

# BOHEMIAN RHAPSODY



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**Waiting Lists**  
**Diplomacy**

Game 87N1

John Dodds, Dave Kotula,  
Laurence Cox, John Keillor.  
3 wanted.

**Shadow Diplomacy**

Game 86N3

Laurence Cox, Andy Bell,  
John Keillor. 4 wanted.

**Dragon Pass**

Game 87G1

Steve Green, Andy Bell. (+1?)  
(£5 game fee)

**En Garde**

Maximum 50 wanted.

**Standbys**  
**Diplomacy**

Hick Brennan, Laurence Cox.  
(2 free issues when you join  
this list and another 3 when  
you are called up).

**Games In Progress**  
**Diplomacy**  
**Dragon Pass**

Game 86N1

GM: Malcolm Smith

Game 85G1

GM: Malcolm Smith

**Cost**

50 pence, 10 Norwegian Kroner, \$1.50 or the rough equivalent.  
Trades are actively discouraged as this will become a gamer's magazine.

**Deadline**

Thursday 22nd January 1987.

**Editorial Address for January and February 1987**

Please note that for these two months that I will be not living in these  
Arctic climes. If you wish to write, send in orders, or just pop by for a  
swift half then get in touch with me at:

c/o Switel Hotel, Copernicuslaan 2, 2018 Antwerpen, Belgium.

Yes, I'm back in bloody boring Belgium again.

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## BOHEMIAN RHAPSODY VOL III NO VIII

Welcome to the consistently worst British Diplomacy magazine around. If there's ever a prize for coming rock bottom for two years running, then this magazine is surely due to receive it. Seriously, the Zine Poll result has gotten me thinking about this magazine and I've come to the conclusion that Bohemian Rhapsody isn't the product that is really wanted, unless someone can come up with a reason why this magazine picked up 33% of 'illegal votes' in the last Poll. To me, it demonstrates the fact that this magazine isn't as enjoyed as I'd like it to be. Therefore, I've had to really sit back and think what I've been doing with this magazine.

The first aspect is COST. Why bother producing a magazine which only a few people will bother to read? Or, in other words, why bother spending good time and money on producing a magazine which a few people want to read? I was hoping to attract a few more subscribers this year to cushion my costs, but with the Poll result I'll be lucky if I pick up half a dozen in the coming year. Therefore something needs to be done about the cost of the magazine, and that means that trades will have to be cut. Severely.

The money I will save on these trades (and there's quite a few of them at the moment) will most likely go towards air fares to various conventions, DipCon being the most likely. In addition, those who have been receiving free issues in the past will, unfortunately, find that this is their last issue. The free lunch can't go on for ever. There will be, of course, free issues for those who help in one way or another with the magazine.

So, effectively, I would like to say that all trades are now cut with the exception of the following:

KATHY'S KORNER, BUSHWACKER, DIP DIGEST, POLITESSE, POMMES MIT MAYO, COSTAGUANA, EUROPA EXPRESS, EXCELSIOR, MYSTERY OF THE PYRAMIDS and DRAGONS IN THE DARK.

The UK trades are completely cut because I've still got a sterling bank account and in the post the editors of the following magazines will find themselves a cheque for subscription:

C'EST MAGNIFIQUE, DIVERSIONS and SMALL FURRY CREATURES PRESS.

In case you're wondering, the American/Canadian trades are still maintained (though the editors there may wish to cut our trade agreement themselves, in which case, fine) because it isn't easy for me to lay my hands on a pile of dollars.

In addition, all those who aren't paying for the magazine will, unfortunately, cease to receive it with the notable exception of the following contributors:

URBAN SMITH	- for umpteen different reasons.
GEIR AASLID	- for assistance in getting the local Hobby interested.
GREG STAFFORD	- in exchange for odd bits of information, etc.,
HARTLAND TREFOIL	- to keep in touch with a top UK games company (grovel).

## LETTERS

Andy Bell, Swansea.

Thanks for the free copy of Bohemian Rhapsody. I must say that my first impression of the magazine was more favourable than that of any other magazine I have seen for the first time. Most of the magazines I read at the moment have grown upon me, whereas I really enjoyed Bohemian Rhapsody right from the start.

