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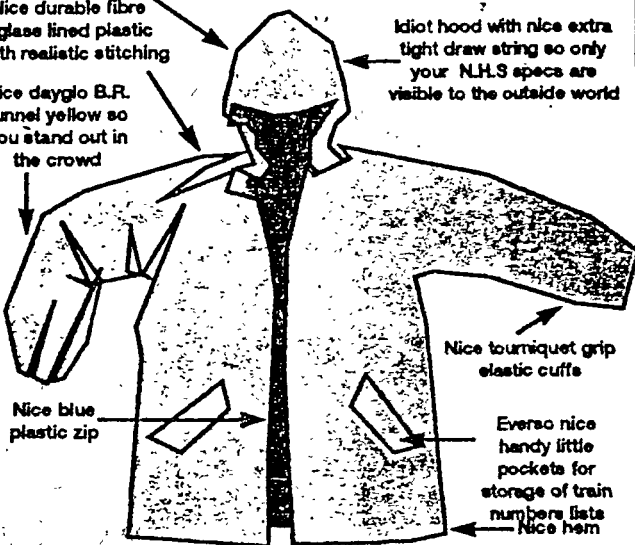
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November 1994

Issue Thirty

50p + postage

Your editor:

Haz Bond, 50 Mayer St, Hanley, Stoke on Trent ST1 2JD

"Oh, it's a marvellous hobby! Given me friends all over the world! None in this country, but all over the world"
That was actually Tony Hancock talking about his radio ham gear, and not, as you might have assumed, Haz
Bond on the subject of

UP AROUND THE BEND

issue thirty

See, I'm pretty much back to normal: I've even got a front cover (pinched from *The Scam* magazine via *Thingummy Bob* fanzine, and no, I don't know who drew it, but it wasn't me -- I can spell Kendal). I am, as that cover reminds you, one Haz Bond, and for some reason that temporarily escapes me I edit a five to six weekly postal Diplomacy and other games magazine. For this I charge fifty pence plus postage, and lose every other cheque (payable to H R Bond) that gets sent to me, then wonder why I'm so skint.

50 Mayer St, Hanley, Stoke on Trent ST1 2JD

home phone: 01782 281106... work phone: hideously secret... work fax: 01785 228317

are various ways in which I may be contacted; if you are playing in any of my very marvellous games, you have to do so at least once before the deadline, which is

thursday december 22 1994

And we musn't forget, must we, David Oya, 24 Kingsway, Banbury, Oxon OX16 9NY, who is lunatic enough to act as an outside GM for a few games (same deadline).

waiting lists:

DIPLOMACY: Ainsworth?, Head, Cockayne, Underhay*, Adams, Marsden*?. 2 wanted?

BREAKING AWAY: Cockayne, Cullender, Oya. 3 wanted

SOPWITH Richardson, Cullender, Adams. 3 wanted

BUS BOSS Cockayne, Head, Breakwell, 1-3 wanted. South Wales map?

RAILWAY RIVALS. Ritchie, Colledge, Breakwell, Adams, Oya, Campbell. Gamestart! 'Fischer' is the name Six is too many for Hokkaido: DGW suggests Argentina or Severn Valley.

NUCLEAR HOLOCAUST: Standby for a good position in 'Alekhine' wanted. Contact me for rules and details. Two free issues for the applicant. Thank'ee, sorr.

GRAND SLAM: How many of those who were on the list feel like a game now I'm more in control of things?

CREDIT remaining is written in this space, unless I've forgotten to: 27/8

Naughty List 1 (I'm open to correction when I say you're out of credit): GARY LYON, ALAN COULTHARD, ANDY COX, Nick Parsh, Denis Jones, Edward Ainsworth, Peter Charles, David Tittle, John Todd, Tim Neale.

Naughty List 2 (I'm certain about you lot): *THE BREAKWELLS* (last chance, you pair), JOHN 'my remittance is small' WILMAN (actually it was non-existent), JEREMY TULLETT, Mark Stretch, Jeff Cattle.

Goodbye. Mark Wightman (a charter subscriber, sigh; he gets this issue).

EGOLAND: EDITORIAL

Things that went wrong with last issue (apart from the ones I already knew about):

1. I set the deadline for a day that doesn't exist.
2. I was set upon viciously by extreme poverty again and couldn't afford to post the zine until the day was pretty much upon me anyway, and in non-players' cases, after it, thus necessitating hand-alteration of every copy.
3. The printer was set up in a weird way which took all my page breaks (carefully planned and dummed) and put them in the wrong place on eleven pages out of twelve.
4. It also took some of my nice fonts and converted them to rows of little empty boxes across the page, thereby denying Sue Breakwell her rightful credit for last issue's *Self/Ex*
5. Isn't that enough? [[No -- Ed]] Tough cheddar, it's all you're getting.

STICHOMYTHIA

THE LETTER COLUMN

Andy Cox Who says me and Duncan [Adams] are the best of friends? He keeps trying to cheat me
Swindon out of points in his mag and he's transferring out of my regiment [Sealed Knot, we
assume]. Nasty little monster!

[[Yeah, yeah, hate mail. I love it. Stir, stir.]]

Ian Harris I'm quietly pleased that Lift Off has been abandoned. I'd never played this before,
Chester le Street but having read a glowing review in Games International decided to give it a go.
It seemed horribly complicated -- perhaps playing by post is not the best way to
learn a game -- and it was ages before I twigged the fact that players have to send in orders based on what
happened last time, at the same time getting things ready for next time, on the assumption that what you've
done this time will work, and if it doesn't, then in effect missing a turn and having to try again the turn
after, I'd play again, but only face to face.

Lettercol -- as a rabid atheist, I follow a moral code because I prefer to be a benefit to society, and
because I have a grained-in fear of authority, and because I don't want to get locked up. While I fervently
hope that the human race will one day cast aside all superstition, I can accept that a lot of us need to be told
how to live our lives if we're not to revert to the jungle, at least for a few thousand years yet. And I suppose
if people cannot be persuaded to live their lives for the good of the human race, and thus indirectly for the
good of themselves, and they cannot be frightened into behaving by whatever punishments our society can
dream up, then the only option is a mythical father figure up in the sky who will judge these people's lives
and either reward them with an eternity of bliss if they've been 'good' or condemn them to an eternity of
torment if they've been 'bad'.

*[[At least you put 'good' and 'bad' firmly in inverted commas there. I would feel better about
religion-as-nanny if it were not so often a tool of the state rather than acting for the human race (Marx said
this all better than I did, y'know) Would you say, Ian, that our current government (to take an example not
at random) was an example of 'living... for the good of the human race'?!]]*

Ryk Downes Zine Poll: *Hopscotch* is of course allowed -- I'd be the last person to deny Alan
Saltaire that. The fact that I mentioned *Megalomania* was simply that I copied Iain's rules
verbatim from last time when Meg (I assume) didn't run Dip -- er, sorry guv!

Votes are going well. No big surprises yet but it could be a close run thing at the top -- get those
votes in now: the more the merrier!

[[You heard the man. His address is elsewhere in this issue.]]

Allan Gordon Even to a bear of very little brain, it will be readily apparent that no orders are
Chingford herewith contained. Irascible sod that I am, I make no apology for this..... I just
don't think that one should be expected to pick up the threads after so long an
absence that was no fault of one's own (do you like all those Mountbatten 'one's?') In my opinion, the only
reasonable course would have been to trash all games and start afresh.

*[[Allan! How could you! Thank the lord you didn't play in Froggy, that's all I say. As the only
holder of this view, so far as I can tell, you are definitely in the minority, vociferous though you be.*

*I know I'm not exactly your favourite editor, but think of the other players, Allan. Think of the
Hobby. Think of England. Think of dirty pictures if it cheers you up. But how about orders for 'Dredd' and
Ximenez' next issue?*

*I feel absolutely sure that if I had scrapped or orphaned my games and tried to start again, it
would only have ensured that I never again ran a game in the Hobby, and more likely than not, never
published anything else, either. That's my opinion.]]*

John Morgan
Carshalton

At Manorcon you had said that you were cutting trades with Assassins' Handbook, so I take it that you are re-establishing trades and enclose the latest issue

[[I just remembered that it's doocid bad form to cut trades with a chap while he's playing in a game akin to mentioning a lady's name in the Mess.]]

Fiona Campbell
Aberdeen

Mike Clark doesn't need an excuse to fold, he just decided he's had enough and doesn't publish any more. If he decides to come back into the hobby I'm not running any games with him playing I can't depend on him not to decide he's had enough again and just drop out of games. People reading this please remember that I've known the guy for four years in which he's changed very little.

I like that I'm only 'theoretically' Dip GM for *The Laughing Roundhead*. That shows how much confidence you have in him.

