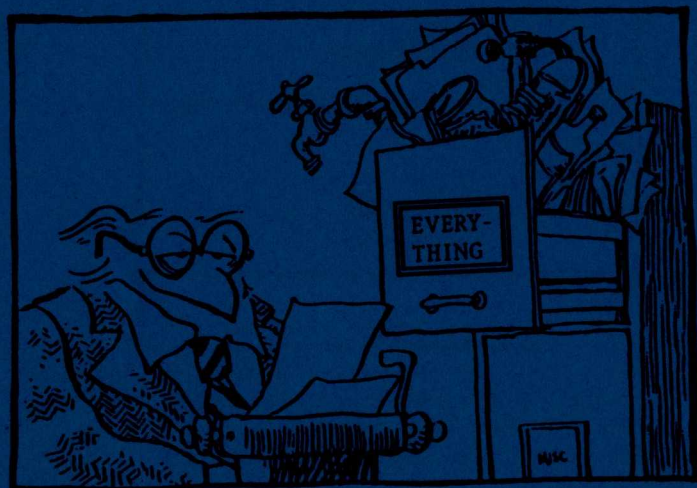


The Spice of Life - 4



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Note to all Editors:

Would it be possible to give SoL-4 a plug.

Thanks.

NB:	Price of SoL 1-3	£0.75
	Price of SoL 4	£1.00

This has been *The Spice of Life - 4*, a Jim Crint Enterprises production (Belgium) (#54) published by Miguel Lambotte and Jef Bryant in January 1993. The editorial address for enquiries in French is Miguel Lambotte, Rue de la Bascule, 8, B-4458 FEXHE-SLINS, Belgium and in English is Jef Bryant, Rue Jean Pauly 121, B-4430 ANS, Belgium. All items in these pages are © by M. Lambotte and G.A. Bryant with all texts reverting to the originator on publication.

Editorial

by Miguel LAMBOTTE

Damn! We just missed out as this 4th edition didn't appear in 1992 as we wanted, still the *Spice of Life* is still a periodical (annual...). I hope that you won't be too dissapointed.

The initial objective - two or three times a year - was in fact very unrealistic; it is clear that because of the other activities of the editors this goal was excessive. On the other hand we prefer to publish consistently once a year rather than two or three thin efforts on an irregular basis. The collation, organisation and redistribution of the variants is a very arduous task to accomplish and leaves little time to produce regularly.

Nevertheless, you will find the usual features in this issue, the update of the Belgian Variantothèque (During this year we will assemble all the variants dispersed in the four *SoL*'s to produce a single document); a complete variant, the *Sacred Rhinoceros*, of which we have published the "definitive" version; reviews of all the variants starting with the letter "A" or a number (altogether, we're approaching about a hundred variants which have been reviewed, about a quarter of the total, the road to the end of the alphabet is a long one but the principle is to start); a review of the variants and PBM games being played in Europe.

In short, the variant followers should find a few minutes worth of reading in *SoL* N° 4 and above all a research tool useful for editors, designers and for the players themselves.

Variant Reviews.

by Miguel Lambotte and Jef Bryant.

N° LVB. Name of variant by the author. N° catalogue.

196 1000 AD III by Jon Lovibond mb03/07

Map of Europe in the year 1000: The Bretons, Franks, Moors, Byzantines, Vikings, Magyars and the Dregovite (in the Baltic region) battle it out for supremacy.

051 1492 by Edwin Godfrey ue01/04

Four countries (France, England, Spain and Portugal) leave Europe to conquer lands created by the GM according to his imagination. The players only know the universe that they discover by themselves; the rest being revealed later. The discovered centres can be hostile and/or contain treasure.

180 1499 by James Nelson pw04/08

Based on Machiavelli and Diplomacy and played on the map of Italy, this variant has three movement seasons per year, the last also being a build season. The basis of the game is income which is derived according to the province. This allows the building of armies, fleets, garrisons and artillery trains. The orders also allow the possibility of sieges and to destroy or build towns, which can be affected by famines and plague.

220 1499 The Italian Wars by Dave McCrumb pw05/05

France, Spain, Naples, Venice and the Pope battle it out on the map of Italy using the classic rules of Diplomacy.

263 1648: The Thirty Years War by Gregg DeCesare hb06/08

Spain, France, England, Austria, Sweden, Poland, Russia and the Ottoman Empire battle it out in Europe. Classic rules with a few additional units: mercenary units, fleets changeable into armies,...

? 1801 by Allan Calhamer rf01/05 (from 1971 rules)

Classic game with Italy and Germany in civil disorder. The German and Italian units act like Lebling units.

? 1870 by by Allan Calhamer rf02/06 (from 1971 rules)

Classic game with Italy in civil disorder. The Italian units act like Lebling units.

015 1885 IIIR by Fred C. Davis Jr hp03/09

The seven classic powers plus Sweden and Spain meet on a modified map of Europe with North Africa and the Middle East. One can pass from one side of the map to the other.

128 1914 par Lewis Pulsipher rv17/05

The five powers having started World War I battle it out on the Classic map. There are capitals, supply centre points which control the construction of units (armies, fleets, bombs) and attacks, supply lines and railways. There are special rules for the minor powers.

171 1914 (ACM) by Gordon McDonald rx18/02

Two players: one controls the Alliance powers and the other the Axis powers (Austria, Germany, Turkey). Italy is neutral till 1915. USA enters into the conflict in 1917.

159 1938 III by David Struckman qh09/09

Six classic powers, without Austria but with Poland, Spain and North Africa.

143 1939 by Lewis Pulsipher qh04/05

Five powers (France, Germany, England, Italy, Russia) start the game at the start of World War II.

214 1939 II par Lewis Pulsipher qh05/05

Five powers (France, Germany, England, Italy, Russia) start the game at the start of World War II. Each centre brings in supply points which allow building of units (armies, fleets, bombers and tanks). The powers can invest their points into research of atomic warfare.

301 1953 Diplomacy by Alan Calhamer ??/07

This is the very first map of the classic game designed in 1953.

041 1958 Original Diplomacy by Alan Calhamer cb05/07

First version of the classic game, capitals are allowed two armies and naval bases allowed a fleets. Armies are not convoyed but transported on fleets. The map is a little different to the final version: Germany has its centres grouped more to the North (Köln rather than Munich), Tunis is not a centre but Switzerland and Albania are; Turkey has all its centres on the coast of the Black Sea,...

338 1991 Diplomacy by Roland Isaksson ??/0

Seven powers: USSR, Germany, EFTA (European Free Trade Association) North and South, the EEC South and North, and Comecon. There are no fleets.

126 Aberration I by Fred C. Davis Jr cb28/07

Four units for the seven classic powers; a fleet can move two spaces per turn. Uses the army/fleet module.

126 Aberration II by Fred C. Davis Jr cb29/07

The victory conditions of 23 units to win is the only difference from Aberration I.

061 Aberration III by Fred C. Davis Jr ca01/09

This variant centres on the historical "losers": Burgundy, Byzantium, Spain, Hungary, Ireland, Israel, Poland, Sicily and the Ukraine which according to the designer could've become "Great" powers if... This takes place on an enlarged Europe with special maritime spaces allowing the circumnavigation of Africa.

089 Aberration IV by Rod Walker cc01/09

The seven powers of the classic game plus Sweden and Spain. Uses the Spring raid (centres occupied in Spring are counted) change the guard (exchange permitted for two adjacent units), Aberration type convoy, unites have a combat factor which can change and armoured units with a superior combat strength.

090 Aberration V by Rod Walker ??/09

Just about the same as Aberration IV.

162 Abstraction by Fred C. Davis Jr cb34/07

A modified map with each power having four centres and Russia with five. The game starts in 1914 and the army/fleet module is used. Each turn represents a month although adjustments are made every second turn. The game finishes in December 1918.

092 Abstraction II by Fred C. Davis Jr cb30/07

Identical to Abstraction I but with a modified army/fleet module.

129 The Eagle and the Tiger by Michel Liesnard ??/06

Variant based on the book by Jean D'Ormesson with an imaginary map. Units can change from a fleet into an army and vice versa. One of the two starting units can be made into a fox which stops it being dislodged as from the custom of stopping combat if a fox crossed the battlefield.

121 Air Diplomacy II by Martin Janta-Polczynski rn08/07

Classic game with additional air units. They can support, move or bombard.

050 Air War 1917 by Steve Doubleday ??/07

The game starts in 1917. As well as armies and fleets there are bombers and fighters which do not need centres to be maintained. A bomber can destroy a unit on the ground and the fighter is able to stop a bomber.

