

# ROUND THE BEND

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NOW WHAT IF TENNESSEE WILLIAMS WROTE THE

## NESCAFÉ

ADVERTISEMENT?

SHE IS LAID BACK ON A FADED CHAISE-LONGUE GARBED IN CLOTHES OF NO KNOWN AGE. SHE WEARS A LARGE BRIMMED HAT WITH A LIGHT BUT IMPENETRABLE VEIL, ELBOW LENGTH LEMON GLOVES AND MATCHING SILK SASH. A HEAVY MASCULINE KNOCK IS HEARD AND HE WALKS IN. IT IS RAINING OUTSIDE - THE EYE OF THE STORM APPROACHES. HIS DAMP SHIRT IS OPEN TO THE WAIST REVEALING HIS SWEATY RIPPLING PECTORALS, OLIVE SKIN GLISTENING. HE CARRIES A CUP OF COFFEE.

HER: My, you sho'nuff frightened me. Another caller, and so soon? Of the nineteen gentleman callers I have had, not but one of them done no kindness like you, offering me such riches as yourself, riches that compare to youthful summers in a cherry orchard and long-forgotten might have beens, if only.....

HIM: You look mighty fine miss, kinda rich and exotic.

HER: In certain light perhaps, but not in this. Sweet young man....ah youth, cursed like Sisyphus, I wander from the cradle to the grave in eternal torment. Young man, familiar stranger, what do you bring?

HIM: Ain't nuthin' but a li'l ol' cup of coffee.

HER: (FLIRTING) Is it for.....me?

HIM: Sho'nuff is.

HER: Then I'll take it, but only, you understand, if it's Gold Blend. It will be some small comfort to me in my time of stress. (SHE LIFTS THE VEIL AND SIPS THE COFFEE FEYLY) Mercy me!! It's so hot on my secretive lips. Now, leave me so I can go on dying - I am tired - let me descend once more to the grave, asleep or half asleep!!

HIM: Well Miss, I guess I'll say g'night. That's if y'all don't mind or nuthin'.

HER: Of course my rugged adonis, goodnight. (HE LEAVES, SHE RECLINES BACK) Sleep. I must sleep. (SHE NOTICES A NOTE HE HAS LEFT ON THE SAUCER. READING IT TO HERSELF SHE SMILES.)

FREEZE FRAME. CUT TO COFFEE JAR AND STEAMING CHINA CUP OF COFFEE ON BED OF BOUGANVILLEA LEAVES. VOICE-OVER SAYS 'NESCAFÉ GOLD BLEND'

## ISSUE THIRTY-ONE

## JANUARY 1995

## 50P PLUS POSTAGE



"If the rules of Dippy are too hard for you,  
Just send in no orders, like the big pots do..."

## UP AROUND THE BEND

The thirty-first issue of this postal Diplomacy and other games zine is brought to you at the usual 50p & postage per issue, not by George Formby, but by

HAZ BOND, 50 Mayer Street, Hanley, Stoke on Trent ST1 2JD  
home phone: 01782 281106... work phone: hideously secret... work fax: 01785 228317  
with help from outside GM DAVID OYA, 24 Kingsway, Banbury, Oxon OX16 9NY. Players in his games should note that this is a hundred miles or so from me, so sending orders for 'Broken Face', 'Cactus' or 'Debaser' to Hanley is a b-a-d idea. RIGHT LOMAS?

**DEADLINE: thursday february 2 1995 (all games)**

### *waiting lists:*

DIPLOMACY: Ainsworth, Cockayne, Underhay\*, Adams, Marsden\*, 2-3 wanted?  
CONTRACT BRIDGE DIPLOMACY: A brand new variant, 7 wanted to playtest. See page 5.  
BREAKING AWAY: Cockayne, Cullender, Oya, Hall, Hollday, Downes =gamestart! See page 12.  
SOPWITH: Richardson, Cullender, Adams, Dickinson. 2 wanted  
BUS BOSS: Cockayne, Head, Breakwell, Downes = gamestart! See page 12.  
GRAND SLAM: Rules reprinted real soon now. Let's be having you.  
INTERNATIONAL TERRORISM: Rules herein. Four wanted.  
THE BONKING GAME: Everyone is playing this as of now, see page 4 for further thrilling details

Front cover: nicked from an old copy of *ff* magazine without the slightest remorse. More in this series to follow.

**CREDIT** remaining is written in this space, unless I've forgotten to \_\_\_\_\_

*Status Uncertain*: The following, I have a nasty feeling, are now debtors to a greater or lesser level, though I'm quite likely to be utterly wrong. Steve Howe, John Todd.

*Marshalsea Gaol*: The following are certainly running dangerously low on credit: Paul Norris, Keir Hodgson, Denis Jones, Edmund Morgan, Richard Walkerdine, Kim Head

*Last Chance Saloon*: ANDY COX, GARY LYON, TIM NEALE, ALAN (PAISLEY) COULTHARD and JEREMY TULLETT had better send cash pronto ...

*Goodbye*: David Tittle (finally succeeding in his bid to depart after trying for a year or so), Jeff Cattle.

Zine editors count pages as though they were gold coins, editors of A5 zines especially so. Editors of A4 zines merely have to get an even number of pages (or an odd one if they've got a cover), whilst A5 editors have to get a multiple of four, or a multiple of four minus one if they've a cover, or a multiple of four (minus one if appropriate) minus however many camera ready pages they have to hand already. gibber. And to think I have coerced poor young Oya into this habit. I bow my head in shame.

Well, if my sums are correct (and they rarely are) I have at least managed to concoct twenty pages, neither more nor less, and they await you if you read on.

(Aren't my editorials getting terse nowadays?) (Only joking, the real one follows.)

I fear that this issue is going to look like a complete rag-bag. Of course, the wise among you will already have sussed that that is exactly what U-Bend is, issue after issue, year in and year out (and speaking of years out, thank deity that 1994 is coughing its last as I type; I can well do without another such year in my life).

But this issue is going to feature a lot of stuff in a funny typeface (this one) and be done in fits and starts up and down the country. At the moment, for example, I am sitting in Honiton, Devon, in my father's study, and using the IBM 196c to do a fanzine with for the first time in at least three years, and certainly for the first time as regards this rag. The reason? Pure and simple, there is nothing better to do in Honiton, at my parents' house or otherwise.

So I intend to churn out as many pages as I can whilst here, and then at least I shall feel as though my time here is not entirely wasted (until you all write in to tell me what a pile of garbage all the text in this typeface is, at least).

I suspect that I hear a few voices out there murmuring under their breaths to the effect of what a sad case I am to be doing this at such a time of year, when all right-thinking types are down the boozier getting legless, or ding-donging merrily on high, or gleefully ripping paper from parcels, or something. My rejoinder to any such:

- a) I know nobody in Honiton save my parents, and nobody knows me (Mum and Dad having moved here less than four months ago)
- b) my seasonal prezzies consisted mainly of functional clothing (much of which will probably prove non-functional in my case), save for a bottle of wine from one of my workmates
- c) as a good atheo-pagan I pour scorn on commercial Christmas anyway
- d) bah, humbug. Also bah, winegum, and bah, Pontefract cake for good measure.
- e) even the television is rubbish. I watch more television in my occasional weekends at my parents' than I do in the rest of the month put together -- honestly. Once more I say, there is nothing better to do in Honiton.

Christmastime is even worse than the rest of the year for this, because there are so many more dreadful films for my father to plonk himself down in front of and refuse to stir. I should think he's seen True Grit at least eight times now (I may be doing him an injustice here, and it may be a mere seven, but the principle remains the same).

To date (Boxing Day evening) the only thing on the box worth watching has been a pleasant surprise in the form of Rowan and Martin's Laugh-In, which I tuned in to only because I dimly remembered Harlan Ellison being extraordinarily nice about it in his book of teevee criticism, The Glass Teat. It proved to be another rag-bag, but triumphed for me because of the sheer good nature of the whole thing and its willingness to take a crack at any target which stuck its head above the parapet. I mean, which other American show would dare to include a routine featuring Peter Sellers explaining cricket to a straight-woman, and by extension an audience, which could be assumed never to have heard of the poxy game? I'm amazed that it lasted long enough for there to be enough shows to compile the Best-Of (which this broadcast was) from.

I'm also amazed that they showed it at this juncture, given the topicality of much of the material. Examp1-: Lily Tomlin playing a telephone employee querying a subscriber about their bill. "Excuse me, sir... how do you spell Milhaus"? Well, how many people do you think would identify the sketch's target from that info alone nowadays?

