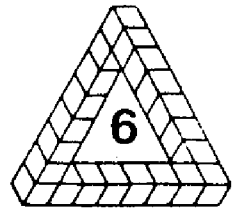
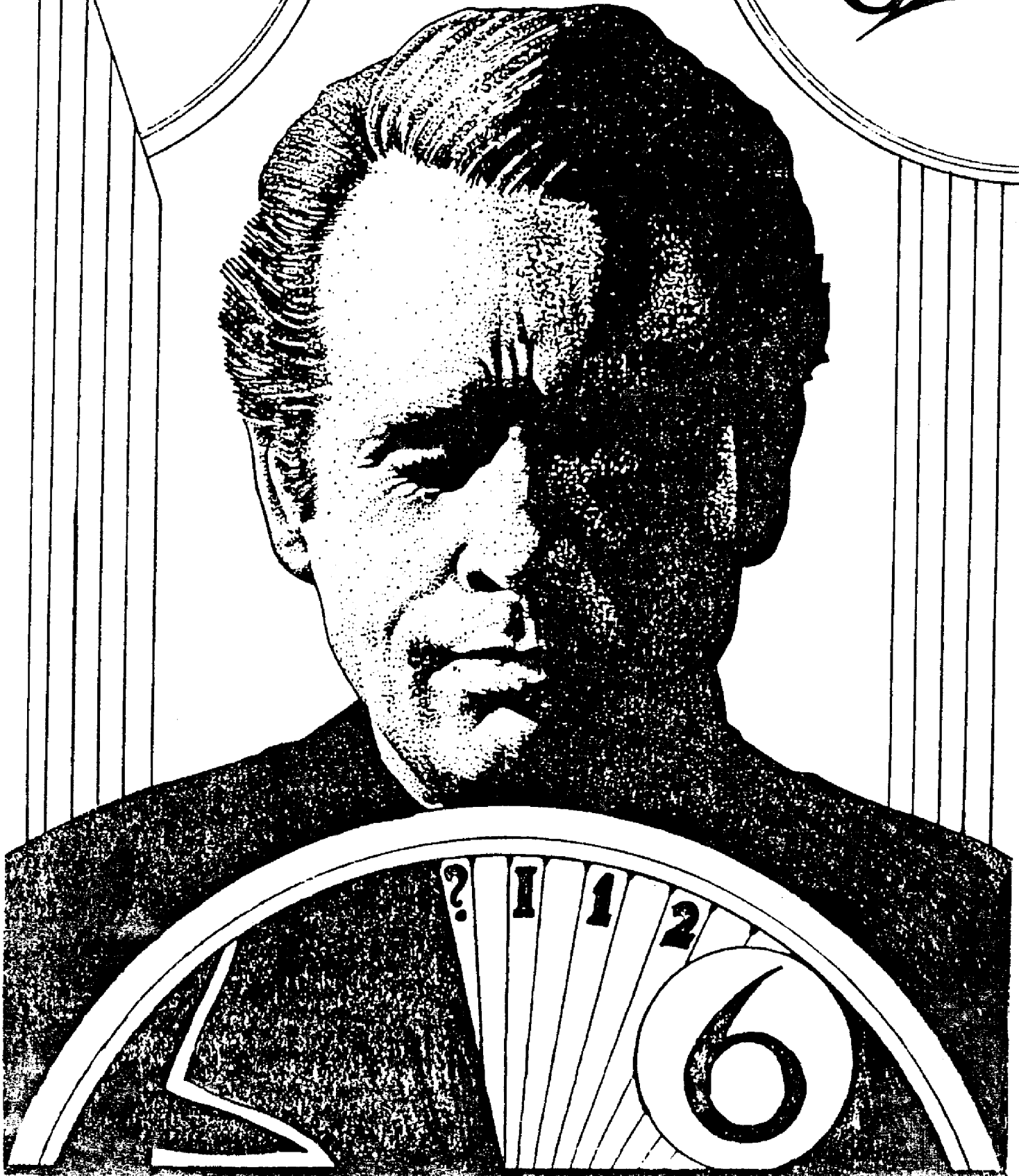
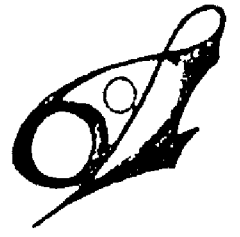


dipsomania



Bob Hughes '77



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Deadline for Games: 20th April 1990

M E S S A G E S:

ENJOYED THE DWS6 and 57,
 ESPECIALLY LIKED THE DEMO GAME - GREAT IDEA
 HOPE TO ORGANISE SOMETHING WITH ALAIN HENRY
 FOR THE BELGIAN NEWS.
 ALL THE BEST JEF.

P.S. My son, ASA, was born 22 Feb, weighing 3.4 kilos!

EDITORIAL

by Jef Bryant.

Welcome to the new decade and Dipsomania - 6. This issue is a special issue for me as it surpasses the number of issues of the previous publication that I edited, a science fiction fanzine called Onoma. I was rather proud of the name, a zine with no name really, (onoma = 'name' in Greek) and I stopped publication due to lack of interest and insufficient response from the readers.

By contrast if I published all the articles I had planned for this issue of Dipsomania the page count would've been up to 60! Obviously something had to go. Not an easy choice, and unfortunately the results of the questionnaire, the new houserules and a French Diplomacy variant will have to wait till next time.

As the questionnaire results have been delayed, this will give those of you who haven't sent the form back to me the opportunity to do so now. The response so far has been very good with 26 forms already processed and tabulated. This is important, especially to the subscribers, as I am basing the future contents of Dipsomania on the conclusions of these results. I have taken note of the partial conclusions so far and have already made some decisions.

The reason why I suspended the French variant is that there are already two variants published in this issue. One that I had promised earlier, Deluge, and a brand new one which will be playtested for the first time called Middle Earth IX by Mark Nelson in his subzineIt's Full of Stars - 2. I was looking for a suitable Tolkien variant to run and I like the potential of this one. It has the advantage that there are only five players so it should start quickly and doesn't appear to suffer from the 'power imbalance' that the Downfall variants suffer from.

Martin Jennings's, The Swiss Mercenary - 2, is back with a vengeance and the Original 1958 Diplomacy waiting list is starting to fill up nicely.

In Bernard Feuillens's The Great Adventure - 4, the first match reports of the Sangria Football League are reported and the draw for the cup has been announced.

This is the first time that all three subzines have appeared together; that is the good news, the bad news is that I hadn't planned on the total space needed by the subzines for this issue. This explains the problem of

the page count mentioned earlier.

You will see in this issue yet another poll! This time it's The 1989 Continental Postal Game of the Year. This is explained on the relevant page so I won't dwell on it here. The results of the two separate polls, when published, should indicate to prospective editors, GM's and players which variants and games are popular. There is no point running some obscure variant if no-one is going to play it. The converse is not necessarily true, but it might motivate certain players to try out a 'new' game which they might not have attempted before. Anything which can motivate prospective players should be encouraged.

Staying in the same vein I hope to be able to send out copies of the European Postal Games Players' Yearbook very soon. This is the same as the UK version but with the continental players added in. Details will follow next issue.

Once again I am plugging 'Rusty Nail' the Twin Earth variant. This only needs two players for the gamestart! It's easy to play but not so easy to adjudicate! Participants are going to love this as they will get two maps in the game report. As far as I know, this variant is not being played anywhere else. The rules have been published in Dipsomania - 2, still available.

As I was reading Diplomacy World - 56 I came across an article written by David Hood. One of the points he made was not new to me but it did serve to remind me and consider it worth trying. Consequently, the modifications which I have made in this issue are the following: to print the players names and addresses and the supply centre tables for EVERY move. The logic behind this is sound, however, it requires more time and effort and secondly the limitation of one page per game means that the report and/or map may have to be squeezed. Let me know if you consider this change an improvement or not. After all, the game reports are for your use, not mine.

A few readers have requested the rules for Gunboat. Very briefly, Gunboat Diplomacy is an anonymous variant of the classic game where you do not know the identity of the other players. Gunboat I games permit the use of press, whereby you can communicate anonymously with the other players. This is where the term 'Highly Public' Diplomacy comes from. Gunboat II is the same as the Gunboat I but there is no press.

((Continued on page 46))

...It's Full of Stars

Brought to you by Mark Nelson, Eastwood 21B, The University, Claverton Down, Bath, BA2 7JX, England.

In my first issue I had a look at Gunboat. The results I obtained were derived from 19 games and so shouldn't be taken too seriously. However, by the time you've read this my database will have reached 50 games and so 'Gunboat Revisited' may soon appear!

A large sample of games may make my survey more 'valid' but raises instead what is probably an unanswerable question: Is there a difference between the three main forms of Gunboat? Gunboat can be split into three types (a) No press games, (b) Black press games (no dateline is reserved for the players) and (c) games with some kind of official dateline. An imaginative player can always give what amounts to 'official press' in black press games so we can combine (b) and (c) to produce two different categories (1) No press and (2) Press.

Alas, it isn't possible to split games into these two types because such information is not provided in any of the zines which record variant finishes. However, one would expect there to be two differences: More wins in no press games because it will be much harder to setup stalemate lines (and consequently shorter games) and in particular more wins for Turkey and England.

Some Gunboat games are being excluded from my survey, i.e. those games which do not use standbys for major positions. This means excluding most UK Gunboat games as there seems little point in using results from games where the result is determined on who drops out and not on who plays well.

"Bimbos of the Death Sun" by Sharyn McCrumb.

This is one of the most enjoyable books that I've read for some time. Superficially it's about a murder in a SF convention; who killed the guest of honour? However, it is really a satire on many things linked to SF fandom. SF conventions, role-playing (and role-players!), trekkies, Guests of Honour and even Diplomacy fans will find that at some point in the book they're being made fun of! The characters are all recognisable as the type of people who really go to SF conventions (even if a little sent up).

In fact some US fen have commented that the 'authoress' must be a real SF fan in disguise! In fact Sharyn is the wife of American diplomacy hobbyist David McCrumb!

You don't need a knowledge of SF conventions to appreciate the humour in this book, anyone reading Dipsomania will be able to appreciate the jokes.

Northern Flame produced by Cal White, 1 Turnberry Avenue, Toronto, Ontario, M6N 1P6, Canada.

Northern Flame is one the best zines in Canada, and in the world! Why? It is very relaxed and very friendly. Nothing of world-shaking import is discussed, no long articles explaining some obscure political point are printed, but what is printed is interesting and readable. Sometimes Cal will print some 'Scruples' questions which always bring back many replies, although attempting to see if there were any national trends didn't work out very well... The only waiting list at the moment is for a rather nifty diplomacy variant called 'Nuclear Destruction' where players build missiles and nuke each other but Flame is a zine to read and write rather than play in, rather like a long lazy Summer afternoon.

The rest of this issue contains the rules for two Diplomacy variants, Middle Earth IX and X. If anyone would like to play a game please contact Jef or myself. 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 SF fans who liked writing reams of press. Setting a game against Tolkien's 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 a simulation of the 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 more playable games. Of course it does mean that press-writers can't re-write 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 books are great when it comes to finding details for new variants!).

There are a large number of possible variants still to be designed set in Tolkien's Middle Earth, and I hope the more adventurous variant designers will devote their talents to these games rather than producing new Downfall games. As an example, it would be possible to design a game set around the Kin-Strive in Gondor when the ruling families fought for power.

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.

Middle Earth IX

(Catalogue No. ta06/05)
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)
Hillmen	A(CBr), A(EMO), A(PTe)

All the players units start in their home supply centres with the exception of Cardolan whose double army starts in TGo and not Tha.

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. There are no fleets in this game.

6. 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.

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

8. 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 impassible.)

9. Due to their knowledge of the hills, the Hillmen player may nominate one unit starting in PFe, Mai, Pte, Dun or NNI to be a double army for the next season's movement. He does this by simply writing 2A(xyz) instead of the normal A(xyz). The double unit reverts back to a single unit on the following move, however a different unit starting in one of the above provinces can be selected as a double army.

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

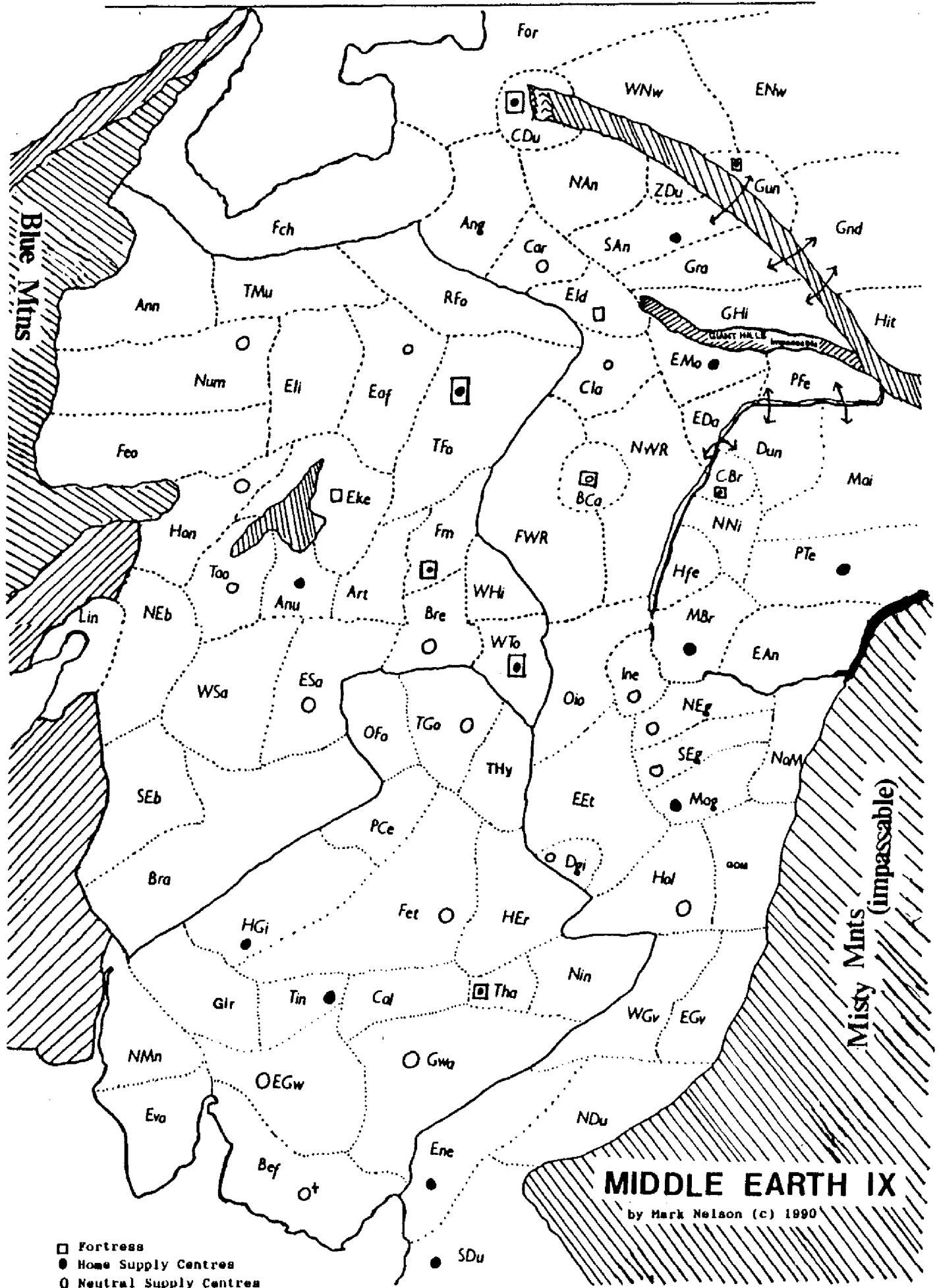
11. There are 36 supply centres on the board (Note Eke and Eld are fortresses and Not supply centres), 19 are required for victory except for the Angmarian player who needs 24.

