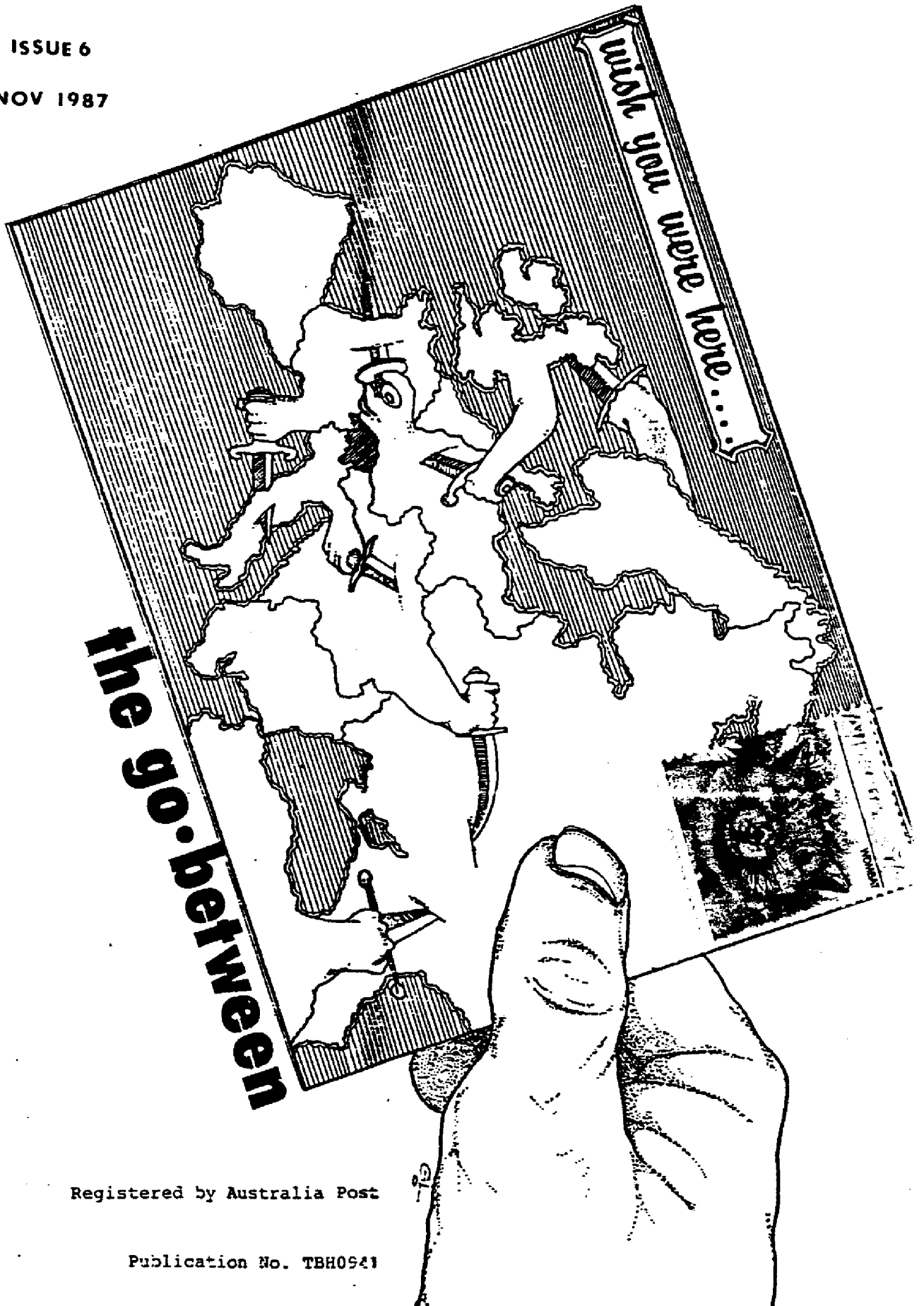


VOL 5 ISSUE 6

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THE INFORMATION PAGE

THE GOBETWEEN

Is a postal games magazine published approximately every six weeks. It's primary function is to cater for people who play games by mail. The Go Between seeks to fulfill this function by:

1. Running postal versions of boardgames like DIPLOMACY, KINGMAKER, STARFLEET BATTLES and other board games or encouraging such games to be played by mail.
2. Presenting articles, reviews, information on commercial play by mail games such as those offered by the Missing Tiger and other moderating services.
3. Providing information on the Play by Mail field in general.
4. To help bring information, people and products related to the PBM field together.

HOW TO SUBSCRIBE

A year's subscription costs \$20 for approximately 8 issues. To subscribe make out a cheque or money order to Go Between Publications for \$20

HOW TO PLAY POSTAL DIPLOMACY ETC?

To enrol into one of our postal games just write to us at Go Between Publications telling us that you would like to play in a game and we will place you in the next game of your choice that is starting.

If you are interested in other games such as Postal Go, chess or other boardgames not normally played within the ambit of this magazine turn to our NOTICE BOARD for details or write to us and ask us for information.

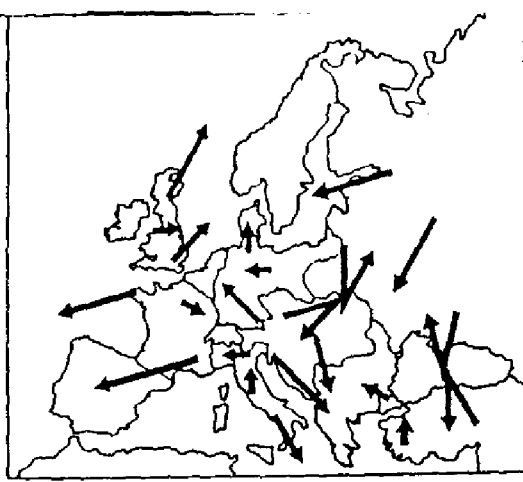
I WOULD LIKE INFORMATION ON....??

If you would like to know more about a particular game, activity or where to get things like articles, rules etc then send your request to us with a stamped self addressed envelope and another stamp (to help defray our costs) and we will try and provide you with that information or tell you where and how to get it.

We will try and give you a reply as soon as possible but this service is subject to the resource constraints of our other activities.

I WOULD LIKE TO ADVERTISE

If you are starting up a new service, promoting a tested and proved product, maybe got a few hundred Dragons to offload etc then consider advertising in the Go Between. Currently our subscribers number over 150 from all over Australia and New Zealand. We have a number of special deals and can carry even the smallest ad. Just write to us for details.



*If you attend only
one Diplomacy Convention
this year, make it the inaugural
Australian Diplomacy Championships*

CanCon

Canberra

Australia Day Long Weekend

January 1988

CANCON 88. 23-26 JANUARY 1988. (4 days!!)
CONTACT: The Organiser, CANCON 88, CANBERRA WARGAMES SOCIETY,
GPO Box 1016, CANBERRA ACT 2601. \$27 comp fee.

DARE TO ENTER THE DARKREALM

THE ALL AUSTRALIAN ROLE-PLAYING MAGAZINE



DARE TO ENTER THE DARKREALM \$ 4.00
 ROLEPLAYING MAGAZINE ISSUE 1 APRIL 1987

DARE TO ENTER THE DARKREALM

SUBSCRIPTION FORM

I/We wish to subscribe to the Dark Realm magazine at a cost of .
 \$4 per issue or \$16 for a year's subscription (4 issues) starting
 from issue ____ Enclosed is a cheque to Brian Collett for \$ ____
 Please post to my/our address at _____

 Post Code _____
 Post To: Brian Collett, 12 Bray Crt, E. Benfigh, Victoria, 3165

DARK REALM is a new Australian magazine produced by a group of students and older gamers who had grown tired of the overseas magazines ignoring Australia. So DARK REALM is aimed at filling this gap.

As well as these Australian articles, DARK REALM will also put great emphasis on up to date reviews of the latest Role-Playing games, War games, PBM's, computer and board games available in Australia.

DARK REALM will cover all major game systems as well as a large number of the smaller systems which the overseas magazines will not cover. We will also have articles of wargaming and board-games.

So I suggest the next time you walk into a gaming shop, pick up a copy of DARK REALM and give an Australian magazine you support.

MORE



The last issue of the Go Between received very good response. We would love to hear from hitherto silent subscribers as to their reactions to this issue and what they would like to see more of in the magazine (or less of).

Esther has taken Lance for a drive to see his great grandfather so I can complete the last pieces of this issue. It is frightening how quickly he has grown, he'll be a year old at the end of December. The soft bundle that entered the world (and tested out his urinary tract on me while being passed to his mum to hold) at 8.01 am after a 24 hour labour is now that individual who speaks jargon at me, is pulling himself up onto his firm legs, insists on having his own spoon at meal times and dances to music (by rocking himself on the floor). After just passing my 29th birthday and about to recommence work after six months being a house spouse I am not quite sure of where I am or going to. A kind of blissful blankness.

We have published in full Terry Cuddy's apology re his article Fighting Words that appeared in PBM Entreprises magazine Myths and Legends. This has nothing to do about the real nice things Terry said about me. And no Mr Kevin Flynn, Terry's bank balance has not been increased in the past few weeks by me emptying Lance's money jar.

We are also reprinting two or three articles from the very early issues of the Go Between by David Cox and Graham Lockwood, over the next couple of issues, due to a few requests.

A number of competitions are being run over the next couple of issues and I hope that they will be of interest to most readers. Alas New Idea and Women's Weekly had the Bicentennial Trips to England all sewn up. Who knows maybe next year we might be able to offer a night for two in midwinter Tasmania (own tent necessary).

For those, like most of us who read this magazine, who play games by mail 1988 should be a year of great excitement, promise and interest. In the diplomacy field a number of new magazines have sprung up. Luke Clutterbuck and others are working hard on improving the quality and profile of Diplomacy at conventions. In the commercial arena players will be besieged by games of every complexion. A word of caution to a few key figures in the PBM field (non-commercial and otherwise) your players and your subscribers are more than worthy of your very best efforts at service and care so try and give it to them.

Another issue of The Go Between is scheduled to come out around Christmas/early New Year but just in case the gremlins decide to work overtime all the best from Rick, Esther and Lance. Remember we have no security of tenure on this life of ours so treasure those around you and don't put too much off for next year.

.....Rick

LETTERS

Dear Rick,

I note there is some comment about removing DIPLOMACY details from the magazine. If so that is the greatest news yet. This info is only relevant to those playing particular games and is not of general interest like all your other material.

Bob Pfeifer

Bob's views represent the other end of the spectrum in the content saga of TGB. Some day we may strike the mother lode and hit that balance/ sweet spot for an issue or two.

Dear Rick, Esther and Lance,

I almost suffered apoplexy when I got to the back of the latest TGB and found the dreaded tick! How time flies when you're having fun! Keep up the good work Lance. Your latest journalistic sortie caused me to pause and reflect on how us mere dads must appear to enlightened eyes.

Steve Cross

I would like to resubscribe to the Go Between. This is after a short period where I dropped my subscription, mainly because I was no longer involved in any of the games in the TGB. Your previous issue (I saw a friend's) confirmed what I had feared when you introduced the GM-run the-games idea, that maybe the games would fall by the wayside without a central authority to direct them. Also, and I suppose you've heard enough of this, they were presented very badly.

But your new issue, your declared commitment to the hobby, have sparked a change of mind. The issue was very good, both interesting and entertaining. It is also good to see a whole page devoted to each Diplomacy game.

The GMS have done well, especially Bill McKinley, Steven Bagshaw and Wayne Closter they all should be praised.

What about the casualties? Games losing players, Gamemasters or both? Are you actively promoting replacements? I saw no real mention of them in your magazine. Shouldn't you have the normal game openings, call for replacements type page? After all it was in an earlier TGB that the name "White Knight" was first mentioned.

There is a lot happening in the Dip World in Australia at the moment. The Envoy, Beowulf and Victoriana all show the level of enthusiasm present. I would hope that the TGB can continue in its capacity as a nursery for new PBMers, and continue to support PBM Diplomacy (and not leave it in a corner to rot). You will have my total support if you can keep up the high standard of your October issue.

Regards Bill Brown

Bill raises a number of good points. In any experiment a few things will turn out better and worse than the blueprints. Measures are being taken to help the casualties probably not as quick as we would have liked.

I would like to add my comment on the subject of the Diplomacy in TGB. Why not have a subzine every month that will only publish each month's results of all current TGB games? (You could then have more Diplomacy articles in TGB.) If people want to follow the progress of every game, then they can subscribe to the subzine which should be relatively cheap considering that there is only about 17 games, which works out to about 17 pages - a real cheapie! I think that this could help enforce a quicker turnaround time (?) and would satisfy quite a lot of people; those that don't like Diplomacy would get the Dip-free TGB (full of RFS, etc. ; and those that are only subscribing for Diplomacy and don't want to see RFS, etc. To keep TGB itself relatively popular amongst the Dip-fanatics, you could have quite a few more articles about the game. It could even lower costs all round. Please tell me what you think of it.

ALAN HOWARD.

I was not impressed with Vol 5 Issue 4, particularly its Dip content, but I think Vol 5 Issue 5 is back to TGB's best. I'd love to see a Return From Sirius rating system even if it is just one from 1-1,000 based on final score. I also look forward to more Empire Theory, which I thought was one of the best Dippy things I've read anywhere.

Steven Bagsnaw

At last some feedback about the Empire Theory series. Reminds me of my mornings as a Breakfast Disc Jockey on our local FM station in 1980. I use to wonder if anyone was listening. The only feedback I got was to tell me I was playing the opening 6am station signature tune (Handel's Water music) at half speed. I will be continuing the Empire Theory from the December Issue onwards.

Dear Rick and Esther,

Vol. 5 No.5 of TGB was a good one. From my point of view you have "stopped contributing or being involved in Postal Diplomacy...." Sure you run Dip games, but you don't contribute to hobby projects or participate in them. This is due to your total failure to enter into correspondence.

On the information of TGB, you say that TGB is there to help bring information, people and products related to the PBM field together. Yet when I wrote two letters to you in April/May this year announcing the formation of BEOWULF, you failed to mention it or even put my letter in your letter column. I find this rather disappointing and hypocritical.

As you would have heard, the STAB ratings system is undergoing revision. Paul Yovich makes some good points especially about cutting 1901 out of the STAB calculations.

