

Number 14.

March 27th 1970.

ALBION is a journal of postal Diplomacy. It is edited and published by Don Turnbull, resident despite the howls of the neighbours at 6 St. George's Avenue, Timperley, Cheshire, England.

Game fees for all ALBION games are announced at the start of such games. Currently there are openings for four games - the Abstraction variant, an all-comers regular game (70/3), a British players regular game (70/4) and a business game (British players only). Rules and map for the Abstraction game appear in issue 11 (not 13 as announced last time); those for the business game appear in this issue. Applications for these now, please.

To non-players, subscriptions are 1/- per issue (British Isles and Ireland), 25 cents per issue (U.S.A.) Pro rata elsewhere. Both figures include postage.

All-for-all trade with other Diplomacy magazines is currently limited to those appearing in the trades list. We hope that trade arrangements will be expanded in the future.

ALBION records the progress of postal Diplomacy games taking place within the British Region of AHIKS, or within the area covered by the British Region, AHIKS membership notwithstanding. Some games are designed to be entered only by British players; the current games are examples. Others to be commenced will run on double-length deadlines, and hence are open to all. The Abstraction game and 70/3 are examples. The policy of the magazine is to maintain a reasonable balance between single and double games in the future.

ALBION is a member of the Diplomacy Division of the NFFF Games Bureau (Chairman - Don Miller; Division Chief - Rod Walker).

Diplomacy is a game manufactured and sold by Games Research Inc., 48 Wareham Street, Boston, Mass. 02118, U.S.A. For availability within the British Isles consult the editor.

Cover for this issue by Malcolm Watson. Cartoon at rear by George Forster.

Back to the black and white covers this time, and with a sigh of relief for the poor bloke who does the printing.

In this issue appear the rules for Rene Nokin's business game, announced in the last issue. We hope to be able to run one of these games, and the announcement of game fee, organisation etc. appears after the rules.

You will find, in the same envelope as this, the ALBION April Fool issue. This is a special issue, and any resemblance between the nonsense printed therein and the nonsense usually printed in the regular issues of ALBION is purely illusory. The names of the months have been changed to protect the innocent. So there we are. Hope you enjoy the double issue this month.

BUSINESS GAME NUMBER ONE.

by RENE NOKIN.

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INTRODUCTION.

The game is played by four players representing four companies A,B, C and D. The market is represented by six customers, numbered 1 to 6 inclusive; customers are not represented by players in the game - their actions and decisions are determined by the monitor.

Production facilities for each company are identical in layout, but not necessarily in size. Three workshops (designated WS1 etc.) successively treat the same raw material, using each its special expendable material, in order to manufacture five items for sale. Each item requires different lengths of time (in man-hours) and different quantities of material to manufacture.

Each turn, which represents a month in the game, each player makes a series of decisions which are communicated to the monitor; the latter determines the results of each decision and advises each player individually of his results. At the end of a 'normal' turn each player receives only his own results; however the balance sheets of all companies are communicated to all companies every four months.

The decisions required of each company each month consist of allocation of manpower to workshops, purchase of raw material, tenders for items to be manufactured for customers, etc.

TECHNICAL RULES.

Five items may be produced simultaneously in each factory, each requiring a definite quantity of raw material and expendable material per unit produced. Similarly each unit produced requires a certain number of manhours in each of the three specialised workshops of each factory.

Item.	Expen			Raw Material. per unit)	Manpower in hours. (per unit)		
	WS1	WS2	WS3	. 4	WS1	WS2	ws3
1	30 20	4 3	8 6	38 22	17 1.5	3 0.4	8
3	150	16	31	140	4	16	10
4	1	1	1	7	0.2	0.1	0.1
5	5	1	3	10	2	1	0.5

Workshop Investment.

In addition, the tools in each workshop require a definite investment per man working in the workshop.

WS1.	Investment	\$10,000	per	man.
WS2	, · · · · · · · · · · · · · · · · · · ·	\$ 5,000	. 11	11
ws3	n	\$ 4.000		11

Material.

All material (raw and expendable) can be ordered in the decisions of the month. It is delivered in the turn following the decision and is paid for (and can be used) in the second turn after the decision.

Costs of material are:-

Expendable material WS1 \$0.2 per unit.

WS2 \$0.4 per unit.

WS3 80.8 per unit.

Raw material (all workshops) \$2.0 per unit.

Working Hours.

Each company should state, on the decisions of the month, the number of hours to be worked by each employee in each workshop separately. Normal hours are 173 per month, and the salary is \$4.00 per hour.

When required, unscheduled overtime may be worked. Overtime hours are paid at .. \$5.00 per hour, from 174 to 200 hours per month.

\$6.00 per hour, from 201 to 220 hours per month. The total number of hours worked can under no circumstances be above 220 hours per month (i.e. the maximum overtime per month is 47 hours).

Rent.

Buildings are easy to obtain and to dispose of, so the rent is 3% of the investment per turn.

FINANCIAL RULES.

The Administrative Expenses, which are to be determined by each company for each month, and included on the decisions of the month, should be at least 5% of the monthly turnover. If they are lower, delay in invoicing and collecting of money occurs and UNPAID invoices appear on the balance sheet. Administrative expenses can not be reduced once they have reached any level, although they may, of course, be further increased beyond that level.

