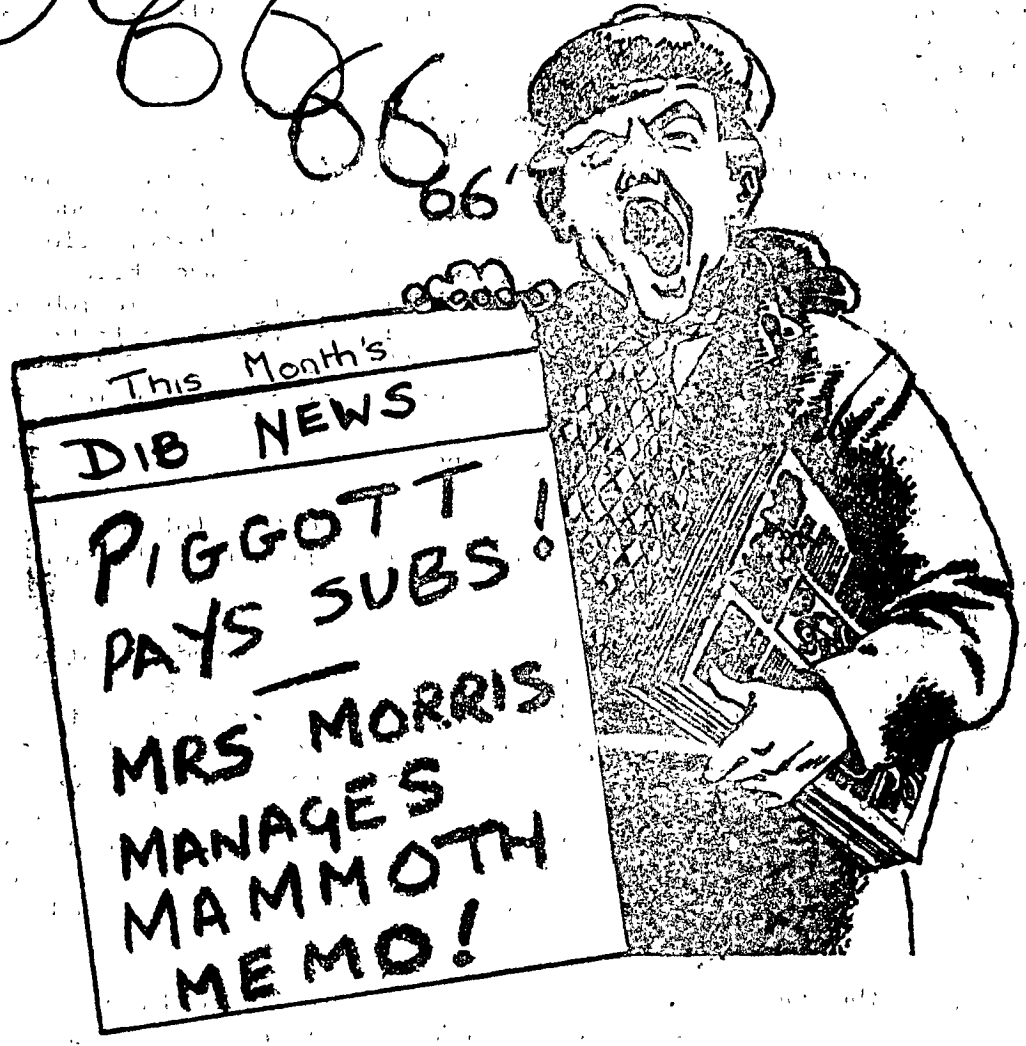


DIB DIB DIB

66666



Welcome to the 66th issue of Dib Dib Dib - a zine dedicated to games, games players, loonies, but mostly, to the civilised game of Diplomacy. The cost is a fixed rate of 45p per issue in the UK and 28p + postage overseas. Send money, to Tom Tweedy, 29 Stanley Hill Avenue, Amersham, Bucks., HP7 9BD. Tel. 02403 4513.

 * EMAIL: I can also be reached via bulletin board on 'West London TBBS' *
 * 0895-52685 (1200/75 or 300/300 baud - No parity, 8 data bits, 1 stop *
 * bit), where all orders, articles and whatever can be sent to me in the *
 * Diplomacy section reached via the SIGS Area (Special Interest Groups). *

EDITORIAL

At last, I've found someone to take over the EN GARDE! game. Jake Cheung has agreed to take over where Pete Sullivan left off (thanks Jake) - and as he has a computer and printer to run it on, it won't be far removed from what it used to be. I'll try and get Pete Sullivan to hand over any stats he has for the game - though I don't hold out any joy as he seems too busy to bother - but I suggest if you have your own scores written down you send them in to Jake yourselves so he can catch up. Write to 15 Albert Road, Retford, Notts, DN22 6JD (his Home address), and later to 41 Portman Street, Middlesborough, Cleveland (his Term address).

Since I posted the last issue I've had a great time on the modem. We (the Diplomacy players) have finally been given our own section on two different boards, where games can be played and orders and articles (on one board at least) can be uploaded easily for me to pick up later. Richard Walkerdine has been on TWICE - and THAT from a grand old man of the hobby who has stood out against technical abberations creeping soulessly through our hobby. Richard left a message that he'll be on again in March (as soon as he can 'borrow' a machine from his work). He may be one of the last editors (of the Old Guard) still producing a zine with ink and quill, but we'll welcome him aboard all the same.

