

The Spice of Life - 2



CONTENTS

Art by François Meignant.....Cover
Contents/Messages.....1
Editorial by Miguel Lambotte.....2
Variant Reviews.....3
The Letter Column.....5
The Miller Numbers.....7
Barbaric Invasions by Jean-Philippe Musarella.....10
The Best Variant and PBM game of 1989.....16
Survey of Variantes and PBM games in Europe.....18
New Variant Additions to the Belgian Variantothèque....22
New PBM games Additions to the LVB.....25
The Last Word by Jef Bryant.....26

Next edition in March 1991 (estimation!)

M E S S A G E S

Editorial

by Miguel Lambotte.

Here's the second edition of SoL, delayed a little by the happy event which occurred at Jef's place: congratulations to Marie-Anne and welcome to Asal

You will find within these pages the variants added to the catalogue since issue 1, with a few variant reviews. In the future we will endeavour to publish reviews for all the variants in the LVB. The letter column shows the interest generated by SoL in the Francophone hobby. We have at last published a variant not yet published in the Anglophone hobby, Barbaric Invasions, which needs an active role by the GM.

The LVB will exchange variants on an equal footing, without cost, from the other variant banks and/or designers of variants which are not yet in the LVB. SoL will be published 1 to 2 times a year with a maximum of 32 pages (format A5). If you want to receive SoL, you only have to send Jef or me, your subscription by international postal order which you can find in all good post offices (British cheques and postal orders payable to Jef are also acceptable).

We would like to thank all the players who have helped us with advice, and those who have sent variants not in the LVB. Please continue, and don't forget that this exchange isn't one way : the LVB functions on an equal exchange basis.

Miguel Lambotte
Rue Wiertz 39/2
B-4000 Liège
Belgium
Tel 041 26 39 53
Inter. +3241263953

Jef Bryant
Rue Jean Pauly 121
B-4430 Ans
Belgium
Tel 041 46 53 11
Inter. +3241465311

One issue = 40FB.

The cost of photocopying is 2FB per page (see the number of pages in the catalogue). To this cost you must add the postal charges which are:

- 13FB for 1 to 3 pages.
- 19FB for 4 to 9 pages.
- 26FB for 10 to 19 pages.
- 46FB for 20 to 49 pages.

(SoL - 1 is still available for the price of 40FB, which contains the original list of variants in the LVB.)

Translated by Jef Bryant.

Variant Reviews.

by Miguel Lambotte.

Active Neutrals by Robert Sacks, rb01/07

Every neutral centre at the beginning of the game is garrisoned by an army which is controlled by a major power.

Natural Catastrophes by Claude Boursin, ?/07

Several catastrophes menace the land provinces (drought, earthquakes,...) and sea provinces (tornadoes, icebergs,...) They make the affected provinces impassable.

Combat for Hegemony in Europe by ??, ?/07

Europe in 1814, with provinces in revolt, the possibility to create minor powers and aims which are either hegemonic or neutral. The rules of "Hegemony in Europe" are required.

Deluge by Tim Sharrock, ru02/07

The land provinces are flooded one by one. The winner is the player who occupies at the end of the game (Autumn 1908) the only land province which remains - Switzerland!

Meteorological Diplomacy by ??, ?/07

The weather conditions enable provinces to appear and disappear.

Et vous, comment ça va? by ???, ?/07

The Mediterranean basin in 500 AD. With dangerous navigation and the presence of sanctuaries where priests can call on the Gods who have powers to intervene in combat.

Hardbop Downfall by Mark Nelson, ts27/07

A version of Downfall, based on the Lord of the Rings.

Lebensraum III by A. McGregor, ?/07

Based on a world map, World War II with added rules concerning supply lines and aircraft.

Legion by Fl. Montauban, ?/07

The Mediterranean in the era of the Roman emperors - six governors and the emperor battle it out.

London Nights by Andy Mansfield, po17/07

Seven gangs from North London want to take over the South of London. Will the police be able to stop them?

Manichéion by Claude Bourles, ?/09

Apart from the players, God and the Devil can bless or curse provinces. A blessing will neutralise a curse (=impassable). God and the Devil choose a power which they consider will be the probable winner. If they have guessed correctly they win the game.

Mediterranean by Max Feron, ?/10

The Mediterranean world in 1250 BC : in spite of certain events (plague, famine) and other problems (corruption, rebellion,...), the players must conquer provinces which provide them with money and final victory.

Middle Earth IX by Mark Nelson, ta06/05

Map of Middle earth.

Middle Earth X by Mark Nelson, ta07/05

Based on version IX, with minor changes.

Minimalist Diplomacy by Phil Reynolds, vb07/07

The seven classic powers who have one province each. Each one is adjacent to at least three other provinces.

Nucleardip by Jean-Yves Cornu, ?/10

A variant of Ecodip (a variant very popular in Switzerland) which runs simultaneously on the map - movement of units and nuclear missiles - and off the map with the economic game. Presence of the UNO.

Plutonomy by Tom Swider, re09/07

Based on the Bourse variant, this variant enables the bankers to control the powers.

Raids by Fl. Montauban, ?/07

Classic rules on a map of Northern Europe in 901 AD.

Revolution by ???, ?/08

Revolution takes hold in Europe in 1902 when the eighth player appears, the revolutionary.

Scramble for Africa by Dave Watts, dc01/08

The division of Africa at the end of the 19th century. All the European powers and the Boers battle it out to colonise the maximum territory.

Suvorov Diplomacy by John Norris, cb45/07

Classic rules on a different map.

Translated by Jef Bryant.

The Letter Column.

Christophe Losberger - "I have discussed ((SoL)) with Pierre ((Antoni)), and he has decided that I should take care of relations with the world. I will therefore try and get you a maximum of information on the variants in PED, past, present and those to come; and I will ask other people in Switzerland. In the immediate future I will try and find the originals of Razzia (atomic dip variant), Supermegaecodip (Ecodip with 22 players), Illuminati postal, Kingmaker (Brugger's version) and other oldies."

((ML - Christophe is part of the editorial team of Plié en Deux, the oldest Swiss zine in the world...Thanks for your help and corrections, Christophe : I didn't know that Georges-André had produced a personal version of Kingmaker : would it be possible to invent a playable version of Kingmaker? (Similar to Pete Fayers in Chantecler/MdSI, and Guy Humbert in Objectif). I would be curious to see that...))

Jean-Pierre Maulion - "... For the 'criticisms' (or rather comments) of the postally played variants, would it be possible perhaps to ask the players in an issue of SoL (relayed to the other zines), so that their comments of the variants concerned could be published in a category yet to be defined."

