

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

Published by Phil Reynolds, 2896 Oak St., Sarasota, FL 34237-7344.

Phone: 941-953-6952 (answering machine). E-mail: preyno@yahoo.com.

Mailed subscriptions: \$1 per issue in USA, \$1.25 per issue to Canada.

**Free issues are available as PDF files via e-mail or at
<http://devel.diplom.org/DipPouch/Postal/Zines/ishkibibble/>**

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

Another issue that came together pretty well, although there were some straggling orders arriving a few days after the deadline (following my prompts). Normally, this isn't much of a problem, since I allow a good week for putting together an issue.

However, I need to stress that **players need to take the next deadline, April 13, as a no-ifs-and-or-buts rock-solid deadline.** This is because I will be leaving home April 20 to start a 16-day vacation (mostly hiking and camping in the Ozarks), and I intend to do the next issue entirely during the weekend of April 13-14. I will check my e-mail for orders just after noon ET, but that will be the last check for issue #35. Anyone who doesn't have orders to me by then (except for any snail mail orders delivered later that day) will get an NMR and a standby. I don't like being this Draconian, but next month I have to be, so please be sure to get your orders in on time.

Of course, I hope this shorter production time frame won't increase the odds of typos and other errors appearing in the next issue. But then I didn't do a perfect job with the last issue — which had more time allotted to it — as eagle-eyes Andy Lischett and Mark Frueh pointed out to me. Andy caught the misspelling of "forces" on Page 2 under the Hardbop Diplomacy description, and Mark found a bookkeeping error with the Power game. So, as promised, Andy and Mark ... *I'm not worthy, I'm not worthy!*

The Web site for ishkibibble still looks the same: unimpressive. But this is my fault, not Dave Partridge's. I've been meaning to get to him some fractal backgrounds and instructions for links, but I haven't gotten to it, being distracted by other things. But I will be doing this in the next week or so, and then once Dave gets it done (no pressure, of course!), I'll let everyone know via e-mail. In the meantime, the past two issues are posted there, and soon the one you're reading now will be, too. Again, if you don't have Acrobat Reader to read (and print) PDF files, then visit the following Web site to download Acrobat Reader 5.0 for free:

www.adobe.com/products/acrobat/readstep2.html.

Plugs:

• Dave Partridge's **Tinamou**: Has game openings in Diplomacy, Perestroika Dip, Fog of War Dip, Just the Results Please Dip (like Fog, but you see everyone's units), Dead of Night Dip (like Fog, but you see only your own units) and Black Hole Dip. (I'm signed up for the first four games.) Dave uses big clear maps and does a good job of adjudicating, too. He's also one of the few GMs around who, like me, will run unconventional Dip variants. Since Tinamou

is a subzine of Jim Burgess' The Abyssinian Prince, you will have to subscribe to the latter at \$1.50 per issue to play. Contact Dave for details. (His addresses are on the next page.)

• Tom Howell's **off-the-shelf**: Has game openings in Diplomacy and Fog of War Dip. (I'm signed up for the latter, for which Tom is allowing players to decide if it should be Gunboat or not. I say, NO GUNBOAT! So, please, sign up and tell Tom the same thing so we can swing the decision my way!) It also has a regular publishing schedule and clear color-enhanced maps. Tom adjudicates games well, though I don't care for the British-style season combinations he generally uses. (*grumble!*) The cost is \$1 per issue, but this could change in the near future. Contact Tom at off-the-shelf@olympus.net, 365 Storm King Rd., Port Angeles, WA 98363.

• Warren "Goz" Goesle's **I Digress**: Has game openings of Diplomacy and Kremlin. (I'm signed up for the former.) This is one of my favorite zines due in part to its regular publishing schedule, big clear maps and good adjudications. (Note: Goz warns that his publishing schedule might be affected by his impending wedding!) And there's Goz's interesting takes on current events and his readers' letters. The cost is \$1.50 per issue, but it will be increasing later this year, so per Goz, start subbing now and get in at the current rate! Goz's addresses are on the next page.

Quick takes:

• **Zine Register #30**: don't ask.

• **Latest neoprogressive finds**: I'll let you know next time, I hope. I've just ordered more than 20 CDs from GFT, a British seller of primarily progressive and neoprogressive CDs. Check out its Web site at www.gft-cyclops.co.uk.

• As promised, **My 10 Favorite Overlooked Offbeat Movies** (in alphabetical order): "Clerks," "Fight Club," "The Last Supper," "Love and a .45," "Office Space," "Ravenous," "Shallow Grave," "Swimming with Sharks," "Trust" and "Very Bad Things."

• I haven't seen many new movies — I really hate movie theater crowds a lot. So, besides catching up on movies a year late on video and HBO, I watch a fair number of TV programs to relax. I'm particularly vulnerable to **the reality show genre**, since most of them are contests and feature elements of game play with which we're all familiar. Staples of my TV diet: "Survivor," "The Amazing Race," "Combat Missions," "No Boundaries" and even the World Wrestling Federation-related "Tough Enough" on MTV (even though I think pro wrestling is silly!), as well as the "Eco Challenge" races each spring.

ishkibibble

April 2002 – #34

Game Openings

Colonial Diplomacy (Peter Boyum, Steve Mayers, Cary Nichols, Paul Risner, Bob Robles; need 2 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.

