

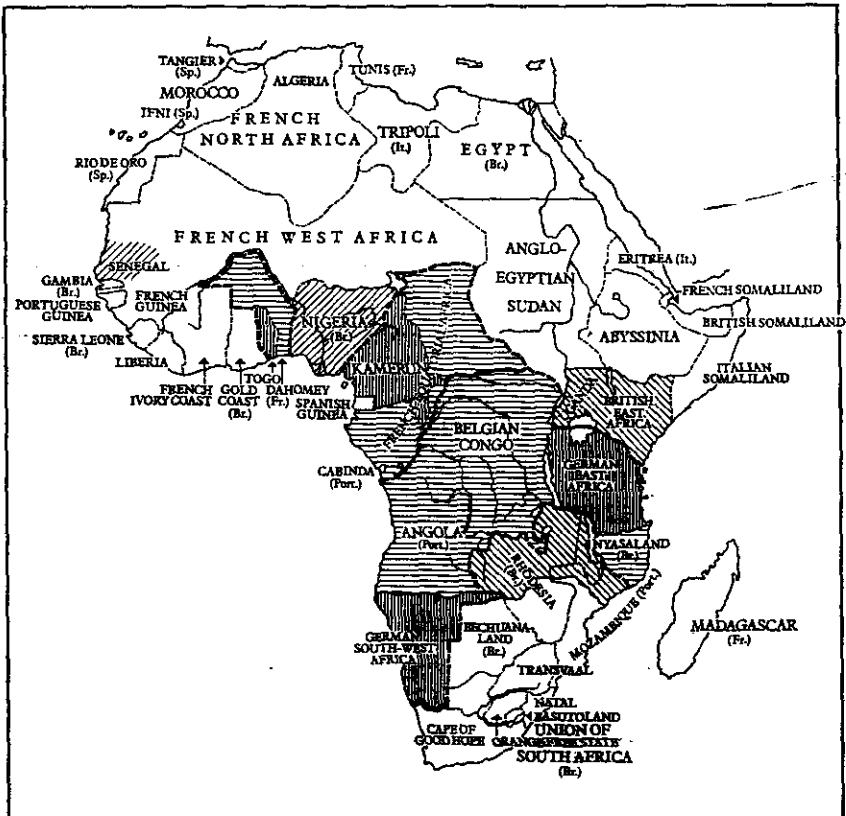
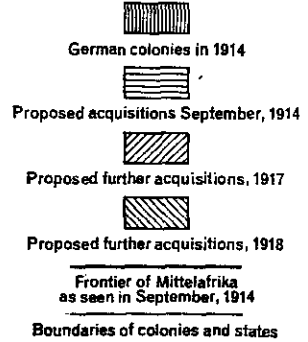
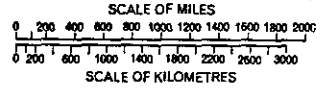
DAMN THE CONSEQUENCES

#74 OCT '97

DEUTSCHE
AFRIKA
KOPY

\$2 NZ/\$1.50+POST FOREIGN

7. AFRICA IN 1914 THE MITTELAFRIKA DREAM



74, the year Cyril Connolly dies. And also the number of this incarnation of DIC, the famous zine taking the south Maniatoto by storm. Or is that stealth? Or stasis? Anyway, I remain,
Brendan Whyte, 96 Waitatarua Rd, Remuera, Auckland 5, New Zealand ph 64-9-5244307 email (until mid-Nov only) bwhite@stat.auckland.ac.nz use it wisely and well. I can no longer printout email either, so don't send letters or long press there.

What's up? Well, I am pretty much full-time having been given extra hours in mathematics, so now I tutor in 2 departments. With marking too, and a school-kid to tutor, I am very busy. Term finishes in 2 weeks, and exams by Nov 15, and I will be unemployed. I have been accepted for an AIESEC development exchange to Asia, and hope to get a position with a Sri Lankan NGO within a month, and head off there over the summer. I have also been accepted to Melbourne for my PhD, but funding is the problem, and I await the outcome of their scholarship round, known by Christmas. If I get it, I will start in Melbourne March or April I guess. If not, I will be back in NZ and looking for a job. I was rejected by Singapore Airlines for their management traineeship. They kept me waiting over an hour for my interview (no apology or anything), and then I had a 2hr 40 min exam. The interviewers expected the applicants to want to spend the rest of their lives with SIA. This may be acceptable in Singapore, but they were recruiting in England, NZ and Australia, and I doubt any westerner would remain with a company all his working life. I was honest and said if accepted I would be happy to spend 5-10 years with them at least, but I wanted the management skills to work in development project management, so I would probably leave, although this was so far in the future I could not really say. I could have lied and said it was always my dream to spend my life managing an SIA office, but I was upfront and I suspect that is what put them off me. It'll be interesting to see if those picked do actually stay even the 5-10 years I offered to... The application form was very intrusive, requesting the names, occupations, dob and marital status of all my parents and siblings. Why??? Also a photo, expected salary (difficult to say when the cost of living is different over there), and full educational record back to school certificate (after they advertised for postgrads!!). Apparently this is typical Asian methodology, but smacks of prejudice to me.

Anyway, I have had no other offers, and haven't been applying recently, while I await the outcome of the AIESEC exchange and the PhD. I worked at the rugby as a waiter again, but at \$8/hr still haven't paid off my shoes and shirt! The wasted food and drink is quite shocking at these functions, where it is a buffet and patrons leave mounds on their plates. Truly a disgusting spectacle.

On another front, I had a letter to the Herald published, querying the Immigration minister's call for lower English standards for immigrants (apparently the test is perceived as anti-Asian in Taiwan). The 3 female immigrants interviewed all had trouble with the test and one was happy to pay \$20 000 to avoid learning English. So in effect there is NO language standard for immigrants. More recently another minister, Bill Birch, called for more rich Asian immigrants to balance those entering under family and humanitarian grounds. None of these politicians are from Auckland and have to face the problems of large numbers of migrants who have little desire to integrate here. I am ashamed that we turn down refugees who appear to be 'economic migrants' but happily sell citizenship to them. This fixation with being part of Asia seems to manifest itself in a drive to make NZ a Chinese society. Why the insecurity with our own culture and traditions? We supported Asia for the Asians in the 50s, and now we seem to want Australasia for the Asians too... where do the Australasians go then??? Anyway, I noted in my letter that Auckland Uni marks Asians more leniently than natives. This was a conclusion from a university survey of staff. I showed it to the registrar. A week later he replied to my letter, and his was published, claiming we do not mark them differently. In other words he lied, after being fully aware of the facts. Politically he had to. But it was shocking to see him do so. I made an appointment to see him about it and he fobbed me off on a minion at the last minute, who had no idea of the issues, so could not answer my questions. Coward! In the interim I had been told off by my HOD for using the department's name on my letter, implying it was an official comment. As it was current policy to mark on a racial basis, I felt justified in bringing this to the public. The HOD did not disagree with my comments, only the fact that I appeared to be making an official departmental comment. I received nothing but support from other staff, students and acquaintances who saw the letter. When I saw the registry minion though, he threatened my job, and said he'd received nothing but angry calls for my sacking form staff members. Registry does nothing but deny all accusations of institutional racism. Tutors salaries have been cut, registry officials receive raises and students get higher fees. It is a corrupt and racist institution that prefers to lower its standards and fall at the altar of political correctness, rather than face its social responsibilities to this nation. So we continue to sell degrees at a low standard to Asians, while increasing the barriers to entry by locals. In a recent class test I saw one stats lecturer assist an Arab student by explaining the words to him. While dictionaries are not allowed it appears foreigners are not expected to be able to read the testpaper. Considering the word was 'forecast', a statistically important word, it is reasonable to expect him to be able to read it; and even if not related to stats, a student unable to read the paper should not be passed, and especially should not be given aid that is unavailable to other students, even more so if on a racial basis as this was (I asked the lecturer about it afterwards: I had refused to explain the word to the student earlier in the test, or allow him to get his dictionary).

But again the main problem is in an immigration system that allows immigrants entry without linguistic competency, and an outdated education act that allows all residents entry without language skills. Thus rich-parented foreigners can buy residency and circumvent high fees and the English test compulsory for international students, while poorer foreigners are made to pay high fees and sit an English test. Current policies are racist and mercenary, and have no regard for the long term interests of NZ.

Speaking of which, the city council is currently calling for submissions on the Eastern Corridor, a motorway, long proposed, parallel to the rail line across Hobson Bay and down to Panmure. If built, it will destroy the pristine and tranquil

Purewa Creek with the last virgin mangrove area in the city, increase air and sea pollution, and by running parallel to the current rail line, detract from rail as a viable alternative. The current rail line is much quicker than roading, so has an advantage over driving. By building the road, council suggests it will decrease congestion and air pollution. This is patently untrue. Increased accessibility will decrease public transport use, and increase congestion. The motorway will fill up very quickly and we will be left even worse off than at present. It is untenable to encourage public transport and build new roads at the same time. With the Britomart transport terminal including several thousand car parks, the council has 2 stupid plans on at present. The costs far outweigh the benefits. I hope you will all submit (by 31 Oct) against all 5 options for the Eastern Corridor that involve roading. He status quo or the lightrail options are the only sane and forward-looking ones.

Public transport is less convenient than a private car, however, a decent net of buses and trains, at reasonable cost and frequency will be far superior for the environment and cost to the economy, and standard of living. Thus to make public transport pay, it must be made the preferable option for the majority of trips. In Auckland's constrained geography, it is even more imperative to install it, rather than more motorways, which do not solve congestion but cause more of it. After years of uncontrolled development on the Hibiscus Coast, the Rodney council has voted to destroy the village of Stillwater by building a bridge to the peninsula to increase access for Aucklanders. Thus again, rather than promote public transport, the council will increase access, allow more development, and in a few years will need yet another road over another estuary, despoiling our natural heritage and environment. For shame!

