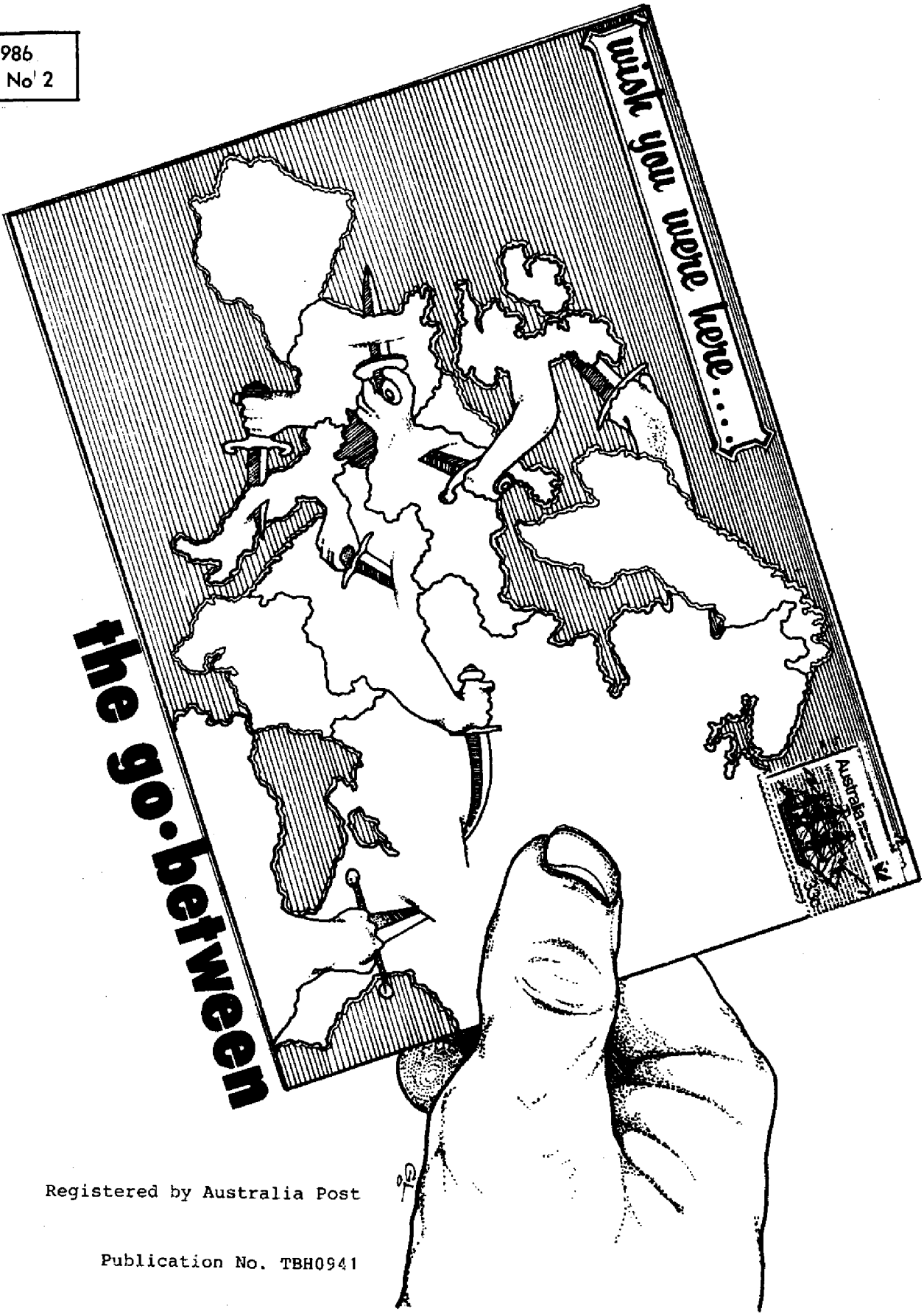


APRIL 1986
VOL 4 No' 2



Registered by Australia Post

Publication No. TBH0941



INWARD TELETYPE MESSAGE

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STBY BCAST 62149 CLG

URGENT TELEX URGENT TELEX URGENT TELEX URGENT TELEX

Dip 85 L Rus/Pub/1 Spring 1903 (200386)

George Simirnow
15 Aubrey St
Vermont
Vic 3133

To The Publishers of an Important Forum
The Missing Tiger
Rick, Mark, Esther and all Helpers

From The New White Russian Knight
A Keen Advocate of Communication
Tsar Mishka Vodka Smirnoff

Good People

Through you I hope to address many. In our pursuit of a common pleasure albeit sometimes unidentifiable some of us have forgotten how to write. We have access to a forum not to be wasted. I now personally urge everyone to once again take up their pens or dust off their keyboards. I am disturbed by the dwindling spirit to communicate.

I AM NOT ALONE IN THIS

I congratulate the BRAVE MICHAEL GIBSON for getting up in (that rag) Austral View and issuing the warning that to him real mail only will do.

For my little Part I am considering attacking anyone in my games who has not the decency to correspond. I feel that if just a few people of principle join this movement it will have a very powerful effect. Nobody wants to lose. Conversely to those who do correspond goes an automatic non-aggression pact.

The battle cry as I go in will be 'If you don't write, you don't care'. It's as good an excuse for stabbing as I've heard lately and it's got principle.

MISHKA 'VODKA' SMIRNOFF.

The TELEX

I have noticed and been a participant in the non-writing malaise of many of the current Diplomacy games. Like everyone else I have the excuses of Family,work, time, poor organising etc. But George's challenge has managed to get me to the keyboard again. So watch out people in my games Ramblin Rick is on the comminiqué path again.

So I would strongly urge everyone involved in postal Dip games; be they Go Between , Envoy, Tau Ceti or in-house games to get out their quills and start using some diplomacy.

LIFE IN THE FAST LANE

From reports coming back in the vast majority of players are happy with the present pace of games or indifferent. So we continue as we are, except we will try and get a quicker turnaround time from this end.

PLAY BY MAIL REFERENCE BANK

While attending the Wargames convention in Wellington i got my wet little paws (it rained most days) on some Generals containing articles on Diplomacy and play by mail rules for games like Starship Troopers, Dune etc.

If people want to know what the Missing Tiger Library holdings are just write in and I will send you a catalogue.

FACE TO FACE

The first threads of this network are starting to appear. If anyone else is interested in acting as a contact person for face to face games of Diplomacy, Kingmaker etc for their suburb,town, city or area let me know. The next issue of the Go Between will contain a listing of contact people for various areas. I will try and get this list into the pages of other magazines, such as Pandora,the Envoy, Breakout etc.

Some people may doubt the benefit of this service especially if they haven't tried to organise face to face games once they have started working or their friends do something stupid like spending time with loved ones.

STATISTICS SERVICE

Andrew England would like some help in providing this service to postal Diplomacy. If you are interested or can't bear to see Andrew try to bear the mantle of Kibble's last Gift alone then write to Andrew England 91 College Rd Somerton Park SA 5044 ph 05 29 52837.

INFORMATION EXCHANGE

This idea has been softly ebbing back and forth in my mind for a number of months. Alex Law from Toowoomba discussed it with me at the World Science Fiction convention in Melbourne last year.

Believe it or not in this information rich world of ours it is very hard to get various pieces of information. What normally happens is that some bright effresvant person sees a need for a network of people interested in Star Fleet Battles or users of Apricots etc. That person spends many hours (read days whatever) bringing that idea to fruition only to discover that it has already been done by someone else, or this is the fifth try and why doesn't someone concentrate on keeping the idea going instead of raking over the same ground.

Or someone is interested in wargaming but can't find people to play with. Simple you say look up Breakout for the club listing. Breakout? What's that? Of course the problem with any information network or exchange is publicity or rather profile.

Many people benefit from a Information network or exchange. Firstly the person seeking the information not only because they find what they want but often it saves them a large amount of effort. Second, the club/magazine/group etc who are put in contact with the information seeker.

I would like to see somebody form such a network or exchange. We at The Missing Tiger would be willing to help however we can. Whoever sets it up should think carefully about charging a users fee and/or a finder's fee. Of course it would be great for someone to do it for nothing. However all such charitable efforts face the tremendous possibility of collapsing.

If anyone one is interested in this idea they should write to Rick c/o the Missing Tiger.

BULK BUYING DISCOUNT

Only three people expressed an interest in participating in the bulk buy of Panther Games "WARLORDS". So we didn't reach our base level of 10. However a lot of interest in the general idea has been generated.

So if anyone would be interested in buying various games at a discount rate, suchas diplomacy/kingmaker etc etc we will hunt around for a group discount. I am currently trying to tee the bulk buying idea up with other magazines/clubs and pbm groups.

NYLON Repack Ribbons

OLD CARTRIDGE + NEW RIBBON = SAVING*

JANE repacks most 6,8,9,12,19,25,38 & 50 mm wide NYLON RIBBONS used for computer and other printers.

JANE repacks in conventional boring **BLACK** or so you can be different from everyone else, in

BLUE GREEN RED BROWN PURPLE

FOR:-

COMPUTER DOT MATRIX PRINTERS, TELEX MACHINES, POS, ATM'S, CASH REGISTERS AND DATE CODING MACHINES

*** PROCEDURE FOR SCORING EFFICIENCY POINTS IN THE OFFICE ***

- 10 **DON'T** throw away your printer cartridge or spool.
(If you're not sure if your cartridge can be repacked send a used one to Jane for a quotation).
- 20 **FIND** an old shoe box or equivalent (you'll need this later)
- 30 **PLACE** "used" cartridge in shoe box.
- 40 **IF** shoe box is full - GOTO 50 , ELSE, GOTO 30.
- 50 **PACK & WRAP** box full of cartridges.
- 60 **POST TO JANE** (See address below)
(Don't forget to say which colour you want.)
- 70 **WAIT** 3 working days (while Jane works hard, repacking your cartridge with brand spanking new ribbon, [P.S. she pays the return postage])
- 80 **USE YOUR OLD CARTRIDGE WITH NEW RIBBON WITH SAME RESULT, FOR LESS \$'s.**
- 90 **WATCH YOUR REPLACEMENT COST SHRINK**
- 95 **SAVE** the shoe box for next time.
- 99 **ASK FOR PAY RISE** - you've earned it!

TELL YOUR FRIENDS!!!!



P.S. Oh! By the way we sell NEW ribbons too! (But we try to keep that a secret)

(* Savings of 30-80% on replacement cost can be made)

JANE'S COMPUTER SUPPLIES
48 CRIBB ST., MILTON. 4064 PH: (07) 369 0420

"LETTERS TO A WORM...."

I am a member of the Griffith University gaming club in Brisbane. Our club meets every Sunday from 10 am - 5 pm at the University. If anyone wishes to play there will be a cost of 50 cents a day or \$20 a year for club membership. We also play other role-play and board games for those who are interested. It would also be possible to arrange games at other times, by ringing Malcolm Owen on 37 21434 anytime on Monday, Wednesday and Thursday nights.

We are also thinking of starting up a Diplomacy PBP (play by phone) for the Brisbane area. I must congratulate you and your company for a great game.

Malcolm Owen.

Dear Tigers

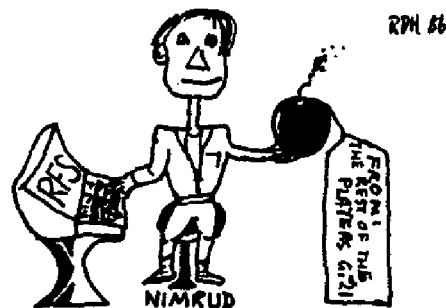
I was wondering if it would be possible to run a fantasy role-playing campaign by mail through the Go-between. I would use the Dragon Warriors role playing rules because they are simple and lend themselves well to PBM. The players wouldn't have to buy the rules (which cost \$4 and are available at most book shops.) because all they really need to know is how to generate characters, which I would send to them when they join the campaign.

Each player would start with a party of four characters, which they would spin themselves. The campaign is centred in the City State of Anfeng which is part of my D&D game world which I have been developing over the last eighteen months. I thought that half a page or a page in TGB could be set aside each issue, like your diplomacy games, for player messages or rumours. Even if the space can't be spared could ^{you} please mention the game in the next TGB so I can get some players.

The game would of course be free.

ROBERT PATERSON

62 Monash Ave Nedlands 6009 WA



Erich Roche: "Baby, you're so strange!"

diplomacy



DIPLOMACY 84-A

SPRING 1908

FRANCE (Brown)

F NWG - NOR
 F NTH S F NWG - NOR
F BAR - ST.P
 F NAF - TUN
 F WES C A SPA - ALB
 A KIE S A BUR - MUN
 A RUH S A KIE
A BUR - MUN
A DEN - SWE
A MAR - PIE
 A SPA - ALB

AUSTRIA (Davis)

A ST.P - FIN
A MOS - ST.P
F GRE - ION
 F BLA - CON
 A BUL - RUM
 A BOH S (GER) A MUN
 A SIL S (GER) A MUN
A PIE - MAR
 A NAP S A TUS - ROM
 A TUS - ROM
 A VEN S A TUS - ROM
 A CON - SMY
 A ANK S A CON - SMY
 * F TRI - ADR

GERMANY (Hopkins)

F NOR S A SWE Retreat SKA
 A PRU S A BER
 A BER S A MUN
 A SWE S F NOR
 A MUN S A BER

ITALY (Smirnow)

Disband F TUN
 F ION C (FRA) A SPA - ALB
 F TYR C (FRA) A SPA - ALB
 A ROM - APU
 A SMY - ARM

KEY:

- * Builds
- Failed moves
- NMR No Moves Received

PUBLIC STATEMENT :

"Glittering Garribaldi advises the world that if Rock Kool Kaiser Hopkins does not write then he does not care.... And that also goes for Fritz Franz and Smelly Pierre."

VIENNA: "Due to massive French land and naval concentrations along the borders of Italy, Austro-Hungarian peace-keeping forces have been forced to extend their stay."

PRAGUE: "Any further attempts by French military forces to occupy territories belonging to the noble Kaiser Wilhelm II shall be met by an AUSTRIAN DECLARATION OF WAR." (scared??)

