

# AROUND THE BEND

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NOW WHAT IF SAMUEL BECKETT WROTE THE

## NESCAFÉ

### ADVERTISEMENT?

A LARGE ROOM WITH BARE WALLS AND PEELING WALLPAPER. IN ONE CORNER OF THE ROOM IS A HATSTAND AND A REEL-TO-REEL TAPE RECORDER. IN THE MIDDLE OF THE ROOM, UNDER A RECTANGLE OF BRILLIANT FLOURESCENT LIGHT, IS A LARGE MOUND OF COFFEE GROUNDS PERHAPS EIGHT OR NINE FEET HIGH. THE GOLD BLEND WOMAN IS BURIED UP TO HER WAIST IN THE GROUNDS AND MUTTERS TO HERSELF AS SHE ROOTS THROUGH THE CONTENTS OF HER PURSE.

**WOMAN** (RAISES VOICE FROM INAUDIBLE WHISPER TO DRY CACKLE) ... spoon, the spoon is gone. Spoon. Spoon? Can I have a spoon to stir sir? Threepence I paid, threepence. hahahahahahaha! But a spoon? A spoon. **MAN!!! MAN!!!**

**MAN** (ENTERS STAGE LEFT. HE IS DRESSED SHABBILY, WALKS PURPOSEFULLY TO TAPE RECORDER AND TURNS IT ON. REMOVES BATTERED HAT AND PLACES IT ON HATSTAND. ALL HIS LINES EMANATE FROM THE TAPE RECORDER. HE MOVES HIS LIPS APPROPRIATELY.) You called me. I know that you did, shovelling anthracite I was. No moisture, and sourtarness, all me. Me and I.

**WOMAN** Spoon man. The drink I thirst for requires it. Spoon for a stir sir.

**MAN** Spoon? Spoon. Can't you see I'm resting?

**WOMAN** You are of no importance to me man. (SHE SWEEPS HER HAND ACROSS THE SURFACE OF THE COFFEE GROUNDS, GRABS A HANDFUL AND THROWS IT AT MAN) A spoon I say, to stir for me, my drink. SPY! SPY! SPY!!

**MAN** Accusations and cuttery? Hahahaha. Gold Blend is it now? Gold Blend outside. Gold Blend within. I stir but I use no utensils. How so you? A spoon I suppose?

**WOMAN** No fool a hell. Tintrabulum. Fool! Spoon, spoon, spoon, spoon, a SPOON!!!

**MAN** (WALKS TO REEL TO REEL) I'm going back to my coals. Old petrification. Older bones. Wait for HIM!! He'll bring your spoon. (SWITCHES OFF TAPE RECORDER GRABS HAT AND LEAVES)

CUT TO SHOT OF GOLD BLEND JAR NEXT TO CUP OF STEAMING COFFEE. VOICE OVER SAYS "NESCAFÉ GOLD BLEND"



ISSUE THIRTY-THREE  
APRIL 1995  
50P PLUS POSTAGE

Parker and Lady Penelope outside a bakery:  
"I feel peckish, Parker. I think I shall have an éclair; how about you?"  
"Meringue, m'lady."

## UP AROUND THE BEND

All the threes, thirty-three. (Next issue thirty-four surrealists, number eighty) This postal Diplomacy and sundries potrzebie costs fifty pence plus postage, except when it doesn't, and appears five-weekly, except when it doesn't. It is photocopied, except when it's stencil-duplicated, and does well in the Zine Poll, except when it comes near the bottom.

Your bingo caller has a new address, as forecasted

HAZ BOND, Longfield, Watling Street, Gailey, Stafford ST19 5PR  
home phone 01902 790378 \* work phone: ever so ever so secret \* work fax unavailable  
(some little toerag sneaked into the office and stole it)

Outside GM DAVID OYA, 24 Kingsway, Banbury, Oxon OX16 9NY.

**DEADLINE: wednesday 3rd may 1995 (all games)**

*waiting lists:*

DIPLOMACY Bill Eaton, 6 wanted.

CONTRACT BRIDGE DIPLOMACY Rules in issue 31. Stephen Agar, John Boocock, 5 wanted.

WOOLWORTH II-D DIPLOMACY: Peter Dunnnett, John Boocock, Tony Dickinson, Bob Holliday, Rob Tesh? Full, maybe. Rules within.

SOPWITH Andy Cox, Louise Auty, Tony Dickinson, 3 wanted.

RAILWAY RIVALS Arthur Owen, John Colledge, John Todd, Tim Neale. Map - London & West? This should start next time, but there's room for a couple more.

GRAND SLAM Rules within (at last) Mark Stretch, Nick Parish, Arthur Owen, lots more wanted

Front cover second of a batch parloined from *ff* magazine

GRAB THAT CASH WITH BOTH HANDS AND MAKE A STASH. 1-02

Marshalsea Gaol. Er um.

Last Chance Saloon Not a soul I am well impressed, my children

Goodbye Keir Hodgson (credit/dropout, sigh)

### EGOLAND: Brief Editorial

A noteworthy event took place at the Oxford University Dippy championships the other month (no, Stretch, I don't mean me leaving my library books behind). Imagine the scene, if you will, on the Dip board we have your editor as Italy, Stephen Agar as Germany, and Chris Courtier as Austria, with Jim Mills (Russia) reading out orders. Stephen and I are mounting a joint attack on Venice to liberate it from the Austrian jackboot, but as Jim reads the orders, mine first, I curse silently to realise that Agar and I have crossed our wires. The rest of the orders follow, and Jim moves the units as though I hadn't misordered. Chris makes no complaint. What would *you* do?

Well, I kept my gob shut. Agar noticed, and remarked "You've put me in a very difficult moral position, Haz." I cursed *sotto voce* again at this giveaway, but *still* neither Chris, Jim, nor anyone else twigged. I smiled tightly at Stephen, who eventually went away and asked tournament director Parish what he should do. TurboNick told him he was morally but not legally obliged to call attention to it, so Agar, lawyer that he is, kept mum, and the game continued.

The most annoying thing is that I still didn't make a dent on the results table ..

## STICHOMYTHIA

### the Gladys-nominated letter column, hint

**David Oya Banbury** How come *your* lettercol gets nominated for a Gladys and not *mine*? HAS THE WORLD GONE MAD? Peas and luff, Dave

**Andy Cox Swindon** TLR oh dear, oh dear, oh dear! At least his position in the poll is no worse Speaking of polls, how can I vote for your letter column if you don't run one!?

*The Gladyses are based on the relevant run of a zine, not a single issue And !!? to you too*

**Mark Stretch Oxford Univ.** Thanks for the U-Bend. Well done for pulling a fast one on Agar No room for a review of the Oxford tournament? Get your priorities right — surely that's more important than the Zine Poll

*Just for you, Markpoos, it's on the very first page this time Must keep the customer satisfied*

**Denis Jones Tooting** I'll decline the kind offer of a trade for 'Go Go Power Rangers' Any idea who produced it? Duncan Adams? Actually, it's quite odd that someone should use me as an address for a fake, but I'll take it as a compliment.

*GGPR was a spoof zine, claiming to be from Denis My copy was postmarked London, and Iain Bowen got a bundle of a dozen to distribute at the last York hobbymeet, which would seem to indicate that the perp doesn't know how few people will go near the dread Bowen's lair J'accuse Vick Hall, moi, and I await the fellow's response with interest*

**Chris Palm Hornchurch** Would you like to subscribe to, and play in, a diplomacy 'zine which

*And the flyer goes on to list a number of selling points Chris is quite new to the hobby, but reads all the right zines except this one, and seems to know what's what He's offering a postal Dip championship (he claims it's the first, but Toby Harris at least has beaten him to it), a debating club by post (is this a fancy name for a lettercol?), and offers a guaranteed home for all orphan games, which is almost, but not quite, enough to tempt me to start a game of Cities of Nowhen and abandon it to his care He talks of £1 per issue and £3 gamefee, frequency unclear Contact him at 45 Cecil Avenue, Ardleigh Green, Hornchurch, Essex RM11 2NA Trade, Chris?*

**Tony Dickinson Featherstone** The chosen specimens for Self Explanatory get more curious and psychotic each issue — is there worse than Oya?

*There's none this issue (squeezed out), but Steve Howe's sent one, so the answer to your question is...*

**Chris Jones Liverpool** Hope your move goes well and you manage to get yourself some computer/photo-copying access without TOO much trouble. Just bought a shedful of hardware for me Amiga 1200 Bought a 210MB hard drive for it the other week. Waited a week while they got the thing and fitted it, I was twitching with cold turkey from not being able to play Galaga or The Chaos Engine. Rushed home with it to partition and format it. Partioned OK, then came the formatting 210 meg. I'll go away for the weekend while it's doing, methinks Fortunately Amiga's formatting was a tad quicker than waving a big magnet over the drive Halfway through, the thing comes across Bad Sector, Arizona Gaaah! Took it back, and they didn't have another one This was Saturday They said 'bring it back on Tuesday so we can test it'. Begrudgingly, I did Tuesday came and I took it in, got up with hobble, stomach cramps and shaky legs and was told it would take all day Great. So, phone in sick and went back to bed. Later on, went down to get it. Kept waiting for half an hour, then the engineer came down and said they couldn't get another one, so they fitted 340MB for no extra charge! Oh joy!! So that saved me about £100

Why did I buy this, you ask? I'm currently preparing layouts etc for my subzine *Loony on the Bus*, which is in gestation. Now you know, I'm also looking for a home for it. James [Hardy] won't have it cos he's got enough to do with *Smodnoc* and *Tovold the Ivishible*. I'm going to run *Sopwith* and a couple of new ones like *Postal Pacman*, which is a creation of my own, and *Excalibur*, not the *Dip* variant but a different thing together from *Wotan Games*. Enclosed are the rules for your perusal, but NO MAP, just so you can't jump in ahead of me. But I trust you really

*Sorry, but that Excalibur is not my cup of coffee at all. Geoff Hardingham once tried to get Joy and I to play it, and we were all so bored at the end of the set-up that we abandoned it and played Silverton instead. As for your subzine, I'm afraid I'm packed too full to offer you a home, if that was what you were hinting. Any editor out there who might help Chris may reach him at 99 Fitzgerald Road, Liverpool L13 5XJ (0151) 220 3328.*

**Nick Kinzett Coventry** Yes, I admit it, I am a bozo. I'd actually selected a victim for *The Bonking Game* and was all set to send it off with a load of other stuff including a facetious *Self Explanatory*. I forgot to type it all up, lost the draft and now Oya's beaten me to it in the *SelfEx* stakes. All of which I mention to assure you that I have no objection to these games into which the editor tries to drag the entire readership. Indeed, you probably won't be surprised to learn that in the original *Vienna* version my enthusiasm was such as to persuade the GM to revise the rules in mid-game.

You're right that *Brnsk the Barbarian* is unlikely to lose any sleep over his lack of effect on you. If it's any comfort I remember having a similar conversation, many years ago, at a Coventry hobby meet various members of the then mighty Warwick Univ Editors Cabal (and one in particular) invited me to explain why the Hobby at large (and me in particular) thought *Greatest Hits* so wonderful. "Well," says I, "it's Pete, isn't it? He's frequently sharp, funny, perceptive, and he even entertains me when writing about a game in which I have no personal interest and no intention of ever playing, i.e. *Poker*." All this was conceded. It turned out that my interlocutors had expected something different of *GH*, though it was impossible to pin down what. Dunno, maybe it was just a generation gap (all eight years of it). On the other hand, there we were all enjoying a pint in a pub — so there's your beer connection again, though as a matter of fact I believe Birks himself isn't all that keen on the stuff, the association being one of our Hobby Myth type things. And that's your likeliest answer: it all boils down to differing associations, tastes, perceptions, and you really shouldn't worry about it.

Oh yes, talking of the once-mighty WUEC, some small clarifications to your Grand Hobby History Quiz answers. The list of Warwick zines you gave is basically complete, though *Shadows of Amber* like *Zeeby* was the product of yer actual humble (humble?) but genuine Coventrians. I remember at the time a puzzled new hobby member writing to me demanding to know why so many zines emanated from Coventry. I think that what really made my correspondent suspicious was the fact that half a dozen of the titles seemed to come from the same address (a student house but not a Hall of Residence), my attempt to clarify that *Swansea with Me* (I) was really *Tales from Tanelorn* whilst *Swansea with Me* (II) was *JAWZ* then *Faster than Light* probably left him thinking I was all part of the plot, and I never heard from him again. Yours conspiratorially, Nick K.

