

**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 _____

We're having a pretty cold winter so far in normally sunny West Central Florida: a lot of lows in the '40s, occasionally around freezing, and many days of highs in the '50s. Yeah, yeah, I know you folks outside of Florida are saying, Wait a minute, that's cold? Well, yeah, it is for those of us down here! At least we don't have to deal with snow!

As such, I haven't been inclined to do as much outdoors, like hiking, biking and kayaking ... or maybe I'm just getting lazier these days. Still, I'm looking forward to my two-week vacation during the second half of May. I've narrowed it down to primarily southern Utah. I hope to drive a couple of long days to and from the area so I can spend as much time there hiking around and taking nature photos with the new camera I bought with some Christmas money. Then I'm looking at New Mexico and Arizona in late September and Wyoming, Montana and southern Alberta in July 2004. So, other than flying out Feb. 9 to San Diego for a trade show, it looks like I won't get to vacation in California for a couple of years.

Speaking of flying — which I haven't done in about 25 years — my job as associate editor of Health Management Technology is going quite well. I'm really enjoying reviewing story pitches and developing and editing them into full-fledged stories. But part of the job entails going to trade shows to meet with vendors, develop working relationships and discussing possible future stories. I'll likely be traveling to six trade shows this year, which I'm sure will wear on me before long, but it will take me to places I haven't been before, even if my activities there will be limited.

Other than all this, I'm just trying to come down off the high that was this past NFL season. I — and plenty of others, I'm sure — can't believe how much the Tampa Bay Buccaneers manhandled the Oakland Raiders in the **Super Bowl**. A Bucs lead of 20-3 at halftime? Racking up 48 points (the fourth highest output in Super Bowl history) when it was finally over? Michael Pittman, who hadn't done much all year, rushing for 124 yards? Tampa Bay's defense making a record five interceptions and running back a record three for touchdowns? League MVP Rich Gannon throwing those record five interceptions? **UNBELIEVABLE!!!** Actually, I began to think the game was finally as it should be when Oakland started to mount a comeback in the third quarter with an erroneous touchdown (Jerry Porter did *not* have control of the ball when he caught it in the end zone!), a blocked punt for a touchdown and a defensive lapse that allowed Jerry Rice to score — you

know, those ol' Bucs are blowing another lead again — but then when Derrick Brooks made his interception and ran it in for the score, I knew the Bucs had this game locked up. *Oh, what a feeling!* (You have to realize, the Tampa Bay area had never before achieved such a victory at the pro level. A lot of long-suffering hometown fans, including me, have lived here for decades.) But after the way the Bucs stomped the Eagles in Philly, I suppose I shouldn't have been so surprised — and neither should anyone else.

Quick takes:

- Beginning this issue, I'm trying **something different with deadlines** for games. I'm going to set deadlines for games that don't require negotiation one week earlier than the other games. I hope this will enable me to start working on future issues sooner and make better progress toward finishing an issue sooner.

- I want to repeat something I did a long time ago and that Doug Kent is doing in his zine, Maniac's Paradise Lost, which is to ask each reader for a **100-200-word bio** of himself for publication here. Mention your family, your job, your hobbies, your favorite this or that — whatever you want others to know about you. (I can guarantee there will be some surprises!)

- Another thing I want to do is to get back to writing about **politics and current events**, and to have a **letter column** with readers's responses and other stuff. So, to kick things off, if you're a George W. fan, tell me the three things you like most about President Bush in his first two years. If you're a Bush hater, tell me the three things you hate most about him as president, and also tell me who you most want to see get the Democratic presidential nomination in 2004. I'll try to publish your replies next issue.

- **Favorite new TV shows:** I enjoyed the debut episode of "Miracles" (Mondays, 10 p.m. EST, ABC). I am not a religious person, but I've often enjoyed religious story lines — as long as they're not preaching — in entertainment such as the movies "The Rapture" and "The Last Temptation of Christ." "Miracles" has the slow, dark, creepy feel of "The X-Files," which I loved. It's about a young wannabe priest who is charged with debunking purported cases of miracles, but when he himself experiences what seems to be a life-saving miracle that his superior disavows, he leaves the Church and decides to find out more with the help of a renegade religious group that thinks there's actually something sinister going on with the real miracles. Neat stuff!

Continued on Page 10

ishkibibble

February 2003 – #39

Game Openings

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

Hardbop Downfall of the Lord of the Rings Diplomacy (Steve Mayers, Karl Mueller, Cary Nichols, Bill Scharf, Kevin Wilson; need 2 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 (Paul Dowden, Doug Kent, Cary Nichols, Kevin Wilson; need 3 more players): Designed by yours truly. 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 (Paul Dowden, Doug Kent, Kevin Wilson; need 3 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, Gerry Paulson; need 4 more players): Another Phil Reynolds creation. 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.

Middle Eastern Diplomacy (Paul Dowden; need 6 more players): Egypt, Iran, Iraq, Israel, Saudi Arabia, Syria and Turkey fight amongst themselves to decide who rules the area once and for all. A cutthroat variant like Balkan Wars Dip VI, and designed by me. Preference lists are welcome. Rules and map provided for free.

Ard-Ri Diplomacy (6 players needed): Six powers — Connacht, Laigin, Midhe, Muma, Ulaid and the Vikings — battle it out for dominance of a small island circa 379 A.D. The first five powers already inhabit the island; the Vikings start off-board and are looking to find a new home there! Another cutthroat variant ala Balkan Wars Dip VI. Preference lists are welcome. Rules and map provided for free.

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.

Nuclear War (4-6 players needed): "Do you have change for 25 million people?" That's what you might say during play of this hilarious card game of missiles, bombers, killer satellites, top secrets, spies, propaganda, the "Super Germ" — and final retaliation! Can your people survive the nuclear holocaust to come? Rules provided for free.

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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, Doug Kent, Andy Lischett, Steve Mayers, Cary Nichols, Dave Partridge, Mike Scott, Sigourney Street, Graham Wilson.

