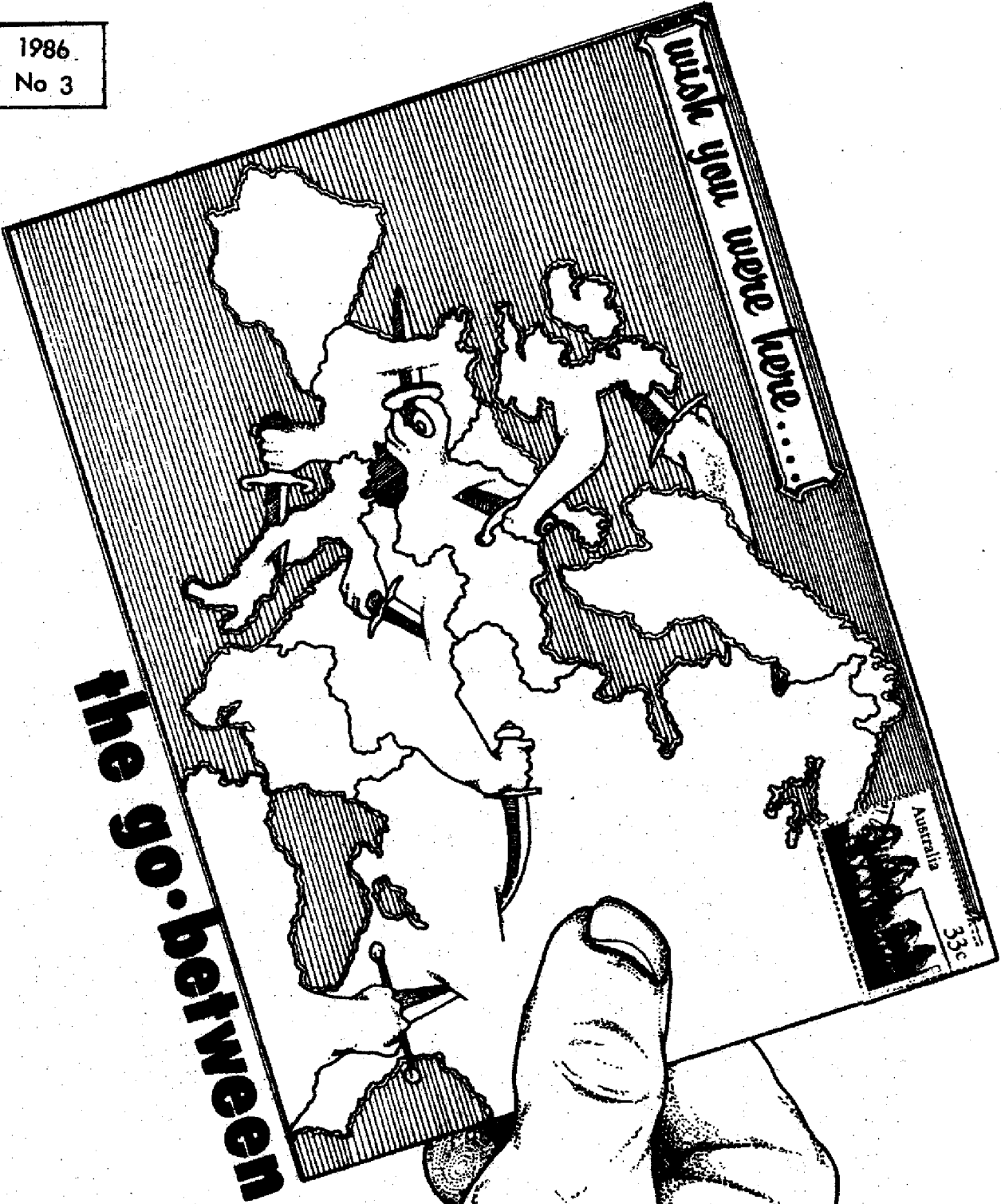
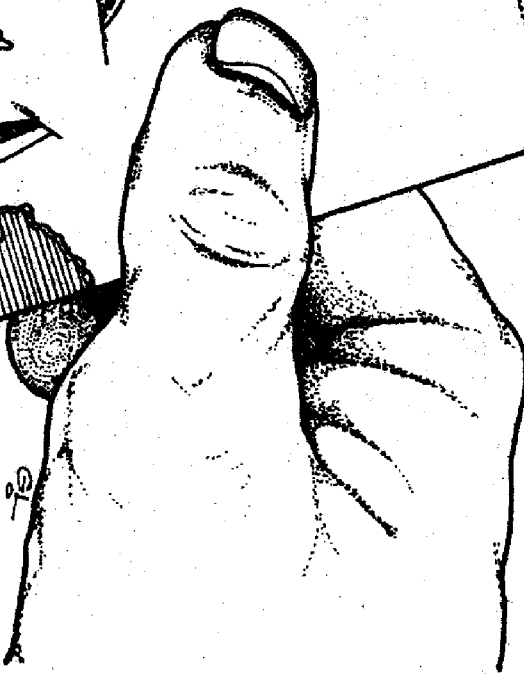


JUNE 1986
VOL 4 No 3



Registered by Australia Post

Publication No. TBH0941



Editorial.

Hi, once again. Yea it's Esther the cleaning lady! Once again I see that TGB is dragging its' heels and is late (again!). There is mad panic as Rick attempts to print out the final draft on an overused printer. Paper everywhere (I'm thinking of charging them \$10 an hour considering the amount of paper I have to pick up and arbitrarily decide if its important or rubbish), cats and dogs scattered over chairs, floor, kitchen benches, etc (if there is enough interest I will write an article about the newest addition to the Snell Family - alias Grot the cat). Wellthis is not good enough for an up & coming publication....enough of my typing articles while attempting to cook chicken stock, raise a family of 2 cats, a dog, bird, 2 fish, a horse, a husband, and a baby on the way (and John Campbell thought it was the fairies - doing the typing that is !)...... enough again I say....it is time for a (gasp, shock, etc) TAKE-OVER.....yes, Go-Between Publications (run by Esther & Rick Snell) will do TGB - we promise to (attempt) to get TGB out ON TIME. There will be some other changes as well but I'll let Rick tell you about them (no not a price hike or less issues a year). BUT REMEMBER....we need help to print an interesting magazine....we need articles, comments....feedback from YOU. Well, Rick dislikes my writing style and now wishes to explain what I've just said, so over to you Rick;

RICK:

As the Missing Tiger grows and develops a number of things become apparent. For the next year or so the workload around here will be heavy. To help overcome this we have decided to pass managerial control of the Go Between over to Esther with help from me. I have found that when a clash of priorities occurred between devoting my time/efforts etc to the Go Between and the other Missing Tiger activities the Go Between usually lost out.

Esther and I, and many others, feel that the Go Between is a very special beast that deserves better than second best in energy and resources. This will be the last issue published by The Missing Tiger. The Missing Tiger will act as collector of subscriptions etc for convenience sake. I would hope that with the next issue, and for GMs etc before then, subscribers will find some pleasing differences.

Some of the changes: The Go Between sticking to deadlines; more articles on pbm games - from Diplomacy to Witchking including articles on non Missing Tiger games suchas Spiral Arm, Universe 2 etc; quicker replys to letters; more attention to helping gms and players in DIP and other games that appear in these pages; actual delivery on ideas like the GMs manual, the handbook, face-to-face database.....; a bit more whimsy; quicker replacement of dropouts in games. These are objectives that have one common element - better customer service - this does not mean that the customer is always right but the customer should only get the best we can do. And we haven't reached that point yet and we do I want to stay on that narrow path.

Again I would like to thank everyone for helping the Go Between to be the strange hybrid it is. It may or may not be the premier pbm magazine in Australia and New Zealand (in terms of games, subscribers, enjoyment, trend setting etc) but its the one I want to be involved with.

Things
 envelopes
 Stationary
TASSY'S
 old issue magaz
NEWS AGENT
 Tatts
 scratch cards
 Phantom comes.
 Paper
 well card
 Cards
 magazines

The Go Between; NEXT ISSUE:			
Womans Worldly. WHAT DID DI SAY? (now).	STRUTH. The inside Story on maggy's wedding!!	RACING NEWS Morris Minor new issue rustproof car! Its plastic says maker. Win car see page 10 of this issue.	Final Days report SECRETS of Magic school. Return of Dhorn. Research planets STAB ratings. Postal Dip- beginners Much More Order now limited issue.
			RACING TIME. Dick Francis in town Kibbles goodbye odds on favorite for Cox Plate on Saturday

STOP PRESS.

MORE TO COME

Next Issue

- * Prices and range of games available thru bulk buying.
- * Publication date for Postal Diplomacy Players Handbook
- * 86 D and E to grace the pages of the magazine.
- * Who what where are The Missing Tigers (or I can't believe someone that small could mistype my orders and who is the balding old man in the corner, Granpa Snell?
- * Sixty pages plus and they aint trying to claim it as a double issue?
- * The Fall of France in 84 E!

ITALY

At first glance Italy could be said to be the weakest of the seven countries. Unlike all the others you have only one uncontested centre for the first build. Most will have two builds leaving you behind right from the start. Both your neighbours Austria and France will have most probably have gained two or even three, in the case of France, centres in this first rush. How do come back from such a position? How can you stop them when they look towards Tunis across the Med or even worse Ven inside your borders?

The answer lies in the unique, I hope the spelling is right, shape of your country. From France you face only one area, which stops any purely land based attack. On the eastern side you face two areas. This means with two armies you can halt any one attack from any number of armies. If you are set upon by both Austria and France you could hold out with only three armies. It should now be obvious that a strong navy is the key to Italy's health. If you can deny the surrounding seas to any aggressor, that doesn't look right to me, eggr potential enemy you are safe.

What about attack I hear you think. Well I'm coming to that. First I had to emphasise defence for all great empires a based on a strong foundation. Back to attack and the conquering of nations. Not only is the shape of Italy unique, there's that word again, but also it's position. As it is hard to attack many believe the opposite is true and don't worry about defending against such a unlikely threat. The following is more true with Austria than France, they need only place someone in Mar to stop any threat, while Austria needs to fill both areas to stop intrusion.

The stage is set, a typical situation, Austria has moved into the Balkans and mets the Ottoman empire he also faces Russia over mutual borders and the expanding Fatherland. France has bagged Spain and Portugal, possibly Belgium. In short their attaention will be elsewhere, with an alliance with the Turks, Russians or Germans, a two front attack, and one of your neighbours could be reeling. What is more one of the above mentioned three are bound to be contesting some area with one of your neighbours. They may be shopping around for such an agreemant. As a special note the Ven-Tyr move should not be overlooked if you choose to attack Austria it opens up Vie to attack and flanks Tri. Only if Austria suspects such a move can he afford to garrison the area in the first 4 to 5 moves, the time when I suggest you would conduct such an invasion. If France is to be the target then Germany or England are needed and the Gulf of Lyons. If you have stressed the navy in your builds then it should be yours, France has two coast's to worry about and often overlook the southern one. With the Gulf you have acess to Spain and can pose a threat to Mar.

