



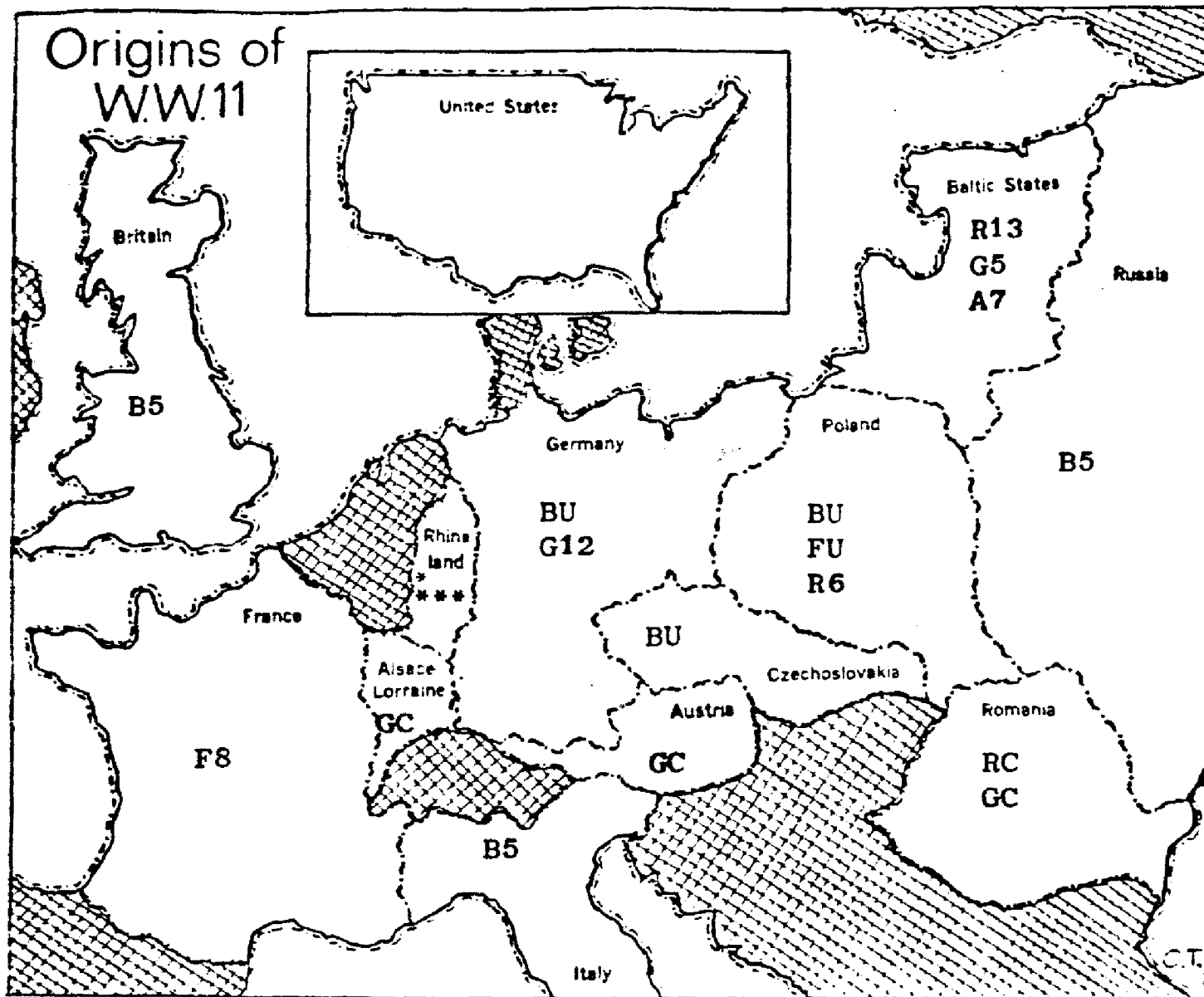
# The GO-BETWEEN

June 23rd, 1984.  
Volume 2, Number 6.

## CONTENTS

OUTBREAK . . . Daryl Kibble	Page 2
DIPOMACY 83-A . . . David Cox	Page 4
DIPLOMACY 84-A . . . Paul Mellor	Page 6
DIPLOMACY 84-D . . . Cameron Thomas	Page 7
DIPLOMACY 84-E . . . Darryl Davis	Page 8
CYCLOPS . . . David Cox	Page 9
DIPLOMACY 84-C . . . Duncan Baxter	Page 10
DIPLOMACY 84-B . . . Alexander Geissman	Page 10
SON OF KINGMAKER I . . . Graham Lockwood	Page 11
SPECIAL DIPLOMACY NOTICE . . . David Cox	Page 12
LOCKWOOD'S COLUMN . . . Graham Lockwood	Page 13
MACHIAVELLI . . . David Cox	Page 14
A.W.H.C. DIPLOMACY . . . Mark Haughey	Page 15
PIPELINE . . . Game Openings	Page 16

