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. e-Mail: ishkibibble_zine@yahoo.com. Phone: 941-953-6952. Mailed subscriptions: \$1 per issue in USA, \$1.25 per issue to Canada. Free issues are available as PDF files at The Diplomatic Pouch: http://devel.diplom.org/Postal/Zines/ishkibibble

LAST ISSUE, SEND MONEY! SAMPLE TRADE GAME START STANDBY SEE PAGE

It's time for Scrooge to rear his ugly head again....

The publication of this issue is about a month later than I had wanted. It was going to be delayed anyway due to a mid-October business trip I made to Minneapolis, sandwiched by a terrible cold that took me longer than I expected to shake off. By the time I was better, I had so many around-the-house things to do that had been neglected that I only got to work on this issue in dribs and drabs, until the extended Thanksgiving weekend. Plus, as I've said before, I never seem to publish as quickly during the fall and winter, due to watching NFL games on Sunday and going kayaking or hiking on the weekends.

However, I have no doubt that I would have published this issue earlier had I not delayed adjudicating some games because a couple of players asked for extensions beyond the final deadline. If I don't get work done on this zine over the weekend, it usually doesn't get worked on again until the next weekend. But then I got sick, flew to Minneapolis, came back sick, and the next thing I knew, it was late November when I finished it.

So, no more Mr. Nice Guy. When my second deadline passes, I will adjudicate games that day, even if it means 10 NMRs. Doing this is my best assurance that *ishkibibble* will be published on schedule. Thus, I urge all players to heed the deadlines here, and if you think you might be traveling close to either one, please submit orders (which you can always change before the deadline) a week in advance. Some orders, even if they're not the best ones, are better than no orders at all.

You have been warned....

Ouick takes:

- Virus Stuff: I few weeks after I announced that I was getting all kinds of garbage delivered to my e-mail inbox, the deluge suddenly stopped. (*Woo-hoo!*) However, I'm going to ask everyone to keep using one of my alternate addresses, ishkibibble_zine@yahoo.com, for all things *ishkibibble*-related, and preyno@yahoo.com for everything else. This will help me keep things more organized.
- TV Faves: "Survivor" (naturally), "Wild Rules" (another outdoors contest), "Alias" (Jennifer Garner is amazing!), "24" (another suspenseful crime drama), "South Park" (caters to my sick, sometimes puerile sense of humor), "Smallville" (now that "Buffy" and "X-Files" are gone), "The Practice" (I've always loved James Spader in movies) and "Carnivale" (confusing as it is). I also devoutly watched "Boomtown," until it got yanked.

Back to "Survivor": I'm one of Rupert's many fans. The guy has been the best player not to win. He was simply too good for his own good, and enough of the other players realized this before it was too late, and they voted him off. As much as I loathe Jon, his "dead grandmother" ruse was brilliant for winning a reward challenge and finally gaining some sympathy, even if it turns out to be short-lived.

• Music Update: My CD-buying spree has still been going full-bore, though I think it will be slowing now. Since the last issue, I've bought several more albums by Lana Lane, a powerful female vocalist reminiscent of Heart's Ann Wilson during her "Magic Man" days. Her music is often described as "symphonic rock" or "progressive metal." Although there is perhaps an operatic quality to her voice at times, I would say the music is more hard rock than heavy metal, although there are two tracks that I can't listen to because the frenetic pounding of the double bass easily gives me a headache. But many of her songs — including a double CD's worth — are ballads. Go figure!

I've also gotten heavily into **Landmarq**, both those albums with the harder-edged Damian Wilson and the softer, spunkier Tracy Hitchings doing vocals. The group's core musicians are excellent songwriters, and it's the captivating quality of the songs that I notice, regardless of who is singing them.

Something unusual happened when I went to order one Landmarq album online. Turns out, the seller lives in Sarasota! After calling her to pick up the CD in person, she invited me over to her home office to listen to a bunch of other albums. Her taste in music runs much heavier than mine — her Web site is www.hardnheavy.com — but, after about four hours of sampling tracks, I found several additional albums to buy. Pretty cool!

- NFL Chat: So much for my prediction of a Kansas City-Tampa Bay Super Bowl! The Chiefs could easily earn home-field advantage in the AFC and get there, but now I'll take the Eagles to get over their hump and get there, too. KC has already won this year at Houston, the Super Bowl site, so I'll give the Chiefs the edge in a high-scoring contest. (P.S.: Good riddance, Keyshawn!)
- Plug: Dave Partridge (see "Players' Addresses") is looking for players for Dip, Perestroika Dip, Just the Results Please Dip, Gunboat Dip with Press, Snowball Fighting, Sopwith and other games being offered in his subzine, **Tinamou**. There are no fees. I'm signed up for a few of these, by the way. Contact Dave for more details.

ishkibibble

December 2003 – #44

Game Openings

Diplomacy (Tim Snyder, Fred Wiedemeyer, Don Williams; need 4 more players): Preference lists are welcome.

African Diplomacy (Cary Nichols, Graham Wilson, Kevin Wilson; need 3 more players): Designed by yours truly. Players pretend Africa is armed to the hilt and turning on itself. Ethiopia, Ivory Coast, Libya, Saudi Arabia, South Africa and Zaire compete. Preference lists are welcome. Rules and map available.

Ard-Ri Diplomacy (Marc Ellinger, Steve Mayers, Karl Schmit, Graham Wilson; need 2 more players): Six powers — Connacht, Laigin, Midhe, Muma, Ulaid and the Vikings — battle for dominance of a small island circa 379 A.D. The first five powers already inhabit the island; the Vikings start off-board and are looking to find a new home there! A neat, not-well-known, cutthroat variant. Preference lists are welcome. Rules and map available.

Balkan Wars Diplomacy VI (Paul Dowden, Graham Wilson, Kevin Wilson; need 3 more players): The great, cutthroat classic featuring Albania, Bulgaria, Greece, Rumania, Serbia and Turkey. Preference lists are welcome. Rules and map available.

Middle Eastern Diplomacy (Paul Dowden, Graham Wilson; need 5 more players): Egypt, Iran, Iraq, Israel, Saudi Arabia, Syria and Turkey fight to decide who rules the area. Yet another cutthroat variant, and designed by me. Preference lists are welcome. Rules and map available.