Up until now I have only mentioned a fairly standard situation and response. What if France or Austria attacks you early on or Turkey sweeps out into the Ionian. In the first case as I pointed out before you defend as best you can and send out pleas to Russia and Germany, possibly Turkey to attack the backs, sorry it's been a long day, backs of your attackers, you only ask for Mar or Tri as compensation. In the second case you have already erred by letting the Ionian fall it provides Italy with a plug to stop the Turks from expanding and guards Tunis. If Turkey is going for a Med domination then a talk to Russia may help as he is near the Turk's homeland. If Austria has not shown any preference ask them to help, there usually is some friction as to who gets Greece between Turkey and Austria. For Turkey to go for the Med he will have neede and get Greece. Promise either Austria or Russia the 1/3 lions share of the rewards, first rule of Diplomacy promise the world if it's your country under threat, you are only promising after all. You can help such a anti-Turk situation with your navy if Turkey is threatening you it must have a large one itself and that needs neutralizing. By gaining back the Ionian, with the help of Austria's navy if need be then Greece is open, then the Aeg, then Bul. Like dominos. You ask for Greece perhaps Sym and will have developed an ally. In such circumstances a threat on your country can help it gives the other countries and you an excuse to wipeout another, after all he attacked first,

Well that about wraps it up. Hopefully the above article has made you at least think about winning, thats wining, when you draw Italy. It may not be easy but I believe more fun as you rely more on alliances and agreements to launch attacks. If Rome wasn't built in day how long did it take? That question and many more will be answered in our final and thrilling episode of the series about Austria. Incidentally if you think you know the answer to that question or disagree with any of the above write in and I'll discuss your point in the final article, yes that is article.

Written, Typed and Authorised by
Tim Friedrich (85 K)
6 Richardson st, Box Hill Sth
Vic, 3128.



GAME THEORY

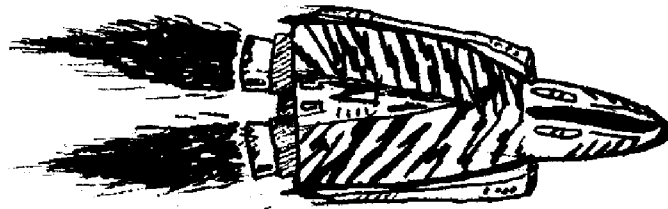
John Campbell

Fred and Mary are playing a game. Each simultaneously shows one or two fingers. If the total number of fingers showing is two or four, then Fred wins that amount of dollars from Mary. If the total is three, Mary wins that amount from Fred.

How should the two people play?

Answer: Fred should show one finger $\frac{7}{12}$ of the time and two fingers $\frac{5}{12}$ of the time. So should Mary. The result over a long playing time will be that Mary will win, on average, $\frac{1}{12}$ of a dollar per turn. The game is not fair. Any other strategy by Fred pitted against the correct one by Mary will lose even faster.

Why, and how do you work it out? You apply the very interesting branch of mathematics called *Game Theory*. I will begin to explain how to do this next issue.



Australia Post jets ahead with new service



AUSTRALIA Post yesterday began a three-month trial programme of jet aircraft flights aimed at improving mailflows between Melbourne, Sydney and Brisbane.

Two small turbofan jet aircraft - series 1 Westwind 1124 jets - have been hired from Ansett Airfreight for the experiment. They will carry all classes of mail normally carried by air to and from Melbourne and Brisbane.

The jets will also supplement carriage of such mail from Sydney to Brisbane and Sydney to Melbourne. Mail will also be fed into the new service from Hobart, Launceston, Adelaide and Perth.

The Chief Manager, Operations, Mr Ken Haffenden, said Australia Post regarded the jet charter trial as another major initiative in its programme of self improvement.

He said mail to be carried for the trial would include Australia Post express Courier and Priority Paid items, letters and parcels on which airmail surcharges had been paid.

He said regular airline flights were geared to suit passenger needs, which lessened their usefulness as mail carriers.

Unlike the carriage of mail on regular airline passenger and cargo services, the Westwinds will allow Aus-

● One of Australia Post's new planes loads up to begin a faster service between Sydney, Melbourne and Brisbane.

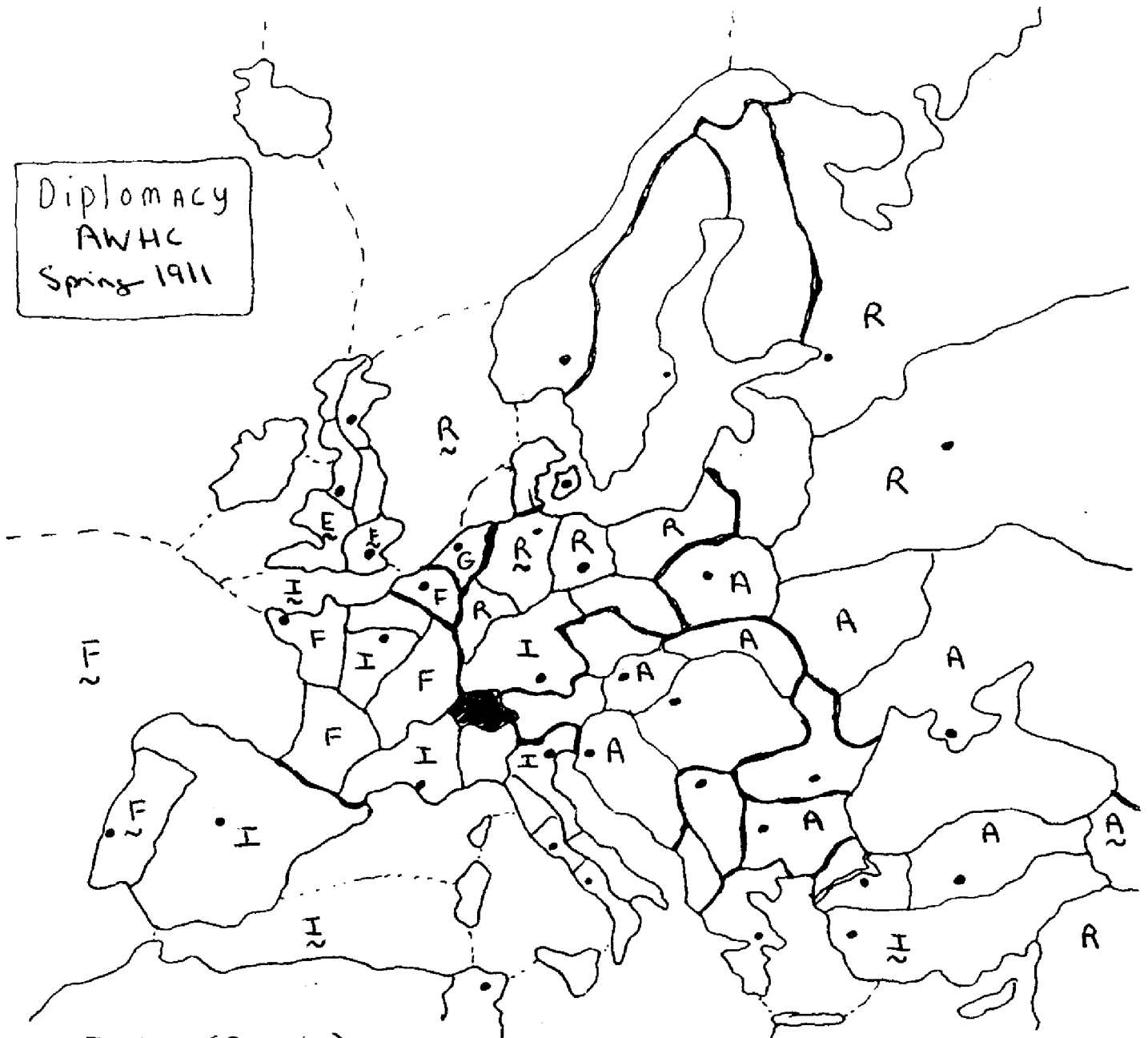
tralia Post to cope with most conceivable delays in connection flights and ground transport mail connections.

The inaugural northbound mail flight left Melbourne for Sydney and Brisbane at 6.30 yesterday evening, while at the same time, a similar southbound inaugural flight left Brisbane for Sydney and Melbourne.

"Our customers are looking for faster, more reliable mail services and we are making every effort to meet their demands," said Mr Haffenden.

AUSTRALIAN WARGAMES HIGH COMMAND

Diplomacy
AWHC
Spring 1911



England (Barnsley) F Wal-Lon.

Russia (Cow) F Den-Nth; A Kie-Ruh; F Ber-Kie; A Sil-Ber;
A War-S.I (R Pru); A Mos-War; A StP-Mos;
A Arm learns to speak Italian (R Syr - eat sand maelids).

Italy (Mellor) A Ven H; F Mid S A Mar-Spa (R Eng);
A Mar-Spa; A Bur-Par; A Gas S A Bur-Par (R Mar);
A Mun-S.I; F Smy H; F Was S A Mar-Spa.

France (Thomas) F Lon-Wal; A Bel S A Pic-Bur; A Pic-Bur;
A Bre S A Par-Gas; A Par-Gas;
F Por S F Spa-MidAt; F Spa - Mid At.

Germany (Shipp) A Hol Hdd.

Austria (Ser-ta) A Tri S A Vie; A Vie S A Cgd, A Gal S A Ukr-War;
A Ukr-War; A Sev-Mos; A Rum-Ukr, F Bla-Arm;
A Ank S F Bla-Arm; A Con-Bul

W.H.C.
31 May 1986.

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 earnt 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

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.

Sul'eem is an adventure, mystery, and intrigue — an experience rather than a game.

Start-Up Package \$10-00
Moves (each) \$4-50
Moves (bulk pack of 5) \$20-00

Write to: **The Sleeping Dragon,**
P.O. Box 150,
Newcastle
N.S.W. 2300

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,
Lawnton Qld 4501

diplomacy

84-A
FALL 1908



84 → D

Since only England (Andrew Collister) submitted orders for Spring 1907, this dealine will not be counted. Players in the game are requested to resubmit orders for Spring 1907, by the dealines set in this Go-Between.

My apologies to Andrew, since he is the only player not at fault. Those players remaining in the game, please take an interest in its progress. Its a pity to see the game deteriorate after several game years of play.

Cameron Thomas.

diplomacy

Wayne Closter.



Fall 1903.

AUSTRIA (T.Friedrich): F Alb S ITALIAN F Adr-Ion; A Ser S ITALIAN A Gre;
A War-Mos; A Rum-Sev; A Gal-War; A Bud-Rum.

TURKEY (D.Walsh) : A Bul H; F Con S-A Bul; F Aeg-Gre; F Ion-Tun.

ITALY (M.Dewis) : F Adr-Ion; F Nap S F Adr-Ion; A Ven-Apu; A Rom H;
A Gre S AUSTRIAN A Ser.

ENGLAND (A.Geissman) : F Wal-Eng; F Nth S GERMAN A Hol-Bel; A Nor-Fin;
F StP(nc)-Nwy; F Nrg-Nat.

GERMANY (B.Aveling) : A Hol-Bel; A Ruh S A Hol-Bel; A Mun-Bur;
F Ska-Den; F Kie S F Ska-Den; A Ber S F Kie.

FRANCE (J.Ball) : A Bur S A Bel; F Eng S A Bel; A Mar S A Bur;
A Spa-Pic Invalid order; A Bel H. A Bel retreats
to Pic; A Spa does not move.

RUSSIA (G.Northey) : A Swe-Liv; F Bal C A Swe-Liv; A Ukr-Mos.

SUPPLY CENTRES at end of Fall 1903 move.

