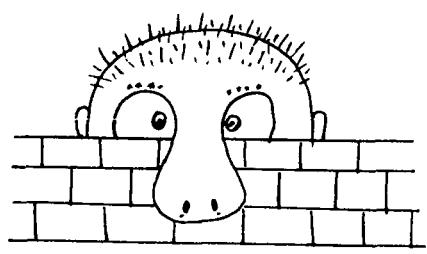


3-5-79

'ello squire, its.....

ISSUE THREE  
MAY DAY

# The Fool Plays On



If I didn't do a menial,  
boring 9 - 5 job,.....  
Who would pay for all these  
intellectual types to  
stay at university ???

5/-

MADE IN ENGLAND

WELSH UNDERGROUND SPORTSMAN  
IN SHOCK CENTRE PAGE  
PIN-UP SCANDAL. P.11

THE FOOL PLAYS ON is a games fanzine, brought to you direct from the top zine editor in the whole of Dunstable; MALCOLM BROWN, with some very valuable assistance from the only hobby member in Leighton Buzzard; PAUL PREBBLE. You can contact these two marvelous people if you so desire at the following locations :-  
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The Fool costs 25p per issue, and subscriptions in any stable currency should be sent to Malcolm Brown.

CREDIT is shown on your label. The number on there is the number of the last issue your current sub will buy. T means that we are trading, C means you make some significant contribution to the zine. If you have none of these on your label you will most probably not see the next issue.

#### GAME OPENINGS

The following games are available in the Fool;

STANDARD DIPLOMACY:(£1) Richard Brockington, Nick Howell + 5 wanted.

STAB DIPLOMACY:(£1) Pete Sealy, Colin Grubb + 5 wanted.

ULTRA STAB:(free !) Keith Loveys, Richard Prosser, Mike Jervis, John Foulger, Ian McIntyre, Richard Hucknall + ONLY ONE MORE NEEDED.

CARTEL DIPLOMACY:(free !) Mike Jervis, Graham Tunnccliffe + 5 wanted

STAB MERCATOR:(£1) GM Mike Nicholas. 13 wanted. (Ron, do you want to play this ??)

KINGMAKER:(£1) GM Pete Sealey.

RAIL BARONS:(£1) GM Fred Hemmings. Ian Phillips, Keith Loveys, Keith Thommasson + 1 or 2

COMPANY CHAIRMAN:(£1) Fred Hemmings, Barry Ibbeson, Peter Hawkins, Steve Rennie, Paul Wilson, Paul Prebble + up to six more. This game will start in issue 4, even if no more names are added.

MASTERMIND:(25p) Join in any time.

SOCCER LEAGUE:(50p per season) Keith Loveys, Eric Willis, Fred Hemmings, Ian Phillips, Gary Murkin, Robert Stanford, Roy Taylor, Gary Ames + 12 more places available. Rules next issue.

FOR THE FUTURE. Games which may become available in the future are Avalon Hill American Football strategy, and Boxing (???).

That little lot should be sufficient to prove that this is a GAMES zine, not just a Diplomacy zine !!

## **DEADLINE** THURSDAY **MAY 24**

Games 1,2,3 and Bourse to Paul Prebble.

Rail Barons to Fred Hemmings, 4 Holmliegh, Swindon

Kingmaker to Pete Sealy, Kings College Hall, Champion Hill, London SE5

Stab Mercator to Mike Nicholas, 122 St. Leonards Av. Hove Sussex

Everything else , including all money, to Malcolm Brown

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3 The editor speaks about this, that	13 belong to Paul Prebble.
4 and even the other	14 Has the Quiz , plus a GAMESTART
5 Stab Mercator rules, plus the start of	15 Mastermind, plus ALCIDON
6 Kingmaker rules which continue on pg.	16 Games BORDERER & CENTAUR
7 along with news of the soccer league.	17 is BIG ERN, in which Agar gets his oats.
8 Welcomes back the Poker column	18 is BILL CURRY, and the BOURSE
9 Has news for zine editors.	19 is JESSIE MATHEWS, and a joke.
10 contains Mike Jervis's Foreskin.	20 has a letter, the reply to which becomes a sort of editorial.

By the time this reaches your grubby little hands you will have noticed something. Yes, that's right, it's late. Hopefully you will also have noticed something else, which is the reason for the delay. All together now - WE'VE GONE LITHO. Yes, with issue three the Fool enters a new dimension which should enable me to fulfill a number of plans I had long before I actually started producing the zine. The main justification of this change is cost, 150 litho copies, collated, stapled etc. costs slightly less than 100 copies on the photo copier that we had to put together ourself. This cost saving should enable me to carry out the expansion I have planned over the next year or so, as more readers will mean more income, more games and more contributions, which means a larger zine, which means more readers etc. Even with this saving there is no doubt that the price of the Fool will go up later this year, probably to 30p, due to the forecasted increase in postage, and the natural effects of inflation. Any pre-paid subscriptions will of course not be affected, and the credit number on your envelope will not change even if I were to put the price up to £1 from the next issue.

This issue is only 20 pages, but from next month 24 pages should be the normal size. The main reason for 20 pages this month has been two weeks of bloody good snooker on TV late at night when I do most of the typing. The games over the last fortnight have been so good that I've been unable to resist the temptation to stop and watch every night. Apart from that there wasn't really enough material to fill another four pages without some padding out; so 20 pages it is. One thing that had to be left out as a result of this is the Chess column, but it will be back next month.

Since the last issue I have seen two copies of Finisterre (Graham Box, 15 Earls Cres. Wealdstone, Harrow, Middx) and Chimera (Clive Booth, 71 Clara Mount Rd., Langley, Hleanor, Derbyshire). Both are very good. Chimera includes a number of different games, and even has the audacity to include jokes, which certain members of the hobby disapprove of. This is the sort of zine I enjoy, and gets my support in the forthcoming zine poll. A zine you can't vote for in the poll is Finisterre, as only two issues have been produced. Graham has a very enjoyable style of writing, relaxed and chatty, and his experience over the last few months in producing a report of the Megalomania ID games has given him both confidence and a start of about 40 subbers. Send for your copy now. Graham is planning to run a game of Cline, so anyone who left it too late to get on my list can play there instead. I won't be opening another list for a while, looking at the waiting lists on the oposite page is a good enough reason not to.

One zine I can't tell you about is Tantalus, although Chris Tringham describes it as superb. The reason I can't tell you about it is that the editor wishes to remain anonymous, and has decided in his infinite wisdom that the Fool is not a zine he wishes to trade with at the moment. Now I know who produces Tantalus, as three of the people who do get it have told me, or have been tricked into telling me. They all came up with the same culprit - DON BROWN. When I challenged Don over this last week he denied it most vigorously; telling me that when he does eventually start publishing I will be one of the first to know, and that he will certainly trade with the Fool. At this stage therefore we can only say 'Don Brown does NOT produce Tantalus, although I readers think for some reason that he does. Of course if he does, and I have just blown his cover, then I'm very sorry, but perhaps it would have been better if he had told the truth, and asked me to keep it quiet. On the other hand, if I'm wrong then Don should be pleased about all the advance publicity I've given him.

The curse of the Fool continues to operate. In issue one we gave a good plug to Q.L.A., only to see it fold within days. Then in issue two we had a go at A Zine of the Times no 3. Issue 4 of AZOTT turned up last week, looking rather sad for itself. It seems that Shaun has just been made redundant, and his girl friend has packed him up, taking her typewriter with her. The result of these two events is that AZOTT consisted of four sides on A4, most of which was taken up with game reports of the Jigsaw orphans. I feel very sorry for Chris Farmer, as I persuaded him to sub to J just before the big decline, and now he's been passed onto AZOTT which has done the same. I wonder if that's why he keeps attacking me?

I can't really think of anyone to pick on this month, but let's try a little experiment. I suggest you sub at once to Dolchstoss and Ethil the Frog. Now let's see if either of those two appear again!

