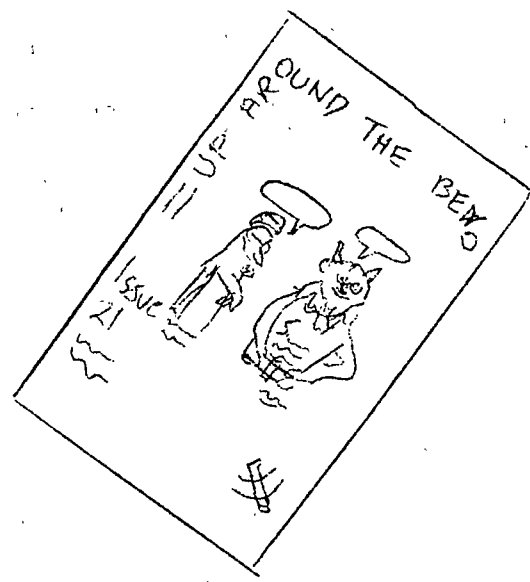
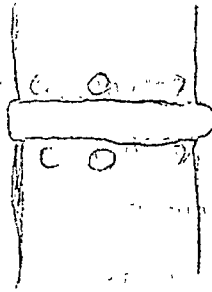


AROUND THE BEND

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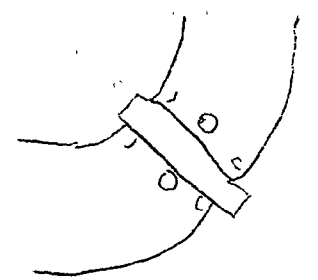
UP



Ceci n'est pas
un zore

Issue
Twenty-Two
July 1993
50p + postage

After Magritte
(long after him)



"It is a trade like any other: quite useless, of course -- but, then, many reputable trades are quite useless. And as a social type he compares well with scores of others. He is honest compared with the sellers of most patent medicines, high-minded compared with a Sunday newspaper proprietor, amiable compared with a hire-purchase tout -- in short, a parasite, but a fairly harmless parasite. He seldom extracts more than a bare living from his community, and, what should justify him according to our ethical ideas, he pays for it over and over in suffering."

Well, class, who was George Orwell describing there? Was it a typical zine editor? Well, actually, it wasn't, it was a street beggar from Down and out in Paris and London. But by jiminy, sometimes I reckon there isn't much difference, and I should know; for I'm Haz Bond, and this is.

UP AROUND THE BEND issue 22

13 Merrivale Road, Stafford ST17 9EB (phone 0785 213259) is the stinking hovel where I carry out my dark deeds which no one dares talk about. This is a Pretend Family Fanzine, its serial number is Coldcom Press 42, and it costs fifty pence sterling per issue plus carriage -- cheques to be made payable to H R Bond. Perfectly simple, just like me. DO NOT USE MY WORK FAX as the building is shut up till September now.

Your name, address, credit and so forth are held on computer. The government (boo hiss) insists that I make available what info I keep in this way. Well, I'm an anarchist and I'm not saying, so there. (It's only addresses and credits, honest).

Waiting Lists [* = preference list received]

DIPLOMACY: Keir Hodgson*, John R Todd, Bob Holliday*, Martin Draper*, Mark Stretch*. 2 wanted

ILLUMINATED VAIN RATS [Dip vt]: John Wilman, John R Todd, Bob Holliday*, Ed Morgan, 4 wanted.

SOPWITH: Jeff Cattle, John Miller, Andy Cox, Duncan Adams, Geoff Brown, John G McCoubrey = GAMESTART inside (game 'Capablanca').

RAILWAY RIVALS [GM David Oya]: Duncan Adams, Haz Bond, 3-4 more wanted to playtest David Oya's new Oxfordshire map!

BREAKING AWAY [GM David Oya]: H. Richard Bond, Mark Stretch, Stuart Dagger, Mick Haytack, 2 wanted. Rules inside.

BEAT THE BLACK BALL: Alan Parr, Martin Draper, Dave Lomas, John R Todd, Ian Harris. See inside (game D).

MARSHALSEA GAOL: the debtors' prison

Goodbye to: Dave Newnham (see you again in happier times, Dave?)

The following had better pay up and look pleasant, or risk being summarily ejected from the zine: Peter Ritchie, Mark Wightman, Mark Stretch, NICK KINZETT!!!, Theo Clarke, John McCoubrey (again!)

Main Deadline: *Tuesday, August 10th*

Outside Deadline: *Saturday, August 7th*

Outside GMS:

Paul Slade, 164 Park Road, Cowes, Isle of Wight PO31 7NE

Geoff Brown, 65 Scotland Hall Rd, Newton Heath, Manchester M10 6RE

David Oya, 24 Kingsway, Banbury, Oxon OX16 9NY

Your remaining credit is -68p

EGOLAND
editorial

No, it's not happened yet, but then it's not scheduled to. Today is Saturday 10th July, and Joy is scheduled to give birth on Wednesday 14th, so I think I ought to see whether I can polish off the zine this weekend and get it out before other matters intervene. Gosh, I hope I can, that'd be one in the eye for all those who call U-Bend unreliable.

Quite a few people, you see, have reviewed this zine of late, and quite honestly, I wonder what some of them have been reading. Perhaps some joker out there is mailing out fake zines with UP AROUND THE BEND on the cover just to confuse other zine editors, who of course read every issue I produce assiduously. Like Danny Collman.

I shouldn't really be nasty to Danny. Danny is rather like the Hobby's equivalent of the Queen Mother; everyone likes him (except Iain Bowen, who is perhaps the hobby's Willie Hamilton), keeps on saying what a great job he does and how marvellous Springboard is given the handicaps he labours under, etcetera, etcetera. But really, there are a few things you can't let pass by mutely; and just as the Queen Mother can't eat fish without choking on it (or so it seems), Danny cannot review zines without several factual errors and probably some controversial opinions per paragraph.

Recently both Toby Harris and Richard Sharp were moved to voice complaints regarding some more than averagely incorrect statements of facts in reviews of Smodnoc and Dolchstoß. Previously I thought, well, Harris is well known for being incapable of taking unfavourable criticism, or any criticism, of his zine like a man, and Sharp is a grumpy old soul who disagrees violently with Danny over standbys and ratings, so there's probably nothing in it; and besides, as the major source of potential new subbers a bad review in Springboard is second only to a slam in Mission from God, so mild criticism from Danny is often taken more seriously than a total incineration job from another editor (like Agar and Hall, but that's another story, kids. Strange that this conflict thus should be twixt Tweedledum and Tweedledee).

But now U-Bend's number has come up, and oh dear. What do we see on pp 12-13 of Springboard 68? "Word-processed, photocopy" (half right, not bad -- in fact U-Bend is mimeo, you know, like Springboard). And, get this: "Haz... is discovering what I discovered about 4 years ago (and what every amateur editor since the Creation has discovered): producing a zine regularly to specific deadlines becomes a boring drag after a number of issues. I reckon he continues for the same reason so many of us do -- it's an ego trip. Which is why he is now calling his editorial "Egoland"."

My, my. First point of order: "Egoland" has been the regular title for this column since issue 1, with occasional variants never lasting more than one use.

Second, and more earnest, point: how the thump does Danny know what I am or am not discovering about zine editing? For your information, Danny, I love it, God help me. As the deadline approaches I watch the post eagerly, and as soon as a game, especially a Dippy game, has a full set of orders I hurl myself at the computer to adjudicate at the first spare moment I get, just like the little turbofreak I secretly am. Of course it's an ego trip too, and for what it's worth other zines' reviews of me form a major part of that. Even bad ones. But games come first. I was quite prepared to do this issue games-only, but I had more spare time than I thought, and you lot rallied round the flag with early orders, and that's how come I'm sitting here now able to work on the editorial stuff, with all the games bar one done (and if Geoff Brown's Lift Off! had made it in I reckon I could have had the zine out this weekend, which would really have been one in the eye).