Yes, I have very probably spelt Milhaus wrong myself there. This Proves It.

Note: also 'examp1-' [sic]. Pete Doubleday, of whom more elsewhere this issue, regularly used to complain about how his typer used to inflict this on him purely because its little electronic brain couldn't keep up with the speed of his dope-crazed fingers. I can, it seems, type just as fast as Cerebus-features without the use of a safety net or mechanical assistance.

Damn it, one gets used to the luxuries of technology. Correction ribbon despite, this old warhorse just ain't the same as a word processor. I miss not being able to glance downward and tell how many more lines I have to spew forth to reach the bottom of a page. This is a particular nuisance this time, as for logistical reasons I really have to make sure that any material I prepare here comes in neat units of one page. As I think this one just has...

## THE BONKING GAME

As intimated earlier, you are *all* in this one, and no amount of pleading or bribery will get you out. The rules, like your editor, are simple

- 1) Every recipient of the zine is automatically a player
- 2) Every turn, players must order one of the following *Bonk* another player, *Self-Bonk*, *Hide*
- 3) A player who is bonked is eliminated from the game, unless they have hidden
- 4) A self-bonk also eliminates the person bonked
- 5) Hiding protects you from *one* bonk per turn (two or more and you have been discovered, dragged from your cover, and thoroughly bonked) Hiding is for wimps and sissies, and as such may not be ordered twice consecutively
- 6) Press and graphic descriptions of bonking orders are welcome
- 7) A player who NMRs is considered to have self-bonked, as is a player whom the GM deems to be taking the game too seriously
- 8) The last player alive is the winner and is declared Bonking Champion of U-Bend

Very well, amigos and amigas, the hit-list for you to choose from initially is as follows

Duncan Adams, Stephen Agar, Edward Ainsworth, Simon Amos, Andy Bell, Pete Birks, Haz Bond, Ian Bowen, John Breakwell, Sue Breakwell, Geoff Brown, Fiona Campbell, Peter Charles, Paul Cockayne, John Colledge, Sarah Collins, Danny Collman, Kath Collman, Alan (Nottingham) Coulthard, Alan (Paisley) Coulthard, Andy Cox, Rob Cullender, Simon Cutforth, Stuart Dagger, Kay Dekker, Anthony Dickinson, Steve Doubleday, Ryk Downes, Martin Draper, Neil Duncan, Michelle Duncan, Peter Dunnett, Allan Gordon, Esme Grant, Steve Guest, Vick Hall, James Hardy, Ian Harris, Mick Haytack, Kim Head, Keir Hodgson, Bob Holliday, Steve Howe, Denis Jones, Nick Kinzett, Dave Lomas, Tim Lomas, Gary Lyon, John Marsden, Sam Mason, John Miller, Rob Moore, Edmund Morgan, John Morgan, Kris Morris, Tim Neale, Kate n'ha Ysabet, Paul Norris, Bill O'Neill, David Oya, Nicholas Parish, Alan Parr, Michael Quist, Alex Richardson, Peter Ritchie, Mark Stretch, Dave Tant, Guy Thomas, John Todd, Chris Tringham, Jeremy Tulleit, Bill Turner, Mark Underhay, Richard Walkerdine, Kevin Warne, John Wilman

+ Bryan Betts, Scott Mackay

Yes, I am playing, damn it I already have my Turn 1 order on file

This game, so far as I'm aware, was first played in *Morrigan* of blest memory, and has also been tried elsewhere. It is, of course, from the same school of thought that gave us Hit, Sea of Despair, and Barmy Battleships

Aha, a small unclaimed space. This issue has not been an easy one to put together, though I still enjoy it. I have been known to claim that producing a zine becomes a habit, easier to do than not to do, after a while. I am coming to the conclusion that someone who produces a zine to a formula may find this, but to someone such as William Whyte, or not to put too fine a point on it, me, who slings in no end of variegated stuff, the habit is less easy to relax into.

It is well known that the hobby has or has had two Steve Joneses, and two Richard Scotts, and no end of Richard Youngs, but for there to be two Alan Coulthards is rather pushing it. There are, though, which I found out the hard way by seeing a COA for the 'other' one and sending U-Bend to it in a fit of efficiency. Statisticians should note that Alan I Coulthard (Nottingham) played in Mad Policy (England, 1985 and Germany, 1987 vs Murphy, Willey and Chapman), Eclipsor (France, 1989 vs Richard Williams) and Ac-Mong 'Lance' - all dates approximate. This presumably makes the Paisley fellow Alan II, of Springboard and anywhere else not mentioned. *Aren't* stats fun?

It does seem, then, as though I'm certainly to take on the post of Miller Number Custodian for the UK hobby, in which case I have a slightly embarrassing admission to make (no, not that, Stephen!) To this date, I have never yet designed a variant of Diplomacy off my own bat.

This being so, I think it's about time I did so; and without further ado I present, and open a waiting list for,

CONTRACT BRIDGE DIPLOMACY

- 1) All normal rules of Diplomacy apply except as specified below.
- 2) With their Spring 1901 orders, each player should submit to the GM a number of supply centres ranging from 1 to 17.
- 3) Play then continues in the usual way, to an 18 or more centre win, a concession, or an agreed draw.
- 4) However, if at the end of the game any player controls exactly the number of centres they specified at Spring 1901 in the last build season, the usual result is cancelled and the game instead declared a win or draw between all such players.
- 5) Players in anarchy are not allowed to win under rule 4!

That is the basic idea, anyway. I do think we have at least the germ of a playable and interesting variant there, though I suspect fine-tuning may be called for. I've already bounced some ideas off Stephen Agar for the variant, which have resulted in the outlawing of the bid of zero centres (otherwise everyone would bid it, and nobody would dare eliminate another player).

'Contract Bridge Dip', you ask? Because that was where the original inspiration came from, and because it seems as though the vast majority of the Hobby plays bridge (yes, yes, Mr Wilman, I know). And I already know that the rules above probably owe more to the board-game Dune and the Benny-Guesswhat or whatever they're called in it. I never could read those books.

I might add that, like Neil Duncan's Plague module, or Stab or Gunboat, the bidding idea can also be tacked on to most other variants. I do not advise Contract Bridge Mercator, though I wouldn't bet against Duncan not being daft enough.

I am still, of course, open to the idea of running most variants in U-Bend should the punters demand it; they would help swing the balance of the zine towards Diplomacy, which (incredibly enough) is where I want it to be. The only variant I really will not countenance is Gunboat, against which I have strong moral objections, and anyway if you want to play Diplomacy without diplomacy there are always openings elsewhere. However, a game or two of the classics such as Stab or Aberration would go down a treat; the same goes for Woolworth IID, which has the added attraction of requiring only five players, and at the moment I do seem short on fans of Dippy and variants as opposed to multi-gamers.

I have no objection to non-Dip games, but ideally I'd be running about as many as I am now, just with an extra half-dozen Dippy/variant games as well. To that end I think I shall start going on the prowl with this issue and start sending out speculative copies again to players whom I know are fair bets, if they join the fold, for a game of Dip. And to those of you already here, if you feel like another gamestart of what started this great hobby, be a pal and make it me who gets sent the preference list.

To be frank with you I really need more paying subbers anyway; my circulation isn't unhealthy, far from it, but of my readership, I think more are traders and less readers than almost any other zine I could name. Again, I don't want less trades, as I love zines -- I want more subscribers. Just a couple of dozen reliable Dip players aboard the good ship U-Bend would be a New Year gift that would make my face break into a smile.

# QUID IN ALVEOS ACCIDET

## hobby news

Well, Mission from God finally came out, but quite frankly I reckon it would have been as well for the hobby in general, and for Peter Sullivan's reputation in particular, had it not done. Anyone who paid a pound for these sixteen outdated, overvalued pages must have a case for claiming their money back. I don't think there can have been such a bad issue of a hobby listings zine since Twenty Years On was prised from the spawined fingers of Ian Shaw

Now I like Pete, he is one of the best, and that is why I feel free to lambast the poor sod MfG under his rule has scarcely been anything to write home about, and its future, under whomsoever it be, cannot help but be brighter, assuming it comes out at all

What's up with it, then?

To kick off with, it misses me out entirely. No wonder I'm mad. I grant you that at the time it was written, over the summer, I must have looked like a fair bet for a fold, but that was then and this is now, and there's no excuse for out-of-date coverage. MfG is a snapshot of the hobby at the current instant, or it should be, this issue is more like a sepia photo from a Victorian album.

