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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 apart. American players may participate in certain games; these run on longer deadlines than normal. ALBION 69/3 (open for players) is such a game.

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Cover by George Forster.

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A fine thing! Eight issues of ALBION, and still no summons, no requests to 'step outside a minute', no beautiful blondes weeping tearfully at the door. What have beautiful blondes got to do with it, you might ask. Well, we feel like a grouse, and that's as potent a grouse as ever was heard in the ALBION offices. Any beautiful blondes who happen to be reading this - get packed and over here straight away.

We have another thick wodge of nonsense for you this time. Appropriate, really, being written by a thick wodge of an editor.... First of all, our game theorist has really got the bit between his teeth and has gone to town on the next three parts of his boring series in an apparently infinite number of parts. Ah well, that's the first bit, so you can skip it if you like.

We have a fine surprise for you this time - Auntie Edith is back, incomprehensible as ever, with another piece of good advice for a sufferer. (Yes, all ALBION readers suffer, we know). Also we have another letter in the war-game widows series, which is a good thing, if only to sell the thing to more members of the fair sex.

And the game report, of course. Don't forget that next issue will see the first game report of ALBION 69/2, about to start at any time. On the new games, we now have four players for ALBION 69/3 (the Hyperspace variant). These are George Patton, Bob Johnson, Malcolm Watson and John Robertson. Three places still vacant, folks. Roll up, roll up. With luck we could start 69/3 in issue 10.

So pitch the cat off the comfortable chair, and get reading.

GAME THEORY (contd).Part 3. Mixed strategy 2x2 games.

We left the reader last time sweating under a welter of information, most of which was apparently crazy. Well, life's like that, of course, but you will find that most explanations will eventually appear, if you persevere with the series. Those which don't appear - well, I have forgotten them, so please bring the omission(s) to my attention.

Before proceeding with the next section, it would be a good idea to look at part of a letter recently delivered in plain envelope to the ALBION offices, and to answer a couple of questions contained therein.

"The bit on game theory is fine - I expect a number of rude letters are on their way to the editor. My saddle point (why saddle?) gets a bit mixed up with my minima but otherwise we are reasonably happy. By the way - are both players playing in sequence or are the choices deemed to be made at the same time? Being a bit thick when it comes to maths. etc. maybe I missed the point."  
Michael Nethercot.

Not so, Michael! Don't hide your light under a ..... well, wherever it is you do hide it. You have hit on a most important aspect of the theory - one which, in my usual inefficient way, I failed to mention last time.

It is essential that the players are deemed to make their choices of strategy simultaneously (perhaps by written orders as in Diplomacy etc.) Neither must know what choice has been made by the other before the time comes for working out the results. This point is fundamental to the whole business; my apologies for the omission last time.

Why saddle? Well, it is possible to represent these things geometrically (in three dimensions, unfortunately) and the shape of the graphs at a saddle point rather resembles a saddle, if you see what I mean. A saddle has a minimum point of one portion (the bit you sit on) at the same place as the maximum point of the other portion (the bit that goes on the horse).

OK? Now to work.

You remember that last time we left you on the horns of a saddle point, with the stern instruction to look for a saddle point first in any analysis. We promised that we would deal in this issue with a game without a saddle point, and ALBION promises are always kept. So consider the following example:-

Example 5.

		Red		
		1	2	Row minima
Blue	1	2	1	1*
	2	0	3	0
Column maxima		2*	3	

The largest of the row minima is 1, and the smallest of the column maxima is 2. Thus there is no saddle point, and this is where the story really starts.

Let's look at this in detail. Red would obviously like to get the 0 in Red 1, providing Blue plays Blue 2. However, if Blue plays Blue 1, Red will lose £2. Red 2 would lose Red either £1 or £3, depending on Blue's choice of strategy. On the whole, Red 1 looks the more favourable - by playing this Red can guarantee that he loses no more than £2 per play.

Blue is in a similar predicament (I know the game is unfair to Red, but let's assume a side payment to make the game fair; this will be calculated later). Blue doesn't much like the idea of Blue 2, since although it contains the largest payoff of £3, it also contains the zero. Thus he is drawn towards Blue 1; if he plays Blue 1 all the time, then he is certain to win at least £1 per play.

Something strange has crept in. Blue can win at least £1 per play, whereas Red can lose no more than £2 per play. The astute reader will realise that this gap should be capable of closure, and that the value of the game will lie between the figures £1 and £2. The value of the game is the average payoff per play - remember? Exactly where this value is becomes a matter for discussion.

Now it should be obvious that neither player can afford to play the same strategy all the time. If Red sticks to Red 1, for instance, Blue will soon see the pattern and play Blue 1, giving him £2 per play. Red should be able to reduce the value of the game below this figure. Similarly, if Blue sticks to Blue 2, Red can play Red 1, thus ensuring the zero payoff.

Assuming that the game is to be played more than once (if it is to be played once only, there is another way of looking at it; this will appear again in a later part of the series, and for the moment we shall assume that these games are played until the players drop from sheer exhaustion or bankruptcy), it seems clear that both players must play both strategies in some certain proportion. The only rider is that neither player must let the other know which strategy he is going to play at a particular time, otherwise the opponent could capitalise on the prior knowledge.

Consider the Blue strategies first of all. If Blue plays Blue 1, the 'range' of his winnings is quite small - either £1 or £2. This is therefore a fairly safe strategy. However, if he plays Blue 2, he could win £0 (a little bit!) or £3 (a lot) depending on Red's choice. The latter strategy is therefore more risky.

Now, it should be fair to state that the frequency with which Blue mixes these two strategies will be (or should be) in proportion to the degree of safety involved. Thus, he would play the safer strategy more often than the risky strategy. Remember that these fellows are not really gamblers, ready to take high risks, but mathematicians who want to come to some guaranteed level of loss/gain. Furthermore, the frequency, or proportion, in which the strategies are played should be dependant on the relative 'range' of profit from each strategy.

