

**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 _____

Things didn't go as swimmingly as I had hoped they would with the ironclad deadline. A few players seemed to need reminding the night before to get them going, and one didn't make it at all (which does concern me, games aside). And I also had to work out (and work in) some rules clarifications and errata for Machiavelli and Sopwith. So, I hope things will go more swimmingly next time.

Again, if you don't have Acrobat Reader to read (and print) PDF files on the ishkibibble Web site, then visit the following Web site to download Acrobat Reader 5.0 for free:

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

Quick takes (or not):

- I'm days away from **going on vacation**, driving from about an hour south of Tampa to west central and northwest Arkansas, home of the Ozarks and the Ouachita Mountains. My idea of vacation is to get away from "the real world" by seeking solitude and peace of mind hiking and camping in mountain forests (something quite lacking in Florida). About a year and a half ago, I spent two weeks in the Smokies and hiked my legs off, loving every minute of it (except when I took a break to go see the movie "Three Kings," which I hated).

This time, though, I will be taking my wide-tire bike for a change of pace. I bought a rack for my small Toyota Tercel that included an upright bike kit, so my bike's wheels rest in a grooved track and are tied down to it, while a pivoting claw pulls up to clasp and lock down the bike frame. I've driven around town a little with the bike on top, and it seems to work fine, though I will be quite nervous for those first minutes on the interstate!

Anyway, I don't like to rough it too much. Although I prefer tent camping in state park campgrounds (with showers) and always look for restaurants in the vicinity, I'm not so bad as to take a TV with me (although I'll usually be listening to my CD player while driving)! Hey, I want to eat and sleep halfway decently, after all! But the main point is to get out on a trail, watch for birds and other wildlife, and relish the natural beauty. There's nothing like it...

- Speaking of music.... **Latest neoprogressive finds:** I just got 22 CDs from Great Britain's GFT-Cyclops, which is my primary (and almost only, now) source for neoprogressive music. (Most of them cost about \$16 — not too bad!) I decided to try a lot of new artists this time, although I ordered several albums of familiar and favorite artists like Land's End, Pendragon, Jadis and Flamborough Head. (Funny thing about the latter: For their latest album, One for the Crow, the Head no longer have their

two former songwriters, which also were the group's keyboardists and lead vocalist. I liked their first two albums, especially loving the second one, Defining the Legacy. But now they have new songwriters, a new keyboardist and a new vocalist — who is a woman. This new incarnation of Head is not recognizable to me as the old one, yet it does have an interesting, gentler sound (though not as good as the old one, in my opinion.)

Of the new discoveries, however, one of my favorites is Aryeon, which is the phonetic spelling for Arjen Anthony Lucassen, almost a one-man songwriting, guitar- and synth-playing force, but who brings on guest vocalists of varying degrees of fame (such as Fish from Marillion and Neil Morse from Spock's Beard and Transatlantic) for his space operas The Universal Migrator Part 1: The Dream Sequencer, and Into the Electric Castle. A lot of it is very spacey and atmospheric ala Pink Floyd in its heyday, but with greater emphasis on soaring vocals. Good stuff!

Other discoveries include Arena, Galahad, Like Wendy, Manning, Metaphor, No-Man, Odyssice, Pallas, Pineapple Thief, Supper's Ready, Tr3nity and Twin Age.

- Someone asked me a while back to list my favorite games, so here are **My Favorite Non-Avalon Hill Games (at the Moment)** (in alphabetical order): The Awful Green Things from Outer Space, Caesar and Cleopatra, Carcassonne, Condottiere, Godzilla, The Great Dalmuti, Kings and Things, La Citta, Nuclear War, Rette Sich Wer Kann (Every Man for Himself), The Settlers of Catan, Twilight Imperium, Vinci and Wiz War. What do these games have in common? Well, five are card games, five others are games that involve creating a new board each time, and more than five are just outright slap-the-table funny! (I'll never forget the time when mild-mannered Steve Mayers finally screeched like a giant monster as he took the Godzilla figure and squashed a Play-Dough car!) Avalon Hill games next time....