Orient Express (Steve Plater, Tokyo, c/o FCO, King Charles st., London SW1) arrived at last, and very good it was too. Steve suggested a credit swap in my favour, rather than a straight trade, as the Fool costs a lot more to produce than TOE. Thanks Steve,

but I only believe in straight trades, which I will be delighted to do with TOE. There are only two zines I see where cash changes hands, one is Jigsaw where I am playing in the soccer league, and with which I hope to trade once Roy starts playing in my soccer league; the other is Enigma, in which I am again playing a game. I did ask the gentlemen concerned if they would like to trade, but got no reply. I would imagine therefore that once I am out of E3 I shall not be seeing this particular zine again - shame really. Come the Autumn I shall be allowed to trade with Gallimaufry, but until Steve has paid for his new typewriter he doesn't feel he can afford any more trades. Shame once again 'cause I liked the look of it.

Whiskey Mac takes a long summer break for exams, cricket, and other things. This will be the last issue Paul will get until he restarts again in the Autumn. One thing that interests me, will he get his games back? These have been orphaned in Down Alien Skies (Nick & Audrey Shears, 2 Jennifer court, 92 the Street, Ashstead, Surrey), and to be honest I find DAS so much better than WM that if I were playing in one of the games I would be very reluctant to be re-transferred.

By the time you get this two things will have happened. The first is that a litho edition of Pigmy (Steve Agar, 3 North RD., Chester le street, Co. Durham) will have been published. I'm looking forward to this; P is one of my favourite zines, and if Steve has lifted himself out of the depression that was evident in P24 it should be very good.

The second, and most important, is that I would have had an interview for a real job, after a year of ~~being shut~~ working as a contract programmer. If I get it the job sounds superb; one year working in Watford setting up new computer systems, and then travelling around Europe installing these systems at the company branches. Funny enough the wages are almost what I get as a contractor, and by the time you allow for holidays and illness I will probably be better off. One of the advantages of having more than one person producing a zine is that the job shouldn't cause any drastic delays in publication, although inevitably there may be some. Of course I will have a large number of hours sitting on airplanes, or in hotel rooms, to adjudicate games and write articles, so on balance things may even get better.

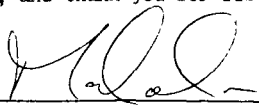
The Poker column makes a welcome return this month, already the Poker articles in Greatest Hits (Pete Birks, 39 Handforth rd., Stockwell, London SW9 - excellent) are making some sort of sense, though I think I'll stick to reading about the game rather than playing it. Paul starts a series of articles on computer games which could make good reading, particularly when he gets onto the section about games where the computer actually thinks (and learns!). Foreskin attacks everyone in sight, including the Fool, but mainly Don Brown. I should like to point out at this stage that Mike is free to write whatever he wishes in his column - I just type it - and the fact that it appears in the Fool does not always mean that I agree or approve of what he says.

Most zines are filling lots of space with details of the zine poll. Deadline for votes is May 26th, votes between 1 & 10 for all the zines you see (if you see at least two), to Mick Bullock, 14 Nursery Av, Halifax, who will give you more details in exchange for a SSAE.

The national con moves further North, this year I understand it will be held in the Newcastle area. Full details are in Howay The Lads, but as my copy is long overdue I don't know too much about it. When we get a good con somewhere near London I might make the effort and turn up, but I don't really fancy travelling all that way. There is a good possibility that next year a con will be held not a million miles (within 6 Or 7) away from Dunstable. There are good facilities in this area (including Greene King beer), and this area is on both the Euston and St. Pancras railway lines, plus the A1, M1, A5, and A6 roads, so travelling should be fairly easy. Two choices at the moment, either a first birthday party for the fool next March, or perhaps it could be the national con later in the year. We'll see.

General Election - Vote Liberal, for the only party who have managed to conduct an election campaign with dignity, and who also seem to be the only party who can put forward some policies, rather than spend their time insulting their political opponents. Whatever you do please vote - a general right to vote took a long time to get, and to waste it is an awful thing, there are a large number of people in the world that will never see a ballot box. End of political broadcast.

End of page gets nearer and nearer, so I guess I'd better go. This is the last bit of the zine to be done; it's now 2 am Sunday morning and I'm going to be knackered again tomorrow morning. Good night, good bye, and thank you for listening.

 et al!

THE RULES OF HIDDEN MOVEMENT ('STAB') DEFINITIVE MERCATOR. Mike Nicholas 22/4/79

- 1) The rules of Diplomacy and the 'definitive' Mercator variant apply, plus the following;
- 2) Only moves resulting in conflict will be printed. Attacked units will not be shown if they were standing or unordered. Thus, for example : France has F Pic, England A/F ENC and orders in TS1 A ENC L Pic which fails and is printed; F Pic is not shown. However, in the next example: France has F Pic, England has A/F ENC and orders in TS1 F ENC S A ENC L Pic which succeeds and is printed. F Pic will be shown under retreats.
- 3) Retreats: All units dislodged and disbanded will be shown with their space retreating to; nationality will not be given.
- 4) Builds/Removals: The adjustment seasons will be made with the following rounds moves. Thus the March adjustments must be submitted with the April moves, June with the July moves etc. The builds / removals must be numbered and only these will be printed. Totals of s.c.'s will not be printed though unowned neutrals will be.
- 5) There will be no standbys, and countries going into anarchy will have their forces dispositions and s.c. holdings printed once only. Subsequently their s.c.'s will be included in the total of neutral s.c.'s unowned.

Right, that's all there is to it, Mike thinks it's straightforward, but I'll leave that up to you to decide. A waiting list is now open, game fee £1. The game will be run by MIKE NICHOLAS, 122 St. LEONARDS AV., HOVE, SUSSEX. and all questions should be sent direct to him. Mike will also supply you with rules and a map for Mercator, from my very limited knowledge I understand it to be a 13 player game, similar to standard Diplomacy but played on a board which covers the whole world. Deadlines for this game will run 7 days before the main zine deadline, and applications for places should be sent to Mike now. (gamefees to me (M.B.) please).

THE POSTAL RULES OF PHILMAR 'KINGMAKER' Peter Sealy 3/4/79

Another game to be run by an external GM, waiting list is now open and game fee is £1. To play this you will need to own the Philmar version of the game, although if you have the Avalon Hill version I understand it is possible to modify it. This game will be run by PETER SEALY, KINGS COLLEGE HALL, CHAMPION HILL, LONDON SE5., to whom any questions, applications for places etc. should be sent. Once again this game will have a deadline one week before the main zine.

Starting Procedure

- 1) After the crown pack has been shuffled, the appropriate number of cards will be dealt from it to each player. The first game report will list the players, their chosen faction titles, their current addresses, and the cards they have been dealt. The players shall then tell the GM how they wish to allocate their cards, if any titles or offices must be discarded (to Chancery), and where nobles with a choice of castles start.
- 2) In the second game report, the GM will, faction by faction, give the starting position of each noble, and any cards that have been allocated to that noble. The GM will also, as in subsequent reports, give the contents of Chancery. On this, and subsequent, turns, one card per player will be drawn from the event pack; any consequences, such as plagues, storms, enforced movement of pieces in play, and the receipt of 'free move' or 'writ' cards by a faction will be reported. The players shall then send in their orders for turn 1.

Rules of play

Unless specified otherwise, all rules in the second edition of the Philmar rule book will be effective.

