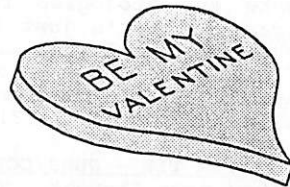


YER TIZ

No;15

FEB '93



HAS YER TIZ COME BACK WITH A ROAR?

OR JUST A WHIMP(ER)?

WILL KENDERS SURVIVE THE ONSLAUGHT?

WILL THE HOBBY.....?

THESE AND MANY OTHER QUESTIONS

MAYBE ANSWERED WITHIN THESE

HALLOWED (sic) PAGES!!!!

TIZ-ATORIAL

Hallo, Gooday and Welcome to the new look YER TIZ. The first thing that I must comment on is the response from issue 14. Thank you one and all for your comments - they have been taken on board and as I begin to understand this WP package more I am sure that the presentation will get better, and better!! Please just be patient with this poor alcohol befuddled brain. I am not going to make any apologies for my grammar, that's just tough! The spelling I will do what I can with though - as far as the spell checker will allow me to that is!?

YER TIZ - SUBS/COST

After some thought and as I cannot be bothered to do the sums every issue I have decide to scrap my original way of costing the zine. Instead there will be a straight 50p/issue for the rag (inclusive of postage) for the time being. I reserve the right to change the value of this sub as and when I see fit and will notify you all one month in advance that the cost will change.

THE SUPERBOWL

As I have a very hectic couple of weeks ahead I am writing this on the weekend before the SUPERBOWL. I know that Bill Turner - he of ODARODLE fame - will hate me for this but I simply cannot see the Bills beating the Cowboys next Sunday so I have to predict now that the score will be; ..OH! S*&T! it's the end of the %%^^&\$ page.....

A NEW GAME.....?

I am known at work to be a lover of games and got into a discussion with one of my colleagues here on the virtue (or lack of) of the latest craze or style of Video/Board games. Being an old fashioned type of guy I just laughed at the mere idea of a video being played whilst you attempt to play the game - especially as the likelihood is that the game can only be played once and then it is little more than scrap cardboard and a scrap tape. The last review of one of these types of game I have seen was through the pages of SMODNOC when TOBY HARRIS played a "WHO DUNNIT" version. His review basically stated that in his opinion once you had played that was that - and it was that good a game in the first place. However I was persuaded to join some other people for an evening with a bottle or two and have a go.

I duly turned up at the appointed hour (with my bottle of free Christmas cooking plonk from the company) and met the other 5 players. We started off lightly with some UNO and other general card games and the like as my host and his wife allowed us all time to get to know one another and relax. After an hour or two they got this game out - it's called ATMOSFEAR - at which point they explained the rules.

Basically you start by turning the lights down low and the volume on the TV UP! Then you write your

greatest FEAR on a reusable card, which are shuffled, and placed in the centre of the playing board, insert the cassette, select your playing pieces and a numbered disc and you are already to start. There are various types of event cards that you can pick up by moving around the board which you complete by rolling a D6. (By this time we were all floating on a merry sea of wine and other alcoholic beverages!!). You start the tape and the £\$^ hits the fan!!

The idea is to collect 6 keys avoid being sent to a BLACK HOLE (roll a 6 on a D6 to get out of or have the requisite luck with the cards/Gatekeeper) which allow you into the centre of the board and providing that the topmost fear is not yours you have won! Simple isn't it...? If only.....!

All the time you are playing the tape is running and every now and then the "GATEKEEPER" appears on the screen and bellows some instructions at you. Add to that you have a mere 60 minutes to complete the game and that all the other players are also trying to win (or stop you) and you have an hours worth of tremendous fun.

I almost forgot - there are various types of cards that you can collect as you are travelling around the board:- FATE, TIME and CHANCE.

FATE cards are quite useful most of the time, and the rest are a complete PAIN. They can protect you

from the ACTIONS of other players or allow you to do attack other players' hordes of cards and or keys!!