- **U.S. Postal Service First-Class Stamp Increase Alert:** Yes, effective June 30, our favorite non-governmental service is jacking up the cost to mail a 1 oz. letter (or zine) in the United States from 34¢ to 37¢. International rates won't be changing (this time), but more importantly, this won't change the cost of ishkibibble. (Yay!) However, if this zine ever does get back up to a healthy and regular 12 pages, I might have to increase the subscription rate slightly, since I will be paying more in photocopying costs, which has a bigger role in determining the overall cost of mailing one of these babies. (So, it's kinda up to you, isn't it?!)

ishkibibble

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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, Dave Partridge; need 5 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.

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 (Steve Mayers, Dave Partridge; need 4-8 more 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.

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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.

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

"Take It to the Limit," Diplomacy, Winter 1906 / Spring 1907

- * Austria continues occupation of Italy, Turkey, Scandinavia.
- * France backs off England while pressing on against Italy, which storms Paris.
- * Russians reappear — with plenty of vodka!

AUSTRIA (Pat Conlon): Build A Bud, A Vie; A Vie-Tyr, A Boh S A Vie-Tyr, A Sil-Ber, A Ven-Apu, A Tri-Ven, A Bud-Rum, A Nwy-Swe, A Mos-Stp, A Arm S A Con-Smy, A Con-Smy, A Bul-Gre, F Aeg S A Bul-Gre

ENGLAND (Bob Robles): NMR! Has A Kie, F Den, F Edi, F Lon, F Nth

FRANCE (Paul Risner): A Hol S A Bel-Ruh, A Bel-Ruh, A Mun-Kie, A Pie-Tus [r-> Mar?], F Wes S F Lyo-Tys, F Lyo-Tys, F Nat-Mid, F Eng-Bal, F Wal-Eng

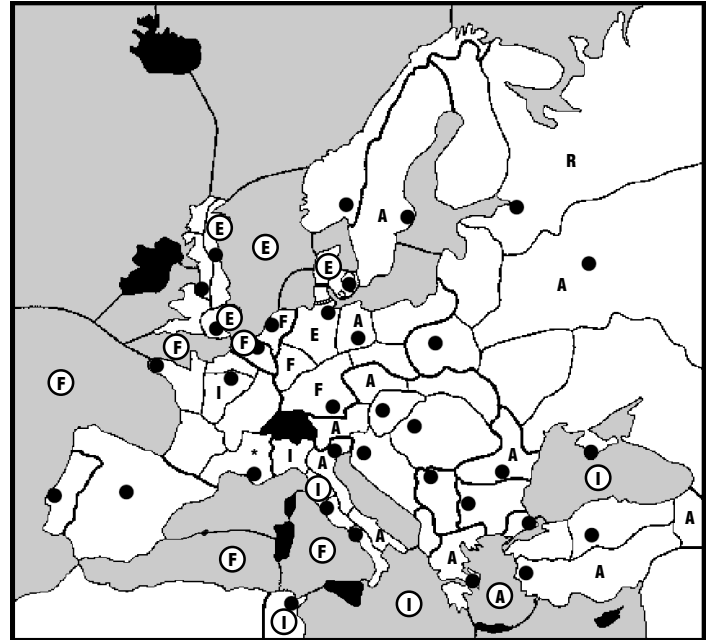
ITALY (John Schultz): Disband A Smy; A Bur-Par, A Tyr-Pie, F Tus S A Tyr-Pie, F Tys-Tun, F Gre-Ion, F Ank-Bla

RUSSIA (Eric Young): Build A Stp; A Stp holds vodka in both hands and sings merrily!

Notes: r-> = retreat to. Bob didn't join us this turn, so the standby for England is Andy Lischett.

The deadline for Fall 1907 orders is noon EDT on Saturday, May 11.