AUS: Vie, Bud, Tri, Ser, Rum, War, Sev. = +I; A Bud. (7)

TUR: Ank, Con, Smy, Bul, Tun. = +I; F Ank. (5)

ITA: Rom, Ven, Nap, ~~Tyr~~, Gre. = -I; Disband A Rom. (4)

ENG: Lon, Liv, Edi, Nwy, StP. = O. (5)

GER: Ber, Kie, Mun, Den, Hol, Bel. = O. (6)

FRA: Par, Mar, Bre, Spa, Por. = O. (5)

RUS: Mos, ~~Sev~~, Swe. = -I; Disband F Bal. (2)

MESSAGES: From Austria:- 'Barbarossa is nearing completion.'

From Germany:- 'It would appear the Tsar has been using his own maps.'

From GM :- Ben, it doesn't matter how much support a supporting unit has. If the supporting unit is attacked, its support ~~is~~ **TOWARDS** another unit is broken.

Welcome back Mark and Glen. Glen, you must be a masochist.

diplomacy

Dip 85-L
FALL 1903



France
A Bur-Mun
A Mar-Bur
F MID-NAF
F SPa-Wes
A Fas-Par
Par, Mar
Bre, Spa
Mun, Por
PBre (b)

England
FSTP-NWY (No Retreat)
Destroyed.
AFin SFNWY-SWE
FLou-Nth
AYor-Ehi
Liv Lon
Ehi ~~S~~
NWY Swe
(5) No with
orders
i short

Germany
AMunH (r Ruh)
ASiS AMun
APru SAsil
ASwS FNth-NWY (r den)
FNth-NWY
Fbel-Nth
Mun Bar
kie Hol (s)
Bel Den
Disturb FNth
as it is furthest
from home
(no hispaniards)

Russia
ALiv S AMos-Sth
AMos-Sth
Aukr-Rom
AFal-Sil
F Ank-Con
Sth Mos War
Rom sev Con (b)
AMos.

Turkey
FEus SFAus Alb-tor
F Aeg S A fine
ABul-Ser
A fine H
fine Bul Ank Esh
Siny (A) No change

Austria
ARom-Nap
AVen-Rom
ATyr S A Pre Bar-Mun
AVie-Boh
ASer SFA Alb-fine
FAlb-fine

Italy Nmt
Koh Ndt (o)
Disturb all
OUT.

Vie Buk Tri ~~Sty~~
Rom Nap Vie Ser (7)
PTri.

Comments

Vienna: Austria and France have been carrying this game for too long. Down with NMR's!!
Paris: The French III army, based in Burgandy, has greatly enjoyed the sights of Munich. The leaders of all nations are encouraged to share the delights that our generous German host has to offer. Behind their gruff, arrogant facade the German population is friendly and most welcoming!

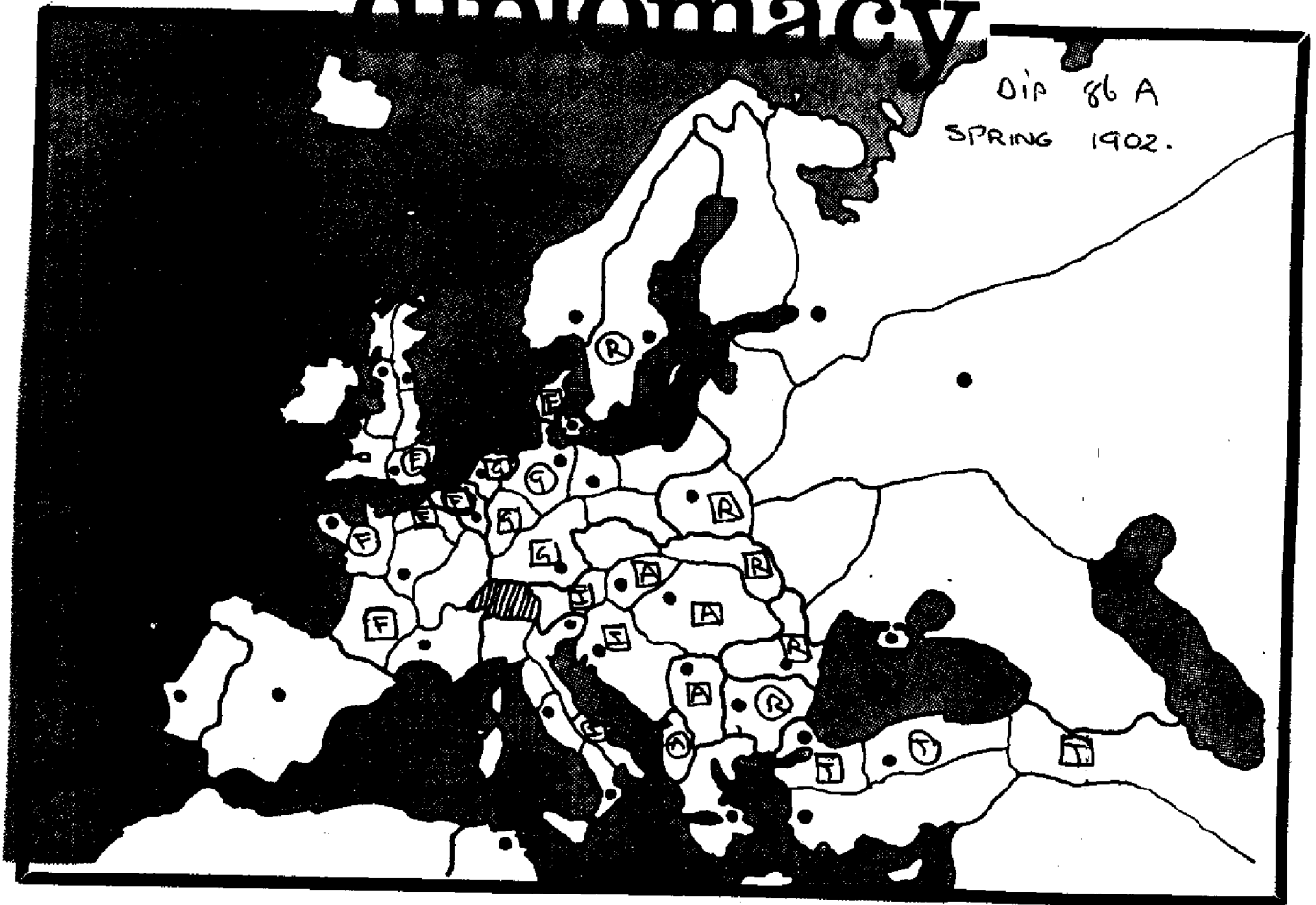
And you wonder why Sweden like to stay neutral nowadays!

Corroctenator

P.S. I, and some players want a one month tournament. Please print Turkey's address, as he is worried some people don't know, and my pin 3476119

diplomacy

OIP 86 A
SPRING 1902.



AUSTRIA (ENGLAND)

NMR
AVK H
A BUD H
A SER H
F TRI RETREATS ALB

ITALY (WATKINS)

A TYR SAVEN - TRI
A VEN - TRI
F TUN - TYR
F NAP - APU

FRANCE (SMARK)

F POR - MAD
A BUR - BEL
A SPA - CAS
A PAR - PIC
F BRE H
PAR - PIC

GERMANY (DODDS)

F DEN S F KIE - HEL (RETREATS KIE)
F KIE HEL
A HAL S (FRA) A BUR - BEL
A RUM S A MUN
A MUN S A RUM

ENGLAND (RUDKIN)

F NWY - SKA
F NTH C A EDI - DEN
A EDI - DEV
F LON S F NTH

TURKEY (AVELING)

A CON - BUL
F ANK S A SMY - ARM
A SMY - ARM

RUSSIA (SJOLLEMA)

F BLA - BUL
A RUM S F BLA - BUL
A GAL S A RUM
A WAR S A GAL
F SWE S (ENG) A EDI - DEN
F SEV - BLA.

Life in the fast lane?

For: 3

Against: 1

Abstain: 2

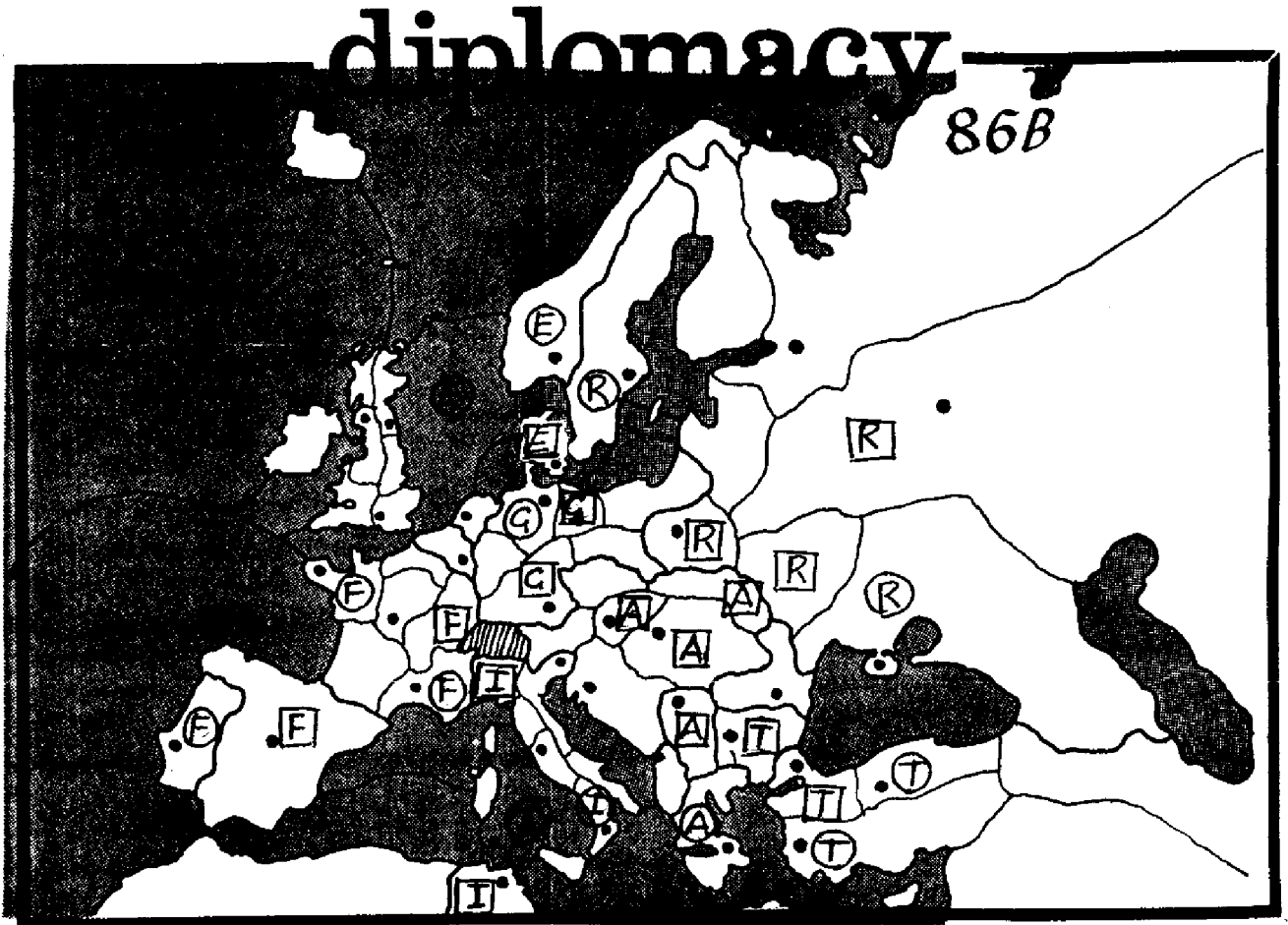
Early results to anyone sending envelope.