MARKETING INFORMATION.

Certain information is available to companies at the start of the game which will assist them in making initial decisions.

The variation in the global market index number for all products, all customers and all companies has been:

	JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC
1968	100	110	115	122	130	128	110	085	112	127	130	135
1969	140	149	163	171	180	177	161	134	162	175	179	185

The sales forecast for January 1970 (start of game) is:-

Item 1 - 2,200 units. Item 2 - 50,000 units. Item 3 - 100 units. Item 4 - 49,000 units.

Item 4 = 49,000 uni

Item 5 - 4,600 units.

MARKETING RULES.

Bids.

Each turn, each customer is assumed to be asking each company for bid prices for all five items. Therefore each company must make 30 bids in each turn (although of course a company may quote a single price to all customers for a particular item if desired). For each bid, each company quotes its price if it thinks that it will be able to deliver. If a company does not wish to bid on one or more items, the quote is NO.

Each company must also supply, with the quotes, a customer priority list, ranking the customers in order of preference.

Preliminary orders.

Each customer places its preliminary orders on the basis of price quoted alone. This aspect is handled by the monitor.

Final orders.

If a company has, in each workshop, the investment and the personnel to produce the preliminary order it receives, these orders become final orders. The monitor handles this question.

If a company cannot execute all the preliminary orders, it receives only orders from its preferred customers (taken from the priority list submitted by the company). The priority list may, of course, be changed by the company each month. If one order must be rejected then all the orders for that customer for that turn are lost. There is no other penalty for lost preliminary orders.

Shortage of material.

If a complete order cannot be produced for lack of any material, the final order will not be completely supplied to the customer. In addition, the decided manhours will have to be worked (and paid for) although they were actually spent, wholly or partially, in awaiting material.

TIMING OF DECISIONS AND RESULTS.

Administrative expenses occur, are paid for, and give their results in the turn where they are decided.

Material is ordered in one turn, obtained the next, and is usable (and must be paid for) the turn after.

Manpower and number of hours worked are available and paid for in the turn following the decision turn.

New investment is paid for in the turn it is ordered, and can be used from the next turn onwards.

Orders are fabricated and invoiced in the turn following the bid. They are paid three months after the invoice if administrative expenses are OK. Otherwise, invoices for an amount exceeding by 20 times the administrative expenses of the turn are carried forward on the following turn.

Conditions of Victory.

The company that has, for three consecutive turns, a higher turnover than the sum of the second and the fourth companies on the turnover-by-company list gains victory.

Any company falling without cash at any period is bankrupt and leaves the game. A company may also win if all the others go bankrupt.

In all cases, if the game is not finished after twelve turns (one game year), any player may decide that the game will finish at the twelfth turn before seeing the balance sheets for that turn. In that case, the highest accumulated profit wins.

There are the rules, folks - hope everyone is clear. If not, then a sample decision sheet appears on the next page. From my examination of the rules and the monitor manual, which Rene has sent me, the game is reasonably easy on the phayers, but pretty tough for the monitor. However I suppose you will all agree that this is how it should be anyway. No sympathy, you lot:

NEW GAME OPENING IN ALBION!

1970/BG1 is now open. This will be the first trial of Rene's business game, and we hope it will be the first of many such trials in these pages. This is a totally new departure for a Diplomacy magazine, as far as I know.

1970/BG1 will be open to British players only, since deadlines will be slightly less than those for Diplomacy moves. Why less? Well Rene will be monitoring the first game, so we are going to have to cope with mail to and from Belgium. I will merely be checking the calculations, in order to equip myself with sufficient experience to monitor in the future, and printing whatever is to be printed. I will consult with Rene exactly how much is to be printed in each issue - clearly we are not going to give secrets away that might be useful to other companies in the game; however we hope to print enough each issue to make the progress of the game interesting and enlightening to spectators.

Thus, decisions of the month will be sent by the players to Rene a few days before the next issue of ALBION is to be printed; he will then mail them to me, together with the material to be printed. The game fee will be £1, slightly higher than normal to take care of the extra postage involved for Rene. However, if you want a place in the game, you have probably already paid for postage of issues of ALBION by virtue of being in a Diplomacy game, so in this case no extra postage is required.

So, there we are, and four places vacant. Decisions for the game itself to Rene Nokin, Rue de la Kelle 6, B-1338, Lasne, Belgium; however, if you want a place in the game, apply to myself, not to Rene.

STOP PRESS. Now only three places vacant. Michael Nethercot has already signed up provisionally.

Sample bids and decision sheet.

FEBRUARY	1970.	BID	s for 1	ARCH.	•	Comp	oany A
		Item	1	2	3	4	5
Customer Customer	2		300 300	NO	1605 1605	NO NO	115 115
Customer Customer Customer	4		300 300 280 300	NO NO NO	1605 1605 1580 1605	NO 75 75 75	115 115 115 115

Customer priority: - 5,6,4,1,2,3.