- 1) The allocation of cards to nobles in a faction cannot be changed once the cards

have been allocated, except

- a) if two or more nobles from the same faction are in the same place at the same time, they may exchange cards for ships, towns and mercenaries.
  - b) the titles and offices of nobles attending a parliament may be exchanged.
- 2) At the end of each turn when there are sufficient cards in the crown pack, one card will be dealt from it to each player. Until allocated, such cards will be listed under the appropriate faction as the unplayed hand. Cards from the unplayed hand may be allocated at any time after turn 1.
  - 3) Each player should choose a faction title for himself. Unsuitable or obscene names may be rejected by the GM, but puns are welcomed (eg the 'Wigan Peers').  
 Any player may submit press. However, datelines consisting of a faction title, or the name of a noble, a royal piece, a castle or fortified town, or a ship, may only be used by the player actually possessing or controlling the subject. Press need not have any relation to the truth.
  - 4) Areas on the board shall be referred to by the place names ( eg 'St. Albans', '1 north of Lancaster'). In the case of a castle or fortified town where the noble is not inside the fortifications, 'outside' should be used (eg 'outside London', 'outside Farnham').
  - 5) All movement is simultaneous. Each movement allowance is divided into five segments. Thus, moving normally, a noble may move 1 space (ie from one space to an adjacent area) per movement segment. Using a 'free move' card, a noble may move up to two spaces per movement segment. A noble travelling by road moves at two spaces per segment (three, if moving fourteen or more spaces), and will continue moving after others have ceased if necessary.  
 Instead of moving in a segment, or part of a segment, a noble may rest or stop, in which case he remains where he is until he moves again.  
 Movement should be ordered by segment, eg 1) stop (London); 2)- St. Albans ; 3)- 1 south of Northampton ; 4)- stop ; 5)- outside Warwick. Any combination of legal moves and stops may be used. Movement, to save space, will only be briefly reported, but the final destination of a noble will always be given.  
 If a noble is in the same place at the same time as another noble, he may be ordered to ignore the rest of his own orders, and follow the other noble. It must be possible for the first noble to do this (eg a noble moving overland could follow a noble on road as far as his normal movement allowance). A noble cannot follow any but a friendly noble onto a ship.
  - 6) If two or more unfriendly nobles meet in the same place at the same time, battle will be commenced. Any noble who survives a battle or siege, and still has any movement left, will always complete his ordered move.  
 If a noble is to attack a castle or fortified town, this must be specified in his movement orders. A noble or group of nobles may only siege a castle or town if there are no hostile nobles in the same area (outside the castle or town) or if no one else is trying to siege the castle separately. If two groups of hostile nobles meet outside a castle/town either or both wants to siege, combat must be resolved between them before either can lay siege. If two independent non-hostile groups try to besiege the same place at the same time, one will be randomly selected to do it first, and the other second.  
 Captured nobles may be held for up to two turns. On or before the end of the second turn, they must be a) released, or b) stripped of all but title, office and church office and released, or c) stripped of all but title, office and church office and killed.
  - 7) Each player must indicate whether he is hostile, indifferent, or friendly to each of the other factions. Nobles will only fight members of factions to which they are friendly or indifferent in self defence (exception: see 6, para 2, sentence 4). Nobles may freely use castles and towns belonging to a faction which is friendly towards them, and friendly nobles will fight together against a third party (as opposed to separately if they are indifferent).

- 8) Boarding a ship counts as taking up one movement segment, Nobles may only board ships which are controlled either by their, or a friendly faction; once aboard, they may order the ships movement (if nobles of different factions are aboard a ship, the orders of the player controlling the ship take precedence.
- Nobles or ships at sea will only be affected by 'events' if storms force them into port. Nobles on Douglas, Beauraris (( couldn't read this so I took a guess, it's probably wrong)), Carisbrook or Calais will only be affected by 'events' if there are there are no storms and there is a ship available for their transport across the sea. The same goes for Stanley, if he is summoned to Douglas. In either case, a ship may be provided by any player, including those who are not friendly to the faction of the nobles affected. A ship used in this manner will remain in the port nearest the destination of the noble, unless ordered (by its owner) to return to where it started from; it must initially have been in a port on the mainland, with no occupants.
- 9) Only one noble from a group of nobles may move with the King if he is affected by an event. A royal piece will always follow the most powerful noble in a group, unless specified otherwise, and does not require a 'free run' card if the noble(s) accompanying it move abnormally.
- Castles / towns (on a road) not controlled by a noble's faction, or a friendly faction, prevent the noble moving through them along the road. Once inside a castle / town, and unopposed by the other nobles present, a noble may seize control of the castle / town (this applies if the card giving control of a C/T is lost to another faction while a noble of the first faction is still inside the C/T ; or if an alliance is broken, and a member of one faction is still in a C/T belonging to the other). If a noble is in the same C/T as a noble belonging to the faction controlling it, the first noble may be captured or ejected, and ownership of the C/T cannot change hands.
- 10) These rules may be altered or added to if they are found to be inadequate.

One small point on these rules, I've lost the piece of paper that told me how many are needed to play the game, but I'm sure Pete will let you know. When writing to external GMs about games they plan to run please enclose a SAE.

#### THE FOOL PLAYS ON SOCCERBOSS LEAGUE - LATEST DEVELOPMENTS

Having given it some thought I have finally decided on the basic rules for the Soccerboss league I promised in issue 1. The rules will be based on those used by Keith Loveys in the league being run in Snorwood Gazette, although there are a number of small changes to them. This version of the game uses a large amount of luck, and the rules are very simple, but I do <sup>NOT</sup> feel able to run something along the lines of Fred Hemmings complex game, due to the demands already being made on my time and brain.

The main difference from SG is that clubs will be able to sign a number of young apprentices at the start of the season. No details of the apprentices will be released for a whole year, during which time the club will be paying wages for them, and be able to train them. All details and actions involving them will be decided at random, even down to the positions they will play, what potential they have etc. This is designed to reflect the very erratic nature of young soccer talent, which may develop or die off completely.

Trainers will be able, instead of training players to increase their level, to work on the team in general. They will work on one area of the team, and for that week any player playing in that position will play at a temporary increase of 1 level. They can also work on the apprentices, when random increases of  $\frac{1}{3}$  of a level will be made to three players.

Crowds will also be calculated using a different formula. Each team will have a basic crowd (30,000) which will increase or decrease by a % based on the last result. When playing away from home 25% of a clubs crowd will go to the game, and will be added to the home teams crowd.

Each player will have one game each season when he will play a 'blinder'. This game will be nominated by the manager, and for this one game he will play at double his normal level.

The first season will consist of a small 'world cup' type competition, which will be used to decide which teams go into the first division, and which go into the second.

That's about it, once the zine is out of the way I will start to type the rules out in full, so they will be available by the next issue. I have a few names down on the list already, but just to make sure please let me know again if you want to play. Gamefee 50p.

# LEARN POKER

WITH KEITH LOVEYS

Last month you learned about the mechanics of a betting round and how to play 5 card draw poker. This month I'll go on to stud poker, but first I'd like to explain more about the betting.

The main form of betting used nowadays is called 'pot limit'. This means firstly that if no-one has yet opened the betting round, the next player can bet any amount up to what is already in the pot (in the first round this will simply be the ante, but will be much higher in later rounds). If the betting has already been opened and the next player wishes to raise, he announces his intention to raise and firstly just calls the previous bet. He can then raise up to what is then in the pot. For example, say there is £5 in the pot at the beginning of a round and player A bets £5. Player B can, if he wishes, raise this by up to £15 (ie put in £20 altogether), the £15 being the original pot, player A's £5 and the £5 which he had put in to call.

There are various optional 'rules' which are also often used in the betting. One of these is to limit the number of raises allowed in a round of betting (usually to 3). This option is usually used in 'friendly' games but not generally in casinos. Another option is the one that is used in the majority of games, including almost all casinos (though for some reason it is not used by the NGC card school). This is known as 'table stakes' and I would recommend that it always be used since it prevents any one hand from escalating to ridiculous proportions. When playing table stakes, each person must, at the beginning of the session, place in front of them a sum of money, usually with a stipulated minimum (normally £25 for casinos, less for friendly games). They can place as much or as little as they like, subject to any minimum. Subsequently, on any hand, the most a player can lose is the amount he has in front of him. If a player has to call a bet of more than he has left, he only calls for the amount he has. Any money he hasn't called is placed in a 'side pot' which goes to the holder of the best hand of those players who called the full amount. Money can only be brought into the game between hands, and may never be taken out of the game, so you can't win say £50, pocket £40 of it and continue playing risking losing only £10 back. Any winnings must be left on the table until you stop playing.