“Take It to the Limit,” Diplomacy, End-Game Report

AUSTRIA: Pat Conlon (win, F’08)
ENGLAND: Tim Cummings (drop, S’04),
 Bob Robles (drop, S’08),
 Andy Lischett (sur, F’08)
FRANCE: Paul Risner (sur, F’08)
GERMANY: Scott Englehard (drop, F’02),
 Rick Copeland (out, F’03)
ITALY: Randy Davis (drop, S’01),
 John Schultz (drop, S’08),
 Cary Nichols (sur, F’08)
RUSSIA: Tim DeForest (drop S’03),
 Eric Young (out, F’08)
TURKEY: Joel Struebing (out, F’05)

	'01	'02	'03	'04	'05	'06	'07	'08	Result
AUSTRIA:	5	6	7	8	10	12	17	19	(win, F’08)
ENGLAND:	5	8	*8	6	6	6	4	4	(sur, F’08)
FRANCE:	4	6	7	9	9	9	8	9	(sur, F’08)
GERMANY:	4	1	—	—	—	—	—	—	(out, F’03)
ITALY:	4	5	6	7	8	6	4	2	(sur, F’08)
RUSSIA:	3	3	3	2	1	1	1	—	(out, F’08)
TURKEY:	5	5	3	2	—	—	—	—	(out, F’05)

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

• Paul Risner (France):

What a series of events for a simple game. We have endured substitutions, delays and a sadness, over the many months. I congratulate Pat, because he hung in there and got a solid win with a hard position. I tried to play him tough, but the antics of the various Englands and Italy kept me from ever challenging him. As often happens, while England and Italy were doing silly things in the West, Austria was eating them alive in the East. Pat told me what he was going to do, early in the game, and did it. That was well done.

• Pat Conlon (Austria):

Phil, this doesn’t feel like an impressive win. More like a win by default. Simply submit orders implacably, avoid NMRing, take advantage of others’ NMRs and flagging interest, and the odds are pretty good that you’ll fall into 18 SCs. Once you get a sizable lead, other players interest in the game flags further. It’s a dying hobby. The results of this game, if they ever are published anywhere, should have an asterisk by them.

PBEM is the only way this hobby will survive. One month deadlines are slow death. Games should be available with both three-day deadlines and one-week deadlines. GMs will need to recruit a cadre of kamikaze-like standby players to provide for the inevitable increase in the number of players who will simply bail out of

poor positions. Abandoned positions with three centers or less should be left in CD. I know a great many people will have a knee-jerk negative reaction to that last suggestion, but it is a recognition of the way the game and the players are changing. The hobby won’t survive if it doesn’t embrace those changes, and CD is provided for in those far-seeing rules designed way back when.

Thanks, Phil, for providing a forum for us to have fun. Hope you had plenty of fun along the way too.

• Phil Reynolds (GM):

First, congratulations to Pat. As both a GM and a player, I have seen him play in several games, and he always seems to do quite well in them. Obviously, Pat has hit upon a formula for success — one that I bet a lot of other players would love to have.

Austria, England, France and Italy ruled early, with the latter three taking out Germany before France turned on England. Austria took out Russia and helped Italy bottle up Turkey. As France started moving east through Germany and toward Italy, the latter left Austria unchecked. England, France and Italy weren’t able to put aside their differences soon enough to stop Austria, which cruised to victory.

As for Pat’s other comments, I’ll say that there are plenty of opportunities out there for people to play Dip games online, with shorter deadlines, etc. All I do is put my games out there for people to play and see if I can drum up enough interest. It does take longer to fill games these days, compared to 10 or 20 years ago, but I’m patient — and I always have been. I think some other people are, too.

“Rikki Don’t Lose That Number,” Raj, End-Game Report

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

• **Kevin Wilson:** Congratulations to Bill. Nicely done. It almost appears you knew how the tokens were going to come up and planned the plays for everyone involved. You just plunged right to the win, even taking those larger tokens when you knew you could and still have the best shot at the higher remaining ones if needed. You just didn’t need them. How you got to 15 points without the 10, 9 or 8 and still holding your 15 and 14 cards was masterful. I hope you give us another chance to even the score.

• **Bill Scharf:** Raj is an interesting little game. There are several strategies for winning, but they basically work if you’re the only one doing a particular strategy.

• **Phil Reynolds (GM):** I think Bill figured out one strategy of this game, which is that you don’t have to capture the highest

tokens to win, as long as you can avoid taking a lot of the negative tokens. Strangely, though, Bill did take two negative tokens — and the -5 at that — but he was able to take enough positive tokens that they didn’t have enough of a detrimental effect. So, if you can let other players battle it out with their best cards to take the 10 and 9 tokens, you can come in to sweep the mid-range positive tokens and wind up with a higher score. Although it is difficult to predict how other players will play each turn, you still can play your cards in such a way that you don’t put yourself in a position of having to take a negative token, or that you hold enough high cards left to take the high positive tokens when the game gets into the last several turns. That’s what Bill did — after Turn 9, he still held six of his seven highest cards, and the remaining six tokens were positive. How could he not win at this point?

True, this game does play a little differently when played face-to-face, since you can read people’s body language, how their eyes move, how long they take to make a decision, etc. Nevertheless, I think one can develop a strategy when playing this “blind” and still win convincingly, as Bill did.

"Deja Vu," Power, Turn 9

- * Red Hoods lose heavy tank to Purple Scouts, fighter to Blue Boys.
- * Purple amasses huge force near Red home base.