Paul Mellor 1/4/86

diplomacy

SPRING 1908

84-B



Italy (Wayne)

F Nap Sup F Rom → Tyr Sea
 F Rom → Tyr Sea
 A Ven → Tus
 F Trie Hold



ENGLAND

(Terry)

F Tyrh Sup F Tun - Ion ** CUT
 F Tun - Ion Sea
 F Nth Af → Tun
 F Pie → Gul Lyon
 A Mar → Pie ** FAIL
 A BUR → Mar ** F
 A Bel → Bur ** F
 A Lon → Bel ** F
 F Eng Ch Conv. A Lon - Bel
 A HOLL ATTENDS INTER-ALLIED CONF. → KIEL ** F
 F Norw Sea - Norw * sources
 F Nth Sea S - Norw *
 F Tyrh Retreats West Med.

Will He pull
 out the
 Eastern Bomby

RUSSIA

DARRYL
 F St Pet. - Bar Sea
 F Den - Heli BLIGHT
 F Swe watches local Davis Cup
 team practice (Hold)
 F SEV - Bla Sea
 F ANK - CON
 A MOS - SEV
 A KIEL Supp Ruhr ** CUT
 A MUN Supp A Ruhr
 A RUHR H
 A VIENNA SUPP F TRIE
 A TYRO - PIED ** F
 A UKR - RUM
 A BUD Supp A UK - RUM



BUCHAREST BUGLE

The Harem of Sultan Jan
 in Ankara was found to be filled
 with many wonders & fascinating sights
 These included: Gasps autographed
 Portraits of Emperor Mark: R.I.P., President
 Lobbet: R.I.P., Kaiser's Kibble & Wilson R.I.P.
 and KING TERRANCE. SACRE BLEAU!

URGENT

POSITION VACANT
 TURKEY - 1908
 FALL - NON 84B PLAYERS



Moody
 Eastw 86



diplomacy



DIPLOMACY 84-D

FALL 1906

ENGLAND (A. Collister)

A Fin - StP, A Nor S A Fin - StP, A Den S F Kiel, F Kiel H
F Bel Hold, F Nth C A Yor - Hol, A Yor - Hol, F Eng - Mid
A Pic S A Bre - Par, A Bre - Par, F Spa - Mar, F Mid - Wes

TURKEY (D. Bedlington)

A Ukr - War, A Mos S A Ukr - War, A Bul - Gre, A Rum - Bud
F Aeg S A Bul - Gre, A Ser S A Bul - Gre, F Con - Bla

ITALY (P. Cox) NMR

A Ser Hold, A Hun Hold, F Tyr Hold, F Ion Hold, A Ven Hold
A Tri Hold, A Bud Hold, F Adr Hold, F Gre Hold (Retreat Alb)

GERMANY (Civil Disorder)

A StP Hold (Disbands), A War Hold (Disbands), A Ruhr Hold

FRANCE (D. Hallett) NMR

A Bur Hold

ADJUSTMENTS:

ENGLAND: Lon, Edi, Lpl, Hwy, Bel, Por, Spa, Mar, Hol
Swe, Den, Bre, Kie, Par, StP
(Build F Lpl, A Edi, A Lon) (15)

TURKEY: Ank, Smy, Bul, Rum, Sev, Ser, Gre, War, Mos
(Build F Smy, F Con, A Ank) (10)

ITALY: Rom, Ven, Nap, Tun, Vie, Bud, Tri
Man, ~~StP~~, Ber (No Change) (9)

GERMANY: ~~StP~~, ~~War~~, ~~Wst~~, ~~StP~~ (A Ruh Disbands) (0)

FRANCE: ~~StP~~ (A Bur Disbands) (0)

GM COMMENTS: its down to a three horse race, as both Germany and France are forced out of the game. Turkey finally makes a move against Italy, and times it well, as Italy NMR's. But can either Italy or Turkey catch England, lengths ahead and looking a sure winner...??



DIPLOMACY 84 - E

FALL 1906

DARRYL DAVIS - GM

RUSSIA (D. KIBBLE)

F NTH S (ITA) YOR-LON
 F NWG - EDI
 F DEN - KIE
 F GOB - BAL
 A PRU - BER
 A SIL S PRU-BER
 A GAL - BOH
 A SEV watch "sinking ship"
 A RUM watch "sinking ship"
 A ARM S (ITA) CON-ANK

GERMANY (P. SZABO)

F MID - BRE
 A LPL - EDI
 A RUH - BEL
 A HOL S RUH-BEL
 A BER - MUN (DISB)
 A KIE S BER-MUN

FRANCE (R. SNELL)

F ENG - LON
 F IRI - LPL
 F BEL - HOL (DISB)
 A BUR S BEL-HOL*nsu
 A MAR S BUR

ITALY (C. THOMAS)

F YOR - LON
 F TUS - GOL
 F TYR - WES
 F GRE - ION
 F SMY - CON
 A CON - ANK
 A MUN S (RUS) DEN-KIE
 A TRL S MUN
 A BUL S SMY-CON

TURKEY (D. COX)

F ANK - CON
 F BLA S ANK-CON (DISB)

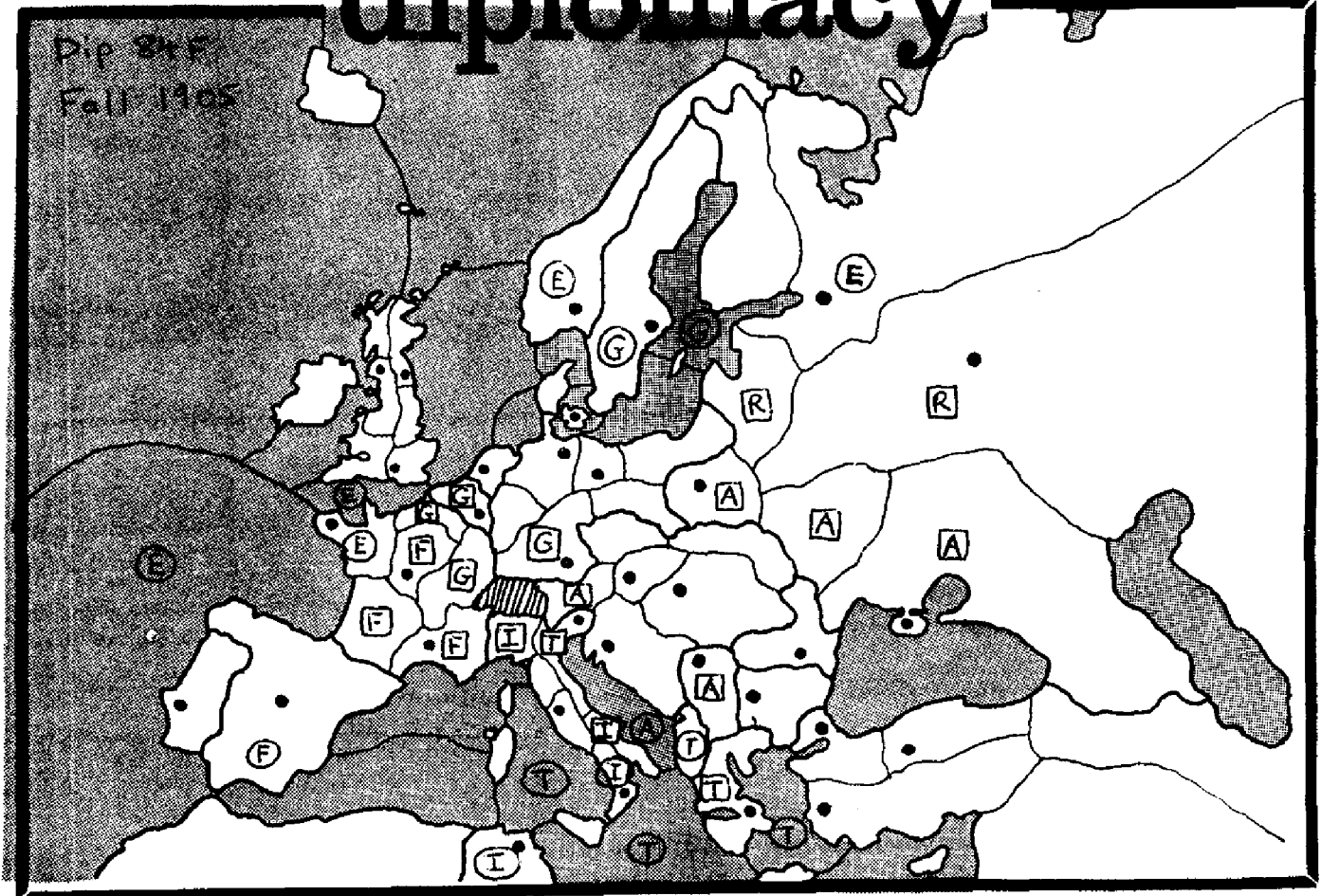
BUILDS / CENTRES

ITALY: Rom/Ven/Nap/Tun/Tri/Gre/Ser/Bul/Smy/Edi/Lon/Mun/Con (13)
 BUILD A VENICE and A ROME AND F NAPLES
 RUSSIA: StP/Mos/War/Sev/Swe/Nwy/Vie/Rum/Bud/Den/Ber (11)
 BUILD F ST. PETERSBURG (NC)
 GERMANY: Kie/Hol/Bel/Lpl/Bre (DISBAND A BERLIN) (5)
 FRANCE: Par/Mar/Por/Spa (DISBAND F BELGIUM) (4)
 TURKEY: Ank (DISBAND F BLACK SEA) (1)

PUBLIC STATEMENT: (ITALY) "German presence in the Iberian Peninsula will not be tolerated. The Italian Navy will see to that! Long live the Italo-Franco-Russian Alliance!"

PUBLIC STATEMENT: (TURKEY) "Touch us if you Dare!"

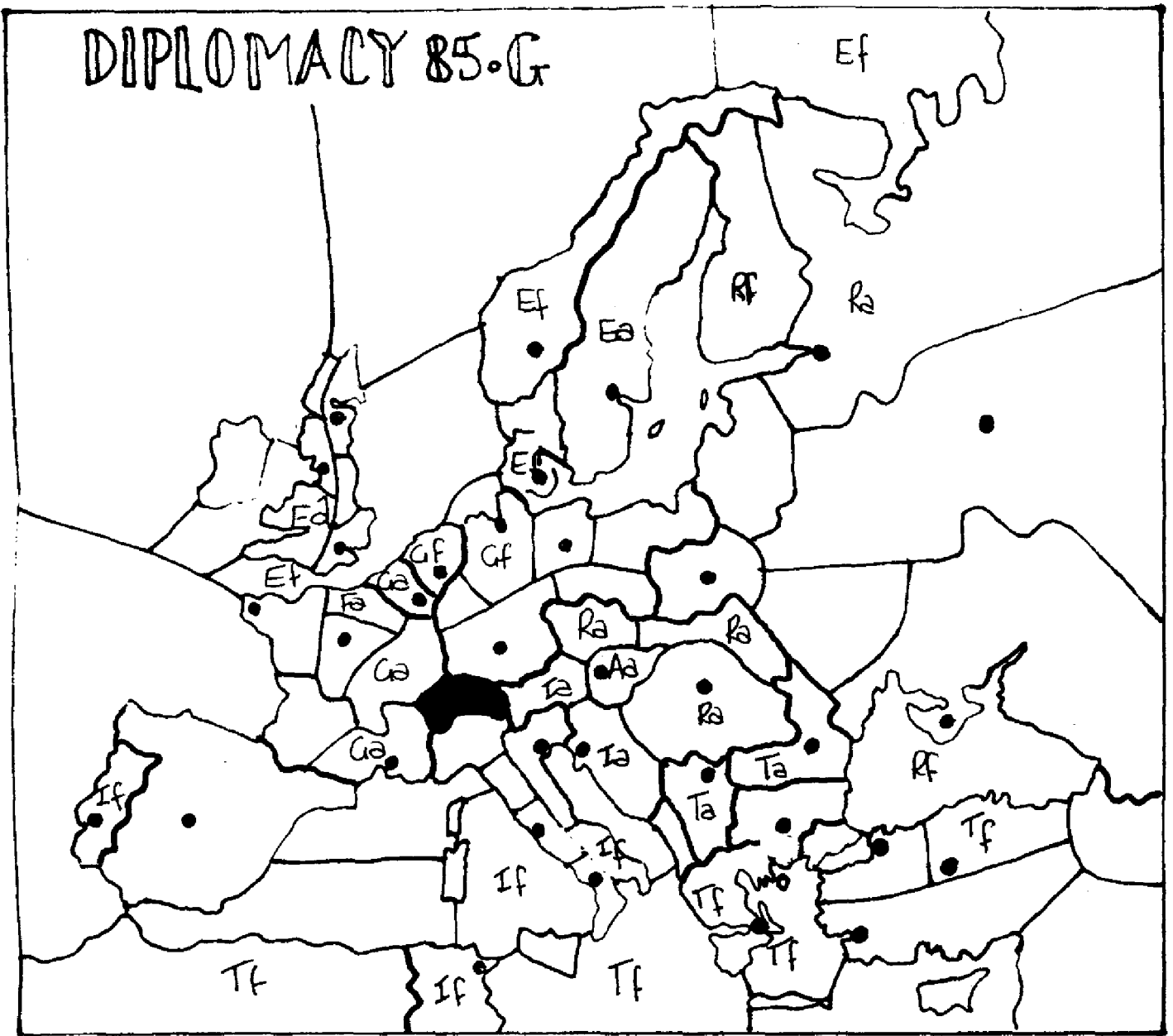
diplomacy



- AUSTRIA (Benton) A Tyn S Tur. A Ven., A Tri-Ser, A War-Mos. A Ukr-War
 A Sev S A War-Mos, F Adr-Apu
- ENGLAND (Goldie) F Mid-Bre, F Eng S F Mid-Bre, F Ir-Mid, F St.P(N) S F Nwy,
 F Nwy S F St.P(W)
- FRANCE (Schacht) NMR (A Bur retreat to Gascony, F Bre disband)
- GERMANY (Worjan) F Swe-Bot, F Den-Swe, A Pic-Par. A Ruh-Bur,
 A Bel S A Ruh-Bur, A Mun S A Ruh-Bur
- ITALY (Bradley) F Tyn-Tyn. A Apu-Rom. F Nap-Rom. A Pie-Ven
- RUSSIA (Haughy) A Liv S A Mos War, A Mos War
- TURKEY (Griffiths) F Eas Ion, F Aeg S F Eas Ion, F Alb-Adr. A Ven S F Tyn-Rom.
F Tyn-Rom. A Gre Hold

PUBLIC STATEMENT: 'When will the reigning fools of Europe comprehend the danger that the Hyenas of the East poses to all of them. Today may be the turn of Italy & Russia, tomorrow it will be Germany and then the rest. Come to your senses, lovers of Democracy in the West and unite to fight the evil that resides in those scoundrels' Giuseppe Mucchadespaine
 (Quite a mouthful Gm) w. Brown 21/186
 Minister for Peace

DIPLOMACY 85.G



FALL 1903.

andrew schacht

ITALY: GOULD: F spain SC to portugal. F tyrr sup F ion to tunis. F naples to apulia.

