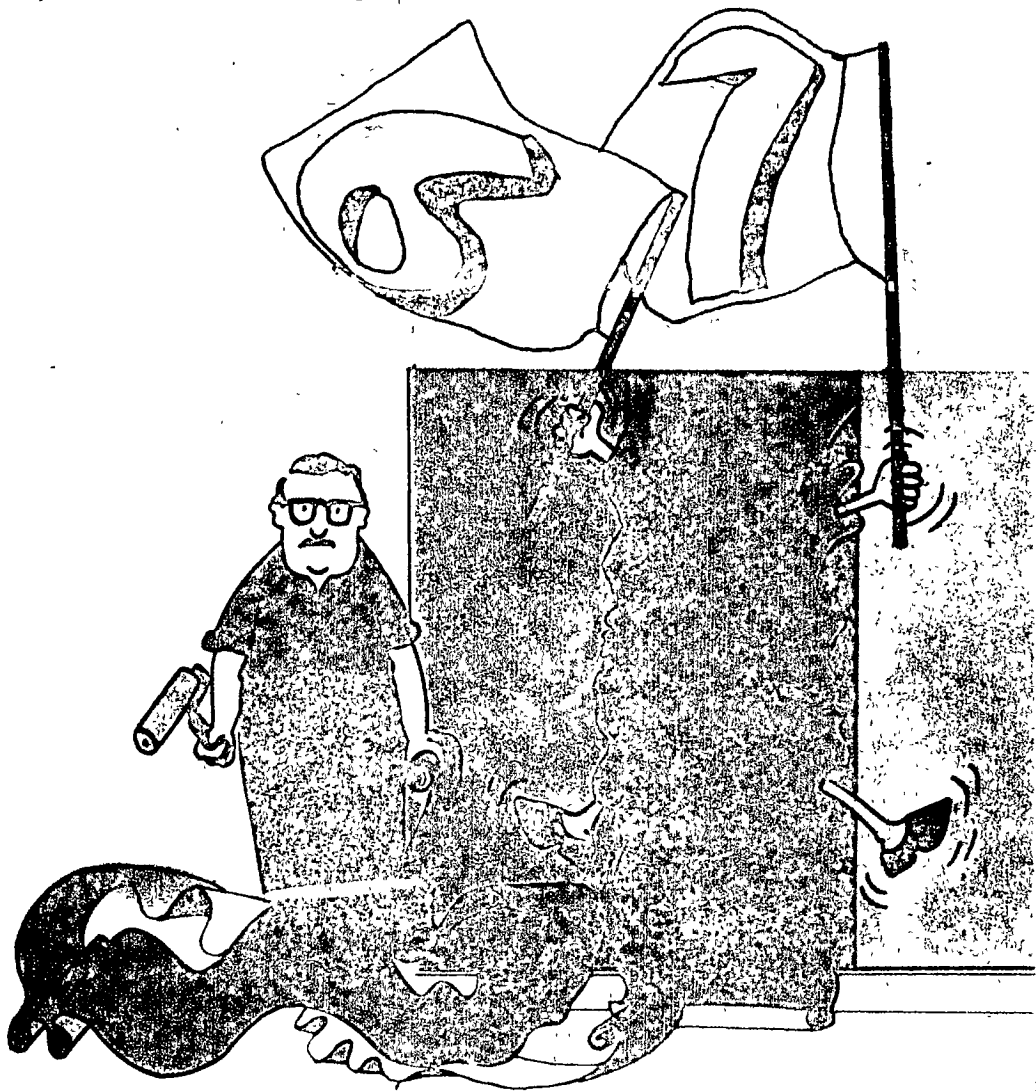


DIB DIB DIB DIB



Introducing the Kris Morris "Way to reducing  
your phone bills"

Welcome to the 67th 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 (1200/1200, 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 SICS Area (Special Interest Groups). \*  
 \*\*\*\*\*

### EDITORIAL

I better keep this short because it's going to be another huge issue, and at this rate I'll be bankrupt in record time. Still perhaps all these big issues will make you vote for me in the Gladys Awards, eh?

Right out of the blue I got a call from Mike Allaway the other day - it's been a long time since Mike has had anything to do with this hobby, he took a two year sabbatical off to get married. Now he's considering a comeback, in a small way he says, and has put his name down for Dib's next game. For those who don't know him, Mike is famous for his doom-laden melancholic editorials in his infamous zine, Pyrrhic Victory. Hopefully we shall be seeing even more of those editorials as Mike is thinking of restarting PV, where he left off.

I used to trade with PV to keep Mike happy, and will probably do so again - but this time PV might actually be INTERESTING, as he's married to a very intelligent and nice American girl called Robin, who'll probably see to it that his subject matter and spelling is up to scratch WELL before she lets his motley rag cross the door.

You may say to yourselves, well, how can an American spell? BUT I'LL HAVE NONE OF THAT! I've met Robin and a lovely lady she is too... and not because both times she came bearing gifts of a bottle of 'Jack Daniels' either! (A VERY civilised gesture I thought.) Of course, you can say as much as you like against Mike - and quite often I do - but having said all that, do subscribe to his mag when it comes out. Nice to see you again Mike.

Contact with the postal hobby seems to be generating quite a fair bit of interest among the bulletin board Diplomacy players. A couple have already started subscribing to Dib, and others are asking me about getting their games rated and getting Boardman Numbers. This I think is to be encouraged. Not only will there be a slow trickle towards hobby members wanting to play by modem, but it looks likely that some bulletin board players may well trickle the other way and join the postal hobby.

This being the case I've decided to publish all the EMAIL Diplomacy games in future issues of Dib - this issue will contain all but one as I haven't found the real names of all the players yet. You may be wondering why some people in the EMAIL games choose to play under a pseudonym... this neatly leads me to my next point.