BLUE BOY MARK (Cary Nichols): R (B0)-B1-B2, H (B0)-B5-B3, X 2 PU-I (Res), X 3 I-R (Res), R (Res)-R0; also has F (G2), F (P1), D (B0), F (Res); Gains 2 PU (has 3 PU total)

GREEN GOOBERS (Andy Lischett): F (R2)-R1-X-P3-P5-P4, F (R4)-R7-S-P9-P8, T (R2)-R3, T (R4)-R2-R3, D (R6)-R3; also has I (G0), I (G0), D (G0); Gains 2 PU (has 3 PU total)

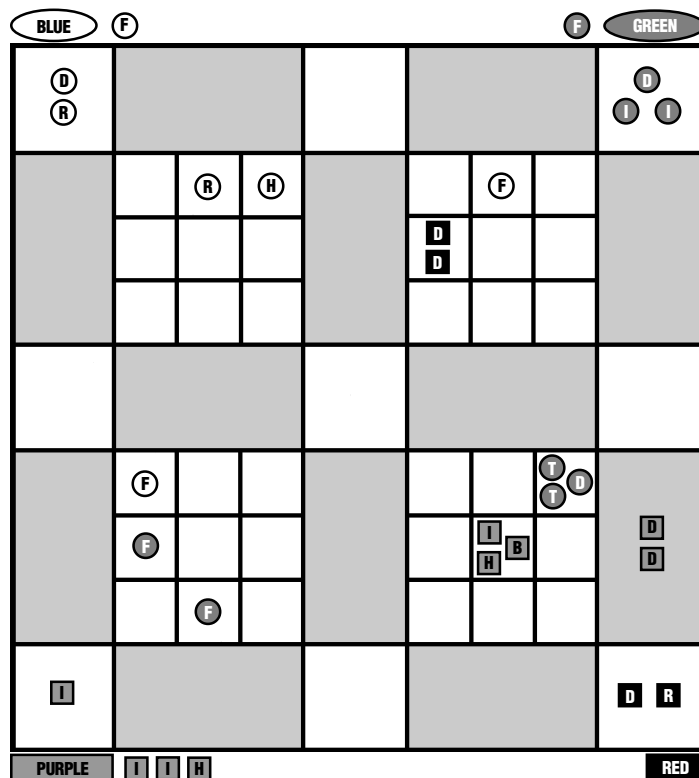
PURPLE-PLUMED SCOUTS (Steve Mayers): I (X)-R1-R5, H (X)-R1-R5, B (G7)-X-R1-R5, X 2 PU-I (Res), X 2 PU-I (Res); also has D (C10), D (C10), I (P0), H (Res); Gains 1 PU (has 5 PU total)

RED RIDING HOODS (Graham Wilson): D (Res)-R0, D (C4)-G4, D (C4)-G4, F (B2)-B3 [cap], H (R0)-R9-R5 [cap]; also has R (R0); Gains 1 PU (has 5 PU total)

Notes: [cap] = captured. Blue wins the fight with Red in B3, 30-5. Purple wins the battle against Red in R5, 57-30. The captured units go into their captors' Reserves.

Mark remains incommunicado, so Cary runs the Blue Boys now.

The deadline for Turn 10 orders is noon EST on Saturday, Feb. 22.



"Remote Control," Gunboat Diplomacy (No Press), Winter 1903 / Spring 1904

- * France sacks Belgium while Germany scuttles Mid-Atlantic fleet and England sends two fleets south.
- * Italian troops fall back into Marseilles, maneuver to take back Venice as Turkey convoys to Greece, threatens Trieste.
- * All roads lead to Rome, but not for Austrian army in Piedmont.

AUSTRIA: Retreat A Gre-Ser; A Pie-Rom [imp], A Gal-Rum, A Ser S A Gal-Rum, A Ven S A Pie-Rom, F Adr-Gre [imp]

ENGLAND: Build F Edi, F Lvp; A Nwy-Swe, F Stp(nc) H, F Den S A Nwy-Swe, F Edi-Nth, F Lon-Eng, F Lvp-Iri

FRANCE: Disband A Bre; A Por-Spa, A Par S A Bur, A Bur S F Pic-Bel, F Pic-Bel

GERMANY: Disband F Mid; A Ruh-Hol, A Bel H [r-> Ruh?], A Mun H, A Kie-Den, F Hol-Hel

ITALY: Retreat A Pie-Mar; A Mar S GERMAN A Mun-Bur [nso], A Tus-Ven, F Nap-Apu, F Ion S F Nap-Apu

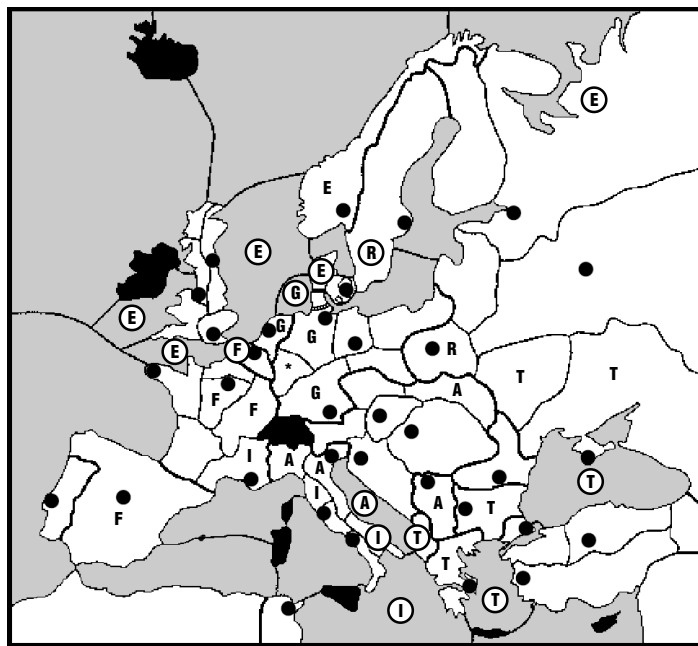
RUSSIA: NRR! A Stp [a]; NBR! Plays 1 unit short; A Mos-War, A Stp-Mos [nsu], F Swe S GERMAN A Kie-Den

TURKEY: Build A Smy; A Ukr-Gal, A Sev S F Bla-Rum, A Con-Bul, A Smy-Gre, F Aeg C A Smy-Gre, F Gre-Alb, F Bla-Rum

Notes: [a] = annihilated, [imp] = impossible, NBR! = no build received, NRR! = no retreat received, [nso] = no such order, [nsu] = no such unit, r-> = retreat to.