A tyrol to munich. A trieste sup Aust A vienna.

TURKEY: SNELL: F tunis to tyrr. F greece sup F aegean to ionian. F bulgaria to aegean.

F con to ankara. A serbia sup A rumania. A rumania sup A serbia. Tunis retreat NA.

GERMANY: MCKINLEY: F keil hold. A marseilles hold. A burgundy to munich. F holland sup

A belgium. A belgium sup F holland.

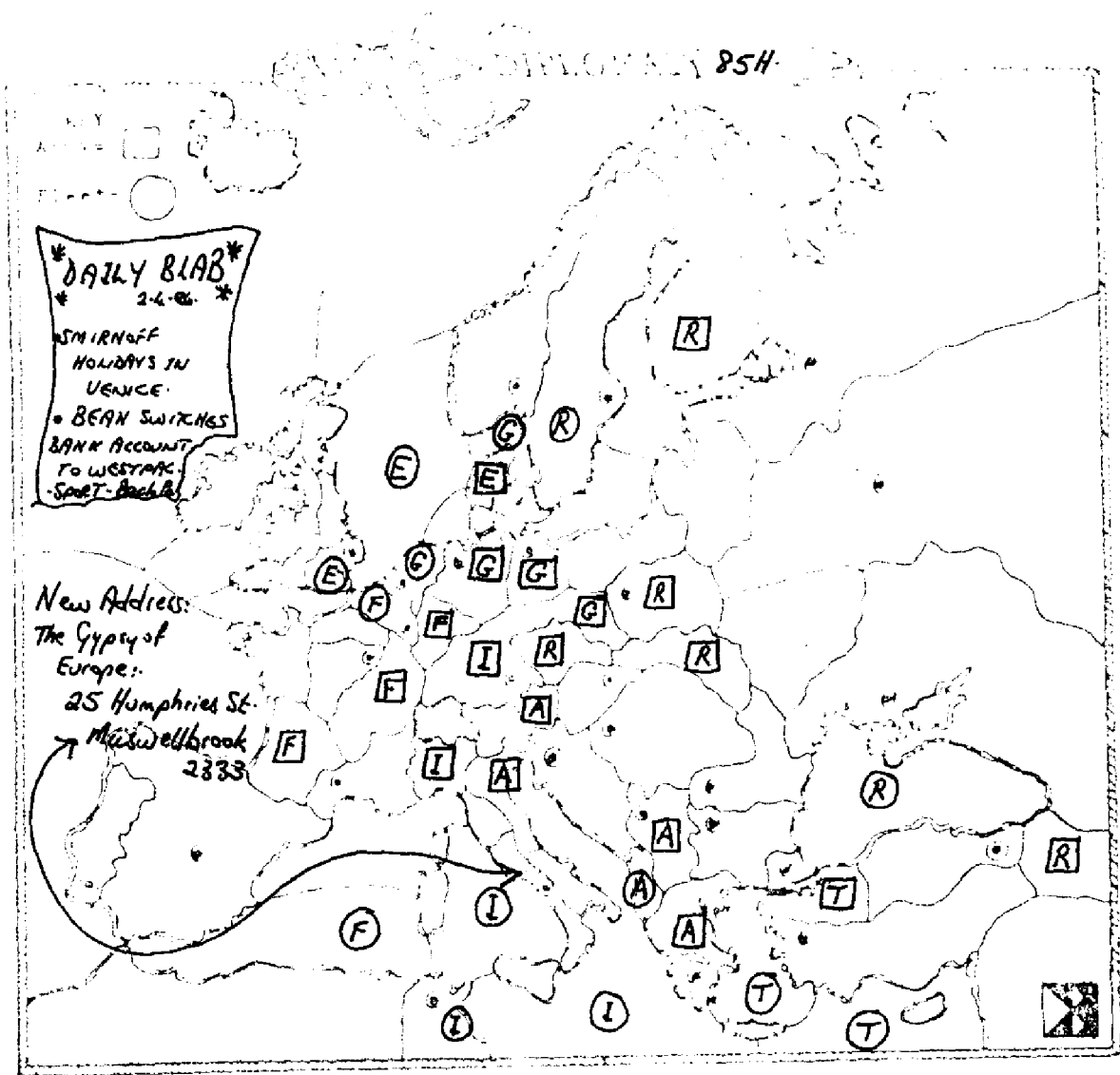
ENGLAND: JARMUSZ. F north to Norway sup by A swed. F nor to barent, F skag to den, A york to wales

FRANCE: NMR: A picardy..... RUSSIA: NMR: F black sea, finland. A St Petersburg, Budapest

Galacia, Bohemia.

NEW GERMAN PLAYER: Bill McKinley. 18 Wonderlost Outlook, Annerley, Queensland, 4103.

ANY TAKERS FOR RUSSIA?



DIPLOMACY 85H

SPRING 1904.

G.A. Terry Bradley.

ENGLAND (E,R) A Yor → Den; F Nth C A Yor → Den; F Lon S Nth.

AUSTRIA (Emperor Smirnoff) A Bul-Gre; A Ser S A Bul-Gre; A Alb S A Bul → Gre;
 A Tri-Uen; A Vie-Tyr.

RUSSIA (Cut-a-back) A Fin S Swe; F Swe S (Eng) A Yor-Den; A Boh-Sil; A War H;
 A Rum-Arm; F Bla C A Rum-Arm; A Gal S A War.

GERMANY (Killer Karl Kox) F Ska-Den; F Kie-Holl; A Den-Kie; A Pru-Ber;
A Sil S A Pru-Ber.

ITALY (Beanito) A Mun H; A Ven-Pie; F Tun S F Nap-Ion; F Nap Ion; F Rom-Tyrh.

FRANCE (Kermit Kenseky) F Eng-Bel; A Bur-Ruh; A Mar-Bur; A Spa-Gas;
 F Wes S (Turk) F Ion-Tun.

TURKEY (Sultan Wilkins) N.M.R. Disb F Gre; Retreat F Ion → E-Med.

PUBLIC TELEX: "To all kazy correspondents: HAPSBURG policy stipulates that communication is a vital ingredient when planning defensive manoeuvres. Hapsburg would consider it an honour to receive letters etc. from leaders who feel the same. Hapsburg supports the "get back to literacy" sentiments being put forward now by a growing number of influential statesmen."

diplomacy



DIPLOMACY BS-J

- ITALY (Whitchurch): A VEN+TRI; A ~~XIV~~ TYR S A VEN-TRI; F ALB S A VEN-TRI; F NAP H; F EAS-AEG.
- TURKEY (York): A TRI H (KIA); A SER S A TRI H; A BUL-GRE; F ION-TUN; F GRE-ION; F SMY-AEG.
- AUSTRIA (Collister): A VIE S (Italian) A VEN+TRI.
- RUSSIA (Wilkins): A SWE S A STP-NWY; A STP-NWY; F BOT S A SWE; F RUM H; A MUN-BER (Retreats BOH); A BUD S A (Turkish) TRI H; A UKR-WAR.
- FRANCE (Hopkins): F ENG S A BEL; A BEL S (English) F NTH-HOL; A PIC S A BEL; A BUR S (German) A BER-MUN; F MAD S F ENG.
- ENGLAND (Civil Disorder): Disband A NWY (KIA)
- GERMANY (Braun): A HOL S F DEN+KIE; A RUM S A BER-MUN; A BER-MUN; F BEN-KIE; F SKA-DEN.

Centers as of Fall 1903:

ITALY: Ven, Tri, Rom, Nap, Idh .	Disband 1 (F EAS)
TURKEY: Con, Ank, Smy, Bul, Ser, Gre, <u>Tun</u> .	Build 2 (F Con, A Ank)
AUSTRIA: Vie.	No Change
RUSSIA: Sev, Mos, War, Stp, Rum, Bud, Swe, <u>Nwy</u> .	Build 1 (F STP)
FRANCE: Bre, Par, Mar, Spa, Por, <u>Bel</u> .	Build 1 (F Bre)
ENGLAND: Edi, Liv, Lon, Edi , Wst .	Disband 1 (F Hel)
GERMANY: Ber, Kie, Hol, Den, Mun.	No Change

"The Russian people warn all peoples of Europe of the unreliability of France's support."

Czar Wilkins

GM NOTE: Another slip up with last turn...my fault this time. The Turkish F AEG-ION should have succeeded due to F SMY-EAS which cut Italy's support. THERE WILL BE NO MORE SUCH ERRORS (No, I don't believe that either). You can see from the above that Tallis Richmond(ENGLAND) has dropped out. ~~Russia~~ ~~surely~~ ~~surely~~ He assures us that this was because of pressing matters and not out of choice.

diplomacy

Wayne Closter.



Spring 1903.

- ENGLAND (A.Geissman): F Liv-Wal; F Nwy-Nrg; F StP S A Lon-Nwy;
F Nth C A Lon-Nwy; A Lon-Nwy.
- FRANCE (J.Ball) : A Bur S A Pic-Bel; F Eng S A Pic-Bel; A Pic-Bel;
A Mar S A Bur; A Por-Spa.
- GERMANY (B.Aveling) : A Ruh S Bur(?); A Bel S Bur(??); A Mun-Bur(??);
F Ska S ENGLISH F Swe(?); A Sil-Ber; F Kie-Bal;
Note. A Bel retreats to Hol.
- AUSTRIA (T.Friedrich): A War H; A Vie-Gal; F Tri-Alb; A Ser S IT. A Gre;
A Bud S A Ser; A Run-Bul.
- TURKEY (D.Walsh) : F Ion S F Aeg-Gre; A Bul S F Aeg-Gre; F Aeg-Gre;
F Con S A Bul.
- ITALY (M.Dewis) : N.R. A Rom; A Ven; F Nap; F Adr; A Gre.
- RUSSIA (G.Norhev) : N.R. A Swe; F Bal; A Ukr.

Ben, I'll write to you and explain what you're doing wrong. THE GA.

diplomacy



NAME: 85 L

SEASON: Spring 1903

GM: Roscoe Taylor

New Address: Trinity College

Parkville 3052

GERMANY

ENGLAND

RUSSIA

ITALY

A SIL - WAR

A EDI - YOR

F BLA - ANK

NMR

A BER - PRU

F LON - NTH

A SER - MOS

F BEL S F NTH

F NWY S F Lon-Nth

A RUM - GAL

A DEN - SWE

F BAR - Stp(nc)

A UKR - WAR

F NTH Hold

A Stp-Fin

A MOS - LIV

FRANCE

AUSTRIA

TURKEY

F BRE - MID

A VEN - ROM

F GRE - AEG

A CON - BUL

F POR - SPA(sc)

A TRI - VEN

Retreats - Alb

A BUL - GRE

A MAR - PIE

A VIE - TYR

F AEG S A BUL-GRE

A GAS S A BUR

A BUD - VIE

F EAS Hold

A BUR S A GAS A SER S A Rum (Russ) - BUL

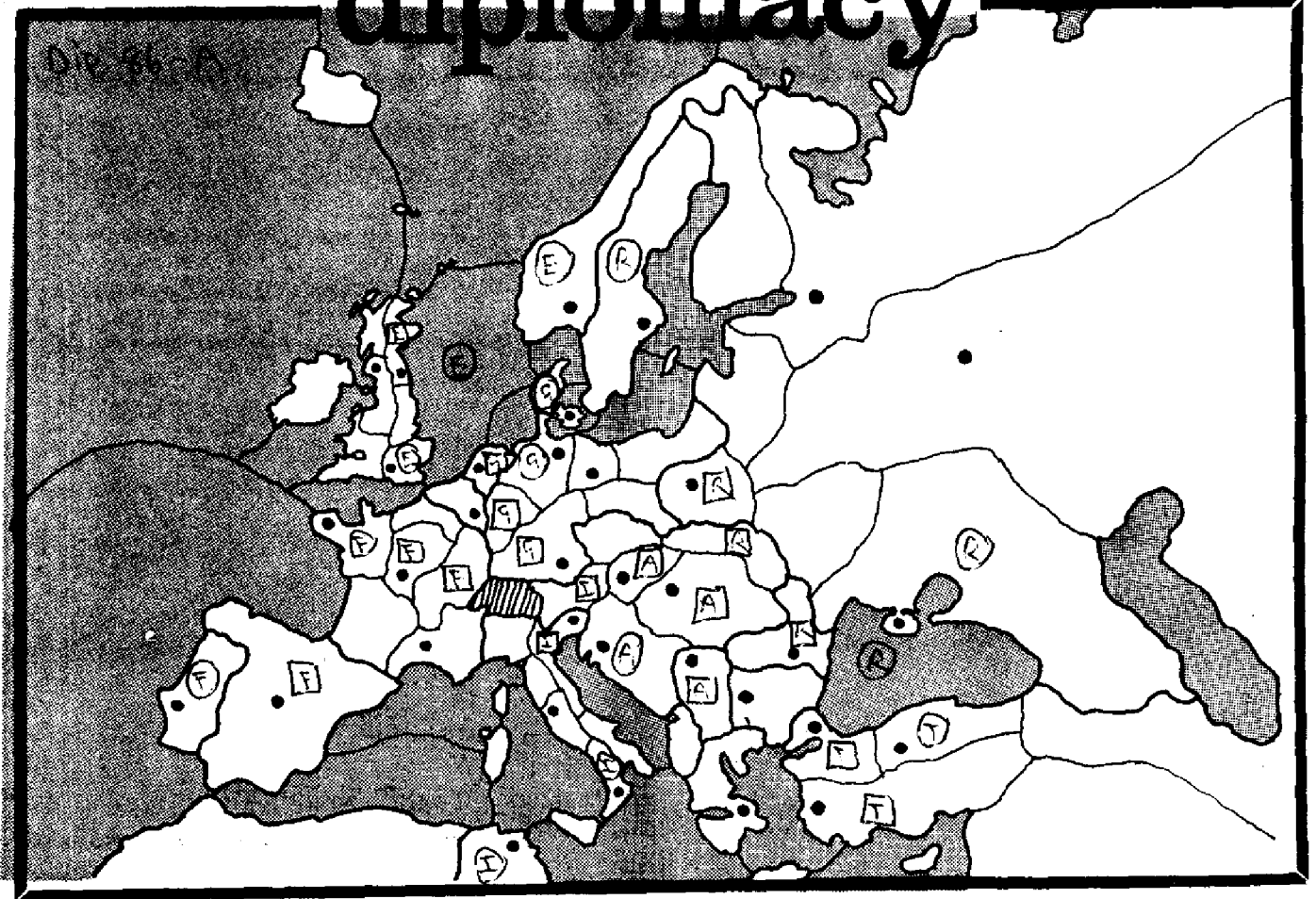
against palistinian

terrorists.