My proposal for a cycleway/walkway alongside the present main trunk line was met by 'safety concerns'. Considering the present track through the grass is used by many people anyway, it would seem sensible to properly surface it to allow better cycle access to town from the eastern suburbs. The causeway over the Orakei Basin has an old bund alongside it, partly submerged at high tide. This is well away from the tracks and could be built up to make a great cycleway to Meadowbank or further, without reclaiming anymore land. A walkway to join the Pt England walkway at St John's road with Hobson Bay, along pony club land was also turned down by council, as the land is proposed for this motorway. What we really need is a lightrail connection to Pakuranga, buses (minibuses?) feeding all the rail stations from surrounding streets, so that no part of Auckland is more than 1km from a bus or train stop, trains running every 15 mins at rush hour and 30 mins other times, until 10pm or even midnight, not the present 30mins/hourly until 7pm, and not on weekends at all. The bus and trains should be integrated, Buses or even lightrail along Tamaki Drive similarly. By integrating the transport modes, instead of competition between them, the system will work! Britomart is good from that viewpoint, but including 4000 carparks is ludicrous! All rail stations need park and ride facilities. Fare systems need to be integrated, so an all day pass for ferries/bus and trains can be bought. Information needs to be readily accessible. The Rideline pamphlets are excellent, but coverage is incomplete as yet, and not totally accessible (I rang them up for several timetables and they kept sending the wrong ones!) Long distance buses and trains need to be part of the system too. Moving the buses from the rail station to the casino is terrible, as parking there is expensive if available at all. In conjunction with increases to integration, frequency and decreases to cost of public transport, there need to be increases to cost and difficulty of car use: higher parking charges (minimum \$10/day for ALL carparks in town, charges for all parks at shopping centres, removal of minimum carspaces in new developments, restaurants etc, taxes on carparks for businesses (\$10/space/day, on par with street or carpark fees), lanes for multiple occupant vehicles only on motorways and regional roads, cyclelanes on the harbour bridge to reduce car lanes, bans on container and trailer trucks on residential streets (i.e. encourage all port-related trucking to be by rail), double tracking of the Waitakere line, construction of the Onehunga- New Lynn line currently under consideration for conversion to motorway... I couldn't believe TranzRail refused to take trains to Helensville in today's paper!

Council needs a fully integrated public transport policy that takes into account the needs of the whole region, and includes increasing costs associated with car-use. Current attempts to encourage both cars and public transit are unviable, money-wasting and plain stupid. They will not work. Make your voice heard and submit on the Eastern Corridor proposals today! Can anyone believe Phil Warren's comment that we can't put sprawl-limits on Auckland because it would put the builders out of work! We'd better stop policing too, as they cause unemployment amongst criminals, a big part of our economy. Phil!

Letter Column:

Robert Stimmel, Tuscon, Arid-zone.

Europe extends to the Urals. Russia is the largest in Europe, but Siberia is also part of Russia. Turkey is larger than Ukraine (the answer), but Turkey is mostly in Asia. Ukraine is a little larger than France.

I've lived in 7 states, but never been in another country except Canada. Buffalo to Michigan via Ontario. I lived in Huntington, WV, Columbus, Lima, Cleveland etc Oh, Ft Wayne Ind., Chicago Ill., Miami, Fl., LA and Sacramento Ca., and Tuscon Az. I visited Kansas City, Missouri for several weeks when young, at my grandmother's house.

visit only
[[Without cheating, which is the largest country in Africa? I've lived in only one US state (Ca) and one Canadian Province (BC), but visited 10 other countries outside NZ: Aussie, Indonesia, Singapore, Malaysia, Thailand, ^{Philipp} Fiji, US, Canada and Mexico. The shortest was Thailand: a half-hour or so across the border from Malaysia to post a letter. They gave me a three-month visa (Malaysia only gave me one), and were very surprised to see me back so soon! I still had to re-fill out all the paperwork to reenter Malaysia, despite having several weeks left on the previous visa.]]

Richard Irving, Salinas, Super-Cali-for-nia-expialadocious.

Finally I sat down and wrote the subscription letter for DIC. What does it stand for? Dan the Cat? Diplomacy: the C...?

[[Welcome aboard. As you can see, the RR games are full with you in them, but will start in an issue or two, pending space and my own ability to run them. See editorial. I hope the Waikato RR game will run to completion this time. What's up with Pete G? He hasn't replied to my emails even since his hint that Pereandra would be reborn. I like Dan the Cat. Diplomacy: the Convention??? Sounds like a card game... I'll trade you two Brests and a Tunis for Ochre and Hides worth 4. Scary thought...]]

David Addison, Australia, Incoognita sent me some net-addresses for Capek stuff (see quiz). <http://www.stetson.edu/~csata/snagink1.html> and <http://www.mamschools.org/mhs/student/hh/rur.html> and a couple of others I forgot to write down. He says "theatre vs theater: according to writer's submission guidelines I've seen, in the US theater refers to cinema and theatre refers to stage, at least that's how White Wolf Games asks you to use the words."

[[That makes sense, and thanks for the "RUR" stuff. I found a copy of it and read it the other week, along with "The Macropulous Secret," about a secret to immortality and the effects on humanity. A theme more recently taken up to similar effect by Katherine someone in her novel "The Eight" which I picked up in Indonesia in '90. "Indiana Jones and the Last Crusade" was on TV last night and also uses immortality as a theme, but that has huge holes in the plot and a melodramatic morality with no philosophic questioning of the ideas it raises. Pity...]]

David Charton, Wellington

[[The Firestone Republic reference is in "Africa: Geography and Development" by Mountjoy and Hilling, Hutchinson, 1988, an excellent introductory text.]]

Greg White, Terror Australia

...asks about Vain Rats powers. Yes, the list you gave looks the same to the ones I have too. Full rules will be sent when the game is full. → SEE p9.

Mark Petrie, Ponsy-bee.

Wrt Vain Rats (terrible name, btw, if you have a yen for egotistical rodents, why not Conceited Hamsters?) At first, I had the naive impression that both countries and powers would be assigned semi-randomly. That is, since all countries are not equal, and all powers are certainly not equal, and some powers more suited to certain countries than others, that you would tie the powers to the countries and then assign the countries at random. Giving people the choice of both would not work, because everyone would naturally want a peripheral country and 2 of the more butt-kicking powers. Both the way you describe doing it and the way I outline above contravene rule 4 of the rules I have here, unless there has been a new edition. Rule 4 gives players choice of powers, but not country. This appears a good compromise, so I propose following the rules as published....[...where he waxes lyrical on the recent Diana devotion...]. I would like to add my dissatisfaction with the Oxford Writer's Dictionary, which has no listing for anti-climax, nor Montgolfier but DOES list obscurities like antistrophon, antimony and antinomy plus three listings for Montgomery. Faugh! Also Tchah! The other one-volume Oxfords are no better. Both the Pocket and Concise editions seem to start from the Shorter Oxford and leave out words apparently at random, regardless of their everyday use. Now I know why the Americans wrote Webster's. Damn Limeys!

[[I will have to dig out my rules, but think you are right. Once the game is full will we worry and fight over this. No point if no one else wants to play... I suspect your rules are from a DfC ages ago, so will be the same as mine anyway... the aussies may well have a different edition... where ARE your rules from, Greg? Sorry about your Diana thing Mark, an interesting read, but I am too lazy to retype it and it won't xerox easily from your printout. As for dictionaries, we have the small Oxford Dictionary of NZ English, which lists kowhai, whare, and various Maori tribal names, and in the back has a listing of NZ's PMs, and "Governor-Generals". What a howler! The correct plural, is, of course, Governors-General. I will write to them about that!]] → FOUND 'EM! SEE p9.

Tim Lurz, Republic of Too-Scared-to-be-Independent-Taiwan :-)

I agree 100% with your response to my letter in DIC72. However I think it is a mistake to judge all of Taiwan by Taipei. Taipei IS a shithole: I hate going there (except for the nightlife). I wouldn't swim in the ocean near Taipei, much less take a shower in Taipei water. There are many places where it is possible to enjoy nature. I live in southern Taiwan and we can go swimming in the ocean, and we do have parks. The pollution is no worse (probably less) than LA. If I moved back to LA I would probably have a lower standard of living. If you find the time and have the inclination, I formally invite you to visit Kaohsiung. You can stay at my place and we can take you to see the sights. I will send the want ads.

[I Thanks for the want-ads (sits vac to us kiwis). Interesting how many places want North American accented teachers. I'd be first to admit a fullblown NZ accent is not pretty, but neither is aussie nor yankee twang, nor Cockney. I love Gaelic accents or English county, but also enjoy Malay and Indonesian accented English, and decently spoken Pacific Island English accents (not the lower-class NZ Pac Islanders' black-american imitation though). I'll turn up in Taiwan one day, and with you in Kaohsiung and Anita in Taipei, it should be interesting. My Taiwan map shows national parks, but their boundaries are very indefinite, being cloud-shaped swirls over heavy terrain, suggesting they are rather undefined, and proposed highways go through the middle of them. I am interested in the Pescadores, been there? and Green Island too. What do you mean by standard of living? At least people can afford to live in a single family house with garden in LA. I suspect you have an apartment in Taiwan without garden? That to me is a drop in standard of living. Our neighbours here have over an acre in bush, and it attracts tuis (birds), and the creek at the bottom of our section has herons, pukeko (which come up our lawn), and ducks, not to mention sparrows, finches, occasional parakeets, blackbirds, thrushes etc. To me a high standard of living is growing your own fruit and veges, a lawn big enough to play cricket on, trees and birds and being able to fish at your doorstep, while in the city. Certainly I hope random crime is less in Taiwan than LA. I guess I have to come and find out, eh?

WAITING LISTS:

RoboRally: Petrie, Crandlemire, Natrass, Clarke 1-4 more ^{would be nice} (ownership useful but unnecessary)
 Diplomacy: Addison, White, Natrass, Clarke 3 more needed
 Youngstown Diplomacy: White, Martin, Addison, Craig 5 more needed
 Vain Rats Diplomacy: Petrie, Addison, White 4 more needed. Rules ~~sent~~ ^{pg.} ~~sent~~ full.
 Fog Of War Diplomacy: White, Clarke 5 more needed. Rules DIC71.
 Railway Rivals: Hannover-Leipzig (racing rules): Charlton, Martin, Bien, Crandlemire, Irving 1 left/full
 Otago-Southland (eco rules): Charlton, Martin, Bien, Von Metzke, Crandlemire, Irving FULL
 Waikato (eco rules): Charlton, Martin, Bien, Von Metzke, Crandlemire, Irving. 1 place left
 Journeys of St Paul : Craig, Charlton, Crandlemire, Natrass. 1-2 more needed. Rules sent when full.
 Maharaja(Britannia in India: the Greeks to the Brits): Martin, Crandlemire, Petrie, Natrass. FULL
 Sopwith: Crandlemire, Addison, Clarke 3 more needed
 Brighton Ave/Bonnie Brae/Banbury Merton St : jump right in and play!!!
 Quiz: send in your answers!!!

Full games will start when (a) another game finishes (Albatross is about to...) or (b) when I know what I'm doing next year. Meantime, send me preference lists for Maharaja (player A,B,C,D, or let me know if you need rules...) & IF YOU NEED THE APPROPRIATE RR MAP (QUOTE ON ECO VS RACING RULES)

STANDBYS: Wooden Ships: Natrass, Clarke.