Kim mentioning adopting reminds me of seeing an article in a friend's paper about a couple of lesbians in Scotland adopting a child. Can this happen in England? The paper also printed a photo of them to make the point that they were lesbians because they were so ugly no-one would fuck them so they had to adopt to have a child. It can get quite depressing when you have to choose between the *Daily Record* doing this and the *Telegraph* just ignoring the story.

Can you tell me what this Section 28 is that I keep hearing about?

[[Ah, sweet innocence of youth... Section 28 of the Local Government Bill forbade local authorities to "promote homosexuality" It did not make it clear what "promotion" did or did not entail. Despite vigorous campaigning the clause went into law. It has never been used in a prosecution yet. The funny thing is that it was designed to stop schools talking about gay lifestyles in sex education lessons, but didn't work, because it's the governors, not the authorities, who carry the can there.

Gay people adopting is not theoretically forbidden south of the border, so far as I'm aware, but 'twixt theory and practice is a great gulf fixed.

Many hearty cheers to you, Fiona, for your courageous stance in the current Wimm? -- are you having a coming-out party?]]

Rob Moore
Leeds

David Oya You did it, you talked him into it. Only a matter of time, I suppose, but when he's revitalised the hobby single-handedly then you'll be able to bask in the warm glow that it was you who helped sow the first thoughts in his head. *Wimm?* looks OK, although commenting on it having seen one issue is a bit hasty of me, I guess.

You never know, I'm thinking of getting a new PC, with lots of fancy fonts, and I know a cheap photocopying source... no, the thought is too horrible to focus on. Excuse the shaky handwriting.

[[Rob Moore, this is a subliminal command to start a zine.]]

Slightly strange to see that, although *TLR* is now officially free, the credit box is still there. Strange lad. Too much cordite and mead at the Knot gigs.

John Breakwell
Reading

I remember rejecting religion when I decided to stop attending Sunday School --

I must have been seven or thereabouts. Many years later (10?) I developed this idea of the immortal conscience where there is only one 'person'. When you die you are reborn as somebody else -- eventually you get to be everybody ever -- pretty scary stuff when you consider what a high proportion of people have had a *really* nasty life in the past. Imagine being all the Jews in labour camps, or victims of horrible diseases, etc. Pretty depressing stuff. I haven't managed to kick that one yet. Another concept to kick around intellectual discussions is the one where 'you' are the only 'real' person and everybody else is an automaton reacting to what you do. This helps explain my insensitive arrogance and it's also one you can't possibly disprove.

[[But if solipsism is true, why do you waste time writing to me, when I don't exist?]]

The other theorem you mention sounds as though a Devil's Advocate would have fun defending it, but I can't really make it sound realistic enough to see it being accepted. (Then again, since when has a religious credo had to be realistic?) ...More John next time, mayhap]]

FROM STYGIAN DEPTHS

the reprint section

[[A very recent one; *Cybrer Bunny 3* is a science fiction fanzine, edited by Tara and Robert Glover, which only came out the other month. But I couldn't resist the article below, which reports on a game played in 1975. I'm almost certain that 'Steven Levine' is not a pseudonym for Victor Logan, by the way, and I'd like to dedicate the article to Nick Kinzett as a Dreadful Warning of what can happen when you customise the rules once too often.]]

[[*Cybrer Bunny* is available for an SAE, I should reckon, from les enfants Glover at 16 Aviary Place, Leeds LS12 2NP. It describes itself as 'a fan anthology' and contains entertaining material of every description.]]

MONOPOLY WITH A TWIST

by Steven Levine

It seemed like a rational suggestion -- at least as rational as these suggestions ever are. For days Patti had been referring portentously to a Monopoly game "we should all have sometime", "sometime" became tonight and "somewhere" became Jule's house. I geared myself up with capitalist fervour as evening approached.

I guess I realised this would be no strict suck-to-the-rulebook affair when Patti asked me to make up a few Chance and Community Chest cards to bring. This suggestion was understandable, for we were all a bit tired of "You have won second prize in a beauty contest" and "Advance token to nearest utility". I cut up some orange and yellow construction paper, practiced drawing that little man with the top hat, tailcoat and moustache, and ventured a few conservative commands like "You have been elected President; collect \$50 from each player to pay for second house (if you cannot build at this time, return to bottom of pile)". Admittedly, this was not rollickingly funny, but I was under the impression that variety, not comedy was required. With the air of confident frivolity I have developed over the years I've known the people who would be playing, I wrote "Advance token to kitchen sink (and wash it)" and drew a cute little picture of the little man's head, top hat and moustache in a sink. I put several \$500 and \$100 bills in my pocket (just for emergencies) and set off for Jule's.

I was early, so we put on some Barbra Streisand and made up a card saying "Boogaloo to Broadway". Ted arrived and added his own unique updatings to the game: "Go to jail, but receive \$500 advance on resulting novel and speaking engagements", "Exploit the proletariat, raise rent on Baltic Avenue to exorbitant amount". I was just writing "Sing scales: raise \$10 for every note in your range" and Jule was illustrating when Todd arrived, laden with his game containing the hundred or so Chance and Community Chest cards he has acquired in his years of playing what I shall henceforth call Absurdist Monopoly.

In Todd's hands were not the satirical variations on existing cards we had been making, but rather a series of instructions, challenges, and dares reminiscent of everything from Beat the Clock to improvisational theatre. On different coloured pieces of construction paper were scrawled directives such as "Receive \$10 for every song you can think of in thirty seconds beginning 'I'm...'". On one card, obviously intended to intimidate Ellen Gamble during a previous game, was written "Receive \$37 for saying a dirty word". (Ellen did, in fact, draw this card and had refused to say one). I pointed out to Todd that "Receive \$43 if you can make Audrey laugh" was hardly fair, since Audrey was not due to arrive that evening, but Todd asserted that this fact would merely add a little more interest to the game. ("You can call her up, you know").

Lee and Claire came, lacking cards and any foreknowledge of this style of playing. Patti arrived with subtle and manipulative cards like "In the next round of turns, discreetly steal one die. In the resultant furor, show this card and receive \$50. If someone catches you, pay \$25". She also brought the game-upsetting "Move all houses to the property on their immediate left".

After some warm-up popcorn and pretzels, we were ready to begin.

We tried to team off strategically. Ted and Todd were the most competitive players, so they wound up as a team, choosing the little metal poodle as their marker. Jule and Lee, old buddies from way back, joined forces. Patti and I paired off, and Claire, characteristically, had to play by herself and sulk.

It became apparent at this point that Monopoly, as we play it, could hardly be called a game of skill. People always bought whatever properties they land on, and with four teams playing, the deeds ran out before the money did. At this point, I started to prepare for the future. I knew there was a Chance card Todd had brought that said "Collect \$20 for every \$1 bill in your possession", so I stole about thirty \$1 bills from the bank (Claire was banker, so this was not difficult). I also had some blank Chance cards and a magic marker.

At first, the game was punctuated with scattered ridiculousness: Patti-and-I had to "pretend to laugh and receive \$10 for every person we could encourage to join us". Claire became flustered on receiving "Do an impression of Steven and receive \$50 if someone guesses what you're doing". Lee-and-Jule had to think of book titles beginning "The...". Patti-and-I rolled a seven and only moved six (to avoid landing on already-owned Boardwalk) and no-one noticed. Claire received "Roll

the dice six times while singing 'I've Grown Accustomed To Her Face', she started blurting out "OhandJan -- singsthisall -- thetimeand -- Ishouldknowit -- letme -- seeI'vegrown -- accustomedto -- herface -- howdoesit -- gofromthere -- shealmost -- makethe -- daybegin[rolldice]dadada -- dumdum[rolldice] -- Stevenwhat -- comesnext -- Iwas -- serenelyindependent..." She finally got through it whereupon she realised there was no prize to be had and she had made a fool of herself for no reason; she put her head down on the table and cried. Ted-and-Todd passed Go in the middle of a turn in which they landed on Income Tax and Jules passed \$200 to them by way of Patti, who pocketed the money; in the ensuing confusion, as Ted-and-Todd tried to figure out 10%, no-one noticed this. When Ted asked for his money, Jule insisted she had given it him; Patti remained silent and Ted resigned himself to the fact that he had gotten the money, but forgotten about it. Claire concentrated intensely as she tried to remember to collect rent.

I managed to slip away, where I made one card that said "You win the game, collect all money and property" and another reading "Collect \$200 for every \$1 bill you have."

