

DIB DIB DIB

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Welcome to the 73rd issue of Dib Dib Dib - a Christmassy issue 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

Well, this is my last issue until the New Year. Please all note the extended deadline to take into account the Christmas post. I shall be sending issue 74 to University addresses for students I have addresses for. If the situation has changed (you are no longer at university etc) please let me know as soon as possible.

I must say, I won't be sorry to see the back of this computer over Christmas - I've even held over the EMAIL games until next year. I'm clearing away all my troubles, all my responsibilities until after (well after) the festive season! I've said it once, and I'll say it again, I enjoy my festive seasons; I like all the Christmas carols, records (Nat King Cole, Kings Singers etc), Santa, presents, chestnuts, drink, turkey, drink, mince pies and drink. So if you've got any troubles... any troubles at all, concerning your games, letters, zines or whatever... please, feel free to keep it to yourself, and don't you DARE ring me to tell me about it, on pain of excommunication!

Other than that, HAVE A NICE CHRISTMAS you lot! And many thanks to all of you who sent me a Christmas card and seasonal greetings on the end of letters. (29 cards so far and it's only 12th Dec!) "Chestnuts roasting on an open fire..." oh, sorry about that, just getting carried away with an early Christmas record. Jan says we are not to have them on until the 16th (she says that every year), but as she's just gone out Stuart thought he'd just get used to a little Christmas spirit to get him in the mood. You know you can't have gone far wrong when a 15 year old boy still looks forward to the Christmas songs, the tree etc, instead of just the presents. Come to think of it, I think he still believes in Santa! (But then so do I)

What, are you lot still here? If you're waiting for me to talk about something serious, you got another think coming. Why, I've even got the infamous Martin Allen back as a subscriber this issue (after a break of 2 years or so isn't it Martin?) so nothing can ever be taken seriously in Dib again. In actual fact, I did try and save you lot from him when he sent a letter to me about a year ago wanting to subscribe, but I quickly burnt it in horror and pretended like nothing had happened, hoping he would give up. He did, for a year, then caught me on the hop by ringing me! What with him, Close, North and Allaway, I think I have my complete set of untouchables back with me once again. Oh, joy of joys... isn't life grand!?

Ah just one little serious snippet. As you may notice (when you get to the back page) I've opened my Diplomacy waiting list for one more game. As Mike Allaway has agreed to GM it for me (thanks Mike) I took the liberty of putting my name down as well. Now I know I have a lot of enemies out there dying to stick the knife in, but don't all rush as once, even though the game only needs 3 more for it to fill. If you're interested, send gamefee to me, and preference list to Mike (address found in the waiting list).

JAKE CHEUNG 15 ALBERT ROAD, RETFORD, NOTTS. DN22 6JD

OCTOBER 1601 - SORE HAND = SORE HEAD

If The next En garde deadline falls on or before the 9th JAN then send your orders to the above address otherwise usual place.

WEEK 1

The month kick off with *Lootrine*'s party in red phillips, his guests being *Charles* and *Archie*. *Charles* and Ruby try to gatecrash but was stop by a couple of beefy bouncers. However being also a member of red phillips he went in anyway and was guided to a remote part where he manage to calm down enough to throw a few more gloves in *Lootrine*'s direction. *Lootrine* spend a quiet night with Sally in the F&P restaurant. Meanwhile across town, *Archie* is showering Phyllis with gifts. She let him in to clear up the wrappings, funny that, they all seem to have drifted into her bedroom. *Charles* and *Archie* are in the gym practising sabre and rapier respectively.

WEEK 2

Being mainly a physical week with most of Parisian society at the gym. *Archie*, *Charles* and *Wendy* all swishing rapiers, *Lootrine* swinging a sabre and *Charles* rolling a cutlass. *Archie* went to a bawdyhouse and came out five minute later with a silly grin on his face - perhaps he's forgotten something. *Charles* disappear into the depths of Linda's house and wasn't seem again for the rest of the week. *Lootrine* took May to Blue Garbles where he had a flutter on the tables, coming out with +3SP and +75cr (3 wins 1 loss 1 tie 250cr betted).

WEEK 3

The main event of the month, *Lootrine*'s fancy dress ball at the horse guards is well attended. The hosts greeted their guests in stunning costumes of Julius Caesar and Cleopatra. *Archie* and May's vampire and virgin cause a few laughs and she had the grace to blush. *Charles* and Sally came as a pirate and a captured princess, which was very revealing. What everyone wanted to know was, how did he know what a captured princess would be wearing? And where did he find the handkerchief? *Archie*, *Charles* and Wendy, *Lootrine* and Ruby all try hard to ignore each other. *Charles* and *Archie* are down the gym getting some serious training with their rapiers.

WEEK 4

Archie do staggers onto its final week. He and Wanda did a quick change of costumes and now appear as a giant bee and a rose. *Archie* and May stay in the same costumes but they keep disappearing during the day. *Charles*, *Wendy* and Wendy, *Lootrine* and Ruby continued to ignore each other only more noisily. *Charles* join *Archie* and *Archie* in the gym setting a counter tune to the swishing of the rapiers.

PRIDE & PREJUDICE

Next month's duels, LAF vs GF (rapier), FDS vs ADJ (rapier). Duelling sequences with your next month's orders please.

GBL fails to challenge FDS and will suffer accordingly.

This month's causes, FDS vs CV, JF (enemy regt meeting, mutual cause).

LAF's rejection from GF's party will be taken into consideration when they meet next month.