Sopwith: Crandlemire Dip: Lurz

- 1. Burnt Sienna
 - 2. Plaid
 - 3. Technicolor
 - 4. Guazamole Green
-
- 5. Anything Beige
 - 6. Puce
 - 7. Shag
 - 8. Tingleberry Pink
-
- 9. Charcoal White
 - 10. Toad Color
 - 11. Velour
 - 12. Renaissance Black



BANBURY MERTON STREET Round 8 (lowest unduplicated integer >0)

Craig, Crandlemire, Petrie 1 ; White, Clarke 2 ; Addison, A.Hood 4 ; Charlton, Martin, Nattrass, Stimmel 5. **NO WINNERS!!!**

Name	Pts (system A)	Pts (system B)
Clarke	0+0+0+0+1+1+0+0=2	0+0+0+0+10/37+11/37+0+0=0.5676
B. Quidding	0+1+0+0+0+0+1+0=2	0+7/33+0+0+0+0+11/33+0=0.5454
Hutton	1+0+1+0+0+0+0+0=2	8/34+0+4/34+0+0+0+0+0=0.3529

BRIGHTON AVENUE Round 7 (closest to median of integer entries >0)

Craig 7; Crandlemire, A.Hood, Martin 9 ; **Nattrass, Petrie 10** ; Addison, Charlton, Stimmel, White 11; Clarke 13.

Evan and Mark get 1/2pt each under systems A & B

Name	Pts (system A)	Pts (system B)	Pts (system C)
B. Quidding	$\frac{1}{2} + \frac{1}{3} + 0 + \frac{1}{4} + 0 + \frac{1}{5} + 0 = 1.125$	$\frac{1}{2} * \frac{7}{33} + \frac{1}{3} * \frac{8}{34} + 0 + \frac{1}{4} * \frac{10}{37} + 0 + \frac{1}{5} * \frac{11}{33} + 0 = 0.2863$	1+1+0+1+0+1+0+4
A.Hood	0+0+0+0+1/2+0+0=1.0	0+0+0+1/2*10/37+1/2*11/37+0+0=0.2837	0+0+0+1+1+0+0=2(!!!)
Charlton	$0 + \frac{1}{3} + \frac{1}{4} + 0 + \frac{1}{5} + 0 + 0 = 0.875$	$0 + \frac{1}{3} * \frac{8}{34} + \frac{1}{4} * \frac{7}{34} + 0 + \frac{1}{5} * \frac{11}{37} + 0 + 0 = 0.2295$	0+1+1+0+1+0+0=3
Addison	0+0+1/4+1/4+0+1/4+0=0.75	0+0+0+1/4*7/34+1/4*10/37+0+1/4*11/33+0=0.2023	0+0+1+1+0+1+0=3
Petrie	0+0+0+0+0+1/4+1/4=0.75	0+0+0+0+0+1/4*11/33+1/2*11/34=0.2451(!!)	0+0+0+0+0+1+1=2
Martin	0+1/2+1/4+0+0+0+0=0.75	$0 + \frac{1}{2} * \frac{8}{34} + \frac{1}{4} * \frac{7}{34} + 0 + 0 + 0 + 0 = 0.1691$	0+1+1+0+0+0+0=2
Crandlemire	$\frac{1}{2} + \frac{1}{3} + 0 + 0 + 0 + 0 + 0 = 0.625$	$\frac{1}{2} * \frac{7}{33} + \frac{1}{3} * \frac{8}{34} + 0 + 0 + 0 + 0 + 0 = 0.1355(!!)$	1+1+0+0+0+0+0=2
Nattrass	0+0+0+0+0+0+1/2=0.5	0+0+0+0+0+0+1/2*11/34=0.1618	0+0+0+0+0+0+1=1
Hutton	$0 + \frac{1}{3} + \frac{1}{4} + 0 + 0 + 0 + 0 = 0.375$	$0 + \frac{1}{3} * \frac{8}{34} + \frac{1}{4} * \frac{7}{34} + 0 + 0 + 0 + 0 = 0.0809(!!)$	0+1+1+0+0+0+0=2(!!!)
Stimmel	0+0+0+0+0+1/4+0=0.25	0+0+0+0+0+1/4*11/33+0=0.0833	0+0+0+0+0+1+0=1

BONNIE BRAE Round 7 (closest to mean of integer entries 0<x<1000)

Petrie 1 ; White 165 ; Crandlemire 174 ; Clarke 180 ; A.Hood 201 ; Addison 207 ; Charlton 220 ; **Stimmel 305** ; Nattrass 345 ; Martin 666 ; Craig 999.

Mean = 314.82. Robert joins the winners' list.

Name	Pts(system A)	Pts (system B)	Pts(system C)
Charlton	0+0+1+0+0+1=1.333	0+0+1/3*7/34+0+0+11/33+0=0.4019	0+0+1+0+0+1+0=2
White	1+0+1+0+0+0=1.333	7/33+0+1/3*7/34+0+0+0+0=0.2807(!!)	1+0+1+0+0+0+0=2
Stimmel	0+0+0+0+0+0+1=1	0+0+0+0+0+0+11/34=0.3235	0+0+0+0+0+0+1=1
Crandlemire	0+0+0+0+1+0=1	0+0+0+0+11/37+0+0=0.2973	0+0+0+0+1+0+0=1
Clarke	0+0+0+1+0+0=1	0+0+0+10/37+0+0+0=0.2703	0+0+0+1+0+0+0=1
B. Quidding	0+1+0+0+0+0=1	0+8/34+0+0+0+0+0=0.2352	0+1+0+0+0+0+0=1
Petrie	0+0+1+0+0+0=0.333	0+0+1/3*7/34+0+0+0+0=0.0688	0+0+1+0+0+0+0=1

WOODEN SHIPS & IRON MEN Game "Île d'Aix" Round 3

English remain entangled ; French pirouette encore.

Note:2R = move 2, turn R, NOT turn R twice (illegal in the same hex).R2 = turn R, move 2 ; etc.

FRENCH:	Crandlemire: Neptune:1	<u>Duke de Bologogne</u> : R1	Conquerant: 1	Provence: 1
	Martin: Ardent:L	Jason: L	Eveille: L	Romulus: L
ENGLISH:	White: America:1	Befford:1	Adamant:1	<u>London</u> : 1
	M.Hood Royal Oak:L	Prudent:1	Europe:fouled	Robust:fouled

Michael: if you start facing the wind ("in irons") you can only turn 1. Because your speed in irons is 0, you cannot 'pick up speed' after the turn into a better attitude. Hence no moving off until next turn. Brad should note this too for next turn!

End of Turn 3 wind change roll: 3, no change. Next roll, end of turn 6.

For Turn 4, the English ships fail to unfoul.

To speed things up, we will try 2 turns at once. The second turn can be conditional on the first, and firing conditional on moves. Send me 2 turns' worth of orders. If anyone objects, we will play one only.

Press: Rear Admiral - 1st Admiral: If we just keep sailing in circles, we will win this battle, as the stupid English sink one another.

AIXOILE 7000 3 END

1. 2. 3. 4. 5. 6.

1. 2. 3. 4. 5. 6.

1. 2. 3. 4. 5. 6.

FOUR

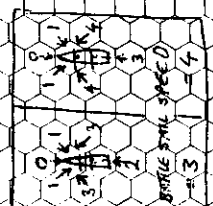
REAR

REAR

REAR

FR FRENCH

EN ENGLISH



1. 2. 3. 4. 5. 6.

1. 2. 3. 4. 5. 6.

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1. 2. 3. 4. 5. 6.

1) THE GAME. Holdover is a game for two to ten players, simulating the difficulties in trying to play a serious Game in an irregular mine, run by a lousy and inefficient editor.

2) THE OBJECTIVE. Is to obtain 20 Status Points. SP are awarded for a variety of reasons including, but not limited to, performance in the Game.

3) Each turn all players perform one of the following actions:

a) Send in Game orders. It is not necessary for a player to specify these orders, but merely the fact that they are being sent.

b) Send in Game orders as above but accompanied by a nasty, insulting letter complaining about the editor's inefficiency and threatening certain violent and possibly obscene acts should the situation not improve. It must be stressed that the Holdover player should NOT actually write such a letter - but merely state his intention of doing so.

c) Resign from the Game. A signed statement to this effect is required. Note that resignation is not the same as dropping out by NWRing.

d) Make no contact with the editor at all with respect to the Game.

4) At some point after the deadline, the editor will add up the number of players taking options 'a' or 'b' and divide this sum by the number of players still in the Game. This gives the chance of the Game being successfully adjudicated; otherwise it is Held Over. A random number is generated to decide which. If the Game is adjudicated, then there is a 10% chance of the game being abandoned by those taking options 'b' or 'c'. Note that if this happens then it is not adjudicated.

5) Status Points are now awarded as follows:

If the Game was adjudicated;

-Any player taking option 'd' is deemed to have NWRed and loses 1 SP

If a player NWRs twice in succession, he is chucked out of the Game and the game.

-Any player taking option 'c' is out of the Game and the game. 10 SP are then shared between all players taking 'a' and 'b', fractions dropped. Those who took 'b' do not receive any SP but are still included in the division.

If the Game was Held Over:

-10 SP are divided between all players taking 'd', fraction dropped.

-Resignees are out of the Game and the game, but receive 1 SP before leaving.¹

If the Game was Abandoned:

-All those taking 'a' or 'b' gain 1 SP. Those taking 'b' gain an additional 2 SP.

-Resignees gain a straight 5 SP

-The Game and the game end, and the player with the most SP is now declared the winner.

6) Diplomacy between players is encouraged. However, the GM will not bother to print addresses of the players, and he could even get their names wrong.

7) WAITING LISTS. When typing this up, the GM will call 100 for each player. So a 1, 10 player is forgotten and must reapply. In addition, any reader of the zine who has been in contact with the GM or editor since last issue has a 10% chance of being included.

1 If this extra 1 SP gives the resignee a total over 20, he has won. If not this total is still compared with the surviving players, and any other resignees out over a Held Over, and the highest total wins.