*** Diplomacy Battleground ***
 T.....Time E.....Exit G.....Goodbye
 R.....Read Diplomacy Messages
 Q.....Quickscan Diplomacy Messages
 L.....Leave a Diplomacy Message
 D.....Download a Diplomacy file
 U.....Upload a Diplomacy File
 K.....Kill a Diplomacy file YOU uploaded
 M.....Mail - PRIVATE User to User Mail
 S.....SIGS Menu
 \$.....Game Master's File Delete
 Command:

Kris and Michele Morris are also thinking of getting a modem. At first I wondered is this was a good thing, letting them loose on a totally unsuspecting bulletin network, and more to the point into my life through another channel. But then it occured to me that I could save WEEKS by not having to type up their letters because they could upload their pages of chat directly to me! Oh joy of joys... now I can begin to live life normally once again; be able to take time out to see the seasons as they pass; play games on my computer (my God, it's been ages since I've played Wizardry!), and even have time to play games with my son. What more can a overworked editor ask for?

(Since typing up the above I've heard the Morrises have sorted out their modem and could be on-line any time now - should I go on-line now and look? I daren't! It seems Rob Watson sold them a second hand Nightinagle modem (thanks Rob, you may have a lot to answer for!)) Rob was the first Dib subscriber to send his orders in using the bulletin board. Other hobby members that have used it are John Cavanagh, and Rod Chamberlin. Hopefully soon there will be many more.

One interesting thing came out of ringing around different bulletin boards. Stuart was eager to see what public domain games were on offer and downloaded an interesting hi-res graphics game called 'Trek'. Interesting because, apart from being an excellent 'stand alone' game, it's a two-player real-time space game that can be played between two computers on a modem! I'm amazed at the high quality of some of the PD software - but unfortunately all of it seems to be of American origin, which means if you like it and want updates one has to contact and send \$25-\$30 to American authors. Don't we have any decent British programmers out there who believe in public support software?

WOT'S THE RECIPE WOT'S THE RECIPE WOT'S THE RECIPE WOT'S THE RECIPE WOT'S THE

OSSO BOUCO

This month's recipe comes from John C. Piggott - gourmet extraordinaire

Serves 4-6

1. Brown about 3 lbs oxtail in the frying-pan, using olive oil (failing that, any vegetable oil will do.) The butcher should have cut the tail up into lengths of 1 1/2 - 2 inches, according to the arrangement of the individual vertebrae. If he hasn't, shoot him.
2. Add about 1lb sliced and chopped onion. Add about 750 ml. passato: (NB - passato is tomatoes, sieved and liquidised. If you can't get it, tinned tomato puree mixed with an equal quantity of water will do.) Add 1-2 tsp. each of the following spices, to taste: thyme, oregano, basil. If you can't get basil, complain to Sybil.
3. Crush two good-sized cloves of garlic and mix it all up well with the rest of the ingredients. Bung the lot into the oven for 4 hours on gas mark 3 (170 C, 325 F).
4. Serve on a bed of yellow rice (add 1/4 tsp - no more! - trumeric to each 8 oz. quantity of plain uncooked rice). For garnish, try small quantities of one or more of the following: parsley, finely chopped garlic, or lemon zest.
5. This is a wonderfully messy meal, so don't stand on ceremony. When you've half-finished, use your fingers!

((Perhaps we should ask this man back again with a regular feature... I DO like good messy eating. Trouble is, Jan will insist I wear a bib - I don't know why, most of it goes down my lab rather down my shirt front! These women never learn.))

JOTTO Turn 6

Well, we have another confident challenger, who thinks he can dive in at THIS late stage and snatch the prize from such earlier winners like Rosie and Kath (or was it Michele?) - no chance of that of course, but we'll humour him. The prize now stands at the princely sum of £3.00!! A fortune not too readily sneezed at.

MICHELE MORRIS : 6TH 211345	RICHARD SHARP : 1ST 211211
MIKE CLOSE : 6TH 022212	2ND 121133
STEVE THOMAS : 6TH 331211	3RD 322212
KATH COLLMAN : 6TH 224203	4TH 013313
ROSIE ROBERTS : 6TH 322010	5TH 111221
	6TH 112112

ITALIAN STRATEGY - A PERSONAL VIEW

by Paul Donley

This article will look at the playing of Italy, a country that is often ignored and maligned in the Hobby because of its location outside the Eastern and Western triangles. It occupies a somewhat unique position, commanding the Mediterranean but with too few fleets initially to exploit this position. On land too Italy is constrained in its breadth of operations. Access to the European heartland through Tyrolia, Marseilles, Trieste is never easy until either Austria or France has been subdued (almost certainly by a third party). Thus it may be said that the first problems any Italy must face are those of access to potential gains and rebuilding the unit structure to a more suitable mix.

Italian openings are fairly standard with only a few being used with any frequency, a situation fostered by the factors mentioned above. F(Nap)-ION is an essential, if not automatic, move, and the only choices after that are whether to move A(Ven)-Tyr or Tri or Whether to Alpine Chicken (A(Ven)-Pie).

The more interesting aspect of early Italian play though is the alliance building section. Given Italy's poor initial situation, friends are of the utmost importance and should be found without delay. It is not necessary to find a game-long ally who will never leave you, just someone who will not make life difficult in the early years. What happens after that depends on the game's development.