A revised adjudication and map of the Fall 1903 turn has been posted on the ishkibibble Web site in issue #38.

A strange situation has occurred: After this turn's adjudication, I got a message from the former player of Italy, who is still *ishkibibble* #39 • February 2003 • Page 4



interested in playing. So, I am going to ask him, as well as the current player of Italy, to submit orders for the next turn. If the former player submits orders, I will use them, and he will resume playing Italy. Otherwise, the current player will continue.

The deadline for Fall 1904 orders is noon EST on Saturday, Feb. 22.

"Fly Like an Eagle," Sopwith, Turn 5

* Suicidal Berthold shoots down Ace but gets riddled by final retaliation.

* Von Pup recovers to dog Snoopy as Eddie turns in his direction.

<u>Pilot</u>	<u>Start</u>	<u>Facing</u>	<u>A</u>	<u>D</u>	<u>P</u>	<u>Phase 1 • Phase 2 • Phase 3</u>
Ace Aeronautical Aviator	E1	NE	10	3	17	Immelmann, Fire L, L, L (3, 3, 3) [a] • Ahead • Ahead
Berthold	G4	W	12	12	0	Ahead, Fire A, R (0, 3) [a] • Ahead • Right Turn, Fire R
Captain Snoopy	M14	SE	12	11	0	Left [amb], Fire L, L, L (0, 0, 0) • Right [amb] • Ahead
D Von Pup	N14	NW	16	11	0	Left Turn • Left Turn, Fire L (0) • Left Turn, Fire L, A (0, 0)
Eddie Rickenbacker	M19	E	15	12	0	Left Turn • Left Turn • Left Slip, Fire L, A (0, 0)

<u>Pilot</u>	<u>End</u>	<u>Facing</u>	<u>A</u>	<u>D</u>	<u>P</u>
A (Steve Mayers) (ACE)	F1	Crashed!	7	0	29
B (Andy Lischett)	F3	Crashed!	10	0	13
C (Tim DeForest)	M17	SE	9	11	0
D (Paul Risner)	L14	SE	13	11	0
E (Dave Partridge)	M17	NW	13	12	0

Notes: [a] = annihilated, [amb] = ambiguous. When a maneuver is ambiguous, a plane automatically flies ahead.

Neither Mark nor Cary submitted orders, so I tabbed Paul Risner as the new player of D Von Pup.

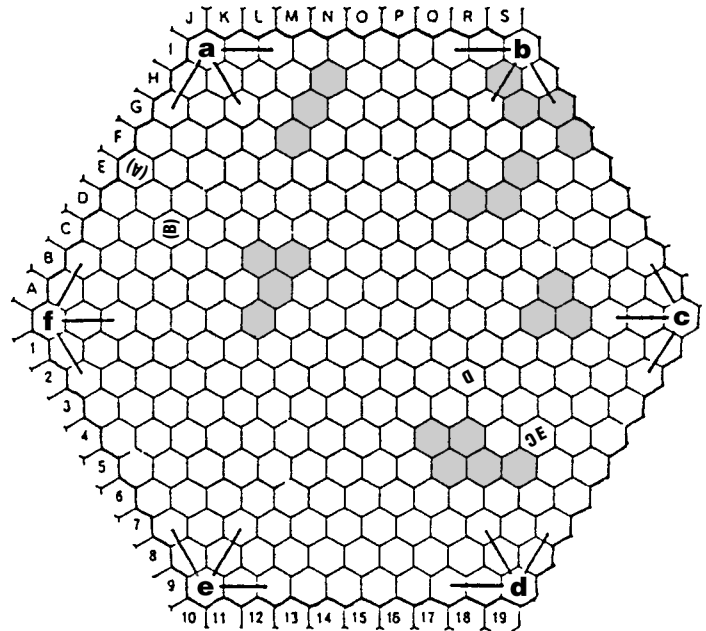
The deadline for Turn 6 orders is noon EST on Saturday, Feb 22.

ACE TO BERTHOLD: Looks like I am going down again, hope to take you with me.

ACE TO GM: Is there a 2nd place award for points of damage inflicted?

BRER PHIL TO ACE: Sorry, there are no posthumous awards given here!

FROM EDDIE: No exhaust over hear, but it seems the world really is flat and has an edge! Better crank this baby around. Now let me see, I wear my watch on my left wrist, so THIS way!



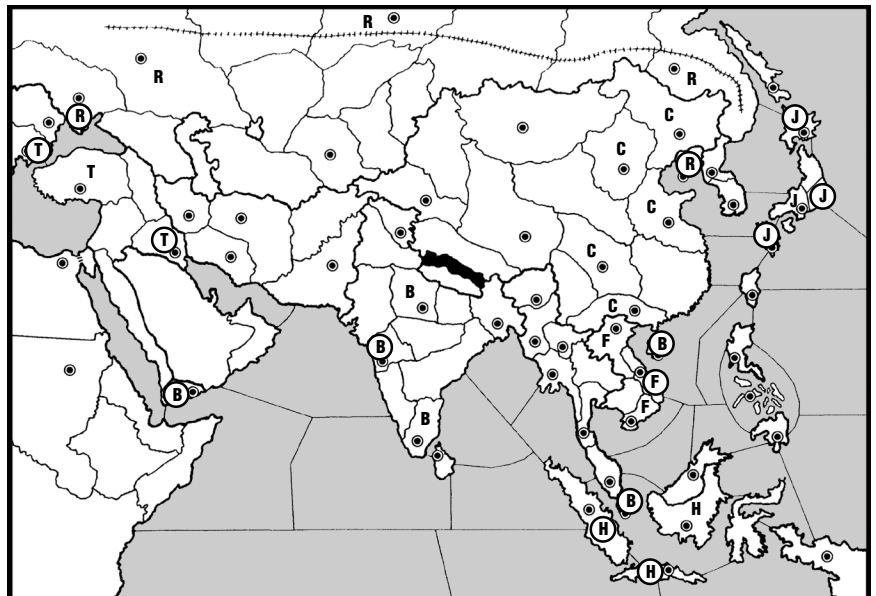
"Wide Open Spaces," Colonial Diplomacy, Setup

* Gamestart!