Andrew England

To Andrew and everyone else involved in PBM (Dip and commercial). We will always do our best to promote anything but if you really want it promoted give us an article(s), or advertising flyer and it will get in to the next available issue, or a typed "News Release" etc. All I can say Andrew is that I do my best to juggle various jobs and sometimes I muck things up or miss something. So I might be lazy or slack but I am not hypocritical.

I have a suggestion concerning the victory conditions of Dip Games. I think 18 centres is too high a victory condition in postal Diplomacy games. If the winning margin was lowered to 12-14 centres then you would have quicker and more exciting games. The lower victory goals would hopefully prevent the high dropout rate, and keep all players eying their "allies" nervously as one or two good stabs could gain victory. The 18 centre victory condition leads to solid groupings of allies.

What you could have are alternative victory condition games, i.e., a 12 centre win game or 14, 16 etc which people could enter.

Tim Friedrich

What do the Diplomacy players think of this idea?

Dear Rick and Esther,

I enjoyed the last issue of the TGB.....especially the human aspect. Games come and go, are won,lost or abandoned but the wonderful parade of humanity is a constant source of entertainment. Lance wins hands down this time.....one article from him and the whole magazine lights up.

With Respect Marion Ashworth.



25 Park Ave
Rossville
NSW 2069

DEAR GTB Editors,

TUB

Certainly a long time has passed since I put computer to paper to contact you, and I am in a different frame of mind than the last episode. Don't worry Rick, I'm not going to lecture you on the importance of certain business principles, nor demand my subscriptions back in a high handed manner. Since our last correspondence I have become a Diplomacy widower, forced to seek succour on my own, as the ponderous powers of journalism overwhelm our previously happy household in the production of The **ENVOY**.

I am driven to this courteous and sympathetic letter by the mauling you received in the last issue by a number of people who would like to think they speak for the majority of diplomacy players. To be honest, I think they do. The Go Between has allowed the emphasis on Diplomacy to slip, and horror of horrors, allowed it to take second place to commercial play by mail games. As I have learnt in the last 9 months, the average Diplomacy player is loud mouthed, argumentative and tight fisted. They suffer from a peculiar physical deformity in having their arms too short and their pockets too deep. At conventions they spend as much time arguing about the rules as they do playing the game. As soon as a game is invented they invent a variant which is "far superior". When a standard rating system is introduced, they can think of obvious improvements. And thats why I get on with them so well.

Thirteen years ago I watched as Marion gave birth to the sole male heir of the Ashworth fortune (a Beta VCR, some garden furniture and a 10 year old Toyota). It was at this time that I was given my own office at work, as the general working population was so disgusted at my short temper and my continual exhaustion that they demanded I be locked away until I recovered. Give some special attention to Lance from me today. He deserves it.

Back to Diplomacy.....Notwithstanding the complete demise of 86N, and the total disappearance of Eric Roach from the gameplaying universe, I have continued to enjoy playing Diplomacy over the three years since my first game, face to face, play by mail and especially, definitely, and without reservation, COMPETITION Diplomacy. This is the epitome of sharp thinking, hard hitting, on your toes, watch your back game playing. I have only seen Luke Clutterbuck reduced to a jelly once, and that was at CANCON 87, where he ended up playing with toy tanks in the corner while the big boys played the final. I saw the smile on the face of the tiger, when Steve Gould leaned over to me in Spring 1901 at National Diplomacy Champs in Sydney this year and said "Buy Lira", then went on to a decisive and brilliant victory as Italy. I saw the look on Michael Gibson's face as

his French Navies moved into the Mediterranean as my English navies moved into the English channel. I saw Andrew England's France recover from a Spring 1901 fleet in the English channel to a deserving tie.

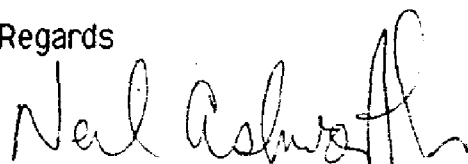
So...the old fella's wonder what to do with the Diplomacy games, and the new blood wonders why they haven't heard about this years before. The **ENVOY** has made a studious attempt to introduce the hobby to the older ex-gaming community, those players who shuffled the plastic a bit when younger, but have now settled down to suburban life, who have the time, the energy and the interest to sustain a three year play by mail game. At the same time it caters for the younger student player with not much money but a lot of enthusiasm. A Western Australian student recently wrote to Marion and said he intends to play a face to face game in every Australian state by the time he's 26.

This is all good news for the Diplomacy hobby in particular and the PBM industry in general. What the magazines need to do is provide these players with a stable base to work from. The Go Between has been around for about 273 years, and has made one small change in those years. The **ENVOY** on the other hand has had 2 editors in two different cities in 2 years. Beowulf reminds me of the early issues of Rumpelstiltskin, but I think the magazine with the best outlook is Victoriana. It's simple, even juvenile, enthusiastic, and has a whole population of Melburnians with plenty of rain to keep them inside at their typewriters.

So...don't let the Turkeys get you down. I particularly enjoyed the interviews with the PBM people. I've never heard of any of them, but they certainly sound interesting. I recently went through two exercises in setting up companies, one a software company, the second a personal computer sales company, so I realise the extreme hard work involved in setting up a business. And I think that "Return to MacIntosh" would have been a far better name.

I would be interested in hearing from any of your subscribers who own a computer and a modem, and would be interested in setting up a PBM diplomacy game on either Fidonet, Telememo, or any national BBS network.

Regards





apology

I owe Rick Snell and the Missing Tiger an apology for several comments I made in an article entitled "Fightin' Words" that appeared in issue 3 of M&L.

In particular, I want to retract any and all statements that may have implied that Rick was deliberately slinging mud at Enterprise products because he was jealous of missing out on obtaining the rights to EPIC and ECLIPSE. This is not so. Whilst I never stated such claims in direct terms in that article, I concede that Rick's implied conclusion could be drawn - and on that basis I want to clarify the issue: NEVER at any time did Rick tender for the rights to either game and nor has he ever deliberately denigrated any Enterprise product. In fact I have never considered that Rick has made any criticism of Enterprise products. Rick is a respected and well known play-by-mail identity who has a high degree of personal integrity and he has put a lot of effort into supporting the play-by-mail hobby. In my article I did not presume to launch a personal attack against Rick, and such was not my intention.

In 'Fightin Words', in the part where I commented on Rick's statement in the GOBetween, I had intended to demonstrate the various connotations that an inoffensive, valueless descriptive term could have for a game in an industry gripped by a competitiveness and cynical malaise. In terms of marketing a new product in a competitive and established market, every bit of publicity has an effect - and not always a positive effect. My point was that ECLIPSE in particular has the challenge of entering a local market dominated by two powerful, entrenched and competitive locally designed games. A science fiction market where foreign designed games had previously failed; where players had been disappointed, stranded, let down, ripped off etc, etc. In the context in which Australian players have experienced science-fiction pbm games 'imported' would not be conducive to building up customer confidence.

I felt no need to interview Rick to have him qualify his remark as I, like him, knew the word was used in a throw-away descriptive sense. My article - the part that dealt with 'imported' - intended to analyse the practical marketing ramifications of what I saw as an unnecessary descriptive term. That such words can have an affect is undeniable - and can be best illustrated by the Coca-Cola vs Pepsi Cola incident in the early 70's where Coca-Cola stated that:

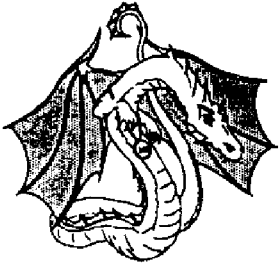
"PEPSI IS VERY GOOD ... but coke is the real thing"

The advertising slogan set Pepsi's volume sales and place in the market back by an entire decade until Michael Jackson was contracted to promote the stuff a couple of years back.

Any way, I admit that my writing of that article was not altogether sound as I never intended to make a connection between Rick and the comments that appeared later in the article.

CANCON '88

W R V 2 A O T : . A Y O P W U X G I O * I I I O A H A O



Wyrm's Footprint Design Team presents:

"A Little Knowledge..."

OR

"The Creature That Ate Ironspike"

A RuneQuest III tournament to be held at CanCon '88,
Canberra, January 23-26, 1988.

Northern Sartar, 1616.

It is Dark Season, but it has never seemed so dark. The years of slaughter and deprivation following the Lunar conquest have turned the north into a wasteland of deserted villages and untilled fields returning to wilderness. The forces of Orlanth are vanquished, Starbrow has failed, and even the little town of Ironspike is filled with Lunar merchants and troops. Those with a future have fled south to the cities where hope and prosperity are offered under the blessing of the Red Goddess of the Lunars. Only the old, the stubborn and the desperate remain in the north.

From twisted, crumbling bastions beneath Snakepipe Hollow, forces more ancient than time gaze lustfully upon what was once theirs...

The tournament shall use modified RuneQuest Third Edition rules. Parties will consist of two male and three female characters. Entry is open to individuals or teams.

The tournament will emphasize roleplaying and characterization skills. The inaugural RuneQuest tournament at CanCon '87. This year characters from the '87 competition will join with new companions in an adventure centred around the Northern Sartarite town of Ironspike.



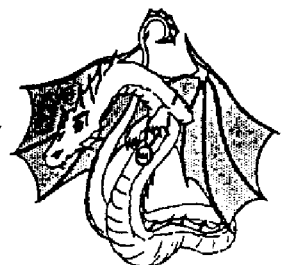
For entry details, write to:

Wyrm's Footprint,
G.P.O. Box 17,
Canberra, A.C.T., 2601

or phone John Hughes on (062)480381 (home)
or David Purdue on (062)688165 (work).

W R V 2 A O T : . A Y O P W U X G I O * I I I O A H A O

Wyrm's Footprint Design Team





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THE NEW COMPUTER-MODERATED
PLAY-BY-MAIL SIMULATION GAME

Are you wily enough to be a successful Godfather? Pit your wits against 11 other Bosses in the struggle to become Capo di Tutti Capi. This game is based on extensive research into the U.S. underworld and is 100% SKILL - no random numbers are used. The turnsheet indicates how you wish to run your family, allocate your cash and muscle, etc. The printout shows the profits of the businesses you set up, combat results, arrests & raids, and who you have managed to bribe or standover. Rumours placed by players are printed, and a City News section showing what the Press is saying. You can fix races or elections, sell influence, spy on other "Families", or contact the other players to make deals or form syndicates. On some turns, you will receive a supplementary turnsheet asking you additional questions (unknown to the other players) based on special circumstances, e.g. when you take control of someone/something and have to decide how to use them. Game costs: \$10 for sign-up, rulebook and first turn, then \$4 per turn. Send \$10 and the "family" name you'd like to use, or write for further details to:

INOSTROMO GAMES

PO Box 357, St Leonards,
N.S.W. 2065.



NOSTROMO GAMES

P.O. Box 357, St Leonards,
NSW 2650, Australia.
Ph (02) 957 1732.

*Operators of Cosa Nostra
Play-by-mail games*

PROGRESS OF THE COSA NOSTRA

Game 3 Year 1926 GAME OVER

The notorious Don Kowalski (see accompanying biography) has now been declared Capo di Tutti Capi. This was mainly achieved by gaining a near monopoly of Caribbean smuggling routes at the height of Prohibition. Other Dons were busily developing Speakeasies and other liquor sales, but paid less attention to this essential ancillary business. Historically, the mobs attacked each others' liquor convoys far more than the actual sales outlets. Bugsy Siegel and Meyer Lansky, as told in the Cosa Nostra Players Handbook, even set up an underworld service organization to supply trucks and the men to guard them once the shipments had reached the U.S. shores. In the last turn of Game 3, Don Kowalski (alias Martin Hirves) took over four smuggling routes by force, thus crippling the profits of his rivals. All their sleazy backroom joints were useless with no booze getting through. Kowalski had only paid off the cops in 3 precincts, so he suffered some police reaction to his excessive violence, but due to his good relationship with the commissioner, not enough to stop him gaining the necessary dominant position to win the game.

Don Piu really did a lot better than shown below. He was coming 2nd for most of the latter half of the game, but suffered from Kowalski's predations at the last minute.

Family	Income	Businesses	Men	In Jail
Galea	162	8	36	0
Piu	798	39	96	42
Kowalski	12738	54	413	55
Blues	4434	41	249	6
Volpone	3865	55	212	30
Cacciatore	104	6	7	0

Dons Collasano & Suzuki were reduced to the status of legit. businessmen with 3 strike-bound legal businesses. The Barzini, Carlucci, Marinello & Crago families were shut down entirely.

Game 5 Year 1921 Highest Income 4920

Mayhem continues with about 25 violent battles per turn, and the police are taking a dim view of it all and replying with a roughly equal number of raids. Naturally those with businesses in precincts where they don't control the cops are suffering most. More Dons have been assassinated since last issue, and the press continued to blame Don Montana for a while. Montana put the word into the streets that he was being framed, and threatened the life of the Editor of the City News. This may have worked because the press blamed Don D'Emanuelle for the recent gory elimination of Don Borgia. The D'Emanuelle family has attracted a lot of attention lately if the Underworld Rumours section is anything to go by. There have been some dire threats issued to "D.D'E." as he calls himself, and also from him to a syndicate of

Queensland players. (This Syndicate may be illusory - difficult for Nostromo's controller to tell, as he's not privy to clandestine communications between players.)

COSA NOSTRA CITY MAP YEAR 1926 - GAME 3 (FINAL)
 BUSINESS TYPES: 1=9 2=10 3=11 #=12, \$=13

A V E N U E S	STREETS									
	11111111	11111111111111	1111111111111111	111111111111111111	11111111111111111111	1111111111111111111111	111111111111111111111111	11111111111111111111111111	1111111111111111111111111111	111111111111111111111111111111
1		5.8	5.		52		5.		5.	\$
2	3.	8.		#		#		6.		9.
3					7.					2.
4										\$
5		5.		10.	21.		9.		3.1	
6					11.		9.		1.1	8.
7	#	9.	7.							
8		10.				8.			5.	8.
9						#	9.		2.	84
10				8.		3.				#
11				6.	7.		5			
12										
13	3.			7.	6.	8.			6.	
14		8.6.		0.6.		9.		0.		7.
15										\$
16	9.		10.		0.8	#			3.	4
17							7			
18		11.		10.	1.1.	9.2			11.	\$
19						6.7.				
20	8.			7.		3.	7.			\$
21						7.		9.		\$
22		5.			7.	2.	7.	0.	9.	\$
23						6.				#
24		9.			5.		9.			\$
25				#						
26										#
27	7.	11.			1.1.				11.	
28					8.	3.				0.
29						0.				\$
30	3.				2.	0.	0.		6.	
31	8.							9.		2.
32		6.	7.	3.						
33		3.				9.			5.	\$
34					2.		5.	#	9.	3
35		5.			6.		8.			1.
36	0.				9.	07		7.		0.
37										
38										7.
39										11.
40	5.			#	7.		11.			11.
41						4.		6.		\$
42							1.			8.
43							2#	8.		
44	#				5.				6.	
45					9.	#		0.	5.	#
46		5.								4
47		7.							1.	5.
48										
49	7.		6.							3.
50	0.				3.		8.	5.	3	0.
51										1.

