

ROUND THE BEND

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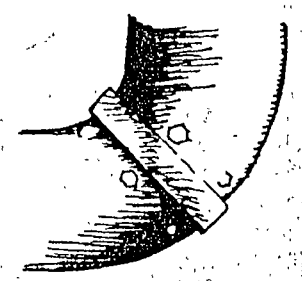
ARE THESE THE WORDS OF A DOLT OR OF A NINCOMPOMP? DISCUSS.



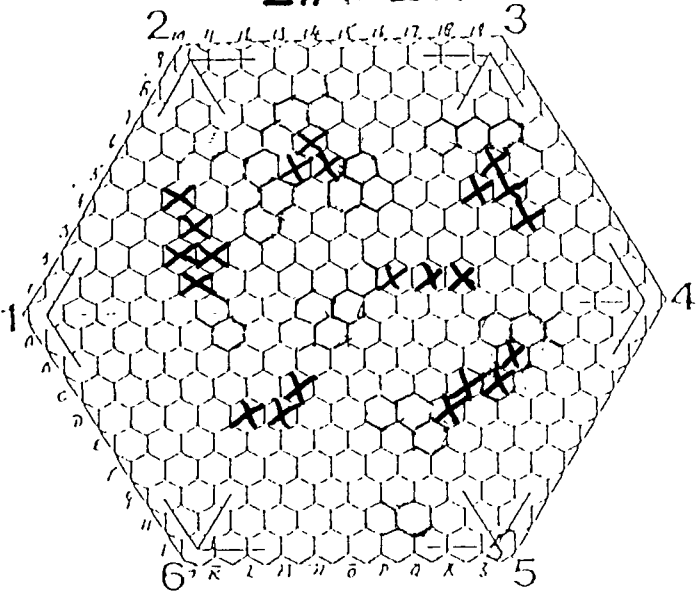
Issue
Eighteen
February 1993
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THE MASTERS OF THE HOBBY
Number 3 in a series

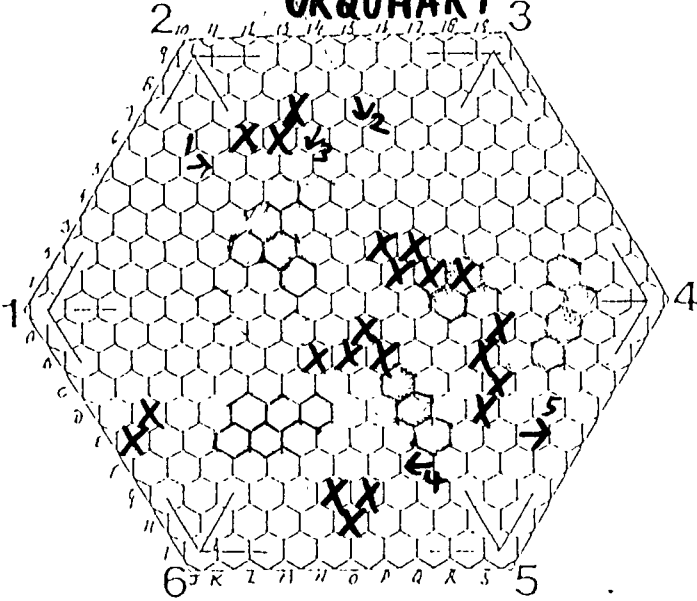
Fr. D---- C----- of Birmingham instructing his neophytes in the art of ignoring adverse criticism



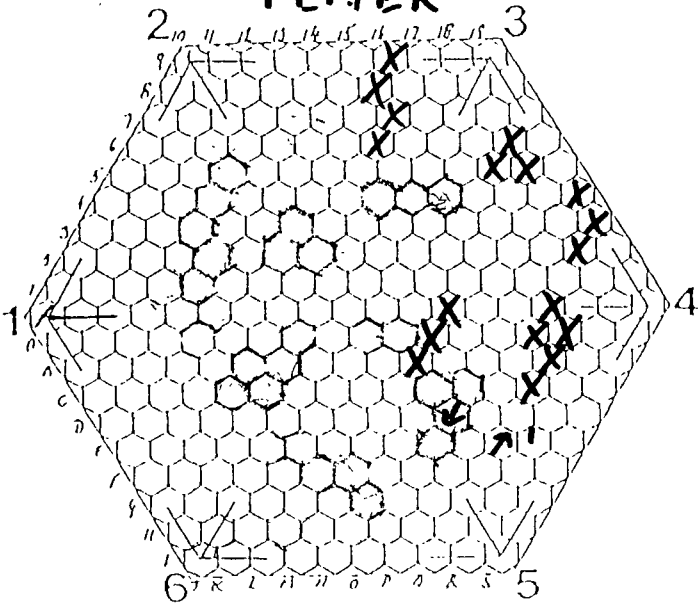
ZIMMER



URQUHART



PEPPER



I don't know why you're reading this.

It says nothing whatsoever of importance.

Why not go on to the main zinc, where all the

D*1*R*T is?

Who killed the hobby?
I, said Crazeo Markie,
With my soldiers in khaki,
I killed the Hobby.

Who saw it die?
I, said the Bowen,
Second to no-one,
I saw it die.

Who'll dig its grave?
I, said Andy Key,
Just the job for me,
I'll dig its grave.

Who'll play a dirge?
I, said Dick Sharp,
On my angelic harp,
I'll play a dirge.

But who'll keep going just the same as before regardless?
I, said

UP AROUND THE BEND issue 18

Still a postal Diplomacy and other games magazine, still from Haz Bond of 13 Merrivale Road, Stafford ST17 9EB, telephone still 0785 213259. It still runs to five-weekly deadlines as often as not, and still costs 30p plus postage per issue. It is still a Pretend Family Fanzine, as well, and is Coldcom Press 37. Front cover by Harry Bell.

In dire emergency orders may be faxed on 0785 228317, but for heaven's sake mark them clearly FAO me or I may never see them.

Waiting Lists

DIPLOMACY: Keir Hodgson, 6 wanted.

SOPWITH: Room for one more game. I guess... Jeff Cattle, Andy Cox? Need 4-5

NUCLEAR HOLOCAUST [GM Dave Rowley]: As run in MICA, a combination of the board games Nuclear War and Nuclear Escalation, with a number of extra cards added, the products of a fiendish imagination. Details of these and postal rules next issue, I hope. Indeterminate number wanted, but I'm in, for one.

ANARCHY RULES OK! [GM Paul Slade]: Diplomacy variant -- rules inside. 7 wanted for a playtest.

NEARLY FORGOT!
DEADLINE: Tuesday March 9th

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= 3 issues =
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.....credit box gamestart box.....
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QUID IN ALVEOS ACCIDET

hobby news column

Conventions first, since not being a regular attender/ee I often forget to plug 'em. A flyer should be enclosed for STAKISCON, courtesy of Keith Loveys. I once attended a science fiction con at the Stakis Victoria, Nottingham: it was pretty decent, and certainly knocks the Royal Angus into a cocked hat.

BAYCON is announced: at the Exeter Court Hotel, Kennford, Exeter, 15-18 April 1993. The only con with a pitch-n-putt course. Baycon has a reputation for relaxedness, though I can't substantiate this as I have never been and shan't be there this year either. Rooms will cost £23 pppn shared, £32.50 pppn single, and there is a con fee of £8 (£4 for kiddiwinks). Con fee is payable in advance to BOB MULHOLLAND, 66 Magdalen Road, St Leonard's, Exeter EX2 4TN (cheques to Baycon); accommodation costs not required till the actual event.

MANDRCON I mentioned last time, didn't I? MIDCON and FURRYCON I have no details of to hand.

Zine Poll: no results yet! SMODNOC didn't win --- see the Iain Bowen article below --- but who did is as yet unlearned. By next U-Bend it should be out in many zines. I reiterate that my bet is split between Dolchstoß and Spring Offensive for the top. Most common tip for the bottom appears to be The Laughing Roundhead, which I consider most unfair; for Duncan Adams has been improving by leaps and bounds every issue whilst maintaining an impeccable frequency.

Iain Bowen, meanwhile, has done a few sums and worked out that he is losing £72 per issue of Y Ddraig Goch. He has therefore perforce pared it down drastically, cut most trades and is discouraging new subbers till he has some spare cash again, which is likely to be October. Whilst we have our political differences I cannot and would not want to deny that Iain can run a very fine zine, and I hope this warehouseness proves temporary.

Alan Parr and Martin Draper have started a semi-regular Herts hobby meet cum games-evening. Contact Martin on 0992 460117 for details.

James Nelson has reshuffled his zine editing plans into a new venture plonkingly named Variants and Uncles... NOT. This will be a bimonthly zine containing most if not all of the usual V&U material, but with games running to 3-weekly deadlines too, and some more general hobby coverage. Despite his tender years James has been around and reliable for a good long while, so a small sub to him at 49 Gledwood Avenue, Hayes, Middx UB4 0AW would probably not disappoint.

One point, however, I must pull the lad up on. In an otherwise fair review of U-Bend he claims that most of my zine's good points are plagiarised from SF fanzines. Needless to say this is both untrue and infuriating. The skills required to edit an SF zine are quite different from those needed for a gameszine, as anyone who has done both will tell you (Kemp, Piggott...), and I have known this pretty much from the start. As far as I know the only person to try and run a gameszine along SFzine lines is Mark Nelson, and look what's happened to him.

No lettercolumn as there is no time and less space; it should return next issue as I'll use the space between deadlines to knock something up. See back page for late-breaking news.

THAT'S ALL, FOLKS!

game end summaries

Runciman

Start issue 8 (Jan 1992)

Sopwith T189UB

End issue 17 (Jan 1993)

A very convincing win for wily old ROB CULLENDER. Stats follow for benefit of Sopwith statisticians:

A: Cam E. Khazi (Adam Sharr)	Crash turn 5 move 1	-2 pts
B: Magneto (Tim Lomas)	Crash turn 9 move 3	0 pts
C: Dok Semiliterate (Jeff Cattle)	s.d.D turn 4 move 2	2 pts
D: Retaliator (Mark Wightman)	s.d.E turn 9 move 2	12 pts
E: Zebedee (Rob Cullender)	WON turn 9 move 3	37 pts
F: Baron von Lettuceleaf (Marc Cole)	Crash turn 4 move 3	-5 pts

Players D and E were Aces in this game.

beware of the flowers cos i'm sure they're gonna get you, yeah

Jack

Start issue 3 (Jun 1991)

Five Italies Diplomacy 91BN ug12

End issue 17 (Jan 1993)

Solo win for ITALY B, played by Toby Harris:

Country	01	02	03	04	05	06	Player/fate
Italy A	3	4	3	2	1	0	James Nelson, elim 1906
Italy B	5	4	5	7	10	11	Toby Harris, WON
Italy C	4	5	5	6	6	6	David Tittle, survived
Italy D	3	3	2	0			Paul Bennett, elim 1904
Italy E	4	4	5	5	5	4	Simon Cutforth, survived

David Tittle, survived: I am running a variant; you have made an error on page 47; he is an incompetent GM.

I can win without an ally; you prefer to play Intimate; he stabs indiscriminately.

This game will be remembered for the wrong reason -- the eastbound army which became a westbound army and westbound fleet when I was least expecting it. To be fair to both Toby and Harry, the error only speeded up the inevitable result by about a year. The real problem was my inability to establish any sort of mutual trust with my other neighbour. If I'd agreed to Simon's request for RomD rather than forcing my way in, perhaps we could have built up a game-winning alliance instead of indulging in border skirmishes whilst Toby strolled nonchalantly into his eleventh centre. So long and thanks for the game.

Simon Cutforth, survived: If I'm the person you're referring to in Jack as dropping the zine because of GM errors you misrepresent me.

I said I'd drop the zine because of GM errors in this and Hershey, but more importantly because the quality of content of the zine was going downhill fast.

You may have retained a subber -- I thought issue 17 was excellent. Keep it up, and I will renew the sub.

Judge English: Not really a statement but printed here because relevant.

The period of the rotten manual typer was a very bad one for the zine simply because it slowed it down so and made it look a mess. It

takes a warped kind of genius; like Steve Howe's, to do a mimeo zine well, and while I can't deny I'm warped, I'm not that warped.