CITIZEN DOG By Mark O'Hare -



1. Vain Rats is played as standard Diplomacy with the following exceptions.
2. Each player has 2 special powers, chosen from the list below in such a way that no two players have the same power. As there are 14 powers, each will belong to some player. These powers override the normal Diplomacy rules in various ways.
3. Once only in the game each player may announce a "hyperspace joker". This connects any two provinces for the next season only. This can be announced in Winter 1900 (see later) for use in Spring 1901.
4. The game gets underway in the following timescale: (a) the gamestart is announced with the countries allocated randomly to the players; (b) winter 1900 - all players submit a preference list of all 14 powers which will be used as the GM sees fit to decide who gets which power. Players should also order (1) if they have defensive armies or garrisons whether they wish to build them in this season and where (ii) which army is the leper if they are allocated Germ Warfare (iii) announce their hyperspace joker, if they wish to play it immediately (this can be on what powers are allocated); (c) Spring 1901 is as normal.
5. Junta Right Hand Rule is used in this game. This states that, where a unit is given no retreat orders it tries to retreat to the immediate right of its attacker, then to the left, then next right etc. This only applies when a unit is given no retreat orders. So, if one retreat order is given for a unit and that province is occupied, the unit disbands. This rule applies because any unit could be unexpectedly forced to retreat.
6. The powers allocated to players are kept secret - although it will be possible to guess who has which as the game progresses. Any country knocked out of game or entering anarchy has its powers revealed.
7. The Powers
 1. Evil Eye: Each season a unit of any other player may be ordered thus countermanding the original order for that unit. A unit of the same country may not be ordered two consecutive seasons.
 2. Macron: The original armies of this player are of double strength (i.e. their every army/ship/support has an extra support added). In the case of England the first army built is also of double strength.
 3. Germ Warfare: This player must designate one of his original armies to be a leper. This unit (called L rather than A once revealed) can be ordered to spread germs. The order is written, for example L Bud G2. Any unit moving adjacent to the leper when it does this falls sick and will not move for the next season. Any unit next to the leper is annihilated (after retreats but before builds).
 4. Thief: Each season a unit belonging to another player can be stolen. The selected unit is removed from play. Defensive armies, the double units of the Macron and the leper are immune - trying to steal one of them has no effect. As with the Evil Eye units of the same country cannot be affected two seasons in a row.
 5. Defensive Armies: Two extra armies can be built at any time (usually Winter 1900+) within the home borders. These act as normal armies except that they cannot move or export outside the home country.

Crooks Tourist: A unit may be built, from Winter 1901 onwards, in any unoccupied normal supply centre (i.e. not a home supply centre). Such a build does not confer ownership of the province - it must still be occupied in the following Autumn season.

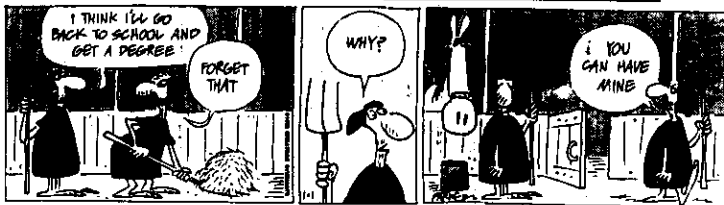
7. Neutral Builder: Units may be built in any non supply centre within the borders of another country. Each other country may only be used twice in the course of the game.
8. Spring Raid: A build can be made for any centres gained (or units lost) in a Spring season as well as in Autumn. Any player losing a centre in this way must make a removal in the Spring turn.
9. Extra Petrol: Each season a unit may make a double move (e.g. F Bra-Eng-Lon). Either or both parts of such a move may be supported. If only the second part of the move is blocked the unit stops in the intermediate province.
10. Garrison: Once during the game, during a winter season, build a garrison in any of the players supply centres. This garrison has the strength of an extra double army in the province, although it cannot support moves.
11. Napoleon: Any other unit which unsuccessfully attempts to move into a province containing one of your units which did not, or failed, to move is annihilated.
12. King: Each season a unit can be designated (it can be a different one each season) to be of double strength.
13. Asphibian: All units owned by the player exist equally well on land or sea. Once revealed such units are designated "U" rather than "A" or "F".
14. Illusionist: Each season the swapping of two provinces may be ordered. The provinces affected must be of the same type (supply centre/non supply centre/inland/coastal/sea) and neither can be part of a hyperspace joker announced the previous move. Any unit trying to move into one of the provinces so affected ends its move (unless stood off) in the other swapped province. Supports for such moves are effective (e.g. Illusionist swaps Bud & Lon; Austria A Vie S A Tri-Lon; England A Lon* at) Units moving out of or standing in the affected province are not affected. The Illusionist himself is not allowed to try to move or support a move into one of the swapped provinces.

((Thanks Keith, that's a pint I owe you. I think that Keith's amendments have reduced the strength of the major powers and strengthened the weaker ones and provide a rather better balance amongst the powers. I look forward to this variant starting in HTL. Who was the author of the original?))

WAITING LISTS

FROM A PUBLIC SAFETY
one fees are 01

THE WIZARD OF ID



RAILWAY RIVALS Game "Ashburton" 1483CB, Canterbury, Economic rules, Round 7

TENDERS: (winners in caps, loser in lowercase. Format is: Bid\$(Profit\$) for winners.

13-West: ICH bid48 (profit 6) KIWI 48 (5) sir 52.
15-26: SIR 15 (5) ICH 18 (8) kiwi 20
22-Coal: ICH 25 (13) KIWI 35 (8) ---
35-51: SIR 27 (6) ICH 33 (9) ---
41-63: SIR 25 (10) KIWI 26 (8) ich 38
held over (unconnected): 33-46 ; 53-64.

BUILDS: ICH (Bien), yellow: Lincoln-J20 ; H18-Christchurch-F19-D18-Kaiapoi-C16-Rangiora.
KIWI (Martin), red: D16-F15-Oxford ; Timaru-I40-J40 ; Kaiapoi-A16.
SIR (Charlton), black: O9-P9 ; Little River-I22-I24 ; P9-Q8-Methven.

Notes: ICH could not afford all the builds he wanted. There is a limit to what you can spend. It must include all building costs, AND payments to rivals. Thus you could build 12 hexes of track in the clear for \$12, or 2 hexes parallel to extant track from a city (2 to build, 1 each for junctions in both hexes and 2 per each of 4 ½-hexes for running parallel). If 2 or more of you build parallel track simultaneously, the junction costs is still 1, but the parallel fee is reduced to 1 per ½-hex, and both are paid to the bank by each of you. In this case ICH built parallel for ½ a hex into Chch. He pays 1 for the build and 2 to SIR for the parallel ½-hex. No further junction is required.

ICH and SIR wrote 3 bids incorrectly between them. Remember, bid-costs=profit. Costs=1per hex for the total length of the run, +1 per hex rented from rivals (paid to them), +1 per mountain hex. Thus you pay 2 to use a rival's hex: 1 to run on it, and 1 to rent. Minimum bid is 1 more than the maximum rent paid to any one rival. Maximum is 2X+10, where X is the length of the run in hexes. Thus a run of 10 length using 4 hexes of a rival costs 10 +4=14. Minimum bid will be 14+5=19 (because I paid 4 to the rival, I must profit by 4+1=5). Maximum bid is 2x10+10=30. OK?

Format: BID-COSTS(running, hills, rival-payments)=PROFIT. Min BID, Max BID. Route details.

Monies: Name	Start	Cities	Payment to Rivals/tenders		Payment to Rivals/builds		Balance
			in	Tender Profits	in	out	
ICH	105	-	+4	+36	-	-12	133
KIWI	56	+6	+11	+21	-	-12	82
SIR	49	-	+16	+21	+2	-12	76

Akaroa remains inexplicably unconnected.

Runs: 16/Geraldine-52/Christchurch ; 12/Timaru-44/Lincoln ; 21/Fairlie-42/Dunsandel ; 25/Ashburton-61/Darfield ; 31/Valetta-Sp4/Port ; 32/Mt Somers-62/Sheffield ; 56/Lyttleton-Sp3/South
Held over from last time: 33/Methven-46/Akaroa ; 53/Christchurch-64/Oxford.

You may submit tenders for any or all contracts, including the 1 connected contract heldover from last time. The Akaroa run will be held over again. You may build up to \$10 INCLUSIVE of all payments to rivals for extant track after this rounds' tenders.

RAILWAY RIVALS Game "Aliwal North" 1482SA, South Africa, Racing rules, Round 8

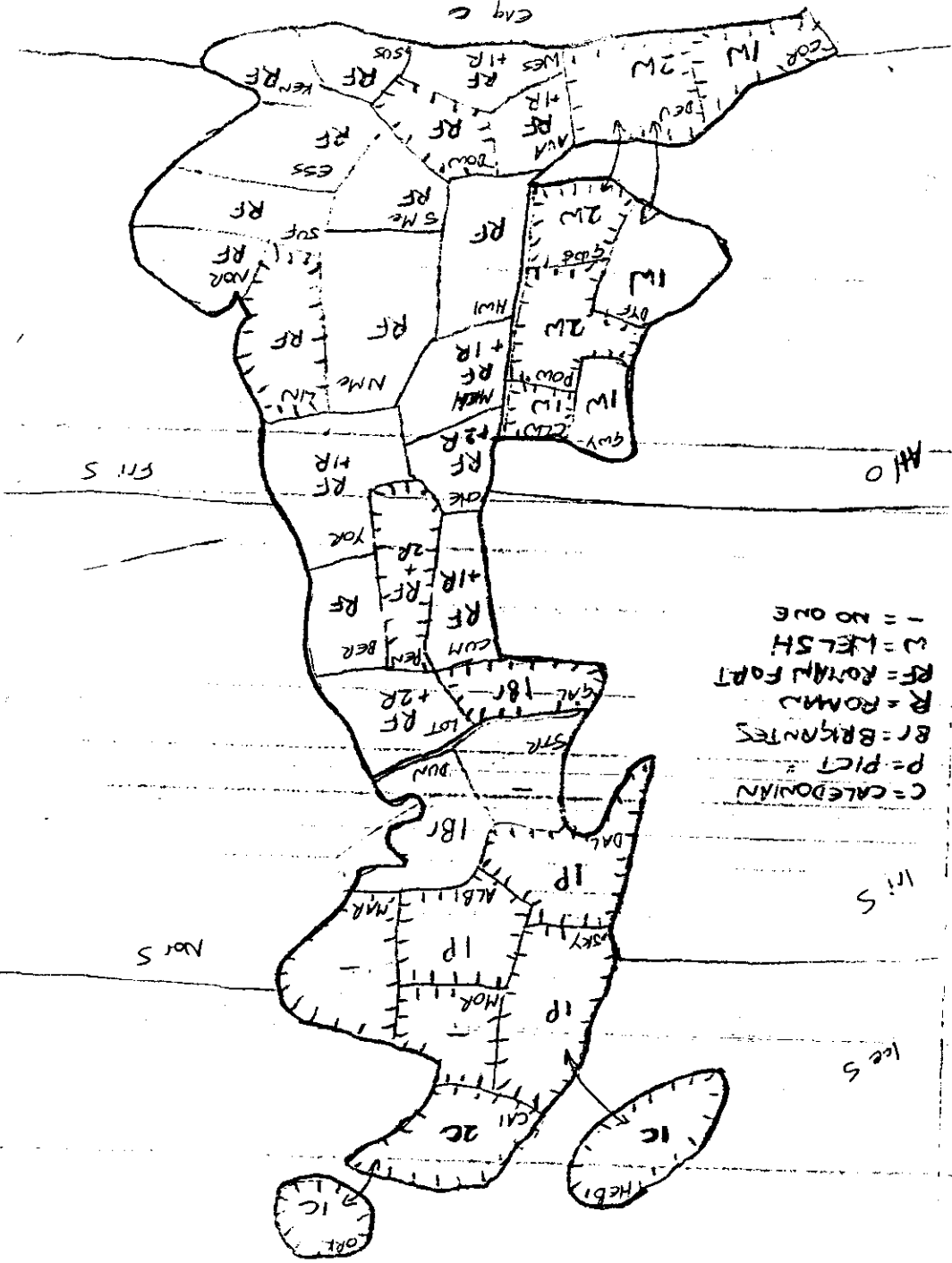
Errata: Due to my correcting the map but not the write-up, I will consider Sko to have built B90-B91-A91. He could have built this from his allowance last round, so I deduct a further \$2 for it.

