

DIB DIB DIB



The Zine
you can serve
to LADIES!

Welcome to the 72nd issue of Dib Dib Dib - a zine dedicated to games, games players, and 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 (net 503, node 60) *
* 'PDSig HQ TBBS' on Tel. 01 864 2633 (1200/1200, 1200/75 or 300/300 baud - *
* No parity, 8 data bits, 1 stop bit), where all orders and articles can be *
* sent to me in the Diplomacy section reached via the <M>essage Rooms, *
* <O>ther message areas. Also, on the much more friendly (read wacky) multi- *
* user 'GODS' board Tel. 01-994 9119 - reached via the bulletin board *
* 'Diplomacy section' (1200/75 or 300/300). *

EDITORIAL

It's no good... much as I hate to I've decided to close down all my waiting lists for the foreseeable future. 'Deadly_Nightshade' is the last Diplomacy game I'm starting until I clear some existing games away and get Dib back onto an even keel. I'm just running too many games! I've tried slowing them down, but it wasn't any good, people kept sending in more and more requests. Whilst it's nice for Dib to be so popular with players (it really is) and much as I hate disappointing some people, I just don't have enough time to adjudicate them all, and do the letters, chat etc!

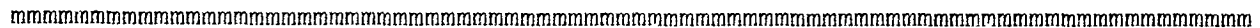
Oh players can still put their names down for the En Garde if they want, but you'll have to contact Jake Cheung for that, he's the GM. Sorry.

So, how did you all get on in the hurricane? The Tweedy household suffered a lot really - our apricot tree (all 11 foot of it) split down the middle and keeled over! Wot do you mean, that's not much!? This is Buckinghamshire y'know! With our rates they wouldn't DARE allow anything that extreme to trouble us, normally.

But Jan's family took a beating down in Brighton. her father's bungalow had its chimney crash through the roof at 2 o'clock in the morning. Everything was pitch black and the wind HOWLED through the broken rafters. Luckily it landed in the spare bedroom where no-one slept - but it must have been a terrifying experience for any old couples in situations like this.

A little bit luckier was Jan's sister in their new house - greenhouses, trees and fences were completely levelled all along the street - no-one had a fence or greenhouse left standing anywhere. It was a small point amongst the other terrible bits of bad luck the fact that a 100 foot pine ended up just 2 inches from the patio doors.

What I wanted to know was, how was it that some Welsh women had knowledge that a hurricane was coming when the Met Office didn't? Bugger (if you'll excuse the word) WHO she was, why didn't the Met Office ask why she thought such an unlikely thing as a hurricane was due anytime in Britain anyway! It all seemed very funny to me.



JOTTO Turn 4

With the inclusion of two new players that brings the prize money up to £3.50, which makes it almost worthwhile for Rosie to win.

- ROSIE ROBERTS : 4TH 212232
- STEVE THOMAS : 4TH 022332
- NICKY JOHNS : 4TH 222133
- CHARLES SMEDLEY: 2ND 222134; 3RD 243213; 4TH 222123
- KATH COLLMAN : 4TH 112124
- PETER HAUKE : 1ST 212232; 2ND 333111; 3RD 120221; 4TH 222012
- STEVE KIRK : 1ST 121111; 2ND 013221; 3RD 124142; 4TH 331213

SEPTEMBER 1601 - WOODEN SPOON

WEEK 1: Lootrine finally manages to stagger out of May Strome's apartment and with the dear lady's help manage to find his way to the Blue Garbles. Once inside he order a large bottle of the house red and settle back in a dimly lit corner where an occasional giggle could be hear. Looking enviously from the bar is Jean Gardien who had forgotten to bring his. Piers Tastanute and Wanda are in the Horse Guards where they are getting very merry. Gettin ready for those long winter nights is Charles Valliant who had no trouble in opening the beautiful Sally's door - the armful of presents he bring may have something to do with it. The ever persistent L'Ancelet Fallien is once again outside Ruby's door only to learn that she had gone out with Gaspin Forebreath, who had taken her to the Red Phillips where they had locked themselves in an upstairs members room. ~~Gilbert~~ is seen entering a house of very little repute, his silhouette is later seen beside a very feminine figure before the light was extinguished. New comer Jaun Fortheroad obviously know his priorities as he went straight to the Frog and Peach to celebrate his safe arrival. Outside Linca's house, the forlorn figure of Frickas listen to the music drifting out from an open window while De Jawbreaker is inside doing a Tango with Linda.