TIME cards are the real fun ones. There is a clock running on the video at all times counting from 00.00 to 60.00. The time cards all become active at various times and you have to watch them because if you miss your chance that's tough. The instructions can be anything from;

"TIME; 37:20 "Let out a loud shrill laugh and if any of the opponents ask why - give them this card with a message from me (the GATEKEEPER - ED). 'I'm having the last laugh - you are banished to the BLACK HOLE.'

33:20. Give this card to the "FAT ONE" (chosen at the start of the game - ED) 'Hungry? Then chew this one over. Your banished to the Black Hole!'

56.45 "SCREAM - just for the hell of it!!".

CHANCE cards are much like their namesake in MONOPOLY and are purely that. You have roughly a 50/50 chance of something good or something not so good!!

We played using the second tape (which is now available in the shops) to make it fair for everyone and thoroughly enjoyed ourselves. The game lasted just under an hour and then we played again using the first tape. Although we all had some idea of what to expect it was still tremendous fun and several times you literally JUMP out of you skin.

This is never going to be a classic like Dippy, Die Mache, Grass or the likes but it has a fair amount of attraction and even if you can remember roughly what happens the chances are that because you are running a game against the clock you will still get the jitters every now and again. Highly recommended - but best with at least 4 players.
ATMOSFEAR. SPEARS GAMES.
COST: @ £21.95 FROM VIRGIN,
NEW TAPES BETWEEN £13 AND
£18 A TIME (which is effectively a new game each time).

THE FIRST CUTKENCON

The first (and hopefully not the last) CUTKENCON was held over the weekend of the 5th - 7th February at the abode of Simon Cutforth just outside Exeter. Unfortunately we suffered from a lot of late cancellations and in the end the maximum number present over the weekend was 4 (including Simon and myself!!). We were also joined by Richard (AKA IAN sic) Williams and Rob Mulholland over the weekend for a bout of general games and some lovely beer/food.

I arrived about 6pm on the Friday night to be told we were to expect Richard the following morning, possibly Andy Bate (if he could get a lift - which he obviously didn't) and Rob on the Sunday. ".....Would I like a drink before going over the road for some pub grub...?" What a silly question!?

At this point I should say that Simon had ejected

his (lovely) better half for the weekend, put the decorating on hold and was desperately trying to clear up.

An hour or so later, after clearing up we crossed the road to his local, (literally across the road), a lovely pub called "THE MALSTERS", and adjourned for a pint and a bite to eat. The beer was a wonderful pint of FLOWERS ORIGINAL and the food was nothing short of amazing (good value and tasty). We returned later and played a couple of games - I cannot remember what!!

Saturday morning dawned with a hangover or two in Woodbury and Richard Williams arriving spot on time. So we settled down to play some games. If I remember correctly we played Thunder Road (Richard won), Formula 1 (a win for me), Der Ausreisser (I won the first 4 races and had a 30 second lead which became a 3rd place by 20 seconds at the end of the 5th!!) leading to another RICHARD win) and 2 games of McMulti in under one and half hours (both wins by Richard). Richard then had to depart to see his sister near Plymouth so Simon showed me SHOGI and GO (both Japanese tactical 2 player games).

The former is a form of chess with pieces that move in a similar way but with a completely different start up position. Add to that the identifying marks are all in Japanese and I was very quickly routed by Simon. I am sure that if I were to play it more

regularly I would get the idea a lot better and would give Simon a run for his money. I still enjoyed the game even though I was convincingly beaten - next time I'll bring a long one of my Japanese colleagues and watch Cutforth San sweat a little!!

The latter is similar to OHELLO in some ways, although it is played on a much larger playing board and the tactics are somewhat different. After falling for just about every trap that Simon set for me in the first ten turns I started to get the hang of the game and although I was once again resoundly beaten Simon admitted that it was no slouch of a performance for a beginner. I was well chuffed with that! About 8.30 we retired to the pub for some more of that wonderful Flowers and an even better (and very reasonably priced) Sirloin Steak. We returned to the house, put ALIENS on the video and I fell asleep!!