RACES: 13-53: CONTS/BOER JR, \$15 ea. 16-65: ZEX \$20, BOER \$10
21-51: BOER \$13, ZEX \$8, BORE \$5, Skok \$4 23-33: ZEX \$20, Skok \$10
31-44: CONTS \$20, Skok \$10 41-Sp3: No entrants. Held over.
62-Sp4: Skok \$20, BORE \$10 24-64: BORE \$30 (held over from rnd 7)

Skokian (Stimmel) purple : L18-K18-K20-J21-J27.
CONTS (Charlton), green : Bitterfontein-L6-Cape Town ; O24-O25 ; P26-Kroonstad ; O4-Worcester.
Zulu Xpress(Crandlemire),black: Queenstown-A70-B70-C70 ; I17-H18-G18.
BOERING(Von Metzke),red: No builds made.
BORE (Martin), blue : U22-X24-Aliwal North ; Messina-M43 ; T19-Prieska.

12.15

ENY C



- C = CALEDONIAN
- P = PICT
- BR = BRITONS
- R = ROMAN
- RF = ROMAN FORT
- W = WELSH
- = NO ONE

W

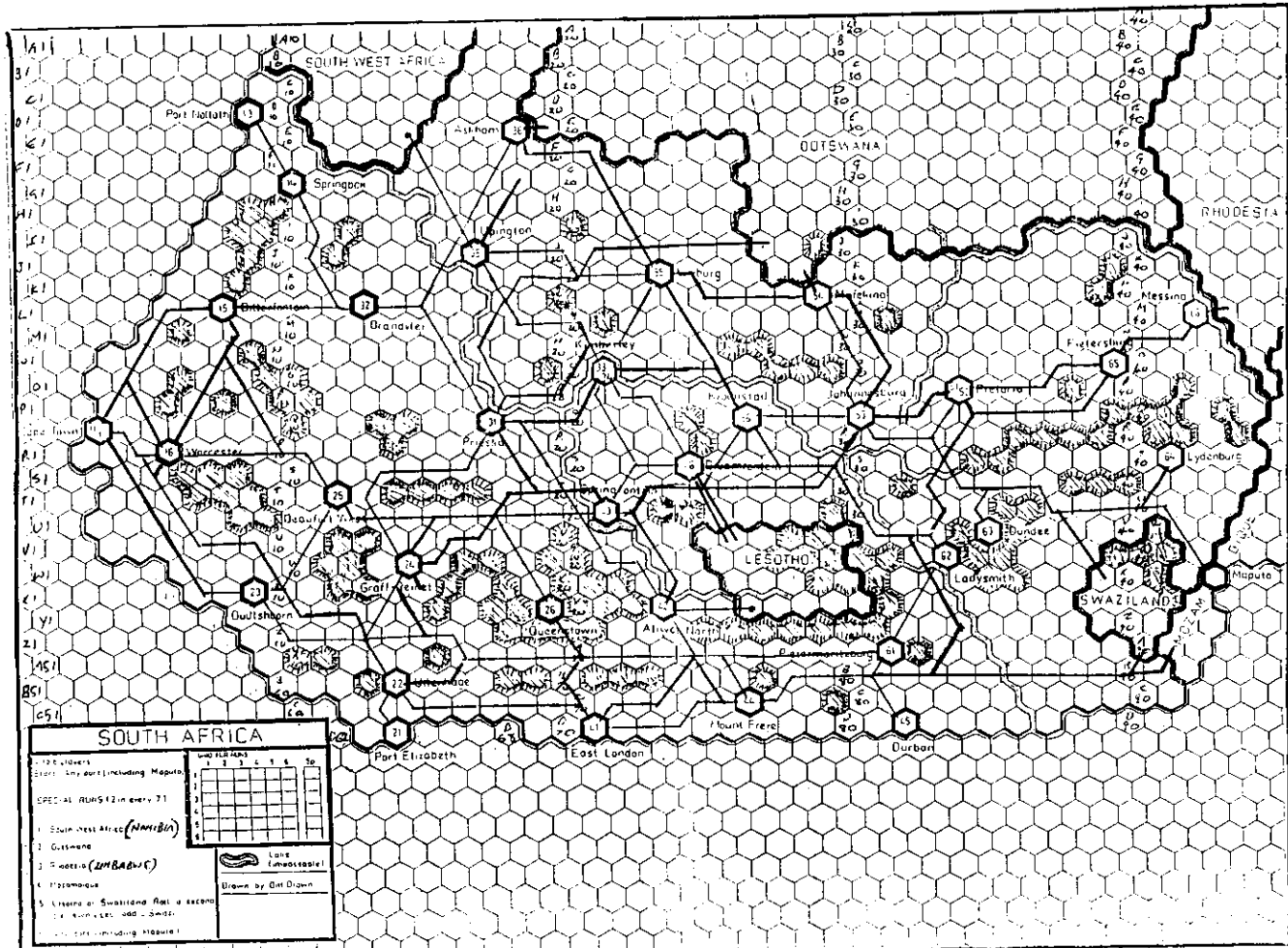
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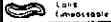
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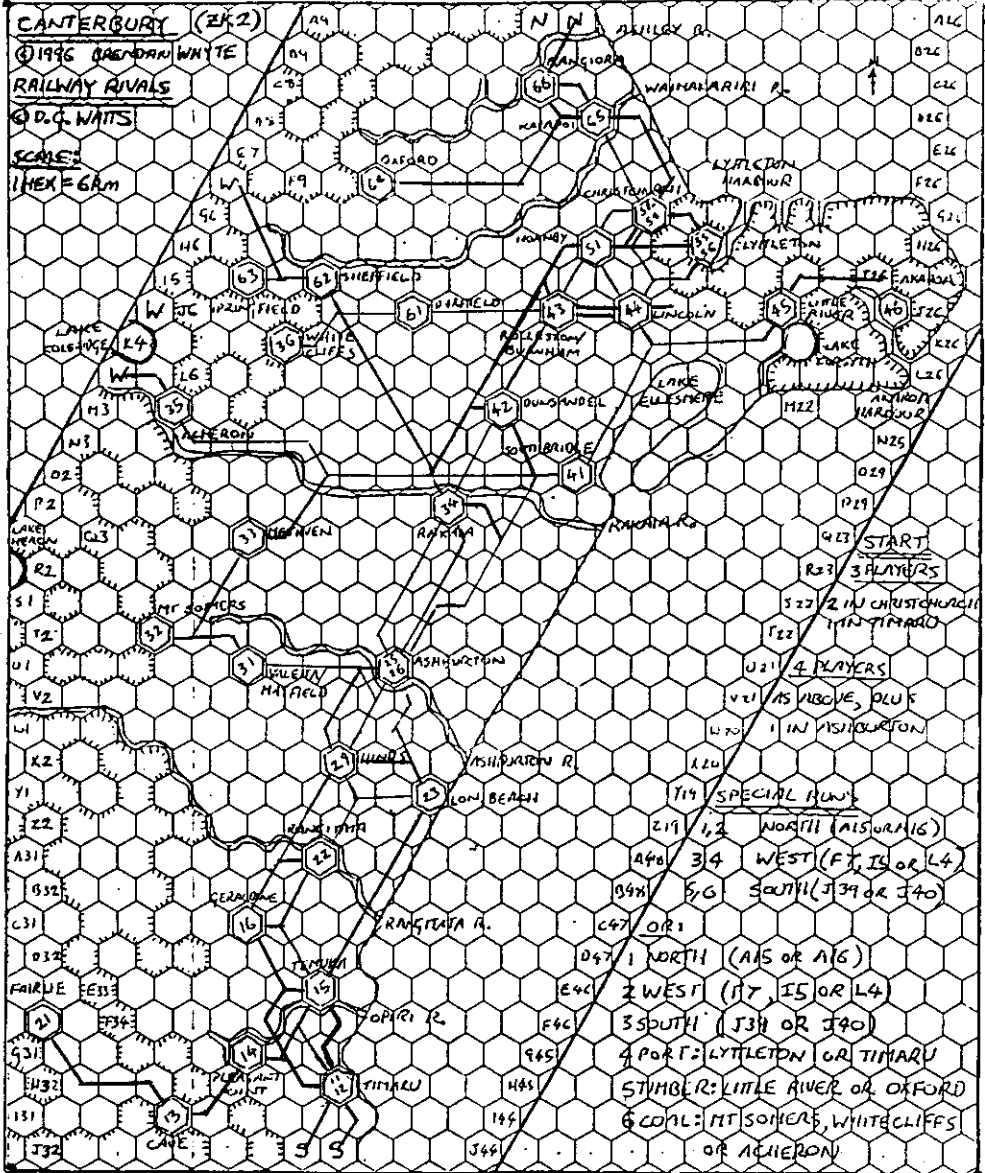
SOUTH AFRICA

- 1 120 Kilometers
- Scale: Any distance including Maputo
- SPECIAL RULES 512 in every 71
- 1 South West Africa (NAMIBIA)
- 2 Ootswana
- 3 Swaziland (UMBABU)
- 4 Mozambique
- 5 Areas of Swaziland that a second
- 6 100 Miles odd - South
- 7 100 Miles including Maputo

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93	94
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97	98
99	100



 Drawn by Gai Diann



13

Monies: Name	Start	Builds		Rivals/races		Race wins	Balance
		out	in	in	out		
Skokian	46-2=44	-12	+1	+17	-10	+44	46
CONTS	55	-12	+1	-	-1	+35	55
ZEX	112	-12	-	+1	-13	+48	112
BOERING	80	-	+1	+13	-2	+23	80
BORE	124	-12	+1	+6	-11	+60	124

RACES: 11/Capetown-Sp6/Port ; 14/Springbok-35/Upington ; 26/Queenstown-Sp1/Namibia ; 32/Brandvlei-81/Pietermaritzburg ; 42/Aliwal North-25/Beaufort West ; 54/Mafeking-45/Durban ; 66/Messina-55/Veyburg

Held over from last round: 41/E London-Sp3/Rhodesia

Enter any 4 races, & the held-over one. Build up to \$10 inclusive of all payments to rivals, after the races.