- BUSINESS TYPES**
 The business established at a location may be one of a number of types.
- (1) Legitimate business - legal & respectable fronts.
 - (2) Loansharking - high interest for those down on their luck.
 - (3) Casinos in USA - gambling is sometimes legal, sometimes not.
 - (4) Casinos/Hotels in the Caribbean - when the local dictator is friendly.
 - (5) Bookmaking - not only the horses but baseball, fights, etc.
 - (6) Numbers Racket - customer bets on the last 3 numbers of the winning lottery ticket.
 - (7) Prostitution - pimping, massage parlours, escort agencies.
 - (8) Bars & Speakeasys - nightclubs, hotels: legality depends on the year.
 - (9) Other liquor sales - stills, bottle shops, i.e. take-home liquor.
 - (10) Black Market - high prices on scarce or rationed consumer goods.
 - (11) Slot Machines - you get a portion of the take from all one-armed bandits showing your family's label. Much label-swapping occurs.
 - (12) Narcotics - everything from grass to the hard stuff.
 - (13) Smuggling Routes - Do not yield any profit themselves but are essential in the running of certain other types of business.



Game 6 Year 1911 International

Whoopee! The first air mail game is finally under way, on a provisional 3-week turnaround. Players hail from the U.S.A., Canada, New Zealand, Malaysia, Norway and Australia. Stay tuned to Go-Between for any evidence of national playing styles.

Game 7 Year 1919 Highest Income 2488

This game is similar to number 5 in that there are massive police raids taking place, by contrast to the now completed game 4, where the cops were doing very well thank you very much and inclined to turn a blind eye to everything. In Game 7 however, the public is being terrorised by excessive mob attacks on businesses of all kinds (whether they're making big money or not). This causes the press to take up the cudgels against police and politicians so that even bribed ones have to take SOME action. Players in 5 & 7 haven't learnt that they'd all make a lot more money if they could make some sort of territorial deals or syndicates based on business types. Open warfare is bad for business. These families are also fighting back and killing cops rather than taking arrests and trying to fix things afterwards. This makes the victims mates very angry and makes the raids situation worse still. The rumours section has contained a few Irish remarks aimed at the Don Trimbole mentioned last issue. On the choice of name the player's comment is "One man's bad taste is another man's Style".

Game 8 Year 1918 Highest Income 1545

The police are just starting to make their presence felt here, and the 11 new Godfathers (only 1 has played in a previous game) are going to have to learn how to deal with them. Rumours are full of accusations and counter-claims about who bribed who's caporegime, and hate mail aimed at Don Fendolini and Don Gintari. Such unanimous venom in the same direction should be food for thought to people in other games who complain that nobody knows who's attacking them. You CAN find out if you can figure out how (and have the resources to do it of course.) Meanwhile Don Targelion (Dandelion to his enemies) has got himself into a spot of bother by sending goons to threaten the WRONG sort of people, resulting in public exposure. SO embarrassing!

Game 9 2-week turnaround now filling

PROFILE OF A "BOSS OF ALL BOSSES"

Compiled at great personal risk by Martin Hinves & Jim Garner

Full Name: Patrick William Kowalski

Date of Birth: 12th March 1891

Height: 6' 2"

Weight: 185 lbs

Eyes: Steely Blue

Hair: Blonde

Description: Dashing and handsome in appearance, "Don" Kowalski is an easy-going man who has a razor-sharp mind behind the mask of cordiality. A man of honour and integrity, he believes in maintaining a fit and healthy body and lifestyle. Has a weakness for beautiful women and a desire for the social "limelight".

History: Born to Maureen (Irish) and Johan (Polish) Kowalski, poor itinerant workers in nearby Valentine City. Educated both on the streets and at school, he moved to the big City in 1909 to make a name for himself. In 2 years he owned 3 legitimate businesses and had \$50,000 in liquid capital. With this he and his 3 junior partners invested in two brothels and with the profits diversified into bars and loansharking the following year. It was also in 1912 that he first realised that he would have to hire strong-arm men to protect these businesses, and began making large contributions to the local constabulary. From here a large criminal empire blossomed.

Kowalski's name first became a household word when he married the beautiful and talented musical star, Miss Holly Goodhead. A lavish reception was held at his residential estate in the richest area of town. A year later he spent 50 grand on a party to celebrate the birth of his son Robert, and many important dignitaries braved the notoriety of their host to attend. However, some adverse publicity followed. In 1917 the rival Godfather of the Galea family was assassinated and the press alleged that Kowalski was responsible. It has since emerged that it was in fact the Blues Family who were responsible for the murder. There were also allegations of bribery and stand-over tactics against senior law enforcement officials.

Forced to lie low for a while, Kowalski went to Europe to fight in World War 1. On his return in 1918 it was rumoured that he had been awarded the Silver Star for bravery but was too modest to mention it. However the only P.W.Kowalski listed in official records is shown as belonging to the U.S. Marines Catering Corps. Surviving comrades would only say that if a marine wanted a good time, "Pat" could always arrange it for them.

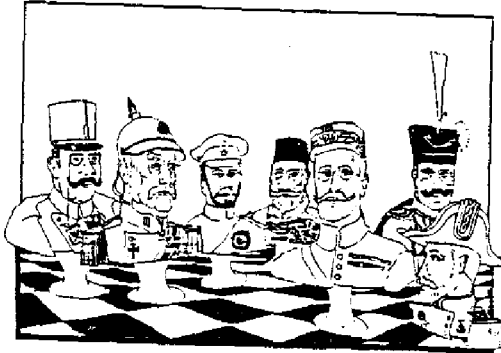
When Prohibition came, the powerful partnership of Don Blues and Don Volpone gained a fair share of the bootleg market, but then seemed satisfied and did not expand further. This left Kowalski free to expand, and the massive revenues gained allowed him to build up the country's largest private army. He launched this against his main rival, Don Piu. At first there were battles over speakeasies and other liquor outlets, but in 1924 Kowalski switched his efforts to attacking smuggling routes. Piu found himself unable to get supplies and his empire collapsed. Kowalski was now able to demand homage from the Italian gangs and thus became the first "foreigner" to achieve the title "Capo di Tutti Capi".

PRESENT WHEREABOUTS: Don Kowalski has kept himself carefully hidden since Prohibition began, realising that profit and self-protection meant more than making the social pages. However we can now reveal that he can be found at

(Document unaccountably ends here - Ed.)

COVER COMPETITION

THE GO-BETWEEN



What We Are Looking For:

- * One or more pieces of black and white artwork, including photography and computer art, suitable for the cover of the Go Between.
- * The cover can either be a replacement for our existing cover (designed by Graham Lockwood in 1985) or it can be a special issue cover for example:
 - Christmas 1988
 - The Double Issue
 - A games convention
 - The release of a new game (PBM groups you are eligible for this one)
 - for a particular anniversary (gaming, historical or otherwise)

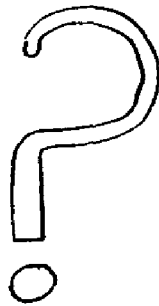
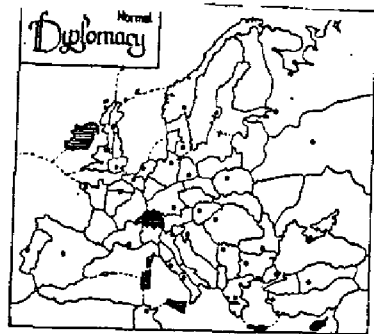
REWARD:

- * The cover decided as the best by Esther will win one of the following prizes:
 - One year subscription to the Australian PBM magazine of your choice.
 - A game (wide range of choice)
 - A free set up and 2 free turns in any Australian or New Zealand PBM game.
 - A donation to the charity of your choice.
- * Other covers may be used in future issues with due credit given.

Submission Deadline: Friday 15th January 1988

Winner announced in the Double Issue.

MAP COMPETITION



A NEW MAP FOR DIPLOMACY GAMES

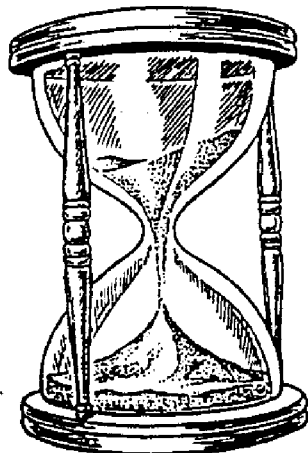
What we are looking for:

- * Neat
- * Informative
 - Details for Game Name, Turn, Orders,
 - A section for Press and Gamemaster comments.
 - Easy reproduction
 - If possible province names or abbreviations

REWARD:

- * Your name appears on all map reproductions
- * The prize of your choice from the following:
 - One year subscription to the Australian PBM magazine of your choice.
 - A game (wide range of choice)
 - A free set up and 2 free turns in any Australian or New Zealand PBM game.
 - A donation to the charity of your choice.

ART CONTEST



What We Are Looking For:

- * One or more pieces of black and white artwork suitable for the Go Between.
 - * The following areas are suggestions but not meant to be exclusive:
 - A single cartoon or cartoon series (not necessarily game related)
 - A set piece i.e., for the letters page, Honour Roll, Information page Editorial, for a regular section of the magazine such as Final Days Nostromo Games etc
 - A science fiction or fantasy drawing
 - A blueprint for a ship from Return From Sirius
 - Caricature or portrait of some PBM identity (yes Cameron your baby photo could qualify)
- Black and white photography and computer art are eligible.

REWARD:

- * Inclusion in a future issue of the Go Between with due credit given
- * The piece of Art work decided as the best by Esther will win one of the following prizes:
 - One year subscription to the Australian PBM magazine of your choice.
 - A game (wide range of choice)
 - A free set up and 2 free turns in any Australian or New Zealand PBM game.
 - A donation to the charity of your choice.

Submission Deadline: Friday 15th January 1988
Winner announced in the Double Issue.

ARTICLE COMPETITION

What We Are Looking For:

- * One or more articles to be published in the Go Between during 1988.
- * The article(s) can be on anything i.e., not necessarily PBM related such as:
 - Story (short or long)
 - A game diary
 - A paper on Diplomacy in the South Pacific or within NATO
 - A humorous write up of a face to face Diplomacy game
 - An analysis of the Tea Price in China and Kevin Flynn's View of the World
 - Poetry
 - Book, product or game review.
 - Computer programs eligible (i.e., a Modular "BASIC" PBM combat system for inclusion in any PBM game program.)
 - An interview with the Foreign Affairs Minister (any country)
 - A profile on a PBM player
 - A Hunter S. Thompson like splurge of your day of fear and loathing in a PBM Entreprises Office with no way out but up.
- * The article can have appeared elsewhere as long as you inform of us when and where (i.e., 3rd term history paper, Grade 10 By James Vickers, 1944).

REWARD:

- * The article decided as the best by Esther will win one of the following prizes:
 - One year subscription to the Australian PBM magazine of your choice.
 - A game (wide range of choice)
 - A free set up and 2 free turns in any Australian or New Zealand PBM game.
 - A donation to the charity of your choice.
- * Other articles may be used in future issues with due credit given. If Rick ever wins Tattslotto you might even be paid for them.

For this particular competition relatives of TGB staff are not eligible.
(This means you Lance!)

Submission Deadline: Friday 15th January 1988
Winner announced in the Double Issue.

READ THIS PAGE!

STANDBY PLAYERS!

Standby Players!!

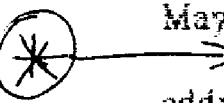
We Need You!!

Want to be part of a elite, esoteric, non-otiose, group of dedicated people. Its not for the ordinary, or the normal, but it might be for you.

It requires skill to enter a game mid way, establish contacts and allies. It requires even more to take your NMRed country to victory. Just think of the adulation, a Messiah leading the people back to the path of 18 centres. It takes a special kind of person to handle that scale of worship. P.S. You get your name printed in this influential mag every month!

"I have been a standby player for 2 games now, and have suffered no ill effects, apart from the ostracization." anon.

You have to pass strict tests to gain entry to this club. An entry exam has been attached, just fill it in(no cheating) and send it to me. Maybe you to have the RIGHT STUFF.

 GM's if you need/want a standby for your game just tell me, via address below, and I'll send you the name of one of the few.

Current List of Standby's

Peter Clarke, Marianne Clarke, Peter Finolay. One exclusive group. NB Males don't have to have Peter for their christian name.

Entry Exam: 5min. Please have a responsible adult as supervisor.

Q1: It is Fall 1905, you are controlling Russia who is under attack from Turkey, Germany and Austria. Do you Give up[], Act as if nothing is happening[], try to ally with Italy, France, England, and initiate a fight among your three opponents[].


Q2: It is Spring 1910, you, as Italy have Tun, held by one army, the mainland has fallen. Surrounded by enemy fleets what is the nature of your final press release? Get stuffed all of you[], I have really enjoyed this wonderful game[], Right you've got me angry now![].

Q3: It is Summer 1987 Thursday, you have forgotten to post your orders, what do you do? Panic[], Scream, then panic[], Try to find the phone number of the GM, then panic[], Hire an overnight courier, then panic[].

Q4: You are approaching a T intersection from the stem, you want to turn right, what do you do? Go straight[], Look left, then right, then turn left[], Push the button on the lights and wait for the man to turn green[], Ask yourself just why you want to turn right[].

Q5: Fred, your Uncle, give his wives mother \$234 to invest at 13.5% interest. She buys a present for her nephew, cost \$57.8, and spends the rest on a new dress. What is the chance you will hear all of the above at the next family reunion? As a percentage. [%].