The most useful ally for Italy to have at this stage is France. A demilitarised zone should be established from North Africa to Piedmont, with some regulation of builds in Marseilles and Rome. Tunis becomes Italian indisputedly, but Italy must forget any plans to conquer Iberia for the present. By taking such action the Italian player has created a temporary corner position from which to spread. Linked in with such an arrangement (in a very concrete agreement) is support for France to move from Bur-Mun, provided Tyrolia can be gained in the Spring. This often a small price to pay for the goodwill that is fostered.

The only other countries Italy need be concerned with in the short term are Austria and Germany. In the case of Austria, friendly overtures should be made with the aim of establishing armies in Tyrolia and Venice. Once this has been achieved you can bargain from a position of strength and invade or not at your whim. Another course of action involves posing the threat and then releasing it, creating both goodwill and a debt in your favour which may be called in at the most opportune moment. If friendly relations can be set up in such a way, with you pulling the strings then you have considerably improved your initial situation.

But given your S01 moves, your aggressive armies must move somewhere. The target that I would suggest is Germany. Most French players would be only too grateful to support an Italian A(Tyr)-Mun, and Austria would be grateful to be let off the hook. Naturally Germany wouldn't be too pleased with this situation, but then he is not an important factor in Italy's early game progression.

The situation that has now been created is one where France is your ally and confidant, Austria is friendly and grateful, but Germany hates you. Also in the process you have siezed two builds in O1. You can never get much penetration into Germany so that is a dead-end, but France and Germany have been set at war and will beat each other into pulp for a number of years. Eventually you should be able to exploit this situation, perhaps with England's help. Afterwards Russia, if still strong, could be enlisted to deal with England. This technique (I call it rolling allinaces) can prove extremely effective when attacking from a corner position (which a stab on France creates). This idea introduces another area I will wander over, that of Italy's enemies.

Surely Italy's foremost enemy is Turkey, there is no way that the yellow man can expand in any strength without taking the Ionian and subsequently your centres. Thus much effort should be concentrated on limiting his expansion, mainly via supporting Austria as a bulwark against him. Also fleets should be pushed into the Aegean and Eastern Med as soon as possible, before Turkey can get any there. Again, once this position is established, flexibility and ease of attack has been facilitated and diplomatic channels are forced open.

England is a potential enemy only should he master the Western triangle too quickly and threaten to move into the Western triangle and beyond. Hopefully your support of France will stop this from happening. Russia is a difficult country to categorise though. Popular opinion cites the Russo-Italian alliance as a natural, and to both's benefit. But given a decision to support Austria relations will be shaky at best, but may be repaired by a joint attack on someone, preferably Turkey. Russia must also be watched as if he becomes too big a naval force in the North this may decidedly inhibit your latter game expansion.

Thus to summarise my ideas on playing Italy are to ally with France and Austria and stab Germany. Later on attack Turkey and wait for the moment to stab one of your allies. From there use rolling alliances and good diplomacy to hopefully win, or at least get a good draw. I have used similar tactics on a couple of occasions now and have got a good draw FTF and a probable second place (due to 2 NMRs and an exceptional player, Mike Close, as Russia) which to me at least justifies the approach.

((Thanks for the articles, Paul, very much appreciated - please accept the next few issues of Dib free.))

COMPUTER GAMES COMPUTER GAMES COMPUTER GAMES COMPUTER GAMES COMPUTER GAMES COM

INFOCOM

by Michele Morris

Introduction:

Many years ago two misfits, called Crowther and Woods, wrote a computer based adventure game called 'Colossal Cave'. The text-only game involved the exploration of an underground cave system in search of treasure. Many puzzles had to be solved in order to get from one location to the next. Times have changed and now many adventures come complete with pretty graphics, but many die-hards, myself included, still prefer text-only games for the freedom they give to use your imagination. Many of the graphics used are inadequate or badly drawn, if not downright misleading. If you like graphic adventures then this review may not be for you, but before you turn the page let me ask you one question: Do you always insist the books you read have pictures? If the answer is 'no' then you might find text-adventures to your liking after-all. In a good text adventure the plot unwinds slowly as in a good book, but you can't cheat and skip to the back page to find out what happened!

One of the foremost producers of text-only adventures is the American company Infocom, although they prefer to refer to them as Interactive Fiction. They have produced many different titles over the years, covering many topics and styles. There are certain features common to all Infocom games and I shall use this introduction to make you familiar with these. The games are written at four levels of difficulty:

- Introductory: for beginners from the age of nine;
- Standard: for beginners and experienced players;
- Advanced: for those with some experience;
- Expert: for those who are finding your average adventure too easy.

(Continued over...)

All games are disc based, require around 128K of memory and are available for a wide range of computers including Amstrad, Commodore and Atari. They are not cheap at anything between £20-£30 but most adventurers consider them worth the price. One notable feature of Infocom games is the standard of packaging provided. The disc is supplied in a large card folder, usually with a plastic tray to hold the disc, and a great deal of documentation containing much information necessary to the successful completion of the game or which adds to the overall flavour of the game.

Playing the Game:

The chief feature of the Infocom games is their excellent parser. This is the bit of the program that interprets the inputs you supply from the keyboard. The earliest adventures had a very limited vocabulary they were only able to accept inputs in the 'Verb Noun' format e.g. take sword. Infocom adventures have quite large vocabularies, including all the standard commands such as take, drop etc, and can handle complex inputs e.g. "drop all except the sword and shield and then attack the troll". The most recent adventures from this stable also recognise the word "it" allowing inputs like "pick up the paper and then read it". The problem with such long inputs is that it is very easy to make a typing error. Never fear, the later adventures contain the Oops command which allows you to type oops followed by the corrected version of the word you mistyped and the parser will happily carry out your original order.

