

**An amateur zine for the play of Diplomacy, its variants
and other games, as well as the exchange of different views.**

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LAST ISSUE, SEND MONEY! SAMPLE TRADE GAMESTART STANDBY SEE PAGE _____

Where to begin....

Let's start with why I'm even publishing this issue, eight months after it was supposed to be published. The reason is, there are now so few postal Diplomacy zines being published in North America, and fewer yet featuring the kinds of Diplomacy variants that interest me — the kinds being offered in these pages — that I want ish kibibble to be the zine where people can play unusual but great variants.

Of course, this won't work unless I can hold up my end of the deal, which is to publish regularly. I intend to publish every four or five weeks, but I won't rule out a longer time between issues — perhaps up to eight weeks, if needed. At this time, I simply can't promise a turbophreak schedule, given my publishing history the past year+. I will promise, however, that there will be nothing close to eight-month gaps between issues. If you can accept this and are in no particular rush to finish a game, then it should all work out fine.

So, I hope you will continue subscribing to ish kibibble and playing in its games. The cost hasn't changed, except that new issues (including this one) will be available for free via e-mail as PDF files. (If you cannot read PDF files, go to www.adobe.com and download the latest version of Adobe Acrobat for free.) As you will see inside, I have digitized all art, including maps and comics, so that everything you would see in a photocopied and mailed issue will be in the PDF version.

Thus, if you want to start receiving ish kibibble via e-mailed PDFs instead, let me know and I will refund the balance of your subscription, if desired.

On the other hand, if you just want to be done with me, let me know and I will refund your subscription balance. If you are playing in any of the games inside, please tell me ASAP so I can find a replacement for you and get the games going again.

Also, while I'm talking housecleaning, please check out the Game Openings and Standbys lists inside and tell me if you should be added to or removed from any of them.

And now, the games. The only way I can see ish kibibble working (at least for a while) is if I make it a warehouse zine, focusing on the games — and relatively simple ones at that. There will be little other material, except for whatever hobby news and ramblings (movie, TV and game reviews, music and sports stuff, politics, etc.) that I can fit on the front page or as short filler on game pages. There still will be some cartoons, as space permits, and maybe some letter excerpts from you, the readers.

This means I will not continue running some of the games I have been. Age of Renaissance takes way too much time for me

to adjudicate, so I am abandoning "Point of Know Return." (Perhaps Chris Hassler or another GM could resume it, if desired.) However, the Kremlin game "Back in the USSR" did finish with Mike Barno winning at the end of the third turn, despite some last-ditch ploys by other players to thwart him. And anyone watching the Awful Green Things from Outer Space ("Not One of Us") knows Bill Scharf had all but wiped out the monsters.

As for my health, I was having one of the healthiest stretches I've had in a while, lasting through the summer and fall. Then, what had been around Thanksgiving a small swollen area on my left temple got bigger by mid-December — about 2 inches in diameter and maybe 1/4" high, going from the top tip of my ear to halfway across my left eyebrow. It lessened somewhat only when I drastically increased the amount of prednisone I'm taking. After an inconclusive MRI and needle biopsy, I had an open biopsy of it Dec. 19. The pathology was negative for cancer, so the current thinking is that the swelling is due to a chronic inflammatory condition due to my underlying immune deficiency. (I had figured all of this would be the outcome, but one can't be sure until one's tested.) My doctors are still running some tests to rule out some other possibilities, but I think, in the end, all I can do is wait for it to go down naturally, as have other, usually smaller, swellings I have had since 1994.

Nevertheless, since Memorial Day, I have gotten back into kayaking and camping, including leading a trip for the Tampa Bay Sea Kayakers in November and leading another trip with camping on and paddling around an undeveloped island under a full moon the last weekend of this year.

And I've still been buying a lot of music, more of the progressive and neo-progressive rock of which I am so fond. Latest finds: IQ, Eloy, Focus, Mostly Autumn, Grey Lady Down, Parallel or 90 Degrees, Land's End, Pendragon, Jadis, Pavlov's Dog and Grobschnitt.

As for game reviews and movie reviews, I will save them for next time ... except for one teaser. I had meant to see "Lord of the Rings: The Fellowship of the Ring" today, Christmas, but when I got to the mid-afternoon showing at the nearest theater, there must have been a couple of hundred people in line, so I bailed (thus allowing me to finish this issue!). Now I will wait to see it on New Year's Day — and I will be sure to buy my ticket early that day!

Re: **Zine Register #30** (the one for 2001), I'm still working on it, but I wanted to finish ish kibibble first. After mailing it, I will resign as ZR editor and publisher, for two reasons: the hobby is in pretty sad shape zine-wise, and I figure someone else can do a better job than me, since there are a few zines I don't see regularly.

ish kibibble

January 2002 – #32

Game Openings

Colonial Diplomacy (Rick Copeland, Steve Mayers, Paul Risner, Bob Robles; need 3 more players): Try your hand at Avalon Hill's popular variant by playing Britain, China, France, Holland, Japan, Russia or Turkey. The short game victory condition (i.e., control of at least 18 supply centers) will be used to make things interesting. (Hey, who cares about making things realistic!) Preference lists are welcome. The rulebook is available by mail for \$1, but the map is free.

Minimalist Diplomacy (Scott Morris, Ward Narhi; need 5 more players): The regular map is reduced to just seven home supply centers, one per country, and one army per center. That's it. There are no fleets. The only way you will get support initially is to convince another player to give it to you! Armies cannot retreat but are automatically disbanded, so someone might be eliminated after the first turn! Those who have tried this negotiation-intensive variant have loved it. No preference lists — country assignment is random. Rules (what few there are) and map provided for free.