BRITAIN (Cary Nichols): Has A Del, A Mad, F Ade, F Bom, F HK, F Sin
CHINA (Gerry Paulson): Has A Can, A Mac, A Pek, A Sha, A Sik
FRANCE (Graham Wilson): Has A Coc, A Ton, F Ann
HOLLAND (Steve Mayers): Has A Bor, F Jav, F Sum
JAPAN (Stan Kellett): Has A Kyo, F Kyu, F Ota, F Kyu
RUSSIA (Paul Risner): Has A Mos, A Oms, A Vla, F Ode, F Par
TURKEY (Peter Boyum): Has A Ang, F Bag, F Con

A reminder: Victory requires control of 16 centers. House rules are on Page 9. Happy stabbing!

The deadline for Spring 1871 orders is noon EST on Saturday, Mar 1. I will delay this game for one issue on a single request.



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

- * Normans foil Muslim assault on Naples.
- * Pisans beat Holy Romans to Mantua; Papacy takes Bologna.
- * Venitian army heads north to Trent.

BYZANTINES (Paul Risner): A Otr-Bar, A Dal H, F IS S F LA, F LA S A Dal
HOLY ROMAN EMPIRE (Sigourney Street): A Mil-Cre, A Tur-Pav, A Mon S A Tur-Pav
MUSLIMS (Kevin Wilson): A Mes H, F Pal-TS, F TS-Nap, F GON S F TS-Nap, F WM-Sar
NORMANS (Brendan Whyte): A Aqu-Nap, F LS S F Nap-TS, F Nap-TS
PAPACY (Mike Scott): A Spo-Rom, A Cap-Rom, A Flo-Bol
PISA (Steve Mayers): Borrow 5d for 1 year; A Mod-Man, F Gen H, F Pio-Sie
VENICE (Dave Partridge): A Cari-Tren, A Trev-Fri, F UA H, F Cro S F UA
AUTONOMOUS GARRISONS: G Tre, G Tur

Outstanding Loans:

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

PISA: 5d borrowed Fall 1052, 6d due Fall 1053.

Famine: Poor Year = Column 7 (Bos, Cre, For, Pist, Tur).

Forest flaked out on me, so Dave Partridge is the new Venetian doge — and I know we can count on him to send in orders!

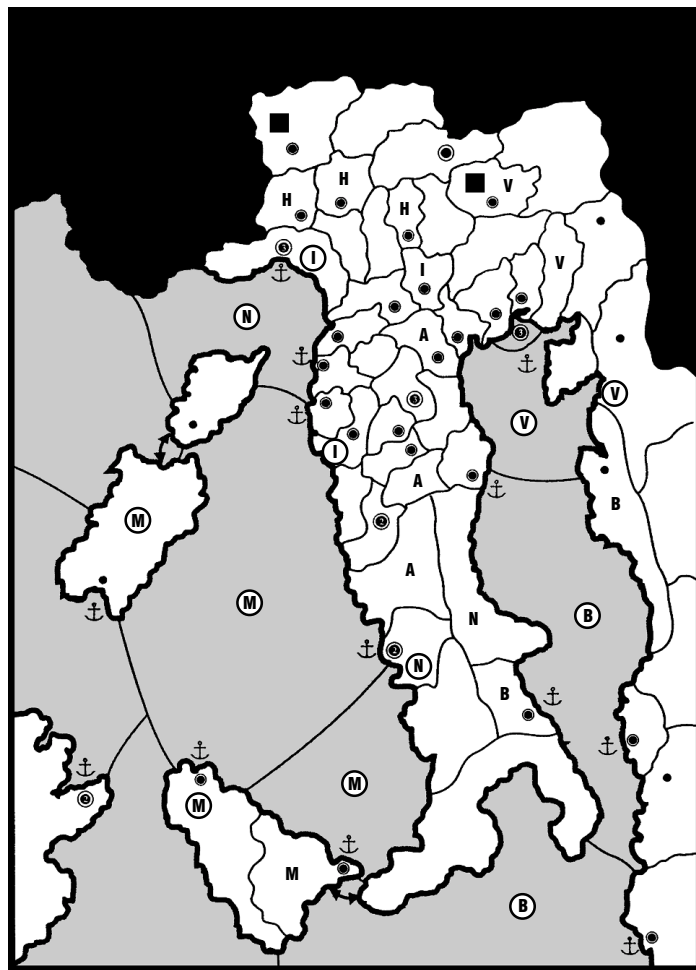
The deadline for Spring 1053 orders is noon EST on Saturday, Mar. 1.

MUSLIMS TO THE NORM: Otum ist. Ur na acumen threw. Ima cumen tou.

NAPLES: Like rats deserting a sinking ship, so are the days of Norm's life.

The populace of the once-cosmopolitan Naples pack their bags and head north to the bounteous bosoms of the Pope, knowing that the ravages of the Muslims will come down like the Assyrian on a fold gleaming as the blue wave of Galilee rolls nightly. Soon the streets are deserted, but coated with a smelly yellow liquid slowly drying in the southern Italian sun, and indicative of the state of fear of the residents at their impending Islamification. The remaining clothes retailers have reported a severe shortage of clean trousers as a result.

One brave shipload of cakefork-armed townsfolk bravely prepare to repel the invaders, and have enlisted the support of an earlier flotilla of Neapolitan ice cream salesmen, who had floated a business offshore from Genoa. The market for maritime ice treats not being all it was cracked up to be, these erstwhile Neapolitan gellati are heading back into the fray and hoping their ice creams



will sweeten a peace deal with the rumbunctious heathen.

THE NORM TO MUSLIMS: I divorce you, I divorce you, I divorce you. Now give me half your possessions, and obey the restraining order.

THE NORM TO MUSLIMS: And I faked all my orgasms, you flacid foreigner.

NORM TO BYZANTINE: O traitor! O tranto! O tempora! O mores! O get off my nice Italian foot. I'll never foxtrot with you again.

