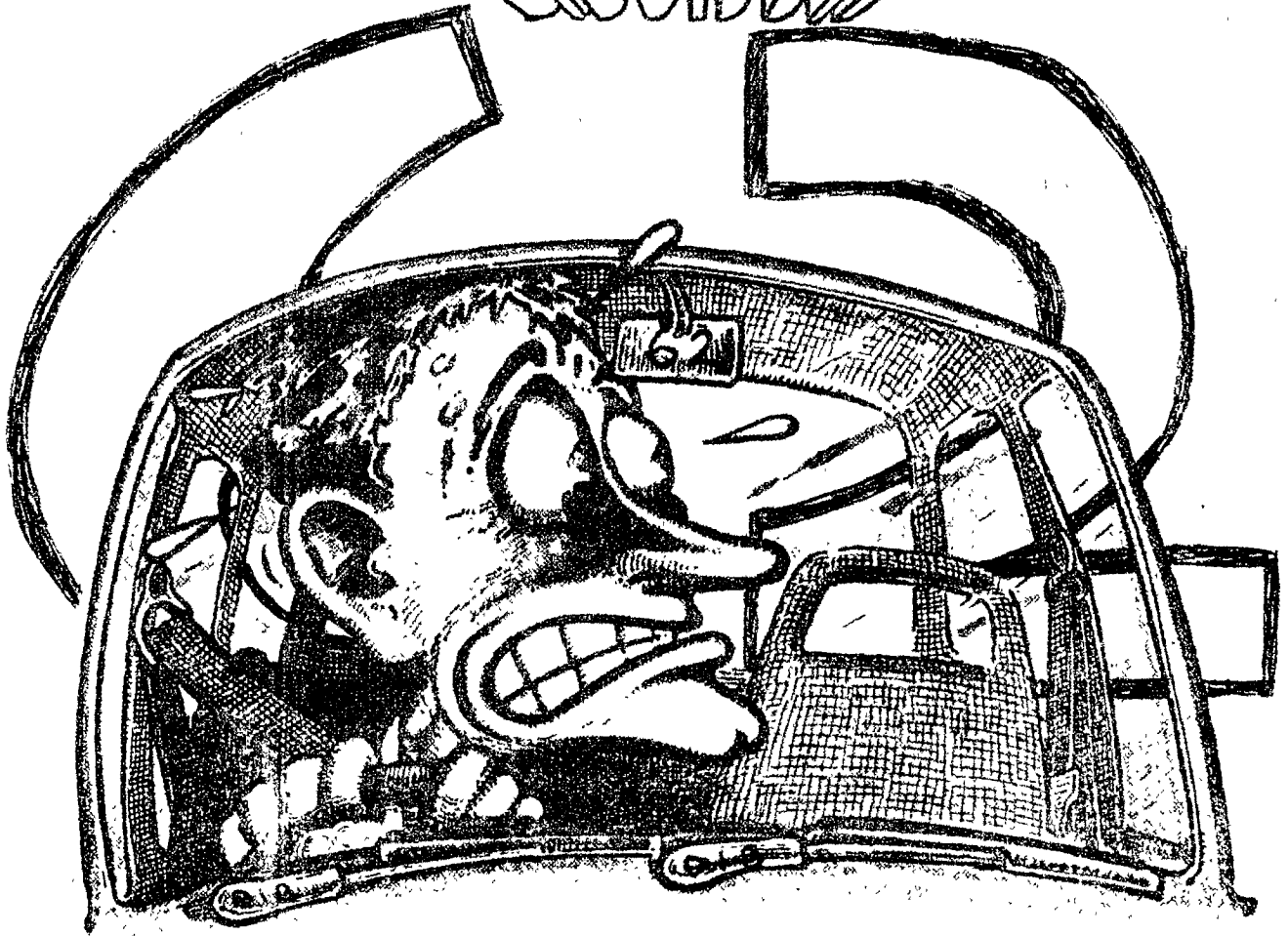


DIB DIB DIB



Wherever you go,  
Whatever you do  
People have a nasty habit of  
spotting Dib readers!



did not communicate very much. I wrote for four consecutive seasons without a reply although this may have been due to his travelling way of life.