Danny clearly implies that games are secondary to me. They aren't. (Iain Bowen

has this problem with reviews too, I know). But this being Springboard, what will Danny's little lambs make of that review? I don't, incidentally, recall a single subber saying they were coming to me following a Springboard review. I'd be interested to know whether any of you lot did (John McCoubrey? Mark Underhay?)

The trouble is, Danny's charges are novices. They do not take reviews with a pinch of salt, but as gospel. If I see Vick Hall slam Spring Offensive, I can safely discount the negative things he says about vote-grubbing and polls. If I were a novice, I would know nothing whatever about U-Bend but what Danny says. For this reason, I think Danny has a duty to any zine he reviews to get the facts right, and to cease voicing statements that have no basis in fact. Kath Collman manages without apparent difficulty. So do the occasional guest reviews which Danny solicits from novices who are branching out, such as Mark Stretch -- in fact, I think this is a damn fine idea, as it gets those novices to see their names above an article in print, and may yet lead one of them to an editorial post one day.

But if Danny likes U-Bend as much as he professes....? Shall I just say, God save me from my enemies?

Compared to the above, Vick Hall's review (ALOS 20) is all sweetness and light, even if it does read like a cross between Damon Runyon and Kai Lung. He too repeats the vile canard concerning my infrequency. Look, guys, U-Bend has been seriously late twice in 22 issues; once when I moved house, whereupon you were given due and fair warning, and once when the duplicator broke down, where not even I got any warning.

This apart the review has incomprehensible bits -- look, Vick, personal pronouns were put in the English language for other reasons than sheer decorative value -- and some defy even me, such as the suggestion (if I read aright) that Dave Rowley is buried in the back garden of 13 Merrivale Road. Chance, Mr Hall, would be a fine thing.

Still, 10 out of 10 for zine likeability is the nicest thing anyone has ever said about me, I reckon.

Given these two reviews, I await the new MfG with some trepidation. Who will cover me? Key M? Key A? Bowen?? Please God, let whoever it is be able to read, and let them believe that Gowers knows more about English than William Burroughs.

Subject change; yours truly found himself in the local nick last Wednesday. Oh, the shame! Will I be forced to fold through incarceration? Will your favourite editor be escorted to court between two policeman, with gyves upon his wrist à la Eugene Aram? Well, not really. Let me dispense with suspense: I was in an ID parade.

I was exiting Woolworth's when a besuited gentleman intercepted me and asked for a work. Flashing a badge like an episode of The Bill, he introduced himself as D.C. Rowley (no relation - it's a dead common name in Staffordshire) and explained that there was an identity parade in the near future; would I attend for a fiver cash in hand? Well, it is well known that I'll do many things for a fiver, and helping the Staffordshire constabulary is one of them -- for whilst I hold no great love for the police, the Stafford lot have a pretty good record for humanity as far as I know.

So at 4pm I trooped into the bowels of the police station, accompanied by ten other men whose description more or less matched mine, and were sat down in the parade room. This was not, truth to tell, its usual purpose. It was the locker room with a space cleared at one end. We sat down and the policewoman supervising us told us that it might have to be cancelled (it had already been postponed once) because they weren't sure they could get the witness in.

We sat and waited, and waited some more. I was glad that I'd taken the day's complement of zines in. The policewoman called us up one by one, paid us four pounds from a petty cash bag, listened with polite disinterest to the complaints of those who had been promised £5 by D.C.Rowley, and took our names and addresses. And we sat some more.

Then in walked a brick wall. No, it wasn't, it was a bloke who resembled one very closely. He, it seemed, was The Suspect. His solicitor, who followed them in, asked if he objected to any of us. "Naw, keep the lot of 'em," he rumbled in tones reminiscent of the way Pete Birks' accent is frequently (and falsely) portrayed in print. His solicitor, however, objected to one chap who worked at the courts in a security position; apparently they were old acquaintances due to his client's many appearances there, and he feared the security bloke might collude or something. Exit security bloke £4 richer. We were still two too many. "Okay, anyone in a hurry?" Two gentlemen whose wives awaited them were counted out.

This left me at the end, with an empty space by me, and then the other volunteers. The brick wall trundled down the row towards me and indicated that it would like to stand at the end. I hastened to vacate my position and move to number 2.

On a signal, the door opened again and in walked The Witness, a middle-aged gent in suit (as opposed to the brick wall; which wore a track suit and smoked an obnoxious fag). The door happened to be exactly opposite my new position, and as he passed through it he caught my eye and held it for longer than I felt comfortable with.

The bobby in charge read out the instructions to the witness; go up and down the line at least twice and see if you can finger the chap who assaulted you in your home on the night of May 19th. As he was doing so, the witness again looked directly at me. I was starting to get a bad feeling about this.

As soon as he was released, the witness made a very perfunctory journey along the line, stared me in the eye yet again, turned to the policeman and stated confidently "Number 2." Which, of course, was me.

The police, to give them their due, were very poker faced, though I suppose they couldn't really say "Are you sure it's not Number 1?" They merely thanked the witness, who vanished, and thanked us, who turned to go. The brick wall asked if it could go too, but was informed that CID would like a word with it first. Brick wall then asked kindly if I got a bonus for being picked, but apparently I didn't.

That's the last I've heard of it. For my own peace of mind I figured out that I had an alibi for the night in question so long as the crime happened before 10pm; if it didn't, and if the police come questioning me... In my mind's eye I see shades of the prison-house begin to close about the growing boy.

Still, at least I know that there is one person in the world (apart, of course, from myself) who believes that I am dead hard as opposed to a big soft teddy bear (the opinion held by most of my friends, and Joy). Which must be some consolation.

=====
Letters

Are held over till next time, as I don't think I've time to do them properly given forthcoming events. I have a marvellous one from Tringers, but that too must wait, especially as I haven't sent Dodds last issue yet (How to get free zines; cock up the Midcon tournament and you'll be sent loads of zines, all attacking you....)

"Did you hear the one about the schoolgirl editor and the Gestetner?"

British Smut Productions present

C
A R R Y O N E D I T I N G

starring

SID JAMES as Pete Birks
CHARLES HAWTREY as Haz Bond
HATTIE JACQUES as Michele Morris
BERNARD BRESSLAW as Kris Morris
KENNETH WILLIAMS as Iain Bowen
JIM DALE as Danny Collman
BARBARA WINDSOR as Kath Collman
and guest star
TERRY-THOMAS as Richard J. Walkerdine

There are jokes and double-entendres galore down at the Collman Academy for Young Diplomats when Vice-Chancellor Collman ("And we'll have no vice in my zine, if you please") invites some of the hobby's famous names to give guest lectures to the students. At the last moment Richard Sharp is unable to come and sends Pete Birks in his stead; unfortunately nobody can understand his accent at first, and even when they get used to it his lecture on the mechanics of stencil duplicating causes mayhem ("Yer get this tube-shaped fing and squeeze it till a bit comes aht the end" ... "Get a good grip on the crank -- the faster you do it the quicker it'll be done" etcetera). Meanwhile, Richard Walkerdine accepts the invitation, but in reality is only after a chance to get at the more nubile female students ("Would you like to see my Manorcon accounts?" -- "Blimey, I've never heard it called that before"). Professor Bowen accidentally foils his strategy by arriving, with the Academy's Matron (Kath Collman), just in time to hear him offering to show her the good bits that Mr Collman doesn't tell the students about unwanted convoys. Walkerdine attempts to escape.