**Paul Cockayne Nottingham** Sorry to read about your problem (or at least, to read the right hand 90% of it) with Mr Birks. Perhaps you should launch the Pete Birks non-appreciation society where you could discuss your problems with other similarly challenged people in a non-threatening environment. I must say that you're very brave to come out in print, and hope that this will help others who have hitherto succumbed to social stigma and remained closeted. As to your other problem, lager tastes like fizzy piss and cider like fizzy sugar. Beer is nectar, and I suggest you pull yourself together and snap out of it.

*What's wrong with fizzy sugar?*

**John Miller The Potteries** I shall pray for you to see the light re Birks

*Bloody Christians*

## Lettercolumn Extra

*It was such a late arrival that he doesn't deserve it, but I can't help but include this, especially as I had to drop two pages or invent two, and if I do this it now makes the layout much easier...*

*Duncan Adams  
Buckingham*

I think I'll have a go at your "match the people to the picture" on the cover of U-Bend #32, as it is such a good prize, and I feel that I, more than most people (okay, any people) would actually appreciate it for the treasure it is

Going anticlockwise: starting with the man at the bottom with the stick, this is Stephen Agar complaining that he preferred the poll when Bowen used to run it. Behind him with the twin ponies is Richard Sharp reciting the top 200 opening strategies for Russia to an enthralled Alan Parr. Iain Bowen sits behind Alan, proving that even a twinkie can look good in stockings...

*Iain a twinkie? Has this man any concept of what the word means?*

.. and our editor Mr Bond sits next to him, thinking about what might have been if he hadn't got involved with that woman Hibbert. Yes, okay, I like snuff! That's me next! "No, Hardy, I'm not picking my nose, you ignorant Scouser!" Just behind me sits Crazy Markie who is wondering what the hell he is doing there, since he only joined the hobby to start feuds, not play bloody Diplomacy. David Oya sits at the top right corner wondering if Kevin McGowan would consider starting a postal Railway Rivals zine poll. Sitting to his left is Ryk Downes, announcing that actually it could have been a 33-way tie if he'd correlated the results 26 times, and multiplied it by the standard deviation of  $\pi^3$ . James Hardy is the portly guy to Ryk's left, for no better reason than that he looks like him. Behind Mr Hardy and Mr Downes is Neil Duncan who has persuaded Richard Walkerdine to pose for the cover of the next TCP. Paul Cockayne is sitting quietly at the back after an earlier spat with Haz Bond about why he has started so many games of Gunboat in *On The Game*.

Birks and Hall are the two getting pissed at the back left (some things never change!) Pete Sullivan, sporting his new floral frock, sits below right of Birks and Hall. To his left is Kevin Warne who is wondering why no-one has noticed the small anti-personnel device concealed in the lampshade. It must have been planted by Kim Head who is obviously trying to take over the hobby (fnarr fnarr). Nick Kinzett stands talking to James Nelson: "Are you sure I can't interest you in my new variant of 'History of the World'? I'm going to call it 'Risk' or something like that!" John Harrington, sporting the ear trumpet, is making out that he didn't hear the results in a modest attempt to draw away the flak from the fact that he doesn't even know the rules of Diplomacy, let alone how to run it! Finally, the elusive hand throwing the dice is Dunx Proffitt (aka Mick Leeson) who turned up just to admit that issue 13 of his zine may be a little late, while he sorts out a few minor banking indiscretions.

*All this from a cover cartoon which I pilfered at random when I couldn't find the Nescafe spoofs that appear this issue and next (it was an Osbert Lancaster illustration from the book Parkinson's Law), and typed an impromptu sarcastic slogan beneath to render it relevant to the Hobby. All zines should have covers. Really.*

*Apropos of nothing, On The Game arrived today to reveal that Paul Cockayne is running a game where the players don't know the rules, or indeed anything about the game at all. I didn't even know I was playing and here I am in bottom position. This man will go far -- a manic hybrid between Alan Parr and Richard Sharp.*

## THE KEEP RYK DOWNES HAPPY LYRICS QUIZ: ANSWERS

And since Ryk has supplied me with more correct answers than any other, I expect that he has indeed been kept happy. The amount of you who scored approximately one is quite staggering. Entries were received from Ryk (RD), Mark Stretch (MS), Dave Tant (DT), Iain Bowen (IDB), John Miller (JM), the Brothers Morgam (JEM), Ian Harris (IH), Mark Underhay (MU), and anyone else whose entry is late or who I've forgotten about as I type. Nobody guessed my meisterwerk correctly (Ryk being disqualified, since he guessed me for every question that stumped him.) Not many answers, though I did at least have fun setting it. Asterisks denote songs that would probably be in my all-time fave list. Here goes:

- 1) Adverts, 'One Chord Wonders'
- 2) Thin Lizzy, 'Don't Believe A Word' [RD, MU]
- 3) Stung, 'Englishman In New York'
- 4) Elvis Costello, 'Watching The Detectives' [RD, EJM, IH]
- 5) Bob Dylan, 'Subterranean Homesick Blues' [RD, EJM]
- 6) Climax Blues Band, 'Couldn't Get It Right' [RD]
- 7) Beatles, 'She Came In Through The Bathroom Window' [RD]
- 8) Hollies, 'Look Through Any Window' [RD]
- 9) Tears For Fears, 'Sowing The Seeds Of Love' [RD, EJM] [[Popular guess: Queen, 'We Will Rock You']]
- 10) Blondie, 'I'm Always Touched By Your Presence Dear' [RD]
- 11) Pink Floyd, 'If' [RD]
- 12) Queen, 'Death On Two Legs' [MS's one success is one Ryk didn't manage]
- 13) Simon and Garfunkel/Bangles, 'Hazy Shade Of Winter' [RD]
- 14) XTC, 'Senses Working Overtime' [RD, EJM, MU]
- 15) Crosby, Stills and Nash, 'Marrakesh Express' [RD] [[No Young on this track, Ryk]]
- 16) Elton John, 'I Guess That's Why They Call It The Blues' [RD]
- 17) Small Faces, 'Lazy Sunday' [RD] [[diddly-DER. NOT from 'A little help from my friends']]
- 18) Kinks, 'Apeman' [RD] [[I thought the Kinks were white? - Joy Hibbert on being played this record]]
- 19) Proclaimers, 'Letter From America'
- 20) Aztec Camera, 'Working In A Goldmine'
- 21) T V Smith, 'Waiting For The Axe To Drop'
- 22) Boomtown Rats, 'Someone's Looking At You' [RD, MU]
- 23) Haz Bond, 'Everyone's Bob Dylan Nowadays' [[full lyrics and tune available on application]]
- 24) Electric Light Orchestra, 'Showdown' [RD]
- 25) Buzzcocks, 'Noise Annoys' [RD, EJM, IDB]
- 26) Cat Stevens, 'Matthew And Son' [RD, JM]
- 27) Alvin Stardust, 'Pretend' [RD, IH. sort of]
- 28) Tom Robinson, 'War Baby' [RD] [[The Laughing Gnome gets a bonus for best wrong guess]]
- 29) Sensational Alex Harvey Band, 'Gambler' Bar Room Blues' [[\*]]
- 30) Mary Hopkin, 'Goodbye' [RD]
- 31) Fun Boy Three, 'Tunnel Of Love' [RD, EJM] [[\*]]
- 32) Lonnie Donegan, 'Rock Island Lull' [[I'm ashamed to say that I know one of your questions - DT]]
- 33) Genesis, 'Dance On A Volcano' [[I'd've thought you'd've put some Genesis in - Mark Stretch, wrong again]]
- 34) Ten Pole Tudor, 'Throwing My Baby Out With The Bathwater'
- 35) T Rex, 'Ballrooms Of Mars' [[Far superior to the singles on 'The Slider' but not really teenybop fare]]
- 36) Clash, 'White Man In Hammersmith Palais' [RD]
- 37) Jefferson Airplane, 'White Rabbit' [RD] [[\*\*\*\*\* and one white tree]]
- 38) Orchestral Manoeuvres In The Dark, 'Enola Gay' [RD, EJM, IDB] [[\*]]
- 39) Desmond Dekker and the Aces, 'Israelites' [RD, JM, EJM]
- 40) Travelling Wilburys, 'Wilbury Twist'
- 41) John Otway and Wild Willy Barrett, 'Really Free' [[One of the two Ryk thought he knew and didn't] -
- 42) Billy Bragg, 'Richard' [RD]
- 43) Madness, 'Grey Day' [RD] [[aka Suggsy tries to write a downbeat song and fails dismally]]
- 44) Bon Jovi, 'Dry County' [RD] [[Ryk's other slip-up - Alice Cooper indeed!]]
- 45) Stranglers, 'Where I Live'
- 46) Crowded House, 'Nails In My Feet' [RD]
- 47) Move, 'Fire Brigade' [RD]
- 48) Ian Dury and the Blockheads, 'Sex And Drugs And Rock And Roll' [RD]
- 49) Sweet, 'Teenage Rampage' [RD, MU]
- 50) Primitives, 'Crash' [[When this came out Radio 1 played this twice running, in contravention of rules]]

Ryk therefore wins the prize and will be pleased with a free drink next time I see him and have the price of one

David Oya will note that there were *no* Kirsty MacColl songs included

## REVIEW OF TRADES AND YEARLY RETROSPECTIVE

It's that time of year again when I go through the zines I see like a knife through imitation dairy spread, using the Zine Poll as a flimsy excuse to take up each rival publication in turn, skewer it to its paper heart, and toss it aside onto the pile of corpses (or as Avalon Hill's Outdoor Survival game put it, PC twenty years before its time, Not Survived). Every now and again I find a good thing to say about some hapless zine, which surprises me almost as much as it does that zine's editor.

Spring Offensive, for example, I am forced to admit is rather a good gamezine, and its editor Stephen Agar is a man I have a lot of time for, silly feud with Ian Bowen despite. Adverse criticism has gone his way for the crime of empire-building — "le hobby, c'est moi!" — but against this must be set the obvious way in which our Steevie cares about this silly little pastime of ours. In the final analysis it says a lot that I've started to run a subzine there for Dip variant fans, and I wouldn't do that in just any old rag. A worthy winner of the Poll.

Now Take That You Fiend is entirely another crate of bananas. Alan Parr predicts that the Diplomacy end of the hobby will be up in arms over its placing; I believe this to be a case of the bard of Tring being well off the beam, for most editors I know well enough to predict upon, though surprised by this outside bet's topping the pile, were also only to glad to congratulate John Harrington and Kevin Warne on their win, and to blazes with whether or not it actually ran Diplomacy (Stephen Agar has offered to play it if they do, but I think he'll have a long wait). It does run games, but I expect most people get it for the writing, which is trenchant and sarcastic, and very enjoyable. True, Warne and Harrington are completely interchangeable, like Action Men (they're also both about as tall as Action Men — no review of TTYF is complete without a joke on the editors' diminutiveness) but what do you want, blood? Sweat? Tears? A game based on postal shove ha'penny?

Dolchstoss is the only zine whose editor might object to TTYF's win, or indeed its inclusion in the Poll at all, but knowing Richard Sharp he is more likely to ignore the whole bang shoot and concentrate on his French cuisine, political debate and running Diplomacy the way it used to be run. I subscribe to this zine, which says a lot about how addictive the wretched man's style is. He keeps threatening to fold at issue 200, towards the end of this year, but nobody believes him.

The position of Greatest Hits surprised me a little, not because of lack of quality but because it struck me as infrequent this past year. Obviously the Birks fan club are out in force still (see my article last issue). I had a pleasant chat and a silly game with Pete at Mastercon, and Tringham's scaremongering despite, he seemed not to mind my maunderings.