FEBRUARY 1970.	DECISION	S OF THE MONTE	I. COMP	ANY A.
Administrative expe	nses	ø 000,0	000	
S_{i+1} . \Box	For WS1	For WS2	For WS3	Raw.
Material (Units) Men Hours New investment (\$)	091,000 209 173 2,090,000	013,000 37 173 185,000	025,000 99 173 396,000	115,000

Game Theory Homework Review.

1.

4	0	2	7
6	7	1	1
į .			Ŧ

Quite easy, this one. Pausing only to verify that there is no saddle point (maxmin is 1, minmax is 2) and that there is no dominance, we proceed to have a look at the sub-games.

Sub-game 1.

Γ	4	0
	6	7

Saddle point at Blue 2 / Red 1. Not the solution.

Sub-game 2.

6 1	ſ	4	2	
		6	1	

Saddle point at Blue 1 / Red 2. Not the solution.

Sub-game 3.



Blue plays 3:1 Red plays 1:7 Value 14

Final test: using the Blue mixed strategy from sub-game 3 against the Red strategy not appearing in that sub-game (i.e. Red 1) we get the fact that Blue would win $\frac{41}{2}$. Thus the player with the two strategies (blue) does better against the missing Red strategy than against those Red strategies appearing in the sub-game (Red 2 and Red 3). Hence this is the right sub-game, and the complete solution is:-

Blue plays 3:1. Red plays 0:1:7. Value 14.

2.

A bit more tricky (or rather just as easy, but longer). No saddle point, and no dominance. I'm really being cruel to you poor souls this time. OK - let's try the sub-games. And this time we will make it clearer where these come from.

Page 7.

The solution of sub-game 1 is soon found to be:-

Blue plays 3:2 Red plays 7:3
Value of the game is -0.2 (sorry about the decimal).

Unfortunately, this isn't the right sub-game. For it to be so, we should try the mixed Blue strategy against Red 3, Red 4 and Red 5 in turn, and each time get a value better (for Blue) than -0.2 Against Red 3 the value is 0.6 so that's OK, and against Red 5 the value is 1.4 so that's OK as well. However against Red 4 the value is -1. Therefore this one isn't the right sub-game, and we must try again.

Sub-game 2. Red
1 3

Blue 1 1 5
2 -2 -6

Saddle point here, at Red 1 / Blue 1, so this one is no good either.

Sub-game 3. Red
1 4
1 1 -7
2 -2 8

The solution is:- Blue plays 5:4 Red plays 5:1

Value of the sub-game is -1

Trying this in turn against the missing Red strategies, we get:-

Against Red 2 the value is 1/9.

Against Red 3 the value is 1/9 again.

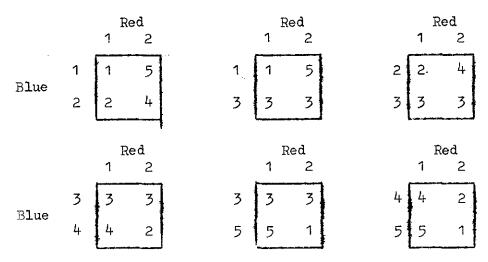
Against Red 5 the value is 5/9.

Therefore we have hit the right one - Blue does better against any of the missing Red strategies than he does against the right play of strategies 1 and 4. The final solution is:-

Blue plays 5:4
Red plays 5:0:0:1:0
Value -}

3.

Again, no saddle point and no dominance. So we have a look at the sub-games. And you are going to love me for this one - it looks ominous, anyway, with the symmetry of the payoffs. Without going into full detail, what happens when you consider the sub-games is....



ALL the above sub-games have saddle points - check them yourself. Therefore they cannot be the solutions; there are ten sub-games in a 5x2, and the other four are equally interesting.

All these sub-games have the same solution:-

Blue plays the strategies in ratio 1:1 (for the second and third sub-games) or in ratio 1;2 (for the first) or 2:1 (for the fourth). Red plays in ratio 1:1 for all four. The value of each game is 3.

It should come as no surprise to you that, when you try the Blue mix from one particular sub-game against the Red strategies omitted from that game, the value remains the same - 3. This is a property of the symmetry of the original game, and we can use it to advantage. You see, there's no point in considering Blue 3 in any sub-game, since it will always, and obviously, yield a saddle point in that sub-game, which in turn means it cannot solve the original. This avoids the necessity of considering 4 of the 10 sub-games right from the start.

The complete solution is, of course, a bit complex. Blue plays 1:0:0:0:1 or 0:1:0:1:0 or 1:0:0:2:0 or 0:2:0:0:1 (or any combination of these).

Red plays a dour 1:1.

Value of the game is 3.

Page 9.

Sorry about that one, folks. Still, it all adds to the interest. As the loan merchant once remarked.

4.

-1 5 -3 1 0 -3 -3 0 1 -3 5 -1

Something approaching symmetry here, too, but you will find it's not so bad as the last.

Clearly there is no saddle point, neither is there any dominance. Here's for the sub-games, then.

Sub-game 1.

-1 5 -3 1

Saddle point at Blue 1 / Red 1. Not the solution.

Sub-game 2.