As an example of how this works, lets say there are four players in a hand, all of whom stayed in till the end. At the beginning of the hand A had £15 in front of him, B had £20, C £30 and D £35. A had the best hand, followed by B,C and D in that order. The original pot would contain £60 - £15 from each player. There would be a side pot of £15 - £5 each from B,C and D (the £5 representing the amount B bet more than A). There would be a second side pot of £20 - £10 each from C and D. D's remaining £5 would be returned to him as no-one could meet it. A would win the original pot of £60, B would 'win' the first side pot - A being excluded as not having any money in the side pot. The word win is used in inverted commas as B has actually lost £5 on the hand, having expended £20. The £20 second side pot would go to C, as he had a better hand than D.

Right, now for the next type of game. This is the game most commonly played nowadays in casinos or clubs, and is known as 7 card stud. The mechanics are as follows; Each player receives three cards, the third one being placed face up in front of him. There is then a round of betting, beginning with the owner of the highest face up card (if there are two or more equal highest, the nearest to the left of the dealer starts). After the round each player receives a second face up card, and then there is another round of betting. This is repeated until each player has four face up cards (as well as the initial two face down ones) with a betting round after each card. Each betting round is started from the player with the best hand showing (ignoring straights and flushes). Then, at the end, each surviving player receives a third down card before the final round of betting. The winner is the player who can make the best poker hand by using any five of his seven cards.



To illustrate this game, I'll give the details I can remember from a hand I played a couple of years ago at the Victoria Sporting Club (which is the main casino in London which caters for poker).

The first up cards were dealt as follows ;  
 A - 2H ; B - 3C ; C - 10D ; D - JH . There were three other players but they all folded after D opened for 25p. A, B and C all called. The next deal left the position; A - 2H, 2C ; B - 3C, 3D ; C - 10D, 10S ; D - JH, 5D . C had the best hand showing ( a pair of tens) and bet £1. D was me with two more fives face down ( these are known as the 'hole' cards), thus giving me three fives. I decided to rely on C not having a third ten, and raised a further £2. A had two aces in the hole and somewhat foolishly decided to raise again - raising a further £7, making £10 in all. This was a silly raise since, although A had a very good hand (two pairs including aces will often win, even with seven cards), he had seen me raise with the three other players having pairs exposed on the table. Thus he should have read me for probably having three of a kind, and just called (a good player would probably have the sense to fold at this stage). Anyway, B and C (much to my relief) both folded. I had about £25 left in front of me and put myself all in, raising a further £18 which was promptly called by A. Since I now had no further money to bet with, this was the end of all the betting and the remaining cards were dealt straight out - two more face up and one face down each. Justice was done when neither hand was improved so my three fives took the pot (£58 in all). The main moral of this hand is that you should not only look at your own hand but also try to work out what your opponents hold, based on their face up cards and betting.

That's all for this issue, next issue I'll discuss some tactics for the games I've already described, and introduce the principle of 'high - low' games.

## THE CO-OP

The zine publishers co-operative (that's what I'm calling it until someone comes up with a better name) is getting off the ground, and a lot of progress is being made towards what I consider to be a better hobby. The first advert in Private Eye produced 10 replies. Within four days of sending out the reply to them the following things have happened - I have one new subber, with a request for a game, Stephen Agar has sold 2 copies of the novice package, and Richard Hucknall has one name down for a central gamestart.

Now it's your turn to do something. I want from all the editors who wish to be involved, and benefit from, the scheme to send me £2, and a 100 - 150 word 'mini flyer' type description of their zine, to be sent out to future replies. The £2 will be used to pay for the adverts, and for postage when replying to enquiries. Also, once you've paid yer money you can ask Richard Hucknall to put your name once the list for a gamestart from the new CGS. At this stage I would ask ALL editors to publicise the existance of the CGS; it was planned to be used for people coming in via the adverts, but there is no reason why any newcomers from any source shouldn't get a game through it, after all the standard of players should be more even than if they go onto ordinary lists.

That's it so far, if you want to know more please contact either Richard (re CGS) or me. Please support this important activity - remember it's YOUR hobby, not just mine.

# FORESKIN

a MIKE JERVIS production.

Why "Foreskin"? Ask Chris Farmer. It's all to do with a mis-spent childhood in the boys toilets at the BRUNTS GRAMMAR SCHOOL, MANSFIELD. Chris was a weedy, sickly child, always lapsing into bronchitic splutters when trying to talk. He was useless at all sports and games, and pathetic with his classwork. I was well built for my age and naturally gifted at everything I tried, so I used to help Chris out every now and then. I well remember an ogre of a Latin teacher known as RAJ. For some reason he hated Chris (probably because Chris wouldn't show RAJ his willy like the rest of us felt compelled to do) and, with Chris being so useless at anything academic, Latin lessons became quite an experience. I well remember one occasion when, after a particularly difficult Latin homework had been marked, RAJ invited Chris and a boy named MAUVIN IAN ERNEST HOUGH to stand up. He had noticed that every answer in the two lads books was identical. There is a prize off two free issues of THE FOOL for the first person to guess what RAJ did to Chris. Remember the Foreskin and..... oh yes..... there's a piece of 1½" diameter rubber piping I didn't mention. Guesses by the next deadline please and Malcolm will print the best few.

And now an apology - although I shouldn't be saying this, Malcolm and Paul should. The typing of last months Foreskin was abysmal. Believe it or not I didn't do it, Paul Prebble himself did - yes - he of the ten broken fingers (he did type it with his toes didn't he Malcolm?) The production of Foreskin and Prebbles bit ruined The Fool 2. Malcolm should type it all himself or buy Paul a decent typewriter. Did you read Prebbles reviews? A right self-opinionated little bastard isn't he? Sack him Malcolm before you lose all of your subscribers. Greatest Hits "wonderful stuff"! The man is mad as well as stupid.

Talking of moronic stupidity cleverly brings the subject around to Don Brown. This enthusiastic little person helped me out with Ferkin by GMing a Dip game and a Bourse and, while his help was very much appreciated, the whinings about how busy he was, how difficult it was to do, how long it took, eventually began to get up my nose. Anyway, once I'd decided to fold Ferkin I wanted a good home for the games, so I offered them to Malcolm. He accepted so I wrote to Don enclosing stamps and asking him to pass the details on to Malcolm. This he kindly did - but what do I hear next? Reports from a number of sources that Don was complaining about not being allowed to keep the games! One such report even appears in the Tinamou - mentioning the fact that Don was planning to start a zine himself. Bullshit! Don is a person who talks a lot but doesn't do much - apart from grumble about how hard pressed he is. Can you imagine him editing a zine? You'd probably have a three month turn-around time. Pull the other one Don and leave it to Big Brother. He makes a better job of it than any of us.

Does anyone notice an improvement in Megalomania recently? Nay, (said he modestly) not because of my bit, but an improvement in style, content, layout and (even) GMing. Master Tringham (21) should do well in the zine poll if there is any justice. If a duplicated zine wins it will be a travesty. There can be no comparison between, for example, the work Tringham puts into a litho Megalomania and that which Berke does on GH. All Berks has to do is a bit of typing and he can stop when he likes. Tringham works to a four page standard, uses Letraset and illustrations and cares about how he lays the thing out. Vote the Litho zines into the top few places.

You know it makes sense.

((The views expressed in this column are not necessarily those of the publisher, who can accept no responsibility for them.