The Cunning Plan was widely tipped for the top, and I shouldn't be surprised if Neil Duncan's brash style doesn't put him up there next time around. TCP has sprouted a subzine (handwritten!) by Bob Holliday and a very full roster of games which are so Diplomacy-oriented as to make the zine look more and more like a throwback from several years ago — to me, at least, though as nobody else has pointed this out I may just be talking rot as ever.

Pollster's privilege places Back to the Dark Ages in the top ten. It's an excellent gamezine with the emphasis on games (cf. BUM or Bloodstock) but I can't help but opine that it would be several places lower if Ryk Downes weren't running the Poll (a task he has carried out with great aplomb, and I have quite read the print off his results booklet).

Smodnoc no longer turns round in a weekend; it no longer turns round at all, for Toby Harris has folded it into a subzine in SNOT and is running down his remaining games. It was good, of its kind, while it lasted, and will be missed.

I don't see Cut and Thrust but its subscribers like it, though I have heard unfavourable comments from traders on some of Derek Wilson's attitudes.

Back into the top ten leaps Hopscotch, which since it hasn't changed an ounce since I started trading with it four years ago must be flavour of the year again. Or maybe Alan Parr, one of the very few normal editors in this hobby full of dropouts, low-lives, sickoes and perverts, is scoring as everyone's second favourite editor again. He has a deserved reputation as a hobby nice guy and I love his zine to little bits, even though its layout makes my eyes water.

- 8 -

I regret to say that I find LiES sterile and dull in the extreme, all the more so because I remember Richard Egan's Vienna which wasn't. Ah, you say, LiES isn't meant to be Vienna, or else it'd say Vienna on the cover. Okay, I admit, but I still think that apart from the crowd of Bristol-based games who make up its main readership, there is very little on its bare bones for the average reader. In its favour must be said that it is now favourite for first zine started after U-Bend to catch it up as regards numbering, so regular is it (and so irregular am I).

Paul Cockayne's On the Game has made a positive impact. Unlike LiES, it seems somehow to contain more chat than it actually does; maybe because Paul (like Alan Parr, a jazz fan) combines traditional layout with a great many 'small' games (though Diplomacy is far from absent) and has introduced Bore's Corner, a page for the reader to display encyclopaedic knowledge of various dull topics — Webley on birdwatching, Hardy J. on road numbers, me on postcodes, Birks on bookmaking, you get the idea... A very participatory zine, again unlike LiES, and I predict it will go far.

As, no doubt, will scouser Hardy's SNOT, which unashamedly rips off old jokes, bits of newspaper, other people's Diplomacy maps, &c&c, and hurls them into the cauldron, to bring forth a rather good, solid Dipzine with nowt wrong with it at all. Another one to catch early and watch develop.

Ode has benefited, I diagnose, from John Marsden's reappointment as OGRe by returning to the mainstream from which it had rather drifted away a couple of years ago. It holds the record for longest-running current zine in Britain (Dolchstoss having taken a holiday for a few years, of course, so it's disqualified from this particular race, as is GH). It runs a great many games soundly and well, and is a banker for reliability, except when he forgets to add my card to his file when we resume trading (now rectified).

For Bloodstock you may re-read my comments on Back to the Dark Ages, omitting the bits specific to Ryk Downes. It isn't my kind of zine, reading matter being so limited, but Mick Haytack's occasional musical quizzes make it worth my while trading even if I wouldn't anyway for the sake of the hobby and my readership.

I like Alex Richardson's Obsidian a lot; the quiet man of the hobby, he has been running a very reliable and neat zine for a great many issues despite comparative youth, and I hope one day he will finally throw off his 'Hermit of Biggleswade' tag and appear at a convention, whereupon I shall have great pleasure in buying him a drink. Eyebrows were raised when in the subscribers-only mini-poll Alex came out top, but I don't find it surprising at all, and I'm pleased that Ob's reputation as a perennially undersupported zine seems to have been left behind. Do yourself a favour and get a sample of this one.

Vick Hall has been almost as busy as I last year, and A Little Original Sin has nosedived in the ratings accordingly. It has now been fully relaunched, but I can't help but note a certain air of lifelessness about it; a lot of rules and not much of the old oomph! I hope this will pass, because Vick at his quirky best is a joy; but for now it has to be sparring with me in the Gladrags Award for Least Improved Zine.

Backstabbers United Monthly is about the size of BttDA and Bloodstock put together, and costs an accordingly large amount, but Malc Cornelius seems to satisfy his customers, which is what counts in the long run. Any En Garde players who don't see this already should do so at their earliest convenience.

Borealis is another zine which I like far more than is good for me. Its turnaround is legendarily slow, but Ian Harris is such a nice bloke that somehow you can't hold it against him, and also in his favour is the fact that his pages contain a lot of very well-done material on game design. As I write it's overdue again, but who cares?

Next we have Games! Games! Games!, The Small Furry Creatures Press as was. It has been argued that as an almost professional venture this no longer belongs in the Poll, but Ryk rightly incuded it given that sufficient voters thought otherwise (though if twelve people voted for When Saturday Comes...?) It looks nice, but I can comment no further.

Nothing to Declare (Paul Bennett) I stopped trading with last summer. Rumour has it that it is considerably overdue, as might befit an ex-subzine of The Laughing Roundhead (qv, if you dare).

I don't see Clive Palmer's Pigbutton, which seems to plod along cheerfully enough in its own little furrow a few hundred yards from the hobby mainstream. It's been around for long enough to earn a reputation for steadiness you wouldn't expect if you saw its



editor in his usual convention attire.

Folded (though he promises occasional specials, as indeed he did when he closed down first time around) is Pete Sullivan's old workhorse C'est Magnifique, which I still rate as one of the best zine titles ever, bar none. Pete thought he never really came out of his run-down for accountancy exams, and then went and got engaged just to finish it off entirely. It will be missed.

Y Ddraig Goch (Iain Bowen): Sorry, but this elitist publication isn't for the likes of you.

Megalomania has been clockwork monthly and though never fat has always been enjoyable, as you'd expect from as old a hand as Chris Tringham. It is also ultra-cheap, so if you want a game of Dip in a new field this must be high on the list of recommendations.

Though Kris Morris decided to keep on with Arfle Barfle Gloop after all, it hasn't been as sparkling as of yore, and the current issue is worryingly overdue. If it folds it will be missed greatly, but I can't put my hand on my heart and advise you to subscribe just now. Come back, KRUM, you're needed.

Springboard never does well in the Poll, but the novice zine has worried some by slowing down more and more over the last several months following Danny and Kath Collman's increasing busyness with house renovations and general stuff. Some have even mentioned the f-word in connection with it, which will shake things up if it proves to be a rumour with grounds.

Then you get me, and we shan't say any more about that.

Realpolitik is eking out its last days alive, with only three more issues guaranteed, though Guy Thomas says he'll finish off outstanding games after the magic 1-0-0 in a few months. Another one whose passing will be mourned, for in its time this was a real zine of zines, and its poll win was well deserved.

You will rarely find anyone to say a good word for Geoff Kemp or Quartz in the hobby, and I'm not about to break that duck. He runs far too many games far too slowly, and his name is a byword for unreliability.

Every poll contains one result that is an outrage and affront to someone, and this year the lot fell upon Bryan Betts and Mopsy, which whilst it will never set the Thames on fire has always been a reliable and readable zine. So why it languishes here in the nether regions I cannot fathom. I only hope that Bryan is not discouraged by this freak result, or by Ryk Downes' quite erroneous statement that the drop is due to a break in production.

Pyrrhic Victory is another one that I somehow never got round to resuming trades with. Mike Allaway's zine is too often late and thin, and though he seems unlikely to fold, I suppose that all in all it couldn't expect a much better place than this.

Nor yet can John Morgan, whose Assassin's Handbook has been horribly slow, tepid in content, and unsuccessful in starting very many games. If he doesn't buck up a little very soon I don't foresee much of a future for this one.

Finally in the main placings, Duncan Adams realio, trulio, has folded The Laughing Roundhead. I still think this is a shame, for when it did come out it displayed a charm all its own and if only it had been regular, it would have been a perfectly good zine. Ah well, these things happen.

The traditional gallop through non-qualifiers and sundries: Odarodle from Bill Turner just misses the cut -- an eclectic mix that I always enjoy; David Oya's Where Is My Mind was too new for inclusion, but watch it crash the top ten next time if there's any justice whatever; Gallimaufryand Die Grosse Dampfmaschine were both underrated and are both now dead; Variable Pig may also be dying with Steve Guest's impending transfer to Foreign Parts, another past favourite going down the tubes; Nick Kinzett's Outbreak of Heresy (which I found out at Mastercon abbreviates to OOH -- black mark, Kinzett) runs no games, preferring to discuss them, since he knows full well that at the sniff of an open waiting list he'd have people clustering round like iron filings to a magnet. Paul Dunning's Bandersnatch has drifted away from the hobby almost entirely, though it is still an interesting read (I hate his layout, though -- and this from a typographical design student!); and finally of those I see, John Breakwell's Green Goblin is also by no means a Diplomacy hobby zine, though it too is a great read on the rare occasions that it shows up. I give no addresses, as usual: go and buy Mission from God (new editor Kim Head, 23 Higher Efford Road, Efford, Plymouth PL3 6LB).

...t my parents' and sitting by their typewriter, I pull open a drawer to one side to find a lot of junk untouched for years, including a whole slew of badges from my infant days; what better way to fill a page than by going through this little pile and seeing what I used to wear all those years ago?

ER. WIMPY. From the days when I lived near Barnstaple, which boasted a Wimpy but no other fast-food outlets. I bet it still doesn't have a Macdonalds to this day.

BERGER MAGICOTE RELAUNCH 1981. They made up badges for that?

FORD TRACTORS EQUIPMENT. At a guess that one would have come from my father, who in those days worked for BP mending fuel tankers.

FRP. Ditto.

SUNPAR ERF PARTS. Ditto, ditto.

KEEP YOUR SMILE LIKE THE CROCODILE. My uncle was a dentist.

THE BAND OF BUSY BRUSHERS. ...to whom I attribute my ongoing status of a perfect gobsworth of teeth.

PURE PINK PARAFFIN and I'M IN THE PINK PARAFFIN. I didn't know fuel lorries used paraffin, but I dunno where else these would spring from.

TG -- TWO MILLION ON! Who TG may be I have no idea, or what they had produced, sold, or otherwise affected two million of. They felt it important enough to advertise with badges in both red and blue variants, though.

I SUPPORT BRITISH OLYMPICS. A palpable lie then as now.

LOOK AFTER YOURSELF! Even more palpable, but schools will insist on these promotional larks.

SHREDDED WHEAT SPACE DEFENCE COMMAND. I have always hated Shredded Wheat, but I presume I must have nagged my mother to eat enough to send off the box-tops or whatever.

I'D RATHER BE SAILING Y.C.A. I have not sailed for twelve years, and the thought of doing it with the Young Conservatives Association (which I assume the rubric denotes) makes me leave more than the thought of seasickness.

WE MET AT RANBY'S. With a picture of Santa. Presumably a giveaway from one of these Santa Grotto affairs where you nag your parent into paying £1 (or 5p as it probably was then) to sit on the knee of a child-molestor and be given a worthless gift. Nowadays it'd be a plastic toy from Hong Kong.

RLC SOUTH BANK WEEKEND. Well, that dates that one.

I'M ON THE TRANSFER LIST -- LETRASET TOYS CLUB. What rubbish. Everyone knows that Letraset is sticky lettering for editors unlucky enough not to have swish WPs with tons of fonts.

THE GREAT COVER UP SHOW: CLOTHES FOR THE JOB. Another baffler.

HAUNTED HOUSE and picture thereof. Didn't that used to be an ice lolly years and years ago?

"MAKE SOMEONE HAPPY" -- THE BUZZBY CLUB. Oh dear, oh dear. My grandmother paid for the membership, honestly.

NEPAL -- CUB COUNTRY. Something to do with the Scouts and Yetis, but I forget what.

GIRL GUIDES. I always wanted to be one, especially after getting thrown out of the Cubs. For some reason I was ruled ineligible.

PLAY SAFE WITH CHILDSPLAY. No memory of this, or the blue bear on the badge.

BUS HONEYBUN -- WESTWARD TV. How these stars of yesteryear pass into oblivion!