James Nelson, fourth: I may be second guessing both Harry and Toby here, but I have a feeling that this variant will be criticised by both the winner and the GM of the game. A word or two in defence for this variant is thus in order.

From comments made in both U-Bend and Smodnoc (where another game is currently being run) both people consider the variant to be rubbish as it is a balanced and inflexible game. Yet both must have known this before they offered to run the game -- the variant is obviously balanced and by its very nature must therefore be inflexible.

Now whether we should waste our time playing balanced variants is another question. But this variant succeeds in its aim, that of being a balanced variant, and so it should be applauded as a good design.

As a balanced variant the game is always going to be about personalities. Rod Walker said that a game of Diplomacy with seven good players would always end as a 7-way draw, as no player would allow another any great advantage. In theory this should apply in an even more balanced game, the five should always draw. But this did not happen. Why?

Toby got off to a good start by persuading Simon to attack me. He also persuaded Paul Bennett to head the other way, thus protecting both his borders. My relationship with Simon, despite much communication, soured as he continued to say one thing and do the other. Whilst I expect this kind of behaviour, I also expect some kind of pretext, which was not forthcoming from Simon. At this point I decided to aid Toby, even though he had instigated the attack against me!

The turning point was the dropout of Paul Bennett which benefited Toby greatly. At this point all was not lost as Simon and David could easily have stopped Toby. But they didn't; perhaps because David didn't write much and Simon was not as great a tactician, maybe, as he could have been.

My thanks to the other players and to Harry for GMing.

Judge English: I'm not sure I agree with James' perception of me. Okay, Five Italies is a balanced variant; okay, it's a pretty crap variant. But I'm not sure the two statements are linked by causality.

Apart from my bad GMing which we all know all too much about, the reason this game went stagnant so early was that nobody was very bothered about the extra spaces on the board; not once did anyone occupy a Sardinia or a Sicily, and nobody even bothered about Switzerland till the end. This may mean that the players were unimaginative, or maybe just that the map should be tweaked. Fred Davis suggests making the Sardinias SCs, but that would drastically unbalance the SC/non-SC ratio.

Paul Bennett's unreliability (he didn't formally drop out, but might as well have) was a crucial factor also. James Nelson's tactic of puppeting to Toby in an attempt to sway Simon is a standard ploy, but failed this time. Frankly I agree with James that Toby would have won soon without his help (and mine), but...

My thanks to all four of you who are welcome here again, any time.

beware of the flowers cos i'm sure they're gonna get you, yeah

Izzard Railway Rivals: Pacific & NW America (Dynamite Variant)

Start issue 5 (Sep 1991)

End issue 17 (December 1992)

Score table and [amended] result opposite:

Player	Round	1	2	3	4	5	6	7	8	9	10	11	12
HAVE A NICE DAY/Steve Guest	G.18	29	47	48	74	66	68	68	166	210	232	267	
WARPATH/David Tittle		36	41	50	51	75	82	97	103	163	243	277	293
GIT/Tony Sait		31	35	30	28	16	18	19	73	89	124	146	216
TBNS/John Colledge		32	31	37	41	49	30	55	96	115	113	172	245
MICA/Joy Hibbert		20	23	19	15	9	5	22	39	36	63	68	80

Judge English: Keen people will note that the above table doesn't tally with the result announced last issue where I declared Steve Guest the winner. Did you spot the deliberate mistake? I transposed the brought forward scores for HAND and WARPATH on round 10... Congratulations, therefore, to David, and sorry to Steve for dashing the victor's champagne from his lips.

This being so, the game end summaries may sound a little odd, but here they are anyway:

WARPATH/David Tittle (1st): I extend the frontiers of railway organisation; your line provides a reasonable alternative; he inspired the Beeching plan.

Congratulations to Steve and thanks to Harry for running the game smoothly [[Hah!]] At the start of the races I thought I'd messed this one up but the final rounds gave me a few fortunate races. Commiserations to John who had a better network but was prevented from making the most of it by a few well-placed bombs. Otherwise the dynamite didn't seem to make too much difference, as shown by the small number of players spending more than the minimum.

HAVE A NICE DAY/Steve Guest (2nd): I was surprised to have won this actually, as I've got an awful lot of track missing.... I got off to a (too) good start as I then got picked on badly, came back as someone else got picked on, and just held on at the end [[Hah!]] I think I was perhaps a bit lucky as the best tactic could be to not do very well and storm pass everybody on the last two turns -- needs to be planned though. The rules aren't perfect as they stand -- there's no real point in ordering any actions other than Dynamite and Repair.

TBNS/John Colledge (3rd): This variant shows promise (but not a lot!) I guess I should be flattered that so many people tried to blow up bits of my track as my network is by far the best (only 7 towns more than 6 hexes away from my own line). I became a bit pissed off with the whole thing, whereas I should have been blowing up WARPATH and HAND. Actually asking who blew me up at one stage [squiggle] a [squiggle] which I didn't realise and I wish I had twigged before I did that a town was being treated as a feature. As for your method of picking the races -- I think we need a little chat about that Haz me lad! Before I forget, were you deducting points for those who lad 'leapt' during races? [[Yes]] I would be interested to know who blew up my track during the game.

Thanks to all for taking part and thanks to you for GMing.

GIT/Tony Sait (4th): WE WUZ ROBBED! GITs of the world are sending in their angry letters complaining about unfair adjudication, dodgy dice throws, evil opponents, wrong kinds of snow and leaves on the track between Yakima and Walla Walla.

Other than that -- not bad!!

I do enjoy a RR when there are spaces to be squeezed through and limited options -- it does give one a chance to outguess the opponent, and my position shows just how successful I was at that! Never mind, I'll put it down to experience.

One area in which I was confused concerned the allocation of races. I thought all 'cards' had to be used once before going into the hat for the second draw. This didn't happen in Izzard, and I think it may have contributed, in a small way, to my (wrong) policy decisions.

The Dynamite rules make life more interesting, but I was a little disappointed that my colleagues and adversaries didn't take more aggressive action -- most turns resulting in only 2 or 3 'bangs' and I think, without exception, mine was always one. Then again, more defensive play might have won for me!

MICA/Joy Hibbert (5th): [Verbal comment] Haz, remind me not to sign up for any more games of this.

Judge English: An interesting variant, but I think another map might be better for it; this one is very cramped, and I've seen other games where one player of five never gets very far west as well. Here Joy was the unlucky one.

Right, run allocations. I have been doing them with two decks of cards, one for destinations, one for starts, and allocating the runs between suits with four to each other suit and one inter-suit run for each of the four suits. I have not been ensuring that each card comes out once in the first half and once in the second half. Perhaps I should?

beware of the flowers cos i'm sure they're gonna get you, yeah

FROM STYGIAN DEPTHS : the reprint feature

A change of subject this time. In the early to mid 1980s, there was quite a crossover between FRP fans and zines (you know, Dungeons and Dragons and its ilk) and the more established postal games hobby, fostered largely by Pete Tamlyn's crucial zine THE ACOLYTE which held a position of respect in both camps. The effects of this crossover persist to this day; I could point at a number of U-land readers whose first experience of that incredible concept, the amateur magazine, was an FRP one.

Anyway, after Acolyte and its contemporaries folded, the FRP end of the market was by and large taken over depressingly by the now-legendary Irvings -- thus christened by, I believe, Pete Birks, they were and are the familiar bejeaned and beacned (is that a word?) brigade who lap up the dross put out by Games *ptuik Workshop and get under people's feet at Games Day. I used to go to Games Day, y'know. I don't think I ever met anyone familiar in the hobby, though, with the exception of Alex Bardy, editor of a zine of Froggy-like slowness and former feuding partner of Mark Nelson, though the latter now prefers to forget this, I should imagine.

By the late '80s the Irvings were the rule rather than the exception in FRP fandom, which is part of the reason I didn't stay in it. One signal exception was a zine I remember being sold at the last such event I went to; its cover bore a banner headline FREE DRUGS THIS ISSUE and featured a cartoon of a pop-eyed chap with about three dozen syringes protruding from every conceivable part of the body. Sellotaped to this cover was a teabag.

ZONE OF CONTENTION, for such it was named, featured high humour that made a welcome change from new D&D character classes and dreadful scenarios. If the issue I bought hadn't been the final one (I believe), who knows, I might have stayed in FRP zines, and you might never have been reading this. And no, before you ask, I don't have BoC's editors' current addresses for you to write to remonstrating.

Anyway, I recently obtained some back issues of BoC (ta, Alex Richardson) and found that the triple-edited zine was all too aware of the downward quality trend in FRP, as the following article, by one of the co-editors, demonstrates:

HOW TO BE A GREAT DUNGEONMASTER

by Stephen Rawlinson

You are an experienced role player. You must be, because you are tough. Your character in D&D (the ONLY role-playing game) is 36th level. He has 18 for all his attributes, except where he has 19. His treasure runs into nine figures. And, of course, he is a human fighter/magic user second to none. What's more, your character owns a +76 two handed sword, with automatic saves against all forms of death.

But now you want to Dungeon Master an adventure. And, of course, you must be the best. Here is the BoC guide to being a great DM....

Always remember: being a good DM means always having plenty of monsters to paste the players. Plenty of traps (immune to thieves' skills, of course). Plenty of death. It's them against you. If they get through your dungeon, then you have failed.

1) Go out and buy a pre-written adventure. The one to choose is the one with the largest wandering monster table. Get a huge selection of dice. The more you have, the more in awe of you your players will be.

2) Take the maps on the inside covers, and the wandering monster table, and throw away the rest. Then fill the dungeon according to the following rules:

i) Fill every 5 foot by 5 foot room with 20 orcs. Also have 20-100 orcs living in every pit trap, quite happily down their by themselves.

ii) Fill every other room with a chest. In half of the chests put five orcs, and in the other half, ten orcs. If you have any left over, then put in a million gold pieces. Werewolves often live inside chests.

iii) Put a trap in every corridor. Here are two you could use:

Trap A:

When a character treads on a pressure pad, have five poison darts fly at him from above. They automatically hit, and there is no saving throw against the poison.

That should take care of one of them. If the player has any clever ideas about trying to find the trap, let him set it off accidentally, and let each dart hit a separate character. That will teach him to ruin your traps.

Trap B:

As the characters tread on a rug, they automatically fall onto the spikes in the pit beneath. The first character dies, and all the others have 0.1% chance of survival.

If any do survive, then stick twenty orcs behind a curtain that the characters never noticed before.

iv) For variety, use some monsters of your own creation. Here is one that you might like:

THE BLOB

Frequency: As common as you like
Number appearing: 1-100000000
Armour class: -154
Move: 1300 miles per second
Hit dice: 1 million hit points
% in lair: No lair
Treasure type: Nil
No. of attacks: See below
Special attack: Death on command
Special defence: Immunity from all weapons and magic
Magic resistance: Absolute (100%)
Intelligence: Godlike
Alignment: Opposite to the players
Size: S (2' cuboid blob)
Psionic ability: None needed, really
Level/XP Value: Kill one, then I'll tell you.

v) Fill rooms randomly as the game progresses. Be adaptable. If a player has a sword +3 against dragons, replace all your dragons with Demons. Two each, in fact.

3) Occasionally, you will meet a real smartass player. You know the sort -- they have ridiculous names like Bartamous of Arcona, instead of things like Eric the Cleric or Hippy-Zippy the Druid, which are far easier to remember. They invariably have very weak characters (7th level is unusual) and their characteristics sometimes reach as far down as 8! They hate proper role-playing and insist upon acting out their characters, and talking to monsters before they kill them. They must be taught a lesson. Teach them that if they hesitate before killing a monster, then they die. If they insist on checking for traps, then the trap doubles, and they die. Teach them that everything in the universe is against them, and that therefore they must try to kill it. All of it. Of course, they die anyway, but you don't have to mention that bit; just chuckle and say "Oh well, you can't have it all, can you?" when it happens.

4) Dungeons are adaptable, and so can be added to if necessary if it looks as though somebody is going to get out alive. Have a few monsters suddenly appear for no readily apparent reason, and if the worst comes to the worst, Divine Intervention never fails. Something along the lines of "The great god Attipot appears before you and suddenly you die," should go down nicely.