Meanwhile, the students are getting restless waiting for the next speaker. In desperation Vice-Chancellor Collman sends the Academy's own lecturer Kris Morris out on stage to keep them quiet; unfortunately Haz Bond has borrowed his speech to reprint in U-Bend, and Krum is reduced to regaling the students with tales of his motorcycling days ("There's nothing like the feel of a hot machine throbbing between your legs").

Needless to say, Vice-Chancellor Collman orders Kris off instantly, and announces with some trepidation that Pete Birks will tell them some more about duplicating. Birks has already told them most of what he knows, so starts regaling them with the story of how the arch-fiend Walkerdine sold him a duplicator which didn't work and caused serious damage to various tender parts of his anatomy. Just as he gets to the height of the story, Matron and Professor Bowen, who have been chasing Walkerdine all over the Academy, pursue him onto stage. The students rise and join in the hunt for the villain's blood.

Walkerdine is chased down the drive and out of the gate, and the students return to the lecture theatre to find that Haz Bond has been drunkenly speaking to an empty hall for ten minutes without noticing on hobby history and why the best time of the hobby was fifteen years before he joined it. This is the final straw for Vice-Chancellor Collman, who vows to close the Academy, sack the lecturers, and send the students out to ordinary Diplomacy colleges, since their innocence has been irretrievably lost due to the behaviour of the guest editors. Said editors thereupon divide up the students and take them home to play Diplomacy with them ("Blimey, I've never heard it called that before") -- in other words, everything ends happily.

FROM STYGIAN DEPTHS

the reprint feature

This one features by special request of Rob Moore, but I'd have probably got round to something by Kay Dekker sooner or later, because he is a Good Buddy -- indeed, my adoptive Big Bruvver. One of the crying shames of the zine world is that his publication Soft Construction only made it to four issues (it's never too late to restart, Kay...) -- the latter three being 'twinned' with Pete Strover's almost as glorious Trout In The Milk. You couldn't call SoftCon/Trout an orthodox games zine, postal Hangman or no postal Hangman, but it featured a sight better and more eclectic writing than the average Diplomacy rag, not excluding my own. Take it away, Kay....

Whatsoever thy hand findeth to do,
do it with all thy might ...

Let's talk about masturbation. As the old joke says, 90% of those interviewed said that they masturbate, and the other 10% were lying.

Amazingly enough, in these days of hopefully increasing awareness of the necessity for making sex safer, there is still very little authoritative material about what is probably the safest form of sexual activity. I'm not suggesting wanking classes in infant schools (I can imagine the tabloid press reaction to that...), as it seems that people seem to acquire the relevant skills either by experiment or what the ethnologists so quaintly call 'oral transmission of cultural material'. What I am suggesting, mind you, is that we rehabilitate it.

Wanker. Pretty insulting, isn't it? When was the last time that you referred to someone as a wanker? also consider 'jerk'...

This article was pretty much triggered by a response of Pete's to a letter in this issue of Trout. I quote: "...the sexual act covers a wide range of things, not only in the positioning and action of two (or more) bodies..." Oh yes, I'd agree with Pete, to a great extent, but why does he exclude self-sexuality from the domain of "sexual acts"? There seems to be a feeling around that self-sex isn't sex, is inferior, a substitute, a failed person's consolation. I know that that's not what Pete's implying in his answer, but the resonances are still there, for me.

Face it, folks, occasionally/now and then/yearly/monthly/fortnightly/weekly/daily/(twice, thrice, (why isn't there a shortword for 'four-times'?) daily, you enjoy yourself, both literally and metaphorically, in an activity which your friends, colleagues, parents, lovers, students, and all would, apparently, prefer to treat as though it didn't exist, or was somehow too wretched to mention even though those self-same people are doing it just the same.

I do admit, in the light of the researches of sexologists (Kinsey, Masters, Johnson, Hite, et al) that there are some people, a very tiny minority, who don't or can't masturbate. I believe something like 1% of men and (not surprisingly) 20% of women. Not surprisingly, when women's sexuality is so undervalued, that their self-sexuality should suffer a double penalty.

Make love, I say, make love with yourself. Your sexuality belongs to you, no matter how you express it, and so does your body. Value yourself. If you don't appreciate your own body, your own senses, your own pleasure, then I'm blown if I can see how you can appreciate them in others. You are not inferior; your pleasures are not substitutes ...

Masturbation, is, of course, dangerous. Dangerous to cultures that demand that sexuality can only be honestly enjoyed within the economic slavery of marriage, can be dishonestly enjoyed within the economic slavery of prostitution or keeping of paramours, can legally only be enjoyed within the constraints of age and gender. Think: you can do it anywhere, anywhen, you don't have to pay, you don't have to wait till you're 16, 18, 21 ... Dammit, why haven't they at least attempted to tax it?

It also challenges the myth, as I see it, that the predominant sexual response is heterosexual. Self-sexuality involves only your body; if you're male, when you wank you're getting sexual stimulus from a man, you're giving sexual stimulus to a man; the fact that the man is you is, I think, irrelevant. You know the pleasure of mansex...

The only argument I can come up with against my last point (and it's a weak one at that, since it addresses only mental activity) is that of fantasy. Sure, I expect that if you're a person who engages in mindsex, then you probably fantasise about sexual situations that you like to imagine you might be in in real life. But then again, I'd like to say that masturbation and fantasy aren't inextricable companions; both can be enjoyed separately. I'd almost say should, but then I'm a bit of a purist...

Next time, if there is one, take time. You'd hate a three-minute fuck where whoever just rolled away afterwards and fell asleep, wouldn't you? Where you felt that it was something just to get over with while waiting for the real thing? If it's time to get rid of the wham-bang bonk (and I think it is), then surely it's time to expect from yourself what you'd expect from any other lover.

Anyone care to rebuke/refute/amplify this short position paper?

[-- from SOFT CONSTRUCTION IIIIB, Summer 1988?]

[[Well, whether or not they did is unknown, because, as previously intimated, there's not been an issue of SoftCon since (I refuse to say it's folded -- there's always hope...) However, any comments you bunch may wish to make will be copied to Kay, and we shall see what follows.]]

QUID IN ALVEOS ACCIDET

hobby news in brief

YER TIZ is folding once more, or rather, semi-folding into ODARODLE, following various family upheavals and a house move for poor old Kenders. Neil does, however, hint at a reblossoming once he has himself sorted out. In the meantime, this move is probably best for all concerned -- Bill Turner's Odarodle is a nice little zine which has had problems starting games (due no doubt to its editor's musical lack of taste -- Christ, Bill, ELO II??) Get it from him at Fellside, Nicholson Lane, Penrith, Cumbria CA11 7JL.

Iain Bowen is producing a British edition of the US Zine Register, edited by Pete Gaughan, and featuring many British zines. This is the rag which unwisely allows editors to write their own entries -- buy now to see what lies I've told about myself (5 Wigginton Terrace, York YO3 7JD).

Snippets: Laughing Roundhead disgracefully overdue now, Adams apologising right, left and centre... London Midcon qualifier fixed for 4 September (phone Vick Hall, 081 802 5091)... Sidewalk threatens Tacky Fashion Parade for Manorcon! -- also threatens to fold if nobody wants to play there... Breakwell adjudicates game 'Cressia' (Downfall) for first time in 5 years, doubtless to confuse statsmen... Feelthy Peectures of Agar in dressing gown available NDW from this address... see you in sixty, once more...

THAT'S ALL, FOLKS!

game end statements

ENGLISH (RR map OH)

ORNATE (Peter Charles, 5th): An interesting map producing a close result, at least amongst the chasers. Congratulations to Nick and thanks to everyone else for the game.

Judge English: Misfiled last time -- sorry, Peter.

