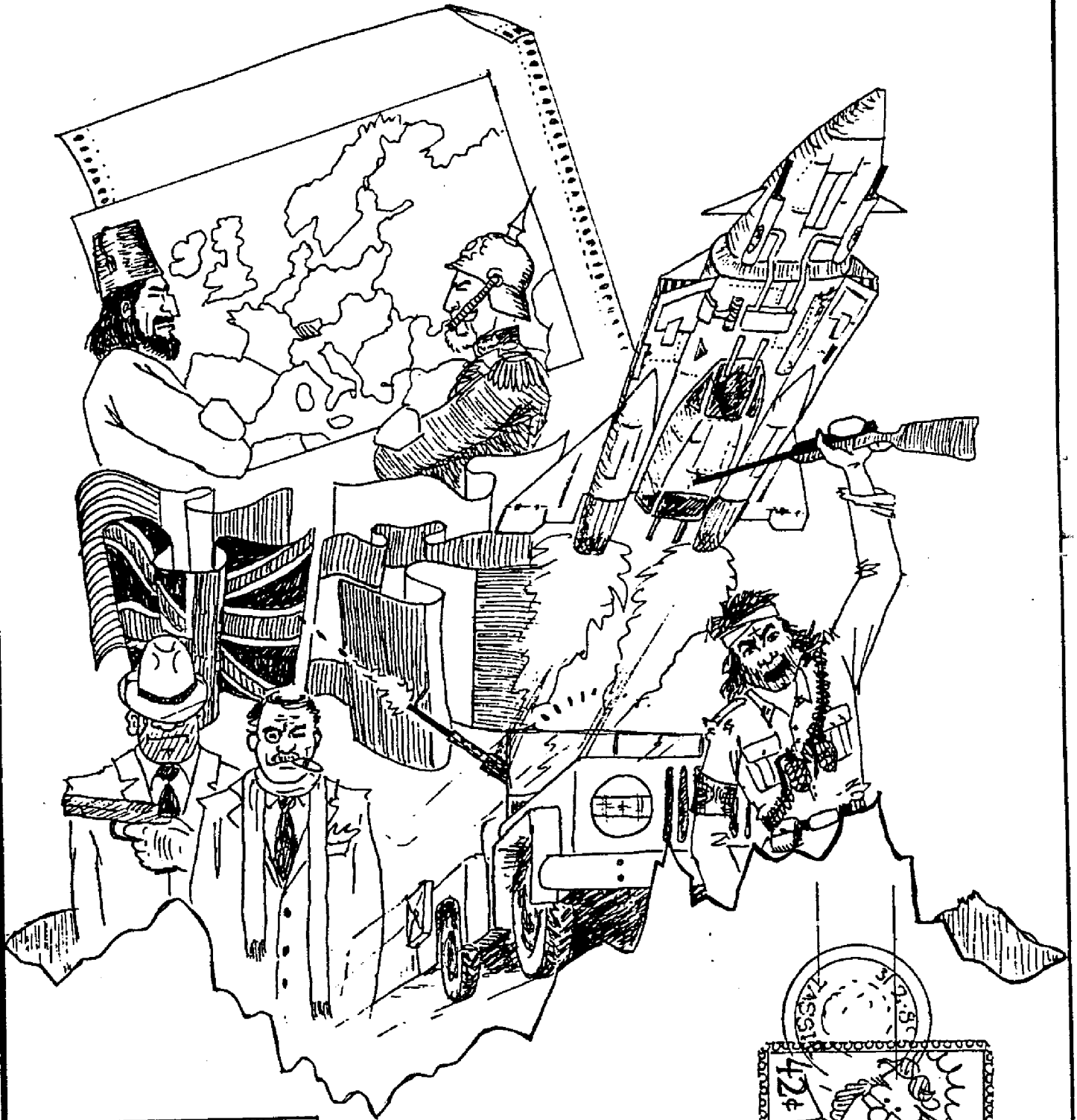


The Go-Between



VOL 5 ISSUE 7
JAN 1988



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, 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 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.

Affairs Of State

A Guide To The
Game Of Diplomacy



100 pages of essential diplomatic dispatches including Allan B. Calhamer on alliances, Mike Gibson on letter writing, Andrew England on Variants, Kathy Byrne on women in the hobby, Richard Hucknall on opening strategy, Steve Agar on variant design, Pete Gaughan on publishing, Melinda Holley on Russia, Dan Stafford on France, Steve Arnawoodian on England, Brad Willson on Germany, Mark Fassio on Turkey, Michael Mills on Austria-Hungary and Byrne on Italy.

Plus a hobby who's who, terminology, hobby history, tournament and publication listings, overseas hobby services, zines from Norway, West Germany, Holland...illustrations from Marion Ashworth and Mark Lycette, a photograph of Calhamer and more!

Available at The Australian Diplomacy Championships for \$5 (\$6 includes postage.) Advance orders received before January 15th 1987 \$1 off (I need all the help I can get with printing costs!)

Send \$5 per issue (includes delivery) to Luke Clutterbuck, 16/353A Old South Head Rd, BONDI BEACH, NSW, 2026.

DARE TO ENTER THE DARKREALM

THE ALL AUSTRALIAN ROLE-PLAYING MAGAZINE



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DARKREALM
ROLEPLAYING MAGAZINE ISSUE 1 APRIL 1987

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\$4 per issue or \$16 for a year's subscription (4 issues) starting
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Please post to my/four address at. _____

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Post To: Brian Collett, 12 Bray Crt, E. Bendigh, Victoria, 3165

MORE

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.



LANCE · AND
L · I · F · E
MY VIEW

WELL the first year of my life is ending. I look happily forward to christmas, my birthday, and the new year.

The new year is to be filled with many great movements - least of all the bicentennial activities at Hobart and my families own movement from Hobart to the BUSH at Kettering. Mum and Dad are on a back to nature kick - living on a farm with Mum's horse and its friend, 26 sheep, some chickens and our 2 cats, 1 dog, 1 goat, and 2 fish. They say it is for me - I see some great advantages especially when you think that in my first 7 months of life I was given a horse which I promptly sold for a couple of hundred ! Problem is I cannot manage to make another horse with my playdough - it needs a farm as well.

There is one problem that I see about living down at the sleepy cove; mail is collected by the local shopkeeper and is held for collection. How will poor Geoff (the shopkeeper) manage to 'hold' all the Go-Between mail - let alone my personal fan mail in the shoebox he uses!

I had a look at my family tree yesterday (it's not as pretty as our native tree given to mum and dad when they got married) and it seems like I'm descended from a lady convict on the Lady Peryrn and a ship's carpenter from the Sirius. But the First Fleet Association won't give us a special bicentennial plaque because Great Great Great Great Grandfather and Mum Duncombe (nee Hambley) went and got buried in a churchyard which hasn't got a nice enough wall for the Association to put their pretty plaque on. I hope their mums forget to change their disposables for a day.

I am starting to understand more words - cat,dog ,mum dad,missing tiger, computer,telephone, paper,###\$#(*&(deadlines, and NO. Mum keeps an enormous hairdryer down in the office which eats paper, spits some out with writting/pictures on it, and is called a moneyguzlingpaperwastingphotocopier (not bad for a child under 1 year, heh).

I've just had my measles shot and now look like a pincushion as the measles spread, I'm grouchy,tired,and going to bed.

love

Lance

PS Dad has been reading a big thick book about Louis XI (you would have thought that his parents could have given him a different name than all his other brothers). From the sneaks I have had while Dad answers the telephone or calls on nature it seems to be about all these French,English,Italian diplomats running around telling different stories to everyone including brothers and sons (the cads). So all of you playing in that Diplomacy game against my Dad watch out.

PPS If you send a stamped self addressed envelope I'll send you copies of all those funny letters Dad has been getting and sending to the other players in his game. Why would France need to be kept in the dark dad?

ANNOUNCING

AN EXCITING NEW CONCEPT IN PBM MAGAZINES

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THE AUSTRALIAN PBM MAGAZINE

At last the magazine you have been waiting for! No matter what aspect of PBM you are involved with, this is the magazine for you! We welcome the chance to bring to a select readership the quality they deserve. To maintain uncompromising standards, there will be just one wonderful issue per year. Just fill in the form below and your luxury copy of the 1988 Bicentennial edition will be rushed to you by November.

SPECIAL INTRODUCTORY OFFER

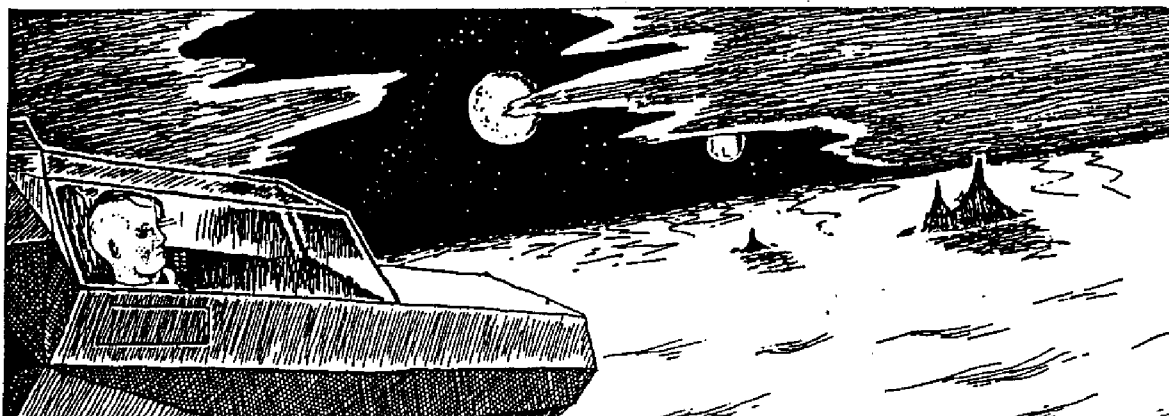
Each and every subscriber will receive ABSOLUTELY FREE an Amiga computer, complete with colour monitor, printer and modem. Your FREE GIFT will be sent as soon as your subscription is received (and your cheque has been cashed). This is a never-to-be-repeated offer.

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YES! I want to subscribe to the best new idea in PBM magazines. Rush me my issue, and especially rush me my FREE GIFT!
I enclose a banker's draft for 2000000 Yen for one year's subscription to "Of Your Choice".

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Address: _____



BEOWULF - now there are two legends

Most people are familiar with the ancient legend about a mighty warrior called Beowulf who was responsible for much woe amongst fiendish monsters, as well as for great victory piss-ups feasts in the great halls of Dane-land. Just when you thought you knew everything there was to know about the man behind the name there arrives a modern day counterpart that, while lacking in great pools of blood, is nonetheless as courageous as its namesake. Why ??, you may well ask. Well I'm glad you did because this new Beowulf is not actually a person but rather a new magazine that tackles that most ferocious of arenas - the Diplomacy play by mail scene.

Beowulf follows that great tradition of zines such as The Envoy and The Go Between by providing a service for Diplomacy addicted players to wage war and negotiate with and against other addicts from across Australia. This magazine (coming up to it's 9th issue) is mainly a product of the chief publisher/editor/coffee boy/etc, the long time Diplomacy player (drum roll), Andrew England. My first introduction to his brainchild came when Mr England invited me to be the representative Tasmanian player in an Australasian Challenge PBM Diplomacy game. Unfortunately I am succeeding as well in this game on a comparative level as say the Tasmanian Sheffield Shield cricket team. However this is offset by the fact that I am now involved in three other games (2 variants and one normal game) within the magazine which I am enjoying immensely.

Not only are the sub rates of Beowulf very low (\$1.35 an issue) but there are a host of interesting comments and letters from subscribers, as well as interesting articles about Diplomacy and Diplomacy variants. Some of the Diplomacy variants already published in the magazine include The Conquerors, Medieval Diplomacy, Bourse, Final Conflict 3, Forex, Legalese Diplomacy, Ice Age Diplomacy, Gun-Boat Diplomacy, Skinnydip II, Excalibur and Intimate Diplomacy (whew!). Andrew has also accumulated a 'Variant Bank' including the aforementioned variants as well as many others made available through overseas contacts. Copies of these variant rules are available from Andrew for the paltry cost of two postage stamps.

I was very much impressed by the Medieval variant designed by Andrew himself. In this version the players take the roles of five European Kingdoms in 855 which must come to terms with not only possible hostility from each other but also from 3 non-player forces, the Islam heathens (the worst), the Vikings and the Nomads from Asia. While the basic structure of the rules remains the same as in Diplomacy, the map as well as some of the units are necessarily different. Thanks to help from outside G.M.s (a la Steven Bagshaw) two games of this fine variant are now being run with the promise of a third on the way.

Other interesting features of Beowulf include quizzes (usually submitted by the subscribers),

historical pieces about the Beowulf saga, player's gossip pages and 'The Can'. This latter feature of the magazine is an area devoted to the often very humorous comments, jokes, slogans and personal abuse by players, i.e. sort of a general 'press' section for the whole magazine (to use Andrew's own words).

Another fine feature (or spinoff) from Beowulf has been the creation of a mini magazine within a magazine, a small 3 to 4 page section devoted to articles, comments and stories about one particular intriguing Diplomacy game. This subzine, The Fire Drake Monthly, makes for enjoyable reading thanks to the efforts of the players and especially the editor (Alan Howard aka Russia) and the G.M (Mike Gibson).

As stated by Andrew his main design for the format of Beowulf was in an effort to maintain a relatively small size of the mag so that the whole thing is more easily manageable by the publisher, and indeed more familiar and approachable (i.e. fun) for the subscribers. This format, as well as the general enjoyability of the magazine, has helped to foster the emergence of other small magazines of the same genre. These include Diplomatic Immunity (pub. Paul Ward 5 Sandalwood Dve. Greenwood. W.A. 6024) and Victoriana (pub. John Cain. 76 Banool Rd. Balwyn. VIC 3103). Hopefully this increasing interest will lead to a continuing renaissance in the area of PBM Diplomacy in Australia.

In all I would definitely recommend Beowulf to the subscribers of the Go Between. It may be a little harder to get into a game nowadays, due to Andrew's preset and necessary space restrictions, but it's still an immenseley enjoyable read.

Beowulf: Andrew England
91 College Rd.
Somerton Park.
South Australia 5044.

Revue: James Vickers.



"Beowulf swings hot with that new Diplomacy variant"



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 5 Year 1924 GAME OVER

Don D'Emanuelle (alias Greg McPherson) took this game early using a different style from previous winners. No mysterious hiding in the background for "D.D'E". He openly issued threats and drew attention to himself through the "Underworld Rumours" feature, and set about knocking rivals out one by one, rather than conquering particular business types. Only Don Capriciosa was able to fend him off.

D'Emanuelle would plant rumours like "There is not enough violence on the streets. Wimps lose." or "Milano is as good as dead", then "Borgia's a goner too" and later "Only one more family to squash - I smell power." (Note Borgia & Milano are not mentioned below because they were totally wiped out.) The amazing thing about this is that even after the rules were changed (by popular request of players) to allow rumours to be anonymous, D.D'E continued to SIGN his. The other players could have easily allied against him - it only needed one to get hold of one of his caporegimes, use him as a spy and share the information around (divide his businesses among them for attack, or combine forces if some had too many minders). The reason games are finishing sooner than expected (there has been no post-prohibition play yet) is that players are not forming effective alliances. One player (after being eliminated) complained that the game is a pick & raid free-for-all. He was right but only because the players chose to make it that way. How about some forming of syndicates like the real Cosa Nostra?

The turn where Don D'Emanuelle took the "Capo di Tutti Capi" title was also a contrast to other games. Due to the essential nature of liquor supply lines during prohibition, other players have won with a giant swoop on up to 6 smuggling routes. In this game there was only one attack on a smuggling route in the last turn. But Mamma Mia, what a bloodbath that one was! 60 D.D'E hoods attacked a convoy at 50/15 defended by 52 Capriciosa men. The attackers were better trained and lost 31 before wiping out the whole defending force. The CITY NEWS had this to say:

HUGE MOB WAR!

Over 100 machine-gun toting gangsters fought over a convoy of trucks smuggling bootleg booze yesterday. It was the biggest mob battle in history, and left the site littered with corpses. This newspaper, with the support of the public, demands that the police start a massive crackdown on those responsible.

(And they would have if it hadn't been the end of the game!)

