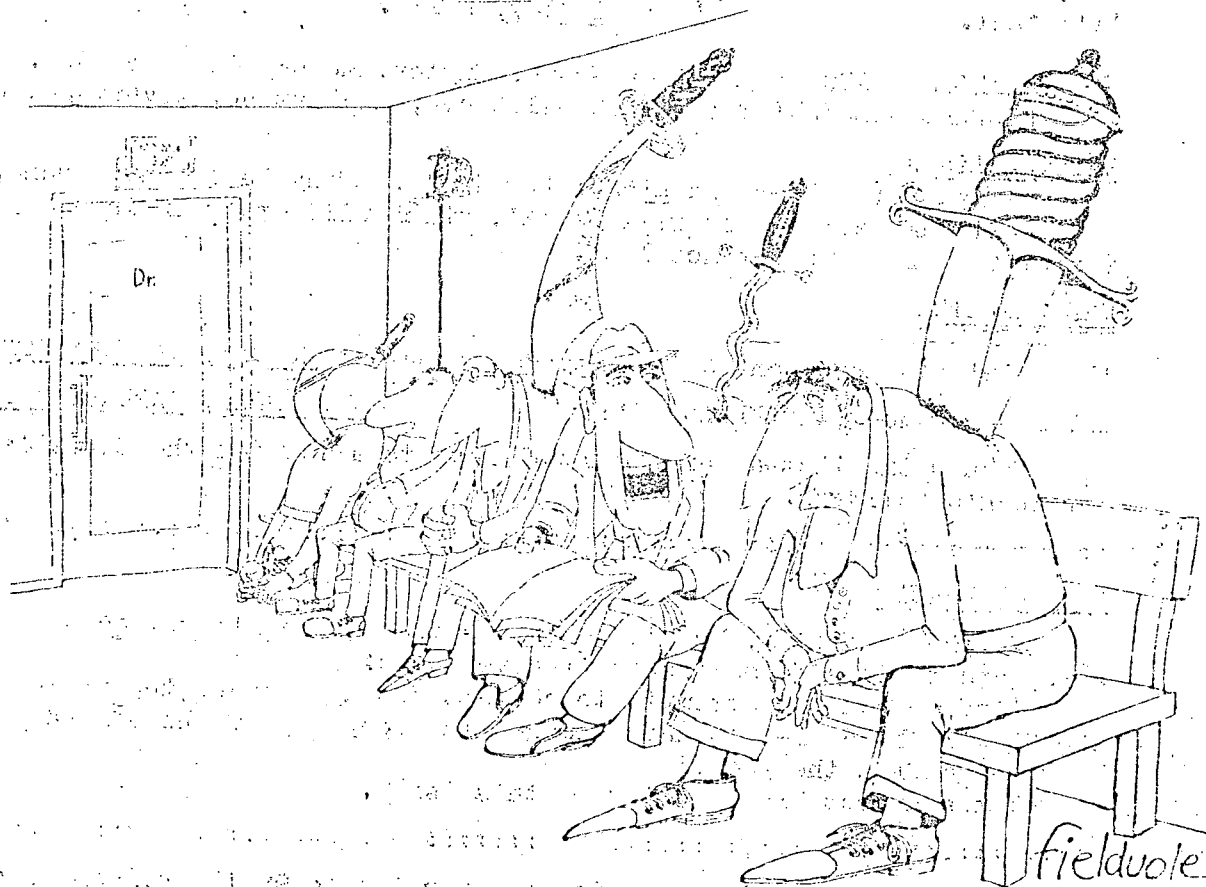


# MAD

# POLICY

ISSUE

50



*'Look friend - why don't you go in before me? I'm only suffering from a slight nagging stiletto in the left shoulder.'*

STOP PRESS: Knew I'd forget something! We've now got a telephone! Number is WEYBRIDGE 40136.

Hello and welcome to the fiftieth issue of ye olde MAD POLICY, a zine of postal Diplomacy from Richard J. Walkerdine of 43 Chapel Grove, Addlestone, Weybridge, Surrey, KT15 1UG, England. (PLEASE NOTE THAT NEW ADDRESS!!) A subscription to this thing will cost you 6p plus postage per issue (4/82 airmail, 7/82 surface to North America) and game fees are 40p for IDA members, 60p for non-members. Be warned however that the sub rate might have to rise by 1p or so when I buy some new paper - which could be as soon as next issue.

Today is Monday, December 8th, 1975.

+++++

Sorry this is a fortnight late - due to us finally moving into our new little house - but at least it's a special jumbo issue to celebrate the old half century! So let's have some.....CONTENTS

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OFFICIAL BUSINESS

STANDBY LIST

- |                   |                              |                             |
|-------------------|------------------------------|-----------------------------|
| 'P': Black, Tant. | 'I': Coombe.                 | 'O': Murphy.                |
| 'S': Noble.       | 'Q': Murphy.                 | 'R': Black, Prevot, Murphy. |
| 'V': Tant.        | 'T': Knowles, Kelly.         | 'U': Lindsay.               |
|                   | 'W': <u>Lindsay</u> , Kelly. | 'X': Willey.                |

CoA CHARLES BURTON to 2 Birch Grove, Huyton, Merseyside, L36 9XH.  
RICHARD WALKERDINE to 43 Chapel Grove, Addlestone, Weybridge, Surrey, KT15 1UG.

Waiting Lists

'Y' game (to start in MP52): Roy Taylor, Tony Ball, Andy Evans, John Lettice.  
Next game after that will be 'Z', which will start in issue 55 - don't forget to send a preference list.

THE DEADLINE

'U' & 'W' (to Morrison) & the Bourse (to RJW) : MONDAY, JANUARY 5TH.  
All other games (INCLUDING 'X') : WEDNESDAY, JANUARY 7TH.

Five weeks instead of the usual four to allow for the Christmas chaos and Morrison's holidays!

.....

NEW HOUSE RULE

To the best of my knowledge this situation hasn't yet occurred in an MP game, and this is to make sure it never does!  
'Any person who attempts to contact a player under the pretext that he is the GM will be deemed to have engaged in deception of the GM and will accordingly be removed from the game.'

Takes affect from receipt of this issue.

.....

TFT14 goes out with this issue, bringing to 98 the number of completed British regular games now reported. Issues 1 - 14 all available at 1p each.

Very many thanks to Allan Ovens for supplying this issue's superb cover cartoon.

Hello again, I'm back - miss me? As many of you will already know, some others may have guessed and the remainder will soon realise Claire and I are now actually installed in our own little house - many thanks for the messages of goodwill from many of you. That's why this thing is a fortnight late of course.

Although the actual date of our move was largely out of our hands I doubt that I could have timed it worse if I'd tried. We actually moved in on Nov. 21 and 22, just three days after the last deadline, which of course meant that the five or so days I would normally have spent typing and printing this brute were entirely taken up with packing up all our belongings and the following week was entirely taken up with unpacking them again! So it's a fortnight late, like the man said. The original plan of course was to have moved in a fortnight earlier than that, but those kinds of plans have a habit of going astray....

Still, we did finally move, and grateful thanks go to old Doubleday for helping with the humping - good on yer mate. It wouldn't have been so bad if we'd just had the normal sort of stuff; furniture, kitchen things, clothes, carpets etc. - but all those books, Dippyazines, files, paper, duplicators! Oh my poor aching arms. Here's a word or two of advice from Uncle Richard to all other publishers: If you must publish don't move, and if you must move for goodness sake don't publish!