Sunday morning saw Simon and Richard complete a months worth of STRATEGO moves in an hour whilst I attempted the Sunday Crossword in the YOU magazine - failing as usual after about 5 clues. Rob Mulholland arrived about ten and the serious game playing started with..er... ..um... I can't read my own note - yes I can! A game of Acquire. This was the first time in a long while that I had played this beautiful "grab the money and run game" and managed to come a

creditable second to Rob. We then adjourned to the Pub (again) taking the KOALITION with us. After purchasing the obligatory pints (Flowers again for me - I Just cannot get over how good that beer was!!) we settled down to play Koalition with an interesting variation that I had not played before that certainly evened the game up for all. Instead of each player playing in turn and having the advantage of seeing the cards the previous player(s) had played all players place their cards face down on the table and reveal the simultaneously. This led to a much more open election and much more "wheeler dealing". This is a definite improvement on an already excellent game. (If memory serves me correctly Rob won all three with your truly and Richard sharing the honours for second and poor Simon having a really disastrous time at his (our?) con.

We returned to the house and to a game that was totally new to everyone except Rob - called HISTORY OF THE WORLD. This is a real peach of a game that has a map of the world on a cloth (although I understand that GIBSON GAMES have taken it over and may make some changes) and loads of bits!! The idea being that you control one of the major Empires in each and every one of the & game turns (or Epoches). The turn order is dependant on the period in History that your Empire was active. You try to amass

victory points by controlling territory and Industry. The only drawback is that there can be a lot of player inactivity during the game but it is well worth a look if you like historical games.

We finished the weekend with a game of TRUMP (designed by DONALD TRUMP) during which the idea is to buy companies and businesses and gain massive profits from them. It is a simple game that could be fun but I am not that sure.....!

For me the game of the weekend by a long way was "HISTORY OF THE WORLD" which I will review in greater detail when I have bought a copy, maybe in the next issue of this rag.

Finally, Simon, you promised me an article (no I wasn't that pissed on Friday night that I have forgotten) so get pen to paper and send it to me soonest!! Also many thanks to both Simon and Julie for a really great and relaxing weekend - I really enjoyed myself.

...the next CUT KEN CON..?

Simon and I are hoping to run these weekends alternately in Plymouth and Exeter about every 6 weeks. The next one will be around the end of MARCH in Plymouth. If you are interested please contact either myself or Simon as soon as possible. The addresses and phone numbers are on the back page.

Stop Press: *Law Con 26th - 28th
Plymouth.*

SOME LETTERS HAVE ARRIVED

After my EDITORIAL last issue on the on the status of the convention scene in the UK and the lack of a "NATIONAL" Dippy contest I received the following letter from JOHN DODDS, the Director of MIDCON which I will print in full;

John Dodds, London: Thanks for sending me a copy of YER TIZ. As the director of the Diplomacy Tournament at Midcon, I was naturally interested in your comments on the National Diplomacy Championship.

It may surprise you to discover that to a large extent I sympathise with the views that you put forward. Although Midcon has played host to the National Diplomacy Championship (NDC) since 1981, we don't regard ourselves as having the proprietary right to use the title. What is important is that the title is associated with a tournament which involves a true test of individual skill at Diplomacy.

For me there are two criteria that must be satisfied by any tournament that bears the name of the NDC. First it must be a truly individual championship (the individual Champion at Manorcon is compromised by being essentially an add-on to the team tournament where the cross-game interaction means that each person is not simply playing for themselves). Secondly because it is difficult to differentiate

between the levels of performance in a tournament which involves each competitor playing a single game of Diplomacy, it must have two rounds and the scoring system must be such that a winner has to do well in both rounds (some tournaments have several rounds, but break this principle by only counting each player's best result. This can lead to freakish results, such as when my good friend Malcolm Smith won the American National Championship some years back. He played three games, was eliminated from two and won one, and was still the overall champion).