Megalomania - Chris Tringham, 25, Auckland Road, London, SE19 2DR

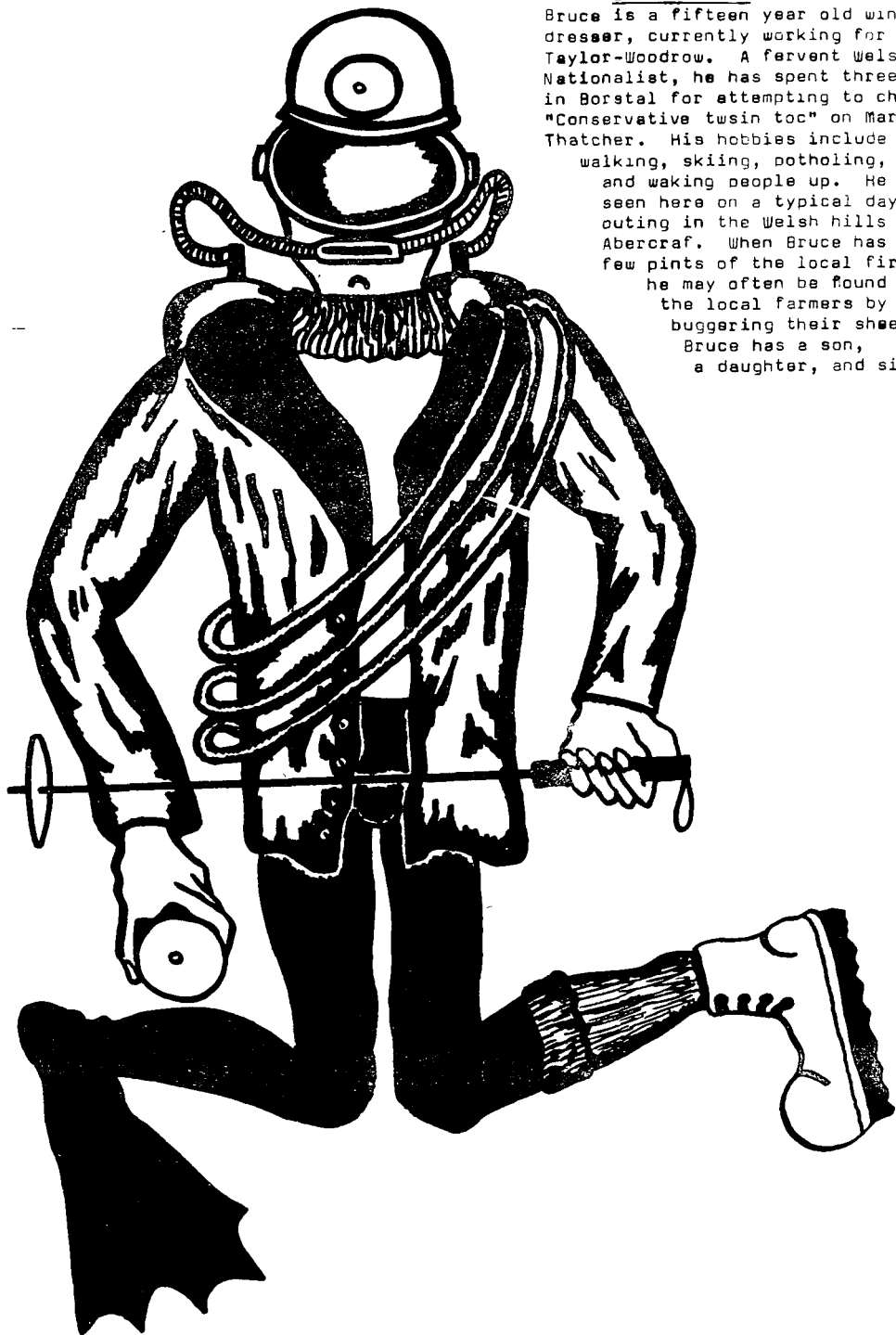
Greatest Hits - Pete Birks, 39, Handforth Road, London, SW9 0LL

Tinamou - Bob Brown, 53, Broadwood Drive, Fulwood, Preston, PR2 4SS ))

+++++ WARNING - This page carries a Government health warning +++++  
Reading Jervis can damage your brain.

BRUCE FOSTER

Bruce is a fifteen year old window dresser, currently working for Taylor-Woodrow. A fervent Welsh Nationalist, he has spent three terms in Borstal for attempting to chalk "Conservative tusin toc" on Margaret Thatcher. His hobbies include walking, skiing, potholing, diving and waking people up. He is seen here on a typical days outing in the Welsh hills around Abercraf. When Bruce has had a few pints of the local firewater he may often be found annoying the local farmers by bugging their sheep. Bruce has a son, a daughter, and six lambs.



A Bit from Paul:

OK, Kids, following last months dynamic debut into the world of article writing, Malcolm has not learnt his lesson, so I'm back!

This month's bit is going to be about one aspect of life we all love and admire, computers. Well, most people love them. It's not going to be about computers as such, but the games that can be played using them. These games can vary from very simple, to quite complex, for example, "Hangman" to "Starwars". Everyone knows, or should do, how to play Hangman so this game will be used when any examples are needed.

The games I have encountered, have all been played on VDUs (Visual Display Units), these are effectively television screens with typewriter keyboards attached, or on 'Teletypes', which are typewriters attached to the main computer. Some games can only be played on VDUs as the information needed to play the game is constantly changing and printing out the information every time would be very wasteful and time consuming, so for the purposes of this article all games can be considered to be played on VDUs.

The games that can be played are split into various categories these categories, obviously, are open to debate and I would not say that my 'split' is the correct, or even most correct way of dividing them. I define them as such:-

- i) Board/Paper-pencil games  
ie. Noughts & Crosses, Mastermind, Hangman & Mille Bornes.
- ii) Physical games.  
ie. Football, squash, tennis, horse racing, etc..
- iii) Abstract games.  
ie. Landing on the moon, Starwars, King, etc..

I'll clarify the categories starting with ii) Physical games

These can best be described as the 'TV' games that are now available on the market, they are, hopefully, won by skill and co-ordination, The machine, or the programmer, can decide the speed of the play although sometimes, the player has some choice over the physical aspects of the games, for instance, bat size, ball speed, ball angle etc. Most people will have seen, if not played these games, so I'll continue no further.

i) Board/Paper-pencil games, in this category of game, the computer can play either the part of the 'playing medium', ie., the paper or the board, 'the shuffler', or dice, ie., the luck or random element in the game, for instance, in Hangman, the machine selects a word from a prearranged list, allows the competitor to guess the letters within the word, and adjudicates the state of play informing the player whether he (she) has won or lost that round of the game. Thus, in this example, the computer (or VDU screen) has played the part of the other player by, choosing the word, the paper by scoring the attempts with each letter, and the referee or umpire by deciding the final result and counting the score. In Mastermind, the machine has even more influence on the game as instead of picking the word from a list already set up, it actually sets up an x-digit number using some kind of random number generator, this is usually based on the clock in the machine, ie. take the time, multiply the seconds by a certain number, the minutes by another and divide by the hours, or something like that. Having selected the number, play is very similar to that in Hangman. All this is completely different from the games in category iii) Abstract games.

Games in this division can be completely new, there is no physical or 'commercial' game that corresponds. The best example of this is 'Starwars' or 'Startrek', there are a lot of games which use the same basic idea, but which have slightly different scenarios or methods of play. Most star battle type games are played in a 'galaxy' which is

composed of 'quadrants' or 'sectors', the idea is that the player is the commander of a starship or spaceship, and has to rid the galaxy of the alien menace. Most games of this type have the numeric odds stacked against the player (the commander of the Enterprise), although with skillful play and a good knowledge of the rules it is possible to reduce the odds, and even to destroy the 'menace' and thereby win the game. In one game I have seen, if the player does particularly badly in the Enterprise, the computer can 'take pity' on the player, and issue him with another spaceship, the 'Faerie Queen'! Needless to say most people get the hint at this, and give up playing! More about the mechanics of the space games later, perhaps. One very good version of this type of game is one called 'Starwars', (original) and any player that plays, is in fact playing against the other players and not the machine, so there is no luck at all, just speed and outmanoeuvring and out-thinking the opponent(s).

I would like to describe the mechanics of various games to show how the programmer has to break the game down to it's individual component moves, as mentioned before, Hangman will be used for the major example, so here goes.

1. Select the word, various methods can be used, either get a random number, as described above, and use that number as an index to the list of words, or just maintain a count of which word was used last time, add one to it and get that word. When the count equals the number of words in the list, start again.

2. Having got the required word, calculate how many letters there are in it, and inform the player.

3. Allow the player to enter a letter, search through the word looking for that letter, if it is not there then increment an error count, if the error count is equal to the number of attempts allowed then the player has lost.