I was a little put off by the gamefees (I've never paid more than £1 before) but despite this I would like to join the DRAGON PASS game. Please send me any postal rules.

MKS - Thanks for the comments. One of my aims with this magazine is to make it look like a real magazine eventually, and not just a collection of game reports all collated together. Now, this sort of ambition does have its drawbacks. For one, the production time could suffer as I'm fighting to make this magazine presentable. Everytime I sit down to produce BOHEMIAN RHAPSODY I try to make it look better than any of the other magazines that I see; and so far I don't think that I'm doing a bad job.

As for the game fees, well for the most part they're free. But the only exception to this rule is Dragon Pass as I've discovered that for each game that I run I need one edition of the game (I can almost see Greg Stafford rubbing his hands in glee as he reads this) as otherwise it could take me the best part of three hours just to set the pieces up in the correct hexes, so in each Dragon Pass box I've a multitude of matchboxes each for different hexes and stuff. So, each time I buy a new edition of the game I've got to pass on some (not all) of the cost onto the players. Since the game costs about twenty pounds in Mr. Aaslid's Olde Worlde Games Shoppe, I think that passing on 50% between the players is fair, isn't it? Anyway, when a box becomes free then the next game will be free. So you want postal rules for the game, hmmm....

Paul Gardener, Newfane, Vermont, USA:

Thanks, Malc, for writing, but how about half a dozen issues of BOHEMIAN RHAPSODY? It just happens that my mother grew up in Norway and my family is well represented in Oslo. I could always send a couple of beefy cousins over to size you up for mounting in the family trophy room. In case you wonder what I'm babbling out, it's the trade you proposed at DipCon last June. I didn't think you'd remember, but once you started getting bombarded with NOT NEW YORKS you would receive inspiration and get with the programme. Now, it's been 5 months, so I'm getting hot under the collar..

Gee, writing threatening letters is fun. I ought to it more often.

MKS - I admit that there was a 'slight' delay in BRs recently, but by now you ought to have seen a number of issues. Mind you, there may have been a slight delay because I am now mucking about with the surface mail to the US. Do any of your relations live in the Romsås/Grorud areas of town?

Ken Lussey, Orpington, Kent:

Are you still running your "musical back-up" service? If so, do you have any sort of list? My collection is sadly in need of updating.

MKS - For those who don't know: ever since my college training as a computer scientist I've realised the importance of taking a back-up of all my software in case of flood, fire or fairies. I've also got quite a considerable collection of albums, tapes and CDs, all of which I don't want to lose in case the falt goes up in smoke. Therefore I've started this back-up service in which I offer recordings of any of my albums in case my flat burns down; which I think neatly sidesteps the piracy laws for copying music. After I return from WoodieLand in March, Ken, I'll knock up a new list as undoubtably I'll have bought about 50 albums there in my favourite shop in Antwerp.

John Piggott, Canvey Island, Essex:

Thanks for your letter of 26 November. In reply:

1. The idea of the Poll is that people vote for zines which they see, or have seen during the year. There's no reason why you have to subscribe or trade in order to get an idea of what a zine's like; zines are left lying lying around in all sorts of places, and I would expect them to be on display wherever Diplomacy players meet regularly. You may say that non-subscribers shouldn't be allowed to vote for zines unless they pay for them; but if the Poll is meant to measure overall popularity throughout the Hobby then perhaps they should. It seems to me that the Poll shouldn't be limited to sycophants, and in any case whatever rule I choose, it's the same for everyone. That's the first reason why it's just not on for me to check votes received against mailing lists.
2. I really haven't time to check through mailing lists anyway. The Poll takes up enough time as it is. Significantly, the only Poll where being on a mailing list was a voter qualification was John Marsden's: he got 14 sets of votes and 3 mailing lists to check. 194 sets of votes to check against 43 mailing lists (and in practice it may be considerably more next year) would take about 200 times as long.
3. In any case my checking mailing lists would not be 100% proof against cheating. How could I be sure that the lists submitted were accurate? I could virtually guarantee that several editors I know would doctor the lists they sent me in a (probably unsuccessful) effort to eliminate low votes.