Week 2: Lootrine continue his elbow exercising, this time slicing carrots with a rapier in the KM barracks. Gardien is still in Blue Garbles but this time he remember to bring Ethel with him where they promptly take procession of the vacant dimly lit corner. Tastanute and friend is getting even more merrier down at the Horse Guards. Charles Valliant shows Sally round his club the Frog & Peach, it was unfortunate that they were trapped in the celler by one of the waiters who had locked the celler door and then manage to lose the key, and thats after a generous tip by Charles too. L'Ancelet is at his usual place when to his surprise Ruby invited him in to rest his battered feet. Fortheroad appeared outside Wendy's door with a red cape and start to wave it about, intrigued she invited him in to explain. Forebreath and De Jawbreaker are in the gym where they proceed to demonstrate that they know which end of their regimental weapon to hold. Taking advantage of De Jawbreaker's absent, Frickas shows he's got nimble footwork too as he waltz into Linda's house. Gilbert arrived a little later only to find that she's already got a partner. Week 3: Lootrine having gone through the entire stock of carrots moves onto the onions. Gardien is still there having send Ethel home earlier. Tastanute and Wanda is having such a merry time in the Horse Guards that they both passed out and had to be put up in a guest room. Charles Valliant is teaching the marines how to avoid a flying cutlass as his senses is slightly beruddled from the excesses of the previous week. L'Ancelet had intend to go down to the gym and do a spot of rapier waving out the strenuous activaties of the past two weeks had taken their toll so he stayed in bed. Gilbert is still outside Linda's but Frickas knows how to keep a waltz going and he waited in vain. The gym is popular with De Jawbreaker, Gaspin Forebreath and Jaun Fortheroad all clutching rapiers.

Week 4: Lootrine having peeled all the onions went in search of more difficult targets, passing an apple tree he began to skin all the apples while they're still on the tree. Gardien having taken on a full tank, returned to bed. L'Ancelet is showing off his lady love in the Red Phillips. Fortheroad is having a great time at madam ~~71/1~~'s house of even worst repute. Frickas and Linda appear on the doorsteps of red Phillips hoping to join up but was told bluntly that "sir wasn't quite to the required standing". The gym is even more popular with everyone else practising their regimental weapons.

PRIDE & PREJUDICE

Forebreath must challenge fallen for a sailing ship, now the tricky part de Bontpauze must challenge de Lancaster for bearing him to Linda in week 1, de Bontpauze fail to challenge de Lancaster then he must challenge de Bontpauze for creating lines in week 2 and de Bontpauze must challenge de Bontpauze for getting to Linda first in week 3, de Bontpauze fail to challenge de Bontpauze then he must challenge de Bontpauze for approaching to Linda in week 4. (challenges and acceptances * in the end of the story)

SOLDIERS TABLE

CHARACTER	SL	SP	RANK	MISTRESS	MA	CP	CLUB	PLAYER
Jean Paul Loostrine	6	14	CAPTAIN	MARIE	3	71	SG	A. MOSS
Jean Gardien	5	26	MAJOR	ETHEL	5	500	SG	A. MOORE
Piers Tasthanute	7	33	MAJOR	ANNON	4	42	SG	S. BRADGOD
Charles valiant	6	17	LT COL (FM)	BELLE	1	1175	RF	L. JIREORN
Lancelot Fallen	6	18	MAJ (FM)	PIER	3	505	RF	C. LODG
Robert De Beas Louques	3	9	CAPT (FC)		3	372	RF	G. SFALL
Jaun Fortheroad	5	10	CAPT (FM)	MARY	3	10	RF	J. NORTON
Gaspin Forebreath	4	20	LT COL (FM)		7	1760	RF	L. SANDOW
Aramis De Javnesker	4	12	MAJ (FM)		6	701	RF	S. TWADDY
Fricas De Shortpiano	2	4	CAPT (FM)	LINDA	5	171		G. NORTH

MISTRESSES TABLE

NAME	SL	SP	CHARACTER
Kath Finate	11	51	
Billy Munnello	10	5	Charles valiant
Wanda Lust	10	1	Piers Tasthanute
May Amore	9	1	Jean Paul Loostrine
Wendy Scarborough	8	W	Jaun Fortheroad
Frylis Stain	8		
Fudy Conned	7	W	Lancelot Fallen
Ethel Luent	7	W	Jean Gardien
Linda Hand	3	W	Fricas De Shortpiano

