

**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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Free issues are available as PDF files via at The Diplomatic Pouch:

<http://devel.diplom.org/DipPouch/Postal/Zines/ishkibibble>

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

John Schultz was killed in a motorcycle accident last month. I learned of this from Jim Burgess, who was told by Paul Milewski, who was called by John's wife, Rose. (I believe I might not have gotten a phone call from Rose because, in the week before his death, John e-mailed me about problems with his ISP, that he couldn't read posted ishkibibble issues, and that the last phone number he had written down for me had an area code that expired a couple of years ago.) Jim and I spent several days searching online for an article about this, and an excerpt of the article he found is at right.

This news is very sad to me. I have known John through the hobby since early 1989, when I began publishing my first zine, Dipadeedoodah!. Since then, he has always been a player in my games, but he also has been a good friend and shown himself to be a unique individual, including expressing his affinity for Native American beliefs. We even talked about him coming down from Indiana to visit me in Florida in the next year or two.

John used to lead the rough lifestyle of a motorcycle biker decades ago, and this behavior led to his incarceration for the murder of another biker, which John said was self-defense. He was paroled about two years ago and found adjusting to "the new world" difficult, but he was helped by Rose, whom he married shortly before parole.

Last I knew, John was working as a trucker, which sometimes accounted for his sporadic communication, and he seemed to be making a good go of it in his new life. But after reading the accident story, I think John still might have had a bit of the wild side left in him, and perhaps this contributed to his death.

I will miss John very much. (I'm getting teary-eyed just typing this.) Please send your condolences to Rose Schultz, 692 Crest Dr., Valparaiso, IN 46383.

One more thing about John. During my Web search, I found a photo at www.thetimesonline.com/index.pl/summer/136. I don't know if this is John's cat, but it wouldn't surprise me if it were. I know John loved cats, and he even managed to have one during part of his incarceration. I can picture John sitting in the chair with the cat on his lap, looking out the window, stroking the cat, and being at ease.

Quick takes:

- Warren "Goz" Goesle has folded his fine zine, I Digress, and two of its games have been rehoused here. (Hopefully the new players to this zine will sign up for some of my game openings.) Following

A Valparaiso man died [Friday, Sept. 13, about 2:30 p.m.] after cargo he was carrying on his motorcycle became caught in the motorcycle, police said.

John Schultz, 51, of the 600 block of Crest Drive, was riding his 2002 Harley-Davidson motorcycle southeast on Interstate 80 near Halsted Street, police said.

Schultz had a bag and a sleeping bag tied to the passenger seat of his motorcycle, and the load shifted while he was riding, police said.

Some of the items became entangled in the rear wheel or the belt drive system, causing Schultz to lose control and be thrown from the motorcycle, police said.

Schultz was not wearing a helmet, police said.

An autopsy conducted Saturday concluded Schultz died of multiple injuries from the accident.

*From the Daily Southtown (Tinley Park, IL), Sept. 15, 2002.
(<http://www.dailysouthtown.com/southtown/yrtwn/south/157sy3.htm>)*

the recent death of Bob Acheson and the demise of The Canadian Diplomat, Paul Kenny's more than yearlong hiatus from publishing Absolute! in wake of last year's anthrax mailings, some of which were detected in New Jersey, and Conrad von Metzke folding Costaguana this summer, this leaves **10 North American postal Diplomacy zines being published regularly**: The Abyssinian Prince, Boris the Spider, Cheesecake, Diplodocus, Graustark, ishkibibble, Northern Flame, off-the-shelf, S.O.B. and Yellow Pajamas.

- I've postponed doing **Zine Register #30** until the four-day Thanksgiving weekend.

- Best new TV show: "**Boomtown**" (Sundays, 10 p.m., NBC).

Next issue: I likely will have to add two more pages for long overdue movie ratings, NFL chat, politics, cartoons and logic puzzles.

And remember, 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.

ishkibibble

November 2002 – #37

Game Openings

Diplomacy (Marc Ellinger, Fred Weidemeyer; need 5 more players): You know the drill. Preference lists are welcome.

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. Preference lists are welcome. The rulebook is available by mail for \$2, but the map is free.

African Diplomacy (Cary Nichols, Bob Robles, Kevin Wilson; need 3 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. Preference lists are welcome. Rules and map provided for free.

Hardbop Downfall of the Lord of the Rings Diplomacy (Steve Mayers, Scott Morris, Bob Robles, Kevin Wilson; need 3 more players): Based on J.R.R. Tolkien's classic trilogy, everyone is searching for the Ring in Middle-Earth. 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, Kevin Wilson; need 4 more players): A great cutthroat classic featuring Albania, Bulgaria, Greece, Rumania, Serbia and Turkey. 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. Preference lists are welcome. Rules and map provided for free.

Raj (Dave Partridge, Kevin Wilson; need 1-3 more players): Every turn, one of fifteen tiles ranging in value from 10 to -5 (not including 0) is up for bid. Players start with cards valued from 15 to 1 and must play a card that can't be played again. The highest card played wins a positive-valued token, unless there's a tie, and then the next highest card wins it. Similarly, the lowest card played nets a negative token, with ties going to the next lowest card. (*See the game just ended on Page 5!*)

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.