Q6: What is your name and address?

 Send to Tim Friedrich, 6 Richardson St, Box Hill South, 3128, Melb, Victoria. Ph AH288-8342.

Diplomacy



Diplomacy 86-f Spring 1904.

- AUSTRIA:** A Gal sup A Boh-Sil, A Bud-Rum, A Rum-Sev, A Boh-Sil,
 F Tri-Adr, F Ank sup (Italian) F Con-Bla,
 A Bul sup A Bud-Rum
- ENGLAND:** A Edi hold, F Ska-Den, F Bai sup (Russian) A Sil-Ber.
- FRANCE:** F Wai-EngC, A Yor-Hoi, F MAO-Spa(sc), A Bre-Pic,
 A Par sup A Bre-Pic
- GERMANY:** F Den sup F Ber-Bal, F Ber-Bal, A Ruh-Mun, A Pic-Par,
 A Kie sup F Den hold, A Mos sup (Austrian) A Rum-Sev. *(retreat to Bel)*
- ITALY:** A Smy-Arm, F Con-Bla, F WMD-Spa(sc), F Ion-TyrS,
 A Gre hold, A Pie-Mar.
- RUSSIA:** F Sve sup (English) F Ska-Den, A Sil-Ber, A War-Gal,
F Bla-Rum(destroyed), A Sev sup F Bla-Rum(destroyed),
 A Ukr sup F Bla-Rum, F NtbS con (French) A Yor-Hoi.

Reuter Press: Vienna: Anyone wishing to attack Austria can do so, but they will live to regret it. Look at Russia.....

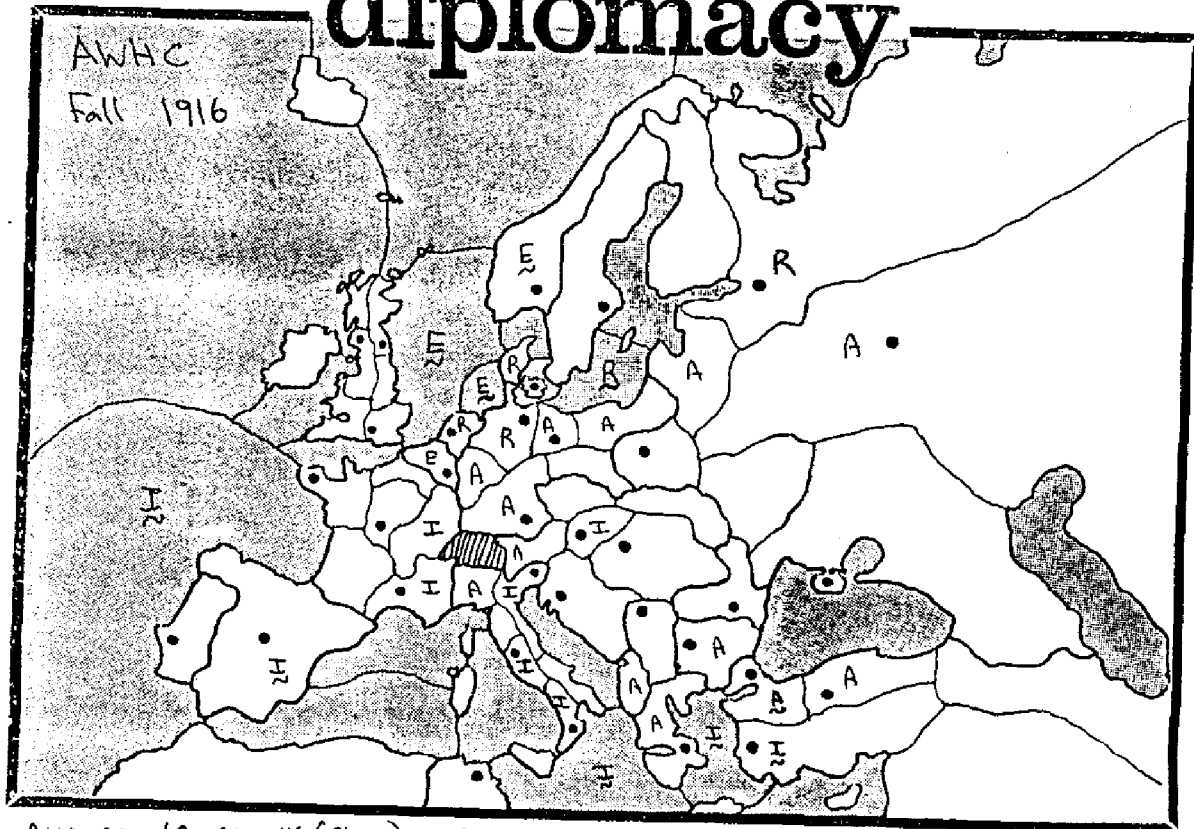
Moscow: Why do our generals have to decide which units to build up and which units to disband before the battle is fought. With such an environment of treachery who knows what can happen to colour your decisions. What do the other world leaders think?

- Builds/Disbands**
- Austria: Bud, Vie, Tri, Ser, Bul, Rum, +Ank +Sev. -Con=8=Build A Vie
- England: Edi, Lon, Dea=2=Disband A Edi
- France: Par, Spa, Ber, Wai, +Hol, +Bre, -Mar=6=A Bre.
- Germany: Ber, Mun, Kie, Bal, +Den, +Mos, -Hol, -Bre=6=No Change.
- Italy: Rom, Nap, Yen, Tun, Sym, Gre, +Con, +Mar=8=Build A Yen+Rom
- Russia: StP, Nvy, Sve, War, -Mos, -Sev, -Ank=4=F Bla, A Sev destroyed, disband F Sve.

Deadline 4th Dec. The TGE needs GM's so don't be backward in coming forward. It isn't all that bad a job.

This certainly wasn't a good turn for the Tsar, those German para-troopers in Moscow have proved dangerous. Meanwhile the French have liberated Wales, in search of a good leak? (21)

diplomacy



AUSTRIA/GERMANY (Shipp) GERMAN A Kie S AUSTRIAN A Ber (Disband);
A Ank-Smy; F Con S A Ank-Smy; A Bul S F Con; A Gros A Bul;
A Alb S A Tri; A Tri-Tyr; A Mun S A Tri-Tyr; A Pie S A Tri-Tyr
A Bur S A Mun (Retreat Ruh); A Ber S GERMAN A Kie; A Pru S A Liv;
A Liv S A Mos-StP; A Mos-StP; A Sev H.

ITALY (Mellor) A Par-Bur, A Mar S A Par-Bur, F Spa (SC) S A Mar;
F Gas-Mid; A Tyr-Tri (Retreat Vic); A Aqn-Ven; A Rom S A Aqn-Ven;
F Smy H; F Aq S F Smy; F Eoz-Ion.

ENGLAND (Barasley) F Nor S RUSSIAN A StP; F Nor-Sea-Hai; A Bel H;
F ENG-Nor Sea.

RUSSIA (Coax) A StP H, A Swe-Kie; F Bal C A Swe-Kie; A Den S A Swe-Kie;
A Hol S A Swe-Kie.

Builds

13 AUSTRIA: Mun, Ber, Tri, Bud, War, Sor, Gro Bul, Run Con, Ank, Sev, Mos. = 13 (1) Disband
 A Sev

0 GERMANY: = 0. [R.I.P.]

11 ITALY: Par, Spa, Gro, Par, Mar, Rom, Tur, Ven, Nap, Vic, Smy = 11 (+1) Build A Nap

4 ENGLAND: Lon, Ed, Nwy, Bel = 4 (0)

6 RUSSIA: StP, Den, Swe, Hol, Liv, Kie = 6 No vacant home cities.

Comment After handling one piece for so long Mr Shipp requires a bit of time
 to handle the additional 14 13 pieces!

M/16
 GM 04 Nov 87

diplomacy



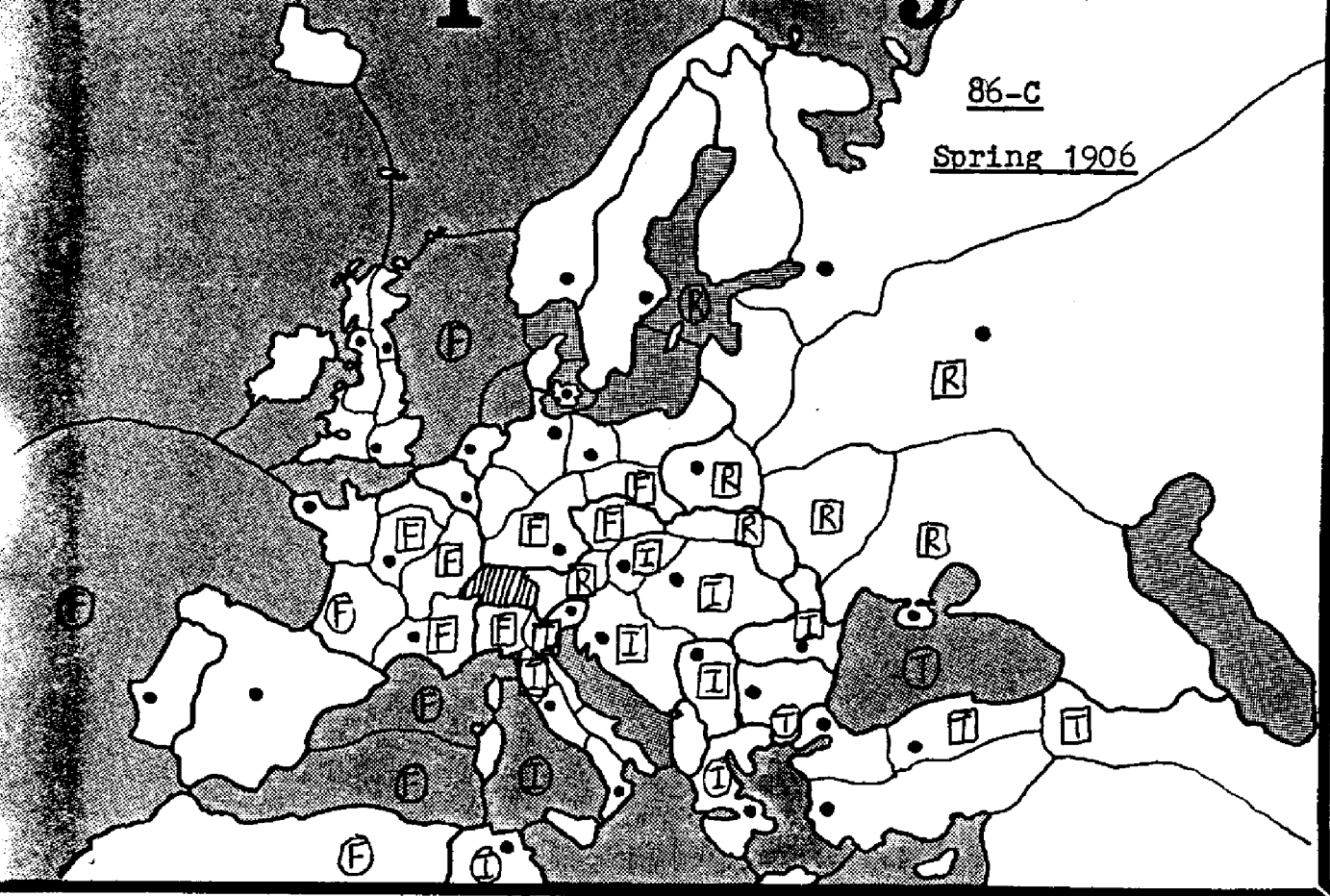
Spring 1909.

The French army is on the march!!! Unfortunately it has had to make a slight detour, and instead of going to Burgundy it has ended up in Piedmont...Meanwhile communications between Austria and Turkey are still unreliable; Austrian support was made available to a non-existent Turkish move, which in the end has caused the destruction of the Turkish fleet in Naples by the German forces stationed in Italy.....Speaking of lack of communication; for the second turn in a row a English fleet in the Mediterranean did not receive any orders. It is a long way for carrier pigeons to fly though.....A final word about France, besides ending up where it didn't want to be, the lone French force is now out of supply. The French flag does not fly over any of the supply centres. It will need some smooth talking to get out of this one!
Till next time dear reader, may you grow eyes in the back of your head.

diplomacy

86-c

Spring 1906



FRANCE (Robert Wessels): F NAO-MAO, F Nth-H, F Bre-Gas, F MAO-Naf, F Spa(sc)-GOL, F Wes-Tug, A Par-Bur, A Bur-Mar, A Mar-Pie, A Ruh-Mun, A Mun-Boh, A Pie-Ven, A Sil S Russian A Gal.

ITALY (William McKinley): F Ion-Tun, F Tyn S F Ion-Tun, A Tri S A Ven, A Ven S A Rom-Tus, A Rom-Tus, A Ser S A Rum, A Rum S A Bud-Gal, A Bud-Gal, A Vie S A Bud-Gal, F Gre-H.

RUSSIA (Johnny Cocaine): A Tyr-Vie, A Gal S A Tyr-Vie, A Lvn-War, A Mos S A Sev, A Ukr S A Sev, A Sev S A Ukr, F GOB practices for the Americas Cup.

TURKEY (Glen Northey): NMR.

ENDGAME PROPOSAL: France 1st, Italy 2nd, Turkey 3rd, Russia 4th. Votes please with next orders. FAILURE TO VOTE COUNTS AS A YES.

PRESS

Moscow to World: "Vote yes to all endgame proposals and get this f__ing boring game out of the way, it is a waste of time, money, trees and brain power."

Rome: "Bad moments in Diplomacy No. 1: when the supposedly neutral referee starts predicting your imminent demise."

GM: "Bad moments in Diplomacy No. 2: GMing a game like this."

Next orders are due November 27th. Late orders will not be accepted.

GM: Andrew England, 91 College Road, Somerton Park, S.A. 5044.

