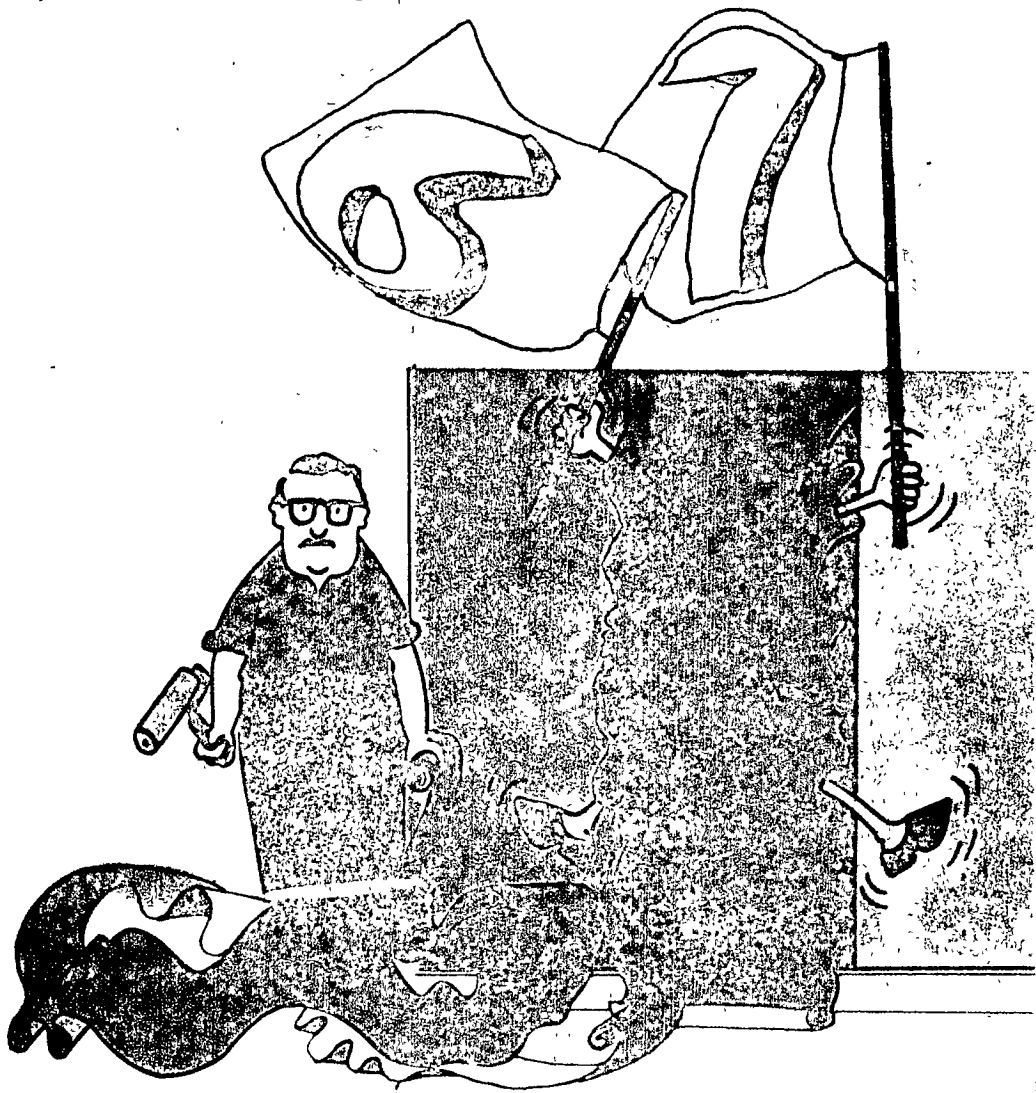


DIB DIB DIB DIB



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.

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 \* 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). \*  
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### 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.

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#### 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.

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#### 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



- 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 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!))