African Diplomacy (need 6 players): Same game, different locale, as players pretend Africa is armed to the hilt and turning on itself. Ethiopia, Ivory Coast, Libya, Saudi Arabia, South Africa and Zaire aim to dominate the landscape — it's your choice which will. Preference lists are welcome. Rules and map provided for free.

Mitotic Diplomacy (need 7 players): Set on the regular map, the main rule change is that new units are not necessarily built in home supply centers, but rather existing units are duplicated. (Think cell division.) Thus, two units can occupy the same space after winter adjustments, and they defend a space with a strength of two. This creates an interesting dilemma for players, since most will succumb to the temptation of duplicating units on their front lines. So how to prevent a back-door stab? That's for you to figure out! Preference lists are welcome. Rules and map provided for free. (*Check out "Go Your Own Way" on Page 3 to see this variant in action!*)

Balkan Wars Diplomacy VI (need 6 players): Ever wonder what happens when you put a bunch of rats in a cage and don't feed them enough, and then increase the pressure? Well, they quickly turn on each other! And that's exactly what happens when people play this great cutthroat classic. It doesn't matter whether you play Albania, Bulgaria, Greece, Rumania, Serbia or Turkey — you're just as likely to bite someone as you are to be bitten. Just remember: It's only a game! Preference lists are welcome. Rules and map provided for free.

Hardbop Downfall of the Lord of the Rings Diplomacy (need 7 players): Whether or not you've seen the movie, you'll love this variant based on J.R.R. Tolkien's classic trilogy. Playing with some complex rules and a map of Middle-Earth, everyone is searching for the Ring. Sauron wants to wear the Ring and have Evil rule the world. The forces of Good (Elves, Gondor and Rohan) know the Ring must be destroyed, but doing so means traveling to the heart of Mordor. As for the neutral Dwarves, Umbar and Saruman, who knows which side each will support — that's where the diplomacy comes in! Preference lists are welcome. The rulebook is available by mail for \$1, but it's free via e-mail. The map is free regardless.

Sopwith (Dave Partridge, Bob Robles, Bill Scharf; need 1-3 more players): This is a simple play-by-mail version of the 1978 game by Gametime Games, and it's vaguely similar to Snowball Fighting in its turn procedure. The map is a 19-hex-diameter field with small airstrips at each corner. Six little clouds of various shapes are placed randomly and they drift one hex per turn on a randomly determined wind. Clouds block attacks and damage planes flying through them. Each turn consists of three phases. A player's plane may move one hex per phase on all three phases or hold on the second or third phases. Moves are either forward, turn left, turn right, slip left or slip right (the latter two resulting in no direction change). The goal, naturally, is to have the last plane flying, and you accomplish this by shooting at your fellow pilots (which you can do on any phase, in addition to movement). Damage is inversely proportional to the distance between an attacker and his target. Points are awarded for damage inflicted and the downing of planes. Earn enough points and you become an ace, meaning your attacks do more damage and you can perform the Immelmann maneuver (move plane forward one hex and rotate it 180°). Repairs and ammunition are available at a player's own airstrip. If a plane flies off the map, it is considered to have crashed, so there is no escape but death! Rules and map provided for free. (Watch for the rules and map next issue!)

Fictionary Dictionary (Karl Muller, Bill Scharf, John Schultz; need 3-7 more players): Each turn, players try to determine the correct definition of an obscure word, but they must choose from a list of definitions submitted by the players themselves to fool their opponents. This is a simple and fun game for those who enjoy working with words. Rules provided for free.

"Rikki Don't Lose That Number," Raj, Turn 9

* Others glad to stick Bill with -2 token.

<u>Player</u>	<u>Tokens Owned</u>	<u>Cards Remaining</u>
John Schultz	5,1 = 6 pts.	14,12,11,5,4,3
Bill Scharf	7,-2, -5 = 0 pts.	15,14,12,11,10,9
Dave Partridge	6,-3,-4 = -1 pts.	15,14,10,9,4,3
Kevin Wilson	-1 = -1 pts.	15,14,12,7,5,4

*** NEXT TOKEN FOR BID: 10

Tokens Remaining: 9,8,4,3,2

When Dave and Kevin played their 8's and John his 6, Bill's 4 wasn't strong enough, and thus he takes the -2 token.

The deadline for Turn 10 bids is noon ET on Saturday, Jan. 26.

DAVE TO PHIL: Do I get a bonus for most cards?

BRER PHIL TO DAVE: Nope, Bill has tied you for that now-dubious distinction.

DAVE TO BILL: Oh, clever, is THAT what you call it? Geez, I thought at least the make-myself-look-harmless part of the plan was working, now you're going to take even that away from me!

BRER PHIL TO DAVE: Well, Bill does have a reputation to live down to, after all.

"Go Your Own Way," Mitotic Diplomacy, Winter 1991 / Spring 1912

- * England pulls troops from Germany as France expands.
- * Austria loses St. Pete siege, solidifies western front on land.

AUSTRIA (Eric Young): Build A Mos, A Tri; A Tri S A Tri-Ven, A Tri-Ven, A Gal-Boh, A Vie S A Gal-Boh, A Sil S A War-Pru, A War-Pru, A Sev S A Mos, A Mos S A Mos-Stp, A Mos-Stp, A Ukr-War, A Ukr S A Ukr-War, A Bud S A Vie, A Ser S A Tri, F Con-Aeg

ENGLAND (Steve Mayers): Retreat A Mos-Lvn; Disband A Pru; A Stp S A Lvn, A Lvn S A Stp, A Ber-Swe, A Kie-Den, F Bal C A Ber-Swe, F Den-Ska, F Nth-Edi [d] (r-> Hel, Nwy, Yor?)