HERSHEY (Diplomacy 91DG)

ENGLAND (Dave Newnham, drew S'08): I started off looking for allies and after much negotiation thought I'd found one in Mark Stretch (F), only to be stabbed by him in A'01. Paul Bennett (R)'s NMR in A'01 sidelined him. It became apparent that I was facing an F/G alliance so I set to work to rebuild the bridges.

Smooth talking Mark (F) persuaded me that he was willing to accept a non-aggression pact and stabbed me again in A'02.

Seven letters to Mark (F) in 1903 and Chris Sutton (T)'s expansion persuaded him that he couldn't make the progress against me that he wanted and his best bet was to head south and east. By the autumn Dave Hicks (I) and Paul (R) were on the way out and Edmund Morgan (A) was struggling, which benefited Chris (T). A successful disengagement of our forces saw the start of a 3-way alliance (dragging a suspicious and reluctant Simon Cutforth (G) along with us)

In A'04, I got the build of a fleet and disposition of the alliance's units meant that although I didn't think I could win, I was sure that my homeland was secure. I could hold on to the end of the game; and if I really wanted to I could come second to Chris (T).

My assessment was that a strong E/F/G alliance could achieve a stalemate line and hold Chris (T) to a draw, and from Spring 05 I put a lot of effort into organising and encouraging the alliance. In spite of a letter from Simon (G) in Spring 06 which indicated that his attitude was one of disinterest rather than reluctance, getting agreement on the moves required for the stalemate was a constant battle.

During the remainder of the game there were three occasions when I could have gained and held 3 German owned centres. It was very tempting but I desisted since I considered that it would throw the game to Chris (T).

Chris's (almost unbelievable) dropout in 1907 gave Mark (F) an opportunity which he grasped with both hands and he obviously had visions of snatching a win. I therefore moved some of my fleets to threaten him in A'07, to demonstrate to him that his choice lay between a 3-way draw or an all-out war of attrition, which he was unlikely to win.

Simon (G)'s letter of pre-Spring 1908 appeared to suggest that he had thoughts of playing Mark (F) and myself off against each other to see what advantage he could gain. So I arranged a further demonstration which, in the event, turned out to be unnecessary.

Both Mark (F) and Simon (G) should note that these were demonstrations to persuade them to accept the draw. The effectiveness of them can, I suppose, be gauged by the fact that both chose initially to regard them as stabs!

Getting the draw agreed was hard work. With Chris (T)'s demise Mark naturally opted to reject the draw and in each of the last two seasons an abstention occurred. I couldn't decide who was rejecting the draw since both had responded to my queries and actions with apparent innocence. A phone call to Haz (GM) after the game was over told me that the sins were ones of omission rather than commission; one from each apparently!

The kindest thing that can be said about the GMing and adjudicating is that it was -- erratic! However, Haz is always entertaining [[Aw, shucks, ma.]]

Thanks to all for the game.

[[Thanks too to Dave for making a full set of statements from non-dropouts.]]

BREAKING AWAY

August 1st 1991 Postal Rules - Version 2.2

by John Harrington

1. INTRODUCTION

Breaking Away is a race game loosely based on last year's trendy sport of cycling. Players each run a cycling team, consisting of four cyclists, and compete to have the top team at the end of the race.

2. THE TEAM

- 2.1 Each player has four cyclists on his or her team.
- 2.2 The four cyclists on each team are graded A, B, C, D. The gradings come into effect when determining the order of movement.

3. BUILDING YOUR TEAM

- 3.1 At the beginning of the game, players choose 3 cards numbered between 1 & 15 inclusive for each of their cyclists (but see rule 3.1.4 for an exception concerning cyclist A). The choice of cards is subject to the following restrictions:
 - 3.1.1 The sum total of cyclist B's cards may not exceed 25.
 - 3.1.2 The sum total of cyclist C's cards may not exceed 20.
 - 3.1.3 The sum total of cyclist D's cards may not exceed 16.
 - 3.1.4 Cyclist A may start with 3 or 4 cards (player's choice).
 - 3.1.5 The sum total of cyclist A's cards may not exceed 30.
- 3.2 Given below are some examples of legal starting line-ups: A:

10,10,10	A: 1,2,12,15
B: 8,8,9	B: 2,10,13
C: 3,8,9	C: 3,6,11
D: 5,5,6	D: 1,1,14

4. THE RACETRACK

- 4.1 The track is 120 squares long.
- 4.2 There are no lanes on the track.
- 4.3 Sprint finish lines may be found between squares 40 & 41 and 80 & 81. The significance of these will be explained later.
- 4.4 The finish line is between square 120 and "square 121".

5. THE SPRINTS

- 5.1 The first eight cyclists past a sprint finish line score points as follows:
1st 10 points; 2nd 8 points; 3rd 6 points; 4th 5 points; 5th 4 points; 6th 3 points;
7th 2 points; 8th 1 point.

6. RACE POINTS

- 6.1 See rule 5.1 for points earned in the sprint stages.
- 6.2 The first eight cyclists across the finish line receive the following points: 1st 20 points; 2nd 16 points; 3rd 12 points; 4th 10 points; 5th 8 points; 6th 6 points; 7th 4 points; 8th 2 points.
- 6.3 Race points are accumulated over the course of the race, including the sprint stages. At the end of the race the points earned by ALL the cyclists on each team are aggregated to give a total team score. The team with the highest score wins. In the event of a tie, the finishing places of the teams involved in the tie are consulted; the team who had the highest placed rider wins the tie break.
- 6.4 Places in the sprints and at the finish line are determined on a first past the post basis, not furthest past the post.

7. THE MOVEMENT SYSTEM

7.1 Movement round the track is effected by the playing of a card for each cyclist each turn.

7.2 Players may only play a movement card for a cyclist if that card value is present in that cyclist's "hand". For example, if Percy Vere's selection of cards consists of a 7, a 14 and a 23, he may be ordered to move either 7, 14 or 23 squares.

7.3 Once a card is played from a cyclist's hand it is not returned.

7.4 Each cyclist's hand is replenished with a new card, the value of which is determined according to the cyclist's position in the field of riders.

7.5 To determine the value of the new card for any given cyclist, the GM will count the number of cyclists in an "unbroken string" ahead of the cyclist in question and add that number to 3.

7.6 An "unbroken string" is defined as a group of cyclists occupying every square of a section of track. In other words, a string of riders is broken by an empty square.

7.7 An example of how to calculate the value of a replenishing card is given below: Percy Vere is on square 38. The positions of the other riders are as follows:

Square 43: Fred Bare. (Winner of sprint = 10 pts.)

42: Empty

41: Empty

40: Dick Scratcher, Pete Sake

39: Jeff Andum, Dick Envy, Ben Doone & Phil McCavity

38: Percy Vere, Harry Carey, Walter Raleigh

37: BMX Bandit

Percy has an unbroken string of six cyclists in front of him (Scratcher, Sake, Andum, Envy, Doone & McCavity), and so therefore replenishes with a 9 (6 + 3).

Note that Percy does not receive anything for being behind Fred Bare because square 41 is empty, and therefore breaks the string (as indeed does square 42). Also note that he receives no bonus for being on the same square as Harry Carey and Walter Raleigh. However, BMX Bandit, tucked in behind on square 37, receives a new card of 12 (9 + 3), because he receives a further bonus for being behind Vere, Carey & Raleigh.

7.8 Breaking Away - there is a special rule for a cyclist who has made a break from the rest of the field. So long as he is leading on his own, he replenishes with a card equal in value to the number of squares he leads by. Thus if he is 7 squares clear of the rest of the field, he replenishes with a 7.

8. ORDER OF MOVEMENT

8.1 Movement is always processed from the front of the field to the back, with the race leader moving first and the man at the back moving last.

8.2 In the event of two or more cyclists occupying the same square, the order of movement is determined by a succession of checks, detailed below.