ITA TO FRA: Yeah ... what England said.
ITA TO AUS: Ditto.



BRER PHIL TO ITA: Wait a minute, you're cursing the French for what Austria has done?!

"Is There Anybody Out There?" Fog of War Diplomacy, Winter 1903 / Spring 1904

- * Something (or someone) just went, "THUD!"

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:

As you can see from other games here, Bob has had a problem sending in orders this time. Thus, I have to call a standby (John Schultz) for Germany, regardless of whether it has 10 units, one unit or no units. (Don't try getting any extra info out of ME!)

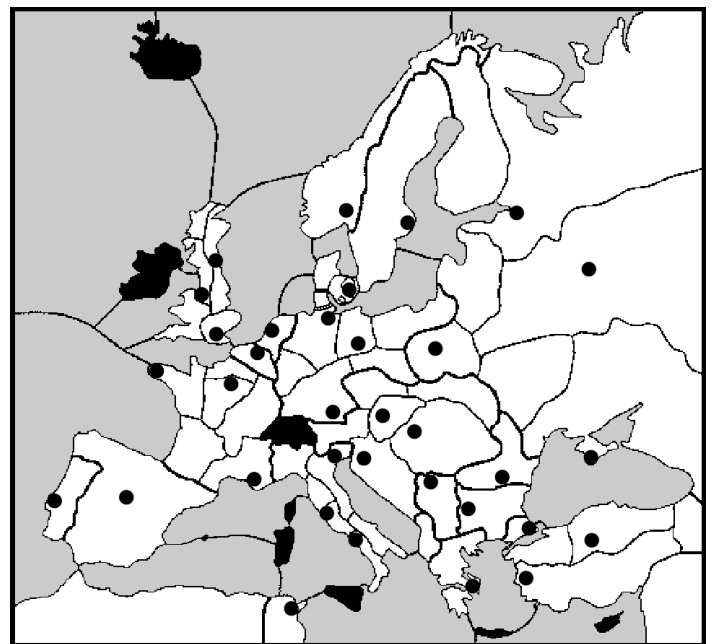
The deadline for Fall 1904 orders is noon EDT on Saturday, May 11.

RUSSIA TO GM: Can't see a thing out there. When will the haze lift?

BRER PHIL TO RUSSIA: Only when the game's over — you knew that coming into the fog!

RUSSIA TO AUSTRIA: Did Turkey attack you as well?

TURKEY TO AUSTRIA: I see an Italian fleet in Smy, which doesn't bode well for either of us! He will get you next!



RUSSIA TO TURKEY: So sad, you do bad, but it makes me very glad.

BRER PHIL TO RUSSIA: And rhymey!

RUSSIA TO GERMANY: Where is Custer when you really need him?

"Fly Like an Eagle," Sopwith, Turn 1

* Ace and Fuchs take off on collision course!

* Dopey pilot can't get off ground as Eddie closes in.

Pilot	Start	Facing	A	D	P
Ace Aeronautical Aviator	J1	Landed	16	12	0
Berthold	S10	Landed	16	12	0
Captain Snoopy	S19	Landed	16	12	0
D	J19	Landed	16	12	0
Eddie Rickenbacker	A10	Landed	16	12	0
Fuchs	A1	Landed	16	12	0

Pilot	End	Facing	A	D	P
A (Steve Mayers)	G1	SW	16	12	0
B (Andy Lischett)	P8	W	16	12	0
C (Tim DeForest)	Q16	NW	16	12	0
D (Bob Robles)	J19	Landed	16	12	0
E (Dave Partridge)	D13	E	16	12	0
F (Bill Scharf)	D1	NE	16	12	0

Bob Robles is AWOL, so the standby for Pilot D is Mark Frueh.

Clarifications of Rules:

* Each phase is adjudicated in the following sequence: all movement, all attacks made and points scored, all damage sustained.

