

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

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

It hasn't been even five months and I have a new job. Now, instead of being assistant editor of two healthcare magazines for the same company, I just started mid-November as associate editor for the company's third healthcare magazine, Health Management Technology. It's really a lateral move (i.e., no salary increase), but it does offer me a better prospect for moving up the editorial ranks by next fall to managing editor (a position that doesn't exist now, since all magazines at my company are operating with skeletal staffs). The subject matter mostly deals with information technology in healthcare settings, so there are aspects of programming, record-keeping, networking and telecommunications, which, given my computer science background in college, is not foreign to me, though I am a bit rusty with some of it.

My job primarily entails proofreading stories and getting them to our production department (where I used to work for four years), but I am learning how to scrutinize and solicit stories from outside sources for publication. No original writing is required at this time, but maybe in six months (whether or not I'm managing editor), I'll have to write a story or two each issue. I can only hope I know what I'm writing about by then!

The staff is very friendly, and the publication process for HMT is to work an issue or two in advance, not issue to issue as it was for the other two magazines. I hated that for the one for which I had to write articles, because it usually turned out that I was writing on deadline. That meant rollercoaster-like levels of stress — low, high, low, high,... This job, though, should have a much more even-keel level of minimal to moderate stress, which means I should rarely be stressed out after work, which in turn should help the production of ishkibibble. (Yay!)

This job also means I should be going to at least three trade shows next year in San Diego (Feb. 9-13), Washington, DC (March 10-12) and San Antonio (May 10-16). My role primarily will be to network, but also to solicit stories for the next year. I suspect the only free time I'll have on these trips are evenings after the shows close, so I don't know how much exploration of these cities I'll be able to do. DC is very familiar to me — I've been there several times — but I've never been to Texas, and I certainly haven't been to California, since the farthest west I've been was the Denver area this past May. Naturally, I'll have to see the River Walk in San An, as well as the Pacific from San D.

Of course, we will be flying to all of these locations, and the funny thing is, I haven't flown in something like 25 years since I

was a kid visiting my grandparents in the DC area! I've always said that I don't have a fear of flying, but a fear of lost luggage. However, one thing I've never had to deal with are the strict regulations about what passengers can and cannot take onboard a plane, so I'll have to consult with my staff and go online to get more information so I don't get strip-searched for bringing something taboo!

Quick takes:

• **Favorite TV shows:** Most of them are so-called "reality shows." I especially like "No Boundaries" (Outdoor Life Network, Monday, 8 p.m. EST). It's a combination of Mark Burnett's Eco-Challenge race and "Survivor," except that every week, the group members rank each other to choose a new leader, and that leader makes the sole decision on who to eliminate during the next episode. Set in British Columbia and Alaska, there's a lot of hiking, biking, paddling, camping and other outdoor stuff that I love. Other reality shows include "The Amazing Race," MTV's "Tough Enough," and "Survivor," although the latter isn't nearly as good as it used to be. I also enjoyed ESPN's "Beg, Borrow and Deal," as well as WB's/UPN's "Under One Roof" before it was canceled midseason by each network. Other favorite shows are "Boomtown," "Buffy the Vampire Slayer" (which started off very weak this season), "24," "The Practice" and "Firefly," which is on FOX's chopping block.

• **The NFL:** Biggest Surprise: Tampa Bay Buccaneers, reminiscent of the 2000 Baltimore Ravens with an awesome defense and a mediocre offense; Biggest Disappointment: St. Louis Rams — who'da thought an 0-5 start?; Coach of the Year: Jon Gruden in his first year as the Bucs' coach, helping to inspire them to their best record after 11 games in team history; Super Bowl Prediction: A couple of weeks ago, I would have said Philadelphia vs. Denver, but with McNabb injured and the Bucs likely to falter, I gotta lean toward Green Bay vs. Denver, with Brett Favre leading the Pack to victory and earning both Super Bowl and NFL MVP honors. (Too bad I'll be in San Diego just after the Super Bowl!)

• I just ordered a bunch of CDs from the British outfit GFT-Cyclops, so soon I will be able to give more **neoprogressive album reviews**. (Woo-hoo!)

• 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

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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; need 3 more players): Try your hand at Avalon Hill's popular variant by playing Britain, China, France, Holland, Japan, Russia or Turkey. The short game victory condition (i.e., control of at least 18 supply centers) will be used. Preference lists are welcome. The rulebook is available by mail for \$2, but the map is free.

Hardbop Downfall of the Lord of the Rings Diplomacy (Steve Mayers, Karl Mueller, Bill Scharf, 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.

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

Balkan Wars Diplomacy VI (Kevin Wilson; need 5 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, Bill Scharf, Kevin Wilson; need 0-2 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.

Snowball Fighting (Steve Mayers, Dave Partridge, Bill Scharf; need 3-5 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 simple game that everyone who plays it seems to love. 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 made available, too.

Players' Addresses

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Standbys

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

Pat Conlon, Pasquale Giovine, Andy Lischett, Steve Mayers, Cary Nichols, Dave Partridge, Mike Scott, Sigourney Street, Graham Wilson.