226 Algorithmic Diplomacy by Glenn Overby ??/07

The players do not know of each other. They must submit their orders for the whole game, before it starts, on one piece of paper 8,5" by 11"!

125 Ambiguity II by Martin Janta-Polczynski rb47/07

Each season the players write their orders according to the nature of orders of another player. These orders can be "conditional". The condition being that the order of the other player belongs to the same

family of orders, a family being a series of orders in which a province is mentioned in all orders in the same way.

130 America Latina 1821 by Philippe Janssens ??/06
South America at the time of the Liberator: Greater Colombia, Argentina, Peru, Brazil, Chile and England must control 20 centres, or 16 specified ones.

131 Americana 1860 by Tim Tilson, with the permission of Rod Walker nu02/05

Five confederations confront each other on a map of the USA in 1861. The Mississippi is passable and allows fleets to navigate to St. Louis and The Missouri.

148 Anarchy VI by Jeremy Tullett rh10/07-34

This can have up to 34 players each starting with one centre or less players with more than one. The neutral centres have a garrison unit.

055 Ancient Hebrew Kingdom Diplomacy by John Biehl ap01/04

A variant which takes place in Palestine 2000 BC.

236 Annoyance Diplomacy by ? ??/0

An eight player tries to annoy the other players: a unit appears each season, before retreats and do not need to be maintained. These units cannot be supported by the other players. The eighth player wins if he gets 18 units.

049 Antithesis by Steve Doubleday rs41/07

There are two universes! Late in the 20th century the existence of a mirror universe was proven through the study of quasars. Later, the peculiar relationships between the two universes was established by a select band of sentoids who became Quasinauts.. many of these brave souls died before some of came back... which was ironic because the theory and physics of displacement showed that it was possible to, under extreme pressure, force into the other universe unharmed!..

189 Apocalypse 1900 by David Russell rm52/07

Each supply centre earns 4 supply points per year. One can build armies, fleets, silos and missiles with the income.

046 Apposition by Paul Willey sg08/05

The map represents outer space. The units move on planets (equivalent to terrestrial spaces in the classic game) and in space (equivalent to maritime spaces). A game turn isn't a fixed period but is when the planets are in conjunction. This conjunction changes every two turns for the four players who represent Earth, Mars, Venus and Mercury. These planetary zones move in the galaxy in a predetermined way. There are two types of unit with different strengths. There is a fifth player, the Xenophobe who tries to invade the Solar system. He doesn't know the identity of the others and must communicate via the press.

339 Arab Diplomacy by Roland Isaksson ??/08
Conflict in the Middle East. Some provinces have special characteristics; e.g. optional rules for airborne troops.

045 Archipelago II by M. Drupear uu18/06
The map is a group of imaginary islands, with additional units: hovercraft, rangers, double units, special units, mines, fortresses,...

144 Ark Royal Diplomacy by Rowland Charles Goodman qh10/09
Three extra units: aircraft carriers, stukas and submarines which all have special attack capacities.

187 Lebling (or Armed Neutrals) by Dave Lebling rb11/07
Each neutral supply centre is occupied by an army in civil disorder. Several options are possible where the unit may disappear after a certain number of moves or after resisting a number of failed attacks.

331 Armistice Diplomacy by Per Westling ??/07
A power can surrender: it leaves the game and its centres become impassable. If these centres are taken they are deducted from the total of the player concerned.

161 Army/Fleet (module) by Fred C. Davis, Jr. rb22
A rule which replaces the convoy in several variants: the principle is simple: a fleet embarks an army and transports where the player wants in a time limit of three seasons.

011 Atlantica III by Fred C. Davis, Jr. ca01/07
The Atlantic is situated in the middle of the map. A lost world, Atlantis, is situated somewhere in the ocean. It's possible to go round the world.

295 Atlantica IV by Fred C. Davis Jr. oa05/08
Revision dated 1990. Uses the army/fleet module.

316 Atomic by Andy Bate ??/07
Classic rules with nuclear missiles.

040 Autarchy Diplomacy by Stephen Jilks rx19/02
Two players who at the beginning control nothing as all the centres are empty. At the start the players provide a list of 17 centres which they would like to own. The GM organises the start using this preference list. The players only know which centres they own after Spring 1901. Includes other rules such as famine, hyperspace,...

085 Cabinet Diplomacy by Steve Doubleday rm64/21
Each country's played by three players who are head of state, Field Marshall and admiral. The Head of State builds units; the Marshal orders armies and the Admiral orders fleets, with inevitable complications.

158 Chained Lightning by Steve Doubleday rb50/07

Besides the 4 normal unit orders available there are four further orders, one of which can be made when a unit is not ordered to move (i.e. when it is standing, convoying or supporting). The four supplementary orders are all related to electricity and grounding out...LS Lightning Strike; CL Chained Lightning; EO Earth Out; LE Link Earth.

088 Dark Tower Mk. IV by Steve Doubleday ts25/07-11

The game includes rules connected with Sauron's Gaze; the Nazgul; Leader units; the Palantiri; the Ring; Gandalf's transformation; the redemption of the men of Erech and quite a bit more. The map is an original design by both the variant designer and Jim Robertson.

166 Definitive Mercator by Doug Wakefield gp18/13

This is similar to Abstraction extended to cover the whole world, with over 100 supply centres on the board. There are at least 14 versions of Mercator, including optional rules for such things as aircraft, submarines and air transport, used according to individual taste. The game also uses the A/F module and has individual 'time scales' (TS) for different kinds of unit. This means that some moves are adjudicated before others e.g. armies land from fleets before any normal land movement.

135 Diplomatie Mondiale I by Guy Humbert gf31/07

This is a game for 7 players on a world map with the possibility to move around the globe in an East-West, or vice versa, direction. The seven powers, USA, South Africa, China, Russia, Africa, West Europe and Central Europe start with 3 units each. The winner must take 18 centres. The Arctic is a sea province which is passable only in Spring. If a unit spends more than 2 seasons frozen in this province it is annihilated. The Antarctic is a terrestrial province which is passable only in Autumn with the same consequences as the Arctic. The Spring raid is valid, centres captured in Spring and Autumn are attributed.

370 Diplomatie Mondiale II by Guy Humbert gp37/07

Identical to DM 1 except that the map and the starting units have been modified. The seven powers have also been slightly modified and are now USA, South Africa, China, Russia, Africa, West Europe and the Middle East starting with 3 units each.

017 Dynastic Dip IV by Steve Doubleday rm57/07

The rules can be used with any normal Diplomacy variant and consist of the ability of powers marrying other powers within their Royal families. The rules add an extra dimension to the normal game in that they provide an opportunity to create stable alliances, block up areas of the board and also for countries up against the ropes to get together with the similarly afflicted to put pressure on leading powers.

202 Ecodip by François Budaï. ge08/10

Apart from the normal dip game there is also an economic game which is similar to a bourse game. Only the players can participate in the economic part. The goal is to take 25 supply centres within 12 years of play, if not, the winner is decided by the economic criterion. On the map there are 224 spaces of which 56 are maritime spaces and 168 terrestrial provinces. There are 79 Supply centres, with 89 agricultural provinces, 32 provinces which produce raw materials which give 1 MP (material points) each Autumn. There are 16 provinces which contain a factory which will produce 1 BT (technical credit) when 2 MP have been invested. There are 11 provinces which are gold mines which produce 100 kg each Autumn. Players can buy MN (nuclear missiles) and AMN (anti-missiles) which can be fired with the obvious consequences. A province hit by a MN is out of action for that season plus the next 4 seasons. Any speciality in the province, factory, supply centre, etc. is destroyed definitively. Apart from being maintained by a supply centre, armies and fleets must also be maintained by TB's (food tickets). These can be bought with gold (25kg) as well as the other points - 1 BT=150kg, 1 AMN=150kg, 1 MP=50kg. The MN (nuclear missiles) are sold to the highest bidder, which is kept secret.

012 Excalibur by Kenneth Clark pe02/07

This is the classic historic variant, based on the invasions of the British Isles by Germanic tribes in the 5th century AD. They start with Off-board supply centres which are gradually lost and so seek to invade and colonise, whilst the Picts and Britons seek to keep out both the Scots and the Germanic tribes.

176 Five Dynasties Dip by Steve Doubleday ec03/09

An intimate Diplomacy style variant based on a map of China which has never been played.

096 Fleet Rome by Richard Sharp rb41/07

This is one the simplest and shortest of variants. The only difference between this and the classic game is that Italy starts off with a fleet in Rome instead of an army. This is to give greater flexibility in moving off into the Mediterranean.