Selfe Raymond
Vilarino Paul
Connor Ted
Rudkin Richard
Watkins ?
Sjollema Paul
Gibson Michael
Davis Darryl
Vickers James
Dods John
Kenseley Martin
VanSliesen Jim
Clutterbuck Luke
Sciberras Paul
Maertens Roland
Britton Kevin
Unewisse Dirk
Searle Brenton
Barnsley Greg
Thomas Cameron
Shipp Myron
Mellor Paul
Cox David
Kibble Daryl
Closter Wayne
Mortensen Jon
Myers Derek
VanDerHeuval Arco
Whitchurch Ian
Grellis M
Bolger Chris
Airey Warner
Cobcroft Greg
Hutt ?
SProat Ken
Honner John
Khomatas Theo
Mannings Nick
Prandolini Mark
Profilio Paul
Reulein Paul
Francis Martin
Matthews Michael
Staunton Anthony
Crowe Tim
Collister Andrew
Butcher Tony
Davis Roger
Galloway Grant
Nagel Kim
Simpson ?
Swenson Andre
Jewett Robert
Jones Richard
Kidd Graham
Champion Paul
Rowe Steve
Marsh James
Miles Simon
Sparrow Duncan
Baxter Duncan
Champion Andrew
Barrow Geoff
Rothery Mark
Brampton Nick
Gribble Tom

McKinley Bill
Gould Steve
Yovich Paul
Beebie Gavin
Long Greg
Kahlbaum Peter
Wood Richard
Phillips Glenn
Lycette Mark
Heyward Mark
Hussan Pieres
Wessels Robert
Calder Greg
Cain John
Monk David
Gibson Mathew
Groenen Ben
Smark Neil
Wilkins Chris
Catton Darren
Cherry David
Young Carl
Richmond Tallis
Wilkins Tony
York David
Harding Andrew
Harling Richard
Yyssa Warrick
Friedrich Tim
Geissman Alexander
Ball John
Aveling Ben
Dewis Mark
Northey Glen
Walsh David
Holmes Richie
Tunney Rick
Graham Tony
Ward Paul
Stewart John
Penman Jim
Roche Eric
Hamilton Daniel
McDonald Peter
Skawronski Sasha
Smith Chris
Ashworth Neil
Toh Colin
Alexander Ben
Webber William
Weste Luther
Clark Peter
Clark Marianna
Watling J
Lovett P
Basshaw Steven
Girschik M
Howard Bob
Burns Robert
Kolotas Harry
Waddell Paul
Sedgewick Craig
Clare Steve
Dell Julian
Czarnocki Wojtek
Graham Ian

Dorling Philip
Height Danny
Pentila ?
Shueller Tony
Tavkoff Peter
Castle Ian
Castle Paul
Williams Richard
Stewart Mark
Giles Braddon
Williams Margaret
Dandy Graham
Height La Vergne
Robin Kim
Close Jeremy
Ford John
Garde Neil
Weglarz Rocco
Williams P
Collaery Matthew
Cox Peter
Hallet David
Hudson Peter
Szabo Steven
Petersen Jesper
Soldier Unknown
Winder Darryl
Stocks P
Brooks Paul
Edwards Chris
Pullin Craig
Thomas Geoff
White Steve
Heath Michael
Hopton Michael
Davis Tony
Jose Chris
Hopkins Rick
Clarkin Steven
Szabo Peter
Snell Rick
Simmons David
Chilvers Terry
Braun Paul
Tolhurst Terry
Benton Bob
Goldie Steven
Schacht Andrew
Worgan Dave
Bradley Terry
Haughey Mark
Griffiths Ray
Cross Steve
Freeman Pat
Brown Robert
Jamieson C
Whitefriars A G
Menz John
O'Brien Steve
Rengers Thomas
Brown Bill
Wade Chris
Smirnow George
England Andrew
Howard Alan
Ryan Peter

CENTRE SPREAD POLL
 CENTRE SPR EAD POLL
 CENTRE SP R E AD POLL
 CENTRE S P R * E A D POLL
 CENTRE SP R E AD POLL
 CENTRE SPR EAD POLL
 CENTRE SPREAD POLL

TEN COMMANDMENTS

- 1 You must NOT vote for Yourself.
- 2 You have to Print Your NAME on the voting sheet.
- 3 You ALSO have to sign it.
- 4 You may vote once only for each Person.
- 5 You vote for as many People as You want.
- 6 You mark each Person on a score out of 100%:

eg Kibble Darryl 13
 Smirnow George 50
 Smark Neil 99
 Yovich Paul ..
 Gibson Michael 13
 Brown Bill 80
 MacHeath Old 100

...etc, get it?

- 7 You give scores for any reason/s You like:
 viz: nice name, Good Player, neat writer, hard worker,
 owe him-her one, never tells lies, reputation, etc.
- 8 You can add names to the list.
- 9 Anyone can enter - this is a DIP-WIDE Poll.
- 10 I can't think of any more good rules.

SEND ENTRIES TO ME (below) OR YOUR GM OR YOUR DIP-ZINE (THE GO BETWEEN)
 GEORGE SMIRNOW 15 AUBREY STREET VERMONT VIC 3133

WHY A POLL.

...the serious hits then bad luck. I always

If You hate reading the serious bits then bad luck. I always forget jokes, and can't tell 'em properly anyway. The reason we've just simply got to have a Poll is because my ratings no good - scrubbed from the Pocket Knives, how degrading! Look, lots of people have been telling me for years how VITAL the STAB's are and how AUSSIE-DIP needs it etc etc. I know all that and I agree. The thing is, I, personally, always thought they under-rated me because they left things out. SAY NO MORE.

So one day I thought of a Poll. Then I heard that someone in ENVOY also thought of a Poll. Since then there's been a great deal of talk about all kinds of Polls - big, huge, humungus, etc. Now, the whole thing's turned in on me and, while my mind was momentarily in walkabout mode (Yes again) I volunteered to help get a Poll off the ground and worse still to collate all the results.

Anyway this Poll is possibly the closest thing we'll ever get to a what we want from a rating system. Well that is if everybody votes in a sort of honest way. When you think of it a Poll is actually quite a good idea and may reveal things we haven't expected.

We needed an alternative in addition to STAB's and we needed something different. What could be better than finding out and publishing the collected views of the players themselves. The most exciting part is that we have the system and the opportunity to do this on a really wide scale, crossing state lines and zine boundaries, old players, new ones - the lot. But after all is said and done, everything depends on you getting your votes in.

Smirnow (Smirnoff, Smerneaux, Smirnough and Starrnow)

YOUR NAME

SIGNATURE

SPECIAL LIFT OUT INSERT

Whitchurch Ian
 White Steve
 Whitefriars A G
 Wilkins Chris
 Wilkins Tony
 Williams Margaret
 Williams P
 Williams Richard
 Winder Darryl
 Wood Richard
 Worsan Dave
 York David
 Young Carl
 Yovich Paul


O'Brien Steve
 Penman Jim
 Pentila ?
 Petersen JesPer
 Phillips Glenn
 Prandolini Mark
 Profilio Paul
 Pullin Craig
 Quail Peter
 Rengers Thomas
 Reulein Paul
 Richmond Tallis
 Robin Kim
 Roche Eric
 Rothery Mark
 Rowe Steve
 Rudkin Richard
 Ryan Peter
 Schacht Andrew
 Scibernas Paul
 Searle Brenton
 Sedgewick Craig
 Selge Raymond
 SHIPP Myron
 Shueller Tony
 Simmons David
 Simpson ?
 Sjollema Paul
 Skawronski Sasha
 Smark Neil
 Smirnow George
 Smith Chris
 Snell Rick
 Soldier Unknown
 Sparrow Duncan
 Sprout Ken
 Staunton Anthony
 Stewart John
 Stewart Mark ^
 Stocks P
 Swenson Andre
 Szabo Peter
 Szabo Steven
 Tavkoff Peter
 Thomas Cameron
 Thomas Geoff
 Toh Colin
 Tolhurst Terry
 Tunney Rick
 Unewisse Dirk
 VanDerHeuval Arco
 VanSliesen Jim
 Vickers James
 Vilarino Paul
 Vyse Warrick
 Waddell Paul
 Wade Chris
 Walsh David
 Ward Paul
 Waring Glen
 Watkins ?
 Watling J
 Weate Luther
 Webber William
 Weblanz Rocco
WESSELS ROBERT

Galloway Grant
 Garde Neil
 Geissman Alexander
 Gibson Mathew
 Gibson Michael
 Giles Braddon
 Girschik M
 Goldie Steven
 Gould Steve
 Graham Ian
 Graham Tony
 Grellis M
 Gribble Tom
 Griffith Adam
 Griffiths Ray
 Groenen Ben
 Hallet David
 Hamilton Daniel
 Harding Andrew
 Harling Richard
 Haughey Mark
 Heath Michael
 Height Danny
 Height La Vergne
 Heyward Mark
 Holmes Richie
 Honner John
 Hopkins Rick
 Hopton Michael
 Howard Alan
 Howard Bob
 Howell Richard
 Hudson Peter
 Hussan Pieres
 Hutt ?
 Jamieson C
 Jewett Robert
 Jones Richard
 Jose Chris
 Kahibaum Peter
 Kenseley Martin
 Khomas Theo
 Kibble Daryl
 Kidd Graham
 Kloosterman Mark
 Kolotas Harry
 Lane Clive
 Long Greg
 Lovett P
 Lycette Mark
 Maertens Roland
 Mak Clifton
 Manning Nick
 Marsh James
 Matthews Michael
 McDonald Peter
 McKinley Bill
 Meller Paul
 Menz John
 Miles Simon
 Monk David
 Morrison Richard
 Mortensen Jon
 Myers Derek
 Nagel Kim
 Northey Glen

Airey Warner
 Alexander Ben
 Andrews Ben
 Ashworth Marion
 Ashworth Neil
 Aveling Ben
 Bagshaw Steven
 Ball John
 Barnsley Greg
 Barrow Geoff
 Baxter Duncan
 Beattie Gavin
 Benton Bob
 Bolger Chris
 Bradley Terry
 Brampton Nick
 Braun Paul
 Britton Kevin
 Brooks Paul
 Brown Bill
 Brown Robert
 Burns Robert
 Burton Peter
 Butcher Tony
 Cain John
 Calder Greg
 Carr Brian
 Castle Ian
 Castle Paul
 Catton Darren
 Champion Andrew
 Champion Paul
 Cherry David
 Chilvers Terry
 Clare Steve
 Clark Marianne
 Clark Peter
 Clarkin Steven
 Close Jeremy
 Closter Wayne
 Clutterbuck Luke
 Cobcroft Greg
 Collaery Matthew
 Collister Andrew
 Connor Ted
 Cox David
 Cox Peter
 Cross Steve
 Crowe Tim
 Czarnocki Wojtek
 Dandy Graham
 Davis Darryl
 Davis Roger
 Davis Tony
 Dell Julian
 Dell Kieran
 Dewis Mark
 Dods John
 Dorling Philip
 Dydusiak Peter
 Edwards Chris
 England Andrew
 Ford John
 Francis Martin
 Freeman Pat
 Friedrich Tim

VOTING SHEET.

SEE OVERLEAF FOR DETAILS.



diplomacy



FRANCE(Winder):A Lpl-Edi, A Ruh S GERMAN A Mun-Kie, A Bur-Mar, F Mar-GOL, F MAO-Wes, F Tyn-Nap, F Tus-Rom, F Nwg S GERMAN F Ska-Nwy, F Nth S GERMAN F Ska-Nwy.

GERMANY(Tolhurst):A Kie-Den, A Mun-Kie, A Den-Swe, A Nwy-Fin, F Ska-Nwy.

ITALY(Stocks):F Nap S F Rom, A Rom S F Nap, A Ven S A Rom (elim).

RUSSIA(Yovich):F Bar S F St.P(nc)-Nwy, F St,P(nc)-Nwy, F Bal-Kie, A Ber-Mun, A Pru-War, A Sil S A Ber-Mun, A Boh S A Ber-Mun, A Tyr S A Ber-Mun, A Vie-Bud, F Rum H.

TURKEY(Gibson):F Bla-Bul, A Arm-Smy, A Pie-Ven, A Tri S A Pie-Ven, F Adr S F Gre-Ion, F Ion-Tun, F Gre-Ion.

BUILDS:

FRANCE(Por, Spa, Mar, Par, Bre, Bel, Lon, Lpl, Edi):nil.

GERMANY(Den, Kie, Hol, Nwy, Swe):nil

ITALY(Rom, Nap):nil. (but see above)

RUSSIA(St.P, Mos, Sev, War, Bud, Vie, Rum, Ber, Mun):eliminate F Rum.

TURKEY(Con, Ank, Smy, Ser, Bul, Gre, Tri, Tun, Ven):build F Con, A Ank.

PRESS:

AMSTERDAM:"Kaiser Terry, holidaying in the German province of Holland, sends Christmas greetings to the leaders of the other great nations of Europe."

ANKARA:"Sorry Darryl, balance of power, you know..."

MOSCOW:"Et tu Brute...then fall, Kaiser."

GM: (i) Terry is holidaying in Holland for five weeks.

(ii) Mike Gibson is now living at : 3/50 Illawara Street, Allawah, NSW, 2218.

(iii) Sorry about losing the French army in Lpl last turn.

(iv) Would either Mike or Paul tell me who gained what out of their intriguing manoeuver (they know what I mean).

(v) SPRING 1906 ORDERS ARE DUE ON 25 DECEMBER, 1987.

unpub. Verdict is available at 19 Dec 1987, the 11th 11A (07) (29)

diplomacy



Diplomacy 86-C 1905 Fall.

Royals Found!! Jewels Still Missing.

Hocknosh Macfosh, a lucky Scotsman, has picked up the reward for returning the English Monarchs. "Och, 'they were in ma wee barn out back" Unfortunately they royals were not in possession of the crown jewels, which are believed to be in the communist state of Edinburgh. "They were in my pocket when we went to the curry house last night, I'll some new ones", the new Queen Leeann.

Battle of North Sea Half time score!!

With only half the battle complete Russia has gained some ground, yet the forces remain evenly matched. "Our boys will win", claimed the English coach. The Russians have lodged a protest over the use of live ammunition by the English.

France Invades England!!

"We just wanted to get in early for a place at the next royal wedding", the French C in C. That maybe some years away, with the young prince only being 8.

Tsar on Holiday!!

Having acquired a copy of "How to Travel Europe on 5 bucks/day" the Tsar has decided to have a break. "He will be hitchhiking around, checking out all the sights", claimed the palace's janitor. He will be taking over until the Tsar returns. "Conquering is damned hard work!" The parting words of Terry.

