

AROUND THE BEND

UP

WELL, THAT'S ONE STEAK-HOUSE THAT DON'T TAKE ACCESS!



A postal games zine
Price: 50p (Cheap)
"Number Two in a field of one"

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Issue 4
July 1991

("U-Bend")

Editor: Haz Bond

Correspondence will be entered into at:

11 Rutland Street, Hanley, Stoke on Trent, Staffs ST1 5JG
Phone (0782) 271070 at sociable hours.

Well, I knew it was going to have to be a tight turnaround to make the zine ready for Manorcon, but this is ridiculous. The Civil Service Selection Bureau have requested my attendance on the 17th and 18th of July in London, which effectively takes care of the deadline day and most of the one after. And despite my plea for early orders, I still don't have a full set for any game (though Tuesday's post has yet to arrive). So the timetable for this issue runs this-a-way; Tuesday night, down to London; Thursday night, back home, frantically adjudicate games and churn out anything else of which I feel capable (which is likely to be little or nothing); Friday morning, up with the lark, print out the zine, photocopy it and drive down to Manorcon with Dave and Joy, stapling and collating it the while. And how the hell Pete Sullivan manages to turn a zine around this fast on a regular basis has me baffled.

July 23: thus founder the best laid plans of mice, men and editors. On returning home on Thursday night, I tottered through the door with my suitcase and almost instantly decided that I had more enjoyable things to do than play hunt-the-braincell (a prerequisite, for me, if I intend to adjudicate). At a stroke my plans were changed from being Out-For-Manorcon to the slightly less ambitious First-On-The-Streets-With-A-Manorcon-Report-Zine. In fact there may be two such reports, since I'm about to write one off the top of my head, and Joy says she too intends to compose one.

Haz goes for gurgle of orange juice straight from the packet, as is his uncouth manner, and wonders what to write next. Let's segue into some hobbynews, since new zines have been appearing more often than typing errors in Y Ddraig Goch before the demise of the mimeo. Line up the new zines, compare and contrast:

Imprimus, **Garbage In, Garbage Out** from Duncan Proffitt (33 Barnes St, Clayton le Moors, Accrington, Lancs BB5 5PF. This has more than surpassed the promise of its flyer as reported last issue by being half the price (50p now) and by being less embarrassingly gung-ho, though it does prove irrevocably that DTP does not make good layout automatically -- ~18 pitch on one page and half a sheet of white space on another, aargh... Offering Dip, Sopwith, Hols der Geier (German card game -- recommended).

Secundus, **A Little Original Sin** from Victor Hall, 49 Vartry Road, Stamford Hill, London N17. Unlike most of the zines in this section, it appeared quite unheralded -- in fact it came two days before the deadline with Vick's "Dredd" orders -- and since he confides in a covering letter that this scummy rag provided him with no little inspiration, a good review seems obligatory. Offering Dip (an invitation and an all-comers game with Bourse), Machiavelli, Parliament/Government (the Patterson/N.Whyte games), and Sopwith, all at 60p a shot and... well, frequency unstated, but expect next one in early August, sez Vick. Also contains much on author Jane Bowles

(whence the title quote derives) and some nice Beardsleyish text decorations -- pasted in, no DTP here, it actually took effort. Now if only he learns to leave spaces after punctuation marks we could have a future Hobby Focus here.

Tertius, **The Flight Recorder** from Tom Tweedy, 29 Stanley Hill Ave, Amersham, Bucks HP7 9BD. Anyone hoping for a revival of Tom's former zine **Dib Dib Dib** is unlucky, though, for it's simply a new statszine which prints lists of Aces and ratings, plus queries and info-needed bits on vanished games. Available free with **Arfle Barfle Gloop** (Michele'n'Kris Morris, 293 Barn Mead, Harlow CM18 6SY) or solo for some trifling sum. Most interested parties will have it already, as Tom claims to have sent it to every GM and player whose address features on his database -- he must be made of money.

Quartus, **Die Grosse Dampfmaschine** (Paul Norris, Top Flat, 53 Ashley Hill, Montpelier, Bristol BS7 9BE) duly appeared as heralded at Manorcon, and instantly scored brownie points with me by heading up pages with quotes from Rambling Sid Rumpo. Diplomacy, Deluge, RR and Awful Green Things are on offer here; first issue prints house rules, reviews zines Paul sees, and falls apart due to lack of staples. 50p plus post, and another good bet, methinks.

Quintus -- yes, there's more -- **Kayleigh's Korner** from Neil Kendrick, he having seemingly learnt his lesson from his former zine **Yer Tiz** (which wore him out and was passed onto Ian Andrews, who promptly proved as feeble an editor as he is a Dip player -- participants in **Y Ddraig Goch** 'Passover' will know what I mean). Anyhoo, KK will be small and monthly, and non-trading. It's already seen 4 issues, and Neil does seem to know what he wants (and can handle) more than before. Very cheap (25p+, varying with size) and may be worthwhile if Neil can shake the clay of **Yer Tiz** from his feet. Address; 14 Clyde St, Ford, Plymouth PL2 1QQ (from August 13)

Sextus (!), **Blood and Iron** from Ian Harris, 3 Abbotside Close, Urpeth Grange, Chester-le-Street, County Durham DH2 1TQ appeared as Issue Zero at Manorcon. Lowish on content (4xA5) but promising more once positive figures are reached, especially hobby news (heralded by a truly dire pun). Also a tricky puzzle. Offers Dip, Deluge, Gunboat, Sopwith, Team Sopwith (interesting idea), Golden Strider, and a Football Bourse. All this is four-weekly and costs 30p, which looks so good that one expects Arthur Daley to step out with his ingratiating grin. As with all the rest, we shall wait and see.

Ultimus, **Age of Reason**, which was another Manorcon flyer. Now this one I have grave doubts about, and not just because putative boss Andrew Moss abbreviates the title to AoE. It's more the red and green illoes (surely horribly expensive and/or time-consuming), and the fact that this zine is being pushed with an advertising line more appropriate to cars or cat food on ITV; "[it] will not be the same old drudgery of games, articles, letters and exorbitant prices...[but] a high quality purest [sic] Diplomacy zine". Well, few zines which attempt to distance themselves from the hobby benefit therefrom, and if that lot isn't a sneer at every other Dippyzone I don't know what is. 75p an issue is actually quite expensive as zines go, actually, Andrew, and A4 centre stapled is nothing new either. The games will be run in some kind of supplement, sometimes appearing in the zine itself according to a system which baffles me, and with separate press. Well, we must hope that either co-editor Garry Lea or his subscribers manage to knock this pompous attitude out of Andrew in short order, or else I have grave doubts on the viability of this project. Regular Dip only (5 quid deposit) from 143 Aughton St, Ormskirk, Lancs L39 3LS.

No room for more hobbynews here; later, perhaps?

MANORCON: ALL THE GRISLY TRUTH
by Huckleberry Blackcurrant

Having determined not to try to get the zine out didn't half make the preparation easier for the con. So we turned up and promptly lost the keys Kath Collman gave me. Already, at five on Friday, the committee were retreating to their stereotypes; Walkerdine was supremely cool, Bowen tense and edgy, Sullivan nowhere to be seen (smart man). You'll never catch me running a gamescon, and if you do, don't go, for it's sure to be a disaster. Luckily for us all the Manorcon committee proved more than equal to their challenge and a good time was soon to be had by all.

My call for applicants for a U-Bend team had been met with silence, but Victor Hall had just written asking whether I still needed anyone, which made two with me. Most of the rest of the day was spent chasing round trying to dig up unswayed players; sadly Neil Kendrick got to Steve Howe before me, but a swift team-up with the likewise partially complete **Pyrrhic Victory** team took us to four, a swift word with Dave Newnham (at his first con, and apparently enjoying it thoroughly) took us up to five, and by then the news had spread that we were slightly short -- Matthew Shackle and Mark Batchelor volunteered for the last two places, despite their lack of connections with either sponsoring team. Due to this I decided we couldn't really call ourselves the U-Bend team, and when Pete Sullivan asked me for a name, I spontaneously christened us the Itchers. (We were a scratch team, you see).