YEAR: 1937 PHASE: ONE



**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 A5  
G14 FU

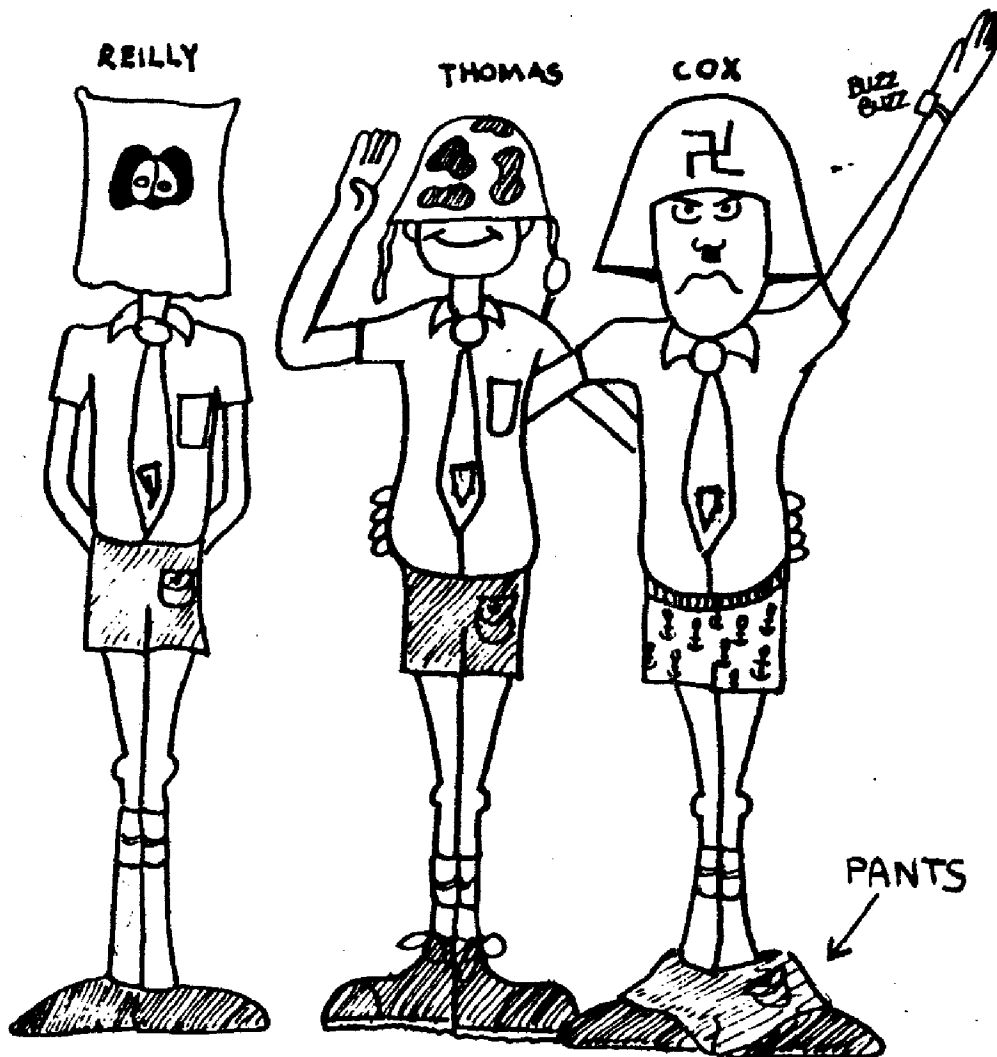
NEXT ORDERS DUE: JULY 24th

F R A N C E: NMR Owing to the continual failure of the French player to submit orders, I am accepting applications for a new player --- see PIPELINE

# Outbreak Cont.

**GAME OF  
INTERNATIONAL  
POWER-POLITICS**

AND N O W, from our foreign A F F A I R S  
analyst, ( FISTY McANUS ),



Clinton EASTW(ET BAG)OOD CamRUIN ODDolph COCKS " " (Who????)  
 -- --> B(L)UM (DARLIN') ← --- (oh) --- |  
 STALIN

Clinton Reilly  
 alias Leon Blum  
 ("THE THUMB")

Cameron Thomas  
 alias Jossy & the  
 PUSSYCATS  
 alias Josef Stalin

David Cox  
 ALIAS "Wack off or I'll HIT YER"  
 Adolph Hitler

(prefers to use  
 his THUMB - for  
 — WHAT???????)

66 AND WHY IS CAMERON THOMAS THE ONLY ONE SMILING??

Diplomacy 83-A

Fall 1904

David C

News Flash: St. Petersburg - "Tzar Peter IV has died due to a severe case of authoritis. The Crown Heads of Europe have expressed great sadness at his passing as they respected him as an enemy and trusted him as a friend. His place has been taken by his Brother-in-law, Stefen Clarkinov, now know as Steven the Terrible"

The new Tzar can be contacted at the Winter Palace, 764 Jilliby Road, Jilliby, 2259, N.S.W.

Britain (Ray Selfe)

F Bre H  
A Edi-Yor  
A Nth S Ger A Kie-Den  
F Eng-Bel

Germany (Cameron Thomas)

A Bel-Rur  
F Hol-Hel  
A Kie-Den  
A Mun H

Russia (Steven Clarkin)

F Sev-Rum Fleet Destroyed  
F St. P (w.c.)-Bot  
A Nwy-St. P  
A Den-Swe  
F Ska-Den  
A Boh-Gal  
A Vie S A Boh-Gal  
A War- H Retreat Silesia

Italy (Daryl Kibble)

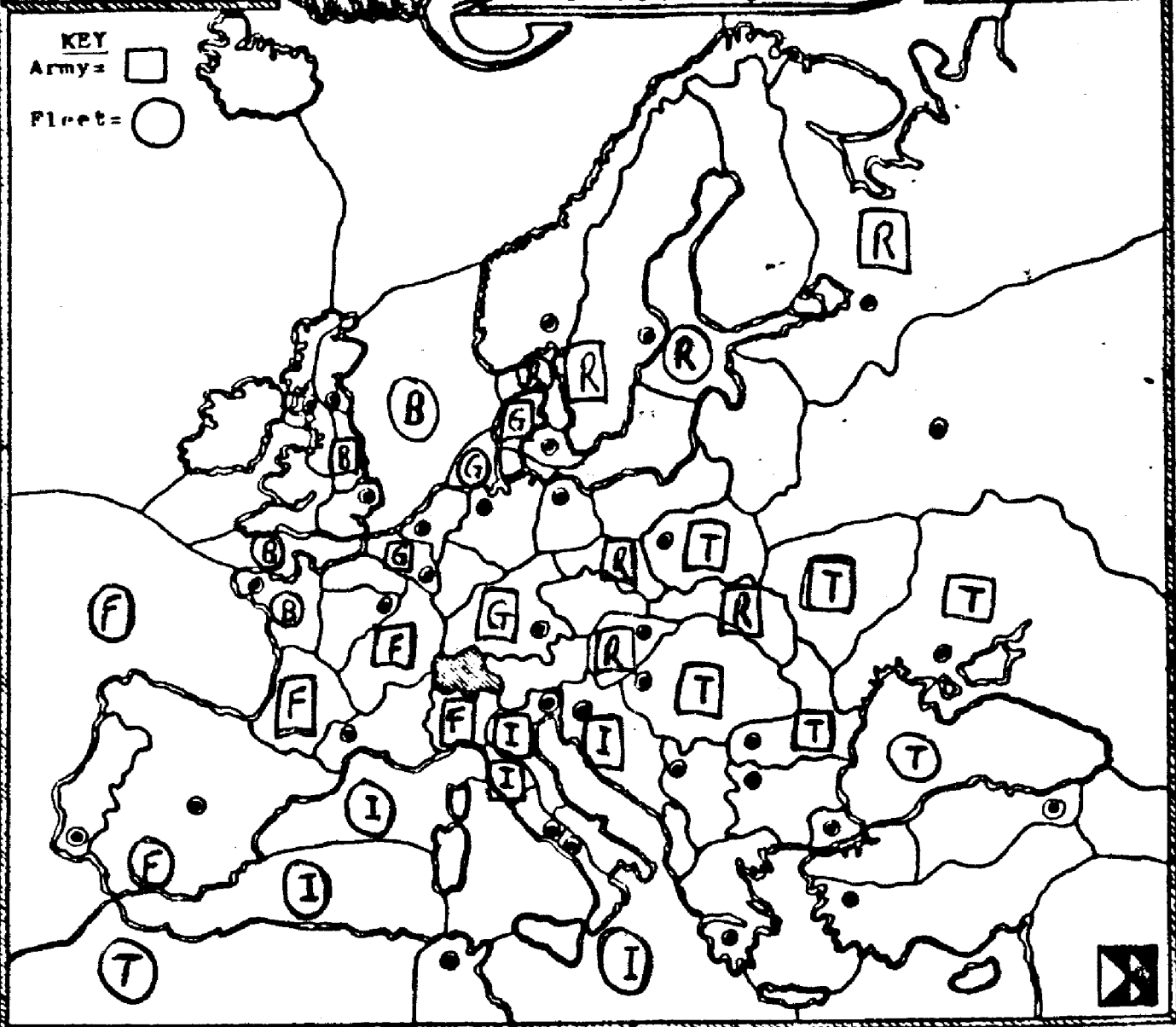
A Rom-Tus  
A Ser-Tri  
A Ven S A Ser-Tri  
F Lyo-Mar  
F Tyr-Wes  
F Adr-Ion