Switzerland Daily Star Mar 1905.

Italians Cut Off Turk Fleet!

The Italy's navy commander, Octavius, "They toucha my ships, I breaka their face!!" He was presented with a medal for his quick withdrawl from Naples which cut the Turkish lines of communication. "Italy's finest hour." according to its temporary leader, Suiuj. The victory soured however when the fleet was forced to surrender to the Turkish commander. Octavius had forgotten to take any ammunition.

Royals Found!!!

Scotsman Hocknosh Macfosh has claimed the 12 pound reward offered for the return of the missing English monarchs. "Och, they were in mae wee barn out t' back." The royals have sparked a 3 month, world wide search. News of their return rallied the battered NtBS team who managed to defeat a determined Russian attack. Late support from the Germans served only to put this month's game beyond doubt.

Edinburgh Workers stage Revolution!

Spurred on by Russian sailors, on a good will visit from the Tsar, the workers rallied outside the local football stadium to declare the city a socialist state. Their leader, Boris MacDottski cut all connections with the "Fascist dictatorship of the rotten English."

France Invades England!!

"It was a clerical error due to the move back to Paris," assured the French C in C. With the withdrawl of German control from Paris his headquarters were returned to their old location, two doors down from the building used while under German administration. General Cluseau has yet to answer questions as to just how this spacial move of 20m could initiate an invasion.

Tsar Goes Walkabout!

According to our Russian sources the Tsar was last seen leafing through a copy of 'Europe on 5 bucks/day'. The Kremlin's janitor managed to fight off a bid by the window cleaner, and the tea lady, to gain the position of Tsar(vc) until Terry returns. "I will not be implementing any speculative expeditions"

Germany in Trouble with Stockmarket Crash!!!

Here on the world stockmarket floor Teutonic Ltd shares lost heavily, going from 6mrk to 4mrk in just one day. The late arrival of a letter from the Kaiser did little to reassure the market. While selling had slowed by the days end it does not bode well for the ailing company. It is believed the loss of the large Berlin division of this multinational panicked its shareholders. Meanwhile CCCP Ltd continued strongly besides its partner Ottoman Ltd. Together they have 62% of the market.

HISTORY AS IT ACTUALLY IS

I think that now I have been playing wargames for so long, I'm now getting an insight into the history not presented in any books that I have since read. As World War Two is my favourite, I've since found a number of discrepancies between what is printed in the history books and how it actually is on the gaming board.

I shudder to think how distinctly wrong the historians have been with other periods in history when they have been completely fooled by the various military commands of the world. Take World War II for instance. We are often told of the important logistics concerning gasoline a thing that was often in short supply [ask Rommel], when in fact we all know that tanks, aircraft and ships all used things called movement points to get from place to place. Although various companies tell us that movement points may not be lent, borrowed or accumulated, there are actual accounts of this happening in WWII. For instance, it is widely believed that Hitler ordered his panzers to halt at Dunkirk in 1940, thereby allowing the remnants of the BEF to escape, when in fact the German OKW knew that the bulk of the Wehrmachts armour had to run out of movement points for that particular month - which is a good job, as if they had any left they would have all been surely lost in the English Channel. There is also further evidence that the historians failed to note, this holds up the argument. During 1944, the Americans formed a special detachment of GI's who were ordered to direct the invasion traffic at various points along the route. These soldiers had large letters stamped on their steel helmets- and thus the MPs were born. The convoy drivers could simply stop at an intersection where one of these gentlemen stood, and ask them how many movement points it was to a particular place. The MP would probably reply something like this like "Twenty-eight movement points to Busseldorf buddy" or "Ya goin' the wrong way mac, Paris is now sixteen movement points away due to enemy air interdiction".

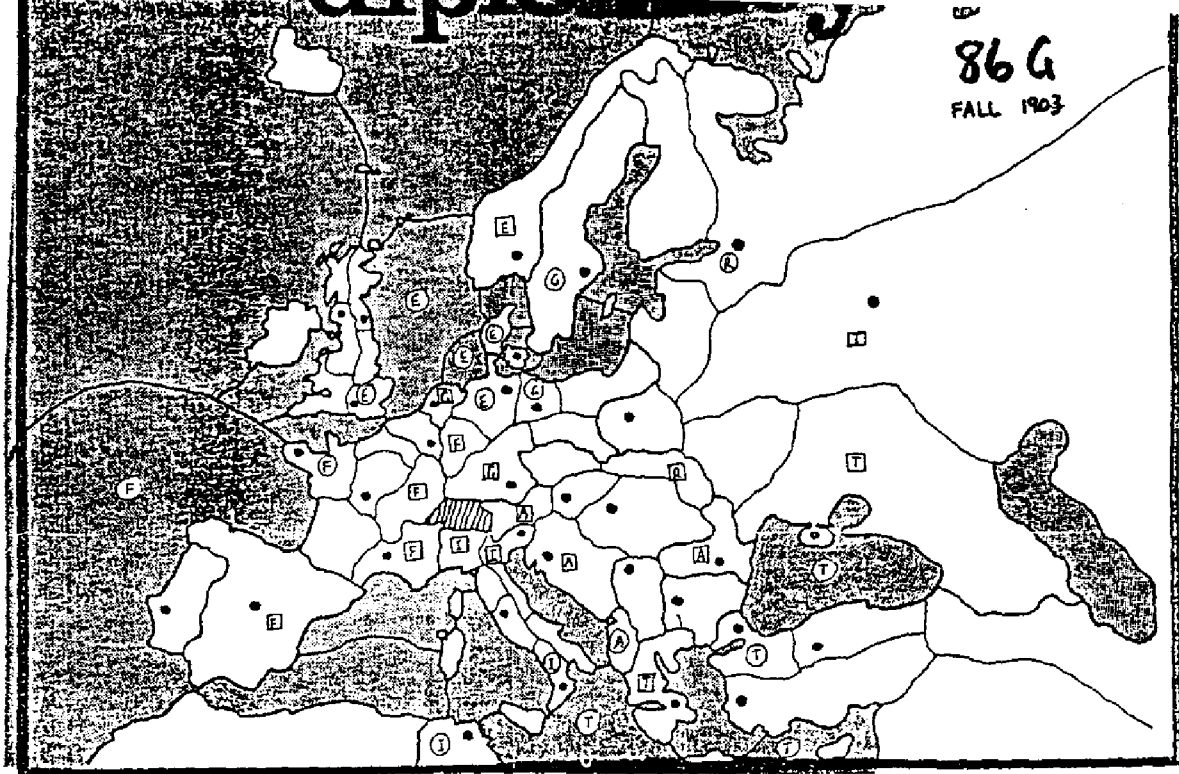
It was also widely known by both the allies and the axis high commands, that any general worth his salt had to have numerous photographs of himself and his staff poring over large charts later to be published post-war. The historians incorrectly guessed these to be maps when we all know of course that these were CRT tables. It is common knowledge that the reason behind the German reverses on the Eastern front was due to the wide use of the old SPI crts, when in fact they should have used Avalon Bills, as the Russians did. It is also well known that Rommel would look at the stock market listings in the Mersa Matruh Times before consulting his CRT to determine the outcome of his battles with the Eighth Army.

As the war progressed, Hitler [by now getting annoyed with

the whole thing] made the classic mistake of ordering Speer to manufacture the wrong type of ordinance, like machine guns, webelwefers and things for mashing potatoes, where if the Germans had had better spy system they would have known that the allies concentrated on producing DRMs, which we all know to be far superior type of weapon. The crafty allies would also set surprise traps for the unsuspecting Germans. These were often laid across hundreds of miles of terrain, and the German panzers would rush headlong into them and would get stuck, not being able to move for weeks. These were called Zones of Command. It is a well known fact that Von Rundstedt would often get up at 7.30 in the morning and shout out at his side-de-camp, "ver iz mein zocs?", which literally translated is, "Where are the cunning traps I ordered?"

Early in WWII, when the Axis had superiority in manpower, if the Germans felt lucky (which they often did), they would often overrun. The particular German general would ring up his counterpart at the Allied lines and say, "Gutten morgan Tommy, how many hoff ze troops have you?" The Allied commander would probably reply, "Well actually, I have four divisions old boy". The German then would say, "HAH! und I haf forty five divisions, so I vill overrun you at nein zirty a.m." Since overruns were only allowed at at 10-1 odds or better, the allies used this to their advantage by unsportingly supplying the wrong figures to the German High Command during the Battle of the Bulge.

There are obviously a lot of other things that the historians have overlooked that are too numerous to mention (a lot of German soldiers were shot later on in the war due to short supply of concealment counters - springs to mind), so I am happy to be among the enlightened elite who can see through this sham by my regular sessions at the gaming board.



86 G
FALL 1903

MOVES

AUSTRIA : A Vie → Tyr , A Tri S A Vie → Tyr , A Bud → Rum , F Alb S (T) F Gre → Ion
 ENGLAND : F NH → Den , F Hel S F NH → Den , F Kie S F NH → Den , F Eng → NH , A Eng → Bwe !
 FRANCE : A Bel → Ruh , A Bar S A Bel → Ruh , A Mar S A Bar , A Spa H , F Pic → Bre , F MAO S
 ITALY : NMR
 TURKEY : A Sev → Mos , A Arm → Sev , A Bul → Gre , F Arc → Ion , F Bla S A Arm → Sev , F EMS S
 Germany , Russia Dropouts F Gre → Ion

BUILDS

TURKEY : +1 , Build F Con (7)
 ENGLAND : +1 , Build F Lon (6)
 FRANCE : As is (6)
 AUSTRIA : +1 , NBR ! (5 center)
 ITALY : As is (4)
 GERMANY : (4) : of Retreat → Holland
 RUSSIA : (2)

PRESS:

AUSTRIA : "Thanks for the concern, Paul, but everything's under control!"
 GM : If you say so, Gavin.

FROM THE GM:

Notice the lack of typing - I haven't got the thing any more (sniff!) Sorry about the late orders - I've been real busy.

RETREATS / DISBANDS

Germany : A Kie → Hel ! , A Den disbands.
 Russia : A Ukr disbands.
 Italy : A Tyr → Pied

NEXT MOVES : 25th Sep. NEXT RESULTS (?) : Oct. 2nd



diplomacy

86 G
SPRING
1904.



AUSTRIA (Begbie) : A RUM-BUD , A TYR S A TRI-VEN , A TRI-VEN , F ALB-ADR.
ENGLAND (Long) : A NWY-SWE , F DEN-BAL , F NTH-HOL , F KIE S F NTH-HOL,
F HEL-DEN , F LON-NTH.
FRANCE (Bagshaw) : A BUR-MUN , A RUH S A BUR-MUN , A MAR-BUR , A SPA-MAR,
F MAO-LES , FBRE-MAO.
TURKEY (Wood) : A MOS-LIV , A SEV-MOS , A GRE-APU , F ION C A GRE-APU,
F BLA H , F CON-AEG , F EMS S F ION.

ITALY , GERMANY AND RUSSIA are now dropouts , so it's a two ..(oops,
four) horse race. May the best juggernaut win ! Note on map retreat positions for
dislodged units.

PRESS: FRANCE : "I'm tired of standing around. I'm heading for the south
of Syria. Don't worry William, I hope to combat the
imperialist Eastern forces only."

FROM THE GM:

The German army in SWE didn't really exist-sorry again Greg, but
you did muck up the move anyway.

Gavin, that build will have to wait until Fall-them's the rules
according to my communiqué.

NEXT MOVES: Oct 30 NEXT RESULTS: Nov 6

Yours, Paul J.

diplomacy



86 G

Fall 1904

ENGLAND

F Nth → Bel
 F Hol S F Nth → Bel
 F Kie S (Fr) A Mun → Ber
 F Den → Nth
 F Bal → Gob
 A Swe → Nwy

FRANCE

F Wes → Tyr
 F MAO → NAF
 A Mun → Ber
 A Bur → Mun
 A Ruh S A Bur → Mun
 A Mar → Bur

BUILDS, RETREATS etc

ENG: + Hol, Bel = ⑧

Build A Lon, A, Edi

FRA: + Ber = ⑦

Build F Mar

AUS: + Ven, Rom = ⑦

Build F Tri, A Vie, A Bud

TUR: + StP, Nap = ⑨

Build A Con, F Smy

ITA: -3 = ① Keep A Pic

RUS: -1 = ① F StP ⇒ Fin

GER: -1 = ① F Ber ⇒ Pru

(Germany still holds SWEDEN, since
 England has not spent a FALL turn
 there).

TURKEY

A Liv → StP
 A Mos S A Liv → StP
 F Ion → Nap
 A Apu S F Ion → Nap
 F EMS → Ion
 F Aeg S F EMS → Ion
 F Bla H

AUSTRIA

A Bud → Rum
A Tyr → Mun
 A Ven → Rom
 F Adr → Ven

PRESS: "OK, Rom, point taken, then ... see you in 1905" (FRANCE) ["Huh?" (GM)]

"Well here we come to 1905 - a pretty significant year in history - y'know Bloody Sunday, etc" (ANONYMOUS)

THINKING CONVENTIONALLY

By IAN WHITCHURCH

If magazines are the core of the postal Diplomacy hobby, then conventions are its festivals. They "gather the clans" from all around Australia, provide opportunities to meet old allies and enemies, to renew old friendships and basically to have a great time. Laudable aims indeed, but how many entrants turn up to a FTF competition at a Dipcon? About twenty, thirty at the most. Even including those who turn up to watch or socialize, not play, the number would be forty at absolute maximum; yet well over a hundred names appear on George Smirnow's STARRS rating list. True, some of these would live in places such as Western Australia, New Zealand or Tasmania, but this still leaves a hell of a lot of Diplomats on the Eastern Seaboard who don't attend cons. Why?

In my view, the reasons are threefold; firstly, date-clashes. The major cons are on holiday long weekends, such as the Australia Day weekend (CanCon) or the Queen's Birthday long weekend (MegaCon [?]), and some people would be unavoidably detained. Alternatively, prospective attendees may balk at committing an entire con to an orgy of Diplomacy, and enter several other events instead (this has happened to me more than once).

Secondly, transport; this is annoying for most, but not necessarily forbidding. A bus trip from Melbourne to Sydney costs about \$40, presumably a similar amount for Sydney-Brisbane, a bit more for Adelaide-Melbourne and a bit less for Sydney-Canberra. Even these costs could be substantially reduced by diplomats in each city forming car pools to get to and from cons.

