

Yes it's

# MAD POLICY

ISSUE NUMBER 1

Being Surrey's 1st, Britain's 6th, Europe's 7th and the World's umpteenth postal Dippy zine

MP emanates from the typewriter of Richard J. Walkerdine of "Cheriton", 15 Crouch Oak Lane, Addlestone, Surrey. The price is 5P per issue (that includes postage) plus 25P for each game you play in. If anyone wants to trade they're welcome to do so.

Today is Friday, August 11th, 1972.

## Here we go then

The initial response has been so overwhelming that after weeks of trying I've finally managed to sign on the seven players needed to start the first game. Countries have been allotted at random and the results are as follows:

### MP "A" game

- AUSTRIA: Nigel Evans, Corner Cottage, 25 Brewery Road, Woking, Surrey.
- ENGLAND: John Morrison, 52 Miles Road, Epsom, Surrey.
- FRANCE: Steve Williams, 64B Stafford Road, Wallington, Surrey.
- GERMANY: Martin Sullivan, Flat 1, 13 Embankment Gardens, London S.W.3.
- ITALY: John Meadon, 10 High View, 31 Avenue Elmers, Surbiton, Surrey.
- RUSSIA: Pete Shaw, 37 Waldens Park Road, Horsell, Woking, Surrey.
- TURKEY: Chris Brimley, Corner Cottage, 25 Brewery Road, Woking, Surrey.

Deadline for Spring, 1901 moves will be FRIDAY, SEPTEMBER 1ST.

## The House Rules

Enclosed with this issue you should find a copy of the house rules. I think they are fairly clear but for the benefit of people new to the game I'd like to emphasise one or two points.

In common with most of the other zines the game year is divided into two seasons, Spring and Autumn. This means your retreats, builds and removals must be predicted beforehand and supplied with your movement orders. You can however make these orders for retreats etc. conditional on the outcome of the moves of your own and your opponents pieces. Any unit which is forced to retreat but has not been given a space to retreat to will be disbanded.

Also in common with the other zines (let's face it, 90% of this is cribbed from my rivals) I am going to operate a standby system to overcome the problems of players dropping out. Any standby who takes over in a game will of course, in addition to getting free practice, be performing a public service by ensuring a worthwhile game for the others to play in. Obviously a player can't be a standby for a game he's already in, but if any new players are thinking of signing on for MP's second game, why not put your name down as a standby in the first as well. Okay?

I think that just about covers it except to say that if anyone has any queries or any suggestions for improvement please let me know. I want the rules to be as understandable and non-restrictive as I can make them.

What The Others Are Doing

ALBION & COURIER, from Don Turnbull, 13 Gilmerton Court, Trumpington Road, Cambridge CB2 2EQ, is running nine regular games, one game of Abstraction and one game of Origins. Don has closed his subscription list at 125 however and new clients have to go on a waiting list.

DER KRIEG, from Graham Jeffery, 8 Rusholme Road, London SW15 3JZ, has just reached it's fourth issue. It costs 4P plus a 30P game fee and is running two regular games with waiting lists for another regular game plus Diadochi, Jihad and Origins.

EMUL THE FROG, from John Piggott, 17 Monmouth Road, Oxford OX1 4TD, costs 5P per issue with a 25P game fee except for a players first game, which is free. Five regular games and one game of Abstraction are running at the moment and there are waiting lists for another Abstraction game and games of Twin Earth and Third Age, the last named being a "Lord of the Rings" variant.

WAR BULLETIN, from Hartley Patterson, "Finches", 7 Cambridge Road, Beaconsfield, Bucks., is running three regular games, one game of Diadochi and one game of 4000AD, Waddingtons space warfare game. Hartley charges 4P per issue and a 25P game fee and has waiting lists for the Bolshevik and Imperialism II variants.

XL, from Colin Hemming, 20 Hilltop Court, Wilmslow Road, Fallowfield, Manchester M14 6LE costs 5P per issue and is running the Diplomopia variant. It has openings for the game of Lima as well as a regular game.

And after all those plugs I hope one or two of them will give MP a mention in their next issue!

More About Variants

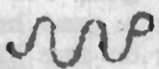
I'm quite willing to run variant games in MP if enough people are interested, but I want to begin with at least a couple of regular games. So I won't be starting a variant for a few issues at least. But if any of you would care to let me know which particular variant interests you I'll see what can be done. Personally I'd like to get a game of Atlantica going but I'll be democratic and wait until I know what the customers want.

For the moment then there is a list open for the second regular game and an urgent need for a few standby players.

The Embarrassing Bit

My thanks to those of you who have already given me some money for this thing and could those of you who haven't please let me have some before the next issue, I hope future issues will be considerably bigger than this one, and if they are the cost of stencils, paper and ink is going to get rather high.

I can't think of anything else to write so here endeth the first issue. Let battle commence!



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MAD POLICY

House Rules

1. Unless otherwise specified the standard rules of Diplomacy will be in operation, as set out in the 1971 rulebook.
2. Province names may be abbreviated to their first three letters except in the following cases; Eastern/Western Mediterranean = E/WMS, Gulf of Bothnia/Lyons = GoB/L, Liverpool = Lpl, Livonia = Lvn, North/Mid Atlantic = N/MAO, North Africa = Naf, North Sea = Nth, Norway = Nwy, Norwegian Sea = Nrg, St.Petersburg = StP, Tyrrhenian Sea = TyS.
3. A deadline will be set for each move; in theory at least this should work out at every third Friday. Orders for that move must be received on or before that date. Players may ammend orders and those bearing the latest postmark or, where this is illegible, those last received will be followed. Players should sign all orders to minimise the risk of forgery. Joint orders, covering the units of more than one player, may be submitted but must be signed by all parties concerned. Illegal, illegible or ambiguous orders will not be followed.
4. All units must be ordered, even if only to stand. Unordered units will stand unsupported. C= convoys, S= supports, MS= mutual support.
5. Winter builds and removals and summer and winter retreats must be sent with the previous seasons moves. These orders may of course be made conditional on the results of the moves of the previous round.
6. The gamesmasters decision will be final except where a demonstrable error has occured which is brought to his notice before the next deadline. Errors not discovered by this date must be allowed to stand.
7. Deception of the poor old gamesmaster will not be tolerated under any circumstances. Discovery will probably mean elimination from the game.
8. If a player misses a deadline his units will stand unsupported on that move and a standby player will be asked to submit orders for the following move. If the original player also fails to send orders for this move he will be eliminated from the game and the standby will take over. No game fee will be charged when a standby takes over in this way.
9. Anyone may submit press releases provided that a place of origin is given but the gamesmaster reserves the right to edit any such releases on grounds of length or bad taste. A players contribution will, in general, have priority over a non-players when space is limited.
10. Responsibility for notifying the gamesmaster and the other players of changes of address rests with the player concerned. Any such changes will be published in the first available issue of MAD POLICY.

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