5) Keep a tally of how many characters you've killed, so that you can see how good a DM you are, compared with other DMs across the country.

Well, that's it for the DMs in this issue; watch out for future guides in the far future. Good luck, and happy slaughterings.

(First published in BONE OF CONTENTION 9, 1987?)

confessions of a zine poll organiser
saucy spreadsheet secrets:::dial 0904 640095

OF CABBAGES AND KINGS

how Iain Bowen runs the zine poll

People have asked me recently "Could you do an article on the Zine Poll?" Here it is; permission is given to reprint.

The preparation for the Zine Poll starts about Manorcun when I publish in my own zine that I require nominations for this year's Pimley Award by the start of September. Then in September, I contact the nominees to see if they want to be nominated, asking them to reply within a couple of weeks. At the same time, I'll redesign the ballot form, print off zine sheets and a ballot log. The latter two items are worth mentioning; the log tells me who has voted, when they voted, how many zines they voted for, what type of voter they are and when they voted. A zine sheet is prepared for each zine; on it is the editor's name, the zine's name, its eligibility and then I put down the number of each ballot on which a vote appears for the zine.

Anyway, I then send out a ballot form in September to every eligible editor for whom I have a current address (usually using the latest MfG as a guide) and sit back, cast my ballot (so that I cannot influence the result by casting late) and wait for the ballots to come in. The long deadline is so that the slowest zine will be able to distribute the ballot forms, even if the ballot arrives one day after it produced its last issue.

From then until December the routine is fairly easy. Ballots arrive; they are checked for a name and signature (lack of these means rejection), logged in the ballot log, and the votes are entered onto the zine lists. I also keep track of Pimley Award votes and the provenance of ballots. They are then piled into a suitable corner until I get some time on the STE, when they are placed into a spreadsheet that can produce Lotus compatible files. This is ballot processing.

On or just after the deadline day, I look at the total number of votes and work out what 8% of the total is (rounding up); I then apply this figure and exclude from further processing all zines that have failed to achieve this number of votes. Then I look at the zines that have achieved 8% or more and see if they have all produced the requisite number of issues and if they fit the eligibility criteria; people have been known to invent zines that don't even exist or vote for overseas zines, etc.

Then I'll run the spreadsheet to give me what I call the 'grudge' zines, which is a simple list of the zines where the standard deviation is skewed by 'grudge' voting. I then look at these zines and if I feel that the zine has too many grudge votes for its perceived quality by me (and if I don't see a zine I check anyway), then I will check if these votes have been correctly entered and then I submit the votes to some extra scrutiny. I also check all ballots sent to me by editors on behalf of their subscribers who have sent their ballots to the editor to forward to me. All this may lead to votes being 'redlined'; whilst they still count as a vote for the zine and the vote is recorded in the zine/vote range chart, the vote is excluded for all processing purposes. I don't like doing this; but you do sometimes get non-existent people voting and little groups of

friends voting to boost or 'knock' a zine. I have nothing against honest grudge votes by subscribers or editors for zines that they see.

When all the scrutinising is done, I'll let the spreadsheet work out the average vote and the modified mean vote. The average is a mean but the modified mean vote is the mean of all the votes that fall within $\pm 3\sigma$. This is a standard statistical way of making your sample 99% correct. This modified mean vote is the one used in the result.

Then I go out and buy a bottle of malt and 200 fags and start the preference matrix. Now, I could write software for this, but despite 5 years' experience I don't trust myself; so I do it by hand, which takes about a week. Cigarette consumption goes up drastically and the Scotch is needed to get me to sleep without seeing hundreds of votes dance before my eyes. What happens here is that each zine has its votes compared with each other zine. If the vote for zine A on a ballot is higher than the vote for zine B on a ballot, then zine A has a win scored against it; if it is the same a draw is scored and if it is lower a loss is scored. When I've done this for each zine, I take a large piece of paper, draw up the matrix on it and record the results for each zine. If after all ballots have been counted Zine A has a majority of preferences against zine B, it 'wins'; if it has a plurality of preferences or the equality of preferences between 'win' and 'lose', it 'draws'; and if it has a minority of preferences, it loses. After I have done all this, I will randomly check several preference pairs and randomly check an entire set of preferences for one zine. If I find more than a certain level of discrepancies (4%) I will then redo the whole thrice-damned thing.

When I've done all that, I add up the wins/draws/losses for each zine, assigning two points for a win, one for a draw and none for a loss. These points are then converted into a 2-20 range, added to the modified mean and then turned into a percentage tritely named %Satisfaction. They are then listed in descending order with the winner at the top.

I then type this lot up into a small results sheet, read it out at a York Hobbymeet to the assembled masses, print it in my zine, send it out to those who have enclosed an SAE and try to forget about the poll until next Manorton.

(Reprinted from Smodnoc 47, 1993)

beware of the flowers cos i'm sure they're gonna get you, yeah

Thus Iain B. in the current Smodnoc, an article I'm giving a wider circulation to because Iain puts a sod of a lot of work into the poll and deserves thanks for his labours.

The spectre of grudge votes has often shown up at the Zine Poll banquet, and there is no satisfactory method of eliminating it. Smodnoc appears to have been a target this time around, which makes the cheating of people who don't see a zine giving it 1.0 even more indecent than usual, for Toby has been improving steadily over last year and having recently revealed himself to be an entertaining writer as well as a voracious games runner is set to go far. But even the current method of Iain obtaining a subber list from a targeted zine is open to abuse; what if the editor "accidentally" omits people he thinks likely to vote him down? It's all very difficult. Personally I think that cutting off their goolies is the only solution.

LYRICS QUIZ

Hmm, I seem to have made this one a bit difficult for you lot, going by the small number of fragmented and confused attempts at it that have percolated through. Still, let us see what the answers were first, and I shall poke fun at people's wilder guesses and what they reveal about my readers' musical taste (and more worryingly, what they reveal about what my readers must believe to be my musical taste).

BARRETT: "She said no no no, you're wrong"

-- Beatles, 'She Said She Said'. Well, I could hardly do such a quiz without at least one from them, could I? Also a rather good cover version by Lone Star on their eponymous album. Lone Star are best known for being the band signed by their record label in preference to Queen; as whom they weren't as good, but pretty good anyway. [SG]

DREDD: "You better stop, look around -- here it comes!"

-- Rolling Stones, '19th Nervous Breakdown'. I suppose it doesn't sound the same without the fuzz guitar riff where the dash is, but you can't reproduce that in type. Peter Gabriel? LAURIE ANDERSON?? What imaginations you must have. [JM, SG]

ENGLISH: "Chugga-chugga motion like a railroad train"

-- Anyone who has failed to hear any of the many versions of 'The Locomotion' (Little Eva, Kylie Minogue etc) has my profound envy. [NP, IH]

FARADAY: "Seven-forty-seven comin' out of the sky"

-- Creedence Clearwater Revival, 'Travelling Band'. Would you believe I had this one picked out ever before David Oya's jumbo crashed in the game? No, I thought you wouldn't. Ed Morgan, inspired, goes for 'Plane Crash' by the Inspiral Carpets. I went to see them once at ULU and walked out, they were so ghastly. Steve suggests Saxon, who I'd know better than to go to in the first place.

HERSHEY: "The lights went out, the clocks all stopped"

-- Ultravox, 'All Stood Still'. A round of blanks on this question, which I found surprising.

IZZARD: "Baby, you'll find you're messin' with dynamite"

-- The song is 'What Do You Want To Make Those Eyes At Me For?', originally by Emile Ford and the Checkmates, later by Shakin' Stevens. Bit early to be Springsteen, John. [NP]

JACK: "There he goes, with his nose in the air"

-- Ivy League, "Funny How Love Can Be". Pop trivia: the Ivy League later saw the way music was developing, put on kaftans and sunglasses, and recorded 'Let's Go to San Francisco' as the Flowerpot Men. [JM]

McGRUDER: "Midnight on the water, I saw the ocean's daughter"

-- Electric Light Orchestra, 'Can't Get It Out Of My Head'. The best track on the otherwise rubbishy album 'Eldorado'. "Oh dear, sounds crap" -- E. Morgan, philistine of the parish of Trafford.

NOXIN: "And all the while your tears are falling on the ground"

-- Genesis, 'Squonk'. Everybody say "aaaah". [SG]

PEPPER: "It's a shame them slugs ain't real"

-- 10cc, 'Rubber Bullets'. Not, as someone thought from the quote, a

tale of a psychedelic gardener. [JM]

QUINCY: "To dematerialise himself into the fourth dimension"

-- Hollies, 'Mad Professor Blyth'. I didn't think anyone would get this obscure little ditty, and do you know, I was correct. "Oh dear, what is this pretentious guff?" -- E. Morgan, late reviewer in NME. Go on, Ed, your incisive technique has them squirming.

RUNCIMAN: "The bloody Red Baron was in a fix/He'd tried everything but he'd run out of tricks"

-- Royal Guardsmen, "Snoopy vs the Red Baron". Embarrassing, I know, but there are only so many lyrics that can be made to relate to Sopwith. Odd how many knew the song but not the group -- though I grant you, Steve, the 1910 Fruitgum Co would probably have been as dreadful. [JM, IH, SG]

TEX: "There is no future in England's dreaming"

-- Sex Pistols, 'God Save The Queen'. Nice to see we still have one aging punk out there. [EM]

URQUHART: "We are flying down to Rio"

-- Astonishing range of guesses for this, all wrong, though some sounded pretty sure of themselves (Motorhead indeed! No, Farish, you were right first time, I'm not a headbanger. And it's definitely not Mike Nesmith's 'Rio', or Duran Duran's). Unless I get documentary proof of alternates the only answer I'll take is Roxy Music, 'Virginia Plain'. I remember an SF zine with an article about Roxy Music typed on a machine so worn its capital R resembled a capital P. Most unfortunate.

VIRGIL: "From a distance they all tend to look the same"

-- Genesis, 'Match of the Day'. Well, did I say the same artists wouldn't appear twice? No, I didn't.

WELLS: "Get out of the road if you want to grow old"

-- Pink Floyd, 'Sheep'. Jff 'Animals', their last decent album. Steve goes for the Who's 'Young Man's Blues', which is at least being wrong innovatively.

XIMENEZ: "Now war is declared, and battle come down"

-- The Clash, 'London's Calling'. I'm ashamed for you all that nobody got this.

YAVILLAND: "I know you're travelling, but I don't know where"

-- Lindisfarne, 'Train in G Major'. On the double live album 'Magic in the Air', and doubtless on a studio one too, but Lindisfarne are incomparably better live.

AQUARIUS: "Get up and get what you can"

-- "...while your mothers at home are sleeping". Very apposite if you're following the game, with Andy Bell NMRing at the point of victory. Oh, the song? Jethro Tull, 'Sweet Dream'.

ARMSTRONG: "God's gonna buy you a satellite"

-- The Hooters, 'Satellite'. When I worked in a garden centre in 1987 this was on the radio ALL the time. Quite got on my wick, the more so because the tune was so damn catchy. [NP, EM, JM]

LUTON: "Somebody told her that there was a place like heaven/Across the water on a seven--forty--seven"

-- Electric Light Orchestra again, 'Calling America'. Their last single. (Of the abortion calling itself ELO II following Jeff Lynne's departure I shall say nothing.)

When the scores are totted up, we get Ian Harris on 1½, Ed Morgan on 2, Nicholas Parish on 3, Steve Guest on 3½, but JOHN MILLER is the clear victor on 4½, and gets this issue free.

"I'd like to see you tackle some of your reader's quotes, then," challenges Nicholas Parish, who sounds rather annoyed at my obscurity. "Try this one for size:

'And you never talk dirty or stab me in my back,
I know that there's some that do.'"

Complete blank, Parish. It'd make a good masthead quote for a Dippy zine, though.

As for David Oya's zine quote quiz, Nicholas is awarded the prize there by the simple expedient of being the only person to enter. There are three reasons why he isn't getting an anatomically correct model of me, though:

- a) I don't have any and wouldn't know where to get one made
- b) it would cost too much to post
- c) he might stick pins in it next time I make an adjudication error in one of his games.

So Nicholas gets a free issue instead.