MUSLIMS TO BYZANTINES: I appreciate the attempt to exit OTR. But you're still there. Ditto IS. Neither of us needs a new fight on our hands, so getting out of both as quickly as possible is not only appreciated but expected.

<i>Income:</i>	<i>Cities</i>	<i>Provinces</i>	<i>Seas</i>	<i>Var.</i>	<i>Treas.</i>	<i>TOTAL</i>
BYZANTINES	Alb,Bar,Dal,Dur,Rag = 5	Alb,Bar,Dal,Dur,Rag = 5	2	2		
HOLY ROMANS	Cre,Mil(3),Mon,Pav = 5	Cre,Mil,Mon,Pav,Tur = 3	0	1		
MUSLIMS	Mes,Pal,Sar,Tun(2) = 5	Mes,Otr,Pal,Sal,Sar,Tun = 6	2	1		
NORMANS	Cor,Nap(2) = 3	Aqu,Cor,Nap = 3	1	1		
PAPACY	Anc,Are,Bol,Flo(3),Per,Rom(2) = 9	Anc,Are,Bol,Cap,Flo,Pat,Per,Rom,Spo = 9	0	2		
PISA	Gen(3),Luc,Man,Mod,Pio,Pisa,Sie = 9	Gen,Luc,Man,Mod,Pio,Pisa,Sie = 7	0	1		
VENICE	Carn,Cro,Fer,Pad,Trev,Ven(3) = 8	Carn,Cro,Fer,Fri,Pad,Tren,Trev = 7	2	2		

Notes: Italicized cities and provinces produce no income due to Famine; Ven always counts as a sea for its owner; Variable income die roll = 1

“Question Authority,” Shift-Right Diplomacy (White Press), Fall 1905

- * Germany seizes Sweden, prepares to muster three more units.
- * Italy hit hard with loss of four centers; Austria, Turkey grow.
- * England boasts largest empire despite inactivity.

AUSTRIA (Joe Carl): A Vie-Tri, A Bud S A Vie-Tri, F Wes-Tys

ENGLAND (Peter Boyum; *see below*): NMR! Has A Bre,
F Lon, F Spa(nc)

GERMANY (Don Scheifler): A Mun-Tyr, A Den S F Bal-Swe,
F Bal-Swe, F Rum S TURKISH F Bla-Bul [nso]

ITALY (Adam Silverman): Retreat A Bud-Ser, F Nwy-Nws;
A Tyr-Pie, A Tri-Alb, A Bul H, A Ser S A Bul, F Tys-Ion,
F Nws-Edi

RUSSIA (Mike McGinnis; *see below*): NMR! Has A Mos,
A Ukr, A War, F Stp(nc)

TURKEY (Dave Partridge): A Gal S AUSTRIAN A Vie-Bud [nso],
A Con S F Bla-Rum [imp], F Bla-Rum, F Nwy S RUSSIAN
F Stp(nc)-Bar [nso]

Adjustments:

AUSTRIA (4): Vie; Bel, **Bud, Tri**, Den, Edi ... +1

ENGLAND (8): Lvp; Mar, Nap, Par, Por, Spa, **Bre, Lon** ... +1

GERMANY (7): Home; Rum, Sev, **Den, Swe, Con** ... +3

ITALY (5): Rom, Ven; Bul, Ser, **Edi, Bud, Nwy, Swe, Tri** ... -1

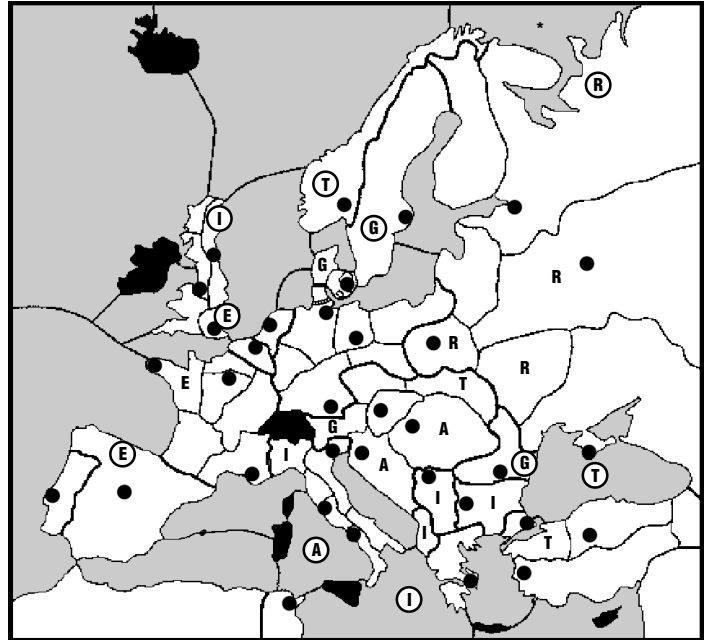
RUSSIA (3): Mos, Stp, War; **Bre** ... -1

TURKEY (5): Ank, Smy; Hol, **Con, Nwy, Lon** ... +1

NEUTRAL (2): Gre, Tun

Notes: [imp] = impossible, NMR! = no moves received,
[nso] = no such order.

The standby for England is Doug Kent, and the standby for
Russia is Graham Wilson.



The deadline for Winter 1905 and Spring 1906 orders is
noon EST on Saturday, Mar. 1. I will separate these seasons
on at least three requests.

TURKEY TO GM: Seems the strong, silent type isn't so strong
anymore.

BRER PHIL TO TURKEY: Care to enlighten us as to whom
you are referring?

“Come Sail Away,” Viking Diplomacy II, Winter 953 / Spring 954

- * Norway, Sweden continue expansion with convoys south.
- * France siezes Channel, leaves Frisia vulnerable to English.

DENMARK (Karl Muller): Disband F Zea; A Pol-Pom, A Dan [u],
F Dan-Hel [nsu], F Jut-Nth

ENGLAND (Steve Mayers): Disband F Noch; F Lon S F Eng,
F Eng S F Lon [r-> Fri, Sao, Wes?]