Still we survived, and as you can see I even lived to tell the tale! It's a pity it had to be issue 50 that was delayed by this as I'd wanted to mark the half century with an issue that was both interesting and on time - as it is I'm going to have to celebrate the magic number with something a fortnight late. As for interest we'll have to wait and see - this is all being typed right off the top of my head. Live as it happens folks (and without the aid of a safety net even!). Can man live at this pace I hear the cry....

But fifty issues can't slip by without some sort of nostalgic nonsense, so hows about a little trip down memory lane, a brief flick through the previous 49 issues of good ole MP to see what they contained? Just a very quick look mind, but it might help to sell a few of my mountainous pile of back issues.....

And we'll call it....

### ...Fifty not out - and he ain't dead yet!

MP issue 1 appeared on August 11th, 1972, a little one-sheet wonder announcing the start of 'A' game and very little else. Less said about that the better; let's move on...

MP4 was four pages long and contained a supplement; the rules and map for the Youngstown variant. Over two hundred copies later I'm still producing that map. One interesting little thing about that issue, it contained a small review of the other British zines around at the time; Albion, Ethil the Frog, Der Krieg, XL, War Bulletin. Only WB still survives from that lot today - and the current issue is so late that even that might no longer be with us. So sad...

The next several issues all contained little odds and ends: issue 5 had a plug for the regular weekly London meetings of the National Games Club, a new venture by a certain G. Levin; issue 7 had the start of Britain's first ever Youngstown game; issue 8 had a short summary of how I came to be publishing in the first place; issue 9 had the first moves of 'D' game, a game featuring messrs Piggott and von Metzke and destined to be one of the best games for press I've ever seen; issue 12 announced the first-ever British zine to fold, Colin Hemming's XL; issue 13 was the largest yet, 10 whole pages including 2½ pages of press for that 'D' game; issue 15 was hand-written and photo-copied as I'd broken a finger on holiday and couldn't type or work the duplicator - the things we publishers have to put up with!

Issue 16 was a special anti-Bullock issue (he'd brought out his Who's Where a few days before I'd planned to do the same thing and I was getting my own back) and ran to a record 14 pages. Issue 17 contained the first issue of John Morrison's Annexe subzine - still here after more than two years and by far

the longest running subzine in the business. Also in that issue were the rules for my own variant, Multiplicity.

Issue 18 was the first anniversary issue and contained a long article on the history of British postal Diplomacy from 1969 to 1973. The tables that accompanied that issue were the forerunners of my now virtually defunct Quarterly Report genzine. The end of the first year of MP was also the end of the cheap white paper I'd been using and the old flat-bed duplicator. From MP19 it was beautiful gold paper printed on my lovely new Roneo 750!

Issue 22 had an announcement of a new zine; my own Little Imp, intended to run international games to 6-week deadlines (MP was every 3 weeks at that time). Issue 23 contained the report of Chericon 1 and the announcement of the first Zine Poll, while issue 25 contained the results of the poll (Ethil 1st, MP 2nd, Dolchstoss 3rd, 1901... 4th, WB 5th). Issue 27 had my big 3-page editorial on the IDA, which was to be followed a few months later with the formation of IDA/UK. Issue 29 contained my election manifesto for the first NGC Committee (it worked too - I ended up as Diplomacy Secretary for a year) and the announcement of the second Zine Poll; while issue 30 had the Publisher Efficiency Survey (now that brought in a good response) and yet more NGC electioneering by me. Issue 31 had a page and a half of criticism of the efficiency survey (now I remember why I didn't repeat it) and the results of the second Zine Poll (Dolchstoss 1st, MP 2nd, Orion 3rd, 1901... 4th, Frigate 5th) as well as the first of a series on rating systems by John Meadon that eventually led to the MWR system.

Issue 33 contained a flyer for the 1974 Calhamer Awards, including several nominations of British origin - more was to be heard of this later. The first results of the MW rating system also appeared in that issue. Issue 34 was the second anniversary issue, a largest ever 16-pager with a quiz to decide the line-up of a new game and announcements that Little Imp was to be merged into MP (that's where 'P' and 'Q' games came from) and the whole zine was to switch to 4-week deadlines. Issue 36 contained the results of those Calhamer Awards and the news that the British entries had swept the board and won in every category in which they were entered, with Sharp, Bullock, Davidson, Baird and myself all getting victories in various categories - it was to be followed with lots of silly arguments about block voting etc. that I've no intention of boring you with here.

The next few issues tended to be rather sparse as my NGC work gradually took up more and more of my time, though it was possible to squeeze in the Splendidhamstaffshire press series at about this time, which is still with us today, and a third Zine Poll with results in issue 41 (Dolchstoss 1st, MP 2nd, 1901... 3rd, Fifth Column 4th, Hyperion 5th) - always second, makes you sick. doesn't it? Issue 41 was also the first with a photo-copied front cover - quite a neat little number she was too... Issue 43 contained a fine article by John Piggott on the 1975 SF Con in Coventry while issue 45 contained a somewhat biased little piece by me on DesContEnt and how I won the Dippy title!

Issue 46 had a special birthday treat (it was the third anniversary issue); the reprint of the Crottled Greeps recipe that had first appeared in issue 24, as well as the report of Chericon 2. Issue 47 had the first news of my forthcoming house purchase, and that and the next two issues were rather thin as a result. Let's hope this and future ones make up for that.

So that's about it, a very quick summary of fifty issues of a Dippyzine covering some 3 years and 4 months (which I think is roughly one issue every 3½ weeks throughout that period). Goodness knows what the next fifty issues will bring; plenty of surprises I expect, both good and bad, lots of new faces and new zines no doubt and many others falling by the wayside. But one thing's certain; unless I suffer some absolute catastrophe I'll still be here in another fifty issues' time to crow about reaching my ton! Hope you will too...

— to be continued in MP100, October 1979...

I.D.A. News

1975 Diplomacy Handbook. The new edition of this annual publication is now available in this country from Pete Swanson (6 Welford Place, Wimbledon, SW19 5AJ) for 80p to IDA members or £1.20 to non-members. This years edition runs to nearly 60 pages, bound in stiff card, with articles on all aspects of the hobby - tactics, press, variants, ratings, surveys etc. - by some of the best known writers around (our own lovely Pete even gets an article on Intimate Diplomacy in there). Pretty nearly required reading for newcomers to the hobby I should think as well as being a storehouse of fascinating reading for even the oldest of old lags like yours truly. But don't just take my word for it, go and buy your own copy and see for yourself - and you'd better order your copy as soon as possible if you don't want to have to wait for a month or so while Pete sends a repeat order to the States for extra supplies.

International Subscription Exchange. A hobby-wide service provided by the IDA to facilitate transfers of money across national boundaries without the need to pay expensive bank charges. The service is open to all members of the hobby and currently has branches in New York and England. Anyone who wants to send money to America for any hobby purpose - game fees, subscriptions etc. - should send the money, in British currency, to Dave Johnson ('Savani', Gorelands Lane, Chalfont St. Giles, Bucks) stating what and who it is for in America, and then contact whoever the money is being sent to telling him it is with the I.S.E. The money can then be withdrawn by the GM or publisher from the New York branch, in U.S. currency, avoiding bank charges on the way. Also, British GMs can open an account at the New York end via Edi Birsan (Apt 302, 35-35 75th Street, Jackson Heights, NY 11372, USA) in order to make it easier for their American subbers to send their dues, and withdraw the money from the British branch via Dave Johnson whenever they wish. Over £200 is currently on deposit with the ISE and the service has already been used by several dozen publishers and players.