FRANCE (Dave Partridge): Build A Hol, F Cly; A Mun-Ber, A Mun S A Mun-Ber, A Tyr S A Mun, A Hol S A Ruh-Kie, A Ruh-Kie, A Hol-Bel, F Mid-Eng, F Lon S F Eng-Nth, F Eng-Nth, F Cly-Edi, F Cly-Nws, F Lyo-Tys, F Rom-Nap

Notes: [d] = dislodged, r-> = retreat to.

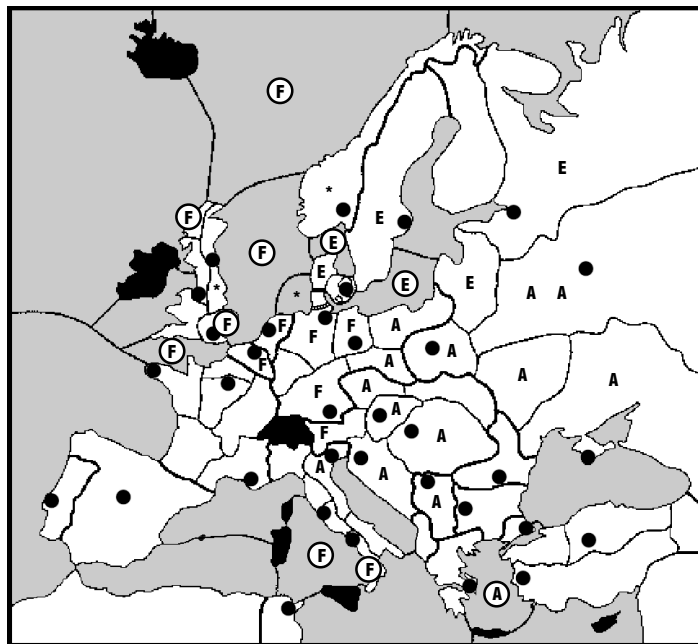
The deadline for Fall 1912 orders is noon ET on Saturday, Jan. 26. I will separate these seasons if at least two players request so.

AUSTRIA TO ENGLAND: Sorry, so much time has passed I don't even remember what I proposed. My new proposal is that you evaporate. Give me all your dots and I'll make it painless.

FRANCE TO AUS: Looking good partner. We've got a nice boulevard here ourselves, why bother with one of those dingy English streets?

AUSTRIA TO FRANCE: I thought that we were going to make you win? You took one of my centres and yet I still have more dots?

ENGLAND: Come and get them!



AUSTRIA TO FRANCE: My lone fleet is sailing out into the Med. As a singleton it clearly poses no threat. As agreed, I shall build no more of them.

FRANCE TO ENGLAND: Good luck on your new endeavors!

AUSTRIA TO FRANCE: I'm covering Venice because I think I should be allowed to keep it.

AUSTRIA TO RUSSIA: Sorry it had to end that way.

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Standbys

If you would like to get on or off this list, please let me know. Your help is much appreciated.

Mike Barno (all Dip), Pat Conlon (all Dip), Scott Morris (all Dip), Dave Partridge (all Dip), Bob Robles (all Dip), John Schultz (all Dip), Mike Scott (all Dip), Sigourney Street (all Dip), Eric Young (all Dip).

..... **"Take It to the Limit," Diplomacy, Fall 1905**

* *Italy conquers Turkey while Austria furthers claim on Russia.*
 * *France stymied again as England holds on.*

AUSTRIA (Pat Conlon): A War-Mos, A Lvn S A War-Mos,
 A Sev S A War-Mos, A Rum S A Sev, A Vie-Boh, A Tri-Tyr,
 A Bul S F Gre, F Gre S A Bul

ENGLAND (Bob Robles): A Ber-Kie, F Den S A Ber-Kie,
 F Nth S F Lon, F Lon H [u], F Nws-Edi, F Nat-Lvp

FRANCE (Paul Risner): A Kie-Ber, A Mun S A Kie-Ber,
 A Bur-Bel, A Mar-Pie, F Lvp-Nat, F Eng S F Wal-Lon,
 F Wal-Lon, F Bre-Mid, F Wes-Tys

ITALY (John Schultz): Retreat A Kie-Ruh; A Pie S A Ven-Tyr,
A Ven-Tyr, A Ruh-Hol, A Con-Smy, F Ank-Con, F Rom-Tys,
 F Ion-Tun

RUSSIA (Eric Young): A Mos S A Stp [d] (r-> Ukr?),
 A Stp S A Mos

TURKEY (Joel Struebing): Retreat A Sev-Arm; A Arm-Smy,
F Bla-Con

Adjustments:

AUSTRIA (10): Home; Bul, Gre, Rum, Ser, War, **Mos**, **Sev** ... +2

ENGLAND (6): Edi, Lon; Ber, Den, Nwy, Swe ... 0

FRANCE (9): Home; Bel, Lvp, Mun, Por, Spa, **Kie**, **Hol** ... 0

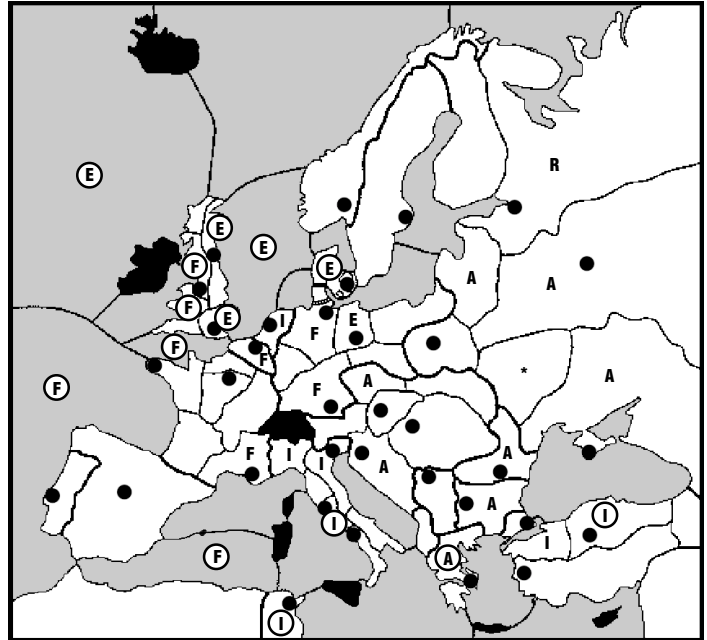
ITALY (8): Home; Ank, Smy, Tun, **Con**, **Hol**, **Kie** ... +1

RUSSIA (1): Stp; **Mos** ... -1

TURKEY (0): **Con**, **Sev** ... **OUT!**

Notes: [d] = dislodged, r-> = retreat to, [u] = unordered.

The deadline for Winter 1905 and Spring 1906 orders is noon ET on Saturday, Jan. 26. I will separate these seasons if at least three players request so.



AUS TO GM: Welcome back.

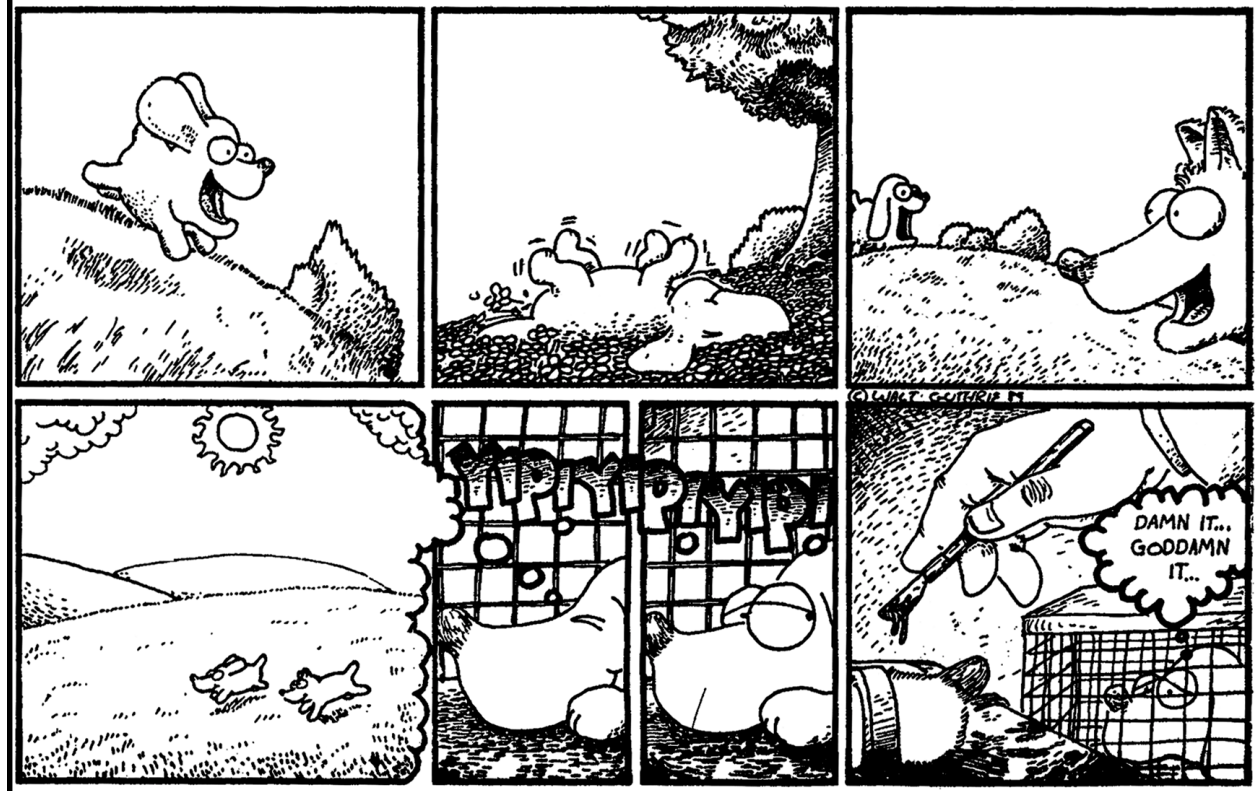
BRER PHIL TO AUS: I'll take that now as well as then.

AUS TO ENG: If France was interested in being your ally, then he would give you back Lpl this fall in lieu of taking another build for himself for the capture of Kiel. There are two other players on the board willing to help you if you would only show some inclination to help yourself.

JOHN TO ALL: My new e-mail address is probo@sprintpcs.com.