MESSAGE: "To Whom the Cap fits!"

You must express yourself, preferably in writing, as if your country depends on it. IT DOES. Russia will deal only with people who care enough to do AT LEAST that little.

diplomacy



DIPLOMACY 86-A

GERMANY (Dodds): F DEN H; A KIE-HOL; A RUH & A KIE-HOL.
 FRANCE (Smarrk): A BUR-BEL; A MAR-SPA; F IIO-POR;
 ENGLAND (Rudkin): F NTH C A EDI-BEL; A EDI-BEL; F NIG-NWY,
 RUSSIA(Sjollema): F BLA-BUL; F BOT-SWE; A UKR-RUM; A TAR-GAL.
 TURKEY(Aveling): F ANK-BLA; A CON-BUL; A SMY-CON;
 ITALY (Watkins): A VEN-TYR; A APU-VEN; F ION-TUN.
 AUSTRIA (England): NMR.
 Centres as of Fall: 1901:

GERMANY: Ber, Kie, Mun, Den, Hol.
 FRANCE: Par, Bre, Mar, Spa, Per.
 ENGLAND: E di, Liv, Lon, Nwy.
 RUSSIA: StP, Mos, War, Rum, Sev, Lwe.
 Turkey: Ank, Con, Smy.
 ITALY: Rom, Ven, Nap, Tun.
 AUSTRIA: Vie, Tri, Bud, Ser.

Build 2: (A MUN, F ~~KIE~~)
 Build 2 (A Par, F Bre)
 Build 1 (F Lon)
 Build 2 (F Sev, A War)
 No Builds
 Build 1 (F Nap)
 Build 1 (A Bud)

"What can I say guys? Oops."

Sultan Ben.

GM NOTE: Sorry, I should have reminded everyone that builds were due in on FALL turns. (As it was, only Germany failed to submit builds)

diplomacy

86B



Diplomacy 86B

Spring 1901

England
(Yovich)
A Liv - Edi
F Lon - Nth
F Edi - Nrg

Italy
(AVDH)
F Nap - Tyn
A Rom - Tus
A Ven - Pie

Russia
(Whitchurch)
F St. P - Both
F Sev. - Bla.
A Mos - Sev.
A Wbr - Ukr.

Austria
(Smith)
A Vie. - Gal.
A Bud - Ser.
F Tri - Alb.

Turkey
(Wilson)
A Con. - Bul
A Smy. - Con.
F Ank - Bla

France
(Myers)
F Brest - Mid A
A Par - Bur
A Mar S A Par - Bur

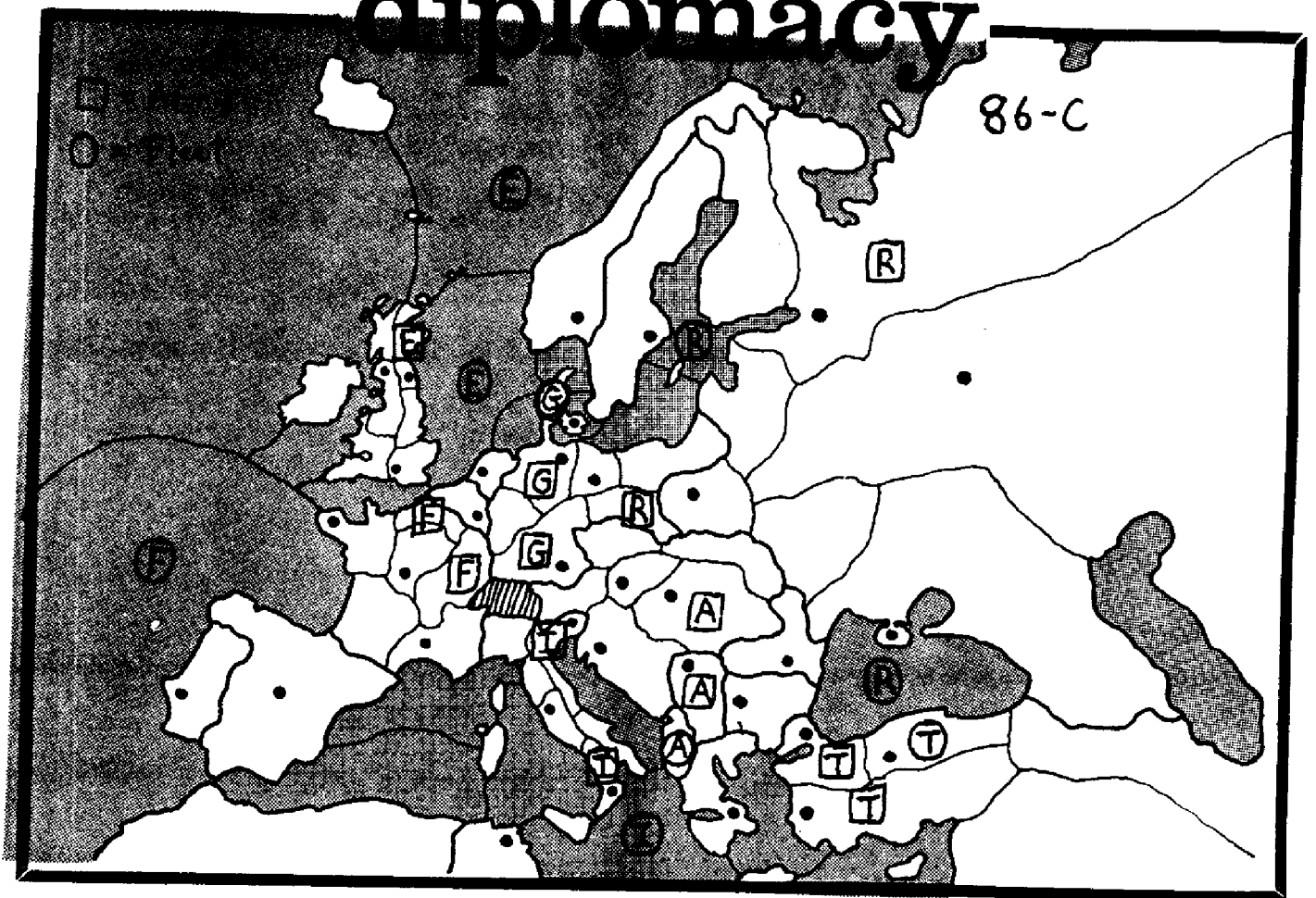
Germany
(Jones) NMR

** New Address - Paul Yovich
St Georges College, Crawley, WA
6009 **

** No more phone orders please **

Yovich
4/86

diplomacy



- Austria (Crowe): F Tri-Alb, A Vie-Bud, A Bud-Ser.
England (Collister): F Lon-Nth, F Edi-Nwg, A Lpl-Edi.
France (Wessels): F Bre-MAO, A Mar-Bur, A Par-Pic.
Italy (McKinley): A Ven-H, F Nap-Ion, A Rom-Nap.
Germany (Gould): A Mun-H, A Ber-kie, F kie-Den.
Russia (Peterson): A Mos-STP, A War-Sil, F STP(sc)-Bot, F Sev-Bl.
Turkey (Northey): NMR

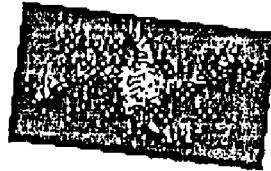
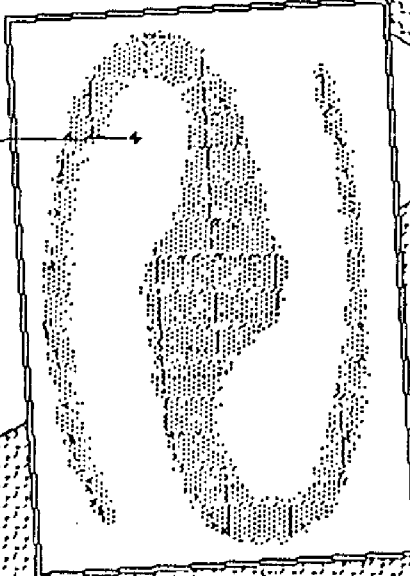
GM Comment: I must say that you're a bunch of boring people. What about a few press statements to fill up this space at the bottom of the page. Glen, what went wrong with your orders? Let me know. Are you still interested in playing? In any case Germany and Turkey appear to be popular holiday resorts.



SPIRAL ARM.

A COMPUTER GAME OF GALACTIC CONQUEST.

You
be
here!



SPIRAL ARM
by
The Australian
Wizard.

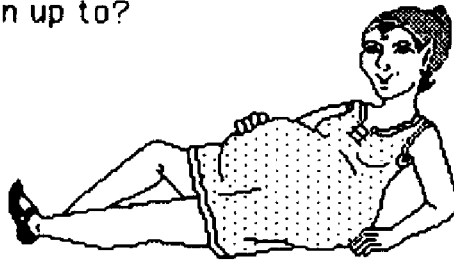
SEND
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and set-up materials,
plus three moves to
begin the game with
Further moves
e \$3.50

Spiral Arm is a 50 player, computer moderated Play by Mail game of space conflict in the far future. Played on a map containing over 600 stars, each player begins with one star and a home planet. His initial fleet is small and he is required to travel to nearby stars to take possession of them for colonisation. All too soon he will be encountering other expanding players intent on controlling more and more stars. At home his people use Industry and Raw materials to build more warships and Transports for colonists. Once landed on a new world the colonists will need support and industry to help them grow to where they too can begin building ships to travel to the stars with. At the same time you will be meeting other players with whom you

can exchange information. If they are friendly enough you can even ally with them, allowing each others ships to pass freely over each others worlds, or to combine to fight a common foe. Warships include Scouts, Destroyers, Cruisers, Battleships, Dreadnoughts and Monitors. Technology may be invested in with planetary income to improve your fire power, and eventually gain unknown powers to daunt your enemies. Spiral Arm is a game of planning and diplomacy, you are almost forced to co-operate with others as you attempt to gain control of vast areas of the galaxy and achieve the final victory. Spiral Arm has two week turn arounds and each move costs \$3.50. Every move you get a report of your empire and a new submission sheet.

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the Sirius Sector

QUESTION AND ANSWER CONTEST

The response to last issue's question and answer contest was satisfying. Many people want into deep and detailed analysis. Due to the efforts and quality of the answers I decided to pick three place getters. First place receives two free turns, and the other two one free turn each, in the Missing Tiger game of their choice. A couple of entries didn't make the final three because they misread the question and answered it from the defending the planet point of view. The three successful answers are on the next three pages.

THE SIRIUS NEWS

Still no applications for cadet reporters so we can only give a few brief and impartial glimpses into the various games under way.

* Which veteran player in game 31 managed to do the following: Forgot which planet was his homeworld, gave the ship above the planet a general load order and went to his outer worlds with cargo bays full of much needed ore? No names mentioned Malcolm.

* Which designer of RFS once loaded his ships so full of planetary defence units that there was no room left for fuel?

* The mad diary writer Roamer has deserted the stars of game 29 for the loops and mana of Witchking.

* Remember that when buying ores to be used if a bid for Earth's industry is successful you buy at the listed price (without the 33% surcharge).

NEW CONTEST

Two free turns in any Missing Tiger game for the person who can put the most convincing case for either side in the "Industry or Ships First" debate on strategy for the first ten turns in Return From Sirius. Preference will probably be given to players who use their own planets as a reference source.

No "Balanced Development" wishy washy spokespeople need apply.

VALDISS INTERSTELLAR SPACE CORPORATION

> PLANNING DIVISION <

Re. Terran Defence Force problem.

A quick review of the situation, shows you can not realistically hope to get S187 out, intact.

A more detailed investigation revealed the following;
S187 can fire approximately 33 shots.
The LARGE BATTLE can fire at least 55 shots,
and the SMALL BATTLE between 11 and 60 shots.

This leaves 4 valid alternatives.

- 1) Attack the SMALL BATTLE. This will guarantee its reduction to a hull (largest small battle is a 20/9). The industry is likely to be used to rebuild it, instead of producing PDU's. And when your main attack force arrives it will only have one fighting ship to contend with. This option also has the advantage that if the enemy does not fire, you will still have a ship, while he has lost one.
- 2) Attack the LARGE BATTLE. You will cause the maximum damage to your enemy in terms of the resources necessary to rebuild the damage, but your own ship will almost certainly be rendered useless by the return fire. The effect this attack will have on a large battle can vary considerably, a 67/6 is still very tough, but an 18/25 isn't. Being able to guess at the size of the ship would help alot here.
- 3) Destroy 11 planetary defence units. This will reduce the size of a ship required to take the planet by 33 shots. Thereby making a later attempt at gaining control easier, if there are no longer any battleships overhead.
- 4) Get your diplomats talking fast. Offer to exchange S187 for the SMALL BATTLE (or one of his medium battles) moved onto one of your own planets and carrying fuel. Bluffing that your medium battle can blow away most (or even all) of his LARGE BATTLE should add weight to your arguments (a 50/5 can destroy a 100/49, the largest large battle).