Kingmaker (Paul Risner, Mike Scott; need 2-4 more players): This classic game will be played using most advanced rules, many optional rules (including ones published in The General) and additional rules and cards from the Expansion Event Card Deck. (E.g., nobles killed and loyalty tables, optional parliament, commission, ambush, alliance, vacillating allegiance, royal death, attack troops from town cards, combat at sea and advanced siege.) Played Crown cards are public knowledge. Factions' order of play will rotate each turn. The intent is to speed up play, encourage battles and make it more difficult for nobles to hole up in strongholds. The rulebook will be provided mailed for \$2, and a hardcopy map should be available for free. Other rules will be available by mail or e-mail, or published in ish kibibble in the near future.

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"Take It to the Limit," Diplomacy, Winter 1907 / Spring 1908

- * Austria pushes Italy from Turkey, Russia from Norway.
- * France sacks Kiel with no resistance from lame England.

AUSTRIA (Pat Conlon): Build A Bud, A Vie, F Tri;
 A Arm-Sev, A Ank-Con, A Rum-Bul, A Gre S A Rum-Bul,
 A Bud-Gal, A Vie-Boh, A Ven-Pie, A Tyr S A Ven-Pie,
 A Rom H, A Apu S A Rom, A Stp S A Swe-Nwy,
 A Swe-Nwy, A Ber S FRENCH A Ruh-Kie, F Tri-Adr,
 F Smy S A Ank-Con

ENGLAND (Bob Robles? *see below*): NMR! GM disbands A Kie;
 Has F Den, F Hel, F Lon, F Nth

FRANCE (Paul Risner): Disband F Eng; A Mun S A Ruh-Kie,
 A Hol S A Ruh-Kie, A Ruh-Kie, A Mar-Pie, F Bel-Nth,
F Mid-Bre, F Wes-Tun, F Tys-Rom

ITALY (John Schultz; *see below*): Disband A Par, A Pie;
 F Nap-Ion, F Con-Bul (r-> Aeg, Bla?), F Tun S F Tus-Tys,
F Tus-Tys

RUSSIA (Eric Young): A Nwy holds last few cases of vodka
 (r-> Fin?)

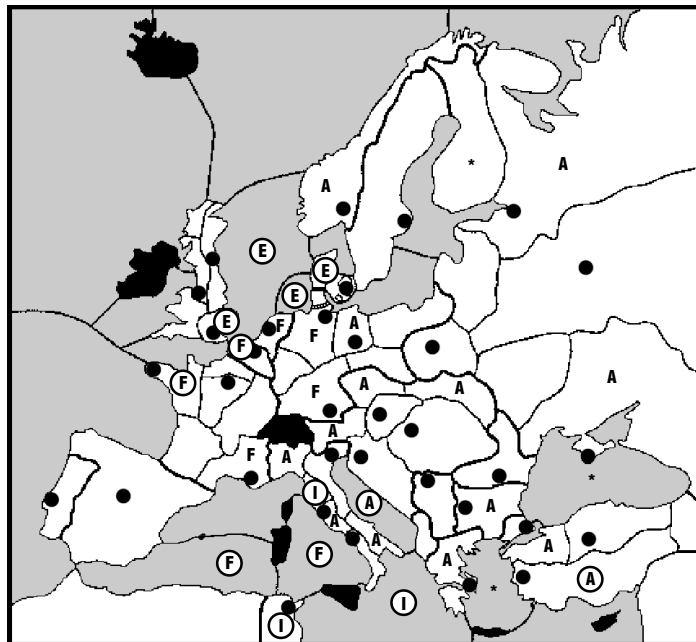
Notes: NMR! = no moves received, r-> = retreat to.

Andy Lischett is back on deck as the standby for England.
 Cary Nichols is the replacement for Italy.

A concession to Austria and a five-way draw have been proposed. Proposals must be approved unanimously to pass (NMR = yes, else no vote received = no). If both are passed, the game will end with the five-way draw.

The deadline for votes and Fall 1908 orders is noon EST on Saturday, Nov 23.

AUS TO GM: Glad to hear you enjoyed Colorado. I think all of the western U.S. has the rest of the country beat when it comes to ideal places to live and recreate, excepting central Nevada. Central NV is so bad that nuclear dumps, landfills and prisons



would be an improvement.

BRER PHIL TO AUS: Yeah, my next few vacations will be out West. I'm hoping to visit the "Four Corners" states in the spring, though it will take me a week total to drive to and from them. I want to hike in the Grand Canyon, Bryce and Zion, and I gotta hit Vegas, naturally, though I'm not a big gambler.

ITALY TO FRANCE: Hey, you snuck in my back door while Austria was beating down my front door, thank you very much.

ERIC TO PAT: Congratulations, a game well played. I'm not certain which center you have in mind for #18. If it is Nwy, I'll find some deep fjord to jump into.

"Is There Anybody Out There?" Fog of War Diplomacy, Winter 1904 / Spring 1905

- * German leadership winking in and out like lighthouse.