All MP subbers from North America are requested to use this service (most of you already do in fact) in future please.

International Flyer. It is proposed to make up a short flyer listing British zines and circulate it to 100 or so players in America in an attempt to increase US subscriptions to British zines. Any British publisher, NGC or independant, who is interested in being included on the flyer should drop a line to Edi Birsan stating zine price and (where applicable) game fees in \$, and if you want the funds sent to ISA/NY or direct to yourself. Later on it is hoped to circulate a similar flyer in this country listing American zines.

1975 Calhamer Awards. The awards this year are being handled by a committée drawn from the various IDA regions. They will be in two parts; regional awards and international awards. For my sins I've got the job of being the British rep so you can expect more info from me in due course. The general idea however is for nominations from publishers to be sent in, sorted out and then judged by a panel drawn from the region in the case of regional awards and by a panel drawn from all regions in the case of international awards.

I'm the British rep on the International panel but there are vacancies on the British Regional panel for anyone who fancies being a judge - any volunteers? Note that judges may not have any entries up for an award in the section for which they are a judge however. I'm not too sure of the timescale at this point so any publisher who wants to make any nominations for 1975 might as well send them to me as soon as he likes, categories are: International Awards; outstanding non-technical article, outstanding technical article, outstanding established zine, meritorious individual service, outstanding single contribution, outstanding press release; Regional Awards; outstanding new zine, outstanding player, outstanding variant design (old or new variants). As I said above, more info when I get it.

IDA/UK Regional Sec. As Craig Nye seems to have dropped out I'm going to take over from him if no-one objects, but as this is probably unconstitutional could any IDA/UK members out there send me a note approving of this so I can tell

the powers that be that it's been done democratically? Of course, you are also requested to disapprove and/or suggest alternative candidates if you so wish - but that ain't half gonna slow things up. This is an interim measure by the way, until we have a full election early next year for 1976 officials. I'll send this MP to all IDA/UK members in order to keep things fair.

.....  
This 50th anniversary issue lark has really gone to my head - I'm even breaking a long-standing tradition and sticking in a letter column! What are things coming to?....

Golly! Letters in MP?

ANDY DAVIDSON. Just what gives you the right to set conditions for the continuation of the Enry games? It seems to me that your voting procedure is designed to ensure that all the games are 'declared abandoned' so that you can tidy up your records. In my opinion a game should only be considered abandoned when none of the players wish to continue - if some want to resign or drop out, that's their business. What's more, as a player in over half the games concerned I reckon that my opinion counts for a damn sight more than yours! So, you may take it that I wish to continue playing in Enry I, VI and XIV; Star A, D and L and will not consider any of these abandoned! Finally, I understand that this is some IDA idea. What's the IDA got to do with it? By trying to 'take over' the independent sector you can only bring the IDA into disrepute as it hasn't the resources to handle such a responsibility. The responsibility for sorting out the Enry and Star orphans rests with the GMs and players concerned. They're their games, not the IDA's.

((Now listen here sonny, and I'll tell you a thing or two. I have every right to set conditions as I'm the one who's offering to sort out this mess. You're entitled to your opinions, no matter how daft, but as yours has been the only voice raised in dissent I rather doubt that you'll find much support for them. Your opinion might have counted for more than mine if you'd tried to do anything to save these games yourself, but as you haven't, and I have, I reckon I've got as much right to opionate on them as you have. The IDA does have something to do with this, as without them these games would still be in limbo. The IDA has been trying to get Les Pimley to look after these and other orphans for ages now, and in spite of his promising to do so he's done nothing whatever about them: I'm doing it instead not because I want to but because Les has fallen down on the job. As for any suggestion of 'taking over' that's silly: if you'd bothered to read your back issues of MP you'd see that the actual degree of involvement of the IDA in this is to reimburse me for any expenses incurred. Of course these aren't IDA games, the IDA doesn't run games! But if they had remained the responsibility of only the players and GMs they'd still be lying dormant as it's only when I do something about it (with IDA backing) that things get moving. There's an old saying, Andy, about not killing the goose that lays the golden egg - you'd do well to remember it....

But for all that you do have one good point. The matter of whether or not to declare a game abandoned when some of the players want to continue with it is quite a difficult problem. Richard Sharp mentioned this in a recent Dolchstoss and suggested some sort of committee to decide on the final result. This sounds like a fine idea to me and I'm hoping to be able to help out with it - why don't you offer to help too Andy; and do something positive for the hobby for a change instead of just sitting back and complaining about others?))

LAURENCE PARROTT. Did you ever get your £15 for winning at DesConTent? I was wondering, because although I received a letter saying a sub was being arranged, I have not yet had an issue of G&P....

((Yes, I did get the money - I was able to see both Sharp and Piggott at CheriCon and arranged it there. But I'd forgotten about that promised G&P sub, and I certainly haven't received one. Thanks for reminding me. Shall we try to

get something done about it here and now? Take a deep breath.... HEY, PIGGOTT, YOU THERE? HOW ABOUT THOSE 6-MONTH SUBS TO G&P WE WERE PROMISED? EITHER LET US HAVE THEM, GIVE US THE CASH EQUIVALENT, OR TELL US WHEN THEY ARE COMING! Please?))

BILL ORR. This month I read someone's idea about having a common zine collection area for traded zines. Having nothing better to do this week I worked out the following figures. First zines for this study fall into two classes, up to 40 gms and 40-50 gms in weight. Therefore:

	Weight: up to 40 gms		40-50 gms	
	Cost (P)	No. of zines	Cost (P)	No. of zines
Parcel Post:				
1 Kgm	1.92	25	2.40	20
Letter Post:				
0.75 Kgm	2.30	18	2.80	15
0.50 Kgm	2.375	12	2.85	10
0.45 Kgm	2.36	11	2.88	9
0.40 Kgm	2.35	10	2.94	8
0.35 Kgm	2.625	8	3.00	7

With about 20 people and a suitable mix of class (1) and (2) a cost of 4.65p could easily be obtained plus the benefit of only having to write one address (to me) instead of the 19 addresses as at present. Not only does this scheme beat inflation, but it also gets me a free trade - that's my bit of the deal. Do you think the saving to you of time, money and effort is worth the trouble? Given sufficient backing I would try to organise such a scheme - do you know anyone stupid enough to join? Delivery would be at least once a month, probably more often but that depends on the numbers taking part.

((Yes, I think it was Jerry Maiden who suggested this originally wasn't it? I do think it's worth more than a quick glance, though I'm not entirely convinced. It could only apply to non-playing traders of course and might run into trouble if any zine was delayed (and most of them are from time to time). You would need to have a list sent to you by each publisher each time telling you who was to receive the copies for that issue plus a complete listing of up to date addresses. But I think it could work, given enough support. Put me down as a fairly interested party will you Bill? In fact if you'd like to draft out a note about it with the estimated costs, savings etc (an expanded version of your letter would do) and any other details you can think of I'll type it up and send it to all the British GMs with the next MP and we can see what the level of interest really is. Fair enough?))