Meanwhile time was found to play Grass (which Brian Williams won ahead of such luminaries as Dave Oya and Steve Howe by the tactic of keeping quiet whilst other people hurled abuse and vengeful penalty cards at one another), followed by Family Business, which I surprised myself by walking away with, not for the first time that weekend.

An early night followed. I don't always sleep sixteen hours a night, but on the first night of convention it is often a good idea to attempt to.

It was up with the lark on Saturday to ensure a hearty brekker before the ritual slaughter of the Dippy. Now I'd already noted that the room was a distinct improvement over last year's, and the breakfast too was a damn sight better. Manorcon food edible! Whatever next? Sharp voting Labour? Bowen publishing an issue without using the word 'whence'? Counting our blessings, I and the rest of the early birds tucked in.

Then came the tournament. Having picked France for no other reason than that I'd yet to play it postally or f-t-f, I found myself next to Shaun Derrick's Germany and Phil Day's Italy -- both opponents in current postal games about whose skill I had no doubts. Er. I instantly decided to go with Shaun rather than the English player, and soon settled down into a nice routine of stabbing them alternately. I even lied to Shaun two seasons running and got away with it, more or less. Austria and England went in short order as Neil Forsyth's Turkey and Mark Underhay's Russia went into juggernaut mode; Shaun persuaded Neil to turn on Mark, though, who went from 7 to 2 centres in two years. Unfortunately I made a thoroughly unsound stab on Germany just after lunch (as last year, my train of thought was disrupted; a true Dippy player such as I would rather miss meals and play continuously!) and was lucky to scrape a draw -- should've been a 4-way, but Tirkey misordered and didn't erase Russia, who squeaked in with A(Sev) and meant I had to give Marseilles to Italy to make him vote for. Shaun was on 12 centres and had a very good chance of a win, and in a postal

game he would have gone for it without even thinking, I'm sure. This is why I maintain that the postal game is superior. (It must be -- I'm better at it).

Strolling round the other team members, I learnt to my dismay that Mike Allaway (A) had been wiped out in 1902. Italy (Kern Dingsdale) and Russia (Matt Shackle) each squeezed a 1-centre draw; Russia I still don't know about; England (Dave Newnham) too made a draw after getting a fleet to AEG via Tunis (shades of ABG 'Annie!'), but only Vick Hall's Germany was a real leader. When the results were announced we came third from bottom. Still, it was better than rock bottom where my team came last year, and at least we beat the **Mad Policy All-Stars**.

One lunatic board kept playing to 11pm and received a special award at the ceremony. No, it wasn't a straitjacket each.

Following this I retired to less strenuous contests, most of which were with the editors and hangers-on of **Variable Title**, the drunkest and sickest bunch of people in the hobby. I first met this bunch properly last year, and liked them; now I like them still more. Unlike yer average unlovely drunk, the VT mob have style. They aren't obnoxious (not very, anyway) -- just silly and loveable. I shan't relate some of Neil Rowlands' and Steve Guest's carryings-on in a zine whose moral tone is as high as U-Bend's, but if you ever meet them, get the stories from the horse's mouth... This year their theme and rallying call was no longer fish, but fruit; every VT subber soon had their name badge redecorated with a fruity nom-de-guerre appropriate to their initials. Hence the byline on this report, in case you were wondering. Now I need search no longer for a pseudonym under which my best-selling fiction will appear.

It was during a game of Suppenkaspar with this brigade (this being the German game where the players watch their weights, becoming either gargantuan or anorexic and prompting many a cry of "I'll eat that teeny waffer-theen meent!" that Graeme Foster did something unwise; he made an **Age of Reason** flyer into a paper aeroplane and chucked it at the next table. The next table housed an 18thingummy game that Francis Tresham had been running all day. Oh dear.

Some prat called John Hopkins stormed over and glared at Graeme the kind of glare that maths teachers use to wither naughty ten year olds; "You [pregnant pause] are a complete dickhead". He waited two seconds to see if Graeme would swell up and explode (he didn't), then walked away with vast dignity deflated somewhat by the hoots of laughter. Joy Hibbert suggested he should have complained about his language, since there was a lady present (not that she minded, but Hopkins would doubtless have believed she did).

Francis Tresham entered rather more into the spirit of the thing; he simply tore the plane up and threw it back in a screwed-up ball.

After Steve Guest had died of obesity for the third time, the VT crowd went off to eat and the rest of the evening's events elude me.

On Sunday Simon Green and Graeme Staplehurst taught me **Der Ausreisser**, an enjoyable little German (of course) card game based on cycling. The German games companies not only design good games, they decorate them with nice cartoons too. Then along came the very wonderful Robin ap Cynan, who struck a bargain; he would play **Midnight Party** if we would all play **Jenga**, the wood-balancing game. Hands shook

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like a VT editor too long denied a drink as the wooden blocks teetered; Robin wickedly tried to induce laughter by saying 'fruitloop'. (If you think that wouldn't work, you've never heard him say it). After near misses by me, Joy and Jon Miles, Andy Bell it was who made the tower tumble.

Then it was off for a game with some of the Bristol /Birmingham people, such as Paul Norris and Paul S Richards. Guess what, it was another German one -- Flusspiraten, another silly-but-fun game, based about throwing people out of boats. After a titanic struggle I found myself with four chances to roll an odd number and win; I managed to scrape it on the fourth, and was presented with the Flusspiraten Cup (a Brum Uni plastic cup suitably inscribed by PSR). I took this treasured possession back to my room, and was thoroughly horrified when I went up later and found Dave drinking Coke out of it. Harsh words were spoken, you may be sure.

For the second night running we went to the infamous Imran's to eat, but this time we took the VT mob. (Or did they take us?) Dave's car refused to start and Matt Harrison's zoomed off into the distance, but balance was resumed by Matt getting lost whilst I navigated my way there with contemptuous ease once Dave was summoned from a game of Rogue Trooper to cajole the engine into life. Amongst other goodies, we had a Family Nan betwixt the seven of us, which was approximately the size of your average pillowcase. Yum. And all for six quid each. Can't wait for next year.

It was also on Saturday that I walked away with sizable quantities of zines from the collections of John Colledge, Bryan Betts and Iain Bowen; boxes full, in fact. Now, can anyone think of an amusing employment for an almost-full run of **Mouse Police**? Don't all shout at once, now. (No, William, there weren't any of **The Ring**.) Also also, it was Sunday night (Monday really) that I won two further games of Family Business, making it three out of three. I shall have to suggest a tournament of this next year.

This smart machine tells me I have half a page or so to dedicate to Monday's events, which is a shame as I have great difficulty recalling many of them -- by that time in a convention I'm generally running on fumes, as 'twere. I do remember an interesting card game, name of Mhing, which is basically Mah-Jong with cards instead of little tiles. (At some point before I stop speaking to my parents totally I must get out of their house my antique Mah-Jong set. Bloody lovely, it is. Almost afraid to play with it). Anyway, Iain Alexander kept winning with contemptuous ease, whilst Joy, me and Mike Young lost with ditto. We kept playing partly because it was rather a fun game, but mainly, I feel, because nobody could summon the energy to try and grasp the rules of anything else. In the end Iain had racked up so many points as to be thoroughly unstoppable, so we called it a day and went home. (Joy is reading over my shoulder and claims that it was she who won. I'm quite prepared to believe her; my alertness was not at its peak).

So anyway, homewards we went, and for the first time in a long while my being unemployed proved somewhat handy, since I pulled my usual stunt of clearing my sleep overdraft in one burst the next day to the tune of, er, not quite sixteen hours. (For goodness' sake don't tell the DHSS that last one or the sods'll probably try to dock me a day's benefit).

That was Manorcon. It was great. I met lots of you and you too were, in the main, great. Next year it's moving to larger premises and promises to be even greater. See you there, y'all?

STICHOMYTHIA
ye letter column

Only a short one this issue as time and postal weight bands rear their ugly heads. Next time, I swear, I'll clean my files right out.

