

ROUND THE BED

Before PIT, there was...

PANKO

or

"VOTES FOR WOMEN."

RULES.

1. Panko is played with a special pack of 48 cards.
2. It may be played by 4, 6, or 8 persons, but they *must* be divided into two equal parties of Suffragists and Anti-Suffragists.
3. There are four Suffragist suits (Trumpeters, Suffragettes, Trials, and Commons), and four Anti-Suffragist suits (Police, Politicians, Magistrates, and Prisons).
4. All the cards are dealt, except when there are only four players; in that case the Trumpeters and Police should be taken out of the pack.
5. The object of the game is to collect a complete suit of six cards. Suffragists can *only* score for a complete Suffragist suit, and Anti-Suffragists only for a complete Anti-Suffragist suit.
6. At a signal from the dealer each player calls out the *number* only of cards required, offering an equal number in return. All the players may call out at the same time. Cards may be exchanged either with partners or opponents.
7. A Suffragist who obtains a complete suit of Trumpeters shall cry "Toot, toot, toot"; of Suffragettes, "Pank, pank, pank"; of Trials, "Law, law, law"; of Commons, "Votes for Women." An Anti-Suffragist who obtains a complete suit of Police shall cry "Help, help, help"; of Politicians, "Turn 'em out"; of Magistrates, "Fourteen days," of Prisons, "Gaol, gaol, gaol."
8. A complete suit of Trumpeters or Police counts 10 points, of Suffragettes or Politicians 20 points, of Trials or Magistrates 30 points, of Commons or Prisons 40 points.
9. All individual scores are put down to the party to which the individual belongs.
10. If any player make a wrong declaration his or her party shall lose 20 points.
11. Each deal is finished as soon as a proper declaration has been made.
12. The game is won by the party which first scores 100 points.

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A POSTAL GAMES ZINE

ISSUE THIRTY-SIX

OCTOBER 1995

50p PLUS POSTAGE

Parker and Lady Penelope in the Far East:
"This travelling confuses me so. Which state of Malaysia are we in now, Parker?"
"Penang, m'lady."

UP AROUND THE BEND 36

DEADLINE: wednesday november 1 1995 (all games); next issue at Midcon?

waiting lists:

DIPLOMACY: A gamestart inside ('Quinteiros') features Bill Eaton, Colin Smith, John Boocock, Tim Deacon, Jim Goulbra, Warren Gillham and Nick Parish. New list empty.

CONTRACT BRIDGE DIPLOMACY: Rules in issue 31. Stephen Agar, John Boocock, Colin Smith, Tony Dickinson, Gihan Bandaranaike, just 2 wanted, will it ever start? Why do the bridge players all look askance?

~~articles available for sale at the end of the magazine...~~

GRAND SLAM: Mark Stretch, Nick Parish, Geoff Brown, Kim Head, Rob Moore, Colin Smith, Bob Holliday, Bill Eaton, Richard Walkerdine, Ian Harris, John Boocock, Craig Jones, Paul Cockayne, Louise Auty. Gamestart inside ('Polgar'). There will be 2 players initially run by me, who can be taken over by newcomers.

THE AWFUL GREEN THINGS FROM OUTER SPACE: John Todd, Colin Smith, Dave Lomas, Richard Walkerdine, Louise Auty, Craig Jones, Alex Richardson. Gamestart inside ('Reti'). Rules enclosed for players. John Boocock and Tony Dickinson are squeezed out on the grounds of 'most current games in U-Bend', but if 6 more want a game after seeing this one start...

BREAKING AWAY: Craig Jones, Alex Richardson, Louise Auty, Tony Dickinson, Edmund Morean, need 1.

BUS BOSS: Louise Auty wants a game and who am I to deny her? 3+ wanted.

RAILWAY RIVALS: Possible standby wanted for 'Fischer': apply to me. See page 12 for details.

As ever, if anyone has a special request for me to run a game, you can always ask me.

Credit Warnings: Your account balance is shown on your envelope, but the following people haven't enough to cover next issue: Duncan Adams, Edward Ainsworth, Martin Draper, Warren Gillham, Tim Lomas.

I am Sandra Bond, I am your editor, and you're all going to love me, for I've moved house again, to:

10 Hawksworth Close, Grove, Wantage, Oxon OX12 0NU

(☎ 01235 769629)

Outside GM: DAVID OVA, 24 Kingsway, Banbury, Oxon OX16 3JY

To make matters worse this address too might not last more than a few months, but I'll keep you posted. Anything could happen. I might even get a job, or a life.

Last issue's deadline was complete junk, wasn't it? Yea, as usual, maximo culpa. By the time the fine originals had got into an envelope and off to the post office and were copied and distributed, some of you had about a week to negotiate and get orders in. As a result I am deciding unilaterally to hold over all games without a full complement of orders from people who ordered last issue, and if some of you were NMRing anyway, that's just your good luck. Unless you're in David's games, which he's adjudicated anyway. This means that apart from a gamestart or two, the games section is sadly thin this issue: but, huzzah! it gives me a chance to fill more of that valuable space with my own witterings. Anyone who subscribes to U-Bend to play fast games is an arrant ninny in any case. In this case it's the by-now-traditional U-Bend Pre-Poll Review of the Postal Games Hobby As It Now Stands.

No, I am not opening a waiting list for 'Panko'.

Last minute CoA: Mark Stretch to 25 Woodside, Badger Lane, Hinksey Hill, Oxford OX1 5BL (that, Markipoos, is your correct postal address and should save you no end of hassle)

stichomythia

the letter column

The responses to last issue's big news ranged from the suspicious...

**JOHN BOOCOCK
PETERBOROUGH**

Assuming it's not a Toby Harris-style hoax (and I'm reasonably sure you wouldn't do something like that....)

...to the unsurprised...

**JOHN MILLER
THE POTTERIES**

I'd guessed that something like a sex change might be afoot from a hint you dropped in U-Bend, and wish you well. Most hobby people are unlikely to express and shock-horror-outrage as they are so keen to maintain their cool, cynical image -- so you should be OK!

...to the concerned...

**ANDY BELL
MIDDLESBROUGH**

I hope no-one has been so petty and narrow-minded as to drop out of U-Bend after the announcement you made last issue.

...to the filled with wistful...

**ROB CULLENDER
LEICESTER**

Wow! What an editorial. Even by your usual 'no holds barred' standard, that one reached the parts no other editor can reach (sorry, I couldn't resist!) I can only say that you bravely put pen to paper, or in this case, fingers to keyboard, in a manner which I felt was not only sincere and open, but also eloquent. I've no doubt you'll have many struggles yet to overcome, but I'm sure you'll cope; after all, you don't get as far as you have already without will and determination and bucketloads of guts!

...to the mock-outraged...

**EDMUND MORGAN
SUTTON**

How dare you, Bond. After all this time we have known you as an editor -- disgraceful! I am shocked and appalled. U-Bend 35 arrived with less than a week to the next deadline. Dear oh dear, get the basics right.

...to the quite avuncular...

**ANDY COX
SWINDON**

Good luck with your impending 'change'. A friend of mine has previously taken the step and seems to be coping, albeit after some problems at first. Go careful with the hormones, you hear?

