

An amateur zine for the play of Diplomacy, its variants
and other games, as well as the exchange of different views.

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<http://devel.diplom.org/DipPouch/Postal/Zines/ishkibibble>

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

I returned at the start of June from my vacation, spending about nine days in southern Utah, two days in southern Colorado, and five days driving there and back. I did what I usually do when I'm unfamiliar with an area: I visit as many places as I can. I hiked in Great Sand Dunes, Mesa Verde, Natural Bridges, the Needles District of Canyonlands, Arches, Little Wild Horse Canyon, Escalante Petrified Forest, Bryce, Zion and Cedar Breaks. I saw a lot of dry red rock canyons — enough so that I don't want to vacation in Arizona and New Mexico for a while, instead planning on the Grand Tetons, Yellowstone, Glacier and Banff in July 2004. (I saw a ton of other outdoors-loving tourists, too — ugh!)

Don't get me wrong: I'm quite glad I made this trip. I saw a lot of impressive stuff that I couldn't see elsewhere. But some brief time spent in subalpine forests reminded me how much I love being around trees, running water and wildlife — and how much I want to vacation again in this kind of setting.

Quick takes:

- This time, I really mean it: I'm going to publish the **Zine Register**, which is long, long overdue. Gotta get it done this summer before the NFL season and cooler weather return, prompting me to resume kayaking in earnest and tie up my weekends. Soon, I'll be sending out e-mails, asking publishers for details of their zines and begging everyone for reviews. Increase my guilt by submitting yours now!

- **CanCon** will be held Aug. 15-17 at the University of Toronto's Scarborough campus. For more information, visit www.diplom.ca/tournaments/toronto.htm or e-mail Cal White at diplomat@idirect.com.

- If you have or are in an abandoned game that needs to be handed over to another GM, **U.S. Orphan Custodian** Michael Lowrey (mlowrey@infionline.net, 6903 Kentucky Derby Dr., Charlotte, NC 28215) would love to hear from you. (Delayed ishkiibble games don't count!)

- Karl Muller welcomed his new son, **Brian Alexander Muller**, into the world on March 31. Congratulations, Karl!

- **CD Update:** I've been buying a lot of **Porcupine Tree** lately. I love the band's earlier long, spacey tracks, reminiscent of Pink Floyd in the '70s. I'm trying to get my hands on four live bootleg PT albums through my contact at GFT Cyclops in the UK. Also bought another Celtic-rock album from the Polish group **Quidam**, as well as the latest, mostly instrumental release from Brazilians **Tempus Fugit**. And I couldn't resist the new **Led Zeppelin** three-CD set, *How the West Was Won*, with live tracks from two 1972 concerts.

- **Movie Reviews** (a lot to catch up on!):

“**Croupier**” (A): Brilliant and intriguing tale of a cynical casino worker who gets involved in a deceptive heist.

“**Road to Perdition**” (A): Beautiful cinematography highlights this Tom Hanks crime drama of a hit man protecting his son.

“**The Princess and the Warrior**” (A): A low-key but captivating modern fairy-tale romance with the German writer, director and star of “Run Lola Run.”

“**Battle Royale**” (A-): Intriguing and violent drama of a Japanese high school class dropped on an island, given various weapons and told only one of them gets off alive. (What would you do?)

“**Beijing Bicycle**” (A-): The trials and tribulations of a young Chinese man who won't give up his bike.

“**Joy Ride**” (A-): Very good thriller ala “Duel,” but with bloodshed.

“**Secretary**” (A-): Maggie Gyllenhaal and James Spader strike up an unusual but satisfying relationship.

“**Bubble Boy**” (B+): Hilarious comedy with isolated Jake Gyllenhaal that spoofs religion and cults, among other things.

“**Knockaround Guys**” (B+): Barry Pepper leads young Mafia wiseguy wannabes who screw up a simple job. Vin Diesel co-stars.

“**Monster's Ball**” (B+): Powerful Billy Bob Thornton performance as a prison guard. Halle Berry is actually good!

“**Nine Queens**” (B+): A Spanish “House of Games” ... kind of.

“**Ringu**” (B+): The original “Ring,” this Japanese movie is shorter and faster paced than its successor. It has its superior points, but overall the American version is a much better horror film.

“**Anatarjuat (The Fast Runner)**” (B): Acclaimed tale of Eskimo culture and murder over a woman. Extremely slow-paced.

“**Free Enterprise**” (B): If you love the original “Star Trek” and have trouble with women, then this geek film is for you!

“**The Man Who Wasn't There**” (B): Billy Bob tones way down.

“**The Recruit**” (B): Didn't get pulled into this Al Pacino-Colin Farrell espionage movie at first, then got confused at the end.

“**Crazy/Beautiful**” (B-): Decent teen-age angst with Kirsten Dunst.

“**Far From Heaven**” (B-): Good, but didn't “wow” me.

“**Series 9**” (B-): Thriller that is confusing and slow at times.

“**The Majestic**” (B-): Jim Carrey dramatic flick that's OK.

“**Tuvalu**” (B-): Quirky German romance has some good moments, but French “Delicatessen” is much better.

“**The Virgin Suicides**” (C): Much lesser Kirsten Dunst movie.

“**Cube 2**” (C-): Over-the-top acting. “Cube” is much better.

“**Ghost Ship**” (D): Acting is quite bad. Not even good camp!

ishkiibble

July 2003 – #41

Game Openings

Diplomacy (Strom Dutton; need 6 more players): So popular, I'm offering it again! Preference lists are welcome.

African Diplomacy (Cary Nichols, Kevin Wilson; need 4 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 (6 players needed): 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, Kevin Wilson; need 4 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; need 6 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; need 4 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, and they defend a space with a strength of two. Preference lists are welcome. Rules available.

HellRail (3-4 players needed): A simple choo-choo 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 (3-5 players needed): 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 (4-6 players needed): "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.

Snowball Fighting (Steve Mayers, Dave Partridge, Bill Scharf; need 3-5 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 simple game that everyone who plays it seems to love. Rules and map available.