“Take It to the Limit,” Diplomacy, Fall 1908

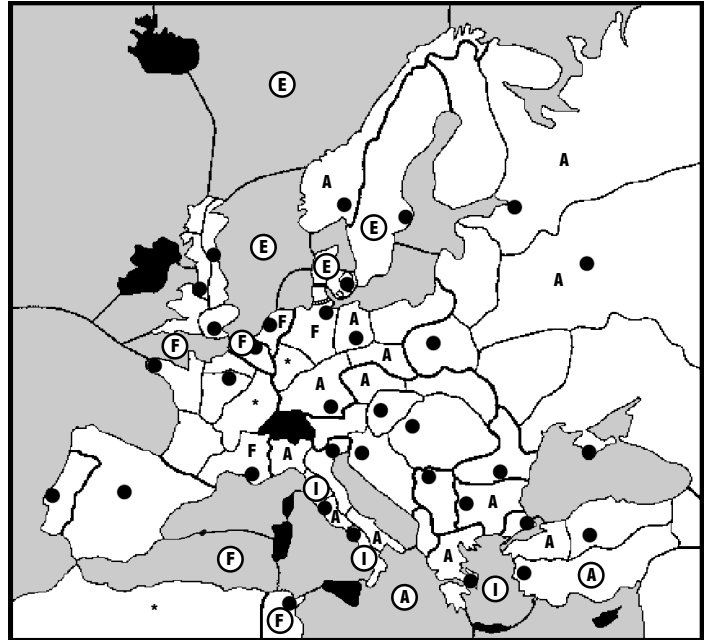
* Austria meets token resistance in dominating Europe.

AUSTRIA (Pat Conlon): A Gre S A Bul, A Bul S A Gre,
A Con H, A Sev-Mos, A Stp S A Nwy, A Nwy H, A Gal-Sil,
A Ber-Kie, A Tyr-Mun, A Boh S A Tyr-Mun, A Pie-Mar,
A Rom H, A Apu S A Rom, F Smy-Aeg, F Adr-Ion
ENGLAND (Andy Lischett): F Den-Swe, F Hel-Den,
F Nth-Nws, F Lon-Nth
FRANCE (Paul Risner): A Hol S A Kie, A Kie S A Mun,
A Mun S A Kie [r-> Bur, Ruh?], A Mar-Pie, F Bre-Eng,
F Bel S F Bre-Eng, F Tys-Tun, F Wes S F Tys-Tun
ITALY (Cary Nichols): Retreat F Con-Aeg; F Tun H [r-> Naf?],
F Ion-Nap, F Tus-Rom, F Aeg-Gre
RUSSIA (Eric Young): *NRR!* A Nwy [a]

Final Supply Center Status:

AUSTRIA (19): Home; Russia, Ank, Ber, Bul, Gre, Rom, Rum,
Ser, Smy, Ven, **Con, Mun, Nwy, Swe ... WINS!**
ENGLAND (4): Edi, Lon; Den, **Swe, Kie**
FRANCE (9): Bre, Mar; Bel, Hol, Lvp, Por, Spa, **Kie, Tun, Mun**
ITALY (2): Nap; Par, **Con, Tun**
RUSSIA (0): **Nwy**

Notes: [a] = annihilated, NRR! = no retreat received, r-> = retreat to.
The proposed concession to Austria and five-way draw both failed, so Pat wins this honestly (and most impressively).



The deadline for end-game statements: noon EST on Saturday, Dec. 21.

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“Is There Anybody Out There?” Fog of War Diplomacy, Fall 1905

* Everything's OK now ... or is it?

AUSTRIA (Graham Wilson)
ENGLAND (Pat Conlon)
FRANCE (Dave Partridge)
GERMANY (Sigourney Street)
ITALY (Joel Struebing)
RUSSIA (Steve Mayers)
TURKEY (Cary Nichols)

Units You See Retreating:

Units You Must Retreat:

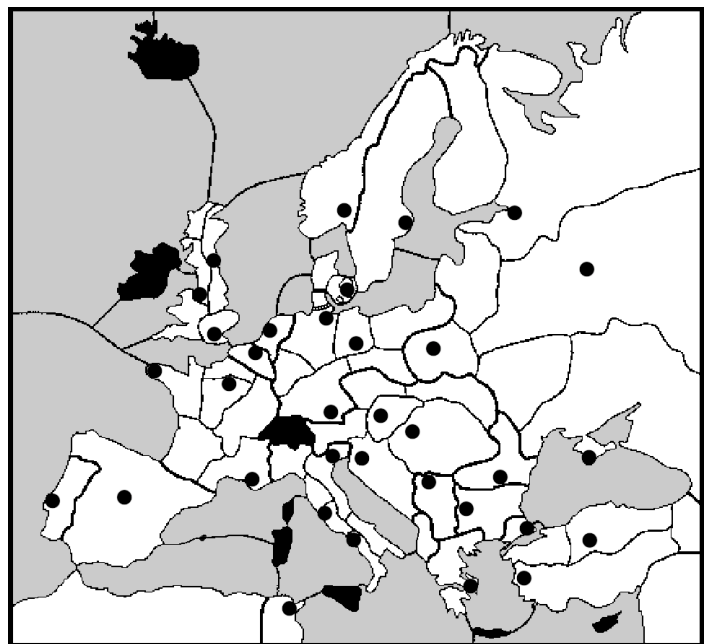
Your Supply Center Status and Adjustments:

Bob got swallowed up by the fog (his own), so Sig's here.
The deadline for Winter 1905 and Spring 1906 orders is noon EST on Saturday, Dec. 21. I will separate these seasons if I get a sufficient number of requests.