12. The game starts in Autumn 1409 so there will be a construction phase after the first move.

Options for less than Five Players:

(NB: These options have not been play-tested. They may be suitable for face-to-face play but are not intended for play by mail.)

1. Four players: Remove the Dunlending supply centres. Victory requirement is 17 centres.



- Fortress
- Home Supply Centres
- Neutral Supply Centres

Ang	Angsil	Gnd	Gundalok	*Anu	Annuminas
Art	Arthedain	GoM	Gates of Moria	Gra	Gram
*Bef	Beffraen	*Gun	Gundabad	Bra	Brandywine
*Gwa	Gwathlo	*Bre	Bree	HEr	Hir Eredos
Cal	Calarithir	Hfe	Hfelwyd	*Car	Cargash
*HG1	Hir Girthlin	*CBr	Carneth Brin	Hit	Hithaeglr
*CDu	Carn Durn	*Ho1	Hollin	*CLa	Coron Iaur
*HoN	Hyarrs and Noirie	*DGi	Dol Gil	*INe	Iant Nethed
Dun	Dunn	NAN	North Angmar	*EAF	Emeries and Foros
*NEg	North En Egladil	EAN	East Angle	NEB	North Eryn Beraid
EDa	Etten Dales	NDu	North Dunland	EET	En Eredoriarth
Nin	Nin-in-Eilph	*EGW	Ethir Gwathlo	NNi	Noegyth Nibin
EGV	E.Gwathlo Valley	NMn	Nth Minhirrith Nath	Eke	Ekellas
NOm	North of Moria	Eld	Eldawar	*Num	Numeriador
Enw	E. Northern Waste	NWR	Near West Rhudaur	*ESA	East S. Arthedain
OFO	Old Forest	For	Forodwaith	Oio	Oiolad
*Frn	Fornost	FWR	Far West Rhudaur	PCE	Pinnath Ceren
Feo	Fortonel	PFe	Pine Fells	Fch	Forochel
*PTE	Pinneth Terey	Frn	Fornost	RFO	Rammas Forren
Lin	Lindon	*SAN	South Angmar	*Mag	Magtu
*SDu	South Dunland	Mai	Maighan	SEB	South Eryn Beraid
*MBr	Minis Brithil	WGV	W. Gwathlo Valley	*TaO	Tarmas and Ormos
WHI	Weather Hills	*TFO	Tyrn Forman	WNW	West N. Waste
*TGO	Tyrn Gorthael	WSA	W. Sth Arthedain	THY	Tyrn Hyarmen
*WTO	Weather Top	*Tha	Tharbad	*Tin	Tinarve
ZDU	Zarak Dum	TMu	Talath Muil	*BCa	?
*Ene	Enedwaith	*EMO	Ettenmoors	*SEG	South En Eglodil
*Fet	?	Gir	Girthlin Highlands	GHI	Giants Hill

* = Supply centre ___ = Fortress

2. Three Players: Use option 1 but and place the Hillmen into civil disorder

3. Two players. One player takes Arthedain and Cardolan and the second player takes the remaining three powers. The Hillmen starts with a unit short (no unit in EMO).

Middle Earth X (Catalogue No. ta07/05)
by Mark Nelson.

1. The rules of Middle Earth IX (ts06/05) apply except where modified as below.

2. The Hillmen player is replaced by the Rhudaur player. Starting units for Rhudaur are Cbr, Mbr and Eld which are also its home supply centres.

3. PTe is no longer a supply centre and BCa is occupied by a Rhudaurian single army at the start of the game.

4. The game starts in Spring 1350.

Middle Earth IX and X are copyright (c) Mark Nelson 1988, 1989 and 1990. They may not be reprinted without his permission. The UKVB may not distribute this variant.

DIPSOSCRABBLE

(Based on the game Quadroscrabble by Brian Frew)

by Marie-Anne Gillet.

The magazine Veni, Vedi, Vici is running a Scrabble game, modified by Brian Frew and called Quadroscrabble, from which I have taken the idea (which allows playing by mail) in Dipsomania.

In each issue of Dipsomania there will be a grid on which will be placed two words, having the same spelling in French and English, which will serve as the starting point of the game. In this way, each participant can compete in English or French starting from the same grid.

Players will use a pseudonym to avoid any negative aspects when beginners or average players who, wishing to participate, wouldn't play without being anonymous. The game report will contain the winning grid for each language. The remaining solutions will be printed and ordered according to their score obtained. The winner of each competition will receive a free copy of Dipsomania.

If the number of players is sufficient, a 'league' table (from both languages) will also be published. A player will only appear in this table when he has participated in three competitions. If a player enters both competitions (French and English) only the highest scoring result will be counted. The rules of the classic game of Scrabble will be followed except for the following modifications below:

Each competition will provide a different starting grid and four racks of seven letters drawn randomly. The idea is to think of four words, one from each rack, and place them on the grid, in the same order as the racks in such a way as to obtain the maximum amount of points. The four racks, known from the start, allow you to obtain high scores as you can compose and place your words taking into account the letters at your disposal on each rack.

As in the classic Scrabble, proper names, symbols and abbreviations are not allowed. On the other hand, compound words are allowed. The blanks (*) will earn the value of the letter that it replaces. The value of all the letters is as follows:

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
F	1	3	3	2	1	4	2	4	1	8	10	1	2	1	1	3	8	1	1	1	1	4	10	10	10	10
E	1	3	3	2	1	4	2	4	1	8	5	1	3	1	1	3	10	1	1	1	1	4	4	8	4	10

The calculation of the points total is identical to that of Scrabble except that the value of the blanks is counted. Incorrect words (nonexistent, incomplete, badly spelt or not allowed) will invalidate the entry. The points total equal to zero in this case will not be counted in the 'league' table.

The entries must be sent and contain the following: Name, nickname, number of the competition, language chosen; Rack 1: The selected word, followed by its position on the grid and the number of points obtained.

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

((If placed vertically, its position will be determined by the letter of the column followed by the number of the row for the initial letter of the word. Inversely, if placed horizontally it will be given by the number of its row followed by the letter of its column. For example the first letter of Action is placed on the grill at 8F and Fete starts at H6. Racks 2, 3 and 4 are treated identically to rack 1.)) The total of the points obtained for the four racks. NB: If a word is placed parallel to a word already played, the extra words made where it touches do not need to be reported but the points obtained for these words must be included in the total.

- double letter score
- triple letter score
- double word score
- triple word score

If you want to verify the existence or spelling of a word, you can always contact me. The reference dictionaries are the following:

- le Petit Larousse Illustré (edition 1981) and le Petit Robert (edition 1989) for the French;
- Chambers (edition 1978) and Longman Webster English College Dictionary (edition 1985) for the English.

The deadline for Dipsoscrabble is the same as indicated on page 1 for the other games.

The rules of classic Scrabble are available from La Variantothèque Belge, for the price of 30FB (for photocopying and postage).

Scrabble is a registered trade mark published by J.W. Spear & Sons, Ltd, England.

The 1989 Postal Game of the Year

This is a poll to find the Diplomacy variant and PBM game (not a Diplomacy variant) which has brought the most pleasure to the continental hobby in 1989. A similar poll has already being organised in the UK but does not cover too well the Continental hobby or non-Diplomacy games by mail.

Any person in the Continental hobby may vote for up to three Diplomacy variants and up to three other (non-Diplomacy variant) games that you have GMed, played in or simply watched during 1989. The criteria you decide which variants and games brought you the most enjoyment are entirely up to you. When you vote include the catalogue number (ARDA) of the variant or the reference number from 'La Variantothèque Belge', if known. Please also supply your name and address and the zine where the game took place.

The results will be published in 'Spice of Life - 2' (Sol-2) after the deadline which is:

April 15th 1990

All votes listed in order of preference should be sent to Jef Bryant, Rue Jean Pauly 121, 4300 ANS, Belgium.

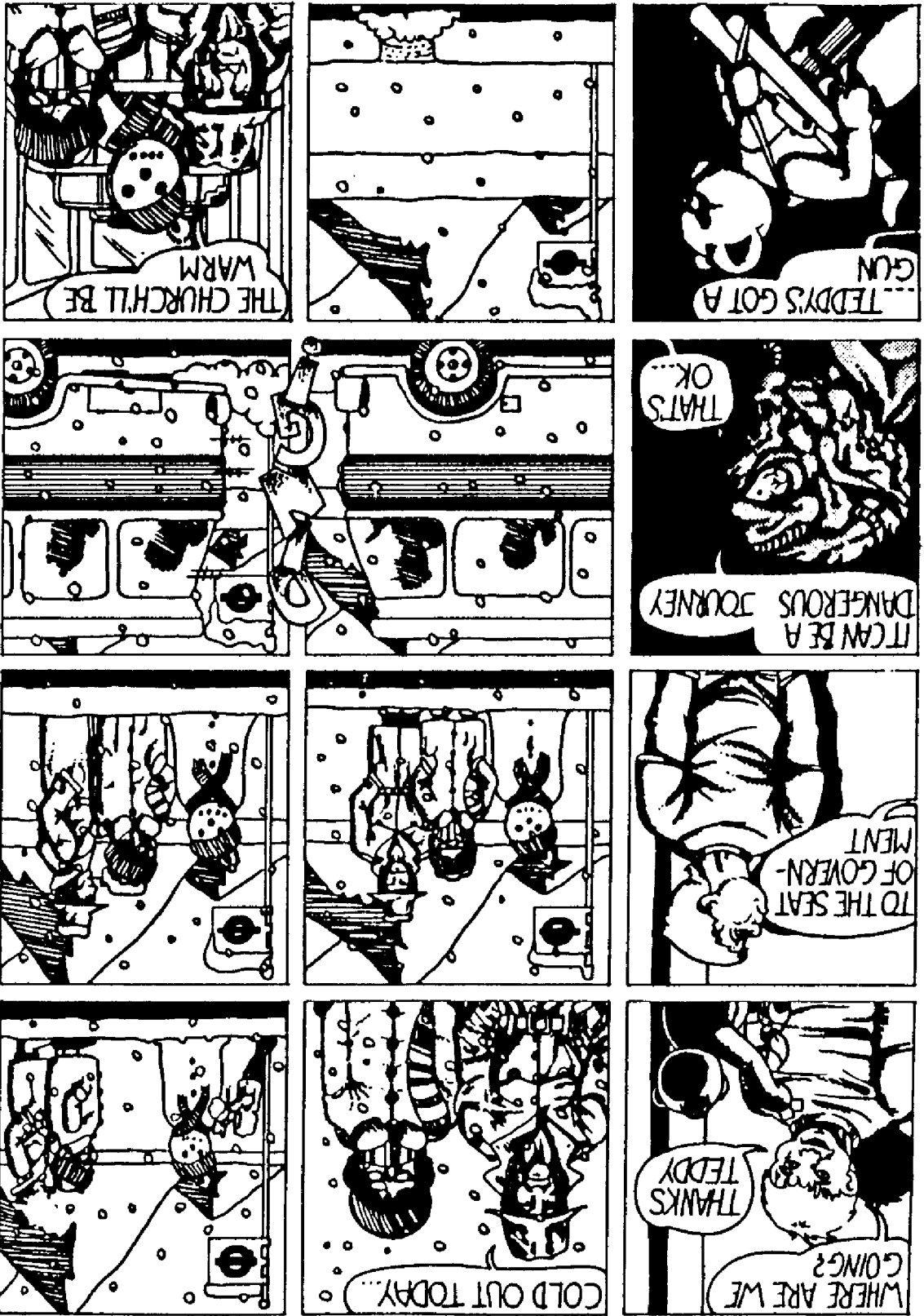
The Diplomacy variant results from the UK poll (William Preston Award) may be combined to give a true 'European Variant', more about that in Sol-2.

