp)SA(Fin)-Gob, A(Hol)-Kie, A(Swe)-Bal, A(Ruh)-Mun, A(Bal)-Ber, A(Fin)-Gob, A(Nth)-Eng, A(Den)SA(Hol)-Kie, A(Bre)-Mao, A(Gas)-Mar, A(Nwy)SA(Stp)

25 Sevastopol

A(Vie)SA(Rum)-Bud, A(Pru)-BAL, A(Lvn)SA(Pru)-BAL, A(Mos)SA(Lvn), A(Rum)-Bud, A(Sev)-Arm

31 Tunis

A(Sic)-H

33 Vienna

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

39 Crete

A(Ems)-Smy, A(Cre)-Ems

40 Sardinia

A(Nap)-Apu, A(Rom)SA(Nap)-Apu, A(Gol)-Mar, A(Swi)SA(Mar)-Bur,
A(Mao)-Nao, A(Mar)-Bur, A(Wms)-Mao, A(Tys)S.Tunis A(Sic)-Ion (NSO),
A(Spa)SA(Gol)-Mar

43 Cyprus

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

Retreats

GM removes A(Kie), A(Bal), **NRP**; Sardinia A(Mao)-Iri,
 Cyprus A(Con)-Ank, Vienna A(Bud)-Gal,

Game End Proposal

(1=) Liverpool, Sevastopol and Sardinia.

Results of the vote: 1 Yes, 1 No and 1 abstention. The proposition has been defeated.

Press

Greece(10) - Crete: I've supported as you suggest. If successful, please support A(Bla)-Con next season and I'll support your A(Smy)-Ank the one after that.

Liverpool(13) - Berlin: This is the End..(a famous song by The Doors used in Apocalypse Now) hihhi, however you have defended yourself well....

Liverpool(13) - Sevastopol: It's a shame for your fleet in the Baltic, eh?

Liverpool(13) - Sardinia: I thank God if all the Swiss gold is at last in my hands.

Liverpool(13) - All: I'm not making any victory propositions; but I believe sincerely to be very near my goal... You are hoping for something else? (Of course the Flying Dutchman will make some kind of comment....)

Sevastopol(25) - Liverpool: Your only error was to attack me. I am tough.

Sevastopol(25) - Greece: I support your A(Bla)-Ank

Sevastopol(25) - USWM: After the elimination of Vie, I'm launching the offensive on Lpl. We will be hand in hand!!

Crete(39) - Greece: If you supported me thanks! Let's see how we can further help one another.

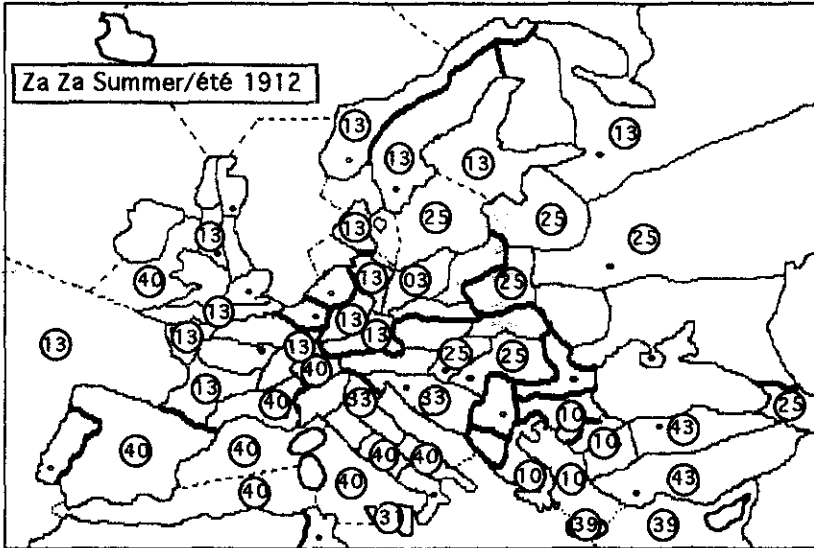
USWM [Sardaigne(40)] - Tunisia: Take Tun now while I take Sic.

Cyprus(43) - Crete: If you want Smy I'll give it to you!

Cyprus(43) - Greece: Well then, have you succeeded this turn?

Summer 1912

03 Berlin	Ber, Kie	+	1(2)
10 Greece	Gre, Ser, Bul	+Con	4(3) +A(Gre)
13 Liverpool	Edi, Bel, Lon, Ice, Lpl, Hol, Ire, Bre, Par, Nwy, Den, Swe, Stp, Mun	+Kie	15(14) +A(Lpl)
25 Sevastopol	Cas, Sev, War, Rum, Mos, Vie	+Bud	7(6) +A(War)
31 Tunis	Sic		1(1) No Change
33 Vienna	Bud, Tri, Ven.		2(3) -A(Gal)
39 Crete	Cre, Cyp		2(2) No Change
40 Sardinia	Sar, Cor, Spa, Mar, Tun, Por, Swi, Nap, Rom		9(9) No Change
43 Cyprus	Smy, Ank, Con		2(3) -A(Bla)



Interzine Championship

Latest News

by Jean-François Mougard

An Interzine championship is proposed... to *Triumvirat*, *Vortigern*, *Mach die Spuhl!*, *Vopallec* (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 *Vopallec* 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!*, *Volpallec*, *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	Transludie	Internet
Captain	Mougard			V. Carry	H. Guilloux	Y. Sazerat	A. Le Néel
Player 1	Mougard		JP Esnol	V. Carry	H. Guilloux		A. Le Néel
Player 2			JP Mautlon		G. Dézir		
Player 3			Ph Crepey		H. Aguiriano		
Player 4					P. Maguy		
Player 5							
Player 6							
Player 7							
Standby 1						Y. Sazerat	
Standby 2							
GM	Jef		JP Esnol			Y. Sazerat	

E-mail addresses

((Modified addresses are underlined>)

Players

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Laurent Siquet	Belgium	L.siquet@ulg.ac.be
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Bacover

The cost of *Dipsomania*, including postage, for :
Zone 1 (Belgium), is 50FB,
Zone 2 (the rest of the Europe), is 60FB
Zone 3 (the rest of the World by air mail), is 80FB

The best way to pay your subscription is to go to your Post Office and transfer the sum required, to me G.A. Bryant, into my Belgian Post Office Account, N° 000-1296466-61 or send an International Money Order to me at the address below. British or Belgian cheques or British Postal orders are also acceptable. International reply coupons are also acceptable having a value of 34FB; or send a US\$10.00 bill well wrapped up. I recommend that you include enough money for 8 issues.

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My name is Jef Bryant and I can be contacted at the editorial address below or by telephoning 042465311 evenings and weekends; for callers outside Belgium, dial +3242465311. My E-Mail address is Jef_Bryant@compuserve.com

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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.

This has been *Dipsomania - 38*, a Jim Crint Enterprises (Belgium) production (#114), in December 1997, edited by G.A. Bryant, 121, Rue Jean Pauly, B-4430, ANS, Belgium; P. Lafontaine, Allée Chantemerle 3, B-4400 FLEMALLE, Belgium and M. Léotard, Rue de Savoie 87, B-1060 BRUXELLES. All items herein are copyright © 1997 by G.A. Bryant, P. Lafontaine and M. Léotard; with all rights reverting to the originator on publication. *Dipsomania* is simultaneously published in English and French. The texts in English have been edited or translated by G.A. Bryant and M. Léotard and the French texts have been edited or translated by P. Lafontaine and M. Léotard.

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D/1997/G.A. Bryant, P. Lafontaine, M. Léotard éditeurs.