COSA NOSTRA CITY MAP - YEAR 1924 - GAME 5 (FINAL)
BUSINESS TYPES: 1-9, ! = 10, @ = 11, # = 12, \$ = 13

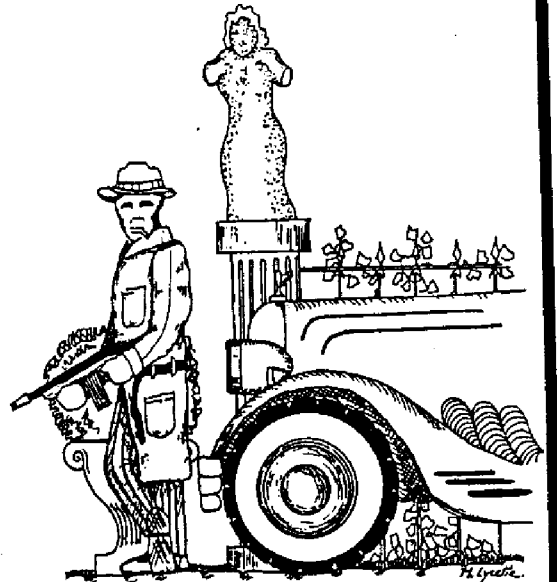
STREETS

	11111111	112222222222223333	33333344444444445
	12345678901234567	8901234567890123	45678901234567890
1			\$
2		6	8 5.4
3	8	9	
4	#	6	7
5	3 @		3 @ 7
6		3 ! #	1
7	11	11	1
8	2 5 !	8 15 3 ! @	9 @ 4
9			
10	7		@ #
11	9		1 3
12			
13			
14		8 @	9 7 @ 5 5 7 0
15	2		\$
16	9 @	1	#
17			
18		1	3 \$
19	8 ! 1	# 1 @ 5	11
20		8	9 1
21	69	5	# 4
22	# 7	@	8 !
23			
24	3	8	6 6.2 \$
25		@	9
26	@ @ 7 5 2	19	8 77
27		119	8 72 8
28		19	9 @
29		!	! @
30	9	!	@
31	11	@ 1 ! 5	9 @ 5
32	7		9 7
33	1 6		7 ! !
34			#
35	3		#
36	2 # 1		# 4
37		6 3	
38			
39		6 @ 9 8	\$
40			9 4
41			1 # 5
42	9	# @ 2 6	11 #
43	1 1 3	2	
44	7	1 7	8 4
45	1	@	! 6 2 7
46	6 5		@ 2 7
47		@ 3	@ 2 7
48		7 @ 6	4
49	@	2	4
50	#		4

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.



Family	Income	Businesses	Men	In Jail
D'Emanuelle	17490	46	704	27
Capriciosa	10024	46	536	24
Montana	2522	36	85	32
Darkness	505	16	66	6
Marenzo	159	17	0	14
Federalini	120	20	10	25
Ravioli	3	3	3	0

Other families R.I.P. Some players dropped out after suffering severe setbacks or finding out how far ahead the leaders were. Congratulations to others like Elizabeth Sangster who, in the Sicilian tradition, fought it out to the last, biting the ankles of the larger families. Players remaining to the end of a game win free entry to a new game.

Game 6 Year 1912 Highest Income 571

SLOW is the name for the overseas mails for this International game. A couple of Americans and a Kiwi seem to have disappeared from the face of the globe since signing up. Thanks for the patience of Aussie players defending the "home ground" in this game.

Initial choice of business type is slightly different - Although prostitution is still the most popular, casinos are running second instead of the usual bookmaking. Oz players are recruiting more muscle than their overseas rivals in general, but are doing less bribing. Muscle killed so far: Australia 1, Overseas 1.

Game 7 Year 1923 Highest Income 15233

Probably not much longer to go in this game. Don Trimbole and Don Kanly are slugging it out for the Boss of all Bosses title, with others so far behind that it may not be necessary for one to totally destroy the other in order to get the required majority. This is still as violent a game as it always was, with 1923 seeing 14 attacks, 9 raids (mostly on speakeasies), 155 arrests, and 12 cops killed. The attacks included the successful assassination of Don Tortellini (allegedly by Don Kanly, since one of Tortellini's Caporegimes defected to Kanly in the same turn) and Don Gambale took one of his own Caporegimes for a ride, accusing him of being in the pay of a rival gang. The City News claims that an elite hitman has just been hired for purposes unknown.

Game 8 Year 1921 Highest Income 9964

With prohibition under way the usual fights over smuggling routes have started, but this time more than one player has realised how essential they are. The cops are more fully controlled in this game and violence on the mainland is fairly low. However 5 police were killed in one raid on a bookie, so the Families can count on a reaction to that next year. It seems these mobs have learnt their lesson from 1919 when a massive upsurge in violence resulted in 136 arrests and 51 raids. Don Scorpione was partly to blame for this, as the City News reported - he was caught trying to set the heavy mob onto THE POLICE CHIEF would you believe?

Game 9 Year 1911

First orders just coming in, so everybody has 50 grand and 3 legitimate businesses (income 6 each).

Game 10 2-week turnaround now filling

Dear Jim,

I am writing to you to express my deep disappointment about how ineffective the Police Chief is. Ah, sour grapes I hear you say, well in my unbiased opinion, I believe that I have a legitimate complaint. After paying him nearly 1 million dollars in bribes I have received NO protection (in the past 3 years I have copped 13% of all police raids, more than my fair share) from this supposedly important figure. From this I can only conclude that he is a worthless, impotent official who has absolutely no control over Police raids (a little hard to believe).

It is even more disturbing to think that the major reason causing my Family's decline is Police raids, a fine reward indeed for what I thought was good forward planning in controlling the Police Chief early in the game.

Yours Sincerely,

P.S. Apart from this I think you have done a great job with the game.

[Signature deleted to avoid giving gratuitous info to opponents - JG]

REPLY

Dear *****,

Received your criticisms of the Cosa Nostra Police Chief, and I think you are doing the poor fellow an injustice, for several reasons.

1. I notice you asked him to help your men who were arrested last turn. Please note on your latest printout (enclosed) how many of them were acquitted or released by police. Good enough?
2. As the game notes from "Go-Between" magazine last issue indicate, when the public is being terrorised by massive mob violence, not even bribed cops and politicians can resist the pressure from the media and public pressure groups. You will note from the "History of the Mobs" in the back of your Player's Handbook how the really smart guys like Lucky Luciano were careful to stop wars and use the minimum of violence for the sake of good business. Similarly some CN players are not getting raided because they're keeping their heads down.
3. Your choice of the words "my fair share" seem to indicate that you think raids are something that "just happen" to everybody in the game as a matter of course. This is not so, and neither is it a random process to decide who cops them. The number of raids and arrests you get depend on various factors about your own actions, and to a lesser extent on the actions of other players. You cannot know how many raids you would have copped if you did NOT control the Chief of the Boys in Blue, but I can assure you it would have been a lot more than 13%.

To sum up it's not that you're reading too much into the character of the Chief but that you're not reading enough into it. Sorry if you thought that controlling him automatically meant NO raids, but the game (like the reality) is more subtle than that.

Yours Sincerely,

Jim Garner.

MINDLESS VIOLENCE IN COSA NOSTRA AND WHY IT IS O.K.
By Don D'Emanuelle of the excessively violent Game 5

Goddamnit J.J.G., if you wanted a non-violent game then you should have based the thing on the Boy Scout Association, not on the Mafia. There was just not enough incentive to play the pacifist.

The idea of any game is for me to win and for all of them to lose. In this game time was limited (just fourteen turns), the number of sources of profit were limited, and the number of opponents was small (only eight players seemed to start, five left at the end), so the best path to Victory it seemed was to say "Stuff all of you, I'm gonna take whatever I need". In a game like Spiral Arm this attitude would result in a ten player alliance beating you to a pulp, but in Cosa Nostra the small number of players and the fact that no-one knows who attacked what means that you can get away with it.

Concerning "some sort of territorial deals or syndicates based on business types". My ally, the quiet but brilliant Don Capriciosa and myself made sure that our builds and attacks didn't clash and devised sensible plans of action, but our alliance just made our attacks more effective, it did not reduce their number.

One ally is all you need. Any more leeches on your success will only limit you in what you can attack, and if you help them become too successful, you will have created an extra pain in your own ass when you have to destroy them again after 1920. Only one player can win this game.

Now, about police raids. In a high violence game, everybody gets raided by the police, so no-one is disadvantaged. The trick is to bribe the police with huge sums of cash so that they keep their attacks on you to a minimum and instead hit your rivals.

Victory in Cosa Nostra is gained by having a monopoly on smuggling routes. Police do not raid Smuggling Routes! It does not matter much if they raid a few Speakeasies - you just build new ones, or nick them from someone else.

Finally, some stats of the top players at the ends of games 3, 4 and 5:

Game 3 - Don Kowalski had 55 jailed men.

Game 4 - Don Genoesse had 98 jailed men.

Game 5 - Don D'Emanuelle had 27 jailed men.

As you can see, all the winners had a hard time with the Police. If the cops weren't hassling you, then you just weren't trying. To get 98 men arrested by 1921 Don Genoesse must have been an absolute psychopath, but he WON.

Wimps Lose.



COSA COSTRA

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 its 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 signap, 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:

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

diplomacy



AUSTRIA (Shipp) A Ber-Kie, A Mun S A Ber-Kie, A Ruh-Hol,
A Alb-Tr, A Tyr-Ven, A Pie S A Tyr-Ven,
A Pin-War, A Mos-StP, A Liv S A Ma-StP,
A Ank-Smy, F Con S A Ank-Smy.


ENGLAND (Barnsby) F Nor C A Bel-Yor; A Bel-Yor;
F Hel S RUSSIAN A Kie; F Nor S RUSSIAN A StP

RUSSIA (con) A Den S A Kie; A Kie-H; A StPH; A Hol-Bel;
F Bal-Ber.

ITALY (Mellor) F Mid H; F Spa-Gul; A Bur-Mun; A Mar-Pie
A Vic-Tr; A Ven S A Mar-Pie; A Rom S A Ven,
A Ny-Ag; F Smy H; F Ag S F Smy; F Ion-H

Apologies for delay. Next turn due 29 Jan 88. Merry Xmas
and a happy New Year.

STOP PRESS - "English execute a classical Dunkirk manuever as
the Austrians break through to the North Sea, over-
running Holland."


24 Dec 87.

diplomacy

85-4
W. CLUSTER



Fall 1909.

The last of the French forces have dispersed into the Swiss Alps. The English fleet now controls all of the Western half of the Mediterranean. Unfortunately for the Turkish/Austrian alliance, although they have more naval power in the Med., it is not concentrated, so it seems certain that Tunis will fall. Also the isolated German forces that they were trying to destroy can now be relieved by the English fleet.

The Austrian position in the north is starting to look a bit shaky also. They are out numbered 2:1 by the combined German/English forces.

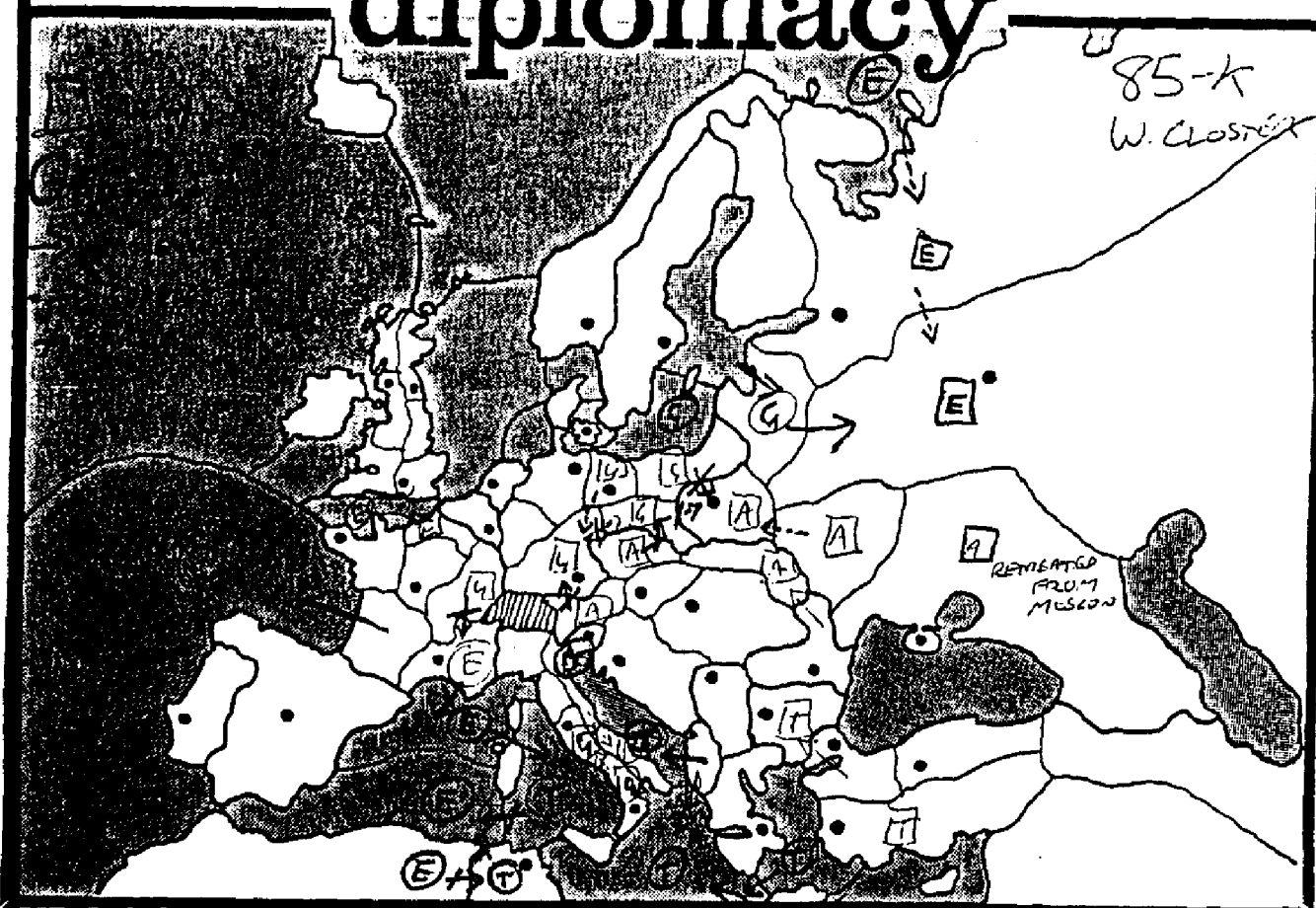
Centers: GER(10), ENG(9), AUS(8), TUR(7).



"Look AUSTRIA, It
REALLY DOES suit me.
LET ME KEEP it."

diplomacy

85-K
W. CLOSTER



Spring 1910.

Only two major things to note from this turn. The first is the taking of the Austrian held Moscow by English forces. This means that Warsaw is surrounded on three sides by hostile forces. But because the German unit in Livonia is a fleet it should survive at least for one more turn.

The second incident of note is the movement of the German unit from Burgundy attempting to take Marseilles. Of course there could be some agreement between England and Germany for this to happen.

Elsewhere, the expected link up between the English Mediterranean fleets and the isolated German armies in Italy has failed, thanks to a good movement of Turkish forces. With the Turkish fleet arriving in the Ionian Sea the Sultan has strengthened his defences, so the English fleets may have to travel close to the un-occupied northern Italian coast to link up.