- 1) "Yes, I'm a Boring Old Phatr. (Anagram)." -- Steve Howe, ASFO 51.
- 2) "'Dildo' is just an extension of 'Dick-head'." -- Pete Birks, Take That You Friend! 107.
- 3) "I have had some silly letters in my time, but yours really is the silliest." -- Tony Benn, Eggbert's Zine/Scorpio 57. I'd be intrigued to see what Mark Boyle did to receive this letter. It's not as if Wedgie Benn were a post-diplomacy gamer.
- 4) "I like the idea of Wheelchair Epidemic being first at the Kirov Ballet." -- William Whyte, NERTZ Winter Special.
- 5) "Yes, it's me. No fainting, and no sniggering at the back." -- Andy Bate, It'll Be Out Next Week/Froggy 1/43. Obvious, really.
- 6) "Entering the realm of the bizarre, TR leers manically from behind a wheelbarrow, while JC drools over his dibber." -- Neil Rowlands, Variable Title 57. From the 50th issue census answers on Favourite Gardening Implement, in case you were wondering.
- 7) "You are a complete weenie, Danny is God, there is no hope for you, you should be purged from the gene pool." -- Iain Bowen, Y Ddraig Goch 61. The infamous 'Are You A Novice?' quiz.
- 8) "Of course, nothing beats the true horror of a Friday night at John Harrington's." -- Pete Birks again, Greatest Hits 172. Quotable chap.
- 9) "The Independent on Sunday very kindly listed the basic ingredients of Ecstasy -- they are available in your local supermarket -- courtesy of Messrs Schwartz. Progress report once I've worked my way through the larder." -- James Dempster, ArgleBargle 25.
- 10) "The odious practises of infant baptism and religious instruction of minors should be made illegal." -- Paul Bennett, Nothing To Declare 1 /The Laughing Roundhead 6.

Nicholas got 1, 5 and 7, by the way. He thought 10 was Joy Hibbert. Tee hee. Ed Morgan asks whether 9 is true. Don't ask me, Ed, I don't get the zine; you'll have to try David Oya.

Fully Chromium Plated by ye ed

Don't get me wrong, I like the odd variant, it adds spice to life. But there are so many pitfalls you can fall into when designing the wretched things that I have been wary of throwing my hat into the ring as a variant author. (I have done a couple, mind you, and with a bit of tinkering I may even get one into a fit state to print here. Watch this space).

These pitfalls vary widely. Some are well-known, such as slavish historical accuracy being allowed to trample all over play balance, so I shan't discuss them here; but one I think deserves wider bruiting abroad, in order to help budding varianteers avoid it. is Smugness.

Smugness in variant design is an insidious flaw. In its simplest form it tends to take the form of adding chrome to variants which would work perfectly well without; many a version of Downfall has suffered here, and in this simple form it is not, I suppose, fatal. In its more advanced form, though, problems start to arise.

There exists a trio of variants which I like to think of as the three You-Must-Be-Nuts variants (from the response to any editor who says they are opening a list for one): Somewhat Demiurgic. Rather Silly and Utterly Ludicrous.

Taking the last of these first. I must say I deeply suspect that Pete Doubleday had no intention to let people think ULD was meant to be in any way serious ("War is Hegel"). For the uninitiated, in this variant each country declares a species of philosophy, creed or moral; and when two units come into conflict, each argues its point from its *raison d'etre*, with the GM deciding which argument is superior and wins the day. Still less, I am sure, did Pete intend people to get hot under the collar arguing whether this was a variant under the meaning of the act and eligible for an ARDA number. In both cases, they did.

Nick Kinzett's Somewhat Demiurgic is the one where the players may change the rules/map by vote as the game progresses. Nuff said.

Rather Silly is the oldest of the family, being designed by one Jeremy Maiden some fifteen years ago, and it is no accident that Jeremy's zine was commemorated until recently in the Rusty Bolts with the He's Dead Jim! award for Strangest Zine. (Said award has been declared to be the permanent property of William Whyte's NERTZ, the only zine ever to run all three of these variants. But I digress). This features Dr Who, space monsters, a black hole that eats units, female armies which can breed with male armies and produce baby armies, homosexual fleets... you get the idea?

And the one thing these three have in common, save for the fact that anyone running one needs their head testing, is that they suffer from Smugness in its most virulent form.

Assume you are playing one of these variants (as I am). You enter the game intending to have a bash at winning, and enjoy yourself en route. Right?

Then, by about 1906, you realise that you have been enthralled so by the game mechanism that you have lost all track of the winning criteria. If you are lucky, all the other players have too; if not, Steve Jones is in the game, and he is half-way to winning.

It's a similar situation with the board game Kingmaker. It is a classic among board games, no doubt about it, but the victory criterion of getting the last royal heir crowned King and killing off the others is a bit of a let down when you can be manoeuvring round the country recreating the battle of Towton or St Albans, or seeing King Edward IV die of the plague in Exeter. In other words, the best Kingmaker players steel themselves against this and go straight for the jugular of the other players as soon as they have a couple of bishops and a royalty chit.

In SomDemDip the equivalent reigns; it is entirely too easy to live for the rule changes and see what fancies you can try and filibuster through the voting, while losing track entirely of the victory conditions. This may seem an otiose statement to those unfamiliar with the game, but the wily player will use these rule changes to improve their position. The average player is apt to become ensnared in trying to gain adoption for rules from their favourite variant and fail to try and win.

Whether or not this is a flaw in the variant is a moot point, of course; and certainly the variant is winnable as well as playable. I just feel that a game where playing is more fun than winning has its priorities wrong somewhere, you get me? Which is one reason why I feel a tiddy wee bit annoyed that some people are trying to win in Y Ddraig Goch 'Lowlife'. Not cricket, folks.

Given that ULD is only arguably to be taken seriously, perhaps it would be churlish of me to comment that here too the players (and GM) tend to become more absorbed in building witty arguments and point-counterpointing than they do in playing to win.

Rather Silly Dip I will be more guarded about, since I am not as familiar with its game mechanics. I suspect, though, that part of its attraction to players (assuming it can be said to have any) is the chance to play the Soothsayer, Doctor, Mastermind or Jester, the four new powers, rather than one of the boring old countries. This variant does have a safety-valve against player mesmerisation by setting a time limit after which the Jester arbitrarily wins; though I would suspect that its effect is mainly to make the Jester an odds on bet. But then again, I recall that in the NMR game a country won -- though I think Steve Jones was playing it. No, I rather think that these variants exercise too much fascination for their own good; Navel Gazing Dippy, anyone?

ANARCHY RULES OK

A Diplomacy variant by Paul Slade

- 1) The standard rules of Diplomacy apply except as modified below.
- 2) This variant uses 7 new types of unit in addition to the standard Army and Fleet. These new types of unit are designed by the players.
- 3) Before the Winter 1900 builds there is a special round in which each player defines one of the new types of unit.
- 4) The rules in this section are aimed at ensuring that a playable game is possible:
 - a) All units require possession of a supply centre in order to be maintained.
 - b) Unless otherwise specified, only one unit may occupy a space.
 - c) If a unit is defined as being able to coexist in a space with other units, it cannot dislodge other units or be involved in stand-offs.
 - d) The winner is the first player to own more than half of the existing supply centres.
 - e) Units giving a player an automatic win are not allowed! E.g. "Doomsday Device -- when built by the French player it immediately destroys every other supply centre" is not a legal unit.
 - f) In situations where the action of a new unit is not defined, it behaves like an Army.
 - g) If a unit is defined that changes the nature of the spaces through which it moves, the change occurs when the unit leaves the space.
 - h) The GM will try to apply the rules as fairly as possible and will resolve situations not covered by the unit definitions as he/she sees fit.
- 5) The board is initially empty and there is a Winter 1900 build phase in which players place their initial units on their home supply centres. Players may build units of any type, but they must keep the numbers of each type of unit that they own as equal as possible; i.e. players cannot build a second unit of any type until they have a first of each type, unless it is impossible to build a unit of the required type. The aim of this rule is to ensure that all the types of unit are used.
- 6) "Complete Anarchy Rules OK": This is as "Anarchy Rules OK", except that players not only define a new unit as above, but may also decide what type of terrain they would like each map space to be.
- 7) Players can decide that any space named on the standard map is one of the following types:
 - Land space (may be coastal)
 - Land supply centre (ditto)
 - Sea space
 - Impassable
 - Waterway (i.e. both land and sea, e.g. Con on regular board)
 - Waterway supply centre
- 8) For the purposes of this variant Switzerland (Sw1), Ireland (Ire), Iceland (Ice) and Caspian Sea (CAS) are all spaces.
- 9) Each player may designate the terrain types of any number of spaces, but may only specify one type for any given space. These are submitted along

with new unit definitions prior to Winter 1900.

- 10) Each space has a default type which is its type on the regular Diplomacy board. (Note: Default type for Con, Kie and Den is Waterway SC. Default for CAS, Swi, Ice and Ire is impassable).
- 11) Each space is assigned the type specified by the most players. If there is a tie (i.e. two or more types specified by equal numbers of players) then the space takes its default type.
- 12) No player may start with less than three home supply centres as a result of terrain changes.
- 13) "Complete and Utter Anarchy Rules OK": This is the same as "Complete Anarchy Rules OK" with the addition that each player not only creates a new type of unit and redefines the map but also gets to create one new rule to be used for the game. (I think this could be a nightmare to GM!)
- 14) Some examples of new units that could be defined:
 - a) Death or Glory Boys: Attacks with the strength of two armies and will never retreat.
 - b) Hypersonic Mole: By burrowing underground at vast speed, this unit can attack, move, support or retreat into any other land province.
 - c) Plague Carrier: Dies of plague the adjustment season after it is built. It also infects any province through which it moves such that any other unit that later moves into that province also becomes a plague carrier.
 - d) Green Party: Plants fast-growing trees as it moves such that every space it moves through becomes impassable forest.
 - e) US Marines: Support other units with the strength of two armies, but there is a 1 in 3 chance that they accidentally attack the unit they are supposed to be supporting.
 - f) Berserker: Always attacks an adjacent foreign unit if possible, with the strength of two armies. Will never retreat.
 - g) MegaArmy: Attacks, defends and supports with the strength of 1,000,000 armies.
 - h) Toxic Tanker: Can only move to sea spaces or waterways. If ordered to a coastal province it crashes into the rocks, explodes and spreads pollution making the coast of the province impassable.
 - i) Patriot: Defends with a strength of 2 when in one of its own home provinces.
 - j) Them Heavy People: Army that causes each land space that it passes through to subside to below sea level. Such a space will become a sea space if adjacent to a sea space or waterway, or if it becomes so.

beware of the flowers cos i'm sure they're gonna get you, yeah

oimoi, peplegmai kairian plegen eso
the games section

ZIMMER

Sopwith T216UB

Gamestart

Scramble, scramble, chocks away, &c, &c

Start A1: Alex Richardson, [home] 6 Millow, Dunton, Beds SG18 8RH;
[term] 11 Callerton Place, Fenham, Newcastle upon Tyne NE4 5NQ.
Start A10: Mark Stretch, [term] Jesus College, Oxford OX1 3DW;
[term] 2 Over Mill Drive, Selly Park, Birmingham B29 7JL.
Start J19: Rob Cullender, 58 Springwell Lane, Mallory Croft, Whetstone,
Leicester LE8 3RT.
Start S19: Paul Slade, 164 Park Road, Cowes, Isle of Wight PO31 7NE.
Start S10: Duncan Adams, 5 Hedge End, East Hunsbury, Northampton NN4 0SW.
Start J1: Ian Harris, 3 Abbotside Close, Urpeth Grange, Chester le Street,
County Durham DH2 1TD.

Clouds begin at: (C7, D6, D7, E6, E7): (F11, F12, G12): (I5, J6, J7):
(K12, L13, M14): (L16, L17, M17, N17): (O11, O12, P13, P14).

Note that Rob begins as an ACE, and may perform the Immelmann turn and score one extra point of hits on other players. Good luck, and no NMRing, okay? Okay. Let's be having your pseudonyms and first moves by the deadline, then.

beware of the flowers cos i'm sure they're gonna get you, yeah

YAVILLAND

RR map LE

Setup

Everyone gets first preference -- how suspicious!

