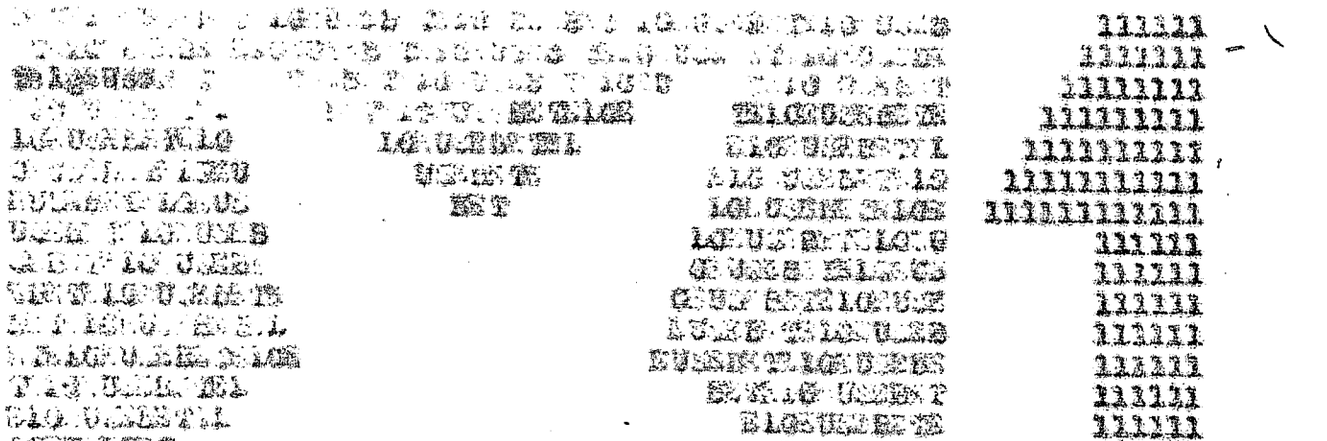

Here is the first-ever issue of [illegible], the first NGC 'zine ever produced to be devoted solely to the downfall of Intimate Diplomacy. It comes to you hot from the typewriter from:

Greg Hayes,
16, Crescent Road,
Sidcup,
Kent,
DA15 7EE.

This 'zine is designed to give members the chance of playing Intimate Diplomacy inside the club. The game-fee is 50p, of which 20p goes to the Club and 30p comes to me. [illegible] will cost you 12p plus postage to start with, but you're all getting this issue free of charge. I don't intend to operate a standby list and there is no deposit. After the practice of Steve Wyatt in Orion, if a player misses two consecutive deadlines his opponent may claim a victory by default. If the player misses the next deadline as well, I will declare his opponent the winner anyway.

The above does not, of course, apply to those who inform me beforehand that they will be unable to meet the deadline because of holidays, exams etc..

Press is welcomed, in fact demanded, from all players and anyone else who feels like butting his nose in. Deadlines will usually fall once a fortnight, and I hope you all keep to them.

Now then, if you want to go on receiving [illegible], and you haven't sent me any money yet, please do so, to give you some credit. Your credit is shown on your envelopes after your name. If it's in black, it means you have that much credit. If it's in red, with a minus sign in front, then you owe me that much and won't get [illegible] again until you pay up.

All game-fees should be paid to Tony Hall at 13 Artrosth Road, London Park, Luton, Beds.. I am in charge of the [illegible] waiting-list at present and all challenges and game requests should be sent to me. It helps if you enclose your preference list with your request for a game. If you haven't a copy of the rules of I.D. you can get them from me.

And finally, something of great importance, it is;

- - - THE DEADLINE - - -
- FRIDAY 15th OCTOBER -
- - - THE DEADLINE - - -

P.T.O.

and now; a game apart:

E.P. - 'A' **"DAVIDSON"**

ITALY ([illegible]) : Mark [illegible] v [illegible] (SPAIN) : Dave [illegible]

I have decided to move my games after fleeing Diplomacy players, and Andy receives the dubious honour in recognition of his achievement of winning the Calhamer Award prize for the outstanding player.
Spring 1901 orders by the deadline please, gentlemen.