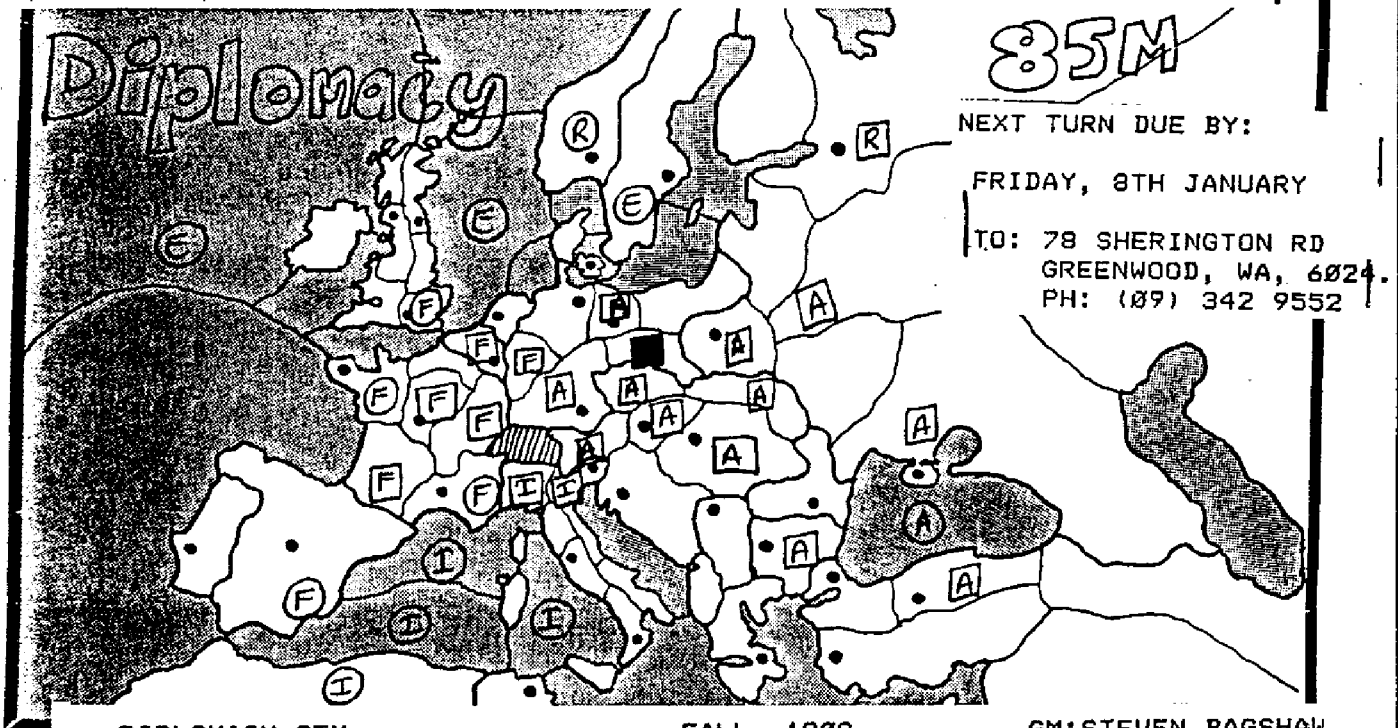


"BUT WILL THE ENGLISH BELIEVE THAT MARSEILLES IS A SHORT CUT TO THE VATICAN, HERR KAISER?"

you're Turkey.>> PARIS TO VIENNA AND ROME-"There's two of you against one of me- that makes me the slight favourite." <<Kill him! Kill him!>>

GM SPEAKS:- It's all over and am I not a relieved looking person? Thank God, or Bob Howard, whichever is better at Diplomacy (altho' I strongly suspect that He of Hell would be the ultimate Dipper (the Grand Deceiver)). Well, France has made an amazing comeback under the new (and permanent) rule of Le Eobbee, Austria keeps plugging along, but the time has now come for the final showdown with France- no more pussyfooting about, fer sure.

NB: From now on, if I don't receive retreat orders for a piece, it will disband. If I receive no build orders, it will be random builds. THAT'S A WARNING TO YE, BROTHERS. Anyone playing Diplomacy at CANCON? (Ward and I are; Bob has to stay home to tell his mischievous little kid to "Don't touch!") BYE,
Steven, 26/11/1987.



DIPLOMACY 85M

FALL, 1908

GM:STEVEN BAGSHAW

FRANCE (Bob Howard):- A Ber-Mun, A Bur S A Ber-Mun, A Hol-Bel, A Ruh S A Hol-Bel, A Gas S F Mar H, F MAO-Spa(sc), F Bre-MAO, F Nth-Lopn.

ENGLAND (Paul Ward):- F Iri-NAO, F Bel H, F Den-Swe.<<F Bel R-Nth>>

RUSSIA (Mark Haughey):- F Nwy S A Lvn-StP, A Lvw-StP, A Ukr-Rum, F Ank-Con, <<F Ank- disband>>

AUSTRIA (Tony Graham):- A Bul-Con, F Bla S A Arm-Ank, A Arm-Ank, A War S A Mos H, A Mos S A War H, A Sev S A Mos H, A Gal-Rum, A Sil-Ber, A Mun S A Sil-Ber, A Boh S A Mun H, A Tyr S A Mun H.

ITALY (Jim Penman):- A Pie-Mar, F GOL S A Pie-Mar, F Naf-MAO, F Tun-Wes, F Tyh S F Tun-Wes, A Ven H.

BUILDS:-

AUSTRIA:- Vie, Bud, Ser, Tri, Bul, Rum, Con, Ank, Sev, Mos, War, Mun, ~~Bo~~ (13) BUILD A VIE, ~~A BUD~~

ENGLAND:- Lpl, Den, Swe. (3) NO CHANGE

FRANCE:- Par, Mar, Bre, Spa, Por, Bel, Hol, Kie, ~~Bar~~, Lon, Edi. (10) BUILD A PAR, ~~OWING~~

ITALY:- Ven, Rom, Nap, Tun, Gre, Smy. (6) NO CHANGE

RUSSIA:- StP, Nwy. (2) DISBAND A UKR

PRESS:- AUSTRIA-"And the tide goes out for Russia in the Black Sea."

PARIS TO LONDON-"Well, well, well, the master tactician stuffed up!" <<Paul, I think you're going to regret that comment about tactics even more than your comment about not writing to England when

diplomacy

NORTH ATLANTIC
TIMES

IMPR RATINGS

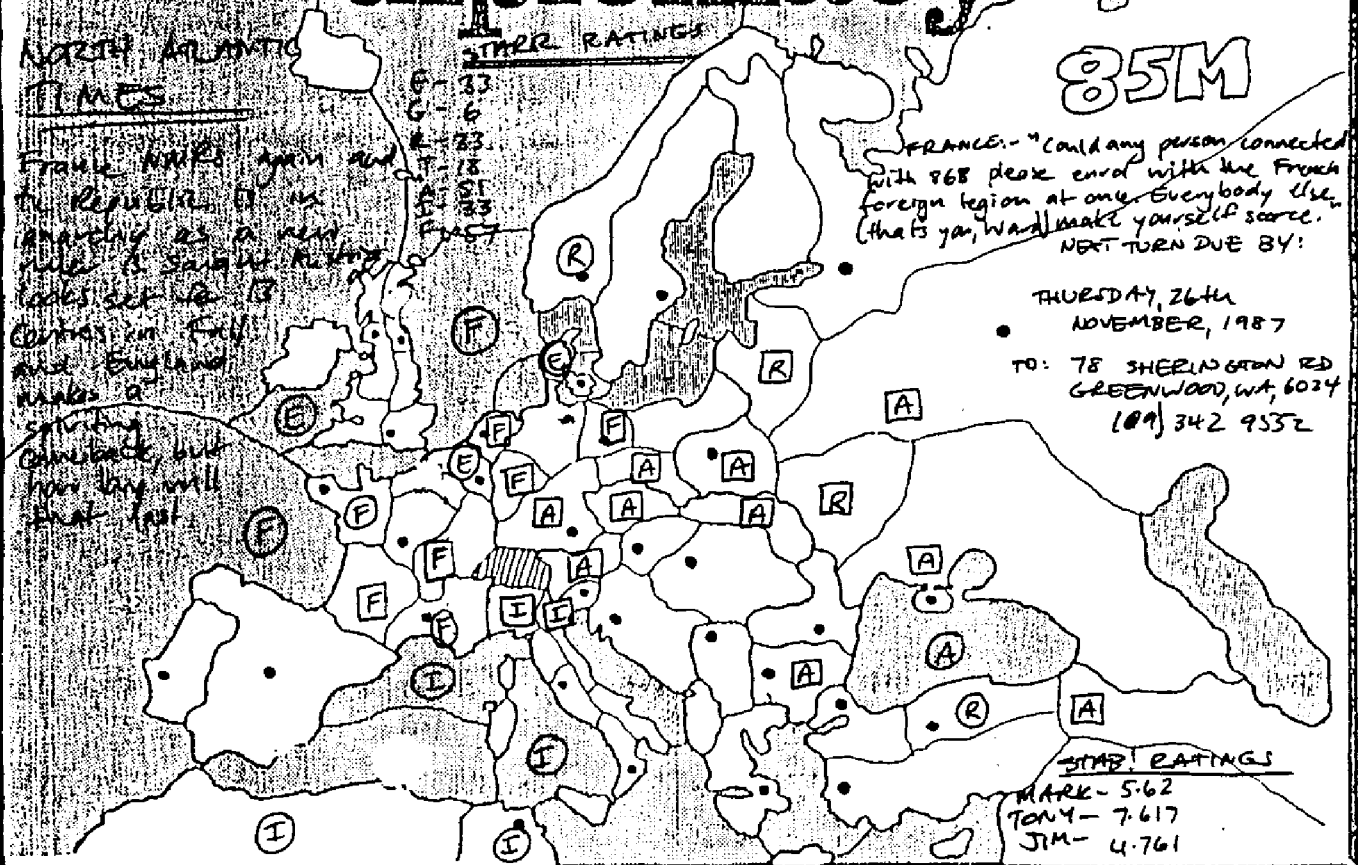
85M

France makes gains and the Republic of Ireland is expanding as a new rule of law is being made. German in Fall and England makes a surprising comeback, but how long will that last?

FRANCE: "Could any person connected with 868 people enrol with the French foreign legion at once. Everybody else. (That's you, Ward) make yourself scarce."
NEXT TURN DUE BY:

THURSDAY, 26th
NOVEMBER, 1987

TO: 78 SHEELINGTON RD
GREENWOOD, WA, 6034
(09) 342 9552



STAB! RATINGS

MARK - 5.62
TONY - 7.617
JIM - 4.761

DIPLOMACY 85M

SPRING, 1908

GM: STEVEN BAGSHAW

ITALY (Jim Reaman): A Mar-Bur, A Pie-Mar, F GOL S A Pie-Mar, A Apr-Ven, F Tun-Nat, F Con-Tun, F WES S GOL H ((NSU)), F Tyh H (unorderd) (A Mar → d.3band)

RUSSIA (Mark Haughey): F Swe-Nwy, A Liv S A Sev-Mos, A Sev-Mar, F Bla-Ank (A Sev R → UKr)

AUSTRIA (Tony Graham): A Mun S A (Ital.) Mar-Bur, A Sil-Ber, A Boh S A Mun H, A Arm S A Rum-Sev, A Rum-Sev, A Bud-Gal, F Con-Bla, A Mos S A War-Lvn, A War-Lvn, A Bul H, A Vic-Tyr

ENGLAND (Paul Ward): F Iri-Yrk ((impossible)), F Eng-Bel, F Den-Kie

TGB needs Gms! Apply now!!

FRANCE (Bob Howard): F Eds-nth, F Wes-MAD, F Buc. SF Wes-MAD, F Spa(sc)-Mar, A Gas S F Spa(sc)-Mar, A Bur S F Spa(sc)-Mar, A Hol-Kie, A Ber-Mun, A Ruh S A Ber-Mun

NEW FRENCH FROG: - Bob Howard, 36 Gladstone Rd, Leaming, WA, 6155.

NOTE The due date has been moved forward one day so that I can get the turn done, photocopied and posted by Saturday morning, when I'll be dashing off to celebrate the end of my Year 12 exams. Be prompt.

NOTE #2: There will be a new French player next turn. Paw Glen - he had such a good STAB! rating, too. STOPPRESS - Found! After turn was done, tho!, thus alterations.

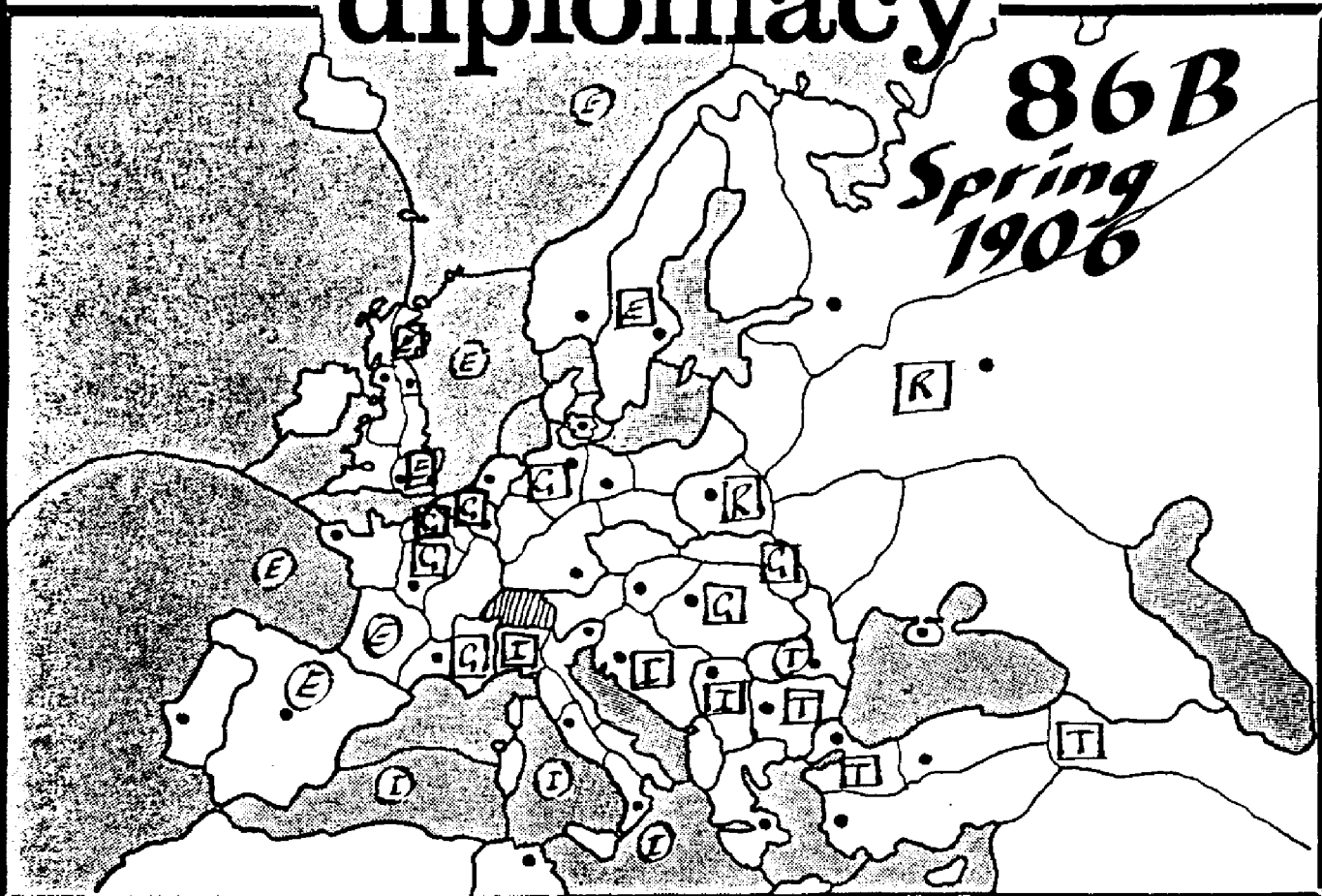
NOTE #3: Thanks a million to Mark Haughey for filling in the relevant supply centre details for me. It turns out that Eric Roche was misinformed when he told me that it was 1906 when I started GMing 85M. It should have been 1904. All my results from Spring, 1906 on should be two years previous. Sorry.