Ian, in my opinion was simply the best player in the game. Nick, a faithful ally and regular correspondent. I enjoyed his letters very much. His NMR late in the game precluded any possibility of being in at the finish deserved though it may be. He suffered more than most from Mick's lies. Kenny showed very little interest in the game from the outset. It is unfortunate that he is placed higher than Nick. Once again, many thanks to Tom, Ian, Nicholas, Nick and Graham for a very enjoyable game."

Turkey (Ian Winstanley):

"The first move was very successful. I had got the alliance I wanted with Nicholas (Russia), Mick (Austria) hadn't gone for Greece and Nick (Italy) had moved against him. At this point I blew the game. I didn't agree to help Nick take Trieste. I got greedy and tried to get Greece.

I didn't get Greece, I had alienated Nick and Mick successfully counter attacked. Nicholas has launched an unsuccessful attack on Germany so we were both on the defensive.

Mick grew stronger but he didn't include Nick in his plans. This gave Nicholas and myself the opportunity of talking Nick into changing sides. After a couple of false starts (Nick initially changed his mind about twisting me and we had some problems getting the moves right) we started to crush Austria.

Having got the situation under control with Austria the rest of the board thrust itself into the ring. Grahame (England) was virtually out of the game and Kenny (Germany) was paying Nicholas back for his initial attack. Colin (France) moving west in a big way with little resistance alerted us. He had control of Kenny's units and was close to winning the game.

We tried to get a stalemate line Nick, Nicholas and myself while finishing off Mick to give us the necessary builds. Meanwhile I tried to talk Kenny out of Colin's hands, I succeeded. Colin only wanted Kenny for his supply centres and to disrupt us. Kenny, although not wanting to play anymore didn't want his country to fall and I needed intact to stop Colin, so got control of the German units.

We checked Colin in the North with the German units while Nick and I counter attacked in the Med.

Colin was pushed back in the North, evicted from Italy and forced to retreat in the Med. Nicholas wasn't doing much because of travel and work. I started to consider the possibilities for a sole win. At which point Nick changed sides. He didn't trust me with the control of the German units.

However, I could regroup my units in the Balkans and was about to break through in the North with the German units. With a bit of co-operation from Nicholas we could get rid of both Colin and Nick. Then we both NMR'd.

I should have been forced out of the game. The NMR had not only destroyed my planned counter attack but my defence as well. So I wrote to Colin (and swallowing my pride) and Nick. Nick didn't listen but Colin, much to my amazement and relief, did. He agreed to a draw, dropping Nick and Kenny. He wanted to drop Nicholas as well but I stalled by pointing the difficulty of arranging a two way draw.

The German units were pulled back, I gave a bit more ground and Colin came up with the knife. Having been stabbed Italy rolled over died. We started to pick up the Italian centres and prepared for the three way draw.

However, Nicholas moved to Germany (literally) and NMR'd. Colin sensed his opportunity I wrote to me to suggest I concede the game to him.

That didn't have shake me out of my complacency. Having talked my way out of trouble I thought I was safe. I checked the position. I had indeed left the German units too weak and if Nicholas dropped out Colin would win. I was certainly lucky, Colin had written too soon.

Alerted to the danger I managed to get word to Nicholas. He was still in the game so it wasn't over yet. We started to push Colin out of Austria and Italy while I renewed the diplomatic offensive to talk him into a draw.

We succeeded in pushing Colin back in the South but I ran into a bottle neck around the Ionian. Meanwhile, although we had had to give ground in the North the position was turning in our favour, as Nicholas was able to build

fleets in St. Petersburg to counter and outflank the French position.

Finally, Colin agreed to the draw but Nicholas thought we should push for a two way finish as we would soon be in a position to do so. However, he was prepared to accept a three way draw. Seeing the opportunity for an unwanted convoy I stalled. Having successfully made the move Colin dropped a bombshell.