030 Gesta Danorum I by John Leeder pe04/04-08

This is based on the Viking invasions of the 9th century. Here too the raiders lose off-board centres and so seek to invade and colonise. However, Gesta Danorum improves on Excalibur by having the added dimension of conflict between the greater number of 'established' players (of which there are six), as well as them seeking out the invaders.

009 Intimate Dip Ia by Baird, Doubleday, Wyatt and Hawe rx03/02

This a version of the classic game for 2 players, each one being allocated one of the seven great powers on the board. The two players receive a certain number of 'credits' depending on the country they are playing, and every Autumn they use these to bid for the services of the

five other powers as 'mercenaries'. The first player to put one of his own units onto a home supply centre of his opponent is the winner.

025 Multiplicity by Richard Walkerdine rm05/07

This variant allows units to merge and form double or treble units armies or fleets, etc.

287 Nucleodip by Jean-Yves Cornu ge10/10

This is also a variant of Ecodip (ge08/10) and uses a similar but slightly modified map. There are 10 players who goal is to win the game by obtaining 60 victory points (VP), or whoever has the highest after Autumn 2017. Victory points are added for capturing any province and are deducted for original provinces atomised. Production of missiles is also awarded with VPs. In this variant which starts in Spring 2001 there are provinces which produce uranium, plutonium and radium bars each Spring. Nukes (MN) can be bought and sold secretly amongst the players. The nationality of fired MNs is published as well as an MN destroyed by a foreign unit entering into that province. When a player has obtained the three necessary metals mentioned above either by commerce or direct production he can construct a MN or an anti-nuclear missile (AMN). He cannot fire it but can sell it to another player (who can use it) or simply keep it.

369 Night and Fog by Philippe Crepey rd26/07

Uses the classic map. The game is played partially postally in a magazine and by flyer. Each player receives a partial game report which includes:

1. The movements of his own units.
2. The movements any other units on his national territory and adjacent province to his country.
3. The movements of any other units in any province adjacent to his own units as well as those which are adjacent at the end of a movement period.

A player may also order that all the information he possess at the end of a turn be also transmitted to a, or several other, players. This order has to written each turn. Additionally, each player may ask for full information concerning any two provinces on the map; i.e. who is occupying it now, who has left, was it a stand-off, etc. This additional information is a simulation for a spy. All of the above is sent by flyer to the individual players. In order to simulate the delay of information coming from the front a full game report giving ALL the information is published in the magazine two seasons later; i.e. whilst the players are writing their orders for Spring 1903 the game report in the zine will show Spring 1902. The Winter 1900 module is used, i.e. initial type of unit is chosen by each player in his home supply centres.

021 Range War by Colin Bruce ns06/08

Also known as the 'Wild and Woolly' variant! 21 of the 36 supply centres are not shown on the map and may move around because they are herds of cattle! Each player represents a powerful ranch. Gangs of ranch hands or outlaws, are moved around the board with the aim of

capturing the herds of cattle and other fixed centres owned by the players, whilst seeking to protect one's own.

073 Stab I by Andy Evans rd10/07

Stab uses the same map and rules as classic Diplomacy with the exception that only the details of units actually involved in conflicts are published. The whereabouts of other units remains unknown until such time as they enter into conflict. It is a form of hidden-movement Diplomacy.

289 SuperMegaEcoDip by ? ge09/21

This is a variant of Ecodip for 21 players on a map with 210 terrestrial and 73 maritime provinces with 126 supply centres. Apart from the special provinces and units mentioned in Ecodip there are also uranium mines (UR) and petrol wells (PE). There are two types of nuclear missiles the strategic missiles (MS) which has the same effect as a classic nuke and tactical missiles (MT) which only destroy a particular element of a province and impede movement during 1 turn. There is the same economic game as in Ecodip. The winner is the player who has captured 15% of the remaining supply centres. In case of an equality the player who possessed the most centres on the preceding turn and so on decides.

The Best Variant & PBM game in 1991/92

by Jef Bryant.

This poll was organised to find the Diplomacy variant and Play by mail (PBM) game which has brought the most pleasure to the Continental hobby in 1991/92. I would like to express my thanks to the European editors who published this poll.

Again, the response wasn't very good as you can see below and I am wondering if it is worth the effort to continue!

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 votes can be seen in the two tables 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 third table.

Votes for the Best Variant (10 votes)

	1° Variant	2° Variant	3° Variant
FRANCOPHONE			
Miguel Lambotte	Cline 9-Man	LiMa 5	-
Pascal Boulerie	La Foi et le Glaive	-	-
Dany Haas	Débilité	Twin Earth	LiMa 5
Christian Rode	LiMa 5	-	-
Pat. Lafontaine	1492	Twin Earth	LiMa 5
GERMANOPHONE			
Lukas Kautzsch	Gilgamesch	Capitalist Dip	Capitalist Woolworth
ANGLOPHONE			
Jef Bryant	Song of the Night	America Latina	1492
SCANDINAVIAN			
Per Westling	Napoleon Dip	Space Dip	-
Dan Hörning	Chaos	Gunboat II	The Day After
Roland Isaksson	Arab Dip	The Day After	Gunboat II

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Two players voted for "Les Diadoques" as second variant (Boulerie and Westling). These have not been counted as I do not consider this to be a variant of Diplomacy. Of course I would appreciate a copy of the rules in order to verify my ruling.

Votes for the best Play by Mail game (9 votes)

	1° PBM	2° PBM	3° PBM
FRANCOPHONE			
Pascal Boulerie	Terreur s. l'Orghuz	Imper. Romanum	Constantin à Charl.
Dany Haas	Railway Rivals	Holocaust	En Garde!
Christian Roxde	En Garde!	-	-
Pat. Lafontaine	En Garde!	-	-
GERMANOPHONE			
Lukas Kautzsch	United	Melody	Poesimeister
ANGLOPHONE			
Jef Bryant	Dipsoscrabble	Bourse III	-
SCANDINAVIAN			
Per Westling	United	Poesimeister	En Garde!
Dan Hörning	Keys of Medokh	Underworld at War	DSNK
Roland Isaksson	Keys of Medokh	Svartfolk	DSNK

It is evident that this continental poll has received an insufficient number of votes to make any reasonable interpretation of the results, however below is the list of the variants and PBM which have received more than 3 votes:

Results: Best Variant and PBM of 1991/92 in Europe.

Variant		PBM	
LiMa 5	7	En Garde!	8
1492	4	United	6
Twin Earth	4	Keys of Medokh	6

Sacred Rhinoceros IV

by M. Liesnard, F. Bido, P. Feyers, M. Lambotte and G.A. Bryant.

Introduction (by Michel LIESNARD)

This variant was inspired by press communications written by Michel Féron, Michel Liesnard and Jean-Paul Macedoni for a postal game in the zine *Moeshoeshoe*, February to June 1971.

This press created several African imaginary states, each one being the ally of a great European power, whose antagonistic attitudes caused them to join the war.

Without a doubt, this game was the very first to be played postally outside of the English speaking world. It was also the most amusing for the players, resulting from the exaggeration of this pseudo-Africa. The readers of *Moeshoeshoe* at that time still remember with tears of joy in their eyes the misfortunes of the Sacred Rhinoceros of Baluba, the bragging of the Mwami of Pondoland and the escapades of the Sultan of Zanzibar ...

It is, in a way, in homage to these times that I created "Sacred Rhinoceros" in January 1977. I hope that you obtain as much pleasure in playing this variant as I did to invent it.

1. All the rules of Diplomacy (1971 edition) are followed with the exceptions mentioned below.
2. The variant is played on two maps called *Map 1* and *Map 2* the first being the map from the classic game and the second being central and southern Africa.
3. The areas used on Map 2 are divided into 7, more or less, imaginary countries:
 - The Louba Empire
 - The Masaï Empire;
 - The Rotse Empire ;
 - The Monomotapa;

- The Sultan of Zanzibar;
- The Boer Confederacy
(Natal, Nieuwe Republiek, Transvaal, Stellaland);
- The catholic Bantus of the South (ABCES) :
(Lesotho, Pondoland, Tembuland, Transkei).

4. Before the start of the game the GM assigns one of the seven powers from Map 2 to each of the players on Map 1. The results of this selection, made by lot or by preference lists remains secret until the end of the first year of play (1901), when each player is informed only of the country which has been assigned to him. At this stage we assume that a secret mutual assistance treaty exists between each great European power and his African power.

5. By virtue of these treaties, each African power sends an army into Europe having the value of a double army (2A). By the power of the Great Spirit of the Forests and the Veldts these 2As arrive on Map 1 immediately after the 1901 Winter adjustments.