Let us therefore have a look at the differences between the payoffs for the Blue strategies. The difference in the first strategy is  $\$2 - \$1 = \$1$ ; the difference in the second strategy is  $\$3 - \$0 = \$3$ . It would therefore be logical for Blue to play Blue 1 with three times the frequency in which he plays Blue 2. Thus, every four plays of the game (on average) he will play Blue 1 three times and Blue 2 once.

In case you don't follow the logic of this (you will after a time, I assure you), there is a mechanical process which yields the same results, as follows:-

1. Find the differences in the payoffs for each strategy.
2. The difference for the Blue 1 strategy will be the frequency for the Blue 2 strategy, and vice versa.

Performing this on the example above:-

Example 5.

		Red		
		1	2	
Blue	1	2	1	Difference in payoff = 1. F=3.
	2	0	3	Difference in payoff = 3. F=1.

I have used F for frequency above, although I claim no originality for this.....

Hence Blue should play his strategies in the ratio 3:1. We shall see later how he chooses which one to play at any given time.

Now let's apply the same process to the Red strategies. In both cases (subtracting vertically this time) the difference in payoff is 2, so Red should play Red 1 and Red 2 in the ratio 2:2, or 1:1. I.e. he should play each strategy, on average, half the time.

You may find it hard to accept that this is the correct solution; however you must agree it has been developed logically, and furthermore it will be confirmed by the discussion to follow, so don't run away with the idea I have merely invented the numbers out of thin air. There's no thin air around Manchester anyway.

Summary so far.

1. If there is no saddle point, find the difference in payoffs for the first Blue strategy, and the difference in payoffs for the second Blue strategy.
2. The difference for Blue 1 is the frequency for Blue 2; the difference for Blue 2 is the frequency for Blue 1. Cancel down to the smallest whole numbers if possible.
3. Repeat the process for the Red strategies, and hence find the Red frequencies.

Now, the really vital step. You may say, with considerable justification, that there's not much use in doing this if we don't know how much money changes hands each time. After all, we know that this sum is somewhere between  $\$1$  and  $\$2$ , but where is it???

Patience, dear reader - have I let you down yet????

Now to find the value of the game. Let us consider four plays of the game, and that Blue plays Blue 1 three times and Blue 2 once, according to the results obtained above. Let's say also that Red plays Red 1 all the time.

Here is the game again, as a reminder.

Example 5.

		Red	
		1	2
Blue	1	2	1
	2	0	3

Three plays of the game using Blue 1 and Red 1 would win Blue  $3 \times 2$ , or  $\$6$ . The fourth play, using Blue 2 and Red 1, would win Blue  $1 \times 0$  or nothing. Therefore, Blue wins  $\$6$  from Red in four plays, and hence his average winnings per play is  $\$1\frac{1}{2}$ . We'll not confuse you further by bringing in shillings and pence.

"What are you doing?", I can hear you shouting. "You told us that Red plays his strategies in the ratio 1:1, but you are assuming he plays Red 1 all the time." True, oh wise one. OK - let's assume Red plays Red 2 all the time.

Three plays Blue 1 and Red 2 will win Blue  $3 \times 1 = \$3$ .

One play Blue 2 and Red 2 will win Blue  $1 \times 3 = \$3$ .

Total  $\$6$ . Average per play  $\$1\frac{1}{2}$  again.

I suppose you are hoarse at this time. "Now you are considering the other Red strategy all the time! No wonder the poor guy is losing all this cash!"

All right, it's a fair criticism. We still haven't considered the correct Red strategies in the correct proportions. However, much to your disgust, I am going to side-step this issue for the moment, in the irritating way beloved of all authors. Before I go on, however, and you tear this magazine into small shreds, let me assure you that it is not necessary to do so. In fact, we will soon be formulating this rule:-

IMPORTANT RULE NUMBER TWO - The value of the game is the average payoff per play when the good mixed strategy of one player is tested against either pure strategy of the other.

Note that the results should be the same each time - if they aren't then there is an error in the analysis, which is a useful check.

At this point in time, I don't really expect you to believe this rule. You certainly are a suspicious lot. To prove it in the above case, without resorting to the argument which starts on the next page, would require no less than twenty calculations, and I don't want to bore you by listing them.

In order to convince you, we shall have to digress for a moment, and consider the actual mechanics whereby the players play the strategies to the correct frequencies, yet without letting the opponent discern a pattern. We will return to the value of this game and others in part 5, later.

Part 4. Coin-tossing, die-rolling, card-drawing etc.

We have established, although you might not have accepted this yet, that in a game which does not have a saddle point, both players must play their strategies in a certain proportion. We will now illustrate some of the difficulties which arise from consideration of probability theory, which is very relevant at this juncture.

If you toss a coin, then mathematics, or common sense, tells you that the probability of a head turning up is  $\frac{1}{2}$ , i.e. that a head will appear half the time on average. Well, try it for a couple of dozen throws. Do you get an exact sequence, head, tail, head, tail.....? If you do, then you are the one who needs analysis, since it is most likely that you are exerting a telekinetic influence on the die. I assure you that the chances of getting an alternating sequence like this are very small indeed.

(Those who are interested may like to know that the exact sequence head, tail, head, tail..... for 24 throws will turn up once in 2 to the power 24 trials. 2 to the power 24, being 24 twos all multiplied together, is a very large number indeed, exceeding by quite a large amount the number of copies of ALBION sold. If you will accept either alternating sequence - i.e. if you would accept tail, head, tail, head..... as well as head, tail, head, tail.... then the chances are doubled, but for practical purposes it doesn't make all that much difference. 2 to the power 23 still exceeds the number of copies of ALBION sold).