If you still covet the planet and this exchange goes ahead we recommend S187 fires at the LARGE BATTLE. He will still receive S187, though in a slightly battered condition. You have only promised S187, not a medium battle! (see note below)

Other options, such as attacking fuel, mines or industry are not recommended, as all the fighter units on S187 will have been destroyed before any damage can be done.

We recommend you never get into such a situation, unless, of course, this is only a feint, and you are stealing several research planets on the other side of his empire.

A note for emerging diplomats concerning option 4.

Decide before you start negotiating, exactly what you would like the result to be. This will tell you what information and assurances you can give without actually lying, or having to go against your word. In other words keep your reputation intact.

PLEASE,
PLEASE,
PLEASE,
DONT
SHOOT!

COMPUTE YES
WEAPONS YES
TARGET ACHIEVED YES
INSTRUCTIONS YES
FIRE AT WILL YES



DW
86

Answer 2 David Cherry

The Cartoon.

Serious Answer: Fire at Ship B, as this way you will cause the most damage to the player who owns the planet and ships, in terms of industry needed to repair the damage your attack does.....

Small Battle	10-20 F, 5-10 C	Maximum damage	= 50
Large Battle	51-100 F, 25-50 C	Maximum damage	= 250
Industry	10 Shots destroy 1 Industry	Max Damage	= 50
Mines	As for Industry	Maximum damage	= 50

We have 25 F and 10 C, so we get about 1.3×25 shots = 32.5 shots. On the Small Battle 20 F and 10 C (equal to 50 points of Industry usage) would be destroyed.

On the large ship, up to 32-33 F units would be destroyed = 64-66 Industry points would be destroyed. With mines or Industry as a target about 33 points would be destroyed. If Planetary Defence units were targeted then about 20 points of industrial damage would be achieved.

Thus in terms of replacement value, to hit the large ship would be the optimum. to hit the small ship would destroy both cargo and fighter units, but in this case, that will be easier to replace. You are going to be creamed anyway, so take as much of the other player with you as you can. This answer assumes that all attempts at a friendly solution have failed.... to have the planet gifted to you would be the ideal solution.

Answer 3 Clynton Smith

Assuming that I was not friendly with the other player I would attack ship A. The reason?

Ship 187 can shoot about 30-31 shots for the worst case for ship A (20/9) this would destroy the vessel and reduce the number of viable ships available to the other player.

But if ship B was attacked it would still be around with a probable fighting value	Best Case 50/25	(20/25)
	Worst Case 100/10	(70/10)

If you don't fight you will still lose Ship 187 any way - so hit back while you have a chance.

ANATOMY OF AN EMPIRE

Peter Rhodes

OUTPOST THEORY

Part 1

Having decided to go for an empire-based (64 planets) win from the start' it was essential to undertake an ongoing program of exploration and colonisation.

Given the inevitable distances involved, basing this exploration from the home planet was clearly not feasible. To overcome this barrier I developed an "outpost" strategy that enabled me to decentralise my exploration patterns.

As implied, the outpost theory merely means utilising a suitable planet as a base from which to expand in a lateral, as opposed to a linear mode. This is essentially a mid-game strategy that allows a player to expand while ensuring maximum consolidation/protection.

During Game 16, I established a number of effective outposts and by analysing these, I have determined the following common features. Outposts can be of two types: A "Natural" outpost has industry and mines of type 0, 1 and 4. Those in the "other" category are planets which lack one or more of the above.

1. Industry is used to build up cargo capacity when the ship is there and PDUs at other times.
2. Fuel (ore 0) is an essential requirement as it enables extended jumps from the outpost to new planets without having to ship fuel in.
3. Ore types 1 and 4 (see 1. above).
4. Ships jump to new planets, unload PDUs, load ore (0, 1, 4 etc) and return to the outpost to restock on fuel and PDUs.

The following are details of the actual outposts I developed during game 16:

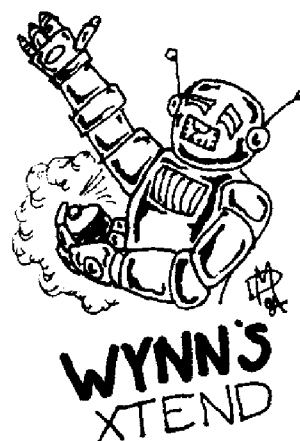
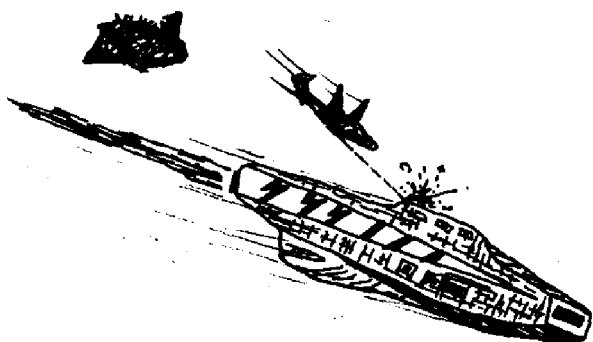
Planets	Mines	0	1	2	3	4	5	6	7	8	9	IND
NATURAL												
190		2	2	-	1	1	-	-	-	-	5	5
260		5	1	-	-	8	-	-	7	4	-	3
303		3	1	-	3	10	1	-	-	-	5	4
OTHER												
319*		3	2	1	-	-	-	-	-	-	-	-
350		4	1	-	4	-	-	-	-	-	-	1

* Research Planet

While planet 350 did not have type 4 ore this was transported there. As was the industry unit. Planet 319, being a research planet, did not need industry as it was able to produce PDUs on a research planet turn. Further 319 allowed jumps to be made to outer fringe planets not connected to it and allowed two ships to use the one outpost (by creating a jump link during one of the research planet turns).

Articles to come:

- PART 2 - The Role of Ships
- PART 3 - Analysis of Planetary Gains
- PART 4 - Game 16 Diplomacy and the Anti-Diprot League Saga.



ROAMER'S DIARY Continued
Ian Whitchurch

Turn 8

War has broken out over planet 311, a Research Planet with industry. Dagrod had sent a medium battle there last turn; my 34:11 can't afford to return fire at 75% effectiveness, so I must shoot first. I sent him a peace message, as a RP with industry is almost untakable against determined opposition. No real developments on the exploratory front except planet 193 (a one out world) disappeared.

Turn 9

Both battleships on 311 have been destroyed, Blizarth has appeared on my flank (away from 311). Running out of ore on my homeworld. Wrote to all 8 other players, setting up an information exchange. Dagrod seems set for a battle to the death. Suits me fine, as I pick the hulls. Still only have 17 planets.

M. SHORTLAND.
LOT 6 CEMETERY RD.
M/S 231.
LAIDLEY.
4341.

HI guy's,

well here goes I will attempt to write about game twenty in which I was JAXOM (player 3).

It is my first turn and I am NONAME3, not a very fancy name, so I will change it to JAXOM. Named after LORD JAXOM from ANNE MC,CAFFERTY'S book THE WHITE DRAGON, a good book.

The first thing to do is to go and get all the planet's I can but use one ship to carry P.D's to planet's.

The names of my ships and planets are a curious mixture of fictitious and generally weird names. My ships names R.F.A. HYPERION, R.F.A. ENDYMION, R.F.A. POLYCYCLIC, R.F.A. FEARLESS, R.F.A. OHIO, M.T.S. MING PRINCESS, M.T.S. DAWNTREADER and M.T.S. LIBERTY CRUISER. R.F.A. means ROYAL FLEET AUXILIARY and is used for all cargo ships and M.T.S. is my initial's (I'm not telling!) and I used them for warships.

The names were from naval fleet auxiliaries a naval amphibious assault ship an American submarine and the name of a force shield in Doc E.E. SMITH'S book "TRYPLANETARY. The warships name's come from a racing form a friend and a source that I can not remember.

The planets are named after areas and cities in books (plus a couple of planets) a few silly names like scott-free added for good measure.

It is turn six and I have 5 ships and 13 planets (3 of which are research planets). So far I have been able to put P.D's on 4 of my planets. At this stage all 5 of my ships are R.F.A.'s. As to strategy and tactic's ? What's that mean doc ?? You guessed it I haven't got any, I just cope with what comes along.

At turn 7 and my first outburst of expansionism is over and I start to build my fighting ships, first being M.T.S. MING PRINCESS. I wonder at this point if anybody in any game of R.F.S. has yet built a DREADNOUGHT ? D.M's have been flying around but no answer from STRIKER.

Its turn 8 and I have 15 planets plus 7 ships (1 more M.T.S.). I also have 4 research planets. STRIKER has a large cargo on world 143, my world and NONAME2 is on world 221, what are they doing on my world's ? I will do the friendly thing and send a D.M.

Turn 13 and MILKON look's like he is going to EARTH to sell his ore to achieve an economic win ? While both STRIKER and NONAME2 have departed my space in peace I find a medium battle owned by HARLOCK is on world 356 one of my research planets. Still with 11 P.D's it should be safe, I won't send a warship, instead I will give him the benefit of the doubt.

Turn 15 and I have P.D's on all but 3 of my 20 planets. I have built my 8th ship, it is a warship. I have a super cargo with 100 cargo hulls and I am getting ready for my first and last run to EARTH with it to sell ore. Meanwhile my biggest warship is M.T.S. MING PRINCESS with 60 fighter hulls and 10 cargo hulls. I found a research planet owned by NONAME3 but decided not to fight for it. ROBSPIERS ship has been and left my space without conflict. Messages are flashing around the ether all the time, and all I can say about this talk of war is that it is very quite in my empire. ROBSPIER is sending D.M's quite frequently and seems peaceful.

I scanned a planet and what luck! an unowned research planet that will soon be mine. I must say that the scanning facility is a great idea. At this stage I am scoring fourth.

Turn 19 and everybody is visiting EARTH, selling, selling. Even so I am still scoring fourth. I have 21 planets and 8 ships, 2 are super cargo's that I will send to EARTH soonest. Infact I will load R.F.A. ENDYMION (f=12.c=169.) and send it of this turn. Well I have f=100 c=10 on M.T.S. MING PRINCESS but what am I going to do with her ?

Turn 20 and I am scoring third. My super cargo has reached EARTH loaded with 71 of ore type 0 and 62 of ore type 1. I will be selling this turn and also the self appointed EARTH protection committee will no doubt attack my super cargo. I have loaded my second super cargo (f=1.c=120.) and will send her also to EARTH but I doubt if I have the time to get there, I'll send her anyway.

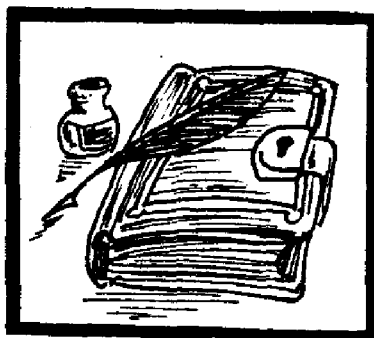
Turn 21 and its all over with an economic victory to ROBSPIER, I have managed to grab a last few planets to make my total 27 and still I have only 8 ships. I was right and on turn twenty NONAME2 or MILKON, probably NONAME2 attacked my super cargo, but only succeeded in reducing it to an 86 cargo hull that got away. My score is 21455 only 1372 off of second place! My second super cargo is only one turn from EARTH, so near but so far. MY
GOD CAPTAIN LOOK AT THAT, MILKON HAS BUILT A DREADNOUGHT!! a pity its to late mate. I sent my warships to other players planets but only M.T.S. LIBERTY CRUISER managed to take a planet.

Overall I did not do to bad, but I think the key to success and fame is to be violent. So if you find a large battle dropping out of hyperspace and blasting your planet in future games it could be me!

Well thats it guys and thanks for a good game,

yours,

MICHAEL.



FINISHED GAMES of RETURN FROM SIRIUS

Games 12, 19 and 20 have finished. The changes to the Research planet rules come into effect after game 21, so we expect the game to start to last longer than a year or so soon. Each win was an economic one--still no one can control Earth for the single turn necessary for victory that way.

The ranking of each player is calculated by dividing the final score by the number of credits needed for a win. This is 30 000 now, but two of these games had 25 000 as the winning condition. This allows a player in one game to be directly compared with a player in another.

Unfortunately, this ranking method is simplistic. It does not take into account how close a player is to one of the other winning conditions. For example, a player who is poised to take control of Earth can have victory torn from his or her hands at the last moment. Since that player is unlikely to have a well developed empire, their score and therefore ranking, is probably quite low. If anyone has a better method, please let us know.

Game 20 has been won by ROBSPIER (Ben Aveling), by an economic win. He managed to obtain 16 ships in only 21 turns: a remarkable feat. He was helped in this by STRIKER to a fairly large extent. His gifting orders gave ROBSPIER a net gain of 7 Research Planets and one ship and the score from these Research Planets was a major part of his win. The rules on Research Planet scoring (which were changed for all games after game 21) will prevent a similar win in future games. We extend our congratulations to ROBSPIER and his diplomacy.

<u>PLAYER</u>	<u>SCORE</u>	<u>SHIPS</u>	<u>PLANETS</u>	<u>RANK</u>
GAME 19				
KHOUGAR	26134	8	34	1000
AIKEN	20905	9	32	836
BIRDMAN	18886	11	31	755
PUNK	18409	7	16	736
ANTHROPY	17258	8	24	690
XANATOR	16985	9	20	679
BAROTH	14562	9	19	582
C.DESTON	14047	10	17	576
NIPPON	13123	8	16	525
AVERAGE		8.8	23	709

<u>PLAYER</u>	<u>SCORE</u>	<u>SHIPS</u>	<u>PLANETS</u>	<u>RANK</u>
---------------	--------------	--------------	----------------	-------------

GAME 12

WARLORD	25573	8	26	1000
EGAMAG	23034	10	20	921
N. BRAZIL	21126	12	20	845
CORWIN	20403	8	28	816
LOKI	19104	8	16	764
ACE HIGH	18585	10	32	743
KROPOT	18281	9	20	731
AZURIACH	16776	8	15	671
SALADIN	16104	9	14	644

AVERAGE		9.1	21	793
---------	--	-----	----	-----

GAME 20

ROBSPIER	31690	16	44	1000
STRIKER	22827	11	23	760
JAXOM	21455	8	27	715
HELFIRE	18568	10	25	619
MILKON	17929	7	14	598
HARLOCK	15541	8	15	518
AZTECA	17522	10	20	584
NONAME9	15687	11	19	523
NONAME2	15351	11	16	511

AVERAGE		10.2	23	648
---------	--	------	----	-----

ROBSPIER, KHOUGAR and WARLORD each get their names reserved for ever for free. This is an honour given to any winner of a game, and to anyone else who pays us \$5.