France (Paul Mellor)

A Mar-Pie  
A Gas S F Mid-Spa(s.c.)  
A Bur-Mar  
F Mid-Spa(s.c.)  
F NAT-Mid

Turkey (Rick Hopkins)

A Arm-Sev  
F Bla S A Arm-Sev  
A Rum S A Arm-Sev  
A Gal-War  
A Ukr S A Gal-War  
A Bud-Vie  
F Tun-NAf



BRITAIN: LON, LIV, EDI, BRE.	Zero Change
GERMANY: BER, KIE, MUN, HOL, <u>BEL</u> , <u>DEN</u> .	2 Builds
RUSSIA: ST.P, MOS, <u>WAR</u> , <u>SEV</u> , NOR, <u>SWE</u> , <u>DEM</u> , VIE.	2 Disbandment
ITALY: Rom, Nap, Tun, Tri, Gre, Ven.	Zero Change
FRANCE: PAR, MAR, SPA, POR, <u>BEL</u> .	1 Disbandment
TURKEY: CON, SMY, ANK, BUL, RUM, SER, BUD, <u>SEV</u> , <u>WAR</u> .	2 Builds

Diplomacy 84-A  
Paul Mellor

FALL 1902

ENGLAND NMR (-3) Connor

F NOR SEA - Holds

F NORW SEA - Holds

F BAR - Holds

A NOR - Holds Retreats to Fin

FRANCE (+3) Brown

F IRI - Liv

F ENG - C A Pic - Lon

A PIC - Lon

A SPA - Por

GERMANY (+2) Wopsons

F DEN - Holds

A HOL - S A Bel

A BEL - S A Hol

A MUN - Holds

RUSSIA (+1) Clarkin

F SWE - Nor

A ST.P - S F Swe - Nor

A MOS - S A STP

A RUM - Sev

F SEV - Arm

A SYR - S (It) F Eas - Smy

ITALY (+1) Lockwood

A TUN - Smy

F ION - C A Tun - Smy

F EAS - C A Tun - Smy

A VEN - Tri

TURKEY (-2) Kibble

F CON - Aeg

A ANK - Con

F BLA - C (Aust) A Bul - Ank

AUSTRIA (+2) Davis

A BUL - ANK

F GRE - BUL (s.c)

A SER S F GRE - BUL

A BUD - TRI

F GAL - BUD

NMR No Moves Received

Move fails

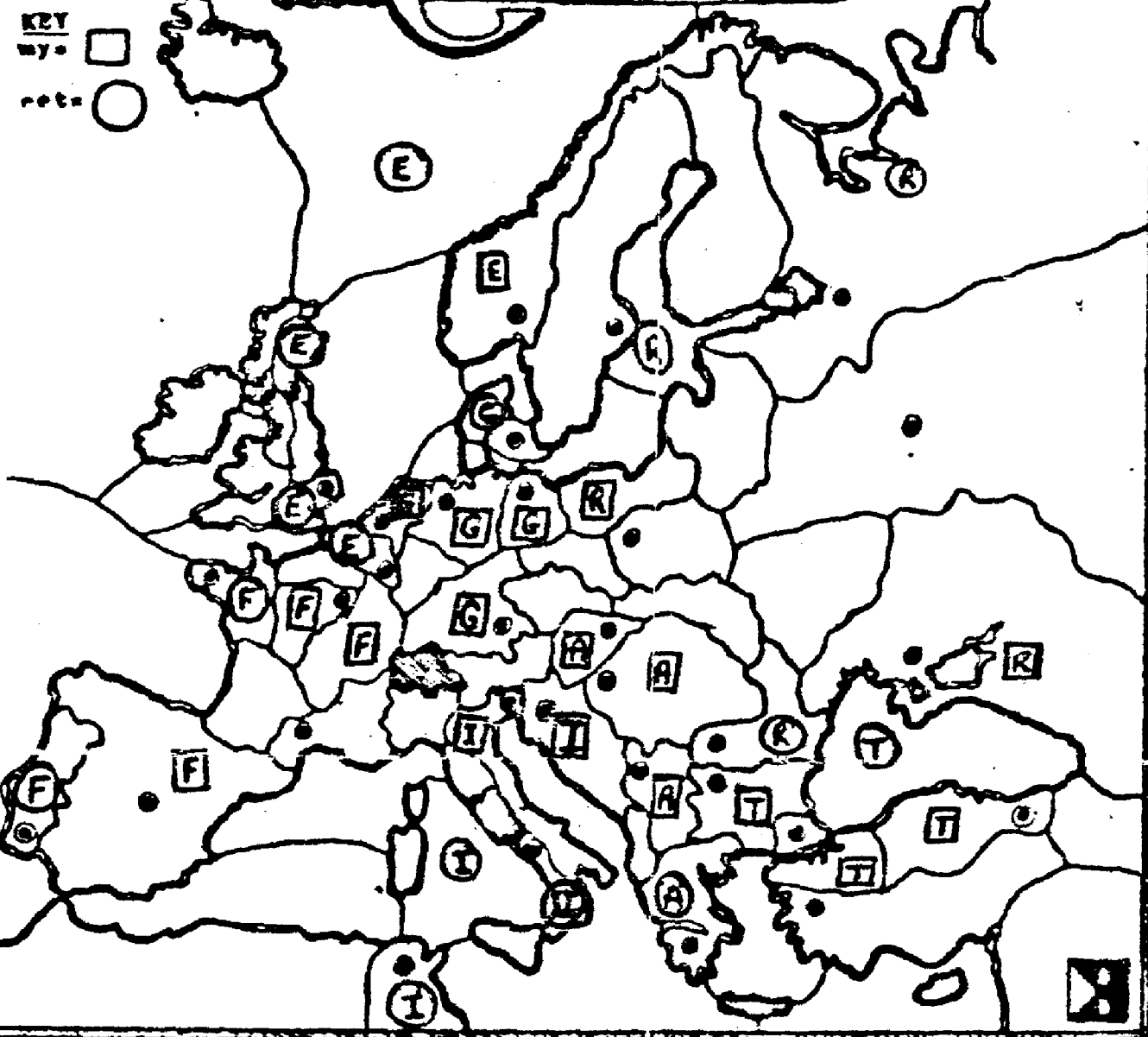
\* No such order

(+1) Number of Builds or Disbands

Public Comment (Russia): "The Tsar breathes a sigh of relief upon the Turkish comment that he is not worth spitting on. I also offer my butlers services, and my condolences, to my good friend the Kaiser of A-H, who, by implication, is obviously worth spitting on."

LL 1901

DIPLOMACY 84-D



- AUSTRIA (Hudson)    A Bud-Vie; A Ser S F Alb-Gre; F Alb-Gre  
Build A Bud
- FRANCE (Hallet)    F Mid-Por; A Spa Hold; A Par-Bur;  
Build F Bre and A Par
- ITALY (P. Cox)    F Ion-Tun; F Tus-Tys; A Tyr-Tri;  
Build A Ven and F Nap
- ENGLAND (Collister)    F Eng-Bel; A Edi-Nor; F Nwg C A Edi-Nor  
Build F Edi and F Lon
- GERMANY (Mortensen)    F Den-Swe; A Kie-Hol; A Ber Hold  
Build A Mun and A Kie
- RUSSIA (S. Szabo)    F Bot-Swe; A Pru-Ber; F Rum-Bul; A Ukr-Sev  
Build F StP(nc)
- TURKEY (Bedlington)    NMR F Bla Hold; A Bul Hold; A Con Hold  
Build A Ank

DIPLOMACY 84 - E

Open Declaration of War: "FRANCE hereby declares war on the ALBION CUR. We bespreech all true Europeans to raze England to the ground. Let us rid ourselves of this FORK-TONGUED MANIPULATOR.".....President Emile.