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“Is There Anybody Out There?” Fog of War Diplomacy, Winter 1906

* *The groundhog saw his shadow.*

- AUSTRIA** (Graham Wilson)
- ENGLAND** (Pat Conlon)
- FRANCE** (Dave Partridge)
- GERMANY** (Sigourney Street)
- ITALY** (Joel Struebing)
- RUSSIA** (Steve Mayers)
- TURKEY** (Cary Nichols)

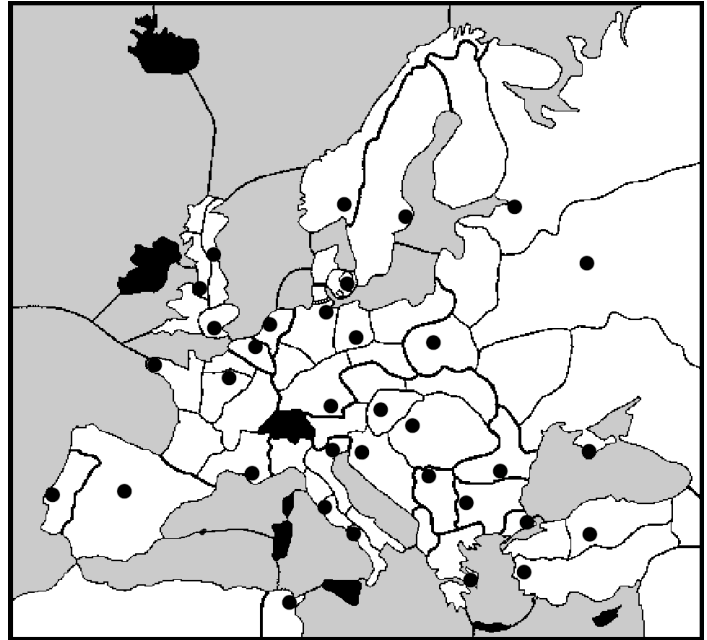
A separation of seasons has been granted. **The deadline for Spring 1907 orders is noon EDT on Saturday, July 19.**

FRA TO ITAL: Pity I didn't see you while you were visiting in Mar. I've enjoyed my tour of Rome. Did you see me?

ENG TO GM: So, how does it feel to be the only one to see the whole board, to see what's coming that a victim can't see? The whole thing makes me nervous!

BRER PHIL TO ENG: The whole thing makes me feel like a god, staring down bemusedly at all the little people so wrapped up in their pathetic, trivial lives.... Oh, wait, did I say that out loud?

FRA TO ENG: Hey, reality bites!



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“Wide Open Spaces,” Colonial Diplomacy, Spring 1871

- * *Britain and France clash over South China Sea while Russia and Turkey fight for Black Sea.*
- * *China and Russia muster troops to eastern seaboard as Japanese fleets cruise offshore.*
- * *Dutch fleets move out, avoiding conflict.*

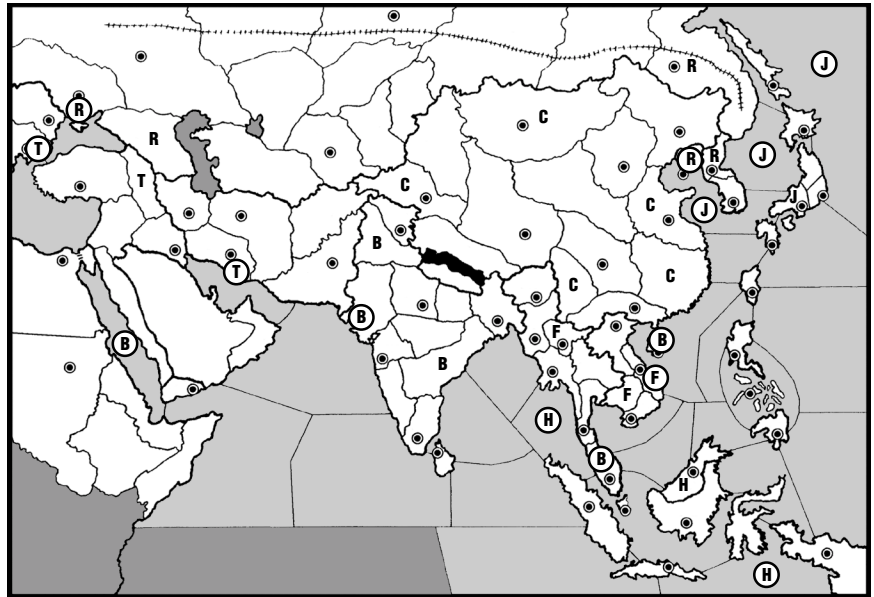
- BRITAIN** (Cary Nichols): A Del-Pun, A Mad-Hyd, F Ade-RS, F Bom-Raj, F HK-Scs, F Sin-Mal
- CHINA** (Gerry Paulson): A Can-Yun, A Mac-Sha, A Pek-Mon, A Sik-Kag, A Sha-Nan
- FRANCE** (Graham Wilson): A Coc-Cam, A Ton-May, F Ann-Scs
- HOLLAND** (Steve Mayers): A Bor-Sar, F Sum-AS, F Java-TS
- JAPAN** (John Quigley): A Kyo H, F Kyu-Yel, F Ota-Soj, F Tok-OS
- RUSSIA** (Paul Risner): A Mos-Bak, A Vla-Seo, A Oms TSR Vla, F Par S A Vla-Seo, F Ode-Rum
- TURKEY** (Peter Boyum): A Ang-Arm, F Bag-Shi, F Con-Rum

Notes: None. (A very straightforward turn!)

The deadline for Fall 1871 orders is noon EDT on Saturday, July 19.

RUSSIA: The Tsar of all the Russias invites the Emperor of Japan and the Emperor of China to tea at our new embassy in Seoul ... sidearms and retainers checked at the door. Concubines provided, or you may bring your own.

HOLLAND TO ALL: The Dutch East India Trading Consortium welcomes all to the barter block.



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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.

Paul Boymel, Pat Conlon, Pasquale Giovine, Andy Lischett, Steve Mayers, Cary Nichols, Dave Partridge, John Power, Paul Risner, Bill Scharf, Mike Scott, Sigourney Street, Graham Wilson.