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>
Jean Paul Lootrine	8	21	CAPT(KM)	MAY	3	399	BG	J. MOSS
Jean Gardian	8	--	MAJ(DG)	ETHEL	5	518	BG	B. MOORE
Piers Tastanute	8	41	MAJ(WOC)	WANDA	4	1	HG	S. CRADDOCK
Charles Valliant	7	30	LtCOL(RM)	SALLY	2	1217	F&P	U. JIRETORN
L'Ancelet Fallen	7	25	MAJ(13th)	RUBY	5	483	RP	C. OZOG
Gibert De Bean Louques	6	--	CAPT(CPC)		3	547	F&P	G. SPALL
Jaun Foretheroad	6	21	MAJ(RM)	WENDY	3	-17	F&P	J. NORTON
Gaspin Forebreath	5	17	LtCOL(27th)		7	1824	RP	C. SANDOW
Aramis De JAWbreaker	5	17	MAJ(PM)	PHYLIS	6	779	RP	S. TWEEDY
Fickas Da Shortplanks	3	23	CAPT(69th)	LINDA	5	466		G. NORTH

<u>MISTRESS TABLE</u>	<u>SL</u>	<u>FRIEND</u>
Kath Finate	11 BI	
Sally Munella	10 B	Charles Valliant
Wanda Lust	10 I	Piers Tastanute
May Strome	9 J	Jean Paul Looitrine
Wendy Boatcumsin	8 W	Jaun Fortheroad
Phyllis Stein	8	Aramis De Jawbreaker
Ruby Conned	7 WI	L'Ancelet Fallen
Ethel Luent	7 W	Jean Gardian
Linda Hand	5 WI	Fickas Da Shortplanks

REGIMENTAL TABLES

<u>RANK</u>	<u>RFG</u>	<u>KM</u>	<u>CG</u>	<u>DG</u>	<u>QDC</u>	<u>CPC</u>	<u>ALC</u>	<u>GDM</u>	<u>PLD</u>	<u>RM</u>	<u>PM</u>	<u>L3</u>	<u>53</u>	<u>27</u>	<u>4</u>	<u>69</u>	<u>BAS</u>
COL	3	-	4	5	4	-	6	5	1	4	-	1	6	5	-	3	-
LT COL	2	4	-	-	2	4	1	4	5	CV	5	6	5	GF	4	-	5
MAJ(1)	3	5	3	5	3	6	6	3	3	4	6	LAF	3	-	-	6	-
MAJ(2)	-	-	4	JG	PT	1	2	1	-	JF	ADJ	-	-	-	-	-	-
CAPT(A)	5	5	2	4	4	5	2	3	6	2	-	4	2	3	2	2	-
CAPT(B)	4	1	6	3	1	2	3	3	6	3	1	6	4	3	5	2	-
CAPT(C)	1	2	5	6	3	2	2	3	4	-	6	6	2	2	5	3	-
CAPT(D)	3	5	3	2	3	4	2	2	4	-	4	3	6	1	-	4	-
CAPT(E)	-	3	-	3	-	2	3	4	-	-	2	4	-	-	-	FDS	-
CAPT(F)	-	JPL	-	-	-	GBL	-	-	-	-	-	-	-	-	-	-	-

SHYSTERS: FEB 1602 - JF 330cr JPL 220cr
MAR 1602 - JF 330cr JPL 275cr PT 220cr

NMR: JG(2), GBL(1) - Three in a row and that character will be ejected from the game.

NEW RULES:

1. Parties: Guest gains 1SP if he's SL > Host's SL
otherwise gains 1/2 difference in SL as SP.

Host gains 1SP per character who attends
plus a bonus 1SP if attendance =>50%
3SP if attendance =>75%
5SP if attendance = 100%

2. Duels: Duels will be handle in the following manner
Month 1 - Report of cause.
Month 2 - Acceptances/Challenges+names of seconds
+weapons+time+place
Month 3 - Duel

If a character has more than one duel scheduled then he must specify the order the duels are to be fought. Duels may be postpone if a combatant has less than 50% endurance at no penalty. Further grievances between antagonist will be taken into account for the upcoming duel.

Failure to challenge/ accept will incurred a penalty of character's SL in SPs.

Don't forget a major requires three horses.

Houserules will be ready soon! Yes, I will get it finish probably during the christmas vacation. What's that? No I didn't have my fingers crossed behind my back, they always look like that.

This report comes courtesy of my Atari 520STFM and a friend who kindly type it in (some idiot drop a printer on my left hand thats why). Thank you and goodnight. Oh and a merry whatsit to you!

PRESS

Gaspin - L'Ancelet: 'Ow dare you steal my leettle jew-ell. For zis deespicable act I challenge you to ze due-ell. And I name Charles Valliant as my second, and Monsieur Gardian as my witness.

Forebreath - I will accept your challenge if you have courage or honour enough to challenge me. Ruby told me all about your habits in bed - try to fight without the Lace underwear - L'Ancelet.

THE 1987 ZINE POLL

Poll No. 1	2	3	4	5
Pos.: Jan 1974	Jun 1974	Mar 1975	May 1976	Apr 1977
1st Ethil the F.	Dolchstoss	Dolchstoss	Chimaera	Chimaera
2nd Mad Policy	Mad Policy	Mad Policy	1901 a.a.t.	1901 a.a.t.
3rd Dolchstoss	Orion	1901 a.a.t.	Mad Policy	Jigsaw
4th 1901 a.a.t.	1901 a.a.t.	Fifth Column	Jigsaw	Dolchstoss
5th War Bulletin	Frigate	Hyperion	Trojan Horse	Rats...
6th Grafeti	Fifth Column	Greatest Hits	Ad Nauseam	Mad Policy
7th Frigate	Comet	War Bulletin	Bumm	Greatest Hits
8th Our 'Enry	Hannibal	Relief	He's Dead Jim	Ad Nauseam
9th S of Bellicus	War Bulletin	Lemming Expr	Rocinante	Trojan Horse
10th Hannibal	Ct. Circular	Frigate	Dolchstoss	PTN

Poll No. 6	7	8	9	10
Pos.: Apr 1978	Jun 1979	Jul 1980	Jun 1981	Jul 1982
1st Dolchstoss	Greatest Hits	Greatest Hits	Greatest Hits	Ode
2nd Ethil the F.	PTN	F of Eagles	PTN	Greatest Hits
3rd Chimaera	Chimaera	PTN	NMR!	F of Eagles
4th Lemming Expr	Megalomania	NMR!	Chimaera	The Acolyte
5th New Statsman	Mr Gladgrind	Chimaera	F of Eagles	NMR!
6th Tinamou	F of Eagles	Putty Riffo	Persp Dreams	W Your Back
7th Jigsaw	Filibuster	P. Victory	Ripping Yarns	Dib Dib Dib
8th 1901 a.a.t.	Pigmy	Magalomania	Putty Riffo	H of the Brave
9th PTN	Gallimaufry	Tinamou	Ode	Chantecler
10th Greatest Hits	Tinamou	Filibuster	P. Victory	Chimaera

