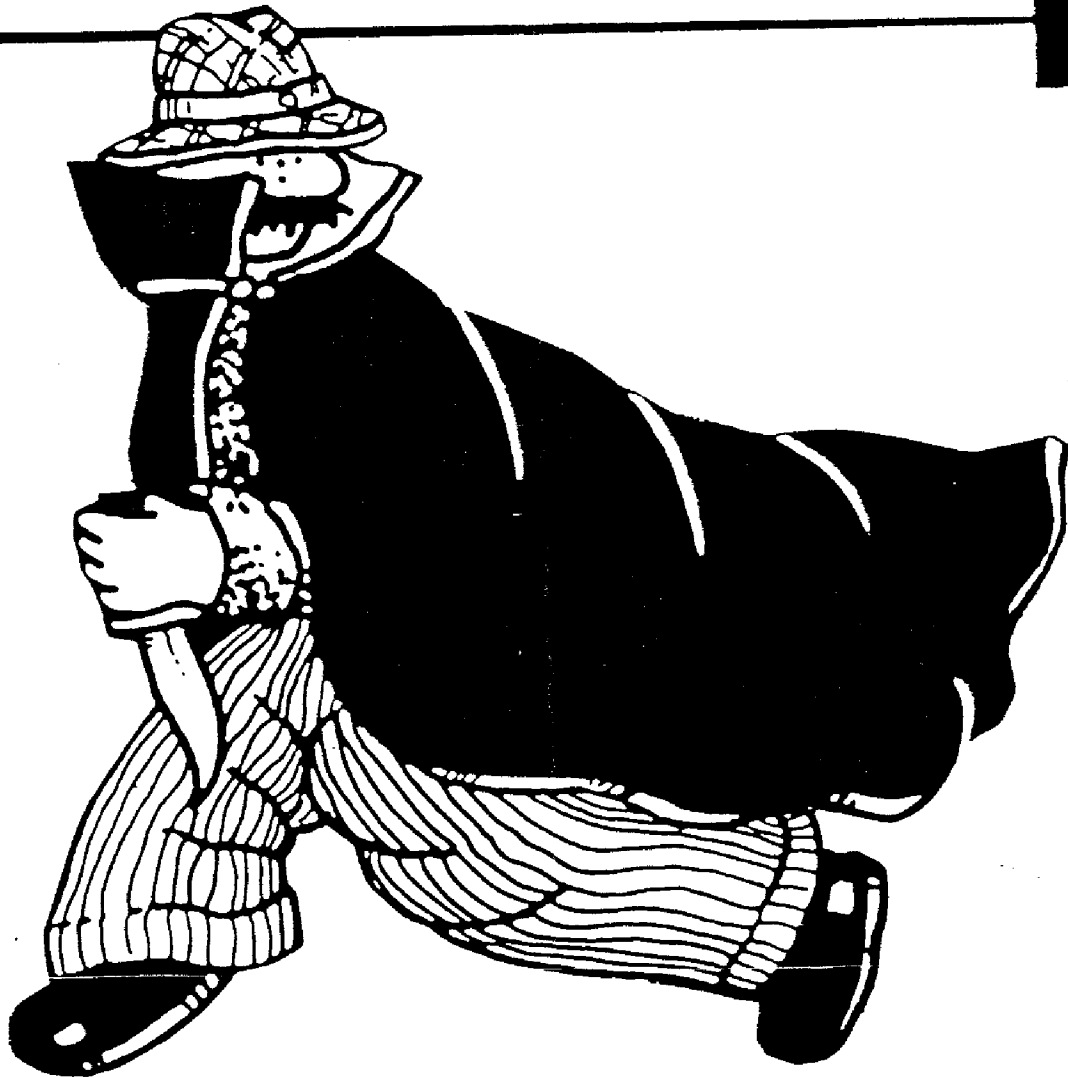


The Go-Between



**BUMPER
ISSUE**

MAY/JUNE 1984

Volume 2 #5

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DIPLOMACY 84-E

Orders due to Gamemaster by ~~May 24th~~ ^{June 13th}, 1984.

GameMaster - Darryl Davis	RMB 5403 Manor Hill Close Holgate 2260
France - Rick Snell	13 Kooyong Glen South Hobart
Germany - Peter Szabo	34 Wandworth Road Surrey Hills 3127
Britain - Steven Clarkin	764 Jilliby Road Jilliby 2259
Russia - Daryl Kibble	11 Victory Street Raceview 4305
Turkey - David Cox	42 Cheryl Avenue Terrigal 2260
Austria - Paul Vilarino	12 Shiel Street North Melbourne 3051
Italy - Cameron Thomas	16/34 Park Avenue East Brisbane

CYCLOPS

Page Three.

Howdy! Some of the more astute (i.e. those who can read a calendar) of you will realise that the May issue is more than a little late. I could brag and claim all the credit for this myself but I will share it with . . . nope! I guess I'll have to claim all the credit for myself. I plain forgot about the Easter holidays and the devastating effect they would have on deadlines. When the time came to put the 'zine together there was very little to be included. I decided to put it back about two weeks. This will require some adjustment to future deadlines.

DEADLINES: June - no such issue
July - 13th June to GM
19th June to Editor
August - 23rd July to GM
28th July to Editor

This 'zine is put out for pleasure - if its not a pleasure we are wasting our time playing. For this reason I thought it better to shoot deadlines to pieces in order to give everyone a chance to get their orders in. Nothing spoils a game more than countries which don't submit orders. If you are in any games and you want to get out or you don't want to submit orders so we can find a replacement player.

We have two more subscribers to add to the membership list.
Rick Snell Peter Szabo
13 Kooyong Glen 34 Wandsworth Road
South Hobart Surrey Hills 3127

Welcome fellers! I hope that you enjoy your games and meet some nice people too.

I am halfway through selling my house and moving to Canberra. This may mean changes. I hope to keep the 'zine going. It will depend, to a certain extent, on what job I get once I move. If I can't find suitable facilities in Canberra I may have to change the 'zine to once every 5-6 weeks instead of monthly.

Gregory Calder, Editor and Producer of Austral View, has mentioned the possibility of a merger between our two 'zines.