Lastly, accommodation. Even hostel accommodation is relatively expensive at about \$20 per night, but again this could be reduced by an organized system of billeting.

In short, my solution for the problems of low convention attendances (at least for the Diplomacy section) can be summed up in one word: "CO-OPERATION". Car pools can make getting there easier, while billeting can provide relatively free accommodation.

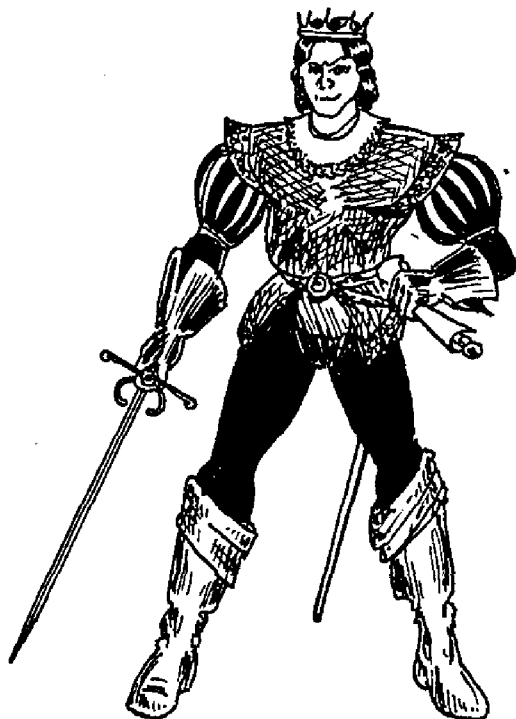
Surely twenty-two Diplomats could be scraped up in the Sydney area for a weekend meet four times a year! Perhaps a small entry fee could be charged, say \$10 a head, and half the proceeds used to set up a "Transport Fund" to help people like Paul Ward and Steven Bagshaw (incomeless students living in WA) get to the main Sydney convention.

As well, if more conventions (no matter how small) took place, the current ludicrous scoring situation (where an unlucky country-draw [say, Austria when Russia and Turkey are two "Steamroller" fans] can totally obliterate your chances of victory) could be changed. Do convention organizers really think the seven best diplomats at a con can be assessed on the results of two games? Surely a better system would be to set up a National Scoring system, where the results at ALL cons are assessed before coming up with a National Champion, rather than the

current system where Steve Gould is being hailed in the Envoy as the "1987 National Diplomacy Champion" after a mere three games? I'm not belittling Steve's great effort at Sydney, but isn't it a bit like hailing a tennis player as World Champion just because he won a knockout tournament at which only half of the top twenty players attended? As well, the small number of games mean that average players can fluke their way into a final, and seriously unbalance the result, as I believe happened with Turkey in the '87 Tin Soldier final (again, I do not wish to insult particular individuals, just point out examples of problems in the current system of running FTF championships).

While I'm on the subject of how to improve the hobby in general, may I take leave to question the decision of devoting money (donated by an anonymous benefactor) to offering monetary prizes in a Bourse and an Envoy championship; surely, a better use could be found for the \$100-odd dollars (like, for example helping defray the cost of starting up a new zine or attempting to contact people who may have played diplomacy FTF, but who are unaware of the existence of the PBM hobby). \$100 from this source and each of the half-dozen professional PBM companies in Australia could send 1500 (!) circulars about PBM to groups, schools and companies throughout Australasia - surely in a legal office comprising a dozen people, someone must be vaguely interested in becoming a mob lord, running a fantasy kingdom, building up an empire in the stars, saving Earth from invading aliens or just negotiating your way to European Domination!).

In conclusion, my basic argument is that if we are to improve PBM in Australia (commercial as well as amateur), then we must GET ORGANIZED. Establish a National Inter-Convention Rating System (NICRS (!)); organize car pools and billeting for all cons; get every diplomat in Australia to send two circulars about PBM to diverse places; start up pubmeets (anyone know a Diploming bartender?); run minicons - in short, GET OUT OF THE GHETTO and RAISE PUBLIC INTEREST IN PBM.



I believe one of the great problems of the PBM field in general is its general sameness: human-moderated games aside (mostly because they are difficult to GM, expensive and extremely difficult to retain a consistent level of quality and turnaround time), there are basically two types of PBM games: Space-based Empire-Building games and Fantasy Empire-building games. Both emphasize conflict, number-crunching and competition. What PBM really needs (if just for the sake of diversity) is a good, computer-moderated, nonviolent game; as well as providing a market for those uncomfortable with the enforced megalomania of empire-building, it would provide a counterpoint to those who think PBMs are a bunch of aggressive, possibly psychotic megalomaniacs (purple indeed!). I hereby challenge all you budding designers out there to break the mould of Starweb, RES, Spiral Arm, Epic, Feudal Lords, Earthwood and so on ad infinitum to design a good, fun, nonviolent PBM.

Ideas: The "Pat Whelan Memorial Alien Scavenger Hunt"

Set in a "Awful Green Things from Outer Space" (the Tom Wham game, not the movie genre) universe, players are bored millionaire partygoers looking for strange alien races to invite to the party. Players could "buy" ships, such as those featured in the Hitcher books (i.e. Heart of Gold, Starship Bistromath, Hotblack's limo, Hotblack's sunship etc etc), and go traipsing around the galaxy looking for aliens, booze and exotic food. Perhaps a "buzzword recognition system" could be used to negotiate with the denizens of various places (e.g. if the bartender at the Big Bang Burger Bar hears the word "Gremlins", he says he once saw the pilot of the S.S. Wandering Samaritan pacify a drunk gremlin by use of a Hoolooooloo hairspray). This would probably have more the flavour of a MUD (Multi User Dungeon) than a PBM, but could be good with some very creative designers to think up the missions, descriptions, characters and plot twists.

Colonists: Similar to Keys of Bled, but players represent real colonists, not disaster-survivors-turned-colonists. Perhaps it could be run on a Bicentennial theme, with players taking positions in the First Fleet going to colonize Australia... but not the Australia we all know and love (know and envy in the case of John Dods). What if, say, it already had an Inca-type civilization, or a Great Inland Sea, or La Perouse's survivors had been shipwrecked there (with a few Maoris they'd picked up in NZ) and had started up their own colony. Maybe this could only be done with human moderation - would it be worth looking for a grant from the Bicentennial Commission?

Disaster Relief - Players are the controllers of separate

disaster-control agencies, faced with a big natural or man-made disaster (e.g. earthquake that results in a big chemical spill into Sydney Harbour), and must figure out how to combine their resources of material and personnel to minimize the damage. Maybe it could be in a "banana republic", faced with the odd military coup, civil war etc, to add a little spice to the basic "find and solve the problem" theme.

THE MEANING OF LIFE?

"The following scenes take place on Research Planet 224, Philosophy Department.

"Yes but where do we all come from?" That was Gerv, going for his initiate's badge, won by initiating a minimum of ten registered philosophical discussions over 0.00025 turns.

"That's obvious! In the beginning there was J. L., the creator of all that was, is and will be." That was Nivag, a self professed zealot. Gerv had baited him into five discussions already.

"You don't really believe all that garbage about creation do you!?" That was Flurg, a materialist through to his confused soul. He had opened with the standard reply to Nivag's challenge. A good, steady move.

"There has been no conclusive proof against J. L.'s existence, what's more 'that garbage' explains all that happens better than any other theory."

"Why the continuing wars, famines, crime, disasters, etc? If J. L. were such a great guy, why would he allow such things to happen?" Again Flurg relies on a textbook move, deviating only with the inclusion of famines.

"We experience only a small part that is J. L.'s creation, our suffering may be necessary for other, greater goods." Nivag falling back to a well worn defence.

"If J. L. is truly omnipotent then why can't all of the universe be happy, why do we have to suffer for others?" A nifty construction by Flurg that dangerously weakens Nivag's previous tactic.

"How can we possibly know what J. L. is aiming at, with the knowlwdge that he is all good we can only assume what is must be." Nivag, shaken by Flurg's previous move quickly offers a draw.

"Why must we assume J. L. is all good. After all leaving your creations to their own misery doesn't strike me as 'good'. If he has the ability, why doesn't he appear and save us." Flurg, scenting blood closes in. At present he needs only two more victories to take him to a 5th Dan philosopher.

"What of Tirc (a famous prophet of J. L.), what of his visions?" Nivag, in trouble throws up a quick defense to give himself chance to think.

"What of Nijumet? He claimed J. L. told him to grate those people to death. Do we we have to believe every lunatic that comes along? That some are more moderate than others doesn't make them any more credible." A slightly long winded version of the standard reply to Nivag's proposition. Flurg likes to savour his victories.

"Okay, why do you think we are here, and where did we come from?" Nivag's ploy had worked, Flurg had rambled, but Nivag still hadn't come up with an escape, only a graceful loss.

"We are here because we're here." Flurg was too busy calculating who should be his next victim to fully answer Nivag's question. His sudden shift from orthodox opening moves to a rather new form of attack had totally unnerved Nivag, forcing him to use unfamiliar defences. A well deserved victory.

"Did you hear that new theory, about the big box?"



That was Gerv, unless the discussion continued for another 0.5 pages it wouldn't register.

Neither Nivag, nor Flurg had heard of the new theory. Gerv had to be careful not to create more than 30% of the discussion. His description would have to be brief.

"Well, according to some guy on Research Planet 168, we are just one of many parallel universes that spring from one point. We came into existence with 'the fill up'. From metaphysical-calculus they were able to determine that the point was a box, with the dimensions 2, 8, 6."

"What feet?" Metaphysical-calculus wasn't Nivag's strong point.

"No!, they are speaking in comparative spacial mode!" Gerv had an intolerant streak.

"Oh, so its inches." Said in the tentative way of the unsure.

"NO!, 2, 8, 6 are the comparative dimensions of the box, it has no real spacial existence."

"Doesn't sound like a box to me. Its too flat." Nivag had had enough, he didn't like to sulk in public.

"Well how did they measure the boxes sides if it doesn't exist spacially?" With Nivag gone Flurg was now eyeing Gerv as his ticket to the 5th Dan.

"They, er, um, simply use comparative inversion derivatives, substituting imaginery variables for the complex certainties." Said in the sure way of the totally ignorant.

"Yes but surely to say something is four times as wide as it is long is to give it spacial properties." Flurg was known as 'a bloody nuisance' by his tutor for his tenacity.

"Look don't ask me I didn't invent the stupid formula. They might be measuring the 'Box' in spiritual terms, I don't know!" With Nivag's departure Gerv saw his chances of gaining a registered discussion diminsh. He was already approaching his input limit.

"Spiritual dimensions! But surely metaphysical calculus doesn't apply to pure spiritual objects, that was shown by Notwen when he tried to measure his soul with $(\pi * r * r) = a$." While a materialist Flurg was not adverse to using any concept to win a debate.

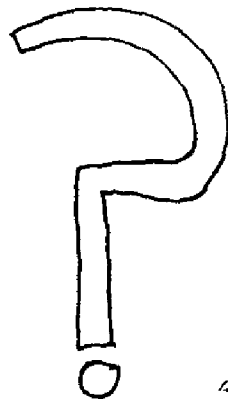
"There was a C in there somewhere, maybe that was a spiritual constant, allowing the conversion. By the way, what do think of the blue team's chance's this year." Gerv was playing for time, he needed a long Flurg monologue.

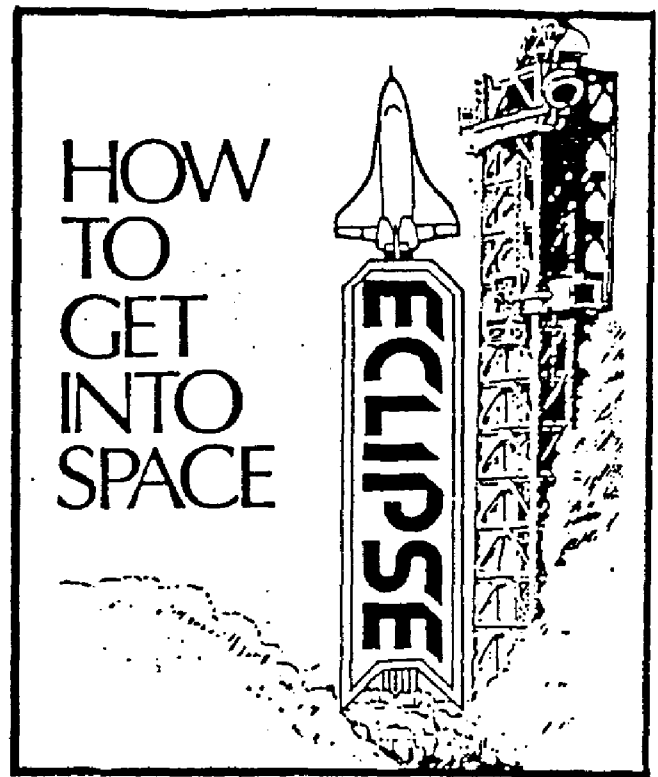
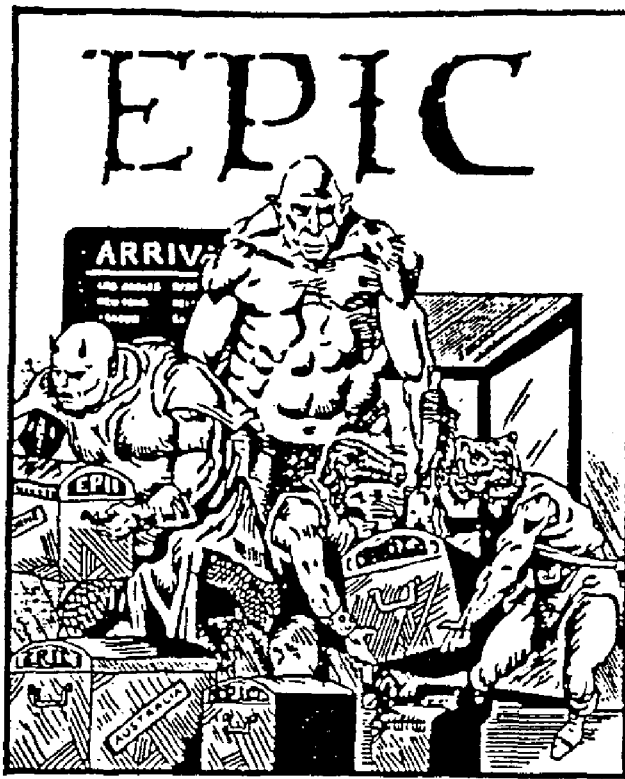
"Blue? not a chance, without..."