AUSTRIA (Graham Wilson)

ENGLAND (Pat Conlon)

FRANCE (Dave Partridge)

GERMANY (Bob Robles; *see below*)

ITALY (Joel Struebing)

RUSSIA (Steve Mayers)

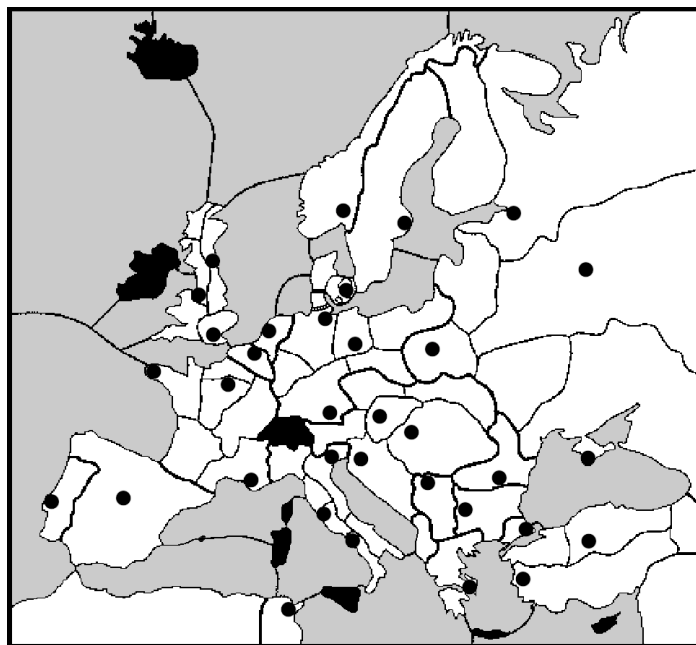
TURKEY (Cary Nichols)

Units You See Retreating:

Units You Must Retreat:

Bob managed to submit orders for this game and not the others in this issue ... yeah, right. So the standby for Germany is Sigourney Street.

The deadline for Fall 1905 orders is noon EST on Saturday, Nov. 23.



Continued on Page 8

"Deja Vu," Power, Turn 7

* Goobers launch assault on X Island, but Purple bomber escapes by moving with other troops toward Red home base.

BLUE BOY MARK (Mark Frueh): D (G1)-C4, F (G1)-G2, F (B3)-B5-B7-W-P1, X 2 PU-I (Res), X 2 PU-I (Res); Also has D (B0), H (B0), R (B0); Gains 2 PU (has 2 PU total)

GREEN GOOBERS (John Schultz; *see below*): F (G8)-G7-X, F (G8)-G7-X, T (R5)-R1-X, T (R5)-R1-X, X 5 PU-F (Res); Also has D (C10), D (G0), I (G0), I (G0); Gains 0 PU (has 0 PU total)

PURPLE-PLUMED SCOUTS (Steve Mayers): B (X)-R1-R5, D (C9)-C12, D (C9)-C12, H (P0)-P7-P5, I (P0)-P7-P5; Also has I (P0); Gains 1 PU (has 7 PU total)

RED RIDING HOODS (Graham Wilson): F (B8)-B5-B2, D (P3)-C6, D (P3)-C6, X 3 PU-T (Res), T (Res)-R0; Also has R (R0), T (R0), T (R0); Gains 1 PU (has 3 PU total)

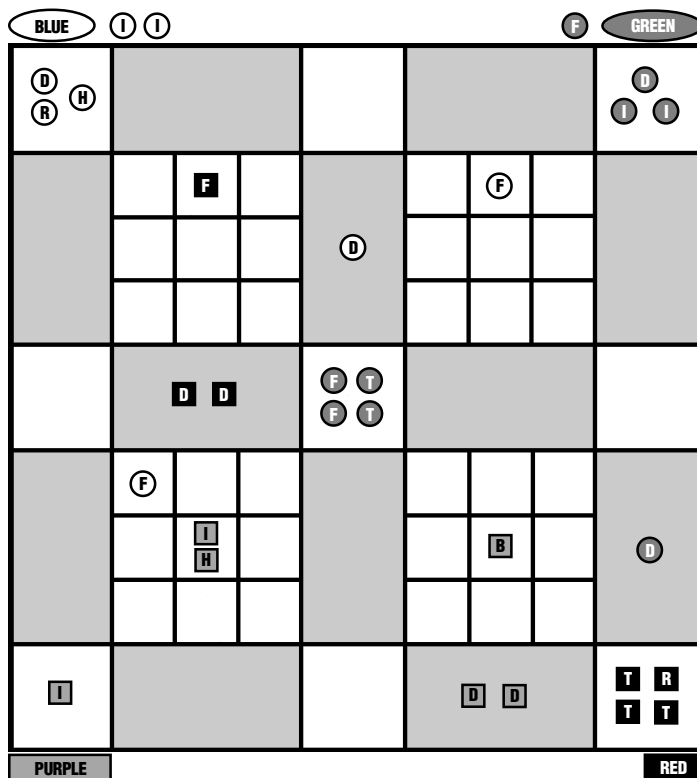
Notes: Andy Lischett is the replacement player for the Green Goobers.

The deadline for Turn 8 orders is noon EST on Saturday, Nov. 23.

PURPLE TO GREEN: The only one who is going to pay is you (in spades if you were black, but in greenbacks since you are green).

