

# • UNDER • THE • WIRE •

*(Editorial - from centre column)*

the whole damned upheaval will cost the tax payers. Or the loss of jobs. As many of our computer systems "serve" users in all areas of Lothian, and it seems likely there will be three district councils, it will be interesting to see what repercussions there will be in terms of the running and support of the same systems under the new regime. Since that all is supposed to happen in the next two years (by 1996), I wouldn't be surprised if I find myself changing jobs sometime over the next couple of years. "Get out before you're pushed" may be a good philosophy!

Thanks to all the players for getting their orders to me on time. This is probably the first time for a few issues that I haven't had to chase orders up. I'm proud of you all! Now, if only we can keep it up for the last few issues of the zine.

David Watts has a new game out, Mine!, which is about buying and developing mines. Jill and I haven't had a chance to play it yet (since it needs three players minimum to play), but from all accounts, it's David's biggest seller at the moment. Not that that would be difficult, as David's postal business is, apart from sales of Mine!, almost non-existent at present. David will be producing a new price list in the next few months.

With nothing of news to report, other than that Christmas has crept up yet again on us quite unexpectedly, I'm left with some humorous bits and pieces to fill the space left on the first page.

Wishing you all a Happy Christmas, and hope that Santa brings you just what you asked for...

## HOW TO CATCH AN ELEPHANT

Over the years, the problem of finding the right person for the right job has consumed thousands of worker years of research and millions of dollars in funding. This is particularly true for high-technology organisations where talent is scarce and expensive. Recently, however, years of detailed study by the finest minds

*(continued Column 3)*



*(Editorial - from left column)*

in the field of psycho-industrial interpersonnel optimization have resulted in the development of a simple and foolproof test to determine the best match between personality and profession.

The procedure is simple:

1. Each subject is sent to Africa to hunt elephants.

2. The subsequent elephant hunting behaviour is then categorised by comparison to the classification rules outlined below.

3. The subject should be assigned to the general job classification that best matches the observed behaviour.

## Classification Guidelines

**Mathematicians** hunt elephants by going to Africa, throwing out everything that is not an elephant and catching one of whatever is left.

**Experienced mathematicians** will attempt to prove the existence of at least one unique elephant before proceeding to step 1 as a subordinate exercise.

**Professors of mathematics** will prove the existence of at least one unique elephant and then leave the detection and capture of an actual elephant as an exercise for their graduate students.

**Computer scientists** hunt elephants by exercising Algorithm A:

1. Go to Africa
2. Start at Cape of Good Hope
3. Work northwards in an orderly manner traversing the country alternately East and West.
4. During each traverse path
  - a) catch each animal seen
  - b) compare each animal caught to a known elephant
  - c) stop when a match is detected

**Experienced computer programmers** modify Algorithm A by placing a known elephant in Cairo to ensure that the algorithm will terminate.

**Assembly language programmers** prefer to execute Algorithm A on their hands and

*(continued on Page 3)*

**W**elcome again to *Under The Wire*, coming, ever so slowly, towards the end of its limited run. The Bus Boss game has one more turn to go, and with the interim deadlines, the City and Suburban is trucking along at a steady lick, and should be over in three or four issues. And that will be it. The end. Completion, culmination, conclusion, finale, finish, termination, windup. And it is not a windup on my part, either, to fool you all into thinking I'm jacking it all in when I really want to run a zine the size of *PoW!* to 4 week deadlines. No way, Jose. There's just too much else to do, even though the time demands of running *UTW* have been much less than running *PoW!* The house still needs a lot of odd jobs doing - trailing round looking for suitable curtains, furniture for the spare room, pictures for odd corners here and there - and renovating bits of the kitchen with new units. The CCTFL Touchdown! game will continue for now, but it has slipped to a more relaxed schedule than it was in the past.

After the excesses of art and music during the Festival things have been relatively quiet this past few months. We spent Jill's birthday weekend in St Andrews, and went to see "Much Ado About Nothing" at the local cinema, and both enjoyed it. I always found Shakespeare to be very difficult to follow when reading the plays at school, but if there's action as well as a more understandable script, they seem much more approachable.

Workwise, the pending changes to the way local government is to be run still hangs over us. No final decisions have been made about the way the Regional and District councils will be restructured, or how the changeover will be accomplished. Or how much extra on the Council Tax

*(continued in column 1)*

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# • UNDER • THE • WIRE •

NOVEMBER 1993

## CITY & SUBURBAN MOTO-MORINI TURN 7

### GAME NOTES

• Correction : I incorrectly referred to PEMBS in GameNotes(1) last time regarding payments to Ulf for B02 and C25. It should have been BWR (Bill). However, payments in the revised table were correct.

• Ulf, E46 does not currently have lines through three sides as it only adjoins one built-up area.

• Still no decision on C21 yet, as again Clive and Eoin cancel out.