Well, at least I have a decent subber base and an established place in the hobby, and it could be argued that I need no MfG plaudits to continue my merry way. If I were Paul Cockayne, though, I would be biting the carpet, for he too is omitted from the lists without a word of explanation – and this is an editor of a young zine (I nearly typed 'young editor' there, but anyone who listens to that much jazz. ) and as such, by definition, needs the good publicity that MfG can provide. There may be others missing too, I haven't checked with a fine-tooth comb.

As a consolation prize, mark you, we are given a detailed review, down to the last waiting list, of Candle, which is a Mensa-only zine and thus of only tangential relevance to the majority of MfG readers – at least until or unless Frank Blades does a Mick Bullock and launches it into the mainstream.

As I said, I like Peter, and I think I would rather forget about his last MfG entirely and remember the warm glow produced by umpteen issues of CMag and presence at Manorcon as largest-looming member of the committee. Our squeaky-clean blond boy has definitely taken off his open-toed sandals to reveal feet of clay, let's help him put them back on again and pretend this unfortunate departure from his normal quality just never happened.

Megalomania reports that MfG's future is still far from definite. Plans were made at Midcon for a trio (Chris Tringham, Kim Head, Neil Duncan) to take it over, but since this Neil has stated that he would be happier as a contributor than as an editor, and Kim feels that it is best done by a single editor rather than a committee. Tringers or Kim, then? I would lean towards Kim on this one, and reading between the lines in Meg I rather think that Chris does too.

Kim is talking about a bimonthly or quarterly MfG that would trade as well as taking subbers. This would be a new method of running the beastie, but since Kim, unlike every other editor since it began, has no regular zine as well (unless you count her football thungummybob) could trade without the difficulty and lack of economy whereby Bowen, or the Keys, or Pete Sullivan – or Tringham – would have to send MfG and their gameszine too in return for just one trade copy from other editors.

More news as it happens, of course, but I reiterate that I would love to see what Kim Head could do with Mission from God. She is intelligent, articulate, has her head screwed on the right way, is a dependable orderer in games, and understands the nature of the hobby and just why MfG and such services are important. She has my support if she chooses to go for the post.

John Miller announces that the Gladys Awards nomination deadlines are 31 January. Send your opinions to him (259 Leek Road, Shelton, Stoke on Trent ST1 2JD) for the following: Best Zine, Best New Zine, Best for Dip and variants, Best for Other Games, Best for Hobby News, Best Lettercolumn, Best Looking Zine, Most Regretted Fold, and Best GM. Given the lacunae in my appearance over 1994 I can scarcely hope to grab a gong in this race, though the Hobby News one is traditionally one where I do well – and the next item is rather a scoop, I do believe.

**ZINE POLL WINNER** is not yet announced but misdirection aside there is some news to be gleaned from a telephone chat with Ryketty Downes. It would seem that we have 33 qualifying zines this year, and that there is no

daylight to be seen at the top when it comes to separating the winner from runner(s)-up. Which zines are in the running is, of course, a matter which Mr Downes is correctly keeping under his hat until the February York hobbymeet, when the returning officer for Zineland Central will reveal all. A recount is expected.

Ryk has some fairly radical plans for next year's poll, too, and I must say that the main one is so obvious that I'm amazed nobody has come up with it hitherto. The 1995 poll will be announced at Manorcon, and the results broadcast to all and sundry at Midcon, facilitated by Ryk's taking his rinky-dinky little computer along to the convention. Votes will be accepted at Midcon itself up until Saturday evening, and thus Ryk avoids the situation of his knowing the winner weeks in advance and dodges questions of late votes, etcetera. The only mild drawback I can see in this scheme comes from my knowledge of science-fiction fandom, where a similar method holds sway, and at the convention the administrator can be seen going round with a ballot box and voting forms, followed shortly by a gaggle of editors and writers telling people just how to fill out those forms they were just handed (I know, for I was that administrator). Strict polling-booth rules would seem to be indicated.

Richard Walkerdine seems concerned that the Hobby Development Fund is not being used to its full extent, and that over £300 is lying fallow. It's my belief that so many hobby figures spend money from their own pockets to do what they do that this fund is not called upon as often as it might be. Well, I tell you right away that, penurious as I am, if I had any ideas for doing anything fancy with Miller Numbers that requires spending cash, Walkerdine's money rather than mine would be the ideal. However, here I am nearly a week into my custodianship and I haven't a single variant that needs a number yet! Grumble, mutter.

## STICHOMYTHIA: THE LETTER COLUMN

*Mark Underhay  
Holland on Sea*

Life without U-Bend was meaningless, so to read Allan Gordon's remarks that you should have trashed all the games and started again made my blood boil. For all the time and effort put into the current games by all the players involved over the past few years to be just wasted does not make sense. But then, looking at Allan's position in 'Dredd', it is easy to see why he should suggest this, perhaps he should concede the game to Peter Dunnatt (France).

*Allan Gordon  
Chingford*

Let me say right off that I don't buy all of your comments from #30 regarding game-scraping. I don't believe that I was the only one to hold this view. I reckon others thought the same but were too wimpish to speak up. And neither would you have packed it in as you say - you're far too bloody stropky.

[[This conversation will now be closed, since 'Dredd' is over and Allan has resumed ordering in 'Ximenez' (where he holds the joint lead!) Mark, you are a dear and flattery will get you everywhere; Allan, believe you me, I may be stroppiness personified, but I am also the original compleat lazy bastard, and U-Bend just would not appear if the games didn't spur it on. I know myself and my habits better than you do, believe me.]]

*Sue Breakwell  
Reading*

Bowen's self-explanatory. Hmm. Well, you know when you form a mental picture of the people you write to and then you see a picture of them and think 'Argh! I never imagined you to look like that', and then you meet people and think 'Argh! I thought you'd be completely different'. My mental picture of Iain is a bit altered by John having known him at Uni, so I don't want to comment. I'd love to meet more of the people we write to. We don't tend to get to conventions due to the cost of both of us going. I don't really like Diplomacy which doesn't help much. Having said that, when we do play FTF I usually last longer than John. Must be something to do with being female, I suppose.

In issue 30 your personality shines through like it did for the first few issues, does this mean that a female influence actually stopped you from writing in a certain style? Or am I completely wrong in this? It worried me for a while, as I guess I have an effect on Green Goblin and it's also probably better off without my influence.

[[Go to the top of the class, that student. My style is indeed much more my own without a certain figure looming over my shoulder all the time. I'd love to meet you and John, and as I spend plenty of time in Oxford and have friends in Tilehurst (where I saw the New Year in with champagne) it ain't impossible...

As for your FTF diplomacy, you don't by any chance make a habit of playing against Neil Kendrick, do you?]]

# self explanatory

Mark Stretch

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

Think 'God it's too early!' Mornings are made to be slept through. Any sane person wakes up in the afternoon.

What was the first fanzine you received?

Springboard, having sent off the flyer in the box. Springboard apart, the first zine I subbed to was Cut & Thrust.

Which book do you wish you had written?

The Discworld novels. I wish that I could be as humorous as Terry Pratchett. Unfortunately, as most of you know, I have no literary talent.

What zine do you most wish you had produced?

What other answer can there be but Dolchostoss? 190+ issues since 1972, and 5 times a Zine Poll winner ('74, '75, '78, '91, '92). What more can you say?

What is the best piece of advice you've ever received?

Oh, a toughie - probably something simple like the Green Cross Code or I would have been dead a few thousand times by now.

What is your most treasured material possession?

This goes to my ManorCon Acquire trophy from last year as it allows me to wind Mark Sheham up very easily.

Who was the last person you slept with?

Well, if you believe Diplomacy press, then the panda. If you believe Toby Harris, then Nick Parsh. All I can say is "You might very well think that, but I couldn't possibly comment."

What do you think of the weather? Not too bothered by it.

When did you last cry and why? After all hell broke loose due to the decision on flatmates for 1994/5.

What characteristics do you think you've inherited from your parents? Punctuality, efficiency and incompetence.

What's the biggest myth about fame? How am I meant to know?

What are you like when you're drunk?

I usually end up getting fairly quiet and become engrossed in my own thoughts, though I'm sure that TurboNick will write in and tell you what I'm really like.

Who would you have play you in a film? Leslie Neilson - who else is mad enough?

Pick five words to describe yourself. Intelligent, suave, sophisticated, sexy, liar.

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

The one that springs to mind is the thought that I'd be stupid enough to go out with Miss Johnson. Please credit me with more sense.

What's your most unpleasant characteristic?

Playing against Toby Harris at Manorcon and trusting him, despite the way he's stuffed me in so many previous games.

What is your greatest fear? Deaths of family/friends.