The Blue Nose Special: blue: start FOLKESTONE:
John Colledge, Dunroch, 24 Brunstane Bank, Edinburgh EH15 2LR

Random DAles Railway: Purple: start BEXHILL:
Paul Slade, 164 Park Road, Cowes, Isle of Wight PO31 7NE

Short Arsed Cunt from Kent: Orange: start MARGATE:
Steve Guest, 3 Becket Street, Oxford OX1 1PP

Diesel Engines Are Doomed: Black: start BRIGHTON:
David Oya, 24 Kingsway, Banbury, Oxon OX16 9NY

Duncan's Really Uncommonly Noxious Keg: Khaki [=green]: start DEAL:
Duncan Adams, 5 Hedge End, East Hunsbury, Northampton NN4 0SW

Rolls for the first round are 3-6-4. Take it away, gentlemen.

beware of the flowers cos i'm sure they're gonna get you, yeah

BEECHING

As I said last time, I spotted the mistake long before anyone else, so I get the free issue. Sorry.

QUINCY

Time Lords Dip III? 91BS rd??

Spring 1905

The pacè hots up

AUSTRIA (Mike Allaway, 62 Herga Road, Harrow, Middx HA3 5AS)
A(Bud) H*.

ENGLAND (John Wilman, 2 Keillor Cottages, Kettins, Blairgowrie, Perthshire
PH13 9JT)
A(Lon) H.

FRANCE (RJ Walkerdine, 6 Honeybourne Way, Wickwar, Wotton-under-Edge, Glos
GL12 8PF)
A(Lp1)-Edi, F(Mar) S A(Par)--Gas, A(Gas)-Spa, A(Par)-Gas.

GERMANY (Steve Doubleday, Norton House, Whielden Street, Amersham HP7 0HU)
A(Bre) H, F(NTH)-Yor, A(Edi)-Yor, A(Ruh)-Bur, A(Boh)-Vie, A(StP) H,
A(Bur)-WARP-Par, A(Tri) S A(Gal)-Bud, A(Gal)-Bud, A(Mun)-Tyr,
A(Ber)-Mun, F(Kie)-Den

ITALY (Rob Moore, The Cedars, Ruskinville Bridge, Abbey Road, Dolton in
Furness, Cumbria LA15 8LS)
A(Ven)-Pie, A(Rom)-WARP, F(Nap)-IDN.

RUSSIA (Peter Ritchie, 241 Days Lane, Sidcup, Kent DA15 8JX)
A(Ser) H, F(Sev) S A(Turkey)-Rum (?? ambiguous), A(Mos)-War.

TURKEY (Edmund Morgan, 40 Cranbourne Road, Trafford, Manchester M16 9FZ)
A(War)-WARP, A(Bul)-Rum, A(Con)-Bul, A(Ank)-WARP, A(Smy)-Con.

Retreats Austrian A(Bud) disbands NRP. This does not, of course,
necessarily mean the elimination of Austria...

Questions to Judge English: 1) If a piece materialises on top of a piece
giving support, does the support get cut?
2) If a piece materialises in a province over which two temporal
units have stood off, are all three pieces zapped?

Judge English: No to both questions. Remember that warping units emerge
AFTER temporal movement.

Press

Libel Prevention Dept: Acts quickly to advise the GM masquerading as press
writer [[Hmph!]] that Lord Milwan of Perthshire:

1) Did not in fact use his bottle of meths to set fire to Windsor
Castle, and

2) is in no way connected with Sir Nicholas Fairbairn (of that ilk).

Judge English Press writer masquerading as lawyer: You block, you stone,
you worse than senseless
thing, how could you imagine for one instant that I write that press? I
just write all the rest of it.

In the playroom: All was quiet. Silence lay like a blanket across the
scattered toys. Suddenly a furry arm twitched! A beady eye
blinked! Big Ed the Ted was alive! Slowly he rose to his feet, as yet
unfamiliar with new-found freedom. Eyes bright with wonder, he looked
around. Bob the frog was stirring too. Like a wondrous fairy tale, the toys
were all alive! Ed skipped and jumped in glee, his innocent mind singing in
joy. Before him Dumpysee, the baggy old sour puss, opened an eye. Ed waited
in anticipation. Would Dumpydee share the wisdom of his years? Could all
the toys be friends and live in peace and harmony? Furry arms outstretched,

Ted moved to share his love in a great big bear hug. Funny how Dumpy had such sharp teeth, he thought. And why's he smiling like that? He's harmless enough, it's only Dumpydee...

beware of the flowers cos i'm sure they're gonna get you, yeah

TEX

Diplomacy 92DY

Autumn 1903

England says farewell to native land, Russia to the game

AUSTRIA (Peter Dunnett, 328 Old Road, Clacton on Sea, Essex CO15 3NU)
A(Bud)-Ser, F(ADR) S A(Gre)-Apu, A(Gre)-Apu, A(Tri)-Ven, A(Gal)-Rum.

ENGLAND (Edward Ainsworth, 4 Park Avenue, Bedford MK40 2JY)
A(Yor)-Nwy, F(NTH) C A(Yor)-Nwy, F(SKA)-Den, F(StP/nc) S A(Yor)-Nwy.

FRANCE (Ian Harris, 3 Abbotside Close, Urpeth Grange, Chester le Street, Co Durham DH2 1TQ)
F(IRI) S A(Wal)-Lpl, A(Spa)-Gas, A(Wal)-Lpl, F(ENG) S A(Lon),
A(Lon) H, F(Mar) H.

GERMANY (Mark Stretch, Jesus College, Oxford OX2 6DW)
A(Bel) S A(Hol), A(Hol) S A(Bel), F(Den) S French F(ENG)-NTH (nso),
F(Swe) S F(Den), A(Wa-) S Turkish A(Sev)-Mos, A(Bur)-Par.

ITALY (Keir Hodgson, 37 Shanklin Drive, Leicester LE2 3RH)
A(Pie) S A(Ven), A(Ven) H, F(Apu)-Nap, F(Tun)-TYS.

RUSSIA (Chris Sutton): NMR! A(Mos) H* u/o.

TURKEY (Mark Underhay, 65 The Chase, Holland on Sea, Essex CO15 5PZ)
A(Ukr) S A(Rum), F(BLA)-Bul/ec, A(Rum) S A(Ukr), F(ION) C Austrian
...A(Gre)-Apu, A(Sev)-Mos, F(AEG) S F(ION).

Retreats Russian A(Mos) RIP.

Adjustments

AUSTRIA: Bud Vie Tri Ser Gre	= 5	n/c
ENGLAND: Lon-Edi Edi Nwy StP	= 3	Disbands F(StP/nc)
FRANCE: Par Mar Bre Por Spa Bel Lon Lpl	= 6	n/c
GERMANY: Mun Ber Kie Den Hol Swe Par Bel War	= 9	Builds A(Mun), F(Kie, Ber)
ITALY: Rom Nap Ven Tun	= 4	n/c
RUSSIA: Mos-War-StP	= 0	OUT
TURKEY: Con Ank Smy Bul Rum Sev Mos	= 7	Builds A(Con)

Press

England - France: Looks as if you choose the wrong person to stab. All my centres to allow Germany to grow in strength!

France - Germany: I'd like to send you a message, only I'm typing this on my new word processor and the spell checker won't allow any of the words I'd like to call you.

Italy - World: Out of four games of Diplomacy I'm currently aiming at second person knocked out as my personal victory conditions in three of them. I'm depressed.

Italy - France: There's no way I can attack you -- I doubt if I could attack myself.

Italy - Austria & Turkey: I promise full cooperation with whoever writes first about stabbing the other.

Season of breaking sieges

Arcturus	I/yellow	20a/6	* Alrisha	
Andy Bell	I/yellow	20a/4		
	N/red	19a/1	* Mesarthim	from Alrisha
	N/red	18a/1		from Mesarthim
Segin	D/yellow	1/2		
Rob Cullender	K/yellow	1/2	* Sabik	
	L/red	2/1		from Antares

C		B		A		M	
Regulus)1R	o+	Betelgeuse)	o	Mirfak		Menkhib)1S	o
Alhena		Bellatrix)1S	+	Algol)1S	o+	Miram)1S	+
Avoir)1R		+ Canopus		Aldebaran		+ Theemin	
Adhara)1R	o	Rigel)*A	o+	Menkar	o	Zaurak)1aS	o+
F		E		D		N	
Merak)1aA	+	Castor)8aA	o+	Polaris)1S	+	Segin)34S	o+
Pollux)1aA	o	Capella		Hamal)1S	o	Schedir	
Alphard		Procyon)2aA		Mira)*S		o+ Alrisha)1aA	
Denebola)2aA	o+	Sirius)2aA	+	Archernar		Mesarthim)1aA	o
I		H		G		O	
Alkaid		Gemma) 2aA	+	Alpharatz		Homam)1S	o
Arcturus)93aA	o+	Altair)1aA	o	Markab)1S	o+	Matar)1S	+
Acrux)1A		+ Alpha Centauri		Fomalhaut)1S		+ Sandalmek	
Spica)1A	o	Sol)5A	o+	Algenib)1S	o	Sandalsud)*A	o+
L		K		J		P	
Thuban)1A	+	Albireo		Deneb)2A	+	Sham	
Rutilicus)1A	o	Vega)1S	o+	Alderamin)2A	o	Tarazed)1S	o+
Antares)3S		+ Sargas)2A		Enif		Rukbat)1S	
Atria	o+	Sabik)2S	o	Pavo)1S	o+	Dabih)1S	o

[Key: a=advanced ship; *=mixed class fleet]

Segin's streets are thronged with cheering citizens as the siege is finally broken, with the remaining nineteen ships doing all manner of victory rolls to celebrate the liberation. Further good news is received there when it is reported that the deadlock at Sabik has been broken and the obsolete Arcturan guard finally squashed. Indeed, they're in such a good mood that even the news that Arcuturus has taken Alrisha and Mesarthim, frighteningly close to home, deters them not a whit.

Thirteen advanced ships are built at Arcturus, while the rejoicing citizens of Segin de-mothball the shipyards and turn out fourteen new space cruisers.

Mixed fleets: Rigel -- 8aA, 8aR; Sandalsud -- 1aA, 1aR; Mira -- 1S, 1aR.

Press Segin - Arcturan vanguard battlefleet: Hey, the war is over here!

FARADAY

Atlantic Airlines

Turn 11/12

Company/Base	Aircraft/	Starts	/	Via	/	Ends
CLAY P/London	747 /	New York	/	Chicago	/	J8
Steve Guest	707 /	Paris	/	sits on the ground		
	Tristar/	Las Palmas	/	Casablanca	/	Paris
	DC10 /	H74	/	Rome, London	/	D69

Account -98 -50-12-40-44-20+264+72 = +72

AIR CRASH/Paris	DC10 /	D64	/		/	London
David Oya	747 /	Tunis	/		/	Milan
	Tristar/	Bogota	/	sits on the ground		
	767 /	Toronto	/	sits on the ground		

Account -2002 -44-50-20-18-20+102+66 = -1986, -20% = -2384

HYMEN/Atlanta	Tristar/	D47	/		/	I27
Dave Rowley	DC10 /	H46	/		/	Montreal
	767 /	L62	/		/	Rome
	A300 /	L53	/		/	Rome

Account -1126 -40-44-36-32-20+120+396 = -782, -20% = -940

LAKER/New York	A300 /	Las Palmas	/	Milan	/	London
David Tittle	707 /	C63	/	New York	/	E46
	DC8 /	Caracas	/	Belem	/	L7
	747 /	N17	/	Las Palmas	/	B55

Account +81 -32-24-28-50-20+36 = -37, -20% = -45Loads Landed

From	To	Carrier	Load	Size/Distance/Value
Casablanca	New York	LAKER/707 (part load)	1	/ 24 / 192
Milan	London	LAKER/A300	6	/ 6 / 36
Atlanta	Rome	CLAY P/DC10 (part load)	3	/ 33 / 264
Casablanca	Paris	CLAY P/Tristar	9	/ 8 / 72
Havana	London	AIR CRASH/DC10	3	/ 34 / 102
Tunis	Milan	AIR CRASH/747	11	/ 6 / 66
Havana	Montreal	HYMEN/DC10	10	/ 12 / 120
Chicago	Rome	HYMEN/A300 (part load)	4	/ 33 / 396
Chicago	Rome	HYMEN/767 (part load)	8	/ 33 / 396

Loads in Flight

Atlanta	Dakar	HYMEN/Tristar	2	/ 28 / 56
London	Miami	LAKER/707	4	/ 32 / 128
New York	Frankfurt	LAKER/707	3	/ 27 / 81
Belem	Chicago	LAKER/DC8	2	/ 22 / 44
Casablanca	New York	LAKER/747	7	/ 24 / 192
Las Palmas	New York	LAKER/747	5	/ 22 / 110
Chicago	Port of Spn	CLAY P/747	7	/ 16 / 112
London	Casablanca	CLAY P/DC10	9	/ 10 / 90

Press

Capt. Ingemar Pomegranate (deceased) - World: Look, it wasn't my fault. I meant to refuel but I was distracted by the stewardess with the big bazooms. It can happen. Yeah, so two thousand people died, but, hell, they were Canadians, so who gives a shit? I never wanted to be an airline pilot. I wanted to be a lumberjack...