Mitotic Diplomacy (Cary Nichols, Dave Partridge, Gerry Paulson, Karl Schmit, Graham Wilson; need 2 more players): Another variant designed by me. 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. Preference lists are welcome. Rules available.

HellRail (Karl Schmit; need 2-3 more players): A simple choochoo card game with a devilish twist! Players draw cards representing both loads of sinners that must be taken to appropriate circles of Hell as well as rails that can be played to forge the routes to get there. Trains entering circles may use randomly assigned effects to rotate or remove rail cards, steal or derail loads, or acquire boatmen to cross over empty spaces between circles or rail cards, for example. Rules and photocopies of all cards and counters available.

Monopoly (Paul Boymel, Karl Muller, Cary Nichols; *need I more player!*): The classic game played with simultaneous movement and tournament rules. Last player with a fistful of money wins! Rules and photocopied board available.

Nuclear War (Karl Schmit; need 3-5 more players): "Do you have change for 25 million people?" That's what you might say during play of this hilarious card game of missiles, bombers, killer satellites, top secrets, spies, propaganda, the "Super Germ" — and final retaliation! Can your people survive the nuclear holocaust to come? Rules and card list available.

By Popular Demand (No limit on players!): Each round, players are given five categories, and they must provide a specific example of each thing. A player's score is based on the number of responses that match his. For example, if the category is "a kind of tree" and the responses were six for "oak" and three for "pine," then everyone who responded "oak" would get six points each, and those who said "pine" would get three points each. The player with the most points after 10 rounds is the winner.

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"Is There Anybody Out There?" Fog of War Diplomacy, Winter 1907 / Spring 1908

* French and Russian press cast England as the Evil Empire. Can't we all just get along?

AUSTRIA (Graham Wilson) ENGLAND (Pat Conlon) FRANCE (Dave Partridge) GERMANY (Tim Snyder) ITALY (Joel Struebing) RUSSIA (Steve Mayers) TURKEY (Cary Nichols)

Units you must retreat:

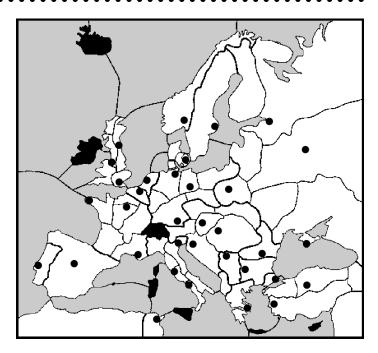
Units you see retreating:

The deadline for Fall 1908 orders is noon EST on Saturday, Dec. 27.

RUSSIA TO ENGLAND: If you intend to capture Warsaw this spring, you had better sharpen your "war" saw because you're going to need it!

FRA TO ENG: In your case, seems revenge is a dish best served on someone else. As you well know, it was my predecessor who was in London. I'm the one who left voluntarily after assuming command — obviously, a mistake.

FRA TO TUR: He believes in remaining loyal to his allies? It is to laugh. So far this game, he's stabbed Germany, Russia and now France. I wouldn't be surprised if he'd done it to Austria, too. If he hasn't stabbed you yet, it's only because his knife isn't long enough to reach.



FRA TO EU: Now is the time to unite and drive the mad dogs back through their Chunnel, then block it up so we need never be bothered by them again. My god, think of the culinary disaster if we let him overwhelm us. Are you ready for kidney pie? Stand up for your stomachs and stop him now!

BRER PHIL TO FRANCE: "EU"? Are you kidding? Maybe some day, say, oh, 90 years from now. In the meantime, there's more warrin' to do!

"Question Authority," Shift-Right Diplomacy (White Press), Winter 1907 / Spring 1908

- * Germany retaliates by ousting English from Denmark, seizing North Sea and Mid-Atlantic.
- * Austria reclaims Budapest from Russia, loses Trieste to Italy.

AUSTRIA (Joe Carl): A Ser-Bud, A Vie S A Ser-Bud, A Tri S A Ser-Bud [r-> Tyr?], F Nap-Rom

ENGLAND (Peter Boyum): A Spa S F Por, F Por S A Spa, F Den-Kie [r-> Bal, Hel, Ska?], F Yor-Lon, F Nws-Edi

GERMANY (Don Scheifler): Build A Kie; A Mar S A Gas-Spa, A Gas-Spa, A Par-Bur, A Swe-Den, A Kie S A Swe-Den, F Eng-Mid, F Pic-Eng, F Bel-Nth, F Edi S F Bel-Nth

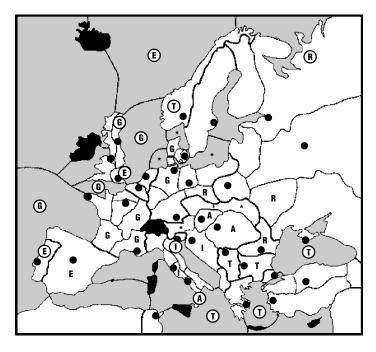
ITALY (Adam Silverman): Retreat A Gre-Alb; Disband A Bre; A Rom-Nap, A Alb-Tri, F Ven S A Alb-Tri

RUSSIA (Graham Wilson): Build A War; A Ukr S A Sev-Rum, A Sev-Rum, A Bud S TURKISH A Rum-Ser [r-> Gal?], A War-Sil, F Stp(nc) S TURKISH F Nwy

TURKEY (Dave Partridge): Build F Smy; Plays 1 unit short; A Bul S A Rum-Ser, A Rum-Ser, F Gre-Ion, F Smy-Aeg, F Bla H, F Nwy H

Notes: [r->] = retreat to.

The deadline for Fall 1908 orders is noon EST on Saturday, Dec. 27.