What ambitions do you still have to fulfil? To win ManorCon and get a decent bridge partner.

Are you afraid of failure? Not especially. If I make a decision, I'm happy to stick by it even if it leads to trouble.

What do you never leave home without? Wallet, keys, credit cards and pen, except when I forget which isn't too often.

Who is your best male and best female friend?

Andy Brown for the first (who most of you don't know), 'The Lady' for the second (who some of you know via Dip press).

Who would you most like to meet? God - to see if he exists.

What are the last three books you read? Forward the Foundation (Asimov) 2001 (Clarke) Johnny and the Dead

(Pratchett). Since you ask, yes, I do read a lot of sf/fantasy.

What are the last three records you played?

A Kind of Magic (Queen) - on at the moment Invisible Touch (Genesis) Changes Bowie (Bowie)

What music would you have played at your funeral?

These are the days of our lives (Queen). Not original, but a classic nevertheless.

When you look in the mirror what do you see? Myself. Stupid question really.

*Thanks, Mark. Credit cards? What's a student like you doing with them? I don't know, these Oxbridge types*

**DAVID OYA WRITES** I think you'd be better off using a mono-spaced font for my bits. Or I could send them camera-ready if you'd prefer.

*Well, here I am, art and design librarian and I was thinking I was using a mono-spaced font, or at least not a proportionally-spaced one which I assumed meant the same thing. Help! I'd sooner the reports came on disc as then I can slot them in in such a way as to get the page breaks right (you mean you never noticed how few games are split between pages in this zine?) but I'm open to suggestions. End of spacefiller*



# **INTERNATIONAL TERRORISM**

a game of postal er you tell me, by Pete Doubleday  
First published (presumably) in *The Thing on the Mat* these rules from *Mica 10*

The object of the game is to kill as many American tourists as possible. Each player is in charge of an international terrorist organisation which they name themselves, as through planting bombs and airport sieges these groups vie with each other to see who can kill the most tourists and thus win the game.

**The Terrorist Cell** Each organisation begins the game with one cell, which they place anywhere on the Diplomacy map where there's a supply centre (the game is not based on Diplomacy, but it's easier to use an already drawn map). They may also acquire other cells, which are also placed on a supply centre. Cells are used both to store bombs and to commit Outrages. Outrages come in two forms: the placement of bombs or the hijack of a plane. Bombs are used to destroy tourists anywhere on the board, although they have less chance of success the further away from the cell they are. Hijacking a plane (see Airport Sieges) is the *only* way to attack tourists who have just landed as a plane-load on the supply centre of your cell, this is their only use.

**Gaining new cells** is only possible as follows. For every turn that all a player's outrages succeed, that player may have a new cell in a centre of their choice. If at any stage there is a conflict over cell placement, i.e. two organisations trying to place a cell on the same space, the winner is determined by lot and the loser chooses another supply centre (preference lists are therefore a good idea).

**Knocking out cells** may be necessary before placing your own, or out of sheer hatred of the sell-out running-dog capitalist lackspitfire who owns that cell. In either case the approved method is to inform the CIA that that cell is responsible for the murder of tourists at the beginning of next turn the US Navy will shoot him out of the state sponsor of that cell, incidentally killing any tourists who may happen to be wandering round the sponsor's turf at the time, and to preserve itself from further attack, the sponsor will send in its secret police to liquidate the cell and all its bombs. Informers are protected by absolute secrecy, the first inkling the cell will have that it's been ratted on is when the secret police kick the door in. However, there is honour amongst homicidal maniacs and bigots, you cannot lie to the CIA. The cell snatched upon must actually have been responsible for the outrage. You can only inform on one cell per turn.

**The Sponsor State** As we all know, terrorism cannot survive without state sponsorship. The four state organisations responsible for the carnage in *International Terrorism* are:  
For TUNIS *The Terribly Smug And Incidentally Extremely Rich Bedouin Oil Millionaires* (This acronym is pronounced the way a camel spits)

For SYRIA *The Certifiably Insane Religious Maniacs, Allah Be Praised* (Anyone found pronouncing this acronym, which is a holy word, will be stoned to death)

For PARIS *Quebec Libre, La Belle Nation du Nord, Un Peuple Epuissant Qui etc etc etc* (There is an acronym but the French don't use it. As usual they just gabble out the whole meaningless titling so fast you can't understand a blind word)

For IRELAND *Sinn Fein and Unionists Allied Against Hillsborough* (Nobody in Ireland bothers with an acronym because they don't know what one is)

The participation of these sponsors is limited to providing bombs and occasionally being blown sky-high by the US Navy. When they are attacked by the Navy on the next turn they are unable to supply bombs to any cells at all. At the beginning of the game there is a stockpile of twice as many bombs as there are players. This stockpile is shared out equally between the four sponsors (if there is an odd number of players, Syria and Tunis get one more). Players send in preference lists to be supplied with bombs by whichever sponsors they prefer. Bombs are not transferable between cells. Players may split their allegiance between sponsors, taking one bomb from each (for example) but may not transfer allegiance from one sponsor to another in any way.

Sponsors are assumed to have an infinitely elastic supply of bombs to cope with future demand. Therefore, if (under the siege rules below) they are required to provide one more bomb for a player, they can do so without any effect on their other clients. Every turn they manufacture just the right number of bombs to re-supply their various clients.

**Airport Sieges** When a plane-load of tourists touches down on a supply centre occupied by a player's cell, the player may (but does not have to) order an airport siege, in which their cadres of loyal revolutionary uncompoops condemn themselves to certain death in a greater cause, namely, getting more bombs out of the stung buggers overseas. For every turn the brave lads are holed up in the plane, the player receives one extra bomb from the sponsor of their choice. However, each turn there is a chance that the US Marines will move in on the hapless freedom fighters. This is checked by a simple die roll for each siege, the chance of the Marines arriving is one-third. If they do

attack the terrorists throw again on a roll of 6 the lucky cell has hit the jackpot and managed to blow up the plane, the tourists, the Marines and themselves. Otherwise the Marines stomp every terrorist on the plane with no losses. In either case the cell is removed from the board immediately.

**Tourists** are of course, the point of the whole thing. Being predominantly lower-middle-class and pathetically badly educated as far as the outside world goes ("Gee, Elmer, doesn't the Leaning Tower of Pisa look like an ice cream cone?") they have no idea what they're doing, and mill around more or less aimlessly. They land in planeloads, and move randomly after that, sticking together in coach parties made up of the original planeload but shuffling to an adjacent province next turn.

To determine how many tourists land, throw a die. This tells you how many countries they will land in; the GM determines randomly which ones these are. Note that American tourists never land in Russia, on the grounds that they still believe it is run by that nasty man who bangs his shoe on the rostrum in the United Nations and peopled by fat oafs who all own big pointy missiles. However, once landed, they can be persuaded to go over the frontier while mistaking it for Norfolk, Rio de Janeiro, or even, with a little ingenuity, Hawaii.

Once it is fixed how many countries are being graced with the Golden Dollar this turn it must be determined how many tourists are arriving in each one. The GM throws a die again to do this, so there will be one to six. Now see whether they land in one place or more. This is a little more complex: subtract the number of tourists from seven, roll a die for each supply centre in the country, and if the result is greater than or equal to the number, that centre gets a share of the tourists (if no centre gets any, roll again for all). The tourists are shared out as fairly as possible.

**Bombing** How to kill an American tourist. You don't need to use any or all of your bombs on a given turn because you can stockpile them. Any that you wish to explode are ordered into the relevant area. A bomb placed in a supply centre where a cell is located, by that cell, has a 100% chance of exploding successfully. One province away and it's a 5/6 chance, two away and it's 2/3, etc. Any bomb that explodes takes all the tourists in the province with it to the great armoury in the sky. If more than one bomb is placed in a province, they are exploded by order of precedence. First, the bomb of the nearest cell goes off, ties are split by the bomb of the earliest established cell, then the cell with the nearest 'back-up' cell (for moral support, revolutionary singing etc.), then by lot. Yes, more dice than you can shake a plastic cup at.

**Special Events** What with all this unholy activity around, it is becoming difficult to attract even the stupidest American tourist to Europe. So the six countries will be putting on one special event each.

In Austria Kurt Waldheim will give his special impression of Jews in public.

In England Charles divorces Diana, with videotapes of him and Camilla available for anyone who drops by.

In France Jacques Chirac will be providing one long-haired hippie to each patriotic red-blooded American tourist to guillotine in Eurodisney for Unnatural Living.

In Germany Chancellor Kohl will be selling commissions, complete with uniform and all the relevant paraphernalia, in the wartime Waffen SS to any American who might happen to be interested, purely for historical purposes, honest.