SPRING 1901 Campaign Results

GERMANY (Szabo)

A MUN - RUH  
A BER - KIE  
F KIE - HOL

FRANCE (Snell)

A PAR - BUR  
A MAR S A PAR - BUR  
F BRE - ENG

ENGLAND (Clarkin)

A LIV - WAL  
F EDI - NOR SEA  
F LON - ENG

ITALY (Thomas)

A VEN - TRI (or TYR)  
A ROM - VEN  
F NAP - ION

TURKEY (Cox)

A CON - BUL  
A SMY - CON  
F ANK - BLA

AUSTRIA (Vilarino)

A BOS - SER  
A VIE - TRI  
F TRI - HUN

RUSSIA (Kibble)

A MOS - UKR  
A WAR H  
F ST.P. - GULF BOTH  
F SEV - BLA

ALL BUILDS MUST BE SENT WITH FALL ORDERS (PLEASE)

If you include self-stamped envelopes with your orders, I would be pleased to forward the campaign results to you as soon as possible. Since this is a postal game, I do not feel it is fair to receive your orders by telephone unless it is indeed an emergency.

Darryl Davis

"The Honest Broker of Europe"

Official Turkish Announcement by Sultan Abdul-Cox.  
"It is with much sadness that I, Sultan Abdul-Cox, must officially state that Turkey is now at a state of war with France, Germany, Britain and the United States. Turkey refuses to be dictated to by foreign powers and likewise refuses to standby and see its neighbours being mercilessly destroyed. I realize that my ememies must now be shaking in their boots and I am prepared to accept all complete surrenders which arrive by mail no later than July 1st. Think about it fellahs."





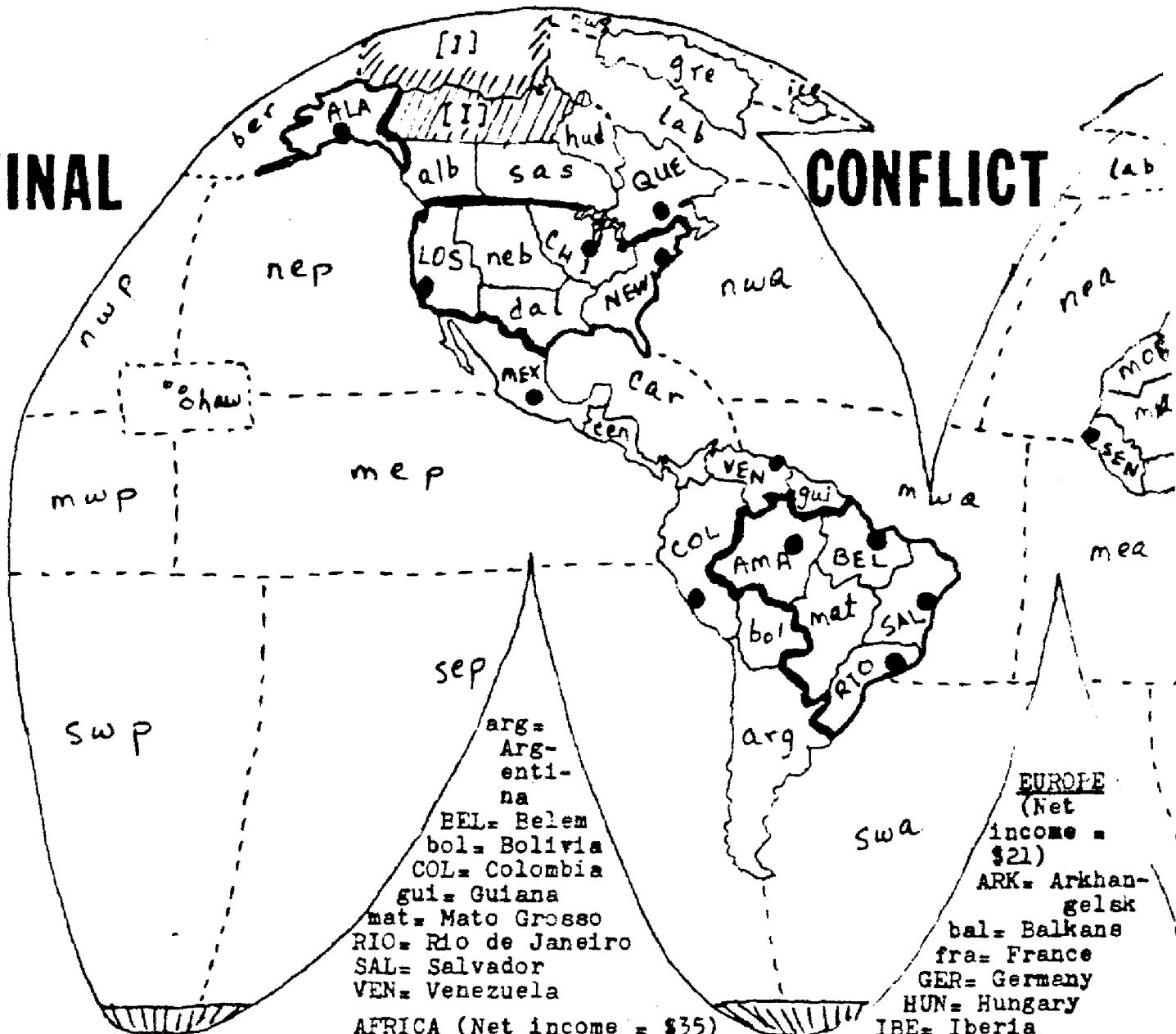
**Britain**

**United States**

**France**

**FINAL**

**CONFLICT**



arg = Argentina  
 BEL = Belem  
 bol = Bolivia  
 COL = Colombia  
 gui = Guiana  
 mat = Mato Grosso  
 RIO = Rio de Janeiro  
 SAL = Salvador  
 VEN = Venezuela

**AFRICA** (Net income = \$35)

alg = Algeria  
 ang = Angola  
 bot = Botswana  
 CAP = Cape Town  
 cha = Chad  
 ivo = Ivory Coast  
 ken = Kenya  
 lib = Libya  
 mau = Mauritania  
 MOR = Morocco  
 MOZ = Mozambique  
 NAM = Namibia  
 nig = Niger  
 RHO = Rhodesia  
 SEN = Senegal  
 SOM = Somalia  
 sud = Sudan  
 ZAI = Zaire  
 zam = Zambia