...to the Lomassian:

**DAVE LOMAS
THE POTTERIES**

I've heard of people with their ex-appendix or tonsils kept in a jar -- I suppose you have got a pair of bollocks on display on the mantelpiece? This begs the question, do you have them as the centrepiece, or do they look better split up one at each end of the shelf like a pair of bookends?

But if anyone out there threw a fit, they didn't tell me. I think anyone who might have done has long since taken offence and departed. I wonder if Tom Tweedy's heard?

Now, we answer your questions on the mechanics of the situation. Firstly, Lomas, no I don't have them on the mantelpiece. I don't have a mantelpiece. I do know someone in the same situation who had a set of juggling balls which she said... but I don't know whether she was fibbing

**PETER DUNNETT
CLACTON ON SEA**

You said to ask questions, so do we write to Miss S Bond, or Ms S Bond, or just S Bond?

As far as I'm concerned this is an informal hobby and 'Sandra Bond' on an envelope is fine, but if you insist on an honorific I prefer Ms. Even though I'm not a manuscript.

**JOHN WILMAN
PERTNSHIRE**

I was tempted to address you as "Signor(a)" or "Myra" (lit. ref.), but courtesy prevailed over cleverness. Names are funny things. Having never really known you as a bloke, the change of sex doesn't bother me half so much as the change of name. I can't be critical, as I would have changed my surname if I had married in my early twenties (McAulay) or in my mid twenties (Martindale). Both are so much more harmonious than Wilman.

ROB CULLENDER

Mind you, if I didn't know you better, I would have sworn you were getting your own back for me calling you Dave a while back! And speaking of names (excuse me starting a sentence with an 'and' -- I'm an engineer, so I can break the rules of grammar too), if it's not some innermost dread secret, why not Sandra? Why not Harriet (a la Victor Victoria) or summat?

**JOHN COLLEDGE
EMBRA**

Questions I wish I had asked at Manorton: Why Sandra? Hazel would have been handy. We could still call you Haz.

'Sandra' was not picked for any particular reason, and certainly not, as Pete Birks suggested, because I thought people would think it sexy. It would be truer to say it picked me: it's a name that has been inside my head for many years. As for Hazel, what do you think the H in 'S.H. Bond' on last issue's envelope stands for? (By the way, no need to write to me as S.H. -- but I had to put something on the envelope that wouldn't blow the gaff before I had the chance to explain myself in the next issue). Harriet would make me sound like a maiden aunt, and besides, they recommend that you choose a new initial to distance yourself from past times. I know I'm being open with you lol, but oddly enough I think it'd be nice if people who meet me in the future without having known me as anything else don't automatically draw a link between Harry Bond as was and Harriet Bond as would be if I'd adopted Rob's suggestion.

JOHN COLLEDGE

Which has been more sympathetic, men or women? When you go to the ladies' loo, do you get any eggs? What about buying clothes? Being able to wander into clothes shops must be quite a lot easier for you now.

Most everyone I know has been fine: in fact, the worst reaction I've had has been from the current partner of an old flame, who doesn't like him being rung up by 'wankers', so he rings me when she's out. I have a lot of friends who have all been very supportive and whom I appreciate. No, never had any problems in the loo. As for clothes, Evans's is the place, I'm afraid, but I've amassed a decent wardrobe so don't buy many clothes. I tend to underdress because so many transsexuals overdress and apply make-up with a trowel, and end up looking like Lily Savage.

ANDY BELL

Have you managed to get NHS treatment, or have you had to go private? (I heard today that Berkshire NHS have stopped doing sex changes (amongst other things) to save money, as they're £7m in the red). How far are you going? (I know that sounds stupid, but from the few documentaries I've seen, many Italian transsexuals who become women keep their male genitals. Also, a British woman's NHS psychiatrist wouldn't refer her for the final operation, so she went privately in the end). How does British law define a woman?

The law is completely mixed up: you can change your name, and your driving license coding, and your DSS coding, but until they equalised the whole system I would have retired at the male age, and if I were silly could have been incarcerated in a male prison, which would not be a good thing for me, given the lack of women in them and the consequent state of the male prisoners. I started going privately, but since I was sacked have had to put a hold on ongoing treatment and start getting my tablets on the NHS. I will probably try and go private for the actual op as the NHS ones are widely regarded as crap: yes, I am having the op. I'm not Italian, am I? The psychiatrists don't think much of me (or they wouldn't if I were honest with them) because I have dangerously radical ideas about equality of the genders and I don't particularly want to get married, not to mention...

JOHN MILLER

Do you still identify as bisexual now that you are Sandra, by the way?

Yes. I still identify as bisexual, and indeed as a bisexual activist; that hasn't changed and isn't going to.

Let's prove that there are other subjects to talk about other than what I'm doing with my body. Cut to:

ALBY COX

I fear that our old friend Duncan Adams may well be NMRing again. After a spell abroad he is now running a folk festival (!!) with Steeleye Span and Lindisfarne heading. In fact I'm surprised he hasn't tried to publicise the event through the hobby: he's had me sticking up posters in Swindon pubs for months. Though I admit I don't know how many of the hobby would be into such "crusty" bands. I may do a review of the weekend for your zine, so people who know Duncan can see what the old bugger's up to.

Duncan Adams has worn a lot of peoples' patience dangerously thin by NMRing and dropping out of games all over the hobby, and if he doesn't send me something soon he'll be out on his ear from this zine too. (That, Duncan, is a Hint). Yes, I'd love to see the weekend reported upon. I for one like both Lindisfarne and Span: in fact Maddy Prior gets my vote for one of the best female voices about.

**ALAN PARR
TRANG**

Many thanks for the NMR in 'Cactus'. It's only your help and Duncan Adams' disappearance that's giving me any hope of avoiding my own worst ever-finish in RK.

I still don't know how I managed to NMR in my own zine. I usually send David back orders with his copy.

JOHN WILMAN

I know your chess remark was tongue in cheek, but I'd like to point out that Judit Polgar, rated 2600+, played board 1 for the Hungarian "men's" team at the Moscow Olympiad, above GM Portisch. She is currently ranked about 16th in the world, and is young enough to improve significantly. My wife Carey has an ELO rating of 2080, something I would never aspire to, and (for the first time) will be playing top board for our local club this season. And our club is not weak; we used to field Paul Motwani (GM).

**PAUL COCKAYNE
NOTTINGHAM**

Good to have U-Bend back again. I was impressed by your remark at Manorcun that you read every word of every zine you receive -- such dedication! I reserve this honour for only a few zines, and U-Bend tends to be one of them.

**p.s. I don't think it's dedication, more that I am a pretty sad case. I must admit that even I sometimes miss a page or three from Backstabbers United Monthly simply because there is so damn much of it.*

I can't afford holidays, snuff, but some people can!

**CHRIS JONES
LIVERPOOL**

Just come back from Dublin. Beautiful place, so it is. I don't think I'd like to drive round it. Drivers in Dublin are NUTS! If they're behind a bus on a bend, they'll overtake it. They don't care. Beer marvellous. Guinness over here's like creosote compared to the real thing. It just doesn't travel. Go sometime. I recommend it.