"Deja Vu," Power, Turn 11

* Blue Boys and Purple Scouts muster regiments.

BLUE BOY MARK (Cary Nichols): R (B9)-X, X 2 PU-I (Res), X 3 I-R (Res), R (Res)-B0, F (G5)-G2; Also has H (X), F (P3), D (B0), F (B0), R (B0); Gains 2 PU (has 5 PU total)

GREEN GOOBERS (Andy Lischett): F (P8)-P5-P1-W-B7-B4, F (P4)-P1-W-B7-B5-B2, T (E)-G9-G8, T (E)-G9-G8, D (G0)-G3-G5 [imp]; Also has D (R3), F (Res); Gains 1 PU (has 6 PU total)

PURPLE-PLUMED SCOUTS (Steve Mayers): X 3 D-C (Res), C (Res)-P0, I (Res)-P0, I (Res)-P0, X 3 I-R (P0); Also has H (P0), H (S), B (R0), I (R0), D (R0), D (C10); Gains 0 PU (has 12 PU total)

Notes: [imp] = impossible. Destroyers may move only one space per turn. Also, recall that Power Units are not awarded when occupying countries without flags. Finally, in the Turn 10 adjudication, the statement "has 5 PU total" for Purple should have read "has 6 PU total." (Purple then picked up an additional 6 PU by conquering Red.)

The deadline for Turn 12 orders is noon EDT on Saturday, July 12.

PURPLE-PLUMED SCOUTS: To the former leader of the Red Riding: You have been "Hood-Winked."

BRER PHIL TO ALL: Geez, I wonder which long-absent press-writer wrote that!

BLUE								GREEN	
D	F								
R	R								
			F				F	D	
		F							
							T	T	
				R					
				H					
			F					D	
									D
C	H							B	D
R				H				I	
PURPLE								R	

"Remote Control," Gunboat Diplomacy (No Press), Winter 1904 / Spring 1905

- * Turkey sacks Budapest, continues occupation of Austria.
- * England surges into Brest, Sweden, St. Pete.
- * Germany advances into Denmark but stalls in France.
- * Italy suddenly turns pacifistic, holds ground.

AUSTRIA: Retreat A Ser-Bud; Disband A Pie, F Adr; A Ven-Tri, A Bud S A Ven-Tri [r-> Vie?], A Gal S A Bud

ENGLAND: A Nwy-Stp, F Bar S A Nwy-Stp, F Den-Swe, F Nth H, F Mid-Bre, F Eng S F Mid-Bre

FRANCE: Retreat F Bel-Pic; Build A Par; A Pic-Bur [nsu], A Mar S A Pic-Bur, A Spa S A Pic-Bur, A Bre-Gas, A Spa S A Bre-Gas, F Pic H [u]

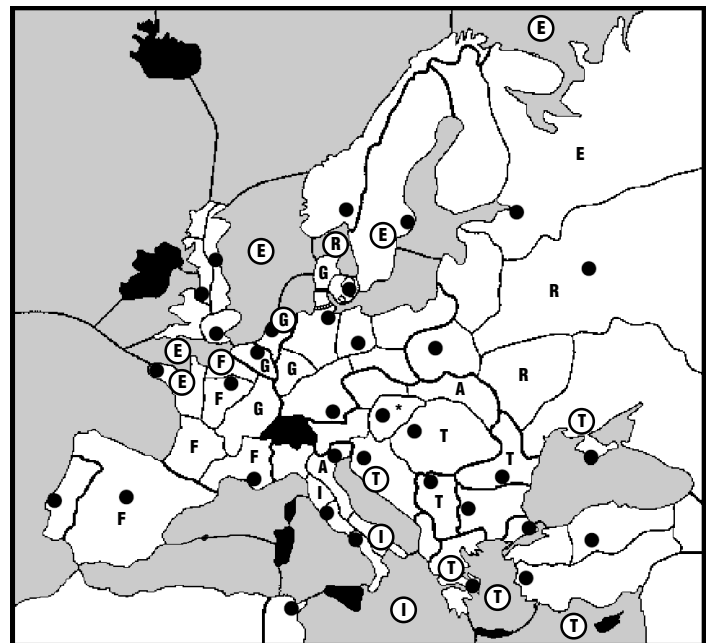
GERMANY: A Bur-Par, A Bel-Pic, A Ruh-Bel, A Kie-Den, F Hol H

ITALY: Retreat A Mar-Gas; Disband A Gas; A Tus H, F Apu H, F Ion S F Apu

RUSSIA: Build A Mos; A Mos S A War-Ukr, A War-Ukr, F Swe-Ska

TURKEY: Build F Con, F Smy; A Bul-Rum, A Rum-Bud, A Ser S A Rum-Bud, A Ukr-Gal [a], F Bla-Sev, F Con-Aeg, F Gre S F Con-Aeg, F Tri S AUSTRIAN A Ven [otm], F Smy-Eas

Notes: [a] = annihilated, [nsu] = no such unit, [otm] = ordered to move, [r->] = retreat to, [u] = unordered.



The separation of seasons failed to pass. **The deadline for Fall 1905 orders is noon EDT on Saturday, July 12.**

“Fly Like an Eagle,” Sopwith, Turn 7

* To everything, turn, turn, turn....

<u>Pilot</u>	<u>Start</u>	<u>Facing</u>	<u>A</u>	<u>D</u>	<u>P</u>
Captain Snoopy	O17	NW	9	11	0
D Von Pup	O17	SE	10	11	0
Eddie Rickenbacker	J15	SW	10	9	0

<u>Pilot</u>	<u>End</u>	<u>Facing</u>	<u>A</u>	<u>D</u>	<u>P</u>
C (Tim DeForest)	N14	W	8	11	0
D (Paul Risner)	Q19	NE	7	11	0
E (Dave Partridge)	L17	NE	10	9	0

Phase 1 • Phase 2 • Phase 3

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

The deadline for Turn 8 orders is noon EDT on Saturday, July 12.