PURPLE TO GM: Hey, I thought you are supposed to be impartial in these games of war of words. Lucky for you that you don't have any units on the board, or my scouts would take them out, too!

BRER PHIL TO PURPLE: I am impartial. I'm an equal opportunity offender! But you need to direct your efforts against the others, not me!



"Come Sail Away," Viking Diplomacy II, Winter 952 / Spring 953

* Denmark beset by loss of fleet to Sweden, incursion by France.

* Norway faces challenge in North ... but not from England!

DENMARK (Karl Muller): A Lit-Pol, A Jut-Dan, F Hel-Jut, F Zea-Hed, F Kat-Zea [a]

ENGLAND (Bob Robles; *see below*): NMR! Plays 1 unit short; Has F Ire, F Lon, F Wes

FRANCE (Pat Conlon): A Pal-Rog, A Fla-Fri, F Fri-Hel, F Eng H, F Sao-Wao

NORWAY (Kevin Wilson): Build F Str; F Ice-Noch, F Nth-Sco, F Str-Nth, F Ski S F Str-Nth, F Bar-Nao

SWEDEN (Graham Wilson): A Fnl-Nov, F Sbs-Hed, F Got-Kat, F Ska S F Got-Kat, F Nbs S F Got-Kat

Notes: [a] = annihilated, NMR! = no moves received.

I thought Bob still wanted to play, but now I'm not sure, so Steve Mayers is back as the standby for England.

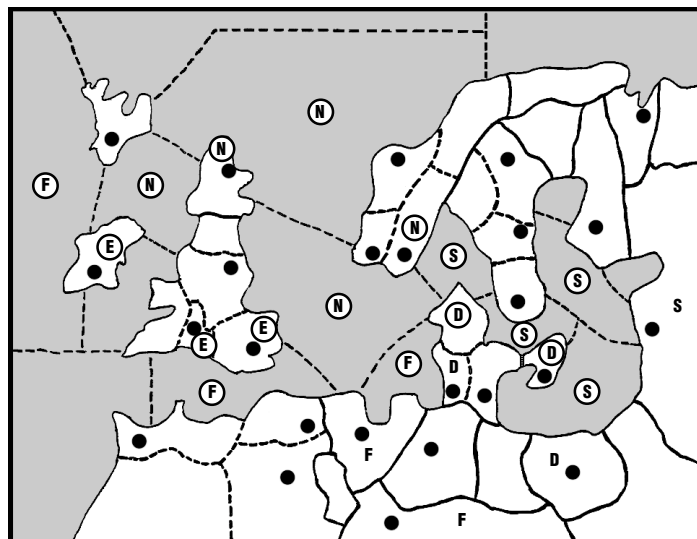
The deadline for Fall 953 orders is noon EST on Saturday, Nov. 23.

DENMARK TO THE WEST: Well, it looks like I'm digging trenches. Anyone care to bail me out?

SWEDEN TO DENMARK: A perceptive one, aren't you? Now what was that remark to France? Do the two of you have something worked out? Something to the detriment of the rest of us?

DENMARK TO NORWAY: It would be truly ironic if you swung around and hit me from the west — and I hate irony.

BRER PHIL TO DENMARK: Would it be ironic if France *ishkibibble* #37 • November 2002 • Page 4



swung around and hit you from the West?

SWEDEN TO GM: And you had to go and point out to him (Denmark) that Sweden might be looking his way.

BRER PHIL TO SWEDEN: What, are you the Welcome Wagon?

DENMARK TO SWEDEN: Um, I take back what I said last time. Norway IS planning to invade you — right now. Hurry back to your home dots, and maybe I'll lend you a hand. Go quickly — you've no time to lose!

“Fly Like an Eagle,” Sopwith, Turn 3

* Careening Ace and Fuchs avoid collision, but Ace outguesses — and outshoots — Fuchs to notch first kill!

<u>Pilot</u>	<u>Start</u>	<u>Facing</u>	<u>A</u>	<u>D</u>	<u>P</u>
Ace Aeronautical Aviator	G2	SW	13	3	6
Berthold	M7	SW	16	12	0
Captain Snoopy	R14	NW	16	12	0
D Von Pup	L18	NE	16	12	0
Eddie Rickenbacker	G16	E	15	12	0
Fuchs	E2	NE	13	6	9

Phase 1 • Phase 2 • Phase 3

Right Slip F1; Fire F, L, L (0, 3, 3) • Ahead E1 • Ahead D1
 Ahead L7 • Ahead K7 • Ahead J7, Fire R (0)
 Left Turn Q13 [cloud] • Left Turn P13 • Ahead O13, Fire L (0)
 Ahead M18 • Ahead N18 • Left Turn N17
 Ahead H17 • Ahead I18 • Left Turn J18
 Right Slip F3 • Hold, Fire F, F, F (0, 0, 0) • Hold [crashed!]

<u>Pilot</u>	<u>End</u>	<u>Facing</u>	<u>A</u>	<u>D</u>	<u>P</u>
A (Steve Mayers) (ACE)	D1	SW	10	3	17
B (Andy Lischett)	J7	SW	15	12	0
C (Tim DeForest)	O13	SW	15	11	0
D (Mark Frueh)	N17	NW	16	12	0
E (Dave Partridge)	J18	NE	15	12	0
F (Bill Scharf)	F3	Crashed!	10	0	9

Notes: Mark's in. Bob's out. And Bill's out, too, though for a different reason! Having inflicted at least 15 points of damage, Ace is now a true ace, so he inflicts an extra point of damage per hit, and he can perform the Immelmann maneuver.