6. These 2As appear on the map in any unoccupied terrestrial province which isn't a supply centre. The players send in preference lists for this appearance in order to avoid several 2As being placed in the same province and being consequently annihilated. If the placement of a 2A cannot be resolved by using the preference lists the GM will choose the destination provinces of the blocked 2As in a random manner.

7. If there aren't seven unoccupied provinces for the appearance of the 2As at the end of 1901, the following islands will become terrestrial passable provinces. The 2As, chosen in a random way, will be placed on: Sicily, Ireland, Crete, Sardinia, Iceland and Corsica (used in this order).

8. The appearance of the 2As on Map 1 will be followed immediately by the publication of the alliances between the European and African powers.

9. From Spring 1902, the 2As on map 1 act as if they belonged to the nationality of the European ally. They may be

convoyed as if they were a single army as their double value isn't due to their capacity but to the talents of the witch doctors which accompany them. If dislodged and cannot make a valid retreat a 2A is annihilated. Any supply centres captured by the 2As count for the European ally.

10. If a 2A is attacked (even by a single army) its support is cut.

11. The 2A is not maintained by a supply centre but by the existence and integrity of a National Religious Symbol (SRN).

12. Each of the seven countries of Map 2 possesses 1 SRN; these are:

- The Louba Empire :The Sacred Rhinoceros (RS)
- The Masai Empire :The Vigorous Elephant (EV)
- The Rotse Empire :The Indefatigable Hippopotamus (HI)
- The Monomotapa :The Crafty Baboon (BA)
- The Sultan of Zanzibar :The Harem (Ha)
- The Boer Confederacy :The Pastor (Pa)
- The catholic Bantus of
the South (ABCIS) :The Jesuit (Je)

13. At the beginning of the game each African country has two armies and a SRN. An army is placed in any of the four provinces and the remaining army plus the SRN in one of the remaining three provinces.

14. The African armies on map 2 act in all ways as the armies in the classic game.

15. The SRNs have no combat value. They must always be accompanied by an army otherwise they are immediately annihilated.

16. Each time a player gives an order to move his SRN (integral or not, see below) and its accompanying army and the movement succeeds the player can :

a) Either, divide the province he has left in two as long as the province is unoccupied after the successful movement. This division, decided by the player must be such that the

zones of contact with the other provinces of the map remain visible and do not lead to any confusion. This division remains in effect till the end of the game. A player can divide a province in two which has already been divided in two previously. One of the two newly created provinces as a result of a division keeps its original name and the other will receive a new name chosen by the player or by the GM.

b) or, create a Pygmy unit in one of his original four provinces on map 2 providing that the province is unoccupied at that moment. As everyone knows pygmies are very small and do not take much space so that two pygmy units of the same nationality may occupy the same province. The strength of a pygmy unit is equal to half of a normal unit and it is necessary for two attacks by pygmy units to cut the support of a normal unit. Pygmy units move as per normal units and can only support another pygmy unit of the same nationality if this unit attempts to move into the same province.

c) or leave a trap in the province it is leaving providing the province remains unoccupied after the successful move. The traps are nominated for a specific enemy SRN. A player may create an anti-harem trap or an anti-vigorous elephant trap; etc. Traps cannot move and can only work once before being removed from the board. When a SRN enters such a province containing a trap designed for it the SRN is blocked for one movement season. A blocked SRN can be supported in place but cannot move. The location of traps is kept secret until they are sprung, whereas the creation of pygmy units or the division of a province is immediately made known to all the players.

17. A blocked SRN forced to retreat by a superior force is annihilated.

18. The options 16 a), b) et c) are mutually exclusive. A player does not necessarily have to use one of these options if he so desires. Orders for division, creation of pygmy units or traps can be made conditionally on the movement orders and take effect before retreats and any constructions.

19. From 1902, any SRN forced to make a retreat *will lose its integrity*, and lasts for the rest of the game. If this occurs one can say that:

- The Sacred Rhinoceros has its horn painted red;
- The Vigourous Elephant catches its feet in its trunk;
- The Indefatigable Hippopotamus develops a bloated stomach;
- The Crafty Baboon gets the mange;
- The Ladies of the Harem suffer the ultimate outrage;
- The Pastor takes to drink;
- The Jesuit undergoes a revelation.

20. If a player forgets to give a retreat order for his SRN and his SRN is forced to retreat it will automatically make a retreat towards the first adjacent empty province in alphabetical order.

21. When a SRN loses its integrity the 2A is transformed into a single army. In effect, as a sign of mourning, the warriors take to eating only rats and frogs which diminishes their combat value. This transformation takes effect immediately on the retreat of the SRN.

22. A SRN which is dislodged but cannot make a valid retreat is annihilated and the 2A or the A which depends on it is immediately disbanded.

23. When a SRN is forced to retreat and the corresponding 2A becomes a single army the powers responsible for this retreat will receive in the following season a new single African army (does not need to be maintained by a supply centre) which can be placed on any owned unoccupied province on map 1. These new African armies cannot retreat and if forced to do so are disbanded. They may capture supply centres for their European ally in the normal way.

24. A SRN which has made a retreat and lost its integrity continues to exist on map 2 as if nothing had changed as long as it is accompanied by an army.

25. The criterion for victory is the possession of 18 supply centres on map 1.

26. Province names on map 2:

ABCES:

Les : Lesotho
Pon : Pondoland
Tem : Tembuland
Trk : Transkei

Baluba:

Bab : Babemba
Man : Manika
Nya : Nyassa
Upe : Upemba

Boers:

Nat : Natal
Nie : Nieuwe Republiek
Ste : Stellaland
Trv : Transvaal

Masaï:

Kil : Kilimandjaro
Nyn : Nyanyembe
Rwa : Rwanda
Tab : Tabora

Monomotapa:

Mat : Matabeleland
Sha : Shaba
Tsq : Tswana
Zim : Zimbabwe

Rotse:

Kan : Kananga
Kas : Kasai
Lom : Lomani
Mbu : Mbuji

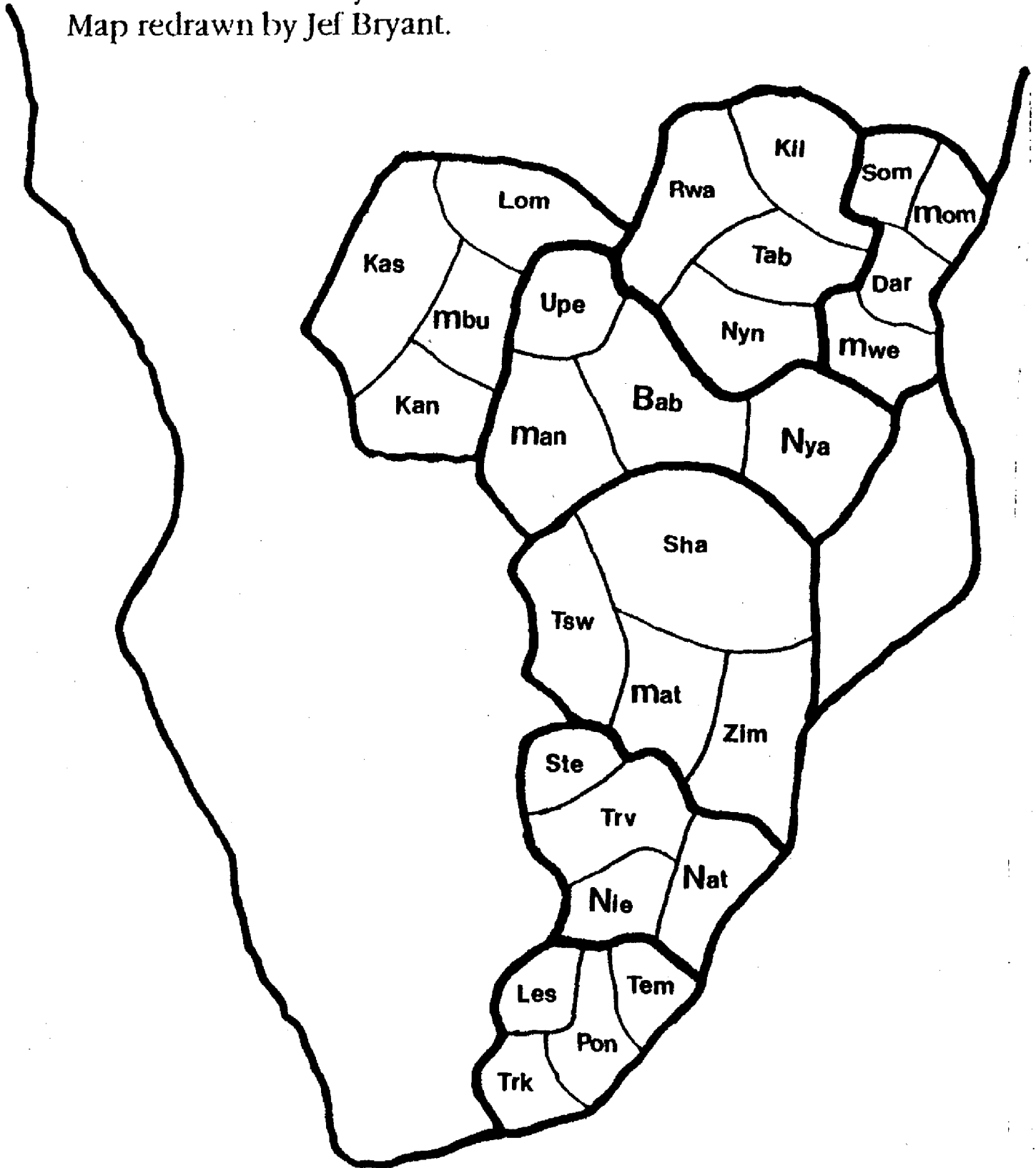
Zanzibar:

Dar : Dar Es Salam
Mom : Mombasa
Mwe : Mwera
Som : Somali

Map 2

Sacred Rhinoceros by Michel Liesnard.