BUNGO and a Wombles logo badge. Hey, Agar, want a belated Xmas present?

BOLTON WANDERERS. I remember with absolute clarity my decision to support the Trotters due to wanting a different club from everyone else at school. They were in the first division then. I don't think they've been back since. Why I've got Everton and Rangers ones too I don't know.

LUKE STREET. A Sunday-school affair. I got thrown out of that one too.

GAMES DAY 86. Was I really... Did I really... oh, for shame!

## TEN PEOPLE I WISH WOULD RETURN TO THE HOBBY

1) *Pete Doubleday*. Possibly the greatest writer as regards style ever to sweep through our Hobby, and certainly the only Diplomacy player to stand for Parliament representing the Cerebus the Aardvark party, the enormous figure of Doubleday, since he departed us, has left a tangible gap ("How can you have a tangible gap? A gap is by definition *not there*, Bond", as the man himself would say). A major influence on such diverse people as Bowen, Kinzett and Billenness, he and *The Thing on the Mat* are remembered with fondness and loathing by everyone except John Marsden. Currently pootling around in America, or Australia, or somewhere.

2) *Mick Bullock*. The greatest hobby statistician, bar none, who would before breakfast every morning churn out a neatly mimeographed publication concerning regular Diplomacy; analytical lists of who was playing where, country records, poll statistics, frequency statistics... if it concerned Dip it was grist to Mick's mill. He it was who famously produced a results booklet for the Zine Poll which analysed the results in six different statistical ways and left it up to the reader to choose which one was the 'official' result (not so uproarious as it might seem, since *Greatest Hits* won in every table. Moreover, he ran the superbly reliable Diplomacy zine -- or as he would refer to it, *potrzebie* -- 1901 and all that. He gave it all up to run a double glazing firm, and the hobby has never quite seen his like since.

3) *Richard Sharp*. Well, of course he still runs *Dolchstoss*, but to what extent could you call that part of the hobby nowadays? Perusal of earlier issues, when Sharp was at the centre of things, reveals that the man was downright fannish, and sparred with his fellow-editors and players as much as I do now. Ah, for those lost days....

4) *Iain Bowen*. See under Richard Sharp -- not that Iain is often to be found there -- for his participation in the Hobby proper is about on a par with Richard's nowadays. He's still one of my closest friends, in the Hobby or out of it, but *Y Ddraig Goch* (now officially a private publication) is unlikely to return to the pre-eminent position it once occupied.

5) *Allan Doodles*. An unfamiliar name to all my readers save perhaps Birks, Walkerdine and Doubleday, a spotty teenage Allan was one of the Hobby's first multi-dropouts in 1974 or so. These days he is mature, likeable, was a good friend to me while I lived in London (though sadly we've rather lost touch since those days)... and despite

subbing to my first few issues, has no interest in postal Diplomacy.

6) *Matt Quartermain*. "Always gets under my feet... a poseur and wanker of the uttermost," Steve Doubleday once famously declared. The last fan of a large number of horribly unfashionable rock bands, Matt burst on the hobby like a long-haired bomb in the mid-1980s and despite never running his own zine, was soon talked about as much as the average editor. I keep meaning to reprint something by him — maybe some day... Ran a subzine to *Ode*, where his style sat like an Aztec warrior on a London bus. Last heard of, I believe, living in sin in Bracknell, and puking into a sink at the last Koancon. Where are they now?

7) *Alex Zbyslaw*. The editor of *Faster than Light*, winner of a Rusty Bolt for turning up at Manorcon with a blue rinse and feathers, Zibzib is these days working in respectable computers in Cambridge. *FTL* was a highly underrated zine which, amongst other selling points, was talking sexual politics long, long before I was a gleam in Iain Bowen's eye, maybe because he had the sense not to send it to John Webley or Tom Tweedy, it never seemed to cause the kerfuffle I do, though.

8) *Duncan Proffitt*. If only because we would finally discover just where he went when he disappeared into a black hole with his zine *Garbage In, Garbage Out*.

9) *William Whyte*. The only editor who could make Pete Doubleday look normal, Laughin' Bill and *Nertz* are still mourned. Iain Bowen says he's still in Oxford chasing a doctorate; a diminishing number of people still believe that one day he will pop up again and start running postal discussions on chaos theory and modern novels as though he'd never been away, but I will believe that when I see it and not before. Will his trousers and his ad-hoc translations of German game rules be seen at future conventions? Who knows.

10) *Chris Sutton*. The best Diplomacy player I ever came up against, and the only one I've ever played who could win a game with no NMRs or dropouts by pure force of Diplomacy. Dropped out of the hobby to run a mail-order record business, the swine, but if I ever see his name on a mailing list again mine will be added to it without delay.

That's my top ten; who would you like to see gracing our midst again? All nominations are welcome, and who knows, we might even manage to tempt an old-timer or two out of their hole....

# GRAND SLAM

- 1) This is a game set in the framework of a tennis circuit. Tournaments feature the best of five set matches. Tie breaks will resolve each set if necessary.
- 2) Each player should supply a pseudonym and a nationality for the player they wish to control. Nationality should be one of: Australian, Czechoslovakian, French, British, German, Spanish, Swedish and US. The GM reserves the right to change the nationality to achieve an even balance of countries, if necessary.
- 3) Players should then determine their match profile by allocating 100 point between the five sets. Once this allocation is made, it is essentially fixed for the entire game (but see rules 6 and 7).
- 4) To play any match, the profiles of the two players are compared. The match is won by the first player to win three sets. Each set is won by the player who has more points allocated in that set, the score being decided by the following table:

Difference	Set Score
23 or more	6 - 0
19 - 22	6 - 1
15 - 18	6 - 2
11 - 14	6 - 3
7 - 10	6 - 4
3 - 6	7 - 5
0 - 2	Tiebreak

- 5) Tiebreaks. Each player also has 20 tiebreak points which are distributed between the five sets in a similar manner. These are only called upon if a tiebreak in a set is necessary. Should the tiebreak points in a set be equal, the tiebreak is won by the player having most tiebreak points left in the following sets. Should this fail to produce a winner it will be decided on the toss of a coin. Tiebreak points, whilst not interchangeable with basic profile points, may be amended with each tournament. The score for a tiebroken set is always 7-6.
- 6) In any match, players need not stick rigidly to their basic profiles, but may alter distribution by up to 8 points per set, provided the allocations still add to 100 total.
- 7) Success in a tournament brings in more basic profile points to be allocated in the following tournament as the player sees fit. These points will depend on each individual tournament, but will be detailed before each tournament begins.
- 8) If a tournament fails to attract the appropriate number of players, the GM will invite local generated amateurs to make up the numbers. Their basic profile points will total not less than 80 but not more than 95.
- 9) There will be 9 tournaments in all, one for each of the 8 nations plus a preliminary tournament held in Japan. Each tournament will take place in an issue of the zine. Players playing in their home country may claim an extra 5 points; home advantage is added after set allocation, so it is possible to adjust a profile by more than 8 using these extra points.
- 10) NMRing players' points will be allocated identically to the previous match, with 5 profile points deducted from each set. Should a player NMR twice a replacement will be found.

## WOOL WORTH II-D DIPLOMACY

By Glen Overby and Fred C. Davis Jr, reworded by Andrew Poole and (slightly) Haz Bond

- 1) All usual rules of Diplomacy apply except as altered below
- 2) This is a five-player variant. There are ten Great Powers in the game, each player controlling two of them, a public power, known to all players, and a secret one, known only to the controlling player and the GM

- 3) Three extra Great Powers (Balkans, Scandinavia, Spain) are added to the regular seven, and the map is redrawn slightly to accommodate them. The initial set-up is:

AUSTRIA: F(Tri), A(Bud), A(Vie)  
BALKANS: A(Bul), A(Ser), F(Gre)  
ENGLAND: F(Lon), F(Edi), A or F(Lpl)  
FRANCE: F(Bre), A(Par), A or F(Mar)  
GERMANY: F(Rie), A(Mun), A(Ber)  
ITALY: F(Nap), A(Ven), A or F(Rom)  
RUSSIA: A(Mos), A(War), F(Sev), A or F(StP)  
SCAND.: F(Nwy), A(Swe), F(Den)  
SPAIN: A(Por), F(Mor), A or F(Mad)  
TURKEY: F(Ank), A(Con), A or F(Smy)

A/F choices need not be revealed until the Spring 1901 moves. If a fleet is chosen in a multicoastal province, it may start on either coast.

- 4) The powers are assigned to players by preference list, all public powers being chosen before any private ones
- 5) The control of secret powers is never revealed by the GM, though NMRs may make the relationships apparent. Players may do as they please with regard to secrecy
- 6) The game begins in Spring '01 rather than 1901, not being historically based.
- 7) There are 39 centres on the board, the victory criterion is control of 24 centres, which may be reached by combining the totals of the public and private power (though the two powers' adjustments are always treated separately)
- 8) There is a direct passage allowed between Sicily and Naples, which does not affect passage of fleets between TYS and ION.
- 9) New provinces are abbreviated as follows: Alg = Algeria; Bas = Basque; BOB = Bay of Biscay; Cre = Crete (SC); HAO = High Atlantic Ocean; Ice = Iceland (SC); Irë = Ireland; Kaz = Kazakhstan; Lap = Lapland; Mac = Macedonia; Mad = Madrid (SC); Mor = Morocco (SC); Per = Persia; Sic = Sicily; Swi = Switzerland (SC); Tra = Transylvania; WAO = West Atlantic Ocean

*A map of this variant should be hereabouts, courtesy of Chris Robey and Box Frenzy. I think the list for this game is full, but if we get five more people interested I'll be quite happy to run a second one.*

— 15 —

*that's all, folks!*  
game end statements

DREDD    Diplomacy 91DC    Start issue 2 (May 1991)  
Winner: France (Peter Dunning)    End issue 31 (Jan 1995)

Country	01	02	03	04	05	06	07	08	09	10	11	12	13	Fate
Austria(Allan Gordon)	5	6	6	7	7	8	8	10	10	10	10	9	6	Survives
England(Adam Sharr)	5	4	4	2	1									Drop A'04
France(Peter Dunning)	5	7	10	12	12	11	12	11	12	13	13	16	18	WON
Germany(Peter Rutclue)	4	3	1	0										Elim A'04
Italy(Toby Harns)	4	4	4	5	5	4	3	1	1	1	1	0		Elim A'12
Russia(Vick Hall)	6	8	6	8	9	11	11	12	11	10	10	9	10	Survives
Turkey(Peter Charles)	4	2	3	0										Elim A'04

AUSTRIA (Allan Gordon) Well done, Peter ... pourquoi, Vick? ... 'buff said, Haz.

FRANCE (Peter Dunning) This game started for me in May 1991, and is the longest game I've been in so far. It was interesting looking back to the early days. In 1901 I decided to make a play for Bel and moved A(Par)-Bur, F(Bre)-Pic. Germany didn't like it and left Denmark free, moving F(Kie)-Hol, A(Mun)-Ruh, A(Ber)-Kie. However he then made a complete mess of his orders and lost Bel to me and Den to England. He never recovered. Of course Russia also gained Swe, this was an advantage as it caused England problems while allowing me to march into Germany. Elsewhere it was Austria and Italy who didn't get on and it was Austria who gained the upper hand. Turkey found it difficult to get out of his corner and quickly lost out to Russia and Austria.

As early as 1902 it was Austria, France and Russia who were coming out on top. I stabbed England and with Russia we quickly gained. Russia had also captured Con and Austria/Italy were still trying to mess each others' plans up. By the end of 1903 I had reached 10 centres. England had pegged back Russia who lost two centres, one north, one south. Austria was playing well, Toby who I know is a very good player was getting extremely annoyed that he had failed to make any headway.

1904 saw me on 12 centres, England in anarchy and Germany out. My position looked good, problem was where to go now and how long before the other decided they'd better stop me. Austria, however, had taken a centre from Russia. Italy had finally reached 5, helping Russia to put Turkey out. In 1905 I decided to move fleets against Italy and try to contain Russia in Scandinavia. Also Austria was attacking Mun so I was fighting all three. I managed to hold onto 12 centres by taking another English one, but instead of continuing to advance I got cold feet and tried to gain an ally to hold my position. I believe I should have advanced to improve my position, because by 1906 I had dropped to 11 and Russia was on 11 too. However, Russia had helped me into Munich which didn't help his relations with Austria, and Austria attacked Italy taking Ven. So things were not all bad. I believed I could in time gain the upper hand in Scandinavia and the others were all falling out.