((ML - Jean-Pierre is a member of the editorial team of Vopalic, a zine which has published 60 issues, and has the particularity of being associated with an SF zine which has already passed 100 issues. Vopalic is the French zine which I know the least, and it pleases me to have (re)discovered these charming people.

After speaking to Jef, I can confirm that which I sent by separate letter a few months ago: we prefer, first of all, to have a simple 'objective' review of the newly incorporated variants with an effort to review the existing variants in the LVB : I don't think that we yet have a sufficient base of Francophone players for their comments to be useful. I am, however, curious to see the results of the proposition by Jef on the Game of the year; personally I think that the European hobby is not structured enough for this type of step. Perhaps the new federative structure proposed by Trahison! and Vortigern is heading in the right direction. Thanks again for your efforts in favour of SoL.))

Mark Nelson - "Just a short note to thank you for sending me SoL. I like to read SoL, perhaps could I send you a TYG in exchange for SoL? I have some variants and PBM games that I could exchange with you, but I haven't yet finished cataloguing them, I will send you one when it's done. I also have articles on different games which seem popular. Certain

of my variants have an asterisk (strangely enough not all of them!). I presume that this is because of the restrictions I have imposed on them for their distribution. I know it and you know it but it is preferable to mention the significance of the symbol in your next publication!

Finally, why don't you produce a mini-review of variants which you have (like that of Robert Sacks in the last issue of TYG)?"

((ML - It's kind of you to write to me Mark, but Jef and myself keep each other up to date with the letters we receive and so don't worry about me : Jef communicates with the Anglophone hobby and it is with him that you should propose the exchange TYG - SoL.

We're waiting for you to finish the list so that we can exchange some variants : In the meantime we have started to publish the reviews of variants already catalogued which will allow you to get a better idea of our 'treasure'. On the other hand, keeping articles on variants is a good idea; I am doing it as well but not in a systematic way, only keeping those articles which I like!

A 1000 pardons for not explaining the '*' sign after your variants. In actual fact you are the only designer to put a restraint on the distribution of their variants. We, of course, respect your wishes, but Jef and myself wonder if your variants will be continued to be noted in SoL, even though they are in the LVB.

We believe that the first goal of this census is to make available the new variants. What purpose does it serve to indicate variants that we can't distribute? With this understanding the '*' was a symbol added to the list by Jef, to remind ourselves in case our poor memories forgot. This sign should serve for our usage in the LVB but not for publication. If it is missing from certain of your variants it is an error which will be corrected as soon as possible, if we decide to continue to publish your variants...))

Translated by Jef Bryant.

The Miller Numbers

by Jef Bryant.

I have temporarily resolved the problem which exists for the French variants which do not yet have a Catalogue Number (American) by using an asterisk '*' and the catalogue number of the LVB. The list below represents only a start. All the variant GMs who would like a Miller number straightaway can write to me and I will try and attribute one as soon as possible.

1989LA*146 Mare Nostrum Annos? "Club Med"

Started in Mach die Spuhl! - 55

Carthage	: Stéphane Brunel	GM: Christian Rode
Egypt	: Luc Janssenswillen	
Gaul	: Pascal Prola	
Macedonia	: Frédéric Taton	
Pergamon	: Marcel Vié	
Rome	: Jean-Louis Delattre	
Seleucis	: Olivier Karquel	

1989LBrb59 Gunboat II "Margarita"

Started in Dipsomania - 3

GM: Jef Bryant

1989LCe101 India "Sidecar"

Started in Dipsomania - 3.5

Ahmadnagar	: Frédéric Taton	GM: Jef Bryant
Delhi	: Frédéric Abrassart	
Gondwana	: Pascal Prola	
Rajput	: Ryk Downes	
Viyayanagar	: Bernard Feuillen	

1989LDrb59 Gunboat II "Negroni"

Started in Dipsomania - 3.5

GM: Jef Bryant

1989LExm18 LiMa 5 "End of the World!"

Started in Mach die Spuhl! - 58

Austria	: Charles Matriche	GM: Miguel Lambotte
China	: Jean-Louis Delattre	
England	: Olivier Karquel	
France	: Michel Corazzi	
Germany	: Frédéric Abrassart	
India	: Christian Rode	
Italy	: Pascal Prola	
Japan	: Christophe Angeleau	
Russia	: Stéphane Brunel	
Turkey	: Michel Laino	

1989LFem09 Petroleum "Y'a d'la tôle là"

Started in Scipio-Gallia - 3? GM: Bruno Berken

Arabia : Yves Lachance
 Egypt : Mark Lummis
 Ethiopia : Charles Arsenault
 Iraq : André Gilbert
 Iran : Pierre Touchette
 Libya : Pierre St. Marseille
 Syria : Jean Leclerc

1989LGei01 India "Daquiri"

Started in Dipsomania - 4

Ahmadnagar : Pierre Husquinet GM: Frédéric Taton
 Delhi : Marie-Anne Gillet
 Gondwana : Jean-Marc Baade
 Rajput : Patrick Lafontaine
 Viyanagar : Mark Feullen

1989LHem09 Petroleum "Bir Hakeim"

Started in Vopaliac - 46

Arabia : Denis Serrano GM: Philippe Crepey
 Egypt : Thierry Lucas
 Ethiopia : Dominique Sergent
 Iraq : Luc Gentet
 Iran : Yann Ricard
 Libya : Jean-Pierre Maulion
 Syria : Jean-Philippe Musarella

1989Lirb32 Gunboat II "Le Masque de Fer"

Started in Mach die Spuhl! - 58 GM: Alain Henry

1988Lard10 Stab "Messaline"

Started in Mach die Spuhl! - 53

Germany: G. Janssens GM: Miguel Lambotte
 England: R. Bonsany
 Austria: St. Brunel
 France: Réginaud de Potesta
 Italy: Christian Rode
 Russia: Thierry Simon
 Turkey: Alain Henry

1990LA*217 Guerre Totale "Mobilisation"

Started in Vopaliac - 53

Australia	: Philippe Crepey	GM: Claude Boursin
Brazil	: Jean-Pierre Maulion	
Canada	: Dominique Sergent	
China	: Patrick Hamel	
E. Europe	: Patrick Chevalier	
W. Europe	: Thierry Lucas	
India	: Jean-Philippe Musarella	
Islam	: Luc Gentet	
N. Africa	: Patrice Verry	
URSS	: Jean-François Mougard	
USA	: Patrick Dumont	