I'm sure a drunken loony like you would fit in perfectly. Chris, but me? I'd fit in better in France, like:

**IAN BOWEN
REDDITCH**

All is well here, food good, company good, weather fair and the pool-boy is cute. We've been to Cognac and Saintes -- imagine Birks in a distillery!

I think my imagination's too vivid for me to obey that order safely.

WHO'S GOING TO WIN THE ZINE POLL, THEN?

Lord only knows. I don't suppose Ryk will let me vote 'Hold Over Funds'? No? Thought not. The hobby seems to have been very flat this last year: several okay zines, and a few good ones but nothing up to the quality of some past Zine Poll winners. So it's anyone's guess. If you ask me.

As they come out of the hat, then; or rather, as they come out of my card file. Which explains why the first candidate for interrogation is Iain Bowen's *Y Ddraig Goch*. Which has, he's face it, been as slow as me this year, and that's saying something. Iain's enthusiasm for the hobby is plainly waning, and YDdG will never win the zine poll now, which is a shame as it could come pretty close in its heyday. Perhaps, just perhaps, Iain's move to Redditch and new job will revitalise him. We can always hope.

Springboard, au contraire, is the same as ever, and evermore shall be so, if Danny and Kath Collman have their way. There are sub rosa whispers that the novice Dip scene may be about to be shaken up, but it would be more than my life was worth to reveal them before the time was right.

I remember writing last year that I was having difficulty getting back into Mick Hall's relaunched *A Little Original Sin*. I'm enjoying it more now, but it still doesn't seem to me to be quite the quality it was before the fold for his exams. Still good though and it may be an outside tip for the top.

I think my top vote will go to David Oxa and *Where Is My Mind*. Although it isn't very fast, and the practice is even slower than the schedule, but so far its eight issues have every day sparkled with a rare wit and good humour. And he prints my letters, but then again, he prints everyone's letters. I doubt it will win the Poll, but it deserves to do well, and I think top ten is a banker.

Thanks to Stephen Agar's hammering the point home everyone now knows that I don't much reckon *LIES*, but other people seem to, and its worst enemy couldn't call it inefficient or ugly. I shan't comment more, save to say that yes, I shall be voting for it. I vote for every zine I see, and that people who address zines to 'Harry Sandra Bond' and still send them to Lengfield, can't be reading U-Berd too closely.

Another outside bet for the top is Paul Cockayne's success story *On the Games*. That success has swelled the zine to as huge a size as you'll see in the hobby for a zine without an *En Garde* campaign, and apart from the many, many games, which are well run and stick admirably to schedule, Paul himself is a good writer with a rather Steve Howe-like wit, David Tittle's subzine is an eternal source of new games and game ideas, and John Colledge's subzine is, er, written by John Colledge. On his computer, not handwritten, thank christ. I like this combination an awful lot.

Pete Birks had the nerve in the current *Greatest Hits* to tell me I needed to go on a diet. Pete Birks is a stunted cockney who drinks too much and talks too loudly. So there.

It may be only my imagination, since I don't play there, but *Blondstuck* seems to have slowed down, or maybe just lost some of its frenetic atmosphere of games galore, over the years; editor Mick Haytack has had problems, so this could be understandable, and it's a fair bet that it would take a nuke to kill it off entirely, but even so I don't think it will place as highly this year as last.

Last year's joint winner *Take That You Flen!* popped through the box the other day and it struck me that it has sod all games in it these days, just like its mentor *Greatest Hits*. Sure, there's various football-oriented things (real-life related, not United! or its kin) but the foot-racing has gone, the film-making game is long vanished, and even the Sea of Despair has ended. Will John Harrington and Kevin Warne labour and bring forth some new ideas, or will they stick to fathering babies, which John seems very good at? We'll see. A lot of people still like this, and the writing, I must say, is very good.

I am supposed to be trading with *Variable Pig*, but I haven't seen a copy for months, and my contact on the staff, Steve Guest, has cleared off to Spain. What's happening, Steve me lad?

I have never yet written a less than favourable review of Alex Richardson's *Obsidian* and I'm not going to start now. It does not sport the highest profile of zines, but it does its job and is actually running a great deal of Dippy these days. Any editor who can lure me and Kinzett into a game must have something going for them. Only drawback is that he moves house almost as much as I do, but he copes with it rather better.

Speaking of Nick Kinzett, I hope his *Outbreak of Heresy* will qualify for the final results this year, because it's almost a gameszine in miniature: it's rehoused the dying embers of the *Empires of the Middle Ages* game from Nick's late lamented *Zeeby* after spells elsewhere, it runs RK too, and you can bet your socks that people will pester him to open a Dip list until he succumbs and does so. Apart from being a fascinating writer on games and the fine-tuning of their rules, Nick is one of the many smashing human-beans in this hobby. Try it -- you'll like it.

Dolchester is another one that has looked a little peaky this year compared to its healthy best. Richard Sharp has relented from his threat to fold at issue 200, just as we all knew he would, and now seems happy to go on indefinitely with the greatest zine ever to hestride the narrow hobby like a colossus: it too may yet notch up another win, though I think a top five placing is more likely, especially as Richard's subscribers are frequently old fageys from the early days of the hobby (like Allan Doodles) and will overlook the poll unless Richard reminds them, which he hasn't this year. Then again, Agar forgot this year too.

Ian Harris's *Borealis* is late again, but that's nothing new. When it comes it is always an original and good read, but its relaxed schedule counts against it at poll time. Ian is the sort of guy who, when he is voted 23rd in the poll, will print a cover pic of a little man leaping in the air crying "Yay! I came 23rd!" with every atom of the enjoyment genuine: I don't think I can recall anyone who enjoys the hobby and loves games-playing quite as much as our Ian... I would have described it as a childlike, innocent enjoyment, but that sounds awfully rude, and I don't think anyone could be rude about Ian, just as he could never say an unpleasant word to any other hobby member. He would be a cinch for the Gladys Award for nicest Hobby Person if they still ran that category.

I think Stephen Agar may win the poll once more from sheer weight of numbers: *Spring Offensive* has the highest readership in the hobby these days, for sure (I have nearly as many readers as *Springboard* these days). He is showing signs of strain, and has been known to hint that he'll be happy to reach issue 50, due in just over a year. I hope he can keep going, for SpugOff, along with TIM below, is the living proof that the market for a decent, traditional Dippyazine still exists.

Neil Duncan's *The Cunning Plan* has been tipped on occasion as a poll winner, but it didn't happen last year and I doubt it will happen this. Neil in the current issue puts down acerbically those who claim the zine has shrunk, but subject to specific proof and statistics I think that the chat-games ratio definitely has, the zine being a victim of its own success. At best, the zine is energetic and brash; at worst, bumptious and cringeworthy. But it's nice to have one zine apart from my own where all-out nuclear war in the letter column is not only allowed but encouraged.

John Morgan has finally done something memorable with *Assassins' Handbook*, printing a beautifully elaborate April hoax which took in many people, including me. His schedule is still so s-l-o-w that his games trickle rather than run, and few lists fill; but John seems willing to keep going despite this, so I doubt he'll pack in now.