Cyclops continued.

Greg's 'zine has a little bit of boardgaming but is mainly computer gaming. I would appreciate it if those of you who are strongly for or against this would contact me with your feelings. This would probably lead to 5 weeks between issues because of the extra time needed to put it all together.

I would ask that all subscribers who are currently involved in games do two things. One, at least reply to all letters received. You don't have to initiate the communication but if you receive one answer it. It is courteous. It makes the game more fun for you - and your opponents. It gives you a better chance of winning. Try to reply quickly as there is not much time to spare between issues. It doesn't take long to work out what you want to say and it doesn't take long to write a short note. Procrastination takes time. Two, make sure you submit orders to the GM before the deadline. Use letters, not the 'phone. If you take on a game it is courteous to submit orders. It also gives you a better chance of winning. Your allies, if any, rely on you to at least do something/anything. If you can't be bothered ask the GM to find a replacement for you. There is no reason for the others to suffer as well.

* * * * *

OBLIGATIONS OF P.B.M. GAMERS

Ray Selfe

To agree to take part in a P.B.M. game is really a contract. Under that implied contract there are benefits to be gained but there are also obligations. Many players ignore these obligations in various ways.

The first obligations are to the game as a whole. By the "game"



I mean the collective players plus the umpire.

It is possible for one player to foul up the game for everyone else. The usual method of doing this is by leaving the game without warning or notice.

In some cases players will have to drop out of the game, however I feel that those are very rare. In my experience the dropping out is usually associated with game performance (i.e. those who are losing often drop out while those who are winning do not).

In many cases the person who drops out is the equivalent of the "whinging quitter" referred to in my previous article.

The effects of a person dropping out of a game vary from serious to disastrous depending on the circumstances.

Even someone who gives the umpire notice of intention of dropping out and continues to send in orders until a replacement player is found causes serious problems. The replacement player has little knowledge of the game (esp. the negotiations, stabs, terrible lies, alliances, etc.) and the result maybe a whole new situation. This may not be such a bad thing except that it does NOT affect everyone equally.

A change of player in England, for example, rarely affects Turkey and Austria but will almost always affect Germany and France.

This can be somewhat disconcerting (that's a polite way of putting it) to players who have worked hard in establishing a set situation, only to have it fall apart.

Needless to say the quitters have an excuse up their sleeves (pressure of work is a good one). However, realistically anyone who cannot find an hour per month, should not have started in the first place. Having said you will play, you are obliged to do just that!

There are also obligations to various players resulting from the mechanics of the game. People will be relying on you to continue playing, to live up to agreements, but most of all to communicate.

Each player ought to initiate and reply to letters. Some letters may require no reply and others will be deliberately unanswered (esp. if you don't like telling lies), but you ought to be communicating with a number of players fairly regularly and with most of the others on an infrequent basis. Also, if someone asks for an opinion or information it only makes sense to reply, especially if it relates to the next set of orders.

Any player obviously expects to get something out of a P.B.M. game (I'm not sure what!). Whether he gets what he wants or not is his own problem. When he finds that he is NOT getting what he wants (I don't mean Spain, ~~est.~~ here, but enjoyment and bliss) this is NOT an excuse to drop out (although it is usually the real reason).

As this situation usually occurs when the player is doing badly, he ought to keep in mind that another person is unlikely to be enthusiastic about taking over a hopeless situation. There are, I suppose, people who enjoy a challenge and masochists, but let's confine ourselves to normal people. N.B. A NORMAL PLAYER IS NOT A NORMAL PERSON!!!!

What I am suggesting basically is that one's obligation to the game and players transcends the player's obligation to himself, except in extremely exceptional circumstances. For example, death and lapsing into a coma. I suspect that some players in some games I've seen have been in a come while still playing.

If all players have this attitude then the frustration level will decrease, particularly for the umpire who has to patch up the gaps; it is one thing to be frustrated because your enemy is more skilful or lucky, but it is quite another to see him become more powerful because some steg (? ED.) dropped out of the game.

One final obligation a player has is to be umpire. Here one has an obligation to send one's orders in a clear and concise manner, and to make the umpire's job as easy and straight forward as possible. In addition, players should be understanding about delays and errors (anyone who has umpired a game will not need to be told that it takes a great deal of time).

Basically, the above comes down to a sense of responsible behaviour and good manners.

* * * * *

NOTE TO PLAYERS: It has been suggested that it would help speedy communication if GMs sent copies of results directly to players. If you wish this suggest it to your GM and please send him a SSAE.

Declaration by GameMaster: "Due to continued failure to submit orders the Tzar of Russia, Peter Ryan, is asked to submit orders before the next deadline. Any players who would like to be considered as replacement players are asked to send their own orders for Russian units in the event of Mr Ryan not submittign any."

RUSSIA (Ryan) - NMR. Builds F St.ϑ (s.c.); A War. Following units hold: A Nor; A Den; F Ska; A Vie; A Boh; F Sev.

BRITAIN (Selfe) - *A Edi-Nwy; F Nor C A Edi-Nwy; F Bre-Eng; F Eng-Bel.

ITALY (Kibble) - *Rom-Ven; *F Nap-Tyr; A Gre-Ser; F Tri-Adr; A Ven-Pie; F Tyr-Gul.

FRANCE (Mellor) - F Nwg-Nat; F Nat-Wes; A Mar-Pie; A Par-Gas; A Pic-Bur.

TURKEY (Hopkins) - *A Smy-Arm; A Rum-Ukr; F Bla S A Bul-Rum; A Bud-Gal; A Ser-Bud; F **Don**-Tun.

New German Player: Cameron Thomas, 16/34 Park Avenue, East Brisbane. A Bur-**Bel**; F Hol S A Bur-Bel; A Kie-Den; A Mun-Boh

Public Statment by Sultan of Turkey - "The people of Turkey are now at war with Russia. This formal declaration follows months of harassment by the Tsar's secret operatives who are seeking to promote unrest in the peaceful state of Turkey. The Tsar has been most discourteous in not replying to frequent messages from Constantinople. This more than anything has prompted me to see to his downfall. I therefore ask for aid from the rest of Europe to remove this monster."

Sultan Abel-al-Hamid II.