ACE TO GM: I'm here on the ground at a little cafe in Armentiers with a beautiful mademoiselle, reliving my recent aerial exploits and sipping a very nice glass of Burgundy wine!

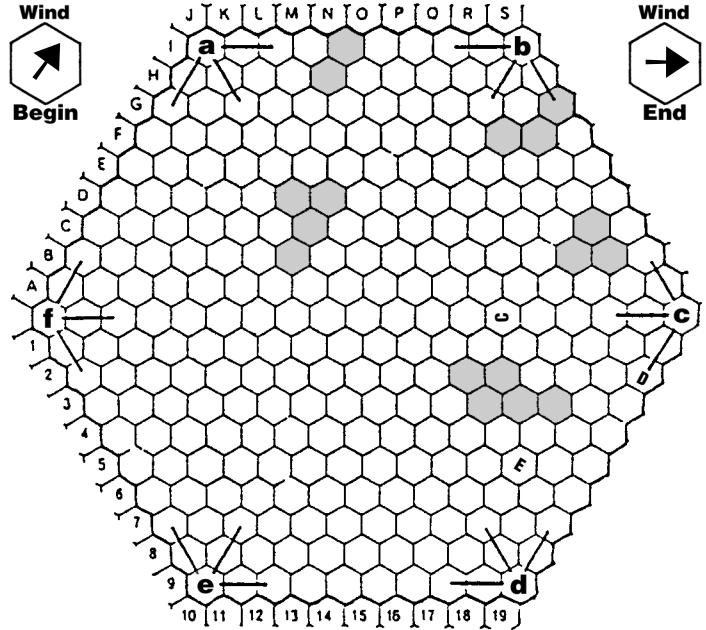
BRER PHIL TO ACE: Trying to drown your sorrows, I see!

ACE TO CAPTAIN SNOOPY & VON PUP: Seven and six shots respectively and no hits plus one point of damage doesn't make for much of a "dog fight," does it? At least you stayed out of the clouds!

EDDIE TO GM: Great. I figured out which way is left, now all I have to do is figure out where the front of my plane is! Here we go round again.

BRER PHIL TO EDDIE: You and everyone else!

ACE TO EDDIE R.: Six shots and no hits plus three points of damage does make for a "cloudy day," doesn't it? No need to rain on your parade, since you're doing a good job on your own!



“Come Sail Away,” Viking Diplomacy II, Winter 954

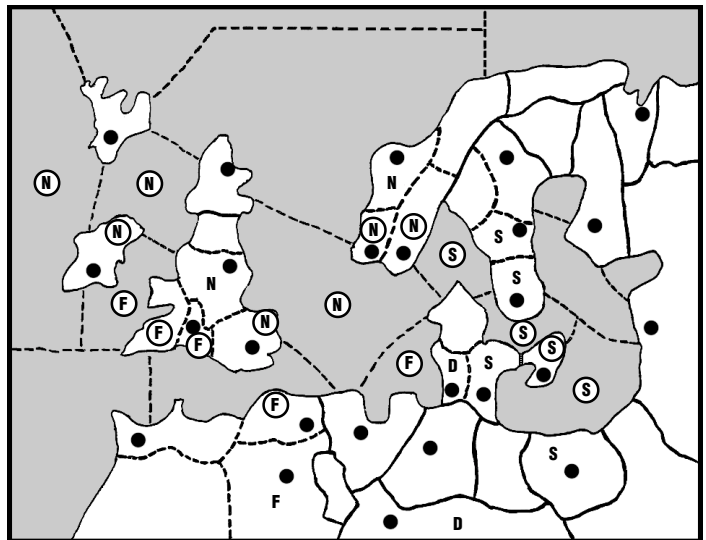
* Armies are somewhat the rage as Denmark keeps two, Sweden builds two and Norway builds one, but France disbands one.

- DENMARK** (Karl Muller): Disband F Jut; Has A Dan, A Rog
- FRANCE** (Pat Conlon): Retreat A Rog-Par, F Ire-Iri; Disband A Sax; Also has F Fla, F Hel, F Wal, F Wes
- NORWAY** (Kevin Wilson): Build A Nid, F Str; Also has A Yor, F Ire, F Lon, F Noch, F Nth, F Ski, F Wao
- SWEDEN** (Graham Wilson): Build A Bir, A Got; Also has A Hed, A Pol, F Kat, F Sbs, F Ska, F Zea

A separation of seasons has been granted. **The deadline for Spring 955 orders is noon EDT on Saturday, July 19.**

ENGLAND TO GM: Where is Bob Robles when you really need him? At least if he did, you wouldn't have to worry about him NMRing any more in this game!

BRER PHIL TO ENGLAND: Huh? Try again — your message is a bit incoherent, though I think I get the gist of it.



"Dirty Deeds Done Dirt Cheap," Machiavelli: Empire and Invaders, Summer 1053

- * Papacy besieges Norman remnants in Naples while losing Ancona to Byzantines.
- * Venice breaks siege of Trent to occupy undefended Milan.
- * Pisa secures Ligurian Sea, dispatches armies north, borrows more cash.

BYZANTINES (Paul Risner): A Her-Bos, A Dal S A Her-Bos, A Aqu S F LA-Anc, F LA-Anc, F IS-LA

HOLY ROMAN EMPIRE (Sigourney Street): A Mon H

MUSLIMS (Kevin Wilson): A Otr-Sal, F GON S A Otr-Sal, F TS S PAPAL A Rom-Cap [nso], F Sar-WM, F Cor-Sar

NORMANS (Brendan Whyte): Retreat A Aqu-Cap, F Nap C G Nap; G Nap C A Nap, A Cap S G Nap C A Nap [a]

PAPACY (Mike Scott): A Bol-Are [imp], A Urb-Bol, A Spo-Cap, A Rom S A Spo-Cap, A Nap Besieges Nap

PISA (Steve Mayers): Pay 3d for Summer 1051 loan; Borrow 4d for 2 years; A Man-Ber, A Mod-Par, F Pio S F Pisa-LS, F Luc S F Pisa-LS, F Pisa-LS, F Gen C G Gen