African Diplomacy (Cary Nichols, Bob Robles; need 4 more 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.

Hardbop Downfall of the Lord of the Rings Diplomacy (Steve Mayers, Bob Robles; need 5 more 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.

Balkan Wars Diplomacy VI (Bob Robles; need 5 more 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.

Mitotic Diplomacy (Cary Nichols; need 6 more 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 learn about this variant!*)

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.

Snowball Fighting (need 6-10 players): Take your best shots in this backyard melee. Players have several attacks and defenses to choose from, like throwing a snowman's head and hiding under trees. It's a great simple game that everyone who plays it seems to love. Give it a try! Rules and map provided if needed. (*Check out "Hello Old Friend" on Page 3 to see this game in action!*)

Players' Addresses

Mike Barno, 634 Dawson Hill Rd., Spencer, NY 14883

• mpbarno@lightlink.com

Pat Conlon, Box 1413, Mammoth Lakes, CA 93546-1413

• aparrotlaughsat40@msn.com

Tim DeForest, 2629-B Pine Lake Ter., Sarasota, FL 34237

• tdefores@ringling.edu

Mark Frueh, 1128 Olympus Dr., Naperville, IL 60540

• Mark_Frueh@msn.com

Warren "Goz" Goesle, 3907 Cedar Ridge Rd., #1B,

Indianapolis, IN 46235 • gozcorp@iquest.net

Andy Lischett, 2402 Ridgeland Ave., Berwyn, IL 60402

Steve Mayers, 6371 Sturbridge Ct., Sarasota, FL 34238

• phantom9454@juno.com

Karl Muller, 75-17 60 Pl., Glendale, NY 11385-6044

• pegandkarl@mindspring.com

Ward Narhi, 521 Moreley, Akron, OH 44320

• wenarh@aestpe.com

Dave Partridge, 15 Woodland Dr., Brookline, NH 03033

• rebhuhn@rocketmail.com

Paul Risner, Box 1084, Cordova, TN 38088

• goeben@aol.com

Bob Robles, 67 Tara Rd., Orinda, CA 94563

• rrobles@dnaimail.com

Bill Scharf, 4814 Walnut Grove Ave., Rosemead, CA 91770-1265

• dlscharf@earthlink.net

Mike Scott, 5508 Withers Ave., Fontana, CA 92336

• mikesmag2@juno.com

John Schultz, Box 1322, Valparaiso, IN 46384

• probos@earthlink.net

Sigourney Street, Box 1235, Boston, MA 02130-0011

• SigStreet@aol.com

Joel Struebing, 7575 Maxwell Rd., Clinton, NY 13323

• joelstrueb@aol.com

Graham Wilson, 22 Magwood Ct., Toronto, ON M6S-2M5

CANADA • grahamaw@rogers.com

Kevin Wilson, 373 Gateford Dr., Ballwin, MO 63021

• ckevinw@aol.com

Eric Young, 4784 Stepney Rd., Armstrong, BC V0E-1B8

CANADA • eyoung@sd22.bc.ca

Standbys

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

Pat Conlon, Pasquale Giovine (Machiavelli), Warren "Goz" Goesle, Andy Lischett (Dip), Steve Mayers, Cary Nichols, Dave Partridge, Bob Robles, John Schultz, Mike Scott, Sigourney Street, Graham Wilson.

..... ***“Go Your Own Way,” Mitotic Diplomacy, End-Game Report***

	'00	'01	'02	'03	'04	'05	'06	'07	'08	'09	'10	'11	'12	Result
AUSTRIA	3	5	6	7	8	10	11	11	10	10	12	14	14	(sur, Fall '12)
ENGLAND	3	4	5	6	8	8	10	10	10	9	8	7	2	(sur, Fall '12)
FRANCE	3	*5	5	6	6	7	7	7	8	10	11	13	18	(win, Fall '12)
GERMANY	3	3	4	1	—	—	—	—	—	—	—	—	—	(out, Fall '04)
ITALY	3	5	6	7	6	5	1	—	—	—	—	—	—	(out, Fall '07)
RUSSIA	4	5	5	5	6	4	5	*6	6	5	3	—	—	(out, Fall '11)
TURKEY	3	4	3	2	—	—	—	—	—	—	—	—	—	(out, Fall '04)

* = Did not build two units to which it was entitled.

AUSTRIA	Eric Young (res, Fall '05), Mike Barno (res, Fall '07), Eric Young (sur, Fall '12)
ENGLAND	Steve Mayers (res, Spring '07), Andy York (res, Fall '08), Steve Mayers (sur, Fall '12)
FRANCE	Dave Partridge (win, Fall '12)
GERMANY	Joel Struebing (out, Fall '04)
ITALY	Rick Copeland (out, Fall '07)
RUSSIA	Pitt Crandlemire (drop, Spring '02), Paul Kenny (res, Spring '08), Pat Conlon (out, Fall '11)
TURKEY	Bill Scharf (out, Fall '04)

• **Steve Mayers (England):** I appreciated the contest and am disappointed that I had to vacate most of my possessions at the end of the game, but I could not hold them against France and he was the logical choice to seek a deal with in order to survive. I would

have preferred working with Austria because France is the one who actually stabbed me in the back, but such is life. Congratulations to David for another win, and next time let's get him, Eric!