1990LBrb59 Gunboat II "Americano"

Started in Dipsomania - 6

GM: Luc Janssenwillen

1990LC*241 Hegemonie de l'Europe "Europaia"

Started in Vopaliac - 54

Austria	: Patrick Dumont	GM: Jean-Pierre Maulion
England	: Philippe Crepey	
France	: Jean-François Mougard	
Germany	: Jean-Philippe Musarella	
Italy	: Michel Laine	
Russia	: Jean-Marc Suzzoni	
Turkey	: D. Serrano	

1990LDch10 Cline VI "Tequila Sunrise"

Started in Dipsomania - 7

Austria	: Luc Janssenwillen	GM: Jef Bryant
Barbary States	: Pascal Prola	
England	: Paul Slade	
France	: John Etherington	
Germany	: Pierre Husquinet	
Italy	: Roger Weddall	
Persia	: Per Westling	
Russia	: Marc Ortlieb	
Turkey	: Geoff Kemp	

1990LFrb32 Gunboat I "White Lady"

Started in Dipsomania - 7

GM: Jef Bryant

Barbaric Invasions

by Jean-Philippe Musarella.

Barbaric Invasions is a Diplomacy variant, (1976), which follows the wars of the great barbaric kingdoms created by the German peoples towards the end of the first era of the great invasions which devastated the western half of the Roman Empire.

The game starts in 487 AD. One turn is equivalent to one year. The even numbered years are adjustment turns similar to the Autumn season in Diplomacy.

The map represents a part of Europe centralised on the Mediterranean. It extends from Frise to Atlas and from the Crimea to the Nile (North to South) and from Spain to Palestine and Syria (West to East). In the legend the abbreviations are given of the sea and land provinces, as well as the starting units of the players and their positions at the start of the game.

Points to note on the map: the provinces of Tarraconaise, Africa and Macedonia all have a west coast (co) and an East coast (ce). Galatia has a North coast (cn) and a South coast (cs).

Corsica and Sardinia are grouped under the name the Ligurian Islands and are considered as one province in the game. All the other Mediterranean islands are impassible.

Movement in both directions is permitted for fleets between the Middle Atlantic and the Western Mediterranean, between Aegean Sea and Pont Euxin but forbidden between the Tyrrhenian Sea and the Ionian Sea, and the Tyrrhenian Sea and the Catalan Sea. Movement is also allowed in both directions between Constantinople and Asia, between Constantinople and Bithnia, between Macedonia and Asia, between Lucania and Sicily and finally between Bétique and Mauretania (valid for fleets and armies).

The supply centres of the major powers and neutrals are identical to the situation in classic Diplomacy. The centres of the minor powers and the home centres for the raids can be different depending on the optional rules used.

Basic rules.

The rules of the classic game are used with the exception of the rules below.

Each player controls a major power: the Franc Kingdom, The Odoacre Kingdom, the Ostrogoth Kingdom, the Eastern Roman Empire, the Suève Kingdom, the Vandale Kingdom or the Visigoth Kingdom.

The minor powers are made up of provinces of less important barbaric races : Alains (Carthagène), Alamans (Rhétie and Thuringe), Burgondes (Lyon and Besançon) and Gépides (Thrace).

Other races can also appear : the Avars in Cappadoce, the Berbères in Atlas, and the Huns in Germany. The symbols in these provinces are not centres for the major powers; they serve only for the purposes of the raids.

Optional Rules.

One of the following options may be used. The options of these rules are exclusive. Note that these options make this variant interesting and depending on which one is chosen the tactics of the classic game are modified appreciably.

I The Minor Powers.

IA Minor Powers inactive.

In this case the centres of the minor powers behave as though they are neutral. Besançon and Thuringe are not centres.

IB Minor Powers partially active.

The minor powers are occupied by an army at the start of the game. These armies hold in place each turn. They cannot retreat and are removed using the classic rules. They can be supported by other players' units'.

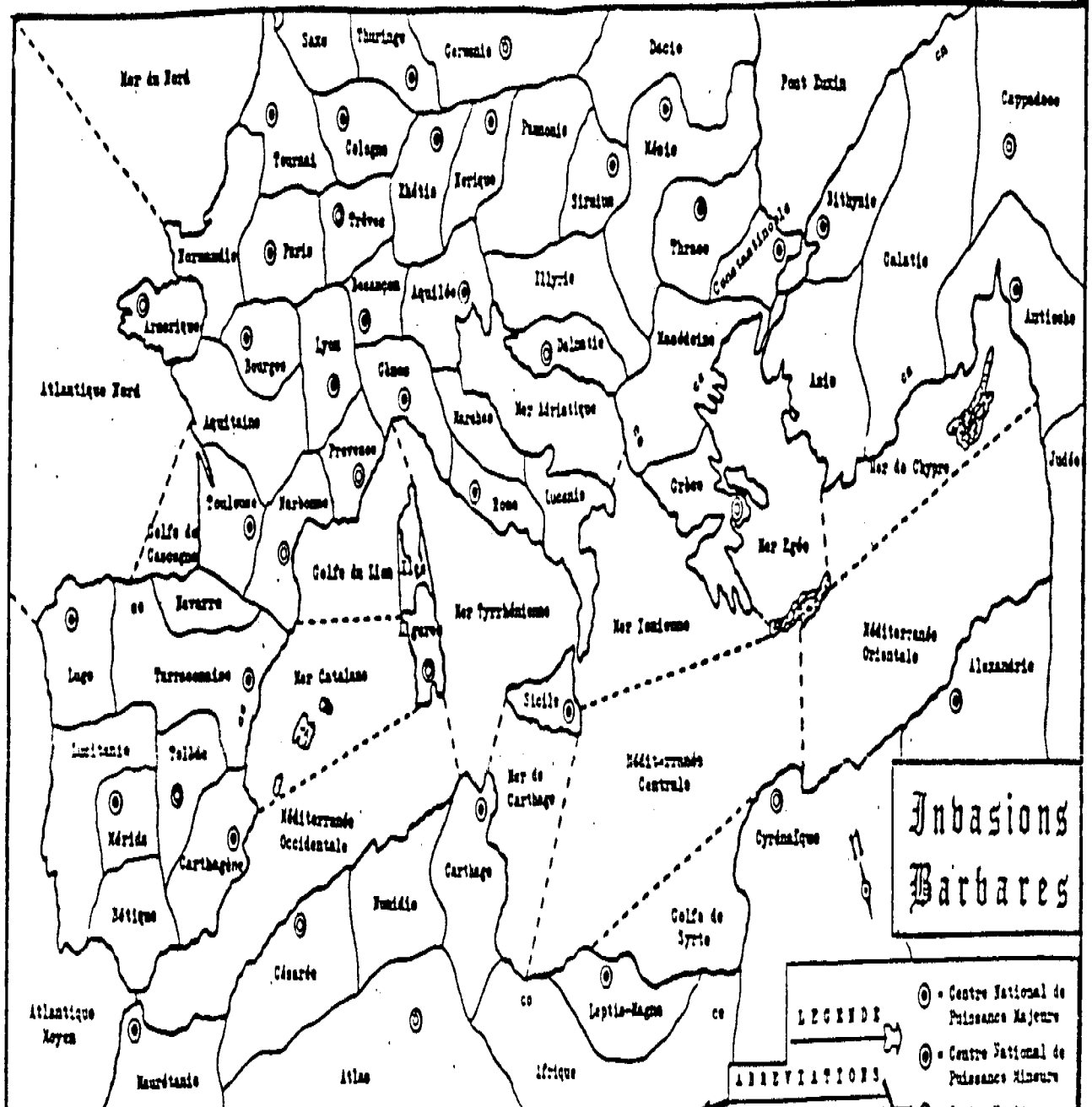
A player who takes possession of a neutral centre can order a transfer of one of his home centres. This must be done with an explicit order to the GM. One of his original home centres loses its status which is taken up by the minor powers ex-centre. This transfer is only allowed once in the game, one per player and is irreversible. The transfers are declared in even numbered years.