I'm not prepared to reveal the contents of ballots to you, or anyone else, just so that you can see whether your favoured (sic) 14 voters gave you higher marks than the other 8. However, if you send me the 14 names, I'll look at them after the holiday and produce an average for each set: but please bear in mind the points above when you reply.

As far as MONOCHROME is concerned, the fact is that subscribers to DIVERSIONS who don't want MONOCHROME are still forced to have it. In the same way, subscribers to BOHEMIAN RHAPSODY who, for some reason, don't wish to receive pages 13-20 must still take the entire zine. MONOCHROME is clearly a subzine for just that reason. The problem will solve itself next year, in any case, since DIVERSIONS will not be eligible for the 1987 Poll unless Gooch starts a Diplomacy game. I don't want to exclude people who feel they ought to be included, but on the other hand I won't bend over backwards to include those who aren't interested....and neither Gooch nor ap Cyan bothered to vote this time.

MKS - Although your reasonings are well explained, I feel that there are one or two fundamentals which don't seem quite right to me. In your first paragraph you mentioned that anyone can vote for any magazine as long as they claim that they've seen at least one copy lying about. Therefore, if I wandered into a small convention and saw a copy of MEGAZINE (say) lying about on the table next to the drinks and then picked it up, thumbed through it briefly, I'd be qualified to vote for/against that magazine almost a year later in the Poll. How could I fairly compare that with a magazine I regularly receive throughout the year? In short, I can't.

As for the cheating; well, let's get these "14 favoured voters" of mine sorted out here and now: from my records these 14 are truly favoured because they're the only ones which, in my view, have a right to vote for/against BOHEMIAN RHAPSODY because they receive it regularly. To prevent cheating in next year's Poll may I suggest that with the results you print the names of all those who voted for each magazine (not their scores) so that the editors can check their eligibility. Those who aren't deemed eligible will be so for one of two reasons, they either attempted to rig the Poll, or the editor didn't want their votes. All you have to do is to publish the discrepancies and then leave it up to the voters whose names are mentioned to verify that they were indeed eligible to vote by one way or another. That way, after a month or two we will have the results of a totally fair Poll because all the rigged elements will have been removed.

And if you're not willing to take on the extra work, knock BOHEMIAN RHAPSODY out of the Poll and I'll do it for you.

Now the DIVERSIONS/MONOCHROME situation. The true situation with these two magazines is that for convenience both Robin ap Cyan (MONOCHROME) and Rip Gooch (DIVERSIONS) have decided to share a printer, envelope, staple and stamp. The two magazines have declared themselves in each issue to be "companion zines". Just because Robin has declared that his magazine will go to all subscriber of DIVERSIONS doesn't make it a subzine for the simple reason that there are some MONOCHROME readers that don't get DIVERSIONS. If Robin wants to give his magazine away (after MONOCHROME is free anyway) to Rip's readers then that is his business alone. There has, John, been a precedence for a magazine to offer to it's readers the choice whether to receive a small inner section of the magazine. That was Simon Billenness' mag (after he released TWENTY YEARS ON), and he had a goddamawful "music" section inside which he offered his readers a choice of whether to take it or not. That didn't make the music section a sub-zine, did it? In addition, Robin worked bloody hard to get included in this year's Poll. The only reason he took on the Diplomacy variants in the first place was so that he could be included.

next year, you say that the pair of them won't be included in the Poll. I mustn't have read the rules properly, because I obviously missed the one saying that for editor's magazines to be included in next year's Poll then they ought to submit votes themselves. Talking of gaps in the rules, I still couldn't work out whether it was allowed for an editor to vote for his magazine or not. It wasn't mentioned, and I'd be grateful if you'd explain to me the position there, John. As for Rip voting, or not voting, he didn't because he doesn't see that many magazines which were eligible for the Poll. As a rule he only sees small magazines which only runs Railway Rivals and 1829, the only exceptions, I gather, are ROSTHERNE GAMES REVIEW and BOHEMIAN RHAPSODY. I believe he didn't vote because he's not interested in the Diplomacy aspect and he believed that it wasn't fair for him to vote upon the Diplomacy angle in BOHEMIAN RHAPSODY, so he didn't. In, other words, he didn't vote because he wasn't too clear about the issues upon which the Poll was being run, so he did the sensible thing in not voting. Therefore, the question arises, John, are you more interested in purely the number of votes, or the quality behind the voting? Hopefully the latter.