**EUROPE**  
 (Net income = \$21)  
 ARK = Arkhangelsk  
 bal = Balkans  
 fra = France  
 GER = Germany  
 HUN = Hungary  
 IBE = Iberia

ita = Italy  
 MOS = Moscow  
 pol = Poland  
 sca = Scandinavia  
 tur = Turkey

**ASIA** (Net income = \$49)

BAG = Baghdad  
 bur = Burma  
 CAN = Canton  
 EGY = Egypt  
 IND = India  
 kam = Kamchatka  
 kaz = Kazakhstan  
 kor = Korea  
 kur = Kurdistan  
 MAN = Manchuria  
 MAL = Malaysia  
 mon = Mongolia

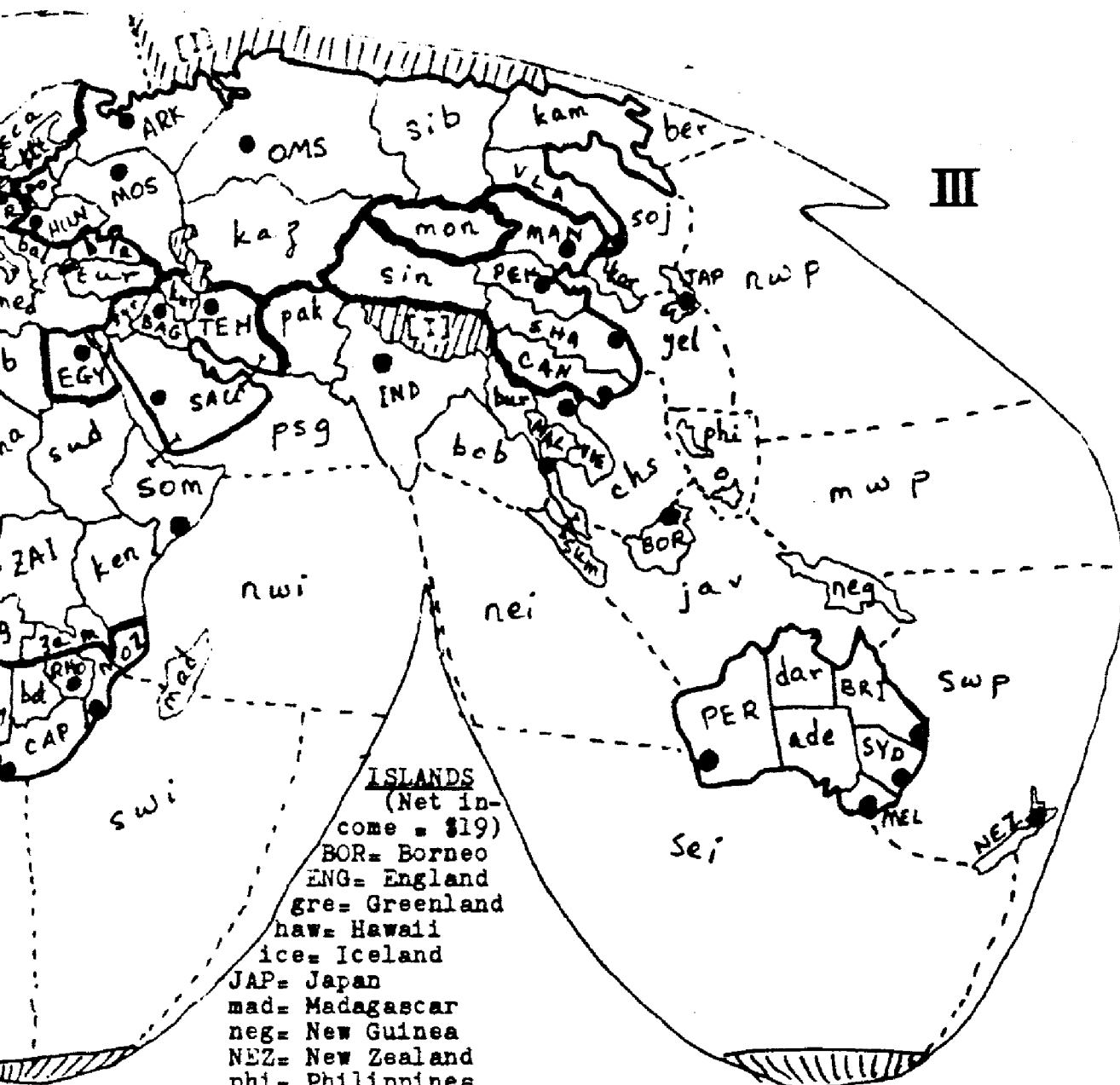
**KEY TO ABBREVIATIONS**  
 (Supply Centers in CAPS)

**NORTH AMERICA** (Net income = \$23)

ALA = Alaska  
 alb = Alberta  
 cen = Central America  
 CHI = Chicago  
 dal = Dallas  
 LOS = Los Angeles  
 MEX = Mexico  
 neb = Nebraska  
 NEW = New York  
 QUE = Québec  
 sas = Saskatchewan

**SOUTH AMERICA** (Net income = \$22)

AMA = Amazonas



III

ISLANDS  
(Net income = \$19)  
BOR= Borneo  
ENG= England  
gre= Greenland  
haw= Hawaii  
ice= Iceland  
JAP= Japan  
mad= Madagascar  
neg= New Guinea  
NEZ= New Zealand  
phi= Philippines  
sum= Sumatra