Map redrawn by Jef Bryant.



27. Remarks : (by Jef BRYANT and Miguel LAMBOTTE)
This is the first edition of "The Sacred Rhinoceros IV", which is a condensation of the three existing versions of this noble animal.

"The Sacred Rhinoceros I" (catalogue N° xd01/07) was published four times:

- 1st edition by Michel LIESNARD (January 1977);
- 2nd edition by Michel LIESNARD (1977), addenda in *Schieve Architect* N° 1 (1977) by Michel LIESNARD;
- 3rd edition by Michel LIESNARD (1977);
- 3rd edition in English by John Leeder (1977)
- 4th edition by Michel LIESNARD (1979) in *Nuts* N° 4 (March - April 1979), p. 5-8, in French and in Dutch.

"The Sacred Rhinoceros II" (catalogue N° xd02/07) was the object of a single publication in French in 1977.

"The Sacred Rhinoceros III" was published in *Chanteclerc* N° 8 (1980), and is the work of Francis BIDO and Pete FAYERS.

"The Sacred Rhinoceros IV" is published in French and in English for the first time in *The Spice of Life* N° 4 (January 1993) by Miguel LAMBOTTE and Jef BRYANT.

The Spice of Life is the magazine of the Belgian Variantothèque.

Information:

(French version) : Miguel LAMBOTTE, Rue de la Bascule, 8, B-4458 FEXHE-SLINS, Belgium (☎ +32 41/78.04.96).

(English version) : Jef BRYANT, Rue Jean Pauly, 121, B-4430 ANS, Belgium. (☎ +32 41/46 53 11).

Continental Games Survey

by Jef Bryant

I hope that this article will be useful for the players in the hobby. I would like to receive your comments on this article, etc. The following pages cover all the play by mail games (PBM) presently on the waiting lists or already started in the last issue of the European zines (except the British zines) 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.

If you publish a zine in Europe which isn't included in this list and you would like it to be included send me a copy.

1. Classic Diplomacy

*Mach die Spuhl!, Vortigern, Vopaliac, Trahison!,
Diplomat, Dipsomania, Lepanto 4-Ever, Triumvirat,
Mondo Diplomatico*

1b. Beginners Dip (Classic Diplomacy Beginners.)

Vopaliac

2. Diplomacy Variants:

1492 : *Mach Die Spuhl!*

1885 Iii-R : *Lepanto 4-Ever*

1958 Diplomacy : *Dipsomania*

Americana Latina 1821 : *Dipsomania*

Banzai : *Vopaliac*

Capitalist Dip : *Diplomat*

Song of the Night : *Dipsomania*

Cline 6 : *Dipsomania*

Sark Diplomacy : *Mondo Diplomatico*

Discomacie : *Vortigern*

Downfall: *Europa 2000, Dipsomania*

Ecodip : *Trahison!*

The Faith & the Sword : *Vortigern*

Fleet Rome : *Lepanto 4-Ever*

Geophysical Iii : *Dipsomania*

Les Germains: *Mach Die Spuhl!*
 Guerres Lointaines : *Vortigern!*
 Gunboat I : *Dipsomania, Mondo Diplomatico*
 Gunboat II : *Mach Die Spuhl!, Dipsomania, Lepanto 4-Ever*
 Hegemony : *Vopaliéc, Mondo Diplomatico*
 Legion : *Vopaliéc*
 Lima 3 : *Mach Die Spuhl!*
 Lima 5 : *Mach Die Spuhl!, Dipsomania*
 Méditerranée: *Triumvirat*
 Night & Fog : *Vopaliéc*
 Nucleodip : *Trahison!*
 Peace in our Time : *Dipsomania*
 Petroleum : *Dipsomania, Vopaliéc*
 Raids II : *Vopaliéc*
 Scramble For Africa : *Mach Die Spuhl!*
 Shogun : *Vopaliéc*
 Seismic : *Vortigern*
 Middle Earth : *Trahison!, Vortigern*
 Terrestrial Chaos *Dipsomania*
 Transtore : *Trahison!, Vopaliéc*
 Twin Earth Diplomacy : *Dipsomania*
 War Of Fog : *Lepanto 4-Ever*
 Woolworth II : *Diplomat*
 Youngstown: *Triumvirat*

3. Games Played by Mail

Airline : *Europa 2000*
 Barbarian Kingdom & Empire : *Diplomat*
 Bourse III : *Mach Die Spuhl!, Dipsomania*
 Brittania : *Vortigern*
 Business City : *Europa 2000*
 Courses: *Triumvirat*
 Croisades : *Vopaliéc*
 Croiseurs: *Triumvirat*
 Diadoques : *Vortigern, Trahison!, Mach Die Spuhl!,
 Lepanto 4-Ever*
 Dune : *Trahison!*
 Empire De Chine : *Triumvirat*
 Empires Du Moyen Age : *Vortigern*
 Empires In Arms : *Trahison!*

En Garde! : *Plié En Deux, Mach Die Spuhl!*

Fiefs : *Vopaliéc*

Football/United : *Europa 2000, Dipsomania, Lepanto 4-Ever,*
Vopaliéc

Golden Strider : *Europa 2000*

Grande Boucle: *Triumvirat*

Imperium Romanium : *Trahison!*

Influence Mondiale lii : *Trahison!*

Jeux Du Cirque : *Plié en Deux*

King Maker : *Vortigern*

Machiavelli : *Trahison!, Vopaliéc, Vortigern*

Green Monsters from Outer Space : *Mach Die Spuhl!*

Railway Rivals : *Mach Die Spuhl!, Lepanto 4-Ever*

Rois De Perdition : *Trahison!, Vortigern*

Scrabble & Variants : *Dipsoscrabble, Plié en Deux, Vopaliéc,*
Triumvirat

Stellar Conquest : *Trahison!, Vortigern*

Strategy : *Vopaliéc*

Terreur Sur L'orghiz : *Vortigern*

Unite De L'empire & Variants: *Vopaliéc, Mach Die Spuhl!*

English :

'*Dipsomania*' and '*Dipsoscrabble*', Jef Bryant, Rue Jean Pauly, 121,
B-4430 ANS, Belgium.

'*Europa 2000*', J.Georg Broniarz-Frynas, Girton College,
Room B26, Cambridge CB3 OJG, England.

'*Lepanto 4-Ever*', Per Westling, c/o Lindh, Drabantgatan,
S-58346 LINKÖPING, Sweden.

English and German (mixed):

'*Diplomat*', Thomas Franke, Haarenufer 12, D-2900
Oldenburg, Germany.

Français :

'*Dipsomanie*' et '*Dipsoscrabble*', Jef Bryant, Rue Jean Pauly, 121,
B-4430 ANS, Belgium.

'*Mach die Spuhl!*', Miguel Lambotte, Rue de la Bascule 8,
B-4458 FEXHE SLINS, Belgium

'*Plié en Deux*', Christophe Losberger, 36 Rte des Acacias,
CH-1227 CAROUGE, Switzerland

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

'*Triumvirat*'; Bertrand Delaux, 29 Rue du Stade,
F-63118 Cébazat, France

'*Vopalic*', Jean-Pierre Maulion, 97 Rue Edouard Vaillant,
F-49800 France.

'*Vortigern*', Jean-Yves Priou, 16 Rue Châteaudun, F-94200
IVRY-sur-SEINE, France.

Italiano

'*Mondo Diplomatico*', Luca Baronti, Via Marradi 103, I-57125
LIVORNO, Italy.