Mini Zine Review

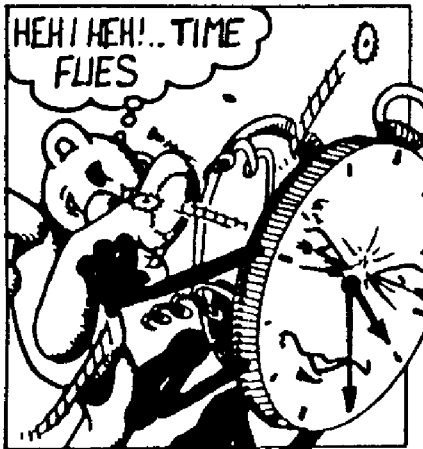
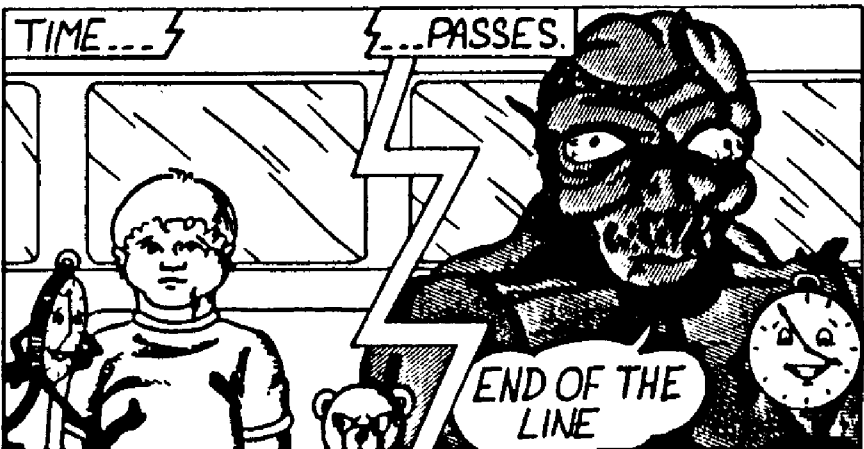
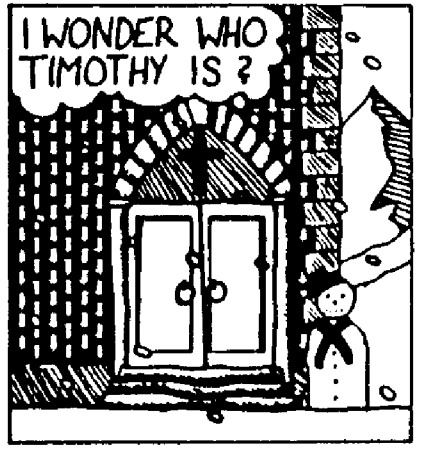
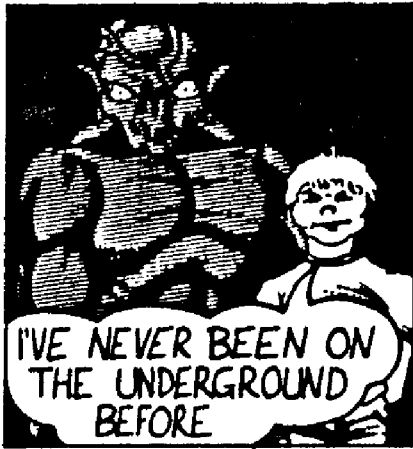
'Europa 2000' by J. Georg Broniarz-Frynas, Bahnhofstr, 42, D-4980 Bünde, West Germany available for trade or 2 Deutsch Marks an issue. This is a brand new zine which contains texts in German and English. Designed to be a European zine featuring Diplomacy, variants and other games. Looks very promising.

'La Gazette des Sports' by Frédéric Abrassart, Quartier Alliance 339, BOUSSU 7360, Belgium. This is a well-produced local zine featuring sport simulation games by post. I received issue 9 which contained 15 pages in an A5 booklet containing football, basketball, and formula 1 with a waiting list for Tennis. No information given on price.

'Infozine' from ASBL 'la Guilde des Fines Lames', 1, avenue du parc, Embourg - Chaudfontaine 4920, Belgium. More of an information sheet concerning the club which provides premises for face to face simulation games. It also provides the necessary details on forthcoming conventions and meetings. Distributed free to members.



TIMOTHY AND THE TOILET DEMON 3
 Story & Art Paul RD Ward



THE GREAT ADVENTURE

by Bernard Feuillen.

Here it is! At last the results of the first two football matches. However, before that let's talk for a little while about role playing games. The French version of Rolemaster appeared towards the end of last year the end of last year. This is the translation of the second American version. Rolemaster, as a game, is particularly detailed (therefore rather complex) and contains three books: The Characters and Campaigns Manual, The Spells Manual, and The Combat Manual. Remember, Rolemaster gave birth to the simpler game: MERP. Those who find MERP too 'simple' and Rolemaster too 'complex' can try a mixture of the two games. For MERP, a new French module has come out: Isengard. For the AD&D 2nd Edition, only the Players Manual has appeared in French. On the other hand, at the present time there is available in English: Player's Handbook, Dungeon Master's Guide, Three Monstrous Compendiums (one of which is the Monster of the Forgotten Realms), the Complete Fighter's Handbook, the Dungeon Master's Screen, and the character record sheets. Future titles to come are the Complete Rogue's Handbook, the Complete Priest's Handbook, the Complete Wizard's Handbook and a Compendium of the Greyhawk Monsters. Note also that the compatible adventures for the AD&D 2nd Edition have already appeared. That's it for this very short (too long for some) chapter on role playing games. The following instalment of The Conquest of Liberty will continue another time because of the length of the match report for Sangria.

Sangria Football League

First of all, I would like to tell you that tenth player is Claude Wirtz and his team is called De Roude Liew. The championship has already started with three teams scoring maximum points while three others have scored nothing. I regret to say that the use of VIOLENCE was very much in evidence. No less than 16 yellow cards and 13 red cards have been given out. There were also 11 injuries. This is unacceptable. These teams are finding themselves in a critical situation with several of their players being unavailable. However, I must add that the

teams JRTMUS and Red Storm Partizan showed us the best example of good football over the two days. I will also point out that the team Headbangers United FC played in both of the two most violent matches. A mention also about the avalanche of goals between Red Storm Partizan and Les Rouquins Rouges. For the next edition I need the composition of your teams for the 3rd and 4th days. For the teams who no longer have 11 players and have already 4 apprentices, it is always possible to buy an apprentice for 180 K. Remember that it is strictly forbidden to give Home points to the goal keeper and the sweeper. Do not forget to specify who takes the penalties and whether or not the team is playing the offside rule. I have received several propositions for modifying the rules but I do not intend to apply them before the championship is finished. If I find any errors in the composition of the teams I will rectify them as best that I can.

Match of the Day: Headbangers United FC-Dreams Never End

The spectators witnessed a match full of suspense and aggressive play. In the 6th minute Gronpry was badly tackled by Trust and the referee decided to take the match under his control and showed him the yellow card. Gronpry twisted his ankle which has made him unavailable for the next match. In the 13th minute Accept tried to take a centre with his head but missed and he badly hurt his head on the right goal post, receiving a nasty cut which will keep him from playing for the next three matches. Five minutes later Dio copped a red card after trying to give the impression of being brought down in the opponents' penalty area and adding his poor talents as a comedian. The referee didn't appreciate this and gave a Dio severe telling off. At last, in the 33rd minute, a weak attack by the visitors got going and Minstrels took the volley from a centre perfectly lined up by GTI; Dreams Never End led 0-1 at half-time Trust, followed by Headbanger, received yellow cards for arguing. Almost at full-time, and wishing to attack an opposing forward, Sabbath badly injured his right foot and now is lamenting at not being able to participate in the next meeting. Three minutes later Osbourne received a yellow card for stopping the ball with his hand when the visitors counter-attacked. But, what a surprise, a quarter of an hour from the end, Trust equalised by transforming a free kick 25 meters from the opponents' goal. It seemed it was going to be a draw, however, Rangers accomplished a solo run in the home defence and managed to lob the goalkeeper impeccably. The visitors tried everything to save the day but even hard play (yellow cards for Accept and Moore for dirty play) didn't help them get the necessary point.

First Match

Les Rouquins Rouges - IFK Linköping : 4-1
 RSC Les Shooters - Les Leaders : 7-2
 JRTMUS - Red Storm Partizan : 1-4
 Woodstock Wanderers - Headbangers United FC : 7-2
 Dreams Never End - De Roude Liew : 4-0

Second Match

Headbangers United FC - Dreams Never End : 1-2
 IFK Linköping - RSC Les Shooters : 3-7
 Red Storm Partizan - Les Rouquins Rouges : 13-21
 Les Leaders - JRTMUS : 3-0
 De Roude Liew - Woodstock Wanderers : 4-0

Teams	P	W	L	D	F	A	P
1 Les Rouquins Rouges (LRR)	2	2	0	0	25	14	4
2 RSC Les Shooters (RSC)	2	2	0	0	14	5	4
3 Dreams Never End (DNE)	2	2	0	0	6	1	4
4 Woodstock Wanderers (WW)	2	1	1	0	7	6	2
5 De Roude Liew (RDL)	2	1	1	0	4	4	2
6 Les Leaders (LL)	2	1	1	0	5	7	2
7 Red Storm Partizan (RSP)	2	1	1	0	17	22	2
8 Headbangers United FC (HUFC)	2	0	2	0	3	9	0
9 JRTMUS (JRTMUS)	2	0	2	0	1	7	0
10 IFK Linköping (IFK)	2	0	2	0	4	11	0

Best Goal Scorers : 1 Mac Lyd (LRR) ... 10

2 Mc Kimon (LRR) 8 5= Popovich (RSP) ... 4
 3 Krnpotic (RSP) 6 5= McKenzie (LRR) ... 4
 4 Bradoneur (RSC) ... 5 5= Planck (WW) 4

Message: IFK Linköping - All : We hope for great games...
and that the best team ends up second after us!

Les Rouquins Rouges - IFK Linköping : 4-1

Goals: Sullivan (LRR), Mac Lyd (Penalty) (LRR),
 McKenzie (LRR), McKimon (LRR), J Nilsson (IFK)

Yellow Card : Thern (IFK)

Red Card : Hysen (IFK)

Les Shooters - Les Leaders : 7-2

Goals: Tourbillon (RSC), Flashdidin (RSC), Botku 2 (RSC),
 Bradoneur 3 (1 by Penalty) (RSC),
 Snowball 2 (1 by Penalty) (LL)

Yellow Cards : Arret (LL), Pectoral (LL), Snowball (LL)

Red Cards : Lutheur (RSC), Rugby (LL), Johnson (LL)

Injured : Flashdidin 3 matches (RSC), Ruth 2 matches (LL)

JRTMUS - Red Storm Partizan : 1-4

Goals: Dunadanus (JRTMUS), Stranpotic (RSP),
 Popovich (RSP), Krnpotic (RSP), Jankovic (RSP)

Woodstock Wanderers - Headbangers United FC : 7-2

Goals : Planck 4 (3 by Penalty) (WW), Bohr 2 (WW),
Faraday (WW), Headbanger (Penalty) (HUFC),
Sabbath (HUFC)

Yellow Cards: Sabbath (HUFC), Rainbow (HUFC),
Osbourne (HUFC)

Red Cards : Soap (WW), McKenzie (WW),
Van Halen (HUFC), Accept (HUFC), Dio (HUFC)

Injured : Moore 2 matches (HUFC)

Dreams Never End - De Roude Liew : 4-0

Buts : GTI 2 (DNE), Rangers (DNE), Minstrels (DNE)

Yellow Card : Petitpon (DRL)

Injured : Débutant 1 match (DRL)

Headbangers United FC - Dreams Never End : 1-2

Goals: Rangers (DNE), Minstrels (DNE), Trust (HUFC)

Yellow Cards: Wallbanger (HUFC), Trust (HUFC),
Moore (HUFC), Accept (HUFC), Osbourne (HUFC)

Red Card : Dio (HUFC)

Injured : Sabbath 1 match (HUFC), Accept 3 matches (HUFC),
Gronpry 1 match (DNE)

IFK Linköping - RSC Les Shooteurs : 3-7

Goals : Tourbillon (RSC), Botku (RSC), Tirailleur (RSC),
Flashdidin 2 (RSC), Bradoneur 2 (RSC),
Tapper (IFK) T Nilsson 2 (IFK)

Yellow Card : T Nilsson (IFK)

Red Card : R Nilsson (IFK)

Red Storm Partizan - Les Rouquins Rouges : 13-21

Goals : Mac Lyd 9 (1 by Penalty) (LRR), McKimon 7 (LRR),
McKenzie 3 (LRR), Rottery (LRR), Sullivan (LRR),
Govatchev 3 (RSP), Stranpovic 2 (RSP),
Popovich 3 (RSP), Krnpotic 5 (RSP)

Red Card : McNeil (LRR)

Les Leaders - JRTMUS : 3-0

Goals : Johnson (LL), Rugby (LL), Ruth (LL)

Yellow Card : Johnson (LL)

Red Card : Snowball (LL)

Injured : Semi-Elfus 3 matches (JRTMUS)

De Roude Liew - Woodstock Wanderers : 4-0

Goals : Aveugle (DRL), Courstoujours (DRL), Block 2 (DRL)

Yellow Card : Paresseux (DRL)

Injured : Dribbel 2 matches (DRL), Aveugle 2 matches (DRL),
Faraday 1 match (WW)

<u>Suspended</u>		<u>Injured</u>	
McNeil (LRR)	3	Débutant (DRL)	3
Lutheur (RSC)	3	Dribbel (DRL)	3, 4
Rugby (LL)	3	Aveugle (DRL)	3, 4
Johnson (LL)	3	Flashdidin (RSC)	3, 4, 5
Snowball (LL)	3	Ruth (LL)	3, 4
Hysén (IFK)	3	Semi-Elfus (JRTMUS)	3, 4, 5
R Nilsson (IFK)	3	Faraday (WW)	3
Soap (WW)	3	Gronpry (DNE)	3
McKenzie (WW)	3	Sabbath (HUFC)	3
Van Halen (HUFC)	3	Moore (HUFC)	3, 4
Accept (HUFC)	3	Accept (HUFC)	3, 4, 5
Dio (HUFC)	3, 4, 5		

Note : The numbers indicate the days during which the player cannot play for his team.

Results of the draw for the Cup.