#### COMPUTER WARGAMING by Ken Lussey

Playing games on the screen is all very well (if not best suited for prolonged eyesight) but what about those of us who actually want to use the computer simply as an aid to the tabletop shootouts between model armies?

My particular area of interest has always been WWII land battles, particularly when using the very small 1/300 scale where quite a lot of land and activity can be simulated on a fairly small table. In the past I have turned to drawing up fairly elaborate charts and graphs in (generally ill-fated) attempts to simplify the actual playing of the game itself. Why not, I thought, employ my rusty programming skills and solve the problem once and for all?

I wanted my program to do all sorts of things. When given target location and distance it had to work out likely it was the target could be seen, and if it was, how likely it was the gun you were using would hit the target, and if it did, whether it would have any effect on the target. It also had to keep track of things like damage, ammunition, fuel, organisation, morale, movement allowances and the form and composition of the opposing armies each of upto 50 elements. I didn't want much out of my 48K, and I didn't get it. But before I ran out of memory I had managed to work up a program which did most of the important jobs in a pretty underdeveloped and bug-ridden way.

The next step was to shorten the program by cutting out the extraneous bits and any decoration in the hope of being able to shoe-horn in some more functions. I regret to report that this never happened; moving house (twice) and a change of job interrupted and the momentum was lost. The final nail in the coffin was when I recently discovered that someone was selling a program that was supposed to do much of the same sort of thing....

So, I went out and invested ten quid in "The AFV Combat Calculator" by a couple of guys called (honestly) Bodger and Hunt. What you get is a program that loads in two separate parts. First goes in the Data Loader. This enables you to set up two opposing armies each of 26 different elements by drawing on fairly comprehensive menus of US, German, British, Russian and Italian equipment. Despite the name both AFVs and other elements including infantry can be used and a particularly pleasing feature is that you can mix and match equipment and weapons (the program will not stop you if you want to mount five 150mm howitzers on the back of your jeep, but I defy you realistically to demonstrate the effect in model form.)

Once you have your armies set up and equipped with the weapons you want to give them and trained as you wish (there are five levels ranging from "militia" to "elite"), you save them as data onto a spare tape and load in the combat calculator itself. This is then fed the pre-save armies and you're away.

The combat calculator follows the play, deciding the outcome each time a shot is fired. To do this it takes a fairly large number of factors into account and the result in practice is a effective and efficient aid to the wargamer. The program also keeps track of whether units are moving or stationary, damaged or destroyed.

The program is not, however, a means of entirely doing away with all the paperwork. No account is taken, for example, of whether the firer would be able to see the target in real life, or of morale, or of the movement abilities of the different units. Nonetheless within the confines of a small memory the programmers have done a very good job indeed.

While the program is very good, the same cannot be said of the handbook which goes with it. One of the few drawbacks of using a computer instead of paper rules is that you cannot actually see what is going on; what factors are being taken into account and to what extent each influences the outcome. Without this information playing the game becomes less the application of skill than the operation of chance. One needs to know, for example, that making a unit "elite", rather than "regular", gives it on average about a 30% greater chance of hitting its target. Likewise sensible play is not possible in the absence of information on the assumptions the programmers have made about the effective ranges of the weapons. None of this is in the handbook and it should be; it is instead up to the player to undertake "field trials" which tend to be rather time consuming.

I guess that overall I am a bit disappointed about some of the limitations of this program. In particular the constraint of 26 elements can be irksome; and I have to note that it does not do as much as my program would have done. On the other hand I also have to note that it is a finished program, and what it does it does well. All in all a worthwhile investment.