Continued on Page 7

..... ***“Hello Old Friend,” Snowball Fighting, Turn 7***

* SPF connects with two lobes to win backyard scramble!

<u>Warrior</u>	<u>Begin</u>	<u>Seg. 1 • Seg. 2 • Seg. 3</u>
Frosty	I11	RR @ SPF (95/37) • RR @ TDS (95/97) • RR @ Nearest (tie) = TDS (95/21)
Id	Kitchen	Move (Kitchen)-W11 • RR @ SPF (95/15) • Make DI [imp]
Joel Noel	Shed	Rest • Rest • Rest
Snolan Ryan	Shed	Rest • Rest • Move (Shed)-L6-J6-I5-H4 (slip (10/28))
SPF 9000	O13	Make DI • DI @ F (55/07) • RR @ TDS (95/38)
The Northern Lights	C5	Move (C5)-B4-A3-B2-A1 (slip (10/37)) • Make 2 SB • Move (A1)-C1-E1-F2
Tie-Dyed Sasquatch	P8	Move (P8)-O9, Make 1 SB • RR @ I (95/61) • Make DI
Yeti	Q3	DI @ SPF (35/78) • Make DI • DI @ Nearest = TDS (55/01)

<u>Warrior</u>	<u>End</u>	<u>SB • DI</u>	<u>HP</u>	<u>VP</u>
Frosty (Bob Robles)	I11	1 • 0	1	6
Id (Bill Scharf)	Kitchen	1 • 0	9	12
Joel Noel (Joel Struebing)	Shed	0 • 0	10	5
Snolan Ryan (Warren Goesle)	H4	0 • 0	7	7
SPF 9000 (Dave Partridge)	O13	0 • 0	4	15
The Northern Lights (Steve Mayers)	F2	2 • 0	4	9
Tie-Dyed Sasquatch (Mike Barno)	O9	0 • 1	5	8
Yeti (John Schultz)	Q3	0 • 0	7	7

Notes: Id cannot make ammunition on the path. (Bill, didn't you see Mike make this mistake last turn?!)

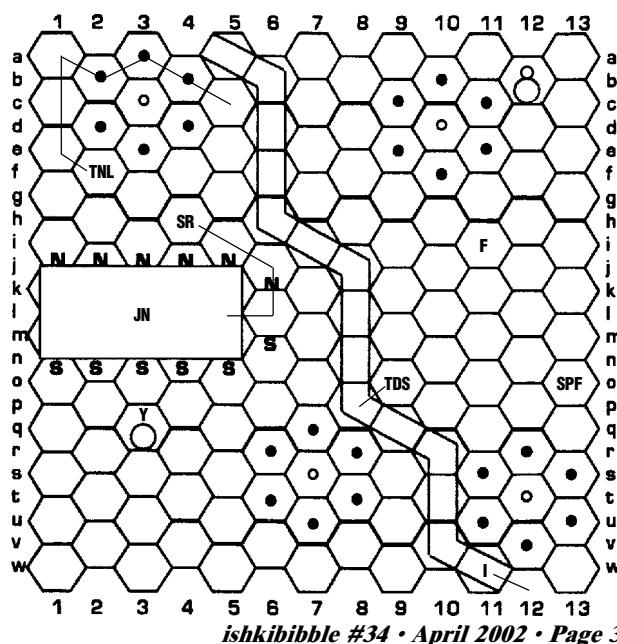
Congratulations to Dave for holding his ground and continuing to toss away to victory.

The deadline for End-Game Statements is noon ET on Saturday, April 13.

SPF TO FROSTY: Ouch! Here's back at you with interest.

SPF TO KF: First installment is all the change I hopefully just shook out of Frosty's pockets!

Continued on Page 7



"Take It to the Limit," Diplomacy, Fall 1906

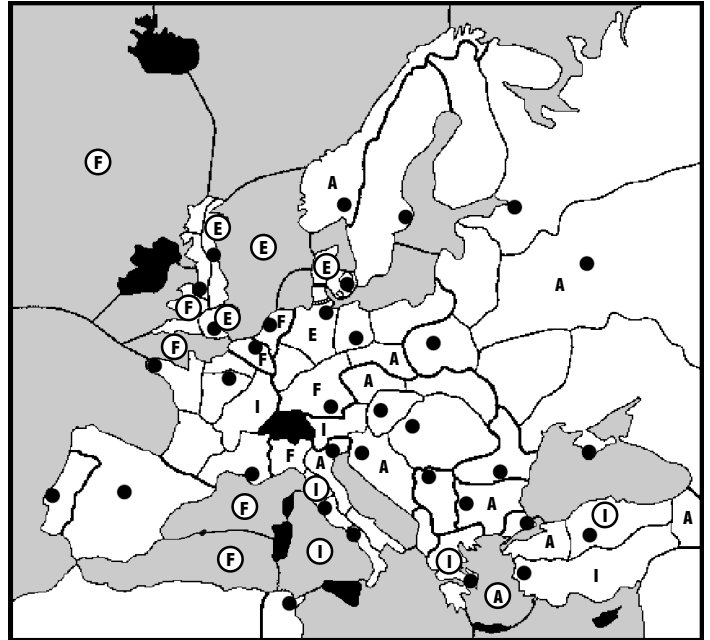
- * Austrian army charges through St. Petersburg to sack Norway, keeping the Russians alive!
- * France intensifies effort against Italy, but allows rogue army to slip behind line and threaten undefended Paris!