One of the boards I'm GMing on is called the GODS board. This is a board almost totally dedicated to a Multi-User Dungeon game (actually called GODS), very similar to Richard Bartle's MUD run on the EXETER University computer. As most of the players on this board already play the GODS scenario under their respective pseudonyms, that's how all the other players know them.

Even the author of GODS goes under the pseudonym of 'Tiger Tiger', but that, apparently, is because he wishes to remain anonymous being the son of a famous father. (Though when I found out his name I didn't recognise it... and STILL don't!) The GODS board Diplomacy section is by far the friendliest of the two boards on which I GM on. Unfortunately, although it is multi-user (meaning one or more players can use it at the same time) downloading messages is extremely

slow, and so, surprises you with a nasty telephone bill if you're not careful. (An even igger surprise if your wife sees the bill first!)

To play Diplomacy on GODS will cost you nothing but the price of a telephone call (as with other bulletin boards), but to play the GODS game itself will also cost you £25 for a set number of units/time. I warn you though, to fit in with the others on this board you have to be well and truly totally out of your tree... insanity rules. Dib subscribers should fit in without any trouble at all. For those interested in seeing what the board is like, give it a ring on 01-994 9119 (1200/1200, 1200/75 or 300/300 baud - No parity, 8 data bits, 1 stop bit).

MANORCON '87: A great Con that is enjoyed by many every year - dates are set for Friday 24th July to Sunday 26th July 1987 and is held at High Hall, Birmingham University. The Diplomacy Tournament (now in its fifth year) will take place on the Saturday with a second, individual round on the Sunday. B&B £12.00 per night (single), £22.00 per night (twin). Registration fees £3 for one day or £5 for the weekend. Cheques should be made payable to 'The Universities Diplomacy Tournament' and sent to Richard Walkerdine 13 Offley Road, Hitchin, Herts, SG5 2AZ. For general queries Richard can also be contacted on Tel. 0462 55741. Book early. With a bit of luck flyers should be included with this issue giving the full details.

~~~~~

#### GLADYS AWARDS 1987

Once again the Gladys Awards are upon us... and once again they have changed hands. Because of his new baby Geoff Challenger has had to hand over most of his extra activities to others with more time - unfortunately he gave the Gladys to Brian Creese. I don't much like the way the awards haven't found a permanent resting place in the few years since John Miller started them up. (I did think they had found a home at last with Geoff), and I don't particularly like Brian Creese's stuck-up attitude to the hobby (both might put people off), but I DO like to support the Gladys Awards (hell I like any awards) and hope you will give them some support as well. The categories are (as copied from Home):-

1. Best Diplomacy Zine: For zines where Diplomacy is prominent.
2. Best Games Zine: For zines where non-Diplomacy games are prominent.
3. Best Looking Zine: Obvious.
4. Best Lettercol: The one you look forward to receiving the most.
5. Best Writer: writing regularly within the hobby.
6. Best Subzine: Another obvious one.
7. Best for Hobby News: The zine that keeps you most in touch with the hobby.
8. Best New Zine: The most promising new zine since June 1986.
9. Best Postal Games GM: of any postal game (including Diplomacy).
10. Most Regretted Fold: The zine you were saddest to lose since June 1986.

Don't forget to put Dib up top where it deserves (though you don't need to put me in category 6, 8, or 10). If you can't do that the least you can do is put it above Dolchstoss and Mad Policy! Nominations should go to Brian Creese by the 2nd May, at 256 Canbury Park Road, Kingston, Surrey, KT2 6LG.

~~~~~

#### JOTTO Turn 7

Richard? See Rosie's letter in the lettercol...

MICHELE MORRIS: 7TH 112112  
MIKE CLOSE : 7TH 101212  
STEVE THOMAS : 7TH 011221

KATH COLLMAN : 7TH 211434  
ROSIE ROBERTS : 7TH 221100  
RICHARD SHARP : 7TH 333233

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

((Not no much a recipe... more a lecture as well. This is the CUT down version of Michele's views into 'Alternative Eating'. Edited out are all the complicated diagrams (which my printer would have made a hash of - 'scuse pun) and technical bits. And certainly the recipe couldn't go in the lettercol, so, what we are left with is...))

MICHELE MORRIS "I shall rise to the bait and reply to Piggot's cobblers that humans require meat in order to have an adequate diet. That is blatent nonsense and he knows it! Human beings require protein, fats, carbohydrates, vitamins and minerals to survive. Vegetarian food is rich in vitamins and minerals, no-one would argue with that. Most Vegetarians eat plenty of unrefined carbohydrates in the form of whole grains, wholemeal bread etc. and so have plenty of energy. They also get plenty of fibre like that and so have fewer diseases of the alimentary tract and are less prone to obesity.

That only leaves protein. Protein is digested by the body into its component amino acids. The body is totally unable to tell if these amino acids are from a vegetable or animal source.

Where the myth of vegetarianism being inadequate came from is the old idea of meat being 1st class protein and vegetable matter 2nd class. In reality it is true to say that all meat contains all the essential amino acids in some quantity, BUT (and in my book it's a big but) it also contains high amounts of fat. Undesirable residues of pesticides from animal feedstuffs and anti-biotics and growth enhancers sometimes fed to cattle all tend to accumulate in this fat. Vegetable proteins are less polluted by these substances however, they usually contain all the essential amino acids in one handy package. That is why vegetarians practice protein complementarianism. If this seems complicated I'd like to point out that most veggie recipes have already done this for you. Classic examples are such "unfamiliar" veggie dishes as macaroni cheese, rice pudding, peanut butter sandwiches and pizza.

As they say the proof of the pudding is in the eating so here comes a wee recipe. Chosen not only for the ease of obtaining the ingredients but also 'cos it's good messy eating, seeing as that is what Tom likes."