The location descriptions are very detailed but two commands, Brief and Super-brief, allow you to reduce these to a minimum should you prefer. You also have the option of Restarting the game at any time or of Restoring the game. This last option makes use of the Save and Load commands which allow you to save your current position to disc and reload it should you unfortunately die after making an unwise move. Most of the adventures have some kind of scoring system and many have a time limit. The later is not real time, but game time i.e. you may have to complete the adventure within a set number of moves, but the computer takes no notice of actual time elapsed and you may leave days between each move if you wish. There is also a Script command which sends the data on the screen to a printer, if one is connected, allowing you to produce a hard copy of the adventure. This is cancelled by the Unscript command.

Most of the problems can be solved given sufficient time and thought. However, now and again you come across a rather tricky one and can be stuck for months. Infocom have tried hard to help by producing a series of 'Invisiclues'. These are books containing the solutions to a particular adventure and they also have suggestions for alternative inputs which may provoke an interesting or amusing response. The book won't spoil your enjoyment of the game though, as the clues only become visible when they have been wiped over with the 'magic' pen supplied. The main drawback is the cost. Each book costs around £7 and most adventurers prefer to rely on informal clue networks and magazines to help them out of their difficulties.

((And Michele's first review...))

DEADLINE

This is the only one of the four adventures that I have completed and is at Expert level. You are a detective called in by a lawyer to investigate the suspicious death of Mr Marshal Robner. It looks like suicide but the lawyer suspects murder. You have twelve hours in which to prove murder and find the suspect(s). You are given a dossier of information containing a letter from the lawyer, a photograph of the scene of the crime, the coroner's report, a police memo, the lab report, statements from the deceased's family and business colleagues, three "Ebullion" (sugar) tablets as evidence and an Inspectors Casebook.

The latter explains the vocabulary understood by the parser and the use of certain commands peculiar to this adventure e.g. you can Fingerprint objects or send them to the laboratory to be Analysed For anything or a particular

substance. During the adventure you encounter several other characters who may be questioned about themselves, other people and objects, though they are not always very co-operative! The adventure ends when you accuse and arrest your suspect or when you run out of time. If you arrest a character you are told the outcome of the trial and you need to make a watertight case to secure a conviction. You have to be careful whilst making your investigation or the muderer(s) may get suspicious and kill you too. This was a very enjoyable adventure with many clues to be followed and many red herrings along the way. It takes several weeks to work out the final solution but all the puzzles set are logical and are solved by careful thought. One point to note is that some clues are only available during a given time period e.g. the reading of the will, or the phone call. If you miss these you will almost certainly be unable to solve the crime. I recommend this game for all budding Sherlock Holmes.

((Thanks Michele --y'now it nearly made me go out and buy another game? I have dabbled a little bit on Zork 1, and have to admit the commands given to it are far better than the ordinary run-of-the-mill type adventure game. However, my Zork 1 is about 4 years old now, so I guess the newer games are even better?

Well, we have a review of PLANETFALL next issue, and Michele has even something planned after that! --I think I'll have to rename this THE MORRIS section!!))

~~~~~  
 GAMESTART GAMESTART GAMESTART GAMESTART GAMESTART GAMESTART GAMESTART GAMESTAR  
 ~~~~~

((This game is being run on the 'West London TBBS' bulletin board - but will have a Boardman Number and thus will be rated:))

'ELECTRA' (1987??) GM Tom Tweedy Spring 1901 [11]

UNORTHODOX ITALIAN OPENING - BUT NOT AN UNDEFENDABLE POSITION

- AUSTRIA (Rod Chamberlin): F(Tri)-ADS; A(Vie)-Tri; [[A(Bud)-Gal]] ((FAILED))
- ENGLAND (Robert Watson): F(Ed1)-NWG; F(Lon)-NTH; A(Lpl)-Yor
- FRANCE (Stuart Tweedy): A(Mar)-Spa; A(Par)-Gas; F(Bre)-Pic
- GERMANY (Simon Jones): F(Kie)-Den; A(Ber)-Kie; A(Mun)-Ruh
- ITALY (Monty Trent): F(Nap)-TYS; A(Rom) S A(Ven)-Tus; A(Ven)-Tus
- RUSSIA (Carl Kuttelwascher): [[A(War)-Gal]] ((FAILED)); F(Sev)-Rum; A(Mos)-Ukr; F(StP-sc)-GOB
- TURKEY (Barry Brumitt): A(Con)-Bul; A(Smy)-Con; F(Ank)-BLA

'ELECTRA' (1987??) GM Tom Tweedy Autumn 1901 [11]

LOTS OF BLOOD AND GUTS SPILT ALL OVER THE PLACE - GREAT!

- AUSTRIA (Rod Chamberlin): A(Tri)-Ven; F(ADS)-ION; A(Bud)-Ser
- ENGLAND (Robert Watson): F(NWG)-Nor; [[F(NTH)-Bel]] ((FAILED)); A(Yor)stands
- FRANCE (Stuart Tweedy): A(Spa)-Por; A(Gas)-Spa; [[F(Pic)-Bel]] ((FAILED))
- GERMANY (Simon Jones): A(Kie)-Hol; [[F(Den)-Swe]] ((FAILED)); A(Ruh) S A(Kie)-Hol
- ITALY (Monty Trent): [[A(Ven)-Tri]] ((NO SUCH UNIT)); F(TYS) C A(Tus)-Tun; A(Tus)-Tun; A(Rom) stands unordered
- RUSSIA (Carl Kuttelwascher): [[A(War) S F(Rum)-Bul-ec]] ((IMPOSSIBLE)); [[F(Rum)-Bul-ec]] ((FAILED)); [[F(GOB)-Swe]] ((FAILED)); [[A(Ukr)-Rum]] ((FAILED))
- TURKEY (Barry Brumitt): F(BLA)-Sev; A(Bul)-Gre; [[A(Con)-Bul]] ((FAILED))

RETREATS: None. (Adjustments cont'd over...