Poll No. 11	12	13	14	15
Pos.: Aug 1983	Aug 1984	Aug 1985	Nov 1986	Nov 1987
1st Greatest Hits	Hopscotch	Mad Policy	H of the Brave	War & Peace
2nd Mad Policy	NMR!	Dolchstoss	Dolchstoss	Zeeby
3rd The Acolyte	Mad Policy	H of the Brave	Thing	Cut & Thrust
4th NMR!	Die Pop-Rev	Hopscotch	TTYF	Denver Glont
5th Denver Glont	Dolchstoss	Zeeby	Denver Glont	POW
6th Hopscotch	Cut & Thrust	Denver Glont	Zeeby	Vienna
7th Ode	The Acolyte	Greatest Hits	Mad Policy	Scorpio
8th H of the Brave	Church Mouse	War & Peace	Vienna	TTYF
9th Lokasenna	M Die Spuhl	Ode	POW	NMR!
10th 20 Years On	TTYF	Cut & Thrust	Dib Dib Dib	Dolchstoss

	W	D	L	TOTAL	
1. War and Peace	41	3	1	17.407	So, the results of the 15th Diplomacy Zine Poll have now been completed, and what a surprise they are too (in more ways than one). 339 people voted this year! - a record turnout so far. To quickly explain the headings - in order from left to right it's Wins, Draws and Losses compared to other zines, and TOTAL is the Preference Table score and Average Votes Table score added together, giving the final positions. It may interest you to know on the Average Votes Table Dib actually came 4th. Which means nothing really except that it looks better than 14th position.
2. Zine to be Believed	41	2	2	16.743	
3. Cut and Thrust	35	6	4	16.348	
4. Denver Glont	37	6	2	15.985	
5. Prisoners of War	34	3	8	15.946	
6. Vienna	33	3	9	15.302	
7. Scorpio	31	8	6	15.199	
8. Take That You Fiend	34	2	9	15.183	
9. NMR!	34	3	8	14.977	
10. Dolchstoss	32	1	12	14.832	
11. Ode	33	1	11	14.803	
12. Small Furry Creatures	30	3	12	14.659	
13. Mad Policy	33	-	12	14.496	
14. Dib Dib Dib	25	3	17	13.852	
15. Morrigan	26	6	13	13.745	
16. Thing on the Mat	29	2	14	13.743	
17. Home of the Brave	27	4	14	13.526	
18. Gallimaufry	26	4	15	12.873	
19. Tumbling Dice	23	5	17	12.763	
20. Diversions	23	4	18	12.381	
21. Bruce	20	7	18	12.169	

22. Will it Lead to Trouble	22	5	18	12.110	However, comparing the
23. Masters of the Prime	21	-	24	11.674	top ten positions over the
24. Veni Vidi Vici	21	4	20	11.437	past 15 polls may give you
25. C'Est Manifique	21	3	21	11.415	some idea why I'm surprised at
26. Hopscotch	16	5	24	11.393	this years results. Where's
27. Sharp Practice	16	8	21	10.741	Dolchstoss and Mad Policy this
28. Small Blue Thing	13	8	24	10.729	year? Surely they haven't
29. Rostherne Games Review	14	6	25	10.433	changed THAT much? Congratula-
30. Ac-Mong	15	7	23	10.293	tions of course must go to
31. Rianna Games Review	14	3	28	10.250	Derek Caws' <u>War & Peace</u> ; I had
32. Greatest Hits	17	2	26	10.240	heard it had gone from
33. Now Eat the Rabbit	16	2	27	10.041	strength to strength since I
34. Roar of the Greasepaint	13	3	29	9.872	first traded with it. Congra-
35. Faster Than Light	14	6	25	9.731	tulations also must go to Nick
36. Mouse Police	12	5	28	9.641	Kinzett and <u>Zeeby</u> for gaining
37. Five Year Plan	13	4	28	9.228	2nd position, I'm sure Nick
38. Springboard	13	3	29	8.906	will be well pleased (although
39. The Numbers Game	9	2	34	8.412	maybe a little surprised) with
40. Y Ddraig Goch	16	4	35	7.971	that. But what the hell is
41. Gazfinc	16	1	38	7.683	'Scorpio' doing at 7th?! -
42. Mission from God	14	2	39	7.297	I've never even HEARD of it
43. Pigbutton	2	6	37	7.053	before!
44. Froggy	4	1	40	6.905	There's some crazy posi-
45. The White Rabbit	1	1	43	5.106	tions with some of our top
46. Quartz	1	1	43	5.022	zines of yesteryear, I didn't

think Veni Vidi Vici or Springboard should have been that low. Perhaps the editors of both zines failed to give any backing to the Poll? I know Danny Collman has stated grave doubts about it in various issues of his zine. I must admit, this can be the one failing with the Zine Poll; if an editor doesn't give it his full backing (advertising it and sending out preformatted forms) it can produce a rather false end result.

Anyway I'm going to leave that discussion for others. To finish - I'd like to thank, once again, all those who voted for Dib in this year's Poll. According to the votes 62 people voted for Dib, but checking through the names I could only find 48 names that actually still subscribed to Dib (I remember saying this to John last year). It seems ridiculous to me that voters who subscribed 4 or 5 years ago are still allowed to vote for a zine they no longer see? But this seems to be a generally accepted case.

The spread of votes Dib this year were:-

Range:	1-1.9	2-2.9	3-3.9	4-4.9	5-5.9	6-6.9	7-7.9	8-8.9	9-9.9	10
Dib votes:	1	0	1	3	5	7	8	15	12	10

If anyone wants the full set of results John has some copies of Ethil the Frog left costing 52p each. Write (enclosing your 52p) to John Piggott, Bosworth House, Central Wall Road, Canvey Island, Essex, SS8 9PJ.

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JOTTO Turn 5

|                 |              |              |              |
|-----------------|--------------|--------------|--------------|
| ROSIE ROBERTS   | : 5TH 311011 | KATH COLLMAN | : 5TH 242322 |
| STEVE THOMAS    | : 5TH 111223 | PETER HAUKE  | : 5TH 233122 |
| NICKY JOHNS     | : 5TH 332212 | STEVE KIRK   | : 5TH NMR    |
| CHARLES SMEDLEY | : 5TH 011431 |              |              |

Still the enormous sum of £3.50 to win. Steve K hasn't really NMR'd merely that he's forgotten his first 4 words - just send in 2 extra guesses to catch up next time, Steve.