FRANCE (Pat Conlon): Retreat F Eng-Wal; Build F Fla, F Nmd;
A Rog H, A Fri-Sax, F Sax-Hel, F Ire H, F Wal S F Nmd-Eng,
F Fla S F Nmd-Eng, F Nmd-Eng

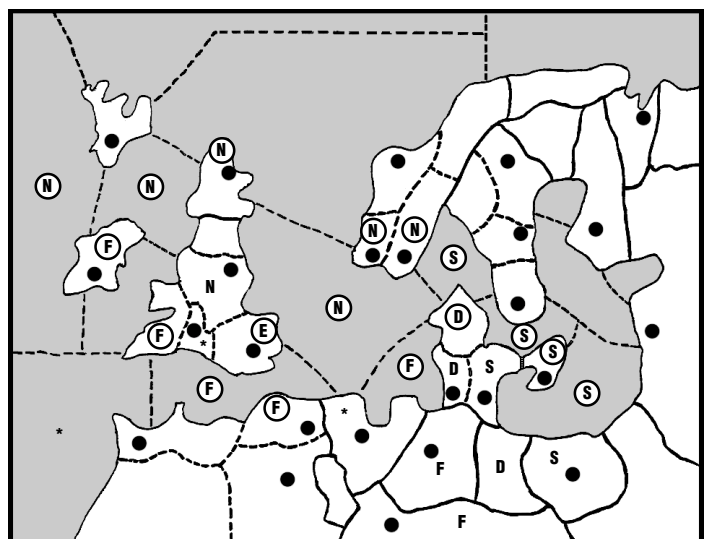
NORWAY (Kevin Wilson): Build A Str, F Nid; A Str-Yor,
F Nth C A Str-Yor, F Yor(wc)-Noch, F Sco S F Yor(wc)-Noch,
F Nid-Str, F Ice-Wao, F Ski S F Nth

SWEDEN (Graham Wilson): Build A Got; A Lith-Pol,
A Got-Hed, F Kat C A Got-Hed, F Zea S A Got-Hed,
F Sbs S A Lith-Pol, F Ska-Jut

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

The deadline for Fall 954 orders is noon EST on Saturday,
Mar. 1.

DENMARK TO BRER PHIL: No, Danish for “screwed” is
“Rosencrantzed” or “Guildensterned.” I feel both, except I didn't



end up in England. Cursed Dane.

FRA TO ENG: Tough assignment. Thanks for dying.

DENMARK TO FRANCE: It wasn't a blink! It was just a
wink, I swear!

"Is There Anybody Out There?" Fog of War Diplomacy, Winter 1905 / Spring 1906

** Seeing really is believing!*

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:

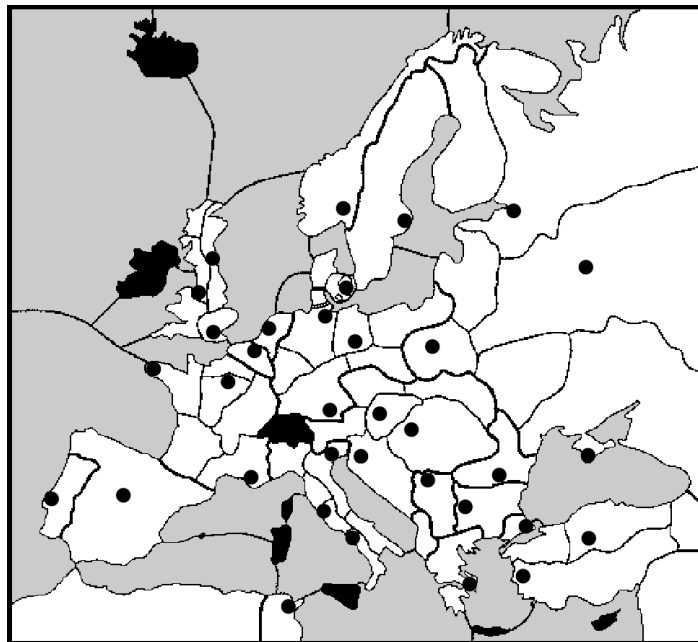
The deadline for Fall 1906 orders is noon EST on Saturday, Mar 1.

LON TO CON: I know what's got your tongue busy. (I'll say anything to get someone talking)

LON TO VIE: Fog got your tongue?

RUSSIA TO ITALY: First it was Turkey, then it was Austria, finally it was England. Are you going to attack me too?

LON TO GM: How long could an inventive player with no



units on the board keep everyone writing to him?

BRER PHIL TO LON: I don't know. Maybe you can tell us!

"King of Pain," Kingmaker, Setup

** Gamestart!*

Initial Deal

FACTION A (Bob Dowrey):

FACTION B (Mike Scott):

FACTION C (Paul Dowden):

FACTION D (Steve Mayers):

FACTION E (Paul Risner):

Hear ye, hear ye! Let the jousting, fisticuffs and spanking begin!

Listed above are the seven Crown cards you have been dealt. Per the rules, you must play all noble cards, and all other cards must be allocated or placed in Chancery. (This means no hand-holding, you poofahs!) The player order above will be used only for the draw of Event and Crown cards each turn.

Once I get everyone's faction names, allocations (played cards are public knowledge) and the starting locations of their nobles, I will publish these and the Event cards in play at the start of Turn 1. Players will be expected to order how their nobles will respond to the Event cards, and any movement, combat, summoning of parliament, coronation and shrubbery (*Ni!*) they want for that turn. Along with publishing the adjudication, I will tell each player what new Crown card he has secretly drawn and indicate the set of Event cards that will occur at the beginning of the next turn ... and so on.

All basic game rules except "Short Game" will be used, as well as all optional rules except "Optional Trade." All advanced rules will be used except "Advanced Battle" and "Revised Alliance." However, royal heirs placement will be semirandom per an optional rule; the placement will be given with the next report, before Turn 1 orders are due. All movement is simultaneous each turn and

completed before any combat takes place. Players may submit conditional orders based on Event cards in play, but nothing else.