The next time Patti-and-I picked a card, we "dropped" it on the floor and picked up the \$1 bill card. With the previously stolen \$1 bills, we netted \$6000. Todd accused us of switching cards, and we agreed that we had indeed made the switch, but proffered the "You win the game" card and asked if we should really use the card we had drawn. (Nobody realised that we had a third card hidden beneath Patti's foot on the floor). Todd said we were cheating, and I reminded him that he had made up the card (correctly assuming that he would forget that his card had said "receive \$20" where our card said "receive \$200"). Todd said that didn't matter, because we had stolen our \$1 bills from the bank. Patti informed him that we had had the bills since the game began and hence were allowed squatter's rights.

At this point, Todd decided that the cards were against him and made up "All players with a tilde in their surname receive \$2000" (that being only Ted) and Ted contributed "receive \$50 for every French bicycle racer you can name" (that was also calculated to favour only Ted). I put in "All Irish people except those named Claire receive \$3000" (did I mention that Patti's surname is McManamy?) which Claire later stole to prove to her friends in Portland that she really did know people who did this sort of thing to her. Lee-and-Jule looked on in amazement and no-one bothered to roll the dice for quite a while.

Todd, still hurting over our \$6000 coup, left the room, found Jule's Monopoly set and returned with quite a few \$500 bills. This retaliation pacified things for a few minutes. With Claire's unchanging luck, she drew "Receive \$15 for every song you can name in thirty seconds involving feet". In a pressurised flurry, she blurted out *The Hallelujah Chorus*. When Ted challenged her on this I came to her defence, explaining that *The Hallelujah Chorus* concerns itself with "the great feats God hath wrought", which Ted deemed acceptable.

Soon it came to be Ted-and-Todd's turn, but when they perused the board, their dog marker was nowhere to be found. They saw a note in front of them in what might very well have been Patti's handwriting, which said "OK, toots, if you ever want to see Poochie alive again, pay \$500 to the team on your immediate right" (which was, coincidentally, the team of Patti-and-I). Todd paid the ransom, but this set off a wave of kidnappings that would have done credit to the Symbionese Liberation Army. No marker, house or property deed was safe. Soon, Claire was crying on the table again, Lee-and-Jule were still trying to play correctly, Todd was writing cards furiously, Patti was being intensely witty, and Ted and I were singing *El Paso*.

The game wound to a close at this point. We all declared ourselves the winners: Patti-and-I because we had the most money, including the bills I had brought from my set at home, Ted-and-Todd because they wanted to win more than anybody else, Lee-and-Jule because they had played the entire game fairly; and Claire because she had had to play by herself and suffer untold harassment from the rest of us. As satisfactory an outcome as you could want.

Epilogue, August 1994: where are they today?

- Lee Dead at 22. Bike-truck accident.
- Jule Spent long period as fundamentalist Christian in Minneapolis. Used to pray for me, but wisely didn't tell me until years later. Woke up **think** one day when church leaders started to tell her which books she shouldn't read, and she was out of the church in a flash. Got married, moved to Chicago, writes to me regularly.
- Claire A public defender and single mum, living in the Haight in San Francisco. I see her at least once a year. I still have the same crush on her I conceived when we met in seventh grade.
- Todd Spent several years trying to alienate his high school friends. Was mostly successful, except for Patti, who tracked him down sporadically and thus learned, twelve years after graduation, that he had come out and become the commissioner of the gay softball league of New York City. I contacted him and we met for a beer. He still had lots of high school issues to work out. For all I know or care, he still does.
- Ted Although Ted was really my best friend through those intense and difficult years of junior high, I have lost contact with him since moving to Minnesota. Three years ago he was a professor in the Classics department at SUNY, Albany.
- Patti Running a battered women's shelter in Burlington, Vermont. Recently discovered the Michigan Woman's Music Festival, and provides a fabulously entertaining account, with lyric descriptions of such performers as 'The Apologising Woman'.
- Kelley (who was away taking organic chemistry classes the summer of the game, but who received the first account of this game in a letter): Professor of Molecular Biology at the University of Georgia in Athens.

QUID IN ALVEOS ACCIDET

hobby news

Midcon happened, and for the first time ever I was there. A good time seemed to be had by most, even by Stephen Agar, who was evidently enjoying his first baby-free day since the birth of young Katie (all congratulations to you and Esme, natch, Stephen).

Diplomacy was won by Bob Kendrick, despite the fact that Shaun Derrick (whom I personally rate as one of the very best players both FTF and postally -- but then I've never played against Bob K) chalked up an outright win on the second day (though Mark Stretch was heard to mutter darkly that this feat might be laid at the door of Duncan Adams' propensity to misorder and plan badly rather more than Shaun's skill).

The Midcon Quiz was won by the usual combination of Webley, Challenger and that other goon whose name always escapes me. I did not participate officially, merely slipping aside from my game of History of the World to sneeringly donate to Walkerdine, Kinzett, and Ray Miller about fifty answers of which they were ignorant, (I did wonder whether the first round was aimed at me, given that it contained "Who lives at No. 12, Downing St?" (the Chief Whip) and "What is a Penang Lawyer?" (a cane, sometimes used for walking), plus, I believe, a third double-entendre which I now forget). Thanks to me, they came second.

I was always under the impression that the Midcon Hobby Debate consisted of fifty people or so all sitting in a smoke-filled room and arguing vigorously with each other. How shatter our illusions. It was Tringham and Agar looking as though they'd rather be elsewhere, Dodds actually *being* elsewhere for much of the time, Brian Williams doodling and pretending he was taking minutes, Bowen providing the smoke-filled atmosphere but fielding every question thrown his way with the defence that he was too busy these days, Sullivan ditto but without the smoke, Neil Duncan and Mark Stretch looking eager but saying little, Danny Collman coming evidently to voice his annual discontent over the Pimley Award, and, thank heavens, Nick Kinzett, whose voice of sanity was no whit reduced by having Shaun Derrick hiding behind him much of the way. The only non-celebrity there (save, of course, yr. humble scribe) was Steve Cox, *Spring Offensive's* Mercator GM, whom we therefore predict to be the next Hobby Rising Star. If we thirteen were the Hobby's megastars, god help the Hobby.

I must stop being sardonic and admit that things did get discussed. *Mission from God* is to be handed on to a new editorial team consisting of Neil Duncan, Kim Head and Chris Tringham, which I view with approval. Tringers is to bring out a discussion sheet for those interested, especially those unable to get to conventions, that will chew over the future of the organised postal hobby, and those interested in the topic should send a stamp or two to him at 10 Jubilee Court, London Road, Thornton Heath, Surrey CR7 3JL. I shall, of course, keep my readers posted as regards any hot news that stems from this source via my pages.

Criticisms were also voiced at Andy Bate in this meeting following his failure to do anything visible with the Miller Numbers for variant games, or with the Zine Archive. At this juncture I volunteered to act as provisional Miller Number Custodian pending news from Andy. If I get no joy, I shall take over unilaterally and start to issue numbers to variants from the start of 1995 (convenient spot). Therefore, if you're running or playing in a variant that you think I won't know about, please let me know and I shall act appropriately. Of course the numbering and rating of Dippy variants is a quite pointless task, but then again so is postal gaming in general, so who are you to talk like that?

GRAND HOBBY HISTORY QUIZ: the answers

A Addresses:

- 1) 71 Clara Mount Road, Heanor, Derbyshire PC Clive Booth (editor of *Chimera*)
- 2) 15 Lineside Walk, Rhu, Dumbartonshire Wink & Linda Thompson The site of ScotDipCons
- 3) 1 Wellesley Nautical School, Blyth, Northumberland The irrepressible, or something, Martin le Fevre
- 4) 100 High Street, Swanscombe, Kent One of Geoff Challenger's residences
- 5) 302 Lordswood Road, Harborne, Birmingham The first address on *Thing on the Mat* -- Pete Doubleday
- 6) Bosworth House, Central Wall Road, Canvey Island, Essex Easy! John Piggott.
- 7) 71b Gladsmur Road, Archway, London N5 Alex Barty, editor of the dreadful *Eh?* I hope he's out of the hobby now, since he has copies of *Nowhere Fast*: 1-4, my first publications.
- 8) 115 Acre Lane, Cheadle Hulme, Cheshire. Early address of Doug Wakefield, prominent in the 70s.
- 9) Luney Barton Farm, Sticker, St Austell, Cornwall: Ha, ha, I say to all who guessed Toby Harris. It was John Coombe, editor of the early zine *Pendulum*.
- 10) Eibereth', 123 Hollis Road, Stoke, Coventry: Shame on you all for not recalling the Overly Strong Tendency. Matt Harrison, Alex Zbyslaw, Kay Dekker, Paul Mason for four. Were there more, Kay?