Diplomacy 84-A - SPRING 1402

AUSTRIA - Builds A Tri, A Bud.

A Ser - Bul

F Gre \leq A Ser - Bul

A Tri - Ser

A Bud \leq A Tri - Ser

A Gal \leq (Rus) A Rum

TURKEY - Builds F Ank

F Ank - Bla

F Con \leq F Ank - Bla

A Smy - Ank

A Bul - Rum \Rightarrow Disbands

FRANCE - Builds F Bre

F Mid - Iri

F Bre - Eng

A Spa holds

A Pic holds

ENGLAND - Builds F Edi

F Edi - Nwg

F Nth - Nor

A Nor - st.P

F Bar \leq A Nor - st.P

GERMANY - Builds A Ber

A Kie - Hol

A Ruh - Bel

F Den holds

A Ber - Mun

RUSSIA - Builds A st.P, A Mos.

F Swe - Nor

A st.P holds

A Mos \leq A st.P

A Rum \leq (Aust) A Ser - Bul

A Arm - Syr

F Bla - Con \Rightarrow Retreats to Sev

ITALY - Builds F Nap.

A Tun holds

F Ion - Eas

F Nap - Ion

A Rom - Ven

Public statement: "The Sultan of the Ottoman Empire in no way condemns the actions of Kaiser Franz-Josef of Austria and would like it to be publicly known that he is an honest & trustworthy diplomat - even if he is my enemy. However, as for the Tsar of Russia, he isn't even worth spitting on, and I say to all nations, BEWARE."

Tau(Mellor

LOCKWOOD'S COLUMN

Especially for the readers of this column I have been able to ascertain from a secret source, a pre-release list of brand new wargame titles shortly to be released on the unsuspecting gaming community.

WOOLEN SHIRTS & IRONED PANTS -- a fantasy Robe Wearing game.

DESERT POX - role playing infectious diseases in Tunisia 1941-1943.

CAKEMAKER - chef manipulating in the middle ages.

SQUID LEADER - fish to fish combat during WWII.

PRUNE QUEST - FRP search for the ultimate laxative.

TICKTOCKS II - buy and sell watches and clocks in this exciting retail game.

ANCEST - a game for all the family.

LITTLE ROUND TOP - the pimple squeezing game for adolescents.

817 QUEEN OF THE SKIES - pilot your bomber load of transvestites safely back home from those naughty Luftwaffe boys.

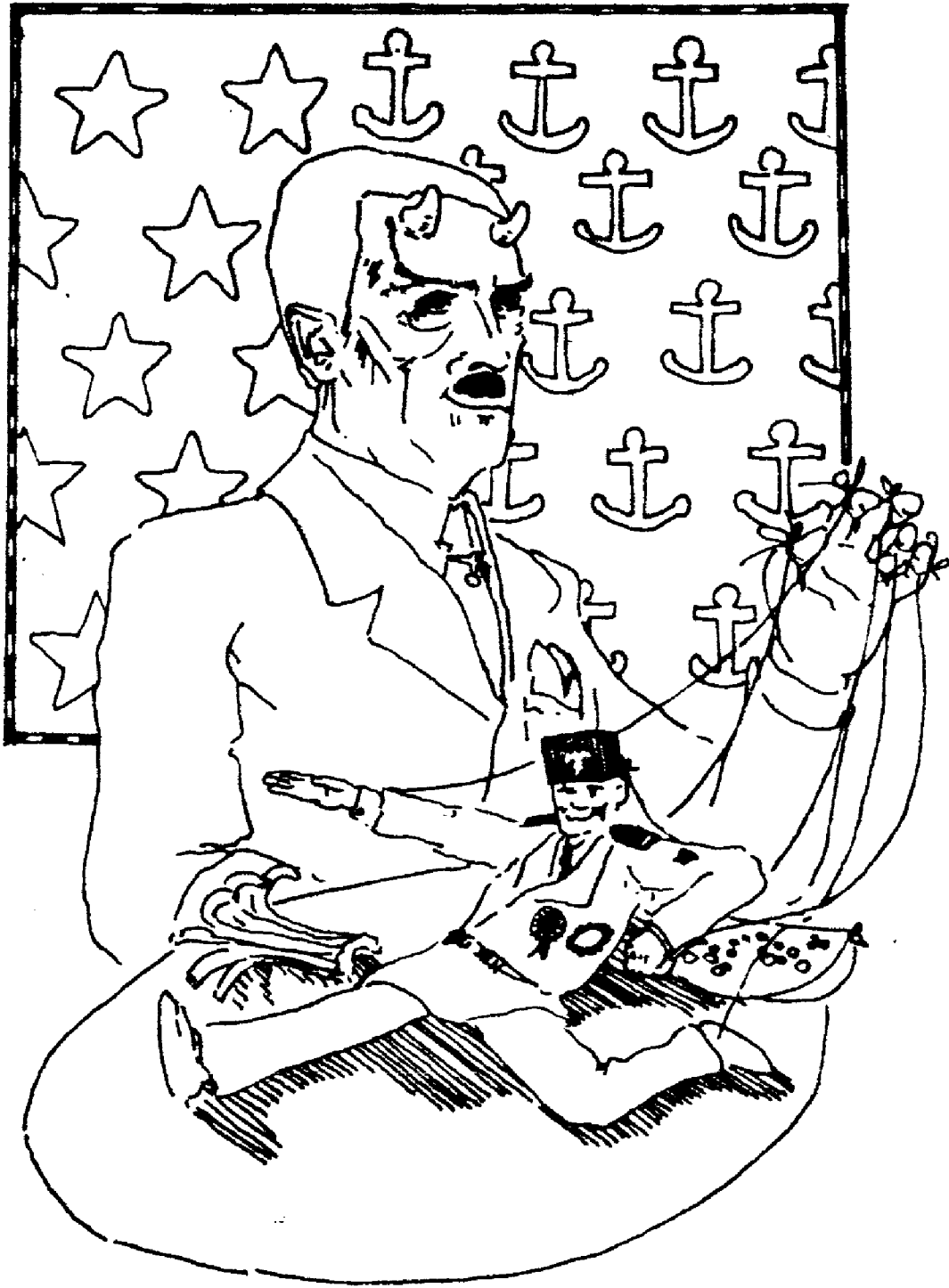
SPOUSE DIVIDED - See how many pieces you can hack your wife into in this delightful game for all the family

POINTLESS - Aircraft expansion kit for War & Peace.