Pre-qualifying : (between Days 5 and 6)

Match I : IFK Linköping - Dreams Never End

Match II : Les Rouquins Rouges - JRTMUS

Quarter Finals : (between days 10 and 11)

Match III : Red Storm Partizan - Vainqueur Match I

Match IV : Woodstock Wanderers - Les Leaders

Match V : De Roude Liew - Vainqueur Match II

Match VI : Headbangers United FC - RSC Les Shooteurs

Semi-finals : (between days 15 and 16)

Match VII : Winner Match III - Winner Match IV

Match VIII : Winner Match V - Winner Match VI

Final : (After Day 18)

Winner Match VII - Winner Match VII

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LETTER COLUMN

Ever since I opened a waiting list for the variant 'Song of the Night' in Dipsomania - 3 I have had a steady flow of letters and discussion concerning the merits and faults of this variant. This issue is no exception! We start of this time from:

Laurent Massotte - "The publication of the rules of different variants every issue is a plus for Dipsomania. It is, at last, possible to get an idea of the games without bothering the editors who already have enough work. However, why is this 'Song of the Night' so controversial? Still two issues to wait. The suspense is terrible!"

Mark Nelson - "'Song of the Night' has acquired a bad name because it is a terrible variant! The basic idea behind the game is sound and it could be made into an interesting variant but it requires a great deal of work. Almost everybody who has ever played in it agrees that they wouldn't play in it again. Finally, it is too much a wargamer's variant rather than a diplomacy player's variant."

Paul Slade - "I was interested to note the discussion in Dipsomania - 5 about world and complex Diplomacy variants. I do not see why the most complex variant need be a global one. From the comments in your zine, the fantasy variant 'Song of the Night' sounds as though it is more complex than most world variants. I am currently playing in a game of 'Definitive Mercator' and this variant is certainly quite playable...."

((GB - Well, I think most of you know my views. The variant will be printed next issue so everyone can see what we've been talking about for the last few issues! I will, of course, add my comments and indicate the options that I would like to use for 'Between the Sheets'.))

Paul also comments about complex variants which was a response to a letter by Pascal Prola in the last issue. Several people wrote in concerning this:

David Hood - "Pascal Prola asks what the most complex Dip variant is - one possibly is 'Colonia', the nine power world wide variant designed by Fred Hyatt that is running in several North American zines. There are over 100 supply centres, and powers generally have units spread out all over the board at the start."

Mark Nelson - "The most complex variant ever devised is

'Hypereconomic'. With around 60 players and very complicated and detailed rules, (you can build fishing fleets to provide food for your troops) it may be possible to run a game of this if you have access to a mainframe computer.....'Mercator' is probably the most playable of the larger variants."

Andy Bell - "Most complex Dip. variant - I believe this goes to Hypereconomic Dip, which I think was designed as a joke by someone who noticed that variants were getting more and more complex. I don't remember the details, but I think it required dozens of players and had many different types of units - even a fishing fleet! Despite being designed as a joke, a zine was launched to run the game, (the whole zine was needed for the adjudication!), and managed a few issues before folding. Perhaps you could include this in a series of unplayable variants (as mentioned in the questionnaire)"

((GB - Anything's possible! Although, first of all I would have to get a copy of the variant..... Anyone volunteer to send me a copy?))

Pascal Prola - "To talk again about the off-board provinces for the map of 'Youngstown', I must say the problem isn't specific to the land provinces, (in fact why can one move from SOM to SAO, from SPO to SAO and not SOM to SPO.) Briefly, it should be possible to move from one sea (having a border with the edge of the map) to any other would be more logical? I think that situation would be a real shambles!! and I believe that the authors deliberately chose certain paths. Perhaps it would be interesting to try it, one day....."

((GB - Perhaps you should get in touch with Roger Weddall and produce a new sub-variant together which would contain no strange paradoxes or illogical movements between provinces!))

Paul Slade - "...As I mentioned previously I am developing a World War 2 variant. I have completed the rules but have not yet finalised the map and supply centres. If there is interest in a world variant in Dipsomania I would jump at the opportunity of GMing a playtest of this. What do you think? It is slightly more complex than 'Mercator' but should be no less playable."

((GB - It's rather difficult to give an opinion on the game without the map. However, from what I've read it appears to be very interesting and I can see no objections to publishing your variant and running a play test, preferably with experienced players who would accept the limitations of such a test.))

Talking about maps, a new subscriber to Dipsomania feels that the maps could be improved, something I agree with entirely.

Réginald de Potesta - "I find that the quality of the games, the maps in particular, aren't the best, why do you want to insist on printing them? They are so good when drawn by hand?"

((GB - As previously mentioned, for the classic map, although not brilliantly drawn, it does give a reasonably clear picture of the game at that moment in time. As it is stored on the PC, it is much quicker to 'draw electronically' the map than to produce one manually. If only I had a scanner I would not only be able to produce better maps, but ones for the other variants as well. The name of the game is maximum clarity in minimum time with minimum effort and cost, which as usual, is a compromise. You might like to give your opinion on the Tequila Sunrise map this issue as this was 'manually' produced after printing the army and fleet symbols first, electronically' and then using the manual 'cut and paste' method. Although a little slow it could turn out to be the best compromise yet!))

'You can't keep a good man down', they say! ((in English)). Staying with the subject of maps a clarification of the Volga canal in Cline 6, (which could be useful for the players in 'Tequila Sunrise'), was asked by:

Roger Weddall - "A fleet using the canal from BLA to CAS must pass through both Sev and Geo, yes? And it's just 'coincidental' that the canal passes by the borders of Mos and Ura? But a fleet could move F(Sev)-Geo-CAS or F(Sev)-Geo-Teh?"

((GB - Yes, A fleet passing from BLA to CAS has to start by occupying Sev and then Geo. (Mos is not permitted as it has no coast.) On its next move the fleet has choice of F(Geo)-CAS, Teh or Ura (BUT NOT Arm).))

The final comment about maps comes from:

Per Westling - "re Marc Ortlieb's letter in Dipsomania - 5: Interesting way to use the maps. Maybe this will produce a lot of new variants, eh? '.....in order to ease their living space problems, Denmark and Sweden....' What problems? Sweden has 8.5 million people (less than Belgium) but compared to Belgium the situation is a little different with a 'baby boom' and population explosion. Last year was a record year in the number of marriages in Sweden"

The following comment is probably a little pre-emptive as I intend to publish the house rules in the next issue:

Andy Bell - "House rules - now I know that players submit their own standing orders in case of forgetting retreats, NMRs, etc, I can't complain - it's just that some GMs don't allow standing orders of any type, and I assumed you were the same."

((GB - Actually, no-one has asked me if they can use standing orders yet! I do not see any objections, in fact I believe it is a good idea as it would avoid future situations where a player momentarily forgets.))

Another pre-emptive comment concerning the conclusions of the questionnaire came from:

Jacques Béland - "I find that your zine should have more articles about the classic game of Diplomacy and a little less on articles about variants."

((GB - If I can get hold of articles of this genre and I consider them suitable I would certainly publish them. However, it's not always easy to get the author's permission because publishers do not print their addresses!))

The following player makes a comment which I believe is shared by a large proportion of the Classic Diplomacy players:

Jason Asker - "Generally I find games (e.g. Classic) where I write to people and put a bit of effort in, much more rewarding than Gunboat games. There's not so much chance for persuasion and subtle plot in a Gunboat game. After all the game is called Diplomacy, and so people should be able to diplomate."

((GB - I agree, however the Gunboat games do seem to be more popular!))

Réginald de Potesta - "You distinguish yourself ((Dipsomania)) by the room that you give to the games.....in your zine there are only 10 pages out of 42."

((GB - Try to imagine the number of pages devoted to the games when the waiting lists are complete!!!! Remember, Dipsomania is only in its 6th issue, a relative beginner when you compare it to MdS! which has published 60 issues! "Rome wasn't built in a day!"))

And now for something completely different, money! The recent price change of Dipsomania didn't go unnoticed!



Denis Dupeyron - "I am not in the least surprised by the increase in the price of Dipsomania, it was inevitable. Also, it isn't necessarily bad news. I'll explain: If the increase is due to an increase in quality (and not to economic factors which occur with life in general, becoming more and more expensive), it is really good news! Personally, I'm not short of a few francs, and if this reflects on the magazine, I'm for it.."

Jason Asker - "85p for Dipsomania is expensive, but when I think it must cost at least 40p to post it's not bad value. Plus the fact it's well-presented and it comes out regularly does mean its worth receiving. So you can be assured of my support.....I think it's a good idea to try and join the various hobbies together. I think it will require more than one zine to do it though...."

((GB - Thanks for the kind words. Unfortunately, it may be regular but as many have commented, regular and slow. For it to be well presented means lot's of time and effort! Again a horrible compromise. 85p may sound expensive but Dipsomania appears less often with a lot more pages than most other zines. Also there are no other charges for the games or deposits as other zines require. Additionally, you can receive free issues if you contribute or you participate in an existing game as a standby player.))

Staying in the theme of the general contents I received a few comments on Rosie Roberts' letter. It would appear that she is the only person who would appreciate a mixed language zine.

Laurent Massotte - "A fanzine half English, half French risks to miss out on its principal objective, each linguistic community having the tendency to only read (and therefore not communicate) the part produced in their language."

Jacques Béland - "A small note concerning the publication of your magazine in French and English. I am very pleased that you are maintaining your position in this domain. Effectively, if your magazine became bilingual, I let any future subscription fall. I do not want a bilingual hobby and I have no need to perfect my knowledge of English. I do not want to create a controversy on bilingualism, but in Quebec, it is still very easy to find documents in unilingual English to improve our knowledge of the English language. To add to the comments made by Bruce ((McIntyre)), Canada is a bilingual country only on paper, in reality it is something else. Just about everywhere, except in Quebec, one cannot defend oneself, study, find out information or live in the two official languages. Therefore bilingualism doesn't exist."

Réginald has already grasped the idea for improving the zine review without knowing the results of the questionnaire!

Réginald de Potesta - "I find it very interesting that you produce a review of the zines received as in N°4, but there is a way to improve on this by giving more details and, for example, by printing a reduced photocopy of the cover for each described zine."

((GB - I would be willing to provide the reduced photocopy of the cover, would you and could you write the rest?))

Last, but not least, the article by Marie-Anne inspired favourable comments from:

Denis Dupeyron - "I appreciated a lot the article by Marie-Anne, because the situation, hardly classical for Belgium, from the point of view of language, merits at least to be mentioned. This article does more than remark about the subject touched on by the historical background: the explanation of the linguistic differences (amongst others). And I am sure that without finding the Australian, American or other 'antipodean' subscribers (who would be excused as regard to others), the majority of the French subscribers (for example..) are not aware of this situation, let alone in detail. I include myself.... It misses out, perhaps, a few figures telling who speaks which and how many languages, and a map, even 'scribbled', to show the division. Even when it is explained in the text it is worth providing small illustrations, because it 'tells' more, and because nothing is worse than being ignorant! But above all, do not interpret my words by what I haven't said: the article by Marie-Anne is very good...and it is this type of initiative that must be encouraged."

Laurent Massotte - "...It, perhaps, would only interest the Belgian readers, but it will have had the advantage to clarify the political situation of our country and those concerned with Regions and Communities. After all, with these Belgian affairs, you can get lost."

That's all for this time, thanks to you all who wrote. I do enjoy reading your letters and hope you will continue to write in.

The Swiss Mercenary

by Martin Jennings.

The Nightmare Returns

So Jef actually published my first effort at writing a subzine. I suppose that I should be pleased, but after re-reading it I can see many ways in which I could improve it. I think that you always see the mistakes once it is actually in print and many a time I wonder why on earth I wrote what I did. I suppose with practice I will become better, that is if Jef can put up with me for that long!

In the last issue I stated that I had to do all my typing at work as I did not have a PC at home. Well I'm glad to say that I had a pleasant surprise for Christmas and that I now am the proud possessor of an Apple Macintosh SE. The only problem is that I will most likely be paying for it for most of my life. At least now I can finally write my subzine in my normal working hours, around 1 o'clock in the morning. Jef should not suffer too much as I can read and write MS-DOS text files. I can also appreciate the work that Jef puts in to produce Dipsomania. I only have to write three to four pages and translate it into French and that takes me about one to two weeks (thanks for the deadline Jef, panic, panic...), and then I find out that my translation wasn't too good anyway.

Happy New Year to all my readers (all ten of you) and now down to serious business, the main reason for the existence of this subzine. To present my ideas and thoughts on the various games played throughout this world of ours, well at least the ones I play and enjoy.

Some time back, in issue 3, Jef published an extract from a letter that I wrote. In it I happened to mention 'Star Trader' and Jef wondered what this game was. Well then I will endeavour to answer his question.

'Star Trader' was first published in 1982 by SPI as an insert to Ares N°12 and also as a boxed set. It is not to be confused with 'Star Traders' published by Steve Jackson Games.

The game is an interstellar trading game for 2-6 players taking place within six linked star systems. Each player controls a fleet of spaceships and has to compete with his/her opponents to build up his profits at the expense of the others. To do this each planet has a market for one to four commodities:

Monopoles - refined magnetic ore used in psionic equipment, levitating craft.

Spice - a natural drug used to enhance psionic powers.

Isotopes - refined radioactive ore used as power source for interplanetary travel.

Alloys - complex metallic compounds used in all fields of industry.

Monopoles and Spice take up virtually no cargo space while Isotopes and Alloys each take up one space per unit.

Each market has a starting price for the commodities and also a modifier which signifies it's rarity on the market. The more negative the modifier the harder it is to find so the price has a natural tendency to rise. Buying and selling the commodities also affect the prices.

If this was all that the game involved, jumping from system to system buying and selling, the game would soon become boring. Luckily this is not so as news of various events, and also opportunities of special cargos, some legal, most not, may bring a fast buck or a horrendous loss. Various agents are also available to help you with trading, piloting your ships, defending your ships against pirates, (that is the other players), and selling your ill-gotten goods on the black market. Other players may try to intercept your ships and to destroy or capture them. You can store goods in warehouses hoping that the prices will rise, you can build factories to produce any one of the commodities. You may try to sabotage other players' factories or destroy their stored goods.