JOHN LETTICE. As the 'someone else' who should have won DK 73/4 (see Swanson's victory statement for 'J') I take umbrage at his saying I lost because I dropped out. I lost because Jeffery lost my builds and refused to admit it. I certainly wouldn't lose to a patsy like Swanson. The only time I didn't send in builds (remember my builds for MP'G'? There was optimism...) was when I was playing Russia in Grafoti 72/2 with one piece.

Pete's remarks about dropouts are remarkably flatulent. Of course dropouts in a game detract seriously from a victory, and good luck of course to anyone who snaps up the vacated centres. But 'good luck' is no reason to sit back smugly and imagine you've got any skill. Not that I'm saying Swanson is an idiot (I've just checked what I've already written to make sure). I can say without (much) fear of contradiction that Swanson is one of this century's great ... competent Diplomacy players.

((You'll excuse me cutting the bits about Spain from your letter I hope, but we'll have no leftish nonsense in this zine thank you! I don't know about DK 73/4 but I do know that other people (John Morrison for one) have had cause to complain about Jeffery's GMing prowess in the past. So be it. As for our Pete, his three wins and two 2-way draws in seven games couldn't all be due to good luck with dropouts could they?...))

.....:BOO!.....



Games Day

Games Workshop, the producers of the Owl and Weasel games zine, are organising a Games Day at Seymour Hall, Seymour Place, London W1, on Saturday Dec. 20th. Doors open at 10.00 a.m. and close at 9.00 p.m. and admission is 30p for adults and 15p for children. Most British readers should find a flyer for the event included with this issue of MP.

There will be stalls run by manufacturers, retailers and representatives of clubs and organisations, demonstration games of several types, invitation games and competitions. Dave Ross has already offered to run a postal Diplomacy stall and hopes to have examples of most British zines on display and be able to give information about Diplomacy and related games to all those interested. There should also be several Dippyazines being handed out as free samples (I expect even I will be able to manage to spare one or two copies of MP...)

Anyway, any publisher who is interested in having his zine on display, or offering free samples is requested to contact Dave Ross (Rayleigh 5, Univ of Essex, Wivenhoe Park, Colchester CO4 3UE until 13/12/75, 99 Richmond Ave., Hillingdon, Middx, UB10 9BJ thereafter), as is anyone who wants to help out on the stall or help with explanatory leaflets etc. I'll be there - hope I'll see you there too?

.....

Continental European Zines

It's not all that widely known that postal Diplomacy is expanding quite fast in continental Europe. There is already a continental European region of IDA in being and a European branch of the World Variant Bank (largely as a result of Walter Luc Haas' efforts). By way of introduction to this new section of the hobby this is a brief summary of the European zines I receive.

Bumm, from Walter Luc Haas (Postfach 7, CH-4024 Basel 24, Switzerland), is written in German and English and contains news, reviews, articles, letters etc. on Dippy and other adult games and runs games of Dippy most of which are GMed by other people. The latest issue runs to 24 pages plus two new variants from the World Variant Bank. Sub rate is £2 for 10 issues and game fees are zero for IDA-members, 60p for others. Money can be sent to Walter's UK agent, Dave Watts (32 Eastleigh Drive, Milford Haven, Pems, SA73 2LY), or via Dave Johnson to the ISE. Walter's efforts on behalf of Diplomacy on the continent are almost legend and he spares nothing to make this zine both attractive-looking and packed full of interesting topics. If you don't receive it already you're really missing something....

Vortigern, from Roland Prevot (14-Avenue Theophile-Gautier, 75016 Paris, France), is written in French and carries some five games of both Dippy and variants run by Roland to 4-week deadlines. The sub rate is 10 issues for 10 Francs, though I'm not sure about game fees - perhaps you should ask Steve Plater, who seems to be in just about every one of the games. Very nicely printed and ideal for anyone who wants to play Dippy in French.

Rane Gyrene is another Roland Prevot zine, this time an NGC one. At present it only carries the orphan BDC811, but I think Roland plans to offer new international games in it later on. I don't know what its rates are and game requests should presumably go to Pete Birks.

The Polar Knight, from Ake Jonsson (Box 176, S - 981 01 KIRUNA 1, Sweden), is written in English though the country names are in Swedish! Three regular games are running so far and there are waiting lists open for both regular and variant games. As far as I know there are no game fees and the zine is sent for the cost of postage only - Ake suggests that prospective subbers send him a small banknote of their own currency and let him work it out!

Moeshoeshoe, from Michel Feron, is another continental zine though this one hasn't been seen for nearly six months now. Latest word is that Michel is soon to stage a come-back however, so Moe will presumably be reappearing shortly - in



the meantime I advise everyone to steer well clear of this one in case it really has folded for good!

Les Dossiers De L'Hylene Harra, from Michel Liesnard (Avenue Achille Milcamps, 221 (Boite 2), Schaerbeek, B-1040, Bruxelles, Belgium), is an irregularly produced fanzine containing all manner of things - usually having little to do with Dippy. The last couple of issues have contained Michel's listing of Belgian fanzines. I've no idea what the sub rate is or even if the zine is generally available...

Right, so there's a brief run-down of the continental European scene. Of course that's not all that's happening out there, as a quick glance through the pages of Bumm will soon show, but it's all I can squeeze in to one issue of MP - even if it is turning out to be a mammoth jumbo issue. I'll try to include some more news from Europe in future issues though.

But now it's midnight and I've got to go to work in the morning, so it's about time I went to bed. Good night.

Well it's been all sweetness and light so far; nows the time to (temporarily) change the mood somewhat....

#### Variant Banks - A Warning to Designers

When the British Variant Bank used to be run by Andrew Herd and Dave Pink they would buy their copies from a publisher (in my case, copies of Youngstown and Multiplicity) and then re-sell them to their customers at a higher price to cover their purchase costs and their own expenses. If it happened that they wanted to print somebody's variant themselves they would first ask the designer's permission and, when received, go ahead with it, selling it at a price such that they could give the designer a small cut from the proceeds. All in all, for all their reported inefficiencies, they treated publishers and designers very fairly.

But now the British Variant Bank is in the hands of Will Haven, and the situation is very different! I can't speak for other designers, but I can say what happened in my particular case with my own variant, Multiplicity. First of all he reprints it without bothering to ask permission and then he refuses to give me any cut from the selling price despite the fact that his xeroxing facilities are totally free and all his sales income is sheer profit! When challenged, he tries to maintain that the £1 or so it would have cost him to ask designers permission for reprinting variants made it unreasonable (despite the fact that his profits from sales of variants are now around the £15 mark!) and that to give designers a share of the sales income would be too difficult administratively (when all he need do is count up his stocks every three months or so and send a few postage stamps to the designer concerned as compensation!). Will Haven is a thoroughly irresponsible member of this hobby who is profiteering at the expense of variant designers and should never have been entrusted with the Variant Bank in the first place! (But that was Hartley Patterson's fault.) I for one will steer well clear of his bank from now on and I advise all other designers and publishers of variants to do likewise.

And as if that wasn't enough it appears that he is also xeroxing (for free) the GRI Conference Maps and then selling them at 2p each. The complication here is that the Conference Maps, unlike amateur-designed variants, are copyright! Now I have no idea of the actual legal situation, but unless Will revises his attitude towards designers pretty damn quick I intend to see that GRI (that's Games Research Inc., by the way, the American manufacturers of Diplomacy) are informed of Will's actions, and then they can decide what, if anything, should be done about it.