### TRACK BUILDING

Player	Company	Colour	Builds	Town	Green Belt
Clive Davenhall	METRO	Red	(D15)-E26-F24; (D16)-E26	E26	C21 †
Ulf Jiretorn	JIR	Purple	(D03)-E45-E46; (D01)-E46	E46 †	E31
David Watts	PEMBS	Orange	(B11)- <u>C14-D21</u> ; ( <u>D23</u> )- <u>E22</u>	-	E01
Bill Becker	BWR	Blue	( <u>B02</u> )- <u>C26-D03</u> ; (C12)-D24	D24	E01
Eoin Rutter	INT	Brown	(D06)-E41; (D16)-E26; (E41)-F12	C21 †	D03
Iain Smedley	LOTS	Green	(B03)-C24; (E05)-E06; (D06)-E41	E05	D03

† - see Game Notes below

### DEVELOPMENTS

New Towns : D24, E05, E26

New Green Belt : D03, E01, E31

### COMPANY FINANCIAL STATEMENTS

Player	BF	- Build	± Pay	+ Rev	- Dev	= CF
Clive Davenhall	16	-6	+2	+7	-6	= 13
Ulf Jiretorn	6	-6	+4	+13	-1	= 16
David Watts	3	-12	-5	+13	-1	= -2 (-3)
Bill Becker	3	-6	-1	+12	-6	= 2
Eoin Rutter	-18	-6	-	+10	-6	= -20 (-24)
Iain Smedley	-2	-9	-	+11	-6	= -6 (-8)

## CITY & SUBURBAN MOTO-MORINI TURN 8

### TRACK BUILDING

Player	Company	Colour	Builds	Town	Green Belt
Ulf Jiretorn	JIR	Purple	(D01)-E02-F55; (E45)-F03	E02	E25 †
David Watts	PEMBS	Orange	(B15)-C04-D33- <u>E06</u>	E06 †	D04
Bill Becker	BWR	Blue	(D25)-E15- <u>F42</u> ; (D03)-E44	E15	D35
Eoin Rutter	INT	Brown	(D16)- <u>E25</u> ; ( <u>C22</u> )- <u>D11</u> -E35	C21	E06 †
Iain Smedley	LOTS	Green	(D12)-E36; (C24)- <u>D05</u> ; (E06)-F51	C24	D04
Clive Davenhall	METRO	Red	( <u>City</u> )- <u>A02-B15</u> ; (D16)-E25	E25 †	D23

† - see Game Notes below, or developments cancelled out

### DEVELOPMENTS

New Towns : C21, C24, E02, E15

New Green Belt : D04, D23, D35

### COMPANY FINANCIAL STATEMENTS

Player	BF	- Build	± Pay	+ Rev	- Dev	= CF
Clive Davenhall	13	-9	-6+1	+9	-6	= 2
Ulf Jiretorn	16	-6	-	+11	-6	= 15
David Watts	-3	-12	-1+7	+11	-6	= -4 (-5)
Bill Becker	2	-6	-1	+15	-6	= 4
Eoin Rutter	-24	-6	-2	+11	-6	= -27 (-33)
Iain Smedley	-8	-9	+2	+15	-6	= -6 (-8)

### GAME NOTES

The game still seems very open, with Clive trying to make a comeback this time at David's expense - a bit of tit-for-tat revenge there I suspect. Eoin continues to go seriously negative., but gets to build in C21 at last Iain meanwhile, fresh from an appearance on the main BBC news,

completes his rail link through the hills, thereby shortening the route into the city from the north west towns.

### PLAY ORDER (9)

David, Bill, Eoin, Iain, Clive, Ulf  
Town planning available in rings A to F from now on.

### GAME END

The game end phase approaches. Originally I stated that the game would be 10+D6 turns long. I originally stated that I would give you notification that the game would end in the following turn. This, to be honest, is no different to the original rules, and would result in a dead final round. Unless you all scream otherwise, I'd like to alter the rule so that you will only be told when the game is over.

### DEADLINE

Interim deadline, hopefully before Christmas mail gets too slow.

### PLAYERS

Clive Davenhall, Flat 59, Stoneygate Court, 298 London Road, LEICESTER LE2 2AJ

Ulf Jiretorn, Västergatan 12B, 332 32 GISLAVED, Sweden

David Watts, 102 Priory Road, MILFORD HAVEN, Dyfed SA73 2ED (0646 692752)

Bill Becker, 1515 Ridgewood, JENISON, Michigan 49428, U.S.A.