Next Issue: The Wishing Well in D&D - your editor looks into it



Graham Lockwood
5 Star Idiot



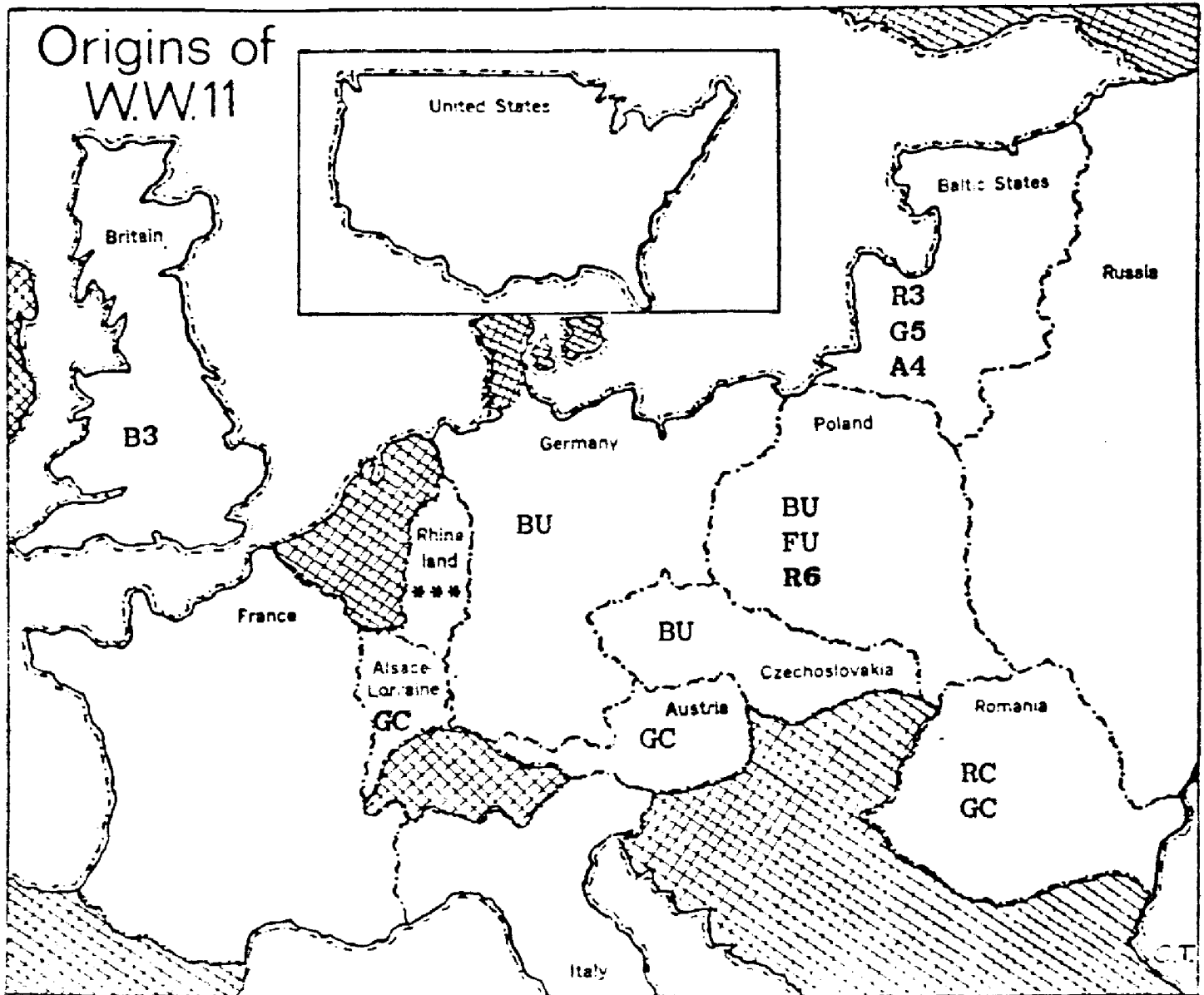
DAVID COX AND CAMERON THOMAS PLAYING ORIGINS?

OUTBREAK

Page Eleven

YEAR: 1936 PHASE: TWO

BY: DARYL KIBBLE



code:

- A = USA (SELFE)
- F = FRANCE (REILLY)
- B = BRITAIN (HOPKINS)
- R = RUSSIA (THOMAS)
- G = GERMANY (COX, D.)

- U = UNDERSTANDING
- C = CONTROL

A Single Number
= POLITICAL FACTORS

*** IN RHINELAND A2
FU
G6

, A German attack on USA in
, Rhineland failed, the dice
result being a 6. (3-1 odds).

NEXT ORDERS DUE: 24th MAY

FRANCE loses Alsace-Lorraine,
what a headache.



DARYL'S DOINGS

BY: Daryl R. Kibble

Well, David Cox has done it this time. Why should Peter Cox (Italy) 84-D be given special privileges in the initial set up? I'll tell you all why - there is no such person as "Peter" Cox, and it is really a dirty ploy of David's to get a higher commission on CLAYTON'S in times of economic recession. Refer edition 2.3 of the Go-Between and read Terry Bradley's article and then put one and one together. Answer, three. I didn't think David was the type who would purposely interfere in a game, and I also thought he had more brains than to actually call this "player" Cox, but I guess that I have misjudged him.

I was hoping that Willy's Wand could start up this month, but the Austrian Kaiser (83-A) has already taken my advice and departed. However, why would Paul Vilarino want to play another game? Especially since I am also participating in the same game. Doesn't he ever learn.

A note to the remaining brave few who are still down for Dipconomy, you may be pleased to know that there will be a complete redraw once we get 7 players.

ONE OF THE HORRORS OF WAR

- Ray Selfe lecturing upon it. (I had to get you back Ray).

Being the King of England in 84-C, known to my fellow diplomats as Teddy, I feel that it is essential that this following article be taken VERY seriously by all concerned.