1907 I was right about Scandinavia and with Austria taking another centre from Italy and Russia one from Austria the threat of all three against me disappeared. They were all upset and all offering me help again. In 1908, just when I thought things were going well I let Russia gain Edi from me and he built another fleet in StP/nc. Austria all but finished Italy, taking him down to one centre. I wasn't sure if anyone could win now. From 1909 to 1911 things stayed much the same centrewise, but Italy was helping me in return for his survival. Russia and Austria seemed to have an increasing dislike of one another, and I was concentrating on moving my position round hoping I could still win. In 1912 I was in a position to take two centres from Russia and put Italy out, moving on to 16 and a definite chance to win. Russia seemed quite happy to help me and continued to attack Austria. So in 1913 I reached 18, aided by Austria NMRing in Spring.

Peter Rutclue only wrote a few times, had no real ideas, and made a complete hash, not once but several times, of his orders. Adam Sharr and I worked well at the start but as soon as I stabbed him, he dropped out. Toby, Allan and Vick helped to make this an enjoyable game. I don't really need to say that they were all good players. Toby got increasingly frustrated by his failure to advance against Allan and our relations were not very involved. Vick and I kept up a good correspondence for the entire game, even when we were at odds. His falling out with Allan made it easier to gain help when it would perhaps have been better if he

hadn't. Allan was a difficult player to get on with, a style all his own when it comes to letter writing. One memorable letter in Spring 1906 I had to re-read several times just to understand it. He seemed to spend lots of time offering me his services but making impossible demands as payment. Anyway, my thanks to them all, hope we meet again. Special thanks to you, Haz, who stuck to it despite difficulty and having come through, I hope you have a good 1995 and the zine continues to thrive. I used to love picking up your GM errors but there don't seem to be many these days.

Letter count for those interested (sent/received) Austria 27/23, England 10/7, Germany 8/7, Italy 18/16, Russia 27/30, Turkey 1/0 Total 91/83

GM (Haz Bond): I think Peter's said it all, really, so thank you all, and I hope you enjoyed it, even you, Allan.

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Duck! here comes James Hardy!

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YAVILLAND RR1221LE Start issue 18 (Feb 93)  
Winner DEAD (David Oya) End issue 32 (Feb 95)

Player	Score	rd 1	2	3	4	5	6	7	8	9	10	11	12
DEAD (David Oya){Brighton}	26	45	53	55	74	64	104	180	241	317	373	434	
SACK (Steve Guest){Margate}	33	45	60	75	78	71	133	142	199	240	292	324	
DRUNK (Duncan Adams){Deal}	19	19	17	23	26	21	50	64	88	115	167	226	
TBNS (John Colledge){Folkestone}	26	32	18	9	4	2	24	52	99	148	178	222	
RADAR (Paul Slade){Bexhill}{Drop rd 8}	26	31	30	64	62	67	61	116	120	136	145	148	

SACK/Steve Guest (2nd) With the arrangement of the start towns SACK was always hot favourite to win this, as he was given a clear route to London. Normally the Brighton start has to have a good first roll to avoid being shafted by an Eastbourne player (in this case non-existent). Margate's still a good start though I notice it's been weakened slightly from the old Map K. I made a mistake somewhere in the middle of the builds, allowing DEAD to build up to Rochester, and that really was that. The other players seemed to have bad starts and never really recovered. I also hate Dover/Folkestone as start towns - it's difficult to see what to do with them. A pretty much south coast line could be interesting, but you have the problem of how to lead into it from London - essential on this map. Anyway, David didn't make any mistakes that I can see, which means a deserved win.

TBNS/John Colledge (4th) Bollocks! If I had run race 40 properly I would have beaten Duncan.

There has to be a basic flaw in this map somewhere. Why else would the best network (only one town more than 6 hexes away) end up with half the score of the winner's network which only covers half the map?

Presumably Paul Slade dropping out unbalanced the game badly and of course me wandering all over Steve Guest's track instead of him falling into my cunning plan didn't help! As for the extra two throws for players running between London and Folkestone, that was a con if ever I saw one. Pity I didn't see it!

Can't think of any other excuses for doing so badly. Thanks for GMing, Haz, and congrats to our freegly [That's what it looks like...] friend whose rating will now increase in direct proportion to his head size!

GM (Haz): Unfortunately for John there were no London - Cross-Channel runs at all, hence his sarky remarks about the two extra throws. Somehow this game looked decided almost from the start, but I'm no expert at RR and wouldn't presume to judge the map or the players as a result of this game.

John Colledge, as is well known, is just about the only gamer I know with writing worse than my scribble. What's more, he always handwritten his orders. My optician's bill is in the post, John.

Anyone who cares to may join in the new game which is lumbering into view over the horizon - see the usual place for details of waiting lists.

*Sorry if the tables above are all out of kilter - this issue is being produced in one helluva rush. You all have the wit to figure out what's what, don't you?*



# SITZKRIEG

THE GAMES SECTION

CHESS Will return next issue, when I've unpacked my board (I'm not good enough to manage without one)



## ALEKHINE

Nuclear Holocaust

2007AD

**YOU BUNCH OF INCOMPETENTS** You're supposed to keep track of your hands/strategies!

Attacks APPLIANCE's Neutron Bomb drops on GOTHIC, leaving deserted houses and population centres, which allows Andy to pinch the following cards from Tony.

Secrets revealed A stock market boom brings 2m extra population to PRP

### Revealed Cards

**FAROE ISLANDS** (Rob Moore) The Polaris is a discarded bluff, for the next card out is a Cruise Missile! It rises into orbit and starts heading round the world, commencing with a flypast of GOTHIC.

**GOTHIC** (Tony Dickinson) A 10 meg pit is loaded onto the Minuteman and it is launched — target to be revealed next issue. Are you on the edge of your seat?

**APPLIANCE** (Andy Bell) A 10 meg warhead is harmlessly tested in the desert

**PEOPLE'S REPUBLIC OF PECKHAM** (Alan Coulthard) The B-70 takes off and its first payload proves to be a 20 megaton nuke. Another target to be revealed soon, soon, soon. [On file, Alan]

**THE FNORDS** (Geoff Brown). Quickly rush a Midgetman onto the launch pad and fire it off, to complete the round of attacks to be determined nextgame year. [Target on file, Geoff]

Deterrents GOTHIC 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-18m

Your New Card(s)/Personal Notes

New Secrets None

To he who asks an interceptor can indeed only be used once, and deterrents can be withdrawn at any time and played as soon as you like thereafter

Press: Paper, paper everywhere and not a drop to drink! Once again the Fnords prove that you can launch as many missiles as you wish but without those cute little leaflets life has no meaning. All the dolphins and teddies gather round and the charismatic leader of the Fnords will tell you a story and Roosevelt will make the hot chocolate.

Once upon a time, in a land far far away, there lived an evil nasty little man. He was a bad leader and could only please his people by making war upon the kind, good people of the Fnords. So the Fnords **KILLED HIM!!!** and blew away his sad little existence. That was the tale of Frogland. It will also be the tale of the People's Republic of Peckham. Vindictive little bastards, us Dolphins!

## THE BONKING GAME turn 2

THIRTEEN REMAIN The dirty baker's dozen?

*Haz Bond* bonks *John Wilman* cos he'll be too drunk to notice \*\*\* *Kay Dekker* hides behind a convenient sprig of foliage \*\*\* *Dave Lomas* bonks *Fiona Campbell* \*\*\* *Geoff Brown* bonks *Kim Head* \*\*\* *Peter Ritchie* bonks *Richard Walkerdine* for writing essays in his orders \*\*\* *Arthur Owen* bonks *Kay Dekker* \*\*\* *John Morgan* hides under a nearby manhole \*\*\* *Andy Bell* bonks *Richard Walkerdine* for assuming he'd be bonked in turn 1 \*\*\* *Tony Dickinson* bonks *Mark Underhay* for the hell of it – "he'll understand" \*\*\* *Richard Walkerdine* bonks *Fiona Campbell* ("No hard feelings – or should I rephrase that?") \*\*\* *Ian Harris* bonks *Richard Walkerdine*, assuming correctly that everyone else will too \*\*\* *Ed Morgan* bonks *Haz Bond* to death for running a Sea of Despair variant (damn it, Morgan, TBG came first!) \*\*\* *Paul Cockayne* bonks *David Oya* \*\*\* *David Oya* shaves his head, screams "Ah luhhv youuh Malloreee" and blows away *Chris Jones* \*\*\* *Kim Head* self-bonks in protest at not being allowed to hide again \*\*\* *Simon Amos* bonks *Rob Moore* with a lead-lined codpiece packed with Semtex and the sort of fireworks that go off with a big noise \*\*\* *Chris Jones* hides behind a fortuitously placed Burmah Shave advert \*\*\* *Bob Holliday* bonks *David Oya*, as someone's got to do it \*\*\* *Jeremy Tullett* is so taken with *Kate n'ha Ysabet's* name that he feels impelled to bonk her \*\*\* *Andy Cox* bonks *David Oya* on a very odd postcard \*\*\* *John Breakwell* takes a whole page again in bonking *Andy Cox* \*\*\* *Rob Moore* bonks *Ed Morgan* for obvious reasons \*\*\* *John Wilman* thinks it's high time he paid back *Richard Walkerdine* for stabbing him in a game 5 years ago \*\*\* *Peter Dunnett* tried to bonk *Mark Underhay*, heedless of the fact that he (Peter) died in turn 1! \*\*\* *Kate n'ha Ysabet* blows kisses to Kay and Fiona as she bonks *Bob Holliday* \*\*\* *Mark Underhay* bonks *Ian Harris* just for the hell of it

Deaded: Bond, Campbell, Cox, Harris, Head, Holliday, Morgan E., Moore, n'ha Ysabet, Oya, Underhay, Walkerdine, Wilman

Special Award for Being Bonked Above And Beyond The Average RICHARD WALKERDINE Alive, she cried Simon Amos, Andy Bell, John Breakwell, Geoff Brown, Paul Cockayne, Kay Dekker, Tony Dickinson, Chris Jones, Dave Lomas, John Morgan, Arthur Owen, Peter Ritchie and Jeremy Tullett are all alive and bonkable

Self-Bonking NMR fiends Fiona Campbell and Sarah Collins go blind and exit

Press It's nice to be popular, isn't it? And that was without the usual attentions of Parish, Collman K., Dickinson and Holliday They must all be going soft Still, I don't think it is up to Borealis' Sea of Despair levels yet What amazes me is that there are 2 Seas of Despair I'm still in. TTYF/TCP [Given under the hand and seal of *Mark Stretch*]



GLIGORIC

Bus Boss 155SW

Turn 2

**TIE BROKEN.** South Coast routes still popular

BOOM (John Breakwell, green)	Brecon-Builth Wells-Llandrindod Wells	128-12 = 116
ACRONYM (Ryk Downes, red)	Aberystwyth-Rhayader & Devil's Bridge	128-13 = 115
BOYO (Paul Cockayne, purple)	Bridgend-Port Talbot-Swansea	128-11 = 117
SWIG (Kim Head, black)	Bridgend-Port Talbot, Newport-Chepstow	128-12 = 116

*Judge English* The above is the correct player order for turn 3, so there.

STALEMATE? It was fresh this morning, mate!

AUSTRIA (Peter Dunnett) A(Boh) raises the flag and plays the last post (badly).

ENGLAND (Edward Ainsworth) F(Nwy)-Swe\*

FRANCE (Ian Harris, 3 Abbotside Close, Urpeth Grange, Chester le Street, Co Durham DH2 1TQ)
A(Pie) H, F(MAO)-WMS, A(Lon) H, A(Bur) S German A(Mun), F(TYS) S F(Nap), F(GOL) S A(Pie),
F(Nap) H, A(Tus)-Rom, A(Gas)-Mar, A(Tun) H.