Eoin Rutter, 233 High Street, EDINBURGH EH1 1PE (031 226 5214)

Iain Smedley, Top Flat, 170 North Gower Street, LONDON NW1 (071 387 8687)

BUS BOSS  
**NEVAL – BB108USA**  
 T U R N 11

**RACES**

Races not possible: : none  
 Races not entered : none

No	Route	TECTIC	DIS	NAFF	BOSS	SLICK
36	New Orleans - Houston	-	-	30	-	-
37	Cincinatti - Richmond	7+7†	-	16-4	7-3†	-
38	Albuquerque - San Francisco	-	-	15-4†	15+4†	-
39	Dallas - Duluth	9+2	5+4	-	-	16-6
40	Cleveland - Salt Lake City	16	7-1†	+1	-	7
41	Reno or Las Vegas - Spokane	+2	5-2	16	9-5	+5
42	New York - Tulsa	8+5	13-4	-	5-1	4
43	Detroit - Omaha	-	-	-	-	30
44	Phoenix - Charlotteville	4-8	+2	8-2	13+11	5-3

NOTES: † means these companies tied, and the points were shared out between them, odd halves given to the team with the lower score at the time.

**ROUTES PURCHASED**

**Frank Burns - The Engines Cannae Tak It Cap'n - TECTIC - Lurid Orange**  
 Dallas - El Paso; Cleveland - Buffalo

**John Breakwell - North American Folk Ferriers - NAFF - Green**  
 none (as Frank had bought the rights to the Cleveland - Buffalo route)

**David Watts - Buses On States Sevices - BOSS - Yellow**  
 none

**Bill Becker - Dispatch Illusion Service - DIS - Blue**  
 none

**Eoin Rutter - St Louis Indianapolis Cincinatti Knoxville - SLICK - Black**  
 Tulsa - Memphis; Phoenix - San Diego

**FINANCES**

	Start	Races	Builds	End
TECTIC	81	+52	-12	= 121
NAFF	98	+76		= 174
DIS	248	+29		= 277
BOSS	228	+55		= 283
SLICK	298	+58	-12	= 344

**GAME NOTES**

Last turn coming up with Eoin proabbly just far enough out in the lead to feel safe. David and Bill are fighting for second place, with a couple of good runs coming up for each. John and Frank, seem likely to stay in 4th and 5th respectively. Apologies from Frank for missing last time - he's been house hunting but with little luck

**ROUND 12 RUNS**

You may enter upto five races each turn - the final 9 races this time.

- 45 Boston - Buffalo
- 46 Portland - St Louis
- 47 Western Canada - Birmingham
- 48 Los Angeles - Seattle
- 49 Chicago - Eastern Canada
- 50 Miami - Los Angeles
- 51 Nashville - Pittsburgh
- 52 Mexico- Washington
- 29(2) San Francisco - San Diego

**PLAYERS**

- Frank Burns, 51/26 Caledonian Crescent, EDINBURGH EH11 2AT
- Bill Becker, 1515 Ridgewood, JENISON, Michigan 49428, U.S.A.
- John Breakwell, 3 Bodmin Road, Woodley, Berkshire RG5 3RZ
- David Watts, 102 Priory Road, MILFORD HAVEN, Dyfed SA73 2ED (0646 692752)
- Eoin Rutter, 233 High Street, EDINBURGH EH1 1PE (031 226 5214)

knees.

**Engineers** hunt elephants by going to Africa, catching grey animals at random, and stopping when any one of them weighs within plus or minus 15% of any previously observed elephant.

**Statisticians** hunt the first animal they see N times and call it an elephant.

**Consultants** don't hunt elephants, and many have never hunted anything at all, but they can be hired by the hour to advise those people who do.

**Operations Research consultants** can also measure the correlation of hat size and bullet colour to the efficiency of elephant hunting strategies, if someone else will only identify the elephants.

**Politicians** don't hunt elephants, but they will share the elephants you catch with the people who voted for them.

**Lawyers** don't hunt elephants, but they do follow the herd around arguing about who owns the droppings.

**Software lawyers** will claim that they own an entire herd, based on the look and feel of one dropping.

**Vice presidents** of engineering and research and development try hard to hunt elephants, but their staff are trained to prevent it. When the vice president does get to hunt elephants, the staff will try to ensure that all possible elephants are completely scattered before the vice president sees them. If the vice president does see an elephant, the staff will

1. compliment the vice president's eyesight, and
2. enlarge itself to prevent a recurrence.

**Senior management** set broad elephant hunting policy, based on the assumption that elephants are like field mice, but with deeper voices.

**Quality assurance inspectors** ignore the elephants and look for mistakes the other hunters made when they were packing the jeep.

**Sales people** don't hunt elephants but spend their time selling elephants they haven't caught, for delivery two days before the season opens.

**Software sales people** ship the first thing they catch and write up an invoice for an elephant.

**Hardware sales people** catch rabbits, paint them grey, and sell them as desktop elephants.

*The preceding article has been reprinted from a number of computer user group newsletters dating back to March 1991 when it originated (perhaps) in the Westchester PC News.*

**DEADLINE FOR UTW 13 ORDERS – 11th Jan. 1994**  
**(City & Suburban Interim Deadline 17th Dec. 1993)**