BRITANNIA Game "Alban" Turn 2, A.D. 110-185

Errata: Str only contains 2Brigantes, not 3 as shown on the map. They are thus not overpopulated.

Clarification: Brigantes A Lot stayed put, being unable to move to Str.

ROMANS (Natrass)

Moves: A Ken-Sus-Wes A Ken-Sus-Wes-Ava A Nor-Suf-NMe-Mch

A Nor-Suf-NMe-Mch 2A SMe-NMe-Yor-Pen A N.Me-Yor-Pen 2A Lin-Yor-Ber-Lot

A Mch-Che-Pen 2A Che, A Cum H (cannot move to Pen: Romans have 4A limit in hilands).

Battles: Pen: kill 1R, 1Br (Br can't retreat); kill 1R; kill 1Br; kill 1 Br. Lot: kill 1 Br.

Romans build forts in Yor, Ber, Pen, Lot.

BELGAE(M.Hood) all dead.

WELSH(A.Hood) Pop: 1½pt +4½ on board=2A +0pt. Build A Pow, A Gwy. No moves.

BRIGANTES (Martin) Pop: 2pt+1½ on board=A+½pt. Build A Str. A Gal-Str-Dun

Moves:A Gal H, 3A Str-Dun-Mar.

Battle: Mar: kill 1 Pict, 1 Br.

PICTS(M.Hood) Pop:½ pt + 2 on board=2½pt. No builds.

Moves: 2A Alb-Mar A Alb H A Dai H A Sky H A Mor-Mar.

Battle: Mar: kill 1 Pi, 1 Br; 1 Pi; 1 Pi, 1 Br.

Brigantes submit to Romans..

CALEDONIANS(A.Hood) Pop: 1½ pt + 1½ on board = A+0pt. Build A Cai. No moves.

Victory Points:

Romans: 15 from last turn, + Pen, Yor @ 2 + Ber, Lot @ 1 = 21

Belgae: 2 (dead)

Brigantes: 3 from last turn, +2 Romans killed @3 = 9 (submitted)

Welsh:0 Picts:0 Caledonians: 0

totals: Natrass:21 Martin:9 M.Hood:2 A.Hood:0

Next turn: 1 Irish Raider in the Atlantic (Martin) ; Romans count final occupation victory pts.

Press: Brigantes-Picts: The move to Mar is only temporary.

GM-Brigantes: For both of you it seems...

GM-all: am easier turn to order and GM, although if you order thus "Attack anyone who invades lands x,y,z in force" then expect me to move all available units there and keep attacking until one side dies. Without retreat orders, or a run-away criterion, I will follow your orders to the letter where legal. It IS tricky to do this by post, but do think about when to cut your losses.

DIPLOMACY Game "Brest" Autumn 1906

ENG (Gonsalves) F Nwy-NWG(nsu) F Den-NTH F NAO-MAO F IRS-ENC F Lon S F IRS-ENC
 FRA (B.Quiding) F NTH C GER A Bel-Edi A Pic-Par F ENC-Lon
 GER (L.Quiding) A Bel-Edi A Sil-Pru A Mun-Sil A Kie H
 ITA (Ward) A Gas-Bre F MAO S A Gas-Bre F Spa(sc)-Por A Mar-Bur A Ven-Tyr
 F ION H
 AUS (Hutton) A Ser-Rum A Gal S A Ser-Rum A Bud S A Gal H A Gre-Bul
 F AEG S A Gre-Bul
 RUS (M.Hood) A Smy H F Rum S TUR A Bul H F SKA-NTH F Ber H F BAL S F Ber H
 A Ukr S F Rum H A War-Sil
 TUR (A.Hood) A Bul S A Con H A Con S A Bul H F BLA S A Bul H

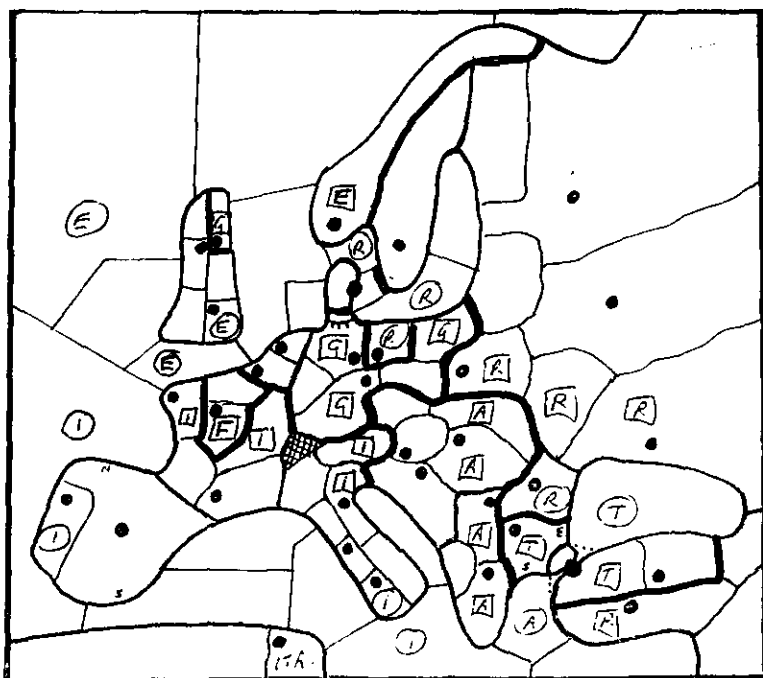
Retreats: FRA F ENC-Wal

Disbands: none

Builds: ENG(4) -F Den FRA(1) -F Wal, F NTH (ndo, GM removes under furthest-from-home criteria)

GER(5) one short, nbo/nbp ITA(8) +A Ven, F Nap AUS(5) as is RUS(8) +A Sev TUR(3) as is

Press: AUS-all: zzzzz.....



MACHIAVELLI Game "Bergamo" Autumn 1517

FRA (Martin) A Parma-Mantu
 MIL (Hutton) A Swiss-Avign G Savoy C F Savoy EMA Marse C EMG Marse F Genoa-E
 A Milan-Pavia
 VEN (M.Hood) A Vicen S A Fruil-Vicen(nso) A Fruil-Trevi A Pisto-Fiore F Romag-Ancon
 A Padua H F Dalma S EPF UA-LA EPF UA-LA A Bosni-Herze
 TUR (L. Quiding) F Ancon S AUS F LA H F IS-Duraz
 AUS (B. Quiding) F WGL-Corse F Sardi H F LA S TUR F Ancon H A Spole S TUR F Ancon
 F Tivol H A Trevi-Vicen

Retreats: AUS F LA-Bari

Disbands: none

FRANCE has lost his last home centre and is out! FRA A Mantu becomes IG Mantu, and all French controlled areas become independent, while Milan gains control of the French home country with all the implies in terms of victory conditions and his own home country! Thanks for playing Brad, and David before you.

Famines: Good year: none!!!

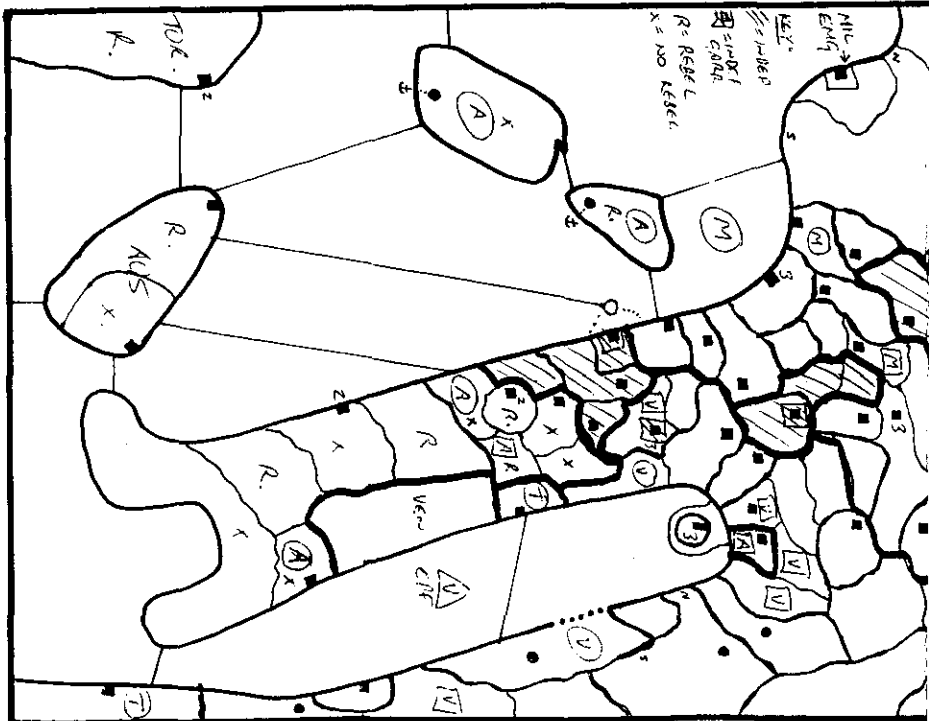
INCOME: Money: Sea: Provinces: Cities: Major Cities: Variable:

Variable Cities: TOTAL:

Loans out:

City count: A:6 F:0 (out!) M:14 T:2 V:12 Indep:6 Rebel:4 // 44

Press: Venice: Muttering quietly into a blonde, visiting Shakespearean actor Gerard (Carte Verte) Depart was heard to say only par dieu when asked about recent French and Austrian defections.