If the letter is found in the word, then display the letter in the correct position in the word, and continue searching the word, because the letter can be found in more than one position. At the end of the word ask the player for the next letter.

4. At the end of a round, if the player or the machine (programmer) wins, then ask if another game is wanted, if so start again, otherwise, let the player know what the final tally was, who won, thank him (her) for playing (people like that sort of personal touch), and finish the program.

Easy isn't it?

As a final note at the end of this part of my article, it is suprising how important games are when trying to sell a piece of computer equipment, often when I've had to go to customer installations, the first question I am asked, is "Have you brought Starwars with you?", or "Have you played Mille Bornes?". Games are good for Public (or Customer) Relations. More about the Abstract games next time.

- - - o o o O O O o o o - - -

A comment heard last week from astronaut Scott, when asked what it was like to be in a space capsule, at the top of a Saturn V, ready for launching, he said,

"There you are at the top of this rocket, which has 400,000 moving parts. And all of them were made by the lowest bidder!"

See you next issue, Paul.

Paul.

# THE QUIZ

Only a small response to last months quiz on soccer rules, obviously there are very few prospective soccer referees in the postal games hobby. The correct answers, which may surprise some of you are :-

1/ The manager would be booked for touchline coaching, and the mark would be removed before the corner was taken. The goalie would also be booked, but he has in fact committed three separate bookable offences; Marking the pitch, arguing with the ref, and leaving the field without permission. A tough ref would send him off!

2/ The manager would be reported to the F.A., both for his language and his un-cooperative behaviour. The player would also be reported to the F.A., the fact that he hadn't been cautioned during the game would not be important. Note however that if the player had committed a second bookable offence during the match the ref couldn't send him off for persistent misconduct as a first caution had not been given.

3/ A trick question this - the referee would play on! When the ball went out of play he would caution the two players for disrespectful conduct. A few years ago a penalty would have been given, but an international board decision in 1971 decreed that if the intent of the players was obvious, which in this case it was, then a penalty would not be awarded.

4/ The ref would stop play and send the defender off. Play would restart with an in-direct free kick where the defender was standing. The point here is that offence punishable by a sending off does not automatically result in a direct free kick.

5/ Play would be stopped and the defender sent off. If the ball was in play when the ref stopped play then the game would restart with a drop ball, otherwise it would start with the appropriate throw in etc. The point here was that a free kick is not awarded for an incident outside the field of play, although the ref may otherwise punish an offender.

No correct answers, so the £1 stays in my pocket. A few of you were close, but I did ask for 5 all correct answers to win. No quiz this month due to a malfunction in the part of my brain that sets them. Antone out there want to try setting one?

## GAMESTART

The editors obvious enthusiasm spreads like fever through the innocent readers, with the result that seven mere mortals offer themselves into my hands for :-

DIBATAG Game D 1979 ?? Standard Diplomacy G.M. Malcolm Brown

AUSTRIA : GRAHAM TUNCLIFFE , 21 Parsons Drive, Middleton, Manchester

ENGLAND : MARTIN COX , 11 Moor Park, Wendover, Aylesbury.

FRANCE : ROBERT STANFORD , 3 Brookfield Rd., Walmersley, Bury, Lancs.

GERMANY : RON KIETZ , 55 Mirabel Rd., London SW6

ITALY : PETER SEALY , Kings College Hall, Champion Hill, London SE5

RUSSIA : TONY FLAHERTY , 5 Willowdene, Brentwood, Essex

TURKEY : COLIN GRUBB , 12 Granby Av., Harpenden, Herts.

GAFFER ((GM)). Some old and some new make this an interesting looking line up. Anyone who hasn't done so already please send gamefee (£1) next month. Remember, an outright winner gets a £2.50 cash prize.

Game A 1979 ??

**ALYCIDON**

Stab Diplomacy. GM Malcolm Brown

Autumn 1901

AUSTRIA : Steven Agar ; A Gal - War A Tri - Ser  
 ENGLAND : Mike Jervis ; F NTH - Nor  
 FRANCE : Dave Parry ; ???  
 GERMANY : Keith Loveys ; F BAL - Swe supp by F Den  
 ITALY : Chris Farmer ; ???  
 RUSSIA : Ian McIntyre ; A Ukr - War F Nor MS F Swe \*\*  
 TURKEY : Chris Tringham ; A Bul - Ser

\*\* Retreats; The Russian F Swe is dislodged. Please submit a retreat with the SO2 orders, or it will disband. German orders may be conditional on where this fleet retreats.

BUILDS enclosed with the zine you will find a separate bit of paper with a list of the supply centres you own. Please submit builds or disbands as appropriate with your SO2 orders.

The number of centres held by the seven players in this game are as follows; (in no particular order) 2, 3, 3, 4, 5, 6, 6

PRESS:

JERVIS - FARMER; Hello Ducky.

FARMER - JERVIS; Ooh, you are awful, but I like you.

FRANCE (GVMT) - AUSTRIA: I've found out who tipped off Farmer about our attack. It was Tringham and McIntyre and Jervis and Loveys. Can't trust anyone these days.

FRANCE - PLAYERS: In case anyone wants to phone me up to discuss tactics, sex or anything, my phone number is Wisbech (0945) 64636

FRANCE - EUROPE; I see from the last time this is going to be a game remembered for its brilliant press.

CHRIS - STEVE: How come you didn't tell me your plans? Everyone else did!

GAFFER - PLAYERS: Conditional builds and retreats are not used in this version, please read the rules in issue 1. I am keeping complete adjudications in case anyone wants them when the game finishes.

**MASTERMIND**

	Code 1	Code 2	Code 3	Code 4	Code 5	Code 6	Total guesses
RICHARD PROSSER	: XX	: 0	: 0	: -	: OXO	: 0	: 12
KEITH LOVEYS	: 0	: 00	: XO	: 0	: XX	: 00	: 6
ROY EGGINTON	: XXX	: XO	: OX	: 00	: 00	: 00	: 12
FRED HEMMINGS	: 0	: 0	: 0	: XO	: 0	: 00	: 12
COLIN GRUBB	: 00	: 0	: XO	: XO	: X	: 000	: 12

Prize money now stands at £1.50 for the first person to get all six codes in the least number of guesses, though this may increase if a few more people care to join in. All you have to do is submit guesses for the six codes, there is no disadvantage in joining in late, you can soon catch up, or you can continue running slightly behind the others. No order from Graham Box this time, if he and Keith would like to submit another set straight away I will adjudicate them by return so they can catch up; if they want to that is.

I notice in another zine that runs mastermind that the GM prints the score from previous months as well. This would of course take up more space, but if you want I will do this with pleasure, please let me know.

**BORDERER**

Standard Diplomacy. GM Malcolm Brown

AUTUMN 1901

France leaps ahead; Russia and England find the going hard !

AUSTRIA : Keith Loveys : F Tri - Alb A Gal - Rum supp by A Ser  
 ENGLAND : Richard Prosser : F NTH C A Yor - Nor F NWG supp A Yor - Nor  
 FRANCE : Paul Prebble : A Mar - Spa A Bur - Bel F ENC - Lon  
 GERMANY : Hugo Tyler : F Den - Swe A Mun - Ber A Kie - Hol  
 ITALY : Roger Collins : A Apu - Ven A Rom - Ven F IOS - Gre  
 RUSSIA : Mike Jervis : F GOB - Swe A Sil - Ber A StP - Nor F Sev - Rum  
 TURKEY : Ken Williams : A Bul - Ser A Arm - Sev F Ank - Con

ADJUSTMENTS :

AUSTRIA : TRI:BUD:VIE: + SBR: = 4 + A BUD  
 ENGLAND : LPL:EDI: - LON: + NOR: = 3 No change  
 FRANCE : MAR:PAR:BRE: + SPA: + BEL: + LON: = 6 + F BRE, A PAR, A MAR  
 GERMANY : BER:MUN:KIE: + DEN: + HOL: = 5 + F KIE, A BER  
 ITALY : NAP:ROM:VEN: + GRE: = 4 + F NAP  
 RUSSIA : SEV:MOS:WAR:STP: = 4 No change  
 TURKEY : CON:SMY:ANK: + BUL: = 4 + A ANK

PRESS

France (GVMT) - England; You said you were <sup>Rum swe Pop Tun</sup> sorry ! You will be !  
 England - World ; I will never be nice to a novice postal player again.  
 Jervis - Cassandra ; Sod off !