VENICE (Dave Partridge): A Tren-Mil, A Ver-Fer, F UA S A Ver-Fer, F Cro S F UA

AUTONOMOUS GARRISON: G Tren

Your Treasury:

Outstanding Loans:

PISA: 5d borrowed Fall 1052; 6d due Fall 1053

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

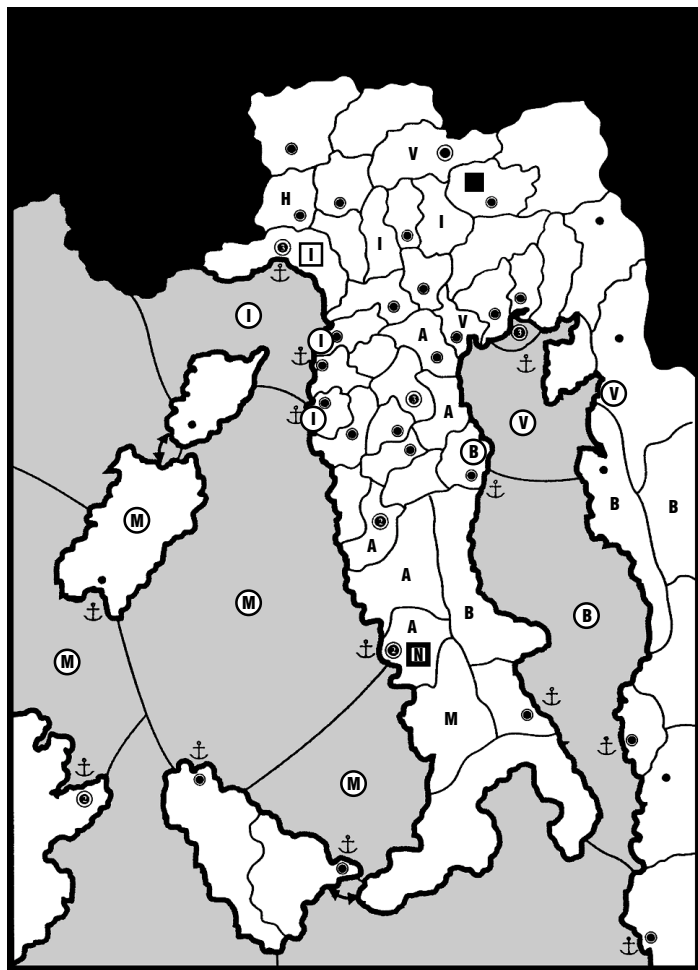
Notes: [a] = annihilated, [imp] = impossible, [nso] = no such order.

The deadline for Fall 1053 orders is noon EDT on Saturday, July 19.

PISA TO GM: What's the story with the Holy Roman Emperor? Did he "amaze" you this past move or did he "utterly amaze" you? Which pejorative would you like?

BRER PHIL TO PISA: I'd like to give you an utterly amazing pejorative up the....

PRESS: We Byzantines are confused.... Is the Pope or the Sultan or the Doge our ally ... or is it the Duke of Normandy? Actually, where is Normandy? We have heard of it, but we have not been there. Perhaps we should go meddle in the Duke's lands whilst he is engaged here. On the other hand, the Holy Roman Emperor (Is he any of those things?) keeps sending us entreaties for help, or



food, or something. Maybe he is our friend, or we, his. We hope this becomes clearer to us, or not, whichever is best.

PISA TO HRE: I'm afraid you are right about being "holey" as far as your empire is concerned. It certainly is not "wholly" quite together!

BRER PHIL TO PISA: Are you trying to keep it together?

NORMANS TO ALL: With enemies like these, who can find allies? I will go where I am wanted. Off-board, off-board, it's off the board we go....

"Lucky Number," Raj, Turn 2

* Kevin gets 3 as Bill doesn't even bother with such a measly token.

<u>Player</u>	<u>Tokens Owned</u>	<u>Cards Remaining</u>
Dave Partridge	10 = 10 pts.	15,13,12,11,10,9,8,7,5,4,3,2,1
Kevin Wilson	3 = 3 pts.	15,14,13,12,10,9,8,7,6,5,4,3,2
Steve Mayers	0 = 0 pts.	15,14,13,12,11,10,9,8,7,6,5,4,3
Bill Scharf	0 = 0 pts.	15,14,13,12,11,10,9,7,6,5,4,3,2

*** NEXT TOKEN FOR BID: 9

Tokens Remaining: 8,7,6,5,4,2,1,-1,-2,-3,-4,-5

Notes: Kevin's 11 easily beats Dave's 6, Steve's 2 and Bill's 1 (the latter being the automatic result of an NMR). Let's see if the 9 token gets Bill's attention!

The deadline for Turn 3 orders is noon EDT on Saturday, July 12.

"King of Pain," Kingmaker, Turn 1

- * Percy really wants Richard of Gloucester, but has to do a silly little thing called a "siege" first.
- * Mowbray heads toward Cardigan with Stafford following just behind and Pole moving west to Tewkesbury.
- * Clifford skedaddles south, takes cover in Coventry.

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)]

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 QUARTERSTAFFS (Steve Mayers): **Stafford** [30], Chamberlain of Chester [(2)50], Scots Archers [20], Le Lucas, Nottingham [(20)]; Discards two cards to Chancery

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

Locations at Start of Turn 1:

NOBLES: **Clifford** @ Conisborough, **Hastings** @ Tutbury, **Howard** @ Farnham, **Mowbray** @ Denbigh, **Percy** @ Alnwick, **Pole** @ Wingfield, **Scrope** @ Masham, **Stafford** @ Newcastle (castle)

SHIPS: Le Lucas @ Whitby, Le Rose @ Plymouth, Le Swan @ Berwick

HEIRS: **King Henry** @ Windsor, Margaret @ Newark, Edward of Wales @ Kenilworth, Richard of York @ Fotheringhay, Edward of March @ Carisbrooke, Edmund of Rutland @ Beaumaris, George @ Cardigan, Richard of Gloucester @ Carlisle

Event Cards for Turn 1 (card #):