IC Active Minor Powers.

All the centres of the minor powers are occupied by an army at the start of the game. A voting procedure is established; which allows the players the possibility of controlling these armies, that is to write orders for them.

Each turn, besides the normal orders, each player sends his vote(s) in favour of other players and/or himself which will control the minor power the following turn.

Note : As the minor powers cannot be controlled on the first turn their armies hold in place.



Invasions Barbares

LEGENDE

- ⊙ - Centre National de Puissance Majeure
- ⊙ - Centre National de Puissance Mineure
- ⊙ - Centre Neutre
- ⊙ - Payer d'origine des Raids

ABBREVIATIONS

Provinces Latines :	Méd. Occidentale...Moc	Dalmatie.....Dal	Royaume FRANG :	Royaume ANGLAIS :	Royaume VANDALE :	
Mer Adriatique.....Mar	Méd. Orientale...Mor	Germanie.....Ger	Colonne... (A)...Col	Aquille... (A)...Aqn	Afrique.....Afr	
Atlantique Noyen...Atn	Pont Euxin.....Pou	Grèce.....Gre	Normandie... (A)...Nor	Cénes... (P)...Cen	Carthage... (P)...Car	
Atlantique Nord...Atn	Golfe de Syrie...Gsy	Iles Ligures...Lig	Paris... (A)...Par	Lucanie... (A)...Luc	Leptis-Magne... (A)...Lep	
Mer de Carthage...Cgr	Mer Tyrrhénienne...Tyr	Lyon.....Lyo	Saxe.....Sax	Marches... (A)...Mar	Nunide... (A)...Nun	
Mer Catalane...Cac	Divers :	Macédoine...Mac	Tournaï... (F)...Tou	Zone... (A)...Zon	Sicile... (A)...Sic	
Méd. Centrale...Cen	Arménie.....Arm	Yarbone... (A)...Yar	Royaume GASTIGONE :			Royaume ROME d'ORIENT :
Mer de Chypre...Ccy	Atlas.....Atl	Provence... (A)...Pro	Dacie... (A)...Dac	Royaume SUÈDE :		Alexandrie... (P)...Ale
Mer Ege...Ege	Besancou... (A)...Bes	Rhétie... (A)...Rhe	Illyrie... (A)...Ill	Bétique... (A)...Bet		Antioche... (A)...Ant
Golfe de Gascogne...Gas	Cappadoce... (A)...Cap	Thrace... (A)...Thr	Nésie... (P)...Nes	Lugo... (A)...Lug		Asie... (A)...Asi
Mer Ionienne...Ion	Carthage... (A)...Car	Thuringe... (A)...Thu	Norique... (A)...Nor	Lusitanie... (A)...Lus		Bithynie... (P)...Bith
Golfe de Lion...Gll	Césarée... (A)...Ces	Tolide... (A)...Tol	Pannonie... (A)...Pan	Mauritanie... (P)...Mau		Constantinople... (A)...Con
Mer du Nord...Mno	Cyrenaïque... (A)...Cyr	Trèves... (A)...Tre	Siracuse... (A)...Sir	Mérida... (A)...Mer		Galatie... (A)...Gal
						Judée... (A)...Jud

Each player has 2 votes in 487 AD, and afterwards he receives an extra vote for each minor powers' centre he controls. Each player is free to use his votes how he desires.

The GM counts the votes at each turn and publishes the results in the game report. If there aren't any votes for a minor power or if several players have voted with the same number of votes this power remains uncontrolled and the GM will order its units with priority given first to keeping its original centres and to take other centres. These orders do not take into account the players orders but only the tactical situation at the end of the proceeding turn. When possible, the armies from Thuringe and Besançon will support the armies of Rhétie and Lyon respectively.

The general rule of taking control is by a simple majority vote. This allows, on the following turn, the movement of the controlled minor power's armies.
Exception : the player who wishes to control the Alamans and the Burgondes must obtain at least 3 votes more than any other other player.

During adjustments, the minor powers must be totalised separately from the powers which control them as their units are independent. When a minor power isn't controlled the adjustments are made by the GM who will order any constructions, (only armies may be built.)

When a controlling power's unit occupies a centre belonging to the minor power he controls, it is considered to be still owned by the minor power.

However, the centres of the minor powers' are added to the major powers, that control them, in order to attribute the number of votes allotted to each player.

When the number of units of a minor power increases, it is necessary to obtain proportionally a larger number of votes if a player wishes to control them. Example: When a minor power has an extra unit it's necessary to have 2 votes (Alains and Gépides) or 4 votes (Alamans and Burgondes) more than the other players.

Note that a unit of a controlled minor power will not obey an order to attack or support an attack against another unit of the same minor power. If such an order is given by the controlling power it is considered as void and the player loses his votes for that turn.

II Raids.

This procedure simulates the incursions of certain races. The GM decides in a random way the starting province

of a raid; Atlas, Cappadoce or Germany.

The raids occur at the end of every even numbered year. An independent army is placed in the designated province unless a raid is already in progress from this province or an army is already there.

