

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 *Lootrine* and *Da Shortplanks*. *Valliant* 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, *Da Forebreath* 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. *Lootrine* and *Da Shortplanks* are in the gym practising sabre and rapier respectively.

WEEK 2

Being mainly a physical week with most of Parisian society at the gym. *Lootrine*, *Da Shortplanks* and *Da Forebreath* all swishing rapiers, *Da Forebreath* swinging a sabre and *Charles* rolling a cutlass. *Lootrine* went to a bawdyhouse and came out five minute later with a silly grin on his face - perhaps he's forgotten something. *Lootrine* 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. *Lootrine* and May's vampire and virgin cause a few laughs and she had the grace to blush. *Valliant* 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? *Da Shortplanks*, *Da Forebreath* and Wendy, *Da Forebreath* and Ruby all try hard to ignore each other. *Lootrine* and *Da Shortplanks* are down the gym getting some serious training with their rapiers.

WEEK 4

Lootrine 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. *Lootrine* and May stay in the same costumes but they keep disappearing during the day. *Lootrine*, *Da Forebreath* and Wendy, *Da Forebreath* and Ruby continued to ignore each other only more noisily. *Charles* join *Da Forebreath* and *Da Shortplanks* 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>LS</u>	<u>SS</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 top ten positions over the past 15 polls may give you some idea why I'm surprised at this year's results. Where's Dolchstoss and Mad Policy this year? Surely they haven't changed THAT much? Congratulations of course must go to Derek Caws' <u>War & Peace</u> ; I had heard it had gone from strength to strength since I first traded with it. Congratulations also must go to Nick Kinzett and <u>Zeeby</u> for gaining 2nd position, I'm sure Nick will be well pleased (although maybe a little surprised) with that. But what the hell is 'Scorpio' doing at 7th?! I've never even HEARD of it before! There's some crazy positions with some of our top zines of yesteryear, I didn't think <u>Veni Vedi Vici</u> or <u>Springboard</u> 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: <u>1-1.9</u> <u>2-2.9</u> <u>3-3.9</u> <u>4-4.9</u> <u>5-5.9</u> <u>6-6.9</u> <u>7-7.9</u> <u>8-8.9</u> <u>9-9.9</u> <u>10</u> 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 <u>Ethil the Frog</u> left costing 52p each. Write (enclosing your 52p) to John Piggott, Bosworth House, Central Wall Road, Canvey Island, Essex, SS8 9PJ. ~~~~~ 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.
23. Masters of the Prime	21	-	24	11.674	
24. Veni Vidi Vici	21	4	20	11.437	
25. C'Est Manifique	21	3	21	11.415	
26. Hopscotch	16	5	24	11.393	
27. Sharp Practice	16	8	21	10.741	
28. Small Blue Thing	13	8	24	10.729	
29. Rostherne Games Review	14	6	25	10.433	
30. Ac-Mong	15	7	23	10.293	
31. Rianna Games Review	14	3	28	10.250	
32. Greatest Hits	17	2	26	10.240	
33. Now Eat the Rabbit	16	2	27	10.041	
34. Roar of the Greasepaint	13	3	29	9.872	
35. Faster Than Light	14	6	25	9.731	
36. Mouse Police	12	5	28	9.641	
37. Five Year Plan	13	4	28	9.228	
38. Springboard	13	3	29	8.906	
39. The Numbers Game	9	2	34	8.412	
40. Y Ddraig Goch	16	4	35	7.971	
41. Gazfinc	16	1	38	7.683	
42. Mission from God	14	2	39	7.297	
43. Pigbutton	2	6	37	7.053	
44. Froggy	4	1	40	6.905	
45. The White Rabbit	1	1	43	5.106	
46. Quartz	1	1	43	5.022	

gboard 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.

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Dib votes:	1	0	1	3	5	7	8	15	12	10

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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 |              | : |            |

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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-existent 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