Orion 16 has arrived with the news that Steve Pyatt is getting married and emigrating to Australia. Congratulations to Steve and Lynne, and commiserations to all readers of Orion, but I doubt [illegible] could take any of the games; I haven't got time, for one thing, and [illegible] is an NGC 'zine for another. However, if you're really desperate, Steve, I could run some games by carbon copy separately?

Enlarging on page 1; if anyone does drop out of a game, I will take his place if his opponent wants to continue so the game-fee is not wasted. Don't worry, I can be relied upon not to cheat.

Seeing as I'm interested in all variants, I've decided to do a review of one each month or so (or perhaps every issue if I have time). This issue, I've picked on Youngstown variant.

Youngstown is an excellent and popular variant for ten players with a board extended to admit Japan, China and India. It was designed by Rod Walker and is available from the Variant Bank (c/o Dave Pink, 6, Clayton Ave., Didsbury, Manchester, M20 0NS), price 8p plus postage.
A breakdown of the game is given below, the figures for normal Diplomacy in brackets:

Number of provinces	183 (75)
ditto land	131 (56)
ditto sea	49 (19)
Supply centres	72 (34)
ditto home	30 (22)
ditto neutral	38 (12)

The ratio of home centres to neutral centres is less than in the normal game, implying that countries would take longer mobilising, and would not attack until later. In fact this is seldom the case, Particularly in the case of the European countries, since they are packed closely together and each country has a large number of neighbours. One fault in the game is that Russia appears to be too weak, having no less than seven neighbours.
The ratio of land/sea provinces is similar to the original game, suggesting that the importance of fleets is about the same. In fact, the method of convoy is the same, but units can move from the East edge of the board to the West edge and vice-versa by means of off-board provinces.
On the whole, Youngstown is a very good variant best suited to postal play, and I recommend it to anyone.

[illegible]. If you want to play a game of E.P. please send me a Preference list and pay your game-fee (this can be deducted from your [illegible] credit when your game starts. Remember, I've still got [illegible] that you sent for [illegible] sub.

Kim [illegible]. If you want a game of E.P. please send me some cash and a preference list. If I don't get the cash you won't get [illegible] 2.

[illegible]. Please send some cash for your sub.

Richard [illegible]. Keep your nose out of this and go back to typing Dolchstoss.

[illegible]. If your credit is zero and you want to see [illegible] 2, send me some money. (Ain't I a mercenary bloke?)

See you in [illegible] 2.

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Hello again. Incredibly, it's here already. The smallest of all the NGC 'zines, this is BETELGEUSE 2, from:

Greg Hawes,
16, Crescent Road,
Sidcup,
Kent.

And continuing a precedent set up in BETELGEUSE 1, approved of by just one reader if the letters I get are anything to go by, here is a variant review. This time it's Abstraction.

Abstraction is widely accepted among variant fans to be an excellent variant. It came top in the Hannibal variant poll way back in February. The variant is for seven players, and utilises the same countries as the regular game, but with more provinces and supply centres, presumably to make it more finely balanced. Switzerland is passable, and divided into one supply centre and one ordinary province. The date system starts in July 1914 and ends in December 1918 (being different to regular Diplomacy) unless a player has 23 or more units on the board before then, which is a sane idea, and certain Northerly provinces are frozen during the winter months. Convoys are by the normal method for crossing a single sea space, but for longer journeys the army must embark on the fleet, travel, and disembark.

Abstraction was designed by Fred C. Davis Jr. and is available from the variant bank c/o Dave Fink, 6 Clayton Ave., Didsbury, Manchester, M20 OBH for 3p plus an S.A.E.. It is a popular and interesting variant and is recommended. For the statistics nuts, the breakdown is as follows:

Number of provinces	115	Supply centres	46
Land	84	Home	29
Sea	31	Neutral	17
Coastal land provinces	58		
Coastal sea provinces	29		

And now, non-players can turn over (the page, that is), 'cos it's:

- - - THE DEADLINE - - -
- FRIDAY 1st NOVEMBER -
- - - THE DEADLINE - - -

I've got a driving test on Thursday 31st October, which is, of course, Hallowe'en. Wish me luck as I wave you goodbye...

P.T.O.

ID - 'A'

"DAVIDSON"

Italy shaded out of Austria
Russia claims victory.