WHEN BRITISH INTERESTS ARE THREATENED OR ATTACKED AT A DISTANCE OF:

3000 Miles-Let them alone. There will be sure to be a market for Manchester Goods under any circumstances.

2000 Miles-Ditto, ditto. Where's the good of interrupting commerce by quarrelling? Perhaps get embroiled in a nasty wicked war.

Cont. over

- 1000 Miles - If anything very important, a polite inquiry may be permitted.
- 500 Miles - A gentle remonstrance is allowable, but if assured by the other parties that they mean no harm, we are bound to believe them. The days of MACHIAVELLI are gone.
- 250 Miles - Within this distance we might assume a little more dignity, and inquire 'If they know what they are about?' &c.
- 100 Miles - Send a word we shall be down upon them if they don't mind.
- 50 Miles - Get the 'Morning Herald' to talk about the BRITISH LION, in order to frighten them.
- 20 Miles - Tell them they have no idea what a lot of ships and soldiers and sailors and cannons and balls, and other horrible things we've got at home.
- 10 Miles - We'll only give them this one more warning to keep off.
- 1 Miles - We might now fire some blank guns; and even if they WON'T go away, I don't see it will matter much. They're all Christian people no doubt, and won't hurt us if we let'em have their own way.

The KING of England says we have no right to interfere with Russia, because 'the Seat of War is 3000 miles away from us'. The above is a 'graduated scale' of war policy, as per distance. Having insinuated the delight our readers (especially those at St Petersburg) would experience from its perusal, the King obligingly favoured us with this above copy.

NEKT MONTH: Extracts From a Peace Dictionary.

FOR SALE: KINGMAKER, never played, as bought from the shop. \$ 22

Well, that's it I'm afraid, you will just have to wait until month.

Until then,

Daryl Kibble

KINGMAKER

Would those players who would like to participate in The Go-Between's second attempt at Kingmaker please contact Graham Lockwood, 37 Derribong Drive, Cordeaux Heights, 2526.

Players Notes:

1 Any player with the Philmar/Ariel version of Kingmaker should contact me immediately.

2 Any dice rolls and/or random choices/events will be conducted by the Herald (who will be above bribes - sorry guys)

3 Mapboard. Not the following clarifications: Shrewsbury blocks road movement between Landon and Conisborough castle; London does not block movement by road between Shrewsbury and Norwich as the road forks at Barnet; Factions at Thetford and Framlingham may use road movement.

4 Ships may be stacked in order to facilitate nobles with troops strengths larger than that printed on the vessel.

5 Seige. Although the game has never claimed to be an accurate historical simulation, the seige rules are a bit ludicrous. Normally a seige would last longer than indicated in Kingmaker. To reflect the true situation without resorting to complicated seige rules I intend to use the following table for seige resolution:

		NUMBER OF TURNS			
		1	2	3	4
DICE ROLLS	1	H	H	H	H
	2	H	H	H	S
	3	H	H	S	S
	4	H	S	S	S
	5	S	S	S	S
	6	S	S	S	S

H = besieged stronghold HOLDS S = seige SUCCESSFUL

Kingmaker continued . . .

MODIFIERS City Siege minus 2 from dice roll
 Town Siege minus 1 from die roll
After 4 turns the siege is automatically successful.

The siege rules (p.3) stand except for rule 3 paragraph 1 with the addition that only the lowermost noble participating, named on the event card, is killed. A bad weather card will be ignored (it is assumed that instead none of the participating nobles have been killed that turn as per rule 2).

Optional Rules: (p.8) Commission/Ambush/Bishop Cards/
 Optional Parliament

(p.9) Alliance

Advanced Rules (p.10) Components/Prepared for Play/
 Setting out Royal Counters

Kingmaker Variant Module - any player not familiar with the variant module will be sent a copy of both the rule sheet and cards upon request. The following variant cards will be used - how many of each will be kept secret: Treachery, Sales At Sea, Refuge (Option A with the addition: The Captain of Calais has unlimited stay in Calais and the Continent, the player with the Scottish Mercenary card has unlimited stay in Scotland), Vacillating Allegiance - Option A, Catastrophe, Royal Death.

New optional rules in force: Rule 6 - Scottish Mercenary Card

In keeping with the spirit of face to face play all factions will be notified of all cards in play. The initial deal will be 7 to each player.

Each player will be expected to inform the Herald by 23rd of each month of the following (in order):

- A - assignment of any cards in hand to 'the table',
- B - any executions,
- C - movement,
- D - coronation,
- E - combat or parliament.

Kingmaker continued . . .

As per Colin Smith's outline of play, parliament will replace combat if necessary and play will be simultaneous.

These rules may be subject to change if the situation warrants it - I've never GM'ed Kingmaker before, so if you know as

D&D D&D D&D D&D D&D D&D D&D D&D D&D D&D D&D D&D D&D D&D

The following is an extract from a letter written to me by Duncan Baxter, 48 Johnson Parade, Blackwood, 5051.

"Turning from Diplomacy to the 'D&D' type game I suggested a few letters ago, the idea I had would run something like this:

Each player (max. of 4) chooses a role from Fighter, Magician, Cleric and Thief. Each role is like another person whom they pretend to be. Fighters are good in close combat, Magicians and Clerics have spells and Thieves can pick locks, etc. Each player is sent a description of what they are carrying and a general idea of their abilities. They also receive a description of their starting location (e.g. You are in a small clearing. A stream gurgles off to the right while before you stands a large stone well with a handle and chain leading into it. The sun is directly overhead and the temperature is around 30 degrees Celsius).

In a turn each player sends me a list of the things they want to do. This is limited by two things:

- i) the party of 4 may not split up,
- ii) once an order takes a character to a place which cannot be seen (e.g. down a well or into a cave) they must end the order list. Once I have the orders I will write a page or two of description of what the party did as if it were a novel and end with a description of a new location. The last step is what is published in your 'zine.)