Wanted

1. Method to wake hibernating bears - Apply C. Smith

2. New German player - Apply T. Graham

Tom 6/86



Diplomacy 86B

Fall 1901

Turkey (Wilson): A Bulg H; F Ank - Bla; A Sym - Con (NSO)
B F Smy

Austria (Smith): A Gal - Rum; A Serb S F Alb - Gre; F Alb - Gre
B A Bud, A Vie

Russia:
(Whitchurch) F Both-Swe; A Mos-War; A Ukr-Rum; F Sev-Bla
B A Mos

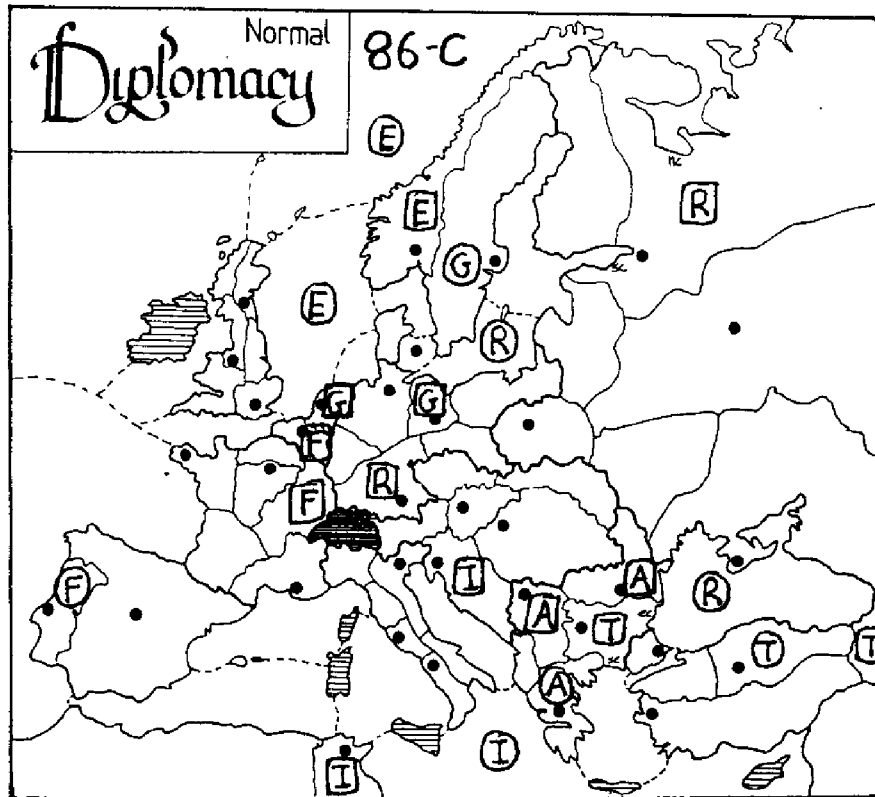
England (Yovich): A Edi-Den; F Nth C A Edi-Den; F Nrg-Nor

Italy (AVDH): A Pie-mar; A Tus-Tun; F Tyn C A Tus-Tun
B F Nap

France (Myers): F MidA-Port; A Bur-Mar; A Mar-Spa
B F Mar, r Bré

Germany (Jones): NMR-Civil Disorder

PUBLIC STATEMENT: The people of Britain Greeted with deep sadness the death of our Sovereign Lady, Queen Victoria. The British Government wishes to thank the rulers of Europe for their thoughtful messages of commiseration. Since no such messages were received from the governments of Germany & Turkey it is regrettably felt that the only available course for Britain is to declare war in these nations.



Date Fall 1901

Comment Are you interested in speeding up the turn around time. If you think 2-3 weeks is enough negotiation time then we could fit two turns per issue. Let me know with your next orders.

Re retreats: if you think that one of your units may have to retreat then simply include in your orders a set of retreat preferences eg AStP-Mer, ASer-Bud etc.

Orders and Fall Adjustments

Austria (Crowe): A Bud-Rum, A Ser SA Bud-Rum, F Alb-Gre.
 England (Collister): F Nwg CA Edi-Nor, A Edi-Nor, F Nth SA Edi-Lon.
 France (Wessels): F Mid-Por, A Bur S Rus A Sil-Mun, A Pic-Bel
 Italy (McKinley): F Ion CA Nap-Tun, A Nap-Tun, A Ven-Tri.
 Germany (Gould): F Den-Swe, A Kie-Hol, A Mun-Ber.
 Russia (Peterson): AStP-Nor, A Sil-Mun, F Bot-Bal, F Bla-Rum.
 Turkey (Northey): A Con-Bul, F Ank-Bla, A Smy-Arm

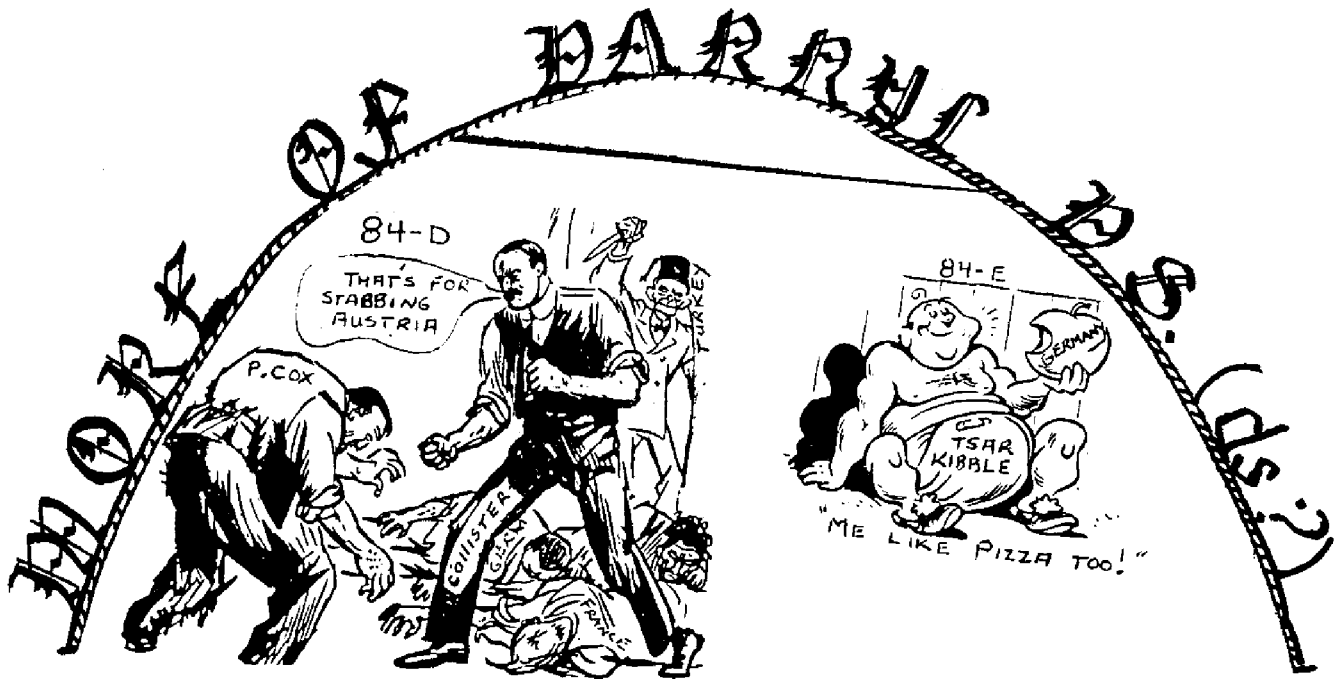
Only three players passed up build orders. As it was not made clear at the start that builds are required with fall orders the next turn will be Winter 1901 when each player will be required to submit build orders. Those who have already done so may re-submit. In future we will revert to two turns per year.

Press

Constantinople: "Turkey wishes to announce that its most benevolent leader Sultan Abdul Northey has returned from holidays to defend his homeland from the viscious invaders. Correspondence will now be returned."

St Petersburg: "How about a game of musical chairs in Scandinavia?"

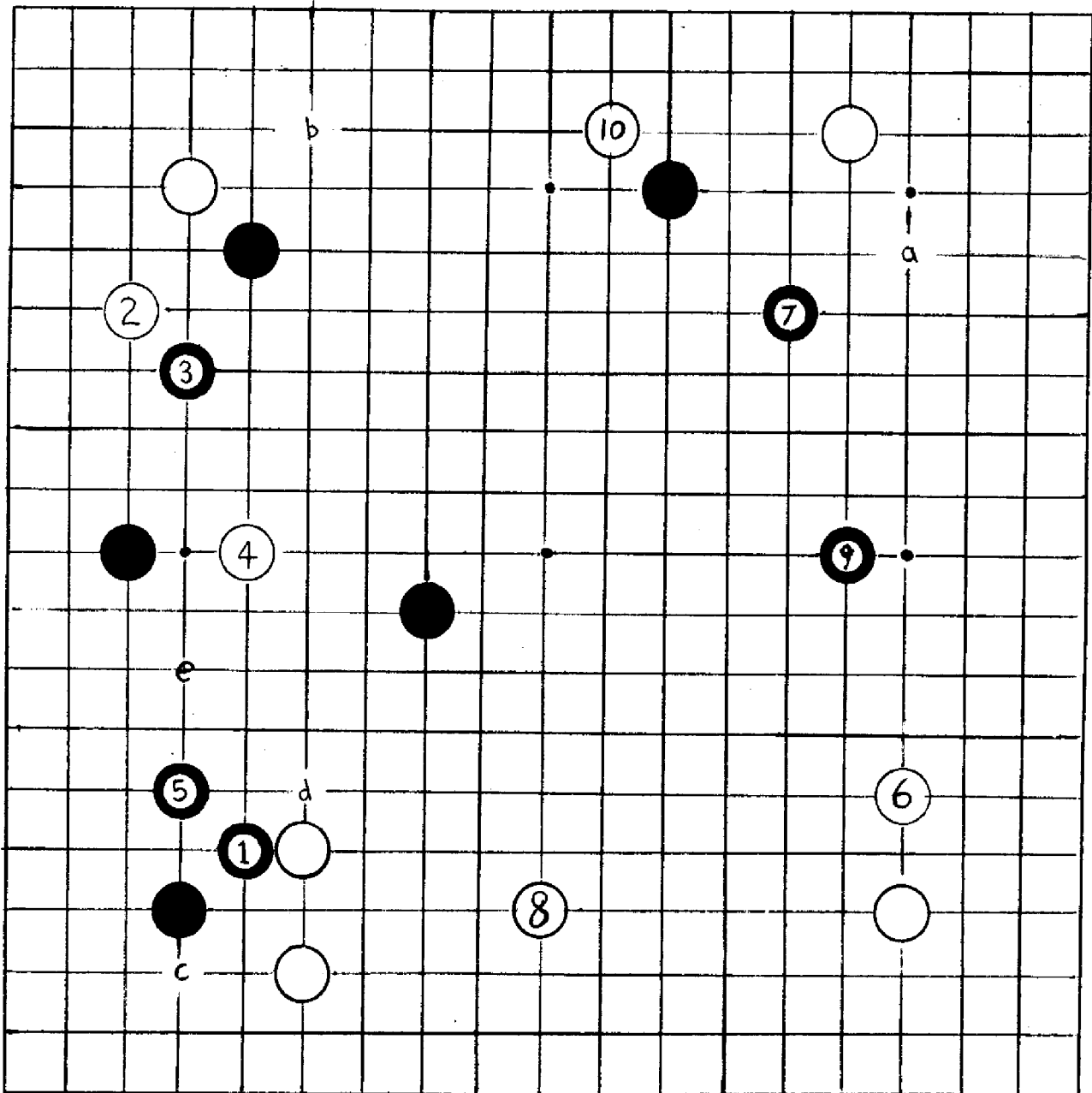
London: "Let it be known that should any country threaten my winter ski lodge in the Swiss Alps then they will face the wrath of the British Empire."