-1 5 0 -3

Solution: Blue 2:1 Red 8:1. Value -1

No good, however, since the following winnings against the absent Blue strategies don't work:

Red mix against Blue 2 gives -23/9.

against Blue 4 gives -24/9.

against Blue 5 gives 5/9.

against Blue 6 gives 39/9.

Too much discrepancy here, I'm afraid, so on we go.

Sub-game 3.

#1 -3

Solution: Blue 2:3
Red 4:1
Value 1/5

Again, no good.

Red mix against Blue 2 gives -11/5
against Blue 3 gives -3/5
against Blue 4 gives -12/5.
against Blue 6 gives 19/5.

Pity about Blue 6 - the other results are OK. But we are not there yet. Don't worry - this takes a lot less time to calculate than it does to write down.

Sub-game 4.

-1 5

Solution: Blue 1:1 Red 1:1 Value 2.

This seems more hopeful, since there is a nice symmetry about the results which reflects that of the question. Trying the Red mix, we get:

> against Blue 2 gives -1 against Blue 3 gives -12 against Blue 4 gives -12 against Blue 5 gives -1

Therefore Red could do better in this game if he were to avoid the sub-game above, based on Blue 1 and 6. However Blue can ensure that Red is forced to play that sub-game, by avoiding all strategies except 1 and 6. Hence we have the solution, as follows: -

Blue plays 1:0:0:0:0:1. Red plays 1:1 Value 2.

Hope you enjoyed this little excursion into more difficult games, by and large, than you have met before. Preparing you, as it were, for the rigours of the 3x3 games to come. Incidentally, what does 'by and large' mean? Anyone? Will have to write a story on that someday, involving a character called (you

have guessed it) Grossertweedle, who was so fat that he couldn't get out of an open prison. Now, on with the series, and something easy for you this time.

GAME THEORY. Part 10. Our friend the determinant.

Before you look at larger games, it would be wise for you to get some knowledge of another mathematical weapon we keep tucked away in the armoury. The determinant is a harmless beast, really, and very similar to his brother, the matrix, who you have met so often.

Like a matrix, a determinant is merely an array of numbers. there are two principal features which distinguish him from the matrix - the way he is written, and his shape.

So far we have been accustomed to writing a matrix in a square box. thus:-

However he would have been most offended had he known, since it is usual to write the matrix in brackets, either curved or square, as below: -

Now the determinant is still an array of numbers, but written in a different fashion, thus:-

Our new friend, the chummy determinant:-

5 3 2 4

Subtle, difference, eh? Notice the grandeur, the polish, which comes from being a determinant rather than a mere matrix. In future we will continue to show game matrices in boxes, as before. However, if we want ever to distinguish between a matrix and a determinant, we will have to write the former in either square or curved brackets. OK?

The determinant is a rather more classy and particular beast in respect of his shape, also. A matrix can be any rectangular shape - we have already met 2x+ matrices etc. - but the determinant is always square. No comment.

Finally, and more important than ever, a determinant has a value, which is more than can be said for a matrix (of course a game has a value, and we represent games in matrices, but the word 'value' is rather different in meaning when we talk of a determinant).

Here is a nice anonymous determinant.

a b c d

The letters stand for numbers - you have all done algebra, I suppose, albeit at the wrong end of a gun.

The value of this determinant is quite simply the difference between the diagonal products, thus:

Determinant value = ad-bc

This applies to a 2x2 determinant, such as we have here; a 3x3 determinant (and larger) has a value, but I'm not going into that now.

A couple of examples should accustom you to the job, which is going to be important, as well as allowing you to brush up on your algebra, a craft I warrant you thought you had left behind for good.

Determinant value =
$$5x^4 - 1x^2 = 20 - 2 = 18$$
.

Determinant value = $5x^4 - 1x^2 = 20 - 2 = 18$.

Determinant value = $5x^4 - 1x^2 = 20 - 2 = 18$.

Determinant value = $5x^4 - 1x^2 = 20 - 2 = 18$.

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Determinant value = $5x^4 - 1x^2 = 20 - 2 = 18$.

Hope you have all remembered that two negative signs multiply to form a positive sign. Rather like throwing a promissory note down the drain (the note is negative, since it records the fact you owe cash; the action is negative, in the sense that you throw the thing away rather than picking it up; result - you have saved yourself money, hence the combination produces a positive sign).

So there you are - wish everything else were as simple. Got the idea? I hope so, since you will need it when we come to the 2x3 game. Sooner or later I will have to tell you how to work out the value of a larger determinant, but sufficient unto the day......... Rest assured that the knowledge of the value of a 2x2 determinant is all you will need for some time to come. In fact, there are no new mathematical weapons to teach you now, which is some consolation I am sure.

There's no need to set homework this time, since you can quite easily invent a 2x2 determinant on your own. Of course, you could have invented a 2x2 game, and saved me the trouble of setting some problems earlier in the series, but you would have found a depressing number of saddle points, which is why I did the work for you. Hope you appreciate this - my pupils never do. Discourse only next time. See you then.

Prof. Erasmus Thing.