AUSTRIA (Pat Conlon): A Stp-Nwy, A Lvn-Mos, A Sil-Mun, A Vie-Boh, A Ven H, A Tri S A Ven, A Rum-Bul, A Bul-Con, A Arm-Ank, F Aeg S A Bul-Con
ENGLAND (Bob Robles): NRR! F Nat [a]; A Kie H, F Den S A Kie, F Nth S F Lon, F Lon H, F Edi-Nws
FRANCE (Paul Risner): A Hol S A Bel, A Bel S A Hol, A Mun-Tyr, A Mar-Pie, F Lyo S A Mar-Pie, F Mid-Wes, F Wal-Lon, F Nat-Nws
ITALY (John Schultz): A Ruh-Bur, A Pie S A Tyr-Ven [a], A Tyr-Ven, A Smy-Con, F Ank-Con, F Ion-Gre, F Tys-Rom, F Tus-Rom
RUSSIA (Eric Young): Disband A Stp

Adjustments:

AUSTRIA (12): Home; Bul, Mos, Rum, Ser, Sev, War, **Con**, Nwy, **Ven**, Gre ... +2
ENGLAND (6): Edi, Lon; Ber, Den, Swe, **Kie**, Nwy ... 0
FRANCE (9): Home; Bel, Lvp, Mun, Por, Spa, **Hol**, Kie ... 0
ITALY (6): Nap, Rom; Ank, Smy, Tun, **Gre**, Con, Hol, Ven ... -1
RUSSIA (1): Stp ... +1

Notes: NRR! = no retreat received, [a] = annihilated.
The deadline for Winter 1906 and Spring 1907 orders is



noon ET on Saturday, April 13. I will separate these seasons if at least three players request it.

AUS: Nothing like a little fireworks to get the blood pumping.
 ENGLAND TO FRANCE: Curse you, French Swine!

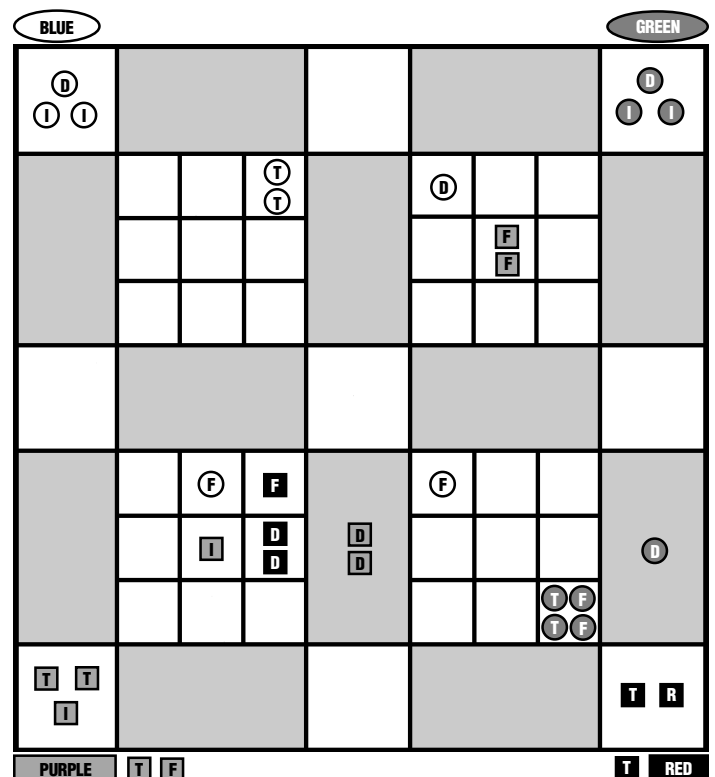
"Deja Vu," Power, Turn 4

- * Red thwarts Goober invasion of home base, but loses two deactivated units to Purple sneak attack!

BLUE BOY MARK (Mark Frueh): D (C4)-G1, T (B2)-B3, T (B2)-B3, F (G6)-G9-E-R3-R2-R1, F (R8)-R7-S-P9-P5-P2; also has I (B0), I (B0), D (B0); gains 3 PU (has 7 PU total)
GREEN GOOBERS (John Schultz): F (R5)-R9-R0 [r->R9], F (R5)-R9-R0 [r->R9], T (R5)-R9-R0 [r->R9], D (C10)-R0 [r->C10]; also has I (G0), I (G0), D (G0); gains 1 PU (has 2 PU total)
PURPLE-PLUMED SCOUTS (Steve Mayers): D (C11)-C9, D (C11)-C9, F (R4)-R1-X-G7-G5, F (G9)-G5, I (P0)-P7-P5; also has I (P0), T (P0), T (P0), T (Res-captured), F (Res-captured); gains 1 PU (has 5 PU total)
RED RIDING HOODS (Graham Wilson): F (B3)-B6-B9-X-P3, I (Res)-R0, X 3I-R (R0), X 3PU-T (Res), T (Res)-R0 [r->Res]; also has T (R0), D (P6), D (P6); loses T (G5), F (G5); gains 1 PU (has 1 PU total)

Notes: r-> = retreat to. The Green attack on R0 failed 26-26, so the units that moved there must retreat to the spaces they last occupied. (The Red regiment did not move into R0 so it does not need to retreat.) Purple captured the Red tank and fighter in G5, 10-8, so they go into Purple's reserve. Blue ended last turn with 4 PU, not 3 PU as reported.