STEVEN 30/10/1987

diplomacy

86B

Spring
1906



RUSSIAN ARMY IN MOSCOW (BOAN AS A FLEET IN SEVASTAPOL) HAS BEEN CORRECTED TO AN ENGLISH ARMY. "C'EST LA GUERRE"

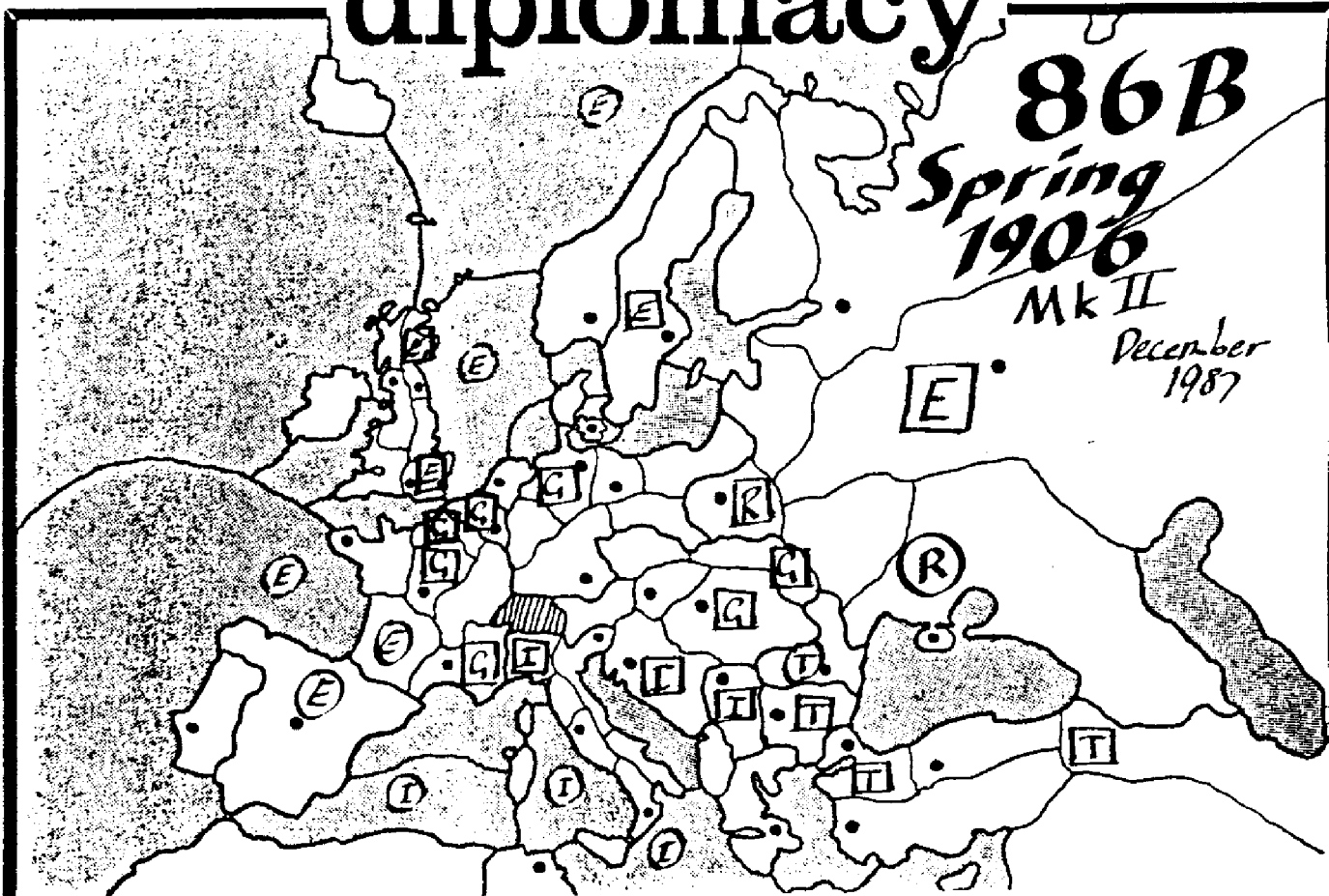
diplomacy

86B

Spring
1906

Mk II

December
1987



Diplomacy 86B Spring 1985

Errata: The only change is that there is no change.

Russia: (Whitchurch) A Sev - Mos, A War S A Sev - Mos

Turkey: (Grelis) A Bul - Ser, F Rum H, F Aeg - Con, A Ank -
Arm

England: (Yovich) A Mos H, F Bar - Nrg, A Swe H, F Nth C A
Lon - Hol, A Edi H, F Bre - MAD, F Gas S F Por -
Spa(SC), A Lon - Hol (A Mos disband: no retreat given)

Italy: (Howard) F WMed - Spa(SC), F Nap - Trh, F Ion treads
water (Hold), A Gre - Ser, A Tri S A Gre - Ser, A Ven -
Pie

Germany: (Penman) A Den - Kie, F Bel - Hol, A Pic - Par, A
Bur S A Pic - Par, A Vie - Bud, A Gal S A Vie - Bud, A
Spa - Mar

Press:

Rome - Berlin:

"If you've been stabbed by England, then tough luck - you
should've got him first.

If you haven't been stabbed by England, then brace yourself
- he can't force the Mediterranean, so he's only got one
option."

Rome - London:

"You're lucky my code of ethics doesn't include passing on
photocopies of players' letters, otherwise Germany would
have moved somewhat differently."

Rome - Constantinople:

"Onward Christian/Moslem soldiers!"

"We shall stab them, on the beaches"

Winston Yovich

"What, by the balls of the great prophet, is going on!"
Sultan Muzza to Sheik Yabooties (Chief of Staff)

"The Russian Government declares that the civil war is OVER,
the government is now open for normal diplomatic
communication and the English invaders are about to be
removed from Holy Russian soil. Death to the English
Hegemonists!"

Its good to see lots of press. It warms the cockles of my
GMish little heart. Ian's press was probably more accurate
than he expected. Due to not including a possible retreat
for the English army in Moscow it was disbanded, as was

decided from Spring 1985.

Farewell Austria and France. As a result of Civil Disorders
(and the retreat rule) both of them have been squeezed off
the map. We're now down to five active players (who I hope
will stay active), but the end may be nigh. I've had
proposals for both an unilateral draw and an arrangement of
England & Germany 1st, Italy & Turkey 3rd and Russia 5th.
If consensus is reached before 18 centres are I'll wind up
the game, but while it continues so will I.

On the subject of GMing, the Tigers are looking for GMs for
new games. Even I will volunteer to take another one (if
they let me do the turns in the middle of the month), but
rather than subject another seven people to the vagaries of
my timing, maybe one of you would become a GM.

So we got three pages in TGB for two turns. I was taking
advantage of not having to fit into an A4 page and spreading
out a little with more of my own verbosity but the Tigers
packed it all in anyway (although there was some judicious
editing of Spring, 1985). At least this month they can just
hack off my part and print the orders and press for anybody
that wants to read them.

The next turn is due on Friday, 27th November, 1987. I hope
we will still have five sets of orders for that turn. Do
not forget your retreats or your builds. Also, let me know
how you want to handle the December turn. At this point I,
for one, look like being away for a week over Christmas/New
Year.



"ALL IS FAIR IN WAR
MY ENGLISH NEBESIS"

Tony 11/87

FD6 - THE SLEEPER

Well, fellow Commanders, we are off to a good start. The C.P.U. has suffered some early setbacks with 'THE GURU' inflicting 24 points of damage on three flyers and a combined effort between 'GRIT GRINDER' and 'BLITZKREIG' destroying a factory, three heavy tanks and two robots at last report - without loss themselves.

The known CPU unit-breakdown so far is;

HEX	#	TYPE	ATK/DEF	TURN
9.13	108	robot	2.6	3
9.13	109	robot	2.6	3
6.14	110	"	2.5	3
7.10	111	"	2.6	3
7.9	112	"	DEAD	4
7.10	114	"	2.6	3
9.13	115	"	2.6	3
6.11	116	"	DEAD	3
9.13	118	tank	4.10	3
6.14	119	"	4.10	3
6.14	120	"	4.10	3
6.14	121	"	4.10	3
6.14	122	"	4.10	3
7.10	123	Hvy Tnk	4.16	3
7.10	124	"	4.16	3
6.11	125	"	DEAD	4
6.11	126	"	DEAD	4
6.11	127	"	DEAD	4
6.11	133	FACTORY	DEAD	4
5.4	91	flyer	2.12	3

Please send any further information c/- BLITZKREIG

An alliance - tentatively called 'THE BROTHERHOOD' is forming. Composed of seven members at turn three and growing, our aim is to discourage inter-rebel conflict and sponsor co-operation to remove the CPU - To this end we hereby issue a first and final warning to #9: "PSEUDONYMITY": Cease your efforts to disrupt diplomacy and foster distrust and warfare between your fellow Commanders or you shall be forcibly removed from the field of conflict - **WE WILL NOT TOLERATE** CPU infiltrators such as you appear to be. This is your only chance to be reasonable and gain the co-operation of your compatriots!

Until next time, may your guns never jam,

THE SLEEPER

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THE FIRST EARTH VICTORY IN RETURN FROM SIRIUS
 Game 37 , No-credit Victory

Name	Planets	Ships	Industry	Homeworlds
V Empire	0	0	0	0
<i>AKHNATON</i>	50	17	181	1 (+ EARTH)
Groo	9	8	70	1
Elarco	38	19	95	1
Cong Inc	53	16	184	2
Wolfgard	22	8	85	1
Costello	39	7	87	1
Lactophi	14	3	68	1
Dr Who	29	22	86	1

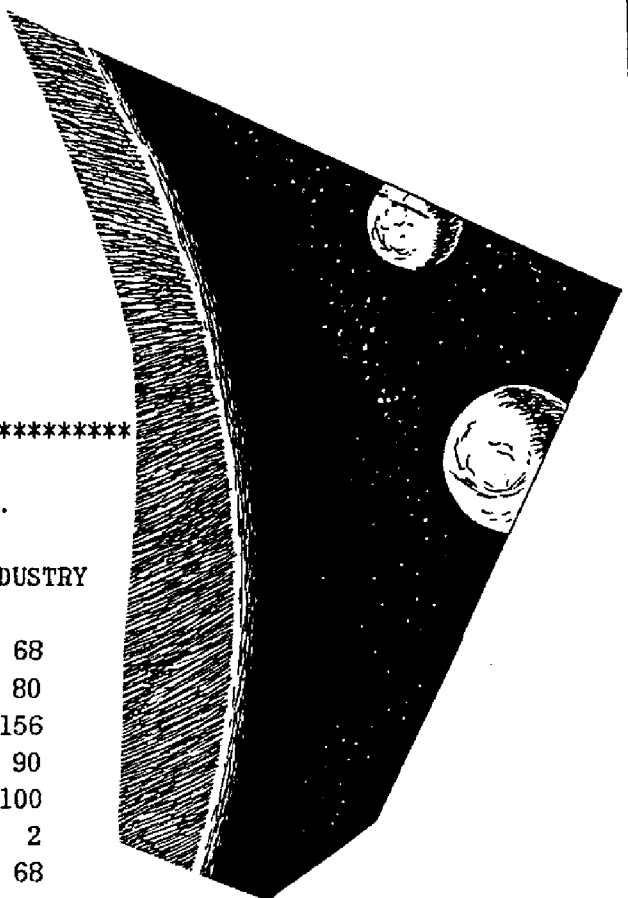
Congratulations to Richard Klienbergs for his great win. The victory came about due to the use of 12 Research planets and the close co-operation of 2 other players. Richard has provided us with a very good report of his game which appears on the following pages. For his efforts Richard has won himself a free game plus a well deserved reputation.

N. BRAZIL HAS WON GAME 55

NAME	SCORE	SHIPS	PLANETS	INDUSTRY
Apollo	19087	6	35	75
Orion	11598	7	5	80
M. Polo	22261	9	28	101
N. BRAZIL	30387	9	30	87
Nostramo	23191	9	25	81
The Boat	17766	6	25	96
Xixax	15853	9	17	76
The Span	18202	10	36	72
Keel	7257	7	19	63

GAME 53 HAS BEEN WON BY TEMUJIN.....

NAME	SCORE	SHIPS	PLANETS	INDUSTRY
Yubee Me	4537	7	3	68
Supremo	11943	6	7	80
<i>TEMUJIN</i>	32008	11	61	156
Baldric	31129	11	38	90
Kyffu	28925	12	49	100
Centauri	15146	3	5	2
Krico	16746	12	8	68
Harkaman	24472	7	18	80
Theda	23090	9	41	87



AEGYPTUS REBORN

or

"...unaccustomed as I am to public speaking..."

Bibliography of AKHENATON aka Richard Kleinbergs

Having chosen this universe for our reincarnation we now set about increasing the Empire of AEGYPTUS REBORN. The first five 'ships' given to us in homage by the Sirians are infused with the souls of some of the more peaceful Gods and, after spending a year improving the cargo capacity and building defence units for our conquests, they were despatched to explore.

By year 3, five new worlds have embraced the worship of AKHENATON - Son of RA. Also we encountered the minions of the entity "GROO" orbiting a coveted Research establishment @ P118 - peaceful negotiations ensue. Our first warship is commissioned and infused with the essence of OSIRIS.

YEAR 4: Communications with "ELARCO", "COSTELLO", "CONGLOMERATE INCORPORATED" & "GROO" on a cordial basis, our empire is growing steadily. The ship of a reptilian entity, "V EMPIRE", has appeared over one of our B-ring worlds - proving sound our policy of defending conquests immediately. Also, we gained control of our fourth Research Planet - P157 'Havarti' - already named, but by whom?

YEAR 5: The aliens emerge from the woodwork!! The reptile cargo ship ran away but a warship has appeared over an RP - he shall feel the wrath of OSIRIS, the God of embalming! Also, "LACTOPHILE" was encountered in two places - obviously the previous owner of 'Havarti', overtures of peace are made. Construction of our second warship, ANUBIS, is initiated.

YEAR 6: Fourteen worlds, peace on all borders except with "V". "ELARCO" seems amiable but he appears too interested in obtaining a map of my territory...

YEAR 7: A successful year, now 19 worlds. "V" has destroyed my industry on RP154 without bothering to negotiate - he now confronts OSIRIS. War has apparently broken out between "CONG.INC" and "LACTOPHILE". Both are allies so I shall not intervene.

YEAR 8: We gained a hull from "V" for little damage - he STILL refuses to communicate! "DR WHO" has two ships (a large cargo & a small battle) over my Earth-link world - will combat

be necessary? A diplomatic courier is sent. Negotiations proceeding with "LACTOPHILE" over borders. Earth is VERY busy.

YEAR 9: "DR WHO" yields without conflict but claims his Battleship is out of fuel, I could destroy it and gain another hull but prefer peace, so I shall load fuel aboard it with my good wishes. "DR WHO" is having trouble with "ELARCO", increasing my misgivings about him. "ELARCO" sent an unsolicited map, claiming no borders with "V EMPIRE".

YEAR 10: "DR WHO" expresses his gratitude for the fuel and promises to return the favour if it is ever needed - it appears I have made a friend. 28 worlds now under our dominion, the RPs are ordered to increase the efficacy of our battleships.

YEARS 11 - 13: Borders established with "WOLFGARD", "GROO", & "COSTELLO", transits of our territory by ships of "LACTOPHILE" and "GROO". Using RP information it has been determined that "ELARCO" lied!! His statement that he does not border my enemy "V" was proven patently untrue as his RP321 and "V"s RP200 both border world 335 - he shall get NO map!

YEARS 14 - 17: "ELARCO" is upset by my discovery of his duplicity and tries to begin a propaganda war against me. We have grown to 36 worlds and our battle fleet grows in size and power steadily. "GROO" no longer speaks - a disturbing event. There are still three unclaimed RPs in the galaxy! "DR WHO" and "LACTOPHILE" are at war over P262 - a world once mine. Also, my loyal allies tell me that "ELARCO" is still trying to stir up trouble for me - poor fool. This despicable entity is still attacking "DR WHO" too - he will have to be dealt with. My ships arrive at Earth for the first time to visit the home of my first incarnation. We also suspect the demise of "V EMPIRE" - no governing guidance seems to be in evidence, "CONG.INC." may help in carving up the territory.

YEARS 18 - 20: The 'purge' of "ELARCO" is under way, "COSTELLO", "WOLFGARD", and myself are the main protagonists so far but others will be recruited. The assault on "V" begins - A Super- and two Medium-battles land on his B-ring, a very nice world! "V" has definitely been assassinated as there is no response to my attack. The fool "ELARCO" has put a cargo ship on Earth - perfect target for "COSTELLO" and myself while "CONG.INC." still sits on the fence.

YEAR 21: One of the classic 'ALL player messages' of all time, I quote; "HAS ELARCO LOST HIS MARBLES? WOLFGARD". The

answer is YES, and also his chance of galactic domination due to his knack for abrasive behavior. "V" continues to shrink...

YEAR 22: Elarco ship 144 is now an empty hull on Earth - but he has sent us another target! My fleet of 12 ships has six battles now and "V" is about to donate FIVE more hulls...