PAT TO PHIL: I keep writing Robles, but he hasn't responded. What kind of player are you recruiting?

BRER PHIL TO PAT: Obviously, the kind who won't fall prey to your evil spell ... or maybe Bob just didn't have the time or interest. I don't know.

ENG TO FRA: Yeah, I wrote Germany, but not you. Read into that whatever you will.



TO AUSTRIA: Avis should not remain in Rumania. If he does, we will keep trying until it Hertz!

T TO R: I see what you mean about holes below the waterline.
[NO DATELINE]: Hey, is anybody keeping an eye on England?

BRER PHIL TO NO DATELINE: Yeah, I am!

"Deja Vu," Power, Turn 8

- * Red boosts forces by besting Blue destroyer in battle.
- * New Green leader eludes Purple attacks on land, at sea.

BLUE BOY MARK (Mark Frueh; *see below*): NMR! Loses 1 PU;
Has D (B0), F (G2), F (P1), H (B0), I (Res), I (Res), R (B0);
Gains 2 PU (has 3 PU total)

GREEN GOOBERS (Andy Lischett): T (X)-R1-R2,
T (X)-R1-R4, F (X)-R1-R4, F (X)-R1-R2, D (C10)-R6;
Also has D (G0), I (G0), I (G0); Gains 1 PU (has 1 PU total)

PURPLE-PLUMED SCOUTS (Steve Mayers): D (C12)-C10,
D (C12)-C10, B (R5)-R1-X-G7, H (P5)-P3-X, I (P5)-P3-X;
Also has I (P0); Gains 1 PU (has 8 PU total)

RED RIDING HOODS (Graham Wilson): X 3 T-H (R0),
D (C6)-C4, D (C6)-C4; Also has D (Res), F (B2), R (R0);
Gains 1 PU (has 4 PU total)

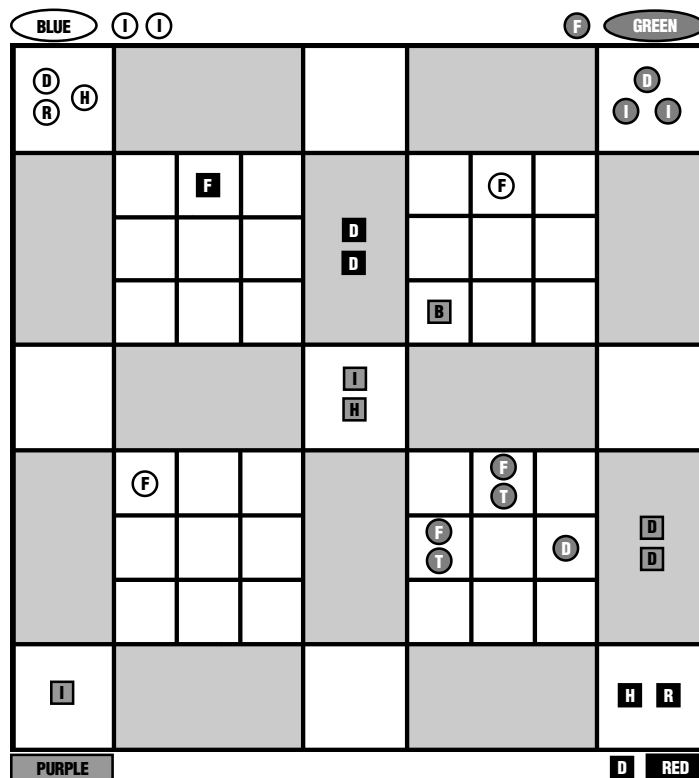
Notes: NMR! = no moves received.

Red pounces on and captures the immobile Blue destroyer in C4, sending it to the Red reserve.

I don't know what happened to Mark, but I'm calling on Cary Nichols to lead the Blue Boys if Mark doesn't return.

The deadline for Turn 9 orders is noon EST on Saturday, Dec. 21.

TO GREEN: It would appear that your position in this game, though new to you, may not be an enviable one!



"Come Sail Away," Viking Diplomacy II, Fall 953

- * France, Norway and Sweden see fortunes rise as England, Denmark fall.

DENMARK (Karl Muller): A Pol H, A Dan H, F Jut-Ska,
F Zea H [r-> Hed?]