Of course all these deeds (and misdeeds) will have an affect on your reputation. High reputation brings subsidies, while a low reputation will cause a Federal Inquiry and maybe an arrest.

To help you in all this, you do possess certain connections in business, political and criminal circles. These enable you to look at the news before it occurs, giving you a head start. They also enable you to get your opponents into trouble, especially the criminal connections, and gain positions on the market. Connections range from levels 0 to 10, at the beginning you start with 7 levels to divide amongst the three types.

Various ships are available, from the small nimble scout to the large lumbering cargo. Military ships can also be found as can military equipment, but anyone caught with military hardware is in serious trouble.

This is just a quick overview on the main points of the game. Intended as a board game, it has been adapted

to postal play and is quite playable. Unfortunately it is impossible to play without a copy of the game as a lot of the information about the different ships, agents and equipment is printed on the board. There are insufficient counters printed and two copies are essential for a good game to avoid having lots of little pieces of paper on the board.

At the moment I am involved in a postal game of 'Star Trader' with 5 others. Even though we have only just completed turn 4, quite a lot has happened. I managed to complete a very interesting deal concerning certain furs, legally purchased of course, and have built my fleet up to two ships and am going to purchase my third. I have also purchased quite a lot of isotopes as I know that the price will rise soon as the government is about to announce a technical breakthrough (news travels fast). One of my agents enables me to know the bids of the other players for one commodity per turn per market, handy for buying and the other agent protects all my interests in one system from sabotage. I also possess a few alloy and isotope factories.

Last turn one of the other player's ships was blown up by a pirate (another player, not me!) and the remains looted. This turn one of the other player's purchased a heavily-armed military ship, which normally means more piracy. Various deals have been struck between players involving commodities, agents even ships and equipment. The GM has also added a few new rules and you would not believe some of the schemes cooked up within the game. Anyway as long as the Swiss Universal Bank (Shipping Division) wins the game, I do not really care what happens to the other players.

As SPI no longer exists, getting hold of a copy might be hard unless it has been re-issued under TSR. All in all, I find this a highly enjoyable game, though it takes time to learn how the mechanics work and all the little subtleties of the rules. I do not think that the rules exist in French, and no, I am not translating a 20 page booklet and a very large map (8xA4).

Diplomacy time now, as this is also supposed to be a Diplomacy '58 subzine. I must first mention that I actually received a letter complimenting me on my first issue. Miracles do happen!

It seems that the starting positions for Diplomacy '58, though mentioned, were not made absolutely clear so here they are:

England 2x F Lon, A Lon
 (Not Lpl as stated in issue 1)
France F Bre, 2x A Par

Italy	F Nap, 2x A Rom
Germany	F Kie, 2x A Ber
Austria	F Tri, 2x A Vie
Russia	F StP(sc), F Sev, 2x A Mos
Turkey	F Con, 2x A Con

(2x = 2 single units, not a double unit!)

Right, after correcting my mistakes in the last issue now onto the topic for this issue.

One of my pet hates about Diplomacy has always been what I consider the ambiguities of the support rules. In their present state, and at this point I must admit to not owning a proper set of diplomacy rules, (and he is a GM I here you cry!) Don't worry on that account, I do know the rules and do have parts in both French and English, though not a proper set. Anyway, as I was saying before I so rudely interrupted myself, in their present state the support rules allow a unit to support another unit doing something other than just holding. This can lead to a chain of supports which can stretch from one side of the map to the other. This also leads to quite a few stalemates (you try removing three Austrian armies in Tri, Vie and Bud when they are supporting each other). As a true Diplomacy player I will use these rules to my advantage (check my moves for England in MANHATTAN), though I do not necessarily agree with them. When I first learnt to play Diplomacy in Geneva, we interpreted the rules to allow only the support of a unit if it was holding or supporting the unit that was supporting it i.e. A(Mos)SA(Sev) and A(Sev)SA(Mos). This eliminated the chain of support and we found ourselves with less stalemates, a game that flowed quicker and also it forced us to ally much more as, (though) it was now easier to take centres, it was much harder to hold onto them by yourself. It was using these rules that I had what I consider my greatest triumph in a Diplomacy game: winning a face to face game of Diplomacy as Austria, I certainly enjoyed wiping Turkey off the board in that game. Maybe someday in the future I might consider running such a game in this subzine (no Jef that does not give you the right to open another waiting list!), but in the mean time I will 'suffer' the rules used.

At the end of March, beginning of April (30th March-1st April) I will be attending 'TSR Games Fair 90' which is to take place at Reading University, UK. This is to be my third time there and I know that I will enjoy myself. For three days, 400 gamers get together and play all sorts of games. TSR organise an 'AD&D' Open as well as a team competition. There are also two games of En Garde run by the editor of the Small Furry Creatures Press zine, he has actually written a program to do the

arbitrations. Last year we also had BattleTech and Car Wars championships. Unfortunately, for those who might want to attend, the number of tickets is limited to 400 and they do have a tendency to run out quickly. If you should wish to attend get in touch with TSR(UK). Two kinds of tickets are available; residential (you have a room on the campus) and non-residential (you sleep where you can). If last year was anything to go by I will sleep about 3 hours a night and play weird and wonderful games; have you ever heard of 'Allo, Allo' the RPG?

Well it is now time for me to get out my French-English dictionary and begin on my translation, this is not going to be fun.

So I await your comments and ideas, you may get in touch with me at the following address:

Martin Jennings, 16 Hallowell Down, South Woodham Ferrers, Chelmsford, Essex, CM3 5FS, United Kingdom. Home Telephone +44 (0245) 320441 after 6.30pm (UK Time)

Cheers for now

The Swiss Mercenary.

D E L U G E

by Tim Sharrock.

(Catalogue # ru02/07)

0. All the normal rules of Diplomacy (1971) apply except as amended below.

1. Due to rising sea levels, provinces become submerged as shown in table 1 below. The submergence of a province occurs after the adjustments in Winter. Submerged provinces are then counted as sea spaces.

2. Supply centres that are submerged cease to function as such and are no longer able to build or maintain units in the following years.

3. Any army that remains for a season in a supply centre that neither moves, attacks, is convoyed or supports may be ordered to change into a fleet. i.e. A(Lon):F(Lon).

4. In the Winter of 1904 Switzerland becomes a passable land province.

5. As the submergence continues new supply centres are formed as shown in table 2 below.

6. When a new supply centre is formed they are owned by (in order of preference)

- 1) The country occupying the new supply centre;
- 2) The country within whose borders it lies;
- 3) The last country to have a unit in that province;
- 4) Neutral until occupied.

7. The winner is the sole survivor after Winter 1908, i.e. whoever owns Switzerland.

Table 1: Submergences

Winter 1901: Lon, Hol, Bel, Gas, Ven, Lvn
Winter 1902: Lpl, Yor, Pic, Apu, Rum, Sev, Fin, Syr, Den
Winter 1903: Bre, Par, Tus, Nap, Bud, Stp, Arm, Kie
Winter 1904: Mar, Por, Rom, Vie, Gre, Pru, Mos, Ber, Ruh,
Gal, Ukr, Bul
Winter 1905: Wal, Cly, Swe, Tri, Alb, Con, War
Winter 1906: Edi, Spa, Tun, Ser, Smy, Sil, Boh
Winter 1907: Nwy, Mun, Pie, Tyr, Naf, Bur, Ank

Table 2: New Supply Centres

Spring 1902: Wal, Ruh, Tyr
Spring 1903: Ukr
Spring 1904: Pie
Spring 1905: Boh, Swi
Spring 1906: Sil
Spring 1907: Naf

Hence by Spring 1908 only Switzerland is above sea level.

8. The Abstraction Army/Fleet Rules module will be applied. In brief, this allows an army in a coastal province to be embarked onto a fleet in an adjacent sea space. In the SAME move the A/F combination can then move and, if terminates its move in a sea space adjacent to a different coastal province, can disembark the same army. An example would be A(Mar) Emb F(GOL), A/F(GOL)-WMS, A(WMS) Dis Tun. There are two pages of rules for this module which you will need in order to participate.

There are also a series of 7 maps available which show the situation prior to each Autumn season including the submergences which took place after the previous Winter adjustments and the new supply centres which have just been formed. As I do not have sufficient space to publish the maps and the module I will supply a copy of all these to each player when the gamestart is announced. Anybody else who would like a copy of these can contact La Variantothèque Belge including 30FB to cover photocopying and postage.



WORLD DIPCON II
DIPCON XIII
DIPCON IV

CHAPEL HILL, NORTH CAROLINA
JUNE 22-24, 1990
Dipcon Committee: David Hood
Kan Peel
Tom Nash

"The 1990 International Diplomacy Championships"

The University of North Carolina in Chapel Hill, North Carolina USA will host the 1990 International Diplomacy Championships. There will be four rounds of Diplomacy offered over a three-day weekend, of which two must be played to be eligible for awards. There will be a team event as well, in which the scores for the seven members will be averaged in order to determine the winner. In addition, there will be tournaments for Diplomacy variants (such as Gunboat), and in non-Diplomacy games (such as Railway Rivals.) Dates for the Con are June 22-24, and fees will be \$20 US plus \$15 US per night for housing on campus. International participants should plan on taking a vacation in the American South for 10-14 days, since The Avalon Hill Game Company will sponsor a major gaming event in Atlanta, Georgia the weekend following World DipCon. Those interested in attending the Con should contact the Tournament Director David Hood at 15-F Estes Park Carrboro NC 27510 USA for more information on Con activities and sights to visit in the Confederacy during their visit. Participants should also contact the World DipCon representative closest to their home to get information on travel arrangements and currency exchange:

UNITED KINGDOM	Peter Sullivan	27 Farrar St	Darlington	DL3 6RG
AUSTRALIA	John Cain	76 Banool Rd	Balwyn	3103
SWEDEN	Per Westling	Rydsv. 246 c:16	S-582 51	LINÖPING

En 1990, Les Championnats Internationaux de la Diplomatie auront lieu à l'Université de North Carolina à Chapel Hill, North Carolina, U.S.A. Il y a aura quatre parties de Diplomatie ouvertes les 22, 23 et 24 juin dont deux au-moins devront être jouées pour pouvoir remporter un prix. Il y aura également un tournoi par équipe dont la moyenne des scores de chacun des sept membres déterminera le vainqueur.

Il y aura d'autres tournois pour ceux qui préfèrent jouer aux variantes de Diplomatie (comme "Gunboat"), ou à d'autres jeux tels que 'Rivaux du Rail' (par exemple). La participation aux championnats coûte \$20.00 (américain) et le prix du logement à l'université est de \$15.00 la nuit.

Le weekend suivant Avalon Hill Game Company offrira encore un tournoi à Atlanta, Georgia pour nos participants internationaux qui voudraient passer toute la semaine au sud des États Unis. Si les championnats vous intéressent, vous pouvez écrire à notre directeur, David Hood, 15-F Estes Park, Carrboro, North Carolina, U.S.A., 27510 pour obtenir plus de renseignements sur les tournois et sur le sud de notre grand pays. Le représentant plus près de vous peut vous informer des devise étrangères et des possibilités de voyage:

BELGIQUE	Jef Bryant	121 Rue Jean Pauly	4300	ANS
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World DipCon II, der internationale Diplomacy Weltmeisterschaft wird vom 22 bis 24 Juni, 1990 in Chapel Hill, Nord Karolina, U.S.A. stattfinden. Geplant sind vier Runden von Diplomacy über drei Tage (wovon teilnahme in mindestens zwei Runden notwendig ist um für Preis zu qualifizieren), ein Mannschaftsturnier, Diplomacy Varianten und andere Spiele ("Railway Rivals") stehen auch im Program. Eintrittsgebühr ist \$20 (U.S.) Unterkommt in die Stundenwohnkeime vom Universität von Nord Karolina ist möglich für \$15 (U.S.) pro nacht. Anfragen an David Hood, 15-F Estes Park, Carrboro, NC 27510, U.S.A.

T H E G A M E S S E C T I O N

W A I T I N G L I S T S

				Status
Twin Earth Diplomacy:		GM Jef Bryant	"Rusty Nail"	5/7
Rules printed in Dipsomania - 2.				
Geoff Kemp, Paul Slade, Ryk Downes, Pascal Prola, Jason Asker				
Standby-Patrick Lafontaine				
LiMa 5:		GM Jef Bryant	"Zombie"	6/10
Needs Youngstown IIb published in Dipsomania - 3 as well as				
LiMa 3 and 5 published in Dipsomania - 4.				
Christian Rode, Paul Slade, Pascal Prola, Patrick Lafontaine,				
Reginald de Potesta, Laurent Massotte				
Standby-Miguel Lambotte				
Beginners Diplomacy:		GM??	"Gypsy"	6/7
Bernard Feuillen, Frédéric Counerotte, John Ethrington				
Christian Jodogne, Michel Petrenko, Mick McNamara				
Gunboat II (Without Press):		GM??	"Cuban"	1/7
Deluge Dip:		GM Jef Bryant	"Petite Fleur"	3/7
Rules printed in this issue.				
Freimut Broker, Jason Asker, Johannes Schwagereit				
Geophysical III (Anonymous???)		GM Jef Bryant	"Gimlet"	4/7
Rules printed in Dipsomania - 5				
Song of the Night:		GM Jef Bryant	"Between-the-Sheets"	1/7
Rules to be printed in Dipsomania - 7.				
John Ethrington				
1958 Original Dip:		GM Martin Jennings	"Kamikaze"	2/7
Rules printed in Dipsomania - 5.				
Reginald de Potesta, John Ethrington				
Middle Earth IX:		GM J. Bryan: (or M. Nelson)	"Quarter Deck"	0/5
Rules printed in this issue.				
Classic Diplomacy:		GM ??	"Screwdriver"	0/7
Bourse III:		GM Jef Bryant	"Blue Lagoon"	Started
Anyone can join at any time. Rules in Dipsomania - 2.				
Dipsoscrabble:		GM Marie-Anne Gillet		Started
Rules in this issue. Anyone can play. A new competition				
every issue with a prize of one Dipsomania for the best score.				