(Electra cont'd.....)

WINTER 1901 ADJUSTMENTS:

AUS: Vie, Bud, Tri + Ven, Ser = 5 Builds: A(Bud), A(Vie)
 ENG: Lon, Lpl, Edi + Nor = 4 Builds: F(Lon)
 FRA: Bre, Par, Mar + Por, Spa = 5 Builds: F(Mar), F(Bre)
 GER: Mun, Kie, Ber + Hol, Den = 5 Builds: A(Mun), A(Ber)
 ITA: (Ven), Rom, Nap + Tur = 3 No Change
 RUS: StP, Mos, War, (Sev) + Rum = 4 No Change
 TUR: Smy, Ank, Con + Sev, Gre = 5 Builds: F(Smy), A(Ank)
 Neutrals: Bel, Bul, Swe = 3

34

 * DEADLINE: Saturday 14th March 11.00am *

((Some of you voted 'NO' to 1 week deadlines - well, we'll carry on this way for a couple of seasons, and then I'll ask again.))

ROD CHAMBERLIN writes: "I believe you know my vote on the 1 week situation, although I would suggest optional Double Deadlines, just in case a player is away from a modem for a week!" ((This can be kept in mind if we ever change to 1 week deadlines.))

'SETANTA' GAMESTATEMENT

GAME: 1984BF

ZINE: DIB DIB DIB

GM: Tom Tweedy

Game Commenced: Issue 43 (November 1984) Game Ended: Issue 65 (Feb 1987)

	00	01	02	03	04	05	06	07	08	09	10	
AUSTRIA (Jon Moss)	3	5	6	5	4	4	2	2	0	-	-	Out A08
ENGLAND (Ian Jago)	3	4	3*	2	1	1	1	1	1	1	0	Drop-out S04 Out A10
FRANCE (Robert Lozynskyj)	3	5	5	5	5	5	6	7	7	6	3	
GERMANY (Mike Deans)	3	5	6	6	6	6	4	0	-	-	-	Drop-out A06 Out A07
ITALY (Alan Powis)	3	4	4	3	4	4	4	5	7	7	7	
RUSSIA (Paul Finch)	4	7*	7	9	9	9	12*	12	13	14	18	WINS!
TURKEY (Victor Hall)	3	4	3	4	5	5	5	7	6	6	5	

(* denotes number of units short)

Russia (Paul Finch):

Well S1901 came and I got off to a superb start. Negotiation went well with neighbouring countries allowing me BLA, a Northern move with an army and no Austrian army in Galicia. This meant by the Autumn I had 3 builds (but only took two builds) but then the Autumn was good for most countries with all neutral supply centres being taken.

I had a fair amount of correspondence at this stage, especially from France. I actually wanted an alliance with England at this stage but me taking Norway and building a northern fleet meant he was obviously concerned, soon after he NMR'ed and went into Anarchy. This meant a hard struggle in the North but Mike (Germany) and I were in frequent contact, even though he was living in Norway.

Things were going great. Germany in French soil, Turkey pushing into the Aegean in the Ionian and attacking Turkey, and France and I writing a lot of letters to each other. Could this continue?

Yep. Germany and I continued to work together against Austria (to the surprise of the G.M.) and the NMRing English. Germany continues to push against France and help me against England and Austria to gain centres. I'm now up to 9 units and everybody else in fighting each other. Still, Austria and I were still communicating even though he wasn't doing as he was saying.

It was at this time Italy first replied to any of my letters. This would prove to be very useful in a co-ordinated attack on Austria.

About 1905 I began to struggle. Austria and Turkey nibble away in the South and Germany NMRs soon to go into Anarchy. But I'm still in communication with all active players, especially Italy and France.

A 1906 sees me "puhing ahead" (to quote one of Tom's headlines) at the expense of Austria but me still keep communicating. This proves helpful as Ian then handed his units over to me on the condition that I kept him in the game for as long as possible. This wasn't long although I didn't intend it that way - sorry, Jon, and thanks for keeping up the interest when many lesser players would have given up.

I slowly started to move into Germany and held my ground in the South, but France begin to get strong and I lose English centres. It now looks as if the game will be a draw.

This situation continues for a couple of seasons, and then the turnaround came. I met Rob at Manorcon who told me of his intention of still winning. I let Italy know of this, and the same time France doesn't do as he says to Italy. Italy now pushes into French soil and I accept Alan's offer of giving him second place if he helps me win.

It now is certain of me winning, especially when Rob has less time to devote to the game and truns his units to face Italy.

I reckon I could have been held to a draw about 1908 but it would have been close. I did have the luck which any player needs to win a game. This was an excellent game to play in, a lot of correspondence, different playing styles, and uncertainty which made the game interesting.

My thanks go to John early on, but not for going into anarchy, Victor for not making things easy for me, Jon for making the game interesting, Alan for the alliance in the last 6 years (and the chips?) and mostly to Rob. Rob and I communicated every season whether or not we were working together. He made things very difficult for me for a number of seasons, yet it was Rob's ambition which I think finally helped me win the game.