If players want to write some comments on the game, we will probably publish them in The Go*Between. Anything between a paragraph and a couple of pages would be welcome.

RETURN FROM SIRIUS.

A Report from Egammag, peaceful neutral from the Planet "New World"

Life wasn't meant to be this hard! I mean, why in the world would a peaceful trader spend his last days fighting off the onslaught of a religious maniac with an overwhelming desire to conquer his home planet?

My empire was one of the most peaceful ever considered. Planets were named after the vineyards of the Old Earthern worlds. Dreams like Rhine, Oporto, Pauillac and Barsac existed, each one manufacturing wines of a nature similar to those reputed to have been originally devised in those far off days. The multicoloured fluids were consumed at a grate rate by the peace loving, friendly citizens of these planets, without ever giving consideration to the construction of weapons of destruction. I will concur with the speaker at the rear of the stadium who refers us to the last battleship we possessed, which crashed into one of our best wine plots after the pilot had become furious over the argument over the relative merits of Bordeaux and Burgundy! He had, after consuming a dozen bottles of the finest Burgundy, perished whilst making the attempt to travel to Bordeaux to find out for himself!

Into this world of tranquility came many travellers. Most, after being entertained by our people, left in peace (some in pieces if their navigation had suffered from too much of our finest products) and returned only as friendly visitors for more of the same. One surly traveller extracted from us a promise never to trespass onto planet 303 or beyond in return for leaving our system alone - a contract binding upon us in every form.

After making an agreement to supply Earth with large amounts of our industrial efforts in the form of Reds, Whites and Fortifieds, we prepared ourselves to add the benefits of our exchange to the research on our four research planets - aimed, naturally, at the improvement in the quality of our goods.

And then he came.....

Our peaceful world was shattered forever. Three Large Battles and a Super Battle landed on our home world to partake of our customary hospitality. The ships of the WARLORD, the villian who had previously made the contract never to touch our system, destroyed everything in sight. Millions of hectolitres of wine poured into the streets to mingle with the life blood of our citizens!

Stunned by the ferocity of the attack, we could do little to repel him. It took many moves for our ships to become fighters, and many more for our crews to train. Our research planets were only able to produce results at the end....extending our life for one more move. Our only results were the destruction of his battles. He left us with a small battle and a large ship, as the smouldering hulls of two other mighty battles lay crippled on our surface.

At the finish, that treacherous WARLORD - may his name ever stand for infamy and disgust - had landed a Super Cargo and two large Cargoes on Earth, stealing from us forever, our contract with the planet of our roots. Our mighty fleet of cargo vessels, eight in all plus the captured Galactic Emperor (once a super battle), had been reduced to 3 large cargoes, a medium cargo, 2 empty ships, a mini battle and a medium battle, all of which had spend their all in the defense of the empire.

What had driven the WARLORD to this most hideous crime against humanity? GREED! He had been unable to stand the thought of such a life as ours - such a peaceful, perfect life. He had been consumed with a religious fervour to reduce perfection to his own standards.

Travellers on the carpet of life....I call upon you all to be wary of such treachery in your own lands. Guard well your agreements and watch the one who calls himself
WARLORD OF TITAN.

Issued under the seal of Egammag,
Leader of the New World,
Purveyor of perfection.

RETURN FROM SIRIUS.

GAME 16 SUMMARY.

The Story of Redaleth.

by Tony Wilkins.

Game 16 was my first RFS game, as such it was as much a training game as it was an attempt to win.

Turn 1 saw the construction of cargo units on three ships and the construction of an industry and seventeen planetary defence units. I think this first move showed the inexperience that was to plague Redaleth for the first 10 or so moves of this game (constructing P.D first turn now seems a waste of industry---no one is going to beat you up first turn).

Hulls were constructed in turns 2, 4, and 6. Then G.O.D and ALDER were encountered. G.O.D's medium battle "Wrath of G.O.D" persued my undersized ships, and a nasty exchange was rendered by "Junk of G.O.D ". Alas this shirmish cost Redaleth dearly : two hulls were now empty ships and research planet 309 was G.O.D's. Redaleth never really recovered from this battle. By turn 10 my score was 1000 below average but my ten ships consisted of three empty hulls and only four reasonably sized cargo ships.

The other battle of note was with DIPROT, By turn 12 Redaleth had gained some experience and the tactical advantage of mini-battles was used. Diprot's medium battle fell easily to a few mini-battles. Thus by turn 14 Redaleth had 11 ships.

An alliance was negotiated with G.O.D and DIPROT at about turn 19, The purpose of the alliance was to launch a combined attack on the game leader which we thought must have been SHOGUN. A good battle may have saved us from being economically defeated but we acted too slowly and had no idea that DRFI was about to win. It was indeed a shame that it was not possible to use a reseach planet turn to name the player closest to winning. Fights to the finish definitely seem the way to go.

Tactically, Redaleth learnt the value of small battles and large cargos. But this was learnt the hard way, with twelve ships only 4 were real cargos and 8 were battle orientated ships. Too many hulls and too little cargo, not to mention my fuel costs! In a fight to the finish however Redaleth may well have hung on.

I would like to thank John and Rick for taking the time to answer my questions and queries. They also did a great job in piecing together the game after a disk failure, such a task that I feel they should be named at least runners up in this game.

PLAY BY MAIL GO

(John Campbell)

It is said by some that "life is but a simplified game of Go." Others have said, "As Go is to chess, so philosophy is to double entry accounting". Less eloquent people such as myself have merely said that its a bloody good game. Kevin Flynn of Australian Wizard fame, and myself have started a PBM game of Go which will continue to be reported in the GoBetween as long as it generates some interest. I will be commenting on the game as I see it, but remember, I am one of the players and can hardly be expected to be impartial. I will try.

Since few people will be familiar with the game of Go, I will briefly run through the rules.

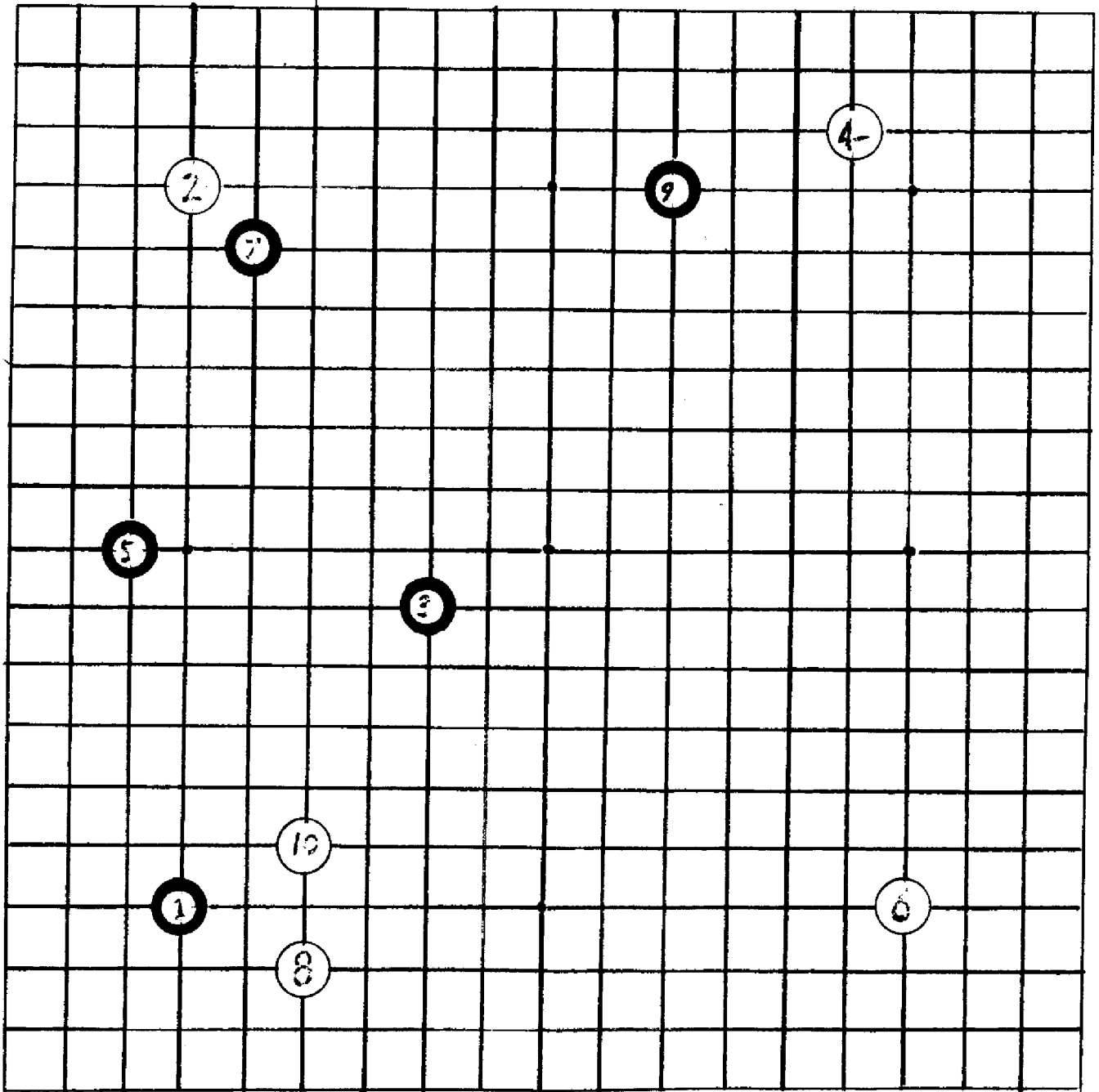
- 1) Play alternates, like chess, but a player may decline to move. Three such non-moves in a row and the game is over.
- 2) A player gets a point for each prisoner captured and a point for each unit of area surrounded.
- 3) The pieces are called "stones". A group of stones is composed of a number of stones which are connected by the lines on the board. Note that there are no diagonal lines.
- 4) A group of stones is allowed to remain on the board (ie it is not taken prisoner) if it enclosed at least two separate points of territory, or can be made to do so. It also remains on the board while the group could be made larger by placing more stones.
- 5) A group of stones is removed from the board if it fails section 4 and the game has ended, or if it is entirely surrounded by opposing stones. To be surrounded, the edges of the group *inside the group* must be covered as well.

So, on to the commentry on the game. The game is recorded by showing the number on the stone to indicate which move it was when it was played. So, the game started with black playing in the bottom-left corner. I am white.

- 1,2. Normal attempts to control a corner each.
3. An outrageous move. An act of insanity. (See! Impartial to a fault).
4. Another corner tentatively staked out.
5. With 1, a claim on the bottom left side.
6. The last corner. They are the easiest areas to get, so get them first.
7. Probably to help 5 and block the expansion of 2.
8. Nibbling away at the bottom left corner a bit.
9. With 5 and 7, an excellent move. Why? It should become obvious later, but 2 will make only a tiny area beneath 7. Unless something else happens.
10. Blocking 1 in, making 3 even closer to totally useless and helping 6.

○ = THE TIGERS

● = THE WIZARDS



SUL'EEM

The Sleeping Dragon presents Australia's newest play-by-mail game, Sul'eem, a solo fantasy campaign set in an unique world of scorching deserts, dense dark forests, and rolling plains.

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Start-Up Package \$10-00
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Write to: **The Sleeping Dragon,**
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EL MYTHICO



An hypothetical simulation of revolution in central America from the makers of 'Centre-earth' and 'Shadow of the Hawk'.

12 players: 5 government, 5 guerilla, 1 CIA and 1 KGB.

Ideology, propoganda, equipment purchases, all military/para-military forces available, spies and death squads.

Tense contest of wits: you'd better get them before they get you.

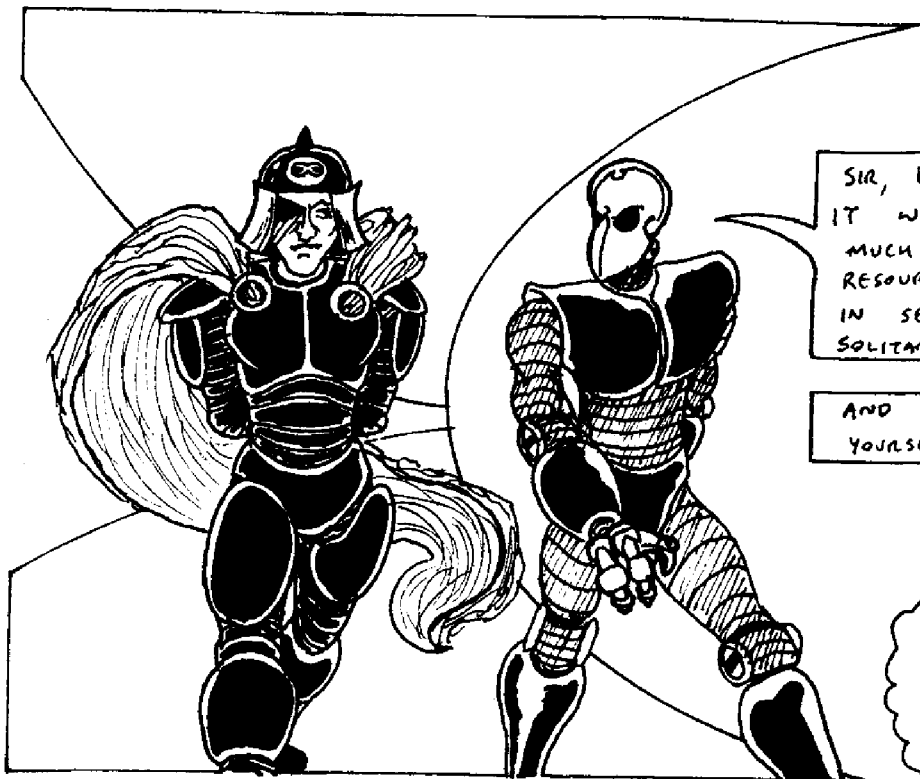
Optional full colour map.