The deadline for Turn 5 orders is noon ET on Saturday, April 13. Press is on Page 8. (Sorry, but I'm tight for space here!)
ishkibibble #34 • April 2002 • Page 4



"Is There Anybody Out There?" Fog of War Diplomacy, Fall 1903

** If an army falls in the fog, does it make a sound?*

AUSTRIA (Graham Wilson)

ENGLAND (Pat Conlon)

FRANCE (Dave Partridge)

GERMANY (Bob Robles)

ITALY (Joel Struebing)

RUSSIA (Steve Mayers)

TURKEY (Ward Narhi)

Units You See Retreating:

Units You Must Retreat:

Your Supply Center Status and Adjustments:

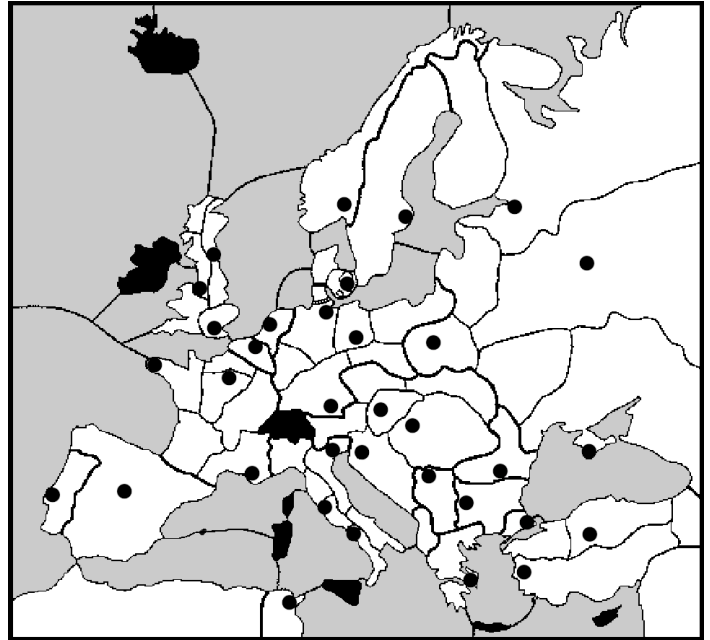
The deadline for Winter 1903 and Spring 1904 orders is noon ET on Saturday, April 13.

FOGGY LONDON: Bass, Bailey's, Bushmill's — no wonder I'm in such a fog.

GERMANY TO ALL: Hmm, looks like Little Big Horn from this perspective.

AUSTRIA TO RUSSIA: Seems Turkey attacked everyone from the get-go!

TUR TO RUS: I see a return to Russian control of Sev.



RUS TO TUR: Yeah...and I see pigs flying.

FRANCE TO ITALY: I'll bid 1,000,000,000 lire. It's on deposit in the First Bank of Constantinople. Your first assignment is to go pick up your pay!

"Come Sail Away," Viking Diplomacy II, Fall 951

** French-Danish cooperation bodes well for both.*

** Sweden gains two centers as England, Norway keep fighting for control of North Sea.*

ENGLAND (Bob Robles): F Lon-Nth, F Wal-Wes, F Iri-Ire

DENMARK (Karl Muller): A Pom-Pol, F Sax H, F Zea-Kat

FRANCE (Pat Conlon): A Rog S **DANISH** A Pom-Pol, F Fri H, F Eng-Lon

NORWAY (Kevin Wilson): F Fnm-Ark, F Str-Nao, F Ska-Nth

SWEDEN (Graham Wilson): A Lap-Fnl, F Got-Ska, F NBS-Nov

Adjustments:

DENMARK (5): Home; **Pol, Sax** ... +2

ENGLAND (4): Home; **Ire** ... +1

FRANCE (5): Home; **Fri, Rog** ... +2

NORWAY (4): Home; **Ark** ... +1

SWEDEN (5): Home; **Fnl, Nov** ... +2

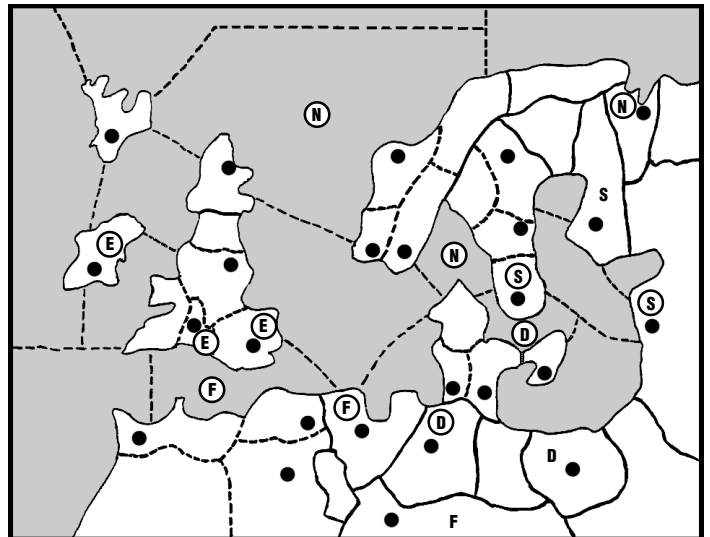
The deadline for Winter 951 and Spring 952 orders is noon ET on Saturday, April 13. I will separate these seasons if at least three players request so.