MR. MOON & Nub-Nub

By Walt Guthrie



"Is There Anybody Out There?" Fog of War Diplomacy, Fall 1902

** Oooh, I've got a secret!*

AUSTRIA (Graham Wilson)

ENGLAND (Pat Conlon)

FRANCE (Mark Sturniolo)

GERMANY (Bob Robles)

ITALY (Joel Struebing)

RUSSIA (Steve Mayers)

TURKEY (Ward Narhi)

Units You See Retreating:

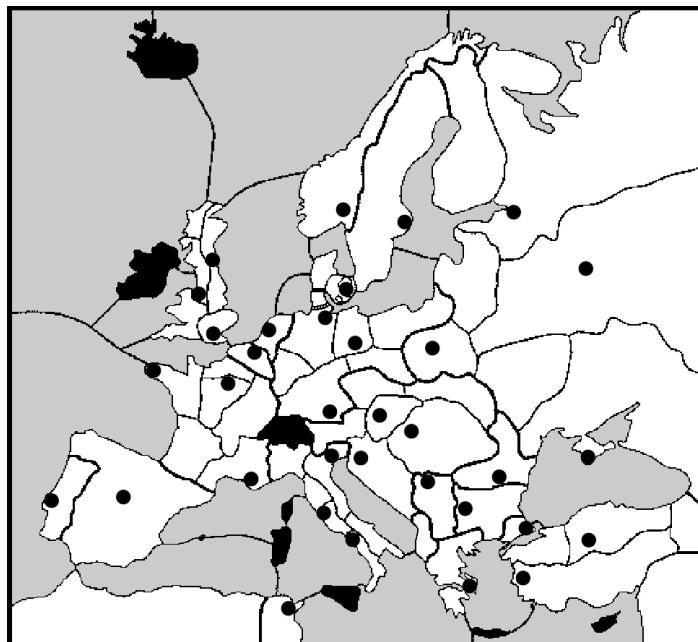
Units You Must Retreat:

Your Adjustments:

The deadline for Winter 1902 and Spring 1903 orders is noon ET on Saturday, Jan. 26.

ENG: I propose some new rules for this game. Players only write in response to those who have written to them, and the GM only publishes results once everyone has submitted orders. Hello? Is there anybody out there?

BRER PHIL TO ENG: Well, that's the spirit of the game, silly! (The wondering, I mean, not any lack of communication.)



TURKEY TO RUSSIA: Man, we could be doing so well together, but you refuse to cede Sev to me. Sad, really.

RUSSIA TO AUSTRIA: Would you like a little Greece with your Turkey?

"Deja Vu," Power, Turn 2

** Emboldened troops invade foreign soil without casualties.*

BLUE BOY MARK (Mark Frueh): T (B3)-B5-B8, T (B3)-B5-B8, F (B3)-N-G1-G2, F (B5)-B7-W-P1-P5, D (C3)-C6; also has D (B0), I (B0), I (B0); gains 2 PU (has 2 PU total)

GREEN GOOBERS (John Schultz): T (G7)-X, T (G7)-X, F (G7)-X, F (G7)-X, D (C5)-C7; also has D (G0), I (G0), I (G0); gains 0 PU (has 0 PU total)

PURPLE POND SCUM (Rick Copeland): F (P1)-W-B7-B8-B6, F (P1)-P2-P3-X-R1-R4, T (P1)-P5-P9, T (P1)-P5-P9, D (C11)-P9; also has D (P0), I (P0), I (P0); gains 2 PU (has 2 PU total)

RED RIDING HOODS (Graham Wilson): D (C12)-C9, D (C12)-C9, F (R1)-X-P3-P5-P4, F (R9)-C10-E-G9-G5 [imp], T (R1)-X-G7-G5; also has T (R0), I (R0), I (R0); gains 2 PU (has 2 PU total)

Notes: [imp] = impossible. (Fighters cannot fly over sea zones.)

The deadline for Turn 3 orders is noon ET on Saturday, Jan. 26.

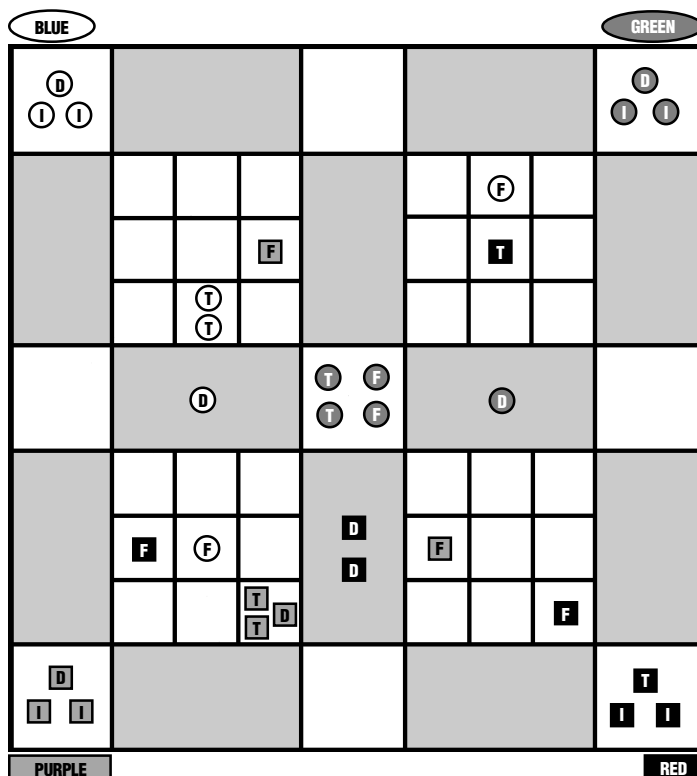
GOOBERS TO ALL: Yeah, I know ... not very creative, I know.
BRER PHIL TO GOOBERS: Playing it conservatively might not be such a bad idea. Time will tell...

BLUE BOY TO GREEN ENVY: Love your island — think I'll come for a visit. Perhaps you can return the favor.

JOHN TO ALL: My new e-mail address is probo@sprintpcs.com.

RED TO GREEN: Hearty congrats on your recent new beginnings.

BLUE BOY TO RED FOX: Come on over ... bogies and algae at 2 and 7 o'clock ... shoot on sight ... don't let them get on your tail.