[[Here we go, then, with an item of interest to Sopwith 'Anderson' players]]

Iain Bowen Now, I may not be as decrepit as Webley, but even I can
York remember Look and Learn and the cartoon strip -- The
 Trigan Empire. Janno was a fighter pilot therein and one
of a quasi-royal house. It was a sort of technologically advanced
Imperium Romanum type thang and very, very exciting at the time. The
thought of it inspired me to reread the annual that I have and I was
engrossed.

[[Now, I may not be as decrepit as you, Bowen, but I too
remember Look and Learn cos my boarding school had piles of
it for educational Sunday morning reading. I recall awful
bowdlerised cartoon versions of **Three Men In A Boat** and **The
Fifth Form At St Dominic's**, though I do seem to recollect at
least one Trigan Empire jobbie -- where there was an
election, and instead of ballot boxes everyone just threw
different coloured stones into a valley. (Bowen the
psephologist winces).]]

[[No, no... not more bog rolls:]]

Sue London On the subject of bog rolls, I find the spring-loaded
Reading holders a pain as in our rented accommodation the spring
 has broken and the roll is likely to shoot across the
room.

[[Let me guess, next issue some prize dork will write in
claiming that they pulled at the bog roll and the bathroom
wall fell down. Well, I'm not printing it.]]

Dave Hicks When and if you do want me to draw you a cover just say
Cardiff the word [[The word]] -- although I'd rather avoid Chris
 Sutton's request for Judge Anderson, since I have no
source material, being someone who's never really thought Judge Dredd
-- and indeed most of the 2000AD material -- was ever more than
faintly amusing and suitable for little beyond passing the time in
dentists' waiting rooms. I suspect within the hobby this may be a
minority view and might even offend some people....

[[Like me? I don't know about the hobby, but in this zine
you definitely are. "Mr Torquemanda, we have an heretic to
convert." Your Diplomacy game, for example, is not named
after an American chocolate bar, but after the member of the
Council of Five and the only other surviving member -- bar
Dredd -- of the Judge Child mission. If you're baffled by
these references, you don't know what you're missing.]]

Mark Boyle Up Around The Bend will go top ten in the Zine Poll this
Johnstone year. [[Aaaaaaargh!! The kiss of death!]]

[[Held over to next issue are umpteen letters on card games
and music, plus a very weird (or rather, weirder than usual)
letter from David Oya which would be difficult to print save
in its entirety.]]

GAME REVIEW: CHAFTS (Rostherne Games)

by Haz

Since David Watts sent me a freebie copy of this, it would be most churlish of me not to give it some kind of once-over-lightly; besides which, it's well worth the time spent on learning it, since Chafts is a damn fine cup of... err... a damn fine abstract strategy game just like Railway Rivals isn't.

Weakest point, maybe, is the box. Being the cottage-industry it is, Rostherne can hardly compete with the standards of the pros as regards packaging; luckily DGW has the services of some useful artists and draftsmen from the hobby (Andy Poole, Wol Nicoll), but nonetheless the Chafts box looks amateurish -- the labels are well drawn but tend to peel off, where a pro game would have a directly printed box. Also I don't like the name, which sounds vaguely obscene to me for reasons I am unable to fathom.

Said name, of course, is a hybrid of Chess and Draughts, and it couldn't have been done the other way about without sounding like a game based on the fashion industry, so Chafts it must be. The board is simple black and white with draughtsmen (different spelling from last para.) at either end, also with rows of cones of each colour. These cones move according to the rules of chess, immobilising any draught they land on, which is obviously a good way to prevent your opponent's draughts reaching your back row (which is how the game is won). However, there is also a set of six cards each, bearing pictograms of the chess pieces, and once a card is used to denote the move of a cone it must be discarded; in other words, after five cone moves only one chess card is left, and that must be used for the sixth move. After that, all the cards become reavailable and so on to move twelve...

That description over-complicates what is in actuality a very simple game for someone who knows the rules of Chess and Draughts (and surely most of us do?) The only snag about games such as this -- the sort that take "a minute to learn -- a lifetime to master" (now whose slogan was that?) is that they don't tend to sell very well. This, no doubt, is why Rostherne have put out the game rather than trying to flog it round the Waddingtons and Gibsons of this world; where Waddingtons would put it in the aforementioned pretty box and have it on sale all over the country for a month or two, then receive less than immense sales figures, cut their losses and flog them all off cheap (can you say **Cafe International?** I thought you could), Rostherne will produce the game as economically as they did indeed produce Chafts, fail totally to set the Thames afire with it, but keep it on the catalogue for five or ten years selling steadily through the Hobby and through word of mouth, and finally, no doubt, make just about enough of a profit to make it all worthwhile.

Of course all right-minded Hobby members do hope that Chafts (or Winchester, or Manchester, or whatever the next one is) will give DGW his well-earned best seller, but somehow I doubt it. I tell 'ee, when all's said and done there are very few games which last more than a year in any meaningful sense, and David Watts is responsible for many of them. Long may he reign.

OKAYDAVIDTITTLELETSSEEYOU TRYANDBOOTLEGTHISONEITSCOPYRIGHTSOTHERENYAAAHH

BABY REVIEW (no, not you, Mr Creese): Yet another (arguably) new zine is the first Mad Elaine Smith/Loopy Andy Key issue of **Mission from God**, out for Manorcon at 50p (subsequently double that -- can't you tell I don't have a pound sign?) Recommended. Oh, look, no room for the address. That'll teach Key to ring me late at night for a review.

DEBATE

A Diplomacy variant by Tim Sharrock

- 0) All rules of Diplomacy apply except as amended below.
- 1) Due to rising sea levels, provinces become submerged as shown in Table 1 below. The submergence of a province occurs after the adjustments in Autumn. Submerged provinces are then counted as sea spaces.
- 2) Supply centres that are submerged cease to function as such and are thus not usable for the following years' unit builds and maintenance.
- 3) Any army that remains for a season in a supply centre, and which is not ordered to move, attack, be convoyed or give support, may be ordered to change into a fleet, thus: "A(Lon)=r'(Lon)".
- 4) Switzerland becomes a passable land province after 1904.
- 5) Submergence causes the populace to move inland, resulting in the formation of some new supply centres as shown in Table 2 below.
- 6) When new supply centres are formed, they are owned (in order of precedence) by: a) the country occupying the province; b) the country within whose borders they lie; c) the last country to have a unit in that province; d) nobody -- remains neutral until occupied.
- 7) The Abstraction A/r rules should be used.
- 8) The winner is the survivor after Autumn 1908 -- i.e. the player owning Switzerland at that point.

Table 1: Submergences

Autumn 1901:	Bel, Gas, Hol, Lva, Lon, Ven.
Autumn 1902:	Ada, Den, Fin, Lpl, Pic, Rus, Sev, Syr, Yor.
Autumn 1903:	Arg, Bra, Bud, Kie, Nap, Par, Str, Rus.
Autumn 1904:	Ger, Bul, Gal, Gre, Har, Mos, Per, Pru, Rom, Rum, Ukr, Vie.
Autumn 1905:	Alb, Cly, Con, Swe, Tri, Wal, War.
Autumn 1906:	Don, Eri, Ser, Sil, Sny, Spa, Tur.
Autumn 1907:	Ark, Bur, Hun, NAE, Nwy, Pie, Tyr.

Table 2: New Supply Centres

Spring 1902:	Wal, Rum, Tyr.
Spring 1903:	Ukr.
Spring 1904:	Pic.
Spring 1905:	Con, Swi.
Spring 1906:	Sil.
Spring 1907:	NAE.

Rules clarifications (by Naz):

Remember to refer to sunken provinces in capitals (e.g. for the vast majority of the game, London is LON, not Lon).

the same piece create several multi-coastal provinces, which must be referred to correctly when ordering fleets or building them. Fleets in a province which becomes multi-coastal have their position determined (a) from most recent relevant order, (b) from proximity to SWI, (c) randomly.