Last but not least, thanks to you Tom, for a reliable and efficient zine and adjudications (I can only remember I ever mistake).

France (Robert Lozynskyj):

Correspondence:

	IN		OUT	
Austria	2		14	
England	2		7	
Germany	6		12	
Italy	5	11 phone calls	16	4 phone
Russia	22	1 phone call	20	1 phone 2 meetings
Turkey	4		18	
	41	12 phone	87	5 phone

And that about sums it really. It was inevitable from 1902 that Russia would win and worked my hardest to prevent this, expending a lot of time, effort and money. Up to 1909 the four way draw was secured. Then Italy decided second place was a good result. The idiot. I'm disgusted. This elevates drop-outs to the second worst aspect of postal diplomacy.

Despite my bitter feelings about the game congratulations go to Paul on some fine play, good diplomacy and the win. Thanks to Tom for running the game to his usual high standard.

As for the rest, things are better left unsaid. ((Sorry the game was a little spoiled for you, Robert, thanks for sticking with it.))

Italy (Alan Powis):

The first few seasons saw me attacking everyone. First Austria, then Germany finally France. This is definitely not recommended for Italy and it came as no surprise when Austria took Nap in '03 after we had supposedly patched up our differences.

Russia ominously gained three centres in '01 and had an arrangement with Germany who, with England, was posing problems for France. '03 then, saw me

defending my remaining centres rather following through with my intended attack on France. There was a bright spot, though. Russia took Vienna this year and I hoped Austria would pull back, which he did.

Resistance to the Russian/German alliance hardened in 1904. Austria supported me into Vienna, much to Russia's surprise, and also convoyed his army from Apulia to Trieste, ensuring that Russia would not be able to make progress in that area. Rob was also fighting back against Germany, aided by England's drop-out. This fightback was successful despite Rob forgetting which provinces were adjacent. The situation remained stable in 1905 and I was able to start my spare fleet off to help the hard-pressed French fleets in the North.

Unexpectedly, Austria took Vienna S'06 with Russian help. Not so surprising was when Russia promptly stabbed Austria and took Vienna in the Autumn. Germany dropped out around this time, but although Russia was now on twelve centres, he could still be stopped even though he had the German centres at his mercy.

The German centres were carved up in 1908 with the Lions share going to Russia. Significantly, though, Edinburgh fell to the French/Italian alliance and it looked as though Russia would be pushed back, or at least stopped in his tracks in the North. Unless Turkey changed sides to help Russia, the draw now seemed a certainty.

I started to fear that something was amiss in 1908. France moved to try to poach a couple of centres and also moved to block a province into which I was supposed to retreat. I was forced to take Marseilles to try to keep Rob's sight on the draw, but I think Rob had decided he had an outside chance of the win. I was left to either help France to win or Russia, and I chose the latter when, for the third season in a row, France made moves which suggested he was after more than the draw.

I tried to keep my options open. After all NMRs by players who are winning easily have been known, but Paul made no mistakes. I still think that we could have stopped Paul had France and Turkey wanted to, but that would have dragged the game on for years until a position was reached that could be defended.

I have not mentioned anywhere the amount of correspondence in the game, more than is usual in a Diplomacy game. Paul, Rob, Jon and Victor helped to make this an enjoyable game. Rob's analysis of positions when we were defending against Russia was excellent. My second place is not a real reflection of how the game went. A fairer result would have probably been the draw in 1908.

However, Paul deserved the win. He put in the time and effort, and worked to achieve the win. Well done Paul.

My thanks to all the players who stuck out the game, and to you Tom for your fine GMing.

Turkey (Victor Hall):

It's quite weird really looking back on Setanata as it sort of covers completely a very complex and definite period of my life. It started off orderly enough at the beginning of 1985 and the opening moves gave me quite good heart. Italy had moved to Tyrolia and Venice. Unfortunately Russia had not gone along with my suggested (or should I say insisted?) Steamroller and had moved to the Black Sea. Not too much of a problem you might think but then my fleet had moved to Constantinople! However, I wasn't too concerned as Russia hadn't followed this up and I believed Paul rightly when he said his move to the Black Sea was only because he was worried I might move there.

Anyway, I continued with the Steamroller and Paul didn't stab me. All would have been OK but in doing so I antagonised Italy by some mistaken diplomacy and in the autumn he attacked Germany not Austria, the latter of whom picked up 2 builds. It was at this point everything turned disastrous as I unexpectedly ended up actually living in Syria for the next 2 months due to work, making diplomacy impossible and causing me to NMR. Russia also stabbed me and I lost Bulgaria to Austria.

By the beginning of 1903, my situation was getting worse due to personal problems with the woman I was living with, which took up all my time and led to another NMR. Meanwhile Russia was really getting in the swing of things by attacking England and Germany in the North and stabbing on open Austria in the

south. Russia was on 9 builds by Aut 03, whilst I retook Bulgaria for myself as Austria concentrated on Italy. For the next few seasons my mind wasn't really on the game at all for which I really must apologise to everyone else, but I got my orders in, often due to the concerted efforts of Rob (France), who was more aware than anyone else of Russia's advance and Paul being the player he is would be difficult to stop. For a while we managed to get our act together in the south with Italy, Austria and myself combining against Russia, but Paul held on and made further advances in the north where France and Germany failed to bury the hatchet. Austria then tried to do a deal with Russia and was promptly gobbled up by all 3 of his surrounding neighbours. The game by now was basically over, as Russia steadily worked towards a win and Germany collapsed into anarchy. I think it most probably would have been possible to have held Russia to a 4 way draw somewhere along the line, but since my attention wasn't really focussed on the game, I don't blame Italy for deciding to give Russia the win and go for second place at the expense of France (whose position was hopeless in the face of a massive Russia/Italian onslaught). Meanwhile I clung on for third, taking Sevastopol off Russia a couple of times being my only consolation.