When Midcon first set up the NDC in 1981, we considered running a regionally based championship, and indeed as recently as 1988 considered breaking the NDC off from MIDCON and running it independently. In each case, what prevented us from doing so was the sheer organisational difficulties. On the basis that you need two games in each regional Championship, you need to provide not only a hall, in which to play Diplomacy, but also overnight accommodation: in fact you would effectively be running a series of regional conventions. It is questionable whether such a system would work in the interests of the competitors. After all, under the present arrangements anyone can enter the NDC, simply by turning up at Midcon. If you had a regional system,

they would have to turn up to a regional heat, which in itself could involve a lot of travelling to the nearest local centre, then still make a trip to Birmingham, or wherever for the National Final. I suspect that this would still be a deterrent for all but the most dedicated competitors to enter.

Nonetheless, I still have an open mind on all of this, and if anyone would like to set up a regional Diplomacy Tournament involving two rounds, I would be very interested to be in touch with them, and perhaps to help in running the tournament. Rather than trying to set up a rival regionally based championship from scratch, it might be better to try and get some other two round tournaments running outside Birmingham, and if they were successful, we could consider how to integrate them into an overall whole. I am happy to play my part in this, but we really need local organisers to get things off the ground.

Finally I think that your comparison between the tournaments at Midcon and Manorcon is rather unfair. There will always be more people prepared to play in the team tournament at Manorcon than in the individual tournament at Midcon. This is for three reasons;

a) The Manorcon tournament involves only a one day commitment; the NDC requires you to play on each of the two successive

days - this will inevitably deter the less keen.

b) some people will play despite being only moderate enthusiasts for Diplomacy because of the Team Spirit the event engenders.

c) there's a lot of arm twisting that goes on to fill up the teams.

I don't want you to think I am knocking Manorcon: I think that the Team Tournament is a splendid event, but anyone who expects the NDC to attract as many players as the Team tournament, isn't living in the real world.

John goes on to wish me the best with the zine and to request that he sees any other copies of the zine that refer to this matter - which I will of course send to him.

I will reply in full to this letter in the next issue and in the mean time if anyone has any comments or points please send them to me. A copy of this issue will be going to Richard Walkerdine (the main contact for Manorcon), Rob Mulholland (the main contact for Baycon) and the S.F.C.P. (Furrycon) for their comments, if they choose to offer any. If you think that it should go anywhere else please let me know.

Onto the other part of the last editorial and the lack of the female gender in the hobby....

John Wilman, Scotland: You would it seems like to recruit more women to the

hobby. Referring to *them* as "ladies" is probably not the best of starts - to recycle an old joke;

If a lady is a good diplomacy player then she ain't no lady!!

Also I gather that the term is not politically correct these days. How long were you at sea?

....er too long it seems....

Seriously though there do seem to be a lot more women playing Dip at Manorcon than when I started, although not any I noticed playing 18xx or any other "anorak" games. Let's face it - real women don't like whimps!

When I was at University we did manage to get a few women to play Dip, and one of them - Jo Tomlin....

who.....?

....younger sister to the more famous Claire...

OHH!?

...was rather good at it. When FRP took over, however there was an almost equal balance - no mean achievement at Cambridge where, at that time the men outnumbered the women 4 - 1!!

I don't like writing "cold" letters to strangers either but if a woman signs up for a game she'll get plenty of letters any way. All she has to do is reply!!

That's almost a contradiction in terms there John as if you sign up for games unless you know everyone in the hobby then you must, on average, have to write at least one "cold" letter a game. Part of the fun of the postal hobby as far as I am concerned is getting to know people through their letters and then trying to guess what they are like in the flesh!! I'm nearly always wrong by the way - I even thought that a certain T. Harris Esq., was nice, cute and cuddly (???) until I met him face to face in a game of Dip at Manorcon!!

Neil Duncan, Hants: Just a quick note to say thanks for the flyer.

The girls in the hobby bit...I enclose a letter from a recent newcomer, my wife! (More on that later - Ed). I too am interested as to why a hobby with a few thousand members has only a few dozen females at best? I guess one needs to look at the marketing of the hobby and the games. I also wonder why you left JOY HIBBERT off your list of prominent ladies.

OOPS!! Sorry Joy. If I can find your address I'll send you freebie by way of an apology. Er! Anyone care to send it to me.....?