But what of other Variant Banks. In Britain the only other one is the NGC Variant Bank, which seems to be much more reasonably run. It's true that Phil Murphy published Multiplicity and other variants without asking permission of

the designers, but I understand that he has since been told by the Committee that permission should have been obtained first and that it is now NGC policy to do so. Also, the NGC does give the designer a small cut from sales of his variant, so that seems fair enough. Indeed, I would say that the NGC conducts its affairs absolutely correctly in this case.

Overseas we have the World Variant Bank (of which Will Haven is supposed to be the British section) and its subsidiary the European Variant Bank, run by Walter Luc Haas. I have no idea of their policy towards paying designers, but I know for a fact that they do ask permission before reprinting anything. Again, no complaints there.

So the odd man out is our own dear Will - how strange... But I've said my piece and for the moment I intend to leave it there. I will be trying to get Will to change his attitude and I urge everyone else, for the sake of fair and honest practice, to try also.

.....

Geoff Challinger: a statement

Geoff came over the other week and asked me to print the following:

'Life has been very hectic since I came to college and aside from work I've had lots of distractions far more interesting than Diplomacy, and what with all my other new responsibilities I have about two hours spare a day. I ought to spend that working and not frittering my time away on Dippy. But there is time enough for an involvement on a lower level. Basically this means pruning off the things which are superfluous.

This means folding Polaris. Or rather handing over control to someone else. The method I'd recommend would be for someone to take it over and run it as a subzine to another large magazine. Perhaps this will be an opportunity for the new Lovibond/Haven/Booth/Stutt independant bloc to show its paces. So two requests - one for a subzine editor and the other for an editor willing to carry a subzine.

Hyperec will carry on. It will slow down true but it will continue and I'd like to think that even if I disappeared completely the game would still live on. Probably production will take four weeks instead of the present two (well, previous two). I could blame the absence of Hyperec on duper problems but it wouldn't be true. There will be a Hyperion out some time towards the end of Nov-beginning of December. I will also be doing my best to persuade a few of my computer-orientated friends at college to help me write a program to make the thing much simpler.

The games I'm in I will try to run down by a process of natural run-down but I suspect that this will be harder to manage than it seems. Thanks to RJW for printing all this crap.'

So another one bites the dust. As has happened many times in the past, and will probably happen again in the future, someone has found that it's impossible to anticipate what effects a change in one's life-style - be it going to college, getting married, divorced, or whatever - is going to have on one's hobby. Of course it's often been said that schoolboy publishers (which is what Geoff was) are the most likely to fold, but although this might be true in some cases its really not the age so much as the likely future way of life of a publisher that determines his likely staying power. It's always a shame when this sort of thing happens, but there is really awfully little anyone can do about it - and Geoff should be congratulated on at least making the effort to announce publicly what is going on. Anyone with any offers of help as requested by Geoff above can get in touch with him at Cameron Hall of Residence, Royal Holloway College, Egham Hill, Egham, Surrey, TW20 OEX during term time and at 23 Priestnall Road, Heaton Mersey, Stockport, SK4 3HR during the holidays.

I'm sorry to see you go Geoff - best of luck, and remember that if you can't find anyone to continue the games I'm now supposed to be looking after orphans for IDA/UK, so keep me informed eh?

.....

1973BYbb ('I' - Multiplicity) -- Winter 1910 England or Turkey? Place your bets..

Retreat: Italian F Lon - Nth.

Winter 1910 Adjustments

ENGLAND (Doubleday): 15 Centres: Builds 2A Lon (= 2A/2F Lon)

FRANCE (Morris): 1 Centre: No change.

ITALY (Meadon): 5 Centres: Removes 2A Rom, 1F Eng, 1F NAO, 1F Spa(SC).

TURKEY (Davidson): 13 Centres: Builds 2A/F Con.

Marseilles: Will someone please wake me up when the war is over? I am off for a quiet nap!

Inrryr: Some might say this war has been over for years....

1974BE ('O') -- Autumn 1910 NGC Committee Member Blacklisted?....

As Terry Knowles orders failed to arrive due to the Canadian postal strike, but the position of his one remaining unit made it impossible for him to affect the outcome of anyone else's moves, I have asked a neutral non-player to make a substitute order for Italy.

FRANCE (Kelly): A Bur - Ruh, A Bel stands, A Mar - Bur, A Pie - Tyr, F Bre - Eng, F MAO - Iri, A Lon - Yor, F Edi - Yor, F TyS - WMS, F Tun stands.

GERMANY (Burton): F Nth - Bel S by F Hol & A Ruh, F Nwy - Nth, A War - Mos, A Boh - Mun, A Tyr - Tri S by A Vic, A Ukr S A Sev, A Sil - Gal.

ITALY ('Knowles'): A Ven stands.

RUSSIA (Bullock): A Bud S (GERMAN) A Tyr - Tri, A Rum - Bul S by A Ser.

TURKEY (Challenger): A Arm - Sev, A Smy - Con, A Con - Bul, F Alb - Gre, F Ion - Aeg, F Rom stands, A Tri - Ven S by A Apu.

Retreats: French A Bel - Pic. Italian A Ven disbanded.

Winter 1910 Adjustments

F: 9 Centres: Mar, Bre, Par, Spa, Por, Lpl, Tun, Edi, Lon, ~~WY~~: Removes F Tun.

G: 14 Centres: Ber, Kie, Man, Den, Hol, Swe, Nwy, StP, War, Vic, Sev, +Bel, +Mos, +Tri. Builds F Kie, A Ber - 1 unit short.

I: 0 Centres: ~~WY~~. Eliminated.

R: 4 Centres: ~~WY~~, Rum, Bud, +Ser, +Bul. No room to build - 1 unit short.

T: 7 Centres: Ank, Con, Smy, ~~WY~~, Gre, Nap, ~~WY~~, Rom, ~~WY~~, +Ven. Removes A Smy.

Personnel: RON KELLY takes over FRANCE (thanks Ron): PETE BIRKS is blacklisted unless I hear from him soon: PHIL MURPHY gets two fingers waved at him for not sending in standby moves when asked: GEOFF CHALLENGER makes a welcome return. That's it.

'P' and 'Q' games are held over until next issue due to the Canadian postal strike causing Terry Knowles to fail to get his orders in - and as he's one of the main players in both games I don't feel it's reasonable to ask someone else to submit his moves for him.

1974EB ('R') -- Spring 1908 Iresistable force searching for imovable object...

ENGLAND (Meadon): A Lvn - Mos S by A StP, A Pru S (FRENCH) A Sil - War, F Bal stands, F GoB stands, A Edi - Nwy C by F Nrg.

FRANCE (Nathan): A Sil - War, A Ber - Sil, A Boh - Gal, A Tyr - Ven S by A Pic, A Mun - Tyr, F Ion - Gre, A Naf - Tus C by F WMS & F GoL & S by F TyS.

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'R' game contd...

GERMANY (Pollard): A Vie stands.

ITALY (Churchill): A Ven, F Nap, A Rom all stand.

RUSSIA (White): A War S A Mos, A Mos A Gal & A Ukr all S A War,  
A Bud S (GERMAN) A Vie.

TURKEY (Morris): A Ser S A Tri, A Ank - Con, A Bul S A Ser, F Con - Aeg,  
F Smy - EMS, F Aeg - Ion.

Retreats: Italian A Ven disbanded. Russian A Mos - Sev.

Joril: Okay, which game has just finished to bring down my postal rating? I must have left it over two years ago, or else someone is rating my standby games!!