#### LENTIL AND TOMATO PASTA

Serves 4

8-12oz of wholewheat spaghetti or wholewheat pasta shapes. (depends on how hungry you are)

1 medium sized onion peeled and finely chopped

1 small clove of garlic, crushed (optional)

1 tablespoon sunflower or other vegetable oil

15oz can chopped tomatoes

1 generous tablespoon tomato puree

4oz split red lentils

boiling water or hot vegetable stock

1 teaspoon mixed herbs OR basil OR oregano OR 2 bayleaves

salt

freshly ground black pepper

a little grated cheese OR chopped spring onion OR chopped chives for garnish

a green salad

1. Put a large pan of water on to boil. Salt well.
2. In another pan fry the onion (and garlic if used) in the oil gently until soft but not brown.
3. Add the lentils and herbs, stir well to coat with oil.
4. Cover with boiling water or stock. Add tomato puree. Cover pan. Simmer gently for 20 to 25 minutes. The lentils will absorb almost all of the

- water so be gentle with the heat or the sauce will weld itself to the pan.
5. Ten minutes before the sauce is ready add the pasta to the boiling water. Cook for 8 to 10 minutes then drain.
6. Five minutes before it is ready check the sauce. Add more water if it is dry or leave the lid off to reduce if it is too sloppy.
7. Season the sauce with salt and pepper to taste. Remove the bayleaves if used.
8. Put the pasta on a warm plate and cover with the sauce. Garnish with cheese or chives or spring onion. Serve with a green side salad.
9. For a variation try adding 4oz of finely chopped mushrooms to the onion before adding the lentils, or use rice instead of pasta.

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TURKEY A PLAYER'S VIEW  
by Paul Donley

Turkey is undoubtedly my favourite country having played it a number of times both postally and FTF. My record is reasonable having never been eliminated whilst I very nearly gained a victory in W&P 4, ending up facing England across a stalemate line with each of us owning 17 centres. Thus with this experience I have formulated some of my own views as to how Turkey should be played. Strangely enough everyone who writes about Diplomacy seems to overlook Turkey when selecting a subject for their articles, I certainly can't remember having seen one in my time in the hobby. Hopefully this article will put this right, and may stimulate some discussion on this much maligned power.

Whether it's the cowardly yellow pieces or the bottled up nature that does it I'm not sure, but everyone who gets Turkey seems to let out a long yawn and promptly fall asleep. It's a similar reaction to that seen when Austria is drawn, the player in question immediately makes his arrangements for another game in 2 hours time. In my point of view this reaction is completely unwarranted mainly because of my experiences whilst playing it. I've always enjoyed my flirtations with the Sultan for reasons I shall attempt to explain in the next few paragraphs.

Turkey starts the game in a similar position to England, immunity from attack but consequently few avenues of exploration. This is not helped by the unit mix where Turkey (like Italy) has mostly sea borders but only one fleet. This leads to few real options on opening moves and few chances for rapid development. Thus for Turkey to have any real success it must find either an ally or a complete wally.

In terms of allies the choice is limited to either Russia or Austria, at least in the short term. Of these Russia is by far the most common choice, being the other half of the infamous Juggernaut seen in so many FTF games. This relationship is fine if you are going for a 3/4 way draw from the outset, but not such a good idea if you actually intend to win a game. Russia/Turkey, if they are both reasonable players can usually insist on some form of de-militarised garrisoned zone around the Black Sea which makes a stab either easy to spot or simple to fend off. Thus after reaching 11 or 12 centres each the choice is often a slow and painful war with your ally or crossing the barren zone and attempting to surprise a Western power. Both of these strategies are unlikely to result in enough centres to win and could (especially the former) give the game to a third party.

Far better in my opinion is to ally at first with Austria and move to dominate the Black Sea area in the first couple of years. If these can be achieved the mainland is wide open and your problems of bottlenecks has been solved. Providing Russia is not expecting trouble, and you talk nothing but Juggernaut to him in Pre-Spring 01 Diplomacy he needn't be, a quick surprise attack can achieve this quite quickly. More importantly with a stab on Austria it is much easier to achieve real success via the Balkans into Bud, Tri, area when you

want to be rid of your initial partner. Also in this situation the possibility of joint action with Italy or Germany to make the stab even more devastating is quite good.

As for opening moves A(Con)-Bul is so standard the unit may as well start in Bul A01. Almost as common is F Ank-Bla, which Turkey really can't fail to try in Spring 01 whatever. The Smyrna army is the only debatable move and that is really only between Con as follow up/support or Armenia, the latter being the move I would suggest making. The best strategy is to persuade Austria to move A(Bud)-Rum which then ensures two units on Sev in Autumn 01 plus your fleet gaining Bla. As part of the Juggernaut Russia should have gone north with A(Mos) and as a result may well not build in 01. From this position alliances with England and Italy against Russia and Austria respectively give you the entire South East corner probably about 10 units by 1904. This idea of a Turkish Blitzkrieg naturally rests on good diplomacy, people doing what you expect and luck. But if it comes off it gives a superb springboard to victory whilst avoiding becoming stuck in the Bul plus 4 centres trap.

Once the position outlined above has been secured a number of avenues of exploration lie ahead, none of which offer chances of quick and easy gains. It is fairly easy to get to 13 centres i.e. 3 home plus 4 Balkans plus 3 Austrian plus 3 Russian centres, but after this surge finding another 5 centres is not too easy. Northwards is the St.P/Scandinavian bottleneck, probably held securely by England, but equally not an area any counter-attack can come from if defended against properly. With the North in stalemate the centre of Europe looks inviting - but supply centres look distant. Before the Germany/Low Countries area can be attacked a Turkey must first battle across the barren zone, thereby announcing his intention to all and sundry and allowing alliances and defenses to be built in his path. Generally an attack along this front is not often very successfully carried out.