The deadline for Turn 4 orders: noon EST on Saturday, Nov. 23.

ACE TO FUCHS: Gee, my cockpit now has new and improved air conditioning. Not only that I am now becoming a more religious person, since I am “holier” than before. (One could say I am holier than you.) I hope I guessed right this turn. If I have to go down, I would sure like to take you with me!!!

BRER PHIL TO ACE: This just helps show that the phrase “holier than thou” is a pejorative no matter what!

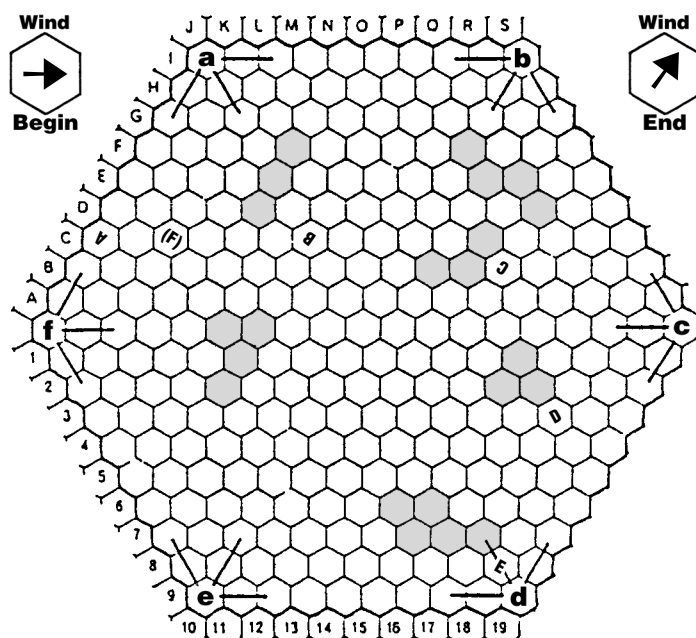
ACE TO GM: You had better redo the math from last turn. I pumped a couple of rounds in Fuchs (not one). With six points of damage out of 15 needed for ace status, that should make me two-fifths of an ace, not one half.

BRER PHIL TO ACE: It was a joke — the “ace” in “half ace” was supposed to be pronounced like “crass,” fellow punster!

EDDIE TO BRER PHIL You southerners have a strange way of spelling. Goes with your “pro-nun-c-a-tion,” I guess.

BRER PHIL TO EDDIE: Hey, I was born in Illinois, so I'm a Yank!

ACE TO EDDIE: You can deposit 25 of those deutsche marks in my bank account. It looks as though I'm going to need them to recuperate, as I am taking an earlier than planned exit from this



contest. As you can see, I didn't “freeze” last turn like you did with a shot in the “breeze,” but I did pump two rounds into Fuchs (just like a real ace would).

BRER PHIL TO ACE: You're not dead yet!

(NO DATELINE): Von Pup, waking from a rather nasty migraine headache, regretting that he cussed out his mechanic, now wonders if the guns have been checked before takeoff ... figures he will know soon enough.

EDDIE TO D VON PUP: Clean your plugs, man, the exhaust back here is terrible!

“Rikki Don't Lose That Number,” Raj, Turn 13

* Dave grabs 2 token, but it's too little, too late as Bill wins!

<u>Player</u>	<u>Tokens Owned</u>	<u>Cards Remaining</u>
Bill Scharf	8,7,4,3,-2,-5 = 15 pts.	15,14
Dave Partridge	9,6,2,-3,-4 = 10 pts.	9,4
Kevin Wilson	10,-1 = 9 pts.	7,5
John Schultz	5,1 = 6 pts.	11,5

Tokens Remaining: 8,4

Bill and Kevin play their 12 cards, so the 2 token falls to Dave's 10, while John's 4 doesn't stand a chance. That gives Bill the victory, since his two remaining cards are higher than everyone

else's cards. Congratulations, Bill! I hope Bill will defend his Raj championship title by joining Dave and Kevin for a rematch.

The deadline for End-Game Statements is noon EST on Saturday, Nov. 23.

JOHN: Hey, Phil, they're both you, old bud.

BILL: Phil is right — even I'm not stupid enough to lose this game. Let's concede it to me and save on Phil's fingers.

BRER PHIL TO BILL: No need to concede, because your strategy of going into the last two rounds with the two highest cards gave it to you. Well played, but will it be so easy next time? As for my fingers, don't worry about them — they're one of my lesser problems!

***** ***“Dirty Deeds Done Dirt Cheap,” Machiavelli: Empire and Invaders, Summer 1052*** *****

- * Muslims storm Tyrrhenian Sea as Normans flounder.
- * Pisa, Holy Romans continue skirmish to no avail.
- * Byzantines sack Dalmatia unchecked by dormant Venice.
- * Papacy finishes siege of Florence.