8.2.1 Grade A cyclists move before grade B cyclists, who move before grade C cyclists who move before grade D cyclists.

8.2.2 If cyclists of the same grade occupy the same square, priority movement is given to the cyclist playing the highest card that turn.

8.2.3 In the event of rule 8.2.2 failing to resolve the tie, priority movement will be given to the cyclist with the highest card available for play in his hand.

8.2.4 If rule 8.2.3 fails to resolve the tie, the GM refers to the second highest card available for play (and if that fails the third highest and - if applicable - the fourth highest).

8.2.5 If the tie is still not resolved, priority will be given to the cyclist who arrived on the square first. (On rare occasions, a cyclist will have occupied the same square on every turn as another cyclist, in which case it will not be possible to determine which cyclist arrived on the square first. In these situations the cyclists move simultaneously and any sprint points gained by them on a turn are shared between them.)

9. NMR's

9.1 For those new to postal gaming, "NMR" stands for "No Moves Received". In the event of an NMR, the GM will automatically play the highest value card for all of the cyclists under that player's control.

10. GETTING DROPPED BY THE PACK

10.1 It is possible for a cyclist to get dropped by the pack. It will usually be obvious when this has occurred and the GM will indicate that the cyclist has been dropped. It will then not be necessary for the controlling player to continue submitting orders for the cyclist (unless he's a masochist).

David Oya [GM]: I'd like to use a rule amendment for turn 1 orders to stop crowding on square 1, ie "On turn 1 only, if there are four or more cyclists on the same square then the square in front of them is treated as an empty square for the purposes of replacement card values". What computer are you putting U-Bend together on? Will it accept IBM PC or Atari ST format 3.5" disks? If so, I'll send you the game reports on disk to save you fucking them up, I mean, save you tiring yourself out retyping them.

Judge English: Yep, PC compatible discs in 3.5" or 5.25" will do, ASCII, WordPerfect, or even MicroSoft Works at a push.

QUISQUILIAE IN MEDIAS RERUM

Joy had to go to the hospital the other day, to discuss birth plans and what have you with midwives. Following her earlier experiences with the dreadful Mr ----, she was understandably not too keen. Oh, don't worry, said the midwife on the phone, you won't have to see him, you'll only see us.

No prizes at all go to those who divined that almost the moment Joy got to antenatal, she was lain down and subjected to Mr ---- prodding at her. This man, the cream of obstetrical surgery, the fount of all knowledge concerning babies and foetuses in Staffordshire, was unable to discover the baby's head. At 39 weeks pregnant. A head which the midwives had been able to find for weeks hitherto.

At least this embarrassing setback seemed to make him unwilling to go to greater lengths to discommode Joy, since he instantly released her with strict orders to come back next week (which she swore an even mightier oath than previously not to obey). Joy then headed for the delivery suite with such haste that she still had her confidential medical records under her arm, dear me, how careless. She spent the next few minutes in a quiet corner perusing some of the more unpleasant things Mr ---- had written about her, and unobtrusively erasing the ones she thought she could get away with. And the silver lining to all this is that the maternity manager was polite, understanding, and said she would not tolerate Mr ---- or any other specialist butting in uninvited at the delivery, what does he think midwives are for, eh? If something does go awry Mr ---- or a junior doctor will have to be summoned, but if a caesarian is indicated at this point we probably shan't fuss, as he is reputed to be tremendously skilful, if you set aside his bedside manner and morbid desire to make a crisis out of every other maternity.

Quick plea to readers; if any of you have unwanted copies, or see for sale nice cheap copies, of SOMETHING NASTY IN THE WOODSHED (Penguin/Weidenfeld & Nicholson?) or of ALL THE TEA IN CHINA (Secker & Warburg??), both by Kyril Bonfiglioli [sic], I will pay reasonably good money for them. K.B. is, I might add, a thriller-comedy writer of superb stature whose books (the others I know are DON'T POINT THAT THING AT ME and AFTER YOU WITH THE PISTOL) I would highly recommend; he writes like a cross between Ian Fleming, E.H.Gombrich and the author of the 'Lucifer' column from the pre-79 Dolchstoß.

oimoi, peplegmai kairian plegen eso
the games section

DUZ-CHOTIMIRSKA at the Black Ball

Announcement

"I like the look of BtBB immensely," scribbles ALAN PARR, and proves it by promptly thinking up a rule change so obvious that I cannot fathom how I failed to think it up myself. Rather than drawing a time for the Black Ball at random, Alan's suggestion is to take the average of the times submitted. Not wishing to go against someone so much my elder, and by so far my better (but more better than elder, I hasten to add) that is what I shall do.

We already have some times sent in, and I shall use them if you don't send revised ones. Those who have not submitted times should do so now, as should anyone else interested who hasn't told me yet. We need one time for your marble, and one for the black ball; the ideal is to have the time immediately before the BB, but not after it by so much as a millisecond or you lose points instead of gaining them. Thus, if Richard Sharp's time is 37 seconds, Steve Doubleday's is 44, Richard Walkerdine's is 47 and Pete Birks's 49, and the black ball drops at 45 seconds, the scores would be Sharp +1, Doubleday +2, Walkerdine -1 and Birks -2.

Yes, before you ask, there really was a (Russian) chess player called that.

=====

CAPABLANCA

Sopwith T??UB

Gamestart

Hurray, six players at last. Let us perform the draw with no more ado:

Start A1: Jeff Cattle, 5 Lilac Avenue, Thornes, Wakefield WF2 7RY
Start A10: John Miller, 259 Leek Road, Shelton, Stoke on Trent ST4 2BU
Start J19: Andy Cox, 1 Northwood Road, Abington, Northampton NN3 2LR
Start S19: Duncan Adams, 5 Hedge End, East Hunsbury, Northampton NN4 OSW
Start S10: Geoff Brown, 65 Scotland Hall Rd, Newton Heath, Manchester M10 6RE
Start J1: John G McCoubrey, 21 Grenville Close, Poulner, Ringwood, Hants BH24 1UJ

Clouds begin at: (F2-G3-H4):(B8-C7-C8-D7):(F12-G11-G12):(H10-I10-I11):

(M11-N11-N12-O13):(M16-N15-N16-O15-O16). John Miller begins as an ACE who can inflict one extra point of damage and do those flashy Immelmann turns. Remember you can't order O on the first move of a turn, you can't fire more than once per direction per move, pity though it is when you have a sitting duck in front of you, and you can't fire when on your runway. Good luck, all.

=====

QUINCY

Time Lords Dip III? 91BS rd??

Not Spring 1907

Unfortunately S. Diesduplex failed to receive last issue, and though he very properly notified me as soon as this had become apparent, there wasn't time to replace it and ask him to negotiate in this somewhat ticklish position. Holdover, therefore; orders for the rest are on file and may be changed.

Turkey's warping unit, incidentally, is A(Bul W S07), not as hitherto described.

=====

BEECHING

ALLAN GORDON's turn to claim the freebie, if I remember to credit him with it on the database, which I'm not always very good at....

APOCALYPSE REAL SOON NOW

- THE FNORDS (Geoff Brown):
- FAROE ISLANDS (Rob Moore):
- INSULA VECTIS (Paul Slade):
- Andy's Peaceful People Live In A Nice Clean Environment (Andy Bell):
- Simon Cutforth:
- PEOPLE'S REPUBLIC OF PECKHAM (Alan Coulthard):

Well, those are your factions' names. Unfortunately, several people's first card required a specific opponent to be played upon, and no less than three of you failed to specify one. I admit some responsibility in that last go I asked only for "your first three cards", but come on, you all have brains, right? You should be able to work these things out. I'd better not reveal the secrets until the first full adjudication, though I could have done it now if I wanted to provoke a war or several.