Imrryr: There's been nothing since Grafeti 73/13 back in April - I think you'll find it's the more recent games changing the country factors and so affecting everyone's ratings accordingly (that only applies to MWR of course).

.....

1975DD ('S') -- Spring 1904 Blimey Holborn, have you stabbed him twice?!

AUSTRIA (Murphy): F Gre - Aeg, A Ser S (ITALIAN) F Alb - Gre, A Bud S A Rum,  
A Vie - Tri, A Sil - Mun S by A Ber.

ENGLAND (Black): F Edi stands, A Den - Kie, F Nth - Lon.

FRANCE (Piggott): A Bur - Ruh S by A Bel, A Mar - Bur, F Pic - Eng,  
F Eng - Lon S by A Wal, A Lpl - Edi.

GERMANY (Challinger): F Hol S A Kie, A Kie S (FRENCH) A Bur - Mun.

ITALY (Holborn): A Tri - Vie S by A Tyr, A Ven - Tri S by F Alb, F Ion - Gre.

RUSSIA (Kelly): A Nwy - Cly C by F Nrg, F Swe - Bal, A War - Ukr, A Mos - Sev,  
A Sev - Arm.

TURKEY (Vickers): F Bla - Rum, A Bul - Ser, F Con - Bul(BC),  
F Aeg S (ITALIAN) F Ion - Gre.

Retreats: Austrian F Gre annihilated, A Vie - Gal.

Personnel: RON KELLY takes over RUSSIA (Ta again old mate): CRAIG NYE gets blacklisted (you bloody fool...): DAVID NOBLE gets thanked for the unused standby moves: GEOFF CHALLENGER gets welcomed back. And who's for the early bath then?....

Rome: If Ethilfrog doesn't move to Piedmont I promise not to make him go over 60 again.

Chancellory: "Mein Kaiser, eine message vor yu."

"Vot?"

"Mein Kai-"

"OK, I 'eard. Vat isit?"

"Our forces have won great battles and even now are pursuing the snivelling enemy from the Reich."

"Pull the other one..."

.....

1975DK ('T') -- Autumn 1903 Franco-Austrian Smasheroomy.....

AUSTRIA (Herlihy): A Bul - Ven C by F Adr, A Gal - War, A Boh - Mun,  
A Rum - Sev S by F Bla, A Bud - Rum.

ENGLAND (Noble): A Lpl stands, F Edi - Cly, F Ska - Swe, A Den - Lon.

FRANCE (Scotty): F Tun - Ion, A Nap - Rom, A Mar - Pie, A Gas - Spa,  
F Iri - Lpl S by A Wal, F Gol - TyS.

p.t.o. pour les autres....

'T' Game Contd...

GERMANY (McDonald): F Nth - Den S by A Kie, A Ruh - Bur S by A Bel, A Mun - Tyr, A Ven - Rom.

ITALY (Allen): F Aeg & F Ion both C (AUSTRIAN) A Bul - Ven, A Apu S (GERMAN) A Ven - Rom.

RUSSIA (Charlton): A Mos S A War, A War S A Mos, F GoB - Swe.

TURKEY (Tant): A Sev - Mos, A Ukr S (AUSTRIAN) A Gal - War, F Ank - Bla.

Retreats: English A Lpl - Yor, A Den disbanded. Russian A War - Lvn.

Winter 1903 Adjustments

A: 11 Centres: Bud, Tri, Vie, Ser, Gre, Bul, Con, +Rum, +Ven, +Mun, +War.  
Builds F Tri, A Vie - 2 units short (greedy...).

E: 3 Centres: Edi, ~~LyZ~~, Nwy, Swe. No change.

F: 9 Centres: Bre, Mar, Par, Por, ~~B&Z~~, Lon, ~~W&M~~, +Nap, +Spa, +Lpl, +Tun.  
Builds A Par, F Bre.

G: 6 Centres: Ber, Kie, ~~W&M~~, Den, Hol, ~~W&M~~, +Bel, +Rom. No change.

I: 1 Centre: ~~W&M~~, ~~Z&M~~, Smy. Removes A Apu, F Ion.

R: 2 Centres: Mos, StP, ~~W&M~~. Removes F GoB.

T: 2 Centres: Ank, ~~W&M~~, Sev. Removes A Ukr.

This is quite a game....

.....

And of course 'T' game leads to the..... 'T' Game Bourse

<u>Autumn '03 Dealing</u>	<u>CROWNS</u>	<u>POUNDS</u>	<u>FRANCS</u>	<u>MARKS</u>	<u>LIRA</u>	<u>ROUBLES</u>	<u>PIASTRES</u>
'Shylock'	-500	0	+1512	-500	+1	0	-500
Ethilfrog Finance	-500	+1001	+1179	0	-500	-500	-500
Pete Swanson	0	0	0	+600	+1	-500	-500
'Cuthbert'	-500	-500	0	+1186	+1	0	-500
Embull Enterprises	-500	-482	+1671	-500	-500	+12	-160
'Credit Suisse'	+552	0	+548	-500	-500	0	-500
Steve Pratt	+433	-500	+725	-500	0	-500	-500
'Aries'	-500	0	+1130	+7	-496	+500	-500
Phil Murphy	+346	0	+300	0	-500	+1	-500
Tony Ball	+377	-500	+494	-500	-499	+2	0
Jerry Maiden	0	+1200	-500	+800	-500	+143	-500
'Devil'	+104	0	+51	0	0	-500	0
Duncan Morris	-500	+1773	-500	-500	-500	+5000	-500
<u>Nett Trade</u>	<u>-1188</u>	<u>+1992</u>	<u>+6610</u>	<u>-407</u>	<u>-3992</u>	<u>+3658</u>	<u>-5160</u>
<u>Old Value - \$/unit</u>	<u>3.31</u>	<u>0.86</u>	<u>2.76</u>	<u>2.73</u>	<u>1.64</u>	<u>0.97</u>	<u>2.31</u>
<u>New Value - \$/unit</u>	<u>3.20</u>	<u>1.05</u>	<u>3.42</u>	<u>2.69</u>	<u>1.25</u>	<u>1.33</u>	<u>1.80</u>

NMR from Phil Stutt and Dave Pollard, who are both expected back next time, and Craig Nye, who is dropped and blacklisted.

New boy DUNCAN MORRIS joins in this time and PAUL SIMPKINS will be joining us next time with 1000 units of each currency - okay Paul?

Now the artists list. Bullock tried to sell Marks at 2.77 ; 7 less Francs and 1 less Rouble bought. 'Cuthbert' overspent by 51¢; 1 less Mark bought and 1 Lira bought instead. Murphy tried to buy aMark at 1.64; 1 Rouble bought instead. 'Shylock' can't add up (how he ever got to the top...); 3 extra Francs and 1 Lira bought. Swanson doesn't like decimals; 1 less Franc and 1 extra Lira bought. Morris forgot you can only sell a maximum of 500 units of each currency at any one time (though you can buy as much as you can afford - see rules); all your transactions have therefore been halved.

And seven of you apparently know something about arithmetic - well done! Turn over for the results of all this...