"Deja Vu," Power, Turn 14

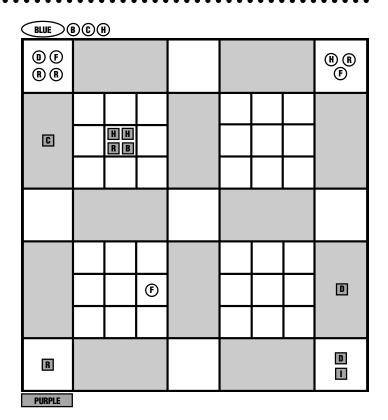
- * Blue Boy consolidates units in reserve, home base while Scout forces gather nearby.
- BLUE BOY MARK (Cary Nichols): X 10 PU-D (Res), R (B5)-B1-B0, X 3D-C (Res), X 3F-B (Res), X 3T-H (Res); also has D (B0), F (B0), R (B0), F (G0), H (G0), R (G0), F (P6); Gains 1 PU (has 1 PU total)
- **PURPLE-PLUMED SCOUTS** (Steve Mayers): C (C6)-C3, H (X)-B9-B5, H (X)-B9-B5, R (X)-B9-B5, B (X)-B9-B5; also has R (P0), D (C10), D (R0), I (R0); Gains 1 PU (has 13 PU total)

Notes: Nada. (Next turn could be quite different, though!)
The deadline for Turn 15 orders is noon EST on Saturday,
Dec. 20.

B TO P: Oops! I should have counted before consuming peas and collards. This will be close.

PURPLE-PLUMED SCOUTS to BLUE BOY: (X) marks the spot!

BRER PHIL TO SCOUTS: Oh, so that's why you guys are so good at finding your way back home. Much better than bread crumbs, for sure.



"Wide Open Spaces," Colonial Diplomacy, Spring 1872

- * Russian forces evicted from Manchuria, Seoul and Armenia by China, Japan and Turkey.
- * France steams into South China Sea, pinning British fleet in Hong Kong.

BRITAIN (Cary Nichols): A Ben-Ubu, A Pun-Afg, A Del-Pun, F Kar-Per, F Mad-GOM, F Egy-Med, F Aden-RS, F HK-SCS, F Mal-GOS, F Sin-Mal

CHINA (Gerry Paulson): A Mon-Irk, A Sha-Mac, A Pek S A Sha-Mac, A Ass S A Sik-Tab, A Sik-Tab, A Kag-Kam, A Can H

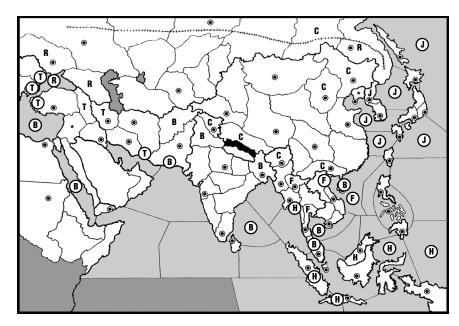
FRANCE (Graham Wilson): <u>A May-Ubu,</u> A Cam-Ban, F Ton-SCS, F Ann S F Ton-SCS

HOLLAND (Steve Mayers): A Sar H, F Bor-CS, F Java-JS, F Sum S F Java-JS, F New-LP, F Ran S FRENCH A Cam-Ban

JAPAN (John Quigley): F SOJ S A Fus-Seo, A Fus-Seo, F Kyo-UP, F Kyu-ECS, F Sak-OS, F Yel S CHINESE A Sha-Mac

RUSSIA (Paul Risner): A Arm-Ang [r-> Syr?], A Mos-Bak, A Ode-Rum, F Bla-Con, A Vla-Mac, A Seo S A Vla-Mac [r-> Por?], F Mac-Sha [r-> Por?]

TURKEY (Peter Boyum): A Tab S A Bag-Arm, A Bag-Arm, <u>F Con-Bla</u>, <u>F Ang S F Con-Bla</u>, F Rum S F Con-Bla, F Per H



Notes: [r->] = retreat to.

The deadline for Fall 1872 orders is noon EST on Saturday, Dec. 27.

BRITAIN TO HOLLAND: Singapore is part of my home territory, so please refrain. I'm hoping for neutrality, at a minimum, and am open to an alliance. (Watch Japan.)

"Fly Like an Eagle," Sopwith, Turn 10

* Von Pup's steering confusion saves him from Eddie's blasts.

<u>Pilot</u> Captain Snoopy D Von Pup Eddie Rickenbacker	<u>Start</u> H8 M14 O17	Facing W W NW	<u>A</u> 8 1 10	<u>D</u> 11 11 8	P 0 0 0
Pilot C (Cary Nichols) D (Paul Risner) E (Dave Partridge)	<u>End</u> G10 J11 N14	Facing SE W NW	<u>A</u> 7 1 7	<u>D</u> 11 11 8	P 0 0 0

Notes: [amb] = ambiguous, [imp] = impossible. Von Pup didn't specify whether he was performing a left turn or a left slip, so he moves ahead in both cases. Pilots may fire only three times during a turn, so Eddie's last three of his six shots are invalid. Cary takes the stick for Captain Snoopy, since Tim is AWOL.

The deadline for Turn 11 orders is noon EST on Saturday, Dec. 20.

EDDIE TO GM: If you spray enough lead out there, you're bound to hit something ... or run out of ammo!

BRER PHIL TO EDDIE: Of course, someone else's dumb luck doesn't help your well-thought out tactic!

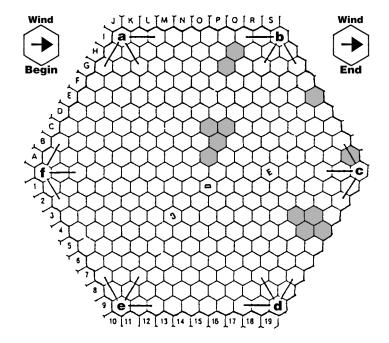
Phase 1 • Phase 2 • Phase 3

Left Turn • Left Turn • Ahead, Fire A (0)

Left [amb] • Ahead • Left [amb]

Left Slip Fire L. L. (0, 0) • Ahead Fire A. L. (0, fimpl) •

Left Slip, Fire L, L (0, 0) • Ahead, Fire A, <u>L</u> (0, [imp]) • Ahead, <u>Fire L, R</u> [imp]



"Come Sail Away," Viking Diplomacy II, Winter 955 / Spring 956

* Norway continues French containment while Sweden musters more armies.