THE WEAPON - Part II

by Tim Lomas

The next thing to describe is the turn sheet. This consists of 8 parts; at the top is the heading which includes details of your account (real world, i.e. how much cash you've sent them that remains, if it's at zero it's time to send another cheque), to the right is a useful little table showing the number of engines you need for each class of ship and range, from 1 for a class one with a range of one to something in the order of 1600 for a class six with a range of 6. Below this is the sector report, this shows details of all sectors you scanned last turn or where you have worlds or probes. This shows the sector type, the owner of any world if any along with its income and MRP, the number of forts, troops, crystals and material resources already there and the number of troops which may be raised each turn on that world and the number of ships present in the sector if any.

Next comes the ship report which gives details of all ships you can see, each scanned sector will show the total number of ships present and details of all those you can see (those with less cloak than you have sensors in the sector) giving details of the ship number which you need to know to fire at it and the equipment it is carrying. Following this is a fortress report which gives the details of all shots fired at ships either by you or at you. The last 3 sections show the probes, barriers and warp gates you presently have deployed, the names and scores of all players you have met that turn and a section which will hopefully be empty telling you what errors you made on your last turn sheet. These can vary from overspending on resources, trying to move a ship farther than its range, moving or firing at a non existant ship or moving one you don't control among others.

OK, enough of boring you with the setup and turnsheets, what about the game itself? What's it like to play, what does it cost and what's the turnaround like? To answer in reverse order, the turnaround is 18 days, this may seem a little long for anyone used to games running on one or two week games and so it seems when it takes you around 10 minutes to fill in your first turn, then maybe 20 minutes for your second turn. Then you get to turn seven or eight and what took you ten minutes now takes a few hours, by the time you get up to turn twenty, assuming you are still in the game and in one of the leading positions you'll find the game is taking a number of hours, a few phone calls (or letters but I always do my diploming by phone, it's much more convenient and faster) and the 18 day deadline now seems more sensible. The price is a set fee of £2.00 per turn, this is around the average for Professional games these days, some games, there are some cheaper but this is one of the better games and well worth the price. With the turnaround of 18 days this comes to around £3.00 a month or so, not too bad and pretty good value compared with most of the other games around at the moment.

On to the real meat of any review, what's the game like to play, this is where I get to ramble on about the way to play the game and general tips, hints and assorted opinions, remembering that this is my opinion, other Weapon players may think otherwise and I may be wrong. The GM is one of the prime requisits for a good game, a good game with a bad GM or a bad game with a good GM are normally worth avoiding, what you need is a good game and a good GM, this fortunately is what you get with The Weapon, the GM, Jim Gibson is a player himself and understands what players need to enjoy a game, the input is very good, I've never yet caught him in an error inputting my orders, I'm sure it must have happened as no-one is perfect but I've never heard of it. The game is completely computer moderated and while you can never claim that any program of this complexity is bug free, you may think so but try and prove it!

I've only found one bug in the program. This occurred in an early turn of the first game I played. This bug was of a minor nature, the particular combination of ship size and number of engines which should have given my ship a range of 3 hexes actually gave it 2 hexes due to a rounding error (3 came to

2.9999999) was given as 2 hexes. One quick phone call to Jim and he moved the ship manually to where it should have been and he generated a nice new printout for me (free of course). A quick tweak to one of the game parameters corrected the error for my position and he got in touch with the programmer in the US to have the error corrected. I got a note with my following turn telling me that the error had been corrected by the programmer and the new program was now in use. Fast, courteous and efficient fixing of the occasional errors that do occur, what more could I ask for. A definite plus for the company.

We now get to tip time, what do you do when you get your printout? I use a commercial hex pad. It just so happens that on its side it is exactly 19 hexes high, just about right for the game. A couple of bulldog clips to attach it to the front inside of a ring binder, and an overlay sheet on top gives a convenient way to map the game hex numbers and types on the sheet itself and borders, ships etc. on the overlay in projector pens which you can update each turn. On turn one you have around six ships, all of sizes one and two.

The first thing to do is outfit them and get them moving, as it is imperative to grab as many worlds as you can before anyone else gets to them, you have to chuck some troops on these ships, a reasonable outfitting for a class one is 4 engines, 20 troops and 2 sensors (you only build five engines as there is already one on the empty hulk as built). Four engines gives you a range of four hexes, 20 troops is a nice number to grab any lightly defended world you might land at, the reason for two sensors instead of just one is simply because some players have a habit of sticking one cloak on their class twos, with two sensors you can then see these ships when you bump into them.

There seem to be two differing tactics used at this point, the first is to send all your six ships two hexes in a dog leg from your homeworld, as you receive full data on all hexes passed over if your ship travels not more than 50% of its range but only the data on the hex at which it ends the turn if it goes further than this. This will give you full data on 12 hexes, the six at which your ships finish and the six over which they pass. This will give you data on the six hexes surrounding the homeworld and six of those in the next ring.

The class twos will have rather more engines but still end up with a range of four hexes, this enables them to carry a few more troops, around 35 or forty of them. The second tactic which I have seen used but not tried myself yet (I'll probably try it in my next game to see how it works) is to send your ships three or even four hexes from your homeworld. This has the disadvantage of giving no data on the hexes immediately around you but may enable you to grab worlds slightly further away and hence closer to the other players homeworlds. In this case, it may be worth your while to equip your class two ships with a few deflectors or beams if you want to shoot at a ship you may meet even on turn one (or to use as a lever if you want to cement an alliance with the first player you bump into). The old "Look, I could have shot down that ship but I didn't as a goodwill gesture".

While you're busy doing this, you've got some materials and credits left at your homeworld and still a pile of troops, so what do you do with them? The first thing is to build a few more class one ships, fast and expendable scouts and a couple of class twos according to preference. But it is very worthwhile to build a class three or two. Then when your first turn scouting tells you that there is a juicy world with a high credit or material income and also a pile of troops guarding them with possibly a few forts ready to shoot your troops as they land, you can send off your class three(s) with a pile of troops to grab them on turn two.

There are a few setups of the game system which work differently. One is that the neutral worlds which are worth grabbing have reasonably high incomes and MRP (material production) and relatively few troops or forts (around 50-100



troops and maybe up to 10 forts); while a second type of setup has very high income OR MRP (typically between 1200 and 2000 of one and virtually nothing of the other) and a huge pile of troops and forts (I bumped into one world on turn one, right next to my homeworld with an income of 2055 credits, 0 MRP and a guardian force of 350 troops and 40 forts, a hell of a shock the first time you see it.)