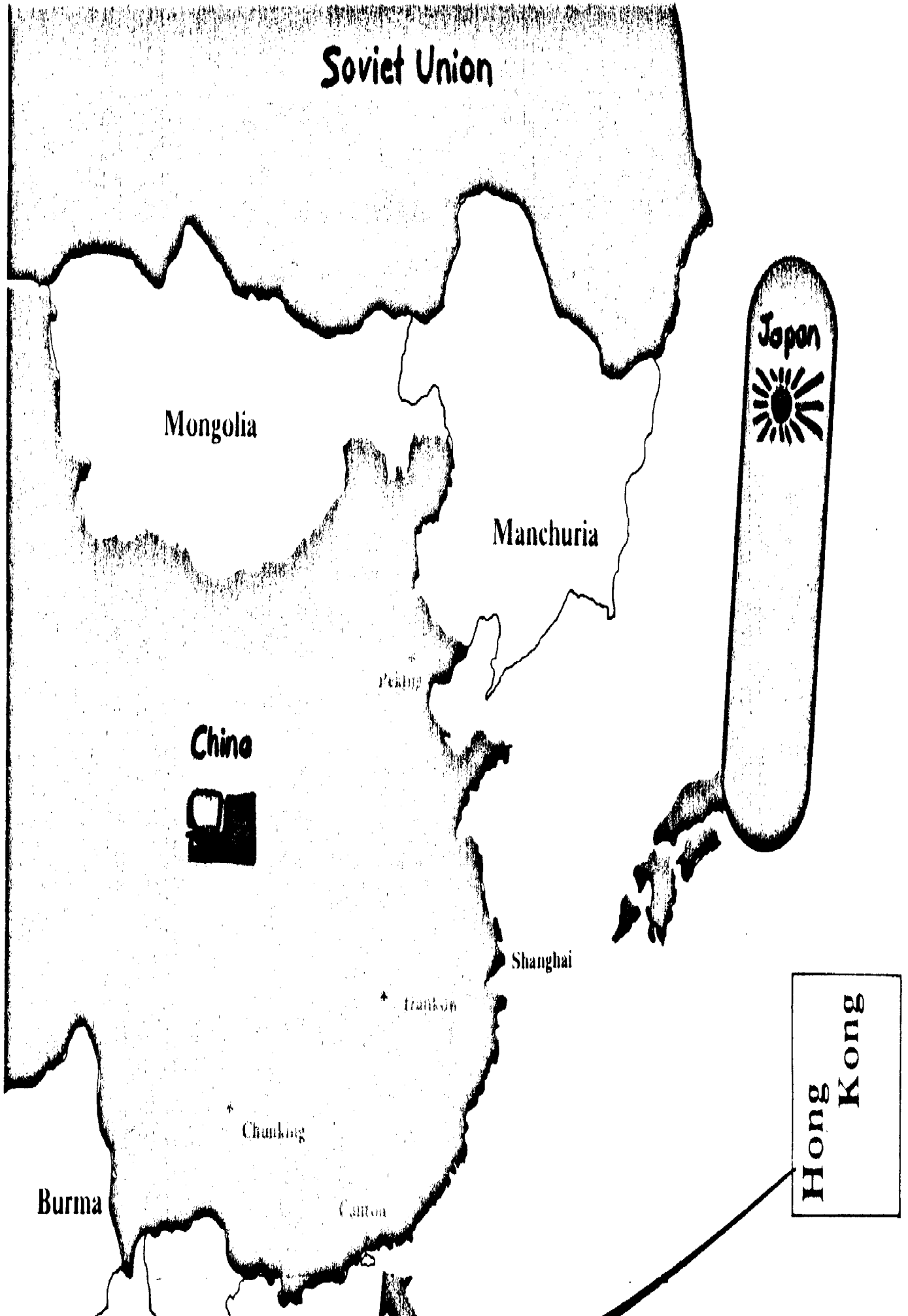
SEA ZONES

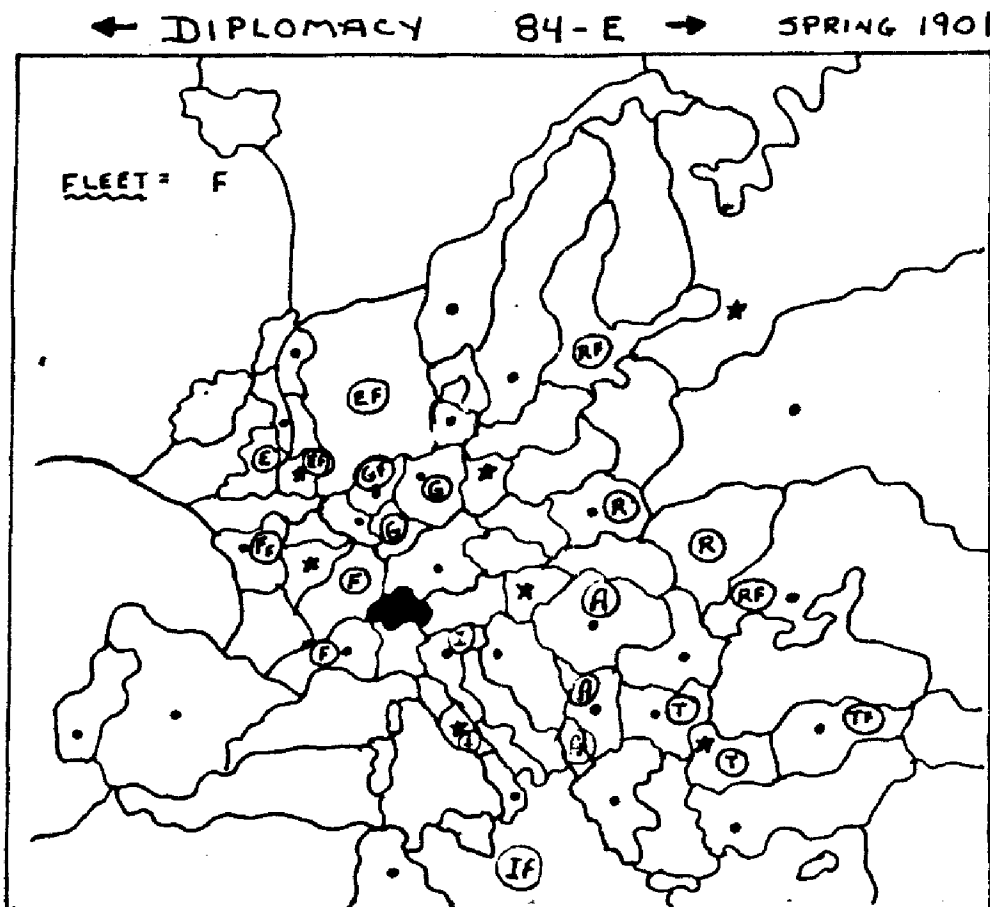
blt= Baltic Sea  
ber= Bering Sea  
bla= Black Sea  
bob= Bay of Bengal  
car= Caribbean Sea  
chs= China Sea  
hud= Hudson Bay  
jav= Java Sea  
lab= Labrador Sea  
mea= Mid Eastern Atlantic  
med= Mediterranean  
mep= Mid Eastern Pacific  
mwa= Mid Western Atlantic

mwp= Mid Western Pacific  
nea= North Eastern Atlantic  
nei= North Eastern Indian  
nep= North Eastern Pacific  
nwa= North Western Atlantic  
nwg= Norwegian Sea  
nwi= North Western Indian  
nwp= North Western Pacific  
psq= Persian Gulf  
sea= South Eastern Atlantic  
sei= South Eastern Indian  
sep= South Eastern Pacific  
soj= Sea of Japan  
swa= South Western Atlantic  
swi= South Western Indian  
swp= South Western Pacific  
yel= Yellow Sea

(Net income of board = \$183.)

Omsk  
Pakistan  
Peking  
Saudi Arabia  
Shanghai  
Siberia  
Sinkiang  
Syria  
Tehran  
Vietnam  
Vladivostok  
ALIA (Net income = \$14)  
Adelaide  
Brisbane  
Darwin  
Melbourne  
Perth  
Sydney