So not a particularly great game to which a lot of the blame I attach to myself especially early on. Having said that Paul played really well and certainly deserved the win, although the same could be said for Robert who played professionally thro'out in a hopeless situation.

Funnily just as this game ends, so I get my personal life sorted out. I hope one day to get the chance to play Paul again under better circumstances. Then we'll see about some revenge.

LUTON AIRPORT: Phew... that lot took some typing up. I think enough has been said about the game without adding my comments. Thanks to all of you for playing a fine game though.

'Anise' (1986??)

Spring 1901

[32]

SOME AGRESSIVE OPENINGS HERE - ENC, ARM AND RUMI EXCELLENT...

AUSTRIA (Victor Hall)	A(Vie)-Gal, A(Bud)-Rum, F(Tri)-Ven
ENGLAND (Alan Frost)	F(Lon)-ENC, F(Edi)-NTH, A(Lpl)-Yor
FRANCE (Steve Kirk)	F(Bre)-MAO, A(Par)-Pic, A(Mar)-Bur
GERMANY (Andrew Kemp)	A(Ber)-Kie, A(Mun)-Ruh, F(Kie)-Den
ITALY (Andrew Smith)	A(Ven)-Tri, A(Rom)-Apu, F(Nap)-ION
RUSSIA (Nick Hoyle)	A(Mos)-Ukr, A(War)-Gal, F(Sev)-BLA, F(StP-sc)-GOB
TURKEY (Mike Sykes-Gelder)	A(Con)-Bul, F(Ank)-BLA, A(Smy)-Arm

PRESS:

LUTON AIRPORT: - Steve: You put 'change of orders' but you didn't put your name or the date! The only thing I didn't have to guess was the game name.

Austria - Russia: Please don't worry about being frozen into inaction I am fast dispatching flamethrowers to thaw you out.

Turkey - All who wrote: Thanks for all the advice - it's nice to have so many friends!

France - Germany: Some confirmation of intentions would have been appreciated.

English Gent - French Pilgrim: Nice day for a little sail in the Channel, eh what?

England - All: My New Year's resolution is to be pleasant to everyone. A more sickening sight you will never see.

The Silent Italian watches and waits.

Anon - Kaiser Kemp: Hope you stuck to your guns and weren't conned by those coniving Frenchies over Burgundy.

France - Turkey: Gelbingen's not in my atlas either.

World - Italy: You haven't choked to death on a lump of pasta or anything have you?

Eric Sykes of Arabia - Russia: But don't melt too quickly!

GAMESTART GAMESTART GAMESTART GAMESTART GAMESTART GAMESTART GAMESTART GAMESTAR

'Belladonna' (1987??) Pre-Spring 1901 [15]

- AUSTRIA: John Colledge, 'Dunorroch', 12 Garten Street, Broughty Ferry, Dundee, DD5 3HH.
- ENGLAND: Ralph Baker, (Home) 3 Summit Close, Jericho, Bury, Lancs., BL9 7TS.
(Term) St. Catherines College, Cambridge, CB2 1RL
- FRANCE: Gary Lyon, Sinead, Church Lane, Bradwell, Gt. Yarmouth, NR3 8QW.
- GERMANY: Alan Powis, 31 Hilton Road, New Invention, Willenhall, South Staffs., WV12 5EE
- ITALY: Charles Smedley, 80 Brandwood Street, Daubhill, Bolton, Lancs., BL3 4BG.
- RUSSIA: Colin Pickard, Honeysuckle Cottage, 7 Greenway, North Curry, Taunton, Somerset
- TURKEY: Steve Kirk, (Home) 54 London Road, Copford, Colchester, CO6 1BJ.
(Term) 281 Gillot Road, Edgbaston, Birmingham, B16 0RX.

Another line up then - a couple of new faces here for which much welcome to their first game in Dib, and a few old sweats gluttons for punishment. Just a few more rules: please check to see if you have enough credit after the £1.75 deduction. All orders must have the name of the game; Country; preferably dated, and with the game season; and most certainly, clearly signed. A map and a copy of my house rules should be included with this issue. My call sign is LUTON AIRPORT. I would request you not to misuse it as all official missives (readjudications etc) will come under this heading. And last and most definitely least don't forget to send Provisional Autumn 1901 orders in with your Spring 01 orders (it's ONLY for the 1901 season) as it ensures the game gets off to a smooth start. I hope you enjoy the game and wish you the best of luck - and may all your dirty dealings be nasty dirty dealings.

'Quadri' (1984DX) Autumn 1912 [23]

IS THIS THE CHANCE FRANCE HAS BEEN WAITING FOR?