* Instead of Rule 4 saying, "All airplanes must move on the first phase if they are to move at all during a turn," it should say, "All airplanes must move on the first phase."

* A pilot must always use one of the five (or six, if he is an ace) maneuvers when moving. Ordering just a hex location will result in an airplane automatically moving forward one hex.

* A pilot may make up to three attacks per turn, but they may be made during any phase (thus allowing a pilot to make multiple attacks, in the same or multiple directions, during the same phase).

* Attacks are made in straight lines, as illustrated by this example: If an airplane is in A1 facing east, a pilot may fire forward into B2-C3-D4-E5, left into B1-C1-D1-E1, and right into A2-A3-A4-A5 (exactly along the lines of Airfield F's runways, in this case).

* All airplanes within range of an attack sustain damage.

* If a pilot orders an attack, specifies a direction and has ammo, the ammo will be used, even if there are no airplanes in range.

* Conditional orders are not allowed.

The deadline for Turn 2 orders: noon EDT on Saturday, May 11.

BILL TO GM: Er, does this game have press?

BRER PHIL TO BILL: Of course! I'd never run one without it!

ANDY TO PHIL: "Fighter pilots, start your engines!"? Don't you mean, "Contact!"?

Phase 1 • Phase 2 • Phase 3

Take Off I1 • Take Off H1 • Forward G1

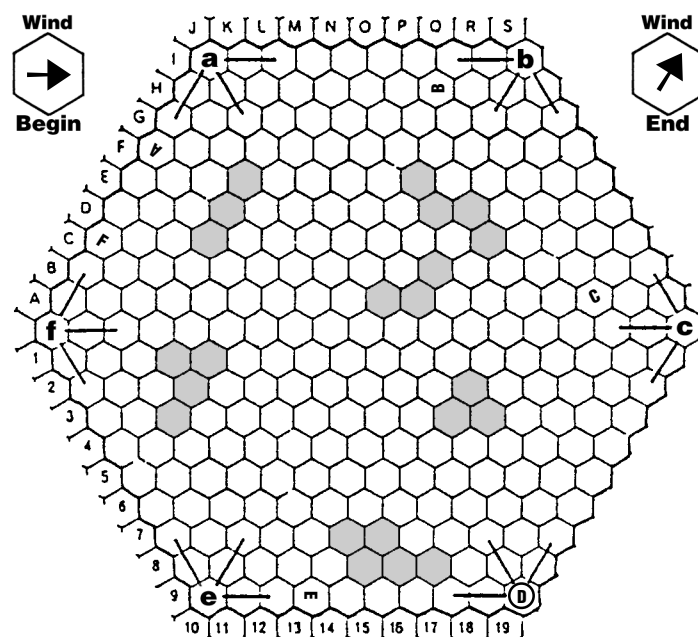
Take Off R9 • Take Off Q8 • Left Slip P8

Take Off R18 • Take Off Q17 • Right Turn Q16

Landed • Landed • Landed

Take Off B11 • Take Off C12 • Forward D13

Take Off B1 • Take Off C1 • Forward D1



BRER PHIL TO ANDY: Yeah, yeah. Don't go getting all technical on me!

EDDIE TO GM: Somewhere up here there's a beagle on a dog-house, and I'm going to shoot down everything I see until I get him!

BRER PHIL TO EDDIE: He's here — and hot on your tail!

ACE TO EAGLE EYE DAVE: You better hope that you don't end up in the crosshairs of my sights, or else you'll lose more than a few feathers and end up like a plucked partridge in a pear tree! See?

STEVE TO GM: What's all this "Alpha, Beta and Gamma" airfield runways? It's all Greek to me!

BRER PHIL TO ALL: Oh, goody — someone who hasn't read the rules closely! Line up, fellas, we could have a sitting duck!

"Rikki Don't Lose That Number," Raj, Turn 11

* Kevin and John's tie with 14's drops 3 token to Bill!

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

*** NEXT TOKEN FOR BID: 9

Bill's 10 merits the token over Dave's 3. Woo-hoo!