DENMARK (Karl Muller): Retreat A Dan-Sax, Disband A Rog; A Sax H

FRANCE (Pat Conlon): Disband A Par; F Nmd S F Eng, F Fri S F Eng, F Sao S F Eng [r-> Wfr?], F Eng H

NORWAY (Kevin Wilson): A Wes H, A Nid-Str, F Str-Nao, F Ski S F Nth, F Nth S F Lon-Eng, F Lon-Eng, F Wao-Sao, F Iri S F Wao-Sao, F Wal S F Wao-Sao

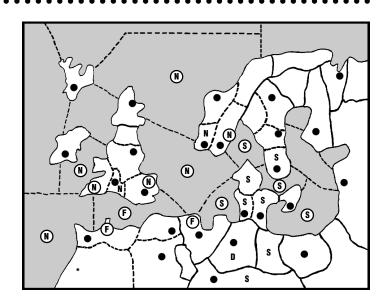
SWEDEN (Graham Wilson): Build A Bir, A Got; A Pom S A Rog, A Rog S DANISH A Sax-Fri [nso], A Dan S A Hed, A Hed S A Pom, A Got H [u], A Bir-Jut, F Ska C A Bir-Jut, F Lit-Sbs, F Sbs-Kat, F Jut-Hel

Notes: [nso] = no such order, [r->] = retreat to, [u] = unordered. A Norway-Sweden draw has been proposed, but it is not allowed per *ishkibibble* house rules, which state that draws include all survivors.

The deadline for Fall 956 orders is noon EST on Saturday, Dec. 27.

NORWAY TO DENMARK: You offer to suicide to France or to Sweden when I'm the only one who has not attacked you and never lied to you. Where was my offer?

BRER PHIL TO NORWAY: Maybe the courier shot himself!



NORWAY TO FRANCE: So, did Denmark make you remove, and if he did, what did you remove? Hmmm.

NORWAY TO SWEDEN: Now is when it gets dicey. Patience will be rewarded.

BRER PHIL TO NORWAY: I'll believe it when I see it!

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"Dirty Deeds Done Dirt Cheap," Machiavelli: Empire and Invaders, Summer 1054

- * Papacy crushes one Byzantine fleet, buys another to convoy Venetian army to Croatia while receiving funds from Venice, Pisa.
- * Muslims move fleets east to Boot heel; Pisa sends armies north.

BYZANTINES (Paul Risner): A Her-Dal, A Bos S A Her-Dal, A Anc-Carn, F UA C A Anc-Carn [nsu], F Urb S F UA [a] HOLY ROMAN EMPIRE (Cary Nichols): A Cre-Mil,

A Mon-Tur [r-> G Mon?]

MUSLIMS (Kevin Wilson): A Nap B, F Gon S A Nap, F TS S A Nap, F Sar S F TS, F Mes-Otr, F CM-IS

NORMANS (Brendan Whyte): G Nap c-> A Nap

PAPACY (Mike Scott): Borrow 10d for 2 years;

Buy Byzantine F UA (21d); A Man-Bol, A Per-Urb, A Spo S A Per-Urb, A Pat-Per, A Aqu-Anc, A Rom H,

F UA C VENETIAN A Fer-Cro

PISA (Steve Mayers): Give d to Papacy; A Com-Tur, A Gen-Mon, A For S A Gen-Mon, A Luc-Mod, A Sie S F Pio, F Pio S A Sie, F Mod-Gen, F LS-Cor

VENICE (Dave Partridge): Give d to Papacy;

Borrow 5d for 1 year; A Pav-Mil, A Trev-Ven [imp],

A Fer-Cro, F Dal S A Fer-Cro [r-> LA?]

AUTONOMOUS GARRISON: G Tren

Your Treasury:

Outstanding Loans:

VENICE: 5d borrowed Fall 1053; 6d due Fall 1054.

PISA: 4d borrowed Summer 1053; 6d due Summer 1055.

VENICE: 5d borrowed Summer 1054; 6d due Summer 1055. PAPACY: 10d borrowed Summer 1054; 15d due Summer 1056.

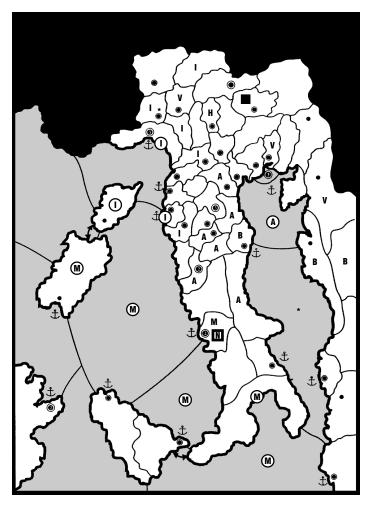
Notes: [a] = annihilated, c-> = converts to, [imp] = impossible, [nsu] = no such unit, [r->] = retreat to. Venice may be occupied only by a fleet or garrison. The Holy Roman Empire was not allowed to build G Cre in addition to A Cre last turn. (All players were notified of this shortly after the last turn's adjudication.)

The deadline for Fall 1054 orders is noon EST on Saturday, Dec. 27.

PISA TO GM: Were you "amazed" by such sloppy orders last turn, or were you "utterly amazed?"

BRER PHIL TO PISA: After a while, I've ceased to be amazed — utterly or not — at all!

BIG NORM TO MUSLIMS: I don't think oo unnerstand. Oo have wescued me fwom the vile Paypals, now oo must run off and finish them off. I can look after myself quite nicely here in Naples. I have all my Normal friends — well, the ones the Paypals didn't kill — to play with. There's no point sitting in my green Elysian



fields on your fat brown, hairy, ethnic behind. Oo have work to do, my bwave, bwave wescuer. So be off with oo, and when oo have finished with the Paypals, oo can come back and I might have a little gift for oo.... If you have a damn good soak in something caustic first and boil your clothes, oo wevoltingly hygiened man. (Aside: But if he's a man, why does he wear a fwock?) I have alweady given oo some lunch money to help stave off the hunger pains and inflict them on those nasty Paypals. So, let me out of this tower at wunce and run north for Wome. (Weally, what are wescuers coming to these days?! Humph.)

PISA TO GM: Where's the flypaper when you really need it? BRER PHIL TO PISA: It's much harder to come by in this game than in Dip — one of the things you either love or hate about Mach!