If you buy the full edition of *Backstabber's United Monthly* every -- you guessed it -- month, not only will you have the opportunity to play in very many games, but you'll also have a very serviceable doorstop for the house. BUM usually clocks in at nearly 100 pages even without the En Garde supplement, and Malcolm Cornelius has admitted that all that work is a strain on him and he may have to alter the circumstances.

Chris Tringham's *Megalomania* doesn't seem to have drawn in many readers, oddly enough, and is now without a Diplomacy game, though a list is nearly full for a swift-deadline negotiation via EMail game. Chris has kept up a perfect monthly schedule and I can't tell why more people don't flock to his door asking to read and play.

Mark Stretch's *One Man's Rubbish* has got off to a reasonably good start, though it has had a few hiccups (ask him how you get two Queens in a chess game and watch him squirm). It does remind me, I must say, of a slightly higher-tech version of the early U-Bend. Whether this is good or bad is left to the reader to decide.

Life's Rich Pageant won't have enough issues to qualify for the Poll this year, but the first and only issue so far has shown that Kim Head and her sidekicks have the potential to do well with it, though it has also been criticised for being bitchy. Those who remember the hobby of five years ago might be interested to note that she has exhumed my old feuding partner Eoghan Barry and put me into a Dip game with him. Oo-er.

James Hardy is a disgusting scouse lump who ought to be taken away to a suitable place of punishment and be forcibly scrubbed with sandpaper until he promises to stop talking about bloody Liverpool FC in his zine and to sell Chris Jones off to a vivisectionist. You can probably tell from this review that I rather like his zine *SNOT*, and this is yet another that I am certain will be in the top five in the poll, maybe even winning it with a following wind (another thing Hardy is good at).

Kyle Downes' *Back to the Dark Ages* was originally a tiny, fortnightly zine; now it's very large, and equally overdue. We'll be nice and give him the benefit of the doubt, shall we, seeing that he's just flitted and all?

I always find *Ude* one of the hardest zines to review: how do you describe it without repeating yourself? John Marsden is a born editor - not a born zine writer, which is not the same thing, but anyone who can publish that many issues without a break must have the right mind-set. It's a zine that has won the Poll when nobody expected it to, and done really badly when everyone thought it would do okay. I'm not even going to try and guess its position this time.

Another born editor, and another to win the Poll in the past to everyone's surprise, especially his own, is Alan Parr. *Hopscotch* has moved quietly along its own path all its life, gathering along the way a great many people who love its individualistic style to little bits, and its return to the upper echelons last year may presage an even higher placing this time. I doubt anyone would begrudge it him if so.

Box Frenzy might fail to qualify for the final cut, as its circulation is on the low side; despite which it is a jolly good little purist zine, with especially nice layout and maps, and I think Paul Clayson and Chris Robey do a good job with it. Underrated.

Another low-profile zine is the new one from Keith Thomasson, *For Whom the Die Rolls*. This is a non-Dip affair but does run RR and various other boardgames, and though it hasn't made a splash it has established itself in a quiet corner just round the block from *Hopscotch* and looks to be there for a while. Again, I doubt it will qualify, though it has scored the requisite four issues. (Stop press: I've talked him into offering Dip, so you can all go and play against me if you've a mind).

Last but far from least on my list of trades we have *The Index of March*. I met Chris for the first time at this year's Oxford Dip championships, but spoke about ten words to him and failed to remember him afterwards. Meeting him at the London championships this weekend just gone, I found out that he really is quite a youngster; you could be forgiven for thinking him twenty years older, for I've never seen someone write so much like Richard Sharp (though Chris makes more spelling and grammatical errors). What's more Sharp's book is being serialised, and many players are turning up in TIM who are otherwise only seen in *Dolchstoß* and have been thus for years. Well, is it a good zine? Pretty much. He'll never be able to stay A4 and have a page for every game running; he can be very dogmatic and right-wing in his writing; and his tame zine reviewer, Pete Dixon, can express some pretty shaky opinions (why, the man didn't like U-Bend). But for all that, I think the zine is a success story, purely for the reason that it has started so many games and built up its own mythology and cast of hobby stars in the lettercolumn already. This is another zine that some people have been making noises about when it comes to tipping the winner, and I suppose I can see why.

There are, of course, many other zines infesting our hobby, but the above are the ones I see regularly, and I'm not fool enough to try to review the others on reputation alone, even *Quartz*. Whether my guesses as to the Poll are at all accurate... well, we shall have to see what we will see. I provide no addresses in order to encourage you to buy *Mission from God* and check other people's views: MIC is available for... er... £1? from Kim Head, anyway, of 23 Higher Efford Road, Efford, Plymouth PL3 6LE. Kim is, by the way, always keen to receive as many reviews as possible for MIC, and anyone submitting two or more of them will receive the next copy of it free, which is well worth having.

SELF EXPLANATORY

John Colledge

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

Radio alarm goes so put off clock alarm. It frightens the life out of us!

What's the first fanzine you received? Pigmy.

Which book do you wish you had written? E. F. Benson's *Mapp and Lucia* books.

What zine do you most wish you'd produced? *Ethel the Frog*.

What's the best piece of advice you've ever received? Take up transcendental meditation.

What's your most treasured material possession?

My Bang & Olufson music centre. 30th birthday present from my wife Denny.

Who was the last person you slept with? Denny.

What do you think of the weather? It would be better if it rained at night and was sunny during the day.

When did you last cry and why? Last serious cry was when I had my breakdown -- 4 hours non-stop!

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

From my mum, vicious sarcasm, love of music and art, soft teeth. From my dad, sense of humour, tendency to prevaricate, untidiness, slow reading.

What's the biggest myth about fame? How difficult it is to live up to others' expectations.

What are you like when you're drunk?

To begin with I say things that need to be said, then I get depressed because I needed to get drunk to say them!

Who would you have play you in a film? Gene Wilder.

Pick five words to describe yourself. Stubborn, hard-working, fun-loving, affectionate, worrier.

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

Being accused of being part of a weak management team by a bank inspector.

What's your most unpleasant characteristic? Being sarcastic.

What is your greatest fear? Having my few remaining teeth removed -- dentists and I go back a long way!

What ambitions do you still have to fulfil? To design a house and have it built.

What do you never leave home without? Keys, glasses and some cash.

Who is your best male and best female friend? Charlie, the chap who was our best man, and Denny.

Who would you most like to meet? Maharishi Mahesh Yogi.

What are the last three books you read?

The Native Americans (Red Indians -- been interested for years); *Love or Nothing*, the life and times of Ellen Terry (we visited her house while on holiday, it's amazing the number of actors and actresses who are her descendants); *The Brilliant Career of Winnie the Pooh* by Ann Thwaite (all about A A Milne and my friend!)

What are the last three records you played?

Saint-Saens, *Organ Symphony*; Berlioz, *Mass*; Leonard Cohen, *Bird on a Wire*.

What music would you have played at your funeral?

Joan Armatrading, *What's Inside*; African Sanctus; A-Ha, *Memorial Beach*.

When you look in the mirror, what do you see?

A man with a lot of pain in his eyes. I don't like it and wish the guy with the laughter lines would make a speedy return!