When we say, therefore, that in a coin-tossing experiment a head will turn up once in every two throws, we mean that it will do this on average providing we go on throwing long enough, and in fact it might take a near-infinite number of throws to get the exact proportions, although it could happen in two throws, of course. The same applies to the red and black on the roulette wheel (let's ignore the zero here). Many an idiot has said "Well, red has shown up the last twelve times, therefore black must show this time, and I will put my shirt on it." The trouble is that the wheel, poor thing, doesn't remember that red has turned up so often recently, and therefore can't make a determined effort to get the balance back to rights. The chances of black turning up after 12 reds remains at  $\frac{1}{2}$ , whether you like it or not.

Slightly chastened by the thought that we have thrown away our cash at the roulette table, we return to the strategies and the question of the frequencies with which they are played. In the light of the argument above, if Blue is to play his strategies in the ratio 3:1, then this means that these must be the proportions in the long run. It's no use him playing 1,1,1,2; 1,1,1,2; 1,1,1,2; etc. or Red will catch on to the pattern and adjust his own play accordingly. For the purpose of the analysis we cannot allow this.

Therefore, the play of Blue's strategies must be governed by some random device which will yield the proportions 3:1 in the long run. This is not difficult - he could use a tetrahedral die (with four faces), numbering three of the faces with a 1 and the fourth with a 2. Or he could toss two coins and only play strategy 2 when two heads appear together.

Red is in a better position with the proportions 1:1. He can merely toss a coin before each play, using Red 1 when a head turns up and Red 2 when a tail turns up.

Both these random devices must be used without the opponent knowing the result, of course.

Later we shall be considering methods of producing more exotic proportions, such as 47:31, but let's leave it at this for the moment. We have at our disposal cards, dice, coins etc., all of which can be used to arrange the right proportions for us on a chance basis.

Now, the crunch. Bearing the above discussion in mind (if you are still reading at this point), doesn't it follow that the value of the game can be found by testing the best mixed strategy of one player with either pure strategy of the other? Hopefully, you will agree to this, and we can return to the main discussion. Of course, it does not suffice to do just one calculation - we should try the Blue mix against both pure Red strategies, and the Red mix against both the pure Blue strategies; if we get the same answer from these calculations, then we have the value right.

Part 5. The value of a mixed strategy 2x2 game.

We have already tried, in part 3, the best Blue mixed strategy against each pure Red strategy, each time getting the value of the game to be  $\pounds 1\frac{1}{2}$ . To confirm this, we should try the best Red mix against each pure Blue strategy, as follows:-

Red mix against Blue 1.

Half the time Blue will win  $\pounds 2$  (Red 1).

Half the time Blue will win  $\pounds 1$  (Red 2).

Average Blue win per play is therefore  $\pounds 1\frac{1}{2}$ .

Red mix against Blue 2.

Half the time Blue will win nothing (Red 1).

Half the time Blue will win  $\pounds 3$  (Red 2).

Average Blue win per play is therefore  $\pounds 1\frac{1}{2}$  again.

Therefore,  $\pounds 1\frac{1}{2}$  is the value of the game and the analysis is complete. Let's summarise:- Blue plays in the ratio 3:1; Red plays in the ratio 1:1. Value of the game is  $\pounds 1\frac{1}{2}$  (payable to Blue, of course). Note that the side-payment, to make the game fair, should also be  $\pounds 1\frac{1}{2}$ ; Blue should pay this to Red for each play.

Now let's get away from example 5. We are fed up with it anyway. Let's try another.

Example 6.

		Red	
		1	2
Blue	1	3	5
	2	2	1



Difference in payoffs for Blue 1 is 2 = frequency of Blue 2.  
Difference in payoffs for Blue 2 is 1 = frequency of Blue 1.  
Difference in payoffs for Red 1 is 1 = frequency of Red 2.  
Difference in payoffs for Red 2 is 4 = frequency of Red 1.  
Therefore Blue plays in the ratio 1:2, Red in the ratio 4:1.

Blue mix against Red 1 wins Blue  $\frac{1 \times 3 + 2 \times 2}{3} = \pounds 2\frac{1}{3}$ .

Blue mix against Red 2 wins Blue  $\frac{1 \times 5 + 2 \times 1}{3} = \pounds 2\frac{1}{3}$ .

Red mix against Blue 1 wins Blue  $\frac{4 \times 3 + 1 \times 5}{5} = \pounds 3.4$  Hello.....

Red mix against Blue 2 wins Blue  $\frac{4 \times 2 + 1 \times 1}{5} = \pounds 1.8$  Well, well.

What has gone wrong - these figures should all be the same. Check the working - yes, that's OK.

Here is an object lesson for you, dear reader. What did we tell you? LOOK FIRST FOR A SADDLE POINT.

Is there one? Well, the largest of the row minima is 3 (Blue 1), and the smallest of the column maxima is also 3 (Red 1). These are the same, therefore there is a saddle point, and you should always look for one, first.

Be honest - how many did I catch? The solution is a saddle point at Blue 1/Red 1, and the value is  $\pounds 3$  per play. Watch it!!!!

Here we have a good instance of the fact that a mixed strategy analysis does not necessarily reveal a saddle point if there is one, hence the need to check for the latter first.

Let's take another example, and cloak it in the guise of something human, rather than just writing down numbers.

Example 7. The pub.

Dave was whiling away his time in the pub before going home from work. He had drunk  $1\frac{1}{2}$  pints and had tired of ogling the barmaid, yet couldn't sum up the energy to drink up and go home - you know how it is. At this point, a stranger, who had been drinking nearby for some time, suggested that they play a little game to pass the time.

"Easy, really", said the stranger, "and quite fair. We merely hit the bar simultaneously with either one or two fingers, according to the choice each of us makes. The number of fingers we have chosen to show is therefore obvious to the other player. When we match with one finger each, I will buy you a pint. When we match with two fingers each, I will buy you two pints. If we fail to match, I will give you the price of  $1\frac{1}{2}$  pints."

Note for American readers - we shall regard the price of a pint as 2/- . British readers may ask what sort of rotten beer I drink at this price anyway, which I will answer with a knowing grin. Pity you aren't able to see it.