\$10 for set-up and 2 free turns; there-after \$4/turn. (inc. newsletter)

15 March 1985: In the central American country of El Mythico the Presidential cavalcade was ambushed in mountainous terrain south of the capital today. Grave fears are held for the safety of President Andino . . .



FURTHER INFO.
SNEDCO 10 Herman St,
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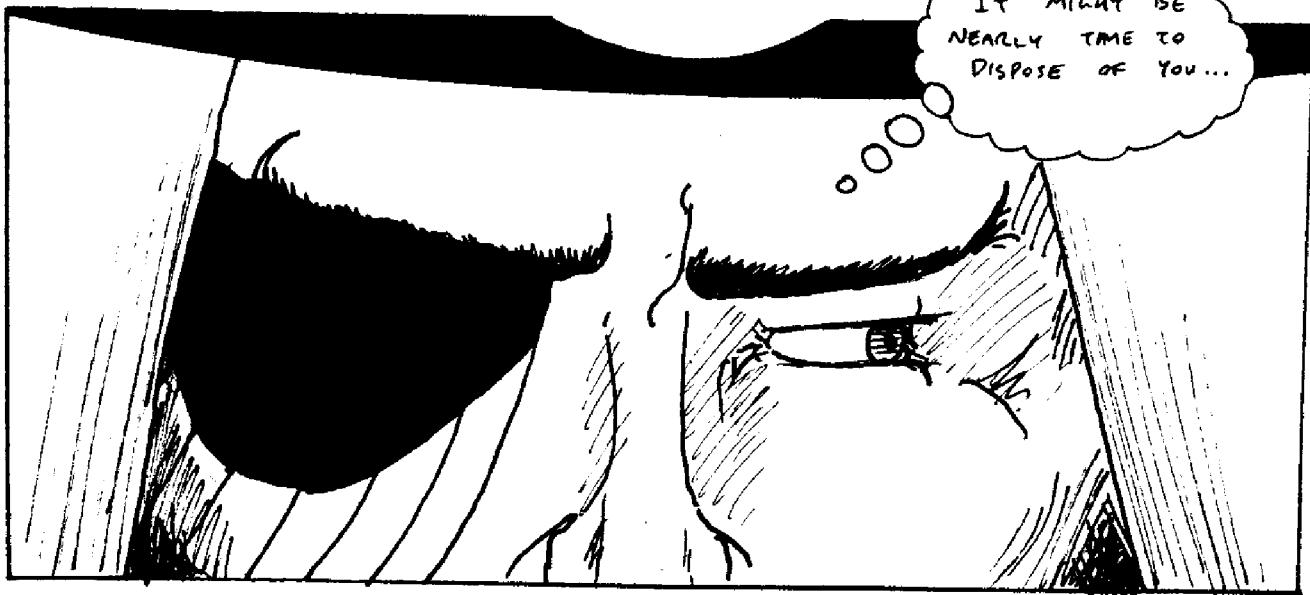


SIR, DO YOU REALLY FEEL IT WISE TO DEVOTE SO MUCH OF THE EMPIRE'S RESOURCES AND MANPOWER IN SEEKING OUT BUT ONE SOLITARY YANIC COMMANDER?

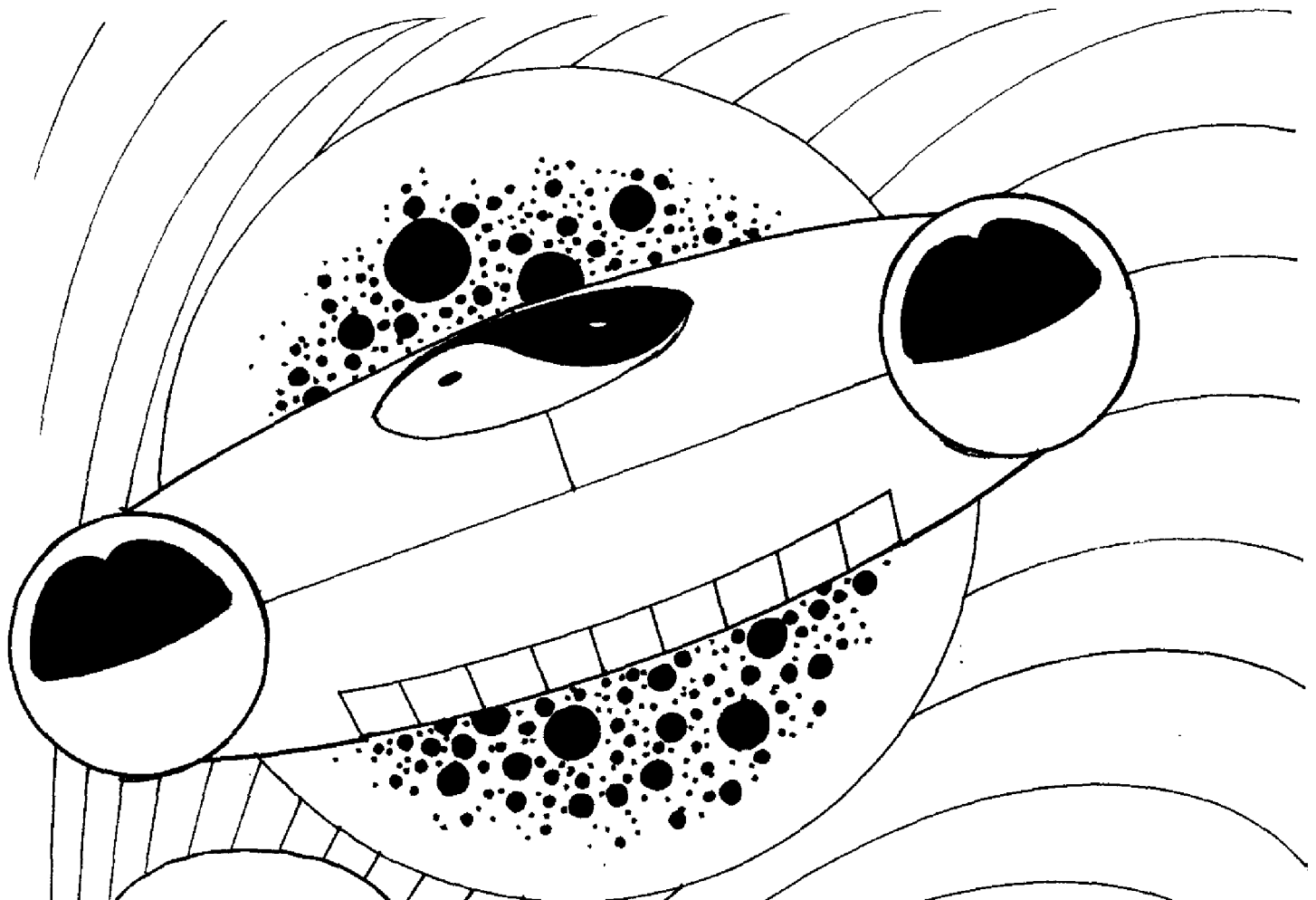
AND WHY MUST YOU INVOLVE YOURSELF PERSONALLY ... ?

D-5, YOU HAVE AN ANNOYING HABIT OF ASKING THE WRONG QUESTIONS, AT THE WRONG TIMES.

IT MIGHT BE NEARLY TIME TO DISPOSE OF YOU...



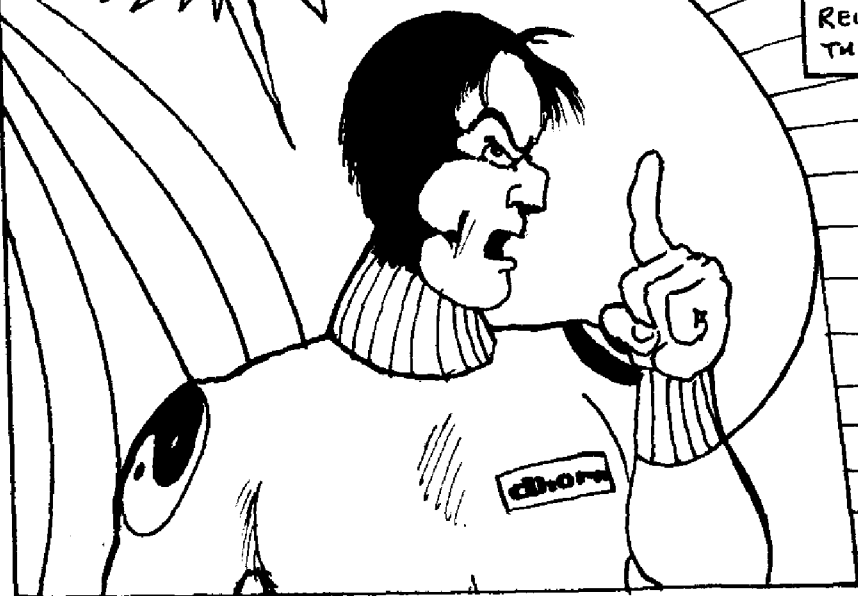
PART FOUR
dhorn

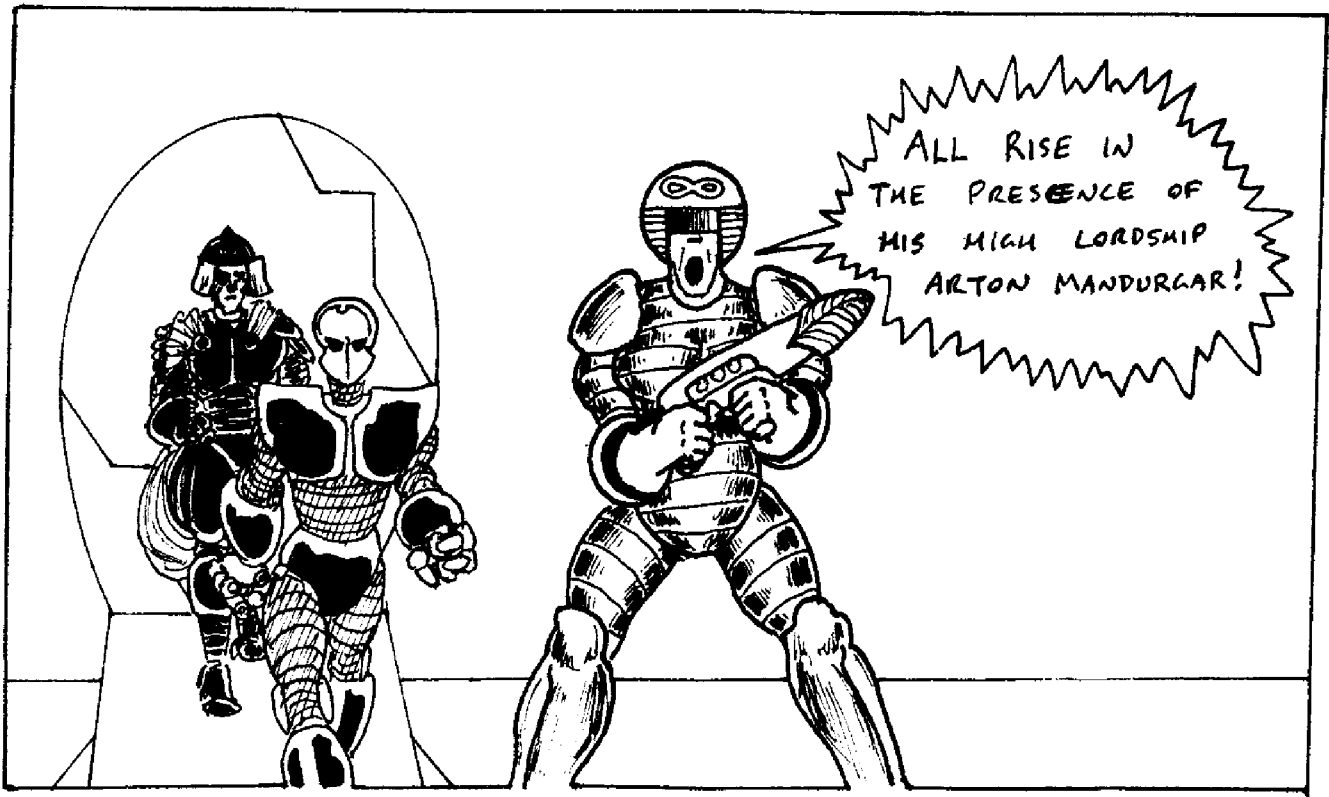
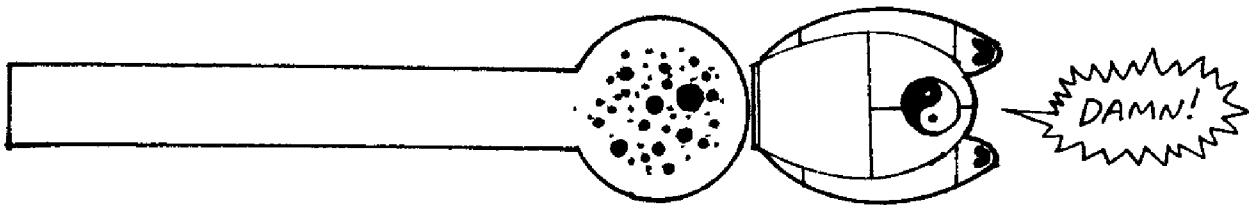
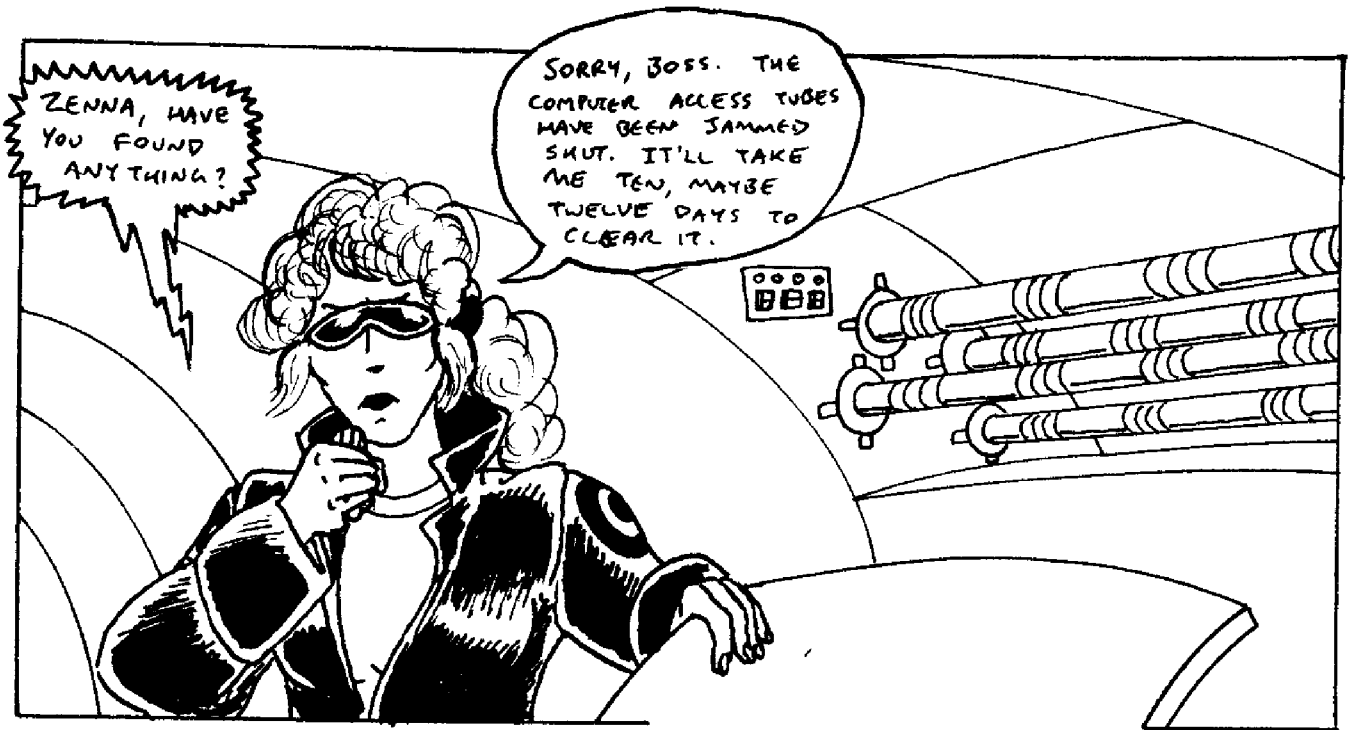