So now we know all about John Colledge. Everyone is welcome to send these in. On file at the moment we have John Willman's and Ryk Downes's; John Morgan's and Mark Stretch's, which we sent before the Big Hitch last year, have been deemed too out of date, unless those worthies tell they don't mind. I promise not to interrupt you or make fun of you while you're having your say. (What I say afterwards if you don't fill an exact page is your lottery: for instance, John Colledge I possessed of one of the few handwriting styles in the hobby that makes mine look neat and tidy, hope I've transcribed everything correctly).

As for Ellen Terry, well, I know someone who's the grand-niece, or some such, of Marie Lloyd...

THAT'S ALL, FOLKS!

game end summaries... well, only one, actually

'TEX' Boardman Number: 92DY Start Issue 13 (August 1992) End Issue 34 (June 1995)
 Result: Three way draw agreed between France (Ian Harris), Germany (Mark Stretch) and Turkey (Mark Underhay) prior to Spring 1911.

Name/country	01	02	03	04	05	06	07	08	09	10	
A: Peter Dunnett	4	5	5	7	8	8	7	2	2	0	Elim A10
E: Edward Ainsworth	5	4	3	2	1	2	2	2	1	0	Elim A10
F: Ian Harris	5	6	6	6	7	7	9	9	10	10	DREW
G: Mark Stretch	5	6	9	8	6	5	5	7	7	9	DREW
I: Keir Hodgson	4	4	4	3	2	1	0	-	-	-	Elim A07
R: Chris Sutton	4	3	0	-	-	-	-	-	-	-	Elim A03
T: Mark Underhay	5	6	7	8	10	11	11	14	14	15	DREW

FRANCE (Ian Harris, drew): My first priority was to ensure that I was not the odd man out in the northern triangle. I thus made tentative alliances with both England and Germany, and spent most of the game attempting to set them against one another. In the event my fears were groundless: there wasn't a game when these two allied against me, and indeed the only time they worked together was with me as the main force and was played by Edward Ainsworth, whom I'd never had any dealings with before, and England by Mark Stretch, whom I know very well to be extremely able, dangerous and devious on the diplomacy board. To my surprise, then, that I tended to be wary towards him and favour England whenever it came to the crunch. Mark detected this, since his stab, when it came, was unexpected and devastating, and I never fully recovered. Perhaps if I hadn't messed around so much in our corner of the board I might have noticed what was happening over the other side, where Turkey was steadily chugging towards victory. There was a brief moment when France, Germany and Turkey were pirouetting around one another with England and Austria flitting about in the background: there was some talk of two-way draws with any two of us allying to crush the third, but I think we all knew it couldn't happen. Turkey was just too big and if Germany and I had really split an 18-centre Turkey would have been inevitable. In the end it was just a question of tidying up the remains of the smaller powers and setting up the stalemate line for an end result which I think satisfactory for all. The usual tedious thanks to all for playing and Sandra for GMing. This was a good one.

TURKEY (Mark Underhay, drew): I decided at the start to ally with Austria (Peter) against Russia (Chris). This worked well and by Autumn 1903 Russia had gone. We then turned on Italy who proved to be made of sterner stuff. In the north France was attacking England and Germany attacking France. This enabled Peter to move into Munich and me into Norway. This ended the northern squabble as they took us as a threat. The rudiments of a stalemate line started. With this I stabbed Austria as he stabbed me: I came off best with a line of armies from StP to Bul and was able to make the stab pay with help from Germany repossessing his home centres. Once Austria was down to one unit I was looking for a win but could see no way through the stalemate line and settled for the three way draw.

This was a game I enjoyed greatly. If only France (Ian) would have written more frequently we might have been able to get a 2-way draw. Thanks to Ian, Peter, Mark and Edward for a good game and to Sandra for GMing, even though U-Rend went through a sticky time towards the end.

GERMANY (Mark Stretch, also drew): Things actually started off rather well for me in Tex, which makes a change. Ian and I formed an alliance to take apart England, whilst my main threat Russia was under severe pressure, and eventually dropped out of the game and the hobby. (Actually it was 'Hershey' that Chris dropped out of -- he was nailed in this game before he could drop.)

In 1903, I saw my chance, and stabbed Ian, to move up to 9 centres and a clear lead. Unfortunately that left me somewhat over-extended, and Peter was quick to put the knife in. The same happened to him, as Mark helped me out by stabbing the over-extended Austria.

That put Turkey into a winnable position, so Ian and I quickly set aside our differences to stop him, a job we eventually did, despite some messing around from Turkey with him helping out the minor powers of Austria and England.

And so, we reached the position as of Spring 1911, with the draw on the table. It is a very intriguing position, where despite having 15 centres, Turkey has no stalemate line. Given time we could capture StP, War, etc. So, should we play on? Good question. I eventually came to the conclusion that we shouldn't, on the basis that Turkey could choose where to let the line give, and if he chose the filed, I was in trouble. Also, should push come to shove up north, it was easy for Ian to stab me, but difficult for me to stab Ian. So I wimped out and accepted the draw.

Many thanks to Sandra for GMing, and everybody for playing, especially Ed and Peter for sticking it out in poor positions.

AUSTRIA (Peter Dunnett, didn't draw): Looking back most of us made what Sandra described as bog-standard openings, but this was not a normal game as far as I was concerned: Nick and I, being each other and being close together had already agreed to ally. It was unusual but I wanted to see how it went.

So straight away we attacked Russia - Turkey taking Rom, and continued to press him. By 1904 we had eliminated Russia and turned our attention to Italy, taking Ven in 1904. We then kept pushing, taking Mun in 1905 while Turkey took Nwy and Rom.

Now of course we, or I, began to look at the possible stab by or against Turkey. So in 1906 it happened, I took Rom, Nap and Ber, but lost War, Bud and Cre. With no real ally elsewhere, it was only a matter of time; in 1910 I reached it and was eliminated.

I know that Chris (Russia) was giving up the game at the time and indeed dropped out of other games. Keir (Italy) never impressed me in the games we played in and whilst Mark (Germany) and Ian (France) did well in disposing of England, because of our earlier play they never really had a chance to win. As I said at the start, I don't think I played this game normally, as my friendship with Mark (Turkey) made me lazy in communicating with the others and then not taking much notice when they did. I suppose you could say I got what I deserved. It was a spectacular decline. Still, thanks to all the players, and to you, Sandra, for GMing. I'll get you next time, Mark.

GM (Sandra Bond, rather impressed): I agree with all the above: this was a good game. A flawed good one, and at no time did the position appear static. Only Chris turned out to be a duller, and this was due to his evident boredom rather than any lack of diplomatic talent. Keir never seemed to make much impression but fought away doggedly; so, even more, did Edward, whose grim clinging to the edge and temporary recovery from one dot to two impressed me mightily. That is my idea of a diplomat.