When turn two arrives, you'll find, if you're lucky, that you class ones and twos will have stopped at a world which they can grab with the troops they have on board. If so drop the troops you need and move them on (map the area early it'll pay dividends later). The larger worlds you can then grab the next turn by customising the ships you've built at your homeworld and sending them stright off to get it.

By this time you've either met at least one more player or are just about to. It is possible to meet up to 3 or 4 players on turn one, maybe this is unusual but it is possible and I've seen it happen. The thing to do is find out who they are. To do this send a diplomatic message through game control on a 3x5 card addressed to the game name and it'll be sent to them with their next turn. You'll probably get a diplo yourself, normally just giving a name and address or phone number. It's not normal to diplomate by diplomatic message as it's damned slow, the norm is to use the post or phone, you may even know who the player is by their game name. I tend to use one of three or four names in PBM and players who know me and see the name will often ring to see if it's me playing that position. The advantage of this is that it gives you contact one turn earlier, which can be an advantage.

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'COBOLT' (1987BX) GM Tom Tweedy Autumn 1906 [13]

ENGLAND (Tim Lomas): F(BAR) S F(Nor)-St.P n.c; F(NTH) stands; [[F(Nor)-StP-nc]] ((FAILS)); F(SKA)-Swe; [[F(BAL)-GOB]] ((FAILS)); A(Den) S F(SKA)-Swe; A(Swe)-Fin; A(Ber)-Pru

FRANCE (Michele Morris): F(Bel)-ENC; [[F(GOL)-TYS]] ((FAILS)); F(Tun) S F(GOL)-TYS; [[F(TYS)-Nap]] ((FAILS)); A(Bur)-Mar; A(Mar)-Pie; A(Mun) S A(Tyr); A(Tyr) stands; A(Sil) S English A(Ber)-Pru

ITALY (Anarchy): Has: A(Alb); F(ADS); A(Ven)

RUSSIA (Simon Jones): A(StP)-Mos, [[F(GOB)-StP(sc)]] ((FAILS)), \*[[A(Pru)-War]] ((DISLODGED)), F(ION)-Nap, A(Lvn) S F(GOB)-StP(sc), A(Vie) S A(Tri), A(Tri) S A(Vie)

TURKEY (St James): F(EMS)-ION, F(Gre) S F(EMS)-ION, F(AEG) S F(EMS)-ION, A(Apu) S Russian F(ION)-Nap, A(Bul)-Ser, [[A(Gal)-War]] ((FAILS))

RETREATS: RUSSIAN A(Pru) dies

WINTER 1906 ADJUSTMENTS:

- AUS: (Vie) = 0 OUT
- ENG: Lon,Lpl,Edi,Nor,Den,Hol,Kie,Swe = 8 No Change
- FRA: Par,Bre,Mar,Por,Spa,Bel,Mun,Tun,Ber = 9 No Change
- ITA: Ven,Rom,(Nap) = 2 disbands A(Alb)
- RUS: Mos,StP,War,Sev,(Ser),Tri,Bud + Nap,Vie = 8 Builds: F(StP-nc),A(War)
- TUR: Smy,Con,Ank,Bul,Rum,Gre + Ser = 7 Builds: F(Con)

'COBOLT' (1987BX) GM Tom Tweedy Spring 1907

[13]

ENGLAND (Tim Lomas): F(NTH) stands; F(BAR)-StP-nc; F(Nor) S F(BAR)-StP-nc;  
 F(Swe) S F(BAL)-GOB; F(BAL)-GOB; A(Fin) S F(BAR)-StP-nc;  
 A(Den)-Kie; [[A(Pru)-Liv]] ((FAILS))

FRANCE (Michele Morris): A(Sil) S A(Mun)-Boh; A(Pie)-Tus; A(Mar)-Pie;  
 A(Mun)-Boh; F(TYS) S F(Tun)-ION; F(ENC)-MAO; F(GOL) S  
 F(TYS); F(Tun)-ION; A(Tyr) S A(Mun)-Boh

ITALY (Anarchy): Has: F(ADS); A(Ven)

RUSSIA (Simon Jones): NMR! Has: A(Mos); \*[[F(GOB)]] ((DISLODGED)); F(Nap);  
 A(Lvn); A(Vie); A(Tri); \*[[F(StP-nc)]] ((DISLODGED));  
 A(War)

TURKEY (St James): NMR! Has: \*[[F(ION)]] ((DISLODGED)); F(Gre); F(AEG);  
 A(Apu); A(Ser); A(Gal); F(Con)

RETREATS: RUSSIAN F(GOB) & F(StP) die; TURKISH F(ION) dies

'ELECTRA' (1987BE) GM Tom Tweedy Spring 1908

[11]

ENGLAND (Kris Morris): A(Liv) S Ger A(Sil)-War; F(StPsc)-GOB; F(NTH)-stand;  
 F(ENC)-Bre; [[F(Lon)-Wal]] ((FAILS)); F(IRI) S F(NAO)-MAO;  
 F(NAO)-MAO

FRANCE (Stuart Tweedy): \*[[F(Bre) S F(MAO)]] ((DISLODGED)); \*[[F(MAO) S  
 F(Bre)]] ((DISLODGED)); A(Ven)-Pie; [[A(Tri)-Tyr]]  
 ((FAILS)); [[A(Vie) S A(Tri)-Tyr]] ((FAILS)); F(TYS)-GOL;  
 F(ION)-Tun; F(Nap)-TYS; A(Wal) stands unordered

GERMANY (Simon Jones): A(Par) S ENGLISH F(ENC)-Bre, A(Mar)-Spa, A(Sil)-War,  
 F(Bel)-Pic, [[A(Boh)-Vie]] ((FAILS)), [[A(Mun)-Tyr]]  
 ((FAILS)), A(Ber)-Sil

TURKEY (Anarchy): Has: A(Ser); F(Gre); F(Alb); F(AEG); F(EMS); A(Rum);  
 A(Mos); [[A(War)]] ((DISLODGED)); A(Bud); A(Con); F(Smy)