Armies caught in a single province; a moot point not covered in the rules. Opinions vary between automatically transferring them to fleets (as in Y BWAIG 3031) and statistically dropping them (as in Z3337). So can all players give a preference as to which they prefer with S'OI orders? The majority wins; abstentions count as such, and if there's a tie we'll use the latter verdict.

rev supply centres become such after adjustments, not before Spring movements.

Abstraction A/F rules? I'll let Kinzett explain...

A BATH BARRY GLEDE TO ABSTRACTION A/F RULES

by Dick Kinzett, filtered from Zeezy 33

- a) Convoys across one sea space only, are called Fast Ferries, thus: F(All) or A(Yor)-any. If both units belong to the same power and the army's move is stood off, the army remains aboard the fleet and becomes an Army-Fleet; hence, A/F(All).
- b) All other convoys can only be undertaken by the formation of A/F's to carry the army by piggy-back (both units in an A/F must belong to the same country). In a single turn, an army may board (o) an adjacent fleet at sea, thus becoming an A/F, which may then move to another sea space, whereupon the army may disembark (o) onto an adjacent land province. Thus; A(Lin) & F(Sea); A/F(Sea)-Lis; F(Lin) & Lin.
- c) It follows that A/F's may exist as discrete entities, though only at sea, e.g. by a fleet taking on an army and failing to move or disembark. However, an A/F may remain intact for a maximum of three consecutive turns, the army dying of scurvy if not disembarked on the fourth.
- d) An A/F will not form if the fleet is attacked (even if not dislodged), except in the situation of a failed fast ferry as in (a) above. Nor will it form if for some weird reason the fleet is ordered to support something that turn instead.
- e) An A/F, once formed, has a combat factor of a single fleet, and thus may move or attack (but not to a land space), or support (this may be to a land space). An A/F existing at the start of a turn may use its fleet to support its army's disembarkation instead of moving, or the fleet can move after dropping the army off. If an A/F is dislodged, the disembarkation fails. A dislodged A/F must retreat intact to sea; if a land retreat is ordered, the army perishes. An on-board army may be removed during adjustments; in 0-decided adjustments, on-board armies lie before fleets.

Hopefully that should answer any questions of the players in 'McGuder', whose gamestart is a few pages away; but if any remain, just ask.

Year-by-year maps etc, I believe, available from the UK Variant Bank for anyone who wants a nice clear picture of what the world currently looks like; try a quote from 'George Jackson, 7 Newland Road, W. Kingston, Bmtl BS15 4EB do to it, and stop clean jibblin!

I WAS GAMBLIN' ON A SEVEN AND I BET A GRAND
JUST IN THE NICK OF TIME I LOOKED AT HIS HAND
(the games section)

Let's start with the simple ones --

FARADAY (Atlantic Airlines) Oops

Is held over. John Webley in Germany has yet to receive the rules from David Watts, and though he kindly asked me to use my own judgement for his starting position, I have to hold the game back anyway 'cos I forgot to tell you last time to send preference lists, not only for start airport and name, but for the plane you start with. I await full start details from John and James Thorp, plane prefs from Steve Guest, David Oya and David Tittle; smarty pants Dave Lomas has all required info on file. Apologies once more for the delay.

KELSO (Intimate 1a Diplomacy) Gamestart

AUSTRIA: Mark Stretch, 2 Over Mill Drive, Selly Pk, Birmingham B29 7JL
RUSSIA: Edward Richards, 10 Woodhey Rd, Bebington, The Wirral L63 8PD

Eddy having chosen a country, we can kick off. Let's have your Winter 1900 bids on the neutrals by the next deadline, please (in ECUs -- much trendier than Eurodollars). It's common for games of Intimate Dip to run at double-speed, i.e. two adjudications per issue of the parent zine; I may go over to this in a while, but I want to make sure both the players and I know what they're about, so this game and 'Noxin' will run at standard pace for one game year at least. The waitlist for this game will remain open until such a time as it's empty come a deadline (which it isn't now -- see back page...)

NOXIN (Intimate 1a Diplomacy) Gamestart

ITALY: Nicholas Parish, 'Monkmoor', 10 Beechwood Avenue,
Weybridge, Surrey KT13 9TE
ENGLAND: Mick Haytack, 43 Swanmore Road, Littleover, Derby DE3 7SD

Here we go with the second Intimate gamestart; for next deadline I require opening bids for the five neutrals. See note under 'Kelso' for my thoughts on the schedule of the Intimate Dip games.

McGRUDER (Deluge Diplomacy) Gamestart

After much pondering of preference lists and tossing of tie-breaking coins, the country allocations come up looking like:

AUSTRIA: Paul Norris, Top Flat, 53 Ashley Hill, Montpelier, Bristol
BS7 9BE
ENGLAND: Tony Sait, 15 Alphington Green, Frimley, Surrey GU16 5LQ
FRANCE: David Tittle, 5 Penrhyn Cres, Runcorn, Cheshire WA7 4XJ
GERMANY: Nicholas Parish, 'Monkmoor', 10 Beechwood Avenue, Weybridge,
Surrey KT13 9TE
ITALY: Allan Gordon, 3 Forest Avenue, Chingford E4 6AR
RUSSIA: Dave Hicks, Top Flat, 8 Dyfrig St, Pontcanna, Cardiff CF1 9LR
TURKEY: Peter Ritchie, 241 Days Lane, Sidcup, Kent DA15 8JX

Rules are to be found on page 9, along with a few clarifications, tips on play and the like. So, as the clouds burst all over Europe, several players wisely move to addresses on the top storey.

HERSHEY (Diplomacy 91??)

AUSTRIA: Edmund Morgan, c/o 22 Meadow Road, Sutton, Surrey SM1 4NF

A(Vie)-Gal, A(Bud)-Ser, F(Tri) H.

ENGLAND: Dave Newnham, 80 Prince Edward's Rd, Lewes, E Sussex BN7 1BH

F(Lon)-NTH, F(Edi)-NWG, A(Lpl)-Yor.

FRANCE: Mark Stretch, 2 Over Mill Drive, Selly Pk, Birmingham B29 7JL

F(Bre)-MAO, A(Par)-Pic, A(Mar)-Bur.

GERMANY: Simon Cutforth, 49 Deuchar Street, Jesmond, Newcastle NE2 1DX

A(Mun)-Bur, A(Ber)-Kie, F(Kie)-Den.

ITALY: Dave Hicks, Top Flat, 8 Dyfrig St, Pontcanna, Cardiff CF1 9LR

A(Ven)-Tyr, A(Rom)-Ven, F(Nap)-ION.

RUSSIA: Paul Bennett, 118 High Northgate, Darlington DL1 1UR

A(Mos)-StP, F(Sev)-BLA, A(War)-Gal, F(StP/sc)-GOB.

TURKEY: Chris Sutton, 62 Ashbrook Rd, Stirchley, Birmingham B30 2XB

A(Con)-Bul, A(Smy)-Con, F(Ank)-BLA.

Press To Play:

Anon - All: Who'd like to see Russia get no builds?

Italy - World: I'm trying to give up smoking at the moment, and am naturally therefore a little stressed. So just watch it...

Italy - GM: You like playing this country? Weird.

Judge English - Italy: I said no such thing. I merely stated that as of this moment, my only postal or f-t-f win at Dippy was with the green bits. Pure fluke, honest.

Turkey - Russia: I smell a rat in the Black Sea.

Turkey - All: On hols from 20th July for 2 weeks. All letters will be answered -- especially Germany's.

Judge English: Note that several players are on the move in this game:

Simon Cutforth: from end of July to 20th August at least; 13 Eastridge Croft, Shenstone, Staffs WS14 0LN (0543 480734); thereafter, in Leeds, address to follow. (Congrats on marriage, SWC!)

Ed Morgan: in foreign parts for a year from 13th July, at Cercle d'Ingenieurs, BP2, 13117 Lavera, FRANCE. Mail will be forwarded from Sutton.

Paul Bennett: to 103 Deleval Close, Newton Aycliffe, County Durham DL5 4QP "in the foreseeable future"; use this or the above address indiscriminately, he says.