Due to pressure of work he was forced to pull out of the game and was signing his units over to me. At this point I contacted Nicholas to end the game.

So with control of all those units why did I stop the game like that? Basically the game was over, there was no Diplomacy left in it. Forcing a win wouldn't prove anything. From that position Nicholas couldn't stop me and Colin wasn't able to try.

Why that particular three way draw? Nicholas was my ally and had stood by me right through the game and was still an active player. Colin wanted to carry on playing but couldn't for the present. Kenny had told me earlier that he wasn't for the present. Kenny had told me earlier that he wasn't really interested in the postal games hobby and was dropping out. So there seemed little point in including him in the draw.

Finally my thanks to all three players. My particular thanks to Nicholas for being such a loyal ally, to Colin for being such a good opponent and to Mick for putting up a good fight at the beginning. My thanks, of course, to Tom for all his hard work.

I felt that this was a really good game, I enjoyed both the diplomacy and the tactical side and I'm glad I played in it."

LUTON AIRPORT: Phew! There's nothing more I can add to this really, other than the fact that Ian could easily have won, being as he was ordering all the units towards the end. However his sense of fair play meant he should offer a draw to the others. Not the way I would have done it - but he enjoyed the game so I suppose that's all it should be about. An unusual game. My thanks to you lot for seeing it through.

'Lamfhada' (1983EE)

Autumn 1914

[21]

HE HASN'T WON YET! STILL TIME TO STOP 'IM...

AUSTRIA (James Cowie) [[A(Smy) S ITALIAN F(Con)]], A(Tri)-Alb, A(Bud) S A(Vie), A(Vie) S A(Bud), A(Ser) S A(Bud)  
 FRANCE (Alan Sharples) F(Pic)-Bre, F(Por)-Spa-sc, F(IRI) S RUSSIAN F(MAO)  
 GERMANY (R.J. Lampard) A(Ruh) S RUSSIAN A(Nor)-Bel  
 ITALY (Paul Donley) F(Bre)stands, A(Par) S F(Bre), A(Bur)-Bel, F(Spa-sc) S F(NAF)-WMS, F(NAF)-WMS, F(WMS) S F(Spa-sc), F(ION)-AEG, \*F(Con)-Bul-sc, F(Bul-sc)-Gre  
 RUSSIA (Mike Close) A(Nor)-Bel, F(NTH) C A(Nor)-Bel, F(Hol) S A(Nor)-Bel, A(Mun)-Tyr, A(Boh) S A(Mun)-Tyr, A(Sil)-Mun, F(ENC) S F(MAO), F(MAO) S FRENCH F(Por)-Spa-sc, A(Gal)-Rum, A(Ukr) S A(Gal)-Rum, A(Rum)-Bul, F(BLA) S A(Ank)-Con, A(Ank)-Con, A(Arm)-Smy

Retreats: ITALIAN A(Con) dies

Winter 1914 Adjustments:

AUS: Bud, Ser, Tri, Smy, (Gre), Vie

= 5 No Change

FRA: Por, Lpl, Lon

= 3 No Change

GER: Ber

= 1 No Change

ITA: Ven, Rom, Nap, Tun, Mar, Par, Bre, Bul, (Con), Spa + Gre = 10 Builds: A(Ven), A(Rom)

RUS: StP, Mos, Nor, Sev, Swe, Ed1, Den, Hol, Kie, War, Rum,

Bel, Mun, Ank + Con = 15 Builds: F(Sev)

'Quadri' (1984DX)Autumn 1910

[23]