Movie Reviews

"Heaven" (A): Tom Tykwer is now one of my favorite directors with his follow-up to "Run Lola Run" and "The Princess and The Warrior." This unlikely romantic tale of a family woman-turned-militant activist (Cate Blanchett) and a rookie cop (Giovanni Ribisi) features Tykwer's usual motifs in perhaps his best effort to date. Blanchett is now one of my favorite actresses, too.

• "The Transporter" (B+): Jason Statham ("Snatch") stars ishkibibble #44 • December 2003 • Page 6

in this witty action flick as a cool driver who will transport any package, no questions asked, with unmatched efficiency. But when he accidentally discovers one day that his cargo is a young Chinese woman, he tries to rescue her, and that's when the action is ratcheted up a few notches — everything from car chases, gun play and ground-to-air missiles to Jackie Chan-like martial arts sequences. I was completely surprised and charmed by this movie!

'King of Pain," Kingmaker, Turn 4

- * Pole captures traveling King Henry, controls sole king.
- * Embattled Mowbray turns over George to Stafford, takes refuge in The California Connection's Swansea.
- * Percy lays siege of Newark and Margaret, since everyone knows two heirs are better than one!

Crown Cards in play at end of Turn 3

THE MAD HUNGARIANS (Bob Dowrey): Percy [100], Lieutenant of Ireland [(2)50], Archbishop of York [(30)], Bishop of Durham [(30)], Burgundian Crossbowmen [30], Carisbrooke, Northampton [(20)]

THE CALIFORNIA CONNECTION (Mike Scott): Pole [30], Chancellor of England [50]; Scrope [10], Earl of Wiltshire [30], Chancellor of Cornwall [(1)50], Swansea [(20)], Leicester [(20)]; Holland [20]

KNIGHTS OF THE PRIVY POT (Paul Dowden): Mowbray [50], Treasurer of England [50], Bishop of Carlisle [(30)], Burgundian Crossbowmen [30], Le Swan, Lancaster [(20)]; **Hastings** [10]

THE STAFFORDSHIRE OUARTERSTAFFS (Steve Mayers): Stafford [30], Chamberlain of Chester [(2)50], Scots Archers [20], Le Lucas, Nottingham [(20)]; Neville [50]; Audley [10]

SHANGHAI KNIGHTS (Paul Risner): **Howard** [10], Duke of Exeter [20], Archbishop of Canterbury, Le Rose, Bristol [(30)], Coventry [(20)]; Clifford [10], Earl of Worcester [30]

Locations at end of Turn 3

NOBLES: Audley @ Nd, Clifford @ Bristol, Hastings @ Tutbury, Holland @ Windsor, Howard @ Coventry, Mowbray @ Cardigan, Neville @ Cardigan(c), Percy @ Ol, Pole @ Windsor, Scrope @ Windsor, Stafford @ Cardigan(c)

SHIPS: Le Lucas @ S16, Le Rose @ Plymouth, Le Swan @ S16

HEIRS: King Henry @ Windsor, Margaret @ Newark, Edward of Wales @ Kenilworth, Richard of York @ Fotheringhay, Edward of March @ Carisbrooke, Edmund of Rutland @ Beaumaris, George @ Cardigan w/ Mowbray, Richard of Gloucester @ Ol w/ Percy

<u>Actions</u>

TCC grants permission for KPP to enter any TCC-owned town Mowbray gives George to Stafford TSQ plays Roos @ Helmsley

<u>Event Cards</u>

EMBASSY FROM THE POPE (#38): King to Rochester CARD to TCC: TREACHERY (#126): Remove 1 Card from Hand: Beaufort

CARD to KPP

PLAGUE (#76): Colchester, Ipswich

CARD to SK

Movement

Audley @ Nd-Nc-Preston

Holland @ Windsor-Wallingford-Newbury-Gl-Gk-Gi

Mowbray @ Cardigan-Hc-Gc-Gd-Swansea

Neville @ Cardigan(c)-Hb-Gb-Milford Haven

Percy w/ **Richard** @ Ol-No-Np-Ml-Newark(c)

Pole @ Windsor-Blackheath-Rochester, capture King Henry

Roos @ Helmsley-Pn-Oh-Og-Nc

Scrope @ Windsor-Wallingford-Newbury-Gl-Gk-Gi

Stafford w/ George @ Cardigan(c)-Hb-Gb-Milford Haven

Le Lucas @ S16-Milford Haven

Le Swan @ S16-S18-Swansea

Combat

Percy begins siege of Newark

Your Crown Card draw:

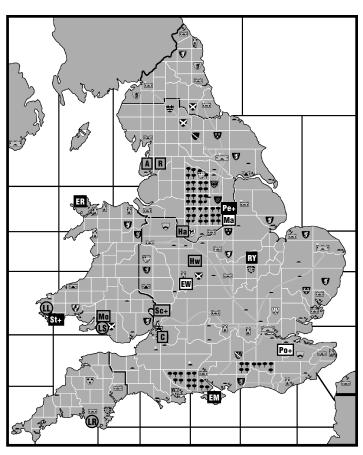
Event Cards for Turn 5

PEASANT REVOLT (#48): Mowbray to Castle Rising, Marshal to Thetford

CARD to TCC:

CARD to KPP:

PLAGUE (#73): Canterbury STORMS AT SEA (#29)



Notes: Uncontrolled Lancastrian heirs and nobles controlling Lancastrian heirs are colored white. Uncontrolled Yorkian heirs and nobles controlling Yorkian heirs are colored black. Ships and all other nobles are colored gray. Control of an heir is always indicated by a "+" sign, which also signifies a stack of counters.

The deadline for Turn 5 orders is noon EST on Saturday, Dec. 27.

"Us and Them," Diplomacy, Winter 1901

* Germany, Austria and Russia build armies while England, Turkey build two fleets each.