If you are interested please write to Duncan!

diplomacy 84-B
Spring 1902 Campaign Results
Alexander Geissman

RUSSIA (DAVIS)
Build A War
A Mos
Moves A Ukr-Rum
A Gal S A Ukr-Rum
A War S Gal
F Rum-Sev
A Mos S F Rum-Sev
F Swe S Ger F Den

ITALY (CLOSTER)
Build F Nap
Moves A Tri H
A Ven S A Tri
F Ion H
F Nap-Tyrr Sea

TURKEY (MORTENSON)
Build F Smy
Moves F Bla S A Ukr-Rum
A Bul-Gre ELIMINATED!
F Smy-Aeg
A Con-Bul

AUSTRIA (HAUGHEY)
Build A Vie
Moves A Vie-Gal
A Bud-Rum
F Gre-Bul (s.c.)
A Ser S F Gre-Bul

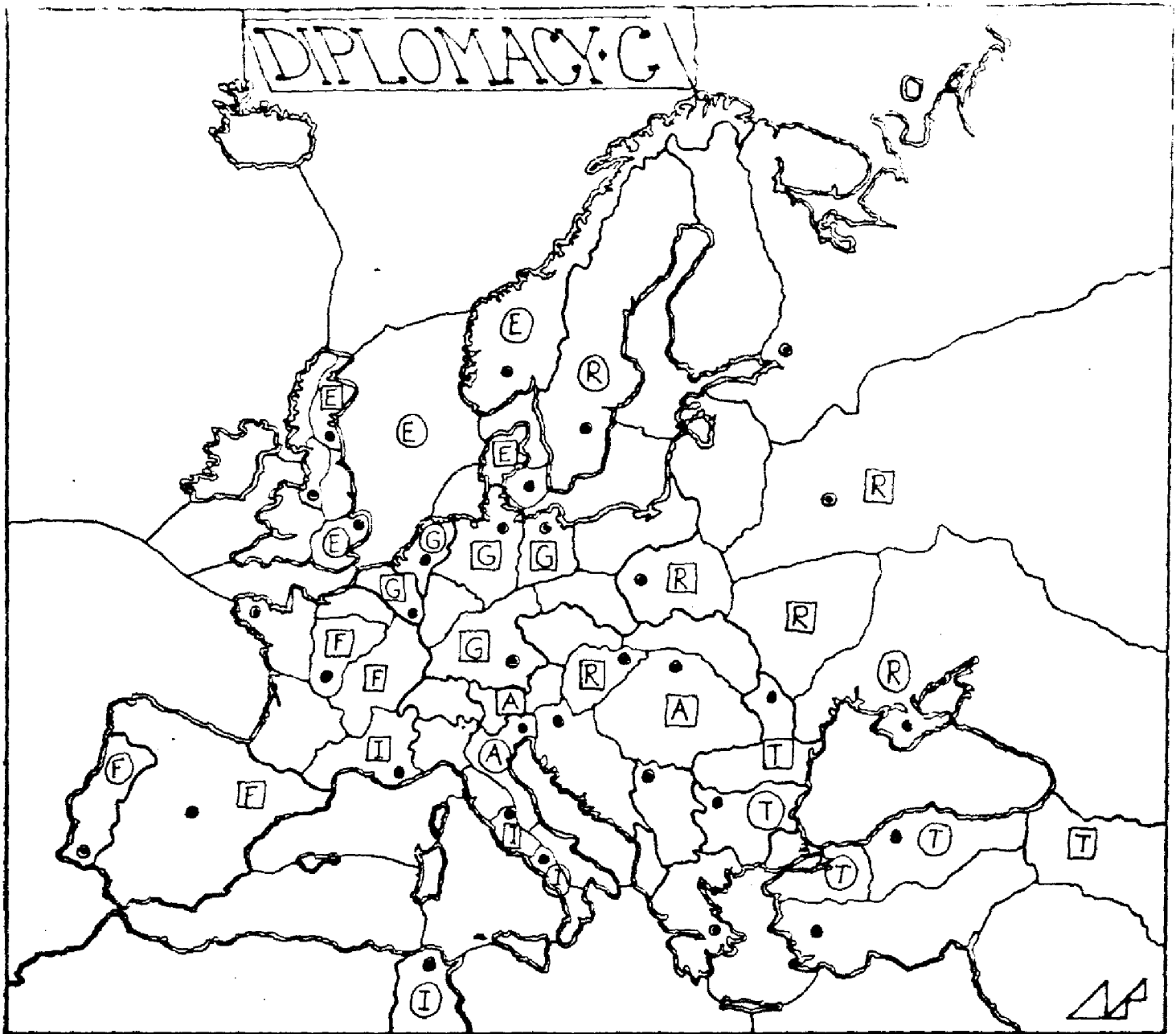
ENGLAND (BRADLEY)
Build F Edi
Moves F Nth Sea-Norwy
F Edi-Nth Sea
F Wales-EngCh
A Bel-Pic

GERMANY (WILSON)
Build A Kie
A Mun
Moves A Kie-Ruh
A Hol S A Kie-Ruh
A Mun-Burg
F Den H
A Ber-Kie

FRANCE (BAXTER)
Build F Bre
A Par
Moves F Bre-MidAt
A Par-Pic
F Pic-EngCh
A Spa-Gas
F Por-Spa

In emergencies 'phone
orders will be taken.
Contact Alex/Ivan/Derrick/
Tom on (02) 799-3523

ALL BUILDS MUST BE SENT WITH AUTUMN ORDERS



FALL 1901

Austria: F TRI-VEN, A TYR-S F TRI-VEN, A BUD-S Turkish A BUL-RUM

England: F NWG-NOR, F NTH-C A EDI-DEN, A EDI-DEN

France: F MID-POR, A MAR-SPA, A BUR-S English F NTH-BEL

Germany: F HOL-BEL, A RUH-BEL, F HOL-S A RUH-BEL, A MUN-BUR

Italy: F ION-TUN, A PIE-MAR, A ROM-VEN

Russia: F BOT-SWE, F SEV-S A UKR-RUM, A UKR-RUM, A GAL-VIE

Turkey: F BLA-BUL(ec), A ARM-SEV, A BUL-RUM

BUILDS

Austria: BUD, TRI, ~~VIE~~, VEN No change

England: EDI, LIV, LON, NWY, DEN Builds F LON, A EDI

France: BRE, PAR, MAR, SPA, POR Builds A PAR

Germany: KIE, BER, MUN, HOL, BEL Builds A KIE, A BER

Italy: ROM, NAP, VEN, MAR, TUN Builds F NAP

Russia: STP, MOS, WAR, SEV, SWE, VIE Builds A MOS, A WAR

Turkey: CON, ANK, SMY, BUL, RUM Builds F CON, F ANK

COMMENT

Deadline for next turn is 24th May. Please, no more 'phone calls!