The deadline for Turn 12 bids is noon EDT on Saturday, May 11.

DAVE: Couldn't win that one. Play my 15 and John would have gotten it and been at 16. Better that Kevin has it. I just should have used my 3 instead of hoping for two 15's to cancel out.

BRER PHIL TO DAVE: Yeah, but look at this turn — two 14's canceled! So it can happen!

Tokens Remaining: 8, 4, 2

“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.

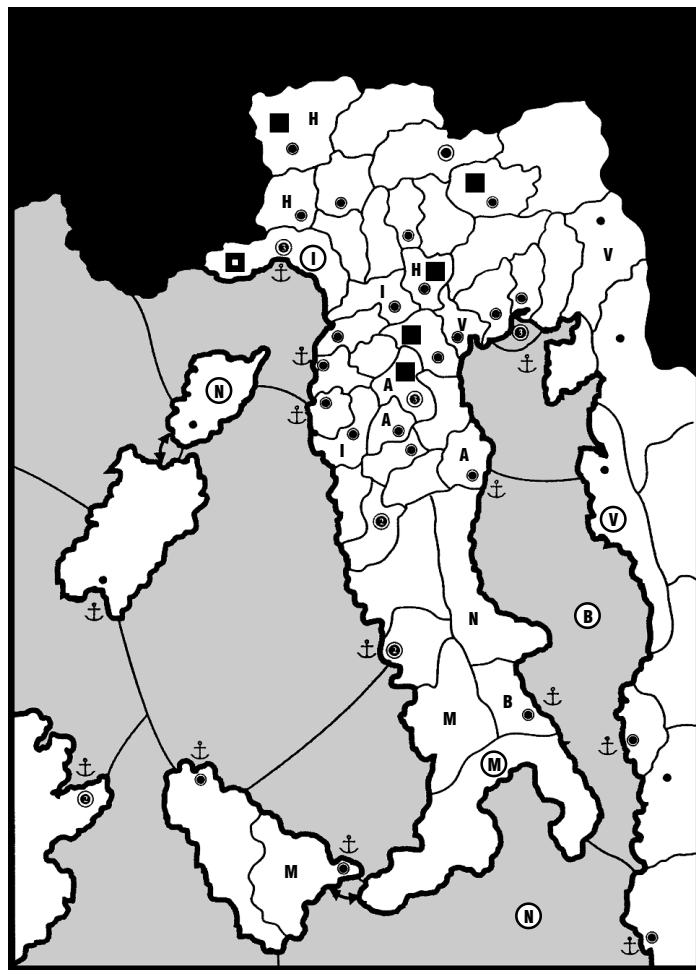
BYZANTINES (Paul Risner): A Bar H, F LA S A Bar
HOLY ROMAN EMPIRE (Sigourney Street): A Tur H,
 A Mon B, A Man-Mod
MUSLIMS (Kevin Wilson): A Mes S F Otr, A Sal-Bar,
 F Otr S A Sal-Bar
NORMANS (Ward Narhi): A Nap-Aqu, F Cor H,
F IS S VENETIAN F UA-LA [nso]
PAPACY (Mike Scott): A Anc H, A Are S A Urb-Flo,
 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. (This info given a turn too soon.)

The NEW deadline for Spring 1052 orders is noon EDT
 on Saturday, May 11.

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!



Income:	Cities	Provinces	Seas	Var.	Treas.	TOTAL
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*

NEW NOTES: Bob didn’t give Spring 1052 orders, so Forest
 Cole is the standby for Venice. But I’m not delaying this game
 because of Bob — you’ll see he NMRd in other games this issue.

Bob gets a break here, strangely enough, because in my failed
 search to find an online version of the 2nd edition Machiavelli
 rules for Forest, I instead came across the errata and clarifications
 now published on Page 7, which I will be using. I didn’t think it

fair to use them without notifying you, and I thought it wrong to
 proceed without using them, too.