AUSTRIA (Hank Alme): Build A Bud, A Tri; also has A Ser, A Vie, F Gre

ENGLAND (Karl Schmit): Build F Lon, F Lvp; also has A Bre, F Eng, F Nwy

FRANCE (Marc Ellinger): Has A Bur, A Spa, F Iri

GERMANY (John Power): Build A Kie, A Mun; also has A Hol, A Ruh. F Den

ITALY (Tim Snyder): Has A Apu, A Ven, F Ion

RUSSIA (Fred Wiedemeyer): Build A Mos; also has A Gal, A Ukr, F Sev, F Swe

TURKEY (Paul Boymel): Build F Con, F Smy; also has A Bul, A Rum, F Bla

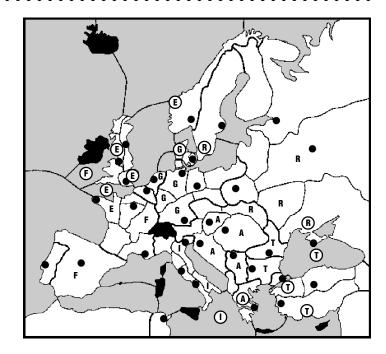
Notes: No word from Adam, so Tim takes over as Italy. The deadline for Spring 1902 orders is noon EST on Saturday, Dec. 27.

ENGLAND TO FRANCE: Flip me? How about heads I win, tails you lose?

RUSS TO AUS: Turkey has manipulated both of us. How do you think I'm in Gal with support while he gets the benefit of Rum?

RUSS TO GER/ENG: As you both can see, I have left Stp and War open. I hope you both realize that it's in your best, longterm interests to leave me alone to keep A/T bottled up as long as I can. I am no threat to you two.

RUSS TO TUR: You made the wrong choice. It's going to be



a unpleasant game for you, and if Italy gets its act together, it might be downright nasty.

RUSS TO AUS: See note above.

RUSS TO TO OUR BELOVED GM: Are you taking odds this early in the game? I always loved a challenge.

BRER PHIL TO RUSS: If anyone gives 'em, I'll print 'em!

"Remote Control," Gunboat Diplomacy (No Press), Fall 1906

- * Turkish empire grows with sackings of Vienna, Sevastopol.
- * England seizes undefended Portugal from France.
- * Germany fails to control North Sea.

AUSTRIA: A Sil-Ber, A Boh-Vie, A Rom-Nap

ENGLAND: A Stp-Mos, F Eng S FRENCH F Pic-Bel [nso], F Nth S FRENCH F Pic-Bel, F Nwy S F Nth, F Mid-Por

FRANCE: A Mar-Spa, A Bur-Bel, A Bre S A Par-Pic,

A Par-Pic [sdp], F Pic-Eng

GERMANY: Retreat A Bur-Mun; A Den-Kie, A Mun-Bur, A Ruh S A Bel, A Bel H, F Hel-Nth, F Hol S F Hel-Nth

ITALY: A Ven H, F Apu-Nap, F Tys S F Apu-Nap

RUSSIA: A Ukr-War, A Mos S A Ukr-War, F Swe S ENGLISH F Nwy-Ska [nso]

TURKEY: A Gal-Vie, A Bud S A Gal-Vie, A Arm-Sev, A Rum S A Arm-Sev, F Bla S A Arm-Sev, F Aeg H. F Ion S AUSTRIAN A Rom-Nap, F Alb-Adr, F Tri-Ven

Adjustments:

AUSTRIA (1): Rom; Vie, War ... -2

ENGLAND (6): Home; Nwy, Stp, **Por** ... +1

FRANCE (4): Home; Spa, Por ... -1

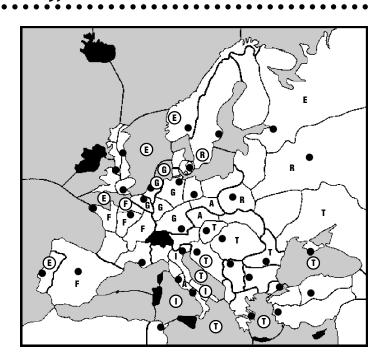
GERMANY (6): Home; Bel, Den, Hol ... 0

ITALY (3): Nap, Ven; Tun ... 0

RUSSIA (3): Mos; Swe, War, Sev ... 0

TURKEY (11): Home; Bud, Bul, Gre, Rum, Ser, Tri, Sev, Vie

... +2 ishkibibble #44 · December 2003 · Page 8



Notes: [nso] = no such order, [sdp] = self-dislodgement prohibited. The deadline for Winter 1906 and Spring 1907 orders is noon EST on Saturday, Dec. 20. These seasons will be separated on at least three requests.

"We Are the Champions," Diplomacy, Spring 1901

- * Turkish aggression pays off with botched Russian opening.
- * France protects Burgundy as Germany eyes the Lowlands.
- * Austria defends Trieste while Italians look on.

AUSTRIA (Dave Partridge): A Bud-Ser, A Vie-Tri, F Tri-Alb ENGLAND (Graham Wilson): A Lvp-Edi, F Edi-Nws, F Lon-Nth FRANCE (Fred Wiedemeyer): A Par-Bur, A Mar S A Par-Bur, F Bre-Mid

GERMANY (Kevin Wilson): A Ber-Kie, A Mun-Ruh, F Kie-Den ITALY (Paul Boymel): A Ven H, A Rom-Apu, F Nap-Ion

RUSSIA (Paul Risner): A Mos-Ukr, <u>A War-Boh</u> [imp], F Sev-Rum, F Stp(sc)-Bot

TURKEY (Marc Ellinger): A Con-Bul, A Smy-Arm, F Ank-Bla

Notes: [imp] = impossible. (I certainly didn't expect this so soon!)

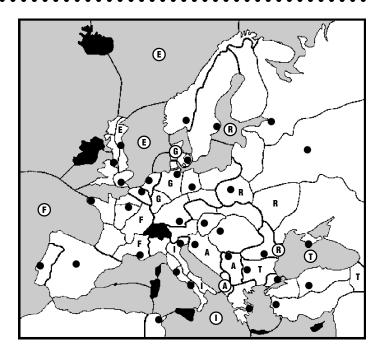
The deadline for Fall 1901 orders is noon EST on Saturday, Dec. 27.

PISA TO THE WORLD: "Champions"? My last win was 1989. (Well, my last game was 1989, so it would be fair to say I am undefeated for 14 years.) I guess Phil still remembers how quickly Russia can disappear facing a maniacal turkey. (Hmm, did I really say that right?)

