An amateur zine for the play of Diplomacy, its variants and other games, as well as the exchange of different views. Published by Phil Reynolds, 2896 Oak St., Sarasota, FL 34237-7344. Phone: 941-953-6952 (answering machine). E-mail: preyno@yahoo.com. Mailed subscriptions: \$1 per issue in USA, \$1.25 per issue to Canada. Free issues are available as PDF files via e-mail or at http://devel.diplom.org/DipPouch/Postal/Zines/ishkibibble/

LAST ISSUE, SEND MONEY! SAMPLE TRADE GAMESTART STANDBY SEE PAGE

Why this issue has taken me about three months to produce ... I'm a bit amazed. Taking my two-week vacation in late April and early May certainly distracted me, and it left me with a lot of other things to do upon my return. Then I had some more health problems — nothing major, but along with the start of the long, hot Florida summer, which always has sapped my strength, I have been more tired than usual, spending a lot of my weekend time sleeping or watching videos. It's as simple (and perhaps as disappointing) as that.

One of the things complicating (but enhancing) my life is my new job as assistant editor of Healthcare Purchasing News and Medical Laboratory Observer, two trade publications owned by Nelson Publishing Inc., where I have been working the past four years (up to July 1) in the company's production department.

So far, I'm doing all of the new product briefs for both magazines, and I just finished my first feature story (on wireless technology issues for materials management in hospitas — oooh, how exciting!) for the September issue of HPN. My other main duty is proofreading the copy for both magazines, something I really enjoy and am really good at doing. I also will have to attend the occasional trade show to network with company representatives, driving to those within a day's reach and flying to those farther away. However, the job pays more, is back in keeping with my journalism career path, and provides a much less stressful atmosphere than my former job. All in all, a most fortunate development for me!

As for my vacation, a combination of rain and uninspiring trails prompted me to change my vacation in Arkansas and head toward Denver, where I attended game seven of the Colorado Avalanche-L.A. Kings first-round NHL playoff game (buying a ticket at the ticket booth) and then spent two days hiking in Rocky Mountain National Park (easily the furthest west I've been; before this, it was New Orleans). Not only did I see a ton of elk and some new birds around the snow-capped mountains, but I experienced my first significant snowall as an adult on the last evening. I so loved it that I'm planning my next vacation for spring in the desert Southwest. And I had ribs with good friend Paul Risner in Memphis on my way back home!

Quick takes:

• I have set this Labor Day weekend as the time when I will complete the long overdue **Zine Register #30**. It's time both to give everyone a comprehensive overview of which few North American postal Diplomacy zines are still being published and to get this monkey off my back.

- As promised, here are **My 10 Favorite Avalon Hill Games** (in alphabetical order): Advanced Civilization, Age of Renaissance, Air Baron, Britannia, Diplomacy, History of the World, Kingmaker, Kremlin, Machiavelli and We the People. Commonalities: Most of them are multiplayer and require a lot of negotiation!
- I haven't bought much neoprogressive rock lately, but, I've been filling my CD library with some **favorites from the '70s** and '80s, like Blondie, David Bowie, Jackson Browne, Elton John, Lene Lovich, Gary Numan and Men at Work (no pun intended).

So, instead I'll give you **My 10 Favorite Neoprogressive Albums** (in alphabetical order): Flamborough Head: Defining the Legacy; Galahad: Following Ghosts; Iluvatar: Iluvatar; IQ: Subterranea; Land's End: Pacific Coast Highway; Marillion: Script for a Jester's Tear; Metaphor: Starfooted; Parallel or 90 Degrees: Afterlifecycle; Pendragon: The Masquerade Overture; and Spock's Beard: V.

The one thing that strikes me most about a lot of the neoprogressive music I'm buying (a fraction of the neoprogressive music that's available, of course) is how much these groups have been influenced by **early Genesis** (with Peter Gabriel and Steve Hackett). Marillion was the father of neoprogressive rock with its 1983 Script, which breathed new life into the faded legacy of other progressive rock groups such as Yes, King Crimson, Pink Floyd, Camel and The Moody Blues — but particularly early Genesis, all members of which were gifted songwriters and musicians of complex, intriguing and beautiful verses and instrumentals. Some new groups, coming out of the late '70s and early '80s of disco, punk and new wave, wanted to emulate the art rock style of the early and mid-'70s, but sometimes they were influenced by the heavier guitar-playing and drumming of the '80s or the electronica sound of the '90s.