THE GREAT(?) GO GAME

The next 10 moves. Black is next to move and (a) is probably the largest move. If he fails to place there I will instead. (b) is also large—for roughly the same reason. In each case there is a large area in the corner which will go to whoever moves there. (c) is similar again. (d) is an attempt to join up with (4). (e) for black is a good move in this area.

At this stage, black is strong in the top-center and white has a corresponding advantage in the top two corners.



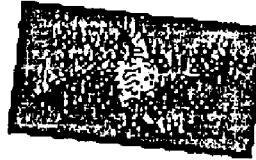
"TIGER CAMPBELL VS CATWEAZLE FLYNN"



SPIRAL ARM.

A COMPUTER GAME OF GALACTIC CONQUEST.

You
be
here!



SPIRAL ARM
by
The Australian
Wizard.

SEND
\$4.00 for rules
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.

The Australian Wizard

GPO Box 356.

Brisbane, 4001.

Phone: 07 350 2212.

Minerva: 07:412001.

FRANCE

- F NOR - ST.P
- F NTH \leq A DEN
- F BAR \leq F NOR - ST.P
- F TUN - WES
- F WES - GULF of LYON
- A KIE \leq A BUR - MUN
- A RUH \leq A KIE
- A MAR - PIE
- A BUR - MUN
- A DEN \leq A KIE
- A ALB - SER



GERMANY

- F SKA - NOR
- A PRU \leq A BER
- A BER \leq A MUN
- A SWE \leq F SKA - NOR
- A MUN \leq A BER

AUSTRIA

- A FIN - ST.P
- A MOS - SEV
- F GRE - ION
- F CON - REG
- A RUM - SER
- A BOH - TYR
- A SIL \leq (GER) A MUN
- A PIE \leq A BOH - TYR
- A NAP \leq A ROM (DISBAND)
- A ROM \leq A NAP
- A VEN - TRI
- A SMY \leq A ANK - ARM
- A ANK - ARM
- F ADR - TRI

ITALY

- F ION - NAP
- F TYR \leq F ION - NAP
- A APU - ROM
- A ARM - SEV



Retreats to SYR

○ FAILED MOVE.

SUPPLY CENTRES

- FRANCE (12) 1 Build.
BRE PAR MAR SPA LIV LON EDI BEL HOL
KIE DEN ST.P
- GERMANY (5) No Change.
BER MUN SWE NOR WAR
- ITALY (3) 1 Disband.
TUN PUR NAP
- AUSTRIA (14) 1 Build.
VIE BUD TRI SER BUL SEV RUM CON MOS
VEN ANK GRE ROM SMY

PUBLIC STATEMENTS :

PARIS - "France declares war on Germany, Austria and Italy. Long live the Republic."

NAPLES - "To Daddy Rik,
I want you
I need you
But there aint no way
I'm ever gonna love you
Now don't be sad
'Cos 2 outa 3 aint bad.
(Apologies to Meatloaf)"

VIENNA - "Would the real ruler of Italy please stand up? Is it the Dual Monarchy which owns most Italian territory? Is it the French boot-licker Garibaldi? Or perhaps the puppet-master Armand? An interesting enigma!"

BERLIN - "Did Emile and Garibaldi pass their little test? If not, you can kiss control of Europe good-bye. The ball is still in your court."

diplomacy

FALL 1908
84 B



ENGLAND: TERRY

- A Lon - Norw
 - F Nth Sea Con A Lon - Norw
 - F West Med - TUN (F Nth Sea Supp) A Lon - Nor
 - F TUN - Ion
 - F Ion - Alb
 - F Gulf Lyon - Pied ** Falls
 - F Eng On H
 - A Mar S Bur
 - A Bel - Ruh ** F
 - A Bur S A Bel - Ruh * F
 - A Holl S A Bel - Ruh * F
- SUPPLY CENTERS
- Edin best (12)
 - Lon Paris
 - Lv Mar
 - Nor Port
 - Holl Spain
 - Belg TUN

RUSSIA: D-DAVIS

- F Bur - Protects 'Line of Death'
- F Sued - Den → BOONCES
- F BELLIGERENT - Den → BOONCES
- F Black - Supp Con
- F Con VISITS SULTAN'S HAREM
- A Kiel Supp Ruh
- A Mun Supp Ruh
- A Ruh Waves to English Allies
- A Tyr - Pied
- A Sev - Arm
- A Bud - Serb
- A Rum Supp Bud - Serb
- A Vie SUPP (ITALIAN) F TRIE SUPPLY
- Mos, Sev, Strat, WAR, Sue, Den
- Kie, Ber, Bud, Vie, Ank, Rum
- Mun, Con, Ser (S)
- BUILD A Sev, A Mosc

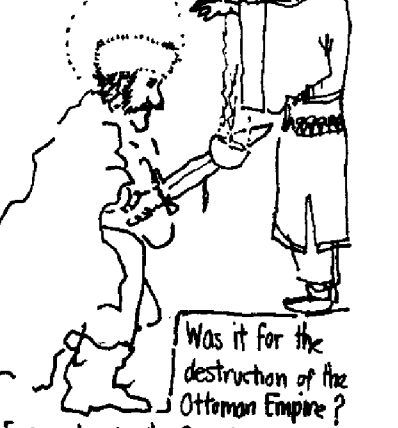
ITALY: Wayne

- A Tos Sup Ross A Tyr - Pie
- E Naples - Apulia
- F Tyr - Nap
- F Trie Hold SUPPLY
- Trie, Rom, Nap, Ven

TURKEY

- No MOVES
- SUPPLY
- Bul, Gree, Sym
- F Gre, FBul, F Reg

★ POPE
Elevates Tsar
To Saint hood

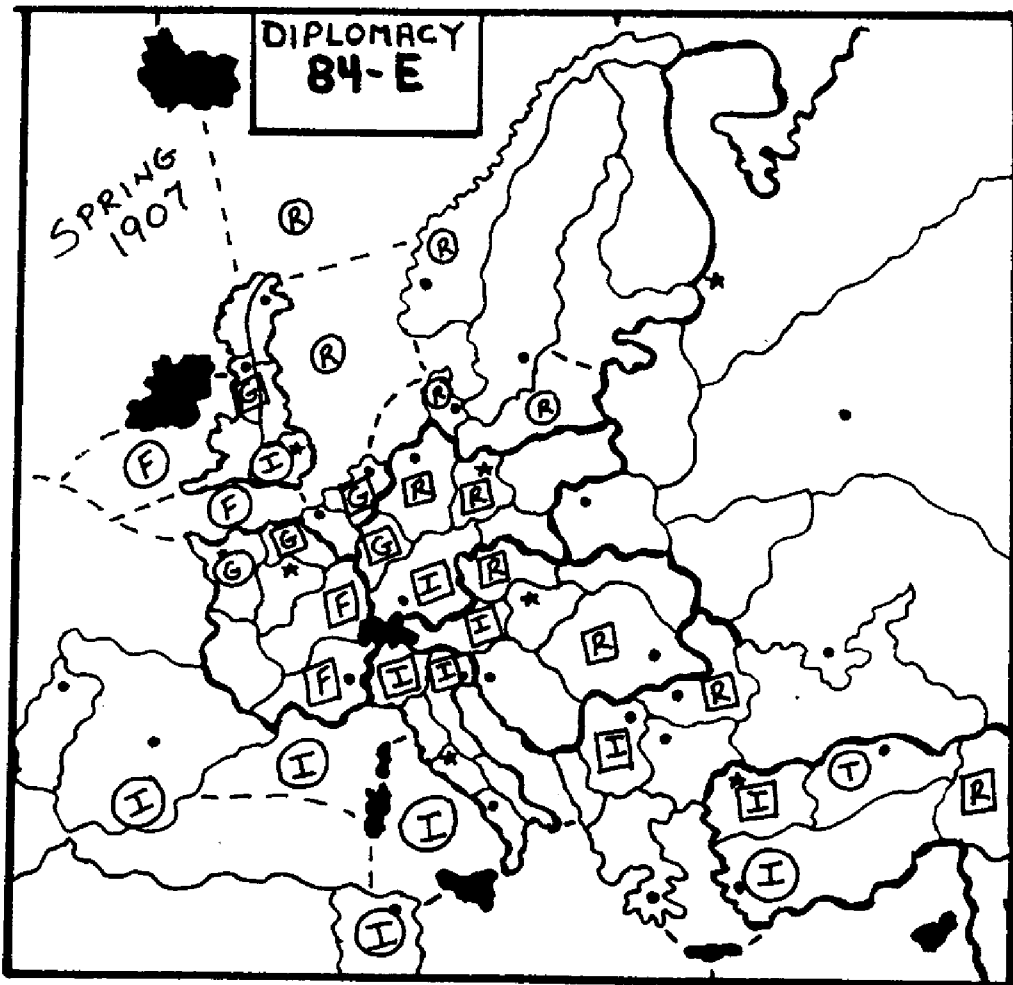


820 SUNDAY
ABK. END
OF EMPIRE

Its enough to make
you Katholic!

No turkey
Required!
Well & Truly
Stuffed
... Too late
CIVIL DISORDER

Was it for the
destruction of the
Ottoman Empire?
IF so, why is the Pope So insensed?



96
 TOP OF THE
 POOS IN FRANCE
 "SHELTER
 FROM THE
 ITALIANS"

DIPLOMACY 84 - E

SPRING 1907

GM = DARRYL DAVIS

RUSSIA (D. KIBBLE)

F STP(nc)- NWY
 F NTH - EDI
 F NWG - EDI
 F DEN S BER-KIE
 F BAL S BER-KIE
 A BER - KIE
 A SIL - BER
 A BOH S (I) MUN
 A RUM - BUD
 A SEV - RUM
 A ARM "sob"

TURKEY (D. COX)

F ANK H *NMR

GERMANY (P. SZABO)

F BRE S BEL-PIC
 A BEL - PIC
 A HOL - RUH
 A LPL - EDI
 A KIE - DEN
 (ret to HOL)

FRANCE (R. SNELL)

F IRI H
 F ENG H *NMR
 A BUR H
 A MAR H

ITALY (C. THOMAS)

F WES - SPA(sc)
 F GOL S WES-SPA
 F LON - ENG
 F ION - TUN
 F NAP - TYR
 F SMY H
 A VEN - PIE
 A ROM - VEN
 A MUN S(R)BER-KIE
 A TRL S MUN
 A BUL - SER
 A CON - ANK

Public Statement: "ARMENIAN SWEETIE"

"Honey you lied when you said you loved me, and I had no cause to doubt you. But I'd rather go on hearing your lies, than to go on living without you. Sob, sniff."