At the end of the year, following the appearance of the ravagers, the provinces adjacent to the starting province of the raid are deemed to be 'invaded'. This implies that any units in these provinces are neutralised and will hold in place the following turn. On the following turn, the ravagers attack one of these 'invaded' provinces, towards a supply centre preferably (unoccupied if possible). This attack is considered to be supported by one unit. The GM carries out this procedure before knowing the players' orders'. If a supply centre is taken, the GM will build during the adjustment period, another army in the starting province of the raid, which for the ravagers acts as a home supply centre. In the following turn the ravagers hold in place.

The ravagers are destroyed if they are forced to retreat. To stop the ravagers completely it's necessary to for a player to send an army into the starting province of the raid as if there is an ravager army in this province the raid continues and the initial process will start again.

The 'invaded' provinces are accessible to all units.

III Events.

At the end of each even numbered year and after the adjustment period the GM will decide randomly a sea province and a land province which will be affected by an event on the following turn.

These events are : storms (sea provinces) and revolts (land provinces). A given province can only be affected once during the game by each event and lasts for one turn.

IIIA Storms at sea.

A fleet in a province affected by a storm is neutralised. It will hold in place. Additionally the province is impassible for the turn.

IIIB Revolts.

The effects of a revolt are identical to a storm. A revolt can equally affect a fleet in a coastal province.

A supply centre affected by a revolt becomes neutral. Its control is regained by the normal manner.

IV Victory Conditions.

Victory conditions vary according to the options used.

IV.A. Using rule I.A. :

- victory with 18 centres (alone)
- shared win with 17 centres each.

IV.B. Using rule I.B. :

- victory with 20 centres (alone)
- shared win with 19 centres each.

IV.C. Using rule I.C. :

- victory with 16 centres (alone)
- shared win with 15 centres each.

V Sources.

This variant is the work of Jean-Philippe Musarella. The first edition is unknown. This second edition is the work of Miguel Lambotte and has been typed and translated by Jef Bryant for SoL-2, in October 1990.

The Best Variant and PBM game on the Continent in 1989.

by Jef Bryant.

This poll was organised to find the Diplomacy variant and PBM game which has brought the most pleasure to the Continental hobby in 1989.

Unfortunately the response wasn't very good as I only received 15 replies! However, for a first time this isn't too bad when you consider that the Americans ran a similar poll, also for the first time, and they had only 25 voters.

If you can remember each voter had to give, in order of preference, 3 of his favourite variants and 3 of his favourite PBM games. The results of the voters can be seen in the first table below. The best selections were awarded 3 points, second best 2 points and 1 point for the third choice. The totals of all the points for the variants and for the PBM games then produced the overall rating shown in the second table.

	1 ^o Variante	2 ^o Variante	3 ^o Variante	1 ^o Jeu	2 ^o Jeu	3 ^o Jeu
FRANCOPHONE						
Pascal Prola	LiMa 5	Mare Nostrum Anno	Twin Earth	LUDE	En Gardel	Basketball
Patrick Lafontaine	LiMa 5	Offenbach-Moltier	Fantastica	En Gardel	Double-Jeu	Auberge du Joyeux
Joan Pierre Maulion	Hégémonie de l'Eu	Légion		Collapsar	Antrauté	Cluedo
Charles Arsenault	Pétrolium					
Alain Henry	Quête de la Frite	Runique		Railway Rivals	Football	LUDE
Marie-Anne Gillet	Song of the Night	Gunboat II	Geophysical III	Dipsoscrabble	Scrabble	Bourse III
Miguel Lambotte	LiMa 5	Ecodip	Cline VI	l'Unité de l'Empi	Imperium Romanum	Auberge du Joyeux
GERMANOPHONE						
Michael Paas	Gilgamesch	Capitalist Dip	Song of the Night	Romeo & Julia	Turbo 2000	Kleine-Egon-Spiel
Peter Rau	Gilgamesch	Scrutiny & Honest	Capitalist Dip	United	Railway Rivals	Grand Prix Specia
Stefan Bender	Gilgamesch	Capitalist Dip	Seismic	United	Kleine-Egon-Spiel	Nomic
Joachim Stehle	Gilgamesch	Capitalist Dip	Gunboat	Grand Prix Specia	United	Golf
Olivier Endrihat				Nomic	Mad Scientists	Kveml
Lukas Kautsch	Gilgamesch	Capitalist Dip	Seismic	United	Kapitalisten-Tita	Titan
ANGLOPHONE						
Per Westling	Gunboat I	Woolworth II-D	1914	Football	Blood Royale	En Gardel
Jef Bryant	Twin Earth	Song of the Night	Geophysical 3	Bourse III	Dipsoscrabble	Sopwith

The results of the UK poll have also been included for comparison. Their scoring system was exactly the same. The American poll, however, was calculated differently; i.e. each voter chose his favourite 10 variants and gave each one a score out of 10.

It is interesting to note that the variant Gunboat did reasonably well in all three polls. In my opinion, for the continental poll, there is an insufficient number of votes to make any reasonable interpretation of the results. Hopefully, in the next poll, which I will organise, there will be more voters.

Best Variant and PBM game on the Continent in 1989
(Based on 15 votes for the variants and PBM games.)

Variant		PBM games	
Gilgamesch	15	United/Football	16
LiMa 5 (xm18/10)	9	L.U.D.E.	7
Capitalist Dip	9	En Garde!	6
Gunboat	6	Dipsoscrabble	5
Song of the Night (fn02/07)	6	Railway Rivals	4
Twin Earth (rs16/7)	4	Bourse III	4
Hegemonie of Europe	3	Grand Prix Spécial	4
Petroleum (em09/07)	3	Nomic	4
Quest-Runic Chip (qr01/08)	3	Collapsar	3
		Romeo & Julie	3
		Kleine-Egon-Spiele	3

1989 William Preston Award for the Variant of the Year.
(Based on 43 votes for the variants in the UK.)

1	Africa II	32
2	Downfall X (ts22/08)	20
3	Utter Ludicrous Dip	18
4=	Chaos II (rh06/34)	14
4=	Gunboat I (rb32/07)	14
6	World Domination (gp27/08)	11
7	Rather Silly Dip II (vj15/11)	10
8	Mercator XIV (gp28/17)	9
9=	Atlantica III (oa01/07)	8
9=	Woolworth II-D (cb19/05)	8
11	Stab II (rd12/07)	7
12=	Somewhat Demiurgic (rc02/07)	6
12=	Suvorov Dip (cb45/07)	6
14=	Abstraction II (cb30/07)	5
14=	Definitive Mercator (gp18/13)	5

1989 North American Variant Hobby Poll
(Based on 25 votes for the variants in the USA.)

Points were awarded from 1 for the worst to 10 for the best on a selection of 10 variants from each voter.