I always said I was stuck in the pre-disco '70s, but now, with neoprogressive rock, I feel like I am experiencing all of this again, just a new incarnation of it. And music is VERY important to me; I'd sooner give up movies, TV — maybe even games!

Next issue: A return of "The Briar Patch" and my editorials on politics, news of the day and NFL chat (yeah, baby!), as well as a huge backlog of movie reviews and more "Unpleasant Ways to Die" (since I won't be devoting a whole extra page to the Machiavelli players again).

And remember, if you don't have Acrobat Reader to read (and print) PDF files on the ishkibibble Web site, then visit the following Web site to download Acrobat Reader 5.0 for free:

www.adobe.com/products/acrobat/readstep2.html.

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Game Openings

Colonial Diplomacy (Steve Mayers, Cary Lynn Nichols, Paul Risner, Bob Robles; need 3 more players): Try your hand at Avalon Hill's popular variant by playing Britain, China, France, Holland, Japan, Russia or Turkey. The short game victory condition (i.e., control of at least 18 supply centers) will be used to make things interesting. (Hey, who cares about making things realistic!) Preference lists are welcome. The rulebook is available by mail for \$1, but the map is free.

African Diplomacy (Cary Lynn Nichols, Bob Robles, Kevin Wilson; need 3 more players): Same game, different locale, as players pretend Africa is armed to the hilt and turning on itself. Ethiopia, Ivory Coast, Libya, Saudi Arabia, South Africa and Zaire aim to dominate the landscape — it's your choice which will. Preference lists are welcome. Rules and map provided for free.

Hardbop Downfall of the Lord of the Rings Diplomacy (Steve Mayers, Bob Robles, Kevin Wilson; need 4 more players): Whether or not you've seen the movie, you'll love this variant based on J.R.R. Tolkien's classic trilogy. Playing with some complex rules and a map of Middle-Earth, everyone is searching for the Ring. Sauron wants to wear the Ring and have Evil rule the world. The forces of Good (Elves, Gondor and Rohan) know the Ring must be destroyed, but doing so means traveling to the heart of Mordor. As for the neutral Dwarves, Umbar and Saruman, who knows which side each will support — that's where the diplomacy comes in! Preference lists are welcome. The rulebook is available by mail for \$1, but it's free via e-mail. The map is free regardless.

Balkan Wars Diplomacy VI (Bob Robles, Kevin Wilson; need 4 more players): Ever wonder what happens when you put a bunch

of rats in a cage and don't feed them enough, and then increase the pressure? Well, they quickly turn on each other! And that's exactly what happens when people play this great cutthroat classic. It doesn't matter whether you play Albania, Bulgaria, Greece, Rumania, Serbia or Turkey — you're just as likely to bite someone as you are to be bitten. Just remember: It's only a game! Preference lists are welcome. Rules and map provided for free.

Mitotic Diplomacy (Cary Lynn Nichols, Dave Partridge; need 5 more players): Set on the regular map, the main rule change is that new units are not necessarily built in home supply centers, but rather existing units are duplicated. (Think cell division.) Thus, two units can occupy the same space after winter adjustments, and they defend a space with a strength of two. This creates an interesting dilemma for players, since most will succumb to the temptation of duplicating units on their front lines. So how to prevent a back-door stab? That's for you to figure out! Preference lists are welcome. Rules and map provided for free.

Fictionary Dictionary (Karl Muller, Bill Scharf, John Schultz; need 3-7 more players): Each turn, players try to determine the correct definition of an obscure word, but they must choose from a list of definitions submitted by the players themselves to fool their opponents. This is a simple and fun game for those who enjoy working with words. Rules provided for free.

Snowball Fighting (Steve Mayers, Dave Partridge; need 4-8 more players): Take your best shots in this backyard melee. Players have several attacks and defenses to choose from, like throwing a snowman's head and hiding under trees. It's a great simple game that everyone who plays it seems to love. Give it a try! Rules and map provided if needed.