Looking towards the South things appear more promising. The heartland of Italy lies to the SW West which, with Tunis as well, gives 4 more centres towards the victory. However things are not all rose covered cottages. Taking the Ionian is usually quite a feat - if it is ever achieved. Progress from this point on can be slow if any is made at all. Even with the support of armies attacking down through North Italy, especially when it is considered that France, or even England may be aiding Italy at this stage. Thus, on top of skillful diplomacy, which in itself could solve your problems, it is vital to Turkey's chances of winning to head a fleet into the WMS as soon as possible, and certainly a number of seasons before an all out attack is contemplated. An attack on two fronts plus back stabbing is very necessary to attempt to crack this nut.

But your problems are still not all solved in that 17 centres have now been obtained but the elusive 18th nut still be captured. In most situations this is one of StP., Munich, Berlin, Marseilles or Spain - none of which are particularly easy to capture from your present position. Again some amount of pre-thought and diplomacy is necessary before one of these centres can be captured.

These then are my ideas for a Turkish Blitzkrieg. Naturally this is a risk strategy aimed at maximum gains in the first few seasons and relies on good diploming and predictable player response. Any number of factors could go against its success - but if followed through a speedy advance could catch the Western powers unaware and the stalemate line can be penetrated before adequate defences are established. Maybe not everyone's idea of playing Turkey but I like expanding quickly with a well guarded rear - any complaints??

((Thanks once again Paul, you earn yourself another couple of free issues of Dib (you lucky thing you). At this rate Dib might even get the reputation of being a Diplomacy orientated zine!))

((And now, for those future budding zine editors and newspaper men, we have a quick foray into the world of... DESKTOP PUBLISHING. Is it all it's cracked up to be? We shall see, because we now have...))

SOFTWARE REVIEW - PAGEMAKER

by Kris Morris

Nearly twelve months ago after it was first advertised (a fact which the makers would like to forget no doubt, in fact I believe they've been "done" by the advertising board) Pagemaker, a software package that proports to bring desktop publishing to the home micro, has appeared. The home user is now (in theory) able to compose a journal, newspaper, magazine or whatever on the computer screen, pictures and text (just like computer produced newspapers such as Today, Times, Sunday Times etc), without having to resort to composing the two mediums seperately (text and pictures that is) and physically joining the two after.

So, does Pagemaker do what it says it does. I've mannaged to get hold of a copy and have been using it for a couple of weeks now, and in short the answer is yes, it does. There are a few "bugs" in the program however, and I hope that AMS (the publishers) remove them pretty quickly, as one of them is quite serious. However, down to business, and a description of the software.

The program is operated by three control keys (execute, move and cancel) and the cursor keys. If you wish, a joystick can be used instead of the cursor keys, or for those lucky enough to own one, you can use a mouse. I've included a screen dump to show you what you are faced with when using the program, I hope Tom has been able to duplicate it. ((Sorry Kris, it's too faint to reproduce on the electronic stencil cutter)) The drawing/printing screen is surrounded by a graduated border, but this is only one quarter of a complete page. You can scroll around the complete page by using the move and cursor control, or select to view it in miniature on the screen in front of you. The various facilities the program offers are represented as icons at the top of the computer screen, and are selected by moving the cursor to the one required and pressing the execute key. From left to right, they represent the following functions: Filing, Paste, Text, Graphic, Windows, Printer and Goodies (general assortment of functions). To the far right is a window that denotes which pattern your brush is loaded with, and below this the undo icon in the form of an "X".

When an icon is selected it is highlighted and a number of headings appear in the large window to the right. One of these headings is selected, a pull-down menu with further options appears, and you make a further selection from one of these. To give an example, in the screen shot supplied the Filing icon and the word "screen" are highlighted. The pull-down menu attached to the word "screen" is not shown, but it has on it options such as save, load etc. and you select which option you require. Sounds complex, but it's simple when you're used to it. You're supplied with a large instruction book, over 100 pages long, but this can quickly be dispensed with after a few hours of use.

Okay so what can you do with it. Well, firstly you can print text with it, and you are given a choice of 19 (I think) different fonts. These can be increased or decreased in size as required, so letting you do very large headlines, just like Dib, Dib, Dib. All the usual word-processing commands are present, word-wrap, right-justification etc, but you are advised to use a proper word-processor if large amounts of text are required. This can then be transferred to Pagemaker and printed on the screen in the font you've selected. So far only Tassword is recognised by the program, but no doubt other word-processors will be catered for in the future.

This program however excells in its graphic capabilities. You are able to define the usual shapes, triangle, circle, box, etc, but not arc and ellipse as the manual states, one of the bugs I mentioned. The best part however, is

the fun you can have with the cut-outs supplied and the way you can use the cut-and-paste facilities to do whatever you want with them. Cut-outs are little pictures of various objects, computer, telly, train, helicopter, house, etc, which can be placed in any position on the screen and then left normal size or, by using cut-and-paste, be stretched, shrunk, flipped, turned through 90, 180 or 270 degrees, overlapped in fact the possibilities are endless. You can also design your own, the drawing package resident in the program allows you to do so, and very good it is too. A large assortment of various patterns are supplied with which you can fill shapes, or spray with, there's the usual magnify option, undo (erases the last thing you did), choice of brush-sizes, in fact the drawing package alone is well worth the cost of the program.

However, the piece de resistance must be the Scanner option. With equipment that will cost less than £90 you can view pictures recorded by a video from the T.V. or direct from a video camera, and have them printed out on the screen! The eye pictured in the screen dump was brought into being by this method, not by me I hasten to add, several digitised shots are supplied on the program disc. You can use the cut-and-paste options to shrink, expand, flip, the text command to add your own titles, the graphics command to modify the picture, the possibilities are endless. How about it Tom, a picture of you singing in the bath on the front cover of Dib, the mind certainly boggles. I certainly wish Santa was kind to me and bring me one nice and early for Christmas!