Anyway, back to Dave, who has agreed to play.

We can put this game into a 2x2 matrix. The strategies open to each player are two-fold - to hold out one finger or two fingers each play. We shall call these Dave 1, Dave 2, Stranger 1 and Stranger 2. Positive payoffs go to Dave.

		Stranger		
		1	2	Row minima
Dave	1	2	-3	-3*
	2	-3	4	-3*
Column maxima		2*	4	

Highest of the row minima is -3 (either of them); smallest of the column maxima is 2. Therefore there is no saddle point, so we proceed with the mixed strategy analysis.

Difference in payoffs for Dave 1 is 5 = frequency of Dave 2.

Difference in payoffs for Dave 2 is 7 = frequency of Dave 1.

Difference in payoffs for Stranger 1 is 5 = frequency of Stranger 2.

Difference in payoffs for Stranger 2 is 7 = frequency of Stranger 1.

Therefore they should both play their strategies in the ratio 7:5.

Of course, Dave perhaps doesn't realise this, and might just play in the ratio 1:1, even alternating them for a while until he got the message. Anyway, for the moment, let's say Dave plays in the right ratio, and find the value of this game.

The sum of all the payoffs in the matrix is zero, which might make you think this is a nice fair-and-square gentlemanly British game. However:-

$$\text{Dave mix against Stranger 1 wins Dave } \frac{7x^2+5x-3}{12} = -\frac{1}{12}$$

$$\text{Dave mix against Stranger 2 wins Dave } \frac{7x-3+5x^4}{12} = -\frac{1}{12}$$

$$\text{Stranger mix against Dave 1 wins Dave } \frac{7x^2+5x-3}{12} = -\frac{1}{12}$$

$$\text{Stranger mix against Dave 2 wins Dave } \frac{7x-3+5x^4}{12} = -\frac{1}{12}$$

So the value of the game is minus one twelfth of a shilling, i.e. one penny (1d). And Dave, even if he played the right ratio, would lose 1d per play. And if he played the wrong ratio, he would lose even more if the stranger played correctly. Dave should have learned a lesson from his environment here, and this example confirms the well-known fact that drinking in British pubs is an expensive habit, a fact which British readers know by intuition.

An interesting point which arises from this example - how do these fellows determine a chance device which will give them the right ratios? Well, a watch with a second hand will do - play strategy 1 if the second hand is between 0 and 35, and strategy 2 if it is between 35 and 60, or twenty-five to up to the hour. Obviously you aren't allowed to have a quick look before making up your mind.

With this example, without which analysis no-one should enter a pub in future, we bring this part of the series to a close. I am aware of the fact that this has been a long haul for you (as it has for the poor bloke who has been lumbered with the typing); however I don't make any apologies for this - the above process is most important as a fundamental basis for tackling harder problems, and it is pretty vital that you are capable of carrying it out, otherwise you will be lost pretty soon.

In order to give you some practice with these processes, I have set you some homework this week, which is merely to find solutions for the following games (i.e. strategies, proportions and values). To save space we shall omit the Blue and Red names and strategy numbers; just assume that the layout is as it always has been, with Blue at the side, Red at the top, and positive payments going to Blue.

Solutions will be given in the next issue, together with enlightening talk on any interesting facets which arise. Readers are invited to submit their solutions to the ALBION editor. These cannot be returned, of course, but you won't need them anyway - they will appear in the next issue. Readers are also invited to submit problems which yield 2x2 games; obviously the more interesting the problem and the more surprising the solution, the more credit will be given. I can't award a prize for this, since the ALBION coffers are null and void. However we will award a prize at the end of the series to the reader who has submitted the most interesting and valuable work during the series.

See you next time (or have you given up already?).

Prof. Erasmus Thing.

Problems Set 1.

1. 

7	4
2	3

      2. 

7	4
2	5

      3. 

9	0
4	10

4. Jim is on his way home when a horrible thought strikes him - is it his wedding anniversary or not? Despair! If it is, and he lands home without a gift, he is in real trouble, as married readers will confirm. On the other hand, if it isn't the anniversary, and he lands home bristling with gifts, his wife will start looking for lipstick on his collar, or whatever. Dilemma!

If he has the date wrong, and he lands home empty-handed, then the situation is normal - worth say 0 as a nice neutral figure. If he has the date wrong, and he lands home with a gift, then his wife may be a bit suspicious, but on the whole will be pleased with him. Assign this situation some positive value, say 2.

If it is the anniversary, and he lands home with a gift, then he will really be in favour. Assign this a nice high value, say 5. However, if it is the right day and he lands home with nothing, then he is really sunk with all hands, and this situation can't be worth more than -10.



WAR-GAME WIDOWS.      MORE NEWS.

Dear Ed., Don or whatever,

My gracious General, John, kindly permitted me to read an article written by Pat White in the latest issue of the 'Thingummy' which you write every so often, and I venture to take pen in hand, or rather typewriter under finger, to warn her or any other young lady who might be contemplating matrimony with one of those dreadful men 'WAR-GAMERS'. Little do they realise the tragic and fearful fate which awaits them.

You see, I have had the unbearable misfortune to be a War-Game Widow TWICE, married to the All-Conquering Field Marshall John von Robertson, and living with (practically) his most Noble and Excellent Assistant and Commander-in-Chief, General Malcolm Watson. Yes, much as it pains me to admit it, I too saw that look of emotion and exuberance on Malcolm's face, even before Pat did, as he shot past me (into the war-games room). I too found my life irreversably changed (in the war-games room).