CYCLOPS

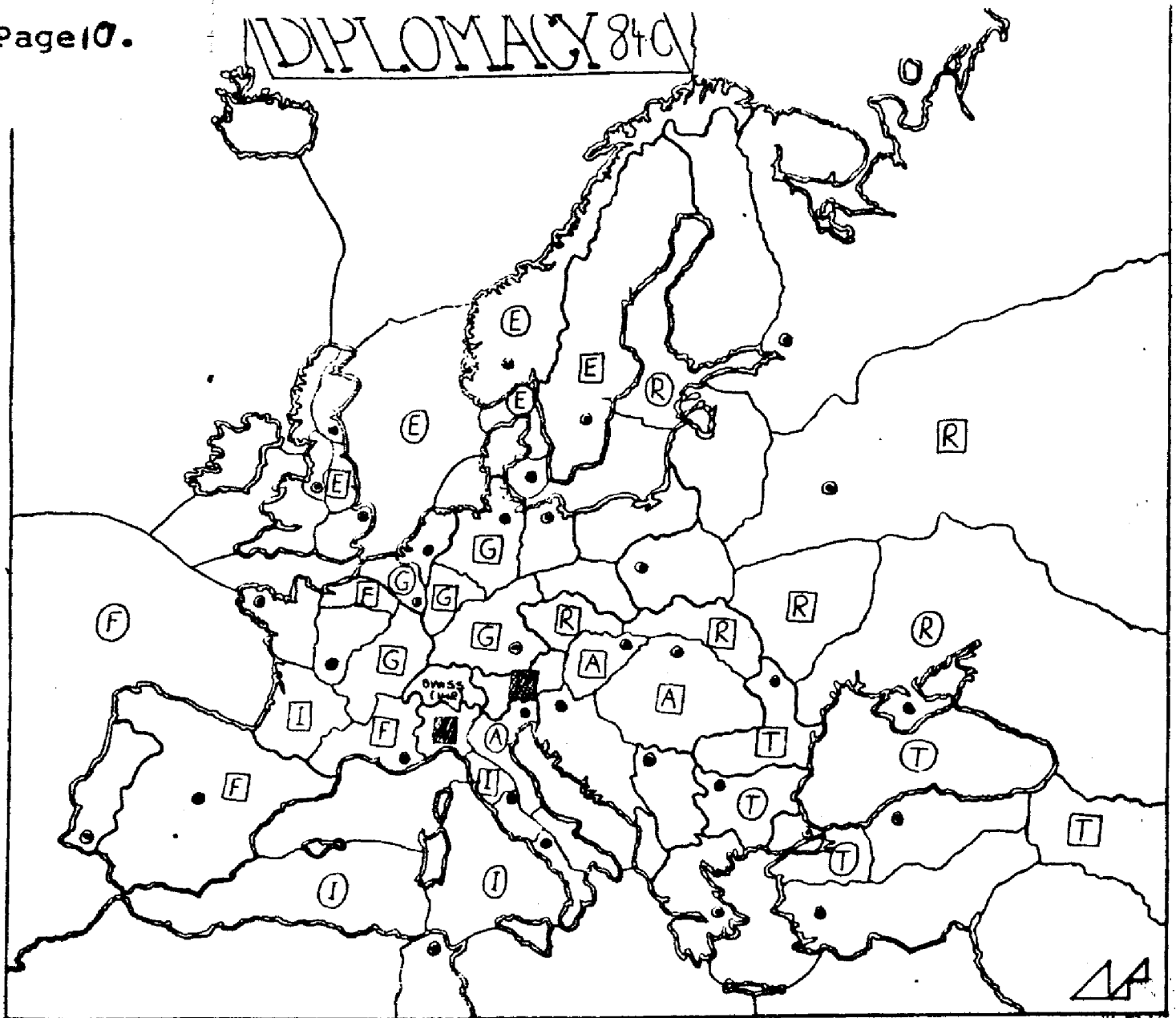
It was great to that so many of you were pleased with the lateness of the last issue. I found out that the majority thought that the delay was worth it to get all the games in. The next deadlines are July 23rd to GMs and July 28th to editor.

Ameron Thomas was responsible for the Bo-Getween. I couldn't believe how much confusion it caused. I got a real thrill from receiving it. In the words of Rick Hopkins . . .

"Your latest Bo-Getween nearly gave me a heart attack. In my rush to get at the results of 83-A and 84-A I didn't realize it was all a joke (it was a joke, wasn't it . . .). In 84-A I found myself attacking France and the dirty Tzar all at once. I am due out of intensive care next Tuesday."

It just goes to show that you should read every page to make sure you know what is going on.

# DIPLOMACY 84C



SPRING 1902

Austria: A TYR-VIE, A BUD-S A TYR-VIE, F VEN-TRI

England: A EDI-YOR, A DEN-SWE, F NWY-S A DEN-SWE, F NTH-SKA, F LON-NTH

France: A SPA-S A BUR-MAR, A BUR-MAR, A PAR-PIC, F POR-MID

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

Italy: A MAR-SPA (retreated to CAS), A ROM-TUS, F NAP-TYR, F TUN-WES

Russia: A MOS-H, A VIE-TRI, A UKR-S F SEV-H, A WAR-GAL, F SEV-H, F SWE-H (retreated to BOT)

Turkey: A ARM-SEV, A RUM-S A ARM-SEV, F ANK-BLA, F CON-S F ANK-BLA, F BUL-S A RUM-H

COMMENT:

It seems fake magazines caused a certain amount of confusion!

*Wester*

Diplomacy 84-B

Alexander Geissma

GONE BUT DEFINATELY NOT FORGOTTEN!

(I don't know what hasn't happened, maybe next time. Editor.)

SON OF KINGMAKER I.

I am always exceedingly wary of my brain-waves. So it is with extreme caution that I present to you a few after-thoughts and changes to TG-B Kingmaker since reading some Kingmaker articles in the General so kindly provided by David Cox.

Although I certainly do not put myself in the same class of boardgamer as Don Turnbull et al, it seemed to me that the simultaneous movement in his PBM version of the game is somewhat flawed. One of the important concepts of players moving in sequence is that it allows each one to easily move into a space occupied by the other, precipitating as often as not - combat. It didn't take a great deal of imagination to see that by si-movement it was virtually impossible to anticipate where 'the scurvy knave' was likely to end his movement during the turn. The only way field combat was likely to happen was when everybody had finished si-movement and on the off chance that opposing factions happened to be in the same space, or that during movement any armies so crossing paths would be allowed to have combat and then move on - very messy, and a nightmare for the GM. So, I got back to basics, set the game up, and here are the results;

1. All previous rules and notes published in the May TG-B are still valid unless contradicted and/or supplanted by the following:

2. There is no simultaneous movement. Instead the players will follow order as specified in the rules viz:

Chancellor; Bishops Canterbury; York; Durham; Carlisle etc;. If any player has no such office allocation, then the order will go to combat strengths.

Players will be notified of their turn order by the herald. EACH player will receive an event card NOT one card for all. How this will happen is as follows (in a 5 player game);

PLAYER 1 - will receive from the herald a blank sheet bearing the GM's seal. on this sheet he must WRITE (not type) his orders legibly as per the phases:

A Assignment of any cards in hand 'to the table'

B Executions / ransoms

C Movement of other players nobles via event card / own movement

D Coronation

E Combat / Seige or Parliment

He must make sure that his orders are RULED OFF so that other players cannot add anything too them and he must countersign to validate the orders. Enclosed with the blank order sheet will be 5 SEALED envelopes. He will select the one marked '1' as he is first in turn. The envelope will contain his crown and event card for that turn. The instructions will be followed as indicated on the event card. Any nobles called away by raid/revolt etc. will be moved by player 1. If a noble is called by the card to two or more different locations, then player 1 will decide where that noble will go. The reason behind this is mainly to precipitate combat - it's a bloodthirsty game! Player 1 finishes by adding his new crown card to his hand (it is not playable

during his turn). Player 1 now mails to player 2 the following:

The other 4 UNOPENED envelopes; the heralds order sheet showing player 1's orders; player 1's event card (unless it is an event card that is held by this player, i.e writ etc.).

PLAYER 2 - Now follows exactly the same steps as player 1. Of course he will open envelope marked '2' for his event and crown card. More importantly, player 2's event card WILL RESOLVE PLAYER 1's COMBAT (if any) - any writs, vacillating nobles etc., will be counted as an indecisive result. If a faction initiates more than one combat during his turn, then those combats will be resolved by the next player in line's event card, followed by the next player etc. After player 5's event card all extra cards to resolve multiple combat will be drawn by the Herald. Player 2 will likewise move any nobles as directed by his event card.

