

MAD POLICY

ISSUE NUMBER 3

Mad Policy is a postal Dippy zine, and comes from Richard J. Walkerdine of "Cheriton", 15 Crouch Oak Lane, Addlestone, Surrey, KT15 2AN. It costs 5P per issue (including postage) or is available for trade. The game fee is 25P. Today is Monday, September 25th, 1972.

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Editorial

Now that this thing has actually got off the ground I thought it might be time to say something about the general shape of MP and the way I hope things will develop in the future.

To start with a fairly general and rather obvious statement, I want it to be a success. Now to be a success it's got to be something which people won't mind paying 5P for, which in turn means it's got to be a reasonable size and make fairly interesting reading. The point I'm trying to make is that I think it should be something rather more than just a catalogue of game reports. Game reports will always be a major part of MP of course, they are after all its original justification for existence, but I hope it will develop to include any items of interest to Diplomacy players. By this I mean information about variant games, news of what's going on in the other zines, articles on the theory and tactics of Diplomacy itself, and so on. In fact anything remotely connected with Diplomacy and its variants, or the people who play it, will be eligible for inclusion.

So now I make an impassioned plea to all you out there in Dippyland. If you've got a burning desire to see your name in print, write something for MP. Almost anything will do, from laborious mathematical equations proving conclusively that Austria should win every game by 1905, to a short account of how you talked your ally into letting you have all his supply centres. Unless it's absolute rubbish (i.e. like some of the stuff I write), I promise to print it at the first opportunity.

Oh yes, one other thing. The observant among you will probably have noticed that my address now sports that latest example of bureaucracy, the Great British Postal Code. I don't know what difference it's likely to make, but I suppose I must ask you all to use it from now on.

The Youngstown Variant

The map and rules for this ten-player game can be found in the latest issue of "Les Dossiers de l'Hyene Harra", a genzine from Michel Liesnard, Ave E. de Meersman 43, Berchem-Ste-Agathe, 1080 Bruxelles, Belgium. The map is the normal one plus Asia and part of Africa, and the ten Great Powers are the usual seven plus China, India and Japan.

In the last few days a couple of people have asked me to run a game of "Youngstown", and in the latest "Ethil" John Piggott makes a general plea for a game of it to be started on this side of the Channel. So in response to all this public demand, and in the absence of anyone else doing so, I'm offering a game in MP.

If I can get the necessary gen from Michel in time (and translate it!), I hope to include the map and rules in the next issue.

So roll up folks, and let's see who gets the job of spreading the yellow peril!

"A" Game (1972??) — Autumn 1901

German Independent Newsletter (G.I.N.): The German Armed Forces have now completely ~~sub~~ finished their training and recently went on an exercise into Holland and Belgium. Rumours have it that they went in search of Edam and Brussels Sprouts to go with the Danish Bacon they captured last Spring for the Crown Prince Grahlem Kerrstedt (G.G. to his close friends). These rumours are completely ~~the~~ false.

Stop Press: The printer at the G.I.N. offices has been executed as he kept printing ~~the~~ (How did that happen, Editor?) lies (That's better).

Rome: The national ice-cream company today announced details of a new ice-cream which it will start marketing next spring. Shaped like an Italian soldier, it is claimed to be very realistic. This fact was verified by the packing instruction which claims that the "soldier" is soft, and will melt away if put under any pressure.

London (Govt): The government would like it known that it knows nothing of the plans of the National ice-cream company of Italy.

Nature Cure Weekly: TURK DISCOVERS NEW MIRACLE CURE! His Highness the Sultan of Turkey, long plagued with ailing health, chronic mental instability, schizophrenia and camel-sickness, says that a mystic potion including stewed Bears paws, was responsible for his miraculous recovery. The mystic potion, (cont. page 731).....

Munich: There was a sensational appearance of three kings (Kaiser Wilhelm II, Napoleon III and Czar Nicholas II) at the christening of a young peasant child, called Adolf Schicklegruber, south of Munich yesterday. There has been much speculation as to the reason for this, although our religious correspondent says there is a precedent.

Moves — Autumn 1901

AUSTRIA (Evans): A Ser 3 (Turkish) A Bul - Rum, A Tri - Bud, F Alb - Gre.

ENGLAND (Morrison): A Wal - Bre C by F Eng, F Nth - Nwy.

FRANCE (Williams): No orders received, A Bur, A Spa, F MAO all stand.

GERMANY (Waldie): A Kie - Hol, A Ruh - Bel, F Den Stand.

ITALY (Meadon): A Pie - Mar, A Ven Stand, F Ion - Tun.

RUSSIA (Shaw): A Ukr - Sev, A War Stand, F GoB - Swe, F Sev - Bla.

TURKEY (Buckingham): A Bul - Rum, A Con - Bul, F Ank - Hla.

Builds — Winter 1901

A: 5 Centres: Bud, Tri, Vie, +Ser, +Gre. Builds A Tri, A Vie.

E: 5 Centres: Edi, Lpl, Lon, +Bel, +Nwy. Builds A Lon, F Lpl.

F: 2 Centres: ~~Bre~~, ~~Mar~~, Par, +Spa. GM removes F MAO.