Germany - Russia; The citizens of Warsaw may be keen to learn the Viennese Waltz, but  
 cossack dancing is not considered fashionable in Germany.

France - Italy ; OK ?

GAFFER: I have a feeling that this game is going to provide an object lesson on how  
 to play certain alliances well. Experience, enthusiasm, and some copies of  
 Richard Sharp's book should make this a very interesting game (only £7.50 Mike).  
 By the way, if you use the initials of Sharp's book you can begin your dip  
 letters with the immortal line " GOD suggests that you do this etc." Very  
 clever that, Richard!

**CENTAUR**

Game C 1979 ??

Cline 9 man Diplomacy. GM Malcolm Brown

By popular request a double deadline has been given, which is just as well because  
 there was a small mistake on the large copy of the map sent to the players. The error  
 is around the TYS / WMS area, for the moment I suggest you use the small map from  
 issue 1. I understand that someone very popular (with me) and very famous (now) is  
 going to draw a proper version of the cline map, more details when available. If he  
 does produce them, there will probably be a small charge, but they will be properly  
 printed, and very usable for playing FTF.

Orders are on file from Austria, Barbary states, England, France, Germany and  
 Russia; these may of course be changed if you wish. NOTE -someone sent their orders  
 second class, and although they were posted in plenty of time they did not turn up  
 until Friday. In this zine deadlines are thursdays, any orders that get here after  
 that will not be accepted unless they are sent by first class post - OK?.



## BIG ERN

Game 1 1978 GZ. GM = Paul Prebble. Autumn 1903

Turkey loses one centre; Germany does well, France decimated.

AUSTRIA : A Bud sups(RUSSIAN A Vie-Tri), A Ser sups(RUSSIAN A Vie-Tri),  
(Don Brown) : F Gre sups(RUSSIAN A Rum-Bul)

ENGLAND : A Nor-StP, F ENC-MAU, F BAR-NWG, F IRS sups(F ENC-MAU)  
(Malcolm Brown)

FRANCE : F WMS-MAU\*, F MAD-NAO, A Pic sups(A Bur-Bel), A Bur-Bel\*,  
(Steve Agar) : A Par-Bre

GERMANY : F GOB sups(F Swe-Fin), F Swe-Fin, A Mun-Bur, A Mar-Spa,  
(Chris Tringham) : A Bel sups(A Mun-Bur), A Ruh sups(A Bel)

ITALY : F Tun sups(F TYS-WMS), A Tri-Vie\*, A Pie-Mar, F TYS-WMS,  
(Chris Farmer) : A Tyr sups(A Tri-Vie)

RUSSIA : F Lvn-BAL, A StP-Lvn, A Mos-Sev, A Rum-Bul, f BLA-Con,  
(Rob Chapman) : A Vie-Tri

TURKEY : A Bul-Rum\*, A Con stands, A Arm stands, F Ank-BLA  
(Ian McIntyre)

REIREATS: None ordered.

DISBANDS: FRANCE F WMS, A Bur  
ITALY A Tri  
TURKEY A Bul

WINTER ADJUSTMENTS:

AUSTRIA	: Bud, Ser, Gre	= 3, No change
ENGLAND	: Lon, Lpl, Edi, Nor, +StP	= 5, + F Lvp
FRANCE	: Bre, Par, Por, -Mar, -Spa, -Bel	= 3, -3(See disbands)
GERMANY	: Kie, Ber, Mun, Hol, Den, Swe, +Spa, +Bel	= 8, + F Ber, A Mun
ITALY	: Rom, Ven, Nap, Tun, -Tri, +Mar	= 5, + A Ven
RUSSIA	: Mos, Sev, War, Vie, Rum, -StP, +Bul,	
	+Tri	= 7, + A War
TURKEY	: Ank, Con, Smy, -Bul	= 3, -1(See disbands)
		<u>=34</u>

PRESS:

Berlin-Paris: Er, Steve, I even warned you about my intention of attacking Marseilles. You told me that there was no way you could lose any of your home centres. So, what do you do? You give up two of your centres to me in one go. I don't believe it. Perhaps you could advise Rob how to defend himself. Perhaps not.....

Russia-England: If there were any prizes for writing the most letters, I don't think you'd win it. Considering the number I've written, you might at least reply to one. I will throw the game to Turkey (cf. Brown in m5) if you don't co-operate with me to rid the world of the wretched Tringham. You have been warned.

Germany(GVMT)-GM: If you had a paragraph spare in your column, why didn't you review Britain's best Diplomacy zine?

GM-Germany(GVMT): Seeing as how this is issue 3, we thought that it would be a bit egotistical of us to review ourselves in only the second issue! Wait a few months.

# BILL CURRY

Game 2 1978 JC. GM = Paul Prebble. Spring 1904

Turkish armies move North, while the fleets stand still.

AUSTRIA : A Tri sups(A Bud-Vie), F ADS sups(A Tri), A Mos-War,  
(Steve Agar) : F Ven sups(A Tri)#, A Gal sups(A Bud-Vie), A Bud-Vie,

ENGLAND (Anarchy) A Lpl

FRANCE : F TYS-Nap, F WMS-Tun, A Tus sups(A Pie-Ven), F Lon-Wal,  
(Chris Farmer) : A NAF sups(F WMS-Tun), A Pie-Ven, F MAO-WMS

GERMANY : F Edi-Cly, A Nor-Fin, F StPsc stands, A Ruh-Kie,  
(Roy Eggington) : A Tyr sups(FRENCH A Pie-Ven), A Vie-Tri#, F NTH stands,  
: A Mun sups(A Tyr), A Kie-Ber, A Ber-Sil

ITALY (Anarchy) : A Rom

TURKEY : A Sev-Mos, F Con-AEG, F AEG-IOG, F Gre sups(F AEG-IOG),  
(Tony Mitchell) : A Rum-Ukr, F IOS-Nap, A Bul-Rum

RETREATS: AUSTRIA F Ven-Apu  
GERMANY A Vie-Boh

GM: Endgame proposal in Autumn 1903 defeated (2 for, 2 against)  
My apologies over the adjustment mistake last autumn.  
For the casual observer, Austria gained Venice at Frances cost,  
therefore, no French build in Mar, Austria built A (Bud).

ENDGAME PROPOSAL: 1= F,G,T 4=A. Votes next time please, you know the rules.

## LA BOURSE (Game 3)

GM = Paul Prebble. AUTUMN 1903

### DEALINGS:

Company	Currency	CROWNS	POUNDS	FRANCS	MARKS	LIRA	ROUBLES	PIASTRES
Malcolm Brown		-500	-154	-500	0	-500	-500	+2826
Cats Xrse		+868	+1413	-500	-250	-500	-500	-500
Marion Chasms Inc		-500	0	0	-500	+1985	-400	-500
Chris Farmer		+1410	-500	-500	0	0	0	-500
Dai Cwmwurch		-500	0	0	0	+1000	-500	+140
Errol Halfyard		0	0	0	-500	0	-500	+1355
Stud Holdings		0	0	0	0	0	0	0
DEALINGS		+778	+759	-1500	-1250	+1985	-2400	+2821
OLD VALUE		1.29	1.21	1.43	1.34	1.19	1.37	1.00
NEW VALUE		1.36	1.28	1.28	1.22	1.38	1.13	1.28
<b>HOLDINGS:-</b>								
MB \$17538.58 =		2820	0	4893	0	1000	2162	2826
CM \$15271.08 =		1000	2898	4089	0	0	2500	1674
MC \$12725.64 =		617	0	0	1575	6479	0	800
CF \$12674.64 =		2897	3593	752	0	0	0	2479
DC \$12483.49 =		3277	3484	0	0	1000	1205	645
EH \$ 8094.68 =		0	0	0	3824	0	1500	1355
SH \$ 8072.69 =		0	0	0	0	2500	53	0
\$86860.80 = Total Holdings								

PRESS: GM-Dai Cwmwurch (and all others): In your instructions, you asked for 500 Marks to be sold, unfortunately you hadn't got any. Therefore as you asked for 1000 Lira to be bought, followed by 810 Piastres, the Lira was taken as the major currency and the Piastres as secondary. Therefore, only 140 Piastres were bought. This will apply to all future adjudications, so make sure that the currency being bought, is in preference order. O.K.?