GERMANY (Mark Stretch, Jesus College, Oxford OX1 3DW)
F(Swe) S F(NTH)-Nwy, F(NTH)-Nwy, F(NWG) S F(NTH)-Nwy, A(Mun) S A(Ber)-Sil, A(Ruh) S A(Mun),
A(Ber)-Sil, A(Kie)-Den.

TURKEY (Mark Underhay, 65 The Chase, Holland on Sea, Essex CO15 5PZ)
A(War) S A(Rum)-Gal, A(Tri) S A(Ven), A(Vie) S A(Tyr), A(Tyr) S A(Vie), F(ADR) S A(Ven), F(ION) S
F(Apu), F(EMS) S F(ION), F(Apu) S A(Ven), A(Ven) S F(Apu), A(Lvn) S A(SiP), A(SiP) S A(Lvn),
A(Ser)-Bud, A(Rum)-Gal, F(AEG) S F(ION)

Retreats English F(Nwy)-BAR, fighting to the last

Game End Proposals 3-way draw F-G-T: 2 AYE, 1 abstention = NAY, so repropoed with abstentions = AYE
4-way F-G-T-A. invalid, because...

Adjustments

- AUSTRIA: Vie Mun = 0 Disband A(Boh)
ENGLAND: Nwy = 0 Disband F(BAR)
FRANCE: Mar Bre Por Spa Lpl Par Tun Nap Rom Lon = 10 n/c
GERMANY: Kie Den Hol Swe Ber Bel Edi Mun Nwy = 9 Builds A(Ber), A(Kie)
TURKEY: Con Ank Smy Bul Rum Sev Mos SiP War Gre Ser Bud Ven Tri Vie = 15 Builds A(Con)



HÜBNER

Breaking Away

Gamestart

THIS IS NOT A SLOW CYCLING RACE But you wouldn't think so to look at it

Table with 3 columns: New Card, Square, Racer. Lists card numbers and corresponding player names like Cardinal Wolsey, Amy Thist, etc.

Judge English. Wake up at the back there As for you, Oya, the bloody anti-bunching rule was your idea in the first place!

U-Benders (Paul Cockayne)
Cistern: 3, 5, 7, 15
Bowl: 3, 9, 15
Seat: 3, 7, 11
Ballcock: 3, 5, 9

The Dungbeetles (David Oya)
Jim: 1, 5, 10, 15
Phil: 3, 9, 15
George: 3, 4, 14
Drongo: 1, 3, 12

Red Cardinals (Vick Hall) NMR!
Cardinal Wolsey: 1, 2, 12
Cardinal Tetra: 2, 4, 9
Cardinal Machete: 3, 5, 8
Cardinal Andropov: 1, 3, 5

Beates (Bob Holliday)
Lennon: 5, 12, 14
Harrison: 3, 9, 14
McCartney: 3, 3, 14
Starr: 1, 3, 14

Confusion (Ryk Downes)
69: 3, 14, 15
121: 5, 7, 14
42: 3, 6, 11
11: 3, 5, 9

Cullender's Own Racers (R: Cullender)
Amy Thist: 3, 3, 5, 15
Emma Rald: 4, 5, 12
Di Ammond: 4, 5, 7
Ruby: 2, 3, 8

QUINCY

Time Lords Dip III? 91BS rd??

Spring 1911

ITALIAN WARP DRIVES IN OVERTIME Turkish forces prefer conventional travel

ENGLAND (John Wilman, 2 Keillor Cottages, Kettins, Blairgowrie, Perthshire PH13 9JT)  
F(Edu)-NTH, F(Lon)-ENG, A(Lpl)-Yor, F(Den) S F(Swe)-BAL, F(Swe)-BAL, F(Nwy)-Swe,  
A(Por) H F(Lpl W A10), A(Lon W A10)

FRANCE (RJ Walkerdine, 6 Honeybourne Way, Wickwar, Wotton-under-Edge, Glos GL12 8PF)  
A(Par)-Gas, A(Mun)-Ber, A(Bur)-Mar

GERMANY (Steve Doubleday, Norton House, Whielden St, Amersham, Bucks HP7 0HU)  
A(Kie)-WARP

ITALY (Rob Moore, Flat 2, 132 Otley Road, Far Headingley, Leeds LS16 5JX)  
A(Hol)-WARP, A(Rom)-WARP, A(Spa)-Por, F(Ven)-WARP, A(Nap)-WARP A(Ven W A08)

TURKEY (Edmund Morgan, 22 Meadow Road, Sutton, Surrey SM1 4NF)  
F(BLA) C A(Ank)-Rum, A(Ber)-WARP, A(Trn)-Ven, A(Gre)-WARP, A(Mos)-War, A(StP) H,  
A(Sev)-Mos. A(Bul)-Ser, F(AEG)-ION, A(Ank)-Rum, A(Con)-Bul, F(Smy)-AEG

Retreats Not this time

Press

England - Germany You offered me an alliance I agreed You stabbed me The wages of sin are death

England - Turkey Congratulations



EUWE

Diplomacy 94BA (DR 999 94)

Spring 1903

AUSTRIA (John Todd, 70 Alfred Road, Dorchester, Dorset DT1 2DW)  
F(Gre)-ION, A(Ser)-Trn.

ENGLAND (Mark Stretch, Jesus College, Oxford OX2 6BN)  
F(IRI)-MAO, F(ENG)-Bre, A(Swe)-Fin, F(NAO) S F(IRJ)-MAO, F(Lon)-NTH

FRANCE (Keir Hodgson) NMR12 = **anarchy** F(Spa/sc), F(MAO)\*, F(Pic) H u/o

GERMANY (Fiona Campbell, The Manse, Munloch, Ross-shire IV8 8NL)  
A(Bel)-Bur, F(Den)-BAL, A(Bur)-Mar, A(Hol)-Ruh, A(Mun)-Sil, A(Ber)-Pru.

ITALY (Martin Draper, 124 Lord Street, Hoddesdon, Herts EN11 8NP)  
A(Bud) S Russian A(Gal)-Rum, A(Vie)-Gal, A(Tyr) H, A(Trn) S A(Bud), F(Alb) S F(Nap)-ION, F(Tun) S  
F(Nap)-ION, F(Nap)-ION

RUSSIA (Tim Neale, 33 The Towers, Stevenage, Herts SG1 1HE)  
A(Mos)-Sev, A(Ukr) S A(Mos)-Sev, A(Gal)-Rum.

TURKEY (Bob Holliday, 6 Rooke House, Bishop Street, Portsmouth PO1 3DF)  
A(Rum)-Sev, F(AEG) S A(Con)-Bul, A(Con)-Bul, F(BLA) S A(Rum)-Sev, A(Arm) S A(Rum)-Sev.

Retreats French F(MAO) dies lonely and unloved.

Press

Russia - World Sorry about the NMR, my letter must have got lost in the post.

Judge English - Russia Neither orders nor cheque ever showed up last time

Germany -All Please use the above address from 24 March - 17 April

Judge English - All He hasn't said, but Mark may be at his home address for a similar period

**WE'LL TRY TO STAY SERENE AND CALM:** When Alabama gets the bomb

- POTATOLAND Chris Jones Cell WARSAW
- UNITED HATES OF AMERICA James Hardy Cell TRIESTE
- Weymouth ANarchistic Koalition with Eritrean Rebels' Jeremy Tullett. Cell LONDON
- MATES (Trappist Monks Against Elderly Sex) Arthur Owen Cell ROME
- Ninth Action Unit -- Society for the Extermination of Americans Alan Coulthard Cell VIENNA
- Tony Dickinson Cell HOLLAND

Tony's acronym may or may not be deliberate -- he wrote "Pseudonym " and left a space after it Arthur tried to put Italy as his cell, so I picked a random area in that country.

BOMB SUPPLIES (1each) Syria supplies cell (Hol) and WANKER cell (Lon), Paris supplies MATES cell (Rom) and NAUSEA cell (Vie), Tunis supplies UHA cell (Tri), Ireland supplies Potatoland cell (War), BOMB STOCKPILES Syria 1, Tunis 2, Ireland 2, Paris 1.

Due to a Special Event six Damnyankees are landing in Vienna The ordinary tourist trade also brings in the following:

- 3 tourists in Budapest
- 4 tourists in Edinburgh
- 2 tourists apiece in Kiel, Berlin, Munich.

Go to it, my fine, fiendish terrorists.

Rules Queries:

This is where I admit that I reprinted the rules because they made me laugh rather than because I thought they might provide a workable game . Oh well, let's try anyway. I reserve the right to interpret, re-interpret and downright abuse the rules as I see fit or in the cause of playability

There is no time limit on informing (and yes, Alan, I did Freudially type 'IRA' for 'CIA' in the turn-event list) A cell carrying out an airport siege is assumed to be all aboard the aircraft and thus unable to plant bombs elsewhere

Any tourists killed by the US Navy are credited to the kill-ratio of the player whose snitching caused Col. North and his boys to get so hot and cross.

State Sponsorship let's try this reading. A state sponsor only creates a new bomb when one is detonated. When supplying, if there is a shortage, the bomb goes to the cell most recently successful in splattering tourists. Each cell may request one bomb per turn



KASPAROV

Diplomacy 95??

Double deadlined **-NOT!**

Well, I am cross We have five sets of orders headed Kasparov, one set obviously intended for Kasparov though the heading proclaims that they're for a game in *Nothing to Declare*, and one blank. I won't start a Dip game with an NMR, so I invite Duncan Adams to get orders to me immediately if not sooner, and call for a standby in case he has vanished from our ken I'm surprised, because Duncan was at Mastercon seeming quite keen (though he's just dropped in 'Cactus', so I'm a wee bit cross with him). STOP PRESS: his orders arrive ridiculously late, so we can go ahead, though as I've already laid out the games pages this one will have to be tagged on the very back, if I can rejig it. Otherwise it will have to ride as a flyer with this issue. Socks up, Adams.

- AUSTRIA Alan H Coulthard, 8 Redhurst Way, Gleniffer Gate, Paisley, Renfrewshire PA2 8NH
- ENGLAND Duncan H Adams, 12 Mary MacManus Drive, Buckingham MK18 1UL (COA!)
- FRANCE: Edward Ainsworth, 4 Park Avenue, Bedford MK40 2JY
- GERMANY. Mark Underhay, 65 The Chase, Holland on Sea, Essex CO15 5PZ
- ITALY: John Marsden, 33 Weston Road, Strood, Kent ME2 3HA
- RUSSIA: Simon Amos, 22 St Margaret's Road, Bradford, W Yorkshire BD7 3AB
- TURKEY. Paul Cockayne, 18 Henry Road, West Bridgford, Nottingham NG2 7SS

## BROKEN FACE

Breaking Away [GM David Oya]

Turn 9

RC Sq Cyclist

Scores

25	97	Euler	Math Mode	17
	^^		Dwarves	15
3	72	Gauss, Bashful	Boston Brakers	9
	^^		MYTH Inc	8
3	69	Eileen Dover		
	68			
3	67	Hilbert, Mutton Jeff, Sleepy		
6	66	Noether, Huffed		
8	65	Rally Splash		
9	64	Leeding Pack, Stuffed, Puffed, Gremlin Griff		
13	63	Vampire Val		
14	62	Poltergeist Pete, Tanda		
16	61	Gleep		
17	60	Happy		
18	59	Skeeve, Grumpy		
20	58	Satan Sam		
21	57	Aahz		

MYTH Inc (Mark Stretch)

Skeeve	3, 3, 18
Aahz	3, 13, 21
Tanda	3, 3, 14
Gleep	5, 14, 16

Math Mode (Stuart Dagger)

Euler	3, 3, 8, 25
Gauss	3, 3, 4
Hilbert	3, 3, 8
Noether	4, 6, 9

Spooky Spokes (Bob Hollday)

Vampire Val	3, 4, 8, 13
Poltergeist Pete	5, 7, 14
Gremlin Griff	6, 9, 9
Satan Sam	3, 6, 20

Dwarves (Mick Haytack)

Happy	3, 6, 10, 17
Grumpy	7, 14, 18
Sleepy	3, 5, 6
Bashful	3, 3, 3

Windy Pops (Edward Ainsworth)

Huffed	3, 6, 12
Puffed	3, 5, 9
Stuffed	3, 8, 9
Knackered	(dropped)

Boston Brakers (Alan Coulthard)

Leeding Pack	3, 5, 7, 9
Rally Splash	8, 8, 10
Mutton Jeff	3, 5, 10
Eileen Dover	3, 8, 10

*Agrajag* Euler puts his feet up on the handlebars and starts blowing kisses to the crowd.