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Standbys

If you would like to get on or off this list, please let me know. Your help is greatly appreciated.

Forest Cole (Mach), Pat Conlon, Pasquale Giovine (Mach), Andy Lischett (Dip), Steve Mayers, Cary Lynn Nichols, Dave Partridge, Bob Robles, John Schultz, Mike Scott, Sigourney Street, Graham Wilson.

"Take It to the Limit," Diplomacy, Fall 1907

- * Austria nets five supply centers, nears total domination.
- * France, Italy deadlocked in own war.
- * Russian rogues tour Norwegian countryside.

AUSTRIA (Pat Conlon): A Ber H, A Swe H, A Mos-Stp, A Smy-Ank, A Arm S A Smy-Ank, <u>A Rum-Bul</u>, <u>A Gre-Bul</u>, A Boh-Tyr, A Tyr-Ven, A Apu S A Ven-Rom, A Ven-Rom, F Aeg-Smy

ENGLAND (Bob Robles): A Kie S F Den, F Den S A Kie, F Nth-Hel, F Edi-Nth, F Lon H

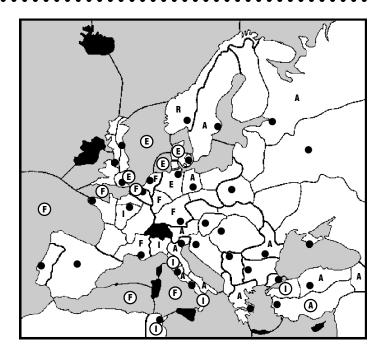
FRANCE (Paul Risner): Retreat A Pie-Mar; <u>A Mar-Pie</u>, <u>A Mun-Kie</u>, <u>A Ruh-Kie</u>, A Hol S A Ruh-Kie, F Bel S A Hol, <u>F Eng-Bre</u>, <u>F Mid-Bre</u>, <u>F Wes-Lyo</u>, <u>F Tys-Lyo</u> ITALY (John Schultz): A Par H, <u>A Pie-Mar</u>, <u>F Tus-Rom</u>,

<u>F Tun-Tys</u>, F Ion-Nap, F Bla-Con **RUSSIA** (Eric Young): A Stp-Nwy

Adjustments:

AUSTRIA (17): Home; Bul, Mos, Rum, Ser, Sev, Ven, War, Ank, Ber, Gre, Rom, Smy, Stp, Swe, Con, Nwy ... +3
ENGLAND (4): Edi, Lon; Den, Kie, Ber, Swe ... -1
FRANCE (8): Bre, Mar; Bel, Hol, Lvp, Mun, Por, Spa, Par... -1
ITALY (4): Nap; Tun, Con, Par, Ank, Gre, Rom, Smy ... -2
RUSSIA (1): Nwy, Stp ... 0

Notes: Bob is back. (Yay!) Thanks to Andy Lischett for unused standby orders.



The deadline for Winter 1907 and Spring 1908 orders is noon EDT on Saturday, Sept. 7. I will separate these seasons on three requests.

Continued on Page 5

"Is There Anybody Out There?" Fog of War Diplomacy, Fall 1904

* Prolonged illness claims Turkish sultan.

AUSTRIA (Graham Wilson)
ENGLAND (Pat Conlon)
FRANCE (Dave Partridge)
GERMANY (Bob Robles)
ITALY (Joel Struebing)
RUSSIA (Steve Mayers)
TURKEY (Ward Narhi; see below)

Units You See Retreating:

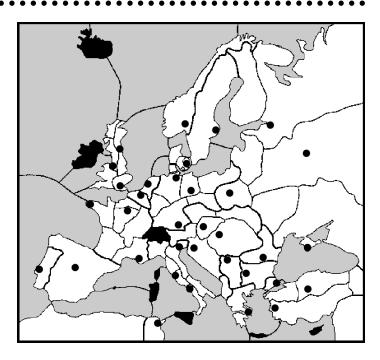
Units You Must Retreat:

Your Supply Center Status and Adjustments:

As you will read elsewhere, Ward Narhi not only failed to maintain his subscription, but he owes me \$4, so he has received BRER PHIL'S DEATH SLAP and is hereby excommunicated from this zine. Cary Lynn Nichols is the replacement player for Turkey. (Note: Cary is in prison, so do not get freaked out when you receive his specially stamped mail. Cary seems like a very nice person, and I hope he will be a good addition to ishkibibble. Also, I am providing Cary with a turn-by-turn account of Turkey's sightings so far, as well as its supply center status each fall.)