BLUE BOY MARK TO PURPLE POND FLOATEE: Don't think that I have forgotten you my friend.... We be bearing gifts for you to take.

“Hello Old Friend,” Snowball Fighting, Turn 5

- * Northern Lights winning war against Snolan Ryan as Joel Noel sits it out.
- * Tie-Dyed Sasquatch storms out of Kitchen to batter Yeti, who mistakenly throws at Id’s shadow.
- * SPF misses frozen Frosty while Frosty hits non-moving tree but can’t start a storm.

Warrior	Begin	Seg. 1 • Seg. 2 • Seg. 3
Frosty	L10	Make 2 SB • CS @ T12 (85/18) (70/71) • Move (L10)-J10-I11
Id	I13	Run to Kitchen • Run to Kitchen • Is in Kitchen
Joel Noel	Shed	Catches • His • Breath
Snolan Ryan	K7	Make 1 SB, Dodge [imp]• RR @ TNL (95/70) • Make 1 SB, Dodge [imp]
SPF 9000	O13	Make DI • DI @ F (60/85) • Make DI
The Northern Lights	C5	RR @ SR (95/71) • Make DI • DI @ SR (55/44)
Tie-Dyed Sasquatch	Kitchen	Takes 2 SB, Move (Kitchen)-W11-V10-T10-R10-Q9-P8 • RR @ Y (80/78) • RR @ Y (80/65)
Yeti	Q3	RR @ I [imp] • RR @ I [imp] • DI @ I [imp]

Warrior	End	SB • DI	HP	VP
Frosty (Bob Robles)	I11	1 • 0	7	3
Id (Bill Scharf)	Kitchen	2 • 0	10	11
Joel Noel (Joel Struebing)	Shed	0 • 0	8	5
Snolan Ryan (Mark Sturniolo)	K7	1 • 0	1	6
SPF 9000 (Dave Partridge)	O13	0 • 1	7	7
The Northern Lights (Steve Mayers)	C5	0 • 0	6	9
Tie-Dyed Sasquatch (Mike Barno)	P8	0 • 0	10	7
Yeti (John Schultz)	Q3	0 • 0	7	4

Notes: [imp] = impossible. A player may dodge only if doing a Dolton Demon attack. Attacks against players with 0 HP automatically fail, and ammo used in such attacks automatically is lost.

Joel Noel can leave the Shed at any time, although he can heal up to only 10 HP. Id may leave the Kitchen on Segment 3 of the next turn. And the light snow continues falling....

The deadline for Turn 6 orders is noon ET on Saturday, Jan. 26.

ID TO KING FLAKE: Ah, yes, my ego is increased by how well I do in a game ... if only it were that simple. I’m afraid adulation from millions of fans is the only thing that works for me.

KING FLAKE TO ID: You need to choose another venue, then, ’cause my zine is hardly seen by the tens!

SNOLAN RYAN TO SPF 9000: You used the word “leaders” (plural) in your plea to send them to the Kitchen. Number One has been sent, so why don’t you help us out with Number Two and drop a dirigible on yourself.

KING FLAKE TO SNOLAN RYAN: Sorry, I think Dave’s too smart for that. Better try another tactic!

TNL TO S. RYAN: “Come into my den, said the spider to the fly.”

KING FLAKE TO TNL: He’s trying to move, but your pegging him isn’t helping him!

SNOLAN RYAN TO THE NORTHERN LIGHTS: Your actions do not coincide with your words. A person can only come to one conclusion — that you are the villain of whom you speak. And everyone knows that Evil shall not prevail....

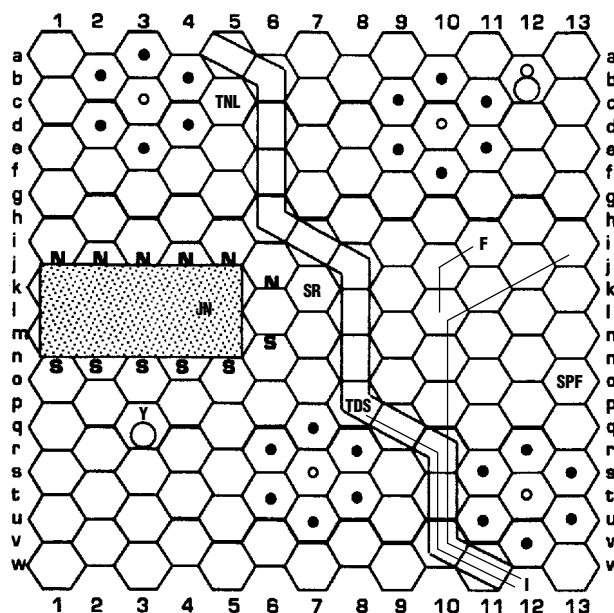
KING FLAKE TO SNOLAN RYAN: Looks like he’s prevailing against you!

SPF TO TNL: A little sunblock will cure what ails you. If you’d stop running away, I’d put some on for you.

ID TO YETI: The secret to this game is dirigibles. With only average die rolls, a win is assured. The three points per hit is difficult to beat. My advice is to wade into the fray and start slugging. Of course, now I’m in the Shed — there is such a thing as being too successful. And, of course, a bribe to Phil works wonders....

KING FLAKE TO ID: Yeah, well there’s only so much I can do for you! So get back out there and keep fighting!

SPF 9000 TO FROSTY: Sorry, pal (I hope I’ve something to be sorry for, how those rolls doing, Flake, ol’ bud?), you were the only one close enough.



BRER PHIL TO SPF: Very good rolls — and no bribe!