<u>New Holdings</u>	<u>CROWNS</u>	<u>POUNDS</u>	<u>FRANCS</u>	<u>MARKS</u>	<u>LIRA</u>	<u>ROUBLES</u>	<u>PIASTRES</u>	<u>Total Value</u>
'Shylock'	6695	1	3512	4258	1	0	0	44891
Phil Stutt	1782	0	3000	3533	6639	604	1724	37671
John Piggott	1952	1501	1179	1541	6139	1750	5456	35821
Pete Swanson	1663	3172	3000	4350	1	501	2387	35577
'Cuthbert'	3955	2146	2085	3369	1	0	212	31485
Mick Bullock	2569	2100	3479	1500	1502	512	996	30710
Steve Pratt	3533	1508	2745	1701	0	1700	617	30224
'Credit Suisse'	4327	0	3048	0	1279	0	1837	29175
'Aries'	4603	500	3157	7	0	1001	300	27941
Tony Ball	1500	900	4424	1100	0	2	0	23836
Dave Pollard	0	502	3038	2001	1500	1000	1533	22264
Phil Murphy	3550	0	1300	1000	500	1	1383	21611
'Devil'	273	0	4005	0	0	2290	0	17616
Duncan Morris	500	2773	500	500	500	6000	500	17071
Jerry Maiden	1150	1700	1100	2150	0	1152	0	16542

Par is 14740 - everyone's above it.....

Tycoon (Part 3): Siberia Frigid, the personal secretary of P. Walter Swanson, financier and wheeler-dealer extraordinaire, put down with a sigh the shorthand notebook she had been listening to. The bug planted in Swanson's desk by Siberia gave her a link to her desk in the anteroom, via the speaker in her special notebook. She had heard a similar conversation countless times before. Every time a new issue of Victor Ludorum came out, Swanson would rant and rave to his minions about the 'degeneracy of Ethil Enterprises'. There was no need to repeat this conversation to her master.

However, inside PW's office, the outburst had run its course - but this time, Swanson didn't finish with the usual recommendations to his aides. "Well, I've finally had enough! We're going to do something once and for all about that slob John Piggott!"

Walkerdine, Nye and Birsan glanced at each other in alarm. When PW says 'we' he usually means 'you'!

"What can we do?" ventured Nye.

"You three are about to become experts in the art of industrial espionage - you'd better, because if Piggott catches you spying he'll submit you to his most subtle tortures!"

Meanwhile, Siberia had missed this vital piece of information!

.....

1975FA ('V') -- Spring 1902 Central powers versus the rest?

AUSTRIA (Kelly): A Tri stands, A Vie & A Bud both S A Tri.

ENGLAND (Buckingham): A Edi - Bel C by F Nth, F Nrg S A Nwy.

FRANCE (Meadon): F Bre - MAO, A Spa - Gas, A Por - Spa, F Mar - GoL, F WMS - TyS.

GERMANY (Prevot): A Mun stands, A Ruh - Bel S by A Hol, F Kie - Hel S by F Den.

ITALY (Birsan): A Ven - Pie, A Tyr - Mun, F Nap - TyS S by F Tun.

RUSSIA (Burton): F Swe stands, A War - Gal, F Rum - Sev, A Sev - Ukr, A Mos - StP, F StP(NC) - Bar.

TURKEY (Parrott): A Ser stands, F Bul(SC) - Gre, F Smy - Aeg, A Con - Bul, A Ank - Bul (eh? - sure you didn't mean 'Con'?).

Pas de retreats.

Pas de press too!

.....

Just in case you thought you'd got away without it.....

Splendidhamstaffshire-on-Trentoncalf

"Don't you know how to lurk properly?" hisses Grud as Lettice, who has just tripped over Swanson and fallen face first out into the corridor, yells in pain. Crinklecrud, the Tall Thin Green Man and Swanson lurk ahead.

"Yes --" jokes Swanson, looking back for a moment, "you ought to 'lurk' out where you're going."

The unnatural silence in the dripping sewer where our heroes find themselves is suddenly broken by a harsh shout: "Halt! Who goes there?" A guard is silhouetted in the dim light of a torch set into the wall several metres ahead.

Motioning the rest of his ghoulissh group to stay hidden, Crinklecrud, still in disguise, reveals himself. "Yarelord?!" screams the guard in surprise, falling to his knees and sending his testicle atomiser clattering into the dark.

"Yare!" screams a voice from the darkness behind the Mad Professor - a voice immediately recognizable as Claire's. A thin green beam, aimed vaguely at Crinklecrud in the semi-dark, bounces off one sewer wall and incapacitates the prostrate guard.

"Two down," gasps Crinklecrud, cowering against a wall as the deadly green beams fill the tunnel. And suddenly, there is a cry of terror, and the beams disappear. Daring to show his face, Crinklecrud sees Claire attempting to climb one of the mossy walls, her lovely face contorted in horror. "A mouse!" she screams.

"That's not a mouse," calls Lettice in a friendly tone, "that's Swanson."

Claire looks more closely. "So it is..." she marvels. "And you're not Yare," she says, looking at the Mad Menace more closely. "You're Crinklecrud!"

"Indeed," smiles our hero sardonically. "Mrs. Walkerdine, I presume?"

.....

And as if one serial wasn't enough, we now have...

The New Sherrads - Chapter 1

An air-raid shelter near Bexleyheath: For thirty years the bunker had lain derelict. Outside, above, nations grew and fell, democracy, science, and reason flourished.....except in one place.....

Dave Black, self-confessed worst Diplomacy player in Scotland, and potholer, marvelled at the sight. Coffins stood on end against every wall of the bunker, and in one larger glass coffin in the centre lay a small figure huddled in the foetal position. A very small figure.

Black peered through the cobwebs by the light of his Davey lamp. Each coffin bore a small brass name-plate, 'Allan Doodes', 'Geoff Corker', 'Martin Davis', 'Les Pimley'. (What was that? Black thought he heard a thumping noise. It couldn't be though, Pimley had been dead for years...) Suddenly it came to him; these were all his ex rivals for the title of the World's worst Diplomacy player! He noticed another coffin with the door ajar; 'Little Pete Swanson, World's most successful Worst Diplomacy player, 1972-84. RESERVED', he read. Black shuddered and crossed over to the glass coffin. The tiny figure wore a hat bearing the words 'kiss me quick'. Black thought he saw the lips pucker towards him, and shrank back. He noticed a power switch bearing the message 'REACTIVATOR - DANGER, HIGH VOLTAGE'. He knew what would happen if he touched that! The little monster in the coffin would wake up and endanger the entire World! He was no fool, and turned to leave, but as he did so he bumped into Pimley's coffin, which tipped over and fell against the switch! A blinding flash, and the tiny figure slowly uncurled and sat up. It extended its hand.

"Good morning. My name is David Tant. Would you run out and get me a few 8½p stamps please?"

.....



Orphans Report

Progress in some areas, deadlock in others! The ten Regular games from Our Enry and Bolshevik Star that I started work on are now gradually getting sorted out. The response from the players has been good enough to allow five of them to stand some chance of continuing in a reasonable manner; the other five (Enry VI, XIV, Star A, D, K) are declared abandoned due to player disinterest. Details are being sent to the players with this issue. But several standby players will be needed in nearly all of the five rescued games - Ron Kelly has already volunteered but is only eligible for one game (he's playing in the others!) and there is an additional need for one, two and three standby players in various of the other games. PLEASE, DEAR READERS, VOLUNTEER FOR STANDBY DUTY IF YOU POSSIBLY CAN!