Please, do not forget your preference lists.
I am always in need of standby players.

Gunboat II Diplomacy Spring 1903

Italy:

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

France:

F(Naf)-Tun, A(Pic)S ENGLAND F(NTH)-Bel, A(Gas)SA(Bur), A(Bur)S ENGLAND F(NTH)-Bel, F(WMS)SF(Naf)-Tun

Austria:

F(Gre)-H, A(Tri)-Ven, A(Bud)-Gal, A(Ser)SF(Gre), A(Tyr)SA(Tri)-Ven

Turkey:

F(AEG)SA(Bul)-Gre, A(Smy)-Con, A(Bul)-Gre, F(Con)-Bul(sc)

Germany:

A(Bel)SA(Mun)-Bur, A(Hol)-Ruh, F(Den)-SKA, F(BAL)-Den, A(Mun)-Bur, F(Kie)-HEL

Russia:

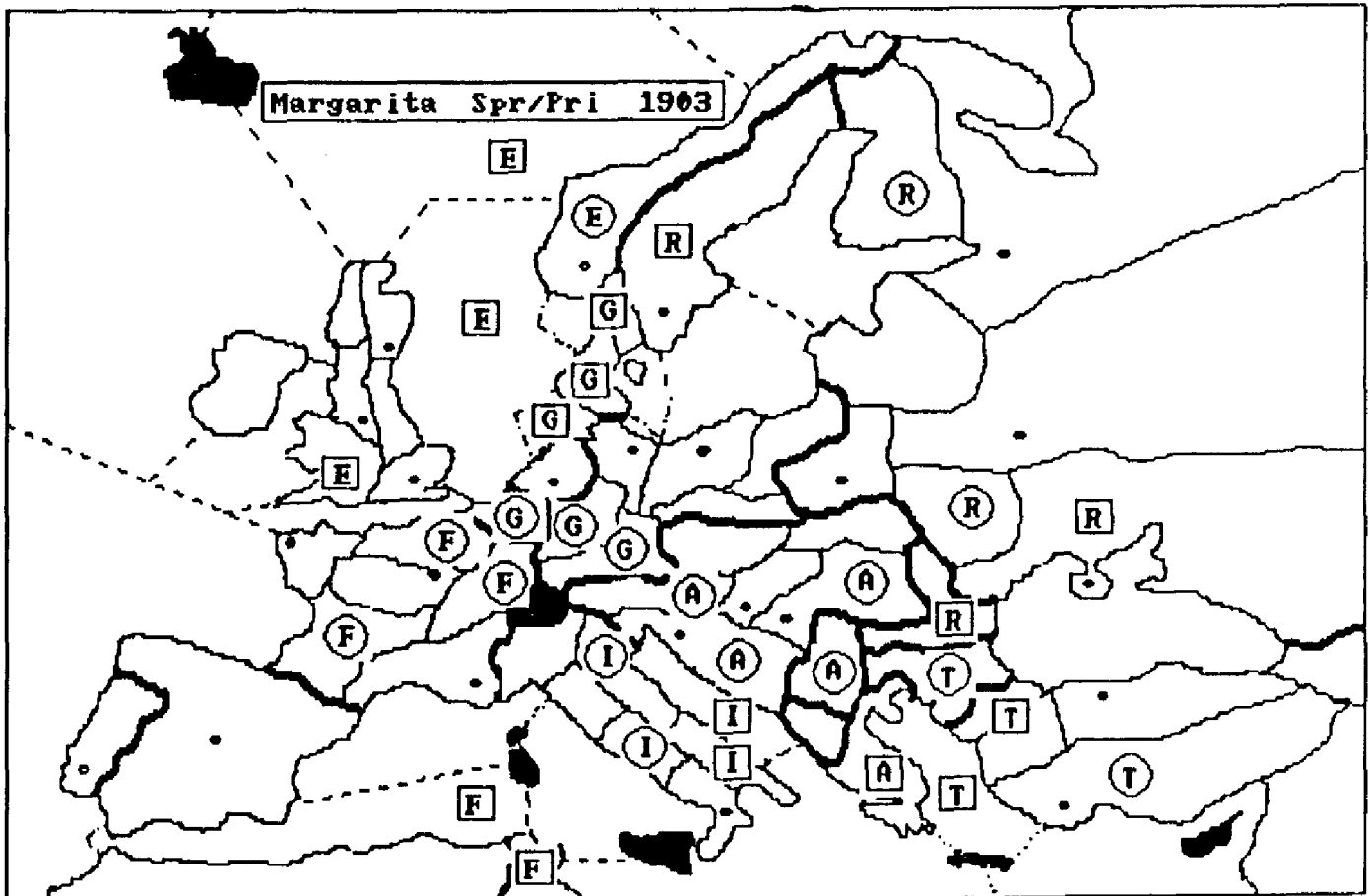
F(Rum)S TURKEY A(Bul), A(Ukr)-Gal, A(Fin)SF(GOB)-Swe, F(GOB)-Swe, F(Sev)SF(Rum)

England:

F(NTH)-H, A(Nwy)-H, F(NWG)SA(Nwy), F(Lpl)-Wal

Summer 1903

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



B L U E L A G O O N

The Diplomacy Bourse III. Spring 1903
(Used in conjunction with 'Margarita')

Press:

GM - All: If I can manage to type the orders into EXCEL correctly, there should be no further errors. It has already found an error from the turn before resulting in 'Fungus le Bogeyman' having 500 lira more than he had before and hence now has 20 victory points more. Fortunately, it hasn't made any difference to the positions in the table. Several of you this time have made errors, e.g. Insider Dealings tried to sell 500 units of all the currencies when he didn't have any crowns. I wondered why I was getting negative values in the table! Apart from not making any errors it's far easier and quicker than the 'calculator and paper' method! The Autumn move should prove to be interesting as the number of centres is becoming more important in the game.

Insider Dealings: It's well that this is just a game or I wouldn't be buying pounds (that's for sure).

Vulcain: Stop right now your inflationary politics, if not we're heading for a catastrophe. There is only one solution to purify the market: sell all and only buy the weak values if you really want to buy!

Quantum Leapers: Is it fair to give new players a holding of 1000 units in each currency at this stage of the game, when such a start has considerably greater value than the starting sums? Would an alternative system of giving new players a holding of 1000 ECUs of each currency (at the current value) be fairer?

GM - Quantum Leapers: I have to agree with you, however I would be changing the rules during the game which I do not want to do. If I start another Bourse game I would certainly employ this modification. Another thing which troubles me is that the overall value of the combined currencies is rising each turn, a strange inflationary phenomenon. I had imagined that with the buying and selling that the overall balance of the total value of the seven currencies would stay at an average of 7.00 units.

ORDERS:	Germany	England	Austria	France	Italy	Russia	Turkey
	Marks	Pounds	Crowns	Francs	Lira	Roubles	Plastres
Old Value	2,04	1,2	1,46	3,17	1,9	1,48	1,64
Insider Dealings	-500	4262	0	-500	-500	-500	-500
Vulcain	0	4020	-500	-500	-500	-500	-500
Charles Ibronne	0	0	1212	0	-500	0	-500
PS	329	1678	459	-500	-500	0	-500
Quantum Leapers	0	-500	0	-500	-500	2673	-500
Banque Nationale V	-500	2500	-500	-500	0	0	-500
Simon Paid	-500	1634	-195	-282	-500	1326	-500
Fungus le Bogeyman	698	0	698	-500	-20	0	-500
TSA Inc.	-500	500	500	-500	-500	500	0
IHT	-500	2170	0	-500	0	0	0
Gonzomantak	-500	-500	0	511	0	0	0
Oseille	-500	-500	0	511	0	0	0
DuTud	450	2040	500	-500	-500	-500	-500
Irving Tedious	0	2000	-500	0	0	-500	743
Dave!	-400	300	-50	300	-100	-300	100
Ric	465	0	0	0	-500	0	0
Biomass Neotek	0	0	0	0	0	0	0
Blueberry	500	500	0	0	-500	0	-500
Imric	0	1500	-500	0	-500	-500	378
Total	-1458	21604	1124	-3460	-5620	1699	-3779
Change in Value	-0,15	2,16	0,11	-0,35	-0,56	0,17	-0,36
New Value	1,90	3,36	1,57	2,83	1,34	1,64	1,27

BLUE LAGOON

NEW HOLDINGS	Marks	Pounds	Crowns	Francs	Lira	Roubles	Piastre	ECUs
Insider Dealings	722	4762	0	3988	8204	0	0	1
Vulcain	0	4020	1896	2205	3147	2500	2366	1
Charles Tbronne	2500	567	1212	2384	1500	3500	1500	1
PS	1329	2330	2840	1589	2311	2338	1316	0
Quantum Leapers	1340	0	500	4590	0	3173	3480	1
Banque Nationale V	2348	5000	4333	410	0	0	0	1155
Simon Paid	1330	2634	0	0	3480	2326	3400	46
Fungus le Bogeyman	2648	500	2290	86	505	500	5304	0
TSA Inc.	3000	1000	1500	2000	0	1000	500	1540
IMT	638	2670	1750	4400	500	0	500	18
Gonzomaniak	1000	1000	0	2987	0	3629	0	0
Oseille	1000	2200	0	1987	0	3629	0	0
DuTuU	3150	4740	1000	0	0	0	1645	0
Irving Tedious	1000	4500	895	2894	0	500	1089	1
Davel	1100	1278	1050	1700	900	420	1600	58
Ric	2351	1438	1500	0	500	0	1500	2
Biomass Neotek	0	0	2500	3500	500	0	0	2035
Blueberry	1500	1500	1000	1000	500	1000	500	150
Imric	1000	2500	500	1000	500	500	1378	0

VICTORY POINTS										
Last	New	Number of Centers	5	4	5	5	4	5	4	Total
Posn	Posn		Germany	England	Austria	France	Italy	Russia	Turkey	Vict Pts
1	1	Insider Dealings	043	190	000	199	328	000	000	761
2	2	Vulcain	000	161	095	110	126	125	095	711
4	3	PS	150	023	061	119	060	175	060	656
3	4	Charles Tbronne	080	093	142	079	092	117	053	647
5	5	Quantum Leapers	080	000	025	230	000	159	139	633
7	6	Simon Paid	141	200	217	021	000	000	000	580
6	7	Banque Nationale V	080	105	000	000	139	116	139	578
8	8	Fungus le Bogeyman	159	020	115	004	020	025	212	555
14	9	Irving Tedious	180	040	075	100	000	050	020	498
13	10	DuTuU	038	107	088	220	020	000	020	494
10	11	IMT	060	040	000	149	000	181	000	493
9	12	TSA Inc.	060	088	000	099	000	181	000	465
11	13	Gonzomaniak	189	190	050	000	000	000	066	431
12	14	Oseille	060	180	045	145	000	025	044	429
15	15	Davel	066	051	053	085	036	021	064	376
16	16	Ric	141	058	075	000	020	000	060	354
"	17	Blueberry	000	000	125	175	020	000	000	340
"	18	Imric	090	060	050	050	020	050	020	335
17	19	Biomass Neotek	060	100	025	050	020	025	055	320



Gunboat II Diplomacy. Autumn 1902

GM - ALL:

Due to unforeseen circumstances one of the players has requested a holdover. The arbitration for this season will be adjudicated and printed in Dipsomania - 7. Any player in this game may send, if they require, a new set of orders by the deadline on page 1.

* * * G A M E S T A R T * * *

W H I T E L A D Y "90??rb32"

Gunboat I Diplomacy with Press.

See the message on page 1 for the power your playing.
The GM is Jef Bryant, c/o editorial address.

Dipsoscrabble Competition N° 1

Starting words: ACTION at 8F and PETE at H6

	<u>French</u>	<u>English</u>
Rack 1:	A A E F I L U	B H L * O P S
Rack 2:	C G I * M N K	E E I L O R Q
Rack 3:	B E E J O R V	A E I N N O Y
Rack 4:	A E M N N R U	A A D J O T U

Don't forget your pseudonym!

GM: Marie-Anne Gillet, Rue Jean Pauly, 121, 4300 ANS, Belgium.
Telephone +32 41 46 53 11 (before 22H00).

The rules for this competition are printed in this issue.

India. Autumn 1502.