Public Statement: ITALY

"David, forgive me this one game. You are indeed a gentleman in the art of Diplomacy. You have left me with an incredible feeling of guilt. I hope you're satisfied."

DEADLINE '00

A LIFE IN THE FAST LANE GAME

* 27th JUNE *

diplomacy



Dip 84F
Spring 1906
ENGLAND'S NEW ADDRESS:
S. GORDIE
ULTRA BOA ST
KELSO, N.S.W.
J.T.S.
FOR ORDERS
BY TELETYPE

- AUSTRIA (Benton) A Sev-Mos A Wars A Sev-Mos A Ukr-Gal A Ser-Tri
F Adr S Tur. F Ion-Apu A Tyr Hold *A Vie-Buh
- ENGLAND (Goldie) *A Edi Hold F StP(w) Hold F Nwg-Nwg F Eng-Mid
F Bre-Gas F Mid-Par
- FRANCE (Schacht) A Mar-Bur A Gas S A Mar-Bur F Spalce)-Par A Par U (d)
- GERMANY (Wergan) F But-Liv F Swe-But A Bel-Bur A Bur-Par *A Ber-Sil
A Pic S A Bur-Par A Mun S A Bel-Bur
- ITALY (Bradley) F Tun-Tyn A Apu-Ven (d) F Nap-Rom
- RUSSIA (Maughey) A Liv-Pru
- TURKEY (Griffiths) F Tyn-Rom A Ven S F Tyn-Rom F Ion-Apu
F Alb-Ion A Gre U F Aeg U

* U: Unordered, Hold (d) = Disband.

Additional order: Govt Rome send envoys to Iceland to prepare residence in exile.

GM COMMENT: We have lost Mr. Schacht. Any applicants for the position of President of France please contact the GM (include Fall 1906 orders).

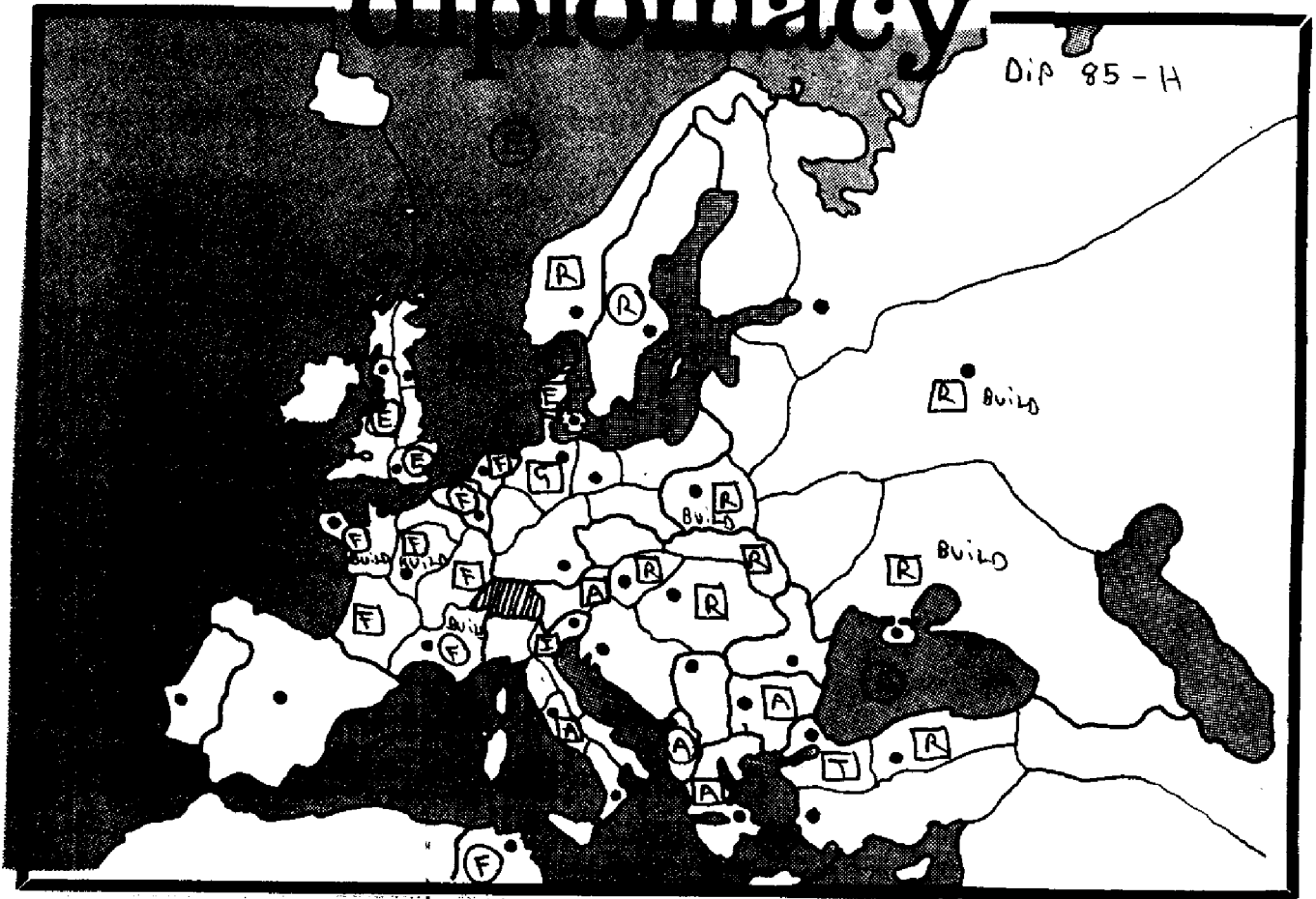
Heard in the corridors of the Vatican: Aaaaaaagh!

Keep those SSAE's rolling in.

W. Brown
3/6/86

diplomacy

DIP 85-H



DIP 85H-

FALL 1904

G.M. TERRY BRADLEY

ENGLAND (E, R) A Den H, F Nth-Holl, F Lon-Nth (F Nth Ret to Nwg Sea)

FRANCE (Kermit Kenseley) A Gal-Mar; A Bur-Mar; F Wes-Ton; F Bel S A Ruh-Holl;
A Ruh-Holl.

GERMANY (Killer Karl Rox) A Sil-Mun; A Kie S A Sil-Mun; A Ber S A Sil-Mun;
F Holl-Nth; F Skä S F Holl-Nth

RUSSIA (Cut-a-back Indeed!) A Fin-Nor; F Nor S (Eng) A Den; A Boh-Vie; A Gal-Bud;
A War-Gal; A Arm-Ank; F Bla S A Arm-Ank.

AUSTRIA: (Smirnoff) A Tyr S (Russ) A Boh-Mun; (Ha Ha!); A Ven-Rom; A Ser-Bul;
A Gre S A Ser-Bul; F Alb S Gre.

ITALY (BEANITO) F Ion-Adr; F Tun-Ion; F Tyrhh S F Tun-Ion; A Pie-Ven;
A Mun S (Russ) A War-Sil. (Ret to Ruhr)

TURKEY - Official Orphan - N.M.R. A Ank Ret to Con.

FOR SALE: 1 Swiss Army Knife - has 6 blades + poison pen - Contact L. Clutterbuck.

EMPIRE ADJUSTMENTS:

TURK -2 (Gre, Ank) Disb E Med.

ENG: +1 (Den) Build F Liv.

AUS No Change (lose Vie, Bud, gain Gre, Rom)

GER: -2 (Gain Mun; Lose bel, Neth, Den)
Disb ~~A~~; A Ber; A Mun.

ITALY -3 (lose Rom, Tun, Mon) Disb A Ruh, F Ion, F Adr.

RUSS: +3 (Vie, Bud, Ank) Build A Ser, A War, A Mos, FRA +3 (Gain Bel, Holl, Tun) Build F Mar
A Par, R Bre.

diplomacy

85 I

Spring 1904



TURKEY (MELLOR)

A TRI-VEN
 F ADR S A TRI-VEN
 A SER-TRI
F ION S (ITA) A NAP
 F AEG S F ION
 A CON - SMY

AUSTRIA

NMR
 A VEN RETREAT TYR

GERMANY

NMR
 A BER H
 A MUN DISBAND

ITALY

NMR
 F ROM HOLD
 A NAP HOLD

FRANCE (CHERRY)

A RUH - MUN
 A BUR S A RUH - MUN
 A BEL - RUH
 A PIE - TUS
 F MAR - GOL
F TUN - ION
 F TYR S F TUN - ION

ENGLAND (ENGLAND)

F LIV - NAO
 F ENG CA LON - BRE
 A LON - BRE
A KIC - BER
A HOL - KIC
F HEL - HOL
 F SA HEL - HOL

RUSSIA (CLOSTER)

F SWE H
 F SEV H
 A STP H
 A WAR - SIE
 A GAL - BOH
 A VEN SA GAL - BOH
 A BUD - GAL
 A MOS - LIV

England declares war on France due to the discovery of arsenic flavoured croissants being served at the imperial breakfast. It has been surmised that this may be the cause of Austrian & Italian problems.

diplomacy



ITALY (WHITCHURCH)
F NAP - TYR
 A TYR - PIE
F ALB - ION
 A TRI S (AUS) A VIE

AUSTRIA (COLLIS)
A VIE - BUD

TURKEY (YORK)
 A SER S (RUS) A BUD
F TUN - TYR
F ION S F TUN - TYR
F GRE - ALB
 F SMY - AEG
 F CON - SMY
 A ANK - CON

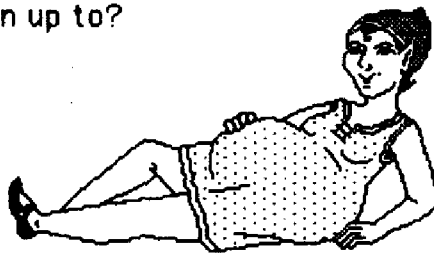
FRANCE (HOVICH)
 A BUR S A BEL
 A BEL S A BUR
 A PIC - WAL
 F ENG C A PIC - WAL
 F MAO - IRI
 F BRE - MAO

RUSSIA (WILKINS)
 A BSH - TYR
 A BUD H
 A WAR - GAL
 A NOR H
 F RUM H
F BOT - BAL
 F STP (SC) - LIV
 A SNE H

GERMANY (BRAUN)
 A HOL - KIE
 A RUM - MUN
 A MUN - BER
 A KIE - BAL
 F DEN S F KIE - BAL

ENGLAND (CIVIL DISORDER)
 F NTH H
 F LON H
 A YOR H

What has this young Brownie maid
been up to?



Find out when you play **Ringquest!**

You could also "Find a Lost Dwarves Mine" or
"Rescue the Elven Princess" or any of 8
other Quests - as well as the **Ringquest!**

Ringquest is a PLAY BY MAIL, Fantasy
Role Playing game. You control up to 14
characters with hundreds of possible actions.

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Australian address; o/seas A\$3 or US\$3.

Name:..... GBB

Address:.....

PBM Games PO Box 83 Mt Eliza Australia 3930

the Sirius Sector

THE WIMPS STRIKE BACK.

A Protest from a Wishy-Washy Wimp!

I don't know about balanced development, but I certainly didn't industrialize or mobilise, I jumped around alot, all over the place, so let us call it POGO STICK DEVELOPEMENT.

My guiding force was the greedy industry on my home world, which I tried my hardest to sate (maybe this makes me an industrialist).