Now, a 'special' for ALBION. You will have noticed recently that one of the new subscribers was Richard Redd, K'vutzat Urim, Doar Na Negev, Israel. Richard is, in fact, American, and moved to Israel recently, where he spends his time playing wargames and cutting off the ends of his fingers in the workshop under the mistaken impression that they are pieces of wood. Richard is actually a specialist in epic Hebrew poetry, when he's not cutting himself to bits, and he recently sent me the following account of the derivation of the word ALBION, our explanation for which appeared in issue 1.

'In my afore-mentioned studies of Hebrew poetry, I've been slightly led astray. Like to Wales, I have discovered the real etymology of the word ALBION. With due apologies to Robert Graves and Sir James Fraser I present my thesis.

'In a legend preserved by Nennius, Britain derives its earliest name, Albion (by which it was known to Pliny), from Albina (the White Goddess), the eldest of the 50 Danaids of Greek myth. The name Albina, a form of which was also given to the river Elbe (Albis in Latin), and which also accounts for the German words elven (an elf-woman), alb (elf) and albrücken (the nightmare or incubus), is connected with the Greek word Alphos, meaning dull white leprosy (Latin albus), alphiton (pearl barley) and Alphito "The White Goddess", whom Sir James Fraser regards as Demeter or her double Persephone. She was originally the Danaan barley goddess of Argos.

'The white hill, or Tower Hill, at London preserves her memory, the keep built in 1078 by Bishop Gundulf being still called the White Tower.'

'Now you can never say I didn't contribute to your magazine. I will of course expect royalties if you print this.'

Many thanks, Richard. I only hope I have spelled all the names right, since Richard had just indulged in one of his carpentry sessions before he wrote the letter, and the writing is rather difficult to read. Understandably so. You should read mine when I haven't been chopping my fingers up.

Anyway, a very interesting account. Richard - are you sure it's nothing to do with the untarnished character of the British?????

More Letters to ALBION.

David Jones, 4/58 Deveron Drive, Tilehurst, Reading RG3 4YE. Dear Don.

Many thanks for your letter. Now that I know the postal procedure bit, I'm sure 70/3 on an international basis should be great fun. You perilously asked for my opinion of ALBION. Frankly it's hard to find words to describe it. Seriously it's great to know that the whole caper is as informal as fish and chips out of the Sunday Times. I always knew that there must be other nuts in this great wide world; now it's confirmed.

Seriously, again (but not too seriously) you're doing a grand job. As that immortal bard, S.M. once said - 'several and a half miles north east of Knutsford is where it all happens - or doesn't, as the case may be.'

Looking forward to receiving ALBION 14. David Jones

Charles Wells, 3021 Washington Boulevard, Cleveland, Ohio 44118. Dear Don.

Several comments on ALBION. First, there are at least four American gamesmasters who do not allow a player to remove a retreating unit if there is enough space to retreat it to; namely John McCallum, who first thought up the idea, myself and Sid Cochran and Terry Kuch, who use the rules I wrote.

The introduction of this rule, which I call the McCallum rule (after all, it's about time that Diplomacydom's foremost rules expert should have a rule named after him), is fraught with a difficulty. Namely, what do you do if a player refuses to retreat? McCallum and I both solved that by specifying where the retreat will be if the player doesn't make it. McCallum uses the Just Right Hand Rule; I wrote a much more complicated one in an attempt to make the retreat that results reasonably good. I did the latter also because I have long been interested in the idea of a computer program for playing Diplomacy. Such a thing would be monstrously difficult; indeed, the retreat 'program' that I wrote is 1) quite complicated, and 2) probably not complicated enough! By the way, both McCallum and I make this automatic retreat only in the case that the player cannot or does not send in a retreat order, and we both allow an extra season for the retreat to be Just's original Right Hand Rule was used for ALL retreats, which of course speeds up the game at the expense of good play. I won't comment on the victory criterion except to say that I wrote an article on it in the last LM which is on its way to you. Concerning variants: I have NEVER understood why people care about these elephantine games with pages and pages of rules and huge, complicated maps. They generally seem to be attempts to combine Avalon Hill fineness of maneuvering with Diplomacy's large-scale Such a thing ceases to be a game; it becomes a simulation, and although I have nothing against simulations, you CANNOT do a decent one without several years' full-time research, plus a computer.

I have had proposals from many people about how I should jazz up Parlement. These usually consist of numerous additional bills, more complicated and varied sources of votes in elections, Presidents, Senates etc. Since the people who think up these rules seem to do it more or less at random, they gain NO realism, only more complexity.

Parlement is designed so that when the players play it, their actions mimic the actions of real-life politicians in multi-Party Parliaments. One may criticise it for not doing this, or for not being a good game, but I resent the criticism that it is not 'realistic' enough. It's not too simple - it's too complicated NOW!

Of course, a lot of the complaints have come from people who expect it to be like American politics, when it is supposed to be like French politics. The trouble is, not many Americans know anything about European politics; at least, not war-games players and Diplomacy players. I need to advertise the game in political magazines, I guess.