Delhi

Frédéric Abrassart, Qer de l'Alliance, 339, BOUSSU, B-7360

A(Mul)-Man, A(Sat)-Ori, A(Ben)-Bod

Rajput

Ryk Downes, c/o 9 Millcroft Estate, Pool-in-Wharfedale, nr Otley,
West Yorkshire, LS21 1RP, England

A(Sid)-Sur, A(Bhi)-Asi, A(Man)-Nag, A(Law)-Del Ahmadnagar

Frédéric Taton, 17, Rue Principale, TERWAGNE, B-529'

A(Pat)-Gul, A(Dam)-Sur, A(Ahm)-Bij

Vijayanagar

Bernard Feuillen, 48 Rue Joseph Wauters, JAMBES, B-5100

A(Bij)-Pat, A(Gul)-Bid, A(Uda)SA(Gul)-Bid

Gondwana

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

A(Bid)-Gul, A(Ori)SA(Bod)-Sat, A(Ber)SA(Bid)-H (NSO), A(Bod)-Sat

Retreats: Gondwana A(Bid)-Gol Delhi A(Sat)-Lak

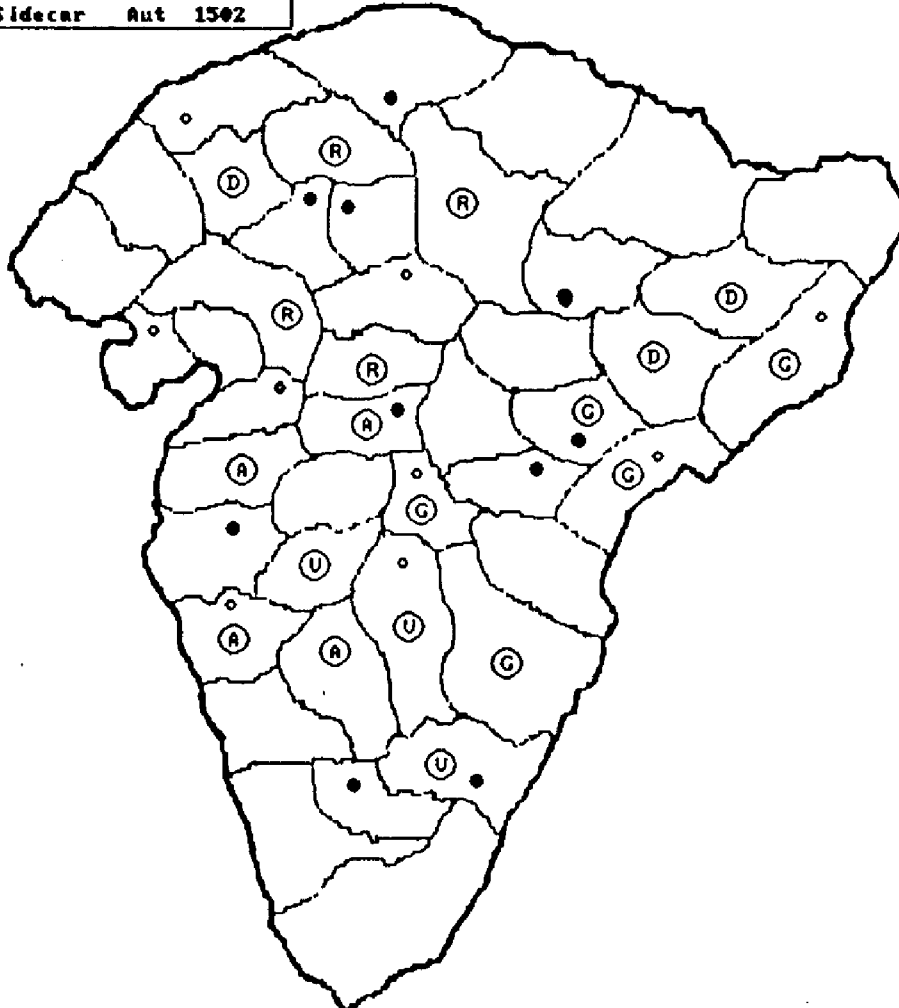
Press:

Delhi - All: Here's a game which really lacks diplomacy!
 Ahmadnagar - Gondwana: We run the risk of staying blocked a long time
 like that in the South! Quick, a common strategy for our two states!
 Ahmadnagar - Vijayanagar: Who will be the most obstinate?
 Gondwana - Rajput: Let's share out Delhi... After that we'll see....
 Gondwana - Vijayanagar: Goodbye...

Winter 1502 Adjustments:

Delhi	Lah, Ben, Mul		(3)3	No Change
Rajput	Chi, Law, Diu, Bhi		(4)4	No Change
Ahmadnagar	Kha, Ahm, Sur	+Bij	(3)4	+A(Kha)
Vijayanagar	Ban, Uda	-Bij, +Bid	(3)3	No Change
Gondwana	Gon, War, Ori	-Bid, +Ber, +Sat	(4)5	+A(Gon)

Sidecar Aut 1502



Diplomacy (For Beginners.) Autumn 1902.

Italy

Mick McNamara, Rue St. Adalbert 1A, B-4000 LIEGE.

A(Pie)SA(Ven), F(WMS)-Spa(sc), A(Ven)SA(Pie), F(TYS)-Nap

France

Frédéric Abrassart, Qer de l'Alliance 339, B-7360 BOUSSU.

F(Yor)-Edi(§), A(Pic)-H, A(Mar)-H, F(MAO)-Por, A(Gas)-Spa

Austria

Mark Feuillen, Rue Joeseph Wauters 48, B-5100 JAMBES.

F(ION)-AEG, A(Tri)-Ser, A(Bud)SA(Vie), A(Vie)SA(Bud)

Turkey

Pierre Husquinet, B-61, Rue St. Gilles 200, B-4000 LIEGE.

F(BLA)SA(Bul)-Rum, A(Con)-Bul, A(Bul)-Rum, F(AEG)-Gre, A(Arm)-Sev

Germany

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

A(Ruh)-Mun, A(Bel)-H, F(SKA)SF(Den)-NTH, F(BAL)-Swe, F(Den)-NTH

Russia

Michel Petrenko, Rue de Joie 107, B-11, B-4000 LIEGE.

F(Stp)sc-H, F(Rum)-H(§) A(Gal)-Bud, A(Boh)-Mun, A(Sil)SA(Boh)-Mun

England

Pete Ford, 10 Parc de la Roche II, F-01210 ORNEX.

C.O.A.

F(Lon)-H, F(NTH)-Edi, A(Nwy)-H

Retreats:

England F(NTH)-Hol

Russia F(Rum) removed (§). No Retreat Possible (NRP)

Press:

France - All: It would be the moment to stop the Russian.

Austria - Germany: We have the same enemy, he's got a big mouth and we're going to shut it!

Austria - Italy: Would you be interested by a non-aggression pact or even an alliance?

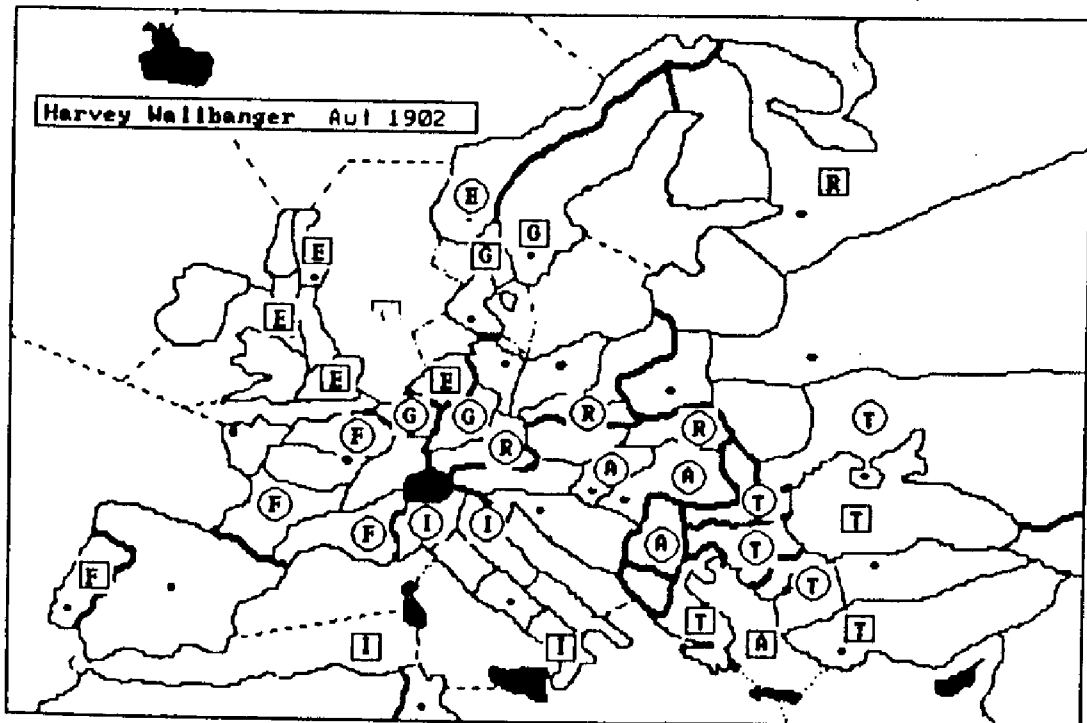
Italy - Austria: Pay no attention to the Frenchman.

Italy - France: Don't be happy, worry!

England - Germany: You can rely on me to assist your efforts.

Winter 1902 Adjustments

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



Classic Diplomacy. Spring 1902

Italy

Charles Arsenault, Le Village, Cidex 36, Bernin, BRIGNOUD, F-38190
A(Mar)-Gas, F(Tun)-WMS, A(Ven)-Pie, F(Nap)-TYS

France

Philippe Vanbossche, 5 Rue Felix Poels, BRUXELLES, B-1150
F(Por)-Spa(sc), A(Bur)SA(Spa)-Gas, A(Spa)-Gas

Austria

J.Niechwiadowicz, 35 Poplar Cres, Bayston Hill, Shrewsbury, Shrops, SY3 0QD, UK
F(Alb)-Gre, A(Bud)-Gal, A(Ser)SF(Alb)-Gre, A(Tri)-H

Turkey

Edward Ainsworth, 58 Eastlea Ave, Watford, Herts, WD2 4RH, UK.
F(BLA)-Rum, A(Con)-Bul, A(Bul)-Gre, F(Smy)-AEG

Germany

Dave Clarke, 71 Hadley Highstone, Barnet, Herts, EN5 4QQ, UK
A(Ruh)-Bel, A(Kie)-Ber, F(Den)-BAL

Russia

Malcolm Smith, Stratsrad Ihlensvei 66b, STROMMEN, N-2010
F(Swe)S ENGLAND F(NTH)-Den, F(Rum)SA(Sev), A(Sil)-Mun, A(Nwy)-H,
 F(Stp)sc-GOB, A(War)-Pru, A(Sev)SF(Rum)

England

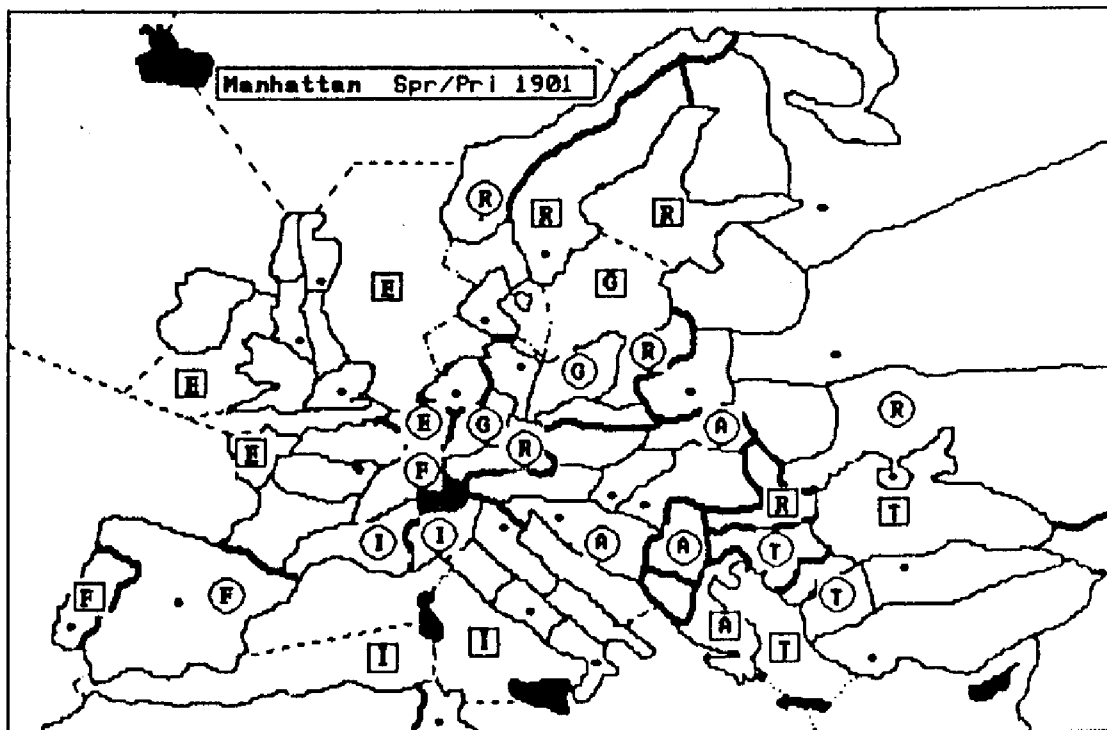
Martin Jennings, 16 Hallowell Down, Sth Woodham Ferrers, Essex, CM3 5FS, UK
F(ENG)-Bre, A(Bel)-Bur, F(NTH)SA(Bel), F(Lpl)-IRI

Press

Rome - Paris: It's for a good cause...
 Italy - All: I thought that it was a game for beginners...
 Germany - All: New German Government - Please contact me.
 Austria - All: Sorry about the lack of letters. Have had a few problems, which have not been helped out by me having to go into hospital to have four wisdom teeth out.
 London - All: Who? Me? Attack France? - Never. Just passing through on my way to Corfu. Holiday time you know.
 GM - All: Dave Clark is now representing Germany.

Summer 1901

Italy:	Ven, Rom, Nap, Mar, Tun	5
France:	Par, Bre, Por, Spa	4
Austria:	Tri, Vie, Bud, Ser	4
Turkey:	Smy, Con, Ank, Bul	4
Germany:	Kie, Ber, Mun, Den	4
Russia:	Sev, War, Mos, Stp, Swe, Nwy, Rum	7
England:	Lpl, Lon, Edi, Bel	4



India. Autumn 1501

Delhi

Marie-Anne Gillet, Rue Jean Pauly, 121, ANS, B-4300

A(Mul)-H, A(Ben)-Del

Rajput

Patrick Lafontaine, Chaussée de Ramet 39, FLEMALLE, B-4120

A(Sid)-Diu, A(Law)-Bhi

Ahmadnagar

Pierre Husquinet, B-61, Rue St. Gilles 200, LIEGE, B-4000

A(Bij)-H, A(Sur)-H

Vijayanagar

Marc Feuillen, Rue Joseph Wauters 48, JAMBES, B-5100

A(Gul)-Bid, A(Bid)-Ber

Gondwana

Jean-Marc Baade, Rue Verte Houmeresse 35, CHENEE, B-4600

A(El1)-Ori, A(Ori)-Sat

Press

Rajput - Ahmadnagar & Gondwana: "Watch out!" Only those who reply to my letters will be annihilated at the finish... Those who ignore me will perish horribly by my own hands.