"Red Alert! Red Alert! Logic Paradox approaching. Philosophy Department to thinking stations."

Flurg would never finish the discussion, Gerv was one of the many casualties sustained in repelling the paradox.

Nivag took his vows of silence shortly after, the best defence J. L. zealots have against 224's roving bands of philosophers.





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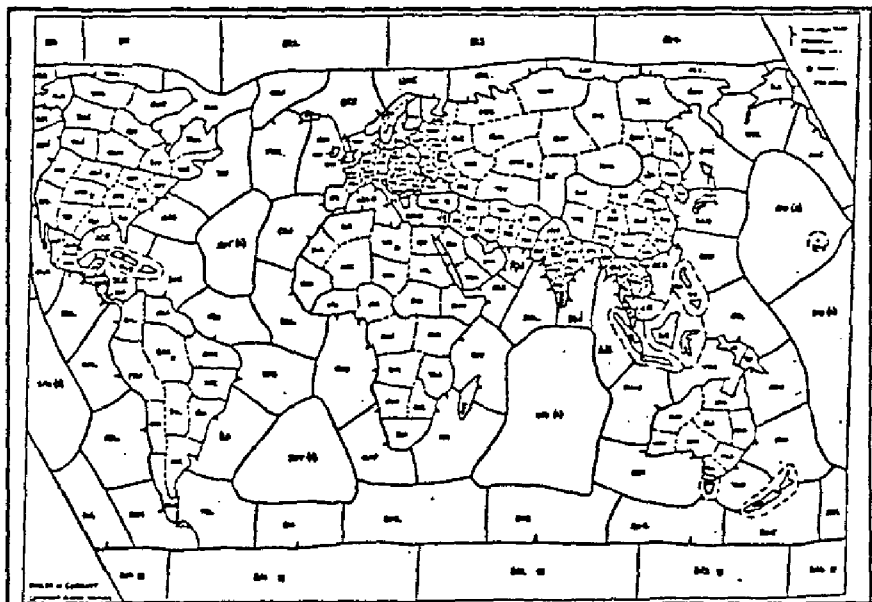
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...FINAL DAYS DAYS

"Sensible historians usually refrain from writing accounts of very recent events....but I must clearly not be sensible...." Carroll Quigley: Tragedy and Hope - A History of the World in Our Time.

FINAL DAYS I A Winner's Report By *Bimulous* aka Greg Long

In order to stop war the Central Processing Unit (CPU) had decided to wipe out humanity. It is hard to deny that logic but since reason has never ruled mankind it is not surprising that a counterattack arose.

Eighteen rebel leaders, all bronzed ANZACS, set out to destroy the CPU and along the way gain the support of population from whom recruits were enlisted.

Very soon leaders discovered that their peers headquarters were in close vicinity which gave rise to suspicions of invasionary intent. Negotiations and diplomacy were crucial to establish borders.

A mapping exchange system was initiated ostensibly for that purpose but more importantly to open lines of communication. Terrain data itself was useful as were particulars of mined, radioactive and clear hexes. Most notable was the discovery of the CPU by GLENDOWER.

The collation promoted the concept of a newsletter. Hopefully this provided a boost to morale when the computer forces appeared omnipotent.

BIMULOUS made many early errors notably venturing into radioactive areas, using engage orders when fire orders were appropriate and wasting time wandering about in the weirdlands.

Attempts to predetermine the Computer forces movements were unsuccessful. Analysts would do well though to consider the concept of 'response' as suggested by THE DORSAI.

TAILEND CHARLIE led an assault on a factory with assistance from MAD MARK'S MARAUDERS, GLENDOWERS and BIMULOUS. This well engineered project demonstrated TAILEND CHARLIE's efficiency and he deserved his good scoring rate.

At about the same time THE DORSAI and TANTEL EL HUR demolished a factory and PAF with THE SYSTEM were causing damage on another factory.

This co-operation was, however, far from universal. The real tragedy was that in-fighting was largely counter productive. Several conflicts involved the control of Ruins which had large populations and CPU forces. Whilst they had value some garrisoning was necessary and rebels had to determine the relative worth of control.

The newsheet promoted exchange in ideas of attacking the CPU substantial contributions made by COBRA and TANTEL EL HUR. However attempts to coordinate attacks must respect individual aspirations. When a nuke hit TAILEND CHARLIE'S forces BIMULOUS determined that a quick assault on CPU HQ might work. Amazingly it did.

This was a victory for the rebels. Every enemy unit destroyed made the final assault that much easier. Ten of the eighteen survived to make this a better world___probably, however, they'll build another damn computer!

Final Analysis



As was mooted in the last edition of The Go-between, Final Days 1 has reached its conclusion. The runaway winner was BIMULOUS, 700 points ahead of his nearest competition.

More than half of those points were scored in the last two or three turns, jumping BIMULOUS from second or third place to outright leader. This effect was caused by the extra point value placed on hits scored near the CPU itself. As BIMULOUS was able to attack (and defeat) the CPU single-handedly he got the full benefit of the bonuses.

It is worth noting that the second and third place-getters, TAILEND CHARLIE and THE DORSAI, had each led for almost half a game. This should be a lesson to players in other Final Days games, although gaining population support and extra units is useful, the goal of the game is the destruction of the CPU. The trick is to be the major factor in its final destruction, the rest of the game is really just maneuvering to get into that position.

Once the location of the CPU had been discovered by another player and the information circulated, BIMULOUS was able to get a unit hidden in the CPU's hex. Whilst monitoring the activity around the CPU, units were brought up to within striking position. Then came the break that BIMULOUS had been waiting for, the units guarding the CPU wandered off (do robots have smokos?).

Broadcasting a message for all players to attack, BIMULOUS poured all his available units into the assault. Few, if any other players were in position to help, but in the end it didn't matter. The CPU crumbled. Another turn might have seen a different story, as the computer brought in another dozen units for support on the last turn, alas too late.

The final placings were:

Player	Points	Popn	Attack	Total
BIMULOUS	1587	98	26	1711
THE DORSAI	807	135	61	1003
TAILEND CHARLIE	608	100	29	737
TANTEL EL HUR	305	85	47	437
AZLAN TIGER	201	74	41	316
P.A.F.	167	81	19	267
KONG	159	95	2	256
COBRA	169	57	7	233
WINSTON CHURCHILL	60	81	20	161
SOUTHERN CROSS LANCE	76	33	31	143

NEWS FLASH! One lucky individual in FD 2 has finally found the CPU on turn 25. And about time too!

FINAL DAYS 3 Turn 12

What is this rot about only five CPU units being destroyed at turn 9? This is a slur on our abilities! Briefly by turn 9 I had destroyed the following:

Unit No.	Type
198	Tank
202	Tank
193	Robot
195	Robot
?	Maint. Robot

By Turn 12 could be added:

208	Factory (With Balshan Jihad)
101	Flyer
94	Flyer
102	Flyer
194	Robot

Now I am *not* the leader so I assume that others have done better than this - so where did the figures in the October issue of The Go Between come from? Other units damaged (plus last known Attack/Defence factors):

92	Flyer	2:9
96	Flyer	1:6
101	Flyer	1:3
130	Flyer	1:3
192	Robot	2:5
203	Hvy Tank	4:14
204	Hvy Tank	1:3
205	Hvy Tank	1:3
206	Hvy Tank	3:11
961	Robot	1:3

however, I do agree that too many rebel commanders are too eager to attack each other than the CPU. It makes one wonder who's side they're on, doesn't it.

Twilight's Last Gleaming

Editor's note: the 5 CPU units were the number lost that turn. Not up to that turn. Apologies for any confusion.

FINAL DAYS 4
Legions Of God

Turn 10

Well voting came along. I feel my diplomacy is starting to pay dividends. I earned 32 voting points. Next was MAGIC LIBERATION FRONT (MLF) on 17 points. Most players gained a few points.

I discover a factory and decide to blast it with help from MLF.

At the moment there is a very strong alliance between LEGIONS OF GOD, MAGIC LIBERATION FRONT, SKULLMONGER, TEX CHARISMA, LEGION OF DEATH, WOLVERINE, SKYWOLF and THE PARANOID ANARCHIST. We have a collective map of over 90% of the playing area. A small central section, including the location of the CPU, remains to be explored.

This turn PAF committed suicide due to an attack on his HQ by THE TRADER. Another player FRANKENSTEINS DESTROYER has dropped out.

I don't believe the players are in as bad a position as reported in the October issue of the Go Between. We're working on it!

TURN 11

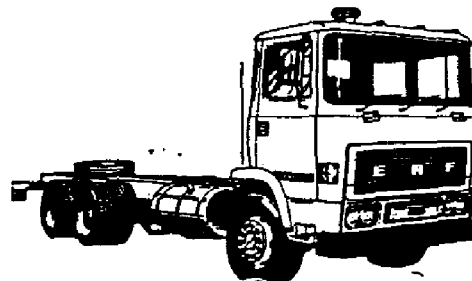
Good news from the the factory MLF and LOG (me) attacked. The CPU moved the three defending Heavy Tanks away, allowing us to put a nasty hole in it. The factory now has an attack factor of 1 and a defence factor of 19. Another factory has fallen to MLF, SKULLMONGER, SKYWOLF and co.

Unfortunately there has been another suicide. THE TRADER called down a nuclear strike after suffering large losses at PAF'S HQ. Another player - THE DESERT RATS has been withdrawn. This leaves 14 valiant rebels struggling against the CPU.

We will win!

The map has slowed its growth, but it wont be much longer now. I wish some North East rebels would send more information. Most have committed though! The leading score at turn 11 was 614. So someone is really pounding the CPU - Not me - my turn 11 score was only 290.

MLF and myself (LOG) are planning to close in on the CPU after we finish off the factory. Should be fun!





Friday Night, Saturday Morning
Another View of Life
By Lance Snell (with the usual help)

Fridays are special. Mum comes home in a carefree mood. She throws her work shoes, clothes and official manner into the wardrobe and changes into good old tracksuit bottoms and t-shirt. During the day Dad has endeavoured to fill the Bongo Van with whatever books he can find until the wheels start to flatten like a dirty nappy which has been bounced upon for a while.

Come 6 PM (pre meal) I am in the swing of those weekend highs and, overcoming my normal sleepyness, I urge my parent's to find food at a cheap restarurant - normally Mure's Fish House. They strap me into a high chair by the straps of my overalls (very demeaning in such a public place) and supply me with chips and fish bits to throw onto neighbouring tables and wave at passing people. I often wonder about furniture designers. High chairs place people such as me high above the ground, are usually shiny and smooth and the only thing to stop us pre-toddlers from slipping out is our commonsense. After I have finished, announced by firm and loud cries and Dad cleazing up the floor so we can come back next week, we head home. There Mum and I fight over who should hold the milk bottle until I am ready for bed.

For a very long while (the first two or three weeks of my life) Saturday mornings had me confused. I would go to bed on Friday night in my cot and wake up in a carry basket under a door supported by two trestles and the sides made of bright red cloth. Thousands of feet would wander back and forth on the other side of the cloth. Occassionaly mum's face would look in on me and sometimes another hairy oval (which later I called Dad) would also peep in.

It took a few more cold mornings in this tent before I worked out that every seventh day I became a participant in the famous Salamanca Market where Dad sells second hand books, comics and games. Around the same time I realised that the other stall holders (about 200) knew me by name. It only took a quick tour of the market to realise that I was the only baby who was behind (or rather often under) a stall. All the other babies came to the market in their mummies tummies or in backpacks, frontpacks, strollers or on their Dad's shoulders. Being financially minded (from Mum's side of the family, you'll find that I hold no shares in this magazine or the Missing Tiger) I decided not to scrawl a quick note to the Child Welfare people but to start making my first million.

The first thing I had to do was prove my worth to Dad. This was easy. By smiling sweetly I drew more customers in especially little old ladies and small blondes, who brought books thinking that Dad was selling his last processions to help support this little waif. For this fine acting Dad pays me the princely allowance of 50 cents a week plus a " on site" allowance negotiated by mum of 10 cents (I still haven't figured out what it is that I see so Dad has to give me the extra money).

I like my picture done by Mark Dewis. He stays with us when he comes down from Launceston (a big city at the top of the Island) to buy his comics and use the photocopier downstairs. I think Mark is nice because he treats me as a person (i.e., he keeps reading his comics when I smile at him rather than going goo ga ga at me).

PREVIEW

December/New Year Issue

- * Diplomacy Special
- * A look at the first Earth Victory in Return From Sirius.
- * Return From Sirius II "A Grand Old Lady Dressed Up or A New Milestone?"
- * Two more postal interviews this time with two players.
- * The Legal rights of PBM players.
- * Games Design
- * Reviews of new Diplomacy magazines

Double Issue

- * Empire Theory Revisited
 - Russia
 - Germany
 - * Setting up your own PBM group
 - * The Return From Sirius II Launch
 - * Another look at Cosa Nostra
- Some other possibilities at this stage:
- * Reviews on Epic and Eclipse
 - * A look at playing games by modem.
 - * An Interview with Andrew Osborne of Magic

DIPLOMACY WORLD is a quarterly publication dealing with the game of DIPLOMACY. The magazine was founded in 1974 by Walt Buchanan as a service to the Diplomacy hobby at large. The magazine is dedicated to the goals of covering the entire spectrum of the Diplomacy hobby.

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No. 46 SPRING

- * The State of the Hobby 1986
- * The 1986 Zine Poll
- * Lafayette, We are here!!
- * Demonstration Games
- * When is Midgame?
- * Thoughts on the Midgame
- * The German Variation of the Three Fleets Opening
- * The Winston Churchill Variant
- * Postal Diplomacy Game Openings
- * Computer Diplomacy
- * Thoughts on Ratings Systems
- * Nastiest Rating System Ever

No. 47 SUMMER

- * Unorthodox Openings
- * Confessions of a Novice
- * Demo Game
- * Spring 1901
- * Variants
- * North American Variant Bank
- * Asian Diplomacy
- * Interests of Trade

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