And Bob is still the player of record for Germany ... whatever that means.

The deadline for Winter 1904 and Spring 1905 orders is



noon EDT on Saturday, Sept. 7. I will separate these seasons if I get a sufficient number of requests.

ENG TO GM: Where are the spies? I need a spy unit, preferably in Gascony.

BRER PHIL TO ENG: Wrong variant!

"Deja Vu," Power, Turn 6

- * Scouts build bomber in X, heavy tank matching Blue Boy's.
- * Red fighter escapes Goober sortie.

BLUE BOY MARK (Mark Frueh): X 3 PU-T, T (Res)-B0, T (B3)-B2-B1-B0, T (B3)-B2-B1-B0, X 3T (B0)-H; Also has D (G1), F (G1), F (B3), D (B0), R (B0); Gains 1 PU (Has 4 PU total)

GREEN GOOBERS (John Schultz): T (R1)-R5, T (R1)-R5, F (P2)-P3-X-G7-G8, F (P2)-P3-X-G7-G8; Also has D (C10), D (G0), I (G0), I (G0); Gains 1 PU (Has 5 PU total)

PURPLE-PLUMED SCOUTS (Steve Mayers): X 3T (P0)-H, F (P0)-P7-P5-P3-X, F (G7)-X, F (G7)-X, X 3F (X)-B; Also has I (P0), I (P0), D (C9), D (C9); Gains 0 PU (Has 6 PU total)

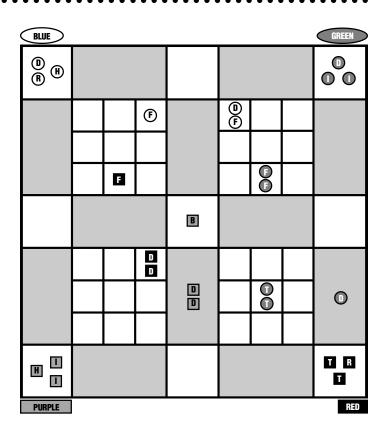
RED RIDING HOODS (Graham Wilson): D (P6)-P3, D (P6)-P3, F (G8)-G7-X-B9-B8; Also has T (R0), T (R0), R (R0); Gains 2 PU (Has 5 PU total)

Notes: None!

The deadline for Turn 7 orders is noon EDT on Saturday, Sept. 7.

GREEN TO PURPLE: Try not to go "purple" faced when you pay for all those remarks.

BRER PHIL TO GREEN: Yeah, you pun him, John! Beat him at his own word game!



"Come Sail Away," Viking Diplomacy II, Fall 952

- * Norway claims Iceland, keeps England in place.
- * Failed French convoy to York lacks Norwegian participation.
- * Sweden storms South Black Sea, threatens three Danish centers.

DENMARK (Karl Muller): <u>A Lit-Nov</u>, A Hed-Jut, F Kat S A Hed-Jut, F Zea S F Kat, F Sax-Hel

ENGLAND (Bob Robles): F Wes-Lon, F Lon-Yor(ec), F Ire H

FRANCE (Pat Conlon): A Pal S F Fri, A Fla-Yor,

F Eng C A Fla-Yor, <u>F Fri S NORWEGIAN F Nth</u> [otm], F Sao S F Eng

NORWAY (Kevin Wilson): F Nth-Yor(ec), F Noch-Ice,

F Str-Ski, F Ark-Bar **SWEDEN** (Graham Wilson): <u>A Fnl-Nov</u>, F Nbs S F Nov-Sbs, F Nov-Sbs, F Ska S F Got-Kat, F Got-Kat

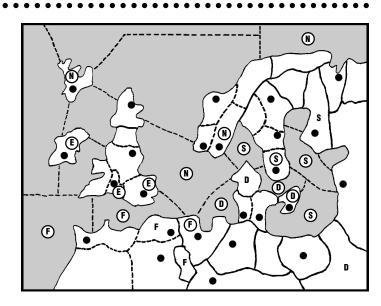
Adjustments:

DENMARK (5): Home; Pol, Sax ... 0 **ENGLAND** (4): Home; Ire ... +1 **FRANCE** (5): Home, Fri, Rog ... 0 **NORWAY** (5): Home; Ark, **Ice** ... +1 **SWEDEN** (5): Home; Fnl, Nov ... 0

Notes: [otm] = ordered to move.