Company/Base	Aircraft/	Starts	/	Via	/	Ends
CLAY P/London	747 /	JB	/		/	Port of Spain
Steve Guest	707 /	Paris	/	sits on the ground		
	Tristar/	Paris	/	sits on the ground		
	DC10 /	D69	/			Casablanca

Account +72-50-12-20-44-20 +112+90 = +196
 + 747 @ 196, + 707 @ 98, + Tristar @ 140, + DC10 @ 154 = +784

AIR CRASH/Paris	DC10 /	London	/	sits on the ground		
David Oya	747 /	Milan	/	sits on the ground		
	Tristar/	Bogota	/	sits on the ground		
	767 /	Toronto	/	sits on the ground		

Account -2384 -22-25-20-18-20 = -2489, -20% = -2987
 + DC10 @ 154, + 747 @ 196, + Tristar @ 140, + 767 @ 126 = -2371

HYMEN/Atlanta	Tristar/	127	/		/	Dakar
Dave Rowley	DC10 /	Montreal	/	sits on the ground		
	767 /	Rome	/	sits on the ground		
	A300 /	Rome	/	sits on the ground		

Account -940 -40-22-18-16-20+56 = -1000, -20% = -1200
 + Tristar @ 140, + DC10 @ 154, + 767 @ 126, + A300 @ 112 = -668

LAKER/New York	A300 /	London	/	sits on the ground		
David Tittle	707 /	546	/			Miami
	DC8 /	7	/			Chicago
	747 /	355	/			New York

Account -45 -16-24-28-50-20+192+110+128+44 = +291
 + A300 @ 112, + 707 @ 98, + DC8 @ 105, + 747 @ 196 = +802

Loads Landed

From	To	Carrier	Load	Size/Distance/Value
Chicago	Port of Spn	CLAY P/747	7	/ 16 / 112
London	Casablanca	CLAY P/DC10	9	/ 10 / 90
Atlanta	Dakar	HYMEN/Tristar	2	/ 28 / 56
London	Miami	LAKER/707	4	/ 32 / 128
Belem	Chicago	LAKER/DC8	2	/ 22 / 44
Casablanca	New York	LAKER/747	7	/ 24 / 192
Las Palmas	New York	LAKER/747	5	/ 22 / 110

Loads Undelivered

New York	Frankfurt	at Miami	3	/ 27 / 81
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("No flights to Frankfurt, what a shame")

Judge English: So by a wonderfully cynical piece of railroading LAKER beats off the challenge of CLAY PIGEON, to the disgust of both the latter company and the New York - Frankfurt load, which finds itself stuck on a Florida beach instead of in its German office blocks. The Civil Aviation Commission would be having words with David Tittle, but the game's over so they can't. Congratulations to David, commiserations to the rest (especially Steve Guest, who has been narrowly beaten into second by David twice within two issues now). Game end summaries may be submitted and will appear as soon as there's space.

The Russians (and everyone else) shall not have Constantinople

ANK (John Miller, 259 Leek Rd, Shelton, Stoke on Trent ST4 2BU): A(Ank)-Con
 BEL (Peter Ritchie, 241 Days Lane, Sidcup, Kent DA15 8JX): F(Bel) H NMR
 BER (Steve Guest, 3 Becket St, Oxford OX1 1PF): A(Ber) S Munich A(Mun)
 BRE (John R Todd, 70 Alfred Road, Dorchester, Dorset DT1 2DW): F(Bre)-MAO
 BUD (Ian Harris, 3 Abbotside Cl, Chester-le-Street DH2 1TQ): A(Bud) H
 BUL (Vick Hall, 49 Vartry Rd, London N19): A(Bul)_S_Smyrnan_F(Smy)-Con (nso)
 CON (Nicholas Parish, JCR, Lady Margaret Hall, Oxford OX2 6QA): F(Con)
 ... snarls at the traitor next door
 DEN (Peter Dunnett, 328 Old Rd, Clacton on Sea, Essex CO15 3NU): F(Den)-BAL
 EDI (Denis Jones, 81 Fishponds Rd, London SW17): F(Edi) H NMR
 GRE (Paul Slade, 164 Park Rd, Cowes, Isle of Wight PO31 7NE): F(Gre)-Bul/sc
 HOL (John Breakwell, 62 Shackleton Way, Reading RG5 4UT): F(Hol) H NMR
 KIE (Duncan Adams, 5 Hedge End, E Hunsbury, Nthmptn NN4 0AW): A(Kie)-Hol
 LPL (John Morgan, 40 Millside, Culvers Ave, Carshalton, Surrey SM5 2BQ):
 A(Lpl) NMR
 LON (Gary Lyon, Sinead, Church Ln, Bradwell, Gt Yarmth, Norfolk NR31 8QW):
 A(Lon)-Yor
 MAR (Guy Thomas, 8 Tithe Ct, Parlaunt Rd, Langley, Berks SL3 8AS): A(Mar) H
 MOS (Paul Dunning, 43 St Johns Rd, Watford WD1 1QB): A(Mos)-Ukr
 MUN (Mike Allaway, 62 Herga Rd, Harrow, Middx HA3 8AS): A(Mun)-Ruh
 NAP (Keir Hodgson, 37 Shanklin Dr, Leicester LE2 3RH): F(Nap)-Rom
 NWY (Toby Harris, 6 Durham Ice, Silksworth, Sunderland SR3 1BW): F(Nwy)-NTH
 PAR (Damien Cosgrove, 123 Stanton St, Newcastle NE4 5LH): A(Par)-Gas
 POR (Mick Haytack, 43 Swanmore Rd, Littleover, Derby DE23 7SD): F(Por)-
 Spa/nc
 ROM (Alex Richardson, 11 Callerton Fl, Newcastle NE4 5NQ): A(Rom)-Nap
 RUM (Bill O'Neill, 57 Britter Drive, Malvern, Worcs WR14 3LG): A(Rum)_S
Bulgarian_A(Bul)-Ser (nso)
 SER (Mike Clark, Auchtydore, Longside, Peterhead, Grampian AB42 7YL):
 A(Ser) S Bulgarian A(Bul)
 SEV (Sean Weir, 30 Himley Avenue, Dudley, W Mids DY1 2QP): A(Sev) H NMR
 SMY (Neil Duncan, 10 Anstey Close, Basingstoke, Hampshire RG21 3JG): F(Smy)
S_Bulgarian_A(Bul)-Con (nso)
 SPA (Edmund Morgan, 40 Crannbourne Rd, Manchester M16 9PZ): F(Spa/sc)-WMS
 STP (Paul Norris, Top Flat, 53 Ashley Hill, Bristol BS7 9BE): F(StP/sc)-GOB
 SWE (Stephen Agar, 79 Florence Rd, Brighton BN1 6DL): F(Swe) H NMR
 TRI (Robin apCynan, The Store Bn, Church St, Telford TF7 5BU): A(Tri) H NMR
 TUN (Rob Moore, The Cedars, Ruskinville Bridge, Abbey Rd, Dalton in
 Furness, Cumbria LA15 8LS): F(Tun)-ION
 VEN (William Whyte, 107 Windmill Rd, Oxford OX3 7BT): A(Ven) S Triestian
 A(Tri)
 VIE (Allan Gordon, 3 Forest Ave, Chingford E4 6AR): A(Vie)-Bud
 WAR (Peter Charles, 16 Bosbury Rd, London SE6 2SJ): A(War) H NMR

Press

Serbia - Bulgaria: See?

Serbia - Chaos II GM: Enjoy

Serbia - Rumania: Forgotten which neutral you're in, eh?

Rumania - Serbia: Yup, guess so. Sorry -- nothing personal.

Judge English: Interesting to note that the somniacs tend to be those who signed up eagerly rather than those pressured in to fill up the numbers. Shall we try for a full set next go? (And don't forget your builds).

Tight at the top -- excruciatingly so!

Race Results

- 25) 43-11 Dewsbury-Coastal Town: LUST 20-4+2+2, THEE 10-5+1+1, AE 0-6, IYI 0+3+3+3, NUTS 0.
 26) 11-53 Coastal Town-Scunthorpe: IYI 20, THEE 10-2, LUST +2.
 27) 33-24 Bradford-Malton: THEE 20-6+4, LUST 5-1, NUTS 5-5+6+2, AE 0-1+2+2.
 28) 55-32 Doncaster-Leeds: AE 20-1, THEE 10+1, NUTS 0.
 29) 61-63 Fenistone-Rotherham: LUST 20, IYI 10.
 30) 22-42 York-Halifax: NUTS 20-4+1, IYI 10+4-1, LUST 0+4, AE 0-7, THEE +3.

Builds None

Final Races (enter up to 4):

- | | | | |
|-----------|--------------------------|-----------|--------------------|
| 31) 35-12 | Keighley - Scarborough | 34) 26-36 | Harrogate - Ilkley |
| 32) 52-62 | Goole - Barnsley | 35) 45-23 | Wakefield - Thirsk |
| 33) 64-44 | Sheffield - Huddersfield | 36) 15-55 | Hull - Doncaster |

Running Totals

THEE (John Webley, brown): 89+44	= 133
AE (James Nelson, blue): 130+6	= 136
NUTS (Nicholas Parish, mauve): 161+25	= 186
LUST (David Oya, red): 215+50	= 265
IYI (Damien Cosgrove, orange): 223+43	= 266

beware of the flowers cos i'm sure they're gonna get you, yeah

HERSHEY

Diplomacy 91DG

Spring 1907

ENGLAND (Dave Newnham, 80 Prince Edward's Road, Lewes BN7 1BH)
 A(StP) S Russian A(Mos), F(BAR) S A(StP), F(NWG) H, F(NTH) H,
 F(Bel) H, A(Fin) S A(StP).

FRANCE (Mark Stretch, Jesus College, Oxford OX2 6DW)
 F(IDN)-Gre, A(Tus) S F(Ven), F(Ven) S A(Nap)-Apu, A(Nap)-Apu,
 F(Tun)-IDN, F(TYS)-Nap, F(GOL)-TYS, A(Pic) S English F(Bel),
 A(Pie) S F(Ven).

GERMANY (Simon Cutforth, 1 Greenleigh, Greenway, Woodbury, Exeter EX5 1LP)
 F(BAL) S F(Pru), F(Pru) H, A(Ser) S A(Sil), A(Boh) S A(Vie),
 A(Tyr) S A(Vie), A(Vie) S A(Boh), A(Sil) S F(Pru).

RUSSIA (Anarchy): A(Mos) unordered as ever

TURKEY (Chris Sutton, 62 Ashbrook Road, Stirchley, Birmingham B30 2XB)
 NMR! A(Ukr), A(Tri), A(Bud), A(War), A(Ser), F(AEG), F(ADR), F(Apu)*,
 F(Alb), A(Gal), A(Lvr) all H u/o!

Retreats Turkish F(Apu) wiped out.

Draw Proposal failed with two AYES, one NMR counting as assent, and one NAY. It is repropoed, as is a 3-way draw excluding Turkey.

Chris Sutton would normally be placed in anarchy now, but as stated at the head of the games in issue 17, NMRs that time did not count towards anarchy. This is his last chance. You there, Chris?

ARMSTRONG

Lift Off! [GM Dave Rowley]

1959

What's That Funny Smell, Something Is Burning!