The Spice of Life - 4

LVB	Variant Name	Author	Pg	E	F	N	Catal #	Sol
<i>MODIFICATION</i>		<i>(Modification is underlined></i>						
043	1939 - I	Lew Pulsipher	2	E	<u>E</u>		qh04/05	
054	Five Italies	Mike Lee	2	E	<u>E</u>		ug12/05	
101	Struggle for Hegemony	Lew Pulsipher	5	E	<u>E</u>		hc04/04-07	
128	1914	Lew Pulsipher	5/7	<u>E</u>	F		rv17/05	
151	Pourquoi Pas?	Charles Turquin	3	<u>E</u>	F		<u>cb59/07</u>	
210	Final Conflict II	Tom Swider	3/2	E	E		gf16/07	
232	<u>Erratic Dip II</u>	Rod Chamberlain	1	E			rc03/07	
254	Foi et Le Glaive	Jean-Yves Priou	<u>Z</u>		F		??/06	
370	Diplomatie Mondiale II	Guy Humbert ← Existed with #135	2		F		<u>gp37/07</u>	4
<i>CATALOGUE N° ASSIGNED</i>								
135	Diplomatie Mondiale I	Guy Humbert	2		F		gf31/07	4
143	Islam	Max Feron	6		F		em15/07	
146	Mare Nostrum Annos ?	M.Lambotte, C.Szigetvari	3		F		ar11/07	
237	Légion II	Florent Montauban	2		F		ao02/07	2
245	Raids I	Florent Montauban	4		F		ma09/07	2
282	Razzia	François Budai	1		F		rn37/07	
287	Nucléodip	Jean-Yves Cornu	5		F		ge10/10	4
289	Supermégaecodip	?	13		F		ge09/21	4
302	Scorched Earth Dip	John Morgan	1	E			rb86/07	3
313	Somerled the Mighty	Gordon McDonald	2	E			pe21/05	3
314	Ouroborous Dip	Graham Staplehurst	3	E			fm03/06	3
315	Death-Ray Dip	David J. Parry	1	E			rs47/07	3
316	Atomic	Andy Bate	2	E			rn36/07	
317	Fagin's Dip	Steve Doubleday	1	E			rb82/07	
327	Berserker Dip	Steve Doubleday	2	E			rb81/07	
332	Seven Seas Diplomacy	Bjorn Westling	1	E			ow01/06	
338	1991 Diplomacy	Roland Isaksson	2	E			qp06/07	
342	Raids II	Florent Montauban, J-Marc Suzzoni	1		F		ma10/07	
<i>LVB N° CHANGED</i>								
160	Imperator	J. Norris ← PBM game.	4	E			?	
288	Struggle for Hegemony	Ph.Crepey ← French version of #101			F		hc04/04-07	
016	Woolworth II-D	Glenn Overby ← now #386	4	E			cb16/05	
346	Thirty Years War II	Lew Pulsipher ← Exists as #262	3	E			hb07/08	
<i>NEW</i>								
288	Land Bridge Dip	Lee A. Kendter, Jr.	2	E			cb58/07	
346	Variants of the Ghods	Lew Pulsipher	1	E			rm12/07	
362	Between Galaxies II	Lew Pulsipher	2	E			sg01/05-07	
363	Global Variant	Lew Pulsipher	2	E			ua01/07	
364	Baltic Diplomacy	Robert Sacks	1	E			ps01/02-15	
365	Sword and Sorcery Dip	Scott Rich	3	E			rv07/07	
366	Lunatic Diplomacy I	Thomas Galloway	1	E			ug04/02-08	
367	CAT Diplomacy	Ernie Melchior	1	E			uu03/03	
368	Roman Diplomacy	Pete Calcraft	1	E			ac13/0n	
369	Nuit et Brouillard	Philippe Crepey	1		F		rd26/07	4

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371 Nuclear Dip II	Jad Dittmar	2	E	rm08/07
372 Shadow Worlds	Nicky Palmer	1	E	rs14/07
373 Ancient Empires III	John Lipscomb	2	E	ac01/07
374 Holocaust	Steve McLendon	3	E	gf01/09
375 Conquest of New World	Lew Pulsipher	2	E	wc01/02-05
376 DND Diplomacy	Trevor Bailly	2	E	rb08/07
377 Bizarro (Anonymity IV)	Lew Pulsipher	1	E	rb04/07
378 Cline 9-Man Dip II	Robert Cline	3	E	cn01/09
379 Gibraltar II	Martin Janta-Polczynski	4	E	cc02/09
380 Conquest of the Land	Scott Rich	3	E	be01/07-08
381 War of the Ring	Lew Pulsipher	4	E	tm01/02-07
382 Fluid Diplomacy I	Peter Aronson	1	E	rs08/07
383 Treaty Dip	Rod Walker	1	E	rm10/07
384 Davis FTF Dip	Fred C. Davis, Jr.	1	E	cm05/07
385 PIG Dip	Martin Janta-Polczynski	2	E	rb23/07
386 Woolworth II	Glenn Overby	4	E	cb16/05
386 Woolworth II-A	Glenn Overby	-	-	cb15/05
386 Woolworth II-B	Glenn Overby	-	-	cb17/05
386 Woolworth II-R	Glenn Overby	-	-	cb18/10
386 Woolworth II-D	Glenn Overby	-	-	cb19/05
387 Victory Point Dip	Roger J. Cooper	1	E	??/07
388 Erratic Dip	Martin Janta-Polczynski	1	E	rs23/07
389 L'Imperialisme	Lew Pulsipher	1	E	xo01/08
390 War of Great Jewels I	Lew Pulsipher	2	E	tf02/08
391 Aliens, The	Lew Pulsipher	2	E	rw03/02-n
392 1914 (Brazilian Variant)	Grow Productos	1	E	rk02/07
393 Final Conflict III	Tom Swider	5	E	gf20/07
394 World Dip VI	Mark Stegeman	3	E	gf23/08
395 Far East	Vern Schaller/Fred C. Davis; Jr.	3	E	ee02/05
396 Transformeur	Thierry Blavoet	1	F	??/07
397 L'An 1000	Jérôme Spinoza	3	F	ma08/07
398 LiMa I	M. Liesnard/J-P. Macedoni	9	F	cb12/07
398 LiMa 1b	M. Liesnard/J-P. Macedoni	-	-	cb24/07
398 LiMa II	M. Liesnard/J-P. Macedoni	-	-	??/?
398 LiMa IIb	M. Liesnard/J-P. Macedoni	-	-	cb25/07
398 LiMa 4	M. Liesnard/J-P. Macedoni	-	-	??/?
399 LiMa 6 (Papisme)	M. Liesnard/J-P. Macedoni	2	F	??/08
400 Le Pape	Patrice Verry	1	E F	rb89/08
401 L'Italien Fou	Patrice Verry	1	E F	rb88/06
402 Diplomacy for < Seven	Roger J. Cooper	1	E	??/02-06
403 Diplomacy for 8 to 10	Roger J. Cooper	1	E	??/08-10
404 Solo Diplomacy	Lew Pulsipher	2	E	ry01/01
405 Militarism IV	Lew Pulsipher	1	E	rm30/07
406 Suisse Passante	Philippe Crepey	1	E F	rb87/07
407 Submarines	Philippe Crepey	1	E F	??/07
408 Cartes de Saint-Marc	Jean-Yves Desbons	2	F	??/07
409 Terrestrial Chaos	Jef Bryant	3	E F	rh11/02-34
410 Deluge - Definitive	Tim Sharrock	1	E	??/07
411 Pride of Armies	Fred C. Davis; Jr.	2	E	cd11/07
412 Napoleonic Wars	James Nelson	4	E	??/05
413 Guerilla Warfare II	A. Tringham, S. Doubleday, J. Marsden	2	E	cb26/07
414 Anarchy VI	Lew Pulsipher	1	E	rh05/02-34
415 Multiverse Diplomacy	Steve Doubleday	2	E	??/07
416 Atlantica IVa	Fred C. Davis; Jr. & Stephen Agar	2	E	??/08
417 The Game of the Clans II	Wayne Hoheisel & Stephen Agar	2	E	pe10/10