Bob really does want to play, so here he is again. Thanks to Steve Mayers for unused standby orders.

The deadline for Winter 952 and Spring 953 orders is noon EDT on Saturday, Sept. 7. I will separate these seasons on three requests.



DENMARK TO SWEDEN: I don't think Norway is invading you, if that's what you're worried about.

BRER PHIL TO DENMARK: No, Sweden seems more concerned about invading you!

DENMARK TO FRANCE: Trust repaid with trust. BRER PHIL TO ALL: Aww, isn't that sweet?

"Fly Like an Eagle," Sopwith, Turn 2

* Ace and Fuchs continue playing chicken, shooting up each other's plane, placing Ace in critical situation.

* Von Pup gets into the air, missing Eddie's blast.

<u>Pilot</u>	<u>Start</u>	Facing	\underline{A}	\underline{D}	<u>P</u>
Ace Aeronautical Aviator	G1	SW	16	12	0
Berthold	P8	W	16	12	0
Captain Snoopy	Q16	NW	16	12	0
D Von Pup	J19	Landed	16	12	0
Eddie Rickenbacker	D13	E	16	12	0
Fuchs	D1	NE	16	12	0
<u>Pilot</u>	End	Facing	<u>A</u>	\underline{D}	<u>P</u>
Pilot A (Steve Mayers)	<u>End</u> G2	<u>Facing</u> SW	<u>A</u> 13	<u>D</u>	<u>P</u>
					_
A (Steve Mayers)	G2	\overline{SW}	13	3	6
A (Steve Mayers) B (Andy Lischett)	G2 M7	SW SW	13 16	3 12	6
A (Steve Mayers) B (Andy Lischett) C (Tim DeForest)	G2 M7 R14	SW SW NW	13 16 16	3 12 12	6 0 0

Notes: [imp] = impossible. (If a plane holds on the second segment, it must hold on the third segment.) Also, I have replaced the order "Forward" with "Ahead" (which, actually, is the command in the Sopwith boardgame) due to space limitations. (You may use either term for advancing one space without changing your plane's facing.)

Well, here's something strange. I think Bob must have forgotten about this game, because he submitted orders for all of his other games here, but not this one. So, Mark Frueh's orders were used. However, I'm going to give Bob a last chance to submit orders and reclaim Pilot D, otherwise Mark will continue playing as D Von Pup.

The deadline for Turn 3 orders: noon EDT on Saturday, Sept. 7.

ACE TO FUCHS: Looks like we both have the same agenda. It sucks.

BRER PHIL TO ACE: More for you than him right now! EDDIE TO FIELD: 50 Deutchmarks on Fuchs — any takers? ACE TO EDDIE: Better be steady with your trigger finger or else you won't linger.

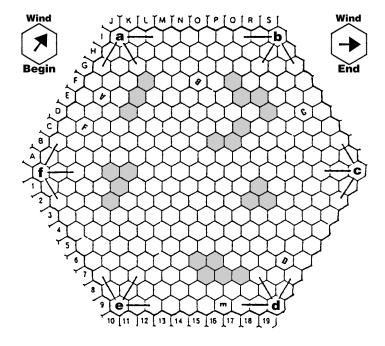
BRER PHIL TO ACE: Hey, if anyone isn't going to linger, it's you! EDDIE TO ACE: What's the matter there, Ace Boy? Freeze up, did ya? A real ace would have pumped a couple of rounds into Fuchs by now.