BYZANTINES (Paul Risner): A Her-Dal, A Otr-Bar, F IS H, F LA S A Her-Dal

HOLY ROMAN EMPIRE (Sigourney Street): A Cre-Mil, A Tur-Mon, A Mon-For

MUSLIMS (Kevin Wilson): A Mes H, G Pal c-> F Pal, F Pal-TS, F GON S F Pal-TS, F WM S F Pal-TS

NORMANS (Brendan Whyte): A Aqu-Bar, F Nap-TS, F TS-Cor [nsu], F LS [u]

PAPACY (Mike Scott): A Anc-Spo, A Rom-Cap, A Flo B

PISA (Steve Mayers): A Mod-For, F Pio-LS, F Gen H

VENICE (Bob Robles; *see below*): NMR! Has A Cari, A Tre, F Cro, F UA

AUTONOMOUS GARRISONS: G Tre, G Tur

Your Treasury:

Notes: c-> = converts to, NMR! = no moves received, [nsu] = no such unit, [u] = unordered.

Outstanding Loans:

PISA: 2d borrowed Summer 1051, 3d due Summer 1053.

Bob NMR'd again, so Forest Cole is the Venice standby again.

The deadline for Fall 1052 orders is noon EST on Saturday, Nov. 23.

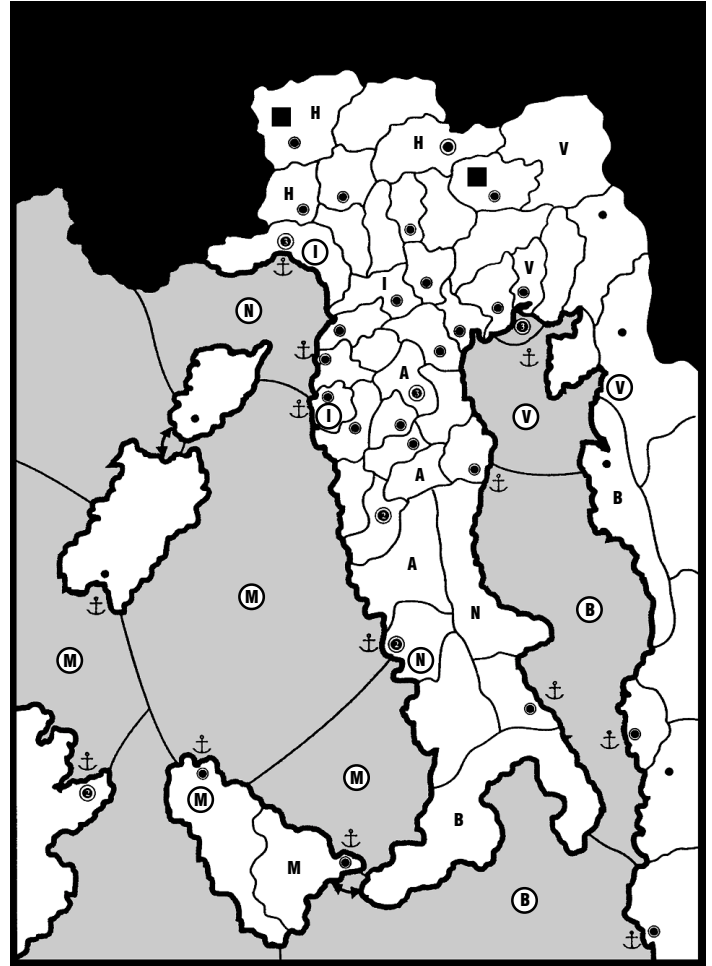
MUSLIMS TO BYZANTINES: I thought we agreed Otranto would remain mine and that the Ionian was a free sail zone. I see now that I cannot trust anyone around me in this game. Naples disappears and you go against an agreement just made. Is no one my friend in this game?

DATELINE: NAPLES: On a hot sunny spring day, a crowd gathers in the Naples town square to hear the first words of the new leader. (The previous leader was known as The Ward, because he warred with his neighbors oft and on, but usually oft.) The crowd is beaten into silence by the palace guards as the new leader trips onto the balcony, having not seen the step up to the parapet. Unscrolling a furl, the new leader begins to read his first proclamation.

“Your new Norman king, to be known as The Norm, acknowledges the many requests for assistance in foreign fields that he has received. He is, however, somewhat suspicious that every great power in Italy claims that the previous king had an alliance with him, and that each power seeks to re-establish that supposed alliance. He has therefore decided to judge the veracity of these claims and comments by the Trial of Truth. All written claims were dropped from the top of the Naples cathedral spire, and the one that fell first to the earth was deemed truest, as it must be, and the last, most false, as it must not be. All those in between have likewise been ranked according to how quickly Mother Earth accepted them. Having judged, The Norm has made his decision. May we all sow the beds we lie on, and putting that in our pipes, smokem forked tongue.

“All we will say at this point is, the Venetians must be blind if they don’t see this one coming — and come it will. Like a reaped whirlwind. Like a six-legged dog. Like the tall, and tanned, and young, and lovely skin of a girl from Ipanema.”