## GAMING IN NORWAY

by Johannes H Berg

At present, there's a fairly large gaming subculture developing in Norway. Not in tremendous numbers (you can't expect thousands and thousands of devoted players to suddenly spring from a population of only slightly above four million), but sufficiently many to constitute a separate hobby devoted to simulation gaming/role-playing. Sweden, which Norway is usually compared with (to the Norwegians' general irritation) has a much stronger gaming hobby, especially in the role-playing field. But then, there are twice as many Swedes; and they have benefitted from both a head-start and the presence in that country of a large and vigorous science-fiction/fantasy readership and fandom. The overlap between sf and gaming should be familiar to most people especially in a staid culture like the Scandinavian, being turned on by one wierd interest may be an indication that your warped mind will also be captured by wargames, boardgames or rolegames.

For one thing, both reading sf and reading game rules usually requires some familiarity with English. The local games publishers have never gone much beyond the Monopoly stage: in fact, almost all Norwegian game publishing is in the hands of a single company, Damm's, which is essentially a children's book publisher with a minor sideline in games. As you will imagine, this means they're very conservative, and not at all likely to try anything like adult boardgaming or even the stranger products of wargaming and fantasy gaming. So for games to be played, they first had to be imported. In the beginning this was done by individuals, people who had caught a glimpse of such fascinating games as "Diplomacy", "Kingmaker", "Stalingrad", "Waterloo" or "Dungeons and Dragons" abroad (or through ads, mostly the SPI ones in ANALOG). They bought their first games on a visit abroad, and somehow obtained mail order addresses, or started subscribing to gaming magazines.

We have found about three or four different cases, and a couple of them were to be of particular importance in getting games started on a more than individual level in Norway. The Oslo student's sf club Aniara had a member, Leif-Arne Furevik, who had been a gamer for a number of years by 1975, who got the club to start a sub-group for people who might be interested in board-gaming, his own special area (naturally). Rapidly this caught on, and by 1976 a dozen people from Aniara were meeting and playing quite frequently. At about the same time, a group of friends led by Dag Tønnesen, Geir Aalid, Arne Løkketangen and Knut Aarvig got together and started playing. Some of them were connected with A/S Regi, the technical group of the Oslo Students' Association, and began to use the clubroom of Regi at Uranienborgveien 11 for regular, weekly, play sessions. When the Aniara wargames group got in touch with these gamers in the spring of 1979, the core of the present Oslo gaming club was formed. Besides the persons already mentioned, the most active Aniara players, including Trond Jansen, Gunnar Norby and myself were soon regulars at the weekly sessions (which were run on wednesdays or thursdays).

The games played were all sorts of Avalon Hill and SPI wargames and boardgames, including quite a bit of "Diplomacy", "Kingmaker" and other multi-player boardgames. Also, some wierd kind of new game called "Dungeons and Dragons" was coming into use during this period. The first major fantasy roleplaying campaign in Oslo was run by Bjørn Vermo from 1978 onwards (Bjørn has been a member of Anlara since the late sixties, and is very active as both a sf and gaming fan). Since the number of people interested in all types of simulation games (or whatever you want to call them...) remained fairly small, there was no extensive specialisation at first. But the various roleplaying campaigns, mostly "D&D" at first, have gradually attracted a considerable amount of specialised fans, although the Oslo games club remains an integrated one, with no formal seperation between RPGs and boardgames.

By 1981 there were so many people coming to the Uranienborgveien 11 rooms that their regular users were complaining, and the gamers started to organise a club in order to obtain meeting rooms more easily. ARES, as the club was called, came formally into existance in May 1981, and by the end of the summer, the meeting rooms at Uranienborgveien 11 were closed; as an interim solution we used a huge lecture room at the Students' Association building, an unattractive but fairly well located facility. By the end of 1982, this was also becoming difficult to use, and ares in the winter of 1983 relocated to more suitable meeting-rooms at the University of Oslo, in the vast, dungeon-like, building of the Chemistry Department.

Although some problems with the University's opening hours (they close officially at 9 in the evening) have cropped up now and then, Ares remains at this site for the time being. We now have about a hundred more or less interested members (although the numbers paying dues is probably less), and with a couple of dozen regular attendees at every tuesday gaming sessions, we are fortunate to have rooms with a capacity of approximately fifty people. Sometimes, it's crowded, but on a usual tuesday somewhere between twenty and forty people are present (or drop by and leave again; in the large, amorphous sf and gaming fandom group connected with the University, Ares meetings have become a kind of social group as well...).