YEAR 23: Two hulls on Earth, compliments of "ELARCO" - who is also suffering from the depredations of "COSTELLO, DR WHO & WOLFGARD". Three of the "V" hulls are mine, two more this year. There is STILL one RP unclaimed! ELARCO now imagines that I can take over Earth with only a large ship- but he won't tell me how, unfortunately! He is also becoming frustrated because all the other entities are treating his 'diplomacy' with the contempt and amusement it deserves. The inaugural Ship-Auction is announced - more ELARCO targets?

YEAR 24: My worlds now total 40 - an increase of only four in 11 years as I've been busy enjoying myself and halting the ELARCO menace. My fleet now numbers 17 but still only six battles. A pity - no more ELARCO targets appeared at Earth. My assault on "V" RP200 begins and ends in one round of combat to the great rejoicing of the liberated populace. The last of the 100 possible hulls was built in Year 23.

YEAR 25: "V" is determined to give me two MORE hulls, yet! Such generosity, but at least the crews of my battleships are kept in practice. I have now built 90 extra PDU on Earth. The Earth authorities were fooled by ELARCO - he didn't get a ship to Earth but still won a ship bid! The Authorities have promised to review their procedures - revenge will be taken!

YEAR 26 - 27: SABOTAGE BY THE GODS! In a previous incarnation RPs were able to increase F-units by 50% of C-units, however the laws of nature have been changed and this is no longer possible. This was a great shock to the crew of my 167 C-unit ship!! The alliance of AKHENATON - DR WHO - CONG.INC. have five RPs each.

YEAR 28: SHOCK!! POLITICAL UNREST SWEEPS THE GALAXY!! The lamented leaders of GROO, LACTOPHILE, WOLFGARD & COSTELLO are overthrown! COSTELLO, with 52 worlds was very puzzling (whatever DID happen to Terry Chilvers??). The new GROO is assaulting two of my worlds (with a Super- and Large-battle and Large-ship), and will be dealt with. Two worlds are take from ELARCO.

YEAR 29 - 30: GROO loses his Super battle, we now have 22 ships - seven battles. ELARCO donates two worlds and three hulls

to the cause.

As my loyalty to COSTELLO was a personal one to King Chilvers, the decision is now taken to halt this Empire's domination of the galaxy. To this end I even make truce with the despicable ELARCO - a pustule on the bum of our universe. Unbeknownst to Whitchurch the Usurper of COSTELLO his empire is from this moment in decline.

Year 31: COSTELLO sends two ships to Earth for DR WHO and I to have target practice on! GROO loses a super-cargo and his B-ring world. ELARCO holds an RP by ONE C-unit(!), and COSTELLO starts donating worlds to us. The galaxy is now nearly united against COSTELLO - AKHENATON, ELARCO, CONG.INC., WOLFGARD & DR WHO. LACTOPHILE is busy with DR WHO and GROO is plotting what must become one of the most despicable acts ever to grace RFS...

YEAR 32: 21 ships, eight battles - building a medium battle every turn. Earth now has 360 PDU - thanks to my S116 THOERIS. Two COSTELLO and one GROO worlds fall to me. Managing Director Friedrich of CONLOMERATE INC. has gained control of the ex-"V" homeworld. GROO the Abhorrent has commenced gifting six worlds per year to COSTELLO - sour grapes when the war he initiated with me very quickly became a rout on his part. Surely the most pathetic and spiteful response ever known for a ruler new to his empire after others have striven for thirty years! He obviously has NO regard for the feelings of his fellow entities after their thirty years of commitment!! May I never meet him again in any other incarnation! WOLFGARD also loses a hull at Earth (oops).

YEAR 33: I assault GROO's homeworld with enough force to make sure he will have no useable fleet to aid COSTELLO, also I may attempt a conquest... ELARCO still, despite our truce, tries to convince my firm ally CONG.INC. to attack me - I receive copies of the letters immediately - of course! Others he contacts with the same aim simply ignore him. WOLFGARD loses a Large battle on Earth due to DR WHO and myself.

YEAR 34: WOLFGARD offers to gift me a medium battle in COSTELLO territory in exchange for me not attacking his ships at Earth during the Year 35 Auction. I agree, but he uses RP orders to teleport the ship to Earth unbeknownst to me. By doing this he wins a ship-bid and causes me to destroy 42 PDU on Earth - reducing it to 358 PDU and the ship to a small cargo! An excellent trick, I toast you WOLFGARD!

We had been considering using our five RPs to produce a Mega-Dreadnought to destroy GROO's homeworld. The mechanics of this were all worked out when we had a brainstorm - why waste this ship on GROO when EARTH lies waiting! This was the point at which we decided the path to supremacy could be ours, never really considering it before - and all thanks to GROO!!

Five RPs and a little bending of the laws of physics built S116 THOERIS from an 84.30 ship to a 400.30 Dreadnought! (Didn't you wonder why it left Earth then instead of waiting to shoot at COSTELLO?)

YEAR 35: 21 ships, nine battles, 43 worlds. Again I get no ships at the auction - not that it worries me much with 21 already. My excess battle fleet begins to disengage GROO and head for Earth, plus the medium battles still built each turn. Diplomatic feelers go out to my most loyal ally Time Lord Pfeifer of DR WHO and friend Master Cheesemaker Vickers of LACTOPHILE with regard to aid in this history-making endeavour. My good ally CONG.INC. wants domination as much as I, so while I trust him I choose not to strain our relationship by asking for his co-operation in helping my ultimate success.

YEAR 36 - 37: Preparations proceed, my fleet nears Earth, I continue taking worlds from COSTELLO and support in my main endeavour is pledged from DR WHO and LACTOPHILE.

YEAR 38: In a supreme effort by 12 RPs utilising the total conversion of matter into energy / force field technology / hyperspatial tunnelling I throw an impenetrable barrier around Earth. DR WHO cedes me his large ship and THOERIS uses its 1496 shots to destroy Earth's PDU. In case of disaster a super-cargo waits at the Earth-link with 60 more PDU - if I don't get Earth, no-one else gets it easily! My thanks and six worlds go to LACTOPHILE, plus in this last year I gain the final "V" world, another GROO world and - surprisingly at this stage - land on a previously unclaimed world in COSTELLO's area! COSTELLO had scanned my Dreadnought in year 37, resulting in the following All-player-message, surely a classic;

"ANKY'S got a Dreadnought,
Doc-dan, doo-day,
ANKY'S got a Dreadnought,
And I'm shitting bricks!
COSTELLO"

YEAR 39:

!!VICTORY!!	History is made...
17 ships	8 ships/battleships
	3 empty hulls
	6 cargo
50 worlds	
184 industry	
3 of the best allies ever!	

Equal in importance to me to victory was;

- 1) The honor of having the help and friendship of DR WHO & LACTOPHILE and,
- 2) The final message from CONG INC offering to help me take over Earth - completely unsolicited!

I am deeply touched and grateful to have played in a game such as this with;

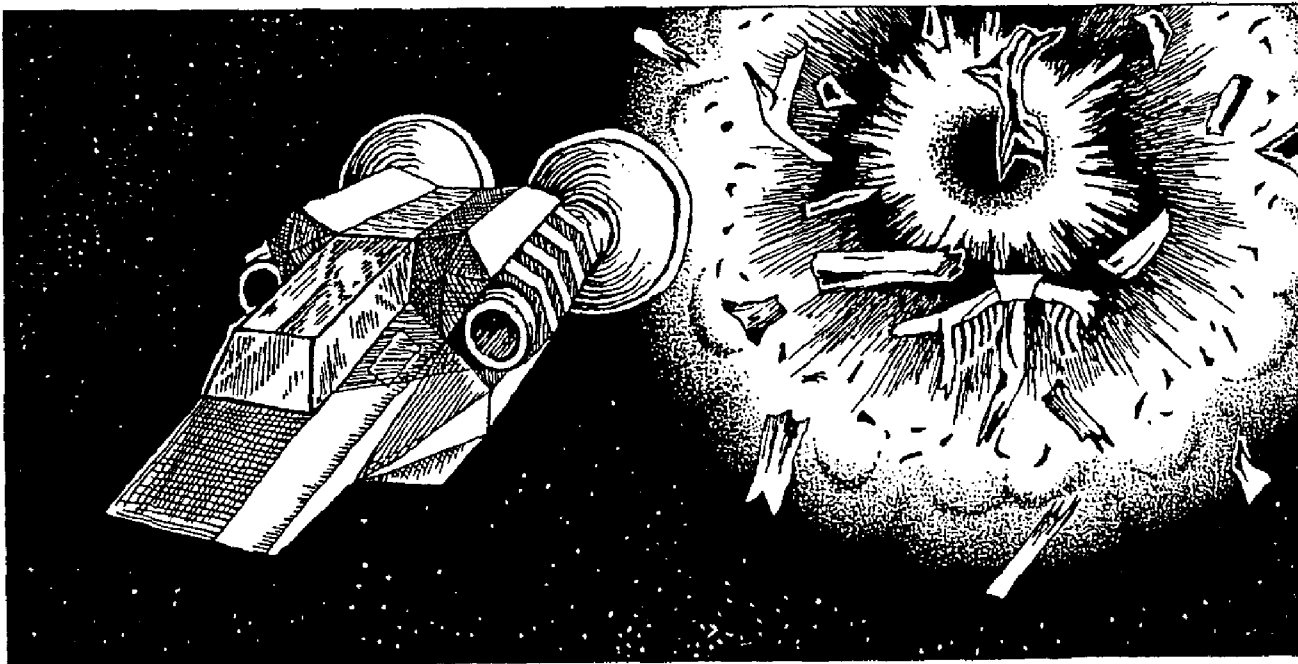
Bob Pfeifer

Tim Friedrich

James Vickers

My thanks also to all the others who made RFS³¹ as enjoyable as it was (yes, even ELARCO and GROO!), and of course the Tigers all the best,

P.S. Yes, ELARCO was STILL insulting me and trying to stir up trouble for me at the last; and was the ONLY entity to try to stop me on Earth - consistent to the end (but all is forgiven...)



Conglomerate Incorporated.

Diplomatic Division.

To: The Board.

It has come to our attention that our ally Akhenaton has captured planet 195 (the bluey green one called Earth). As thought, by most experts, those annoying transmissions in the radio band were originating from the above mentioned planet. Akhenaton has silenced them. We do not need to search for the source anymore. The suicide rate has already begun to drop with the cessation of "No Talent Time", and "Country Neighbours".

We suggest diplomatic relations should continue between all survivors of this emergency.

REPORT ENDS: Confirmation Of Proposal (Y-R-N-M).

Historical Division

To: Board.

Below is our findings on our role in the search for the transmissions. We originated on the one planet, namely 334. Having secured most of our neighbouring planets we found a link to planet 195 (the bluey green one called Earth). It was around this one planet that our universe seems centred. On it we found a primitive peoples who had not fully comprehended the economics of empires. Through our over funded Diplomatic Division we gained contact with various other advanced, and not so advanced, races. Lactophile seems to have been a "big baddy" during the early stages. Meanwhile Wolgard, Eiarco and Akhenaton seemed "nice enough chaps". Costello seemed to be going quite well for some time. Then Akhenaton landed on Earth with a Dreadnought and a few other battles. We sent him a note detailing a plan whereby Earth's defences could be overcome. That was the last turn.

REPORT ENDS: Confirm Accuracy (Y-R-N-M).

PRESS DIVISION.

PROMOTIONAL REPORT.

FIND OUT THE REAL TRUTH BEHIND CONG. INC.'S ATTEMPT AT GALACTIC DOMINATION!!! OVER THE FOLLOWING ISSUES OUR CHIEF REPORTERS WILL BE DIGGING UP ALL THE DIRTY ON CONG. INC.'S "PERFECTLY LEGAL" TRANSACTIONS. FIND OUT HOW DID WE GET VAMPIRES HOMEWORLD! WHAT HAPPENED IN THE "SECRET WAR" AGAINST COSTELLO! TEN TIMES MORE EXCITING THAN THE HISTORICAL DEPT'S REPORT!

COMING TO A MAGAZINE NEAR YOU! DON'T MISS THE ACTION PACKED CONG. INC. DIARIES!!!



RETURN FROM SIRIUS - GAME 55 - REPORT BY "NOSTROMO"

My first RPS game saw a continuation of my record of almost winning PBM games - always the bridesmaid, never the bride. This is an account of what went right (why I came second) and what went wrong (why I came second).

First move was to build the ships up to 6 fighter units and send them out on as quick a planet grab as possible. Believing from the handbook that there would be neutral planets armed with 1 PDB, I calculated that 6 was the number of fighter units needed to be sure of knocking it off when burdened with 10 cargo units. Over the next few turns I captured a sizeable empire including all but one of the Research Planets halfway between me and another player. My home planet was called Palestrina and other planets named after other Renaissance composers. I was going to name ships after works written by the composer whose name was attached to the ship's planet of origin. However I didn't realise how hard it is to work up a new planet to the point where it can build ships, so they were all named after Palestrina's greatest hits.

The maps published in TGB were useful not only for finding Research Planets and other players, but I also traded one with "The Span" for a planet loaded with ore. Meanwhile I set up a pattern of ship movement within my own empire so that one or two were always at home to be built up into a freighter or (more usually) a battleship. The pattern was: Take PDB's out, pick up ore 1, 2 or 3; go back for refitting. During this period I didn't attack anyone else's planets, but if anybody took mine, I grabbed them back.

After a while, a comparison of the published scores and the list of RP owners indicated that N.Brazil was the one to beat (already the only one ahead of me). He was also the main one I had to get planets back from. So it was time for a declaration of war. By this time I had 3 large battleships, and the relevant RP order showed that he had only one medium. (But many cargo ships - that didn't worry me at the time, but it should have.)

I sent the biggest ship towards his home planet, hoping to draw the fighter (and any new ones) towards this attack. But the main attack (3 fighters plus a cargo ship loaded with fuel) went to cut off his route to earth. He had made 2 sizable trades, and I could have pulled ahead on points by doing the same thing, but preferred to stay just behind so as not to draw hostile attention. Naturally I put out all-player messages pointing out the winning player's name and home planet number. But none of the other players seemed to get off their backsides and get after him - they left it to me.

The attacks went well and I destroyed 2 of N.Brazil's ships, then used RP orders to teleport the hulks back home for refitting. I then started to send my cargo ships toward earth for the planned last-minute trade that was going to put me over the top (a tip from Cameron Thomas - a bad one). I was sitting over 2 of the planets between Brazil and Earth to stop further trading and figured I had it sewn up. But I'd left my run too late.

There were 2 problems - firstly my ore stocks for sale were of mixed types, and I'd forgotten (since I hadn't made a trade throughout the whole game) that under the rules you can only trade one type per turn from the same ship. So I realised it was going to take longer than I thought to hit 30000. But that was academic because of the second problem - it happened to be a Research turn just then and Brazil used the random-positioning order to TELEPORT past my blockade. There was nothing for it but to race the fighters to earth and blast him there, but it was too late, because trading comes before fighting in the turn sequence.

Having gained 2nd place without actually carrying out a single trade, I figure I'll do better in a no-credit victory game. When's it going to start, Rick?

Diplomacy 38C - Spring 1966.

ENGLAND(Leeann Galloway): F NthS-Ska, F Lon-Yor.

FRANCE(Paul Braun): A Pie-Tyr, A Par-Gas, F EngC-NthS,
A Wal-Liv, F Mar-Spa(sc).

GERMANY(Murray Greliz): A Hol sup F Kie hold, F Kie hold, (*Retreat to Ruz*
Retreat to Ruz) A Mun-Sil, F Bel sup (English) F NthS hold. H5

ITALY(?): NMR; A Rome hold, F Tun hold.

RUSSIA(Darryl Winder): F Edi sup F Nwy-NwgS, A Den sup A Ber-Kie,
F Sev begin trans-Moscow canal, A Tyr-Mun, A Vie-Tyr,
F Nwy-NwgS, A Ber-Kie, A Boh sup A Tyr-Mun, A Pru-Ber,
F Bal sup A Ber-Kie, A War-Sil, F StP-Nwy.

TURKEY(Steven Bagshaw): F Ion-TyhS, F Apu-Ion, A Nap-Rom,
A Ven-Pie, A Tri-Ven, A Bul-Ser, F GoL-Mar, F Sym-EMS
F Con-Aeg.