BRER PHIL TO THE WORLD: It's true. Paul's Turkey reamed my Russia in the first Dip game, started in 1985, that I played by mail. It didn't help that I told him I was quite set on a northern strategy, and he exploited this. Hey, I've done the same thing in Paul's shoes in the years that followed! Live and learn....

TURKEY: The Sultan seeks peace and prosperity in the Balkans. Those hot summers in the Bosporus make me think about a move to more hospitable climes. I don't know if that's to the north or to the tropics (in exile!). I guess we'll see how the world operates.

TURKEY TO AUSTRIA: Can an A/T/I work, of course it can!!



TURKEY TO ITALY: See above.

TURKEY TO RUSSIA: Ditto.

TURKEY TO ENGLAND: The finest tea is to be shared. Perhaps a chest could be sent your way, in return for some scones. (I'm really tired of baklava!)

TURKEY TO FRANCE: Bonjour! Ca va? Je suis tres bien. TURKEY TO GERMANY: Vee have no taste for viener snitzel. Vee only seek lebensraum.

GERMANY TO ALL: RL is wild right now, and I just haven't had enough time to keep up with the game. Yes, I know it is a worn-out reason, but nonetheless true. The German embassies do remain open.

"I Missed Again," Snowball Fighting, Game Start!

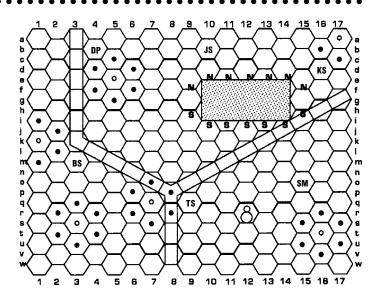
* Bombs away!

<u>Player</u>	End	<u>SB • DI</u>	<u>HP</u>	<u>VP</u>
Steve Mayers	O15	2 • 0	10	0
Dave Partridge	B4	2 • 0	10	0
Bill Scharf	M3	2 • 0	10	0
Karl Schmit	D16	2 • 0	10	0
Tim Snyder	Q 9	2 • 0	10	0
Joel Struebing	B10	2 • 0	10	0

Notes: Welcome, kiddies! I would have liked a couple more players involved, but six makes for a decent number — don't want the backyard too crowded, after all.

I am using the Snowball Fighting rules and second map as published in the January 1991 issue of *Perelandra*; all optional rules are in play. The winner is the first player with 15 victory points. If you don't have these rules and map, please let me know and I will send them to you at no cost.

The deadline for Turn 1 orders and relevant character names is noon EST on Saturday, Dec. 20.



"Misty Mountain Hop," Hardbop Downfall of the Lord of the Rings Diplomacy, Afteryule II 3019

- * Gandalf leads Gondor army to victory over Nazgul and double-strength army in Osgiliath.
- * Mordor loses Dol Guldur to Rohan cavalry, Angmar to Elven-assisted Dwarves.
- * Shire garrison keeps Saruman's army at bay.

DWARVES (Jim Dapkus): A Fch-Ang, A Iro-Dos, A Esg-Dal **ELVES** (Karl Schmit): A Ett S DWARF A Fch-Ang, <u>A Beo-Gun</u>, A Gla-Crk, F Har H, Fellowship:

GONDOR (Karl Muller): Gandalf leads A Los-Osg, A Los-Osg, A Sit S A Los-Osg, Faramir leads A Ano S A Los-Esg, A Ano S A Los-Esg, A Lam H, Ranger:

MORDOR (Kevin Wilson): 2A Osg S 2A Nit-Ano [r-> Mmo?], Nazgul Osg paralyzes A Los with fear [r-> Mmo?], 2A Nit-Ano, 2A Oro-Udu, Sauron Odo-Udu, 2A Knd-Sgo, EA Nrn-Knd, EA Nrh-Rru, EA OB-Srh, A Srh-Wil, A Adn H, A Ang-Gun [r-> Cdu, Fdw, Ndo?]

ROHAN (Bill Scharf): A Hde H, C Wol-Bro-Dol, C Edo-Eem-Wol

SARUMAN (Steve Mayers): Saruman leads A Fan-Cel, A Fan-Cel, A Hol H, A Cad-Shi

UMBAR (Cary Nichols): A Hdw S A Sgo, <u>A Sgo S A Hdw</u>, P Bay-Tol

Adjustments

DWARVES (4): Home; **Ang** ... +1 **ELVES** (6): Home; **Crk**, **Har** ... +2 **GONDOR** (7): Home; **Ano**, **Osg**, **Sit** ... +3

MORDOR (8): Bar, Mmo, Nrn, Srh, Udu; Adn, Knd, Rru,

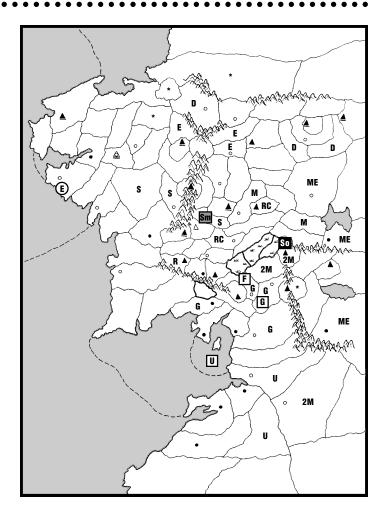
<u>Dol</u> ... +2

ROHAN (5): Home, **Dol**, **Wol** ... +2 **SARUMAN** (4): Home; **Hol** ... +1 **UMBAR** (4): Home; **Sgo** ... +1

NEUTRAL (8): Bre, Dru, Eem, Esg, Gla, Gun, Min, Shi

Notes: OB = off-board, [r->] = retreat to. The Shire is garrisoned, so Saruman's army's attack on it fails. Last turn, Rohan's cavalry did not move from Edo to Dhw, since its second move failed.

The deadline for Afteryule II 3019 retreats and builds is noon EST on Saturday, Dec. 27.



HOBBITS TO SAURON: Not even the all-knowing eye could supply enough Krispy Kremes to feed a hobbit. Of course, it's tempting, so tempting... (Mmmm, donuts.)