It all started that fateful day when I married my beloved Captain.\* It was not so much the fact that, every night, he dressed himself up in his Confederate uniform and guarded the floor, but that he would tuck me up in bed with a 12 lb. bronze Napoleon gun-howitzer. This was bad enough - the craze for the American Civil War, but then - oh horrors! - some idiot introduced him to the Avalon Hill (cursed be their name) games. From that time on, the grocery money, the H.P. money, the shop money and any other money John could beg, borrow or steal went on these games, while I was reduced to scraping the insides of dustbins to try to get enough for us to eat. We did not have furniture in our home (mind you, we did save money on wall-paper, due to John's habit of papering the walls with maps of various campaigns).

(\*Editor's note: Promotion is rapid in the Scottish army. djt).

Then, to make matters even worse, a mad, irate Scot named Malcolm Watson descended upon us, and practically took up residence with us. Night after night I was forced to take up my usual seat in the smallest room of the house, the only place left for me to go to, as Malcolm and John fought their battles from 6 p.m. to 6 a.m.

At last came the day which every wife dreams of - a new house. Then I realised that my troubles were only starting. Every house we went to see, it was a case of - "No, no room for my tables", or "No, what happens if some of the others want to stay - there's no room for them." Eventually we bought a house with 15 large attics, two basements and 187 bedrooms, suitable for all John's modest requirements at the moment. Then what happened?

I sat alone, in the smallest room in the house, with only my daughter Pamela, three dogs, two rabbits, one cat and a goldfish for company, while John played in the other rooms.

The day starts with the coming of the mail. Immediately John opens it, he either bursts into fits of laughter at the witty remarks of some person playing Italy in the Diplomacy game, or screams with anger at being double-crossed by someone else playing France, or else disappears into one of the rooms, muttering to himself: "That move isn't allowed", or "He can't do that to me."

At last he departs for his work, clutching sheafs of paper with the various moves worked out. And there he sits, typing furiously all day, occasionally interrupting his vital work to serve one of the few customers who dares to enter his shop.

Upon his return home, he bounds up the stairs, scratches me behind the ear, kisses the dogs, puts the gold-fish out, gives the cat some ants eggs, sticks a carrot into Pamela's mouth, and picks up the rabbits and holds them on his knee while he re-reads the mail. Then after hitting Pamela over the head with a hammer, to make sure she goes off to sleep quickly, he disappears into the war-games room once more, whilst I start upon my normal wifely chores - washing dishes, clearing the table, dusting, fixing the leaky taps, bringing in the coal, re-wiring the electric sockets, re-slating the roof, and all the other insignificant tasks too minor for my husband to attend to.

Now, to crown it all, he has said that next year's Convention is to be held in Dundee, and he has invited 198 people to stay with us. We only have 187 bedrooms. I just didn't know what to do, so Pamela, the three dogs, the cat, the two rabbits, the goldfish and myself all came out here to this wonderful place, and decided to have a rest away from it all.

Well, if you can't lick 'em, join 'em, I suppose. Anyone for Blitzkreig??

Your abject slave,

Morina Robertson.

(Addressed from the Scottish Institution for the Mentally Unbalanced, West Green Hospital, Dundee, Scotland.)

Editor's note.

My sincere thanks are due to the latest contributor to ALBION. We hope this isn't the last you will write for us.

However, I cannot understand why she is complaining - I'm sure my wife doesn't go through all this.....And she never never complains at all. Not since I locked her in the sideboard, that is.

The Convention Morina refers to is the British table-top wargaming Convention, which was held this year in Worthing. The Airfix Trophy, for the best team effort, was won by a large margin by the Dundee Wargames Club, the team being led by John Robertson, and containing Malcolm Watson as a very junior sub-ordinate (at least, that's what John tells me). The Club will therefore be the hosts for the Convention next year.

I hope we can persuade John to write a short account for the next issue of ALBION, complete with photographs etc. How about it??



REPORT.

ALBION 69/1.

Autumn 1904.

The moves:-

Austria (Nethercot);	A(Tyr)-Pie. A(Vie)-Tyr.	A(Bud)-Vie. A(Tri) S A(Vie)-Tyr.
England (Munro);	No orders received. A(Edi) stands.	
France (Watson);	<u>A(Lon)-Edi.</u>	<u>F(NTH) C A(Lon)-Edi.</u> F(Cly) S A(Lon)-Edi. A(Bur)-Mar. A(Ruh) S German A(Mun). F(MAO)-NAf. F(GoL)-TYS. F(WMS) S Italian F(IOUS)-Tun.
Germany (Newcombe);	A(Hol)-Kie. <u>F(BAL)-Swe.</u> <u>A(Mun)-Sil.</u>	<u>A(Ber)-Pru.</u> F(Den) S F(BAL)-Swe.
Italy (Robertson);	A(Ven) stands. F(Apu) S A(Ven).	<u>F(IOUS)-Tun.</u>
Russia (Hancock);	F(Nor) stands. F(Bul-EC)-Rum. F(GoB) S A(Swe). <u>A(Pru)-Sil.</u>	F(NWG) S English A(Edi). A(Swe) stands. A(Liv)-StP. A(Sil)-Boh.
Turkey (Wood);	<u>F(AES)-IOS.</u> A(Con)-Bul. A(Ser) S A(Gre).	F(Tun) S F(AES)-IOS. A(Gre) S A(Ser).

Turkish and Italian attacks both have one support, and both supports remain good; therefore stand off.

Notation - as before.

Builds.

Austria controls:-	Vie, Tri, Bud, Ser.	No change for 4.
England controls:-	Edi.	No change for 1.
France controls:-	Par, Bre, Mar, Por, Bel,	Spa, Lon, Lpl. No change for 8.
Italy controls:-	Ven, Rom, Nap.	No change for 3.
Germany controls:-	Ber, Kie, Mun, Den, Hol.	No change for 5.
Russia controls:-	Mos, War, StP, Swe, Rum, Nor, Sev, <del>Ada</del> .	Remove 1 for 7.
Turkey controls:-	Ank, Smy, Con, Gre, Bul,	Tun. Builds 1 for 6.