Reuter Press: Istanbul; Okay Froggy, here come the RATS. signed the
Sexy Sultan Steve, swinging somnabulist and star of the (13)60's

St Petersburg, Turkey - sorry not this turn, next turn for sure

Berlin; "O.K.!! You've pushed me too far you pack of slug-raping
rats-spawn. Germany hereby declares war on Russia, Turkey and
France. You asked for it!"

GM's Note: Order deadline=8th of January. Don't forget its a build turn
next turn so include all builds and disbands. Terry returns in a week or
so, thanks for stepping into his shoes for this turn

Well the response to my competition was over-whelming. I was
staggered by all the enteries and only after careful consideration give it
to Murray for his "Napoleon conquered most of Europe till he meet his
Waterloo!" Second place goes to Paul with "Geez you look awful",
"Yeah, I feel a bit crook." a summary of the Black Death. Third place
goes to Steve with "I say, what do those chaps want?"; "Something about,
turning!" which captures the very essence of the storming of the Winter
Palace. Congratulations to all who entered, Murray just call in to claim
your prize.

*'Where are the nuclear deterrents when you need them.'
German ambassador to U.N.*

Switzerland Daily Star Spring 1906.

French Invasion Continues Amid Rumours of Alliance.

While the French invasion of England continued with their advance into Liverpool, General Cluseau would neither confirm nor deny rumours of a secret alliance between the warring(?) countries. The rumours began when the English navy withdrew from London, and the North Sea, allowing France to occupy the latter. Neither the Queen nor the President would comment on their respective, and very similar, letters of condemnation on the Scottish Revolutionary Republic. Our chief military expert claims that the recent troop movements could signal an attempt to put down the S.R.R.

Russia's Suez Under Construction!

Work has begun on the Trans Moscow canal. Once complete ships will be able to travel from the Black Sea to St Petersburg, via Moscow. "It will run alongside the Volga for 85% of the way." Said chief engineer MacDottski. When asked why they don't just use the Volga he said, "We want a straight line, not a wobbly piece of string!" The giant MacDottski Ltd construction company is expected to win the tender.

Russians Blitzkrieg Deutschland!!

In a stunning pincer movement Russia captured both Kiel and Munich this month! Backed by their Baltic and Bohemian and Danish ~~armies~~ ^{FORCES} the two Russian Bicycle Corps covered distances of 20-30 miles a day to take the Germans completely by surprise! "Ye didn't know zey would attack on ze Spring turn!" This time it was the German High Command who made a hasty exit. "Taxi!!" were the CinC's last words.

Swiss Hold Back Turkish Tide!!!

While the Turkish army from Naples pushed the Italians from the suburbs of Rome it failed to take the Vatican which was fiercely defended by some Swiss tourists that had heard the Turks would increase Hotel charges. The Turkish advance was turned into a retreat when the early rumour was confirmed. "We're not paid to fight them!", a battered Turkish private after his encounter with the Swiss.

Kaiser Wins Short Story Competition!!

Kaiser Greliz was overcome when it was announced that he had won the prestigious Foster-MacDonalds short story comp. He managed to mumble the following before breaking down and crying with joy, "We decline far or Washer, Murky and Fragrance." Presumably the English were forgotten, or forgiven.

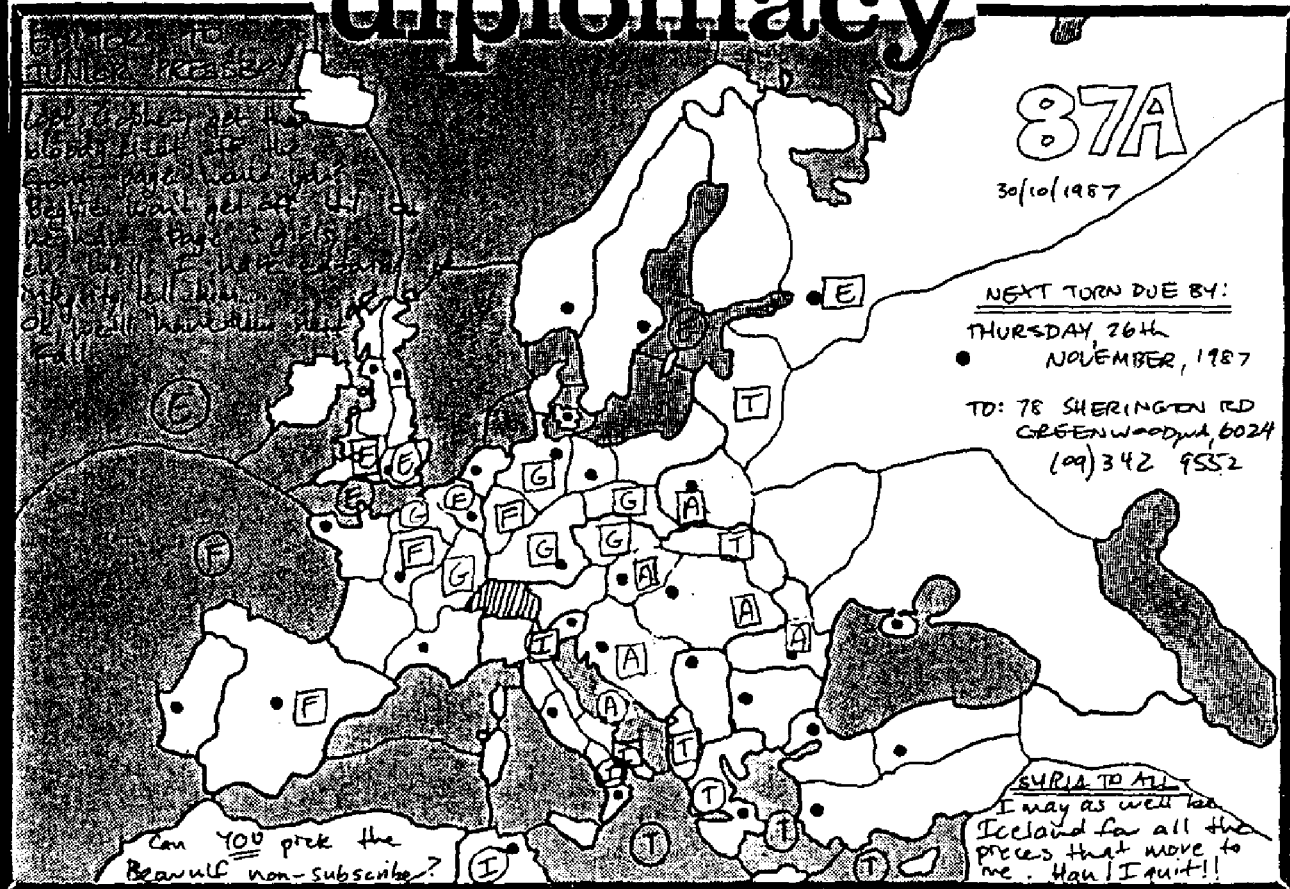
Stockmarket News.

This month saw the floating of SRR Ltd a CCCP Ltd subsidiary, which opened strongly, but tailed off at the markets close. Teutonic Ltd continued its plunge, while the newly merged FrUK Ltd held steady.

Weather: Stormy and unstable over Germany and Italy, Calmer over France and England, Fine and Sunny in Russia and Turkey.

ASSOCIATION all have sets out west in search of new conquests. However, Turkey seems a bit clogged up in the S-bend there as Italy skilfully thwarts an important move. Meanwhile, England bears down on France. How many players by 1907? The west is absolutely intriguing.

diplomacy



DIPLOMACY 87A

SPRING, 1904

GM: STEVEN BAGGOTT

ITALY (Darryl Davis): A Ven-Apu, A Tyr-Ven, F Nap-Tyh, F Tun-Tyh

FRANCE (Ben Aveling): A Bur-Pic, F Eng S A Bur-Pic, F MAO SF Eng, A Par-Bur, A Par-Spa (F Eng R → Bel) (A Bur R → Run)

AUSTRIA (Jim Penman): F Tri-Adr, A Ser-Tri, A Vie S A Ser-Tri, A Bud S A Vie H, A Rum S A (Turk) Ukr-Gal, A War S A (Turk) Ukr-Gal

TURKEY (Martin Kenselew): A Mos-Lvn, A Ukr-Gal, F Ion-Tyh, F EMS-Ion, F Gre S F EMS-Ion, F Aeg S F EMS-Ion, A Alb S A (Aust) Ser-Tri

ENGLAND (Gavin Begbie): F Nth-Eng, F Lon S F Nth-Eng, A Yor-Wal, A Nwg-STP, F MAO-MAO, F SHP-GOB

GERMANY (Paul Ward): A Dem-Kie, A Bel-Bur, F Pic-Bur, A Mun S A Bel-Bur, A Boh S A (Ita) Tyr-Vic ((NSO)) A Sil-Gal

PRESS:- ITALY - "Somebody please (gurgle gurgle) help (gurgle)."

GERMANY - "OK Aveling, you're dead, too"

FROM ME. GM - Please note that the due date has been brought forward one day

THE GO-BETWEEN needs GMS!! It's good fun and I really want my BTC to start too. Write to TOB PUBLICATIONS and volunteer NOW! "Join us!"

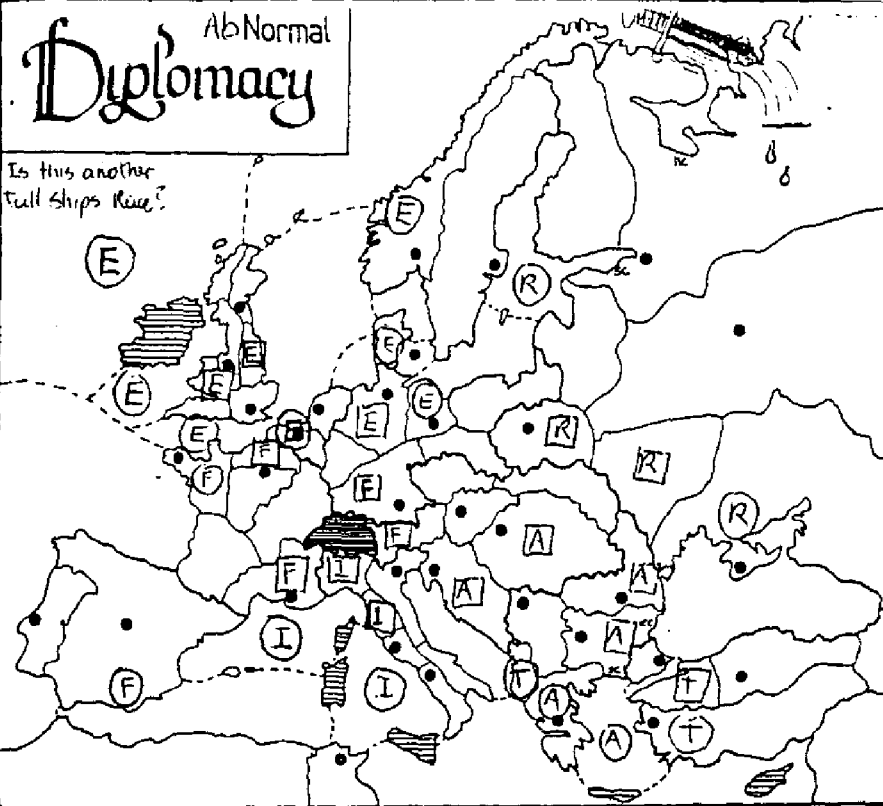
to the last THURSDAY of the month. The 26th is the day of my last year 12 exam and I want to leave Friday free to plan my joint around Australia (to include, I hope, CANCON - perhaps I'll see some of you there?). I may be able to accept Friday's orders, if I'm too tired on Thursday, but don't count on it. Be prompt.

ALSO:- Fall, 1904 will arrive late November. When should the next turn be due? I am very likely to be away most of Dec/Jan, but the turns should reach me. But with XMAS/CANCON etc. etc. it may prove difficult for you. How about the first Friday of February? Please send me your thoughts.

CREATOR

AbNormal Diplomacy

Is this another
Full Ships Race?



Date 878
Spring 1904

Comment

Okay, okay I know
it's a little late.
The next due date is
therefore Feb 10th.
Hey, are any of you
interested in becoming
G.M.s for the Go
Between? How about
it?

Diplomacy 87B

Spring 1904

From G.M.: A very interesting turn alliance wise, as some previous conflicts become resolved and Germany remains a hotbed of intrigue as well as some fervent unit moving. Who can tell how this game will end up? Will it still be the big three at the end? Will Batman foil the joker again? Has Robin got a rather nasty infectious disease of the ***** that he would rather not talk about? Has this anything to do with the current game? Stay tuned - same bat address, same bat channel!

Austria (Brain Bagshaw) A TRI-TYR, A VIE-BUD, A GAL-SIL
A RUM S A BUL, A BUL S A (Turkish) CON H (NSO),
F ION-AEG, F GRE S F ION-AEG.
Turkey (Cerebellum Cobcroft) F AEG-BUL(sc), A CON S F AEG
-BUL, F ADR-ALB.
France (Hypothalamus Howard) A MAR S A (Italian) PIE H,
F SPASc S A MAR, A BUR-PIC, F BRE S A BUR-PIC,
A MUN-RUH, A TYR S A (Austrian) TRI-VEN (NSO).
Russia (Amygdala Aveling) A WAR S A MOS-UKR, A MOS-UKR,
F SEV-BUL (just not possible Ben), F SWE-GOB.
England (Synapse Smirnow) F STP-NWY, F DEN-KIE, F LON
-ENG, F ENG-IRI, F LPL-NAO, A EDI-YOR, A WAL H,
A KIE-RUH, F BER S F DEN-KIE, F BEL S F LON-ENG.
whew, I thought those English orders would never
stop!
Italy (Axon Airey) NMR !!! (tsk, tsk, tsk) F GOL H, F TYN
H, F PIE H, A TUS H.

Notes:

F AEG (Turkey) retreats to Smyrna.

Parietal Processed Press

Vienna to Moscow, Rome and London:- See, I told the
truth.
Vienna to Paris:- See, I lied.
Vienna to Con:- What's it like to be one half of the
worst Russo-Turkish juggernaut ever?
Paris to London:- A man can only endure so much bullshit.
Paris to Rome:- Friends?
Paris to Vienna:- I'm with you from now on.

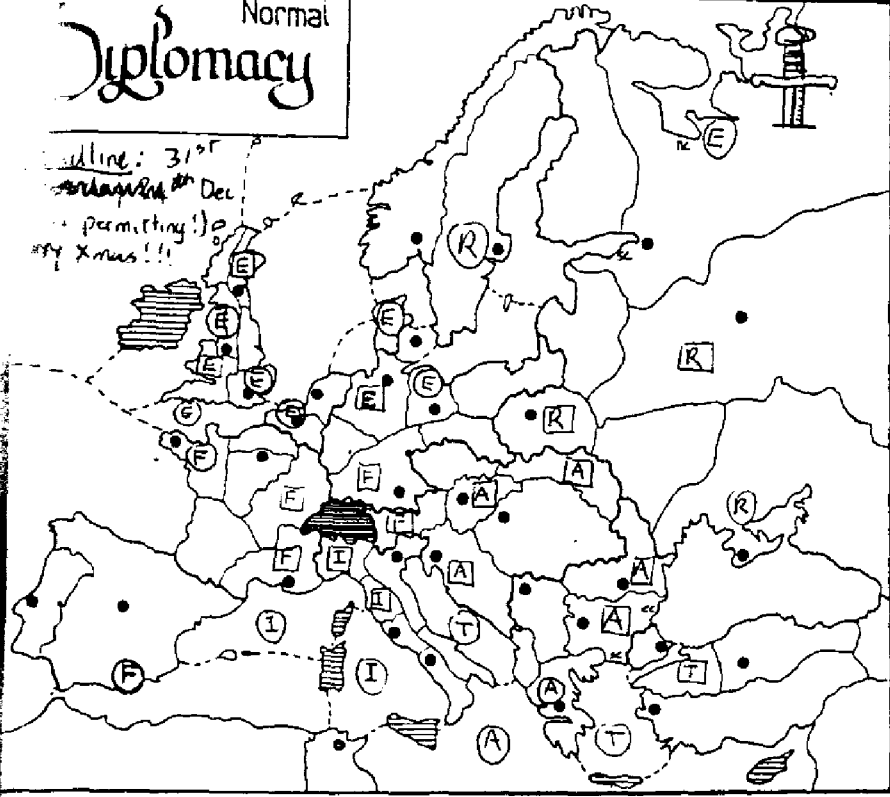
Due date for Fall Turn:-

I assume Mr Bagshaw has returned to his old address. (or do I
mean address?)