SOPWITH Game "Brequet" Round 3

				end	face	ammo	hp	vp
Anonymous(B.Quiding)	RT	RT fA	LS fA	B3	A2	11	12	0
Dougie Bader(White)	A	A	-	E11	E10	16	12	0
Hans Offermierplane(Clarke)	RS	RS	RS	L17	K16	16	12	0
Anonymous(A.Hood)	RT	RT	RT	S12	S11	16	12	0
Montgolfier(Petrie)	A	RT	A	G2	F1	16	4	0
Baron von Boring(Martin)	RT fR	RT fA	A fR	G4	H4	11	12	2

Montgolfier's balloon sinks slowly in the west, after a close tailing and lead-spraying by Von Boring. Hood's nameless pilot flies in circles trying to find a handle, and handle his plane at the same time. Like walking and chewing gum, huh Alex? Hans decides it isn't a jump to the left for this timewarp, and slips right. Bader pulls up short. The Count drei's two hard two steer and attacks some apparition from his nameless past... there's no point shaking no-one off your tail Count!

Clouds move north hurting no one. I use a d6 flower: 1=north, 2=northeast, ...6=northwest.

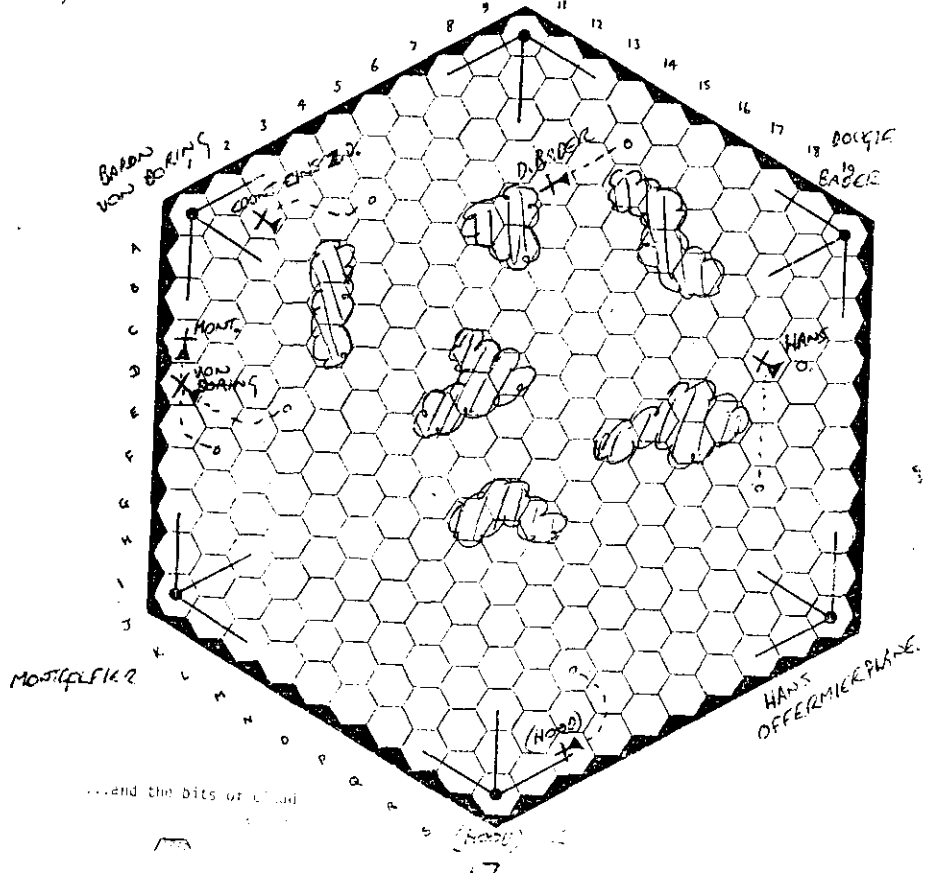
Press: Montgolfier-all: 'allo 'allo! Take zis, Baron! (Explosive fart)

Von Boring-Montgolfier: You have a lovely tail my frog darling. How about slowing down so I can grab hold of it?

(Anonymous Hooded pilot)-all: Just circling the airfield so the groundcrew can check that my undercarriage is up (yes my plane IS so advanced that it has a retractable undercarriage).¹³

Offermeiplane-all: Vell, I see zer battle zeems to be gizzerink on ze ozer side of ze map. Damnbotherinkdeblastensvines!

(Fig 2) *Count drei's*
ZWEI, DREI



...end the bits of cloud

(Bader)

Game "Albatross" Round 47

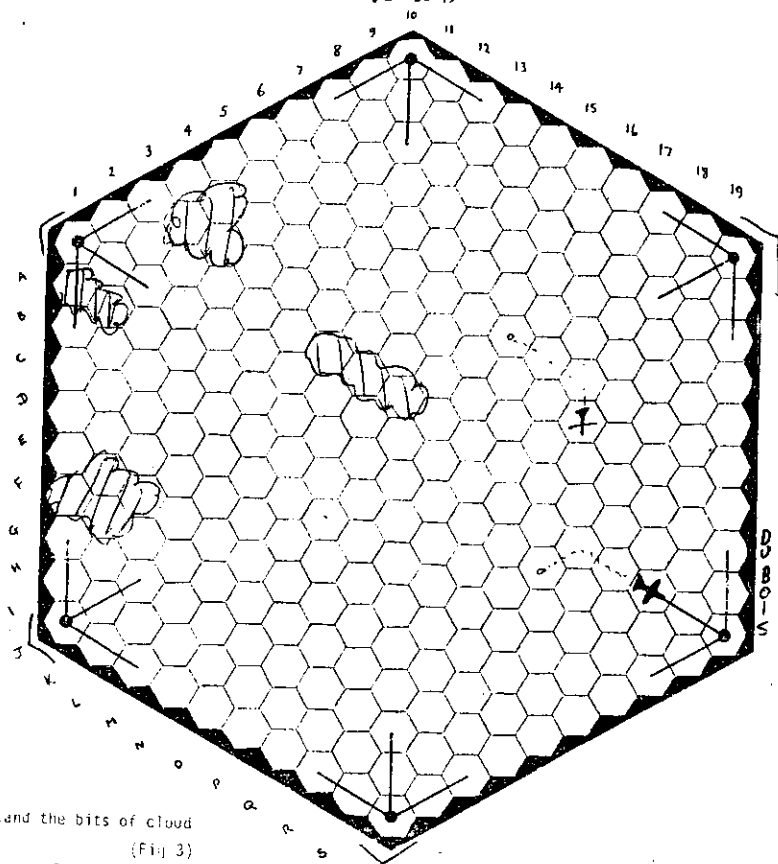
				end	face	ammo	hp	vp
Col. du Bois (Craig)	LS	A	A	Q17	R18	10	02	09
Capt. von Bomb (B.Quiding)	LS	LS	A	L15	M15	13	12	01

Clouds move northwest as Du Bois races for his runway, but can he restock ammo or repair before the Bomb drops in?
 Press: Bomber: Here little forgy woggy...

Gazfinc's Sopwith map

(Fig 2)

von Bomb



...and the bits of cloud

(Fig 3)

WINTER 1898 Diplomacy Game "Bulgaria" Spring 1905

ENG (B. Quiding) F NTH-Nwy F Edi-NTH F Lon S F Edi-Nth
 FRA (Addison) A Spa-Mar A Par S A Pic-Bre A Pic-Bre F MAO-Gas F ION-Gre
 GER (Kent) A Fin-StP F Nwy S F Den-NTH F Den-NTH A Swe S F Nwy H
 A Hol S F Bel H F Bel S F Den-NTH A Tyr-Pie A Bre-Par A Bur-Mar
 AUS (White) A Apu-Ven A Alb S FRA F ION-Gre F EMS-AEG A Rum-Bul A Bud-Ser
 A Gal-Sil
 RUS (M. Hood) A StP S ENG F NTH-Nwy A Ukr-Sev A Mos S A StP H
 TUR (Craig) A Sev-Rum F BLA S A Sev-Rum A Bul S A Sev-Rum A Ser-Bud
F AEG S A Gre H A Gre H F Smy S F AEG H

Retreats: AUS A Rum-Gal

Disbands: ENG F NTH(nro) TUR A Gre(nrp) GER A Bre(nrp)

Supply Centre info:

Neutral still(1): Tun

Home centres: ENG(Lon, Lpl, Edi) FRA(Bre, Mar, Spa) GER(Hol, Kie, Mun, Swe) [ITA(Rom, Nap)]

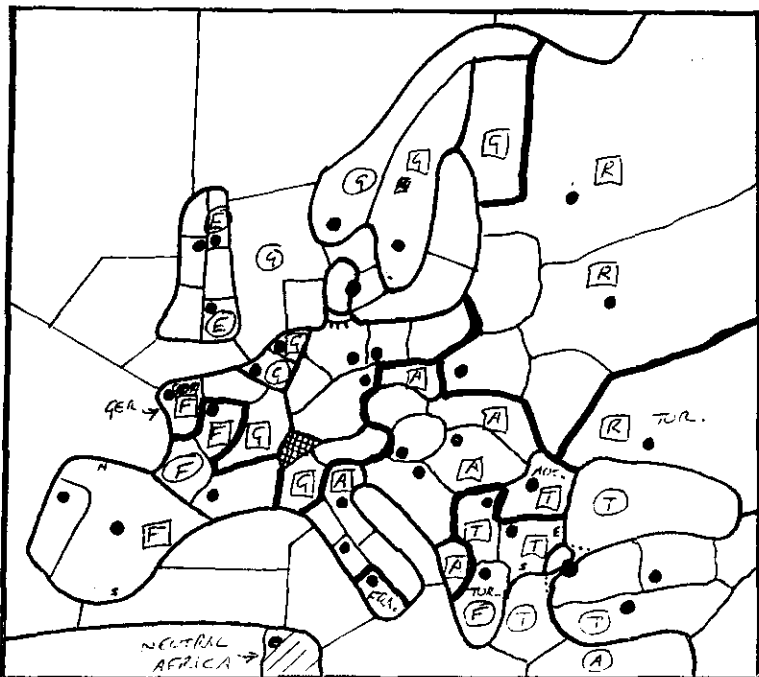
AUS(Ven, Tri, Vie) RUS(Nwy, StP, Mos, Sev) TUR(Bul, Con, Ank, Smy) [underlined = conquered]

New conquests: ENG(none) FRA(Par, Por, Nap) GER(Bel, Ber, Den, Nwy, Bre)

AUS(Bud, Rom, Ser) RUS(War) TUR(Sev, Rum, Gre) [underlined = someone else's home centre]

Press: ENG-all: Now that the homeland has been freed of Russian repression, the English parliament has declared a national holiday and vows to pursue diplomacy by other means.

GER-AUS: Don't mind me, just passing through!



DIPLOMACY Game "Burgundy" Spring 1909

The Map is messed. Russia declares "Mummy!". Turks seek trouble. Italy fortifies.