Michelle Duncan, Hants: Whilst flicking through YER TIZ pages 3 & 4 caught my eye. Your (female) friend who said "...I cannot write to total

strangers...it's too embarrassing...". What a load of HOGWASH. Far from being the norm for us to think that way, I think your chum is in the minority.

In my opinion females are much better at communicating and especially at letter writing. Who remembers to send the birthday cards? Who remembers to keep in touch? Off the top of my head I can think of one friend whose hobby is to write to "squaddies". She writes dozens of letters to strangers regularly. I think that it is easier to write to a faceless name at the end of a letter rather than to someone sitting next to you in the flesh and anyway sure it's safer...?

The thought of someone sitting next to you as you write a letter is quite amusing - but I am being facetious. In principle I agree with you Michelle and I hope that we will not remain "faceless names at the end of letters" for too long as that would be a real shame. Are you coming to BAYCON? I also hope that what you say is correct and my friend was (is) in the minority.

I think that the reason that females are not attracted to Dip is more to do with the game being packaged as a "War Game" that a game of social intercourse (OOO-ERR!!). Anyway just thought that I would put my two-penneth across.

A regular two-penneth that was as well but I feel that my point was missed all along the way. The female gender is still very much in the Victorian era - "You will be seen but not heard" - and that is the way that a lot of women seem to think and how they act/react. A very chauvinistic saying springs to mind:-

"Women dress to undress - men dress to impress". Women (females?) do not seem to make themselves heard enough and I find that a terrible shame. The majority come into the hobby via boy friends or partners not of their own volition which does point to the marketing of the hobby in general. (Having said that I believe that Stephen Agar (Spring Offensive) is trying to rectify that - more power to his elbow). So let's hope that his efforts bear fruit.

Onto other stuff.....

HOBBY NEWS

The following is taken from the JANUARY issue of "HOBBY NEWS" which is available from; CHRIS TRINGHAM, 10 Jubilee Court, London Road, Thornton Heath, Surrey, CR7 6JL. Tel; 081 683 2815.

E-MAIL DIPLOMACY; Stephen Wells is considering running Dippy and other games through a bulletin board and would also provide a conference area that would be the equivalent of a letter column. To participate you would need a computer and a

Modem (plus communicative software) the latter being a fairly modest investment these days. He will charge a £5 registration and annual subscription fee (to include one game) and £2 for each extra game. Before he puts time and money into this he wants to know how many people might be interested. He can be contacted at 5, Fairfield Court, Ashgate, Chesterfield, S42 7PT.

TELEPHONE DIPLOMACY; Neil Meyrick is considering running diplomacy to weekly deadlines with the adjudication being sent out by post on deadline night. Obviously Diplomacy will have to be done by phone or fax. Neil can be contacted at; 59 Alford Road, West Bridgford, Nottingham NG2 6AP.

INTERNATIONAL SUBSCRIPTION EXCHANGE; If you wish to sub to an American zine you can pay in sterling by sending your money to Iain Bowen, 5 Wigginton Terrace, YORK YO3 7DJ who will convert it into dollars and pass it on to the appropriate editor.

BAYCON; is back at the EXETER COURT HOTEL from Thursday 15th - Sunday 18th April (the weekend after Easter). This is a small, and very friendly, family orientated con where diplomacy is a swear word that could get you thrown out!! The motel is located just off the bottom of the M5 at Exeter and there are a number of good pubs near by as well as Dartmoor, Buckfastleigh Abbey and the likes. Further details from Bob Mulholland, 66

Magdelan Road, Exeter, EX2 4TN.

FURRYCON 3; Friday 28th - Monday 31st May at the OLD SHIP HOTEL in Brighton. Organised by those lovely fellows who create the Small Furry Creatures Press this an En Garde! and general games con. It will also feature Intergame UK the qualifying tournament for the ESSEN GAMES FAIR. Rates; £28.75/person/night sharing a room or £39.50 for a single room plus a £10 convention fee. Details from the; S.F.C.P., 42 Wyndale Road, South Woodford, London E18 1DX.