Last, but certainly not least, is the printout facility. Pagemaker supposedly supports any Epson-compatible printer (once again there seems to be a 'bug' present; we've got a Shinwa printer which is Epson compatible but the print-out is interspersed with blank lines, not so on the Amstrad printer), and offers three qualities of printout. Good (draft), very good (standard), and incredible! (NTQ) ((NLO?)). The time taken to do the NTQ quality print however is approx. 1 hour, yes you read correctly, but it really is excellent. You can also define what you want printed, the whole page, or just the screen you're working on. The "print page" option can also be subdivided into A4 or A5 size, but only a few printers can support the A5 option, something to do with the number of dots per inch supported by the printer I believe.

I said earlier that there were bugs in the program, and I've already mentioned one of them. There are several others, but the major one by far is that text windows are supposed to be able to be defined, which they can, and written within, which they cannot. A text window is an area which you define text to be printed in i.e. the columns of a paper, so enabling you to draw or print pictures outside without fear of the two overlapping one another. The problem can be circumvented, but that is not the point, the facility should be there, and it isn't. I hope a modified version is soon issued to all purchasers as soon as possible.

Lastly, how much does all this cost, and what will it run on. Well, the cost is £49-95, but I'm afraid that it will only run on the Amstrad 6128, or the 664/464 if additional memory is present (and a disc-drive in the case of the 464). Sorry all you 8256/8512 owners, this program ain't for you, but you never know, AMS may bring a version out one-day. Mirrorsoft has brought a similar program out for IBM PC's, Atari ST's etc called Fleet St. Editor, but at a much higher price. I'd like to compare the two programs, any offers?

P.S. According to AMS an un-bugged version is now available. We shall see!!!

((Thanks Kris - there's no need for me to tell you this earns you a couple of free issues I suppose? Yes, I think desktop publishing is certainly the way word processing will go in the near future. Users just aren't satisfied with the dedicated type-only word processors any more. They WANT cut-and-paste (I certainly do) that's reliable and easy to use. WordStar has column shifting to a certain extent, but a desktop publisher it ain't!))



COMPUTER GAMES COMPUTER GAMES COMPUTER GAMES COMPUTER GAMES COMPUTER GAMES COM

And another INFOCOM article from Michele Morris...

### PLANETFALL

You are a member of the Elite Stellar Patrol, albeit a lowly ensign 7th class. You have recently been transferred to the S.P.S. Feinstein and have already managed to get on the wrong side of your commanding officer. One result of which is that you have been assigned to deck scrubbing duties again. This is just about to save your life provided you follow orders and keep on scrubbing. You should then be in the immediate vicinity of an escape pod just when you need it most! Just remembering this adventure is called Planetfall so spending too much time exploring the ship could be fatal.

Always supposing you've managed to get safely into the pod and out of it when it has landed you find yourself on a strangely deserted planet. All round are the remains of an advanced civilization partially destroyed by an earthquake many years before. In your travels you will discover that the whole planet is in fact operated as a kind of spaceship but the earthquake has disrupted several of the most important systems including communications and planetary course control. The main computer is also ailing which is a great pity as it was just about to deliver the answer to a most deadly space virus for which there was no known cure. The computer was programmed to develop that cure and the entire population has been placed in suspended animation awaiting that event. It is in your interest to help things along because the minute you breathed the air you too became infected. This provides the time limit to the game. You must keep yourself alive and well long enough to fix the planetary systems or all of you are doomed. Fortunately you don't have to work alone, in one of the dusty rooms you will find Floyd the Robot. Reactivating him is a real smart move though his incessant chatter will drive you mad!

The civilisation believed in plastic money in a big way and you'll soon end up with a handfull of credit cards which operate most of the machinery including the lifts. One small gripe I have is that "inserting" a credit card in the appropriate slot doesn't work. You have to "slide \*\*\*\* card through slot". Another quibble I have is that many of the puzzles are evry similar to those found in the Level 9 adventure "Snowball". Far be it from me to say who pinched whose ideas!

The package contains the usual disk and instruction manual (entitled "Today's Stellar Patrol: Boldly going where angels fear to tread"), three interstellar postcards, your ID card and excerpts from your illegally kept diary which provide you with some background information. The game, written by Steve Meretzky, is rated as Standard level. There is a numerical score and your rank also increases as you solve more puzzles. The problems are on the whole logical though solving some can prove repetitive. Though not as bad as the robot stores sequence in Snowball).

((That's another one under Michele's belt - at this rate I might as well trade Dib, chances are I'm NEVER going to get any more money from her! Thanks once again, Michele. I wonder though how you manage to find the TIME not only to write all this, but to actually play the games as well? I don't, and I've tried. As for next issue I have your Hitchhiker's Guide to the Galaxy all typed up and ready to be printed. I still haven't had time to finish this either.))

AT LAST, THE 'EN GARDE!' GAME IS BACK.... SEE OVER...

JAKE CHEUNG 41 PORTMAN STREET, MIDDLESBROUGH, CLEVELAND. TS1 4DQ

Hello and welcome to the new all singing all dancing En Garde! I'm Jake Cheung and can be found at the above address until the end of JUNE. The normal En Garde! deadline will be the Saturday before the main deadline. But to get things rolling again I'm willing to adjudicate an interim turn if you lot can send in your orders promptly (with your orders I want you to include your character's up-to-date record ie. send everything - Pete has send me the starting record for all the characters but there's bound to be changes). So Kiddies, orders for JUNE 1601 ASAP please.

Finally, Houserules, should be near completion as you read this although ideas, comments are always welcome.