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418	Universal A/F Rules Module	Fred C. Davis; Jr. & Stephen Agar	1	E	module
419	Rise of Rome	Stephen Agar	3	E	??/05
420	Multiplicity II	R. Walkerdine, K. Black & S. Agar	1	E	rn07/07
421	Mitotic Diplomacy	Phil Reynolds	1	E	rm73/07
422	Gusher Diplomacy	Fred C. Davis; Jr.	3	E	cv01/07
423	Cartel Diplomacy	Malcolm Brown & Keith Loveys	1	E	rs26/07
424	Anarchy IV	Lew Pulsipher	1	E	rh03/07
425	Anonymity I/II	Don Miller	1	E	rb02/07
426	Discomacy	Bruno de Scoraille	26	F	??/08
427	Tarot Variant	Steve Doubleday	1	E	??/07
428	Cluster Diplomacy	Steve Doubleday	2	E	??/07
429	Isotatic Diplomacy	Steve Doubleday	1	E	??/07
430	Australia & Pacific variant	Larry Peery	2	E	od03/05
431	Young Kingdoms II	Stephen Agar	2	E	??/07
432	Shell Shock Diplomacy	Stephen Agar	1	E	??/07
433	Youngstown Variant 10° Edi.	Various	24	E	\$\$ xm09
434	Imperialism VII	Rod Walker	15	E	qh06/06
435	Twilight Diplomacy	Peter Berlin	1	E	??/07
436	Zeus IV	Chris Northcott	2	E	??/07
437	Diplomasie	Stéphane Boisseau	2	F	??/07

LVB#	PBM Name	Author	Pg	E	F	Catal #
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NEW

147	Break (Snooker)	?	1	E	yy07/0n
	Agribusiness	David Watts	2	F	
	Conquête	Phillippe Tavolleri	3	F	
	Cricketboss	?	7	F	
	Decathlon (Athletics)	?	6	E	yy06/0n
	Dip Battleship	D. Williams & P. Gaughan	1	E	
	Dune	?	2	F	
	English Civil War Ila	Stephen Agar	2	E	
	Fief	Jean-Pierre Paillard	4	F	
	Grandslam (Tennis)	?	1	E	yy08/0n
	Jeux de Comite	?	2	F	
	League (football)	Martin Stonebridge	3	E	yy09/0n
	Machiavelli	?	18	F	
	Owzat! (Cricket)	?	1	E	yy05/0n
	Promoter (Boxing)	?	6	E	yy04/0n
	WarScrabble	N. Aïoutz & C. Losberger	1	F	

MODIFICATION

	Sopwith	?	3	E	F	<u>yr06/06</u>
075	Golden Strider	Alan Parr	1	E		<u>yy01/0n</u>

THE SOL INFORMATION SERVICE

United Kingdom Variant Bank Custodian

Publication: not known
James Nelson, 112 Huntley avenue, Spondon, Derby DE2 7DU,
England.

North American Variant Bank Custodian

Publication: "*The North American Variant Bank Catalogue*"
Lee Kendter, Jr., 376 Willowbrook Drive, Jeffersonville, PA 19403, USA.

German Variant Bank Custodian

Publication: "*unknown*"
Konrad Dolata, Hermann-Löns-Weg 34, D-5650 SOLINGEN 11, Germany.

Scandinavian Variant Bank Custodian

Publication: "*Post Scriptum*"
Per Westling, Mårdtorpsgatan 15, S-58248 LINKÖPING, Sweden.

Dutch Variant Bank Custodian

Publication: not known.
was Jaap Jacobs, The Netherlands. (still active??)

Belgian Variantothèque Custodians

Publications:
"*The Spice of Life*" et "*Le Catalogue de la Variantothèque Belge*"
Miguel Lambotte, Rue de la Bascule, 8, 4458 FEXHE SLINS, Belgium.
(For correspondance in French)
Jef Bryant, Rue Jean Pauly 121, B-4430 ANS, Belgium.
(For correspondance in English)

Miller Number Custodian for the UK, Scandinavia and Germany

Publication: "*Here Comes Windy Miller*"
Andy Bate, 4 Channel Road, Clevedon, Bristol, BS21 7DR, UK.

Miller Number Custodian for North America and Canada

Publication: "*Alpha and Omega*"
Lee Kendter, Jr., 376 Willowbrook Drive, Jeffersonville, PA 19403, USA.

Miller Number Custodian for Australasia

Publication: not known.
was Jeff Perling, (Still active??)

Miller Number Custodian for Francophone Europe

Publication: "*The Spice of Life*"
Jef Bryant, Rue Jean Pauly 121, B-4430 ANS, Belgium.

Boardman Number Custodian for Francophone Europe.

Publication: "*Omnibus*".
Jean-Yves Priou, 16 Rue de Châteaudun, F-94200 IVRY, France

Boardman Number Custodians for the UK.

Publication : *"The Numbers Game"*

Steve Doubleday and Richard Sharp, Norton House, 46 Whielden Street, Amersham, Bucks HP7 0HU, UK.

Boardman Number Custodian for the Netherlands.

Was Jaap Jacobs, The Netherlands. (Still active??)

Boardman Number Custodian for Germanophone Europe.

Publication : not known.

Thomas Franke, Haarenufer 12, D-2900 OLDENBURG, Germany.

Boardman Number Custodian for Scandinavia.

Publication : not known.

Per Westling, Mårdtorpsgatan 15, S-58248 LINKÖPING, Sweden.

New Miller Numbers

1991LGem09 Petroleum I "TNT"

Started in **Dipsomania** - 11 (September 1989)

GM: Jef Bryant

Egypt	Martin J. Burgdorf
Ethiopia	Jason Asker
Libya	Frédéric Taton
Syria	Keith Kline
Arabia	Tod Zechiel
Iraq	Jack McHugh
Iran	Graham Tunncliffe

Starts in Spring 1989

1991LHej03 Shogun "Kogaratsu"

Started in **Vopallec** - 66 (October 1991)

GM: Claude Boursin

Omoto	David Martel de la Chesnaye
Mori	Jérôme Spinoza
Oda	Vincent Thevel
Imagawa	Patrice Peretti
Takeda	Michel Laine
Hojo	Dominique Sergent
Uesugi	Patrick Chevalier

Starts in Spring 1561

1992Llrd26 Night & Fog "Nuit et Brouillard I"

Started in **Vopallec** - 67 (November 1991)

GM: Philippe Crepey

Austria	Patrice Verry
England	Dominique Sergent
France	Patrick Chevalier

The Spice of Life - 4

Germany	Michel Laine
Italy	Patrice Peretti
Russia	Jean Desfretière
Turkey	Jean-Luc Maechtelinck

1992LCru04 Geophysical III "Gimlet"

Started in **Dipsomania - 15** (June 1992)

GM: Jef Bryant

The game was played anonymously.

1992LBib01 America Latina 1821 "Shanghal"

Started in **Dipsomania - 15** (June 1992)

GM: Jef Bryant

Game starts in Spring 1821. The game was played anonymously.

1992L?dc01 Scramble for Africa "Bwâna"

Started in **Mach die Spuhll - 75** (May 1992)

GM: Jean-Louis Delattre

Boers	Luc Janssenwillen
Belgium	Olivier Karquel
England	Thierry de Coninck
Italy	Michel Laine
Germany	Marc Piret
Spain	Etienne Goetynck
Portugal	Miguel Lambotte
France	Stephane Brunel

1991LBge10 Nucléodip "Permis de Tuer"

Started in **TrahisonI - 34** (February 1991)

GM: Jean-Yves Cornu *(I have the names but don't know which powers they are playing!!)*
Starts in Spring 2001

1992LD*426 Discomade "Supernovae"

Started in **Vortigern - 155** (May 1992)

GM: Bruno de Scoraille.

Austria	Alain Ballé
England	Laurent Feldman
France	Pascal Boulerie
Germany	Ernst Brun
Italy	Patrice Peretti
Russia	Yan Beagrove
Turkey	Yoel Mimouri
China	Thierry Blavoet

1992LEcb05 Diplomacy 1958 "Kamikaze"

Started in **Dipsomania - 16** (August 1992)

GM: Martin Jennings

Austria	Marc Piret
England	Gaëtan Delaruelle
France	Martin Burgdorf
Germany	Olivier Evrard
Italy	Michael Evrard
Russia	Réginald de Potesta
Turkey	Knut Krummnacker

1992LFrh11 Terrestrial Chaos "Za Za"

Started in **Dipsomania - 16** (August 1992)

GM: Jef Bryant

The game was played anonymously.