B Abbreviations

- 1) BDC = British Diplomacy Club 2) Zeeby = Zine to be Believed 3) Pzk = Panzerkreuzer 4) Ode = Ode (trick question!) 5) TROG = The Roar Of the Greasepaint 6) FPO = The Fool Plays On (I would have accepted For Paranoids Only, one of the best SF zines ever, but...) 7) TRV = The Revolution (nothing to do with Trevor Mendham. Well, nothing much) 8) SNorl = Steve Norledge 9) DDTS = Death's Dance Taken Slowly 10) NOSE = National Organisation of Schoolboy Editors (i.e. Steve Agar and Paul Openshaw in 1979-odd)

c. Name themes

- 1) French ordinals = Ode 2) German ordinals = Panzerkreuzer 3) Celtic deities = Dib Dib Dib
4) Characters from Hitch Hiker's Guide to the Galaxy = Life, The Universe and A(Par) 5) The editor's favourite foods = Tales from Tanelorn 6) Wild West heroes = Howay the Lads (1st run) 7) Tyneside pubs = Howay the Lads (2nd run) 8) Cambridge colleges = Perspiring Dreams 9) Towns on the Isle of Wight = War and Peace 10) Districts of Birmingham = Mercurial Messenger

D Editors

- 1) Enigma = John Herlihy and Neil McDonald 2) Overstop = Paul Segal 3) Here We Go Again = Stephen Agar 4) The Norms = Dave Allen 5) The Church Mouse = Dave Thomas 6) Queen's Lane Advertiser = Jeremy Tullett 7) Red Revolution = Mark Nelson (a variant title of Weird/TYG/TMoS) 8) Jigsaw = Roy Taylor 9) Second Hand News = Chris Tringham (an earlier sort of *Hobby News*) 10) Screwy Louie's First Finesse = Richard Sharp (house zine of the NGC Poker Group)

E Subzines

- 1) The Art of Deviance = Dave Berry in Gallimaufry 2) Heimskringla = John Norms in The Acolyte and Denver Glont 3) Sequences = Martin Lewis in Vienna 4) Realgaming = Andy Bate in Realpolitik
5) Reuters Reports = John Boardman in Brobdingnag (check out U-Bend 1!) 6) Serendipity = John Webley in Home of the Brave 7) Serendipity [sic] -- Keith Poitage in Howay the Lads 8) The Amnesia Express -- Simon Cutforth in ~~London~~ (now in Pigbutton) 9) The Brilliance of Massed Violins = Don Clarke in Mouse Police 10) I Hate Geraniums = a short-lived effort from Dave Messenger in Rapsallion

F Where?

- 1) Koancon 1 = Coventry 2) Toucon = Birmingham 3) Midcon 1 = Digbeth Town Hall 4) Toastcon 1 = Ian Bowen's house in Stourbridge 5) DesConTent = Richard Scott's palatial abode near Henley
6) Stakiskon 1 = Nottingham 7) Linercon = a ship from Newcastle to Norway 8) Games Day 1981 = Royal Horticultural Hall, London 9) Dangling Geordiecon = Malcolm Smith's housecon in Newcastle

G Imprints

- 1) Astral Press = Richard Walkerdine
- 2) Primal Press = Bryan Betts
- 3) Snugglebug Press = Mike Clark
- 4) Revolutionary Penguin Press = Iain Bowen
- 5) Putkin Press = Pete Tamlyn

H Datelines

- 1) League of Nations, Amersham (LONA) = Richard Sharp
- 2) The Heretic = Nick Kinzett
- 3) Rabbi = Danny Collman
- 4) Z = Glover Rogerson
- 5) Dirk = Andy Key
- 6) Agrajag = David Oya (don't you lot read U-Bend?)
- 7) Eyne = Richard Hucknall
- 8) U1 = Matt Harrison
- 9) Strider = Gary Piper
- 10) Euler = John Dodds

I Quotes

- 1) "This is a game of chance" = Reaction to losing a game by John Harrington
- 2) "Smodnoc turns round in a weekend -- play in Smodnoc!" = Continuous announcements over the tannoy at Manorcon by William Whyte, evidently annoyed at Toby Harns's self-publicising habits
- 3) "UDI for the Isle of Wight" = Frequent rallying-call in War & Peace, edited from thence by Derek Caws.
- 4) "This has been a fuck issue of [zine name]." = Glover Rogerson struggling with Denver Glont.
- 5) "What are you doing in that ditch?"
"Goin' shleep."
"Well, get up -- people don't sleep in ditches in Oxfordshire." = Les Pimley berating Pete Charlton at DesConTent.
- 6) "Blow the air-horn again, would you, Kinzett?" = Alex Zbyslaw captioning a cartoon of some chap dying nastily, again with reference to the Manorcon public address system.
- 7) "Steve McQueen Used To Have Coffee Enemas" = Ridiculous game of postal kinky sex in Hollywood, run in Mystery of the Pyramids.
- 8) "Can I get 100 for anti-honours?"
"Do you want your privy member inserted in a plug socket?" = Repartee between Iain Bowen and yr.ed at Pete Sullivan's housecon.
- 9) "SEA (Not safe as shups run you down)" = Inspired legend on a stencil-drawn map in NERTZ (William Whyte, of course)

J. Pot Luck

- 1) No less than three zines folded into The Road Goes Ever On. Name the three, the zine that TRGEO folded into, and the zine that that zine folded into. = TRGEO absorbed Puppet Theatre News, Putty Riffa, and The Question Mark; it folded into Sharp Practice, which went into Electric Monk I do like drawing zine family trees
- 2) What was remarkable about Filibuster game 6? = Its players were all imaginary, an attempt to wind up editor Adrien Baird (see a forthcoming U-Bend)
- 3) and about Fall of Eagles game 6? = Richard Scott played two countries and, unsurprisingly, won.
- 4) and about issue 23 of ATU XVIII? = It was actually issue 5, but Trev Mendham believed that all good zines fold at issue 5 and wouldn't number it correctly.
- 5) and about the initial issues of Down Alien Skies? = They were produced in South Africa.
- 6) and about the initial issues of Court Circular? = It started at issue -6, counted down to 0 and then up again as normal.
- 7) Name the first two British zines to fold. = Monochrome Supplement and XL
- 8) and the first British zine poll winner. = Ethil the Frog
- 9) The 1982 zine poll saw a fake set of results circulated a few days in advance of the real ones. Who produced the fake, and according to it, which zine won? = Rip Gooch and John Dodds tried to persuade the hobby that Voice in the Wilderness (John Lee) came top.
- 10) Why are Macha and It not to be considered as proper zines? = They were 'intermediate' issues of Morggan and Vienna respectively. Half mark to Oya here: "Because they both have stupid names"
- 11) Who accused whom of "hippocracy"? = Will Haven's inspired abuse of Richard Sharp
- 12) What was peculiar about the numbering of Will It Lead To Trouble?! ? = It only produced even-numbered issues, odd numbers being reserved (so he said) for a local-only fortnightly sheet
- 13) and of OJ? = It used letters instead of numbers (unsurprisingly, it folded before #27).

14) Why was Phil Stutt's zine Japhidrew forced to change its name? = It was named for Phil, his wife and son, and he left them for another woman. No, Oya, Lord Rees-Mogg didn't object

κ This is utterly ludicrous

1) Name as many "Warwick zines" as you can.

Well, I've lost my list, but off the top of my head: Mopsy, ATU XVIII, Tales from Tanelorn, Infernal Desire, Faster than Light, JAWZ, The Revolution, Swansea with Me, Swansea with Me (yeah, really), Imazine (under all its different titles e.g. The Brian Dolton Book of Flower Pressing), Iron Muif, Variable Title, Boris (not *Borealis*), Trout in the Milk, Soft Construction, Mouse Police .. does Oink! count? Maybe Jagged Cross? Idiotsbane? Shadows of Amber? Will that do you?

When we tot up the scores we find that JOHN MILLER wins by an awfully long way from Bryan Betts, with David Oya and Gary Lyon, ahem, bringing up the rear. Miller scoops the five free issues, whilst Bryan is hereby offered a re-establishment of trades as a consolation prize.



revue bar

I don't know why anyone would want to buy *Beavis and Butt-head: The Comic*. Come to think of it, I don't know why I did. Perhaps one of my readers could enlighten me.

I am also ignorant as to why there turned up on my doormat the other day a copy of *Roulez: the newsletter for and about the serious Mille Bornes player*. I mean, why expend \$1.45 in goodole US currency to airmail me this when I never asked for it and haven't even a copy of the game?

It contains a great deal of not-very-good material -- cartoons, fiction, etcetera, based round this game, which is a competition based on cards to complete a certain distance in a car as quickly as possible. If you think it'd be hard to do that, you're right. But they tried, and since it's the fifth issue, they evidently think they can do it.