A fairly routine start there; we shall doubtless soon learn whether the Burgundian, Black Sea and Galician standoffs were arranged or not. Meantime, Austria already looks in difficulties.

.oOo.

Unlike Steve Howe, I don't have a handy book of spacefillers.

DREDD

(Diplomacy 91??)

Autumn 1901

AUSTRIA: Allan Gordon, 3 Forest Avenue, Chingford E4 6AR

A(Vie)-Tri, F(Alb)-Gre, A(Ser) S F(Alb)-Gre.

ENGLAND: Adam Sharr, 54 Kingsdown Road, Cheam, Surrey SM3 8NY

F(NWG)-Nwy, F(NTH) C A(Yor)-Den, A(Yor)-Den.

FRANCE: Peter Dunnett, 328 Old Road, Clacton on Sea, Essex CO15 3NU

F(Pic)-Bel, A(Bur) S A(Pic)-Bel, A(Mar)-Spa.

GERMANY: Peter Ritchie, 241 Days Lane, Sidcup, Kent DA15 8JX

F(Kie)-Den, A(Hol)-Bel, A(Ruh) S A(Hol)-Bel.

ITALY: Toby Harris, 6 Durham Tce, Silksworth, Sunderland SR3 1BW

A(Ven)-Tus, A(Rom)-Apu, F(ION)-Tun.

RUSSIA: Vick Hall, 49 Vartry Road, Stamford Hill, London N15

F(GOB)-Swe, A(Ukr) S A(Sev)-Rum, A(Sev)-Rum, F(BLA)-Ank.

TURKEY: Peter Charles, 16 Bosbury Road, Catford, London SE6 2SJ

F(Con) S A(Bul), A(Bul) H, A(Ank) H.

AUSTRIA: Vie Tri Bud	+Ser +Gre = 5	Builds A(Vie), A(Bud)
ENGLAND: Lon Lpl Edi	+Nwy = 4	Builds F(Lon)
FRANCE: Par Mar Bre	+Spa = 4	Builds A(Par)
GERMANY: Mun Kie Ber	+Hol = 4	nbo! 1 short (oh, <u>Peter!</u>)
ITALY: Rom Nap Ven	+Tun = 4	Builds F(Nap)
RUSSIA: StP Mos Sev War	+Swe +Rum = 6	Builds A(Sev), A(StP)
TURKEY: Ank Con Smy	+Bul = 4	Builds A(Smy)
Still Neutral: Por, Bel, Den	= <u>3</u>	
	34	

Press To Play:

'Orrid Square Typeface - Blobchops: I should like to apologise for the dreadful way in which Allan referred to you. However, angles are undeniably superior to radii...

Quote from Smodnoc 31 - Austrian strategy: "..... success can only be built on a good working relationship, which often develops into an alliance, with Italy."

Germany - All: He did suggest he'd be unlikely to survive Spr '01 -- anyone for a holiday in Budapest?

England (govt.) - Germany: I don't know about you, but I keep getting this time share junk mail. It used just to be about villas in Spain, but the latest one offered me not just a chateau, but THE WHOLE OF FRANCE. No doubt if I turn up to a meeting, I'll find I've won a Ford Fiesta as well!

The Gingerbread Man: "Stop!" said the big, hungry Gobbler, "I should like to eat you". But the Gingerbread Man just laughed. "I've run away from a Little Old Androgyne and I can certainly run away from you!" So saying, he sped off once again -- but he hadn't gone very far before he came upon a Green Grass-Snake.....

Judge English: What an interesting season -- there doesn't seem to be much love lost between anybody at all!

ANDERSON (Sopwith T172UB) Turn 2

A cloud slightly misplaced last time, corrected on players' copies.

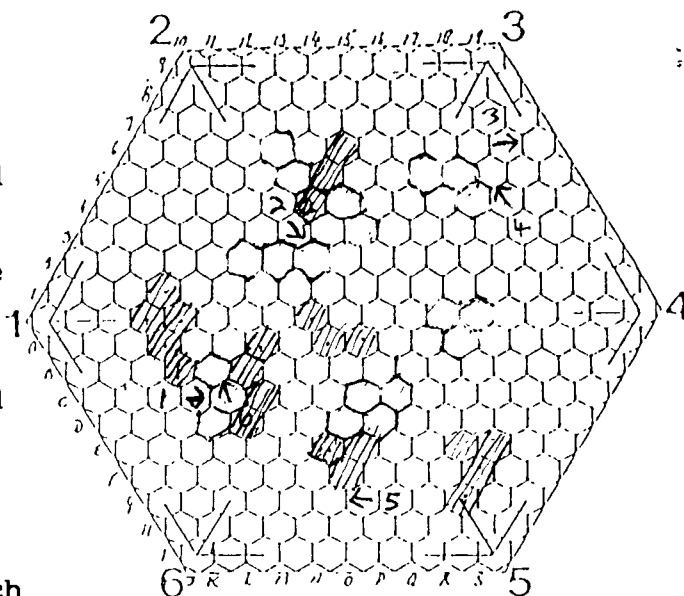
Pilot	Starts	Moves	Ends	A : D : P
Kaptain Krum Kris Morris	D4-E5	RS,RS f-R, <u>RS</u> f-R	G4-H5	14:08:00
Major Mirkin James Thorp	D10-E10	NMR! A,A,A	G10-H10	16:12:00
Lt. Janno Vorg John Webley	J16-J15	LT,LT f-A,LS f-A&R	L18-M19	13:12:00
Daffy Dodo David Oya	P18-O18	A,A f-L, LS	M17-L17	15:12:00
Magneto Tim Lomas	P10-O10	LT f-A,A f-A,LS f-A	N7-M6	13:12:00
The Major Dave Lomas	J4-J5	A,LT,A f-A&L	H5-G5	14:12:04

Clouds go SW again to: (D4,D5,E4,E5,F4):
(G11,G12,G13):(H6,H7,I5,I6):(I9,J9,K10):
(L7,M7,M8):(P11,Q10,Q11,Q12).

Press:

Lt Janno Vorg? Wasn't he the Second Lieutenant on the Marie Celeste whose supposed party piece was to get ratted on ship's grog and then run around yelling "Abandon Ship we're sinking!!"?
Magneto - All: It wasn't my fault, honest, I did send orders in. I HATE the Post Office.
Magneto - Vorg: Too young? Wanna bet? Mind you, I've still no idea.
Judge English - Magneto: All is revealed in the letters this issue!
Krum - Judge English: What can I say? Lots of reasons but no excuses. Apologies for NMR to you and players.

Judge English - All: The lead flies, much to no avail, but The Major catches Krum a dandy one amidships in turn 3; first blood!



IZZARD Railway Rivals (Pacific NW Dynamite/Leapfrog) Setup

- Start Y46: Steve Guest, 3 Becket Street, Oxford OX1 1PP
Hairy Animal, Very Energetic And Nimble, Is Certainly Excited -- Daffodils Are Yellow! (HAVE A NICE DAY); Orange
- Start E46: David Tittle, 5 Penrhyn Crescent, Runcorn, Cheshire WA7 4XJ
Western American Railroad Passes All Towns (Hopefully) (WARPATH); Black
- Start M46: Joy Hibbert, 11 Rutland St, Hanley, Stoke on Trent ST1 5JG
Massive Inconsiderate Capitalist Organisation (MICA); Purple
- Start C96: Tony Sait, 15 Alphington Green, Frimley, Surrey GU16 5LQ
Glendive - Idaho - Tacoma Railways (GIT); Green

Start W46: John Colledge, 'Dunorroch', 12 Garten Street, Broughty Ferry, Dundee DD5 5HH
 The Blue Nose Special (TBNS); Blue

Rolls for the first round are 6-6-6... honest. Why do I never get die rolls like that when I need them? And you all got your first choice of start -- there's something uncanny about this game. Remember to nominate at least one special order as well as the builds.