At this point in the proclamation, a dark man, his face hidden by a cowl, blipped The Norm on the head, and dragged him from



the Naples town hall balcony. Without blinking, a new leader took his place, one who didn’t smoke the stuff quite to the same extent as the previous leader. Not an eyebrow was raised amongst the gathered multitude. It was, after all, the year 1052, and the society’s Norms were changing.

PISA TO GM: What is the difference between being amazed and being “utterly” amazed by the mistakes of our group?

BRER PHIL TO PISA: Have you no sense of hyperbole?

PISA TO HRE: It would appear that your army in Mantua “vanished” last turn because it was “utterly famished.” Are you going to move there this turn, too?

(NO DATELINE): Our money is on deposit at the First Byzantine Bank, drawing either 4.5% interest or 41.5% interest.... The Bank is rather cryptic about this stuff.

NORMS TO MUSLIMS: Sumer ist icumen inn. Ima cumen threw.

NORMS TO BYZANTINES: Leave the Bari to dead their own Bari. And it’s my Bari. So there. Mine mine mine mine mine. Keepen deine handies offenbach.

NORMANS TO VENICE: I’m sorry, I have a cold.

NORMANS TO HRE: I have to buy something for Ophelia, and I must remember the size.

NORMANS TO PAPAL STRATEGISTS: Need to renew your geography training, I hear. (Five letters, begins with “I”.)

NORMANS TO PISA: Oh, Genoese WAREhouses. I’m sorry, I thought your business invitation said WHOREhouses. My mistake, but your loss. I still say the harbourmaster was cute. However, I’ve been at sea a long time. OK, boys, turn the sails around. We’ll go back home to girls we’ve loved before.

“Question Authority,” Shift-Right Diplomacy (White Press), Fall 1904

- * Germany, Russia seize two home centers each.
- * Italy maintains unit lead by occupying Austria, Balkans.
- * England, Turkey to muster additional troops.

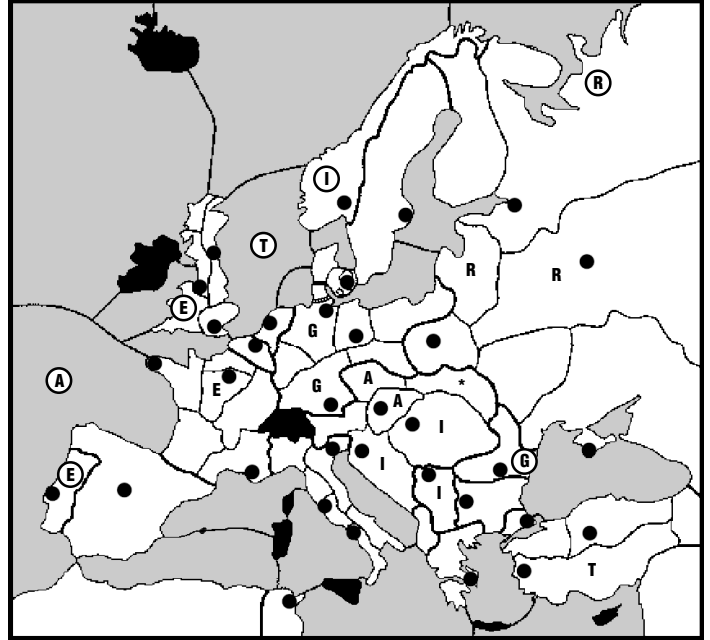
AUSTRIA (Joe Carl): A Mun-Boh, A Boh-Vie, F Mid-Spa(sc)
ENGLAND (Peter Boyum): A Gas-Par, F Por-Spa(nc),
 F Lvp-Wal
GERMANY (Don Scheifler): A Tyr-Mun, A Kie S A Tyr-Mun,
 F Rum H
ITALY (Adam Silverman): A Tri-Bud, A Ser S A Tri-Bud,
 A Ven-Tri, F Nwy-Stp(nc)
RUSSIA (Mike McGinnis): A War-Mos, A Lvn S F Bar-Stp(nc),
 F Bar-Stp(nc)
TURKEY (Dave Partridge): A Ank-Smy, A Bud-Ser (r-> Gal?),
 F Eng-Nth

Adjustments:

AUSTRIA (4): Bel, Den, Edi, **Vie**, Kie, Mun ... 0
ENGLAND (6): Lvp; Mar, Nap, Spa, **Par**, **Por** ... +1
GERMANY (6): Ber; Con, Sev, **Kie**, **Mun**, **Rum**, Smy ... +1
ITALY (8): Rom, Ven; Bud, Bul, Nwy, Swe, Tri, **Ser**, Mos, Stp
 ... +2
RUSSIA (4): War; Bre, **Mos**, **Stp**, Par ... +1
TURKEY (4): Ank; Hol, Lon, **Smy**, Rum, Vie ... +1
NEUTRAL (2): Gre, Tun, Por, Ser

Notes: r-> = retreat to. I am including my house rules on a separate sheet. Please read them.

This game has been rehoused from I Digress, which has folded.



Please contact Warren “Goz” Goesle about any subscription balance he might owe you.

The deadline for Winter 1904 and Spring 1905 orders is noon EST on Saturday, Nov. 23. I will separate these seasons on three requests.