In Italy Sophia Loren will perform a public striptease in St John's Square while the Pope leads the audience in a rousing chorus of all the rudest rugby songs he can remember. Communion wine and little cheesy biscuits will be served during the intermission.

In Turkey something horrible will be going on involving little boys, meat-tenderisers and a chilli enema, but we will draw a veil over the exact details for your own good.

At most one event happens each turn. 6 Americans automatically land in a single planeload in that country in place of the normal die roll. An event is triggered by the last turn being a record for attempted outrages. There is always an event during the first turn. Events do not repeat.

**The Game Ends** when all the tourists on the board have been killed. At this point they all go on holiday to Yellowstone Park in campers instead of imbibing Euroculture. When all six events have occurred, no more planeloads of tourists arrive.

**Gameturn/sequence of events**

- 1) Informers scurry to the local IRA (this is not allowed in turns 1 and 2)
- 2) Sieges are declared
- 3) The navy shoots hell out of anything it is ordered to
- 4) New bombs are put into stock
- 5) Bombs are planted and exploded, and sieges declared
- 6) New cells are placed
- 7) The Marines appear in slightly dented Navy helicopters
- 8) The tourists move on to pastures new
- 9) Event, if any. New tourists land

# SITZKRIEG

THE GAMES SECTION

## GLIGORIC

Bus Boss

Gamestart

South Wales map should, I hope, be enclosed for these intrepid men gamers

Paul Cockayne, 18 Henry Road, West Bridgford, Nottingham NG2 7NA

Kim Head, 23 Higher Efford Road, Efford, Plymouth PL3 6LB

John Breakwell, 5 Church Road, Woodley, Reading RG5 4QR

Ryk Downes, Sharic, 63 Hurst Wood Road, Saltare, Shipley, W Yorkshire BD18 4SW

Colour preferences, the traditional silly acronym, and first purchase of route for next deadline, s'il vous plait  
Anyone wishing to come in late may find there's room for a fifth if they contact me directly and ask nicely

---

rochampton juice

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## HUBNER

Breaking Away

Gamestart

Yup, another one, but please note that this time the GM will be done by mine own fair hand, rather than David Oya's greasy mitt. Take your places, gentlemen.

Paul Cockayne, 18 Henry Road, West Bridgford, Nottingham NG2 7NA

Rob Cullender, 58 Springwell Lane, Mallory Croft, Whetstone, Leicester LE8 3LT

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

Vick Hall, 115a Offord Road, London N1

Bob Holliday, 6 Rooke House, Bishop Street, Portsmouth PO1 3DF

Ryk Downes, Sharic, 63 Hirst Wood Road, Saltare, Shipley, W Yorkshire BD18 4SW

For next deadline I require your starting configurations, with names for each rider and your team. Remember that rider A must add up to 30 with 3 or 4 cards, and B to 25, C to 20 and D to 16 with 3 each.

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she was a winner who became a doggie's dinner,

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## ALEKHINE

Nuclear Holocaust

Not 2006AD

Heldover for two reasons. In the first instance, I have but one set of orders, Alan Coulthard's - well done, that man. Rob Moore's orders this issue were late and forgot this game entirely, and messrs Bell and Brown I have naught from, so we shall overlook this if the miscreants come back to the fold next issue.

This does, at least, give me chance to instal a replacement player in the sylph-like form of Anthony Dickinson. Tony, you may call your country Insula Vectus, or Greenham Pleasant Land, or whatever you wish, rules and your card holdings should be enclosed herewith, and may you make a better fist of the position than its previous two occupants did.

Anthony lives at 67 Little Lane, Purston, Featherstone, W Yorkshire WF7 5DN

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to be quite frank, my ego shrank and started to walk the plank

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# FISCHER

Railway Rivals RR????AG

Setup

Aaaaaand . in ther red cornah.

Starting at ROSARIO

STONED/red Duncan Adams, 31 Bruce Street, St James, Northampton NN5 5BQ (whassit stand for?)  
Dago Railways Of Paraguiya/purple John Breakwell, 5 Church Road, Woodley, Reading RG5 4QR  
Clever Hordes Of Cannibals Are Horrendously Over Liked In Chile/chocolate  
Fiona Campbell, 75 Powis Terrace, Aberdeen AB2 3PY

Starting at SANTA FE.

Juddering Ungodly Demonic Gargantuan Engines Emitting Noxious Green Loathsome Impurities Smell  
Horrible/black David 'Ever So Witty' Oya, 24 Kingsway, Banbury, Oxon OX16 9NY  
I Don't Like Engines Near Our Track/green Peter Ritchie, 241 Days Lane, Sidcup, Kent DA15 8JX

Starting at BUENOS AIRES

The Blue Nose Special/blue John Colledge, Dunroch, 24 Brunstane Bank, Edinburgh EH15 2NR

Rolls for the first round are 6 - 6 - 2.

Second memo to self you really *must* send this issue to Tony Robbins!

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so ill bred

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## DREDD

Diplomacy 91DC

Autumn 1913

RUSSIA WINS A BATTLE, AUSTRIA WINS A BATTLE. France wins the war

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

A(Ven)-Trn\*, A(Vie)-Gal\*, A(Trn)-Bud, A(Bul)-Rum\*, A(Ser) S A(Trn)-Bud, F(TYS)-ION, F(Rom)-Tus, F(ION)-Gre

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

F(GOL)-TYS, F(WMS) S F(Tun), F(Tun) S F(GOL)-TYS, A(Pte) S A(Tus)-Ven, A(Bud)-Tri\*,  
A(Tyr) S A(Boh)-Vie, A(Boh)-Vie, F(MAO)-NAf, F(NAO)-NWG, F(Nwy) S F(NAO)-NWG\*,  
F(NTH) S F(Nwy), F(Den) S F(Swe), F(Swe) S F(Nwy), A(Tus)-Ven, A(Bur)-Mun, F(ENG)-MAO.

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

F(BAR) S F(SKA)-Nwy, F(GOB)-Swe, F(SKA)-Nwy; F(AEG) S A(Con)-Bul, A(Con)-Bul,  
A(Gai) S A(Rum)-Bud, A(Rum)-Bud, A(Ukr)-Rum, A(SiP) S F(SKA)-Nwy

Retreats Austrian A(Ven)-Rom, A(Bul) & A(Vie) die, French A(Bud) & F(Nwy) die too

### Press

*The Gingerbread Man* "Run! run! as fast as you can. You can't catch me AAARRGGH! I'm cotched!"

Congratters to Ol' Wide-mouth. though it will be interesting to hear how Tatty Bear can justify any of the crap he's played.

### Adjustments

A Ven, Vie, Trn, Bud, Bul, Ser, Rom, Gre, Nap = 6

F Den, Bre, Mar, Par, Edi, Lon, Mun, Bel, Hol, Spa, Por, Kie, Ber, Tun, Lpl, Nwy, Ven, Vie, Swe = 18

R Swe, War, Mos, Con, Smy, Sev, SiP, Ank, Rum, Nwy, Bul = 10

So Peter Dunning scores the first outright win in U-Bend regular dippy and is duly congratulated.

Game-end summaries for next issue, please - that goes for Messrs Ritchie and Charles too if they like, and if they can remember back that far

ANKARA (John Miller) A(War)-Mos  
 BELGIUM (Peter Rutchie) A(Hol) H  
 BULGARIA (Vick Hall) NMR! A(Bul) H w/o  
 DENMARK (Peter Dunnett) F(BAR)-Den {no such unit}, F(BAL) H w/o; F(Nwy) H  
 KIEL (Duncan Adams) A(Mun)-Kie, F(Ber)-Kie, A(Kie)-Den  
 LIVERPOOL (John Morgan) NMR! F(NTH), F(ENG), A(Yor) H w/o  
 MARSEILLE (Guy Thomas) A(Pic)-Bel, A(Bur) S A(Pic)-Bel, F(Por)-MAO, F(MAO)-Bre, F(Spa/sc) S F(Por)-MAO  
 ROME (Alex Richardson) A(Sil)-Boh, A(Ven) S A(Rom), A(Rom) S A(Ven)  
 SERBIA (anarchy) A(Sev) H w/o, d/l and d/b  
 SPAIN (Edmund Morgan) NMR! F(ION), F(Gre) H w/o  
 SWEDEN (anarchy) F(SKA) H w/o  
 TURKEY (Neil Duncan) A(Ank)-Con, F(Smy) S F(Con)-AEG, F(Con)-AEG  
 VIENNA (Allan Gordon) A(Ukr) S A(Rum)-Sev, A(Rum)-Sev, A(Gal)-Rum, A(Vie)-Tri, A(Tri)-Ser  
 WARSAW (Peter Charles) A(SIP)-Mos

Press

Strauss Did someone make an overture last month? other than me, I mean. If so, you'll have to speak a tad louder - I'm getting a touch of the Beethovens due to all these bloody fiddlers scraping away!