By turn 11 I had hopped my way to 19 planets with 8 ships, 6 of which had recently arrived at home with ore for the starving industry, and, I was coming a very poor fifth.

So I said stuff this for a joke, starved the industry, and went looking for FUN, FAME & FORTUNE. By turn 15 I owned 37 planets (only one of which is in danger of going missing, and a further two if allies turn nasty).

I challenge any one eyed development philosopher, who isn't Peter Rhodes, to beat that !!!

W.W.W. for F.F.F.

This was the only reply to our last issue challenge so the writer receives two free turns in the Missing Tiger game of his choice. Partly as a result of the unexpected space and also because the articles are interesting I have included on the next pages the misinterpreted answers to the last question and answer competition. These two players took the position of defending the following planet

	Industry = 5		Defence units = 27
Mines			
Type	0	1	4
Store	4	6	6
Production	0	2	3

with a ship A small battle and ship B a Large Battle against S187 25/10 which has no fuel.

RETURN FROM SIRIUS COMPETITION

Your protecting a planet with a Medium Battle, against a Small Battle, and a Large Battle. No help can be sent before two more turns, and your mission is to hold the planet until help comes... You can do it! First, you bless your lucky stars you have a Industrial planet with type 0,1, & 4 mines, and a large amount of PDU's defending.

Secondly, you size up your opposition. Assume they have the best possible ratios, and are at maximum size for their ship class. You quickly determine that the Small Battle is capable of a maximum 60 shots, and the Large Battle could destroy anything it liked as a 100/10. Since your 27 Defence Units on the planet require 81 shots to destroy, the small battle is incapable of that task. It could however take out your Medium Battle. Your Medium Battle has a mass ratio of 2.5, and using the equation for Battle ships ($9y = 2x + 7$), you determine that each of your fighter units can destroy one and a third enemy units. With your 25 fighter units, thats 33 shots. Assuming the maximum size of the enemy ships, the opposing Large Battle is too big to destroy, but the Small Battle, at best could be a 20/9, and thus can be destroyed. This is your target, since destroying it, will give the enemy the chance to attack only ONE target next turn, with the remaining Large Battle.

With your Planet you immediately issue orders for builds to occur. But instead of building just more Defence Units, you assume the worst, and expect your Medium Battle to be destroyed. Thus you order one cargo unit to be added to the ship, after the battle. You use 3 of the remaining Industry to build 3 Defence Units, again, after any combat has occurred. Another order is issued to load the one unused Industry onto your Medium Battle, which is just capable of carrying it. While this reduces the number of shots you can fire with the Medium Battle to 28, there is a good reason for doing it.

The end result is set. You have covered all possible combinations. The first turn allows the enemy to attack two targets. If he chooses to attack the PDU's and your Medium Battle, it will still exist as a Small Cargo on the next turn, and more Defence Units will be built.

If he attacks the Industry in the first turn, with the Large Battle, to stop you building, you have an Industry loaded on your Medium Battle that can be dropped next turn to build. If your Medium Battle is destroyed or reduced so it cannot carry the Industry, by the Small Battles attack, the Industry unit in cargo will be unloaded to the planet, and you will be able to use it to build next turn.

Remembering that the Small Battle cannot eliminate all the existing Defence Units. It cannot take out the Industry either, as the Defence Units will destroy all its fighter units first. Thus its only reasonable target is your Medium Battle. You are targeting it for your attack and no matter what, you will at least eliminate the Small Battles maximum of 20 fighter units. This renders it useless, or most likely an Empty Ship.

Next turn, the enemy will at best, have one ship with which to attack. This will be the Large Battle. Assuming the worst result, he has taken out both your Industry, and your Medium Battle, having his own Small Battle reduced. You will have one Industry on the planet, as well as the 27 Defence Units. The Industry can either build a cargo unit for your Empty ship, or another Defence Unit, both occurring after any attacks. Thus the Large Battle is incapable of taking out all the Defence units, or attacking two targets.

You have successfully thwarted all the enemies possible options for taking the planet for two turns. On the third turn help will arrive... I said on the third turn help will arrive.. Hello.. anyone out there...

Oh Shit!

Cameron Thomas. ★

THE TERRAN DEFENSE FORCE NEEDS YOU

ANSWER: (By Robert Paterson, JANDAR game 23)

In answering the question I have assumed that I the defending player, have the phone number of the attacker or I can get a letter to him before he sends in his orders.

FIRST TURN: I ring the attacker and convince him that I will gift the planet to him, e.g. 'Why don't I gift you the planet as part of a sharing arrangement?' or 'I'll gift the planet to you if you send your Small Battle to defend such and such a planet, which is much more important to me, but I need your help to defend because your so big and strong. Oooh!'. It helps if the attacker thinks your a gullible fool. Now he is convinced that the planet is his and won't attack it (and may even go away) but I would build 5 PDU's anyway and jump S187 out (No sense in wasting valuable Fighting Units).

SECOND TURN: Evaluate his options: Retreat, attack, or press on. If he retreats then he is out of my hair and no longer a problem. If he presses on further into my empire then he is closer to my home planet and battle fleet and further from his home planet and support ships. to attack and gain possession of the planet this turn he must destroy all the PDU's and all the industry or type 4 mines and ore -- he can't do it.

To take out all the PDU's he needs 96 shots (I built 5 more PDU's last turn) and a 20 2 Small Battle can at best have 60 shots so he must use the Large Battle on the PDU's (To destroy them all in one round). The Small Battle can't even scratch the mines or industry since the PDU's get 32 shots before they are attacked. Therefore no matter what he attacks I will retain ownership since I will build 5 more PDU's this turn.

THIRD TURN: Jump in the battle fleet or use a RP to link it to the planet. The fleet should produce two hulls for little cost since he would have been severely weakened by attacking the PDU's or if he didn't attack the PDU's then use a RP to get them to fire on one of the ships.

These strategies have been taken from a very similar situation in my empire and do work.

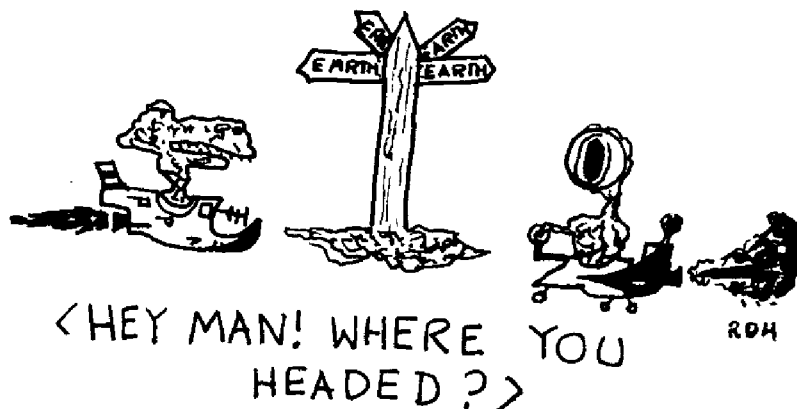
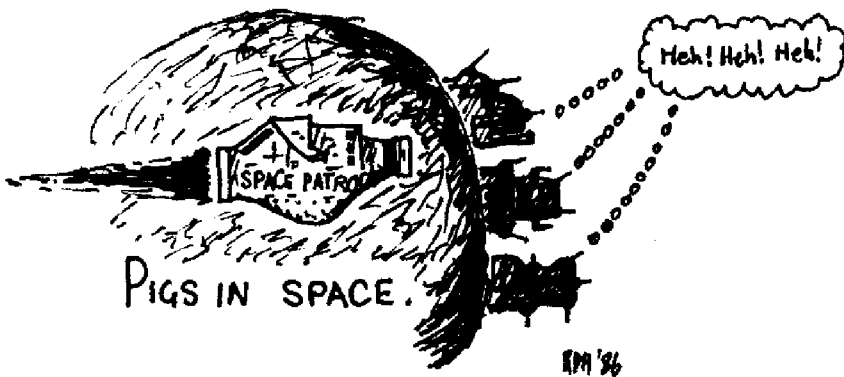
ROAMER'S DIARY.

Well fans here we are once again - turn 14 and still the war on Planet 311 rages (Will Daggy never learn). As this edition goes to print, and hopefully Dags receives his next printout, one of the triumphs of intergalactic warfare will be unfolding. Having finally read a later edition rulebook (ie. after edition 1) I chanced upon the Standard Research Planets Orders. A BOMB, HOW NICE. What with Dagrod finally threatening to overrun Planet 311 what better way to frustrate the little creep but blow up the planet and all his little ships with it. Apart from a continuing spat with Dagrod things seem to have settled down nicely. Hang in there Lucifer, Cerebor tells me Coriolan is an ally of Dagrod, rest assured his name is mud on Roamer Home.

To the intrepid star gazer who scanned my planets turn 14 - may your moves be lost in a postal dispute (not you of course Blizarth). For a good laugh tune into Planet 311 and keep the space waves full of news.

Roamer II game 29.

Editor's note: Roamer 1 was disposed in a bloodless coup, just as well as Roamer 2 is no Conan with blood or sea water around. Players in Game 29 should be warned this player is a bit strange and a veteran player. In an early life he would have been a Russian syndico-anarchist.



MO.

COMMENTS ON GAME 20.

I would like to start with a few thank-yous and apologies. Thank you to *Striker* for 2 1/2 Research Planets every second turn. Thank you to *Jaxom* and *Striker* for a good strong alliance, well done to both of you. And thanks to the Tigers for a enjoyable game. Apologies to AZTECA. He knows why.

I entered game 20 with the intention of winning on planets, however I discovered 5 Research Planets very early in the game, and with 2 from *Striker*, my score overtook me. Very early in the game I captured one of AZTECA'S B-ring planets, and destroyed his explorer. None the less, he managed a creditable 20 planets, which is very good considering. Better luck next time.

About the same time I met Milky. Funny fellow. Never replied to any diplomatics, and didn't seem to have too much direction with his ships either. So I attacked him. Took at least 4 planets off him. Two of them B-ring planets. Would have had a 9th Research Planet if I'd sent in my orders last turn.

Later I met *Jaxom*, who is a nice enough fellow, and ****HelFire**** who seems a treacherous louse. He talked long enough to bring up a moderate battle ship, which I was about to blow out of the sky when the game ended. Count yourself lucky ****HelFire.****

In summing up the game I suppose I was a bit lucky. I expanded continuously, and took what I wanted. The only person to shoot at me was ****Hel Fire,**** and he was about to get what was coming to him. I only shot 1st once (a 20/4 at a medium cargo) and never attacked an ally. My only advice to other players is defend your planets, ie AZTECA), and to talk to each other; Enemy of my Enemy. With a good alliance against me I might have been in trouble.

ROBSPIRE

1st Citizen of TERMIGMT.

Game 27

AUTOCRAT

I came into this game five turns ago on standby. One of my large cargos started the game above a planet owned by Manstein, also above the planet was a (Manstein) medium battle and a (Flagship) large cargo. He won't fry me, I thought, I just got here! The next turn my large cargo was missing from the turn sheet and my Research Planet adjoining Manstein's foul planet was scanned by someone.....I landed a medium ship on Virtue's Research Planet. Too many PDU, but I could crush the small ship....no..maybe Virtue will be my friend. Turn 3 (13 actually, but my third turn). Verdante has landed a medium battle on my Research Planet and Manstein has landed a medium battle on my other one!

I give up.

I begin work on my battle fleet. With the first super battle (Manstein's Nemesis) nearly finished and a second planned ("Manstein's Stomper") I'm just about ready to start landing ore on "Earth" for my bid at an Economic Victory.....