As it happens, this delay also offers other players an opportunity
 to provide new orders, which most need to do. Thus, I *strongly*
 urge you to read carefully all of the information at right, as well as
 the report above, the sequence of play and the orders you submitted.
 (Studying *all* rules and the map is recommended for some!)

“Hello Old Friend,” Snowball Fighting, End-Game Report

- **John Schultz (Yeti):** DRAT!!!!
- **Bill Scharf (Id):** Good game. Maybe it was the name that
 put people off. It couldn’t have been my sparkling personality....
- **Dave Partridge (SPF 9000):** What’s to say? I stood my

ground, tossed dirigibles at those I could reach and tried to con-
 centrate on knocking players into the Kitchen so they couldn’t
 throw back at me! There’ll be a barbecue with free sunblock for

Continued on Page 8

Changes in 2nd Edition of Machiavelli (© 1995)

MAP CHANGES:

- * Marseilles and Avignon are joined: Provence (north coast) is gone.
- * The Lagoon is gone: Venice is a fortified city in a sea area called "Venice".
- * Istria borders Carniola: Croatia (north coast) is gone, as are the islands between Istria and Dalmatia.
- * Corsica is not a port.
- * Piombino is not a "gateway" between two sea areas (see below).
- * Rome absorbs Tivoli and now has a coast.
- * Urbino absorbs Romagna.
- * Forlino absorbs Pontremoli.
- * Parma absorbs Piacenza.
- * Bergamo absorbs Brescia.
- * Western Gulf of Lyons is called Gulf of Lyons.
- * Eastern Gulf of Lyons is called Ligurian Sea. Piombino borders it.
- * The Western and Eastern Tyrrhenian Seas are merged into one area, called the Tyrrhenian Sea. Land areas from Piombino to Naples border this sea. Palermo borders it, but not Messina.
- * The Bay of Tunis is called the Central Mediterranean and borders the Tyrrhenian Sea.
- * The Gulf of Naples no longer borders Capua, but it borders Palermo.
- * The Western Mediterranean no longer borders Palermo.

RULES CHANGES:

- * In the Basic game, one no longer may place units in home areas of a conquered country. (This now is an optional rule.)
- * Control of an area is established by placement of a marker in a Fall turn only.
- * The Lift Siege order is gone.
- * Fleets cannot convoy through a coastal area.
- * Advanced game victory conditions are the same as those for the Basic game. The requirement to control another country is gone.
- * Bribes may be made from controlled areas without a unit.
- * The Year Chart works on a D6 rather than 2xD6.
- * There are minor changes to the Plague and Famine Tables to accommodate removed provinces.
- * There are restrictions on which special units can be bought by particular countries.

NEW OPTIONAL RULES:

- * The Papal player may "Excommunicate" another player, forbidding him to communicate with other players for a Diplomacy phase.
- * "Strategic Movement" allows a player to move up to two units through his own controlled areas as far as needed, but not into enemy areas without permission.

SCENARIOS:

- * "Expansion of States" has been deleted, and "Struggle for Domination" has been split into two scenarios: 1499-1512 and 1513-1521.
- * Powers start with some ducats in their treasuries.

Clarifications and Errata for 2nd Edition of Machiavelli (© 1995)

ERRATA ON FAMINE CHART: Perugia mistakenly was added twice to the Famine Table. Delete the 11, 12 dice roll listing of Perugia, but keep the 4, 2 dice roll listing.

ERRATA ON EXPENSES TABLE: Bribes J and K apply to garrison units, too, and the costs for these bribes are doubled for garrisons in major cities.

ERRATA FOR RULE 3.2: For all purposes, control of provinces with their cities, including victory, is determined only "at the start of the Spring turn" (not "at the end of any turn"). Change the phrase in each of the four paragraphs of the rule.