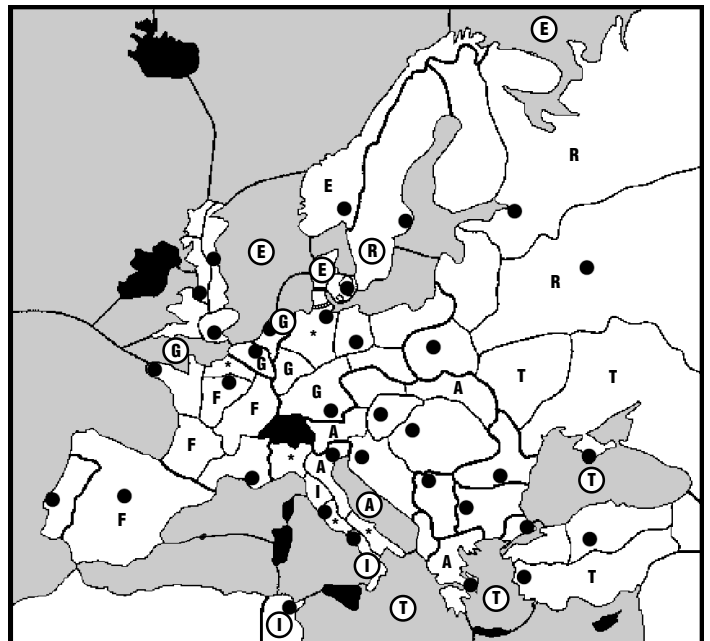
“Remote Control,” Gunboat Diplomacy (No Press), Winter 1902 / Spring 1903

- * Austria sacks Venice as Italy tries holding ground.
- * Germany storms French Belgium, loses Denmark to Brits.
- * Russia confounded as Turks march north.

AUSTRIA: A Bud-Gal, A Gre-Apu, A Tyr S A Tri-Ven,
 A Tri-Ven, F Adr S A Tri-Ven
ENGLAND: A Nwy S **RUSSIAN** F Swe-Swi [imp], F Ska-Den,
 F Nth S F Ska-Den, F Bar S A Nwy
FRANCE: Build A Par; A Mar-Bur, A Par S A Mar-Bur,
 A Spa-Gas, A Por-Spa, F Bel S **ENGLISH** F Nth-Hol [nso]
 (r-> Pic?)
GERMANY: Build F Kie; A Mun H, A Ruh S A Hol-Bel,
 A Hol-Bel, A Den S **RUSSIAN** F Swe H (r-> Kie?),
 F Kie-Hol, F Bre-Eng
ITALY: A Ven H (r-> Apu, Pie, Rom?), A Pie-Tus, F Nap H,
 F Tun H
RUSSIA: NBR! Plays 1 unit short; A War-Ukr [nsu],
 A Mos S F Bot-Stp, F Bot-Stp [nsu], A Stp [u], F Swe [u]
TURKEY: Build A Con, F Smy; A Con H, A Rum-Ukr,
 A Sev S A Rum-Ukr, F Bla S A Sev, F Smy-Aeg,
F Ion S **ITALIAN** F Nap-Tys [nso]

Notes: [imp] = impossible, NBR! = no build received, [nso] = no such order, [nsu] = no such unit, r-> = retreat to, [u] = unordered. I am including my house rules on a separate sheet. Please read them.

This game has been rehoused from I Digress, which has folded.



Please contact Warren “Goz” Goesle about any subscription balance he might owe you.

The deadline for Fall 1903 orders is noon EST on Saturday, Nov. 23.

"A Simple Game," Mastermind, Turn 4

** Tommy Boy not as clever as he thinks!*

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 "● ● ○ ○".

Tom's guess was randomly selected again, this time out of five player guesses. **The deadline for Turn 5 guesses is noon EST on Saturday, Nov. 23.**

"Is There Anybody Out There?" (Continued from Page 3)

RUSSIA TO TURKEY: Welcome aboard. Unfortunately, the former captain of your current ship made many enemies and left a few too many holes in your ships hull below the waterline. That may be the reason he abandoned ship and took the treasure chest (i.e., the \$4 he owed the GM) along with him.

BRER PHIL TO RUSSIA: No, I think it's simply that Ward is a jerk.

ENG TO TUR: You should read the rules for this variant carefully. Any player who fails to write the other players is automatically NMR'd by the GM. Why do you think it's called "Is there anybody out there?" anyway?

BRER PHIL TO ENG: Oh, so that explains all the letters you are bombarding players with! I knew it couldn't be because you want to work with any of them!

ENG TO GM: When Robles fails to submit orders for Germany again, will you call standbys? I hate writing to standbys and not getting any response.

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

BRER PHIL TO ENG: As you can see, I do call standbys in this variant. However, you shouldn't take other players not writing to you as my fault.

RUSSIA TO GM: I could use a spy unit, too, especially in Vienna or Budapest.

BRER PHIL TO RUSSIA: Couldn't we all!

ENG: The strike zone in baseball has grown too large. It's all the umpires fault.

BRER PHIL TO ENG: Baseball = boh-ring, so you'll see no discussion of it from me. Now, the NFL, that's where it's at!

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

..... ***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 ... maybe.* 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, minimum of two) 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.* Unless stated otherwise, 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's adjudication is delayed 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!