The games mostly played these days are multi-player boardgames, although many of our members also like role-playing games (which are more suitable for private sessions perhaps). And certainly a hard core of dedicated war gamers remain, although many of these are older people who also play anything else of interest (recently play-by-mail games like "Crasimoff's world" and "Capitol" have caught a lot of attention). The types of games played varies a great deal, from simple ones like "Risk" to really complicated simulations like "Pax Britannia"; "Diplomacy", "Machiavelli", "Axis and Allies" and "Civilisation" remain popular. But new games come and go, and are usually played with almost fadlike devotion for some months; one of the Ares' standards remains "Junta", although in the silly-but-popular department it has recently had stiff competition from "Illuminati" and of course that perennial favorite among people who don't like reading rules, "Nuclear War".

One of the most important members of Ares, Geir Aaslid, has been chairman of the club for the last three years, and just last year took the decisive step of going professional: he started Oslo's first specialist gaming shop, TRADITION (well, he had actually been getting into it gradually, developing a games import service and a mail-order sales setup). By 1984, a lot of other gamers were starting to come out of the woodwork, and there is now a major club in Trondheim, HEXAGON, as well as several minor groups around the country, and a lot of unorganised players (especially FRP-gamers, of course).

This has just been intended as a sketchy overview, and I hope that more detail may follow later; at any rate, the Norwegian game-playing scene is developing all the time, and there are a lot of things that might be mentioned in more detail.

MKS - Just thought I'd make use of this space to make a few comments upon both of the above interesting articles. I've been following Ken's series with extreme interest, especially after his review of ARNHEM in the previous issue. Some time ago, Games Workshop released what I believe to be the same game, "D-Day", for the QL. Unfortunately, it's now out of stock, but I was lucky to get my hands upon a copy. I've only played bits of it once or twice and I was really impressed with it. The only problem is that I need a few days to play it. Perhaps now that Bohemian Rhapsody will become a little thinner I may have more time for my amusements.

The Spectrum program Ken was writing sounds fascinating. Was it, Ken, I wonder written in BASIC? If so, I'd suggest that you buy a compileable language for the Spectrum and try again, you'll find that it'll fit a lot easier if it's in machine code. 48K is one hell of a lot of memory for a machine code program. Of course, you could always get a QL like mine, write it in SUPERBASIC (a structured BASIC, like you've never seen before) and compile it with the SUPERCHARGE compiler, or I could do it for you.

Johanne's article was fascinating. I've often wondered about the history of the Norwegian Hobby after meeting this lot for the first time six months ago. Actually, I first heard of them back in 1981 (I think) when I was reading about the Games Fair (in Reading) convention that "some Norwegians" turned up at nine o'clock in the morning for the D&D tournament. The other players were drinking orange juice and coffee, if my memory serves me correct, but this lot opened up their bags and started on bottles of whisky. One thing the Norwegians haven't heard of is "decorum", and don't expect me to teach them about it either.

An interesting, but useless, fact about the Norwegians is that, I gather, the worst race going for cleaning shoes. Perhaps that's why I love 'em.