Quote: "I like to pretend the *Mille Bornes* cards are real people and I can talk to them". (This comes from some sad dweeb who thinks it the height of cleverness to sign himself 'Miles Bourne').

If you must, send \$1.50 an issue or \$5 for a year to 327 Grove St. #322, Jersey City, NJ 07302, USA. But if you do, please don't tell them I sent you. I never heard from this mob before, and I'd rather not do so again.

Much more worthy of a subscription is *Back to the Dark Ages*, Ryk Downes' postal games zine. Those who see *Bloodstock* will be familiar with the format of every-game-you-can-think-of-crammed-into-every-space; Ryk has a reputation for reliability (even if the thing is no longer, heaven help us, fortnightly) and if the songs after which he names his games are any indication, he also has excellent musical tastes.

Number 101, which I have in front of me, contains 44 pages, and offers waiting lists for United, Dip (and several variants thereof, good fellow), Space Invaders, By Popular Demand, Railway Rivals, Sopwith and Spellcaster. Send 75p to him at 63 Hirst Wood Road, Saltaire, Shipley, W Yorkshire BD18 4BU for a sample, and in this case you may feel free to state that you heard about it in U-Bend. Do we have a trade here, Ryk?

SELF EXPLANATORY

Iain Bowen

What's the first thing you do when you wake up in the morning?

Pas de comment

What was the first fanzine you received? The Acolyte

Which book do you wish you had written? The one that I'm half way through

What zine do you most wish you had produced? Denver Glont

What is the best piece of advice you've ever received? To start using condoms

What is your most treasured material possession? My book collection

Who was the last person you slept with? Can't remember.

What do you think of the weather? Don't care for it myself

When did you last cry and why? During Schindler's List, for obvious reasons

What characteristics do you think you've inherited from your parents?

Stubbornness from my mother; my hair from my father

What's the biggest myth about fame? I don't know, I'm not famous

What are you like when you're drunk? Camp

Who would you have play you in a film? I wouldn't, I am a play for voices.

Pick five words to describe yourself. I would rather not, thanks.

Is there one piece of criticism that sticks in your mind?

That I'm not very good at managing my time

What's your most unpleasant characteristic? Arrogance, but it is also a virtue

What is your greatest fear?

That Point and Droll interfaces will take over the world of computing completely.

What ambitions do you still have to fulfil?

I'd like to go to Syria and the Lebanon to see the Crusader Castles, I'd like to go to Constantinople, and I'd like to be able to finish reading War and Peace sometime.

Are you afraid of failure? Not as much as I am of being épated.

What do you never leave home without? My keys and My Ventolin

Who is your best male and best female friend?

Difficult to say as I have different friends for different purposes.

Who would you most like to meet?

Ignoring all the easy answers which are better posted to alt.personals, or the clever answers such as people who are now dead, then I'd probably say Pete Gaughan who I have been corresponding with now for 4+ years and have never met.

What are the last three books you read?

Conduct Unbecoming by Randy Shilts; *Stud* by Phil Andros and *Cannery Row* by John Steinbeck

What are the last three records you played?

Gwyr a eith Catreath - *Brith Gof*; R.E.M - *Automatic for the People*, John Adams - *Nixon in China*

What music would you have played at your funeral? *New Dawn Fades* by Joy Division

When you look in the mirror what do you see?

I'll take the Fifth on that, but I'll tell you now, I don't like it.

HAZ: Cheers, Iain, mine boy. Not famous? Too right: you're notorious. Can't remember who you last slept with, indeed! Okay, I'll rephrase it, who did you last... ahem...

What's wrong with screen icons? *Your problem is that you just like being iconoclastic.*

SITZKRIEG

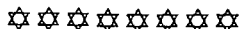
THE GAMES SECTION

BREYER

RR 1222IN

Round 5

Held over (yet again!) while I sort out the correct position with Peter Charles. Surely next issue?



FISCHER

Railway Rivals

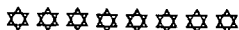
Announcement

Players are.

Peter Ritchie, 241 Days Lane, Sidcup, Kent DA15 8JX
John Colledge, Dunorloch, 24 Brunstane Bank, Edinburgh EH15 2NR
John Breakwell, 5 Church Road, Woodley, Reading RG5 4QR
Duncan Adams, 31 Bruce Street, St James, Northampton NN5
David Oya, 24 Kingsway, Banbury, Oxon OX16 9NY
Fiona Campbell, 75 Powis Terrace, Aberdeen AB2 3PY

Map will be enclosed -- most likely either Severn Valley or Argentina (I've left the choice up to David Watts, but they're in the post e'en as I type).

Memo to self: send this issue to Tony Robbins!

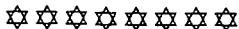


LUTON

Atlantic Airlines

Not Turn 11

Nor will it ever be, for the game has ended with a concession to ROB CULLENDER. Game end statements (strictly optional) for next deadline and we can wrap this baby up



DREDD

Diplomacy 91DC

Spring 1913

FRENCH GAINING UPPER HAND IN SCANDINAVIA: Wherefore art thou, Ginge?

AUSTRIA (Allen Gordon, 3 Forest Avenue, London E4 6AR)

NMR: A(Ven), A(Vie), A(Tri): A(Bud)*, A(Bul), A(Ser), F(TYS), F(Rom), F(ION) all H u/o.

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

F(GOL) C A(Mar)-Tus, F(WMS) S F(Tun), F(Tun) S F(WMS), A(Pie) S A(Mar)-Tus;
A(Tyr) S A(Boh) {ordered to move}, A(Gal)-Bud, A(Boh)-Vig, F(MAO) H u/o; F(Lpl)-NAO,
F(Nwy)-SKA; F(NTH) S F(Nwy)-SKA; F(Den) S F(BAL)-Swe, F(BAL)-Swe, A(Mar)-Tus;
A(Par)-Bur, F(Bre)-ENG.

RUSSIA (Vick Hall, 115a Offord Road, London N1)

F(BAR) S F(SKA)-Nwy, F(Swe) S F(SKA)-Nwy*, F(SKA)-Nwy, F(Con)-AEG; A(Smy)-Con;
A(War)-Gal; A(Rum) S French A(Gal)-Bud; A(Ukr) S A(Rum), A(Mos)-StP.

Retreats

Russian F(Swe)-GOB, Austrian A(Bud) dies nro.

Press

France(Govt) - All Nice to be back.

FRANCE IS AN HONEST MAN And therefore takes a pounding

AUSTRIA (John R Todd, 70 Alfred Road, Dorchester, Dorset DT1 2DW)
F(Gre)-ION, A(Bud)-Tri, A(Ser) S A(Bud)-Tri, A(Rum)-Gal*
 ENGLAND (Mark Stretch, Jesus College, Oxford OX2 6BN)
F(Lon)-ENG, F(NTH) S German A(Hol)-Bel, A(Nwy)-Swe, F(BAR)-NWG
 FRANCE: (Keir Hodgson, 2 Leeds Old Road, Thornbury, Bradford BD3 8HT)
A(Bur) S A(Bel), A(Bel) S A(Bur)*, F(Mar)-Spa(sc), F(Por)-MAO, F(Bre)-Pic
 GERMANY: (Fiona Campbell, 75 Powis Terrace, Aberdeen AB2 3PY)
A(Hol)-Bel, A(Kie)-Ruh, A(Ber)-Kie, A(Mun)-Bur, F(Den) S ENGLISH A(Nwy)-Swe
 ITALY (Martin Draper, 124 Lord Street, Hoddesdon, Herts EN11 8NP)
A(Tn)-Bud, A(Vie) S A(Tn)-Bud, A(Ven)-Tyr, A(Rom)-Ven, F(Nap)-ION, F(Tun) S F(Nap)-ION
 RUSSIA: (Tim Neale, 33 The Towers, Stevenage, Herts SG1 1HE)
A(Mos)-Sev, F(Sev)-Rum, A(Ukr) S F(Sev)-Rum, A(Gal) S F(Sev)-Rum, F(Swe)-Nwy*
 TURKEY (Bob Holliday, 6 Rooke House, Bishop Street, Portsmouth PO1)
A(Bul) S Austrian A(Rum) {unit moved}, F(Con) S F(Ank)-BLA, F(Ank)-BLA, A(Arm)-Sev

Retreats French A(Bel) wiped, Austrian A(Rum) likewise Russian F(Swe) disbands nro!
Press:

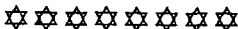
Italy-GM: Reveal all Haz. What was your rating?

Judge English - Italy: 225.49 as of 25 August. No, I don't know how either.