Peter's spectacular decline may have been brought on himself -- only a fool turns his back on Mark Underhay, and Peter is normally too shrewd a diplomat to make that sort of error -- but he too deserves special note for plummeting from 7 centres to 2 without benefit of NWER. As for the three who came out on top, I'm intrigued by Ian's claims to have favoured an English alliance, given the early stage by which a French army was sitting in London; if that was an alliance it must have been spectacularly negotiated! Ian and Mark Stretch did well to form a leader-stopping alliance, for without it Turkey could surely have won in a couple of years. Mark asks above whether he should have rejected the draw and played on, which is a question worthy of posing in his new zine's "What Would You Do Next?" series of diplomatic problems. For my part, I think he was probably right to take the money and run: Mark Underhay, I feel certain, would be capable of threatening to throw the game to Ian's France - if he felt himself under pressure, and in the melee Mark S might have done poorly. Now, if Ian had rejected the draw and played on, that would have been a different matter! Being less vulnerable to moves he might have whittled away a few more centres, though I think it would have taken bad play to allow him an actual win. It would have been a tricky process, though, and I think that all players accepted that a draw would most likely be the end result anyway, and with no prospect of shortening the draw, and the endgame short.

All this, though, inhabits the realms of might-have-been. Chris has long left the game scene, and Keir too seems to be no more, having dropped out of 'Euwe' and several games in other years -- a shame as I think he was the last of the Leicester bunch originally associated with Alex Zbysinski's *More than Night*. All the others, though, are more than welcome to play again -- and all save Ian are already in other Diplomacy or variants games here.

BROKEN FACE

Breaking Away [GM David Oya]

Turn 12

RC Sq Cyclist

Scores:

3 98 Gremlin Griff
 97
 3 96 Gleep
 4 95 Poltergeist Pete, Vampire Val, Leeding Pack
 7 94 Aahz
 93
 3 92 Eileen Dover
 ^^
 3 89 Grumpy
 4 88 Hilbert, Bashful
 6 87 Huffed, Gauss, Tanda, Satan Sam
 10 86 Happy, Rally Splash
 12 85 Skeeve, Mutton Jeff, Sleepy, Noether
 16 84 Stuffed
 ..
 81 Puffed (dropped)

Math Mode 39
 Dwarves 23
 MYTH Inc 19
 Boston Brakers 9
 Windy Pops 8

MYTH Inc (Mark Stretch)

Skeeve 3, 10, 12
 Aahz 3, 7, 14
 Tanda 3, 3, 6
 Gleep 3, 10, 15

Math Mode (Stuart Dagger)

Euler WINNER
 Gauss 3, 3, 6
 Hilbert 3, 4, 21
 Noether 10, 12, 19

Spooky Spokes (Bob Holliday)

Vampire Val 3, 4, 4, 13
 Poltergeist Pete 4, 5, 7
 Gremlin Griff 3, 9, 10
 Satan Sam 3, 3, 6

Dwarves (Mick Haytack)

Happy 5, 7, 10, 10
 Grumpy 3, 10, 14
 Sleepy 6, 12, 15
 Bashful 3, 4, 21

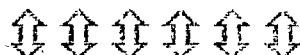
Windy Pops (Edward Ainsworth)

Huffed 3, 3, 6
 Puffed (dropped)
 Stuffed 3, 3, 16
 Knackered (dropped)

Boston Brakers (Alan Coulthard)

Leeding Pack 3, 3, 4, 5
 Rally Splash 7, 8, 10
 Mutton Jeff 7, 10, 12
 Eileen Dover 3, 7, 8

Agrajag: NMR from Bob.



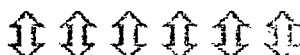
GLIGORIC

Bus Boss 155SW

Turn 5

BOOM (John Breakwell, green): Tenby-Pembroke-Haverfordwest 97 - 10 = 87
 ACRONYM (Ryk Downes, red): Carmarthen-Carigan 95 - 10 = 85
 BOYO (Paul Cockayne, purple): Carmarthen-Narberth, Swansea-Nema 95 - 12 = 83
 SWIG (Kim Head, black): Neath-Ammanford-Llandello 92 - 12 = 80

Yes, John goes first for turn 6. Sometimes I do remember to change the order above, honest.



Neil Duncan prints the rules and opens a list in the current ICP for 'Pick your Spot Diplomacy'. I know he's a speccy nerd, but didn't realise he suffered from acne as well.

(Have I filled this space yet? Good. Paul Cockayne module OFF.)

WAKO

Sopwith T229UB

Turn 4

HIPPY DIVES INTO CLOUDS: But escapes Mr Rusty thereby

Pilot	Starts	Moves	Ends	A:D:P
<u>Mr Rusty</u>	19-J10	RT f-A&R, RS, I	K8-J8	11:12:16
1 ACE Rob Cullender				
<u>Ralph</u>	G13-H13	A f-R, A f-R, LS f-R	J14-K14	11:12:00
3 ACE Tony Dickinson				
<u>Ginger Rogers</u>	S12-S13	RT f-A, A, RT	F10-O10	15:10:00
4 ACE John Miller				
<u>Hippy</u>	K8-J8	LS, LS, A	H6-G6	14:07:00
5 Chris Jones				
<u>Red Byron</u>	N10-N11	LS f-L, A f-L, LS f-A	L11-L12	10:12:00
6 Alex Richardson				

Clouds move SE: (P11-P12-Q11-Q12-Q13): (E1-F1-G2-H2): (J5-J6-J7): (E10-F10-F11-G12): (M15-N16-O16).

Press:

Mr Rusty: Now, how did it go in the film "Battle of Britain"? Oh yes, I remember -- "Dakka, dakka, dakka, dakka, dakka....."

Judge English - Mr Rusty: You're only allowed three "dakka"s per turn, remember.

Ginger - Rusty: Steady on, old chap. This isn't balky Armageddon!

NIMZOVITCH

Sopwith T??UB

Turn 2

NIFTY FIRING BY ALGAE: RAF court martial to investigate charges of sexism

Pilot	Starts	Moves	Ends	A:D:P
<u>Algae</u>	D2-E2	RS f-A, A f-A&L, A	F1-G1	12:12:05
1 Andy Cox				
<u>Rolf</u>	D10-E10	A f-R, RT, A	E8-E7	14:12:00
2 ACE Tony Dickinson				
<u>Snoopy's Brother</u>	M19-N19	A, A, RT	O18-O17	16:12:00
3 John Boncock				
???	P16-O15	A, A, A	M13-L12	16:08:00
4 Duncan Adams (NMR2!)				
<u>Punk Panther</u>	P10-O10	RT f-A, A f-A, A f-L	P13-P14	13:12:03
5 ACE Ryk Downes				
<u>Super Eeyore</u>	H2-G2	A f-A, A f-R, RT f-A	F3-F4	13:07:00
6 Louise Auty				

Clouds move E to: (H16-I5-I6-I7):(G9-H10-I11):(F12-G12-H12-I13-J13):(M18-M19-M10-N10-N11):(K16-L7-M17):(N14-O14-O15).

Judge English - Punk Panther: An Ace like you should know you can only fire three times per turn total.

Eeyore - Algae: You been readin' my mail?

Judge English - Eeyore: If he did, he was doing it again this time....