Normal Diplomacy

Date *A COLD WINTERS DAY*
878 FALL 1903

Deadline: 31st
perhaps the Dec
+ permitting! :)
my Xmas!!!



Comment
This turn sees the demise
of Germany, England
spring to 10 supply centres, good
growth by Austria and
Russia (if you discount the tabs)
and steady performances by
the rest.

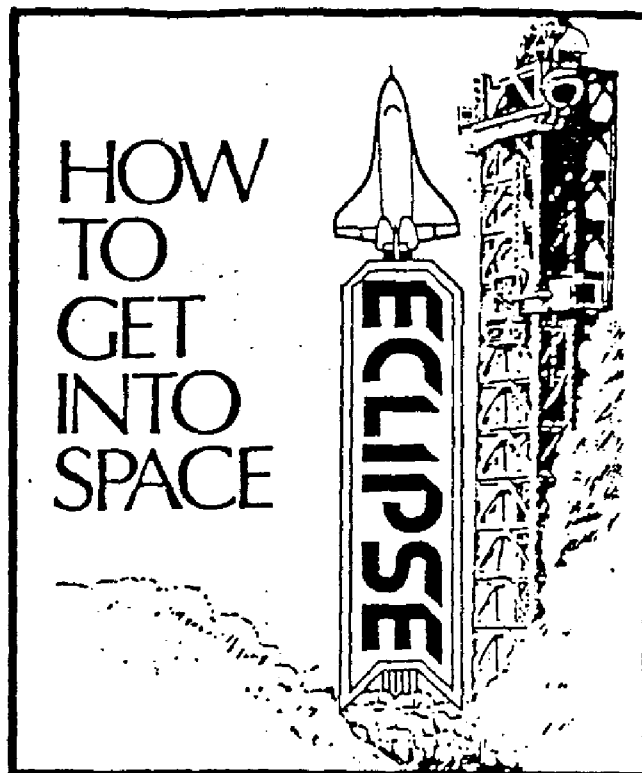
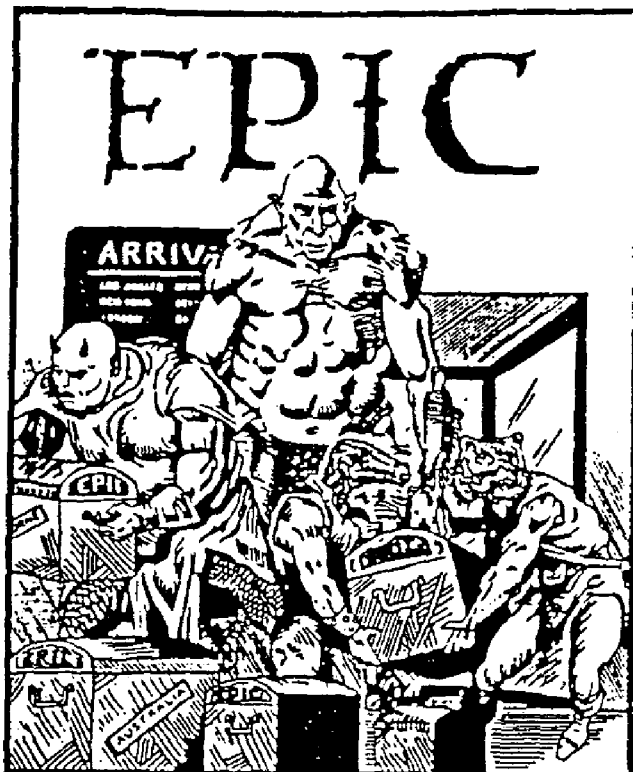
New Address's
Ben Aveling
17 Longbourne Ave. Notting Hill
Victoria 3168
Steven Bagshaw after 12/12
PO Box 1073. Geraldton
WA 6530
P.S I missed putting a fleet in Bel last
turn I would've written to everyone but
I was only alerted to this fact when I
got orders - Sorry!!

- ITALY (Signore Airey) F WMED-GOL, F TRH, A F WMED-GOL, A PIE H
A TUS S A PIE.
- RUSSIA (Comrade Aveling) F SWE-BAL, A WAR-PRU, F SEV-RUM (love them
gypsy women).
- GERMANY (Herr Bolger) A BER H, F BAL S A BER, A PRU S A BER.
- FRANCE (Monsieur Howard) A BUR-BEL, A MUN S F KIE-BER, A MAR-PIE
F MID-SPA, A TYR S A MAR-PIE, F GOL-TRH.
- AUSTRIA (Frau Bagshaw) A BAL-WAR, A RUM-SEV, A BUL-CON, A TRI H
F ALB-ION, F GRE S F ALB-ION.
- TURKEY (OH GOD I DON'T KNOW WHAT'S TURKISH FOR MR Cobcroft) F EMED
-AEG, F ION S F EMED-AEG, A CON-BUL.
- ENGLAND (Mr Smirnow) F NTH-ENG, F BEL S F NTH-ENG, A YOR-WAL,
F NWY-STP, A RUH-KIE, F DEN S A RUH-KIE,
F KIE-BER

notes: F GOL (english) has no retreat location so it is disbanded (rule 11).
F ION (turkish) ret ADR. A BER (german) ret SIL.

BUILDS:
England - EDI, LON, LPL, HOL, BEL, DEN, NOR, +KIE, +BER, +STP = 10 SPIFFO!
BUILDS F LON, F LPL, A EDI.
Turkey - ANK, SMY, CON = 3 NO CHANGE (alas)
Italy - ROM, VEN, NAP, TUN = 4 NO CHANGE (further alas)
France - PAR, BRE, MAR, SPA, POR, MUN = 6 NO CHANGE (even more alas)
But still gets to build one due to the disband - F BRE.
Austria - BUD, TRI, VIE, SER, GRE, BUL, +RUM = 7 (ZIP!) BUILDS A VIE.
Russia - SEV, MOS, -STP, +SWE, +WAR = 4 (bitter & sweet) BUILDS A MOS.
Germany (Sob) - -KIE, -BER, -WAR = 0! DISBAND A SIL, F BAL, A PRU.
* much lamentation and gnashing of teeth by the german
women as their husbands and sons are butchered on the
fields of war. RIP Kaiser Bolgerheimer and thanks for
the game.

EUROPEAN FREE PRESS:
Paris: Pierre pounced panther-like into Piedmont preparing for a
powerful push at the poofa Pope perhaps!
Vienna - Paris: What back door?
Vienna - Rome: Told you I'd remain faithful.
English Message to the World: Let the Elders tremble with fear for
the times they are a changin - King George Smirnow.
World: tremble, tremble, whimper.
Vienna - Paris: Try again.
Vienna - Rumania: I'm here and you're gonna love me whether you
like it or not.
Paris - Constantinople: I hope you nabbed one of the numbskull's
centres.
Paris - Rome: Let's pretend we're best of friends, start the game
over again, and you head eastwards his time eh?
England to the Underdogs: This time go for it with guts - King Smirnow



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But the nations of Man reject the aliens and they are forced to the far side of the moon. From there they will launch their great invasion, either subduing mankind or dying in the attempt.

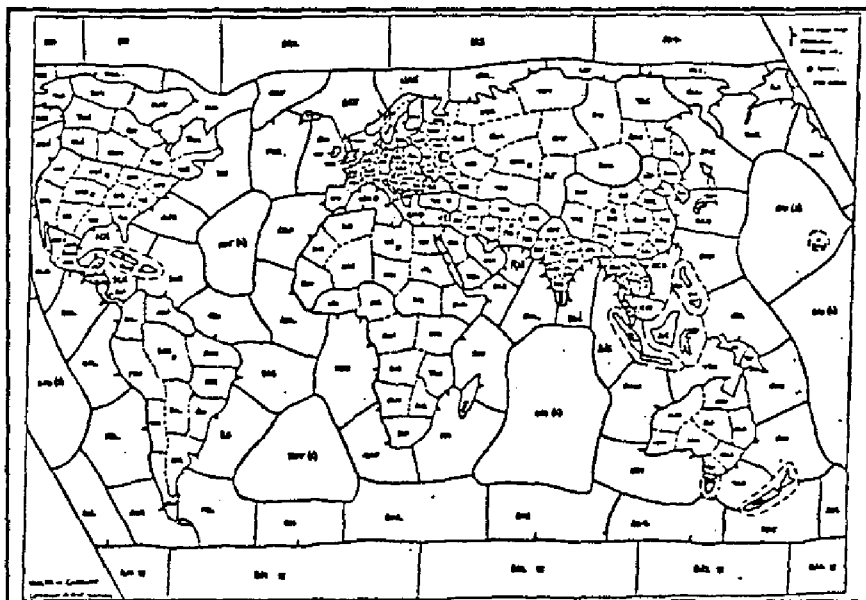
Worlds in Conflict is a
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Write to:
The Australian Wizard
GPO Box 356
Brisbane 4001.



Leering accross the table, a vulture-like being with an evil, twisted smile malevolently cackles to himself. You look quickly away from him, uncomfortably shifting your gaze to the vile mess on the table. Suddenly! A seed of an idea germinates in the back of your mind. For no other reason than the will to survive, you summon up with the dexterity of eleven, strength of nine and wisdom of three - a GIGANTIC sneeze!! Russian Campaign pieces fly everywhere, and the fiend who ruined your position for no other reason than he wanted to win, is reduced to a mere gibbering mortal. With a quick apology and a glance at your watch and bus timetable, you move smartly to the door before war escalates to a more modern setting.

Although you may not realise it, you have just used the Sneeze Ploy, and as illustrated, is a force to be reckoned with in every serious gamers armoury when, through no fault of his own, he finds himself in a loosing position. It is with this in mind that I now present to you (primarily that you may be on your guard against such dirty deeds, and I may be paid for this article), a lexicon of dastardly distractions.

1. Absent-minded Ploy.

You are playing Squad Leader or some such trivial game one night, when after a number of stiff scotches, you suddenly discover three companies of Russian engineers have decided to chance a breakout at the tractor works by attacking your two remaining broken squads. As you contemplate the desperation morale dice throws, you grip your scotch & soda tight with resolve. You fix the game board with a hypnotic stare swaying slightly from side to side. Your opponent, sensing victory, begins browsing through a copy of 'War & Peace'. After what seems to be an eon, you suddenly - with great gusto, shout "AAHA!!!", take up the dice, down them in one gulp and with a great flourish, throw the drink over the board.

Another variant of the Absent-minded Ploy, particularly useful against much stronger opponents, is forgetting to turn up, therefore saving the embaracement of actually loosing.

Just Another Friday night
At the Compleat Gamesman Club



2. The Variant Variant Ploy.

It is 10pm at the club night, and as your train doesn't leave until 10.30, you have managed to hussle a spotty youth (a newcomer) into a quick scenario of Richtofens War or similar. As he has never played it before, you sportingly give him a three minute circuit & bump on the finer points of the campaign game. By 10.15, he has straffed your trenches, busted all your balloons, photographed the Eiffel Tower, bombed your airstrip and is now hell-bent on tailing your lone DH3 with a Jasta or two of Albertross. It is now time to play the first of your very own 'advanced maneuver variant cards', namely 'ace - quick reactions, opponent misses 5 turns'. As he looks enquiringly over the table, you politely state somewhat condescendingly that he must surely be in the possession of

vol.IX no.3 of 'General Strategy & tactics' containing the variant cards and definative treatise on Richtofens War by Donald Greenhouse? He is soon humiliated by the further play of 'Early release of heat-seeking surface to air missiles' and 'Act of God - lightning strikes 2 squadrons' cards, thereby making his demise complete.

3. The Dungeon & Ka-Boom Ploy.

You have unfortunately drawn the short straw at the local RPG titles and, as DM have taken charge of a party consisting of two 34th level fighters, a 36th level cleric and two halflings whom you suspect are gay, as they insist on being half man-half woman and holding hands. As play progresses, you get the feeling that the whole party is mightily bored and only killing time and monsters until the next book is published so that they may finally reach level one hundred and eighty three. As you survey the carnage and mayhem they have created, that took you five days to prepare, an evil glint comes to your eyes. From behind your DM Screen you make a low guttural 'gzzzzz' which unbeknownst to them heralds the start of the Dungeon & Ka-Boom Ploy. This must rise in pitch and decibels to an ear shattering 'whееessz' and finally to a gut-rending 'KAAA-BOOOM!!!', this last oracle must be accompanied by wildly flailing arms guaranteed to make the 36th level cleric swallow the twenty-sided dice he was absent mindedly sucking. As the players look uncomprehendingly toward you, you smugly fold your arms, sit back and explain that unfortunately due to a time warp created on the next table by the Traveller referee an errant cluster of Proton torpedos have landed smack in the middle of the dungeon wiping the whole party out. As you get up you hand out the basic rules, suggesting they may wish to generate some level one characters.

LOCKWOOD'S COLUMN

4. The Long Way to Tippararie Ploy.

This somewhat subtle ploy requires a certain talent for slick artwork and a sharp scapel. Look through your library and select your largest game boards. War & Peace is a good one for this. By careful soaking, maneuvering and cutting out, remove the Moscow hex (or some other strategic goal) a further fifteen hexes towards the general direction of Japan. Transplant a blank hex where Moscow used to be. The stage is now set for a return encounter with that miserable little weevil whose armies trampled all over boards 2, 3 & 4 last week. It only takes one night of fairly haphazard play to prove to this smart alec that (contrary to popular belief) Napoleon did not reach the gates of Moscow until the summer of 1816. Furthermore, careful planning and play on your behalf could even delay the entry into the Russian capital by as much as the First World War. It has even been known for some victims to blindly career eastwards for two or three years before realising that in point of fact, Moscow lies some 30 miles south of Portsmouth on that particular board.

5. Counter Production Ploy.

Mixing together counters from different games is always an excellent way to create enemy confusion. The secret here of course is not to go overboard, or you are sure to lose what little credibility you have as a wargamer. There is nothing more embracing than two companies of SS advancing down the streets of Stalingrad alongside a ship-of-the-line. Here's how the conversation should go on a scenario of Wooden Ships & Iron Men or similar:

OPPONENT: (breezily) "Well, that's another two of your SOL sunk - I wonder what time the pub closes?"

YOU : (reaching into the game box for the counter ploy) "Now let me see, I have the Yorktown carrier force north of the Phillipines...so I'll commit 12 torpedo squadrons, and ten dive-bomber squadrons..."

OPPONENT: (less breezily) "What...?"

YOU : (placing bomber counters on opponent's square riggers) "That's a 3:1, two 4:1's and a 2:1 (rapidly rolling dice in quick succession)...you lose three ships-of-the-line and two frigates...I lose seven squadrons."

OPPONENT: "...but..but..."

YOU : (untunefully whistling a little-known version of the sailor's hornpipe by Mike Oldfield) "Now, I take a card from the harbour pile...hmm that gives me the Tirpitz and the Yamato..."

OPPONENT: "...Now look here..."

YOU : "My two class Gato submarines now rise to 25ft...(placing counters on the board)...and fire forward torpedoes (busily plotting movement)..."

OPPONENT: (angrily) "...What the hell's going on!?!..."

YOU : "I now play my two remaining 18 inch salvo cards...Oh dear, I guess that sinks your last raze - care for a last schooner at the local ??"

In addition to the above, a number of mini-plays may be

introduced to supplant or supplement the previous illustrations.

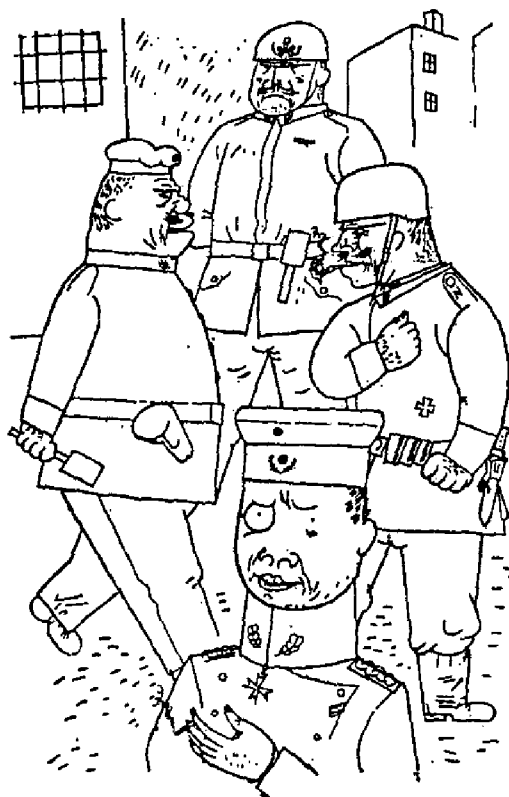
Use your opponent's turn to practise that instrument you've always promised yourself. Trombone is best, as vigorous use of the lower range of the instrument will guarantee the slide keeps the enemy from close proximity to the board. Bagpipes or violin will do in a pinch. If the expense rules out the possibility of an instrument, then "Little-Known South American Bird Calls" from your local library at double fortissimo can be a good substitute.

