

Chronicle

Number 3

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Already we are past mid-summer and the evenings are drawing in once again. Still, I am sure most of you are looking forward to your holidays, getting away from it all on an exotic beach, being served iced drinks by dusky maidens in grass skirts. None of that for us; a week in Wells (you know, near Bath) is as adventurous as we are getting this year!

Anyway, enough of this. This is what you want....

GARGRAVARR Autumn 1901

AUSTRIA (Timothy Collinson): F Alb-Gre, A Tri-Vie, A Ser-Bud

ENGLAND (Graeme Hannah): F NTH-Nwy, F ENG C A Wal-Pic, A Wal-Pic

FRANCE (Rob Williams): F MAO-Por, A Spa-Mar, A Pic-Bre

GERMANY (Stephen Knowles): A Ruh S F Hol, F Hol stand, A Kie-Den

ITALY (David Farrar): A Pie-Tyr, A Ven-Tri, F TYS-Tun

RUSSIA (Jonathan Moseley): F GOB-Swe, A Ukr-Sev, A Gal S F Rum,
F Rum stand

TURKEY (Howard Galloway): A Bul-Ser, A Con-Bul, F BLA S A Con-Bul

Autumn Adjustments:

AUSTRIA	Vie, Bud, +Gre, (-Tri)	3	No change
ENGLAND	Edi, Lon, Wal, +Nwy	4	Build F Lon
FRANCE	Bre, Mar, Par, +Por	4	Build A Par
GERMANY	Ber, Kie, Mun, +Den, + Hol	5	Build F Kie (One short)
ITALY	Nap, Rom, Ven, +Tri, +Tun	5	Build F Nap, A Ven
RUSSIA	Mos, StP, Sev, War, +Swe, +Rum	6	Build A Mos, A StP
TURKEY	Ank, Con, Smy, +Bul, +Ser	5	Build F Con, F Ank

PRESS

Friend-Russia: DMZ OK. Will be in touch shortly, time permitting.

Italia 90 Latest: Italy and Germany are looking strong, England's form is improving, Austria and Russia have been sent home in disgrace and France/Turkey are non-starters.

B.S.B News: Belgians beef about British imports beating deadlines by only 30 seconds. (More from your favorite satellite

channel next time...)

G.E.P.: Anyone for calling it a seven way draw???

A.A.A. (Anti Alliteration Army): The AAA today claimed responsibility for the bomb planted outside the BSE press release of Spring 1901 and also said that all attempts at alliteration would be agitated against at any time and any place by the AAA until all abominable alliteration was absolutely abolished.

Concerned-Others: Is there a postal strike, or what?

Galations: One/Twenty-one. Turkey watch out. The Russians are coming.

Hannah: (And you thought you'd escaped!)
An easy game this is, we win once more
If all goes well within the coming hour.
Let us secure our prey and fight once more.

I gather from the response that most of you either do not know or do not care where the name Gargravarr originates. However, one of you did respond and will receive his copy of Chronicle postage free this season. The rest of you will simply have to remain ignorant!

I wonder if you have all been glued to your TV sets these last weeks as that footballing extraganza known as the World Cup again monopolises prime time slots? Are you numbered among those who have cheered the underdogs, primarily Cameroon and Ireland, as they swept ever nearer the final in Rome, driving established teams from their path? (And who knows, as I write the England battle with Cameroon is yet to be resolved). Have you marvelled at the perhaps undeserved success of teams such as Argentina (where the Hand of God is still at large) and, dare I say, England (after all, Belgium did play the better game)? Or, like some, have you ignored it all completely and spent your time doing something much more worthwhile?

I cannot help wondering why so many of us enjoy playing games. Be it active sport, such as football, tennis or cricket, or more sedentary games such as Diplomacy or Monopoly, we all take pleasure in competing with one another. Indeed, those of us with computers find it difficult to resist the temptation to amuse ourselves with various forms of computer games. For some, the professional sportsmen, game playing is a way of life, providing them with a living and sometimes a fortune. For the rest of us it is simply a way to relax, to exercise our minds or simply (in games where chance plays a predominant part) to enjoy being with friends. Whatever the reasons it is a fact that many people enjoy playing games of one form or another.

I hope you are all enjoying your game of Diplomacy and that it is not simply a chore to remember the deadline each month. The danger in Diplomacy is that some players start to lose interest and drop out, often without warning. This can upset the balance of a game and spoil everyones enjoyment. I am confident that Gargravarr will go on and on until the best man wins.

The deadline for Spring 1902 is: **Friday 3rd August**

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