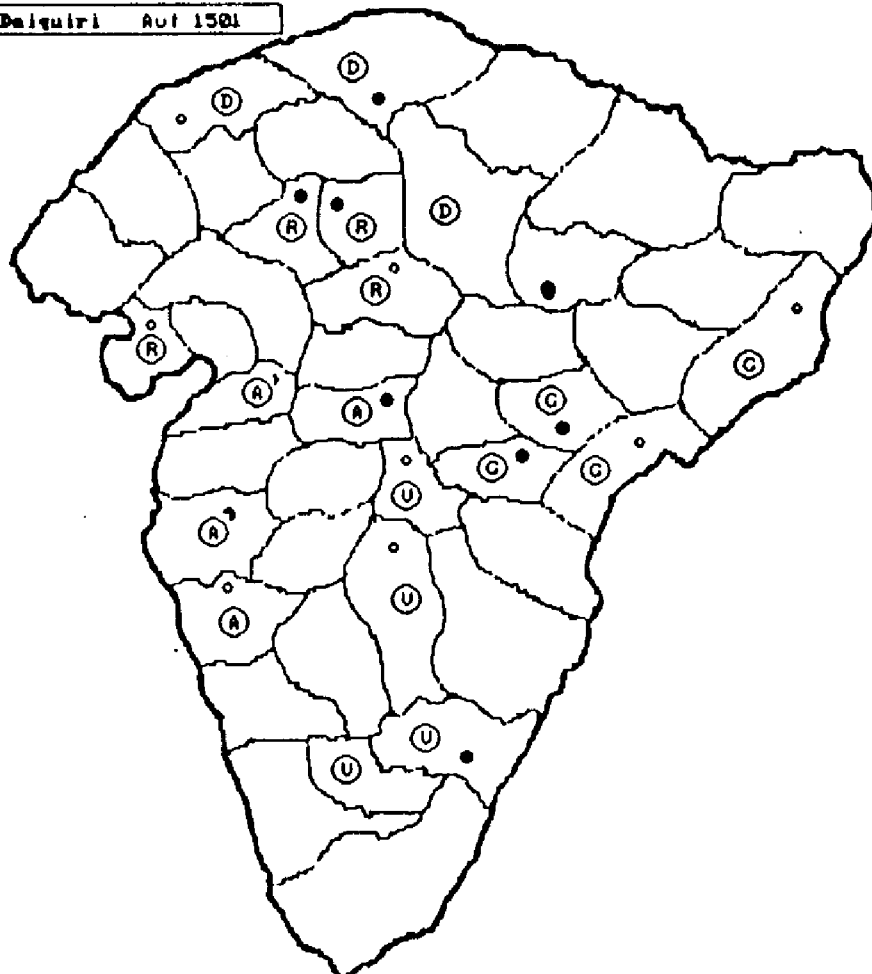
GM - All: An error slipped into my telephone number in the last issue. Here is the correct one: 085/41.22.15. (Apparently, certain players had already corrected it themselves...) Pay attention to the deadline!!

Winter 1501 Adjustments

Delhi	Lah, Ben	+Mul	(2)3	+A(Lah)
Rajput	Chi, Law	+Bhi, Diu	(2)4	+A(Chi), A(Law)
Ahmadnagar	Kha, Ahm	+Sur, Bij	(2)4	+A(Kha), A(Ahm)
Vijayanagar	Ban, Uda	+Bid, Ber	(2)4	+A(Ban), A(Uda)
Gondwana	Gon, War	+Ori, Sat	(2)4	+A(Gon), A(War)

GM is Frédéric Taton, 17 Rue Principale, TERWAGNE, B-5291.
Telephone 085/42.22.15

Daiquiri Aut 1501



Cline VI Diplomacy. Winter 1890

Press Only

Austria - All: Happy New Year (belated!)

Austria - Italy: Stay in your corner, you have nothing to fear from me. Good luck with your campaign in France.

Austria - Turkey: The current passes very well between us.

Austria - Persia: Why such silence, you can write to me in French or in English (or both, that would make things easier to understand.)

Austria - Russie: Austria will never attack his brothers in the North, long live the Tsar!

Persia - All: We greet all peace loving peoples and hope there won't be any "War to end all wars".

Persia - Egypt: Such provocations will not be tolerated. If they don't end immediately we are forced to protect the channel.

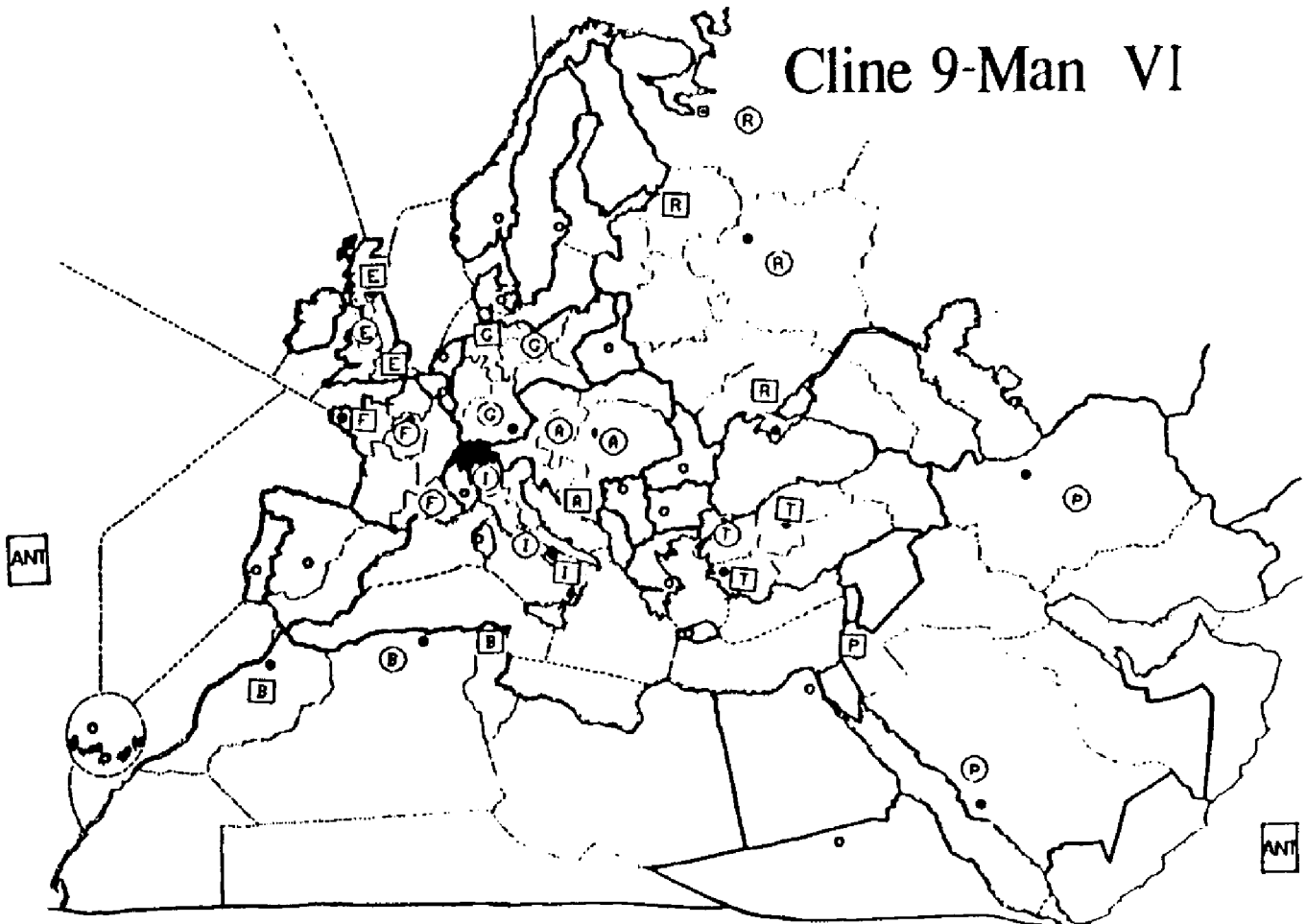
Teheran - Paris: Welcome.

Italy - All: Greetings to all, let's have fun playing this intriguing variant! P.S. My new telephone number is +613 6961906. I have an answering machine attached to this number and so may be rung at any time, should people wish.

Barbary States - Persia: Let's split up Africa: I will leave you Egypt and I will take the Sudan, OK?

Barbary States - France: I'll take Por and you Cst, that's fair isn't?

Cline 9-Man VI



Gunboat II Diplomacy. Spring 1901

Italy:

A(Ven)-Tyr, F(Nap)-ION, A(Rom)-Ven

France:

F(Bre)-Pic, A(Par)-Bur, A(Mar)-Spa

Austria:

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

Turkey:

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

Germany:

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

Russia:

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

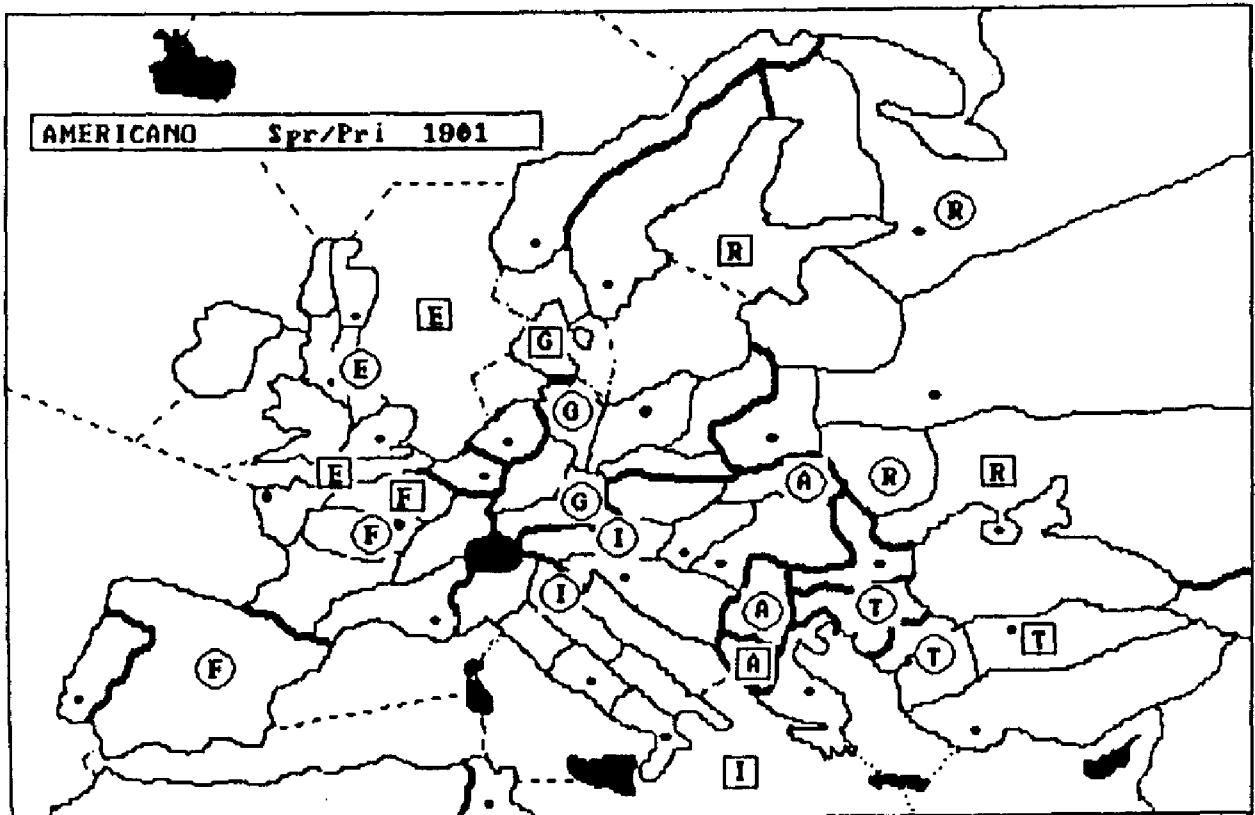
England:

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

Summer 1901

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

GM is Luc Janssenswillen, Rue du Zénith, 65, 1080 Bruxelles, Belgium



((Continued from page 3))

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Contribute. If I print part or all of a letter of comment for the first time you are entitled to a free issue; further issues will be distributed according to personal whim. Articles, art and other contributions would be "worth" more and depend on suitability, etc.

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The cheapest and best way to pay your subscription if you do not live in the UK or Belgium 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. This account is for the sole use of Dipsomania. The Post Office 'banking' system is the cheapest way to transfer small amounts of foreign money. Personal cheques drawn on British or Belgium banks are also acceptable. I recommend that you include enough money for 6 issues.

There is a special area designated on the lower, right-hand part of the mailing label. This will consist of a number, or symbol, which will either indicate the last issue you will receive or why you are receiving it. For those subscribers who contribute a '*' is used, a 'T' means we are trading, a 'W' means editorial whim, a 'C' means a complimentary issue and 'S' means a sample copy.

The Spice of Life - 1, the magazine published by the custodians of 'La Variantothèque Belge' - Miguel Lambotte and myself is available for 40FB. The French version is available from Miguel Lambotte, Rue Wiertz 39/2, 4000 Liège, Belgium. The English version is available from the same address as Dipsomania.

Dipsomania is being simultaneously published in English and French. This may or may not cause language problems in the games for certain people when diploming by mail. If such a problem occurs I will try and help out by mediating between the two parties concerned, if they keep it short!

My name is Jef Bryant and I can be contacted at the

editorial address below or by telephoning 041/465311 evenings and weekends; for callers outside Belgium, dial your International exchange code plus 3241465311.

This has been Dipsomania - 6, a Jim Crint Enterprises (Belgium) production (#20), in February 1990, edited by G.A.Bryant. The editorial address is 121, Rue Jean Pauly, B-4300, ANS, Belgium. All items within these pages are copyright (c) 1990 by G.A. Bryant; with all rights reverting to the originator on publication. "Diplomacy" is a registered trademark for a game invented by Allan B. Calhamer and copyright (c) by The Avalon Hill Game Co.

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