Since builds and removals can be determined at the ANIKS British region meeting on November 15th. we can go straight to the next set of orders, players who are not attending the meeting will be informed of the changes by letter. The deadline is now brought into line with that for the new game, ALBION 69/2, and is:-

Deadline for Spring 1905 orders:-

Wednesday December 3rd. 1904.



PROCLAMATION.

Henceforth, hereafter and hitherunto, by this official Proclamation issued by the Provisional Government of the Kingdom of Scotland, let it be known that whereas the now defunct, erstwhile perfidious and treacherous English Government at Westminster has failed to perform the duties of any Government, and has been forced to acknowledge defeat at the hands of our Gallant and Paunch Ally, France, we, the freely elected Representatives of the peoples of the Ancient and Noble Kingdom of Scotland, do hereby declare, state and announce that all former Treaties, Acts, Declarations, or any other statements whatsoever passed or enacted by the above-mentioned illegal Government, or dating since the treacherous seizure of a Free and Independent Scotland in 1707, now and henceforth, for ever and ever, are null and void.

Furthermore, as a result of this demonstration of the will and desires of the people of Scotland to be free for ever from the tyranny of the English Rule, let it be known by these words that the Kingdom of Scotland is henceforth and furthermore to be regarded as a Separate and Sovereign State, ruled by the only true descendant of the House of Stewart, King John the XXXXVIV, Lord of the Isles, Duke of Dundee, Commander of the Faithful, aided and abetted by the ~~Arch-Bishop~~ Arch-Bishop, Field-Marshal Malcolm de Watson, Lord of Cheshire, Duke of Wales, Commander of the S.R.A., Marquis of Paris, Commander of all French forces in Scotland and England.

Also let it be known that, in accordance with the Act of 1543, illegally repealed by the English Government in 1928, all citizens of France and Scotland shall henceforth and hitherto-untowards, be regarded as citizens of each others' country, and the Ancient and Venerable 'Auld Alliance' between the two countries shall be resumed, and mutual aid and assistance against common enemies now and henceforth be regarded as mutual understandings, thus obviating the necessity for any Treaty between the two countries.

Long Live King John!            Long Live a Free Scotland.

Long Live France, and Charlie-Boy.

Released by the Scottish Press.

In view of the increasing threat to the peace of our two countries, the Scottish Provisional Government today welcomed the arrival of the French fleet in the Gorbals. It is understood that the fleet was actually meant to stay in the Clyde, but, overcome by the joy of seeing French ships once more, the citizenesses of the City of Glasgow carried them bodily homewards, fighting off all attempts by husbands father and brothers to make them put the ships down.

The entire strength of the Scottish Republican Army has been sent to Edinburgh, to assist the French Army moving North in defeating the sole remaining English Army now in existence.

PRESS RELEASES (contd.)

Further North, the Aberdeen, Peterhead, Fraserburgh and Arbroath fishing fleets have put to sea, and are gallantly sailing towards a Russian fleet, reported to be at present in the Norwegian Sea. Any attempts by any foreign power to encroach upon our Native Soil, or any territories held by or belonging to our Dear and Beloved Ally, France, will be met by the full weight of Scottish Military Forces.

Extract from the New Scotsman.

Cheering crowds met the arrival of the French fleet as it sailed up the Clyde to Glasgow yesterday. Much to everyone's amazement, a surge of women rushed forward, picked the ships out of the water and started to carry them home as souvenirs. Shouts and threats were heard coming from the men in the crowd, telling the women to "Pit that doon, ye dinna ken whar it's bin", "Come oan, git aff. Lea' that pair wee soual alain." \*\*

Unconfirmed reports have reached Glasgow that various units, all Scottish regiments, of the sole remaining English army have rebelled against their tyrannical masters, and have joined forces with units of the S.R.A. They are besieging the remaining men (all twenty of them) remaining in the English army, who are desperately holding out in the Castle, a pub just off Prince's Street, Edinburgh.

The Provisional Scottish has issued a Declaration of Independence, and Scotland is free once more after 200 years of oppression and tyranny from the English. A deputation was sent to the only true claimant to the throne of Scotland, King John, who is at present living in Italy, which asked him to consent to ascending the Throne, which he condescended to accept. The Italian Government immediately set him free from the prison cell he was occupying, while serving a 99 year sentence for fraud, illegal impersonation of a Royal Prince, issuing dud cheques, living off immoral earnings and driving a taxi cab without a licence.

Another unconfirmed report states that, whilst the French fleet was sailing into the Channel, it was met by a canoe carrying one passenger. This apparition, dressed in the full naval uniform of a Vice-Admiral, and brandishing a cutlass, was heard to be shouting "Gad, Sir, these damned Froggies will NOT pass. Shades of Nelson, how dare they? Blood and Thunder, I'll split the skull of any ... gurgle, gurgle, gurg." as the leading French ship accidentally ran over the top of the canoe.

It is with deep regret that we mourn the passing of that beloved character, Vice-Admiral Sir Horatio Nelson Hornblower, RN (ret), KGC, KGM, etc. who was accidentally drowned whilst on a fishing trip in the English Channel. Units of the French Navy found him floating in the water, and brought his body back to London for a military funeral. Readers will no doubt remember his fiery letters to the Press on frequent occasions whenever there was a change in Naval Policy.

PRESS RELEASES (contd.)

\*\* For the benefit of those who are not well versed in the little Scottish mannerisms of speech, an excellent dictionary is now available. This is produced and published by a non-profit-making organisation, and may be obtained for the remarkably cheap price of 35/9d. from Robertson's Bookshop, 38 King Street, Dundee, Scotland.

Rome.

The fears mentioned before, that the mad impetuous French would forget their treaties with glorious Italy, have been proved.

News has just reached us that a French fleet attempted to enter the Tyrrhenian Sea, but was driven back by Italian fishing boats disguised as Turkish battleships. This deception was rendered even easier since all Turkish battleships are still crewed with oarsmen. It appears that no-one has told the mad ruler of the infidious heathens that a new invention, called the steam engine, has been discovered.