ENGLAND (Steve Mayers): F Ire-Noch, F Lon S F Wes-Eng,
F Wes-Eng

FRANCE (Pat Conlon): A Rog-Pol, A Fri S F Hel-Sax,
F Hel-Sax, F Eng-Wes [r-> Fla, Nmd, Sao, Wal?], F Wat-Ire

NORWAY (Kevin Wilson): F Nao-Ice, F Ski S F Nth,
F Sco S F Nth, F Nth S F Noch-Yor, F Noch-Yor(wc)

SWEDEN (Graham Wilson): A Nov-Lit, F Ska-Jut, F Nbs-Kat,
F Sbs S F Kat-Zea, F Kat-Zea

Adjustments:

DENMARK (3): Dan, Hed; Pol, Sax, Zea ... -1

ENGLAND (2): Lon, Wes; Ire, Yor ... -1

FRANCE (7): Home, Fri, Rog, Ire, Sax ... +2

NORWAY (7): Home; Ark, Ice, Sco, Yor ... +2

SWEDEN (6): Home; Fnl, Nov, Zea ... +1

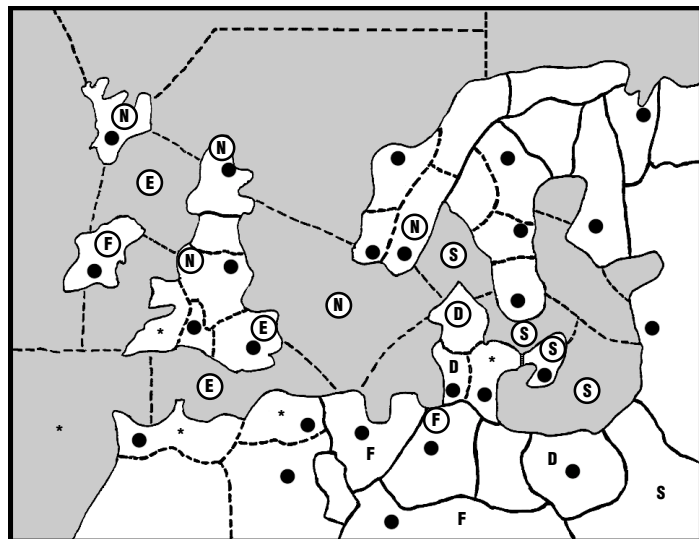
NEUTRAL (0): Sco

Notes: r-> = retreat to. Still nothing from Bob. Welcome, Steve!

The deadline for Winter 953 and Spring 954 orders: noon EST on Saturday, Dec. 21. I will separate these seasons on three requests.

FRA TO DEN: Man, oh man. Blink once in this game and you are dead meat.

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BRER PHIL TO FRA: Or the one feasting on it.

DENMARK TO SWEDEN: Yeah, I'm sure glad Phil told me you were invading, 'cause I never would have guessed it from all the S's heading towards me. So, that's some sort of GM interference, and we have to scrap the game, right?

BRER PHIL TO DENMARK: Hey, you won't get off the hook that easy, Karl!

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“Fly Like an Eagle,” Sopwith, Turn 4

- * Battle-scarred Ace dodges Berthold’s all-out assault.
- * Snoopy flies by autopiloting Von Pup, missing his target.
- * Eddie gets uncomfortably close to the edge.

Pilot	Start	Facing	A	D	P
Ace Aeronautical Aviator	D1	SW	10	3	17
Berthold	J7	SW	15	12	0
Captain Snoopy	O13	SW	15	11	0
D Von Pup	N17	NW	16	12	0
Eddie Rickenbacker	J18	NE	15	12	0

Pilot	End	Facing	A	D	P
A (Steve Mayers) (ACE)	E1	NE	10	3	17
B (Andy Lischett)	G4	W	12	12	0
C (Tim DeForest)	M14	SE	12	11	0
D (Mark Frueh; see below)	N14	NW	16	11	0
E (Dave Partridge)	M19	E	15	12	0

Notes: [cloud] = 1 point of damage due to flying in cloud, NMR! = no moves received.

Please remember that it is the maneuver you order (e.g., ahead) that I use for adjudications, not the destination hex you might give (which some players have gotten wrong). However, I will give the actual destination hexes in my adjudication reports for easier tracking of movement.

Mark fell asleep at the stick, so Cary Nichols is the standby for D Von Pup.

The deadline for Turn 5 orders is noon EST on Saturday, Dec. 21.