DENMARK TO ENGLAND: Could be worse. You could be Denmark!

BOB TO KARL: Don't envy me too much!

DENMARK TO NORWAY: You are in dangerous waters. Proceed no further.

SWEDEN TO NORWAY: Sure we can be civilized, as long as your fleet isn't sitting beside two of my home centers!



ENGLAND TO NORWAY: I'll make sure as well.

DENMARK TO SWEDEN: My, this looks like an invasion, doesn't it?

DENMARK TO FRANCE: You don't REALLY want three builds this year, do you?

BRER PHIL TO DENMARK: Oh, come on, stop being so naive! Everyone wants three builds in his first year — even at the risk of nearly guaranteeing his own death! But some just aren't gutsy (or stupid) enough to go for it!

..... **"Dirty Deeds Done Dirt Cheap," Machiavelli: Empire and Invaders, Fall 1051**

- * Byzantines withstand Muslim assault on Bari as Normans close in.
- * Except for Holy Roman poke at Modena, Northern powers avoid conflict by acquiring neutral cities and provinces.

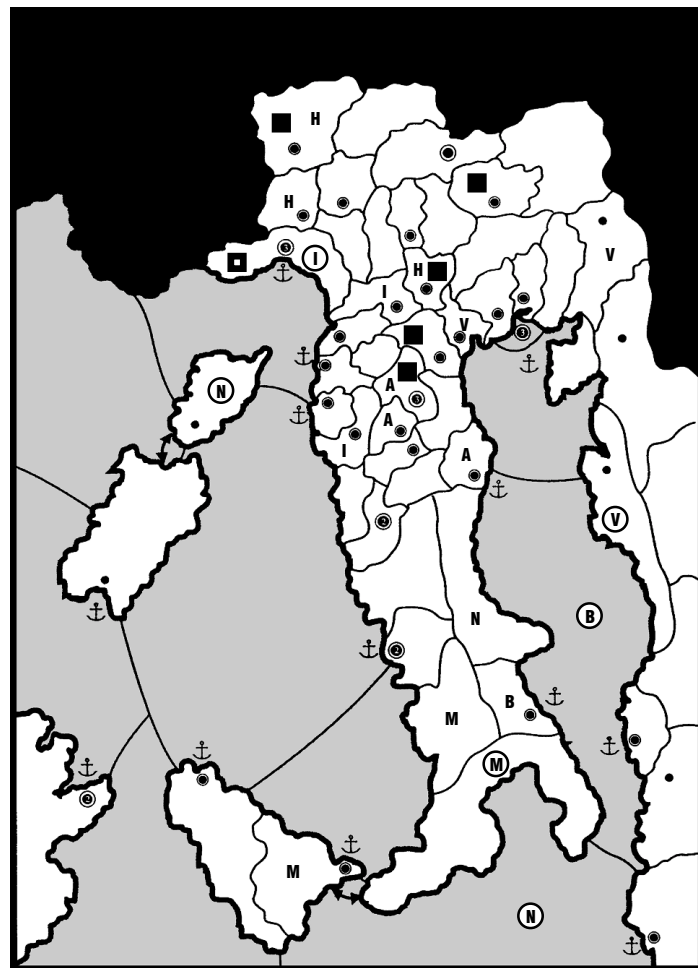
BYZANTINES (Paul Risner): A Bar H, F LA S A Bar
HOLY ROMAN EMPIRE (Sigourney Street): A Tur H,
 A Mon B, A Man-Mod
MUSLIMS (Kevin Wilson): A Mes S F Otr, A Sal-Bar,
 F Otr S A Sal-Bar
NORMANS (Ward Narhi): A Nap-Aqu, F Cor H,
F IS S VENETIAN F UA-LA [nso]
PAPACY (Mike Scott): A Anc H, A Are S A Urb-Flo,
 A Urb-Flo
PISA (Steve Mayers): A Sie B, A Mod S F Gen, F Gen B
VENICE (Bob Robles): A Fer B, A Carn-Ver [imp],
 F UA-Dal
AUTONOMOUS GARRISONS: G Bol, G Flo, G Gen*,
 G Man, G Tre, G Tur

Notes: * = besieged, [imp] = impossible, [nso] = no such order.
Outstanding Loans:

PISA: 2d borrowed Summer 1051, 3d due Summer 1053.
Famine: Bad Year = Row 5 (Fri, Bol, Sal, Ver, Mil, Sie, Dur)
 and Column 8 (Cor, Mil, Spo, Are, Man, Luc).
Plague: Good Year, None.