To avoid such delays in future, I hereby rule that in future cases where no enemy is specified the card will be played randomly, and if that means dropping a Midgetman on the player with the Doomsday Device that's your own damn fault!

Okay, will you examine your strategy and if I need a target there'll be a smudge of some kind in this space []. Andy, your conditional orders are just swell, thanks; Simon, so are your standing ones. To whom it may concern (more than one!) note the correct spelling of 'propaganda'! Geoff, the answer to your question is:-

=====

YAVILLAND

RR map LE

Round 4

MORE BITS OF COLLEDGE DISCOVERED ALL OVER KENT/SURREY BORDER

Comprehensive cockup in payments last time. DRUNK pays SACK B.

TBNS/blue (John Colledge): 4a) (C49)-E48-E47-F46: 4b) (F46)-G46-H46: 4c) (H46)-I47-
London/L45. 18-7R-4De+2S = 9

RADAR/purple (Paul Slade): 4a) (J45)-K45-London/L45-London/L46-London-M45: 4b) (E9)-D9-
Newhaven: 4c) (E15)-Eastbourne: (Bexhill)-Hastings. 30+6+6+6+6+7T+3De = 74

SACK/orange (Steve Guest): 4a) (E57)-Maidstone: (D48)-B47-A48: 4b) (A48)-M9-K8:
4c) (I57)-I56: (I71)-H71-Ramsgate. 67+6+6-3T-1De = 75

DEAD/black (David Oya): 4a) (G8)-G12: 4b) (G12)-G14-F14-F15: 4c) (F15)-F17-Bexhill;
(G12)-F12. 53-3R+1S+4T = 55

DRUNK/khaki (Duncan Adams): 4a) (C71)-Dover: (H61)-I62: 4b) (K21)-J20-J19:
4c) (J19)-J15. 17+6 = 23

Rolls for the next round are 3-6-6.

Press

TBNS: This will cost a fortune, but a man's gotta do what a man's gotta do.
Judge English - TBNS: Funny, John, you said that last time too.

BREYER

RR map IN

Setup

We didn't get any offers, so this will be a five player game, and I have one copy of this map for sale cheap....

Start MANGALORE: Railways Are Indian Travel Aids (Steve Guest, orange)

Start VISHAKHAPATNAM: MOO (Jeff Cattle, blue)

Start CALCUTTA: Indian Rail And Transport Executive (Peter Charles, green)

Start MADRAS: Dangermouse In Public Sex Orgy (Duncan Adams, red)

Start BOMBAY: Eminently Robust Rotund Righteous Railways (David Oya, mauve)

You all know the rules, so here they are again. The first round is on the buzzer, and subsequent ones may be thrown open to other members of the team. No player may declare Mornington Crescent unless he has first declared the Outer Circle, unless Black or Yellow is uppermost, or unless the Piccadilly Line is sectioned and Bank Holiday rules are being played. The best of three falls or five submissions goes forward to the final, hyperspace links must be declared a season in advance, and the rolls for the first round are 5-3-3.

TEX

Diplomacy 92DY

Autumn 1905

Hanging on in quiet desperation is the English way

AUSTRIA (Peter Dunnett, 328 Old Road, Clacton on Sea, Essex CO15 3NU)

A(Tyr)-Mun, F(ADR) C A(Tri)-Lou, A(Ven) S Turkish F(TYS)-Rom, A(Tri)-Apu,
A(Sil) S A(Tyr)-Mun, A(Ser)-Gre.

ENGLAND (Edward Ainsworth, 4 Park Avenue, Bedford MK40 2JY)

F(Nwy) S F(SKA)-Swe*, F(SKA)-Swe.

FRANCE (Ian Harris, 3 Abbotside Ct, Urpeth Grange, Chester le St, Co Durham DH2 1TQ)

F(WMS)-MAO, A(Gas) S A(Bre)-Par, A(Lon)-Hol. F(NTH) C A(Lon)-Hol, A(Bre)-Par,
F(Mar) H.

GERMANY (Mark Stretch, 2 Over Mill Drive, Selly Park, Birmingham B29 7JL)

F(Den) S F(Swe), A(Pic)-Bel. A(Bel)-Hol. F(Swe) S F(Den). F(BAL)-Ber,
A(Par)-Bur*, A(Bur)-Mun. F(HEL)-NTH.

ITALY (Keir Hodgson, 37 Shanklin Drive, Leicester LE2 3RH)

A(Rom)-Nap, F(ION)-Gre. F(Tun) H.

TURKEY (Mark Underhay, 65 The Chase, Holland on Sea, Essex CO15 5PZ)

A(Mos)-Lvn, F(Smy)-EMS, A(StP) S A(Fin)-Nwy, A(Fin)-Nwy, F(TYS)-Rom, F(AEG)-ION.
A(Ukr)-Gal, A(Bul)-Rum.

Retreats German A(Par) annihilated. English F(Nwy)-NWG.

Press Not a sausage

Game end proposal The 6 way draw goes down 2 AYE, 2 NAY, 2 abstentions=AYE.

Adjustments

AUSTRIA: Bud Vie Tri Ser Gre Ven War Mun = 8 Builds F(Tri), A(Vie)

ENGLAND: Edi Nwy = 1 Disbands F(SKA) [GM]

FRANCE : Mar Bre Por Spa Lon Lpl Par = 7 Builds A(Bre)

GERMANY: Mun Ber Kie Den Hol Swe Par Bel = 6 Disbands A(Pic)

ITALY: Rom Nap Tun = 2 Disbands F(ION) [GM]

TURKEY: Con Ank Smy Bul Rum Sev Mos StP Rom Nwy = 10 Builds A(Con), A(Smy)

RUSSIA-FRANCE ONE ALL AT FULL TIME
All up to penalties now

AUSTRIA (Allan Gordon, 3 Forest Avenue, Chingford, London E4 6AR)
A(Vie) S A(Ven)-Tri, A(Rum) S A(Bud)-Gal, A(Tri)-Ser, A(Apu)-Ven, A(Ven)-Tri,
F(Bul/sc)-Con, F(Tus)-Rom, F(ION)-Nap, F(ADR)-ION, A(Bud)-Gal.

FRANCE (Peter Dunnett, 328 Old Road, Clacton-on-Sea, Essex CO15 3NU)
F(Cly)-Edi, F(Lon)-NTH, F(Kie)-Den, A(Tyr)-Boh, A(Mun)-Ber, A(Ruh)-Kie,
F(NTH)-SKA*, A(Bur)-Mun, F(WMS) S Austrian E(ION)-Tun (nso), F(HEL) S F(Kie)-Den,
E(GOL) S Austrian E(Tus)-TYS (nso).

ITALY (Toby Harris, 6 Durham Terrace, Silksworth, Sunderland SR3 1BW)
F(TYS)-Tun.

RUSSIA (Vick Hall, 49 Vartry Road, London N15)
F(Nwy)-NTH, F(Edi) S F(Nwy)-NTH, A(Ber) S A(Den)-Kie, A(Sev) H, F(NWG) S F(Edi),
A(Sil)-Mun, A(Den)-Kie*, A(Smy) H, A(Ank)-Arm, F(Con) H, F(SKA) S F(Nwy)-NTH,
A(War)-Pru.

Retreats French F(NTH)-Bel: Russia: A(Den)-Swe.

Press

The Gingerbread Man: "Round and round the garden, like a teddy-bear.... one step, two steps -- tickle 'em under there!" Well, it normally gives 'em a buzz!)
To Ginge: Grenouille my nasal cavity. The man is plainly a fraud.
L.O.A. - Soggy Biscuit: You won't find it so funny when someone bites your big head off.