Yet to be settled is where these games are actually to be run - I could do it myself, and will if I have to, but would prefer not to. A couple of GMs did offer to help some time back and if they could repeat their offer now - and if anyone else could offer as well - then that would help a lot. PLEASE, PUBLISHERS, LET ME KNOW NOW IF YOU ARE ABLE TO TAKE ANY OF THESE GAMES. Bearing in mind the uncertainty about where they might finally be located, it would probably be sensible if anyone volunteering to be a standby (and any existing players too for that matter) told me which zines were or were not acceptable to them - I can hardly expect anyone to fork out extra subscriptions just to help out with a few old orphans, can I?

Right, that - believe it or not - was the good news! The bad news is that there is still no news from Les Pimley. Pete Charlton has already been a lot of help in this matter but there is a limit to what he can do - though I ask you Pete to please let me know if you do get any more information about the likelihood of TUCA or Black Spot ever reappearing. Please? In the expected absence of any word from Les I intend to assume that his games are in need of rescuing however, and between now and next issue I will be sorting out players names etc. in anticipation of doing for the Pimley games what I am already doing for these others. Naturally, if Les should reappear in the meantime, or at least get word to someone who can pass it on to me, I can drop the rescue attempt immediately. And once that's done (he said, optimistically) there's Orbit, E&OE, War Bulletin, maybe Polaris to worry about...oh boy!

But for the present I need STANDBY PLAYERS and GM/PUBLISHERS for the games I'm already handling - anyone? Please?

.....

A little news

Only a little as I've left myself too little room for anything more! New zines Bruce (Paul Simpkins), Trojan Horse (Andy Evans) and Ad Nauseum (Steve Pratt) will have to wait for a review I'm afraid - not long though, as I'm planning to review all the zines I get over the next few issues. Room for a couple of Bourse plugs though:

Paul Simpkins (104 Prospect Place, The Combs, Thornhill, Dewsbury, West Yorks) wants to run a Bourse in Bruce. He is also working on a variant which uses the regular board and the bourse with the currency dealings affecting the actual game - see Bruce for more details.

Steve Pratt (15 Craneford Close, Twickenham, Middx, TW2 7SD) also wants to run a Bourse in Ad Nauseum. All prospective players welcome- write to Steve for more details.

And something that should have gone in on the IDA page, but got overlooked: Pete Swanson is organising the production of a Novice Player Handbook. Anyone who wishes to contribute articles etc. is asked to contact Pete at 6 Welford Place, Wimbledon, London, SW19 5AJ. More on this next time I hope.

.....

OUT OF THE GLOOM A VOICE SAID UNTO ME, 'SMILE AND BE HAPPY, FOR THINGS COULD BE WORSE'. SO I SMILED AND WAS HAPPY AND BEHOLD, THINGS DID GET WORSE!

Merry Christmas and Happy New Year. This was Astral Press 141. See you....

\*\*\*\*\*

IIIII TTTT SSSSS TTTT A A N N N EEEEE X X EEEEE  
I T S T A A N N N N N E E X X E  
IIIII T SSSSS T A A N N N N EEEEE X X EEEEE

Here we are again, ta tee ta tee ta .....Yes! Back again for it's 32nd issue, this is John Morrison, (9, Highfield Avenue, Inskip, Preston Lancashire PR4 0UE) who can be praised for the high content of this production, and RJW, (Immryr) can be blamed for the printing.

ISSUE 32.

\*\*\*\*\*  
1975DT('U')-Autumn 1902.....GERMANY GETS THAT HEMMED-IN FEELING.

- AUSTRIA(Ovens): F Gre S(RUSSIAN)F Bul, A Ser S F Gre, A Bud-Tri, A Tri-Tyr S by A Vie.
- ENGLAND(Haughan): F Bel-Hol S by F Nth, F Nwg S A Nwy.
- FRANCE(Pratt): A Sil-Ber, A Bur-Ruh, A Gas-Bur, F Pic-Bel, F MAO-Por.
- GERMANY(Churchill): A Mun-Ber, A Kie-Ber, F Swe-Den, A Hol stands.
- ITALY(Kelly): F Apu-Adr, A Tyr-Tri S by A Ven, F Ion S(TURKISH)F Aeg-Gre.

RUSSIA(Lindsay): F Bar-Nwg, F GoB-Bal, F Bul(ec)-Con, A Arm-Syr, A Sev-Arm.

TURKEY(Davies): F Aeg-Bul(ec) S by F Con, A Smy-Arm.

Retreats: RUSSIAN F Bul(ec) annihilated, no retreat space given.  
GERMAN A Hol disbanded.

WINTER 1902 ADJUSTMENTS:

- AUSTRIA: 5 Centres: Bud, Tri, Vie, Ser, Gre, NO CHANGE.
- ENGLAND: 5 Centres; Edi, Lon, Lpl, Nwy, +Hol. BUILDS F Edi.
- FRANCE : 6 CENTRES: Bre, Mar, Par, ~~Mar~~, Spa, +Bel, +Por. BUILDS A Par.
- GERMANY: 4 Centres: Kie, Ber, Den, ~~Kie~~, ~~Ber~~, +Mun. BUILDS A Ber.
- ITALY : 4 Centres: Ven, Nap, Rom, Tun. NO CHANGE.
- RUSSIA : 5 Centres: StP, Mos, Sev, War, Rum. BUILDS A War.
- TURKEY : 4 Centres: Con, Smy, Ank, Bul. BUILDS A Ank.

~~XXXXXXXXXXXX~~

MOSCOW-PARIS: Please don't, Pleases!

\*\*\*\*\*

After my efforts last issue at trying to decipher Pete Lindsay's address, he has typed it in this time, so I can now reveal what it really is... Herkless 13, David Russell Hall, St. Andrews, Fife.

1975EL(!W!)-Spring, 1901... FRENCH UNDER SEIGE.

AUSTRIA (Tim Spanton): A Bud-Ser, A Vie-Gal, F Tri-Alb.

ENGLAND (Dave Allen): F Lon-EnC, F Edi-Nth, A Lpl-Yor.

FRANCE (Steve Doubleday): A Par-Bur S by A Mar, F Bre-MAO.

GERMANY (Paul Willey): F Kie-Hol, A Ber-Kie, A Mun-Bur.

ITALY (Steve Plater): A Ven stands, A Rom-Apu, F Nap-IoS.

RUSSIA (Dave Pollard/Pete Lindsay): F StP(sc)-GoB, A Mos-StP, A War-Ukr, F Sev-Bla.

TURKEY (John Coombe): F Ank-Bla, A Smy-Arm, A Con-Bul.

Retreats: None!

Berlin+Moscow: Happy?

BOX 84: "Hi! box-watchers... Red Max here! Who loves ya, baby?"

"Anyway, as I was saying to Vanessa: 'Go forth and multiply!'"

(There is a shorter version, but perhaps Wherehouse reads MP?)

"In the meantime, Byeeeee! And remember, Big Karl loves ya all!"

\*\*\*\*\*TAFTAN\*\*\*\*\*

NOTE: The above orders for RUSSIA came from standby PETE LINDSAY, who is requested to submit standby Russian orders next time too in case Dave Pollard misses again. Thanks Pete...

+++

+++

MP50 & Annexe32

Richard J. Walkerdine  
43 Chapel Grove  
Addlestone  
Weybridge  
Surrey  
KT15 1UG  
England (U.K.)

to use the  
POST CODES  
Richard Sharp

27 Elm Close  
Amersham



RETURN REQUESTED  
IF UNDELIVERED  
(Return Postage Gt'd)

Bucks.