# DIPLOMACY 86N1 SPRING 1903

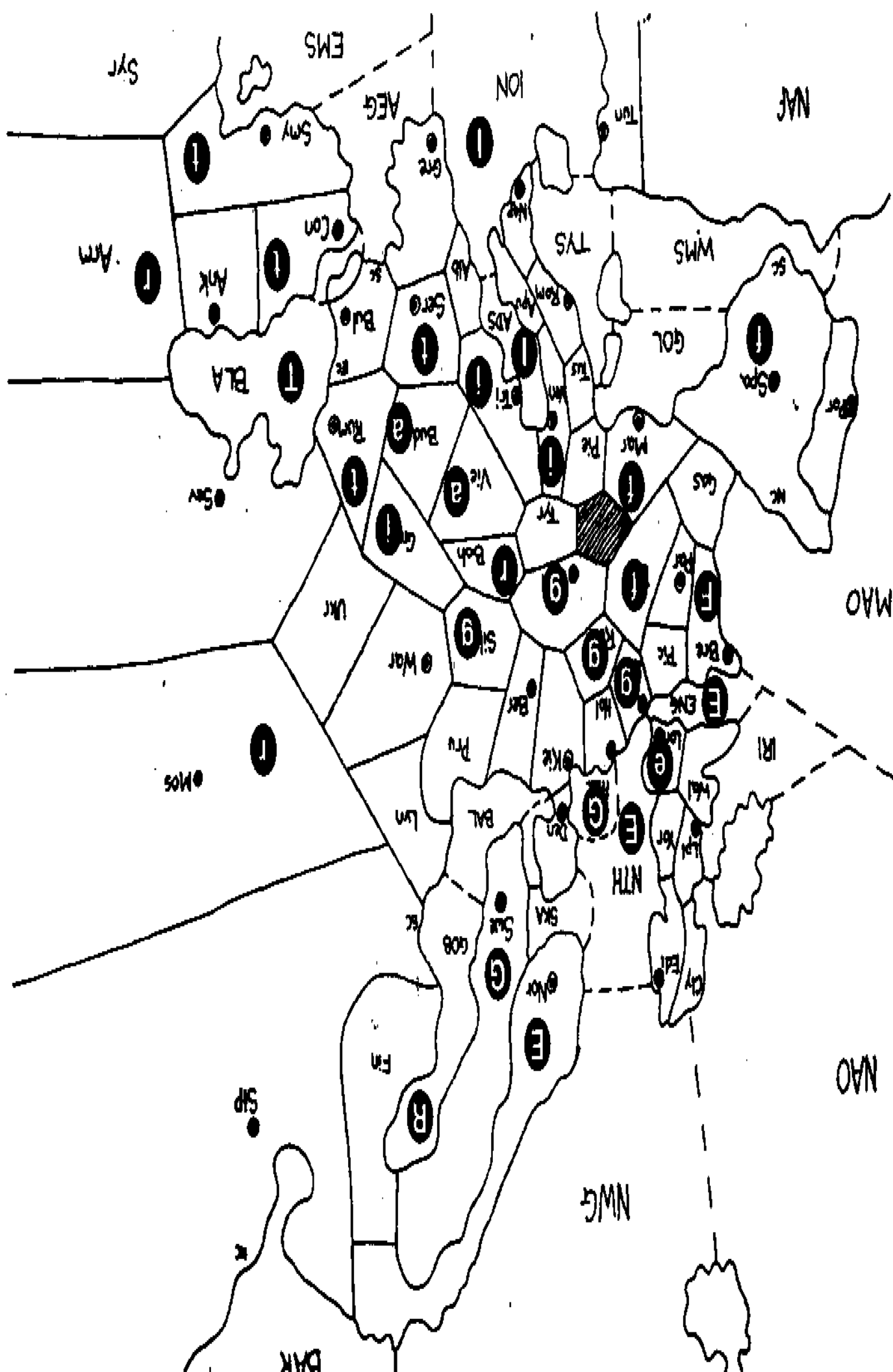
AUSTRIA John Keillor	A(Tyr)-Vie, A(Bud) s A(Tyr)-Vie.
ENGLAND Urban Smith	F(Lon)-ENG, F(NTH) s F(Lon)-ENG), A(Wal)-Lon, F(Nor) stands unordered.
FRANCE John Dodds	A(Por)-Spa, <u>F(ENG)-Pic</u> <sup>*</sup> , A(Bur)-stands, A(Mar) s A(Bur).
GERMANY Eoghan Barry	A(Hol)-Ruh, A(Bel)-Pic, <u>A(Mun)-Bur</u> , A(Ber)-Sil, F(Xie)-HEL, F(Den)-Swe
ITALY Daniel Brooks	F(Nap)-ION, A(Ven)-Tri, F(ADS) s A(Ven)-Tri, <u>A(Vie) s A(Ven)-Tri</u> , A(Pic)-Ven.
RUSSIA Steve Green	A(Ukr)-Mos, A(Gal)-Bud (no such unit), <u>F(Rum)-stands</u> <sup>*</sup> , A(Smy)-Arm, F(SEP)-GOB, A(Boh) stands unordered.
TURKEY Denise Yates	A(Ank)-Smy, A(Con) s A(Ank)-Smy, A(Bul)-Rum, F(BLA) s A(Bul)-Rum, A(Ser) s A(Bul)-Rum.