Game 32

NO-CREDIT VICTORY 1

By SPENDLE

Well the first No-Credit Victory game has reached turn 8. Starting in a game with no peaceful traders gave me a huge dose of paranoia. Turn 3...Vom and Tar Aiy stole two of my Research Planets! Attack Immediately!! Steal Vom's B-ring planet "Aud Eutreuch" with industry and type 4 ore. Locate Vom's home planet. Turn 7 Tar Aiy fries me....well ok I can live with that. Vom rings and we agree on Research sharing arrangement. One front closed. Now we can crush Tar Aiy. I'm sure all these wars are the sign of a disturbed personality.

Game 23

JANDAR.

Well the game has hit turn 16 and everyone has decided whom they like and whom they dislike. According to the general messages, Dhorn has declared war on Nihon, and Delian League (alias DRFI) has declared war on Jandar (thats me!!). The later comes as no great surprise since six turns ago D.League landed a small battle and a medium battle on 185 (a Research Planet with 2 industry, 2 type 4 mines and 11 PDU). I received a phone call saying "Gift me the planet or I scorch it! Oh by the way are you interested in the five player alliance I'm organising?" I said "No." Six turns later 185 now has 27 PDU, 2 D.League medium battles, 1 D.League small battle, and 1 D.League large medium battle. He has my attention. I decide to jump in 4 40 mediums and a super cargo loaded with 44 PDU.

Odin and Master are very quiet. They're probly the ones a mile ahead on score. I have no hope of winning this game as I haven't worked towards any of the victory conditions and now its too late! Oh well I can take D.League to pieces before the game ends.

If you want to be a Sirius Reporter send your blurb in

IMPORTANT ADDRESSES,



GMs:

85 J and 86 A
Mark Dewis
PO Box 118
Legana Tas 7250

84A
Paul Mellor
149 Hurstville Rd
Oatley NSW 2223

84B
A. Geissman
24 Caroline St
Kingsgrove NSW 2208

84C
Duncan Baxter
53 Myall Ave
Kenington Gardens
SA 5068

84D
Cameron Thomas
7 Parker St
Chelmer QLD 4068

84E
Darryl Davis
RMB 5403
Manor Hill Close
Holgate NSW 2250

84F
William Brown
F4/35 Caroline St
East Hawthorn VIC 3124

85G
Andrew Schacht
5 Pentland Ave
Punchbowl NSW 2196

85H
Terry Bradley
18 Cook St
Satur via Scone 2337

85I
Rick Snell
c/ The Missing Tiger
GPO Box 286C
Hobart 7001

85K
Wayne Closter
2/14 Merton St
Ivanhoe VIC 3079

85L
Roscoe Taylor
Trinity College
Parkville VIC 3057

85M and 85 N
Rick Snell
c/ The Missing Tiger
PO BOX 286 Hobart 700

86 B
Tony Graham
90 Green Point Rd
Oyster Bay NSW 2225

Machiavelli 2
Shane Mc Ardle
6/79 Potter St
Dandenong VIC 3175

AWHC Diplomacy
Mark Haughey
8 Goodenia St
Rivett NSW 2611

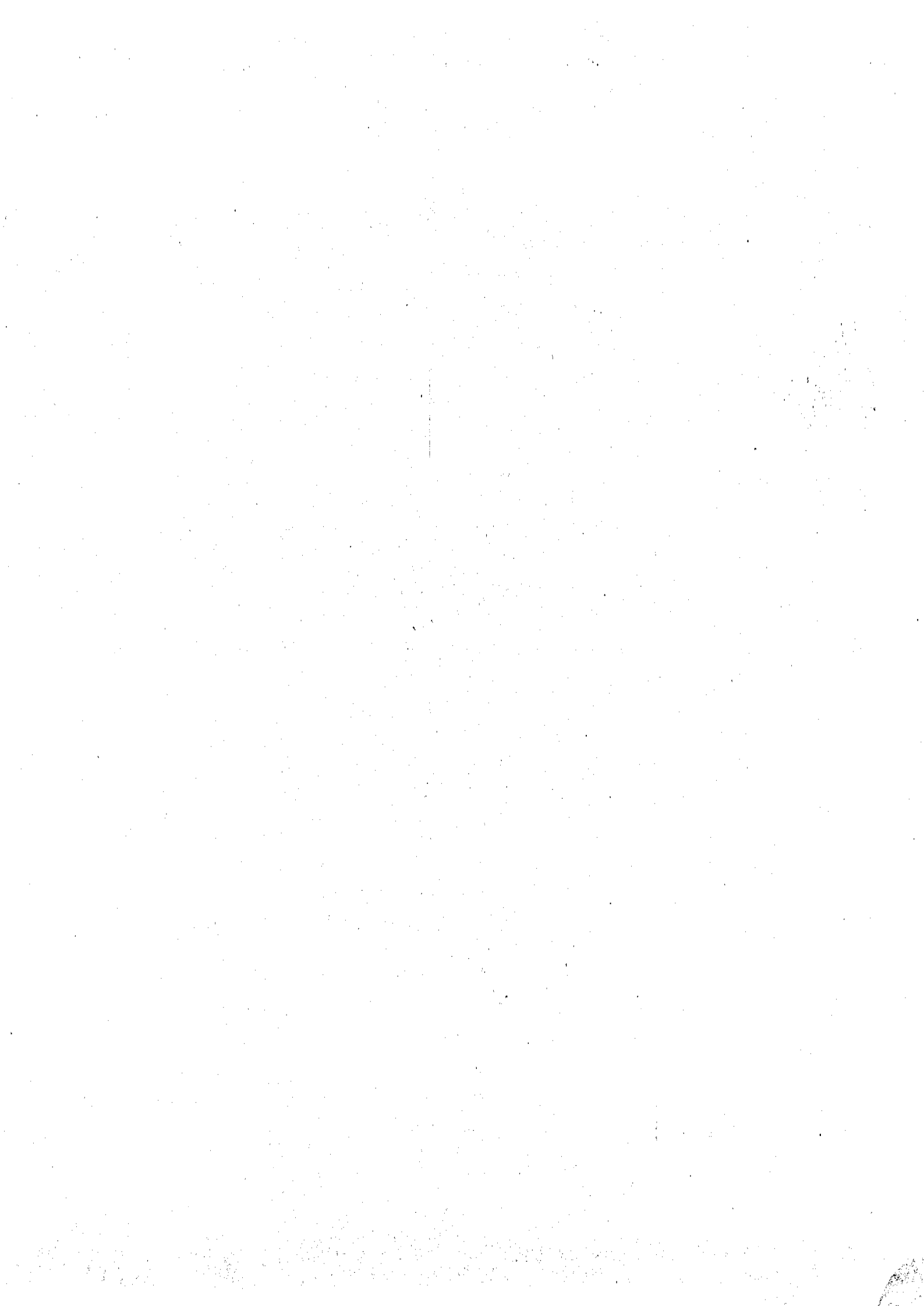
86 C
Andrew England
91 College Rd
Somerton Park SA 5044

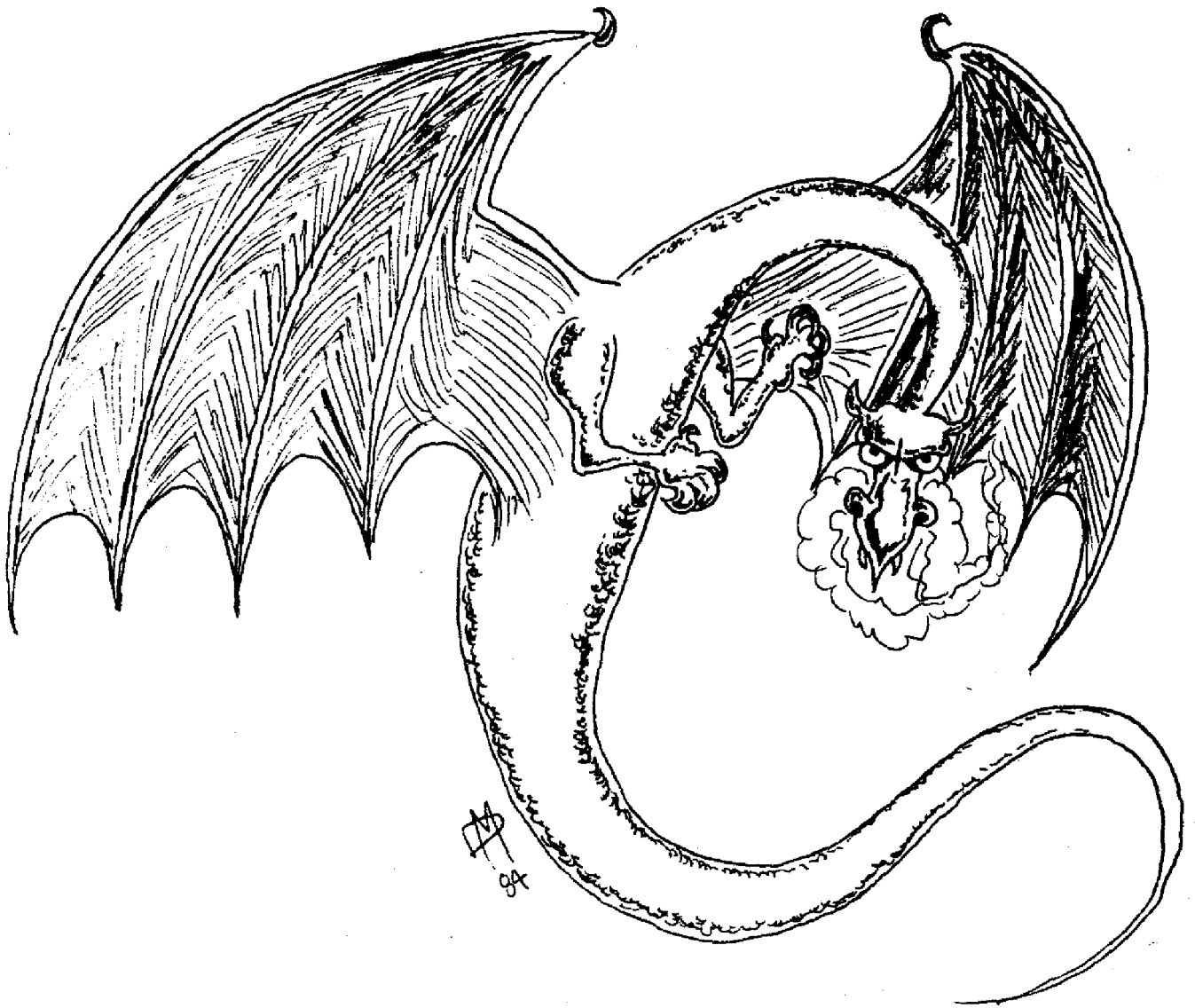
NEXT TURN DEADLINES

All moves to the GMs by: FRIDAY 25 JULY 1986.
Gms results to the Missing Tiger by: 1 AUG. 1986

The Missing Tiger

GPO Box 286C Hobart 7001 ph 233926





- If a tick appears in this space _____ there are three facts you should know.
1. Our friend above thinks that your subscription is now due. Therefore you should pay us \$12 before you receive your next issue. Payment should be to **The Missing Tiger.**
 2. We now accept **BANKCARD** and **VISA.**
 3. Our friend above is very vicious and loves to extract payment in blood.