On page 28 of the January issue; I must clarify one point. I allowed Smythe to gobble up my Italy from behind in the game McCallum mentions because I was carrying out an agreement that I would help him win, since he had helped me win 1965A. My 'feud' with Reinsel was not my reason for allowing Smythe to do this. My 'feud', by the way, consisted of my criticising Reinsel's postal rules as encouraging dropouts, and of his calling me names. Stay well; Charles.

** It's nice to know that the inventor of Parlement thinks the game is too complex in its present form - I thought I was thick (and I am probably still right) in being unable to grasp the rules. Glad to hear that Charles is stoutly resisting arguments asking for more complications; what I need, to be safe, is a 'kiddies' version to give me a chance to understand the game. The lack of response to the offer we made of a Parlement game in ALBION some time ago is a fair indication that others who have the rules think likewise. Anyway, many thanks for the comments, Charles. One point, though, as a mathematician, the game theory articles will be old hat to you, no doubt; the question is - how many mistakes have I made so far? The rest of the readership seem singularly uninspired in their efforts to pick out my errors. djt**

Larry Fong, 704 Alice Street, Oakland, California 94607. Dear Don,

Your ALBION is well worth double the price. I would appreciate knowing when you will be accepting trades. I will soon be putting out my third Dippy 'zine, and if you trade you'll get all three. Mostly, trades are good for keeping records, in that I won't have to keep remembering to send you money.

The BERZERKELEY BARK is one section of three which go to Let's start all over....The LIMBOURG GAZETTE form the LGBBAHBC. AND BI-MONTHLY ALMANAC, published by Craig Klyver with 6 games, Games were distributed to volunteers. I received two and formed the BERZERKELEY BARK around them. Lee Childs, my co-editor, received one game and formed a continuation of the We wrote one another quite often on cooperation LIMBOURG GAZETTE. and finally we merged. Lee Childs happened to mention something about HOLY BIBLE CRUSADE so we added that to our name. up one more game from a deserting substitute gamesmaster of one of the Limbourg games and we had four of the original. Out title became THE LIMBOURG GAZETTE, BERZERKELEY BARK & HOLY BIBLE CRUSADE

which may be referred to as the LGBBAHBC, the BARK, or anything you want to call it. From there we expanded to 6 games. The LGBBAHBC grew out of one 'zine - the now defunct Craig Klyver's LIMBOURG GAZETTE AND BI-MONTHLY ALMANAC.

Our second 'zine, which is edited by George Schelz Jnr, Lee Childs and myself (also publisher) is called FUG, with sections to be called FUG EAST (george living in NY), FUG WEST (my section) and Lee's yet un-named section. This 'zine is based on very fast games and little small talk. Deadlines are zip zip, or will be if we ever get organised.

The third 'zine is not yet out and is just me. It's to form the basis of a Diplomacy Society of a wargaming club/corporation. Gonna go and call it the SITZMARK.

Your 'zine quality is very good, as is your your your your (I wrote one too many and figured, why quit?) content. It is absolutely lovable (ugh!). Well, anyway I continue to invest if you'll let me know how.

Sincerely: Larry.

Larry's reference to his difficulty in subscribing cash to the ALBION coffers refers back to the dollar note (sorry, bill) he sent me, which caused me to indulge in some rather undercounter financial transactions, recounted in an earlier issue. At the moment, as it happens, I am quite happy to receive dollar bills (preference will be given to multiples of ten) since I can then spend them in the U.S.A. this summer, and save taking over any gold bricks, or the Tower of London for sale. However after July this method will be obsolete - it's unlikely we will be able to afford to leave Timperley, never mind go to somewhere in the dollar area, after the expense of the trip this year. Subs from U.S. subscribers can therefore go to Bob Johnson, who will keep me posted. djt

Dick Holcombe, 45 Kimberlin Heights Drive, Oakland, California. Dear Don,

by surface), but knowing that some of our more affluent members might insist on air, and believing that you lack back copies of one or two of your earlier issues, I felt constrained to do a little pricing for you.

First, for air, I believe this costs you 1/6d per $\frac{1}{2}$ oz. Your paper seems to be about the same weight as that used in the PACIFIC DIPLODEUR, which I've observed to be JUST over five sheets to the ounce. The first 10 issues probably averaged around 10 sheets apiece, so I anticipated a mailing cost of (now in U.S.) 18 / 24 =72 /2. Future issues were anticipated to run closer to 15 sheets, so 18 / 26=1.08 dollars. So I figured a dollar should be a nice even price to set you until you had a chance to re-evaluate. Naturally, if you use less than first class for single mailings, I overestimated.

When pricing your back issues by surface, I took into consideration that you might have to photocopy some of the back issues, probably at about 5¢ per page, so left you some leeway for that purpose. Anyway, how can you possibly make it at 25¢ per issue???

^{**} The ALBION Comptroller and Financial Advisory Panel is housed

in a dingy office in Manchester. So far I haven't been able to find it, although curious sounds reach me whenever I pass the Tatler 'Adult Film Club', and my suspicions have been aroused (along with other things) more than once. At present, however, I think I know how I manage on 25¢ per issue. I just lose money. How much is not yet revealed to me. However in a future issue I aim to produce a financial account for the entire ALBION publication roster in the last nine months or so. This article promises to be the funniest since Hypertweedle, so don't miss it.