Russia-All: Help

Radio Free Iceland-Austria Just thought I'd better warn you Italy could well be planning to attack

France-Italy: I don't think I'm attacking you, I'm heading in the wrong direction though I'm prepared to admit that appearances can be misleading. I very rarely have any idea of what I'm doing.



QUINCY

Time Lords Dip III? 91BS rd??

Autumn 1909

AMAZING RESURGENCE OF BRITISH EMPIRE: What d'ye expect with no temporal Frogs or Huns?
(13 units short and count-ingggg ...)

ENGLAND (John Wilman, 2 Keillor Cottages, Kettins, Blargowne, Perthshire PH13 9JT)
A(Wal)-WARP, A(Yor)-Lon, F(NTH)-Den, F(SiP/nc W A08)-Swe

FRANCE (RJ Walkerdine, 6 Honeybourne Way, Wickwar, Wotton-under-Edge, Glos GL12 8PF)
A(Pic)-WARP, A(Par) H*, A(Gas)-WARP.

GERMANY (Steve Doubleday, Norton House, Whielden Street, Amersham, Bucks HP7 0HU)
 No temporal units! A(Kie W S09)-Kie, A(Rom W S09)-Rom*

ITALY (Rob Moore, Flat 2, 132 Otley Road, Far Headingley, Leeds LS16 5JX)
A(Tn)-WARP-Tri, A(Hol)-Bel, A(Nap)-WARP-Rom*, A(Par W S09)-Mar, A(Mun W S09)-Par*

TURKEY (Edmund Morgan, 22 Meadow Road, Sutton, Surrey SM1 4NF)
F(BLA)H, A(Bud)-Vie, A(Gal)-Sil, A(Bul)-WARP-Ser, A(Con)-Bul, A(Sev)H A(Sev W S09)-SiP

Retreats None Usual warp explosions in Rom and Par.

Adjustments

ENGLAND: Nwy Ed; SiP Lpl Lon Den Swe

= 6 Builds F(Edi), F(Lpl), 1 short!

FRANCE: Mar Por Spa Bre Bel Lon

= 3 Builds A(Bre), 2 short!!

GERMANY: Mos Rom Kie

= 3 sht, no builds possible!!!

ITALY: Nap Tun Gre Mun Swe Den Par Ven Hol Tri Bel Mar

= 10 Builds A(Nap), n!bo! 6'short!!!!

TURKEY: Ank Smy Bul War Con Ber Sev Bud Ser Rum Vie SiP

= 12 Builds A(Con), A(Ank), F(Smy) only 2 sht!

I think your current warping units are:

MANY DIE HORRIBLY: None by bombs, though, oddly enough

Attacks: The Faroes' Minuteman & 10 meg heads for APPLIANCE, but alas, the fuse was primed a few minutes early and the missile goes up in orbit, scrambling the Faroes' communications and causing them to miss a go.

Secrets: The sands of time run in reverse for APPLIANCE as their Top Secret Acton Replay gets cracking. With awesome special effects that resemble suspiciously a video film being run in reverse a SATURN missile comes howling down backwards from the sky and settles neatly down in a silo.

2 million little old ladies gather together their jam recipes, Women's Institute membership cards, and leather bondage cuffs and shun GPL forever in favour of the Faroes.

A cunning stratagem enables PRP to melt down an enemy's nuclear plant. The Fnords suddenly find a large, radioactive blank space on all their official maps and 25 million people mysteriously dying.

Revealed Cards:

THE FNORDS (Geoff Brown): The Polans is revealed to be a test firing only, as they have been printing propaganda leaflets as though there were no tomorrow (which, in this game...). 10 million produced, 10 million wasted.

FAROE ISLANDS (Rob Moore): Misses a turn, fretfully biting his fingernails. (Orders on file will be used unless superseded, Rob)

GREENHAM PLEASANT LAND (leaderless): Reveals a Space Shuttle. However, bad weather at the launch site delays the blast off (card replaced in hand).

APPLIANCE (Andy Bell): A Polans missile trundles out of its silo.

PEOPLE'S REPUBLIC OF PECKHAM (Alan Coulthard): NMR! 10 million wasted propaganda leaflets account for what few trees haven't already been wiped out by the nukes 2 million population fine.

Deterrents: Greenham Pleasant Land: 20 megaton warhead
APPLIANCE MIRV

In Orbit: Fnords. space platform, Killer Satellite
Ex-Frogland. LandSat

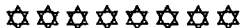
Population Changes since 1999AD: TF-29m, FI-27m, GPL-17m, AP-8m, Fr-31m and OUT, PRP-20m
Your New Card(s)/Personal Notes:

New Secrets: None this time

Press:

The charismatic leader of the Fnords turned his head to look at the missiles raining down around him. So what!! A few million people were nothing compared to the cause. A mere bagatelle. A trifle. Mother do you think they'll sacrifice my balls?

The People's Republic of Peckham are our enemies. We shall spare no women. Eat their children and rape their dogs!! They are going down With that he turned and listened to some Mussorgsky as the mushroom clouds lit up the sitting room, making shadow pictures in the shape of Howard Roosevelt did the rollups!!.



ZIMMER

Sopwith T216UB

Turn 8

BORIS CLOSES FOR THE KILL: Can Florence make it home?

Pilot	Starts	Moves	Ends	A :D :P
3 Florence	P17/SW	I, A, O	P17/NE	08:01:28
ACE Rob Cullender				
6 Boring Boris Jan Harris	G15/E	RT, A, RS	J16/SE	09:08:15

Clouds moved SW to F10-F11-G11 . J6-J5-I4 : M13-L12-K11 . C6-D5-D6-E5-E6 : O10-O11-P12-P13 : L16-M16-N16-L15

Press: Florence - Boring Boris: Wouldn't you much rather like to play hide and seek now?

NO BETS TAKEN AGAINST OYA: Will DRUNK beat the bankrupt RADAR?

Race Results

- 22) 25-56 Ashford - Reigate: TBNS 20-2+1, RADAR 10-3, DRUNK 0-3, DEAD +3+2+2.
- 23) 42-35 Lewes - Maidstone: TBNS 20-2+3, DEAD 10-5, RADAR +1+1, SACK +1+1.
- 24) 54-62 Horsham - London: DEAD 20, SACK 10-9+7, DRUNK 0+9-7, RADAR 0.
- 25) x3-13 The West - Dover: TBNS 20-6, DRUNK 10+4-1, SACK 0-4, DEAD +6+1.
- 26) 63-21 London - Whitstable: DRUNK 20-5, SACK 10+4, RADAR +1.
- 27) 33-44 Rochester - Brighton: SACK 20-3+4, DEAD 10+9-2, TBNS/RADAR jt 0-4/-4.
- 28) 14-x6 Eastbourne - X-Channel: DEAD 20, RADAR 10 (both via Newhaven, surprise!)

Races (enter up to 4, build up to 6 physical points)

- 29) 12-31 Dover - Gravesend
- 30) 32-52 Sevenoaks - Three Bridges
- 31) 64-23 London - Margate
- 32) x5-15 X-Channel - Hastings
- 33) 45-61 Newhaven - London
- 34) 55-46 Tunbridge Wells - Haywards Heath
- 35) 24-x4 Ramsgate - X-Channel

Running Totals (no builds)

DEAD (Oya/black): 241+76 = 317
 TBNS (Colledge/blue): 98+50 = 148
 SACK (Guest/orange): 199+41 = 240
 DRUNK (Adams/green): 88+27 = 115
 RADAR (receiver/purple): 120+16 = 136

DEAD - Judge English: TBNS's G71-H71 isn't marked on my map.

Judge English: Of course it wasn't, silly, I only told you last issue.

Duncan is now living at 33 Bruce Street, St James, Northampton NN5.



CAPABLANCA

Sopwith T207UB

Turn 5

BULLETS BUT NO BLOOD: Vultures waiting for McCoubrey

Pilot	Starts	Moves	Ends	A :D :P
Inumidator	N8/NE	RT, RT, RT f-R	P8/SW	09 12.06
1 Jeff Cattle				
<u>'Ginger' Rogers</u>	F15/W	A, I, RS f-L&A	E13/E	06 06.05
2 ACE John Miller				
Algae	E13/E	RS f-L, RS, LT f-L&A	G14/NE	03:07 06
3 Andy Cox				
Sky Trnpper	L8/W	LS, RT f-R, O f-A	K7/NW	08:09:00
4 Duncan Adams				
Wizard Prang	L8/SW	LT, LT, A f-A	O10/E	13:08:00
5 Geoff Brown				
Depraved Roundhead	E7/NW	A, Δ, Δ	B7/NW	15:09.00
6 Splatterer John McCoubrey				NMR!