The deadline for Spring 1052 orders is noon ET on Saturday, April 13.

BRER PHIL TO ALL: Hey, where's the press? C'mon, guys! I know I can be entertaining all by myself, but I soooooo like to make smart-aleck retorts to your comments. So get with it!



<i>Income:</i>	<i>Cities</i>	<i>Provinces</i>	<i>Seas</i>	<i>Var.</i>	<i>Treas.</i>	<i>TOTAL</i>
BYZANTINES	Alb,Bar,Dur,Rag = 3	Alb,Bar,Dur,Rag = 3	1	3		
HOLY ROMAN EMPIRE	Cre,Mil(3),Mon,Pav = 3	Cre,Man,Mil,Mon,Pav,Tur = 4	0	3		
MUSLIMS	Mes,Pal,Tun(2) = 4	Mes,Otr,Pal,Sal,Tun = 4	0	3		
NORMANS	Cor,Nap(2) = 2	Aqu,Cor,Nap = 2	1	3		
PAPACY	Anc,Are,Per,Rom(2) = 4	Anc,Are,Flo,Pat,Per,Rom = 5	0	3		
PISA	Luc,Mod,Pio,Pisa,Sie = 3	Gen,Luc,Mod,Pio,Pisa,Sie = 4	0	3		
VENICE	Carn,Dal,Fer,Pad,Tre,Ven(3) = 8	Carn,Dal,Fer,Pad,Tre = 5	1	3		

Notes: *Italicized cities and provinces produce no income due to Famine; Ven always counts as a sea for its owner; Variable income die roll = 3*

..... **"Rikki Don't Lose That Number," Raj, Turn 10**

* Kevin's unabashed aggression nets him the coveted 10 token!

Tokens Remaining: 9,8,4,2

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

Well, it finally happened: the big mind game for the 10 token. Kevin went strong with his 15 and won it, beating Dave's 14, John's 12 and Bill's 9. But there's still plenty of points remaining to be won!

The deadline for Turn 11 bids is noon ET on Saturday, April 13.

*** NEXT TOKEN FOR BID: 3

“Fly Like an Eagle,” Sopwith, Gamestart!

* *Fighter pilots, start your engines!*

<u>Pilot</u>	<u>Start</u>	<u>Facing</u>	<u>A</u>	<u>D</u>	<u>P</u>
A (Steve Mayers)	J1	Landed	16	12	0
B (Andy Lischett)	S10	Landed	16	12	0
C (Tim DeForest)	S19	Landed	16	12	0
D (Bob Robles)	J19	Landed	16	12	0
E (Dave Partridge)	A10	Landed	16	12	0
F (Bill Scharf)	A1	Landed	16	12	0

Welcome all! It's time to give this game its debut in one of my zines — should be fun!

Notes: Game reports will be similar to Snowball Fighting, listing each pilot's beginning and ending positions and facings (orientations) for the turn, along with his ammunition, damage and points, as well as the wind direction at the beginning of the turn (with clouds moving before orders are adjudicated) and the wind direction for the beginning of next turn (shown as “Wind End”), and each pilot's orders for the three phases of the current turn.

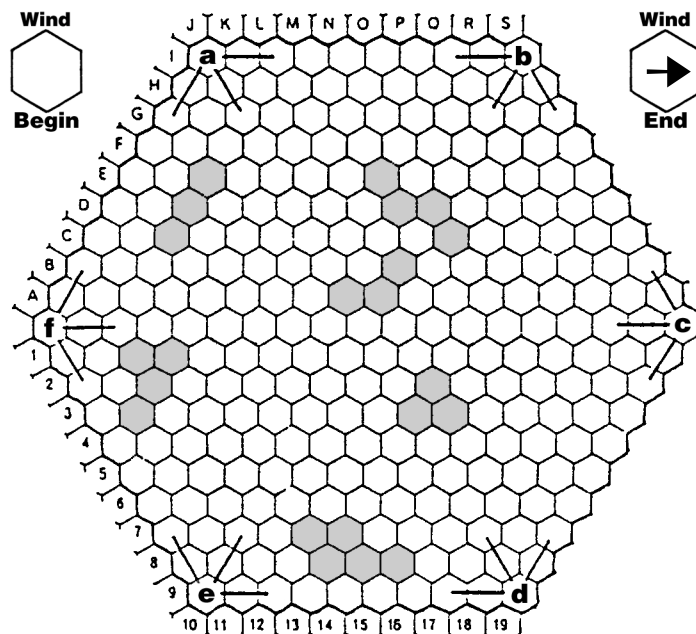
House rules:

* The wind direction for the next turn is determined as follows: there is a 33% chance the wind will shift one hex clockwise, a 33% chance the wind will shift one hex counterclockwise, and a 33% chance the wind will remain in the same direction.

* Clouds will not damage a plane if it is landed.

* Planes can share the same space, but a plane cannot attack another plane in its space (being considered at a different altitude). However, ammo will be expended if a pilot orders such an attack.

