

Chronicle

"Let battle commence".

Number 1

May 1990

Welcome to *Chronicle*, the vehicle through which your Diplomacy game will be run. Before we go any further, here's the player list:

| | | |
|---------|-------------------|---|
| AUSTRIA | Timothy Collinson | - 25 Beech Grove Gosport Hampshire |
| ENGLAND | Graeme Hannah | - 95 Colworth Road Leytonstone London E11 1JE |
| FRANCE | Rob Williams | - Sisterton London Road Thorley Bishops Stortford Hertfordshire CM20 2AU |
| GERMANY | Stephen Knowles | - 66 Upland Road Sutton Surrey SM2 5JE |
| ITALY | David Farrar | - 59 Tylney Croft Harlow Essex CM19 4LT |
| RUSSIA | Jonathan Mosesley | - 46 Elizabeth Road Bishops Stortford Hertfordshire CM23 3RN |
| TURKEY | Howard Galloway | - 10 Taylors Close Meppershall Shefford Bedfordshire SG17 5NH |

So that's the draw, entirely random, and it looks set to be an interesting game. You are all familiar with Diplomacy so I'll avoid labouring the basics, such as making sure your orders are accurate and unambiguous and, of course, ensuring that they reach

me by the deadline.

You should all have copies of the Diplomacy Rulebook and the *Chronicle* House Rules and these should cover most points. However, if you have any queries or problems please do not hesitate to contact me - my telephone number is 081-643 7443 at evenings or weekends.

You are welcome to carry out diplomacy by whatever means you choose. I have provided addresses and I will publish any change of address - at least one of you is likely to move in the next few months. Diplomacy by telephone is also quite popular although many purists only regard this as a last resort and it certainly requires a different technique to pen and paper. In this hi-tech day and age there are also other forms of communication available - how about fax or even computer mailing? Many of you probably have access to such facilities, but dare you risk receiving Diplomacy messages in the office? But there are advantages - last minute communication can sometimes alter the character of a whole game as new alliances are suddenly forged or destroyed.

Each turn or 'season' of this game will take one calendar month, give or take a week here or there. It may slow down somewhat during the summer due to holidays and if anyone is likely to be unavailable for more than a week or so it might be a good idea to let me know - you need all the letter-writing time you can get when there's a crisis.

As I am running this game you might like to know a little more about me. I am an accountant of sorts, working for a company that manufactures gas coal fires and accessories. I am married and we have a daughter of ten weeks who is very well-behaved and does not keep me up at night. I know some of you to a greater or lesser extent - it may not have escaped your notice that the German player shares my surname, but just because he is my brother does not mean he will get any favours from me in this game: the GM is impartial and incorruptible.

You have all supplied me with stamps to cover the cost of postage. I will keep a check on your 'credit' and when it is running low I will let you know. Be warned - if your credit becomes exhausted I cannot guarantee that you will receive the next issue of *Chronicle*!

Now it is for you to get on with it. The first deadline is printed below and please do not forget it. I will not accept orders by telephone so you must write them down and leave a couple of days for them to reach me, even by first class mail.

THE DEADLINE

FRIDAY 1st JUNE