G: 6 Centres: Ber, Kie, Mun, +Bel, +Den, +Hol. Builds A Ber, A Kie, A Mun.

I: 5 Centres: Nap, Rom, Ven, +Mar, +Tun. Builds A Rom, F Nap.

R: 5 Centres: Mos, Sev, StP, War, +Swe. Builds A Mos.

T: 5 Centres: Ank, Con, Smy, +Bul, +Rum. Builds A Con, A Smy.

Will JOHN PIGGOTT please submit standby moves for FRANCE, in case Steve Williams misses again.

BritDipCon 1

The name was John Piggott's idea; I expect no credit for it, neither do I wish for any blame! It refers to the gathering of the Clans at Hartley Patterson's party on Sept. 23rd. Originally intended as the annual meeting of the Tolkien Society in memory of Bilbo's birthday, it soon developed into both that and the largest gathering of Diplomacy GM's ever assembled outside the U.S.A., hence the name.

By mid-afternoon on Saturday there were Patterson, Piggott, Jeffery, Oliver and myself in attendance with Liesnard appearing in the early evening thanks to a hair-raising drive by Brian Yare and Hartley to the airport to meet him.

Two Dippy games were played on Saturday; the first one was nearly over when we arrived and I think it ended in a draw between France and Turkey. The second game started at about 3p.m. and featured John Piggott as England, Jeff Oliver as Germany, Hartley Patterson as Russia, Brian Yare as Turkey, Roger Sandell as Austria and yours truly as France. We could only get six players to take part so Italy was left out with the Italian units standing unsupported. The first couple of years found Turkey quietly wandering through the Balkans, Austria concentrating on Italy, Russia mopping up Scandinavia and England, France and Germany busily stabbing each other in the back! Then Russia decided to make and break agreements with both England and Germany which allowed France to strengthen its position at home and, with Turkish help, begin to challenge Austria in Italy.

We then had a break for a couple of hours while Hartley and Brian went off to pick up Michel Liesnard, which gave us all the chance to have a good look around Hartley's palatial home. Oh, how the eyes turned green with envy! Imagine a white, many-turretted castle with a swimming pool at the back in about an acre of lawns and flower beds!

The airport expedition returned and the game continued. France now had agreements with Germany and Turkey which resulted in the elimination of first Austria and then England. Turkey then made a break-through into Russia and the Franco-German alliance re-took Scandinavia. Then France and Turkey began squabbling over Italy and the game began to look more and more like a draw. After Autumn 1910 (it was now about 9.30) we finally agreed to call it drawn with France in control of 14 supply centres, Turkey with 12, Germany with 6 and Russia with 2, all in all a thoroughly interesting and enjoyable game.

While all this diploming was going on Michel was busy in the kitchen producing Belgian chips with a special Hannut sauce, as a result of which Liesnard cooking now receives the MP gold seal of approval — they were delicious! (And my wife now has the recipe).

During the evening a fanzine was produced, the combined effort of several GM's, with an impossibly long title about purple Elephants! I shudder to think what the circulation is likely to be, we shall just have to wait and see, while all the time fearing the worst!

Michel also gave me the rules and map of the Youngstown variant, so it looks as though these will definitely be included with the next issue of MP, always assuming I can find my French dictionary in time of course.

Claire and I left at about eleven, although the party was scheduled to go on into Sunday, but of course if we had stayed on you wouldn't be getting this issue so soon, and that would never do, would it? Perhaps Hartley will give an account of Sunday's proceedings in his next WB.

So thank you Hartley for opening your doors to the likes of us, I hope the operation can be repeated.

BOG 1

Back to the day-to-day happenings in Dippyland we come with the news that Colin Hemming's Dippyazine, KL, is now carrying its first regular game. GM'd by Jeff Oliver it appears in something called "The Monochrome Supplement"

and is called the Battle Of the Giants. It differs somewhat from other games in that each of the players represents a particular Dippyazine. The line-up is Jeffery, Piggott, Feron, Hemming, Patterson, Watson and Liesnard, and I'm sure I don't have to tell you who's been left out! Ah well, such are the perils of jumping too late on the bandwagon!

Colin/Jeff are also offering normal regular games, open to everyone. (Andy Davidson's already on the list for the first of them, of course).

Diplomaphone

My appeal last issue for people living in Surrey who would like to play a game of Diplomacy by 'phone has so far been greeted with an ear-splitting silence. I'm not really suprised by this I suppose as similar attempts by both "Ethil" and the B.D.C. have met with the same lack of success. The idea is therefore in abeyance for the moment until there is a little more demand for such a game.

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Waiting Lists

REGULAR: Andy Davidson, Andrew Waldie, John Meadon, Stewart Buckingham, Brian Yare. Only two more needed!

YOUNGSTOWN: Andy Davidson, Andrew Waldie, John Meadon, John Piggott.

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Deadline

This will be FRIDAY, OCTOBER 13TH. And no unlucky-for-some jokes, thanks all the same.

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Aragorn was beaten, Legolas was beaten, Elrond was beaten, even Gandalf was beaten.

None could solve the riddle and penetrate the forbidden paths that lay before them.

Then the Lady Galadriel brought forth an ancient rune-book, and from its pages she read aloud

MAD POLICY 3, from

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And behold, the way lay open before them.