BRER PHIL TO EDDIE: He only pumped one round into

Phase 1 • Phase 2 • Phase 3

Left Slip G2; Fire F (hit, 3P) • Hold; Fire F,R (1 hit, 6 P) • Ahead F2 [imp] Ahead O7 • Left Turn N7 • Ahead M7 Right Slip R16 • Ahead R15 • Ahead R14 Take Off K19 • Take Off L19 • Left Slip L18 Ahead E14 • Ahead F15; Fire F (miss) • Ahead G16

Right Slip E2 • Hold; Fire F,F,F (3 hits, 9 P) • Left Slip E1 [imp]



Fuchs. Does that make him a half ace?

(NO DATELINE): Von Pup pines for his old triplane — but is currently in the cockpit of this catchy crate — pulls lift as I climb on takeoff.

EDDIE TO D-MAN: Just clearing my guns in case that Beagle comes around.

BRER PHIL TO EDDIE: Looks like it's his nephew that just took off by you instead ... or is he going after Uncle Snoopy?

"Take It to the Limit" (Continued from Page 3)

PAT TO ANDY: It's sorta like one of those "got milk" commercials. You've just taken over an English position in disarray. You need to communicate with a lot of people. You need to send several messages back and forth if you are to have any chance at survival. It's all gotta happen this turn. And there you stand, a Luddite in a wired world, as the voice-over says, "Got e-mail?"

BRER PHIL TO PAT: *Ouch!* Well, you can go back to your regularly scheduled e-mail now, since Andy is no longer needed (and might not want to come back, *sob!*).

ENG TO ALL: Sorry.

FRANCE TO THE PERSON WHO SENT ME THE LETTER: I agree, but first you have to get control.

BRER PHIL TO FRANCE: Ooh, can I guess who it is?

FRANCE TO AUSTRIA: How come John is still banging on me ... whilst you tear up his backside? Is he getting a different

map than the rest of us?

BRER PHIL TO FRANCE: No, it's simply that Pat is *EVIL INCARNATE!*

ITALY TO PHIL: Austria? France? What's the difference? BRER PHIL TO ITALY: You'll have to ask France.

FRANCE TO BRER PHIL: I hear the Alps have some good mountain biking trails ... but no ribs!

BRER PHIL TO FRANCE: Yeah, but I do love those women in leiderhosen!

FRANCE TO ENGLAND (ALL OF YOU GUYS): What are all of those yodellers doin' in Scandanavia? Next thing you know, there will be leiderhosen seen on the streets of London!

BRER PHIL TO FRANCE: No, we don't want that! Keep 'em in the Alps for my upcoming trip!

FRANCE TO RUSSIA: Now is the time to implement "Plan Borscht" for world domination. As agreed, you will have my support into Rome!

"Dirty Deeds Done Dirt Cheap," Machiavelli: Empire and Invaders, Spring 1052

- * Muslims abandon the boot, leaving Norman army in lurch and Byzantines free to expand.
- * Holy Romans fail to progress against Pisa as Venetian army threatens Milan.
- * Pope pays for famine relief, but own army just one of many troops to die hungry.

BYZANTINES (Paul Risner): Build A Alb, F Rag; Maintain A Bar, F LA; A Bar-Otr, A Alb-Her, F LA-IS, F Rag-LA

HOLY ROMAN EMPIRE (Sigourney Street): Build A Cre; Maintain all others; <u>A Cre-Par</u>, <u>A Man-Mod</u>, <u>A Tur-Mon</u>, <u>A Mon-Gen</u>

MUSLIMS (Kevin Wilson): Build F Pal, F Tun, G Pal; Maintain A Mes, F Otr; A Mes H, G Pal c-> F Pal, F Pal-TS, F Otr-GON, F Tun-WM

NORMANS (Ward Narhi; *see below*): Build F Nap; Maintain all others; <u>A Aqu S MUSLIM A Sal-Bar</u> [nso], F IS-Dur, F Cor-LS, <u>F Nap-TS</u>

PAPACY (Mike Scott): Build A Rom; Maintain all others; Famine relief Spo; <u>A Are-Spo</u> [imp], A Rom S A Are-Spo, A Anc S A Are-Spo, A Flo B

PISA (Steve Mayers): Build F Pio; Maintain A Mod, F Gen; A Mod-Par, F Pio-TS, F Gen B

VENICE (Bob Robles): Build A Pad, A Tre, F Ven; Maintain all others; A Carn-Cari, A Fer-Bol, A Pad-Ver, A Tre Vicenzo [amb], F Ven-UA, F Dal-Cro

AUTONOMOUS GARRISONS: G Flo*, G Tre, G Tur

Your Treasury:

Notes: * = beseiged, [amb] = ambiguous, [imp] = impossible, [nso] = no such order.