Leapfrog rule: when building, you may 'leap' up to three hexes along the track of another player from a junction and resume building from that point. You still have to pay costs for the two junctions, and points for running along your opponent's track if you race over it; apart from this, leapfrogs are free. You may leap each player up to three times during the game.

BARRETT Railway Rivals (Yorkshire) Turn 1

IYI (Damien Cosgrove, orange): 1a) (Castleford)-M12-N11: 1b) (N11)-C50:
 1c) (C50)-Dewsbury-C47-C46-D46. 20+6=26

NUTS (Nicholas Parish, purple): 1a) (Castleford)-Wakefield:
 1b) (Wakefield)-M10-A49: 1c) (A49)-B48-Dewsbury-E48. 20+6=26

LUST(David Oya, red): 1a) (Leeds)-H50: 1b) (H50)-I50-I48: 1c) (I48)-
 Shipley-J46; (I50)-J49-K50. 20+3=23

Tykes Have Energetic Engines (John Webley, brown): 1a) (Doncaster)-F12-
 Mexborough: 1b) (Mexboro)-I9: 1c) (Mexboro)-Elmsall-I13. 20+12=32

AE (James Thorp, blue): NMR! 1a) (Leeds)-H50: 1b) (H50)-I50-I48:
 1c) (I48)-Shipley-Bradford-F48. 20+9-5(fine)=24

Rolls for next round: 5-3-6. If James NMRs again his teeth, sorry, track will be torn out, sorry, up.

COREY Asteroid Dogfight Turn 2

Name	Start	Speed	Shd	Moves	Fires	Ends	Cap	Dge
Tiny Clanger Dave Lomas	B2-C3	1 - 2	<u>1</u>	RT,A	<u>R1</u> , <u>R5</u>	D2-E2	1	10
Baron 'Flash' von Boggles Mark Giles	C12-D13	2 - 1	0	RS	0	D12-E13	5	16
Kaptain Krum Kris Morris	J19-K19	0 - 2	0	A,A	0	L19-M19	4	16
Last American Pitbull Marc Cole	Q17-R16	2 - 4	0	A,A,A,A	0	S13-S12	2	16
Mjr Mirkin II James Thorp (NMR!)	Q8-P7	2	0	A,A	0	O6-N5	4	16
Cdr.Daffy Dodo (Starfleet) David Oya	H1-G1	2 - 4	0	A,A,A,A	<u>R5</u>	D1-C1	1	9

Damage Control: Phase 1 -- Tiny Clanger catches an asteroid; Phase 5 -- Clanger and Dodo blast one another at point blank range for 7 points each! Powerful things, these lasers.

Judge English: An error last time -- I let Boggles accelerate by 3 instead of the max, 2. Readjudication issued. Map and asteroid movement overleaf. Mark, your orders were not well laid out -- try and make them like the report. I hope I've interpreted them correctly.

Asteroids keep moving along to:

(G6,H6,H7)[4]: (G11,G12,H12)[4]:

(I10,I11,J11)[3]: (I16,J16,J17)[4]:

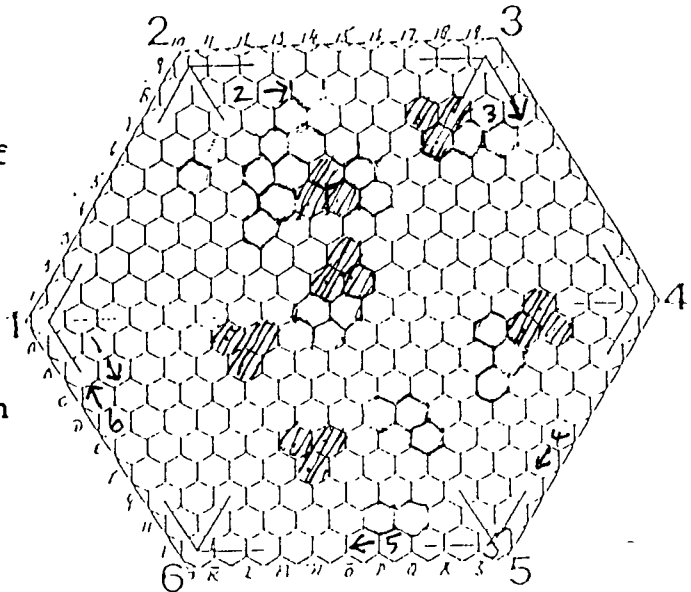
(K6,L6,L7)[4]: (P15,P16,Q16)[4].

I've managed to squeeze firing into the game report, though it's a bit of a squash; R1 and R5 mean that the laser was fired in phase 1 and phase 5 respectively, to the right both times. Underlined firing hits, and underlined shield means damage was taken from the shield (obvious, eh?) Movement is described in Sopwith terms rather than the complex ones in the rules.

Press:

Krum - All: See Anderson press.

Tiny - All: If you shoot at ME I'll set the Soup Dragon on you!



JACK (Five Italies Diplomacy 91??ug12) Spring 01

ITALY A: James Nelson, 112 Huntley Avenue, Spondon, Derby DE2 7DU

A(Ven A) H, F(Rom A)-TYS A, F(Nap A)-ION A.

ITALY B: Toby Harris, 6 Durham Tce, Silksworth, Sunderland SR3 1BW

A(Ven B)-Pie A, F(Rom B)-TYS B, F(Nap B)-ION B.

ITALY C: David Tittle, 5 Penrhyn Cres, Runcorn, Cheshire WA7 4XJ

A(Ven C)-Pie C, F(Rom C)-TYS C, F(Nap C)-ION C.

ITALY D: Paul Bennett, 118 High Northgate, Darlington DL1 1UR

A (Ven D)-Pie C, F(Rom D)-TYS D, F(Nap D)-ION D.

ITALY E: Simon Cutforth, 49 Deuchar St, Jesmond, Newcastle-on-Tyne

A(Ven E)-Pie E, F(Rom E)-TYS E, F(Nap E)-ION E.

Judge English: Well, almost symmetrical, but not quite, not quite! Remember there's still a neutral army holding in Swi. Toby kindly sent a map but I haven't space to paste it in, sorry. Some press:

Italy B - GM: Bastard! I wanted to play Italy C. Anyone can see that it is the best!

Italy E - Italy A: Sorry about that, it's intended to secure Ven E for Fall 01, not attack you.

Italy B - Italy A: Sorry about this -- it is just that I feel nervous with your toe pointing in my direction.

Italy B - Italy C: As long as you keep your boot facing the way it is then I am sure we will get along.

Italy - Italy: Another glass of Bardolino?

Oh, nearly forgot there are some COAs, lots in fact. For Paul and Simon, see under game 'Hershey'. David is on a temporary placement in Glasgow, but the Runcorn address should still be used. Not to be outdone, James expects to go off to University this autumn. Why don't you move too, Toby, just to complete the set?

GRIFFIN

Sopwith T174UB

Turn 1

BARONS ABOUND: One a good shot

Pilot	Starts	Moves	Ends	A : D : P
Baron von Boggles Mark Giles	A1	T/o Lft: A,A,A	A4-A5	16:10:00
Baron von Lettuceleaf Marc Cole	A10	T/o Rgt: A,A,A <u>f-A</u>	A7-A6	15:12:02
'Blue with White Stripes' Baron	J19 Peter Ritchie	T/o Ctr: A,A,A	J16-J15	16:12:00
Roger Ramjet John Todd	S19	T/o Ctr: A,A,RS	P17-O16	16:12:00
Captain Condor ACE! Dave Rowley	S10	T/o Ctr: A,A,LS	P9-O9	16:12:00
Machine Gun Joe Stuart Tweedy	J1	T/o Ctr: A,A,LT	I3-H3	16:12:00

Clouds head off NE: (E7,E8,F8):(E10,F10,G11,H11):(G15,H15,I15):(J10,J11,K10,K11,L10):(O15,P16,Q16):(P13,P14,Q14,R14).