A crucial move in the game made by the enemy can always be disconcerted by placing a hand over your mouth, turning your head and sniggering as loudly as possible. If your opponent persists with this move, then look from the board to your opposite number a few times, then burst into uncontrollable fits of laughter.

If your game position becomes untenable, then a handkerchief clapped to the nose, previously stained with red ink, can be used to remove yourself from the disgusting scene that confronts you as you mumble "nosebleed".

You may often find it useful to retain a pair of scissors on your person in case you are playing a game belonging to your opponent that calls for step reductions. By producing the scissors at a critical time in the game, step reductions can be easily be accommodated by simply cutting the counters in half, placing one half on the board and tossing the other in the waste-paper basket. This ploy is particularly effective on your opponent's old out-of-print SPI games and can produce some truly amazing effects on your host.

The above ploys are by no means exhaustive, you will probably have some of your own. However, in passing let me give a word of warning to all would-be winners. Even if all our best ploys have been thwarted, we can always resort to the congratulatory arm around the shoulder at the end of the game that invariably leads to the "swing round and knee in the groin ploy", which has an air of finality about it.



Anyone for a nice friendly game of five hand Stud?

DIPLOMACY - TOOLS OF THE TRADE

By David COX

The essence of Diplomacy is that no single country can stand alone and no single country can muster the necessary strength to win by itself. To be even moderately successful it is essential to work in conjunction with other powers. The trouble often is how to persuade other countries that it is in their own interests to work with you.

You've Got To Give A Little - When dealing with other countries it is essential that you offer them something and try to make it sound plausible. Whether it is your intention to stick to the agreement is, of course, a completely different matter. As an example take the German player who is trying to make an alliance with Britain in 1901. The German offer is that he (the German) will occupy Denmark, Holland and Belgium and in return he will ALLOW Britain to occupy both Norway and Brest. If this goes to plan the German player will, in alliance with Britain, attack France. This sort of offer will turn Britain to seek a French alliance almost immediately. A more reasonable offer would be for Germany to take Denmark and Holland and offer to support Britain into Belgium. In the latter instance German is obviously contributing to the British cause rather than just conning.

The Quick Stab & The Alternative - It is important to realize the difference between short-term gains and long-term gains in Diplomacy. In almost every game players have opportunities to make a quick, early stab which will gain one or two supply centres and in the short-term this is to their advantage. What then? This stab will have created one very definite enemy and may possibly make other players wary of making deals they intend to keep with you. There is a seldom used ploy called truth and honesty. By usually doing what you say you will and by giving allies good value for their alliances it is possible to gain a long-term advantage by being in the position of knowing that you can trust your allies simply because they trust you. I admit that it is necessary to use deception from time to time but by using it in moderation and trying to create a persona of honesty you will find that people WANT to make alliances with you simply because they know that you are reliable. In the same vein it is a good idea to always send in moves to G.M.s as if you get a reputation for not sending in orders it greatly lessens your potential value as an ally.

The Ignore One Ploy - this is a ploy which can be useful when you are face with the situation of being by yourself and being attacked by two of your neighbours. When in this situation the first thing you notice is that 2:1 is a good working majority. You know well and good that you could fend off an attack by one but not both. The 'Ignore One' ploy simply means that you do just that. You ignore one of your enemies and concentrate on stopping just one of them. Say Germany is being attacked by both Russia and Austria you would firstly decide which enemy you would try to stop. Say you decide to stop Austria, you would order your units in such a way as to make it 'impossible' for Austria to gain your supply centres even though this will allow Russia to gain centres with relative ease. You at the same time write to Austria and explain the situation to him.

Dear Austria,

It is impossible for we Germans to ward off attacks from two strong countries such as you and Russia. My only option is to strongly defend southern Germany against your aggression even though this will allow Russia to occupy northern Germany. As you will notice this will mean that Russia will grow both quickly and easily while your growth will be very limited due to the German defensive plan. You will also note that once Germany has been defeated Russia, besides being considerably stronger than Austria will also be able to attack Austria from two or three sides. You may consider that now is the time for your forces to attack the real enemy, Russia, before it is too late for us.

In the face of such a letter any wise Austrian would, at least, reconsider his position and there is a chance that they would form an alliance with Germany simply because they can see that to continue an attack is not in their own best interests.

The 'Spy Ploy' - This is a very clever technique which has been invented by Geoff Hancock of Bendigo. Take the situation of Germany at the start of a game. He wants to ally with Russia but doesn't want to make an enemy of Britain. Germany makes a deal with Britain that if Britain supports German units in Belgium Germany, in return will support British units in Scandinavia. Unbeknown to Britain Germany, as well as supporting British units in Scandinavia, gives exact details of British attacks to Russia. Russia, armed with this secret information, has no trouble in standing off the British advance. This tactic allows Germany to grow while limiting British growth and having the British player under the misconception that Germany is actively assisting him. This ploy must be used with great caution as, if you offend Russia, you could also end up in hot water with Britain.

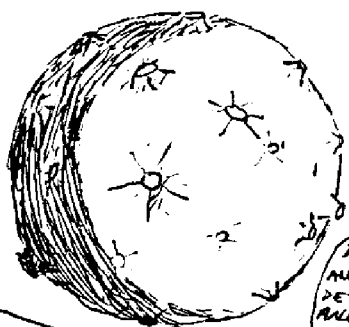
There are many other ploys and tricks that can be used to get people to work with you in your attempt to gain control of Europe but it can't be over stressed that people must believe that you will usually do what you say otherwise you will get nowhere. The only way to make people believe what you say is to actually do what you say you will - especially early in the game.

Happy negotiating,

STAR WRECK

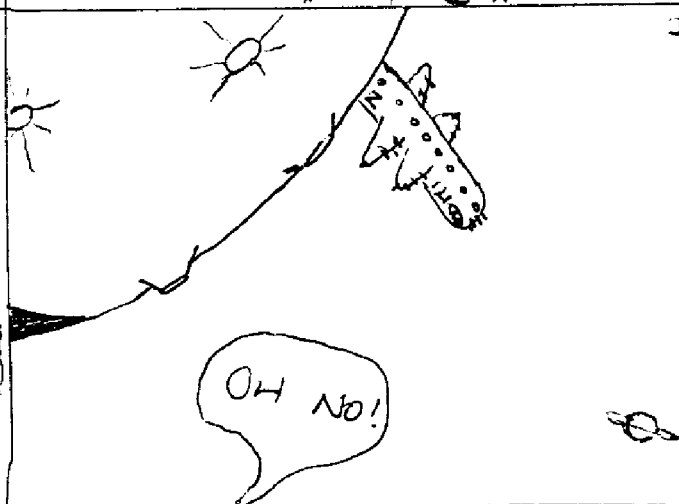
THESE ARE THE VOYAGES OF S169...

SOMEWHERE IN THE DEEP LOOP ...



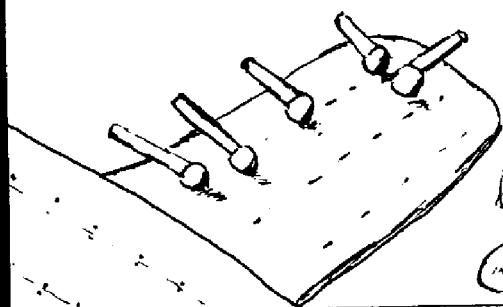
OK, SEND DOWN A FLAG-PLANTING PARTY.

COMPLETELY DRY. -- NO RD AT ALL. THE WEIGERS DETECT SOME R2, AND I SEE SOME HILLS AT R7.



IT'S ZLOTIAN, CAPTAIN. S121, THE LARGE BATTLE "DANZIG". CALDS BY EFFECTING. FIRING AT LEAST 60 SHOTS, MORE LIKELY 120. MORE THAN ENOUGH TO FINISH US.

"TO QUERC FROM STRASSER 1. HOLD YOUR POSITION. R2 BUNKY NEEDED. PASUAAA ZLOTIAN TO LEAVE. REINFORCEMENTS COMING - WILL ARRIVE TU+2. STRASSER 1 OUT."



THANKS, SLACK I HOPE WE'RE ON GOOD TERMS WITH ZLOTY. OODGODRO, WHAT DO HQ SAY?

MESSAGE COMING IN NOW, CAPTAIN

"DANZIG" CALLING USS "WNTWA PRISW".

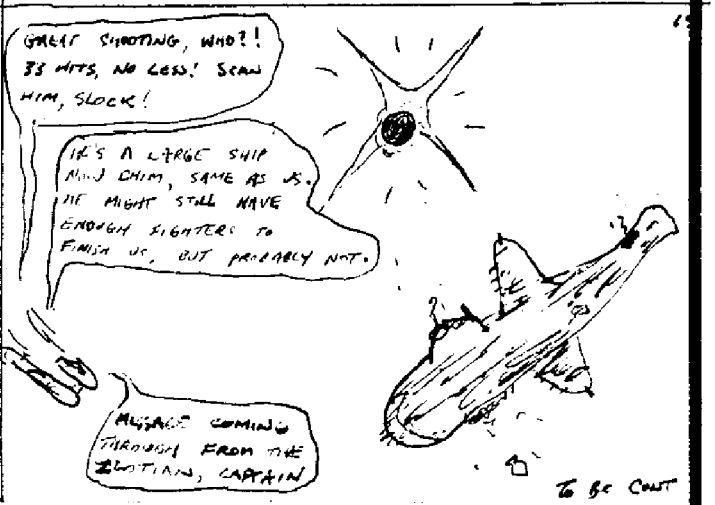
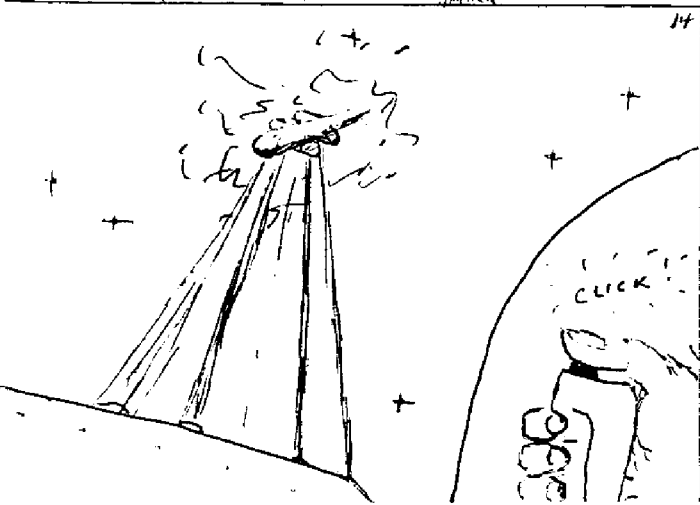
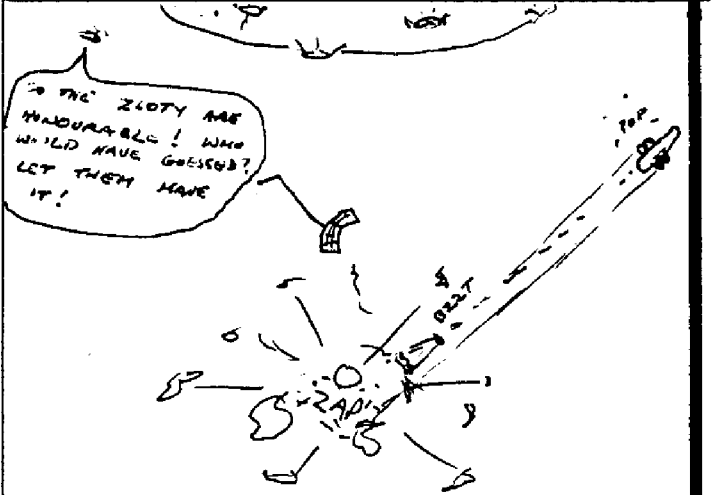
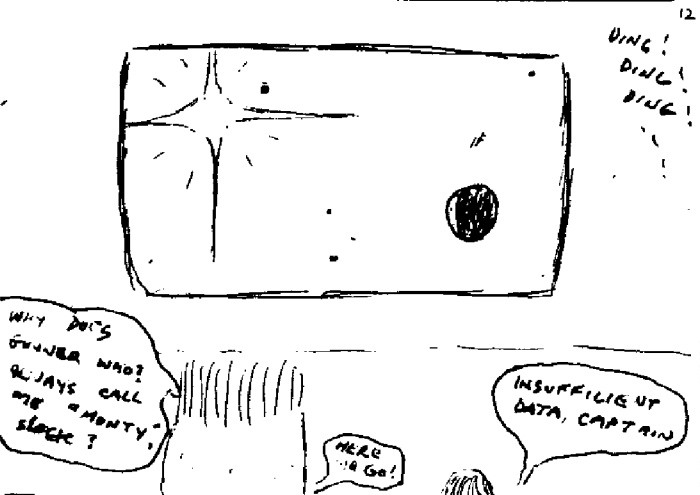
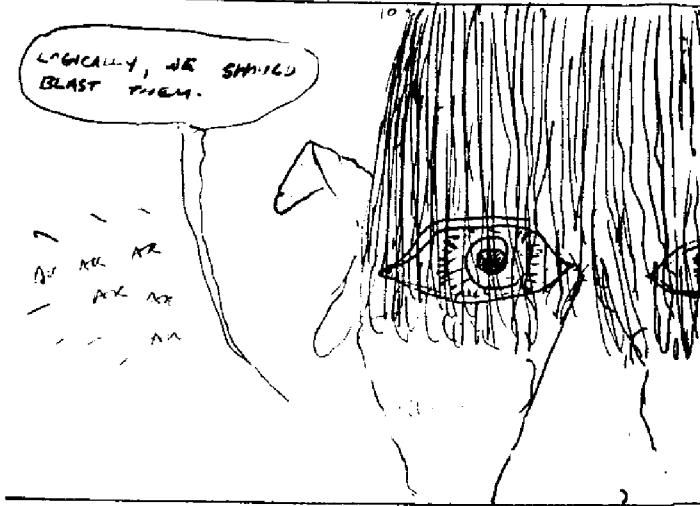
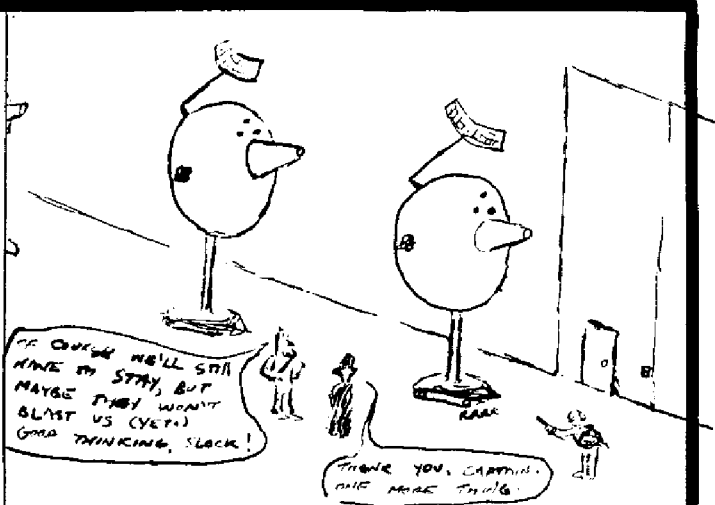
MY GOVERNMENT INSTRUCTS ME TO OFFER YOU A DEAL. IF YOU LEAVE IMMEDIATELY, WE WON'T SEND YOU TO PRISON.

PERSONALLY, I HOPE YOU STAY.

NOT GOOD, SLACK WE HAVE TO STAY AND CAP IT.

I HAVE AN IDEA, CAPTAIN





TO BE CONT

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