Neil - Edmund I'll run one of your bloody variants in TCP if you'll bugger off!

Build Centres Denmark plumps for Swe, whilst Warsaw tried to declare SIP again

Adjustments

Ankara	Mos War	= 2 Builds A(Mos)	Belgium	<u>Bel Hol</u>	= 1 n/c
Bulgaria	Bul	= 1 n/c	Denmark	<u>Den Swe Nwy</u>	= 2 n/c
Kiel	Kie Mun Ber <u>Hol Den</u>	= 4 Builds A(Kie)	Liverpool	Lpl Edi Lon	= 3 n/c
Marseille	Mar Spa Par Bre Por <u>Bel</u>	= 6 Builds A(Par)	Rome	Roin Nap Ven	= 3 n/c
Serbia	Sev	= 0 OUT	Spain	Tun Gre	= 2 n/c
Sweden	Nwy	= 0 OUT (lose F(SKA))	Turkey	Smy Con Ank	= 3 n/c
Vienna	Vie Bud Tri Ser Rum <u>Sev</u>	= 6 Builds A(Vie)	Warsaw	SIP	= 1 n/c

hard shoulder narrows

ZIMMER

Sopwith T216UB

Turn 9

ACCIDENTAL DEATH OF AN ACE Or was it suicide, Inspector?

Pilot	Starts	Moves	Ends	A.D.P
3 <u>Florence</u>	P17/NE	A, A, RT and flies off!		18
ACE Rob Cullender				
6 Boring Boris	J16/SE	A, A, A		09:06.21
Ian Harris				

Clouds Who cares? Boris gets Florence's last damage points, plus five bonus for being last in the air, so let's go straight to the game summary, Brian.

ZIMMER (T216UB) Start issue 21 (June 1993) End issue 31 (January 1995)

A. RED BYRON (Alex Richardson)	Obscured by clouds Turn 6 Move 1	3 pts
B. BEELZEBUB (Mark Stretch)	Shot down by F Turn 5 Move 1	3 pts
C. FLORENCE (Rob Cullender)	Crash Turn 9 Move 3	18 pts
D. BARON VON LUFTKRIEG (Paul Slade)	Shot down by C Turn 4 Move 2	-4 pts
E. SKY TRIPPER (Duncan Adams)	Shot down by C Turn 5 Move 1	7 pts
F. BORING BORIS (Ian Harris)	WON Turn 9 Move 3	21 pts

Ian may take a bow for being one of a vanishingly tiny number of flyers to best the great Waldo Cullender.

# DEBASER

Breaking Away [GM David Oya]

Turn 4

RC	Sq	Cyclist	Scores	
3	41	Skeeve (10pts)	MYTH Inc	10
	^^			
3	38	Ursula		
	^^			
3	34	John Donne, Mary Ann		
	^^			
3	30	Mona		
4	29	Mouse		
5	28	Wendy Cope, Cecily, Barney, Anna Madrigal		
9	27	Charles Baudelaire, Wilma, Betty, Kitty		
13	26	Elric, Aahz, Fred, Alice Walker, Fanny		
	^^			
3	23	Corum, Tanda, Gleep		
6	22	John Daker		
	^^			
3	19	Erekose		

Team Barbary (Haz Bond)	MYTH Inc (Mark Stretch)	Flintstones (Bob Holliday)
Anna Madrigal 5, 6, 15, 18	Skeeve 3, 3, 7	Betty 6, 9, 15, 21
Mouse 4, 8, 8	Aahz 7, 13, 17	Fred 7, 13, 17
Mona 3, 3, 10	Tanda 3, 8, 21	Barney 5, 9, 11
Mary Ann 3, 3, 15	Gleep 3, 12, 15	Wilma 5, 9, 14
Eternal Champions (Alex Richardson)	Hell's Grannies (Dave Lomas)	Poetic Licence (Kim Head)
Elric 3, 10, 13	Fanny 13, 15, 15, 24	Baudelaire 4, 5, 6, 9
Corum 3, 8, 9	Ursula 3, 5, 7	Wendy Cope 3, 5, 8
Erekose 3, 9, 18	Cecily 5, 8, 12	John Donne 3, 3, 7
John Daker 6, 7, 18	Kitty 7, 9, 18	Alice Walker 6, 13, 17

*Ursula* blows a gusset in her incontinence bloomers as she chases down Skeeve.....

*John Donne* - Self Go, tell court-cyclists that the King will ride.....

*Agrajag* - Dave You sent your orders to Haz, you nitwit. You got away with it because I didn't get round to adjudicating until a week after I should have.

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Mr Pastry

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## COVER-UP

Turn 2

Only one guess so far - Alex Richardson is politely informed that C is not Fleetwood Mac, so there.

- A2. There are three men on this sleeve
- B2. Two people are walking a dog
- C2: There is a piece of flexible tubing.
- D2: A streetlamp is illuminating...?
- E2. There are some wild animals to one side.
- F2. I see a man in a bowler hat.

Correct guesses based on these clues will score 5 points a time

Remember, you may as well send in a guess each round, as there's no penalty if you're wrong save to eliminate your speculation from opponents' guesses in future. A Mystery Prize is on offer

**CALICUT NO LONGER CALI-CUT OFF** Well, I thought it was funny

RAITA (Steve Guest, orange), a) (A58)-C59, (Mangalore)-J8-Calicut b) (Y10)-S10, (C59)-D59  
 c) (D59)-E59-F59-F60-G61 71+6-7M+6I = 76

MOO (Ryk Downes, blue) a) (Y15)-X14-V15-U15, (R54)-Delhi b) (Kaipur)-N60-Lucknow. c) (E66)-F66-  
 Jamshedpur 43-2D-3E+7R+1I = 46

IRATE (Peter Charles, green) a) (Raipur)-B61-B58 b) (B58)-A59-Z18 c) (Z18)-Y18-X18-W18 {1 short}.  
 58-6R-1M = 51

DIPSO (Duncan Adams, red) a) Madras-K18, R54-Bareilly-Q58 b) Q58-Q59-P59 c) P59-O60-Lucknow,  
 Indore-G51, O60-Kanpur 27+2M+1E = 30

ERRRR (David Oya, purple), a) (N57)-Kanpur-(N60)-Lucknow-P61 b) (N60)-N61, (L56)-M56.  
 c) (M56)-Agra-Q54 19-1D+3M+4 (correction) = 25

Rolls for the last building round are 4 - 4 - 4

IRATE's builds are rather botched because Peter failed to take account of a river at B58-B59 This is the best representation of them I can manage.

I regret to announce that due to *force majeure* Jeff Cattle has had to drop all his postal gaming commitments. Fortunately, Mr Ryk Downes of the parish of Saltaire has agreed to fill Jeff's shoes, and I am indebted to him. Address for MOO correspondence: Shane, 63 Hurst Wood Road, Saltaire, Shipley, W Yorkshire BD18 4SW. Now, is there anything else that could go wrong with this game? Answers on a postcard to...

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I'm going into the park to do pastoral dances

---

YAVILLAND

**NOT DIFFICULT TO SPOT WINNER** Bronze medal may be trickier

Race Results

- 29) 12-31 Dover - Gravesend DRUNK 20+4, TBNS 10-4, SACK 0-5, DEAD +5
- 30) 32-52 Sevenoaks - Three Bridges. SACK 20-2, DEAD 10+2
- 31) 64-23 London - Margate. SACK 20, DRUNK 10-1, RADAR +1.
- 32) x5-15 X-Channel - Hastings DEAD 20-1, RADAR +1 (walkover! from Newhaven)
- 33) 45-61 Newhaven - London. DEAD 20, TBNS 10-2, RADAR +2
- 34) 55-46 Tunbridge Wells - Haywards Heath SACK 20-3, TBNS 10-2, RADAR +5.
- 35) 24-x4 Ramsgate - X-Channel. DRUNK 20-1, TBNS 10-2, SACK +3.

Races (enter up to 4, and there's not a lot of point building, is there?)