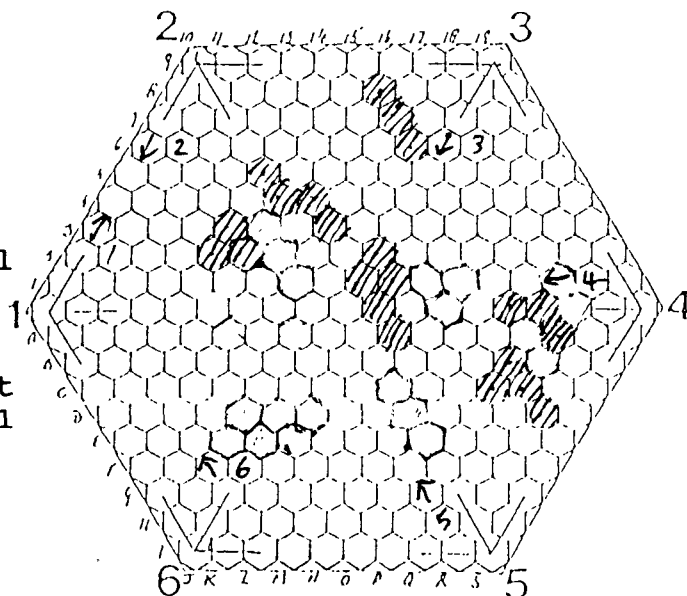
Judge English: A game with many a worry and problem. Firstly I wrongly pegged Stuart as an Ace in the gamestart; he is in fact an ordinary flyer such as you or I (though he is actually fairly close to Aceship, so beware...) Secondly, Mark B had to decline the gamestart due to some unforeseen busying circumstances. Thus Dave Rowley (editorial address) -- a real bona fide Ace -- takes over. I hope all this doesn't confuse Tom Tweedy's database too much.

As for the game, it's the first time I've seen damage inflicted in turn 1 -- this augurs well indeed!

Per-per-per-per-Press:

Lettuceleaf - All: Mark, you mark Mark and I'll mark Marc.

Judge English - Lettuceleaf: Alas, no longer quite so funny.



ENGLISH

Railway Rivals map OH

Setup

Start Columbus: Denis Jones, 75 Kingston Rd, Ilford, Essex IG1 1PB
Friendly Railways In Eire Now Dedicating Lovely Young Funds
At Southern Cults In Sudden Moments (FRIENDLY FASCISM); Black

Dave Lomas, 6 Ramshaw Grove, Adderley Green, Longton,
Stoke on Trent ST3 5TD
Crap Chuffers Inc (CCI); Purple

Peter Charles, 16 Bosbury Rd, Catford, London SE6 2SJ
Ohio Railway Network And Transport Executive (ORNATE); Blue

Start Cleveland: Mark Giles, 57 Sparrow Fm Rd, Epsom, Surrey KT17 2LR
A4 Transports (A4T); Green

Peter Ritchie, 241 Days Lane, Sidcup, Kent DA15 8JX
IDLE (acronym unexplained -- Peter?); Red

Iain Bowen, 5 Wigginton Terrace, York YO3 7JD
(no name as yet); Pink (I suspect)

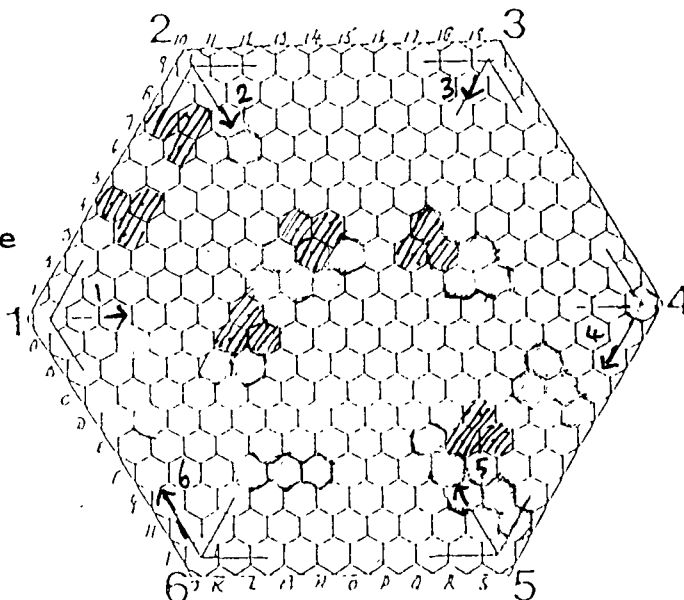
There you go. Iain steps in for Mark Nelson who decided not to play on learning it was a 52-town map (my fault -- I promised him a 36-towner). Rolls for the first round are: 4 - 5 - 3

LARTER		Asteroid Dogfight					Turn 1		
Pilot	Starts	Speed	Shd	Moves	Fires	Ends	Cap	Dge	
Gervaise the Frog	A1-B2 Simon Cutforth	0 - 2	0	A,A	0	C3-D4	1	16	
Admiral James T. Bag	A10-B11 Eddy Richards	0 - 2	0	A,A	0	C12-D13	1	16	
Soup Dragon	J19-J18 David Tittle	0 - 1	0	A	0	J18-J17	2	16	
Last American Pitbull	S19-S18 Marc Cole	0 - 2	0	A,A	A4	S17-S16	0	16	
Kismett	S10-R10 Nicholas Parish	0 - 2	0	A,A	0	Q10-P10	1	16	
Major Mark E. Smith	J1-I1 Edmund Morgan	0 - 2	0	A,A	0	H1-G1	1	16	

Asteroids move inexorably NW (if NW can be said to have any meaning in deep space): (A5,B5,B6)[4]: (A8,B8,B9)[4]: (G6,G7,H7)[4]: (G10,H10,H11)[4]: (K13,K14,L14)[4]: (P11,P12,Q12)[4].

For all those who asked, the reason that Mark Giles changed speed by 3 in 'Corey' was that he didn't, i.e. I made a slip adjudicating. All sorted out now, I hope, and luckily none of you tried to.

Would you believe there isn't a single item of Press? (Or a married one -- boom, boom). To fill space by the side of the map I'll mention that Nicholas' pilot name is that of the character he portrayed in his 6th Form play. Some others are obvious, some not, but none of the latter bothered to explain.



MICA GAMES

HOLDOVERS GALORE

AQUARIUS/4002AD (GM Haz)
GLOSTER/SOPWITH (GM Haz)
STANSTEAD/ATLANTIC AIRLINES (GM Dave Rowley)

I brilliantly omitted to mention in the hobby news last time and this time that Dave Rowley has finally become disillusioned with running his ever-dwindling zine Mica, and has passed the remaining games to me for completion in U-Bend. Some of the games have been left for a while and I need confirmation that people wish to continue -- especially Rob Cullender (all three games). On file are orders from Paul Slade and John Miller (Gloster), and Thane Duffield, Joy Hibbert and Harry Bond (Stanstead). Andy Bell has confirmed but needs the current position. All three games are given 'action replays' below. Could Rob, if you've decided not to continue, let me know so we can go standby-hunting. Cheers. (Games 'Aporrheta' and 'Boonfark' are abandoned, btw, as they hadn't started when Mica went under).

Mica/Aquarius 4002AD Pre Spring 4013AD

Arcturus I/yellow 20a/4
Andy Bell

Segin J/red 3/1
Rob Cullender N/yellow 12/2

Rigel/Anarchy No further fleet movements

Builds were:-
Arcturus 57a + 11a, Segin 46 + 12.