#### STATUS TABLE

| <u>CHARACTER</u>     | <u>SL</u> | <u>SP</u> | <u>REGT</u> | <u>MIST</u> | <u>MA</u> | <u>CR</u> | <u>CLUB</u> | <u>PLAYER</u> |
|----------------------|-----------|-----------|-------------|-------------|-----------|-----------|-------------|---------------|
| Louis Pasteur        | 7         |           | MAJ(QOC)    | Sally       | 1         | 728       | BG          | D.Brooks      |
| Jean Gardian         | 7         |           | CAPT(DG)    | Ethel       | 5         | 278       | BG          | B.Moore       |
| Piers Tastanute      | 6         |           | CAPT(QOC)   | Wanda       | 4         | 203       | HG          | S.Craddock    |
| Charles Valliant     | 5         |           | CAPT(RM)    |             | 2         | 118       | F&P         | U.Jiretorn    |
| Grene Perce-Beumbed  | 4         |           | MAJ(PLLD)   | Phylis      | 3         | 106       | RP          | D.Abbott      |
| L'Ancelet Fallan     | 4         |           | MAJ(13th)   |             | 4         | -236      | RP          | C.Ozog        |
| Gaspin Forebreath    | 3         |           | MAJ(27th)   | Ruby        | 6         | 957       | RP          | C.Sandow      |
| Aramis De Jawbreaker | 3         |           | CAPT(PM)    |             | 6         | 261       | RP          | S.Tweedy      |

#### MISTRSS TABLE

| <u>MISTRSS</u> | <u>SL</u> | <u>FRIEND</u>       |
|----------------|-----------|---------------------|
| Kath Finate    | 11 BI     |                     |
| Sally Munella  | 10 B      | Louis Pasteur       |
| Wanda Lust     | 10 I      | Piers Tastanute     |
| May Strome     | 9 I       |                     |
| Phylis Stein   | 8         | Grene Perce-Beumbed |
| Ruby Conned    | 7 WI      | Gaspin Forebreath   |
| Ethel Luent    | 7 W       | Jean Gardian        |
| Linda Hand     | 5 WI      |                     |

#### REGIMENTAL TABLES

| RANK   | RFG | KM | CG | DG | QOC | CPC | ALC | GDM | PLD | RM | PM  | 13  | 53 | 27 | 4 | 69 | GAS |
|--------|-----|----|----|----|-----|-----|-----|-----|-----|----|-----|-----|----|----|---|----|-----|
| COL    | 3   | -  | 4  | 5  | 4   | -   | 6   | 5   | 1   | 5  | 2   | 1   | 6  | 5  | 1 | 3  | 1   |
| LT.COL | 2   | 4  | -  | -  | 2   | 4   | 1   | 4   | 5   | 5  | 4   | 6   | 5  | -  | 4 | 6  | 5   |
| MAJ 1  | -   | -  | 3  | -  | 3   | 6   | 6   | 3   | 3   | 4  | 5   | -   | 3  | 1  | 1 | 6  | 3   |
| MAJ 2  | 3   | 5  | 4  | 5  | LP  | 1   | 2   | 1   | GPB | 4  | 6   | LAF | -  | GF | 4 | 1  | 4   |
| CAPT A | 5   | 5  | 2  | 4  | 4   | 5   | 2   | 3   | 6   | 4  | 1   | 4   | 2  | 2  | 2 | 6  | 2   |
| CAPT B | 4   | 1  | 6  | 3  | 1   | 2   | 3   | 3   | 6   | 4  | 1   | 6   | 4  | 3  | 5 | 2  | 1   |
| CAPT C | 1   | 2  | 5  | 6  | 3   | 2   | 2   | 3   | 4   | 3  | 4   | 2   | 2  | 1  | 1 | 4  | 6   |
| CAPT D | 3   | 5  | 3  | 2  | 3   | 4   | 2   | 2   | 4   | 5  | 5   | 6   | 6  | 2  | 2 | 2  | 5   |
| CAPT E | -   | 3  | -  | 3  | PT  | 2   | 3   | 4   | -   | 5  | ADJ | 2   | -  | -  | - | 1  | -   |
| CAPT F | -   | -  | -  | JG | -   | -   | -   | -   | -   | CV | -   | -   | -  | -  | - | -  | -   |
| SUB    |     |    |    |    |     |     |     |     |     |    |     |     |    |    |   |    |     |
| PRI    |     |    |    |    |     |     |     |     |     |    |     |     |    |    |   |    |     |

SHYLOCK: JULY L'AF 220 CV 440 GPB 440

AUG JG 550 PT 660

CV also owns 100cr each to LP & GF

#### SUMMER CAMPIAGN

Field army: 1st DIV (1,3,4 brigs) & Frontier DIV - on Siege

Right thats your lot see you next time. Oh nearly forgot. the limit for this game will be 15 so hurry if you want a character. byeeeee!

EMAIL DIPLOMACY GAMES EMAIL DIPLOMACY GAMES EMAIL DIPLOMACY GAMES EMAIL DIPLOM

((These games will in future be published in D1b because the players are now interested in getting their games rated. Good - hopefully in this way the bulletin boards and the postal hobby can be kept together.))

'ELECTRA' (1987??) GM Tom Tweedy Spring 1902 [11]

AUSTRIA (Rod Chamberlin): A(Ser)-Rum; [[A(Ven)-Rom]] ((FAILED)); A(Vie)-Gal; F(ION)-Nap; A(Bud)-Ser
ENGLAND (Robert Watson): F(Nor)-StP-nc; A(Yor)-Nor; F(NTH) C A(Yor)-Nor; F(Lon) S F(NTH)
FRANCE (Stuart Tweedy): F(Mar)-GOL; A(Spa)-Gas; A(Por)-Spa; F(Bre)-ENC; F(Pic) S F(Bre)-ENC
GERMANY (Simon Jones): A(Hol) S A(Ruh)-Bel; A(Ruh)-Bel; F(Den)-Swe; A(Ber)-Pru; A(Mun)-Sil
ITALY (Monty Trent): NMR! Has: F(TYS); A(Tun); A(Rom)
RUSSIA (Carl Kuttelwascher) NMR! Has: A(War); \*[[F(Rum)]]; F(GOB); A(Ukr)
TURKEY (Barry Brumitt): A(Gre) S A(Con)-Bul; A(Con)-Bul; A(Ank)-Arm; F(Smy)-Con; F(Sev) S AUSTRIAN A(Ser)-Rum.