Clouds move NW to: M16-N15-N16-O15-O16 : H10-I10-I11 : F12-G11-G12 : H4-G3-F2 :
 M11-N12-O13-N11 : B8-C8-C7-D7.

No damage except for our resident somnambulist (somnivolist?) chugging through two hexes of cloud.

Geoff, I think you took last turn's start position as your ending one! You could have made a worse error...
 Andy, next time you send orders on a Captain Scarlett postcard, you get NMRed, *capische?*

NOT TOO MUCH HAPPENS Ankara still fighting Warsaw tho'

ANKARA (John Miller) A(War)-Mos
 BELGIUM (Peter Ritchie) A(Bel)-Hol
 BULGARIA (Vick Hall): A(Bul) S Turkish F(BLA)-Rum {no such order}
 DENMARK (Peter Dunnett) F(Den)-BAL, F(Swe)-Nwy
 KIEL (Duncan Adams): A(Mun) S A(Hol)-Kie, F(Ber) S A(Hol)-Kie, A(Hol)-Kie
 LIVERPOOL (John Morgan): F(Lon)-NTH, F(IRI)-ENG, A(Yor) H.
 MARSEILLE (Guy Thomas) A(Bre)-Pic, A(Gas)-Bur, F(Por) S F(Spa/nc)-MAO, F(Spa/nc)-MAO,
 F(Mar)-Spa/sc.
 ROME (Alex Richardson) A(Boh)-Sil, A(Ven) S A(Rom), A(Rom) S A(Ven).
 SERBIA (anarchy): A(Sev) H u/o
 SPAIN (Edmund Morgan): F(ION)-AEG, F(Gre) S Bulgarian A(Bul)
 SWEDEN (anarchy): F(SKA) H u/o
 TURKEY (Neil Duncan): A(Con)-Ank, F(Smy)-AEG, F(BLA)-Con
 VIENNA (Allan Gordon). A(Rum)-Ukr, A(Ser)-Rum, A(Gal) S A(Rum)-Ukr, A(Tyr)-Vie, A(Tri)-Ven
 WARSAW (Peter Charles) A(StP)-Mos

Retreats Nope

Press

Germany-Strauss: I'll be your friend

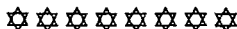
Turk(Govt): AAAGH

Mar - GM: Why are we calling Smyrna 'Turkey'?

Judge English - Mar. As a veteran of YDdG 'Bizarre Love Triangle' where StP was renamed 'Cecil Parkinson', you should be able to answer that one for yourself...

Build Centres Nothing new (Ankara having already designated Mos)

COA Alex Richardson to 129 High Street, Henlow, Beds SG16 6AE
 Duncan Adams to 33 Bruce Street, St James, Northampton NN5.

DUZ-CHOTIMIRSKI

Beat the Black Ball

Round 6

NUDGE, NUDGE, WINK, WINK: Morgan and Todd cancel one another

John R Todd: Marble 30 secs, Black Ball 1 sec and nudge!
 Ian Harris: Marble 40 secs, Black Ball 120 secs
 Alan Parr: Marble 42 secs, Black Ball 120 secs
 Dave Lomas: Marble 50 secs, Black Ball 2 sec
 Marun Draper: Marble 51 secs, Black Ball 58 secs
 Peter Dunnett: Marble 52 secs, Black Ball 1 sec
 Mark Stretch: Marble 62 secs, Black Ball 120 sec
 Rob Moore: Marble 65 secs, Black Ball 120 secs
 Edmund Morgan: Marble 115 secs, Black Ball 70 secs and nudge!
 Alan Coulthard: NMR!

Black Ball drops 68 secs

Running totals (* = funnel nudged):

+30½: Parr* +16½: Draper, Lomas
 +25¼: Stretch* +15¼: Coulthard
 +20½: Dunnett* +11: Moore
 +19: Harns*, Todd* -3½: Morgan*

BROKEN FACE

Breaking Away (GM David Oya)

Turn 6

RC Sq Cyclist

Scores

3 59 Euler, Bashful
 58
 3 57 Mutton Jeff
 56
 3 55 Leeding Pack
 ^^
 3 52 Gauss
 51
 3 50 Skeeve
 49
 3 48 Grumpy, Sleepy
 5 47 Noether
 6 46 Happy, Hilbert
 8 45 Huffed
 9 44 Rally Splash
 10 43 Puffed, Eileen Dover, Gleep
 13 42 Stuffed, Aahz
 41
 3 40 Poltergeist Pete, Tanda
 5 39 Gremlin Griff
 38
 3 37 Satan Sam
 4 36 Vampire Val

Dwarves 15
 Boston Brakers 9
 MYTH Inc 8
 Math Mode 7

MYTH Inc (Mark Stretch)
 Skeeve 3, 3, 3
 Aahz 3, 5, 13
 Tanda 3, 4, 10
 Gleep 3, 10, 14

Math Mode (Stuart Dagger)
 Euler 3, 3, 9, 15
 Gauss 3, 4, 14
 Hilbert 6, 8, 12
 Noether 5, 9, 11

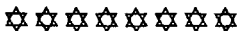
Spooky Spokes (Bob Holliday)
 Vampire Val 4, 7, 8, 16
 Poltergeist Pete 3, 8, 11
 Gremlin Griff 5, 9, 11
 Satan Sam 3, 6, 7

Dwarves (Mick Haytack)
 Happy 1, 3, 4, 6
 Grumpy 3, 3, 14
 Sleepy 3, 5, 11
 Bashful 3, 3, 7

Windy Pops (Edward Ainsworth)
 Huffed 3, 8, 10
 Puffed 3, 8, 10
 Stuffed 3, 5, 13
 Knackered (*dropped*)

Boston Brakers (Alan Coulthard)
 Leeding Pack 3, 3, 3, 5
 Rally Splash 7, 9, 10
 Mutton Jeff 3, 5, 10
 Eileen Dover 7, 8, 10

Agrajag-NMRs from Edward and Aian Euler, Bashful, and Mutton Jeff all go for the lead and the field stays strung out.



UROUHART

Sopwith T215UB

Turn 12

FOR THE FIRST TIME IN FOUR ISSUES: Strictly for one night only

Pilot	Starts	Moves	Ends	A : D : P
1 <u>Ginger Rogers</u>	D8/SW	RS, RS, RS	A5/SW	02:07:38
ACE John Miller				
5 <u>Vic Rattlehead</u>	L19/NW	LT, LS, A	J16/W	05:08:06
ACE Rob Moore				

Clouds moved SE to 111-J11-J12-K13-L14 . E1 L5-M5-M6 C9-D10-D11 : 18-J8-J9-K9 : N12-N13-O11-O12

I have provisional orders on hand for Ginger for turns 13 and 14, and will adjudicate as far ahead as I have orders for you both next issue, okay?

BLOTTO (Duncan Adams, green) 43 -1(S) -1(C) = 41
 a) (N8)-O8-O5; b) (O5)-Banbury; (O8)-P7-Adderbury; (N9)-L8; c) (L8)-Hook Norton; (H29)-G30

BRASENOSE (Haz Bond, brown) 38 +1(I) -1(PU) = 38
 a) (A91)-B91-C91-D91-E91; b) (E91)-H92-Shiplake; c) (Shiplake)-J90-Henley

ISIS (Steve Guest, orange) 18 -4(S) +1(BR) -1(PR) = 14
 a) (Adderbury)-Q6-P5-Banbury; b) (N15)-L16; (W28)-X27; (L10)-K10-Hook Norton;
 c) (Henley)-J90-Shiplake

PUFF (Bob Holliday, purple) 50 +1(BR) +1(S) = 52
 a) (Sonning Common)-F94; b) (F94)-Reading; (A68)-A67-Z16; c) (Z16)-Bicester

STUPID (Mark Stretch, blue) 28 +6 +4(I) +1(BL) -1(PU) = 38
 a) (I22)-J22-Wimsey; b) (T30)-V31; (U15)-V15; c) (V15)-W16-Bicester

CIDER (Fiona Campbell, red) 69 +1(PR) +1(BL) = 71
 a) (G30)-G28; b) (Wallingford)-Z34-Benson; (G28)-G27; c) (G27)-G26-Carterton

PRACTICE (Alan Parr, black) 51 -1(C) +1(I) = 51
 a) (R27)-P26; (G33)-E34; b) (P26)-M25; c) (M25)-K24

Races for turn 7:

- | | |
|--|-----------------------------------|
| 1. (13-61) Adderbury - Benson | 5. (23-55) Kidlington - Didcot |
| 2. (21-16) Charlbury - Chipping Norton | 6. (45-35) Thame - Botley |
| 3. (36-52) Abingdon - Shrivenham | 7. (41-s2) Oxford - East Midlands |
| 4. (63-s6) Goring - London | |

Agrajag: Enter up to four races then build up to eleven physical points of track. Race 7 is currently impossible and so will be re-offered next time.