Outstanding Loans:

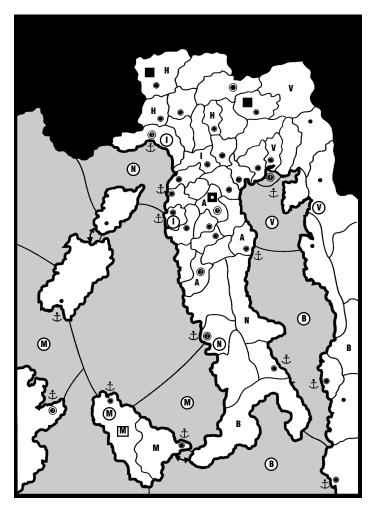
PISA: 2d borrowed Summer 1051, 3d due Summer 1053. *Plague*: Good Year, None.

Units Eliminated by Plague: Autonomous G Bol & G Man, Holy Roman A Man, Norman F Dur, Papal A Are, Venetian A Bol & A Ver.

Bob was able to avoid the full effects of an NMR by submitting orders, so he still controls Venice. Thanks to Forest Cole for unused standby orders.

Ward Narhi has failed to pay me for the past four issues of ishkibibble, so he is hereby excommunicated from this zine by BRER PHIL'S DEATH SLAP! (This is the last time I will extend credit to any player, by the way.) The new player of the Normans is Brendan Whyte.

Finally, I am utterly amazed by some of the mistakes made by players this turn, having given everyone a chance to resubmit



their orders after consulting the rule clarifications and errata, studying the map and paying heed to the famine to come. So, after providing the 1995 map on the next page, I won't bother you about this anymore.

The deadline for Summer 1052 orders is noon EDT on Saturday, Sept. 7.

PAPACY: No comments! I'm just doing what I always do: try to stay alive among all these cutthroat villains — except, of course, for....

BRER PHIL TO PAPACY: Hmm. Say, are you familiar with the phrase, "You are your own worst enemy"?

NAPLES TO BYZ: No writee, no livee.

BRER PHIL TO NAPLES: No monee, no playee, you scumbag!

"Rikki Don't Lose That Number," Raj, Turn 12

* Dave ropes in 9 token — but too late?