An ultimatum has been sent to the French Embassy in Rome, demanding that France stick to the treaty of Santo Clausio, which was signed recently by the two countries concerned. In view of this latest aggression on the part of her neighbour, Italy has sent further secret messages to Austria, agreeing to give up all claims to the Tyrol, and attempting to find a suitable means of bringing peace between the two countries, especially in view of the threat posed by Turkey and Russia to the completely encircled Austria. So far as is known, a tentative agreement has been reached, and Austria is just waiting its chance before attacking the unscrupulous Turk.

News from the Northern front reveals that our strategic withdrawal from the exposed positions in the Tyrol has paid off, and, up until the time of the cease-fire, the Austrians were being drawn into the trap which had so brilliantly been prepared for them.

The same applies to the idiotic Turkish fleet which sailed right into the ambush prepared for it, and now faces complete annihilation. So perish all attackers of free Italian soil.

Giovanni Lollobrigida.

From the French Press.

SCOTLAND.

At last the truth of what has been taking place in the British Isles has been discovered - the English Government has been silent for so long because it has been preoccupied with putting down an uprising in Scotland, headed by that legendary Scottish Chieftain Angus McGaul.

For many years now the Scots have suffered sorely under the misrule of the English Government, but, despite incessant provocation, the canny Scots have struggled on through all sorts of troubles until

PRESS RELEASES (contd.)

last year they finally threw over the traces when it became known that English soldiers in Grotty Ferry had run amok. They were reported to have refused to pay for their drinks, and having got completely out of hand they burnt down a haggis farm. But the incident which finally sparked off the uprising was when one of the soldiers keeked up a kilt. Unable to accept this most base insult, an armed band, under the leadership of Angus the Ferocious, attacked and routed the English occupying forces, driving them from his clan territory of Clachnacudden-on-Tay.

The English Government, fearing a general uprising, diverted all possible forces to the trouble spot only to suffer defeat after defeat at the hands of Angus. So bad was the situation that the Admiralty diverted their home fleets to attack the McGaul stronghold at Claypotts Castle; this however proved to be a disastrous expedition as the wily Scots lured the fleet into the treacherous waters of the Swanie Ponds and removed the bung from the loch bottom, leaving the world's greatest fleet stranded.

The only English forces remaining in Scotland have taken refuge in Edinburgh Castle, where Angus has laid siege to them. It is thought they cannot last much longer. I hope they do not, for as I am writing this report I am watching a burial detail preparing graves for the latest victims of the bloodthirsty English - two young haggis, thrown from the parapets of the castle as a gesture of defiance. May God help these soldiers when the Scots at last lay their hands on them.

Noir Sheep de Gaul. Tayside. News at 10.10 p.m.

Paris.

The following announcement has been issued from the de Gaul residence following a special cabinet meeting, called by the Emperor to discuss the present crisis in the British Isles.

'In the light of the report received from Noir Sheep, detailing the atrocities perpetrated against the Scottish race by English soldiers I called a special meeting here tonight to decide what policy the French nation should adopt. It was unanimously agreed that we could not stand by whilst these Empire builders butchered our Scots brethren, and it was further agreed that since the English Government has not attempted to restrain their soldiers on their orgy of destruction - despite an official communique from ourselves - France must now take action without further delay. It is my sad duty to inform you that a state of war now exists between France and England and will exist until the English are driven from Scotland. Furthermore, should any nation give aid in any way to the English forces, that nation will have committed an act of war against the French, and will be considered an antagonist henceforth.'

VIVE LA FRANCE!

VIVE L'ECOSSE!

VIVE DE GAUL!

The French Government has also issued the following statement:-

'Any nation interfering in any way with French shipping will be committing an act of war, will be considered to be an aggressor,

and the French Government will have no alternative but to declare war. Furthermore, in view of the disappearance from the North of the English Navy, Emperor de Gaul has ordered the French Navy to sail to the seas formerly patrolled by England, and take over the role of H.M.Navy. Any foreign power seen to interfere with this policy will be treated as an enemy of France. Finally, M. de Gaul has given authorisation for the use of French forces in the recapture of Tunis by the Italians, thereby proving his friendship to the Italian Government.

The slight discord between Italy and France has now been smoothed over, and Italy has formally been invited to join the Prusso-Franco defence Pact. A decision is expected at any time.

Due to continued hostility shown by Austria, French troops have been ordered to the South of France in preparation for an attack on the Austrian homeland. It is expected that the Austro-Hungary empire will fall apart at the seams when pressure is applied.

Once the defeat of Austria has become a reality, then Turkey, in her turn, will be destroyed and the heathen shall forever be banished from the world. Such is the fate of ambitious but misled nations.

Malcolm de Gaul.

Berlin.

Bulow has reported to us that the press censorship is still in force, although he said there were signs that the ban might soon be lifted.

The ALBION Press Service, however, has received a report from our special co-respondent, who for the last few weeks has been hiding in a Berlin sewer, disguised as an old sock. He reports that a Russian propogator of mis-information was the cause of the original trouble, and that the Berlin police have recently tracked the Russian down. His arrest is imminent, and it is hoped that this event will finally allow Bulow to lift the ban he was forced to impose.

England.

The English Press is now totally under French control, and any remnants who are still devoted to English support are silent, if indeed any of these still exist.

Moscow.

After much quiet in diplomatic circles here, the silence was broken yesterday when the Tzar announced a more radical attitude to the rest of Europe; simultaneously he commenced hostilities against everyone else in Europe. He said that he had become aggrieved by the French and German attitudes and so steps must be taken to keep them well and truly in their very low places.

"If the Germans don't pack their bags and go home to Paris, our forces will have to push them there" - these were the very words the Tzar used in a discussion after the Press Conference, while talking to one of his Generals.

PRESS RELEASES (contd.)

Austria.