* You may use an airfield's letter to refer to an airfield, and instead of using the designations “Alpha,” “Beta” and “Gamma” for the runways, you may refer to the runways by the hexes they occupy, but you must state that you are landing or taking off for each runway hex you are using as a runway. (For example, at



Airfield F, Bill could order, “Takeoff B2, Takeoff C3, Left Turn D3,” or if his plane were at D3, “Landing C3, Landing B2, Landing Airfield F.”) A pilot not using the term “takeoff” or “taking off” while trying to take off will remain landed, and a pilot not using the term “landing” while trying to land will continue flying over the runway (and perhaps off the map)!

* Finally, each player must submit a pilot name beginning with the letter of his airfield (for easy reference).

The deadline for Turn 1 orders is noon ET on Saturday, April 13.

“Go Your Own Way,” Mitotic Diplomacy, End-Game Report (continued from Page 3)

• **Eric Young (Austria):** I lost interest in this game when it bogged down into an E/F vs. A/R. I made the same offer to E and F: that I would support either towards a win if they would stab the other. E said, “No”; F said, “Yes”. Dave ended up with a good win. The power of diplomacy stands supreme. Phil should be happy, the best shark has won. Thank to all for a good game.

• **Dave Partridge (France):** Hard to remember just what happened in this game, but as I remember, I started with a fairly good alliance with England. Eventually we started running into Austria, who was cleaning up the East with only Russia really left. It started to look like a stalemate, so Austria and I agreed to join forces and attack E and R. I don't really remember just what the negotiations were that led to Austria agreeing that I should get the win — maybe Eric does. My own recollection of the position was that he had a very good run for 16 or so, but not much of a shot at the solo, whereas my position was such that I had a little further to go, but was positioned so that the solo was possible. In the end, though, it turned out to be easier to simply bribe the Archduke and the Prime Minister than to fight it out *grin*. Thanks, Phil, I enjoyed this variant. We never got into that big final battle where I thought it would have gotten really interesting, though.

• **Phil Reynolds (GM):** I, too, am disappointed there wasn't a

“Hello Old Friend,” Snowball Fighting, Turn 7 (continued from Page 3)

KING FLAKE TO SPF: And you did such a good job that, darn it, I won't be able to make any more off you! (Until the next game, of course!)

ID TO ALL: ... hello ... I'm not in the lead anymore ... everybody take a deep breath and reassess the situation ... That may help ... but I'm sure the petty-minded will think about it and continue throwing at (sob) poor me ... The ID always gets the blame.

KING FLAKE: TDS still targeted you, but it's too late for any reassessment!

ID TO TDS AND YETI: Why the hostility ... what did I ever do to you guys? Don't get me wrong, I'm sure it was something ... I just don't remember.

KING FLAKE TO ID: Maybe they just don't like the looks of ya!

final big clash between Austria and France, but I think the reason for this is Eric's recent loss of interest in playing Diplomacy-related games. (He also folded his long-running zine, The Tactful Assassin, last year.)

*Continued on Page 8
ishkibibble #34 • April 2002 • Page 7*

“A Simple Game,” Mastermind, Gamestart!

** Put on your thinking caps!*

Here’s the return of a classic game that I haven’t run since the days of Dipadeedoodah!.

There is a secret code of six colors (Blue, Green, Orange, Purple, Red and Yellow) that players must attempt to guess correctly using deduction from previous guesses. Each turn, a player may submit one guess. If any player correctly guesses the secret code, then he (or they) win, otherwise I will pick one guess at random and score it as follows: a ● if the player correctly guesses the color and position of a part of the code, and a ○ if the player correctly guesses the color but not the position of a part of the code. For example, if the secret code were “B G O P R R” and a player guessed “R Y P P B R”, then his score would be “● ● ○ ○”.

The deadline for Turn 1 orders is noon ET on Saturday, April 13.

“Go Your Own Way,” Mitotic Diplomacy, End-Game Report (continued from Page 7)

However, this shouldn’t take away from the great game Dave played, especially given his failure to build two units following Fall 1901! Nevertheless, France held on and grew slowly during the early years, benefitting from a weak Germany and a strong alliance with England. Italy was a sizeable force going into the mid-game, but independently, France and a primarily Mike-led Austria each began attacking Italy in 1905 and made quick work of it.

As Dave and Eric have pointed out, this left a struggle of E-F vs. A-R. But as Eric lost interest and patience, and then Paul failed to build two units as Russia and dropped out, I think Eric felt a need to end this game quickly, even if it meant he wouldn’t win it. Thus, he focused on taking out Russia and pushing England out of the East while leaving France to his own devices. For Dave, this meant he could turn most of his attention on hammering Steve, while sending some fleets east through the Mediterranean for good measure ... and it worked to perfection!

I hope to start another game of Mitotic Diplomacy soon!

	ANSWER	? ? ? ? ? ?	PLAYER
10.			
9.			
8.			
7.			
6.			
5.			
4.			
3.			
2.			
1.	○ ○ ○	G R O O R Y	random

“Deja Vu,” Power, Turn 4 (continued from Page 4)

RED TO GREEN: Yup, I miscalculated. But if I calculated right this time, you should be retreating...

BRER PHIL TO RED: Smooth move!

RED TO BLUE: With all those Green pieces down here, Green’s home looks kinda empty...

BRER PHIL TO RED: Yeah, and with you focused on your home base, Green’s home island is a little emptier — of your units! Not so smooth....

Phil Reynolds
2896 Oak St.
Sarasota, FL 34237-7344