Adjustments

AUSTRIA: Vie Tri Bud Ser Gre Bul Ven Rom Rum Nap = 10 n/c
FRANCE: Par Mar Bre Spa Bel Por Mun Hol Lon Kie Lpl Den = 12 +F(Bre)
ITALY: Tun = 1 n/c
RUSSIA: StP Mos Sev War Nwy Swe Smy Ank Den Ber Edi Con = 11 -A(Smy)

CHESS

Game III (me white): 1) e4 :

your reply: e5 x9, c5 x6, b7 x3,
nc6 x2, nf6 x2, e6 x2,
d5 x1, g5 x1, d6 x1.

My response: Nf3

Game II (me black): 1) Nf3 : Nf6

2) g3 : g6
3) Bg2 : d5
4) c4 : Bg7
5) cxd5 : Nxd5

Your reply: 0-0 x12, e4 x8, Nc3 x3,
Qa4+ x3, a3 x2, d4 x2, d3 x1.

My response: c5

Position: RNBQ1RK1/PP1PPBP/6NP1/
8/2pn4/6p1/pp2ppppbp/rnbqk2r.

LUTON

Atlantic Airlines [GM Paul Slade]

Turn 5

MILAN - BERLIN?! You stingy sod, Slade!

<u>SANTA CLAUS</u>	747	D60 /	Miami	/ C44
Rob Cullender	TriStar	F7 /	Atlanta, Havana	/ M2
	DC8	Caracas /	Miami, Havana	/ C44
	DC10	Madrid /		/ G46

Account $+44 +297+60+180-220-50-40-28-44-20 = +179$

<u>TENS</u>	707	F50 /	Montreal, Pittsburgh	/ G53
John Colledge	747	A45 /	Havana	/ M19

Account $-298 +108-24-50-20 = -284, -20\% = -340$

<u>PUSSYCAT</u>	747	G74 /	Casablanca, Dakar	/ K28
Haz Bond	707	I15 /		/ Atlanta
	Tristar	Belem /		/ J65

Account $-146 +56+84-24-50-40-20 = -140, -20\% = -168$

<u>RAC</u>	TriStar	C4 /		/ C28
Alan Harvey				

Account $+246 -40-20 = +186$

Planes Ordered And Paid For Next Turn None

Loads In Flight

Bogota	Kano	RAC/TriStar	2 * 32	= 64
Atlanta	Frankfurt	PUSSYCAT/TriStar	2 * 33	= 66
Casablanca	Frankfurt	PUSSYCAT/747	3 * 9	= 27
Madrid	Chicago	SANTA CLAUS/DC10	7 * 28	= 196
Havana	Casablanca	SANTA CLAUS/Tristar	9 of 10 * 29	= 290
Havana	Casablanca	SANTA CLAUS/DC8	1 of 10 * 29	= 29

Loads Delivered This Turn

Kano	Miami	SANTA CLAUS/DC8	5 * 36	= 180
Rome	Montreal	TENS/707	4 * 27	= 108
Caracas	Atlanta	SANTA/TriStar	5 * 12	= 60
Rome	Dakar	PUSSYCAT/747	6 * 14	= 84
Dakar	Atlanta	PUSSYCAT/707	2 * 28	= 56
Tunis	Miami	SANTA CLAUS/747	9 * 33	= 297

Loads Available

OLD From	To	Size / Dist / Value
Belem	Paris	10 29 = 290
Belem	New York	3 21 = 63
Las Palmas	New York	7 22 = 152
Pittsburgh	London	10 27 = 270
Port of Spain	Washington	11 13 = 143
Accra	Pittsburgh	2 37 = 74

Frankfurt	Madrid	4	6	= 24
Amsterdam	Chicago	6	31	= 186
Casablanca	Madrid	8	4	= 32
Chicago	Washington	12	6	= 72
NEW				
Milan	Berlin	2	3	= 6
Chicago	London	3	29	= 87
Miami	Rome	5	35	= 175
Tunis	Atlanta	7	31	= 217
Montreal	Kano	9	35	= 315
Bogota	London	11	37	= 407

Press

RADAR (GM) - TBNS: Apologies. +216 should have read +261 [IDoubtless my typing again -- Judge English]] but the total was correct. You also attempted to pick up a part load; sorry, but this is only allowed if you pick up the rest of the load in the same turn.

RADAR - All: Just to clarify (again). The players are listed in the game report in the order in which they will move NEXT turn. I.e. RAC moved first this turn (5), SANTA moves first for turn 6. It is a good idea to include conditional orders if you are not the first to move, otherwise your planes could end up empty if the loads are already taken.

=====

NOXIN

Intimate Ia Dip 91BQ rx03

Autumn 1906

When did you last see a power with 23 centres?

ENGLAND (Mick Haytack): F(MAO) H, F(IRI) & F(NAD) & F(ENG) S F(MAO), A(Bel)-Ruh, A(War)-Gal, F(BAL) S A(Hol)-Kie, F(Pic)-Bel, F(StP/nc) H, F(NTH) S F(Pic)-Bel, F(Nwy) H, A(Hol)-Kie.

ITALY (Nicholas Parish): A(Mos) S A(Sil)-War, A(Rum)-Gal, F(IDN)-ADR, F(BLA) H, A(Par) & A(Bre) S A(Bur)-Pic, A(Mar)-Bur, A(Sil)-War, F(WMS)-MAO, F(NAf) & F(Spa/sc) & F(Por) S F(WMS)-MAO, F(TYS)-WMS, A(Mun)-Sil, A(Tyr)-Mun, A(Gre)-Ser, A(Ven)-Tyr.

Retreats English A(War)-Ukr

Adjustments

ENGLAND: Lon Lpl Edi Nwy Bre Kie Bel Swe StP Ber Den Hol War Mos
= 11 Removes F(NTH)

ITALY: Rom Nap Ven Vie Tri Tun Spa Gre Ser Mun Bul Bud Rum Con Smy Mar
Ank Par Por Sev Bre War Mos = 23 Builds A(Ven), A(Rom), F(Nap), 3 short

Treasury balances are currently: England 42 ECUs, Italy 45 ECUs.

Press

Nick - Mick: How about conceding? You can hold your home centres, plus Den, Swe, Nwy and StP, but since I'll have the rest I will easily win on credit.

England - Judge English: Under your new rules (which you only announced half way through the game) Nicholas is going to win. However, I'm going to make him work for it.

Judge English - England: Either you or I is either drunk or amnesiac. What new rules? Wins on credit if there's a solid stalemate have always featured since, er um, issue 3, and the rules printed there must date from 1974 or so....

Two players co-operating? What's the world coming to?

ANKARA (John Miller): A(Sev) H.
 BELGIUM (Peter Ritchie): F(Bre) S Parisian A(Par)-Gas, A(Bel)-Bur.
 BREST (John R Todd): F(Por)-MAO.
 BULGARIA (Vick Hall): A(Bul)-Gre.
 DENMARK (Peter Dunnett): F(BAL)-Swe.
 EDINBURGH (Denis Jones): F(Edi)-NTH.
 HOLLAND (anarchy): F(Hol) H u/o
 KIEL (Duncan Adams): A(Ber) S F(Kie), F(Kie) S Danish F(BAL)-Den (nso), A(Mun)-Ruh.
 LIVERPOOL (John Morgan): A(Lp1)-Yor
 MARSEILLES (Guy Thomas): A(Spa)-Gas, A(Gas)-Bur*.
 NORWAY (Toby Harris): F(Lon)-ENG
 PARIS (Damien Cosgrove): A(Par)-Gas
 ROME (Alex Richardson): A(Ven)-Tyr, A(Tus) S A(Rom)-Ven, A(Rom)-Ven.
 SERBIA (Mike Clark): NMR! A(Rum) H u/o
 SMYRNA (Neil Duncan): F(Ank)-Con, A(Smy)-Ank.
 SPAIN (Edmund Morgan): F(Gre) S Bulgarian A(Bul) (ordered to move)
 ST PETERSBURG (anarchy): F(GB) H u/o
 SWEDEN (Stephen Agar): NMR! F(Nwy), F(Swe) H u/o
 VIENNA (Allan Gordon): A(Ser)-Bud, A(Tri) S A(Vie)-Tyr, A(Vie)-Tyr
 WARSAW (Peter Charles): A(Mos)-Stf, A(War) H.