-----		-----		-----		-----	
C		B		A		M	
Regulus)1R	o+	Betelgeuse)1S	o	Mirfak		Menkhib)1S	o
Alhena		Bellatrix)1S	+	Algol)2R	o+	Miram)1S	+
-----		-----		-----		-----	
Avoir)1R	+	Canopus		Aldebaran	+	Theemin	
Adhara)1R	o	Rigel)*	o+	Menkar	o	Zaurak)1aR	o+
-----		-----		-----		-----	
F		E		D		N	
Merak)2aA	+	Castor)3aA	o+	Polaris)1S	+	Segin)58S	o+
Pollux)2aA	o	Capella		Hamal)1S	o	Schedir	
-----		-----		-----		-----	
Alphard		Procyon)1S	o	Mira)1aR	o+	Alrisha)1S	+
Denebola)6aA	o+	Sirius)1S	+	Archernar		Mesarthim)1S	o
-----		-----		-----		-----	
I		H		G		O	
Alkaid		Gemma)3S	+	Alpharatz		Homam)1S	o
Arcturus)68aA	o+	Altair)6S	o	Markab)1S	o+	Matar)1S	+
-----		-----		-----		-----	
Acrux)1A	+	Alpha Centauri		Fomalhaut	+	Sandalmelek	
Spica)1A	o	Sol)5A	o+	Algenib)11aR	o	Sandalsud)1aR	o+
-----		-----		-----		-----	
L		K		J		P	
Thuban)1A	+	Albireo		Deneb)2A	+	Sham	
Rutilicus)1A	o	Vega)2A	o+	Alderamin)2A	o	Tarazed)1S	o+
-----		-----		-----		-----	
Antares)1A	o+	Sargas)2A	+	Enif		Rukbat)1S	+
Atria		Sabik)1A	o	Pavo)2S	o+	Dabih)1S	o
-----		-----		-----		-----	

Rigel has eight advanced ships from Arcturus and eight ex-Rigellian advanced ships.

Your current technological advances are: _____

Mica/Gloster

Sopwith

Pilot	Moves	Ends	A: D: P
Orville Wrong		At G11-H12	10:05:03
Steve Lander/Anarchy	A1		
Baron von Luftkrieg		At J3-K4	07:10:13
Paul Slade	J19		
Mr Spock	ACE	At D7-E7	10:11:03
Rob Cullender	S19		
'Ginger' Rogers		At K9-K10	08:04:16
John Miller	J1		

Clouds are at: (D5, E6, F6) (D12, E12, F13, G13) (I14, I15, J15, K15)
(J6, K6, K7) (N8, O8) (N15, O14, O15, P14, P15)

Mica/Stanstead

Atlantic Airlines

Pre Turn 6

Company/Base	Aircraft/	Start	/	Via	/	End
Fawltly Airlines	A300 /	Dakar				
Gander	727 /	Washington				
Thane Duffield	DC-10 /	F7				
	BAC 111 /	Gander				
Account=	-612					
BARF/Paris	747 /	I48				
Rob Cullender	DC-10 /	K58				
	TriStar /	J59				
	DC-8 /	J53				
Account=	-377					
DHAL/London	747 /	Accra				
Joy Hibbert	Concorde /	J17				
	DC-10 /	J7				
	TriStar /	London				
Account=	-548					
PNEUMONIA/Chicago	747 /	I43				
Harry Bond	DC-8 /	L72				
	TriStar /	Paris				
	707 /	I65				
Account=	+104					

Planes on order for use & payment next turn:- None

In Flight:-

Las Palmas	Bogota	FA/DC-10	7	/	29	/	203
Belem	Paris	BARF/747	1	/	29	/	}
Belem	Paris	BARF/DC-10	7	/	29	/	232
Chicago	Las Palmas	PNEUMONIA/747	12	/	28	/	336
Algiers	Frankfurt	PNEUMONIA/DC-8	6	/	8	/	}
Algiers	Frankfurt	PNEUMONIA/TriStar	5	/	8	/	88
Paris	Atlanta	PNEUMONIA/TriStar	2	/	30	/	60
Chicago	London	PNEUMONIA/707	5	/	28	/	140
Pittsburgh	Rome	BARF/TriStar	6	/	30	/	180
Montreal	Milan	BARF/TriStar	2	/	25	/	50
London	Washington	BARF/DC-8	4	/	26	/	104
Casablanca	Port O'Spain	DHAL/Concorde	3	/	24	/	72

Loads Available:-

OLD				
New York	Casablanca	8	/	24 / 192
New York	Chicago	10	/	6 / 60
NEW				
New York	Tunis	2	/	29 / 58
Toronto	Paris	3	/	24 / 72
Milan	Chicago	5	/	32 / 160
New York	Berlin	7	/	29 / 203
Caracas	Tunis	9	/	33 / 297
Bogota	Miami	11	/	12 / 132

HALWILL JUNCTION

2nd Batch

It's Editors 2, Subscribers 0, I fear...

- 1: David Tittle, Ed Morgan, Marc Cole
- 2: **MICK HAYTACK**
- 3: Tony Sait, Vick Hall, Peter Dunnett, Joy Hibbert
- 4: Dave Hicks, John Webley, Dave Lomas
- 5: Andy Bell, John Todd
- 6: Mark Stretch, John Miller, Simon Cutforth, Dave Rowley
- 7: Mark Giles
- 9: Adam Sharr
- 11: Erik Eriksson

Thus I declare Mick Haytack the winner, and have to fiddle about with attaching three second-class stamps to his trade copy. Why can't you subbers start trying? Every time an editor wins it costs me an extra penny... Remember, it's open to all recipients; send a single positive integer, and the lowest unduplicated guess wins a free issue. Each time so far this has been '2', but don't let me influence your choice.

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DUSTPAN AND BRUSHIES

Not called 'Sweepies' cos it's too small, we present the section of left-overs and forgotten-about.

The lettercol of **Realpolitik** yields yet another new zine, a small flyer now expanding to run more than one game. Details not to hand as RePo is in a cardboard box somewhere, but I vaguely remember the title **Chronicle** and the editor's being a graduate from the Collman Dippy Academy. More next ish?

Despite not getting the Civil Service job (and hence still being unemployed and broke), I'm moving again, along with Dave and Joy and our happy family of cats. Next issue will be the last from Rutland Street unless something goes seriously wrong; it should give details of the Pretend Family's new Stafford address. But SEND ALL STUFF TO RUTLAND ST until requested otherwise -- we won't be off for at least 6 weeks.

Rumour saith that **Vienna**, reduced from its former eminence to a player-only affair as it runs down, is re-emerging as a pure chatzine; unless it's a pure case of wishful thinking by Bill O'Neill (whose **Excidio**, out at Manorcon, continues fair to damn good with the humungousest Empires scenario ever). (80 Fruitlands, Malvern, Worcs WR14 4XQ. More deserving cases plugged next time, maybe, perhaps.)

Giz a job, giz a job.

Well, I forgot the credit box last time, the deadline the issue before that, what will it be this time, I wonder? Let's get the vital statistics out of the way. This is UP AROUND THE BEND issue 4, a postal games zine which subsists on a solid diet of Diplomacy, Railway Rivals and Sopwith, with the occasional dainty treat in the form of a more obscure game (which tends to upset its stomach). It appears every five weeks or so, costs fifty pence sterling inclusive of postage, handling, and mauling by those wonderful people in the bright red vans, and its editor is Harry Bond, available for children's parties and village hall shows at:

11 Rutland Street, Hanley, Stoke on Trent, Staffs ST1 5JG

DEADLINE for issue 5 (and don't mess with it, boy, or it'll shoot you straight down) is:

WEDNESDAY, AUGUST 21, 1991  
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Waiting Lists {no game fees}:

Regular Diplomacy: Chris Sutton. 6 wanted.

Intimate 1a Diplomacy: Tom Tweedy seeks an opponent (somebody tell Mike Close). Tom, if you don't send a preference list, I'll draw a country randomly for you.

Time Lords Diplomacy II: Steve Doubleday, Edmund Morgan, Peter Ritchie, Mike Allaway. 3 wanted.

Sopwith: Mark Wightman, Adam Sharr, Erik Eriksson, Marc Cole. 2 wanted

Rules for Time Lords and Intimate in issue 3 (copies available on request).

Cover this time from Allan Gordon; Sopwith maps provided unwittingly by Kris and Michele Morris. Big wet ones, as ever, to Joy and Dave, and advance thanks to the Manorcon committee at whose convention this was not after all distributed (despite my working out that for every 5 copies I handed out, I'd save myself the price of a pint).

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#####.....Credit Box | Gamestart Box.....#####  
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From: 11 Rutland Street, Hanley, Stoke on Trent ST1 5JG

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