TDS TO FROSTY: Since you didn’t use your Civil War card on me, I didn’t throw at you when I ran out and saw you north of me.

SPF TO TDS: I hope you aren’t sitting by that tree throwing things at me. If so, I’ve got a little present for you.

MIKE TO MARK AND JOEL: Fortunately, I never had snow at Watkins Glen when camping for 24-hour Showroom Stock races or vintage weekends. I’ve hiked the gorge there in snow a couple of times, but nothing like the Yellowstone blizzards.

SNOLAN RYAN TO KING FLAKE: I would be more than happy to trade some Buffalo snow for some Florida sunshine, as long as it is not from the summer sun. I am not too fond of my flesh being seared in three seconds flat.

KING FLAKE TO SNOLAN RYAN: Much as I hate the near seven-month summer down here, I don’t think I would trade one day of it if it meant being snowed in. Just work on your tan and you’ll be OK here!

FINGER LAKES TO GREAT LAKES: When I dated a girl from Buffalo, we imported a truckload of sand for a “beach party” on Niagara Falls Blvd. Guess what: It snowed.

MIKE TO PHIL: “Neo-progressive”???

BRER PHIL TO MIKE: Out of room! See the explanation on the last page.

"Dirty Deeds Done Dirt Cheap," Machiavelli: Empire and Invaders, Summer 1051

- * Muslims continue occupation of Italy with Norman help.
- * Papacy, Byzantines finish off Lombards.
- * Pisa, Venice, Holy Romans start sieges of neutral cities.

BYZANTINES (Paul Risner): A Aqu-Bar, F LA S A Aqu-Bar

HOLY ROMAN EMPIRE (Sigourney Street): A Mon B,
A Pav-Tur, A Ber-Man

MUSLIMS (Lee McConnell): A Otr-Sal, A Mes S F IS-Otr,
F IS-Otr

NORMANS (Ward Narhi): A Nap S MUSLIM A Otr-Sal,
F Gon-IS [png], F Cor B [imp]

PAPACY (Mike Scott): A Spo-Anc, A Urb S A Spo-Anc,
A Per-Are

PISA (Steve Mayers): Borrow 2d for 2 years, Spend 6d to
Disband G Mod; A Sie B, A Mod S F LS-Gen, F LS-Gen

VENICE (Bob Robles): A Fer B, A Fri-Carn, F Ven-UA

LOMBARDS (Inactive): A Anc H [a], A Bar H [a]

AUTONOMOUS GARRISONS: G Bol, G Fer*, G Flo, G Gen,
G Man, G Mon*, G Sie*, G Tre, G Tur

Your Treasury:

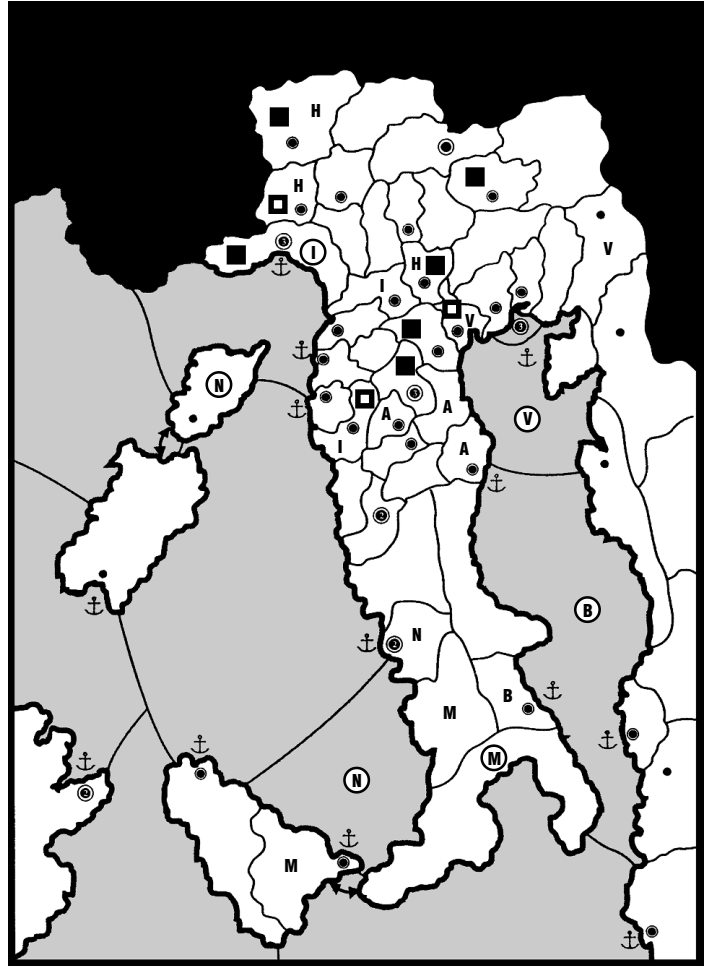
Notes: * = besieged, [a] = annihilated, [imp] = impossible,
[png] = permission not granted.

**The deadline for Fall 1051 orders is noon ET on Saturday,
Jan. 26.**

PISA TO HRE: There are no air units in this game and your
nation is not allowed to build fleets in this variant.

PISA TO GM: Just once I'd like to have an easy time in a
game with you. I promise never to win two face-to-face games in
a row against you again. However, you are right! I would prefer a
challenging game to a walk-over.

BRER PHIL TO PISA: Whether or not you have a challenge
is up to the other players, not me!



"Come Sail Away," Viking Diplomacy II, Gamestart!

- * No more Mr. Nice Guys!