- CARD to The Mad Hungarians
- VACILLATING NOBLE (#130): Scrope
- MERCENARIES GO HOME (#104): Saxons
- PLAGUE (#87): Southampton
- CARD to Shanghai Knights

Movement:

- Clifford** @ Conisborough-MI-Lq-Kh-Jh-Coventry
- Mowbray** @ Denbigh-Lg-Kc-Ja-Ic-Ib
- Percy** @ Alnwick-Rf-Rb-Qg-Qe-Carlisle
- Pole** @ Wingfield-Hp-Ho-Hn-Hm-Tewkesbury
- Stafford** @ Newcastle (castle)-L1-Lk-Kd-Kc-Kb
- Le Lucas @ Whitby-S25-S27-S22-S19-S15
- Le Rose @ Plymouth-S2-S3-S4-S5-S10
- Le Swan @ Berwick-S32-S26-S27-S22-S19

Combat:

Percy besieges Carlisle

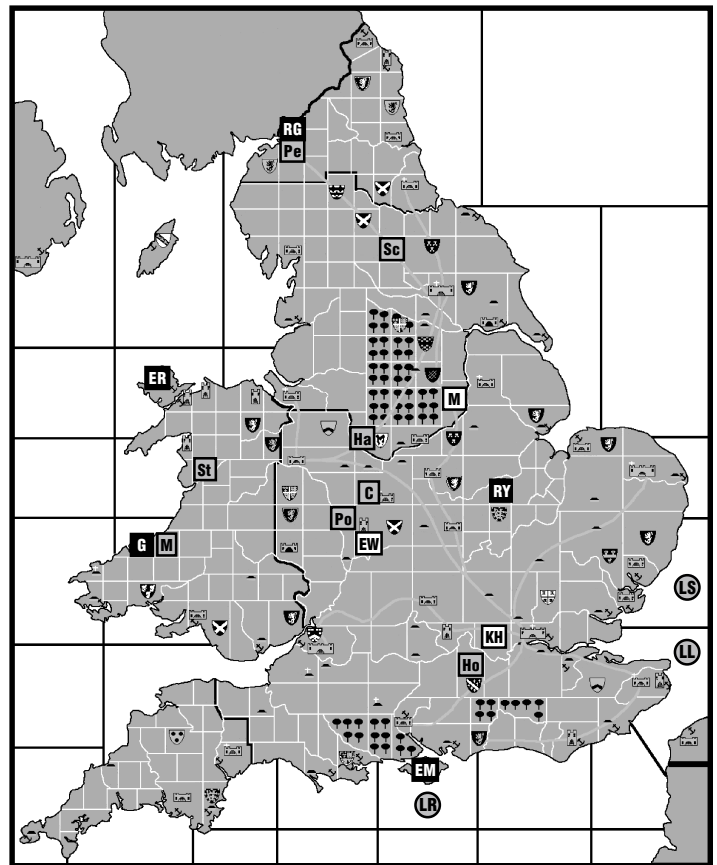
Your Crown Card Draw (card #):

Event Cards for Turn 2 (card #):

- FRENCH RAID (#64): Courtenay to Okehampton, Holland to Compton, Admiral to Penzance with 2 Ships
- CARD to The California Connection:
- PLAGUE (#73): Canterbury
- CARD to The Staffordshire Quarterstaffs:
- CARD to Shanghai Knights:

Notes: Movement from inside a castle, town or city to anywhere within a space, and vice versa, does not require an additional movement phase. Thus, movement from anywhere within one space to anywhere within another space requires only one movement phase. Diagonal movement on the map is OK.

Deadline for Turn 2 orders: noon EDT on Saturday, July 19.



TO GM: The Quarterstaffs are ready, willing and able to answer any summons to combat, Parliament or a coronation, but we would like to have the honor of the first dance with Queen Margaret!

BRER PHIL TO QUARTERSTAFFS: Then why is Stafford running away from her?

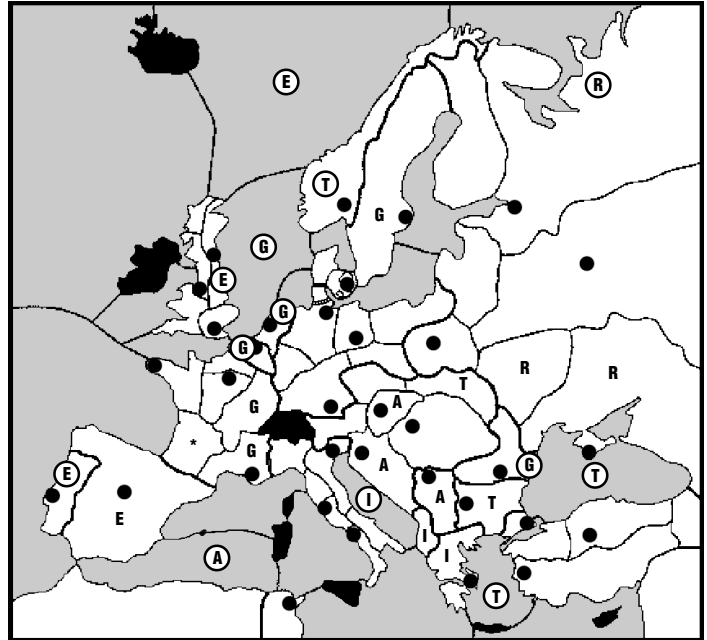
“Question Authority,” Shift-Right Diplomacy (White Press), Fall 1906

- * Germany commands North Sea with Turkish support, seizes Marseilles, Holland.
- * Italian control of Balkans collapses as Austria, Russia rebound.
- * English troops wait for reinforcements to maintain extended empire.