		Frank (Italy)		Ross (Russia)
Credit		£24M		£20M
BIDS: Austria(R)	-	£7M	-	£8M
England(I)	-	£2M	-	£1M
Germany(-)	-	£5M	-	£5M
France (I)	-	£3M	-	-
Turkey (R)	-	£2M	-	£3M
Total of successful bids		£4M	-	£11M
Credit remaining		£20M	-	£9M

Germany remains neutral.

Press:

LONDON - Financial Times, 2nd Jan 1901:
Overseas news.
The Deutschmark was strong yesterday and revaluation of the schilling seems imminent.
The Italian representative at yesterday's (premature) meeting of the EEC commission has moved for a total ban on the import of Vodka. He claims the drink is flavourless, foul tasting and unhealthy. Furthermore his sex life has not improved since he discoveredit. He added that the prospects for this year's spaghetti harvest had never been better.
Newsflash. - The Italian government has not collapsed.

A letter:

Dear Mark,

Can you be serious? Italy? Well, you might as well give me the game now as you obviosly won't stand a chance playing with Italy. I'm sure Greg would let you have most of the game-fee back in the circumstances. ((I would???)) (Although on re-reading the last part of the first issue, maybe he wouldn't.) ((I wouldn't !!!)).

However if you want to go through the formalities, I will be quite happy to oblige and I promise not to beat you too quickly. I might even make one or two uncharacteristic?!? mistakes just to make the game interesting, provided you ask nicely of course.

Yours, Dave.

Sidcup: This is the GM's ~~XXXX~~line in this 'zine, and it's reserved for my exclusive use, as are double brackets. Okay? Thanks to Mark and Dave for the press.

½ % ½ % ½ % ½ % ½ % ½ % ½ % ½

And now, a game start.

ID - 'B'.

"SHARP"

FRANCE (£20M) : Dave Ross v AUSTRIA (£24M) : Dave Brown

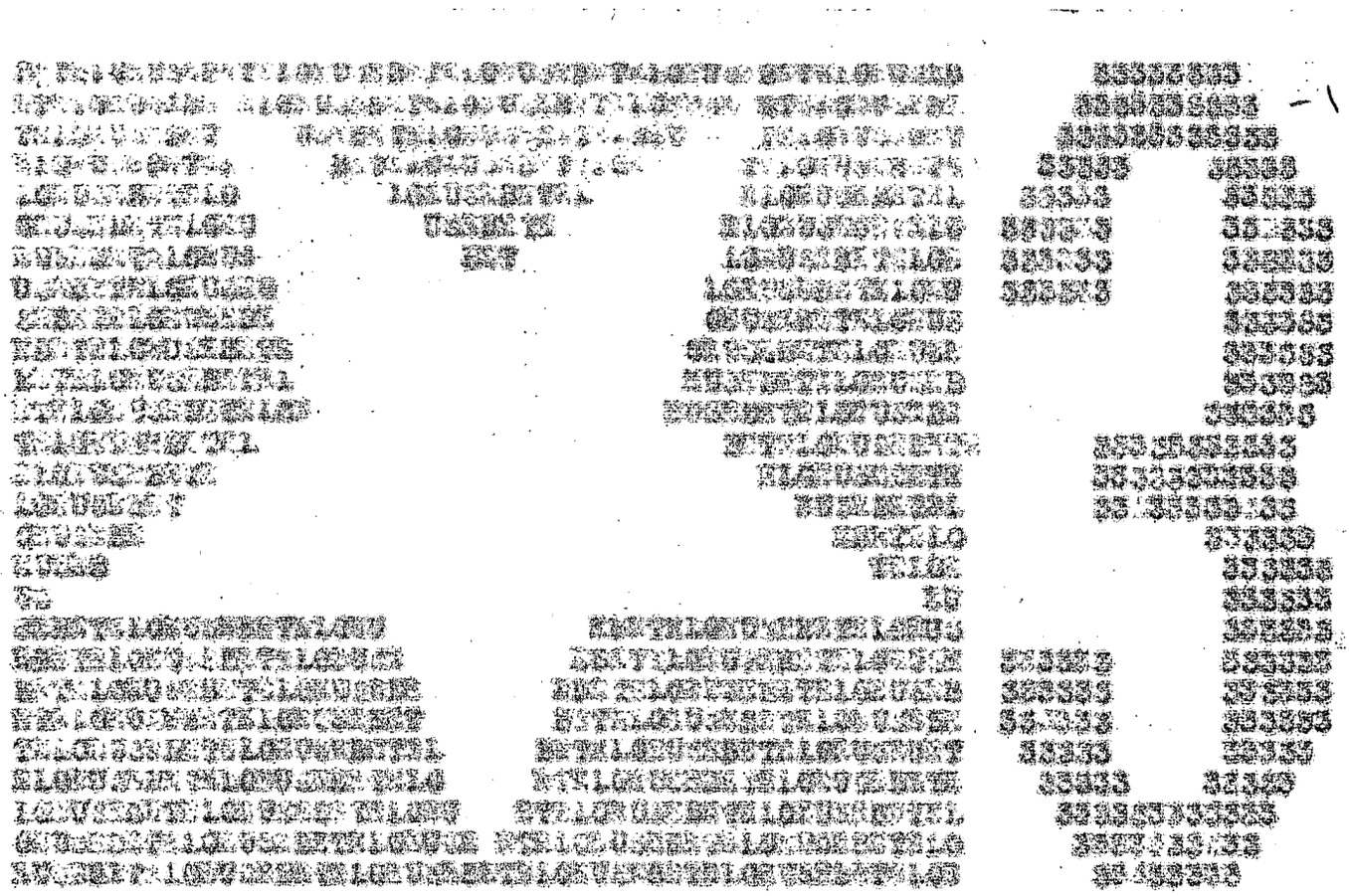
As you can see, this game is being named after our venerable NGC Secretary. He is certainly famous, at least among the members of the NGC, and I think he will testify that he is a Diplomacy player, so I think he fits the bill.....