RETREATS: RUSSIAN F(Rum) dies

\* DEADLINE: Sunday 29th March 12 NOON \*

'ELECTRA' (1987??) GM Tom Tweedy Autumn 1902 [11]

DROPOUTS UNBALANCE THE GAME A LITTLE - SO IT SEEMS FIRST COME FIRST SERVED

AUSTRIA (Rod Chamberlin): F(Nap) S A(Ven)-Rom; A(Ven)-Rom; A(Rum) S RUSSIAN A(Sev); A(Ser) S A(Rum); [[A(Gal)-Ukr]] ((FAILS))
ENGLAND (Robert Watson): F(Lon)stands; [[F(NTH)-Den]] ((FAILS)); [[A(Nor)-StP]] ((FAILS)); [[F(StP-nc)-Nor]] ((FAILS))
FRANCE (Stuart Tweedy): F(GOL) C A(Spa)-Pie; A(Spa)-Pie; F(ENC) stands; F(Pic) S F(ENC); A(Gas)-Bre
GERMANY (Simon Jones): [[F(Swe)-Den]] ((FAILS)); A(Bel) S A(Hol); A(Hol) S A(Bel); A(Sil) S A(Pru)-War; A(Pru)-War
ITALY (Anarchy): NMR!! Has: F(TYS); A(Tun); \*[[A(Rom)]]
RUSSIA (Anarchy): NMR!! Has: \*[[A(War)]]; F(GOB); A(Ukr)
TURKEY (Barry Brumitt): NMR! Has: A(Gre); A(Bul); A(Arm); F(Con); F(Sev)

RETREATS: ITALIAN A(Rom) dies; RUSSIAN A(War) dies

WINTER 1902 ADJUSTMENTS:

AUS: Vie, Bud, Tri, Ven, Ser + Nap, Rom, Rum = 8 Builds: F(Tri), A(Bud) (1 SHORT)
ENG: Lon, Lpl, Edi, Nor + StP = 5 Builds: F(Lpl)
FRA: Bre, Par, Mar, Por, Spa = 5 No Change
GER: Mun, Kie, Ber, Hol, Den + Swe, Bel, War = 8 Builds: F(Kie), A(Mun), A(Ber)
ITA: (Rom), (Nap), Tun = 1 GM disbands A(Tun)
RUS: (StP), Mos, (War), (Rum), = 1 GM disbands F(GOB)
TUR: Smy, Ank, Con, Sev, Gre + Bul = 6 No Builds Ordered (NBO) (1 SHORT)
Neutrals: (Bel), (Bul), (Swe) = 0

\* DEADLINE: Sunday 26th April 12 NOON \*

'JADE' GM Tom Tweedy

Spring 1901

[12]

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THERE'S SOME HORRIBLE BLOOD AND GUTS SPILT THE FIRST SEASON - GREAT!

AUSTRIA (Soily): A(Bud)-Ser; A(Vie)-Bud; F(Tri)-ADR  
 ENGLAND (LocoMan): F(Lon)-NTH; F(Edi)-NWG; A(Lpl)-Yor  
 FRANCE (Brangdon): F(Bre)-ENC; A(Par)-Bur; A(Mar) S A(Par)-Bur  
 GERMANY (Wiese): F(Kie)-Den; A(Ber)-Kie; [[A(Mun)-Bur]] ((FAILED))  
 ITALY (Andrew Newton): A(Ven)-Tri; A(Rom)-Apu; F(Nap)-ION  
 RUSSIA (Argon): A(Mos)-Ukr; A(War)-Gal; F(StP-sc)-GOB; F(Sev) stands  
 TURKEY (Tiger Tiger): A(Con)-Bul; A(Smy)-Con; F(Ank)-BLA

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\* DEADLINE: Sunday 15th March 12 Noon \*

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'JADE' GM Tom Tweedy

Autumn 1901

[12]

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AUSTRIA MISTAKENLY LETS ITALY INTO VIE

AUSTRIA (Soily): F(ADS)-Tri; A(Ser) S F(ADS)-Tri; A(Bud) S F(ADS)-Tri  
 ENGLAND (LocoMan): F(NWG)-Nor; A(Yor)-Lon; [[F(NTH)-Bel]] ((FAILED))  
 FRANCE (Brangdon): A(Mar)-Spa; [[A(Bur)-Bel]] ((FAILED)); F(ENC) stands  
 GERMANY (Wiese): F(Den)-Swe; A(Kie)-Hol; A(Mun)-Ruh  
 ITALY (Andrew Newton): F(ION)-Tun; A(Apu)-Ven; \*[[A(Tri)-Ser]] ((DISLODGED))  
 RUSSIA (Argon): NMR! Has: A(Ukr); A(Gal); F(GOB); F(Sev)  
 TURKEY (Tiger Tiger): A(Bul)-Gre; A(Con)-Bul; F(BLA)-Con

RETREATS: ITALIAN A(Tri)-Vie

-----  
WINTER 1901 ADJUSTMENTS:

AUS: Tri, (Vie), Bud + Ser = 3 No Change  
 ENG: Lon, Ed1, Lpl + Nor = 4 Builds: F(Ed1)  
 FRA: Par, Bre, Mar + Spa = 4 Builds: A(Par)  
 GER: Mun, Kie, Ber + Swe, Hol = 5 Builds: A(Mun), A(Ber)  
 ITA: Rom, Ven, Nap + Vie, Tun = 5 Builds: A(Rom), F(Nap)  
 RUS: StP, Mos, War, Sev = 4 No Change  
 TUR: Smy, Ank, Con + Bul, Gre = 5 Builds: F(Smy), A(Ank)  
 Neutrals: Bel, Rum, Den, Por = 2

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\* DEADLINE: Sunday 29th March 12 NOON \*