## CAPABLANCA

Sopwith T207UB

Turn 8

**WIZARD GOES BANANAS:** Duxx nearly goes to sleep

Pilot	Starts	Moves	Ends	A .D :P
<u>Ginger</u> Rogers	F14/W	A and flies off!	Dead	02
2 ACE John Miller				
Sky Tripper	P12/E	LT, LT, LT	O11/W	08.08 09
4 Duncan Adams				
Wizard Prang	R11/W	A, A, A f-L&R&A	O8/W	09 08 09
5 Geoff Brown				

Clouds move SW to: P18-Q17-Q18-R17-R18 K12-L12-L13 : I14-J13-J14 . K6-J5-I4 : P13-Q14-R15-Q13 : E10-F10-F9-G9.

Sky Tripper got bonked by a cloud last turn -- 1 damage deducted

I have a horrible feeling that there's a cockup somewhere in this game, as it's very unlike John to err as he has above. I shall look into it and readjudicate if I find what's wrong (this is being done away from my files due to Circumstances)

# CACTUS

RR1223OX [GM David Oya]

Turn 9

- Race 11 (14-s3) ISIS 20+4=24, STUPID 10-4=6
- Race 15 (24-43) BRASENOSE 20, ISIS 10-1=9, PUFF 0, STUPID 0-3-1=4, PRACTICE ±1+1= +2
- Race 16 (33-11) (ISIS/CIDER jt) STUPID 20, ISIS 5, CIDER 5
- Race 17 (26-66) PRACTICE 20-10-1-1=8, PUFF 10+1=11, BRASENOSE 0+10=10, ISIS +1
- Race 18 (31-s4) (STUPID/CIDER jt) STUPID 10-~~1/2~~=9~~1/2~~, CIDER 10-~~1/2~~=9~~1/2~~
- Race 19 (46-15) (STUPID/PRACTICE xrp) STUPID 20, PRACTICE 10
- Race 20 (51-64) B'NOSE 20-9-1=10, CIDER 10-6+9+9=22, PRACT. 0-3=-3, PUFF 0-9+3+6=0, ISIS +1
- Race 21 (53-s5) BRASENOSE 20, PUFF 10

BRASENOSE (Grove)-K33-J33-I33, (D75)-Thame -7 -1(PR) +2(PU)  
 ISIS (B80)-F78-H79-Chinnor -7 -1(PU)  
 PUFF: (V11)-T10-T9-S9, (Thame)-E76 -7 +1(I) -2(BR) +1(PR)  
 CIDER (Goring)-Z42-C94 -7 -2(PR)  
 PRACTICE (P29)-Abingdon, (P26)-P28, (O26)-O25, (X31)-W32 -7 -2(C) +1(BR) -1(PU)

	b/f	Races	Builds	c/f
ISIS - Steve Guest - orange	134	+40	-8	166
CIDER - Fiona Campbell - red	114	+36½	-5	15½
BRASENOSE - Haz Bond - brown	54	+60	-6	108
PRACTICE - Alan Parr - black	94	+17	-9	102
STUPID - Mark Stretch - blue	39	+51½		90½
PUFF - Bob Holliday - purple	74	+21	-7	88

### Races for turn 10

- 22 (14-22) Middle Barton - Woodstock
- 23 (36-65) Abingdon - Henley
- 24 (62-46) Watlington - Chinnor
- 25. (32-s1) Carterton - West Midlands
- 26 (43-12) Oxford - Banbury
- 27 (52-21) Shrivenham - Charlbury
- 28. (51-s3) Faringdon - Worcester

*Agrajag* Duncan NMRs for the third time and is therefore ejected from the game. It's a bit late in the game to think about finding a standin or auctioning off track, so I won't. Instead, you may use BLOTTO track in races at half the normal cost, i.e. half a point per hex. Enter up to four races and then build up to five physical points of track.

*Agrajag-Alan* Note that you can't pay more than ten points to any one other player in a race, so I altered your race 17 orders slightly.

*Agrajag-Steve:* You're right to think that I wouldn't accept 'only offer if there are no other entrants' as a conditional order for joint runs or XRPs.



# URQUHART

Sopwith T215UB

Turn 18

Pilot	Starts	Moves	Ends	A.D.P.P.
1 <u>Ginger Rogers</u>	D3/E	RS, RS, RS	G3/E	16 08 38
ACE John Miller				
5 <u>Vic Rattlehead</u>	O11/SE	RS, A, A	Q10/SE	04 08 06
ACE Rob Moore				

Clouds move NW: E10-F10-F11-G12-H13, H4-I4-I5, E7-F7-F8-G8, J11-J12-K10-K11 are all that's left.

Rob's end position was misreported last time, but since I know what he's up to it's easy to amend his orders. Provisional orders on file from Vic Rattlehead up to turn 23 (Anyone for *Future Tense Sopwith?*)

## DEBASER

Breaking Away [GM David Oya]

Turn 6

RC	Sq	Cyclist	Scores
1	52	Mary Ann	MYTH Inc 12 5
4	51	Skeeve	Hell's Grannies 9
5	50	Aahz	Team Barbary 9
6	49	Anna Madrigal, Elric	Poetic Licence 6
8	48	Cecily, Barney	Flintstones 2 5
10	47	Fred, John Daker	
12	46	Ursula, Erekoze	
14	45	Fanny, Alice Walker	
16	44	John Donne	
		^	
3	41	Wilma, Mouse, Wendy Cope	
6	40	Betty, Kitty, Charles Baudelaire, Corum	
		39	
3	38	Gleep, Tanda	
		37	
3	36	Mona	

Team Barbary (Haz Bond)	MYTH Inc (Mark Stretch)	Flintstones (Bob Holliday)
Anna Madrigal 4, 5, 6, 18	Skeeve 3, 3, 4	Betty 6, 6, 15, 21
Mouse 3, 3, 8	Aahz 4, 5, 13	Fred 7, 10, 13
Mona 3, 3, 10	Tanda 3, 3, 21	Barney 3, 5, 8
Mary Ann 1, 3, 5	Gleep 3, 7, 15	Wilma 3, 4, 14
Eternal Champions (Alex Richardson)	Hell's Grannies (Dave Lomas)	Poetic Licence (Kim Head)
Elric 3, 6, 6	Fanny 14, 15, 15, 24	Baudelaire 5, 6, 6, 7
Corum 3, 6, 7	Ursula 3, 7, 12	Wendy Cope 3, 3, 3
Erekoze 3, 4, 12	Cecily 5, 5, 8	John Donne 3, 3, 16
John Daker 3, 6, 10	Kitty 6, 7, 18	Alice Walker 6, 14, 17

*Agrajag* The field bunches up and Fanny's looking very good indeed



## COVER-UP

Turn 7

A isn't Genesis 'The Lamb Lies Down on Broadway' or 'Deep Purple in Rock'  
 B isn't 'Bridge over Troubled Water' by Simon & Garfunkel  
 C is not Fleetwood Mac  
 E is not Rush 'Hemispheres' or Fleetwood Mac 'Tango in the Night'  
 F ain't Pink Floyd 'Wish You Were Here'

- A ~~✓~~ All three men are obviously of a military calling
- B ~~✓~~ A church features prominently in the town that forms the background here.
- C ~~✓~~ The whole cover only uses three colours
- D ~~✓~~ A man holding an odd pose is at the centre of this one.
- E ~~✓~~ The sleeve contains three separate pictures.
- F ~~✓~~ I'm going underground sorry, wrong band

What, no new guesses at all? Score so far. John Colledge 5 points, the rest nowt



Race Results

- 1) 44-54 Calcutta - Vijayawada RAITA 20-5 IRATE +5
- 2) 34-61 Kanpur - Bangalore ERRRR 20-1, DIPSO 10-1, RAITA +1+1
- 3) 23-46 Bombay - Cuttack Reoffered
- 4) 11-x5 Delhi - Bangladesh ERRRR 20-6, IRATE +6
- 5) 51-33 Raipur - Agra MOO 20
- 6) 65-25 Madurai - Indore ERRRR 20-3, DIPSO 10-8, RAITA +3+8
- 7) x3-13 Nepal - Amritsar MOO 20-9, IRATE +9 No joint run confirmed.

Builds

RAITA (J16)-J18-Madras, (Madurai)-D14-D12-C12-Tris andrum, (I64)-K64, (H68)-Jamshedpur = -12+6-11  
 MOO (F53)-Saharanpur, (F71)-Cacutta, (S23)-S22-R21-Vijayawada, (O56)-P56 = -12  
 ERRRR (J16)-J18-Madras, (H14)-G14-G10-Calicut, (K68)-H69 = -12-1R  
 DIPSO (Lucknow)-N61-N63-J65-J66-H67, which I hope is legal and costs 12, payments will be sorted out next go

RAITA (Steve Guest, orange) 79+28-6 = 101  
 MOO (Ryk Downes, blue) 45 +10 (correction rd 5)+31-12 = 74  
 IRATE (Peter Charles, green) -- NMR! 50+20+1 = 71  
 ERRRR (David Oya, purple): 27+50-13 = 64  
 DIPSO (Duncan Adams, red) -- 27+11-12 = 26

Races for round 8 (enter up to 4, build up to 12 physical points)

- |                                      |                                 |
|--------------------------------------|---------------------------------|
| 3) 23-46 Bombay - Cuttack            | 11) 53-x4 Hyderabad - Assam     |
| 8) 14-52 Saharanpur - Vishakhapatnam | 12) 63-12 Mangalore - Delhi     |
| 9) 31-62 Nagpur - Hubli              | 13) 45-32 Jamshedpur - Jabalpur |
| 10) 21-43 Ahmadabad - Calcutta       | 14) x2-24 Kashmir - Pune        |

Steve Guest is leaving Becket Street, en route for Foreign Parts. For now he may be reached at Rutherford Appleton Laboratories, Chilton, Didcot, Oxon OX11.

Duncan Adams' orders are too damn late to be included fully, so there, but I'm allowing him automatic last place in his races and the chance to build, which is a sight more than lots of GMs would do. These results are subject to a legal check

FISCHER**WE CROSS THE RIVER** And pay a bloody fortune for the bridge

- STONED (Duncan Adams, red): NMR! 2a) (U9)-W8-Catamarca-Y9 2b) (Y9)-A50-SM de Tucuman (Z9)-La Banda 2c) (N14)-M14-Rufino-116 37-5(NMR)+6+6+2C+11 = 47
- DROP (John Breakwell, purple). 2a) (K6)-San Rafael, (K6)-M5 2b) (Rosario)-O19 2c) (O19)-Parana, (M5)-Mendoza 29+6+6+6+11+1J = 49
- CHOCALHOLIC (Fiona Campbell, chocolate): 2a) (Dean Funes)-W10-X10 2b) (X10)-La Banda-A51-A50-SM de Tucuman 2c) (Rosario)-J20 21+3-2S+1J+11 = 24
- JUDGE ENGLISH (David Oya, black) 2a) (Santa Fe)-O17 2b) (B51)-D50-D49-E49-Salta 2c) (E49)-F49-SS de Jujuy, (O17)-M18 23+6+6-1C-1S-1D+21 = 34
- IDLE NOT! (Peter Ritchie, green) 2a) (Santa Fe)-P17 {1 sh!}. 2b) (P17)-Rufino: 2c) (Rufino)-G13.. 26+3-1C-2J-1D-1S, = 24
- TBNS (John Colledge, blue) 2a) (Buenos Aires)-L20 2b) (L20)-M21 2c) (M21)-O22-P21-Q22 : 17 : unchanged at 32 ..

The peripatetic Fiona is now at The Manse, Munloch, Ross-shire IV8 8NL under circumstances described in Euwe. Rolls for round 2 are 6 - 2 - 6.