REGIMENTAL ROLLS:

Grade	FFE	FM	LG	DB	UCC	CPC	ML	GM	FLD	FM	PP	LD	ED	LV	H	ST	GPS
COL	3	-	4	5	4	-	6	3	1	4	-	1	6	5	-	-	-
LT COL	2	+	-	-	2	4	1	4	5	CV	5	6	5	RF	4	-	5
MAJ (FM)	3	3	1	5		6	3	3	-	6	LAF	3	-	-	6	-	-
MAJ (FM)	-	-	4	13	PT	1	1		-	ADJ	-	-	-	-	-	-	-
CAPT (FM)	5	5	4	4	4	5	4	5	4	-	4	2	3	2	2	-	-
CAPT (FM)	4	1	6	3	1	-	3	2	6	1	6	4	1	3	2	-	-
CAPT (FM)	1	-	5	6	3	2	2	3	4	RF	6	6	2	2	3	1	-
CAPT (FM)	3	1	3	1	3	4	2	1	4	-	4	1	6	1	-	4	-
CAPT (FM)	-	3	-	-	-	1	3	4	-	-	2	4	-	-	-	FLD	-
CAPT (FM)	-	W	-	-	-	GBL	-	-	-	-	-	-	-	-	-	-	-

SHYSTERS: FEB 1602 - Jaun Fortheroad 330cr
 Jean Paul Loostrine 220cr
 JG and PL repaid 550 and 660 respectively

MILITARY POSTS

- Jean Gardien - Brigade Major Heavy Brigade
- Piers Tasthanute - Brigade Major Horse guards
- Charles valiant - FAIR (Div Adjutant)
- All posts now held by NPCB

New Character: Julian Norton with Jaun Fortheroad - 1st son of an improv. gent. funds:4+ allow:0 STR:V.GOOD CON:GOOD EXP:GOOD. Address (home) 11 Ridge hill, Lowdham, Notts. NG14 7EL (term) 23 Leopold st., Oxford.

GAME NOTES

1. If a character does not have enough money to carry out all his actions then he will borrow the necessary amount from the shylocks, provided he is still able to, otherwise he will lose actions starting from week 4 and proceed towards the beginning of the month.
2. Brain, I still haven't received any orders (this is Tuesday) so I had to use your last month's which were late.
3. There is a gameree of £1 for this game so will all the new players send their money to Tom please.

FREE

Gaspin Forebreath wishes to announce that in celebration of his safe return from campaign he intends to throw a party at Red Phillips during the first week in October - all are invited!

Piers Tasthanute invites all bar the Dragons to his grand rancy dress Ball in weeks 3 and 4 in October at Horse Guards. Prize for the best costume to be awarded.

THE WEAPON
by Tim Lomas

The Weapon is a fully computer moderated science fiction style play by mail game. The game is based on a 20 by 20 hex map (pointy bits sideways) with full wraparound on all sides, and is a game of exploration, conquest and generally grabbing what you can in the way of territory and hanging on to it while trying to kick the teeth of your opponents and avoiding getting kicked in return.

Well, that's the game in short but perhaps I should be slightly more specific; the game's components consist of the worlds, space hexes, clouds found on the map, the ships, troops and assorted devices which may be built by the worlds either for outfitting the ships or special devices for other purposes. I'll go into these in some detail before getting into the mechanics of the game.

The hexes of the map can either be worlds, space or cloud. Clouds are impassable and of no real use except as barriers. Spaces are just that, empty space and again not much use but can be used to hide ships. Worlds are the real meat of the game, they provide resources, Galactic Credits (needed to build anything) and Material Resources (also needed to build anything). The difference between the two types of resource is that credits are placed into an account and can be spent anywhere, anytime (provided you have enough, no overdraft facilities here) whereas material resources have to be present on the world at which you wish to do the building.

The world you start at will have an income (credits) and MRP (materials) of 300 each, this comes in each turn that you own the world but after everything else has been done, what you see at the world on the turn sheet is what you have to play with that turn. Worlds also provide points towards your score; each world is worth 5 points for each consecutive turn you've owned it, hence a world you've held for 10 turns is worth 50 points that turn. Not a lot but it mounts up when you've got a few of them. The other item provided by worlds are crystals, they come in three types, Dilithium (shades of Star Trek there), Kylesium and Zyllium. At the start of the game your worlds will only produce one of these crystal types, your homeworld will normally produce one per turn, other worlds may or may not as the case may be. Later on in the game your worlds will begin to provide a second type of crystal but never all three, it is necessary to trade with other player for the types (or types) you are short of. The crystals are used in the production of the larger ships and The Weapon or upgrading your communications network (more later).