RETREATS: FRENCH F(Bre)-Gas; F(MAO) dies; TURKISH A(War) dies

'ELECTRA' (1987BE) GM Tom Tweedy

Autumn 1908

[11]

ENGLAND (Kris Morris): A(Liv)-Mos; F(GOB)-Swe; F(NTH)-ENC; F(IRI)-Lpl;  
 F(Bre) S GERMAN A(Par)-Gas; F(Lon) S F(NTH)-ENC; F(MAO) S  
 F(Bre)

FRANCE (Stuart Tweedy): NMR! Has: \*[[F(Gas)]] ((DISLODGED)); A(Pie);  
 A(Tri); A(Vie); F(GOL); F(Tun); F(TYS); A(Wal)

GERMANY (Simon Jones): A(Spa)-Mar, A(Par)-Gas, F(Pic)-Bel, A(Mun)-Tyr,  
 A(Boh) S A(Mun)-Tyr, A(Sil)-Gal, A(War) S English A(Lvn)-  
 Mos

TURKEY (Anarchy): Has: A(Ser); F(Gre); F(Alb); F(AEG); F(EMS); A(Rum);  
 \*[[A(Mos)]] ((DISLODGED)); A(Bud); A(Con); F(Smy)

RETREATS: FRENCH A(Gas) dies; TURKISH A(Mos) dies

WINTER 1908 ADJUSTMENTS:

ENG: Lon,Lpl,Edi,Nor,Swe,Den,StP + Mos,Bre = 9 Builds: A(Edi)(1 SHORT)  
 FRA: (Bre),Por,Spa,Tun,Ven,Nap,Rom,Vie,Tri = 8 NBO (1 SHORT)  
 GER: Mun,Kie,Ber,Hol,Bel,Par,Mar + War = 8 Builds: F(Kie)  
 TUR: Smy,Ank,Con,Sev,Gre,Bul,Rum,Ser,Bud,(Mos),(War) = 9 No Change

'ELECTRA' (1987BE) GM Tom Tweedy Spring 1909 [11]

ENGLAND (Kris Morris): A(Mos)-Sev; F(Swe)-Ska; F(Liv)-Wal; A(Edi)-Yor;  
 F(ENC)-Stand; F(Lon) S F(Liv)-Wal; F(MAO)-Spa sc; F(Bre)-  
 MAO  
 FRANCE (Anarchy) NMR!! Has: A(Pie); A(Tri); A(Vie); F(GOL); F(Tun); F(TYS);  
 \*[[A(Wal)]] ((DISLODGED))  
 GERMANY (Simon Jones): NMR! Has: A(Mar), A(Gas), F(Bel); A(Tyr), A(Boh),  
 A(Gal), A(War)  
 TURKEY (Anarchy): Has: A(Ser); F(Gre); F(Alb); F(AEG); F(EMS); A(Rum);  
 A(Bud); A(Con); F(Smy)

RETREATS: FRENCH A(Wal) dies

'JADE' (1987BH) GM Tom Tweedy Autumn 1909 [12]

ENGLAND (LocoMan): F(Nsea)stands; F(Bal)-Den; F(Liv)-Bal; A(Kie) S A (ber);  
 A(Ber) S A (Kie); [[A(Sil)-Boh]] ((FAILS)); A(Gal) S  
 A(Rum)-Bud; A(Rum)-Bud; A(Sev)-Rum; A(Arm)-Smy  
 FRANCE (Brangdon): F(ION)-Nap; F(TYS) S F(ION)-Nap; A(Mar)-Pie; F(GOL) S  
 A(Mar)-Pie; F(WME) Hold; [[A(Tyr)-Tri]] ((FAILS));  
 [[A(Mun)-Tyr]] ((FAILS)); [[A(Ruh)-Mun]] ((FAILS));  
 [[A(Bur)-Mun]] ((FAILS))  
 RUSSIA (Anarchy): Has: A(War); F(BLA); A(Boh)  
 TURKEY (Anarchy): NMR!! Has: A(Tri); A(Ser); A(Bul); \*[[A(Pie)]] ((DISLOD-  
 GED)); A(Tus); A(Rom); F(ADS); F(AEG); A(Ank)

RETREATS: TURKISH A(Pie) dies

WINTER 1909 ADJUSTMENTS:

ENG: Lon,Edi,Nor,Swe,Den,Lpl,Kie,StP,Ber,Mos, (1 SHORT)  
 Sev,Rum + Bud,Smy = 14 Blds:A(Edi),A(Lon),A(Lpl)  
 FRA: Par,Bre,Mar,Spa,Por,Bel,Hol,Mun,Tun + Nap = 10 Builds: A(Par)  
 RUS: War,(Bud),Vie = 2 Disbnds A(Boh)  
 TUR: (Smy),Ank,Con,Bul,Gre,Ser,Tri,Ven,(Nap),Rom = 8 No Change  
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'JADE' (EMAIL) GAMESTATEMENT

GAME: 1987BH ZINE: DIB/GODS Bulletin Board GM: Tom Tweedy

Game Commenced: Issue 67 (April 1987) Game Ended: Issue 73 (Dec 1987)

|                           | 00 | 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08   | 09 |              |
|---------------------------|----|----|----|----|----|----|----|----|------|----|--------------|
| AUSTRIA (Tim Lomas)       | 3  | 3  | 0  | -  | -  | -  | -  | -  | -    | -  | OUT A02      |
| ENGLAND (Richard Clayton) | 3  | 4  | 6  | 8  | 7  | 7  | 8  | 10 | 12** | 14 | 2-WAY DRAW   |
| FRANCE (Dave Harris)      | 3  | 4  | 6  | 6  | 7  | 8  | 7  | 8  | 9    | 10 | 2-WAY DRAW   |
| GERMANY (Tim Franklin)    | 3  | 5  | 4  | 2  | 2  | 0  | -  | -  | -    | -  | Out A05      |
| ITALY (Andrew Newton)     | 3  | 5  | 6  | 6  | 3  | 1  | 1  | 1  | 0    | -  | Out A08      |
| RUSSIA (Stephen Lord)     | 4  | 4  | 6* | 6  | 7  | 8  | 8  | 5  | 3    | 2  | Drop-out S08 |
| TURKEY (Ben Lourie)       | 3  | 5  | 6  | 6  | 8  | 10 | 10 | 10 | 10   | 8  | Drop-out A09 |