Look, Colledge, it says that about leaving your start town under the map name, top left Peter raises the query of whether, in postal play, it means the first die roll or the entire first turn. I took it as the latter, though I don't know what DGW would rule.

I've readjudicated other games with Duncan's late orders (Agar would have given him a yellow card, two red ones, and a blue one with orange dots) but I've already drawn the map for this game, so tuff luck Dunx

UNWARRANTED PESSIMISM BY MAN OF KENT One more walks the tipsy plank

ANKARA (John Miller): A(War) S A(Mos)\*, A(Mos) S A(War)  
 BELGIUM (Peter Ritchie) A(Hol) [screams as it dies] {No, Peter!} :Kie  
 BULGARIA (Vick Hail) No units extant  
 DENMARK (Peter Dunnett): F(BAL)-Swe, F(Nwy)-StP/nc  
 KJEL (Duncan Adams): A(Mun)-Kie, F(Ber)-Kie A(Den)-Swe, A(Kie)-Hol  
 LIVERPOOL (John Morgan): F(NTH) S F(ENG), F(ENG) S F(NTH), A(Wal)-Yor.  
 MARSEILLE (Guy Thomas): A(Bel) H u/o, A(Bur) S A(Bel), F(MAO)-NAF, F(Bre)-ENG F(WMS)-Tun,  
 A(Pic) S A(Bel).  
 ROME (Alex Richardson) A(Tyr) S A(Ven), A(Ven) S A(Tyr), A(Rom) S A(Ven)  
 SPAIN (Edmund Morgan).F(Gre) H, F(ION)-Tun  
 TURKEY (Neil Duncan) A(Bul)-Ser, F(Smy)-AEG, F(AEG)-Bul/sc  
 VIENNA (Allan Gordon) A(Ukr)-War, A(Sex)-Mos, A(Gal) S A(Ukr)-War, A(Ser)-Bul A(Vie) S A(Tri), A(Tri)  
 smiles indulgently at Wops  
 WARSAW (Peter Charles = anarchy). NMR2! A(SIP) H u/o

CoA Duncan Adams to 12 Mary MacManus Drive, Buckingham MK18 1UL

Retreats A(War) disbands

Press

Vienna - Haz: Last ish's query wasn't 'how can this game be run' but 'won'! And it was serious, cos I've completely forgotten what we're supposed to be aiming at.

Judge English - Vienna: 18 centres or agreed game end, guv'nor, just like the real thing.

Hapsburg Hooker - Punter: Didn't fancy me after all, huh?

Strauss Well, waddaya know? .. the roamin' Romans are homin'! Enjoy the trip, lads? Find any action up there in the coal-fields? Can't see as you're gonna see any more back home than there's ever been .. unless you fancy a truce and a holiday in San Tropez?

Build Centres Denmark nominates Norway

Adjustments

Ankara:	Mos War	= 1 n/c	Belgium	Hol	= 1 n/c
Bulgaria:	Bul	= 0 OUT	Denmark:	Swe Nwy	= 2 n/c
Kiel:	Kie Mun Ber Den	= 4 n/c	Liverpool:	Lpl Edi Lon	= 3 n/c
Marseille:	Mar Spa Par Bre Por Bel	= 6 n/c	Rome:	Rom Nap Ven	= 3 n/c
Spain:	Tun Gre	= 2 n/c	Turkey:	Smy Con Ank Bul	= 4 + A(Smy)
Vienna:	Vie Bud Tri Ser Rum Sev	War = 7 Builds A(Bud)	Warsaw:	SIP	= 1 n/c



IVKOV

Sopwith T229UB

Turn 1

Pilot	Starts	Moves	Ends	A : D : P
<u>Mr Rusty</u>	A1	T/o γ, A, A, A	D1-SE	16 12:00
	Rob Cullender ACE			
<u>Sky Tripper</u>	A10	T/o β, A, A, A	D10-SE	16 12:00
	Duncan Adams			
<u>Ralph</u>	J19	T/o γ, A, A, LS	H16-W	16:12:00
	Tony Dickinson ACE			
???	S19	T/o β, A, A, LT	Q16-SW	16:12:00
	John Miller ACE			
<u>Hippy</u>	S10:	T/o β*, A, A, LS f-A	P9-NW	15:12:00
	Chris Jones			
<u>Red Byron</u>	J1	T/o β, A, A, A	J4-NE	16 12:00
	Alex Richardson			

Clouds move SW: (P12-P13-Q12-Q13-Q14). (E2-F2-G3-H3): (F11-F12-G12): (J6-J7-J8): (E11-F11-F12-G13): (M16-N17-O17). Chris -- who is confirmed as Chris II Jones, Dave Tant note -- failed to specify runway so gets a default beta.

Press Ralph - Dunc: I have my orders you must die!

DUZ-CHOTIMIRSKI

Beat the Black Ball

Round 9 (of 10)

FIRST THREE-WAY TIE Close as can be as the final round starts

Ian Harris.	Marble 30 secs, Black Ball 1 sec
Alan (Nottm) Coulthard	Marble 40 secs, Black Ball 120 secs and nudges funnel!
Mark Stretch	Marble 56 secs, Black Ball 1 sec
Edmund Morgan	Marble 56 secs, Black Ball 120 secs
Alan Parr:	Marble 56 secs, Black Ball 120 secs
Peter Dunnett	Marble 60 secs, Black Ball 120 secs
Rob Moore.	Marble 65 secs, Black Ball 120 secs and nudges funnel!
John Todd.	Marble 70 secs, Black Ball 90 secs
Dave Lomas	Marble 71 secs, Black Ball 120 secs and nudges funnel!
Martin Draper.	NMR!

Black Ball drops. 81 secs - three nudges = 66 secs

Running totals (\* = funnel nudged)

+35 Stretch*	+23 Moore*
+33½ Parr*	+21 Draper*, Lomas*
+28 Harris*	+16 Todd*
+27 Dunnett*	-1½ Morgan*
+24½ Coulthard*	

So it's anyone's game as the last round starts, especially if they're called Stretch or Parr.



KASPAROV

Diplomacy 95??

Spring 1901

RUSSIA GOES OFF AT HALF COCK: Otherwise fairly routine opening scenario

AUSTRIA (Alan H Coulthard, 8 Redhurst Way, Gleniffer Gate, Paisley, Renfrewshire PA2 8NH)  
F(Tri)-Alb, A(Bud)-Ser, A(Vie)-Tri

ENGLAND (Duncan H Adams, 12 Mary MacManus Drive, Buckingham MK18 1UL)  
F(Lon)-NTH, F(Edi)-NWG, A(Lpl)-Yor.

FRANCE (Edward Ainsworth, 4 Park Avenue, Bedford MK40 2JY)  
F(Bre)-MAO, A(Par)-Pic, A(Mar) H.

GERMANY (Mark Underhay, 65 The Chase, Holland on Sea, Essex CO15 5PZ)  
F(Kie)-Den, A(Mun)-Ruh, A(Ber)-Kie

ITALY (John Marsden, 33 Weston Road, Strood, Kent ME2 3HA)  
F(Nap)-ION, A(Rom)-Apu, A(Ven) H

RUSSIA (Simon Amos, 22 St Margaret's Road, Bradford, W Yorkshire BD7 3AB)  
F(Sev)-BLA, A(War)-Gal, A(Mos) and I(StP/sc) H u/o!

TURKEY (Paul Cockayne, 18 Henry Road, West Bridgford, Nottingham NG2 7SS)  
F(Ank)-BLA, A(Con)-Bul, A(Smy)-Con.

Press

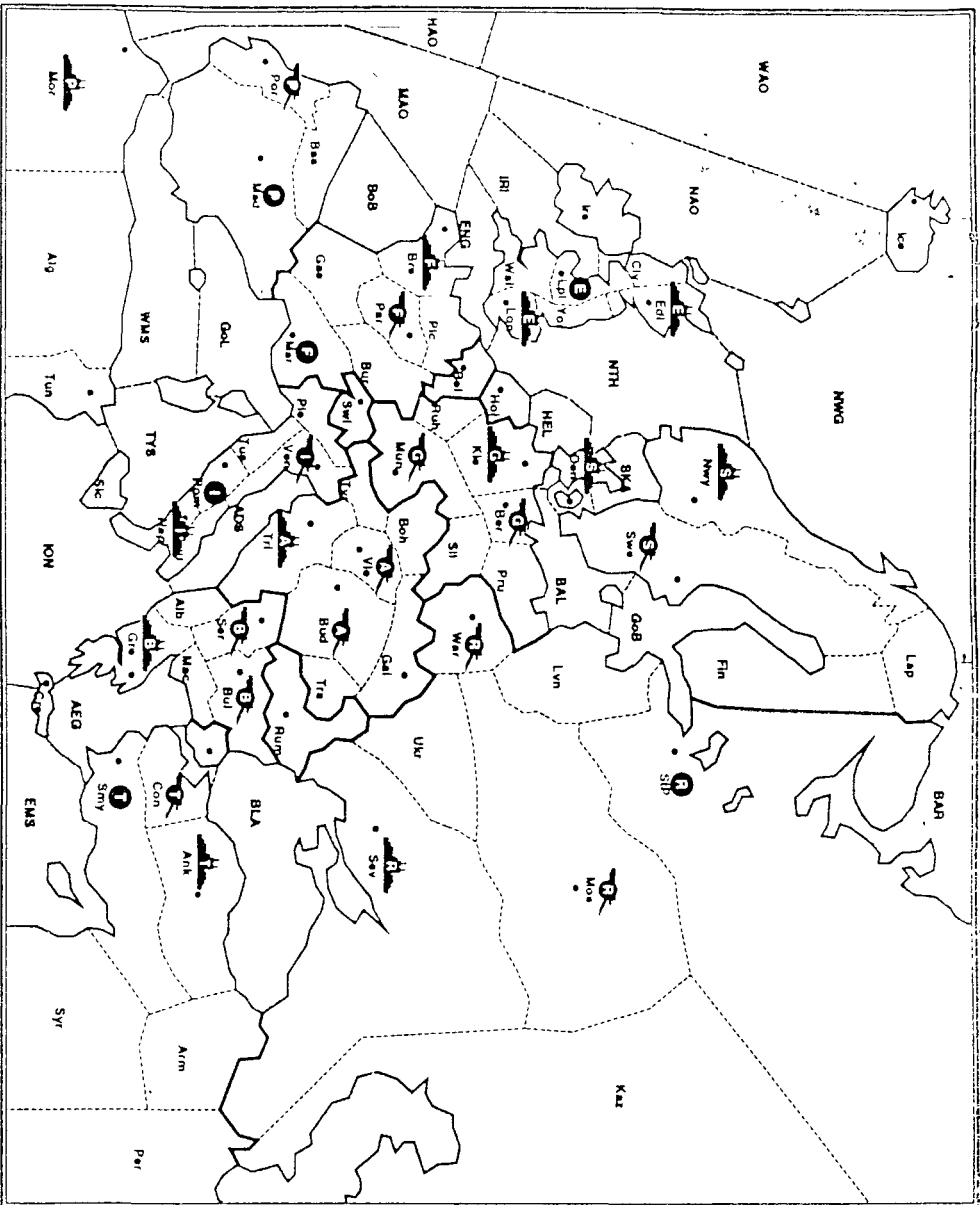
England - Germany & France: Can we discuss Belgium now?

All - Germany: Please stand Russia out of Sweden!

Mos - Ber: Please stand me out of Sweden!

Judge English: What makes me think that that press release was a forgery?

Rom - Par & Vie: Ini minie mini mo!



- Austria
- <Tr, Vie, Bud = 3>
- Balkans
- <Gre, Ser, Bul = 3>
- England
- <Edi, Lon, Lpl = 3>
- France
- <Bre, Par, Mar = 3>
- Germany
- <Kie, Ber, Mun = 3>
- Italy
- <Nap, Ven, Rom = 3>
- Russia
- <Sev, Mos, War, SIP = 4>
- Scandinavia
- <Nwy, Den, Swe = 3>
- Spain
- <Mor, Por, Mad = 3>
- Turkey
- <Ank, Con, Smy = 3>

**Woolworth II-D**  
**SETUP**