1989LKge08

Ecodip

"Ecodip 10"

Started in **Pilé en Deux - 54** (September 1989)

GM: Jean-Claude Boaron/André Benvenuti (S03)

Russia (URS)	Jacques Schindler
W. Europe (EOC)	Mathias Corboz
Afrique S. (AFS)	José Benvenuti
Amérique S. (AMS)	André Willy
India (IND)	Robert Etienne
USA (USA)	Pierre Antoni
China (CHI)	Nicholas Aloutz
E. Europe (EOR)	Pierre Bechtel
Black Africa (AFN)	Guillaume Albasini
Japan (JAP)	Philippe Steinmann

1989LLge09

Supermégaecodip

"Supermégaecodip! I"

Started in **Pilé en Deux - 56** (December 1989)

GM: Pierre Bechtel

Central America	(A)	André Benvenuti
Brazil	(B)	Georges-André Brugger
Canada	(C)	Nicolas Aloutz
Germany	(D)	José Benvenuti
E. Europe	(E)	Guillaume Albasini
France	(F):	Marc Schaerer
England	(G)	Jean-Charles Boaron
China	(H)	Xavier Teytaz
India	(I)	Pierre Antoni
Japan	(J)	Mathias Corboz
Chili	(L)	Stéphane Galley
Méditerranéen S.	(M)	Jacques Schindler
Black Africa	(N)	François Budai
Océanie	(O)	Patrick Dumont
Moyen Orient	(P)	Philippe Steinmann
Russia	(R)	Rodrick Carrasco
Afrique S.	(S)	Patrick Rudaz
Italy	(T)	Christian Saucy
USA	(U)	Pierre Miranda
Vietnam	(V)	Robert Etienne
Sibérie	(Z)	Stéphane Schmelzer

1991LJge08 Ecodip "Ecodip 11"

Started in **Pilé en Deux - 61** (February 1991)

GM: Mathias Corboz

Black Africa	André Benvenuti
China	P. Bechtel
W. Europe	P. Benvenuti
Japan	Q. Bogousslavsky
USA	T. Sengstag
Afrique S.	J-F. Benvenuti
India	Pierre Antoni
Russia	Philippe Steinmann
E. Europe	José Benvenuti
Amérique S.	Christophe Losberger

Finished Games

1989LAar11 Mare Nostrum Annos? "Club Med"

Started in **Mach die Spuhll - 55** (April 1989)

Finished in **Mach die Spuhll - 72** (November 1991)

GM: Christian Rode

Game starts in 218 BC

Carthage	Stéphane Brunel (CD 209BC)
Egypt	Luc Janssenswillen (CD 204BC)
Gaul	Pascal Prola
Macedonia	Frédéric Taton
Pergamon	Miguel Lambotte (WIN 203BC)
Rome	Jean-Louis Delattre
Seleucis	Olivier Karquel

Year BC:	217	215	213	211	209	207	205	203
Carthage	5*	5	5	3*	2*	2*	2*	2
Egypt	6	8	8	7	9	8	7	5*
Gaul	3	4	5	6	7	9*	10*	10*
Macedonia	4*	2	*	0	-	-	-	-
Pergamon	5	7	9	13	15	18	19	22
Rome	5	6	6	5*	4	4	2	1
Seleucis	5*	5*	5*	3*	1*	0	-	-

* = 1/2 Supply Centre.

1991LFue01 1492 "Le Bateau Ivre"

Started in **Mach die Spuhll** - 69 (June 1991)

Abandoned in **Mach die Spuhll** - 76 (July 1992)

The game starts in Spring 1492 and was abandoned to lack of replacement players in Spring 1493.

GM: Alain Henry

England	Michel Corazzi
Spain	Olivier Karquel
France	Etienne Goetyncck
Portugal	Marc Piret

Autumn	14:	92
England		4
Spain		3
France		3
Portugal		4

1989LGei01 India "Daiquiri"

Started in **Dipsomania** - 5 (November 1989)

Finished in **Dipsomania** - 16 (August 1992)

GM: Frédéric Taton

Ahmadnagar	Pierre Husquinet (SURV)
Delhi	Marie-Anne Gillet (WIN)
Gondwana	Jean-Marc Baade (SURV)
Rajput	Patrick Lafontaine
Viyayanagar	Mark Feuillen (SURV)

Autumn 15:	00	01	02	03	04	05	06
Ahmadnagar	2	4	5	3	2	1	1
Delhi	2	3	3	5	6	9	11
Gondwana	2	4	5	6	6	4	1
Rajput	2	4	2	0	-	-	-
Viyayanagar	2	4	4	5	5	5	6

1990LAGp34

Total War

"Mobilisation"

Started in **Vopallec - 53** (February 1990)

Finished in **Vopallec - 72** (June 1992)

GM: Claude Boursin

Starts in Spring 1901

Australia	Phillippe Crepey
Brazil	Jean-Pierre Maullon (WIN A10)
Canada	Dominique Sergent
China	Patrick Hamel/Jean-Marc Suzzoni (S04)
E. Europe	Patrick Chevalier
W. Europe	Thierry Lucas/Claude Bourles (A08)
India	Jean-Philippe Musarella
Islam	Luc Gentet
N. Africa	Patrice Verry
USSR	Jean-François Mougard
USA	Patrick Dumont/Jean-Marc Suzzoni (S03)

Autumn 19:	01	02	03	04	05	06	07	08	09	10
Australia	3	3	5	4	5	1	1	1	1	1
Brazil	3	5	6	8	9	12	12	14	17	19
Canada	3	3	3	1	0	-	-	-	-	-
China	3	5	5	5	6	8	8	8	5	2
E. Europe	3	3	3	4	4	3	3	3	3	1
W. Europe	3	3	3	4	4	4	3	0	-	-
India	3	3	3	2	0	-	-	-	-	-
Islam	3	3	2	0	-	-	-	-	-	-
N. Africa	3	3	4	6	6	6	7	8	8	11
USSR	3	1	0	-	-	-	-	-	-	-
USA	3	2	0	-	-	-	-	-	-	-

The Spice of Life - 4

1990LH*254 The Faith & the Sword "Gloria in Excelsis Deo"

Started in **Vortigern - 141** (September 1990)

Finished in **Vortigern - 155** (March 1992)

GM: Jean-Yves Priou

Game starts in 600, then 610, 620, etc.

Arabs	Selim Saheb Ettaba (WIN 740)
Avars	Bruno de Scoraille
Byzantines	Eric-Olliver Pallu
Francs	Jean-Pierre Friche
Persians	François Varelle
Vikings	Xavier Blanchot/Pascal Boulerle (720)

	600	620	640	660	680	700	720	740
Arabs	3	5	5	5	7	7	7	10
Avars	3	5	7	8	7	6	6	6
Byzantines	6	6	5	5	3	2	2	1
Francs	3	5	5	4	4	6	6	6
Persians	3	5	7	7	8	7	7	5
Vikings	3	4	5	5	5	6	6	6

1991LCma08 1001 "Croisades"

Started in **Vopallec - 62** (April 1991)

Finished in **Vopallec - 73** (September 1992)

GM: Jérôme Spinoza

St. Empire	Jean-François Mougard (=WIN 1250)
Russia	Jean-Marc Suzzoni
Poland	Jean-Pierre Cayla (=WIN 1250)
France	Patrick Chevallier
Vikings	Laurent Fremaut
Byzantium	Herve Huet/Philippe Bridda (1225)
Islam	Vincent Thevel/Jean-Pierre Maullon (1175)

The Spice of Life - 4

	10:	050	100	150	200	250
St. Empire	6	8	10	11	13	
Russia	2	0	-	-	-	
Poland	5	7	8	10	12	
France	4	4	4	3	2	
Vikings	4	5	5	2	0	
Byzantium	5	6	6	6	6	
Islam	5	5	4	3	2	

1989LJrb87 Passable Switzerland "Raclette"

Started in **Vopallec - 47** (May 1989)

Finished in **Vopallec - 74** (November 1992)

GM: Jean-François Mougard/Jean-Pierre Cayla (A10)/
 Jean-François Mougard (A12)

Austria	Gilles Arnoux
England	Phillippe Crepey
France	Patrick Hamel/Jean-Pierre Maullon (S06)
Germany	Jean-Marc Suzzoni
Italy	Denis Serrano
Russia	Jean-Pierre Pallard
Turkey	Philippe Mallasson/Jean-Claude Tronchon (A09)(WIN A14)

Autumn	19:	01	02	03	04	05	06	07	08	09	10	11	12	13	14
Austria	5	5	7	7	7	7	8	10	11	10	11	11	9	7	
England	4	3	3	1	1	1	1	2	2	3	3	2	2	1	
France	4	6	7	8	8	8	6	5	4	4	4	4	4	5	
Germany	5	5	6	6	7	7	5	3	3	2	1	1	1	0	
Italy	4	3	0	-	-	-	-	-	-	-	-	-	-	-	
Russia	6	7	7	7	6	6	7	6	5	5	4	3	3	3	
Turkey	5	5	5	6	6	6	8	8	10	11	12	13	16	19	



D/1993/G.A. Bryant/M. Lambotte, éditeurs.