## FRANCE SHOOTS INTO THE LEAD -- HAS RUSSIA MET HIS MATCH?

AUSTRIA (James Steele) NMR! Has: A(Ser)  
 FRANCE (Alan Powis) F(Edi)-NWG, F(NTH)-Nor, F(SKA)-Swe, F(Den) S  
 F(SKA)-Swe, A(Yor)stands, A(Ruh)-Kie, A(Hol) S  
 A(Ruh)-Kie, A(Mun)-Ber, A(Bur)-Ruh, A(Mar)-Spa  
 GERMANY (Richard Wernick) NMR! Has: \*F(Kie)  
 ITALY (Martin Clifford-King) F(TYS)stands, A(Ven)-Pie, A(Tri)stands, A(Gre) S  
 A(Bul), A(Bul) S F(AEG)-Con, F(AEG)-Con, F(ION)  
 stands, F(ADS) S A(Tri), F(Smy) S F(AEG)-Con  
 RUSSIA (Richard Downes) F(BAR)-NWG, F(Nor) S F(BAR)-NWG, \*A(Swe) S F(Nor),  
 A(Pru)-Ber, A(Sil) S A(Pru)-Ber, A(Vie) S A(Bud),  
 A(Bud) S AUSTRIAN A(Ser), A(Rum)-Bul, F(BLA) S  
 A(Con), A(Con) S A(Rum)-Bul

Retreats: GERMAN F(Kie) dies; RUSSIAN F(Swe) dies (NRO)

COA: Martin Clifford-King, 11 Lordsbury Field, Wallington, Surrey, SM6 9PE

ENDGAME PROPOSAL: =1st R/F; =2nd G/I was defeated

New proposals have been put forward:

(a) =1st I/F/R

(b) 1st F; 2nd R; 3rd I

(c) 1st F; 2nd I; 3rd R

(d) 1st F; =2nd I/R ((Votes for next time please - failure to vote counts as NO))

Winter 1910 Adjustments:

AUS: Ser

= 1 No Change

FRA: Par, Bre, Mar, Spa, Por, Lpl, Bel, Lon, Hol,

Edi + Swe, Den, Kie, Mun = 14 Builds: F(Bre), A(Par), A(Mar) (1 SHORT)

GER: (Mun), (Ber), (Kie), (Den)

= 0 OUT

ITA: Rom, Nap, Ven, Smy, (Con), Bul, Tun, Tri, Gre = 8 Disbands F(TYS)

RUS: StP, Sev, (Swe), Rum, Nor, Ank, Mos, Bud,

Vie, War + Ber, Con =  $\frac{11}{34}$  Builds: A(StP), A(War)

PRESS:

LUTON AIRPORT - Alan: I checked, my computer didn't make a mistake - slight typing error, sirrah; that's all.

'Setanta' (1984BF)Spring 1909

[24]

## RUSSIANS IN RETREAT!

ENGLAND (Anarchy) Has: F(Lpl)  
 FRANCE (Robert Lozynskyj) A(Yor) S ITALIAN F(Edi), F(Lon) S F(Bel)-NTH, F(ENC)  
 S F(Bel)-NTH, F(Bel)-NTH, \*F(HEL)-Den, A(Hol) S  
 A(Ruh)-Kie, A(Ruh)-Kie  
 ITALY (Alan Powis) A(Mar)-Bur, F(Edi) S FRENCH F(Bel)-NTH, A(Ven)-Pie,  
 A(Tri)-Ven, A(Nap)-Apu, F(Rom)-TYS, F(TYS)-ION  
 RUSSIA (Paul Finch) F(NWG) S F(Nor)-NTH, F(Nor)-NTH, F(NTH)-HEL, F(Den)  
 S F(NTH)-HEL, \*A(Kie) S A(Mun)-Ruh, A(Mun)-Ruh,  
 A(Boh)-Mun, A(War)-Gal, A(Ukr) S A(Sev)-Rum, A(Sev)-  
 Rum, \*A(Ser) S A(Sev)-Rum, A(Bud) S A(Sev)-Rum,  
 A(Mos)-Sev  
 TURKEY (Victor Hall) A(Arm)-Sev, F(BLA) S F(Con)-Bul-ec, F(Con)-Bul-ec,  
 A(Rum)-Ser, A(Gre) S A(Rum)-Ser, F(AEG) S A(Gre)

Retreats: FRENCH F(HEL) dies; RUSSIAN A(Kie)-Ber; RUSSIAN A(Ser)-Tri

ENDGAME PROPOSALS:

(a) =1st R/I/F; 4th T.