AUSTRIA (Joe Carl; *see below*): NMR! Has A Ser, A Tri, A Vie, F Wes
ENGLAND (Peter Boyum): A Gas-Spa, F Mid-Por, F Yor-Nth, F Cly-Nws
GERMANY (Don Scheifler): A Bur S A Pie-Mar, A Pie-Mar, A Den-Swe, F Ska-Nth, F Hol-Bel, F Kie-Hol, F Rum H [u]
ITALY (Adam Silverman): Retreat A Ser-Alb; A Alb S A Gre, A Gre H, A Mar H [r-> Gas?], F Ion-Adr
RUSSIA (Graham Wilson): A Ukr-War, A Sev S GERMAN F Rum, F Stp(nc) S GERMAN F Ska-Nwy [nso]
TURKEY (Dave Partridge): A Bul S AUSTRIAN A Ser, A Gal-War, F Smy-Aeg, F Nwy S GERMAN F Ska-Nth, F Bla-Sev

Adjustments:

AUSTRIA (4): Home; Ser, Bel ... 0
ENGLAND (7): Lon, Lvp; Bre, Nap, Par, Por, Spa, Mar ... +2
GERMANY (9): Home; Den, Rum, Swe, Bel, Hol, Mar, Sev ... +2
ITALY (4): Rom, Ven; Edi, Gre, Bul, Ser ... 0
RUSSIA (4): Mos, Stp, War; Sev ... +1
TURKEY (5): Home; Nwy, Bul, Hol ... 0
NEUTRAL (1): Tun, Gre



Notes: NMR! = no moves received, [nso] = no such order, [r->] = retreat to, [u] = unordered. The standby for Austria is Andy Lischett.

The deadline for Winter 1906 and Spring 1907 orders is noon EDT on Saturday, July 19. I will separate these seasons on at least three requests.

Brer Phil's Ten Commandments (i.e., House Rules)

1. *Remember thy good humor, and keep it whole.* These games are supposed to be fun for all, so don't become a party-pooper if you get stabbed or eliminated, which happens to everyone at some point. It's just a game. Don't make me have to slap you in public.

2. *Thou shalt tithe regularly ... maybe.* You must subscribe or trade to receive the mailed version of this zine. The PDF version of it and games are free — yes, *FREE!* Results will be given by phone or e-mail if and only if I have mailed the current issue and you contact me ... but don't make a habit of it.

3. *Honor thy rulebook.* The 1976 Rules for Diplomacy will be used to adjudicate all Diplomacy games, except where noted in variant rules. If you find a mistake in a game report — unlikely as that is! — you have until the next deadline to tell me or the mistake will stand (though it might not sit well).

4. *Thou shalt not procrastinate.* Deadlines are clearly listed with each game report. Although I will accept orders for a game after its deadline if I haven't typeset its adjudication, don't push your luck by getting orders to me late. e-Mailed orders are more than welcome. If you're using snail mail, be wise and send your orders a week before a deadline. If you want to phone in your orders, fine. Call anytime — you may leave messages of any length on my answering machine if we don't talk. If you want to send your orders by a Jehovah's Witness, forget it.

5. *Thou shalt not confuse.* It is each player's responsibility to make his orders readable and clear on intent. If I cannot decipher them or you make a stupid mistake, then any blame will fall on

you. Always state your name, the game's name, the position you are playing and the current turn.

6. *Thou shalt not absent.* If a player NMRs (no moves received), I will scrape up a standby who will submit orders for the next turn and take over if the former player blows it again. Otherwise, it's civil disorder time.

7. *Thou shalt not prolong unnecessarily.* After the first year in a Diplomacy game or variant, winter and spring seasons will be combined unless at least half of the active players (rounded down) request a separation of seasons for the upcoming turn. Conditional orders based on retreats, adjustments and player changes are allowed. No wagering, please.

8. *Thou shalt not prevaricate.* At any time, a player may propose a concession to a single power or a draw including all survivors. Players' votes are required by the next deadline. (NMR = yes, no vote received = no.) Proposals must pass unanimously to end a game before an outright win. I will state only if a given proposal succeeds or fails.

9. *Thou shalt not refrain.* All games (unless noted otherwise) feature black press, which is encouraged to add atmosphere to them. Only players' names and "Brer Phil" are reserved. Press will not be published if a game is suspended for any reason.

10. *Honor thy GM.* Cheating or deception of the GM will result in a player's immediate, permanent and nonrefundable excommunication from this zine and any future zines by me. Call it Brer Phil's Death Slap!

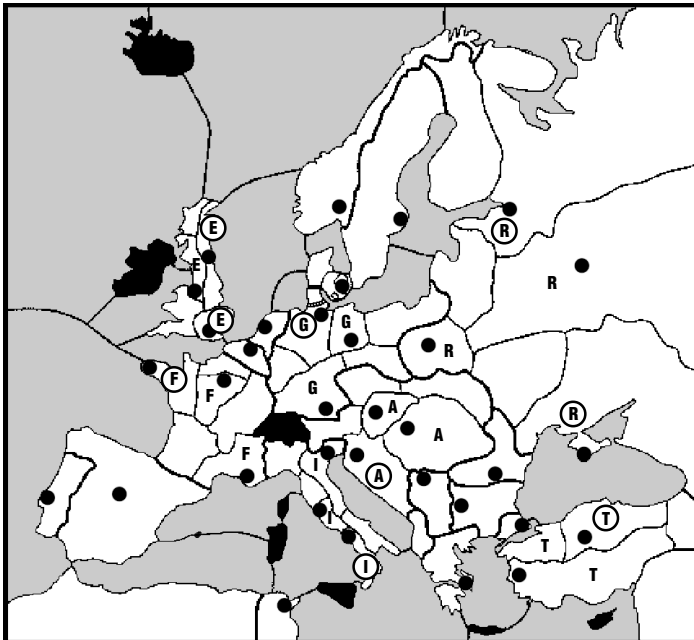
.....
“Us and Them,” Diplomacy, Game Start!

** Gentlemen, rattle your sabres! (And sharpen them, too!)*

- AUSTRIA** (Hank Alme): Has A Bud, A Vie, F Tri
- ENGLAND** (Karl Schmit): Has A Lvp, F Edi, F Lon
- FRANCE** (Marc Ellinger): Has A Mar, A Par, F Bre
- GERMANY** (John Power): Has A Ber, A Mun, F Kie
- ITALY** (Adam Hopkins): Has A Rom, A Ven, F Nap
- RUSSIA** (Fred Wiedemeyer): Has A Mos, A War, F Sev, F Stp(sc)
- TURKEY** (Paul Boymel): Has A Con, A Smy, F Ank

Welcome, all! I'm particularly excited about this game, because it features seven people who are ishkibibble virgins! (I.e., none has played here before.) It's great to get some new blood into the mix — even if they're all playing against each other! Please make sure to read the house rules on Page 8.