- 36) 41-11 Shoreham - Folkestone 40) 66-43 London - Brighton
- 37) 36-22 Sheerness - Canterbury 41) 26-65 Deal - London
- 38) 16-34 Bexhill - Chatham 42) 53-x3 Tonbridge - The West
- 39) x1-51 Seaside - Dorking

Running Totals (no builds)

DEAD (Oya/black) 317 +56 = 373  
 SACK (Guest/orange) 240 +52 = 292  
 TBNS (Colledge/blue) 148 +30 = 178  
 DRUNK (Adams/green) 115 +52 = 167  
 RADAR (receiver/purple) 136 +9 = 145

# 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 Nf6

8) Nc3

your choice Bb7 x4, Bb6 x3 [eh?], Be7 x2, c5 x2

my reply 0-0

Position R1BQ1RK1/PPP2PPP/

2N6/3Pp3/4N3/p1p2n2/1bpp2pp/

r2qkb1r

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) Qh4 h5

12) Rb1 Bxc3

your choice Bh6 x5, Bg5 x3, Bd2 x3, Ng5 x1

my reply. gotta be Bg7

Position 1R1R2K1/PP2PPBP/

5NP1/7Q/2p4p/1qn3pB/

pp2ppb1/r1b2rk1

Only two people sent votes this time -- surely there must be more of you interested? Patzers especially welcome, as the thought of Mark Stretch's moves being accepted every time makes me go weak at the knees

At this point I habitually make with the spiel to encourage people to participate by sending in up to three moves for each game, ranked in order of preference, and this time is no exception. Play chess It is fun You will like it.

Or else

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trattoria explosions

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# CAPABLANCA

Sopwith T207UB

Turn 6 (I'm pretty sure )

**HALF THE FIELD GONE** Without a shot coming near

Pilot	Starts	Moves	Ends	A D P
Intimidator	P8/SW	A, A and flies off		01
1 Jeff Cattle NMR!				
'Ginger' Rogers	E13/E	RS f-L&A, RS, RS	H13/E	04 05 12
2 ACE John Miller				
Algae	G14/NE	A, A, A and flies away		06
3 Andy Cox NMR!				
Sky Trnpper	K7/NW	RT, RT, RT	M9/SE	08 09 07
4 Duncan Adams				
Wizard Prang	O10/E	A, A, A	R13/E	13 08 07
5 Geoff Brown NMR!				
Depraved Roundhead	B7/NW	A, A, and flies undone		-5
6 Splatterer John McCoubrey NMR!				

Clouds move E to N17-O16-O17-P16-P17 I11-J11-J12 G13-H12-H13 I5-H4-G3

N12-O13-P14-O12 C9-D9-D8-E8 Ginger is thus bonked for one point

The NMR roster above looks disgraceful, though in fact McCoubrey has been long gone, and Cattle has had to leave U-Bend gracefully Dunno about the other two, though I didn't *mean* that about the Captain Scarlett postcard, Andy



- ENGLAND (John Wilman, 2 Keillor Cottages, Kettuns, Blairgowrie, Perthshire PH13 9JT)  
A(Lon) H, F(Den) S F(Edi)-NTH, F(Swe) S F(Den), F(Edi)-NTH, F(Lpl) H w/o A(Wal W S09)...
- FRANCE (RJ Walkerdine, 6 Honeybourne Way, Wickwar, Wotton-under-Edge, Glos GL12 8PF)  
A(Bre)-Par A(Gas W A09), A(Pic W A09)-Mun, F(Bre W S09)-TYS.
- GERMANY (Steve Doubleday, Norton House, Whielden St, Amersham, Bucks HP7 0HU)  
A(Kae)-WARP
- ITALY (Rob Moore, Flat 2, 132 Otley Road, Far Headingley, Leeds LS16 5JX)  
A(Tri)-Tyr, A(Bel)-Hol, A(Mar)-WARP, A(Nap)-Rom. A(Ven W A08).
- TURKEY (Edmund Morgan, 22 Meadow Road, Sutton, Surrey SM1 4NF)  
NMR! F(BLA), A(Vie), A(Sil), A(Ser), A(Bul), A(Sev), A(StP), A(Ank), A(Con), F(Smy) H w/o
- No retreats, press, warp-spasms or other happenings...

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"You can see through people as if they were glass"

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EUWE

Diplomacy 94BA (DR. 999 94)

Autumn 1902

- AUSTRIA (John R Todd, 70 Alfred Road, Dorchester, Dorset DT1 2DW)  
F(Gre)-ION, A(Bud) S A(Ser)-Tri\*. A(Ser)-Tri
- ENGLAND (Mark Stretch, Jesus College, Oxford OX2 6BN)  
F(ENG)-IRI, F(NTH)-ENG, A(Swe) S German F(Den), F(NWG)-NAO
- FRANCE (Kear Hodgson, 2 Leeds Old Road, Thornbury, Bradford BD3 8HT)  
NMR! A(Bur)\*, F(Spa/sc), F(MAO), F(Pic) H w/o
- GERMANY (Fiona Campbell, 75 Pewis Terrace, Aberdeen AB2 3PY)  
A(Bel) & F(Den) celebrate in Xmas spirit, A(Ruh)-Bur, A(Kae)-Hol, A(Mun) S A(Ruh)-Bur.
- ITALY (Martin Draper, 124 Lord Street, Hoddesdon, Herts EN11 8NP)  
A(Tri)-Bud, A(Vie) S A(Tri)-Bud, A(Tyr) S A(Ven)-Tri, A(Ven)-Tri, F(ION)-Alb F(Tun)-ION
- RUSSIA (Tim Neale, 33 The Towers, Stevenage, Herts SG1 1HE)  
NMR! A(Mos), F(Rum)\*, A(Ukr), A(Gal) H w/o
- TURKEY (Bob Holliday, 6 Rooke House, Bishop Street, Portsmouth PO1 3DF)  
A(Bul)-Rum, F(Con)-AEG, F(BLA) S A(Bul)-Rum, A(Arm) H.

Retreats F(Rum) & A(Bur) squelched. Austrian A(Bud) is too

Press I - All Will resume negotiations in the new year

G - E I think we've both been sending each other letters to term addresses when we're not there -- so sorry about the delay in communications

- |   |     |               |
|---|-----|---------------|
| Austria: Bud Gre Ser Rum                  | = 2 | n/c           |
| England: Lon Lpl Edi Nwy Swe              | = 5 | Builds F(Lon) |
| France: Par Mar Bre Por Bel Spa           | = 5 | nbo! 2 short  |
| Germany: Mun Kie Ber Hol Den Bel          | = 6 | Builds A(Ber) |
| Italy: Rom Nap Ven Tun Vie Tri <u>Bud</u> | = 7 | Builds F(Nap) |
| Russia: Mos Sev War StP Swe               | = 4 | nbo! 1 short  |
| Turkey: Con Ank Smy Bul <u>Rum</u>        | = 5 | Builds A(Con) |

# DUZ-CHOTIMIRSKI

Beat the Black Ball

Round 7

PARR COMES LAST BUT ONE: But still retains his lead with three rounds to go

Alan Parr	Marble 51 secs, Black Ball 120 secs
Dave Lomas	Marble 53 secs, Black Ball 3 secs
Mark Stretch	Marble 53 secs, Black Ball 120 secs
John Todd	Marble 65 secs, Black Ball 120 secs
Peter Durnett	Marble 59 secs, Black Ball 10 secs
Martin Draper	Marble 59 secs, Black Ball 111 secs
Ian Harris	Marble 60 secs, Black Ball 90 secs
Alan Coulthard	Marble 64 secs, Black Ball 120 secs
Rob Moore	Marble 70 secs, Black Ball 120 secs
Edmund Morgan	NMR!

Black Ball drops 90 secs

Running totals (\* = funnel nudged)

+31½ Parr*	+23 Todd*
+28 Stretch*	+22 Draper
+26 Durnett*	+20 Moore
+26 Harris*	+19 Lomas
+25½ Coulthard	-4½ Morgan*

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I wanna marbleized gum ball!