So, you've got your homeworld, a few crystals and a pile of cash & materials, what to do with them? This brings up the next part of the game, SHIPS. Ships come in six sizes, from small class ones with a capacity of only 100 Ktons (don't ask me why they use a metric multiplier with imperial tons, I've no idea, probably because the game was originally American) to the juicy class six blockbusters with a capacity of 24,300 Ktons. These ships can be built at any world you hold, provided that you've got the material resources there and sufficient credits in the bank balance, class ones cost 150 credits and 150 MRs while sixes cost 4800 of each, the others from 2 to 5 costing 300, 600, 1200 and 2400 credits and MRs respectively. Size 4, 5 and 6 also require 1 of each type of crystal to be built, the crystals must also be on the world. It is possible to upgrade a ship from it's present size to the next size up for a cost of 3/4 of the cost of building the larger ship, upgrading a 3 to a 4 again needing one of each crystal.

The capacity of the ship is of course a measure of the amount of equipment it can carry. The equipment consisting of sensors; to enable them to see where they are and the ships in the same sector, engines; to move, the bigger the ship the more engines it needs to move, also the more engines a ship of a particular size has the farther it can move, beams; to shoot other ships, fortresses and opposing troops, cloaks; to cloak your ships from other ship's

sensors, the more cloaks your ship carries the more sensors are needed to see it, deflector; to neutralise any beams fired at you, warp gates; a sort of hyperspace travel thingy, barriers; to block off the exits to a sector to opponents while your ships can just zap through them, star troopers to capture worlds for you, probes which when dropped in a sector will give you sensor strength there without needing a ship or world there, useful for keeping an eye on space sectors and finally the WEAPON, a super zapper which not only destroys everything in a sector when it's fired (except your own ships) but also any ships which have passed through the sector that turn, hence somewhat pricey and requiring 5 of each type of crystal to build.

You are initially restricted to a total of 20 ships but can upgrade your communications network (more crystals, 5 of each and a chunk of resources) which can support up to 40 ships, the absolute maximum. On your startup you will have half a dozen ships ready built at your homeworld ready to outfit to your pleasure, these will be of classes 1 & 2, anything bigger you'll have to build yourself but they are capable of taking sufficient engines and troops (along with a sensor to see where you are) to take over the smaller neutral worlds you can find in the first turn or so before anyone else can get their sweaty little hands on them. The larger neutral worlds will just have to wait a turn or so until you can raise the troops and big enough ships to take them. You'll have to locate them early on though otherwise the other players will grab them before you, a player owned world is always harder to take than a neutral one, the other players can raise troops on a world they own to fight the troops you're sending in to take them.

A word or two about warp gates and barriers, these are moderately cheap (in small quantities), barriers can be loaded onto your ships and then dropped off in the appropriate sector to block off one of the boundaries to all but your ships and those of any players you are formally allied with. Warp gates are also loaded and dropped off in the sector of your choice, you may then warp directly between any 2 you or your formal allies control. A formal ally is any player (maximum of two at any one time) who you have declared as an ally on the order sheet.

The only equipment not yet mentioned are fortresses, these can be built at any world you own and some worlds will already have some, your homeworld normally has 25 to start with. These can fire at ships (and be fired at by ships) or bombard attacking troops before they reach the ground, a point to remember if you're trying to capture a world with fortresses already there, any forts not specifically ordered to be fired at a ship, hence all forts at neutral worlds will reduce the amount of troops who actually land to fight on the ground, you'll have to send in more troops to account for this.

The next thing to describe is the turn sheet...

((Yes, but as this is quite a long article Tim and I agreed it would be better to print the rest in two or three parts - Part II will appear in Dib 73. Thanks Tim.))

And in reply to Tim Lomas' article last issue...

MORE ABOUT PROGAMES
from Kris Morris

I enjoyed Tim's article on PBM games, it made interesting reading but as we've both played commercial games, can I add my 'bit'? A lot of the Pro. PBM games are good value and fun, but you really do have to watch the costs. True many of them are only a couple of pounds per turn, but there are some that charge extra for battle reports etc., which can add an awful lot to the bill later in the game when you (hopefully) have many battle fleets, fighting groups etc.