PLAYERS 3 & 4 - will follow exactly the same steps as players 1 & 2.

PLAYER 5 - will also do exactly as the others except that any of his combats will be resolved by the draw of a card by the herald. Player 5 will of course send the completed order sheet to the Herald, who will forward it for publication.

The underlying success of this system depends on SPEED, since each player must send his mail to the next player within 5 days of receipt of same. It naturally follows that if you are a slow or lazy player then this system is not for you. Similarly, if you have a number of other games on the boil then consider carefully your entry to this Kingmaker game.

#### KINGMAKER TIPS & TRICKS.

Preston is a port.

Players must state which port they wish to be nearest when in a sea area in case of storms.

It takes 3 moves for a ship to move from London to sea area F6 (26).

A royal heir must be allocated to a specific noble. If that particular noble is called to a raid/revolt etc., then the heir MUST accompany that noble even if stacked with other friendly nobles.

#### SPECIAL DIPLOMACY NOTICE

Note to GMs - if possible and convenient could you please include players names with the campaign results. It is more interesting for non-involved players if they know who is doing what.

To Diplomats - orders must be standardized. Either write orders in longhand or write the first three letters of the appropriate area. A Bel-Rur is invalid as it should be Bel-Ruh.

North Sea - NTH; North Atlantic - NAT; Norway - ~~NRY~~ NWY  
Norwegian Sea - NWG; North Africa - NAF



Lockwoods Column.

THE BO-BETWEEN vol. 2, no. 6.... WHAT THE CRITICS SAID.

"I liked coloring in the pictures...." Redmond Simonsen

"NI!...." The Knights of Ni

"I particularly liked Graham Lockwoods column...." G.Lockwoods mother

"If only he would put this effort into his schoolwork ....." Davids'  
Headmaster

"I laughed until I stopped...." D.Davis

"I couldn't find the bumper....." C.Thomas

"I'd rather have a box of fish...." Basil Fawltly

"Just you wait until I send off Long Term Strategies for Empires In  
Arms...." R. Selfe

"I wish he would take up a proper hobby....." Mrs.S Cox

"That guy deserves a ~~slap~~ pat on the back....." S.Clarkin

"Had us going round in circles...." NSW Square Dancing Association

"Of course he can't do that under rule XIV.5 & 6, but nice try anyway.."  
A. Giesman

Anyone for a game of Dipconomy?....." D.R.Kibble

.....

The Go-Between Competition No. 1.

Enter below in the space provided, your own critics' line, the best entry  
(judged on originality, stupidity etc.) will receive by way of a prize,  
Steve Jacksons CAR WARS game, with the compliments of Ventura Games.  
THE BO-BETWEEN .....WHAT THE CRITIC SAID,

"  
....."

Send your entry to: The Go-Between Competition No.1. (Graham Lockwood)  
c/- Ventura International  
83 York Street  
Sydney

Entries will close 7/7/84. The winner will be published in the  
July issue of TG-B together with selected meritorious entries.

MACHIAVELLI

---

David Co

Where is the Prince?

The fate of Italy (whatever that may be) hangs in the balance as kings, armies, statesmen, generals, admirals, infidels, foreigners and the Pope try to find the answer to that very question.

Rules: advanced rules concerning money and famine will be used. Assassinations can be performed against anyone. All expenditures will be announced but the state of each players finance will be secret.

All players are requested to submit a preference list for the following 8 countries/states: France, Turkey, Austria, Naples, Milan, Venice, Florence and The Papal States.

The Lucky 8: Greg Barnsley, Andrew Schacht, Darryl Davis, Terry Bradley, Peter Cox, Daryl Kibble, Steven Clarkin and Robert Benton.

HATESTABPOISENGOUGEATTACKKILLASSASSINATEBRIBEDESTROYLOOTPILL

DIPLOMACY A.W.H.C.

Fall 1905 Campaign Results.

RUSSIA (Cox) F Swe S A StP-Nwy; A Fin S A StP-Nwy;  
A War-Gal; A Sev S TURKISH F Bla-Rum;  
A StP-Nwy.

AUSTRIA (Reilly) A Sil-Mun; A Tri S A Vie; A Vie H;  
A Tyr S Sil-Mun; F Con-Bla; F Aeg-Con;  
A Rum S A Bul; A Bul S A Rum.

FRANCE (Thomas) A Bur-Bel; A Spa S A Mar; F Lon H;  
A Gas S A Mar; A Mar H; F Eng S F Lon.

ITALY (Mellor) A Naf H; A Pie-Mar; F Gul-West Med;  
F Smy-East Med; A Ven S AUSTRIAN A Tyr.

ENGLAND (Barnsley) A Nwy-Swe (Disbands); F NAt-Liv;  
F Yor S F Nth-Lon; F Nth-Lon.

TURKEY (Kibble) F Bla-Rum.

GERMANY (Bader-Meinhoff Gang) A Boh H; A Kie H;  
A Bel H; A Mun H (Disbands).

Builds

Russia StP, Mos, War, Sev, Den, Nwy, Swe = F StP(WC) A Mos.

Austria Vie, Tri, Bud, Ser, Gre, Rum, Bul, Con, Mun = A Bud

France Par, Bre, Mar, Spa, Por, ~~Liv~~, Lon.


Italy Ven, Rom, Nap, Tun, Smy.

England Edi, ~~Lon~~, ~~Nwy~~, ~~Swe~~, Liv = F Yor disbands

Turkey Ank.

Germany Ber, Kie, Hol, Bel, ~~Mun~~.

13 June 1984

  
(Mark Haughey)

GM

NB: German army in Bel not Ber; F Yor disbands  
was an arbitrary toss of a coin.

# THE PIPELINE

## REPLACEMENT PLAYERS.

A.W.H.C. DIPLOMACY - Germany (contact Mark Haughey)  
ORIGINS I - France (contact Daryl Kibble)

## NEW GAMES.

DIPLOMACY 84-F: S. Goldie, T. Bradley, M. Haughey, R. Benton

ORIGINS II: D. Cox, T. Connor, D. Kibble.

KINGMAKER: Players to be announced next issue. Rules in this issue.

---

Cyclops continued . . .

### Changes of Address.

Graham Lockwood  
c/- Ventura Internation  
83 York Street  
Sydney  
N.S.W.

David Cox  
c/- Southside Motor Park  
~~Ryabwizk~~ Canberra Avenue  
Fyshwick  
A.C.T.

I had a great time at the Tin Soldier Trophy. I was running about 5th for most of the tournament. With a decisive win in the last match I would have come second but a decisive loss put me down to sixth. Congratulations to Terry Bradley for coming 5th.

I'm still working my way through the insert fad. You will find two maps in the centre of the 'zine. One is a Origins variation and the other is a Diplomacy variant. The rules should follow soon.

Next month will announce a new game being started by Dean Bedlington. It is a Sci-Fi game and it sounds fascinating.

Thanks to all GMS. I couldn't keep the 'zine going without them. They do a great job and are very efficient concerning deadlines. Please, when playing Diplomacy type games do communicate with the other players. It makes the games more interesting and it helps you to win as well,