(\* denotes number of units short)  
 2-WAY DRAW WAS AGREED PRE-SPRING 1910

'XANTEN' GAMESTATEMENT

GAME: 1986BS

ZINE: DIB DIB DIB

GM: Tom Tweedy

Game Commenced: Issue 56 (March 1986)

Game Ended: Issue 72 (Nov 1987)

|                          | 00 | 01 | 02 | 03 | 04 | 05 | 06 | 07  | 08 |              |
|--------------------------|----|----|----|----|----|----|----|-----|----|--------------|
| AUSTRIA (Colin Kinsella) | 3  | 4  | 4  | 5  | 6  | 7  | 6* | 2   | 0  | OUT          |
| ENGLAND (Stephen Cloves) | 3  | 4  | 4  | 4  | 4  | 6  | 7  | 8   | 11 |              |
| FRANCE (Heiko Schafer)   | 3  | 5  | 5  | 5  | 5  | 6* | 6  | 6** | 3  | Drop-out S08 |
| GERMANY (Chris Sandow)   | 3  | 6  | 7  | 8  | 7  | 3  | 1  | 0   | -  | Out S07      |
| ITALY (Andy Mansfield)   | 3  | 5  | 5  | 4  | 3  | 1  | 1  | 1   | 1  |              |
| RUSSIA (Tony Reynolds)   | 4  | 6  | 3  | 0  | -  | -  | -  | -   | -  | Out A03      |
| TURKEY (Rowland Goodman) | 3  | 4  | 6  | 8  | 9  | 11 | 13 | 17* | 19 | WINS         |

(\* denotes number of units short)

Rowland Goodman (Turkey):

"It all started when I read an article about Turkish opening strategy. I believe it was in Dib. (All my records, back issues, etc. are in England. I'm out here in Bielefeld, Westfalen.) The article suggests the use of the "Turkish Hedgehog". The Turkish player should move F(Ank)-Con A(Smy)-Arm. The idea being to have a self stand-off between F(Con) and A(Arm) in A01.

When Witham started, I was Turkey. Danny Collman was Russia. I persuaded Danny to order F(Sev)-Arm in S01. This was a much nicer version of the usual Black Sea stand off. Danny was, or appeared to be, a completely honest man. He wrote long and interesting letters.

Next month, Xanten started. I elected to be Turkey. Naturally I decided to make exactly the same opening moves. What made Xanten unusual, is that was an 8 player regular Diplomacy game. Each player had his own strengths. Russia (Tony Reynolds) was a fine player. I only lied to him at the very end, (when I wanted to take Warsaw). He wrote a lot. He was to the point. He never lied. He was a bit like Danny Collman, only Tony was for real, while Danny was and is a teacher.

If Tony had a fault, it was his unwillingness to go along with me. He insisted on standing me out of the Black Sea. This was too bad, because I didn't move there. He knew my moves. He thought I was lying. It was a real stroke of luck for me.

England (Stephen Cloves) was one of Danny's pals. Danny wanted us to be allies. I met Stephen when I went up to Birmingham to see Danny. I thought he was teacherous and sly. He crucified me in a face-to-face game. Stephen was an essential ally for the whole game. He promised to help destroy Russia. He promised that Germany would help. He delivered.

I could never have gained much advantage from an English alliance, were it not for France (Heiko Schafer). France is just about as far from Turkey as you can get. I made special efforts to gain his friendship from the start. He was a foreigner. He didn't write much, least of all to England. Towards the end he NMRed occasionally. What could be better? Virtually all Anglo-French communication was channelled through me.

Austria (Colin Kinsella) was a problem. He was another one of Danny's pals. Danny said that he was no good. He wrote some rotten letters at first. He was obviously first rate long term ally material, just like Heiko. I did worry that he might be treacherous and sly like Stephen. Colin chose to help Tony Reynolds eliminate me.

By far the best player in the game was Danny's preferred ally, Andy Mansfield (Italy). Danny was a close ally of Andy's in another game, just as I was of Danny in Witham. Danny put a lot of work into Diplomacy. It worked we were allies.

Obviously I insisted that Andy attacked Austria in 1901. When Andy took Trieste, Colin fumed. Andy typed up extracts from Colin's letters, and sent them to me. I knew all along what was going on. Colin, the little rat, helped Russia into Rumania in A01. So I ensured that Colin had nice war to keep him busy. For many seasons I fed Andy and Colin with each other's plans. I didn't want either side to win quickly.

(Xanten Endgame cont'd....)

"Colin picked up on the fact that he needed a friend; a friend he could trust; someone even worse at Diplomacy than he was (at the time). I was just that kind of person. John Piggott is a master of the game compared with me. My incompetence was obvious. I couldn't even stand Russia out of the Black Sea!

I didn't write to Chris Sandow in S01. Stephen had persuaded him to attack Russia in 1902. I knew Stephen would deliver. Chris took an early lead. He correctly deduced that I was incompetent. He stepped in and attacked Russia. His first letter to me in A01 revealed alarm at my weakness.

I wrote to everyone in A01, asking them to persuade Russia to build F(Sev). I knew that F(Sev) would do Tony no good at all. He needed armies to fight off Chris and Stephen. Besides, I had worked out the tactics to eliminate Russia Fleets.

The right choice first build for Turkey is essential. F(Smy) poisons all hope of an Italian alliance. F(Ank) is hateful to Russia. I built F(Ank). Colin saw that there was no hope for him without a long term friend. Andy was unimpressed with his abusive letters. I pointed out to Colin that there was a 3 way alliance against Russia. Colin saw sense and helped me against Russia. (Actually I didn't need Colin's help. All I needed was for him not to help Russia.)

By the end of A02 things looked good. Germany was top dog. I was his nearest rival. Tony and I were still on good terms. Both of us realised that everything had come from our original disagreement when he'd wanted a stand-off in BLA, and I in Arm. Chris was now looking at killing off England. So was Heiko. Being treacherous and sly does not pay. Together with Colin and Chris I killed off Tony. I lied to Tony to get the centres before Chris.

By 1904 or 1905 I was at a cross roads. I could help Andy eliminate Colin, or I could go for Chris. I rather liked Colin. We trusted each other. My advice from him helped him against Italy. Danny had stabbed me in Witham. My revenge would be to help Colin take out Andy (Danny's greatest ally). Danny wrote to me that he felt that he had to stab either Andy in one game, or me in another. Tough luck Rowland.