1	Downfall	53
2	Woolworth	51.5
3	Perestroika	50
4	Colonia	49
5	Gunboat	17.5

Continental Games Survey

by Jef Bryant.

This is a brand new feature of SoL which I hope will be of use and interest to every one who participates in the PBM hobby. I would appreciate your comments of this survey, whether you find it is useful, etc.

The following survey covers all the Classic Diplomacy, Diplomacy variants, and other PBM games being run or on the waiting lists in the last issue of all the continental magazines received by the editors.

There is a list for each category with the name of the games in alphabetical order and the magazines concerned. Finally there is a list of these magazines with the language, the editor's name and address.

1. Classic Diplomacy

Mach die Spuhl!, Vortigern, Vopaleic, Trahison!,
Triumvirate, Scipio Gallia, Diplomat, Dipsomania
Der Ludikus, Bohemian Rhapsody, Lepanto 4-Ever.

1a. Inter-regional Diplomacy (classic diplomacy depending
on where you live.)
Mach die Spuhl!

1b. Beginners Diplomacy (Classic Diplomacy for newcomers
to the postal game. The GM is more lenient with the
received orders and offers help where necessary.)
Dipsomania

2. Diplomacy Variants:

1492 : Mach die Spuhl!

1885 III-R : Lepanto 4-Ever

1939 II : Vortigern

ABERRATION III : Mach die Spuhl!

ABSTRACTION II : Lepanto 4-Ever

ASIAN DIP : Lepanto 4-Ever

BANZAI : Vopaleic

BLACK ANGELS Dip : Der Ludikus

CHANSON DE LA NUIT : Dipsomania

CHAOTENDIPPY : Der Ludikus

CLINE 6 : Lepanto 4-Ever, Dipsomania

DELUGE : Dipsomania

DIPPY RET : Mach die Spuhl!

DOWNFALL : Les Liaisons Dangereuses, Der Ludikus,
Europa 2000, Trahison!, Dipsomania

ECODIP : Trahison!

FANTASTICA : Mach die Spuhl!

LA FOI ET LA GLAIVE : Vortigern

GEOPHYSIQUE III : Dipsomania

GUERRES LOINTAINES : Trahison!

GUERRE TOTALE : Vopaliec

GUNBOAT I : Dipsomania, Lepanto 4-Ever

GUNBOAT II : Mach Die Spuhl!, Dipsomania, Lepanto 4-Ever

HEGEMONIE 1814 : Vopaliec, Vortigern

INFLUENCE MONDIALE : Vortigern, Trahison!

INVASIONS BARBARES : Vopaliec

INDE : Dipsomania

ISLAM : Triumvirat

KARUSSEL DIP : Der Ludikus

LEGION : Vopaliec

LiMa 5 : Mach die Spuhl!, Dipsomania

MACHIAVILLI : Trahison!, Der Ludikus

MEDITERRANEE : Triumvirat

MINIMALIST Dip : Lepanto 4-Ever

NUCLEODIP : Trahison!

DIPLO OFFENBACH-MOLTIERI : Mach Die Spuhl!, Scipio Gallia

PETROLEUM : Vortigern, Scipio Gallia, Dipsomania

RAID II : Vopaliec

RUEE SUR L'AFRIQUE : Mach die Spuhl!

SCRUTIIY & HONESTY : Der Ludikus

SISMIQUE : Vortigern, Triumvirat, Der Ludikus

STAB : Mach die Spuhl!

TERRE DU MILIEU : Trahison!

Le TERRORISTE INTERNATIONAL : Triumvirat

TODAY's DIPPY : Der Ludikus

TREACHERY : Der Ludikus

TWIN EARTH DIPLOMACY : Dipsomania

VIKING DIP II : Lepanto 4-Ever

WOOLWORTH II : Lepanto 4-Ever

WORLD DOMINATION II : Der Ludikus

WORLD DIPLOMACY 1750 : Der Ludikus

WUSTENDIPPY : Der Ludikus

3. Play by Mail Games.

BARBARIAN KINGDOM & EMPIRE : Diplomat

BOURSE III : Mach die Spuhl!, Dipsomania

BRITTANIA : Vortigern

CAPITAINE FRACASSE : Vopaliec, Mach die Spuhl!

LES COURSES : Triumvirat

CLUEDO : Vopaliec

DIPSOSCRABBLE : Dipsomania

DOUBLE-JEU : Mach die Spuhl!

EMPIRE DE CHINE : Triumvirat

EMPIRES DU MOYEN AGE : Vortigern

EMPIRES IN ARMS : Trahison!

EN GARDE! : Mach die Spuhl!, Bohemian Rhapsody,
Les Liaisons Dangereuses

FOOTBALL/UNITED : Mach die Spuhl!, Europa 2000,
Dipsomania, Bohemian Rhapsody

GOLDEN STRIDER : Europa 2000

LA GRANDE BOUCLE : Mach die Spuhl!, Triumvirat

INFLUENCE MONDIALE III : Trahison

KENDO : Europa 2000

METROPOLIS : Europa 2000

MURDER PARTY : Vopaliec

ORIGINS WWII : Mach die Spuhl!

RAILWAY RIVALS : Bohemian Rhapsody, Mach die Spuhl!

ROIS de PERDITION : Trahison!

SCHOKO & Co : Europa 2000

STELLAR CONQUEST : Trahison!

SUPER-G : Europa 2000

TENNIS : Europa 2000

TERREUR SUR L'ORGHIZ : Trahison!

UNITE DE L'EMPIRE : Vopaliec, Mach die Spuhl!

English:

'Bohemian Rhapsody', Malcolm Smith, Statsrad Ihlensvei
66b, N-2010 STROMMEN, Norway.

'Dipsomania', Jef Bryant, Rue Jean Pauly, 121, B-4340
ANS, Belgium.

'Lepanto 4-Ever', Per Westling, Rydsv 246 c:16, S-58251
LINKÖPING, Sweden

English and German (mixed):

'Diplomat', Thomas Franke, Rummelweg 5, D-2900 Oldenburg,
Germany.

'Europa 2000', J.Georg Broniarz-Frynas Bahnhofstr. 42,
D-4980 Bünde, Germany.