STAKISKON; to be held at the STAKIS VICTORIA HOTEL Nottingham from 5th - 7th March 1993. It is a board games weekend with accommodation (B&B) costing £37.50 (1 night), £64 (2 nights) and £84 (3nights). All prices include the convention fee. To book you should send a deposit of £15/person, payable to "RICKSHAW PROMOTIONS", to M.C.C. Rich, Green Farm, Sawley, Rippon, W. Yorks., HG4 3EQ.

MANORCON 11; Friday 23rd - Monday 26th July 1993 at High Hall, Birmingham University, Birmingham. Accommodation might be limited so early booking is advised. Accommodation costs; £19/person/night sharing or £20/person/night single and a registration fee of £10. Features to include; National Team Diplomacy Championship, in which Teams of 7 each play a different country on different boards. It will now also include the "British Individual

Championship" which is to be held over three rounds whereas the Team is only one. Also a number of other tournaments and the, by now, infamous, GET WALKERDINE Monday Speed Circuit game. Details from; Richard Walkerdine, 6 Honeybourne Way, Wickwar, Wooton-Under-Edge, Gloucs, GL12 8PF.

MIDCON; at the Royal Angus Thistle Hotel, Birmingham from 19th - 21st November 1993. Room rates are £26/night inc VAT and Breakfast. There is a £6/night single supplement. This is the first increase in 4 years and a £2 increase makes it good value for money. Registration; £8 until 31st August 1993 and £10 there after. Cheques made payable to Midcon should be sent to Brian Williams, 30, Rydding Lane, Millfields Estate, West Bromwich, B71 2HA. Features the National Diplomacy Championship, a Quiz and general gaming. See YER TIZ 14 for my comments or the letter column.

HOBBY MEETS AND GAMES CLUBS
NOTTINGHAM & DERBY BOARD
games club meets every Thursday, 7 - 10.30pm. Contact Mick Haytack on; (0332) 511898.

NORTH YORKS; Tap & Spike, Monk Bar, York. Normally the 2nd Sunday of the month at noon. Contact Iain Bowen on (0904) 640095 or Pete Sullivan (0609) 777074
LONDON; The Royal George, Eversholt Street, near Euston Station. Second Wednesday of the month. Contact Vic Hall (081) 802

5091 or Mike Allaway (081) 863 6413.

RIPLEY nr WOKING (Surrey): Normally 2nd Tuesday of the month but does vary. Starts with a pub. then moves to a pub. Contact Dane Maslen (0483) 721856, BRISTOL: the Knowle at Knowle. 1st Friday of the month. Contact Rich Egan on (0272) 774460 or Paul Norris (0272) 427061

FAREHAM (HANTS): Richard Williams organises a get together at his house on the 2nd Sunday of EVEN NUMBERED months from 10am.

BRIGHTON: Stephen Agar (0273) 562430 organises meets from time to time

HOBBY SERVICES

ZINE BANK: Send George North (24 Wigton Road Romford Essex RM3 9HD) a large SAE (stamped for 150g) and £1 and he will send you half a dozen different zines.

MISSION FROM GOD (MFG): The most comprehensive zine listings zine around, giving details such as addresses, prices and waiting lists for virtually every zine published in this country. Available from Andy Key and Madelaine Smith, 144 Perrinsfield, Vennymore, Lechdale, Gloucs GL7 3SE for a miserly £1.

RULES BANK: Mike Siggins has a list of English Translations for German games. His address is; 129 Ardmore Lane, Buckhurst Hill, Essex IG9 5SB.

ZINE SEEN

Just a quick couple this month as I have now been slaving over this keyboard for some 6 hours and I have had enough!! Please note;

the number in brackets on the waiting lists is the number of players required.

ASSASSINS HANDBOOK: John Morgan, 40, Millside, Cullvers Avenue, Carsholton Surrey SM5 2BQ.

#4, 20 pages, 50p, A5 centre stapled, photo-reduced.

Runs; Conquistador, Waiting Lists, Dippy (4), End of the Ottoman Empire (4), Holy Roman Empire (7), Scorched Earth (6).