DEBASER

Breaking Away [GM David Oya]

Turn 9

RC Sq Cyclist

Scores:

17	99	Fanny	Hell's Grannies	19
			MYTH Inc	12
3	82	Betty (8), Alice Walker (6)	Poetic Licence	12
			Flintstones	10
3	79	Anna Madrigal	Team Barbary	9
4	78	Ursula		
5	77	Fred, Erekoze		
3	73	Eric, Cecily, Wilma		
6	72	Barney		
7	71	Kitty, John Daker		
3	69	Mouse		
4	68	Mary Ann		
3	65	Tanda		
4	64	Skeeve		
5	63	Gleep, Aahz		
3	57	Corum, Charles Baudelaire		
5	56	John Donne, Mona		
7	55	Wendy Cope		

Team Barbary (Sandra Bond)	MYTH Inc (Mark Stretch)	Flintstones (Bob Holliday)
Anna Madrigal 3, 3, 4, 6	Skeeve 4, 4, 10	Betty 3, 3, 4, 6
Mouse 3, 3, 3	Aahz 5, 13, 13	Fred 5, 5, 7
Mona 3, 3, 5	Tanda 3, 3, 8	Barney 3, 5, 6
Mary Ann 3, 4, 7	Gleep 5, 10, 12	Wilma 3, 4, 4

Eternal Champions (Alex Richardson)	Hell's Grannies (Dave Lomas)	Poetic Licence (Kim Head)
Eric 3, 6, 13	Fanny 8, 10, 14, 17	Charles Baudelaire 3, 5, 7, 7
Corum 3, 3, 3	Ursula 4, 7, 10	Wendy Cope 3, 4, 7
Erekoze 3, 5, 8	Cecily 3, 8, 10	John Donne 3, 5, 16
John Daker 3, 7, 10	Kitty 4, 5, 7	Alice Walker 3, 4, 14

Agrajag: NMRs from Bob and Dave.



TILE DONKONG GAME turn 5: a thrilling finale!

Chris Jones bonks Dave Lomas *** Paul Cockayne bonks Simon Amos *** Dave Lomas bonks Chris Jones
 *** Simon Amos hides in a long, thin cardboard tube

This leaves Paul Cockayne and Simon Amos surviving, and since they can either bonk one another or else each hide consecutively *ad infinitum*, unless either of them has another idea for a tie-breaker (a postal conker match, maybe?) I am forced to declare that the bonking champions of U-Bend are an aging hippie with a corduroy jacket from Nottingham who owes half the hobby a drink, and a great skinny drink of water with long hair who identifies with Pratchett's orang-utan and who doesn't much like living in Bradford.

URQUHART

Sopwith T215UB

Turn 22 and last

Pilot	Starts	Moves	Ends	A:D:P
1 <u>Ginger Rogers</u>	M7-N8	11-A, RS, O f-A	M8-L7	11:08:61
ACE	John Miller			
5 <u>Vic Rattlehead</u>	M7-L6	RS, A, O and goes down in a blaze of glory		-4
ACE	Rob Moore			

Clings Who cares? Not I. Ginger's score must be well-nigh the highest ever seen in a postal Sopwith game -- Dave Tait. Is my hunch correct? Here's a handy table for statisticians:

Start issue 35 (October 1992) End issue 36 (October 1995) GM: me. of course

A: <u>Ginger</u> Rogers (John Miller)	WON Turn 22 move 5	61 pts 4 kills
B: Major <u>Mark E. Smith</u> (Edmund Morgan)	s.d. A turn 6 move 1	5 pts
C: <u>Metamorph</u> (Mark Wightman)	s.d. A turn 7 move 1	13 pts
D: Lord <u>Blaunt Barrel</u> (Mike Clark)	s.d. A turn 11 move 1	1pt
E: <u>Vic Rattlehead</u> (Rob Moore)	s.d. A turn 22 move 3	-4 pts
F: <u>Victore Mature</u> (Jeff Cattle)	Crash turn 3 move 2	-5 pts

Player C began as an Ace, whilst A and E gained that status during the game (from turn 6).

COVER-UP

Last chance!

- A isn't Genesis 'The Lamb Lie Down on Broadway' or 'Deep Purple in Rock'
- B isn't 'Bridge over Troubled Water' by Simon & Garfunkel
- C is not Fleetwood Mac or Mike Oldfield 'Tubular Bells'
- E is not Rush 'Hemispheres' or Fleetwood Mac 'Tango in the Night'
- F ain't Pink Floyd 'Wish You Were Here' or Steeleye Span 'Parcel of Rogues'

- A6: The men in the statue are soldiers from the First World War.
- B6: The scene is the river Tyne.
- C6: I don't think my clues for this one have been anything to brag about.
- D6: The blond haired man is outside a building with the sign 'K. West'.
- E6: The man appears to have stepped out of a photograph.
- F6: I can see a pair of baggy trousers.

John Colledge tries again, but A isn't Imagination 'In the Heat of the Night' or B Ten Years After 'Cricklewood Green'.

Score so far: John Colledge still 5 points, the rest still none.

CHESSMIND

Turn 1

- Louise Auye: 1st pawn, square (c4) occupied; second vulnerable to queen, rook, bishop; third to knight.
- Andy Bell: 1st (d1) to bishop; second square occupied; third not attacked.
- John Bonocock: 1st (a1) to bishop; second to king; third not attacked.
- Alan Couillard: 1st (g1) to rook; second not attacked; third to rook.
- Tony Dickinson: 1st (a1) to bishop... no, did you hear an echo?... second to queen, rook, bishop, king; third to queen, rook, bishop, knight.
- Ryk Downer: 1st (a8) not attacked; second to rook and king; third to rook.
- Bob Holliday: 1st (b4) to king; second to rook and king; third square occupied.
- Craig Jones: 1st (c5) en prise to queen, rook, bishop, king; second to knight; third to rook.
- Dave Lomas: 1st square (b2) occupied; second also occupied; third not attacked.

Just to confirm, the files/columns are numbered left to right, a to h; the ranks/rows are bottom to top, 1 to 8. What happened to the entries from the second half of the alphabet?

QUINTEIROS

Diplomacy 95??

Gamestart

Lordy, someone's preference list had Italy on top. Is this a record?

AUSTRIA: Jim Goulsbra, 72 Moor Lane Sth, Ravenfield, Rotherham, S Yorks S65 4QN

ENGLAND: Colin Smith, 14 Dukes Road, Braintree, Essex CM7 5UE

FRANCE: Warren Gillham, 26 Town Centre, Hatfield, Herts AL10 0LD

GERMANY: Tim Deacon, 11 Murdoch Rise, Loughborough, Leics LE11 0YZ

ITALY: Nick Parish, Monkmoor, 10 Beechwood Ave, Weybridge, Surrey KT13 9TE

RUSSIA: John Boocock, 25 Melrose Drive, Old Flotton, Peterborough PE2 9DN

IRELAND: Bill Eaton, 42 Princes Street, Oxford OX1 1DD

I've taken the decision to start this game pronto, even though one of the above (who knows who he is) has yet to actually send me his sub cheque. A double deadline for the first season is available if you insist, though as ever I'd sooner you didn't -- U-Bend deadlines are long enough, aren't they? None of these characters have played regular Diplomacy in U-Bend, though all have, I believe, tried their hand elsewhere before.