Baxter

INITIAL NEGOTIATION IN DIPLOMACY

and how to fail at it

reprinted from The Queensland Wargamer, April 1983)

he game of Diplomacy. The events on the board can be exciting and important enough; but it is away from the board, during the ten minutes or so of negotiating time, that the game is decided.

Here's an example game:

The lots are drawn for countries from the box lid, and six players wander away from the table and begin chatting in groups. A lone figure draped over the table cries in pain, "Italy again?"

England and France pair up immediately and both seem confident. Russia is panic-stricken; Germany plans a meeting with everyone except possibly Turkey, while Italy, not caring anymore, proceeds to down a can or two of beer in the corner of the room.

Let's follow Germany; always one of the busiest players at this stage as he moves about the room. He has three immediate neighbours - four, if you count England - and is uncomfortably aware that his central positioning makes him rather conspicuous. He starts by checking out Austria.

"Any chance you and me standing back to back for the opening stages - I'm worried about England and France - look, they've got their heads together already, the rats. By the way, did you know that France is interested in your wife - I'd watch him".

Germany has made this up on the spur of the moment. Austria, who is unmarried, says he'll think about it, after he's seen the Spring moves. Germany, discouraged, thanks him and moves on to Russia.

"Look, I'm in real trouble; I've battled France before, he's ruthless and he's sided up with England; I need my back door covered."

Within minutes several compromises have been made. Yes,

Initial Negotiation continued . . .

of course Germany can regard him as an ally. Demilitarized zone in Prussia, Silesia, the Baltic? And Russia in Seden, by all means, delighted.

"Something's wrong," thinks Germany. That was too easy. He turns to England and France, who fall silent at his approach.

"Could I Have a word with you separately?" queries Germany.

"Hang on a minute," snarls England. He says something to France in a low voice; France nods importantly and sidles away to talk to Italy who has been drinking in the corner of the room.

"Right," says England cheerfully. "That's got rid of that moron - let's get down to business and no nonsense about holding both Holland and Denmark."

Germany proceeds to converse at length on the legendary beauty of the Anglo-German alliance, before which the other five countries go down like wheat under a combine harvester; he omits to mention that his plan will eventually result in a runaway win for Germany. Surprisingly, England accepts. Together they compose the necessary orders in full view of the other; eyeing the other surreptitiously to ensure that neither cheats. Suddenly England clutches his stomach and bolts for the toilet. Germany, seeing himself as a good ally, beats him to the door.

"I'll hold your orders, in trust," grins Germany. Leaving England no option but to hand them over.

Eye on the toilet door, Germany next tries his luck with France. It's not easy to paint a picture of France and Germany sweeping to world domination on level terms, but Germany does his best. France belches loudly and shows other signs of genuine interest. He seems sincere enough . . . but as soon as Germany moves away he starts whispering to the toilet door.

A sudden grunt from the corner brings Germany's interest to a drunken Italy; he'd been eavesdropping. Germany desperately ransacks his short-term memory; did he say anything nasty about greasy pizza-eating wops? No? This is his big chance then. Italy seems genuinely interested and enthusiastic, glad that someone cares. He'll attack Piedmont and threaten the French as best he can. Germany gives Italy two beers from his diminishing FOUR-X stock (FOUR-X or XXXX is the Queensland word for beer because it is easier to spell. Ed.)

Initial Negotiation continued . . .

as a gesture of good faith.. Italy bursts into copious tears of gratitude. Germany is jubilant; a really good Italian alliance is the best any Germany can hope for. He puts it all down to his silver-tongued rhetoric and astute strategic grasp. With a friendly nod to Turkey he retires to finish his orders.

Come Spring 1901 orders time; Italy has passed out unconscious and Germany notes that one set of orders is written on toilet paper. He finds he has offended England, France and Russia; there is nothing he can do now but show his willingness to swallow temporary humiliation, try to become someone's puppet or follow Italy's footsteps to peace.

Cameron Thomas

All prices include Postage.

The Russian Campaign \$20

World War One \$5

Mercenary \$5

The War of the Ring \$20

Illiad \$15

Campaign \$10

Ram Speed \$5

Rommel's Panzers \$5

NORAD (some counters are missing but it is possible to make copies of the missing ones) \$4

SALE

SALE

AVAILABLE FROM DAVID COX.

RESULTS 84-D

RUSSIA (S. SZABO) F StP-Bot; F Sev-Rum; A Mos-Ukr; AWar-Pru

GERMANY (MORTENSON) F Kie-Den; A Mun-Kie; A Ber H

FRANCE (HALLET) A Mar-Spa; A Par-H; F Bre-Mid

ENGLAND (COLLISTER) F Edi-Nwg; A Liv-Edi; F Lon-Eng

ITALY (P. COX) A Ven-Tyr; F Rom-Tus; F Nap-Ion

TURKEY (BEDLINGTON) F Ank-Bla; A Con-Bul; A Smy-Con.

AUSTRIA (HUDSON) A Vie-Bud; A Bud-Ser; F Tri-Alb.