ERRATA FOR RULE 4.3: The fourth bullet should read, "If one player has a garrison unit in the city while another player has a military unit in the city's province, no one controls the province or its city. Remove any control marker that may have been in the area."

CLARIFICATION OF RULE 8.5: May a player both disband and build in the same province in the same Spring? No, disbandment takes place after all builds, so that no army may be replaced by a fleet or vice versa.

CLARIFICATION OF RULE 9.3: What is "adjacent" when it comes to bribing a garrison? Does one have to be in the same province as the city? No, the bribe may be done from the same province or from the province adjacent to the one containing the city.

CLARIFICATION OF RULE 9.3: The rulebook states, "A player who orders a bribe to buy a military unit (K) may also write orders for that unit to use that turn." Does this apply exclusively to bribe K or does it also apply to other bribes (such as autonomous garrisons)? A player may write orders for any units acquired during the expenditure phase of the same turn.

CLARIFICATION OF RULE 10: A rebellion is started inside Genoa city, allowing Florence to force Milan's army in Genoa province to retreat. Can the Milanese army retreat into the city? No, an army may not retreat into a location held by a rebellion. The rebellion may be eliminated by the presence of an army or fleet only at the end of the turn (after retreats are conducted).

CLARIFICATION OF RULE 10: If a rebellion unit is placed in a fortified city, does that unit support liberating units advancing into the province? Yes.

CLARIFICATION OF RULE 14: Do "two strength" special units count as a single support, and can they be cut by a single advance? No, only one of its strength points is cut by a single advance; the other support remains intact.

CLARIFICATION OF RULE 16: The Ducat Borrowing Phase contains two steps. First, loans that are due must be repaid or the default penalty is applied. Second, new loans may be borrowed. This sequencing prevents players from taking out new loans to repay loans that are due in the same phase. (Note: All money borrowed in a single phase for the same duration is part of the same loan.)

ERRATA FOR RULE 17.1: Control of provinces (along with their cities) is transferred at the start of a Spring turn (as stated in Rule 4.3) and is no different when determining conquest of a player. To simplify, Rule 17.1 should state, "If you control no provinces in your home country at the start of a Spring turn, you are eliminated." Furthermore, "To conquer another player's home country, you must control all provinces in that player's home country at the start of a Spring turn." This change adds the requirement of conquering home provinces containing no cities.

“A Simple Game,” Mastermind, Turn 1

** First guess yields familiar answer.*

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 wins, 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 3 orders is noon EDT on Saturday, May 11.

STEVE TO GM: If it’s so simple, why don’t we just use primary colors and not the secondary ones as well?

BRER PHIL TO STEVE: Geez, why don’t I just give you five of the six correct pegs to begin with! You’re just lucky I didn’t provide more color options or positions! Anyway, I’ve always loved logic puzzles, so there is a kind of simplicity in them, in that you can use basic information to make deductions, which when added with more information form the bases of new deductions. All this thinking is too dense or uninteresting for some people, but in my experience, you can always find some Diplomacy types who like this kind of thing....

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

“Hello Old Friend,” Snowball Fighting, End-Game Report (continued from Page 6)

everyone to celebrate, then, since we’ve used up all the ammo in this yard, we should all head next door and try this again! (That means sign me up for the next one, Phil!)

• **Steve Mayers (The Northern Lights):** I once again enjoyed playing this fast and furious contest of “hunt” (when you hit someone else) and “grunt” (when someone hits you). It al-

ways seems to play quickly and I still haven’t figured out the way to do it right yet! Congratulations to SPF 9000 (what does that stand for anyway?), whose initial lack of accuracy throwing snowballs early in the contest (hence my nickname for him was “some poor flinger”) turned into deadly accuracy. Thanks, King Flake, for doing a good job of GMing (as always).

• **Phil Reynolds (GM):** Steve, you’re a doctor (in Florida, nonetheless!) and you don’t know what “SPF” stands for?! Anyway, I know how to do it right ... but I ain’t tellin’ ya!

Phil Reynolds
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