Seriously, I will have to re-evaluate the affairs of the magazine. Overseas response has been larger than I had thought possible, and the fact that envelopes and things keep going up in price hasn't made the job easier. Dear reader, don't destroy the envelope in which this issue reached you - it cost 5d to purchase and hence should be good for a few years yet. Anyway, here's a warning - soon I will be publishing a financial account. And after that you will be able to see me on visiting days only. Please don't hide the file in the cherry cake - it plays hell with my teeth. djt**

Trades and Subscriber List. Additions and corrections.

Please amend the list published in issue 13 as follows:-

Add 29. Bernie Ackerman, (S). (14). P.O.Box 6, Daggafontein, Transvaal, South Africa.

Amend. Buddy Tretick (S). (23).

Add 30. David Jones (S).(?). 4/58 Deveron Drive, Tilehurst, Reading. Back issue requirements list.

Please send your requirements for this list if your name does not appear and, for some reason, you want to obtain copies of those issues of ALBION currently out of print. At present the list is as follows:-

- 23. Bill Heim. Wents 1,3,4,5.
- 28. Rod Blackshaw. Wants 1,3,4,5.
- 29. Bernie Ackerman. Wants 1,3,4,5.

New Games.

The lists for Abstraction, 70/3 and 70/4 are filling up nicely, and confirmations are coming in. Still one or two unconfirmed places in each game, so if you want a place, now is the time to write! Don't send game fees etc. yet, incidentally.

I hope to be publishing a list of confirmed players in issue 15, together with the first deadline date.

Page 17.

		rage 17.		
REPORT.	AL	BION 69/1	(1969BG).	Autumn 1907 orders.
Austria (Netherc	A(T		sian A(Mos en).	
France (Watson);	F(I F(N F(S	us)-Rom. OS)-Tun. TH) C A(Y ka) S A(Y ie)-Ven.	or)-Nor. or)-Nor. A(Ruh)	F(Nap) S A(Tus)-Rom. A(Yor)-Nor. F(NWG) S A(Yor)-Nor. F(MAO)-WMS. S German A(Mun).
Germany (Newcomb	A(P	un) stand ru) S F(B ar)-Mos.		F(BAL)-Liv. F(Ber)-BAL. F(Den)-Swe.
Italy (Robertson); $\underline{A(R)}$	om)-Ven.		F(ADS) S A(Rom)-Ven.
Russia (Hancock)	F(B	os)-War. AS) S F(<u>N</u> or) S A(S		A(Liv) S A(Mos)-War. F(GoB) S A(Swe). A(Swe) S F(Nor).
Turkey (Wood);	A(A	ES)-EMS. rm) stand lb) stand		A(Bul)-Gre. F(Con)-AES.
R I G	talian A(Ro erman A(War	r) retr <mark>e</mark> a m) retrea) retreat	ts to St.P. ts to Apu (s to Sil (or MoscowNC (only place). (only place). only place). e way, they will be
performed as fol	lows:- F(Nor) retr	eats to Sti	P-NC, A(Liv) to Mos.
Notation: S	= supports	. C = c	onvoys.	Underlined moves fail.
Builds.				
Austria controls France controls:	Par,Br	Mar,Por	Ser, Ven., Bel, Spa,	No change for 5.
Italy controls:				or. Builds 3 for 13. Removes A(Apu), F(ADS).
Germany controls Russia controls: Turkey controls:	Mos,Wa			Removes 1 for 5. No change for 6. No change for 5.
DEADLINE FOR WIN	TER 1907 BU	ELDS IS W	ednesday Aj	oril 8th.
	Pre	ss Releas	95.	

Press Releases.

From the German Press. There is a lull over Central Europe which, we feel, must soon break into open conflict as the Russians try to stir up trouble to postpone the hour of their ultimate collapse. The vulture of doom is hanging over the Eastern capital and its fickle dependencies. The German system of defensive alliances has shown itself to be the backbone of our conquests and of those of our friends and allies. Poland is only the beginning! Bullow.

REPORT.

ALBION 69/2 (1969CF)

Autumn 1903.

First, an apology for an error which appeared in the report for Spring 1903. The Austrian order F(Alb) S A(Ser) is clearly illegal, and should have been underlined. My thanks to Bob Stuart who pointed out the mistake.

Austria (Wood); F(Alb) S Italian A(Tun)-Gre. A(Ser) S A(Bud). A(Bud) S A(Ser). A(Vie) S A(Bud). England (Hancock); A(Yor) S F(Cly)-Lpl. F(Cly)-Lpl. F(Lon)-Wal. France (Evans); F(ENC)-Lon. A(Wal) S F(ENC)-Lon. F(Lpl) stands. A(Bur) stands. F(MAO) stands. A(Spa) stands. Germany (Stuart): F(NTH)-Edi. F(Swe)-Nor. F(BAL)-Swe. A(Kie)-Mun. A(Pru) S A(Sil). A(Sil) S A(Pru). Italy (Watson); A(Tun)-Gre. A(Tyr) stands. F(IOS) C A(Tun)-Gre. F(Smy)-Con. F(AES) S F(Smy)-Con.Russia (Robertson); F(BAS)-NWG. A(Gal)-War. A(Liv) S A(Gal)-War. F(Rum) stands. A(Ukr) S F(Rum). F(GoB)-BAL. Turkey (Thomas); F(EMS) stands. A(Gre)-Bul.