A nice friendly little zine this, although John seems to be having some problems getting games going. An interest in Medieval History (particularly Eastern) will mean that he will run some of the more unusual variants around. If you like the weird and wonderful bung him some beer vouchers or maybe a sheep's eye or two!?

UP AROUND THE BEND: Haz Bond, 13 Merrivale Road, Stafford, ST17 9EB.

A4 Corner Stapled, #17, @24 pages, 30p + postage.

Runs; Chaos II, Intimate, Deluge, Dippy, 5 Italies, Dynamite, Timelords Dip, Sopwith, Atlantic Airlines, Railway Rivals, Lift Off. Waiting lists: Diplomacy (5), Sopwith (1).

This must be one of the last zines to have been produced almost exclusively on a manual typewriter. Consequently even though Haz has a new(er) typewriter it is still scruffy in a friendly sort of way - almost like TROG was in its' hey-day. A nice article about Manorcon '83 (no that is not a typo error), a wide ranging letter column and Haz's own

eminimitable sense of
humour and you have what is
basically a very busy

little zine, well worth a
quick look.

WANTED URGENTLY

I have recently come across the rules for POSTAL WARLOCK from the old MORRIGAN days. Unfortunately to run this game I need a copy of the commercial game. Unfortunately it has been out of print for some years and is now very difficult to get hold of - surprise, surprise. Has anyone out there got a copy that I could beg, borrow or steal (I'll even buy it at a reasonable price). Any players do not need a copy of the commercial game and I will publish the postal rules in the next issue of this rag.

IT'LL BE OUT NEXT WEEK (aka FROGGY); Andy Bate, 4 Channel Road, Clevedon, Bristol, BS21 7DR. #46, A4 corner stapled, duplicated, 38 pages, 65p. Runs; Lots!!

Waiting Lists;
SuperEconometricman (any number), What's Up Doc (2 - 31), Minimalist (3), Fog of War (3-7), Berserker Diplomacy (6), Railway Rivals (1), Sopwith (2), Fictional Dictionary (any number), Mr. President (7), Grand National (6+), United Conference, Koalition (7)

WHEN this comes out it is a damn good read. Unfortunately it is a mite irregular. If you don't mind that it's worth every penny.

SOME QUICK RULES
STAB DIPLOMACY

- 1) The 1971 rule book applies except where amended below.
- 2) There is an initial Winter 1900 season where the individual players may build there choice of

initial starting units and may place them ANYWHERE within their countrys' borders. Thus England could build 3 armies - but he may struggle later on!!

3) The location of all units remains unknown to all bar the owning player and the GM unless;

a) The unit attacks another unit

b) The unit is attacked by another unit.

c) The unit supports another unit.

In all the above cases the orders for that unit are reported in the game report. If a unit is dislodged that fact is reported but NOT where the unit retreats to. (Obviously the owning player will be informed if multiple retreats have been ordered where his unit retreated to).

4) The GM will aid the players by reminding them where their units are ON REQUEST but will only do this twice. After that there will be a deduction from your credit of 30p for

each following request. IT IS UP TO YOU TO KEEP A RECORD OF YOUR MOVEMENTS.

5) The winner is the first person to control 18 centres in a Winter season.

6) Press is accepted at the GMs discretion.

An that is basically it. A simple, yet highly volatile variant that involves a tremendous amount of trust (HA! HA! - Ed) or the normal diplomatic paranoia. Sign up and have fun! If any one is interested and as the potential for diploming is limited I am prepared to offer this as a GUNBOAT variant.

After much thought I have been persuaded to allow the AGONY AUNT back

and we have our first letter to her.....

AUNTY DIPPY'S AGONY COLUMN

Dear Aunty Dippy,

Please can you tell me why whenever I play FTF Dippy at conventions I always seem to be drawn against the same young blond lad who has this penchant for stabbing me, allying against me or other wise KILLING ME! Stabbed, ALL OVER

Dear Stabbed,

It is obvious to me that this youth is callous and un-caring. Next time you meet him kick him in the BALLKANS or maybe CON him a little. Good Luck!!