 Player
 Tokens Owned
 Cards Remaining

 Kevin Wilson
 10,-1 = 9 pts.
 12,7,5

 Dave Partridge
 9,6,-3,-4 = 8 pts.
 10,9,4

 John Schultz
 5,1 = 6 pts.
 11,5,4

 Bill Scharf
 7,3,-2,-5 = 3 pts.
 15,14,12

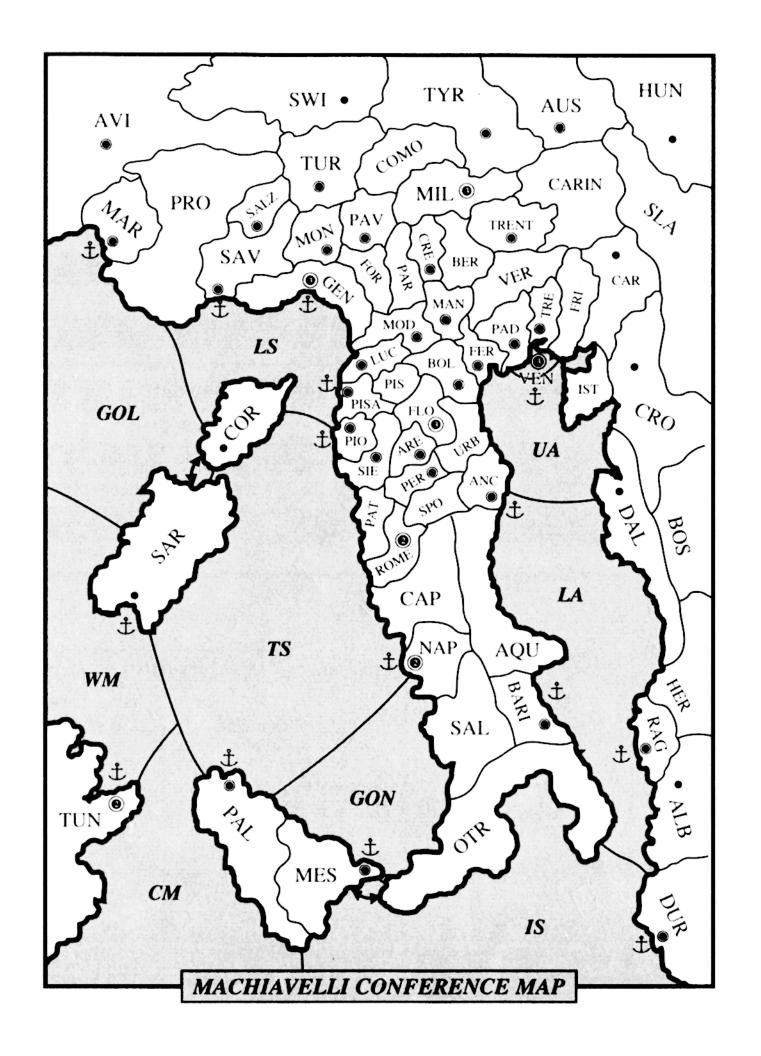
*** NEXT TOKEN FOR BID: 2

Tokens Remaining: 8,4

Dave really wanted the 9 — and his 15 got it, beating Bill's 11, Kevin's 4 and John's 3.

The deadline for Turn 13 bids is noon EDT on Saturday, Sept. 7.

Continued on Page 8



"A Simple Game," Mastermind, Turn 3

* Tom narrows in quickly on solution!

There is a secret code of six colors (Blue, Green, Orange, Purple, Red and Yellow) that players must attempt to guess correctly using deduction from previous guesses. Each turn, a player may submit one guess. If any player correctly guesses the secret code, then he wins, otherwise I will pick one guess at random and score it as follows: a ● if the player correctly guesses the color and position of a part of the code, and a O if the player correctly guesses the color but not the position of a part of the code. For example, if the secret code were "B G O P R R" and a player guessed "R Y P P B R", then his score would be "● ● O O".

The deadline for Turn 4 orders is noon EDT on Saturday, Sept. 7. (Dang that Tom Howell — he's too good!)

SCOTT MORRIS: Hey, guys. I sent in [xxxxxx] as my guess. It won't be correct, but it will yield some good info. I doubt I will be selected randomly, so instead of guessing, let's narrow this bad boy down.

BRER PHIL: Hey, Scott, this isn't a group project! The idea is that you're supposed to figure it out on your own (albeit with the help of other folks' guesses at right) and see if you can do it faster than everyone else. We don't play Diplomacy for seven-way draws, do we? Now, I can understand your guessing strategy if you were doing this solo, but, even though your guesses are eligible for selection here, they won't help you much, since most people try to be more clever and figure the answer in fewer guesses!

	ANSWER	?	?	?	?	?	?	PLAYER
10.								
9.								
8.								
7.								
6.								
5.								
4.								
3.	••••	R	0	G	G	G	G	Howell
2.	000	0	G	R	В	P	P	K. Wilson
1.	000	G	R	0	0	R	Y	random

"Rikki Don't Lose That Number" (Continued from Page 6)

DAVE TO PHIL: I considered writing Bill and making a deal with him, but he's got a guaranteed win if he just sits back and lets me have this one, as his 15 and 14 would guarantee him the 8 and the 4, and his 12 is still tied for top after that, so if he doubled up with me and let Kevin or Bill slide in, then I figure he kind of deserves it (grin). I can't win anyway, so let the others fight it out on merit.

BRER PHIL TO DAVE: Oh, sure, ruin the surprise! Actually, Bill still could lose this game, if he does something stupid. (And I don't think even Bill is that stupid!) So, does everyone want to concede to Bill now and start up another game?

JOHN TO ALL: I'm rootin' for exactly two of you.

BRER PHIL TO JOHN: Well, I know I must be one of them! Who's the other one?

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