## Retreats:

F: F(ENG)-Bre  
I: A(Vie)-Gal  
R: F(Rum) disbands (no retreats ordered).

## Notes:

1. Players are still slipping up by not sending in retreat orders every turn. If you have a unit that is adjacent to two units belonging to other players then it is wise to send in retreat orders.
2. The next season is Autumn 1903, which means that I want a whole set of adjustments (i.e. builds) with your orders.



#### MODULO 4

Even though I've made my mind up about the magazine, I'm still not 100% happy. The reason? I've still got this lovely story in my files that's a little too long to fit in anywhere, so I'm not too sure what to do with it. I hope that Louise Weale (the authoress) will see about getting it published somewhere professionally as it's one of the more original tales I've come across for some time. Unfortunately, with the paring of this magazine down to the bone, I don't think that there'll be any room for it here for a while. Perhaps, one day I will have a large enough subscriber base to make my dreams for BOHEMIAN RHAPSODY worthwhile. But with less than thirty paying subscribers I don't think that I can afford to keep BR going as it was before.

The cause behind the lack of subscribers lies not only with the Poll Results, but from the slanderous allegations laid upon my door from other editors who should know better. The result of these allegations is that subscribers, who would normally have enjoyed receiving BR, have steered clear away from this production believing that I'd run off with their money, or something. Well, I've proven over the past two years that I'm honest (I always was) and that I can produce something special. Perhaps, in time, people will stop believing what some of the Tin Gods of the Hobby have laid down as Gospel and see what is really what.

As a matter of interest, is there really a paying subscriber, or, indeed a trader, who doesn't think that BR is worth getting? I believe not.

For the future, I'm going to concentrate on getting a games-orientated magazine out. I hope to run a few games of Diplomacy (not by flier, but direct from the printer) and En Garde as well.

I'm not sure if I can get enough players to start En Garde, but I'd like to start off with about 15-20 people. I am, of course, willing to open up trades with any editor that is willing to play in the magazine. So, if you'd still like to trade with BR, how about putting your name down for the En Garde list. So far, I believe I've got two names, Mick Brennan and Paul Evans. How about joining in, the rest of you.

The future cost of BR will be 40p (Nkr 4) to Norway, elsewhere 30p (surface to USA/Canada, more for airmail). For this I hope that you'll get a fast turnaround 8 page magazine. I've deliberately reduced the contents and the price because if you're only interested in playing games, then 30p is a decent price to pay.

No doubt, you'll all have your comments, and please write to me in Belgium (see the first page for the address) and perhaps we can get things going again.

## **HOUSEKEEPING**

### **New Subscribers**

Laurence Cox, Hellyvikstrand 12, 1454 Hellyvik, NORWAY.  
Andy Bell, 1 Penbryn Terrace, Byrnmill, Swansea SA2 0DA.

### **Change of Addresses**

Tony Spencer, "Mindynook", Wentworth Road, Kilnhurst, S Yorks S62 5TN.  
Ken Lussey, 31 Star Lane, St. Mary Cray, Orpington, Kent BR5 3LJ.  
Henke Langeveld, Voermanweg 454, 3067 JW Rotterdam, HOLLAND.

### **Free Issues**

Andy Crowe and "Sleaze Sister"      Martin le Fevre

### **Renewals Needed (only one more issue in credit)**

Doug Byrnes	Dave Gostellow
Dave Jone	John Keillon

### **Last Issue**

Steve Arnawoodian	Steve Green
Daniel Brooks	Mike Brockelhurst
Bob Masso	Andy Crowe
Andy Fisher	

### **Goodbyes**

Peter Wade	Sue Gardener
John Chisholm	Alan Richards
Ed Hutton	Richard Morris
Theo Clarke	

Plus a thousand ex-traders.

### **Circulation**

This issue's circulation is composed of too many traders...