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'JADE' GM Tom Tweedy

Spring 1902

[12]

AUSTRIA (Soily): [[A(Bud)-Vie]] ((FAILS)); F(Tri) stands; \*[[A(Ser) S F(Tri)]]  
 ((DISLODGED))  
 ENGLAND (LocoMan): F(Nor)-Swe; F(NTH)-SKA; F(Ed1)-NTH; A(Lon) stands  
 FRANCE (Brangdon): F(ENC)-Wal; A(Par) S A(Bur); [[A(Bur) S A(Par)]] ((SUPPORT  
 CUT)); A(Spa) stands  
 GERMANY (Wiese): A(Ber)-Sil; [[A(Mun)-Bur]] ((FAILS)); A(Ruh) S A(Hol)-Bel;  
 A(Hol)-Bel; F(Swe)-Fin  
 ITALY (Andrew Newton): F(Tun)-ION; F(Nap)-Apu; A(Rom)-Ven; [[A(Vie) S A(Ven)-  
 Tyr]] ((SUPPORT CUT)); A(Ven)-Tyr  
 RUSSIA (Argon): A(Ukr) S F(Sev)-Rum; A(Gal) S F(Sev)-Rum; F(GOB)-StP-sc;  
 F(Sev)-Rum  
 TURKEY (Tiger Tiger): A(Gre)-Ser; A(Bul) S A(Gre)-Ser; F(Con)-AEG; F(Smy)-  
 EMS; A(Ank)-Con ((Cont'd over.....))

RETREATS: AUSTRIAN A(Ser) dies (NRO) ((That's 'No Retreat Ordered'))

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 \* DEADLINE: Sunday 12th April 12 NOON \*  
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'JADE' GM Tom Tweedy

Autumn 1902

[12]

SEEMS AUSTRIA IS FLAVOUR OF THE MONTH TO THE TOURISTS

AUSTRIA (Soily): \*[[A(Bud)-Vie]] ((FAILS)); \*[[F(Tr1) S A(Bud)-Vie]] ((IMPOSSIBLE))  
 ENGLAND (LocoMan): F(Swe)stands; A(Lon)-Yor; F(SKA)-Den; F(NTH)-Hol  
 FRANCE (Brangdon): A(Spa)-Por; \*[[A(Bur)-Ruh]] ((FAILS)); A(Par)-Pic; F(Wal)-Lpl  
 GERMANY (Wiese): A(Bel) S A(Mun)-Bur; A(Mun)-Bur; A(Ruh) S A(Mun)-Bur; [[A(Sil)-War]]; [[F(Fin)-StP-sc]]  
 ITALY (Andrew Newton): [[A(Vie) S A(Ven)-Tri]] ((SUPPORT CUT)); A(Tyr) S A(Ven)-Tri; A(Ven)-Tri; F(Apu) S F(ION); F(ION)stands  
 RUSSIA (Argon): [[A(Ukr)-War]] ((FAILS)); A(Gal)-Bud; F(StP-sc) & F(Rum) stand unordered  
 TURKEY (Tiger Tiger): A(Ser) S RUSSIAN A(Gal)-Bud; A(Bul)-Gre; A(Con)-Bul; [[F(EMS)-ION]] ((FAILS)); F(AEG) S F(EMS)-ION

RETREATS: AUSTRIAN A(Bud) dies; AUSTRIAN F(Tr1)-ADS; FRENCH A(Bur)-Gas

WINTER 1902 ADJUSTMENTS:

AUS: (Tri),(Bud),(Ser) = 0 GM disbands F(ADS) OUT!  
 ENG: Lon,Ed1,(Lpl),Nor + Swe,Den,Hol = 6 Builds: A(Ed1), A(Lon)  
 FRA: Par,Bre,Mar,Spa + Por,Lpl = 6 Builds: A(Par), A(Mar)  
 GER: Mun,Kie,Ber,(Swe),(Hol) + Bel = 4 GM disbands F(Fin)  
 ITA: Rom,Ven,Nap,Vie,Tun + Tri = 6 Builds: F(Nap)  
 RUS: StP,Mos,War,Sev + Bud,Rum = 6 Builds: A(War) (1 SHORT)  
 TUR: Smy,Ank,Con,Bul,Gre + Ser = 6 Builds: F(Smy)  
 Neutrals: (Bel),(Rum),(Den),(Por) = 0  
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 \* DEADLINE: Sunday 26th April 12 NOON \*  
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REGULAR DIB DIPLOMACY REGULAR DIB DIPLOMACY REGULAR DIB DIPLOMACY REGULAR DIB

'Anise' (1986??)

Autumn 1901

[32]

AUSTRIA BOUNCED INTO HIS PROPER SLOT BY PUT-UPON RUSKIES

AUSTRIA (Victor Hall) A(Vie)-Gal, \*A(Rum) S TURKISH A(Arm)-Sev, F(Tr1)-Ven  
 ENGLAND (Alan Frost) F(NTH)-Nor, A(Yor)stands, F(ENC)-Bel  
 FRANCE (Steve Kirk) F(MAO)-Por, A(Pic) S A(Bur)-Bel, A(Bur)-Bel  
 GERMANY (Andrew Kemp) A(Ruh)-Mun, F(Den)-Swe, A(Kie)-Hol  
 ITALY (Andrew Smith) A(Ven)-Tri, F(ION) C A(Apu)-Tun, A(Apu)-Tun  
 RUSSIA (Nick Hoyle) F(GOB)-Swe, A(War)-Gal, A(Ukr)-Rum, F(Sev) S  
A(Ukr)-Rum  
 TURKEY (Mike Sykes-Gelder) F(Ank)-BLA, A(Arm)-Ank, A(Bul)-Gre

Retreats: AUSTRIAN A(Rum)-Ser

COA'S:

Steve Kirk (until June), 281 Gillot Road, Edgbaston, Birmingham, B16 0RX  
(Cont'd over.....)