Gary Lyon.

Duchy Of Grand Fenwick 56 MB's

Launch #2 in September 1958 of a Manned Orbital mission went ahead with the Gordian Rocket performing adequately. The Croesus one-person capsule performed an near perfect Earth Orbital Burn but during the Earth Orbital Activities suffered a permanent communications loss with ground control, which couldn't be repaired by the inexperienced astronaut Rutherford. The mission was scrubbed at this point and deemed a failure. The De-Orbital Burn was suspected of being a failure but turned out to be A-OK! Re-entry went without a hitch, but during recovery the capsule flotation collar sprang a leak and resulted in the loss of the capsule. Fortunately astronaut Rutherford escaped unharmed. Add 1% to the safety factors of both the Single Stage Rocket and the One Person Capsule. -10 MBs from budget as failed mission penalty.

Launches #3 & #4 for 1959.

B/F 10

New Budget 46

Available To Spend 56

Ground Control to Grand Fenwick "Ok, I didn't count your stock correctly. Here is an re-adjudication of your orders.

Ian Harris

United States 113 MB's

Espionage Your spy in Grand Fenwick has returned with valuable information. The safety factor of your Single Stage Rocket program is now equal to that of your enemy.

Purchase Second Launch Facility

Purchase Two Person Capsule Program

Purchase 3rd Astronaut (Lt Caldwell)

R&D for Single Person Capsule = +17%

@ Max R&D = 80%

R&D for Single Stage Rocket = n/a

@ Max R&D = 85%*

R&D for Liquid Fuel Strap-Ons = +29%

Current R&D = 39%

R&D for Two Person Capsule = +20%

Current R&D = 30%

No launch in 1959.

Launches # 4 & 5 planned for 1960.

B/F 74

New Budget 113

Available To Spend 187

Social Problems Your government has decided to cut funding for the space program in favour of increased social programs. Reduce your budget by 50 MB's or 50%, whichever is less.

New Budget = 63MBs.

#####

Gary Lyon

Duchy Of Grand Fenwick 66 MB's

Sabotage A foreign nation has sabotaged the Croesus capsule, and in

refusing to succumb to blackmail suffer -10% on the capsule's safety factor on its next mission.

Purchase Two Person Capsule Program
Purchase 2 Single Stage Rockets
R&D for Single Stage Rocket above Max R&D = 86%
R&D for Single Person Capsule = +21% Current R&D = 76%
R&D for Two Person Capsule = +35% Current R&D = 45%

Launch #3 in early December 1959 of a Icarus satellite on a Gordian Single Stage Rocket. The booster and satellite both do their job efficiently, making Grand Fenwick the third nation in space. Add 1% to safety factor of both Orbital Satellite and Single Stage Rocket. +6MB on Budget.

A few days later launch #4 takes place of a Croesus One Person Capsule on a Gordian Single Stage Rocket. The booster works fine, re-entry passes with no problems, and recovery goes very well. Astronaut Rutherford is the Second person in space. Add 1% to safety factor of both One Person Capsule and Single Stage Rocket. +12MB on Budget.

Launches # 5 & 6 in 1960.

B/F 08 New Budget 84 Available To Spend 92

Government Order Your nation's highest official demands that you will put a man on the moon within the next three years. Increase your budget by 30 MB's to reflect the additional support. Or decline and take a 20% reduction. Note there is a 50% budget penalty for failing to complete a Government Order.
New Budget = 114 MBs or 68 MBs.

#####

Rob Moore Vermight 96 MB's

Purchase Astronaut Training (inc Paul Ince)
Purchase 2nd Astronaut (Ryan Giggs)
Purchase Two Stage Rocket Program
R&D for Orbital Satellite now above Max R&D = 97%
R&D for Single Stage Rocket now above Max R&D = 86%
R&D for Single Person Capsule = +18% @ Max R&D = 80%
R&D for EVA Suit Program = +23% Current R&D = 87%

Launch #3 in November 1959 of Paul Ince attempting a Manned Sub-Orbital mission. The booster performs well with its specifications, but the capsule fails to perform a Re-Entry due to a hastily fitted heat shield which causes the vehicle to disintegrate in the upper atmosphere. Astronaut Ince was tragically lost. Reduce Safety Factor to 10%. -10MB on Budget.

Launch #4 in December 1959 of Ryan Giggs should have been attempting a Manned Orbital mission. This has been postponed due to the previous months Catastrophic Failure of the Single Person Capsule. Hardware retained. -10MB on Budget.

B/F 03 New Budget 76 Available To Spend 79

Minor Problem There is a minor problem in your most advanced rocket program. Pay 10 MB's or lose 5% on the safety factor of that rocket for the duration of its next mission.
+5 MBs on Budget = 81 MBs.

#####

John Breakwell U.S.S.R. 70 MB's NMR!

R&D for Orbital Satellite	Current R&D = 79%
R&D for Single Stage Rocket	Current R&D = 60%
R&D for Single Person Capsule	Current R&D = 34%

Launch #2 in mid December 1959 of a Sputnik Orbital Satellite on a Lunik Single Stage Rocket. But there is a minor fire on the pad which is extinguished by the ground crew and the launch is cancelled. -3MB on Budget.

No launches planned for 1960!

B/F 23 New Budget 67 Available to spend 90

Counter Espionage You have discovered that a foreign power has been stealing information from your space program. Lower the safety factor of one of their space programs to its level in your nation. (Choose another player and the program.)
+1 MBs on Budget = 68 MBs.

#####

Press

Ground Control to USA "As your spy raised the R&D of the Single Stage Rocket program to the maximum, it was a waste of 16MBs to attempt further research."

Ground Control to Grand Fenwick "After all that confusion you now have 1 Single Stage Rocket left!"

Ground Control to All "If I receive any orders from John for the next turn, it would be advisable for all except John to submit conditional orders with regards to the Counter Espionage. I feel that you should also bear in mind the effects of a Catastrophic Failure on missions planned later in the same year."

Ground Control to Terminus "I postponed your second launch as I thought that having a safety factor of 10% for your One Person Capsule was taking too much of a risk! Please see above message."

beware of the flowers cos i'm sure they're gonna get you, yeah

ENGLISH

RR map OH

Not Round 11

My fault entirely, this one; Denis Jones' map went walkies during his two recent moves, he rang up and begged a new one promising to pay any necessary monies, I told him I'd send one, and then went and forgot all about it, like a great big silly. Denis, it should be enclosed or shortly to follow. Others, your orders are on file, you are good chaps, and I am the most intelligent GM ever (NOT!)

WELLS

Intimate Ia Dip

Autumn 1901

Neutrality (mostly) respected

AUSTRIA (Mark Stretch): F(Ven)-Tri*, A(Gal)-Vie, A(Bud)-Vie.
 ENGLAND (Austrian): F(NTH) C A(Yor)-Nwy, A(Yor)-Nwy, F(NWG)-BAR.
 FRANCE (Russian): A(Pie) S Italian A(Tus)-Ven, A(Pic)-Bur,
 F(ENG)-Lon.
 GERMANY (Neutral): A(Mun), A(Ber), F(Kie) H u/o.
 ITALY (Russian): A(Tyr)-Tri, A(Tus)-Ven, F(ION)-ADR.
 RUSSIA (Peter Dunnett): A(War)-Gal, F(Rum)-Bul/ec, A(Sev)-Ank,
 F(StP/sc)-Lvn.
 TURKEY (Russian): A(Bul)-Con, F(BLA) C Russian A(Sev)-Ank,
 A(Smy)-Syr.

Retreats Austrian F(Ven)-Apu

Builds

AUSTRIA: Vie Bud Tri = 3 n/c
 ENGLAND: Eon Lpl Edi Nwy = 3 n/c
 FRANCE : Par Mar Bre Lon = 4 Builds A(Mar)
 GERMANY: Mun Ber Kie = 3 n/c
 ITALY : Rom Ven Nap = 3 n/c
 RUSSIA : Mos StP War Sev Bul Ank = 6 Builds A(Sev), 1 short, nflbo!
 TURKEY : Con Smy Ank = 2 Disbands F(BLA)

All others still neutral -- yep, all 10 of 'em!
 nflbo = no further legal builds ordered.

Winter 1901

	<u>BIDS</u> (ECUs) -- underlined bids succeed					Remaining
	E	F	G	I	T	
AUSTRIA (Peter Dunnett):	5	<u>1</u>	5	<u>5</u>	1	9
RUSSIA (Mark Stretch):	5	0	<u>8</u>	4	<u>3</u>	17

 beware of the flowers cos i'm sure they're gonna get you, yeah

PEPPER

Sopwith T178UB

Turn 11

How do you pair keep missing one another?

Pilot	Starts	Moves	Ends	A : D : P
<u>Retaliator</u> ACE	Q10-R11 Mark Wightman	I, RT f-R, RT f-A&R	Q12-Q13	04:12:02
<u>Atsuko</u> ACE	R14-R13 Dave Lomas	<u>RS</u> f-A, RS f-A&L, RS	Q11-Q10	10:04:22

Clouds chug NE to: (G15, G16, H14, H15): (L17, L18, M18):
 (M11, M12, M13): (Q19, P19, P19): (P15, P16, Q14, Q15, Q16).

Damage

Incredibly, none save one off Atsuko to a cloud

Press

Ret - Atsuko: Time this game ended.

DREDD

Diplomacy 91DC

Autumn 1907

Horrible complications in NTH, Mun and press sagas

AUSTRIA (Allan Gordon, 3 Forest Avenue, Chingford, London E4 6AR)
 A(Boh) S A(Tyr)-Mun, A(Gal)-Rum, A(Rum)-Bul*, A(Ven)-Rom, A(Tyr)-Mun,
 F(ION)-AEG, F(Pie)-Mar, F(Alb)-ION.

FRANCE (Peter Dunnett, 328 Old Road, Clacton-on-Sea, Essex CO15 3NU)
 A(Edi) S F(NTH)-Yor, F(NAO)-NWG, F(ENG)-Lon, F(Hol) S A(Kie),
 A(Kie) S A(Bur)-Mun, A(Ruh) S A(Bur)-Mun, A(Bur)-Mun, A(Mar) H,
 F(Spa/sc)-GOL, F(MAD)-ENG, F(NTH)-Yor*.

ITALY (Toby Harris, 6 Durham Terrace, Silksworth, Sunderland SR3 1BW)
 F(BLA)-Bul/ec, F(TYS) H, F(Tun)-ION, A(Rom)-Apu.

RUSSIA (Vick Hall, 49 Vartry Road, London N15)
 F(SKA)-NTH, F(Yor) S F(NWG)-Edi, F(NWG)-Edi, A(Ber)-Kie, A(War)-Gal,
 A(Smy) H, A(Ank)-Bul (no convoy), F(Nwy) S F(SKA)-NTH, A(Ukr)-Rum,
 A(Den) S A(Ber)-Kie, F(Sev) S A(Ukr)-Rum.

Retreats Austrian A(Rum)-Ser, French F(NTH)-HEL.

Adjustments

AUSTRIA: Vie Tri Bud Ser Gre Bul Rum Ven Rom = 8 n/c
 FRANCE: Par Mar Bre Spa Bel Por Mun Hol Lon Kie Lpl Edi = 12 Build F(Bre)
 ITALY: Rom Nap Tun Con = 3 Disb F(Tun)
 RUSSIA: StP Mos Sev War Nwy Swe Smy Ank Den Edi Ber Rum = 11 n/c

Press

Italy - Austria: I hope that this will touch your chuckle-button!

Italy - Russia: Sorry, Vick, I figured you would do alright anyway, and
 this was my only hope of a build.

Italy - Austria: Intense? Who, me? I am having a whale of a time! Ho ho.

The Gingerbread Man: What a lark! thought Ginge. Ol' Wide-Mouth had put the
 shits up the Furp Bear -- who, in turn, had put the
 shits up the Green Stump... and of course, Stumpy had always given Ginge
 the shits! All in all, you'd have to think this was a pretty crappy affair
 altogether, but no! -- it was fun, fun, fun!.... Ginge hopped from one foot
 to another in glee (and allegiance!)

 beware of the flowers cos i'm sure they're gonna get you, yeah

VIRGIL

RR map CT

Turn 3

IDLE's builds last time should read (M17)-A56 and (Aylesbury)-M12-Thame.