New Year 1901 bids by the deadline please, gentlemen.....

----oooOooo----

Finally, in 1901 zat, Mick Bullock expresses the view that BETELGEUSE "will no doubt expand to unmanageable proportions before long". This is something that will certainly not happen, at least for a very long while. BETELGEUSE is carbon-copied, and no better system of production is likely to come along. Besides this, I simply don't have the time to produce a full-scale 'zine, and won't have till I start working (about 4 years from now). I plan to run no more than 6 games at a time, keeping the 'zine to 4 sides. What I would like to see is several NGC I.D. GMs running small fortnightly 'zines like this one. Anyway, you've been warned, you won't have a chance of a new game for long. 'Bye.

BETELGEUSE 2/2.



Here is the third issue of the smallest, prompest [illegible] zine, it's [illegible] 3, from:

Greg Lewis, 16, Crescent Road,
Sidcup,
Kent,
Dal3 7UN.

Now some bad news for all road users: I passed my driving test first time, (Yew), so if [illegible] doesn't appear one fortnight you'll know I wasn't wearing my seat belt.

Since last time I've received two opinions of my variant reviews, one 'pro' and one 'anti' but will I review some of the more obscure variants?' I can't win.
Anyway, here's a review of a less well-known variant, Jihad.

Jihad is, in my opinion, a very good variant set in 7th-century Asia and Europe. There are seven players, controlling Arabia, Germany, the Persian Empire, Frankish Empire, Byzantine Empire, Lombard Italy and Emirate of Spain and North Africa. The countries are of three different types, and each type has a different victory criterion. Armies are by the normal method but armies being conveyed may proceed no further than two sea zones in a single move.
There is a small scope for hidden movement for the Arab and the German and the game contains one or two interesting rules; for instance, if Mecca is captured by any power other than Arabia, all the Arab's units have to start retreating towards it until Mecca is recaptured.
Jihad was designed by Richard Weber, and at 4p plus postage from the Variant Bank is well worth getting. The board breaks down thus:

Number of provinces...[illegible]	Supply centres...[illegible] plus 15 extras
Land provinces.....[illegible]	Home centres.....[illegible] plus 6 Arab, 6 German
Sea provinces.....[illegible]	Neutral centres..[illegible] plus Mecca

Some of the neutral centres are actually located inside players' countries. The capture of these represents the subduing of minor rebellions within the country.

Next issue: the Hercator Variant, designed by Doug Bakofield.

- - - - - -

- - - THE DEADLINE - - -
- FRIDAY 14th NOVEMBER -
- - - THE DEADLINE - - -

P.T.O.
[illegible] 2/1.