Retreats: English F(Lon) retreats to NTH (only available).

A(Bul)-Con.

French F(Lpl) retreats to IRI or NAO.

Turkish A(Gre) cannot retreat and it eliminated.

F(Con)-BLA.

Notation: C = convoys. S = supports. Underlined moves fail

Builds.

Austria controls: Tri, Bud, Vie, Ser. No change for 4. England controls: Zøn, Lpl, Edi. Removes 2 for 1.

France controls: Par, Mar, Bre, Bel, Por,

Spa, Lon. Builds 1 for 7.

Germany controls: Ber, Mun, Kie, Den, Hol,

Nor, Swe, Edi. Builds 2 for 8.

Italy controls: Ven, Rom, Nap, Tun, Smy,

Con, Gre. Builds 2 for 7.

Russia controls: Mos, War, Sev, StP, Rum,

gyd. Removes 1 for 5.

Turkey controls: god, Ank, Bul, gre. Removes 1 for 2.

DEADLINE FOR WINTER 1903 BUILDS IS Wednesday April 8th.

Page 19. PRESS RELEASES (69/2)

From the Austrian Press.

Our resident paranoic schizophrenic (according to our Russian friend) is deciding how he can be of aid to Germany in her approaching conflict with the Bear. Russia, now realising that her ally Turkey is doomed, must turn on either ourselves or our neighbours Germany, and is planning a campaign with this in mind. However it must be stated that we will not trespass into Russian native territory unless severely provoked. This statement rescinds the previous declaration of war by the Count.

No further inventions are forthcoming at present from the Count, mainly because he has yet to awake from his sleep on the atomic bed.

The ALBION gossip-mongers, having heard no news from the Russian press recently, have been infesting Warsaw sewers in an attempt to find out what is going on. So far they have gathered that the Russian peasants, having found out that all the printing presses were of German manufacture, have run amok and smashed all the presses and other means of communication with the outside world. This news they conveyed to the ALBION agency by nuclear carrier-pigeon, a recent invention which we discovered in a brown paper parcel in a Vienna sewer.

Diplomacy Rule Book differences.

You will remember that in the last issue we made the startling revelation that the British and American rule books for the game of Diplomacy are different. Further investigation reveals that the principal differences are as follows:-

- 1. The clayout of the American book is more logical and ordered than ours. Whereas we find that certain rulings, linked in the game in nature, are to be found in different sections of the book, in the American book they are grouped together in logical 'chapters' and the result is a considerable improvement in clarity.
- 2. Under 'the support order' the American book has the following extra ruling: 'The exception under Conflicts is that an order to move, with support, against a unit belonging to the same country as the moving or supporting unit is of no effect; that is, a country may not force one of its own units to retreat'. This rule we have, of course, accepted indeed there has been a short discussion on the rule in a previous issue of ALEION. However it is not mentioned in our book.
- 3. The section on 'cutting supports' is made much more clear in the American book by the use of two examples, absent from our version. In addition, the rules make it clear, in the same section, that the support order is the only order which is nullified by an attack from the side; a unit ordered to move, even if the move does not take place, may still cut a support. This occurs even if the unit is actually displaced from its position. However this section has been further clarified, in Diplomacy magazines, by the rule we now know as Miller's rule.

Page 20.

- 4. Under the section on standing and receiving support, there appears the additional ruling that a unit ordered to move cannot be supported in place if the move fails.
- 5. Under the retreat appears the ruling that an army cannot be convoyed in retreat.

The rest of the rule books are virtually identical. In fact, there is clearly no difference between the two as far as actual play is concerned - the difficulty arises when an American games—master quotes a particular page and paragraph reference, without further explanation, as explanation for a particular decision he has taken. In such circumstances a British player, with the British rule book, is apt to be confused, as happened in my case in the Diplodeur game.

So all is well, after the slight shock caused by finding that the books were different. Trust me to be the first, and probably only, player who gets confused by the situation.

ALBION back issues.

The current state of affairs is as follows:-

Issue 1. Out of print.

Issue 2. 9 copies.

Issues 3,4,5. Out of print.

Issue 6. 1 copy.

Issue 7. 5 copies.

Issue 8. 6 copies.

Issue 9. 6 copies.

Issue 10. 5 copies.

Issue 11. 2 copies.

Issue 12. 5 copies.

Issue 13. 11 copies.

Hurry, hurry, hurry. Place your orders now for the out-of-print issues.

Next issue.

Announcement of those taking part in Abstraction and 70/3. Further game theory (heartening discussion).

Those taking part in the business game.

Report (I hope) on the Strategy and Tactics game '1918'. Report on the AHIKS British Region meeting, April 11th/12th. And more of the usual nonsense.

See you then!

INFORMATION: THE CONSERVATIVE POSITION ON DEFENCE EAST OF SUEZ.