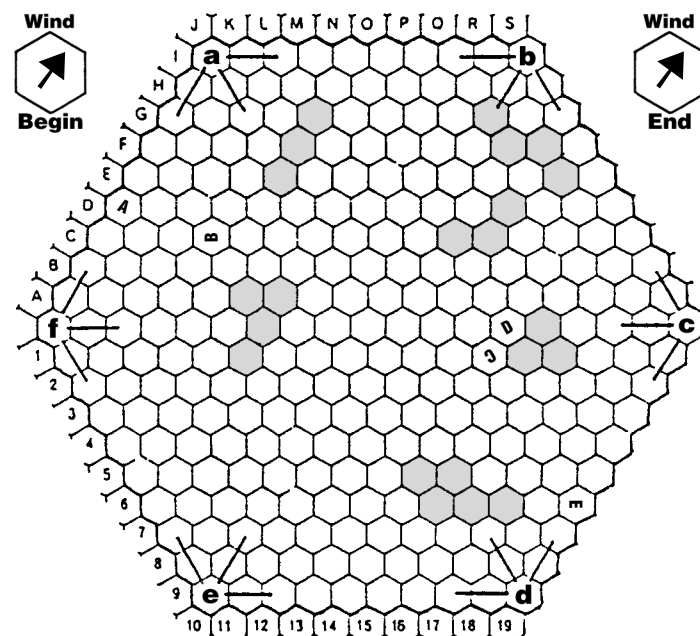
EDDIE: I hope the air traffic controllers are paying attention — looks like a big pile up coming around J10!

BRER PHIL TO EDDIE: Uh, maybe you ought’a look where you’re going!

TO EDDIE: If you can’t stand the exhaust, follow a different trail (but don’t get lost) and wear your gas mask! And “Where is it?” you may ask. Waiting for you in your cask(et), you can bet!

Phase 1 • Phase 2 • Phase 3

Immelmann C1 • Ahead D1 • Ahead E1
 Right Turn I6 • Ahead H5 • Ahead G4, Fire L, A, R (0, 0, 0)
 Ahead N13 • Ahead M13, Fire L, L, L (0, 0, 0) • Left Turn M14
 NMR! Ahead N16 • Ahead N15 [cloud] • Ahead N14
 Ahead K18 • Ahead L18 • Right Turn M19



EX-FUCHS TO GM: Don’t I even get to do a death scream?
 EEEEEIIIRRRRGHHHH!

Movie Reviews

“Following” (A+): First movie by Christopher Nolan, much more understandable than his “Memento.” Great twists & turns!

“Series 7” (A+): Chronicles the ultimate reality TV show in which contestants must kill each other to win. Deft black humor.

“Snatch” (A+): Another great movie by Guy Ritchie, this generation’s Quentin Tarantino. Ensemble subplots come together well.

“A Beautiful Mind” (A): Russell Crowe: One of best actors today.

“Brother” (A): Quirky rise and fall of Japanese yakuza taking on rival gangs, Italian Mafia in L.A. Violent, humorous, touching.

“Changing Lanes” (A): Affleck, Jackson shine in one-upmanship.

“Donnie Darko” (A): Bizarre psychological thriller has Jake Gyllenhaal contending with evil, human-sized rabbit in his dreams.

“Frailty” (A): Bill Paxton’s directorial debut about corruption of religion is shockingly good. Has “Sixth Sense”-like twist.

“Insomnia” (A): More approachable than Swedish version. Al Pacino and Robin Williams are in top form as cop and killer.

“Jeepers Creepers” (A): Best horror movie I’ve seen in a while.

“Black Hawk Down” (A-): Gripping 1990’s war story.

“The Cell” (A-): Great sci-fi visuals, plus Lopez and D’Onofrio.

“The Deep End” (A-): Effective murder & blackmail thriller.

“Mulholland Drive” (A-): David Lynch loopiness works well.

“Sexy Beast” (A-): Kingsley is a force to be reckoned with.

“Shadow of the Vampire” (A-): Dafoe & Malkovich shine.

“Two Family House” (A-): Heartwarming story about unlikely lovers in ’50s America, with supporting actors from “The Sopranos.”

“Bridget Jones’ Diary” (B+): Zellweger has career high point.

“Bully” (B+): True story of slackers killing one of their own.

“Man on the Moon” (B+): Carrey plays Andy Kaufmann well.

“The Others” (B+): Effective supernatural horror movie.

“The Pledge” (B+): Powerful Nicholson, engaging story.

“Quills” (B+): Rush + Caine + J. Phoenix = great acting.

“Tape” (B+): Ethan Hawke’s interesting, talky cine-play.

“U-571” (B+): Gripping WWII sub warfare with McConaughey.

“The Watcher” (B+): Surprisingly captivating crime drama with James Spader as detective and Keanu Reeves as serial killer.

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

* *Delay of game.*

BYZANTINES (Paul Risner): Has A Dal, A Otr, F IS, F LA

HOLY ROMAN EMPIRE (Sigourney Street): Has A Mil,
A Mon, A Tur

MUSLIMS (Kevin Wilson): Has A Mes H, F GON, F Pal,
F TS, F WM

NORMANS (Brendan Whyte): Has A Aqu, F LS, F Nap

PAPACY (Mike Scott): Has A Cap, A Flo, A Spo

PISA (Steve Mayers): Has A Mod, F Gen, F Pio

VENICE (Forest Cole): Has A Cari, A Tre, F Cro, F UA

AUTONOMOUS GARRISONS: G Tre, G Tur

Your Treasury:

Outstanding Loans:

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

Neither Bob nor Forest sent in orders, but Forest didn't send in orders because there was a communication breakdown between us. So, I'm delaying this game to give Forest a sufficient amount of time to negotiate.