POLGAR

Grand Slam

Gamestart

Mark Stretch, Nick Parish, Geoff Brown, Kim Head, Rob Moore, Colin Smith, Bob Holliday, Bill Eaton, Richard Walkerdine, Ian Harris, John Boocock, Craig Jones, Paul Cockayne, and Louise Auty are the starting players for this. As I said on the front page, there is room for another two, and anyone interested should follow the instructions below.

I know a lot of you were prudent and sent character setups when you asked to go on the list, but with all the moving I've been doing I can't swear that I will be able to find all of them. The only people whose setups I can be certain of my ability to lay my hands on at the moment are Paul Cockayne (no name/nationality yet), and Ian Harris (Boring Boris, UK, but numbers needed.) There will be two players each from Australia, Slovakia, France, UK, Germany, Spain, Sweden and the USA, so you may find it a good idea to supply a selection of character names and nationalities: first come, first served.

If any of you *don't* have the rules (Louise?) shout *at once*. They should be enclosed for John; the rest of you should have them from a few issues ago.

Next issue will see the resolution of the Japanese tournament, the draw for which is as follows:

- | | | | |
|---------------------|-----------------------|------------------------|--------------------|
| 1. Cockayne v. GM2 | 2. Auty v. Parish | 3. Jones v. Eaton | 4. Head v. Stretch |
| 5. Boocock v. Brown | 6. Harris v. Holliday | 7. Walkerdine v. Moore | 8. Smith v. GM1 |

Following which the winner of 1 will play the winner of 2, etcetera -- you can work it out, can you not? After that we proceed to the other countries, where seeds (based on prior performance) and home players are given bonuses. Tournaments will be held in the following order: Sweden, Germany, Slovakia, France, Australia, UK, Spain, USA. After this there will be a world championship, whose details will be announced later.



Nice to see those of you whom I saw at the London Diplomacy Tournament, particularly Rob Tesh and Nicole Sexton for the first time, Gihan Bandaranaike who polevaults over Kate n'ha Ysabet and Jim Goulsbra into the category of Hardest Subscriber to Spell by slipping me a tenner, and Nick Parish, who didn't stab me (everyone else on the board did, but then he was France to my Russia....

Oh my gawd, what have I let myself in for?

	Speed	Dice	Con	Start	Player
First Officer	3	2	19	Either Bridge	John Todd, 70 Alfred Rd, Dorchester, Dorset
Yeoman	3	1	15	Either Bridge	OT1 2DW
Eng. Officer	2	1	12	Pool Room/Engine Room	
Captain Yid	3	3	27	Either Bridge	Colin Smith, 14 Dukes Ed. Braintree, Essex
Engineer	2	2	12	Engine Room/Either Machine Shop	CR17 3UE
Doc	4	1	11	Sick Bay/Pool Room	
Marine #2	3	2	19	Pool Room/Sick Bay	Dave Lomas, 6 Ramshaw Grove, Adderley Green, Stoke on Trent ST3 5AS
Pilot #2	3	1	15	Pool Room/Any Crew Quarters	
Supply Officer	2	1	11	Store/Wardroom a-and...	
THE MASCOT	4	1	8	Captain's Cabin	
Marine #1	3	2	19	Pool Room/Sick Bay	Richard Walkerdine, 6 Honey- borne Way, Wickwar, Wotton under Edge, Glos GL12 8PF
Machinist	2	2	14	Either Machine Shop	
Tech	4	1	11	Either Sensor	
Coxswain	3	2	18	Mess Deck/Sick Bay	Louise Auty, 23 Higher Efford Road, Efford, Plymouth PL3 6LR
Sparks	3	1	16	Either Bridge	
Ops Officer	3	1	12	Life Support/Officer's Quarters	
Robot	1	4	44	Either Machine Shop	Craig Jones, Flat 2 (1st Floor), 12 Bath Road, Stroudbridge DY8 1SS
Robot #1	3	1	15	Pool Room/Any Crew Quarters	
Medic	4	1	11	Sick Bay/Hospital Ward	
Sarge	3	3	21	Pool Room/Mess Deck	Alex Richardson, 8 Kershaws Hill, Hitchin, Herts SG4 9AQ
Cook	3	1	21	Galley/Wardroom	
Commo Officer	4	1	11	Either Bridge/Computer Room	

The map isn't as clear as it might be, so here is a list of what weapons I think start where:
 #1 Sensor: Comms Beamer #2 Sensor: Comms Beamer Machine Shop: Fire Extinguisher, Welding
 Torch All Machine Shop: Fire Extinguisher, Welding Torch #1 Bridge: Stun Pistol #2 Bridge:
 Stun Pistol Mess Deck: Zgwortz x 2 Galley: Knife x 3, Zgwortz Sick Bay: Hypodermic
 Science Lab: Bottle of Acid Pool Room: Pool Stick x2 #1 Fuel Pod: Rocket Fuel x2 #2 Fuel Pod:
 Rocket Fuel Damage Control: Gas Grenade Main Cargo Hold: Electric Fence

And what you've been waiting for... the positions of the greenies! They start with five adults and they are in the Atmosphere Probe Launch, the Scout Bay, and corridors B, I and L. For the first turn I just need your starting positions, the choice regarding which is printed above next to each character. Feel free to give your characters names, provide narrative orders, or in general make burkes of yourselves.

I might as well admit first as last that I only have the postal rules borrowed from Paul Norris's *Der Dampfnaschine* to run this game with, so anyone who thinks they know better than me probably does. Whether or not I will act on your advice is another matter, though.

Oh, Louise and Craig, by the way, are all playing their first games in the zine, so welcome. ("Welcome to the old, decrepit mansion, sirs and madam. I have given you the rooms in the north tower...")
 Addresses for you all in case you want to get your heads together in defeating the aliens are provided, as you've already seen, no doubt; I haven't the least idea whether you're "supposed" to, but I should think I could only help your cause.

WELL, DID YOU EVAH PLAY DESIGNER HISTORY OF THE WORLD? (with profuse apologies to the ghost of Cole Porter)

Have you heard
About Rob Moore?
Found face down in the liquor store!
Well, did you evah!
What a swell Manorcon this is!
Have you heard
About Geoff Kemp?
Blew his rain^o out by smoking hemp?
Well, did you evah!
What a swell Manorcon this is!
What games!
What zines!
The tournament.
What teams!
The stabs.
The pain!
(Would you please support me to Ukraine?)

Have you heard
About Jim Mills?
They say he's got some very strange pills
[He gives them to his allies... no wonder he does so well!]
Well, did you evah!
What a swell Manorcon this is!
And have you heard
About Steve Guest?
He got shut in his trouser press!

[Mind, he had had twenty pints that night...]

Well, did you evah!
What a swell Manorcon this is!
Dave Watty
His room!
No smoking.
What gloom!
What prizes!
What fun!
Gee, I really need to stab someone!
Have you heard?
It's in the stars!
They've run out of beer in *all* the bars!
Well, did you evah!
What a swell Manorcon...
...and a *really* organised committee...
...just the same as usual...
...this is!

With Manorcon half a year away and Midson just upon us, this seemed like an appropriate time to print this. No reference is intended to any hobby members alive or dead, any similarity of names is pure coincidence, and I am Marie of Rumania.