The Austrian Press is silent, and it is understood that some situation parallel to that which has recently restricted the Berlin Press has arisen. A special reporter has been sent to the Vienna sewers to investigate (this is the THIRD MAN we have had to send out on such a mission).

STOP PRESS - Late News from Rome.

Contrary to the underhand lies recently published by the ALBION Press Agency, the silence from the Viennese News Centres has not been caused by any strike, but is due entirely to the first steps in a revolt organised by the army, so recently reported by that brave and courageous French reporter, Noir Sheep de Gaul. Unconfirmed reports are now coming in to the effect that Vienna is in the midst of a Civil War between units of the Austrian Army, who are fighting to free their country from the oppression and tyranny of the Arch-Fiend Franz-Joe himself. All over the country, units of the Austrian Army, and the remnants of the Austrian fleet left after their devastating defeat at the hands of our sailors in the Adriatic, are throwing down the hated eagle of Austria, and raising the glorious standard of freedom and liberty.

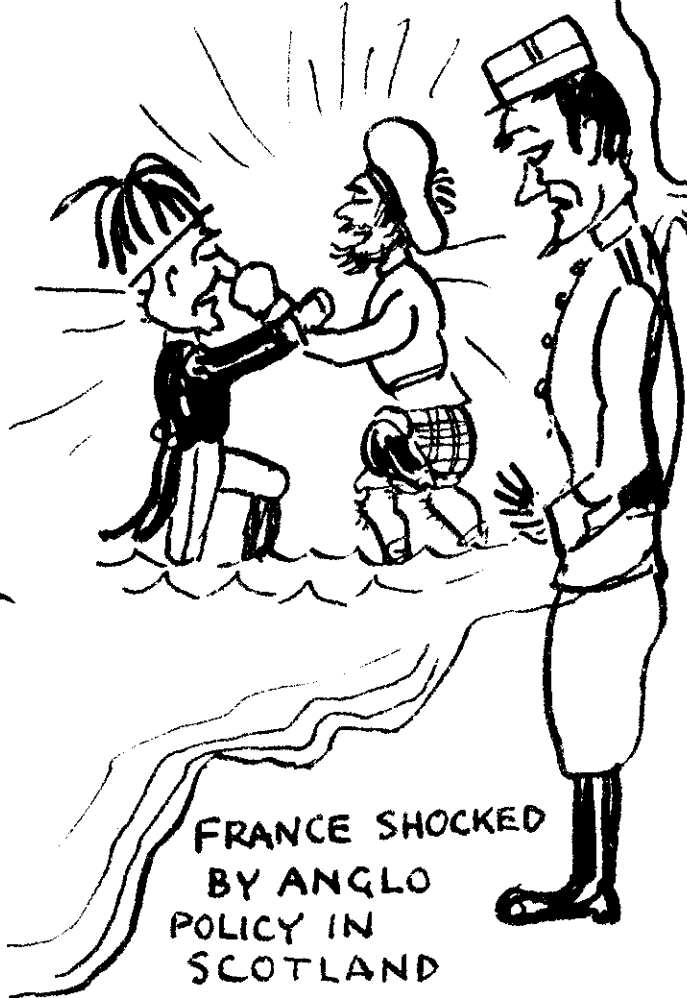
This dissatisfaction has spread to the armies now facing the Italian border, and, in view of our noble gesture in withdrawing from the Tyrol, many units are refusing to advance against our defenders. Already, overtures of peace have been made by the Austrian Foreign Ministry, and promises of an alliance against Turkey have been made. It should be obvious to everyone in the free world that Turkey is just biding her time to stab Austria in the back, and that it is with Italian alliances, and NOT Turkish, that Austria's best hope for the future lies.

Rumours to the effect that crowds in Constantinople are rioting have been coming in to Rome. It seems that the people of Turkey are turning against their Government, and news that the Turkish fleet has been trapped in Tunis by the brilliant strategy of the Italian Navy has proved the last straw. In dismay at the way in which their forces have been handled, the people of Constantinople poured into the streets, shouting "Down with the Government." Even more disastrous to the Turks was the news of the treachery of their so-called ally, Russia. It was obvious that the Russian troops were supposed to move out of Bulgaria, thereby enabling Turkish troops to move in; but, as will be seen, the warnings of the Italian Government will come true. The Russian Bear does not let go of any territory within its grasp, and any allies of Russia should beware of her, for it is all too obvious that, having gained her ends in the far North, she will turn on any allies in the South.

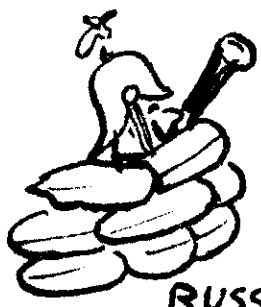
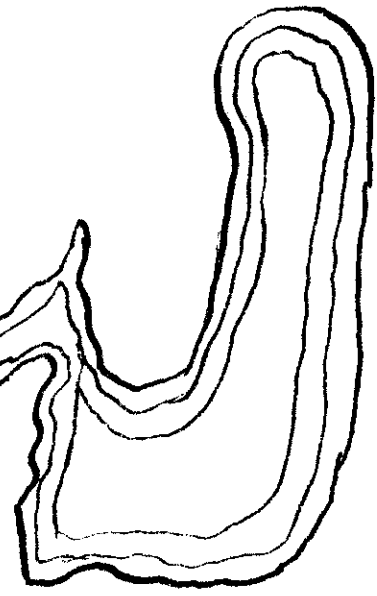
A special communique issued by the Italian Government today announced that the newly created ruler of Scotland (a small island just off the coast of England) has been released from the Medie Citia Prison, where he had recently been staying. An escort of two Italian



THE MCGAUL UPRISING



FRANCE SHOCKED  
BY ANGLO  
POLICY IN  
SCOTLAND



RUSSO/GERMAN  
STALEMATE



TURKEY  
REPULSED  
BY FRANCO  
ITALIAN  
FORCE