Retreats Marseillaise A(Gas)-Mar

Vienna designates Bud as a home s.c.; Rome designates Nap and Spain Tun, whilst mad, abandoned Smyrna declares Con and Ank -- wow! Unfortunately Ank isn't eligible till after this Autumn, assuming you keep it.

Press

Strauss - Sophie: Sorry, due to daft rules, couldn't do as promised..... but you should have made it, anyway.

Strauss - Pompey: The situation is crazy enough..... non-communication is to the point of rubber walls!

PEPPER

Sopwith T178UB

Corrected Turn 14

A right pig's ear I made of that lot (as indeed I did in ALOS where I've just crashed for the same reason, viz. congenital confusion between left and right). Lomas shows himself capable of the most superior brand of sarcasm, and I can't say I blame him. If only I could figure how to get this game to run under the Lomas computer programme....

Pilot	Starts	Moves	Ends	A :D :P
<u>Retaliator</u>	N10-M9	A,A,A	K7-J6	01:07:02
1 ACE	Mark Wightman			
<u>Atsuko</u>	L9-L10	RT,RT,I	O10-N10	05:04:26
5 ACE	Dave Lomas			

Clouds went NE to: (H16,H17,I15,I16):(M18,M19,N19):(N12,N13,N14):(Q19):
 (Q16,Q17,R15,R16,R17).

To whom it may concern: note that you cannot order 'no move' in move 1!

ZIMMER

Sopwith T216UB

Turn 2

Who cares about clouds so long as you hit the enemy?

Pilot	Starts	Moves	Ends	A : D : P
1 Red Byron Alex Richardson	D8/SE	RS f-R, LT f-A, RS f-L	F8/E	10:07:08
2 Beelzebub Mark Stretch	C5/SE	LS, N f-A&L, N f-L	D6/SE	10:02:04
3 Florence ACE Rob Cullender	K14/SW	LS f-A&R, LS f-R, RT	L13/W	11:07:18
4 Baron von Luftkrieg Paul Slade	L13/W	LS, RT f-R & Dies	DEAD	-4
5 Sky Tripper (Duncan Adams)	M13/NW	RS f-A&L, LT, N	L13/W	09:05:08
6 Boring B (Ian Harris)	H6/NW	A f-A, LS f-A, LS f-R	E4/NW	13:12:02

Clouds moved east to: (I14-I15-J15):(M10-M9-L8):(P17-O16-N15):
(F10-G9-G10-H9-H10):(R14-(15-S16-S17):(D19).

Judge English: I think I'll let Jim Lomas's wonderful Sopwith programme speak for itself, for a change, as to adequately paraphrase the following would be beyond me:

Time segment 1

Aircraft 5 (SkyTripper) hit a cloud at M14
AC 2 (Beelzebub) was hit by AC 1 (Red Byron) suffering 4 points of damage
AC 4 (Baron v L) was hit by AC 3 (Florence) suffering 4 points of damage
AC 3 (Florence) was hit by AC 5 (SkyTripper) suffering 4 points of damage
AC 2 (Beelzebub) was hit by AC 6 (Boring B) suffering 2 points of damage

Time segment 2

Aircraft 3 (Florence) hit a cloud at M14
AC 5 (SkyTripper) was hit by AC 3 (Florence) suffering 5 points of damage
AC 4 (Baron v L) was hit by AC 3 (Florence) suffering 4 points of damage and dies

Time segment 3

Aircraft 1 (Red Byron) hit a cloud at F8

Duncan, YOU CAN'T DO A NO MOVE IN MOVE ONE! Actually, you came out of it quite well, mind you....

ARMSTRONG

Lift Off! [GM Geoff Brown]

1961 coming soon

A report should be enclosed or mailed separately for players due to the need to get this issue out on time. I might add that in future I have recommended Geoff to show no quarter to latecomers -- if you miss the deadline you NMR, and I don't see why we should wait around for you when the rest have been conscientious.

If you want to be generous, Geoff, you can ring me and see how much leeway (if any) there's to be in compiling the zine, but I shouldn't if I were you, it only encourages them.

I sincerely hope this game will be back in the zine from next time!

TURKS REFUSE TO FALL ON SWORDS
French refuse to continue arms race

AUSTRIA (Mark Stretch): F(Rom) H, A(Bud) S A(Ser)-Tri, A(Ser)-Tri.
 ENGLAND (Neutral): F(NTH), A(Nwy) H u/o.
 FRANCE (Austrian): A(Tus)-Ven, A(Mun)-Boh, F(NWG)-BAR, A(Tyr) S ...Austrian
 A(Ser)-Tri, F(Spa/sc)-Por, A(Pic)-Bel, A(Bur)-Ruh.
 GERMANY (Austrian): A(Sil)-Gal, A(Pru)-War*.
 ITALY (Russian): A(Gal) S A(Tri)-Bud, A(Tri)-Bud*, F(ADR)-Tri.
 RUSSIA (Peter Dunnett): A(Rum)-Ser, A(Sev)-Rum, A(Mos)-War, A(War)-Pru, F(BLA)-
 Con, A(Bul) S A(Rum)-Ser, F(Lvn) S A(War)-Pru, F(StP/nc)-BAR.
 TURKEY (Russian): A(Syr) commits mass suicide and disbands itself.

Game End Proposal of a win for France gathers 2 votes against, and I should think so too. The draw (i.e. A-R, dummkopfs) is proposed.

Retreats German A(Pru)-Ber, Italian A(Tri)-Vie

Builds

AUSTRIA: Bud Nap Ser Rom Tri	= 5	2 sht, nbp!
ENGLAND: Lpl Nwy	= 2	n/c
FRANCE: Par Mar Bre Lon Rom Mun Edi Ven Por Bel	= 9	2 sht, nbo!
GERMANY: Ber Kie	= 2	n/c
ITALY: Ven Vie Tri	= 1	Loses A(Gal), A(Vie)
RUSSIA: Mos StP War Sev Bul Ank Con Rum Ser	= 9	Blds A(Sev)
TURKEY: Smy	= 1	n/c
Neutral: Den Swe Spa Gre Tun	= 5	

Austria has 17 ECUs, Russia 10, and those funds should now be used wisely for winter bids.

Press

Mark - Peter: If you want a win, you'll have to capture 1 of my home centres. I'm not going to be defeatist and concede.

England: Although we English like to remain neutral we vote against the French winning. Can't have the Frogs winning anything, can we?

Judge English: I'm not sure whether refusing to build for a mercenary is a legitimate tactic, but since my rules don't forbid it I shall have to let it pass.

VIRGIL

RR map CT

Turn 7

At least one win apiece -- how satisfying

Race Results

- 1) 15-63 Windsor - London: MOO 20-2, FERGIE 10+2.
- 2) 64-21 London - Abingdon: MOO 20-2, IDLE 10+2.
- 3) 23-42 Oxford - Aylesbury: IDLE 20+3+2, MOO 5-2, FERGIE 5-3.
- 4) 34-12 Chesham - Reading: STUPID 20-2, MOO +2.
- 5) x6-54 Shopping - Stevenage: FERGIE 20-2, STUPID 10+2.
- 6) 53-35 Hitchin - Rickmansworth: STUPID 20.
- 7) 44-x5 Buckingham - The East: STUPID 20+6, IDLE 10-6.

[Races etc. on next page]