The deadline for Fall 1052 orders is noon EST on Saturday, Dec. 21.

..... ***Movie Reviews (Continued from Page 5)***

“Best Laid Pans” (B): Not bad, even with Witherspoon.

“Blast from the Past” (B): Fraser & Silverstone are precious.

“Cast Away” (B): A bit predictable and slow at times.

“Ghost World” (B): Birch is convincing as disaffected youth.

“Hanussen” (B): Brandauer is clairvoyant during Hitler's rise.

“Hard Core Logo” (B): Reminiscent of “This Is Spinal Tap.”

“Hate” (B): Interesting French movie about gangs and cops.

“KPAX” (B): Script surprisingly up to par with Bridges, Spacey.

“Lantana” (B): Uh, I really don't remember anything about this!

“The Lord of the Rings” (B): Great visuals, but slow at times.

Didn't buy the evil-looking Hugo Weaving as a dispassionate elf.

“Near Dark” (B): Campy vampire flick. Paxton's a hoot!

“O Brother, Where Art Thou?” (B): Hits and misses alike.

“Panic Room” (B): A little formulaic and disappointing.

“Royal Tenenbaums” (B): Good cast, wraps up nicely.

“Signs” (B): Tough to rate. Shyamalan's typical slow-but-effective pace and some surprises build suspense, but ending suffers both from implausability and a religious conclusion I find ridiculous.

“The Cable Guy” (B-): Carrey is way too over-the-top.

“Cecil B. Demented” (B-): Campy, but misfires at times.

“Disturbing Behavior” (B-): Hey, I lust for Katie Holmes!

“Earthly Possessions” (B-): It's all Sarandon & Dorff.

“War Zone” (B-): Not as engaging as I would have thought.

“But I'm a Cheerleader” (C+): Some good, more bad moments.

“Don't Say a Word” (C+): Too formulaic and boring at end.

“The Last Castle” (C): Redford & Gandolfini, but formulaic.

“Charlie's Angels” (C-): Hey, I lust for Cameron Diaz!

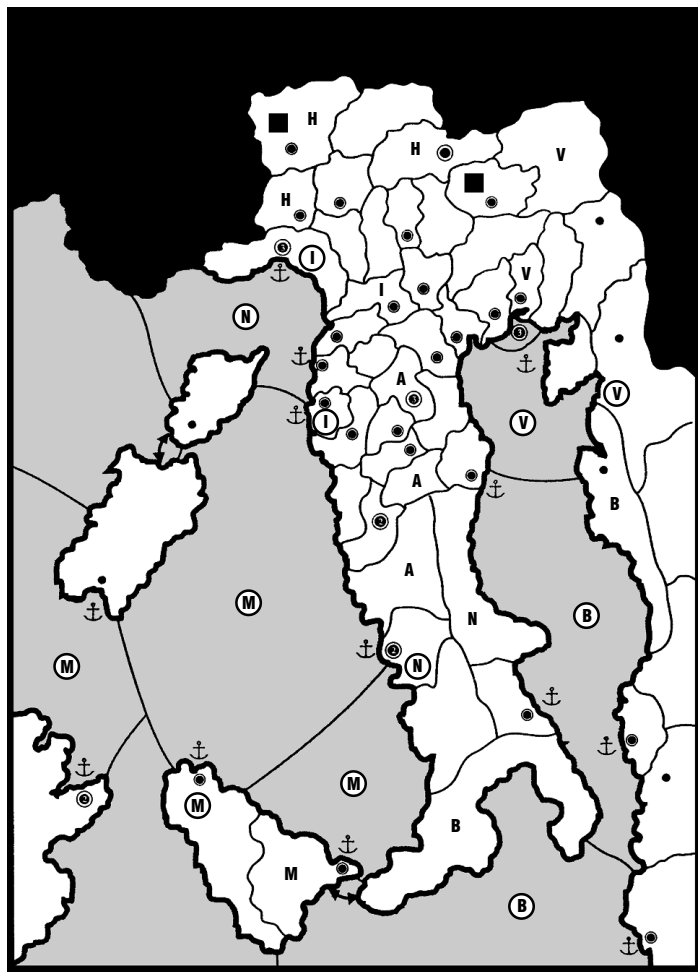
“Harry Potter and the Sorcerer's Stone” (C-): It's a kids movie.

“What Dreams May Come” (C-): Visually stunning, but slow.

“Legally Blond” (D+): Never was interested in it.

“The Beach” (D): Incredibly boring, despite DiCaprio.

“Swordfish” (F): Hally Berry's bare breasts disappoint, too.



..... ***“Take It to the Limit” (Continued from Page 3)***

AUS: At this time of year (assuming our GM pubs on time), it is appropriate to give thanks for imminent peace and benevolent dictatorship. B.D. is a much kinder and gentler way of life than the raucous, often messy political life democracy allows. Under Austrian B.D., the trains will run on time, the criminals will be summarily executed, bribery will not taint political decision-making, a college football playoff will be implemented, the coaches poll abolished, and players will receive a stipend for all the hard work they do in preparation for football season. Amen.