ENG (White) A Edi-Lpl A Lon-Yor F IRS S A Edi-Lpl F NTH-Hol A Bel-Ruh A Den-Kie
F BAL-Ber A Par H

FRA (Gill) F MAO S F Lpl-IRS F Lpl-IRS A Yor-Edi F Bre H A Gas H

ITA(M.Hood) A Vie-Gal A Tri-Ser A Gre S A Tri-Ser A Bud S A Tri-Ser F Alb S A Gre H
A Ven-Rom A Nap S A Ven-Rom F Apu S A Nap H

RUS (Martin) A Lvn-StP A Ber-Pru A Mun-Sil

TUR (Addison) A War-Mos A Gal H A Rum S A Gal H A Bul H A Con-Sev F BLA C A Con-Sev
F ION-AEG F Tun-WMS F TYS-GOL

Retreats: none

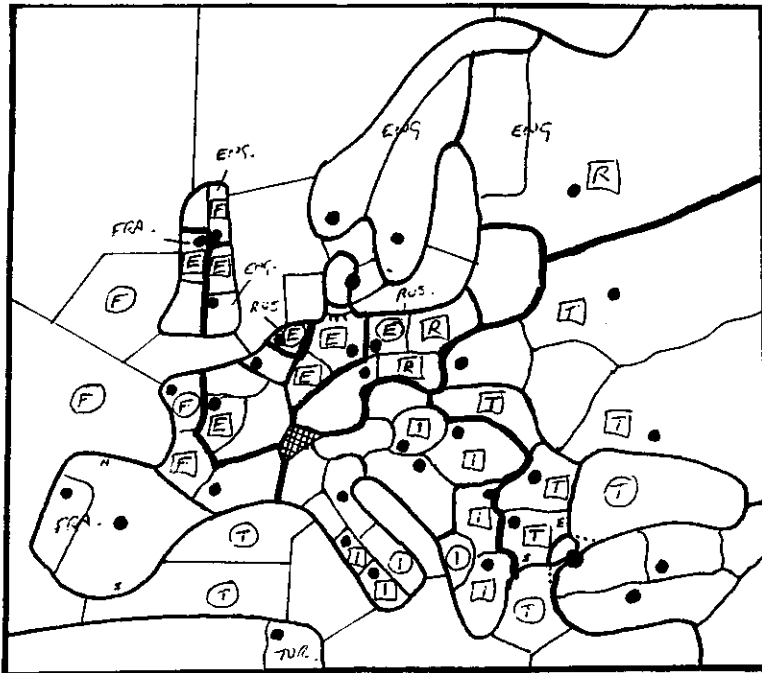
Disbands: ENG F IRS (NRO)

Press: I-T: Beaten back from the gates of vienna again, losing budapest and failing to recapture serbia - isn't it time you saved the Ottoman Empire by taking Spain and protecting Moscow? Because there's nothing to be gained by fighting me.

F-E: Why thank you, I enjoyed it, although I was foolish to trust your Turkish lap-dog. As stated my goal was to stall you and only time will tell if it's worked.

A Lvn-Stp: Mother, mother, I am home.

A Ber-Italy: Get your share of Germany before it's all gobbled up



GUNBOAT Diplomacy Game "Bohemia" Autumn 1916

Central collapse confirmed. French fry! Viennese roll! Venetian blind! Turks take Trieste!

ENG A Lon-Nwly F NTH C A Lon-Nwly F SKA S A Lon-Nwly F Den H F Kie S F Den H

A Par S A Bre H A Bre S A Par H F ENG-Bej

FRA A Pic-Bej A Gas-Bur

ITA A Mar S F Spa(sc) H F Spa(sc) S A Mar H F TYS-ION A Nap H A Ven S AUS A Tyr-Tri

(nso)

AUS A Tyl-Mun A Vie-Boh

RUS A Swe-Nwly F BAL S A Pru-Ber A Pru-Ber A Boh S A Sil-Mun A Sil-Mun A Ukr-Gal

TUR F Rum H F Tri H A Ser S F Tri H A Alb S F Tri H A Bud S RUS A Boh-Vie (nso) F Gre S

F EMS-ION F EMS-ION F ION-ADR F WMS-Tun

Retreats: none

Disbands: none

Builds: ENG(10) +A Lon, A Edi FRA(0) out! ITA(6) +F Rom AUS(2) as is RUS(6) as is TUR(10) +F Smy

Press: GM-all: draw proposal: 3 no, 0 yes, 2 no vote, 1 dead player. Fails. New proposal: 3-way E/R/T.

E-R: Don't wait too long to propose a frontier. Lest I draw it for you!

E-F: Il n'y a rien à dire.

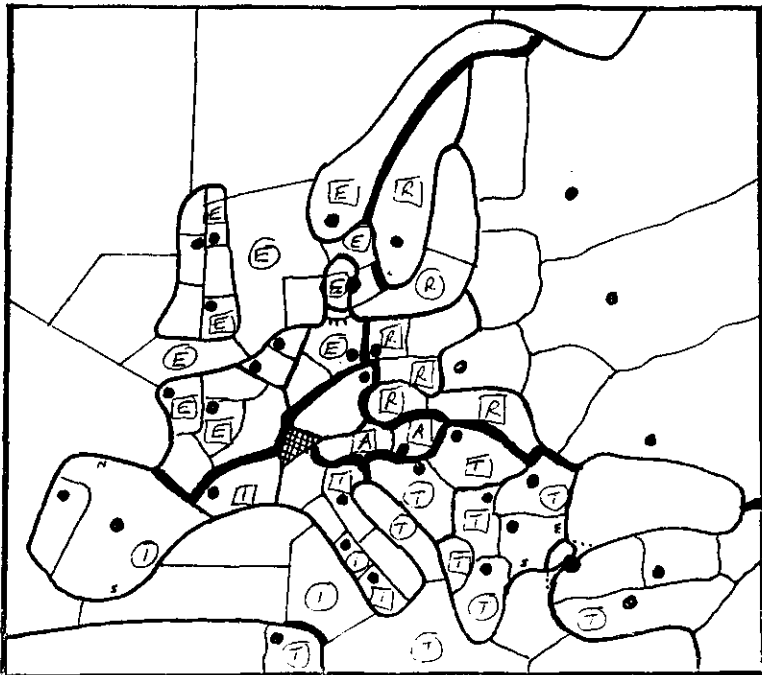
E-I: I will not attack you.

E-T: Esloge esek, can you talk?

F-all: Ze Emperor has taken ze harem and fled for ze hills. Here a captive heart busted (spot the quote).

R-E: I know that I'm risking it all and playing like a total gambler, but what the hell.

R-T: I didn't expect you to put a fleet in Tri, maybe next time I can get into Vie.



QUIZ (Round 3):

1. What does BASF mean/stand for? Badische Anilin und Soda Fabrik. (Baden Anilin and Soda Works)The company makes various chemical products, like cassette tapes.

Addison, Charlton, Clarke, Crandlemire, M.Hood 1/2 pt each.

2. There is a German company called MAN. What does this mean/stand for? Maschinenfabrik Augsburg-Nürnberg. This is a big heavy-vehicle manufacturer. I am not sure if they are still based in Augsburg and Nürnberg, but they still make buses.

Clarke, M.Hood, 1pt each.

Sorry David C., Motowerke... is not correct.

3. Where did the German colours of yellow, red and black come from?

The colours came from the uniform of the Freikorps Lützow, in the Napoleonic wars. It served under the Prussians, but was made up of volunteers, not regulars nor conscripts, and made a point of being a German unit, not a Prussian one. The uniform was black, with red piping and gold buttons. It was formed in 1813-14, during the 'War of Liberation', when over 12 months, 50 000 volunteers from all over Germany & from all social strata joined the Prussian army. The unit did not have its own flag, but founded the tradition of the tricolour, which appeared in 1832. In 1848, Freiligrath's poem interpreted the colours: "The powder is black, the blood is red, the flame has a golden glow." In 1867 Bismark replaced the flag with a red-white-black horizontal tricolour, but the Weimar Republic reintroduced it 1919-33, & again in both East and West Germany from 1949. The E.German interpretation was: black, the nation's past; red, today's struggle for a happy future; and gold, the age of communism. Soon after the original flag appeared, its colours were linked by chance to the coat of arms of the Holy Roman Empire (black eagle with red beak/claws on gold field).

Addison, Clarke, White, Martin. 1/2 pt each.

4. In 1921 a Czech word entered English & many other languages. What word, and where did it come from?

Robot, from the Czech word robota = slave labour. Karel Capek introduced it in his seminal play "Rossum's Universal Robots" (was this the actual title in Czech?). These robots were manufactured androids, but not mechanical. They eventually turned against man. It is a simple play, and easily read, but has some interesting messages, despite its lack of complexity. It seems to be out of print in English (I asked at Dymock's), but other Capek works are still available.

Addison: the World Book Encyclopedia, 1960, says he wrote it in 1921.

Charlton, Petrie, Martin, Crandlemire, Addison. 1/2 pt each.

5. What does the cover map illustrate, and what language is it in?

The Journeys of St Paul, and the language is Armenian, from an Armenian Bible.

Paul: Clarke, Charlton 1 pt each

Language: Charlton 2pts.

Charlton 7% Clarke 5% White 3% Crandlemire 2% Martin 2% Addison & M.Hood 2 Petrie ½

Queries to earlier questions: David C: I believe Glassner, "Systematic Political Geography", 1996, used the phrase The Firestone Republic, or maybe a book on African geography I read when designing my Africa Rail game. I can't remember... check the university library. Glassner mentioned both ports for the Swiss merchant navy. Basel is the only Swiss port, but Genoa is a Swiss home port outside Switzerland.

Greg: I admit my wording for the question on Ruthenia was a little ambiguous, but I did not consider any of the answers to get to the crux. Yes, it did become part of the Ukraine, but no why is this significant? As for becoming communist, if it had stayed part of Czech. it would have done so anyway, so this was not significant either. Brad suggested it gave the USSR a border with Czech., but it had beforehand! I consider his answer the closest. I will try and phrase the questions better in future.

David A: I get the questions from books I am currently reading, so the German 'kick' was due to me designing a German Rail version of Empire Builder, and reading Koch's recent "History of Prussia".

Round 4 Questions:

- 1) What does 3M stand for?
- 2) What is the origin of the phrase 'The Sublime Porte'?
- 3) What is/was The Golden Stool, and to whom was it important?
- 4) What is the Heaviside Function?
- 5) Where did Chambers hide the microfilms he claimed Hiss had given him?

2pts for a sole correct answer, 1pt each for 2 people sharing the answer, 1/2 pt each for >2 people.

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