GAMEMASTER'S FULL ADDRESS

CAMERON THOMAS

16/34 PARK AVE

EAST BRISBANE

4169 QLD.

PH: (07) 391 4295

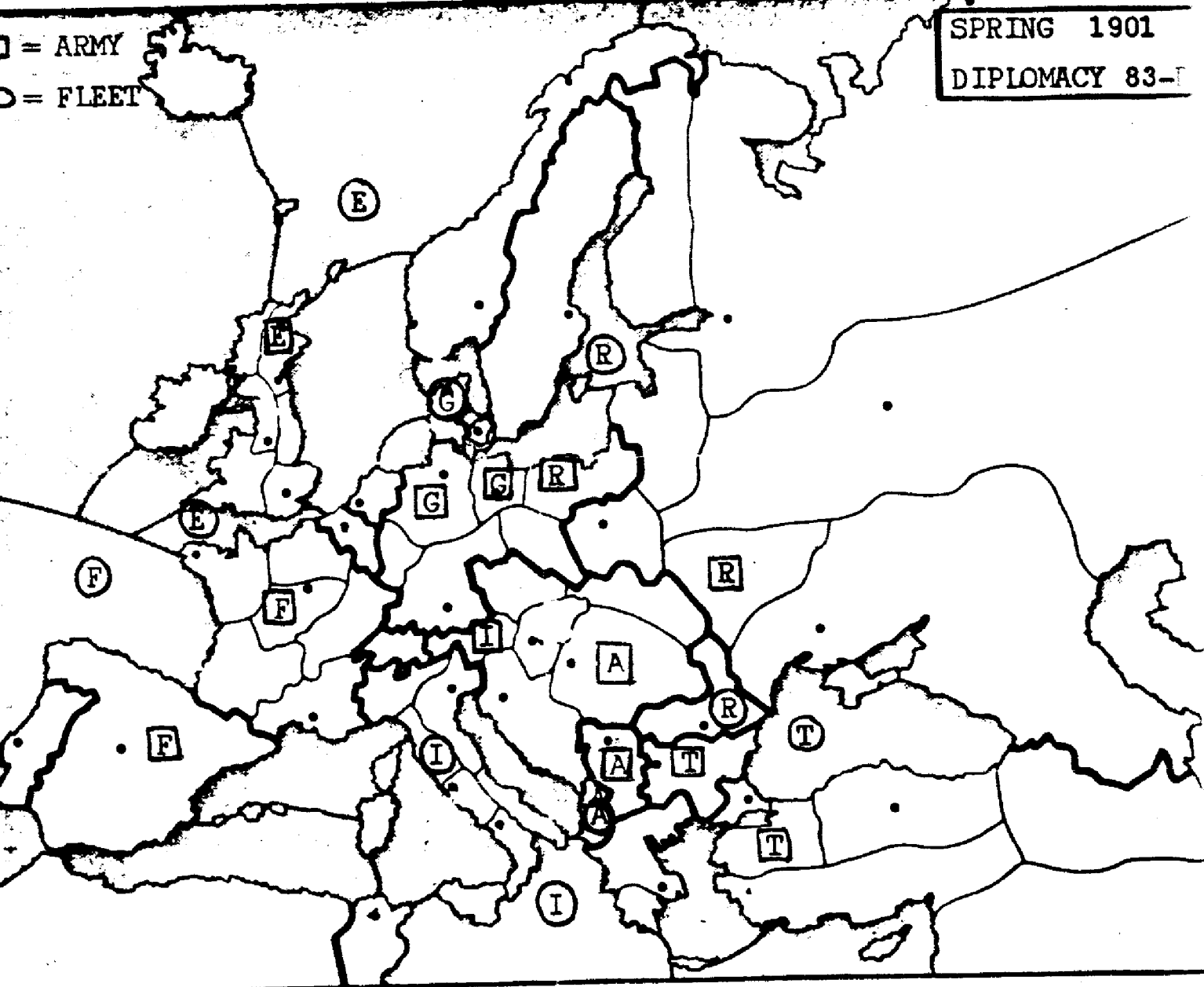
IT'S DISGUSTING....NO CONFLICTS....

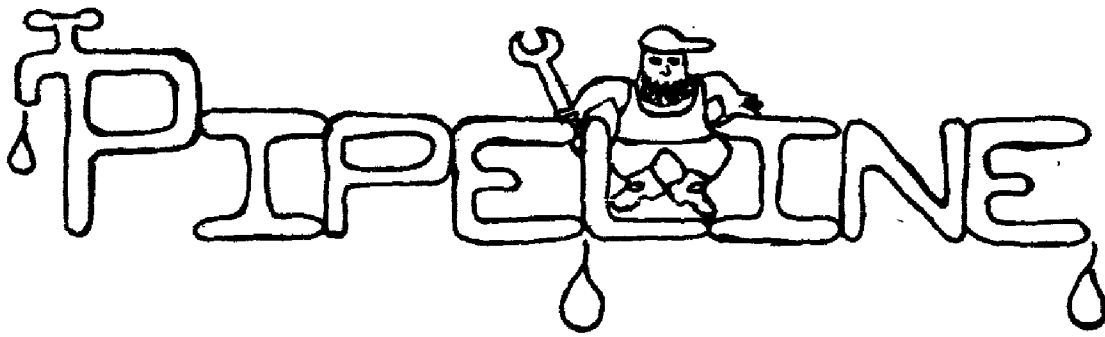
SPECIAL NOTE: RETREAT PREFERENCES ARE TO BE INCLUDED WITH ALL MOVES
INTENDED BUILDS ARE TO BE INCLUDED WITH EACH FALL MOVE

84 - DIPLOMACY

□ = ARMY
○ = FLEET

SPRING 1901
DIPLOMACY 83-1





DIPLOMACY 84-F: S Goldie - 6 players required.

ORIGINS: David Cox, Ted Connor, Daryl Kibble - 2 players required.

MACHIARELLI: Greg Barnsley, Andrew Schacht, Darryl Davis, Terry Bradley - 2-4 players required.

KINGMAKER: 5 players required - contact Graham Lockwood.

Dungeons and Dragons: 4 players required - contact Duncan Baxter.

If you would like to play make sure you get your name in as soon as possible.

NEXT DEADLINE: June 13th to Game Masters!

A.W.H.C. Diplomacy - the results did not make it for printing but copies of results will be included separately with this issue. There will be a complete update next issue. Watch Daryl Kibble bite the dust - will Russia actually do something/anything - watch Germany pirouette as France does balancing tricks!

Many thanks to this month's contributors: Me, Paul Mellor, Alex Geissman, Duncan Baxter, Cameron Thomas, Daryl Kibble and Graham Lockwood.

DIPCONOMY: rules are inserted in this month's issue. The first 7 players to contact Daryl Kibble directly will be included in the first game of DIPCONOMY.