BRER PHIL TO AUS: You know, I thought about replacing your orders for such a snide comment, but you do deserve some slack for this masterful win.

PAT TO ERIC: Thanks for the offer. The waters are mighty cold in them fjords. I expect and won't mind efforts to find a warmer temporary home for the last Russian soldier. But leave me the vodka. I'll keep chasing you until you leave the good stuff behind.

I TO F: It's probably too late, but we should be working together.

BRER PHIL TO I: You're right on both counts.

AUS TO ITA: At least this time you are in a position more like a Gunboat finish.

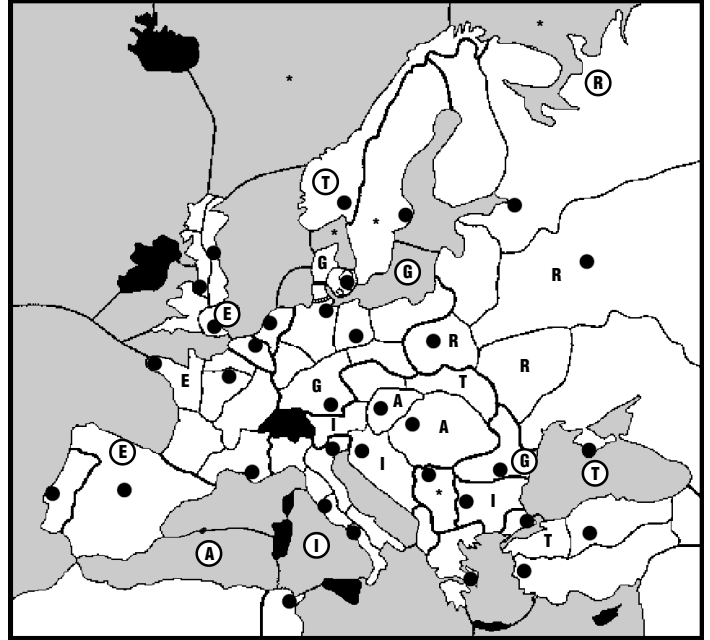
..... **"Question Authority," Shift-Right Diplomacy (White Press), Winter 1904 / Spring 1905**

- * Italian empire hit hard as Austria, Turkey and Russia combine to sack Budapest, Norway.
- * Germany occupies Denmark, eyes Sweden.
- * England quietly moves to control London, Brest, but neglects to muster additional troops.

AUSTRIA (Joe Carl): A Vie-Bud, A Boh-Vie, F Mid-Wes
ENGLAND (Peter Boyum): *NBR!* Plays 1 unit short;
 A Par-Bre, F Wal-Lon, F Por-Spa(nc)
GERMANY (Don Scheifler): Build F Ber; A Mun-Tyr,
 A Kie-Den, F Ber-Bal, F Rum H
ITALY (Adam Silverman): Build A Ven, F Rom; A Ven-Tyr,
 A Tri S A Ven-Tyr, A Bud-Vie [r->Ser?], A Ser-Bul,
 F Rom-Tys, F Nwy H [r->Bar, Nws, Ska, Swe?]
RUSSIA (Mike McGinnis): Build A War; A War S A Mos-Ukr,
 A Mos-Ukr, A Lvn-Mos, F Stp(nc) S **TURKISH** F Nth-Nwy
TURKEY (Dave Partridge): Retreat A Bud-Gal; Build F Ank;
 A Gal S **AUSTRIAN** A Vie-Bud, A Smy-Con, F Ank-Bla,
 F Nth-Nwy

Notes: NBR! = no build received, r-> = retreat to.
 I'm glad everyone chose to stick with this game. However,
 there's still no word (or money) from Goz re: any sub fee transfers.

The deadline for Fall 1905 orders is noon EST on Saturday, Dec. 21.



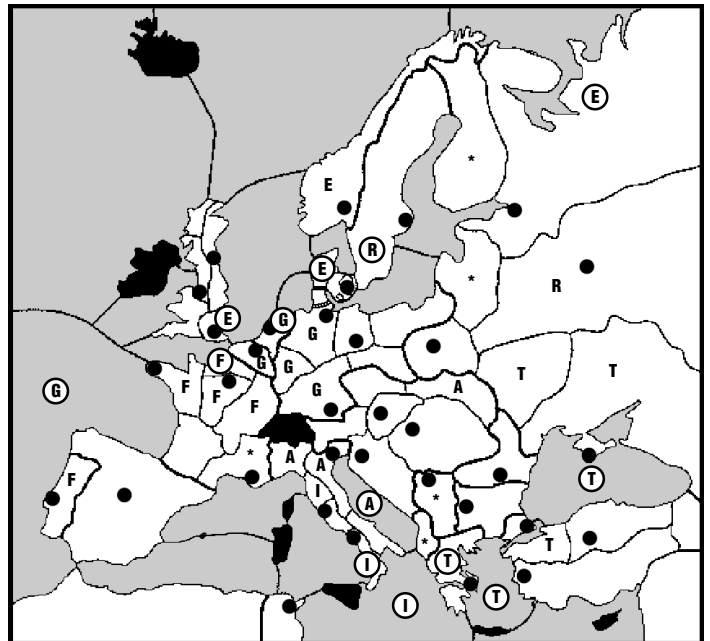
..... **"Remote Control," Gunboat Diplomacy (No Press), Fall 1903**

- * Turkey thwarts Austrian attacks, expands into Greece.
- * England sacks St. Pete, secures Denmark.
- * France swaps Belgium for German-controlled Brest, but could lose Marseilles to retreating Italian army.