French:

'Dipsomanie', Jef Bryant, Rue Jean Pauly, 121, B-4340
ANS, Belgium.

'Mach die Spuhl!', Miguel Lambotte, Rue Wiertz 39/2,
B-4000 Liège, Belgium

'Scipionbus', Charles Arsenal, le Village, Cédex 36,
Bernir, F-38190 BRIGNOUD, France

'Trahison', Xavier Blanchot, 99 Bd Raspail, F-75006
PARIS, France

'Triumvirat', Laurent Tinture, 1 allée de l'Orangerie,
F-95600 EAUBONNE, France

'Vopaliec', Jean-François Mougard, chez Mme Chatellier,
38 Rue des Primevères, F-44100 Nantes, France

'Vortigern', Patrick Gueu, 20bis, Rue de Tannebourg,
F-94170 Le Perreux-sur-Marne, France.

German:

'LuDiKus', Freimut Broker, Zipserstr 54, D-6700
Ludwigshafen, West Germany

Spanish:

'Les Liaisons Dangereuses', Miguel Anton Rodriguez,
C/Cameliás 95, bajos 1a, E-08024 BARCELONA, Spain.

Variants Suppressed:

053	Bourse III	Don Miller, R. Walkerdine.	2	FE
153	Emhamia Bourse	Mike Mills	1	E
069	Falkland	John Ketchell	1	E
078	Forex	Ian Whitchurch	1	E
080	Troubleshooter III	Dermot Garvey	2	E

The games above have been removed from the catalogue, as it has been decided that they are not 'true dip variants'. These can now be found listed in the PBM games. The numbers that were associated with these have been suppressed and will not be reused again.

Modified and Re-Classified Variants:

120	Capitalist Dip	Dave Tant	1	E	us02/0n
081	Stock Dip	Craig Nye, S.Doubleday	1	E	us04/07
079	Superbourse	Richard Sharp	1	E	us03/0n
157	Vain Rats-Definitive	Mark Nelson *		E	rg09/07
200	Vain Star	Andy Bate	2	E	rg11/07

The games above have been re-classified into to newly created categories. 'rg' is for Special Powers, Characteristics and 'us' which is for Stock, Currency controls and influences

150	Pétroléum	Thierry Lucas	3	FE	em09/07
073	Stab I	Andy Evans	1	FE	rd10/07
117	Diplomatie Sismique	Pierre Lavaurs	4/1	FE	rr17/07
103	Scramble for Africa	David Watts	3	FE	dc01/08
037	Centenary	William Preston	4	E	hb08/07
161	A/F rules module	Fred C. Davis	3/1	FE	rb22/0n
101	Struggle for Hegemony	Lew Pulsipher	4	E	hc04/04-07

The games above have been modified, corrected or translated. The modification is indicated by the underlining.

New Additions:

220	1499:The Italian Wars	David McCrumb	1	E	????/05
263	1648:Thirty Years War	Gregg DeCesare	3	E	hb06/08
255	3-D'plomacy	Stephen Lee	4	E	rv14/14
247	Active Neutrals	Robert Sacks	1	E	rb01/07

The Belgian Variantothèque - August 1990

Name	Author	P	L	Catalog#
291 African Diplomacy	Phil Reynolds	2	E	??/06
226 Algorithmic Dip	Glenn Overby	1	E	??/07
236 Annoyance Dip	?	1	E	??/08
235 Balkan Wars III	C. Reinsel/F.C. Davis	3	E	pb06/07
280 Banzai	Pascal Dugros/Thierry Lucas	2	F	??/07
236 Basic Dip	L.A. Kendter	1	E	ub08/07
274 Bi-Plane Dip	Steven Carlberg	1	E	??/07
277 Bud-Bop Dip	Tom Swidre	1	E	rt09/06
269 C10	Jonathan Heaney	1	E	??/05
244 Catastrophes Naturelles	Claude Bourles	1	F	??/07
241 Combats pour l'Hégémonie	Patrick Dumont	3	F	??/07
288 Combats 1689-1815	Philippe Crepey	5	F	??/07
227 Continent II	R. Perkins/F.C. Davis	3	E	??/06
223 Coup in Canberra	Andrew England	2	E	??/05
216 Diadochi VI	Dick Vedder + Mark Nelson *	2	E	ac15/05
290 Diplo. Meteorologique	?	1	F	??/07
258 Dirigible Dip	Lew Pulsipher	1	E	rn17/07
260 Dune I	Teun Spaans	4	E	ff01/06
232 Erratic Dip	Rod Chamberlain	2/1	FE	rc03/07
283 Et Vous, Comment ça va? ?	?	3	F	??/07
239 Eurotunnel Dip	Andrew Poole	1	E	rb68/07
271 Foe-Nazi	Randolph Bart	1	E	rm04/08
254 La Foi et Le Glaive	Jean-Yves Priou	4	F	??/06
217 Guerre Totale	Thierry Lucas	2	F	??/11
240 Guerres Lointains	?	6	F	??/07
233 Hardbop Downfall	James & Mark Nelson *	7	E	ts27/07
256 Heptaspherical Dip	J. Dodds & A. Walker	1	E	uu12/07
253 Hyboria II	Warner Airey	2	E	fh07/07
249 Imperial Diplomacy	P. Calcraft & A. Poole	2	E	rm50/07
252 Inside-Out Dip	Bruce Linsey	1	FE	vb0407
285 Island	Thierry Cattin	1	F	??/08
225 Lebanon II	Lachlan Olive/Andrew England	2	E	??/07
251 Lebensraum III	Allan McGregor	4	E	??/07
237 Légion	Florent Montauban	2	F	??/07
268 LIPDIP	Michael Norrish	4	E	??/07
250 London Nights	Andy Mansfield	3	E	pe17/07
279 Manicheion	Claude Bourles	2	F	??/07
286 Mata à Ri	?	1	F	??/07
242 Méditerranée	Max Féron	6	F	??/10
221 Mercenary I	Colin Bennett	1	E	rs10/05
215 Middle Earth IX	Mark Nelson *	4	FE	ta06/05
215 Middle Earth X	Mark Nelson *	-	FE	ta07/05
276 Minimalist Dip	Phil Reynolds	1	E	vb07/07
259 The Narnian Wars	Brian Hogan	5	E	f101/08
246 Naval Diplomacy	Konrad Baumeister	2	E	rv10/07
222 Nuclear Destruction	Mark Nelson *	1	E	??/07
287 Nucléodip	Jean-Yves Cornu	5	F	??/10
284 ONU	?	1	F	??/07
270 Plague Dip	Jonathan Heaney	1	E	??/05
248 Plutonomy	Tom Swider	3	E	re09/07
275 Purest Dip	Roland Prévot	1	E	ug08/07
228 Questionnable Character Dip	L.A. Kendter	1	E	rg13/07
245 Raids	Florent Montauban	4	F	??/07