The biggest obstacle to taking out Germany was that France was exterminating England. I asked Heiko very nicely if he'd desist. As always Heiko saw the point. He could have easily destroyed England at this point, but then Germany would have been unstoppable.

Colin let me route armies to Germany via Galicia. He even gave a little help. Andy funbled his assault on Austria. So between the four of us, (Heiko, Stephen, Colin and myself) we knocked Germany to bits. Cooperation was superb. Chris couldn't do a thing. It was like an elephant crushing a mouse. The really great thing about Germany was that he'd been always 1 centre ahead of me. That's what made him vulnerable.

To win I needed to take out France or Austria. England was not practicable. The trouble was that Colin was by now quite a good diplomacy player. Heiko went for England again. I stabbed Colin. I was just in time.

Colin was growing too quickly, too fast. I made one mistake. I trusted Andy Mansfield. I wanted his help against Colin. He was the only person who knew that I was going to stab Colin. He sneaked. It served me right. I had been leaking his plans to Colin all game. While Colin stood more hope than Chris, he wasn't up to it. He would have survived if he had a relationship with Heiko. But Colin and Heiko didn't correspond. Neither had an incentive. I did all the corresponding necessary.

Just as I was looking for those last centres, CAP sent me to Beilefeld. I'm still here, (though I didn't know that when they first sent me). I knew that one NMR could give Colin and Stephen the time they needed to get a relationship going with Heiko. Andy kindly agreed to order my units for me in several games. So I won. I had the cooperation of each and every player, though not all at the same time.

My thanks to each and everyone of them. I couldn't have done it without you. My thanks to Danny, the eighth man. Danny you diplomed in this game more than Heiko. Your efforts in this game were very significant. Your information was very helpful. (Incidentally I reckon that 90% of Heiko's letters were to

(Xanten Endgame cont'd....)

me, and 80% of the letters he received from me.) Xanten was a super game. Pobably the only outright win that I'll ever get.

In a way Danny you won. I won the game. But your preferred ally Andy was ordering the winning team's units. So all three of us won. I have to thank Tom and his family. In the last eight or nine months, I've been busy. My phone calls have agrravated Tom no end. He hates 'phoned orders. I'm sorry. Thank you for GMing and running the game in a super zine. Thank you for typing out 16 pages of handwritten scrawl. ((I didn't Rowland, I managed to persuade Janet to do it!))."

LUTON AIRPORT: Phew, Rowland certainly had his money's worth there! Not much I can say really as Rowland has said it all! This game is notable for the fact that towards the end it was Italy ordering the Turkish units. Why Andy didn't take advantage of this I really can't say. Rowland must have judged his man correctly, and so well deserves the win.

REGULAR DIPLOMACY REGULAR DIPLOMACY REGULAR DIPLOMACY REGULAR DIPLOMACY REGULA

'Anise' (1986GP)

Autumn 1904

[32]

|                            |                                                                                                        |
|----------------------------|--------------------------------------------------------------------------------------------------------|
| AUSTRIA (Victor Hall)      | A(Tri) S A(Ser), A(Ser) S A(Rum)-Bul, <u>F(Gre) S</u><br><u>A(Rum)-Bul, *A(Sev)-Rum, A(Rum)-Bul</u>    |
| ENGLAND (Alan Frost)       | <u>A(Kie) S RUSSIAN A(Ber)-Mun, *F(Wal)-Lon, F(NTH)-</u><br><u>Lon, A(Lpl)-Yor, F(Cly)-Lpl</u>         |
| FRANCE (Steve Kirk)        | <u>F(IRI)-Wal, F(ENC) S F(IRI)-Wal, F(MAO)-NAO,</u><br><u>A(Bur)-Mar, A(Bel) S GERMAN A(Hol)</u>       |
| GERMANY (Anarchy)          | Has: <u>*A(Mun), A(Hol)</u>                                                                            |
| ITALY (Andrew Smith)       | <u>A(Pie)-Mar, F(TYS)-Nap, A(Tun)stands, F(ADS)-Ven</u>                                                |
| RUSSIA (Nick Hoyle)        | <u>A(Ber)-Mun, A(War)-Sil, A(Mos)-Sev, F(Swe)stands</u>                                                |
| TURKEY (Mike Sykes-Gelder) | <u>A(Arm) S RUSSIAN A(Mos)-Sev, F(BLA)-Rum, *A(Bul) S</u><br><u>F(BLA)-Rum, F(ION)-Gre, F(EMS)-AEG</u> |

Retreats: AUSTRIAN A(Sev) dies; ENGLISH F(Wal) dies; GERMAN A(Mun) dies;  
TURKISH A(Bul)-Con

Winter 1904 Adjustments:

|                                           |                                    |
|-------------------------------------------|------------------------------------|
| AUS: Tri, Bud, Vie, Ser, Rum + Gre, Bul   | = 7 Blds: A(Bud), A(Vie) (1 SHORT) |
| ENG: Lon, Lpl, Edi, Nor, Den, (Bel) + Kie | = 6 Builds: F(Lon), F(Edi)         |
| FRA: Bre, Par, Mar, Por, Spa + Bel        | = 6 NBO (1 SHORT)                  |
| GER: (Mun), (Kie), Hol                    | = 1 No Change                      |
| ITA: Ven, Rom, Nap, Tun                   | = 4 No Change                      |
| RUS: StP, Mos, War, Swe, Ber + Mun, Sev   | = 7 Builds: A(War), A(Mos), A(StP) |
| TUR: Con, Ank, Smy, (Gre), (Bul), (Sev)   | = 3 GM disbands F(ION), F(AEG)     |

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PRESS:

France - Russia: Why oh why don't you see the truth?

A(Tun) yawns, scratches itself and goes back to sleep.

Austrian - Turkey: Sorry for 1904. Hope it doesn't spoil your Christmas.

Turkey - All: Sorry for lack of correspondence but very busy this season at work and home.

Hypatia of Alexandria - World: And now for a true renaissance?

England - France: OK, don't speak. Good move, but I think we're still urinating into the wind.

World - Munich: So much for the resilience of German anarchists.

France - Turkey: It's a hard life.

Gnomes of Zurich - England: Rough waters to tread, but none-the-less...