ENGLAND (Bob Robles): Has F Lon, F Wes, F Yor(wc)

DENMARK (Karl Muller): Has A Hed, F Dan, F Zea

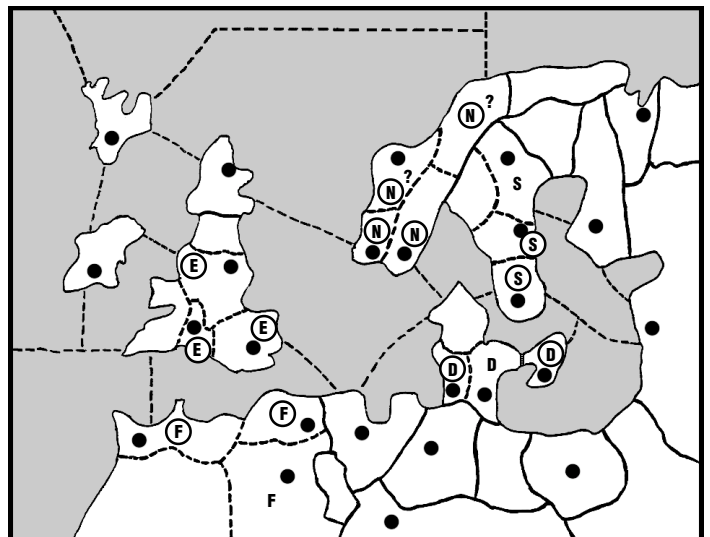
FRANCE (Pat Conlon): Has A Par, F Fla, F Nmd

NORWAY (Kevin Wilson): Has F Ski, F Sta, Choice F Nid or F Fio

SWEDEN (Mark Sturniolo): Has A Nrl, F Bir(ec), F Got

Welcome all! Given the smaller-than-usual map and the fewer-
than-usual number of supply centers, the fighting should be
underway soon! Note that Norway has the option of starting with
F Nid or F Fio, which will be revealed with the first turn's orders.
However, players may not submit conditional orders based on
Norway's choice. (It's called a surprise!)

**The deadline for Spring 951 orders is noon ET on Saturday,
Jan. 26.** If at least two players ask for a delay until the following
deadline, it will be granted.



..... **Brer Phil's Ten Commandments (i.e., House Rules)**

1. *Remember thy good humor, and keep it whole.* These games are supposed to be fun for all, so don't become a party-poofer if you get stabbed or eliminated, which happens to everyone at some point. It's just a game. Don't make me have to slap you in public.

2. *Thou shalt tithe regularly ... possibly.* You must subscribe or trade to receive the mailed version of this zine. The PDF version of it and games are free — yes, *FREE!* Results will be given by phone or e-mail if and only if I have mailed the current issue and you contact me.

3. *Honor thy rulebook.* The 1976 Rules for Diplomacy will be used to adjudicate all Diplomacy games, except where noted in variant rules. If you find a mistake in a game report — unlikely as that is! — you have until the next deadline to tell me or the mistake will stand (though it might not sit well).

4. *Thou shalt not procrastinate.* Deadlines are clearly listed with each game report. Although I will accept orders for a game after its deadline if I haven't typeset the adjudication, don't push your luck by getting orders to me late. E-mailed orders are more than welcome. If you're using snail mail, be wise and send your orders a week before the deadline. If you want to phone in your orders, fine. Call anytime — you may leave messages of any length on my answering machine if we don't talk. If you want to send your orders by a Jehovah's Witness, forget it.

5. *Thou shalt not confuse.* It is each player's responsibility to make his orders legible and clear on intent. If I cannot decipher them or you make a stupid mistake, then any blame will fall on

you. Always state your name, the game's name, the position you are playing and the current turn.

6. *Thou shalt not absent.* If a player NMRs (no moves received), I will scrape up a standby who will submit orders for the next turn and take over if the former player blows it again. Otherwise, it's civil disorder time.

7. *Thou shalt not prolong unnecessarily.* After the first year in a Diplomacy game or variant, winter and spring seasons will be combined unless at least half of the active players (rounded down) request a separation of seasons for the upcoming turn. Conditional orders based on retreats, adjustments and player changes are allowed. No wagering, please.

8. *Thou shalt not prevaricate.* At any time, a player may propose a concession to a single power or a draw including all survivors. Players' votes are required by the next deadline. (NMR = yes, no vote received = no.) Proposals must pass unanimously to end a game before an outright win. I will state only if a given proposal succeeds or fails.

9. *Thou shalt not refrain.* All games feature black press, which is encouraged to add atmosphere to them. Only players' names and "Brer Phil" are reserved. Press will not be published if a game is suspended for any reason.

10. *Honor thy GM.* Cheating or deception of the GM will result in a player's immediate, permanent and nonrefundable excommunication from this zine and any future zines by me. Call it Brer Phil's Death Slap!

..... **On Progressive Rock (from *The All Music Guide*, www.allmusic.com)**

The neo-progressive subgenre of progressive rock grew out of a movement in the early 1980s by a number of U.K.-based bands focusing on music deeper than new wave, both instrumentally and lyrically. The premier band of the genre was Marillion....

Neo-prog bands generally are influenced by early Genesis, Camel and, to a lesser extent, Van der Graf Generator and Pink Floyd. The music holds a much more lush sound than general rock, but lacks the sophistication of truly symphonic progressive

bands like Yes.... Instrumentally, the bands tend to be characterized by a "noodling" approach focusing on dynamic solos, and at its best, neo-prog lyrics are deep, insightful and acerbic.

Whether neo-prog is diluted progressive or adventurous pop depends on the listener's point of view. Most progressive rock listeners are likely to find the genre dull and unchallenging, while fans of AOR (album-oriented rock) will find the mix more interesting than most rock bands.

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