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## TEX

Diplomacy 92DY (DR 1257 19)

Autumn 1909

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

A(Ber)-Mun, A(Boh) S A(Ber)-Mun

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

F(BAR)-Nwy

FRANCE (Ian Harris, 3 Abbotside Close, Uppeth Grange, Chester le Street, Co Durham DH2 1TQ)

A(Gas)-Mar, F(Lon)-ENG, A(Yor)-Lon, A(Pic)-Bur, F(ION), C A(Tun)-Apu\*, F(GOL) S A(Rom)-Tus, F(Nap) S A(Tun)-Apu, A(Rom)-Tus, A(Tun)-Apu

GERMANY (Mark Stretch, Jesus College, Oxford OX1 3DW)

F(BAL) S A(Kie)-Ber, F(Nwy) H\*, F(Edi) H, A(Ruh) S A(Mun), A(Bel) S A(Ruh), A(Kie)-Ber, A(Mun) S A(Kie)-Ber\*

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

A(Sil) S Austrian A(Ber)-Mun, A(Bud)-Trn, A(Vie)-Tyr, A(Tus) S A(Trn)-Ven\*, F(Ven)-ADR, F(ADR)-ION, F(EMS) S F(ADR)-ION, F(Apu) S F(ADR)-ION, A(Trn)-Ven, A(Lvn) S A(SIP), A(SiP) S English F(BAR)-Nwy, A(Bul)-Gre, A(Con)-Bul, F(AEG) S F(ADR)-ION

Retreats German F(Nwy)-NTH, A(Mun)-Kie, Turkish A(Tus)-Pie, French F(ION)-TYSGame End Proposals 1) Austrian win 1 abs, 4 nay, 2) 3-way draw F-G-T 2 aye, 2 abs, 1 nay

Both are thus defeated, though 2) is reproposed (abstentions still count against)

Adjustments

AUSTRIA	Vie Mun	= 2 n/c
ENGLAND	Edi Lon Nwy	= 1 n/c
FRANCE	Mar Bre Por Spa Lpl Par Tun Nap Rom Lon	= 10 Builds A(Bre)
GERMANY	Kie Den Hol Swe Ber Nwy Bel Edi	= 7 n/c
TURKEY	Con Ank Smy Bul Rum Sev Mos SiP War Gre Ser Bud Ven Trn	= 14 n/c

# CACTUS

RR1223OX [GM David Oya]

Turn 7

Race 1 (13-61) ISIS 20+9=29, BRASENOSE 10-9=1, STUPID 0-5=-5, PUFF +5

Race 2 (21-16) ISIS 20+5-2=23, STUPID 10+2-5=7

Race 3 (36-52) CIDER 20+10=30, BRASENOSE 10-10=0

Race 4 (63-86) PRACTICE 20-1-3=16, PUFF 10+3=13, BRASENOSE +1

Race 5 (23-55) CIDER 20-5=15, BRASENOSE 10+5+5=20, STUPID 0-5=-5;  
PUFF 0-5=-5, PRACTICE +5

Race 6 (45-35) PRACTICE 20-1=19, STUPID +1

Race 7 (41-82) Impossible - held over

BLOTTO No builds

+1(C)

BRASENOSE (S14)-Q13-Middle Barton, (Y23)-D75-D76

-11 -1(PU) +1(I) -1(PR)

ISIS (Ardley)-Z10-Z9-Buckingham, (T13)-V14

-11 +1(PU) -1(BR)

PUFF. (Bicester)-X13-Ardley-V11, (B84)-Wallingford, (Y25)-Z25-Wheatley

-11 +1(BR) -1(I)

STUPID. (Banbury)-S3-T3-V2-V1, (Witney)-J25

-11

CIDER (O25)-K23-Witney-H24, (O21)-M20

-11 -1(BL)

PRACTICE: (K24)-Witney, (Chinnor)-I83

-11 +1(BR)

b/f Races Builds c/f

CIDER - Fiona Campbell - red

71 +45 -12 = 104

PRACTICE - Alan Parr - black

51 +40 -10 = 81

ISIS - Steve Guest - orange

14 +52 -11 = 55

PUFF - Bob Holliday - purple

52 +13 -11 = 54

BRASENOSE - Haz Bond - brown

38 +22 -12 = 48

BLOTTO - Duncan Adams - green

41 +0 +1 -10(NMR2) = 32

STUPID - Mark Stretch - blue

38 -2 -11 = 25

Races for turn 8.

7 (41-82) Oxford - East Midlands

11. (14-83) Middle Barton - Worcester

8 (32-25) Carterton - Bicester

12. (12-54) Banbury - Wantage

9 (44-56) Wheatley - Wallingford

13 (42-65) Oxford - Henley

10 (62-34) Watlington - Eynsham

14 (22-81) Woodstock - West Midlands

*Agrajag*: Enter Race 7 and up to four others, then build up to nine physical points of track. Race 11, you will not, is currently impossible.

*Agrajag-Duncan* That's your second NMR. One more and you're history, sunshine

*Agrajag-Alan* You have track between Y38 and Y40.

*Agrajag-Fiona* Your race 5 orders between Kidlington and S26 didn't make a lot of sense, so I amended them slightly

*Agrajag-Mark* You tried to build two hexes too many

apply only with buffering rag

## URQUHART

Sopwith T21SUB

Turns 13 &amp; 14

Pilot	Starts	Moves	Ends	A .D .P
1 <u>Ginger Rogers</u>	A5/SW	A, A, A, A & lands	A1/grounded	16-07.38
ACE	John Miller			
5 <u>Vic Rattlehead</u>	J16/W	LT, A, A, A, A, LT	K11/SE	05 08.06
ACE	Rob Moore			

Clouds moved, by a staggering coincidence, NE and back SW, so are still at I11-J11-J12-K13-L14-E1:  
L5-M5-M6 C9-D10-D11 18-J8-J9-K9 N12-N13-O11-O12.

RC	Sq	Cyclist	Scores
8	74	Euler	Dwarves 15
	^^		Boston Brakers 9
3	66	Gauss	MYTH Inc 8
	^^		Math Mode 7
3	62	Bashful	
	61		
3	60	Mutton Jeff	
	59		
3	58	Leeding Pack, Noether, Hilbert	
	^^		
3	53	Skeeve	
4	52	Vampire Val	
5	51	Grumpy, Sleepy, Rally Splash, Poltergeist Pete	
9	50	Happy, Eileen Dover, Gremlin Griff	
	49		
3	48	Huffed	
4	47	Stuffed	
5	46	Puffed, Gleep	
7	45	Aahz	
8	44	Tanda, Satan Sam	

  

MYTH Inc (Mark Stretch)	Math Mode (Stuart Dagger)	Spooky Spokes (Bob Holliday)
Skeeve 3, 3, 3	Euler 3, 3, 8, 9	Vampire Val 3, 4, 7, 8
Aahz 5, 7, 13	Gauss 3, 3, 4	P'geist Pete 3, 5, 8
Tanda 3, 8, 10	Hilbert 3, 6, 8	Gremlin Griff 5, 9, 9
Gleep 5, 10, 14	Noether 3, 5, 9	Satan Sam 3, 6, 8

  

Dwarves (Mick Haytack)	Windy Pops (E Aunsworth)	Boston Brakers (A Coulthard)
Happy 1, 3, 6, 9	Huffed 3, 8, 10	Leeding Pack 3, 3, 3, 5
Grumpy 3, 5, 14	Puffed 5, 8, 10	Rally Splash 5, 9, 10
Sleepy 5, 5, 11	Stuffed 3, 4, 13	Mutton Jeff 3, 5, 10
Bashful 3, 3, 7	Knackered (dropped)	Eileen Dover 8, 9, 10

*Agrajag* NMR from Stuart Euler makes a break. Can he be stopped?

## HACKNEYED JOKES FROM MILLER

cramped news from the Diplomacy variant statistics front

Having heard nothing from Andy!Bate!, I regretfully declare myself Miller Number Custodian for the UK and Ireland as of this date. My initial plans for the post are as follows.

From the start of 1995 all Dippy variants starting in zines under my area of jurisdiction will be given Miller numbers as soon as I have player details, variant, game name, GM name and zine name (the usual boogaloo, in other words). These numbers will be published in U-Bend. At irregular intervals, though not less than twice yearly, I hope, I shall publish a statistical zine with such ephemera as SC charts, cumulative lists of MNs, etc etc. Anyone who remembers Martin Lewis's *Take a Look* will know the sort of thing I mean.

GMs of Gunboat (and any other anonymous variants) would help if they sent me player lists in confidence. Bate's only Miller Number publication was *Here Comes Windy Miller* 1. Variants commencing after that date may or may not have been allocated numbers, so until someone manages to drag details out of Andy I can't really do much retrospective cataloguing. However, all editors reading this, or players in variants, are kindly beseeched to send me as full details as possible on any variant game they think Bate and/or myself may not have the full gen on.

If attempts to turn Bate upside down and shake him fail, I shall at some point enlist the aid of Stephen Agar and anyone else interested and over some weekend or other have a session of going through Stephen's zine collection (for the chap has tried to set up an Alternate Archive, fearing the worst - that Walkerdine's (in Bate's custody) will never be seen again), which will retroactively issue numbers to games 'in the gap'.

This may be a silly question, but can anyone tell me who the NAVB official and the US MNC are?