A QUOTE BEFORE THE NEXT BIT

Basically this is called space filling like crazy but I came across this quote and it fit TOSHIBA like a glove - I wonder if it fits your company.....?

THINGS NEVER CHANGE -

"We trained hard but it seemed that every time we were beginning to form into teams we would be reorganised.

I was to learn on later life that we tend to meet any new situation by re-organising and a wonderful method it can be for creating the illusion of progress, while producing CONFUSION, INEFFICIENCY AND DEMORALISATION"

Gaius Petronus. AD66

This was one guy who new what he was talking about - a real cool dude as they say!!

Unfortunately in modern day industry this seems to be all too true and I for one am getting exceedingly pissed off with being moved from pillar to post at the whim of a paranoiac management team!! God help me if any of them ever read this though.....!?



This is your invitation to a weekend of games and competitions in sunny Devon in the Spring. BAYCON 93 will be held at the EXETER COURT HOTEL, Kennford (5 miles outside Exeter on the main A38) over the weekend of 15th -18th April 1993.

Now in its seventh successful year, BAYCON has established a reputation as the friendly convention, where games players meet in an atmosphere of relaxation and enjoyment to play all the best and latest board games. If you have never ventured to a games convention before then you can feel sure that you will receive a warm welcome at BAYCON 93.

THE VICTOR LUDORUM

This is the main event of the convention, a tournament to find the National UK Board Games Champion. An account is kept of all games played over the weekend and the player who achieves the best record receives the Victor Ludorum trophy and prize. This event is sponsored by Just Games.

GIBSONS TROPHY

Gibsons Games will once again be sponsoring a competition based on their own catalogue of games. The winner will receive the Gibsons Trophy and a prize presented by Gibsons Games.

Competitions will begin at noon on Thursday 15th April and finish on the afternoon of Sunday 18th April, but attendees may prolong or shorten their stay as they wish.

The Exeter Court Hotel offers excellent accommodation for a convention, with ample space for games playing, restaurant, bar snack service, liberal opening times followed by night porter service, a nine hole pitch and putt course, and tennis court.

The rates are £23 per person per night for a shared room (double or twin), and £32.50 per night for a single room, inclusive of VAT and breakfast. All rooms have colour TV and en suite bathroom. There is a convention fee of £8 per person which is payable in advance, children under 16 are charged £4 and under 5 are free.

BAYCON 93 is organised by Rob Mulholland, Glen Bird and Rob Chapman. Send your £8 registration fee to Rob Mulholland, 66 Magdalen Road, St Leonards, Exeter, EX2 4TN (cheques payable to BAYCON). Accommodation should be paid for at the hotel.

WAITING LISTS

DIPLOMACY AND VARIANTS

WAITING LISTS

Your name underlined indicates I have a preference list.

DIPLOMACY; (3/7): Toby Harris, Adam Harris, Neil Richardson
STAB; (0/7):
WINTER 1900; (1/7): Neil Richardson
ABERRATION III; (0/9):

OTHER GAMES

CIRCUIT; (0/5+):
KINGMAKER; (0/5+):
WARLOCK; (0/6+): Rules next time

ADDRESSES etc.

I am; Neil Kendrick,
my address is;
679, Wolseley Road, PLYMOUTH, PL5 1JL.
Tel; (0752) - 367227 (H) (answermachine sometimes)
(0752) - 364341 (W),
(0752) - 368684 (FAX)

If this rag has come to you as a flier then please address any cheques or beer vouchers of any sort to "NEIL KENDRICK". If you like the zine please tell others, if you hate it please tell me!!

The space below is for you to doodle in, write notes, slag of the player that has just stabbed you etc.....

CREDIT	
AMOUNT	GOOD
Less than £1	BAD
Less than £0.50	SEND SOME DOSH
Nothing	BYE
TRADE	
FREEBEE cos I'm feeling generous ✓	

DEADLINE FOR ISSUE 16;

THURSDAY MAR 18TH 1993