The deadline for Spring 1901 orders is noon EDT on Saturday, July 19. I will delay this deadline by one issue upon a single request.



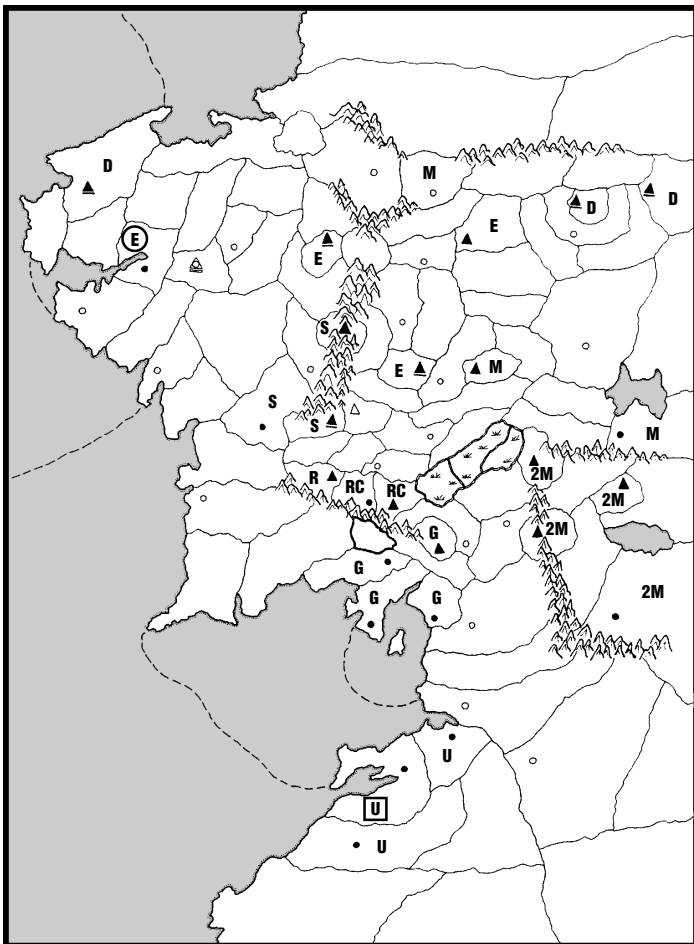
.....
“Misty Mountain Hop,” Hardbop Downfall of the Lord of the Rings Diplomacy, Game Start!

** Why so much fuss over a lousy little ring?*

- DWARVES** (Jim Dapkus): Has A Blu, A Erb, A Iro
- ELVES** (Karl Schmit): Has A Ekh, A Iml, A Lor, F Gha, Fellowship Shi
- GONDOR** (Karl Muller): Has A Bel, A Lam, A Leb, A Mti, Faramir Mti, Gandalf (anywhere), Ranger Bre
- MORDOR** (Kevin Wilson): Has 2A Bar, 2A Mmo, 2A Nrn, 2A Udu, A Dol, A Gun, A Srh, 3 Easterlings (off-board), Nazgul (any home center), Sauron Bar
- ROHAN** (Bill Scharf): Has A Hde, C Dhwh, C Edo
- SARUMAN** (Steve Mayers): Has A Dld, A Ise, A Kdu, Saruman Ise
- UMBAR** (Cary Nichols): Has A Hrd, A Hum, P Cit

Howdy, everyone! It's taken a while to get this game started, but some new players to this zine let us meet our quota. I hope this familiar-yet-different Diplomacy variant will provide more than the usual thrills. Please be sure to read the house rules on Page 8.

The deadline for Afteryule I 3019 orders is noon EDT on Saturday, July 19. I will delay this deadline by one issue upon a single request.



.....
“Question,” Mastermind, Turn 3

* Another step back. (Or is this really getting closer?)

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 ○ 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 “● ● ○ ○”.

The deadline for Turn 4 guesses is noon EDT on Saturday, July 12.

.....
Three NFL Contests (WOO-HOO)

In past years, I’ve often run one of three different NFL-related contests. This year, I’m feeling like such a masochist that I want to run all three for the 2003 NFL season!

Final Standings Prognostication (any number of players): Rank each division’s teams 1-4 as you think they will finish the 2003 season. Scoring will be by Spearman rank correlation coefficients, meaning that a player scores 0 points if he ranks a team correctly, 1 point if he is one place off with a team, 4 points if he is two places off, and 9 points if he is three places off. The winner has the lowest total score. Many people have won this in past years.

Simple Fantasy Football (3-6 players needed): Submit a preference list of 18 teams, ranked in order from the team you think will finish the season with the most wins. Each player will draft three to five teams (depending on the number of players). A player scores 1 point each time his team wins a game. Players may drop, pick up and trade teams with each other during the season, with some restrictions. The winner has the highest total score. The last time I ran this, Dave Partridge tied for first, and Steve Mayers and I tied for third just one point behind him!

Phil Reynolds
 2896 Oak St.
 Sarasota, FL 34237-7344

	ANSWER	? ? ? ? ? ?	PLAYER
10.			
9.			
8.			
7.			
6.			
5.			
4.			
3.	○	B R Y O O O	Mayers
2.	●○	B O P W W W	K. Wilson
1.	●○○	B G O P R Y	Howell

NFL Survivor Pool (any number of players): Each player pays \$1 into a winner-takes-all-pool. Every week, each player must pick one team to win, but he can pick a given team only once during the season. If his pick wins, he continues playing, otherwise he is eliminated. It’s not as easy as it might sound. I won last year’s pool after only five weeks, because everyone else had picked a loser by then. That’s the wacky NFL for you!

The deadlines for all of these contests is noon EDT on Saturday, Aug. 23.