The Belgian Variantothèque - August 1990

Name	Author	P	L	Catalog#
221 Random Dip	Colin Bennett	-	E	rs11/07
282 Razzia	F. Budai	3	F	??/07
243 Revolution	?	1	F	??/08
273 Scavenger Hunt Dip	Mark Lew	1	E	rs34/07
278 Seeing is Believing	Eric Brosius	1	E	rd21/07
219 Silent Seven Dip	Bruce McIntyre	3	E	??/07
218 Simple Dip Variants	L. Pulsipher	3	E	rp01/0n
229 Sorcerous Dip	Glenn Miles	2	E	rb57/07
234 Sue for Peace Dip	Andrew England	1	E	??/07
289 Supermegadip	?	13	F	??/21
267 Thirty Years War	Paul Neuman	8	E	hb01/15
262 Thirty Years War II	Lew Pulsipher	3	E	hb07/08
281 Triolet (Module)	P. Gostelli	1	F	??/07
257 Tunnels and Trogs	Eric Willis	2	E	rn28/0n
238 Vox Populi	Max Féron	1	F	??/07
231 War of the Great Jewels	L. Pulsipher/John Cain	2	E	??/08
264 Westphalia VI	Howard Mahler	2	E	hb02/08
265 Westphalia VII	Howard Mahler	1	E	hb03/08
266 Westphalia VIII	Howard Mahler	2	E	hb04/08
224 Winter 1900	John Norris	2	E	rs35/07
230 Wizard's Dip	Ian Whitchurch	1	E	rb56/07
272 World War II	Chris Edwards	5	E	qh12/06

Play by Mail Games in the Belgian Variantohèque.

August 1990

Name:	Author:	P	L
Corrections:			
Bourse III	Don Miller, R. Walkerdine.	2	FE
Emhamia Bourse	Mike Mills	1	E
Falkland	John Ketchell	1	E
Forex	Ian Whitchurch	1	E
Troubleshooter III	Dermot Garvey	2	E

The games above were wrongly classified in the variants list.

Acquire Postal	G.A. Brugger	3	F
----------------	--------------	---	---

New:

Dipsoscrabble	M-A. Gillet, B. Frew	2	FE
L'Empire de Chine	?	12	F
Europaia 2100	?	6	F
Scrabble	published by Spears Games	4	FE
Trivial Pursuit	Roland Prévot	2	F
Capitaine Fracasse	Thierry Lucas	4	F
Imperator	John Norris	4	E
United	Alan Parr	5	E
Metropolis	J. Durand	4	E
Schoko & Co	?	3	E
Similation Boursière	George Lebigot	1	F
Tennis	?	1	E
The Golden Strider	?	1	E

The Last Word.

by Jef Bryant.

PBM games.

The Belgian Variantothèque (LVB) is in a state of continual evolvement. This is a good thing as it implies it is living, growing and developing.

I never imagined when I contacted Miguel, in March? 1989, about combining our efforts, that today the LVB and the birth of the Spice of Life (SoL) would have developed this far, and in such a short time.

The aspect of this job which has surprised me are the Play by Mail (PBM) games that are not variants of Diplomacy. In the Anglophone hobby, as a whole, the major interest of the zines is Diplomacy. Some zines run just Diplomacy and nothing else! Several of them run variants as well and in my opinion there seems to be an increasing trend in the UK for zines to run other PBM games such as Railway Rivals, Scrabble, etc. Although my personal preference is for variants, I welcome this trend and believe it is beneficial to the Diplomacy hobby. This situation has been established in the francophone region, and perhaps most of the continent for some time. This explains the availability of 'non-variant' PBM games in the LVB.

This is also reflected by relatively new zines which are being published which contain everything but Diplomacy or its variants. This is why I organised the Variant Poll to include PBM games as well. Only time will tell, but I have the impression that the reverse trend is beginning; i.e. the Diplomacy variant is becoming more popular in the francophone region, probably because the majority of the editors are publishing more of them and encouraging their readers to participate.

The advantage of running a mixed 'Diplomacy-Variant-other games', zine is rather evident: a wider spectrum and consequently larger number of subscribers, some of whom will be participating in one or both types of games. Additionally there is always the potential for players of one group to discover and participate in the other. It should also provide the opportunity for the fairer sex to participate as unfortunately there is a general tendency for them to shun Diplomacy and variants in preference to the Scrabble type games. The important point is that there is an opportunity for all the subscribers of the magazine to communicate with each other.

As you will know from this issue and SoL-1 there is

a healthy list of PBM games in the LVB which is distributed in the same manner as the variants. There is one problem. They need to be classified. For example, there are many different versions of United, Soccerboss or Football as it is known on the continent. This problem applies to all the PBM games. A general classification is needed with individual classes sub-divided further so that players and GM's know which set of rules they are using.

This idea is not new as Kremlin, Civilisation and Brittania have been classified by Robert Sacks in the USA, who has grouped these PBM games together in an alternative classification system for the Diplomacy variants.

What I am suggesting is that a system be used for all the non-Diplomacy variant, PBM games. A classification would also give some idea of what type of game it is. The individual classification of 'PBM variants' of all the classes would be too great a task for one person, certainly if he doesn't have all the modified versions and maybe better handled by interested parties; for example Alan Parr, the inventor of United, whom I believe already has a large collection of the different versions of his game over the years and would be an obvious choice for organising this class. If this idea is put into practice, it would provide an ideal opportunity for the LVB to collect these PBM games it does not yet possess. So, if your interested in this project, in any way, write to me. Although my spare time is VERY limited, I am willing to act as general coordinator and initiator to help in this mammoth project.

=====
This has been The Spice of Life - 2, a Jim Crint Enterprises production (Belgium) (#27) published by Miguel Lambotte and Jef Bryant in Octobre 1990. The editorial address for enquiries in French is Miguel Lambotte, Rue Wiertz, 39/2, B-4000 LIEGE, Belgium and in English is Jef Bryant, Rue Jean Pauly, 121, B-4430 ANS, Belgium. All items in these pages are (c) by M. Lambotte and G.A. Bryant with all texts reverting to the originator on publication.

=====
D/1990/G.A. Bryant/M. Lambotte, éditeurs.