## JESSIE MATTHEWS

Game 3 1978 JJ. GM = Paul Prebble.

Autumn 1903

Germany does badly, England grabs Denmark, Italy expands.

AUSTRIA : F Ven-ADS, A Tyr sups(RUSSIAN A Sil-Mun), A Tri-Ven,  
(John Foulgar) : A Rum sups(A Ser)\*, A Ser stands, A Bul sups(A Ser)

ENGLAND : F Nor stands, F Bel stands, F NTH-Den, A Hol-Kie,  
(Arthur Gilbert) : F ENC-MAO

FRANCE (Anarchy) : F Bre, F Pic, A Por, A Gas all stand unordered.

GERMANY : F BAL-Ber, F Den stands\*, A Mun-Ber\*, A Kie sups(F Den),  
(Bob Brown) : A Bur-Par

ITALY : A Alb-Tri, F WMS-Spasc, A Rom-Ven  
(Mike Jervis)

RUSSIA : F GOB-BAL, F Sev sups(A Ukr-Rum), A Ukr-Rum,  
(Bruce Foster) : A Sil-Mun, A Swe sups(ENGLISH F NTH-Den)

TURKEY : F BLA-Rum, F AEG sups(A Bul), A Gre-Ser, F EMS-IOs,  
(Keith Loveys) : A Bul sups(A Gre-Ser)

RETREATS: AUSTRIA - A Rum-Gal  
GERMANY - F Den-HEL\*, A Mun-Ruh

DISBANDS: None, see adjustments.

WINTER ADJUSTMENTS:

AUSTRIA	: Bud, Tri, Vie, Ser, Ven, -Rum	= 5, -F ADS
ENGLAND	: Edi, Lon, Lpl, Bel, Nor, +Den, +Hol	= 7, +F Lon, +F Edi
FRANCE	: Bre, Mar, Por, -Par, -Spa	= 3, -A Por
GERMANY	: Ber, Kie, Par, -Mun, -Den, -Hol	= 3, -A Par, -F-HEL, -F <del>BAL</del>
ITALY	: Nap, Rom, Tun, +Spa	= 4, +A Nap
RUSSIA	: Mos, Sev, StP, War, Swe, +Rum, +Mun	= 7, +A war, +A Mos
TURKEY	: Ank, Con, Smy, Bul, Gre	= 5, No change

PRESS:

Overheard in Berlin: B#11#cks! Another game screwed up by a dropout.  
Just what I needed was for France to go into anarchy.  
Trust me to pick 'em!

Wanted: A friendly fleet to help out a lonely Italian army. Apply to the  
Albanian branch of "Friends of Italy", Limboutona, Albania.

Bruce to Keith: Can we talk?

WE INTERRUPT THIS ZINE TO BRING YOU A VERY SAD LITTLE STORY.

A young man went to the doctor to complain about a shooting pain up his right leg. "I'm very sorry", said the doctor, "but we'll have to remove your testicles to cure it". The poor young man was very distressed about this, and demanded a second opinion, but the specialist confirmed the doctors opinion and the man agreed to the terrible operation. His only consolation was the vast compensation he received, and after the operation he decided to cheer himself up by going to a top tailor to buy a new suit. He was being measured for this suit, and the tailor said to him "er, excuse me sir, which side do you dress on?" Due to his recent operation he was rather reluctant to reply, and pretended not to understand, but the tailor explained about the importance of having the trouser crease on the right side of his private parts. "but what difference does it make?" asked the poor man. "Well sir", replied the tailor "if we put the crease on the wrong side you get this awful shooting pain up your leg!"

## LETTERS

This is a rather long letter from Dave Parry, which rambles through nothing in particular. However I shall print it, and I shall also break my usual editorial policy by replying to points as he makes them. The reason for this is that the letter contains a number of questions about the Fool that various people have asked, so I can reply to them here rather than in the editorial.

Dave Parry, I thought that as I was sending in my orders, I'd hurt your 132 Ramoth Rd., feelings by saying a few nasty things about TFPO and you. (( one thing Wisbech, Cambs. the hobby will find almost impossible is to hurt my feelings)).

I've only got three criticisms, actually I really like TFPO. The first is; why not invest in a long arm stapler so you can stick the zine together properly? (( That problem should now be solved, as I'm getting the printer to do it. It's bloody great though, the last issue contained 24 pages of what I consider pretty good stuff, costs £54 to print and post 100 copies, and two people complained about the bleedin staples)). Second; The cover is a little boring at the moment, why not change it every issue ? (( one thing that annoys me is zines that change their cover so much you spend 5 minutes trying to work out what you're reading. No, it stays the same)). Third; too much football (a sentence would be too much for me) (( I must admit I'm not too in love with soccer at the moment, other than Forest getting to the European Cup final, and the influx of foreign stars, this has been a dismal season for me. However I shall continue to include it, as it still remains one of my favourite sports)). Now for a couple of criticisms about you. One; How come a berk like you can shack up with a woman and I can't keep one for more than a night?((my natural charm, charisma, etc. etc.)). Two; How come a berk like you earns all that much money, and a poor sod like me is getting about a seventh as much ? (( correctly reading the state of the market about six years ago, a bit of luck, plus an attitude of following whatever opportunities presented themselves, rather than being very cautious and playing safe)). There is no justice in this world. (( true, Spurs losing to United in the cup, Ossie not being footballer of the year, me being a diabetic etc.)).

Now what I like about TFPO and (yecchh) you. The contents (apart from football) is very good. I would like to see more maps of Diplomacy variants - you are using an excellent means of production to do just that. ((other than Cline I can't really say that I'm over keen on variants using different maps, I prefer things like Ultra stab)). Layout is satisfactory. Perhaps a little untidy, and too many different Letraset print styles, but basically OK.(( issue 2 was an improvement over issue 1, and as I learn a few more tricks etc. it's bound to get a lot better. I must admit that I like to put a few different heading styles in an issue, to use one style only in an issue would, I think, look boring)). The typing of the game reports is very neat. I can't think of anything I like about you (I) ((thank you)) except for the fact that you seem quite a nice chap and have a nice chatty style of writing.

Now on to other things. Have you got a spare copy of the Cline Diplomacy map you could let me have? I will be offering it in Necromancer when it comes out (I have it all written, just waiting for the damn duplicator to come!), and as I am an abysmal artist I won't be able to draw a large map myself.(( No, my map had a mistake on it. However some one is planning to produce a proper map, I'll let you know about it)). Will you be offering any more Cline gamestarts? I was going to put my name down for the current game, but the list filled far too quickly.(( Yes I will, but I understand Graham Box is going to run a game in Finisterre, so I don't plan to open another list until both that and you're own fill)).

Could you send me the Mercator rules when you get them ? I might like to play in the game you are offering.(( the game in this zine is 'STAB MERCATOR', rules from Mike Nicholas, his address is on page 2))

I will be offering your new Ultra Stab Diplomacy in N - and I wonder if you would like to put your name down for it ? (( yes, pref last enclosed)). The two new variants you presented were pretty good. Nice and simple. I think that in the Ultra Stab, players could run into difficulties after the first few years as all their spies are going to be killed, and their armies will be fighting blind. (( that's the whole idea, though if used properly they could be about for a long while and be very important)).

That's all. I look forward to receiving TFPO 3. (( you have done )).

(( Thanks to Dave for giving me the opportunity to deal with a number of points that would have made a very disjointed editorial. As a reward put me down for both Ultra Stab and Cline in Necromancer when it comes out ))