CHESS

Me versus All Comers

WHAT? A HEADLINE? For the *Chess*?

Game III (me white): 1) e4 : e5
 2) Nf3 : Nc6
 3) Bb5 : a6
 4) Ba4 : f5
 5) d4 : fe
 6) Bxc6: bxc6
 7) Nxe5

Game II (me black): 1) Nf3 : Nf6
 2) g3 : g6
 3) Bg2 : d5
 4) c4 : Bg7
 5) cxd5 : Nxd5
 6) 0-0 : c5
 7) Nc3 : Nxc3
 8) dxc3 : Qb6
 9) Qa4+ : Nc6
 10) Rd1 : 0-0
 11) Qb4 : h5

your choice: Nf6 x2, Be7 x2, Bb7 x2, d5 x2.
 my reply: Nc3

your choice: Rb1 x4, h3 x3, Rd5 x3, Nd2 x3, e4 x2, Rb1 x1.
 my reply: Bxc3 (go on, show me what I've missed)

Position: R1BQK2R/PPP2PPP/
 2N6/3Pp3/4N3/p1p2n2/2pp2pp/
 r1bqkb1r.

Position: 1RBR2K1/PP2PPBP/2b2NP1/7Q/2p4p/1qn3p1/
 pp2pp2/r1b2rk1.

All readers are cordially invited to send in three moves for each game ranked in order of precedence. The worse a player you are, the happier I'll be -- that way Wilman and Stretch might get outvoted, and that's the only way I'm at all likely to win, I'm afraid.

PEPPER

Sopwith T178UB

Turn 25

Pilot	Starts	Moves	Ends	A :D :P
<u>Retaliator</u>	M4-N5	LS, A, LS f-A & L	N7-O8	13 08 02
1 ACE Mark Wightman				
<u>Atsuko</u> Q11-P11		RT, I, A	Q12-P12	16 08 22
5 ACE Dave Lomas				

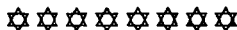
Press

Mark - Judge English: I've been through quite a few changes recently and I must admit I have lost most of the interest I had in the hobby... basically what I'm saying is that I'm retiring from the hobby -- this has nothing to do with the recent irregularities of U-Bend. I think your zine is great, please stick at it. I may get more involved again in a year or so, who knows? If so I'd like to come back to U-Bend (if you'd let me).
 Judge English - Mark: I certainly would, and I hope to see you again. But for now, this means finis for 'Pepper', since it's easy to extrapolate Atsuko blowing Ret to shreds long before he can make the edge of the board. Atsuko gains the usual eight damage from Mark, plus ten for his acechip, plus five for last alive, whilst Retaliator loses ten for his presumed death. Thus the game may be summarised as follows:

PEPPER (T178UB) Start issue 6 (October 1991) End issue 30 (November 1994)

A. RETALIATOR (Mark Wightman)	Shot down by E Turn 26 Move 3	-8pts	
B. CAM E. KHAZI (Adam Sharr)	Crash Turn 5 Move 3	4pts	
C. ERIK THE HALF-A-BEE (Enk Erikson)	Crash Turn 8 Move 1		1pt
D. BARON VON LETTUCELEAF (Marc Cole)	Crash Turn 7 Move 1	-2pts	
E. ATSUKO (Dave Lomas)	WON Turn 26 Move 3 (2 kills)	45pts	
F. FATHER AVION (Jeff Cattle)	Shot down by E Turn 6 Move 2	7pts	

This game is notable for the fact that its winner was (erroneously) declared dead twenty turns before his eventual triumph. Congratulations, Dave, on staying the course.



DEBASER

Breaking Away [GM David Oya]

Turn 3

RC	Sq	Cyclist	Agrajag: Those big cards keep on piling up.
7	30	Skeeve	
	^^		
3	23	Elric	
4	22	Charles Baudelaire	
5	21	Aahz, Fred, Ursula	
8	20	Wendy Cope, Mouse, Corum, Barney, Cecily, Tanda	
14	19	Wilma	
15	18	Gleep, Betty	
17	17	Alice Walker	
18	16	Erekose, John Donne, John Daker, Kitty, Anna Madrigal, Mary Ann	
24	15	Fanny	
	14		
3	13	Mona	

Team Barbary (Haz Bond)	MYTH Inc (Mark Stretch)	Flintstones (Bob Holliday)
Anna Madrigal 6, 12, 15, 18	Skeeve 3, 7, 11	Betty 6, 9, 15, 21
Mouse 8, 8, 9	Aahz 5, 7, 17	Fred 5, 7, 17
Mona 3, 10, 17	Tanda 3, 8, 21	Barney 8, 9, 11
Mary Ann 3, 15, 18	Gleep 5, 12, 15	Wilma 5, 8, 14

Eternal Champions (Alex Richardson)	Hell's Grannies (Dave Lomas)	Poetic Licence (Kim Head)
Elric 3, 3, 10	Fanny 11, 15, 15, 24	Baudelaire 4, 5, 5, 6
Corum 3, 8, 9	Ursula 5, 7, 17	Wendy Cope 3, 8, 8
Erekose 3, 9, 18	Cecily 8, 8, 12	John Donne 3, 7, 18
John Daker 6, 7, 18	Kitty 7, 11, 18	Alice Walker 6, 9, 17

"...VIEWS OF IONIAN ISLES' by Ian Harris: and bought it for a bob"

AUSTRIA (Peter Dunnett, 328 Old Road, Clacton on Sea, Essex CO15 3NU)
A(Mun)-Ber, A(Vie)-Boh.

ENGLAND (Edward Ainsworth, 4 Park Avenue, Bedford MK40 2JY)
NMR! F(BAR), A(Lon)* H w/o.

FRANCE (Ian Harris, 3 Abbotside Close, Urpeth Grange, Chester le Street, Co Durham DH2 1TQ)
A(Bre)-Gas, F(ENC)-Lon, A(Yor) S F(ENC)-Lon, A(Par)-Pic, F(TYS)-ION, F(Spa/sc)-GOL,
F(Nap) S F(TYS)-ION, A(Rom)-Vie (no can do, boss), A(Tun) H.

GERMANY (Mark Stretch, Jesus College, Oxford OX1 3DW)
F(Swe)-BAL, F(Nwy) H, F(NTH)-Edi, A(Hol)-Ruh, A(Bel) S A(Hol)-Ruh, A(Bur)-Mun,
A(Kie) S A(Bur)-Mun.

TURKEY (Mark Underhay, 65 The Chase, Holland on Sea, Essex CO15 5PZ)
A(Gal)-Sil, A(Rum)-Bud, A(Bud)-Vic, A(Ser)-Tri, A(Ven)-Tus, F(Tri)-Ven, F(Alb)-ADR,
F(EMS)-ION, F(ION)-Tun*, A(War)-Lvn, A(StP) H, A(Con)-Bul, A(Ank)-Con, F(Smy)-AEG.

Retreats Turkish F(ION)-Apu; English F(Lon) dies nro!

Game End Proposals 1) Austrian win
2) 3-way draw F-G-T

Votes for next time, please; abstentions count against initially.

Press

Judge English - Enquirer: Last season's Austrian removal was correct -- my house rules specify *owned*, not *home*, supply centre when making GM removals.

Austria - All: Cut my arms off, I'll kick you to death. Cut my legs off, I'll bite you.

Con - Rest: Q: Who's going to stop me now?

A: No one. Ha ha.

A - GM: Couldn't you have lost this game?

Judge English - Austria: You seem to have done that all right for yourself *boom boom*.



COVER-UP

By Mick Haytack out of Virgin 1215, this is a simple little quiz where I describe, clue by clue, half a dozen record covers and you try and guess which one I'm looking at. The quicker you twig me, the more points you score: 6 points if you get it after the first, 5 after the second, and so on downwards. Unlike Mick, I'll let you try every round without penalty for a wrong guess, but wrong guesses will be reported, so you'll narrow it down for your competitors. Some suitable prize will doubtless be assigned to the winner at the end.

- A1. I can see a statue.
- B1. I can see an old bridge.
- C1. I can almost see a penguin.
- D1. I can see a clothing factory.
- E1. I can see a waterfall.
- F1. A man is holding a rolled umbrella here.

Those who know me and my musical taste (or lack of same) may be helped to know that I actually own all six of these on vinyl of varying scratchiness. Also, as a free clue, none of them is *RIP* -- *Everything Must Go!* by T V Smith, a tape of which Andy Bell has kindly supplied me with, and which has been playing throughout a great deal of the typing of the zine, which task draws to an end as I finish this line...