- FRANCE (Alan Powis) A(Ruh)-Mun, F(Nor)stands, F(NTH) S F(Nor), F(Swe) S F(Nor), F(IRI) S F(Por)-MAO, F(MAO)-Spa-sc, A(Edi)stands, A(Mun)-Tyr, A(Bur) S A(Ruh)-Mun, A(Kie) S A(Ruh)-Mun, A(Den) S A(Kie); F(Por)-MAO, A(Mar)stands, A(Gas)-Spa
- ITALY (Martin Clifford-King) A(Pie) S A(Vie)-Tyr, A(Vie)-Tyr, A(Gre) S A(Bul), A(Bul)stands, F(Smy)-Con, F(Alb)stands, F(NAF) stands, F(WMS)stands
- RUSSIA (Richard Downes) NMR1 Has: A(StP), A(Lvn), A(Mos), A(War), F(BLA), A(Con), A(Boh), A(Sil), A(Pru), A(Ber), F(NWG), F(BAR)

Retreats: None.

ENDGAME PROPOSAL: =1st I/F/R ((Votes for next time please - failure to vote counts as NO))

Winter 1912 Adjustments:

- FRA: Par, Bre, Mar, Spa, Por, Lpl, Bel, Lon, Hol, Edi, Swe, Den, Kie, Mun + Nor = 15 Builds: F(Bre)
- ITA: Rom, Nap, Ven, Smy, Tun, Tri, Gre, Ser + Bul = 9 Builds: F(Rom)
- RUS: StP, Sev, Rum, (Nor), Ank, Mos, Bud, Vie, War, Ber, Con, (Bul) = 10 GM Disbands F(NWG), F(BAR)

GERMANY AND RUSSIA STILL HOLD BACK ITALIAN HORDES

ENGLAND (Dave Fish) A(Lpl)-Edi, F(Swe)-Nor
 FRANCE (Neil Parkin) A(Tyr)-Tri, A(Pic) S A(Par), F(ENC) S F(Bre),
 F(Bre)stands, A(Par) S F(Bre), A(Edi)stands
 GERMANY (Luke Clutterbuck) *A(Vie) S FRENCH A(Tyr)-Tri, A(Kie)-Mun, F(BAL)-Den,
 F(NTH) S FRENCH A(Edi), A(Lvn) S RUSSIAN A(War)
 ITALY (David Abbott) F(Spo-sc)-Por, F(MAO)-IRI, F(WMS)-MAO, F(NWG) S
 ENGLISH A(Lpl)-Edi, A(Bur)-Bel, F(AEG) S TURKISH
 F(Bul-sc)-Con, F(Gre)-Bul-sc, A(Tri)-Vie, A(Gal) S
 A(Tri)-Vie, A(Ven)-Tri, A(Ser)-Bud, A(Ukr)-Rum,
 *A(Sev)-Rum, A(Gas)-Bre
 RUSSIA (Ulf Jinetorn) A(War) S A(Mos), A(Mos) S F(BLA)-Sev, F(BLA)-Sev,
 *A(Con) S TURKISH F(Bul-sc)
 TURKEY (Ken Hoywood) F(Bul-sc)-Con, F(Smy) S F(Bul-sc)-Con

Retreats: GERMAN A(Vie)-Boh; ITALIAN A(Sev)-Arm; RUSSIAN A(Con)-Ank
 ENDGAME PROPOSALS: 1st T; 2nd I; 3rd F; 4th G; 5th R; 6th E was defeated.

Two NEW proposals have been put forward:
 (a) 1st E; 2nd A; rest nowhere.
 (b) 1st I/G; 3rd F; 4th R; 5th T; 6th E. ((Votes for next time please - failure to vote counts as NO))

COA: Luke Clutterbuck, 16/353A Old South Head Road, Rose Bay, NSW, 2029, AUSTRALIA. Tel. 02-303972

Winter 1909 Adjustments:

ENG: Lpl, Nor = 2 No Change
 FRA: Bre, (Por), (Bel), Edi, Lon, (Mun) + Par = 4 Disbands A(Tyr), A(Edi)
 GER: Kie, Ber, Hol, Swe, Den + Mun = 6 Builds: A(Kie)
 ITA: Ven, Nap, Rom, Tri, Tun, Ser, Vie, Bud, Gre, (Sev),
 (Par), Mar, Rum, (Mos), Spa + Por, Bel, Bul = 15 Builds: F(Nap)
 RUS: Ank, War, StP, (Con) + Mos, Sev = 5 Builds: A(StP)
 TUR: Smy, (Bul) + Con = 2 No Change

PRESS:

LUTON AIRPORT - Russia: Er, yes, it SHOULD have read: "Italy rules the..."

Russia - Endgame Proposer: Come on!

Non-Italia - LUTON AIRPORT: Oh no! You gave away our last remaining strategy. ((Wat strategy was that then? You mean you have a PLAN?!))

Turkish (Govt) Public Announcement: I voted reluctantly YES for the endgame proposal: Russia should have been 6th, not 5th.

Russia - France: Yes, at least as far as I am concerned.

Turkey - Germany: In 1982/3, this lady was interested in Clutterbucks in Tewkesbury, Glouc. 18/19th Century: MRS M. WARD, 39 BOYD STREET, CABRAMATTA, NSW, 2166, OZ. ((That's interesting)).

England - World: Let's stop these silly game end proposals.

England - World: I will not support any proposal that has me 6th or less.

Russia - Italy: Okay, you're not going to win! Satisfied?

England - France: Re your last press (France - Friendly Italian) I've been convinced for a long time you don't know what you are doing. ((Hey, dem dare words is fightin' talk!))

A(Vie)-Italy: Did I do something wrong?

England - Italy: I intend to carry on what I've been doing (whatever that was). ((That's what I like to see, good British pluck.))