AUSTRIA: A Tyr-Pie, A Ven S A Tyr-Pie, A Gal-Rum,
A Gre-Bul [r-> Alb, Ser?], F Adr-Arm [imp]
ENGLAND: A Nwy S F Bar-Stp(nc), F Bar-Stp(nc),
F Den-Swe, F Nth-Lon
FRANCE: Retreat F Bel-Pic; A Bur S ENGLISH F Nth-Bel,
 A Par S A Bur, A Spa-Por, A Gas-Bre, A Pic A Bur [nsu],
 F Pic H [u]
GERMANY: Retreat A Den-Kie; A Mun S A Ruh-Bur,
A Ruh-Bur, A Kie H, A Bel S F Hol, F Hol S A Bel,
 F Eng-Mid
ITALY: Retreat A Ven-Pie; A Pie-Tyr [r->Mar?], A Tus-Rom,
 F Nap-Rom, F Tun-Ion
RUSSIA: A Mos-War, A Stp-Swe [imp] [r-> Fin, Lvn?],
F Swe-Den
TURKEY: A Ukr-War, A Con-Bul, A Sev-Rum, F Bla-Rum,
 F Aeg S F Ion-Gre, F Ion-Gre

Adjustments:

AUSTRIA (5): Home; Ser, **Ven**, Gre ... 0
ENGLAND (6): Home; Nwy, **Den**, **Stp** ... +2
FRANCE (5/4): Mar (?), Par; Por, Spa, **Bre**, Bel ... 0/-1
GERMANY (5): Home; Hol, **Bel**, Bre, Den ... -1
ITALY (3/4): Nap, Rom; Tun, Mar (?) ... -1/0
RUSSIA (3): Mos, War; Swe, Stp ... 0
TURKEY (7): Home; Bul, Rum, Sev, **Gre** ... +1



Notes: [imp] = impossible, [nso] = no such order, [nsu] = no such unit, r-> = retreat to, [u] = unordered.

The heretofore players of England and Italy did not submit orders, so I have replaced them. Also, there's nothing from Goz by way of transferred sub fees.

The deadline for Winter 1903 and Spring 1904 orders is noon EST on Saturday, Dec. 21. I will separate these seasons on three requests.

"A Simple Game," Mastermind, Turn 5

** Dave and Jim reach same conclusion: the correct one!*

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 "● ● ○ ○".

Congratulations to Dave Partridge and Jim Burgess. I know Tom was one turn away from getting the right answer, while Steve Mayers was one letter off and Kevin Wilson was three letters off. (What happened, Kev?)

This was too easy, so I'll have to make the next one tougher...

"Come Sail Away" (Continued from Page 4)

NORWAY TO SWEDEN: Nice moves there. You've gained the upper hand and will be tough to slow now.

DENMARK TO NORWAY: OK, I've gotten over irony and now formally invite Norway to my home centers. If you get there in time, I will do all I can to help you claim them for your own.

BRER PHIL TO ALL: What a nice guy, that Karl!

DENMARK TO BRER PHIL: No, it would be ironic if France swung around and hit me from the south. Oh, wait. I feel so Balkan.

BRER PHIL TO DENMARK: Is that Danish for "screwed"?

NORWAY TO FRANCE: Just covering my sides. I wasn't sure if you could resist the temptation, and it didn't slow anything else. If England moved at all with IRE, then it was open and hopefully you got in. Otherwise, we'll get you in next year, assuming you didn't try for ICE.

BRER PHIL TO ALL: Another nice guy! Geez, aren't there any cutthroats around here?

NORWAY TO ENGLAND: Nothing personal, we just need your centers.

	ANSWER	? ? ? ? ? ?	PLAYER
10.			
9.			
8.			
7.			
6.			
5.	●●●●●●	P O G Y G G	Burgess Partridge
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 ALL: Now that's more like it!

DENMARK TO ENGLAND: Trade ya?

TO GM: This is the second time this game I have been asked to take over this nation with one unit short of what it deserves. I hope that Bob either plays this game and picks up a unit or allows me to take over and do it for him!

BRER PHIL: Don't just do it for him, do it for the rest of us! You'll be making the adjustments, though it's disbandments, not builds, that seem to be in your future now....

FRA TO ENG: Anybody out there? So sorry, wrong game.

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