(b) 1st R; =2nd I/F/T.

(Cont'd over.....)

(Setanta endgame proposals cont'd.....)

(c) =1st I/F; 3rd R; 4th T.

(d) 1st I; =2nd R/F; 4th T.

(e) =1st R/I/F/T

(f) 1st R; 2nd I; 3rd T; 4th F ((Votes for next time please - failure to vote counts as 'NO'))

PRESS:

France (Govt) - Russia Italy & Turkey: Gentlemen, upon resolution of this season's moves, one of the foregoing results will be the ultimate conclusion of this game (as it has been since Autumn 1902). Can we consider calling it a day?

Roma - Moscow: O.K. Alright. I own up. I lied.

'Taronis' (1985BG)

Autumn 1907

[25]

ITALY TAKES ON RUSSIA AND GERMANY, AND ADVANCING ON FRANCE

ENGLAND (Dave Fish)	F(BAL)-Swe, F(NTH)-Bel, F(Den)-NTH, A(Lon)stands, F(NAO)-Lpl
FRANCE (Neil Parkin)	A(NAF)-Wal, F(MAO) C A(NAF)-Wal, F(ENC) C A(NAF)-Wal, F(IRI) S F(MAO), A(Mar)-Bur, A(Ruh)-Hol, A(Bel) S A(Ruh)-Hol
GERMANY (Luke Clutterbuck)	F(Hol) S ENGLISH F(NTH)-Bel, F(Kie)-Ber, A(Swe)-Den, A(Nor) stands, A(StP) S A(Nor)
ITALY (David Abbott)	[[F(NWG) S ENGLISH F(NTH)-Nor]], A(Mun)-Ber, [[A(War) S GERMAN A(StP)-Mos]], A(Gal) S A(War), A(Rum)-Sev, F(Gre)stands, F(Tun)-WMS, F(TYS)-GOL, F(ION)-Tun
RUSSIA (Ulf Jiretorn)	A(Pru)-War, A(Mos) S A(Pru)-War, F(Ank)-BLA, A(Arm)-Ank
TURKEY (Ken Haywood)	F(AEG)-Smy, F(Bul-ec)-Con

Retreats: None.

LUTON AIRPORT: Yes, sorry about the readjudication, not really my fault, just some late orders complicating things. Just to re-cap: The English F(Swe) went to BAL; Turkey F(BLA) went to Bul-ec; and the Russian F(Bul-ec) died.

Winter 1907 Adjustments:

ENG: Lon, Ed1, (Swe), Den, Lpl	= 4 Disbands F(Lpl)
FRA: Bre, Par, Mar, Por, Spa, Bel, (Hol)	= 6 GM disbands F(IRI)
GER: (Mun), Kie, Ber, StP, Nor + Hol, Swe	= 6 Builds: A(Ber)
ITA: Ven, Nap, Rom, Tri, Tun, Ser, Vie, Bud,	
Gre + Mun, War, Sev	= 12 Builds: F(Nap), A(Ven), A(Rom)
RUS: Mos, (Sev), Rum, Ank, (War), Bul	= 4 No Change
TUR: Con, Smy	= 2 No Change

34

PRESS:

LUTON AIRPORT - Ulf: Sorry I can't take over the Bourse; I don't know how to play it, and can't take the time out to learn. As for the En Garde, I have no control over it whatsoever - I get on to Pete when I can. It should be included in this issue though. Important point about the Diplomacy rules though: a fleet in Greece CAN support another fleet into Bul-ec; the same as a fleet in Gascony can support a fleet into Spa-sc, and a fleet in GOB can support a fleet into StP-nc. The ruling is you see, a unit can support another unit to a space adjacent to it. North and south is treated as the SAME space.

Russia - France: If you intend to give the game to Italy and be satisfied with second place, why don't you submit an EGP immediately just as well?

France - World (other than Italy): Don't panic lads! Good old France won't run out on you. I've got something up my sleeve - it's called second place!

Italia - World: I'm a pacifist really.