Also, for each of his nobles, a player must indicate whether he is belligerent or nonbelligerent. If nobles from opposing factions occupy the same space and at least one of them is belligerent, then all nobles in this space cease to move for the remainder of the turn and subsequently will battle each other. Nobles are always belligerent unless a player explicitly states that a given noble is nonbelligerent, but such nonbelligerency is effective only for the current turn.

The main reason for this is to encourage fighting, since one of the worst things possible in Kingmaker is for some player to hole up a noble with a royal heir in a stronghold or have him running about without anyone being able to catch him. As such, I will be using a lot of other Event cards and rules (most from the Avalon Hill expansion Event deck and The General) to increase the likelihood of fighting among nobles. I will send these and house rules to all players soon.

I will provide a map via e-mail and photocopy of the board that has each space labeled for easy reference. I will be getting this from Mike Scott, who, if he fails to comply, will be turned into a newt.

The deadline for faction names, Crown card allocation and starting locations is noon EST on Saturday, Mar. 1.

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-poopier if you get stabbed or eliminated, which happens to everyone at some point. It's just a game. Don't make me have to slap you in public.

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

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

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

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

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

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

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

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

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

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

Mind-Bending Puzzles

1. You are in the Cathedral of St. John the Divine in New York, the world's largest cathedral. Attached to the ceiling is a pulley that rotates without friction around a fixed axis. A rope goes over the pulley. You are at one end of the rope. On the rope's other end is a sedated German shepherd weighing the same as you. By climbing up the rope, can you reach the ceiling at the same time that the dog reaches the ceiling?

2. You are a stonemason in medieval Paris hired to help build the great Notre Dame cathedral. You must move a great pile of stones closer to a wall under construction and have only a simple wheelbarrow to transport them. Would your work be easier if you pushed or pulled the wheelbarrow?

3. You are riding on an elevator when it begins to fall rapidly. One passenger quickly shouts for everyone to repeatedly jump up and down so that when the elevator touches the ground, there is a good chance they will be several inches in the air and will land harmlessly. Is this a good idea?

4. Your captor leads you into an empty room and hands you two identically shaped pieces of metal. He says one is a magnet and the other is not. He promises your freedom if you can determine which piece of metal is the magnet, using nothing but the two pieces of metal. Can you do this?

5. You are a passenger on an airline that forbids bringing objects longer than 2 feet on the plane. How can you travel with a 32-inch long bamboo stick?

"Lucky Number," Raj, Setup

* *Gamestart!*

<u>Player</u>	<u>Tokens Owned</u>	<u>Cards Remaining</u>
Paul Dowden	0 = 0 pts.	15,14,13,12,11,10,9,8,7,6,5,4,3,2,1
Steve Mayers	0 = 0 pts.	15,14,13,12,11,10,9,8,7,6,5,4,3,2,1
Dave Partridge	0 = 0 pts.	15,14,13,12,11,10,9,8,7,6,5,4,3,2,1
Bill Scharf	0 = 0 pts.	15,14,13,12,11,10,9,8,7,6,5,4,3,2,1
Kevin Wilson	0 = 0 pts.	15,14,13,12,11,10,9,8,7,6,5,4,3,2,1

*** *TOKEN FOR BID: 10*

Tokens Remaining: 9,8,7,6,5,4,3,2,1,-1,-2,-3,-4,-5

Welcome to another installment of this mind-wracking little game. And, looky, the big ol' 10 token is the first one drawn! (Randomly, I swear!)

A rules refresher: Every turn, a token is randomly chosen for bid. Each player plays a card. If the token has a positive value, the highest card wins the token. In case of a tie, the next highest card wins the token. If the token has a negative value, the lowest card wins the token. In case of a tie, the next lowest card wins the token. If a tie is not broken, then the token carries over to the next turn, when another token is chosen. When more than one token is up for bid, their overall value is the sum of their individual values, and the winning card takes all the tokens.

The deadline for Turn 1 orders is noon EST on Saturday, Feb. 22.

6. "The" is a word containing two words spelled with consecutive letters, "the" and "he." What is a seven-letter word beginning with "th" that contains 11 words spelled with consecutive letters?

“Question,” Mastermind, Turn 1

* New game gets off to eager start!

There is now a secret code of **seven** colors (Blue, Green, Orange, Purple, Red, White 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 Howell took the liberty of making the first guess, rather than my providing a random guess. Turns out, his is just as successful (or unsuccessful) as the alternative would have been!

The deadline for Turn 2 guesses is noon EST on Saturday, Feb. 22.

Editorial Rambling (continued from Page 1)

And, being the reality TV junkie that I am (although I have no interest in watching has-been celebrities on “Surreal Life” and “Celebrity Mole”), I also have enjoyed watching “High School Reunion” (Sundays, 8 p.m. EST, WB). The show’s producers have arranged for certain graduates — designated as “the popular girl,” “the player,” “the bully,” “the nerd,” “the misfit,” “the artist,” “the bitch,” etc. — from a California high school to reunite 10 years later at a plush, secluded mansion in Hawaii. It’s interesting to see how people have or, mostly, haven’t changed in that time. It’s particularly fun to see “the nerd,” who has really grown and become somewhat wealthy, put on boxing gloves and land punches on “the bully” in a makeshift ring. It makes me think of my own time in high school and how I would love to land punches on some of my classmates!

- I recently bought another couple dozen **neoprogressive albums** from GFT-Cyclops in Great Britain. Several have really impressed me so far: The Time Beneath the Sky by Quidam, a Polish group reminiscent of the Celtic-rock Mostly Autumn, but

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

harder at times, wonderfully covering Led Zeppelin’s “No Quarter,” for example; Tales from a Forgotten World by Tempus Fugit, a Brazilian band with guitar work that reminds me of Acoustic Alchemy on one track; and La Source by Minimum Vital, a French band that often sounds like IQ — very peppy at times, very solemn with chants at other times.

- 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.

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