IDLE (Peter Ritchie, red): 3a) (A55)-C56: 3b) (C56)-Linslade: (M6)-N5;
 (C56)-D56: 3c) (N5)-Oxford: (D56)-Dunstable. 28+6+6-2F=38

FERGIE (Rob Moore, purple): 3a) (N13)-A54-B54: 3b) (B54)-D55-Dunstable-D59:
 3c) (D59)-Luton: (D55)-Linslade-Bletchley; (F20)-G21 33+6+6+2I=47

STUPID (Mark Stretch, brown): 3a) (K22)-St Albans: 3b) (St Albans)-
 Hatfield; (Aylesbury)-B52-E54: 3c) (E54)-Linslade; (E54)-G53-
 Bletchley; (Beaconsfield)-E15 46+6+6+6+4M=68

MOD (Jeff Cattle, blue): 3a) (Watford)-K23: 3b) (K23)-C66: 3c) (C66)-
 Stevenage-Hitchin; (M24)-Hatfield; (L23)-St Albans (1 sht) 20+6+6-6S=26

Rolls for next round are 5 - 5 - 3.

LUTON

Atlantic Airlines [GM Dave Rowley]

Turn 1

One Company Dips Below Zero Cash

SANTA CLAUS 747 / Madrid / J48
 Rob Cullender +20 -50 -20 = -50; -20% = -55

BNS 707 / Madrid / Algiers, Amsterdam / M70*
 John Colledge +160 +27 -24 -20 = +143

PUSSYCAT 747 / New York / Havana/ F7
 Haz Bond +20 +110 -50 -20 = +60

RAC TriStar / Paris / London / J27
 Alan Harvey +100 -40 -20 = +40

Planes Ordered And Paid For Next Turn

TriStar for SANTACLAUS at Madrid, 747 for BNS at Madrid, 707 for PUSSYCAT at New York.

Runs Picked Up This Turn

London	Dakar RAC/TriStar 9	* 18	= 162
Madrid	Montreal SANTACLAUS/747	12 * 22	= 264
New York	Havana PUSSYCAT/747	11 * 10	= 110

Runs Delivered This Turn

Algiers	Amsterdam BNS/707	3 * 9	= 27
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Runs Available

Old				
From	To	Size / Dist	/ Value	
London	Tunis	2 * 10	= 20	
Caracas	Atlanta	5 * 12	= 60	
Milan	Pittsburgh	7 * 30	= 280	
Paris	Havana	2 * 34	= 68	
New York	Paris	4 * 24	= 96	
Caracas	Casablanca	6 * 27	= 162	
Las Palmas	Chicago	8 * 27	= 216	
Belem	Paris	10 * 29	= 290	

New				
From	To	Size / Dist	/ Value	
Bogota	Kano	2 32	= 64	
Belem	New York	3 21	= 63	
Kano	Miami	5 36	= 180	
Las Palmas	New York	7 22	= 152	
Paris	Chicago	9 29	= 261	
Pittsburgh	Amsterdam	11 29	= 319	

Press

Air Traffic Control to BNS "You hadn't counted your movement allowance correctly and therefore you couldn't reach London. This is your first and only warning. Next time it's a fine of 5. This rule has been used in my previous games so please don't take offence."

Judge English - Air Traffic Control: Do you have to write game reports that are three lines short of a full page, Dave?

McGRUDER

Deluge Diplomacy 1991BPru02

Autumn 1906

JIM LADD AND A.B. POORE VISIT DAVY JONES

AUSTRIA (Paul Norris): A(Tyr)-Swi*.

ENGLAND (Tony Sait): F(Bur)-Swi*.

FRANCE (David Tittle, 41 Braehead Drive, Edinburgh EH4 6QW)
F(Swi) S F(GAS)-Bur, F(GAS)-Bur.

GERMANY (Nicholas Parish, JCR, Lady Margaret Hall, Oxford OX2 6QA)
F(RUH) S F(BEL)-Bur, A(Mun) S F(BEL)-Bur, A(Boh) S Austrian A(Tyr),
F(VIE) S Austrian A(Tyr), F(BEL)-Bur, F(ARM)-Ank.

ITALY (Allan Gordon, 3 Forest Avenue, Chingford, London E4 6AR)
F(MAR)-Spa, F(Pie) S A(Ser)-Tyr, F(VEN) S A(Ser)-Tyr, F(GAL)-Sil,
F(Tun)-NAf, A(Ser) B F(TRI): A/F(Tri): A(Ser) D Tyr.

Retreats English F(Bur)-MAR; Austrian A(Tyr) dies nrp

Spate of Lay

AUSTRIA: Tyr	= 0	Bye and thanks Paul
ENGLAND: Wat	= 0	You too, Tony
FRANCE : Spa Swi	= 1	Disbands F(GAS)
GERMANY: Mun Spa Nwy War Edi Boh Ank	= 5	Disbands A(Boh)
ITALY : Smy Ank Bon Tun Pie Ser Fri Sil Spa Tyr	= 7	n/c

The only remaining land provinces are now Ank, Bur, Mun, NAF, Nwy, Pie, Swi and Tyr; NAF is the new supply centre, and the rest (save Bur) are SCs too.

As I interpret them, a failed board-and-disembark results in an A/F formation; a failed Fast Ferry, as with a convoy in regular Dip, leaves the army where it started. Allan's orders have been slightly amended to take this into account.

Press

Germany - England: Appallingly sorry, but I had to get into Bur if I could.

Fink - Whom It May Concern: Profuse, gibbering, mowing explanations to follow.

Jim Ladd, A Cautionary Tale: Glug, glug!

Was it the last of the port disappearing down the captain's throat? Or was it the seawater pouring into the bilges? Jim waded through his cabin to try and find out.

Green Slime: Aah! At last, he could smell the clean mountain air.... and unfortunately, just beyond it, the putrid stench of the Black Death. No matter. He would protect his little Pink and/or Blue friends to the last --- the buboes should not have them! (or himself, as long as he could flop a glob or two!)

Judge English - Slimy One: Friends? What's with this plural?

beware of the flowers cos i'm sure they're gonna get you, yeah

NOXIN

Intimate Ia Dip 91BQ rx03

Autumn 1905

You don't get anything for 19 centres -- not in this game

ENGLAND (Mick Haytack): F(MAD) H, F(IRI) & F(NAD) & F(ENG) S F(MAD),

[NDXIN cont.]

A(Gas)-Par, A(Bre) S A(Gas)-Par, A(Lon)-Hol, A(War)-Mos, F(Bel)-Fic,
F(Ber) H, F(StP/nc) H, F(NTH) C A(Lon)-Hol, F(NWG) H, A(Yor) H.

GERMANY (English): A(Ukr)-Sev.

ITALY (Nicholas Parish): A(Ank) H, F(Con)-BLA, A(Rum)-Sev {nso}, F(ION) H,
A(Gal) H u/o, A(Par) S A(Mar)-Gas, A(Bur) S A(Par), A(Mar)-Gas,
A(Pie)-Mar, A(Tyr)-Mun, F(TYS)-WMS, A(Ven)-Tyr, F(WMS)-MAQ, F(NAf) &
F(Spa/sc) & F(Por) S F(WMS)-MAQ.

TURKEY (Italian): F(Arm) S Italian A(Rum)-Sev {nsu}, F(Syr) H.

Retreats None

Adjustments

ENGLAND: Lon Lpl Edi Nwy Bre Kie Bel Swe StP Ber Par Den Hol Por War Mos
= 14 1 short

GERMANY: Mos Sev = 1 n/c

ITALY: Rom Nap Ven Vie Tri Tun Spa Gre Ser Mun Bul Bud Rum Con Smy Mar
Ank Par Por = 19 1 short

TURKEY: Ank Sev = 0 Out! Disbands F(Arm), F(Syr).

Balance England has 31 ECUs, Italy 21. Bids will be entertained for the
last German mercenary, and if possible, Spring 1906 orders conditional on
whether or not you get it.

beware of the flowers cos i'm sure they're gonna get you, yeah

UROUHART

Sopwith T215UR

Turn 4

Pilot	Starts	Moves	Ends	A : D : P
Ginger Rogers John Miller	B5/B6	A, A, RT	CB/D9	16:12:02
Mjr Mark E Smith Edmund Morgan	F14/G14	A f-R, 0 f-R, 0	G14/H14	11:11:04
Retaliator ACE Mark Wightman	F11/F12	I f-R, 0 f-R, 0 f-R	F12/F11	09:10:02
Ld Biscuit Barrel Mike Clark	Q12/R12	RT f-A, RT, A f-A	09/N8	11:08:06
Vic Rattlehead Rob Moore	P13/O12	LT, LT, LT f-L	R13/S14	12:08:06

Clouds move southeast to: (J12-K12-K13-L13-L14): (F1-F2): (M6-N6-N7):
(D10-E11-E12): (J8-K9-K10-L10): (O13-O14-P12-P13).

Note that John Miller and Rob Moore have lately been declared ACES,
and from turn 6 on will inflict 1 extra point of damage per hit, and be
able to Immelmann! Good job about that, because there's sod all else to
report this turn.

Press

Mark E Smith - Arms Control Poseur: Jeff is Dead!

CHESS

Me vs. You Lot

Game I (me white): 1) e4 : e5
2) nf3

your choices: 2 ...nc6 x4, f5, nf6 ("If you want to play a Ruy Lopez you can fuck off as far as I'm concerned").
my reply: 3 Bb5 (Sorry, Steve)

Game II (me black): 1) nf3 : nf6

your choices: g3 x3, d4, e4, c4.
(Bloody hypermodern lot, you!)

my reply: 2 ...g6

beware of the flowers cos i'm sure they're gonna get you, yeah

QUISQUILIAE IN VERSO

HOUSECON ALERT. 13 Merrivale Road will be thrown open on the weekend of 13-14 March for a housecon. Plenty of accommodation available. Bring games, sleeping bags if required (tho' we do have spare beds), and yourselves. Come one, come all. Games will be played, and the hobby will be gossiped about. Directions: take the M6 to junction 13, A449 towards Stafford, turn right by the Esso garage (signposted RAF Stafford) and Merrivale Rd is first on the left. Or come by train and we'll pick you up from the station. Strictly RSVP please, or we may assume nobody is coming and not be in to meet you.

John Miller calls for nominations in the annual GLADYS AWARDS: nominate up to 3 for each of the following categories... 1) Best Zine; 2) Best Zine for Dip & variants; 3) Best Zine for non-Dip games; 4) Best Zine for Hobby News; 5) Best Lettercolumn; 6) Best New Zine of 1992; 7) Best Looking Zine; 8) Most Improved Zine; 9) Most Regretted Fold; 10) Best GM.

Nominations to him at 259 Leek Road, Shelton, Stoke on Trent ST4 2BU by 26 Feb. I wonder if this means it's time to dust off the Gladrags Awards...?

3 February: This is as far as I got till today, and I was on target to finish the zine and print it off tonight, but having been struck down by the wretchedest dose of cold/flu I've had for ages, I am instead going to get to the end of this page and retire to my sick bed, letting the zine stew on the hard disc till tomorrow, or until the thought of cranking the duplicator handle doesn't make the room spin like the machine's drum. You are therefore warned not to place this zine in close proximity to your nasal area, or in any way to attempt to kiss or fondle it, or else you too may be struck down with the Lurgi.

Almost forgotten, another new zine: well, YER TIZ from Neil Kendrick (679 Wolseley Road, Plymouth PL5 1JL) is starting a second run, following 13 issues a few years ago after which Neil got a job at sea, handed the zine on most responsibly to one Ian Andrews, who sank without trace and wrecked the whole shebang. Now back on dry land for good, Kenders is offering the usual Dip, variants and sundries at a price depending on issue size (smart fellow), and trying to start a hobby-oriented letter column by raising the issue of why there aren't more women in the hobby. This from the man who went on record as saying he could never stab a woman, and inspired a Zeeby cover cartoon of a huge, hairy-legged and chinned man in obvious drag apologising to an incredulous onlooker "Inna game wiv Neil Kendrick, ain't I?"

Jesting apart, and Kendrick's ignorance of any semblance of spelling and layout apart, worth a look. Tell him I sent you.