ELVES TO SAURON: You sure talk a lot for an eye. I'm going to have to smack your armies around for no better reason than because you picked the Bears and the Packers to finish better than the Vikings. Hey — funny, I'm third on your list, too!

"Lucky Number," Raj, Turn 5

* Kevin gets back into contention with big play.

*** NEXT TOKEN FOR BID: -5

Tokens Remaining: 8,7,6,4,2,1,-1,-3,-4

Notes: Kevin went whole-hog with his 15 card, leaving no doubt about his claim to the 5 token over Dave's 13, Steve's 12 and Bill's 6.

The deadline for Turn 6 orders is noon EST on Saturday, Dec. 20.

"Games People Play," NFL 2003 Simple Fantasy Football, End of Third Quarter

* Steve edges competition thanks to steady Titans, Eagles.

Kevin Wilson STL (1-12, 8), SF (1-4, 1), MIN (5-12, 3) = 12

Karl Muller GB (1-12, 6), NYG (1-12, 4) = **10** Paul Boymel OAK (1-12, 3), DEN (1-12, 6) = **9**

Karl Schmit NYJ (1-4, 0), SEA (5-12, 4), PIT (1-12, 4) = 8

Transactions:

1st Quarter: **Kevin** drops SF, picks up MIN

Karl S. drops NYJ, picks up SEA

3rd Quarter: Karl S. drops PIT, picks up CAR

Phil drops TB, picks up DAL

Notes: Three of the six teams that were contested during the draft — TB, NYJ and NO — have failed to win at least half of their games for their owners, and a fourth contested team — GB — has won only half of its games. Some players have been quick to jettison poorly performaing teams; others have stuck by their draft picks, either out of stubbornness or apathy.

Biggest Improvement: Dallas. Not many thought the Cowboys would finish the season with a winning record, but now they're the favorite for home-field advantage in the NFC. Runnersup: Carolina, Kansas City and New England.

Biggest Disappointment: Tampa Bay. Not only are the Bucs 5-6, but the defending Super Bowl champs likely will miss the playoffs unless they win out, and even then they might have to win a tiebreak vs. the Packers, Saints or 49ers. Runners-up: Oakland, Atlanta and Pittsburgh.

Diplomacy Logic Problem

Here's a Diplomacy logic puzzle that I created and first published about five years ago in *ishkibibble*. Few of you were around then to tackle it, but I'm not even sure that I ever published the solution, so nobody but me might officially know the answer! (However, I do promise to publish the answer next issue.)

Your challenge is to determine who played which country, and how many controlled centers each player finished with, for a standard Diplomacy game.

The deadline for answers is noon EST on Saturday, Dec. 27.

- 1. Germany owned twice as many centers as Leon did.
- 2. Sara owned more centers than Italy, but fewer than France.
- 3. Doug did not play Russia.
- 4. Only Neil and Austria owned an odd number of centers.
- 5. Mike owned two centers fewer than Germany.
- 6. England was not eliminated.
- 7. Burt owned two-thirds as many centers as Turkey did.
- 8. Paul owned more centers than three other players.
- 9. Each surviving player owned a unique number of centers.

Diplomacy Map Quiz

Let's also try a quiz I've come up with about the Diplomacy map using the standard setup of pieces. Readers are invited to submit their answers to determine who performs the best. The catch is that you must take this quiz without looking at the map — just use your memory, without even drawing the map from memory or using any other kind of reference. There's no prize involved, other than publicly stroking one's ego, perhaps, so I'm relying on each participant to use the "honor system" and agree not to cheat.

Notes: All questions involve only the starting units, not new units. A "space" means any named area on the board that an army or fleet may move to. (Thus, Switzerland is not a space.) To "occupy" a space means to be present in a space, not necessarily to control a space. If there is more than one answer to a question, the participant must submit all of the answers to answer the question correctly. If you have any questions, ask me.

The deadline for answers is noon EST on Saturday, Dec. 27.

- 1. Which spaces begin with the letter "A"?
- 2. Which spaces begin with the letters "Nor"?
- 3. Which spaces begin and end with the same letter?
- 4. How many spaces are there?
- 5. How many sea spaces are there?

- 6. How many non-supply center land spaces are there?
- 7. Which spaces are adjacent to the fewest spaces?
- 8. Which spaces are adjacent to the most spaces?
- 9. Which spaces are adjacent to the most supply centers?
- 10. Which land spaces border exactly two sea spaces?
- 11. Which land spaces border no sea spaces?
- 12. Which supply centers form the largest contiguous mass of supply centers?
- 13. Which non-supply center land spaces form the largest contiguous mass of non-supply center land spaces?
- 14. Which pair of spaces is the farthest apart for an army to travel from one to the other, without using a convoy?
- 15. Which sea spaces would be involved in the largest convoy of an army from Syria to St. Petersburg?
- 16. What is the earliest turn that England's A Liverpool can occupy Ankara?
- 17. Which neutral supply center cannot be captured for certain by Fall 1901?
- 18. Which home supply center is the last that can be occupied by an enemy unit?
 - 19. For Question #18, in which turn would this occur?
- 20. Which turn is the soonest that every home supply center could be occupied by an enemy unit?

"Question," Mastermind, Turn 6

* This can't last much longer!

There is a secret code of seven colors (Blue, Green, Orange, Purple, Red, White 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".

Notes: Playing this turn: Paul Boymel, Tom Howell, Dave Partridge, Tim Snyder and Kevin Wilson.

The deadline for Turn 7 guesses is noon EST on Saturday, Dec. 20.

Standbys

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

Pasquale Giovine, Andy Lischett, Steve Mayers, Cary Nichols, Dave Partridge, John Power, Paul Risner, Bill Scharf, Tim Snyder, Graham Wilson.

	ANSWER	?	?	?	?	?	?	PLAYER
10.								
9.								
8.								
7.								
6.	•••00	G	w	P	G	P	Y	Partridge
5.	••00	0	P	P	G	G	G	Schmit
4.	•000	Р	G	P	В	В	G	Schmit
3.	0	В	R	Y	0	0	0	Mayers
2.	•0	В	0	P	w	w	w	K. Wilson
1.	•00	В	G	0	P	R	Y	Howell

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