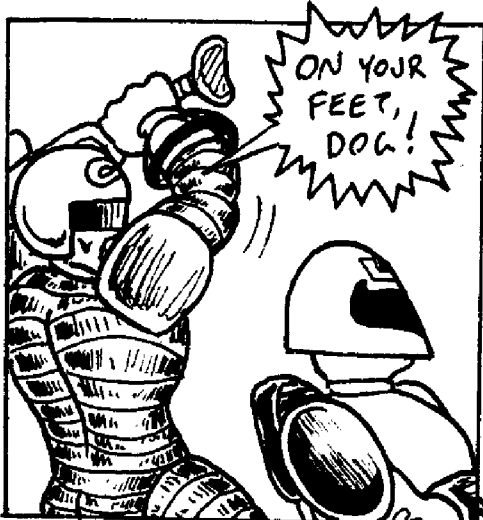
COMPUTER!
THIS IS A DIRECT
ORDER! RETURN
CONTROLS TO MANUAL
AT ONCE!

COMPUTER!
DO AS I SAY!

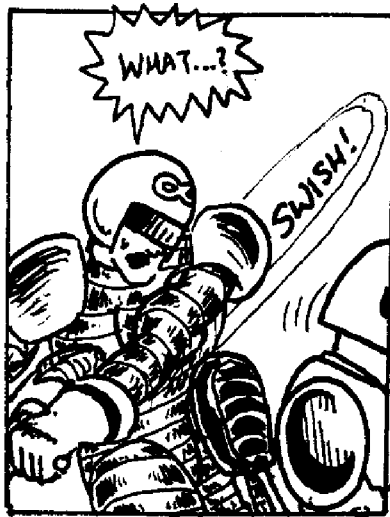
I'M SORRY, COMMANDER,
MY PROGRAMMING IS
QUITE CLEAR ON THIS
MATTER. PLEASE TRY
TO REMAIN CALM AND
RELAX UNTIL WE REACH
THE NEXT MISSION SITE.





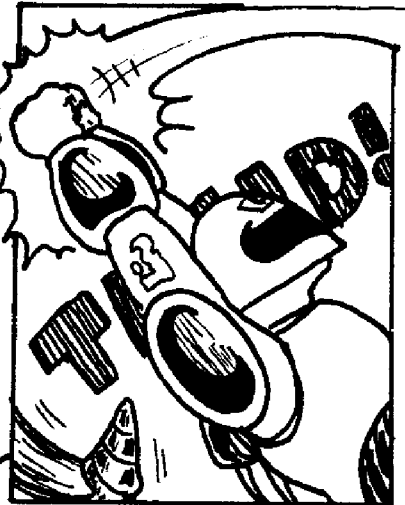


ON YOUR FEET, DOG!

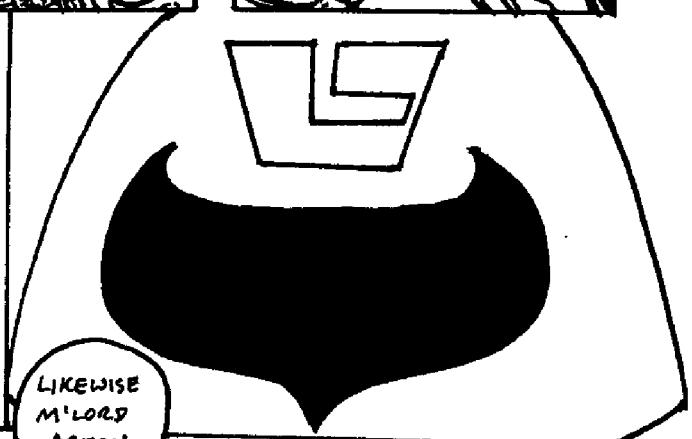


WHAT...?

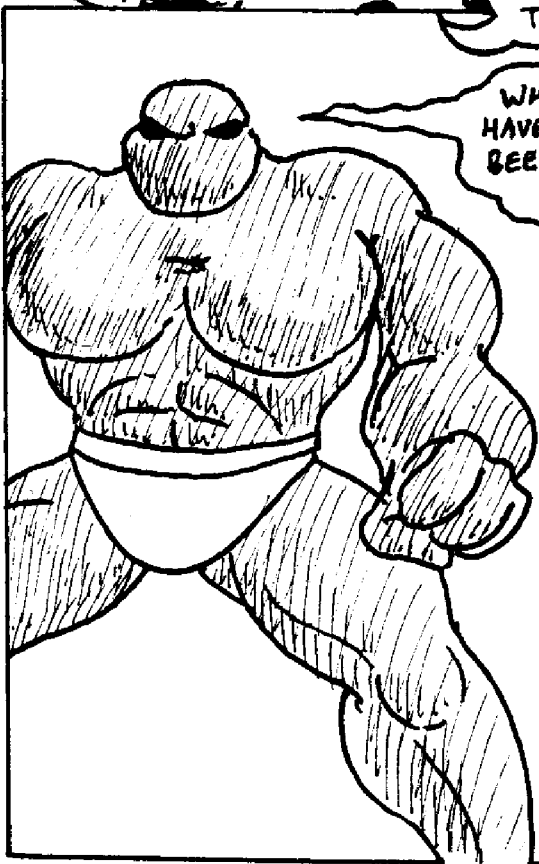
SWISH!



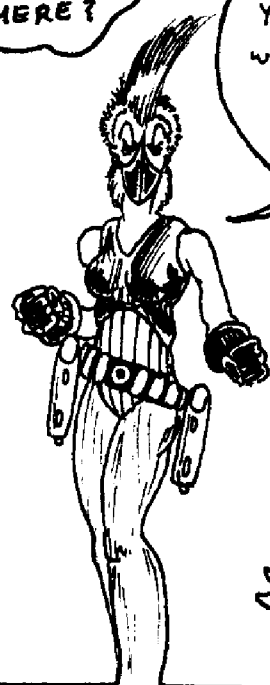
GREETINGS, M'LORD THAN



LIKEWISE M'LORD ARTON



WHY HAVE WE BEEN BROUGHT HERE?



YEAH, BUDDY, WE WANT ANSWERS QUICKLY OR YOU'LL FIND YOURSELF IN A HEAP OF TROUBLE!



AGREED.



Dip 86 D

The Big Dees

Jesper Petersen, William Webber, Darryl Winder, Eric Roche and Terry Chilvers need two other contenders for the Overloadship of Europe run under the control of that rumpiled GM Mr Luke Clutterbuck and his dancing mushrooms.

KINGMAKER

Glen Northey, Grant Van Dongen and Paul Conn would like a few more Pretenders to the throne and a GM.

MACHIAVELLI

Anyone interested?

STAR FLEET BATTLES

STAR FLEET BATTLES

STAR FLEET BATTLES

Mad Mark Mistletoe Dewis has developed a passion for this game and after discovering a set of play by mail rules to it wants to run a multi-player pbm game of it. Any takers?

IMPORTANT ADDRESSES,



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SA 5068

84D
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Chelmer QLD 4068

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RMB 5403
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Holgate NSW 2250

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East Hawthorn VIC 3124

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AWHC Diplomacy
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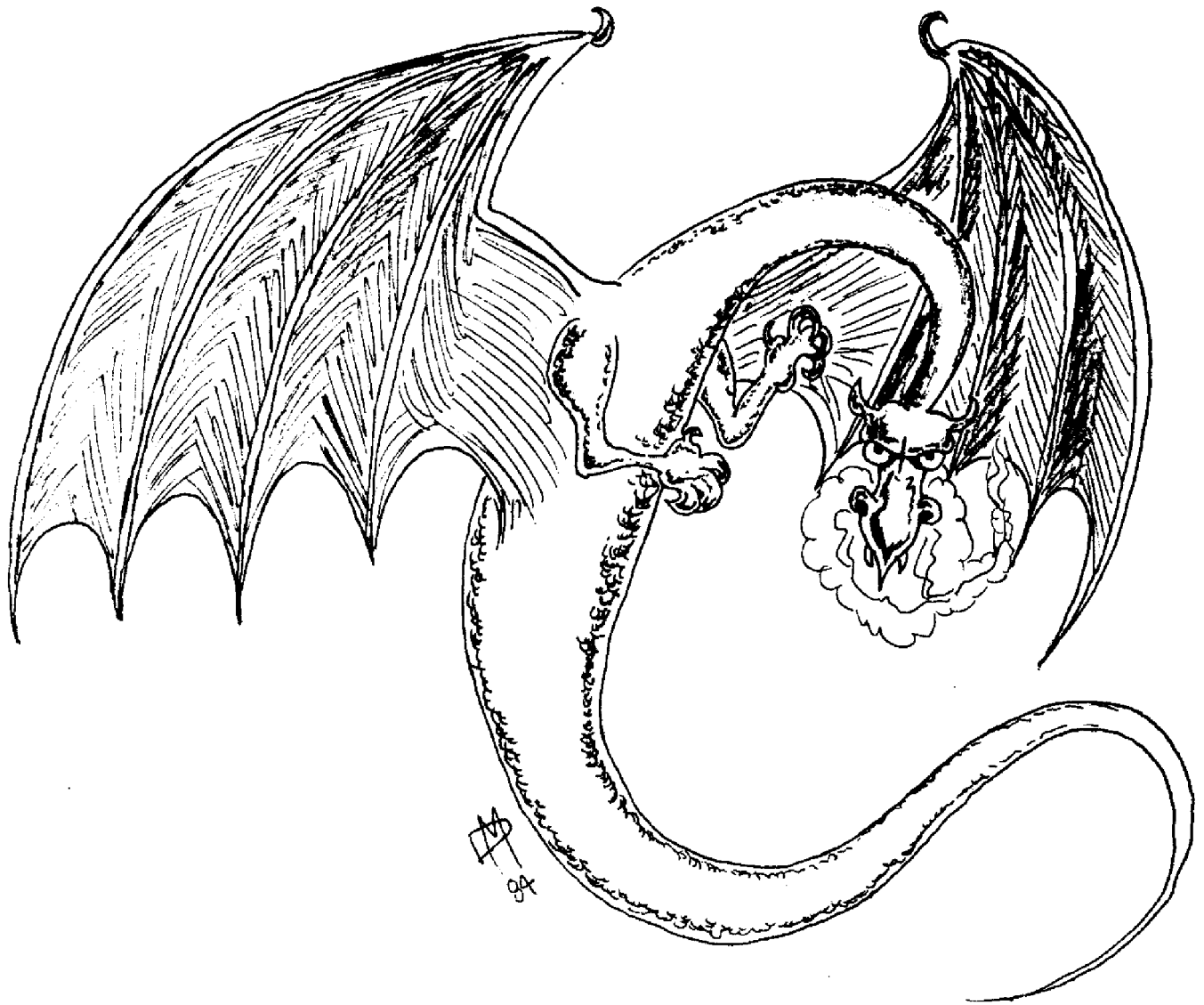
86 C
Andrew England
91 College Rd
Somerton Park SA 5044

NEXT TURN DEADLINES

All moves to the GMs by: FRIDAY 30 MAY 1986.
Gms results to the Missing Tiger by 6 JUNE 1986

The Missing Tiger®

GPO Box 286C Hobart 7001 ph 233926



- If a tick appears in the space ____ there are two things you should know.
1. Your subscription is now due and you should pay us \$12.00 before you receive your next issue. Payment should be to: The Missing Tiger.
 2. If you ignore this warning, your last issue will be claw-delivered and payment extracted in blood.