

DIB DIB DIB

Issue 86 - Editor: Tom Tweedy

EDITORIAL: Yes, you lucky lot, you got me – a new game of Sopwith starts this time (will this gamesheet(s) never end?) called 'TRIPLANE' with just three players (2 planes each). Actually I've never done this before, nor have I ever seen it done. Should be interesting: Players are; Jed Stone (airfields A1 & A10), Allan Stagg (J19 & S19), and Steve Wells (S10 & J1). Get the name of you planes (pseudonyms) in next time gentlemen, and we'll get the game started. Orders are not necessary next time because you'll want to see where the clouds are, er, won't you? We can do this blindfold y'know!

On a different note – I heard Avalon Hill's stuff has been taken over by a computer gaming company (I think by *Electronic Arts*). Anybody heard if there's any notion of doing a more up-to-date Diplomacy game? In case any of you youngsters might not have seen it there was an excellent DOS 4-colour version out a few years ago on 5¼ floppies. Unfortunately it never could be copied (buggers) so when everybody moved to 3½" drives that was it, no more computer Diplomacy. Certainly I'd buy it again even if they only brought out the original 4-colour version for Win95/98. Ah, we live in hope.

'TORNADO'

Sopwith (T237SO)

TURN 16

GM: Tom Tweedy

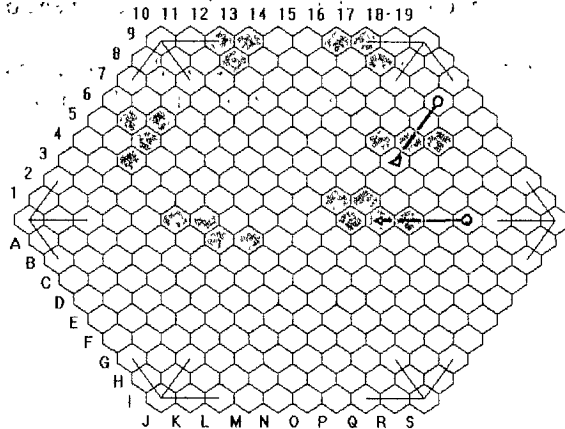
Pilot	Start	Move1	Move2	Move3	End	AM:DG:PT
4 THE PINK PIGMY (Stephen Agar)	P16/W	A	A	A	M13/W	12:01:13
5 ERIC THE RED (Steve Wells) [ACE]	L18/SE	RS	RS	RS	L15/SE	02:05:23

Clouds moved :- Northeast [] Aircraft was hit - *Aircraft scored a hit
 Clouds : 1 : B7-C8-C7-C6 2 : D12-C12-D13 3 : G16-H17-I17
 4 : F6-G7-H7-I8 5 : L16-M17-K15 6 : K12-L13-L12-M13-N14

Bugger. I've managed to use Tim's Sopwith Adjudicator program this time to see what the new map looks like, but I can't make the text wrap around the picture in this bloody Word 7.

Any help on how to do this from you lot (Steve A?) will be gratefully received. Hell, I might even give you a free subscription to Dib!

Yes, I know it looks like it's wrapping around at the moment (er, I hope) but this is just two text boxes side by side. I know the map doesn't need to be in a text box – I just put it in to see if it would make any difference. It doesn't.



DIBS LETTERGOL

Allan Stagg: "Ahem: your wife lost my letter, did she Tom! Come off it - that does not square up with the Tweedy doctrine of wifely infallibility you have put forward in previous issues of Dib Dib Dib Anyway, you did receive the stamps, I hope?"

((I'll have you know, sir, my wife is infallible (see, I told 'em, Jan!) Course, I received the stamps... what d'you think I am, stupid? Um, p'raps that should have been without the question mark...))

Not much news for this turn As I am not currently in a game, there is not much scope fine fellow, and for sarcastic press, is there? Not that I would do that to Jed, who is a I was really distressed that I had to shoot him out of the sky like that

((See Jed? And he promises not to do it again – don'tcha, Allan?))

Come, come Tom - how can you accuse me of not sending you any stamps? I did, about ten turns back, and you sent them back to me. Personally I could not see why you did this - the cancellation marks the Post Office had put on did not really spoil them, and the ones from Antigua and Vietnam were really pretty "

((Yeah? Well I checked with the Post Office, see, and they said the one with the upside-down Vietnam picture bon-was-most unusual! **Course** I sent them back, what kind of a plonker do you take me for, I realised **instantly** you must be printing your own! Hey... actually that's not a bad idea... I couldn't get away with £50 notes... but stamps... Oops, bugger, Steve Agar works for the Post Office! **Shame** on you Alan for printing your own stuff! The very idea...))

DEADLINE: Saturday 5th December 1998

Sopwith Waiting List?: None – nor expecting any!

Diplomacy Waiting List: Jed Stone – none needed.

Email Diplomacy Waiting List: Hah!

Intimate Diplomacy Waiting List: Nada.

I can't go on typing this – I'm needed on more important things – yes, like computer games. 'Balder's Gate' AD&D (from Interplay) computer game hasn't come out yet (not 'til the 21st November – **they** say - pah); what am I going to do for the next (counts on fingers) er, few weeks? I might have to do some more **work**. Good grief – enough of trying to scare and depress myself.

Until next time then.... Don't forget to get your orders in (Steve A?) – I'm gonna be a hard taskmaster, jus' wait and see if I don't.

See Tim – not looking bad, is it? See differences on enclosed separate map?

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