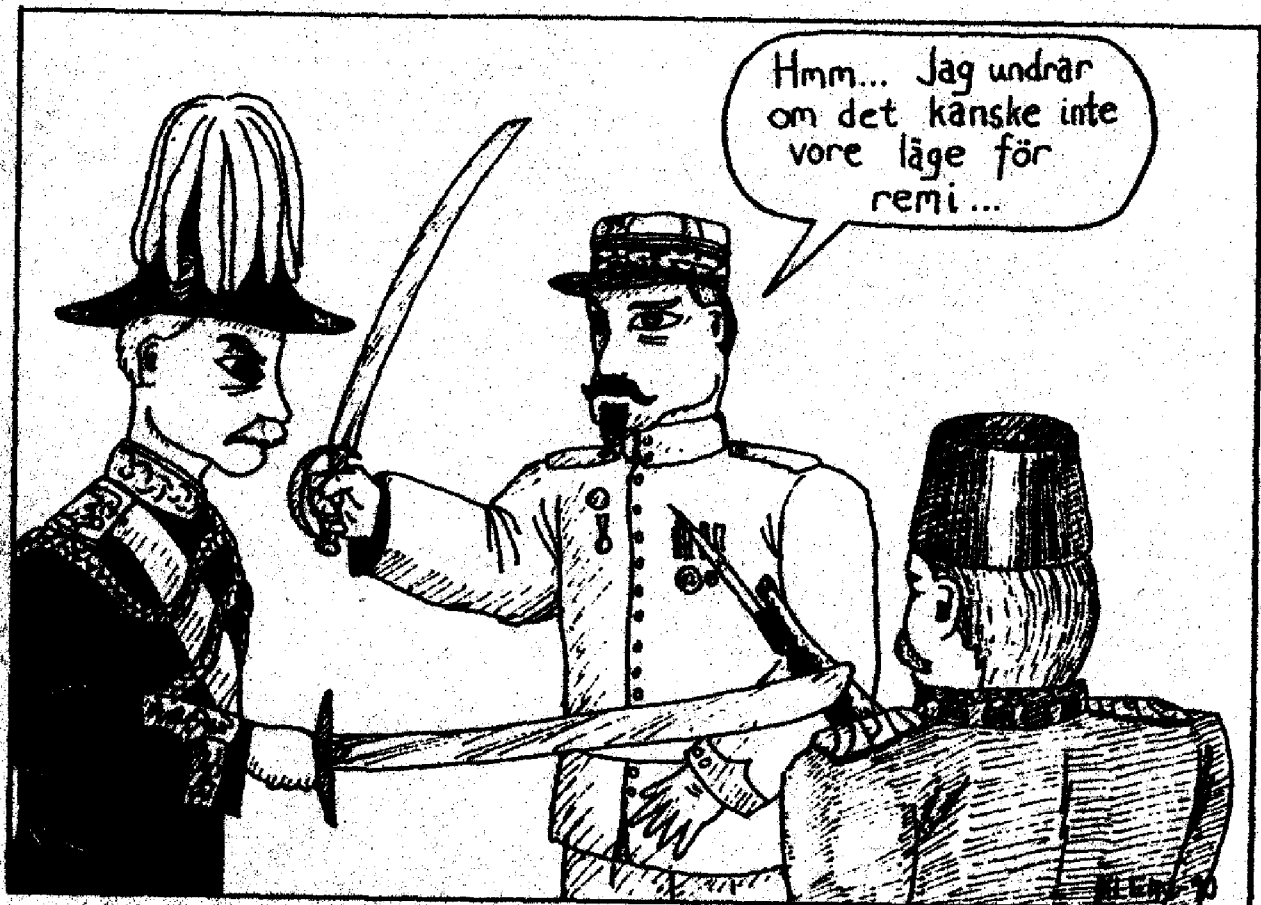


Lepanto 4-ever

November 1990

Issue #13



Text in picture: Erh.... I wonder if it isn't time for a draw.

In This issue:

Scandal in Borås

**Scandinavian Diplomacy Master 1990:
Roland Isaksson**

Au Revoir Andrew!

Welcome to *Lepanto 4-ever* Vol 2. No 9 (#13), a nowadays almost 6-weekly postal game zeen, founded August 1989. It is published by Per Westling, Rydsv. 246 c:16, S-58251 Linköping, Sweden, {4613/013} 260495. E-mail address is c85perwe@odalix.ida.liu.se.

A subscription will cost you 12 kr per issue (100 kr for 10) in Scandinavia, DM 3 per issue (DM 20 for 8) in Europe, and US\$ 1.75/issue (US\$ 5 for 3) in the rest of the known universe.

Payment can be made to my (Swedish) Giro account 630912-5513, or other suitable methods (not ISE), or you can send cash in almost any currency. Within Sweden it's also possible to send unused Swedish stamps.

Published contributions in the form of articles and/or art/illustrations will give you free issue(s).

The cover illustration was made by Roger Klein, RA 10 B, 58248 Linköping.

Contents

Withering Bytes	4
Address list	3
Käre Per	10
House Rules	17
Cover Story (by James Nelson) ¹	19
Games	
The Thing	25
Invisible Boy	30
Forbidden Planet	26
Aniara	36
There Goes A Tenner (Gamestart)	27
The Kick Inside (Gamestart)	29
A Clockwork Orange	32
Soylent Green	28
2001 : A Space Odyssey	35
Them (Gamestart)	34
Order form for the United game	39

Personal messages:

¹This is the second and last part. The first appeared in #10-11.

Address List

Time again for a list with all subscribers to the zeen. The numbers given is the last issue of your subscription.

- cf Johan Andersson, Borsöknäv. 21, 63233 Eskilstuna 016-422736 [LAST?]
- acgr Mats Andersson, Källhemsv. 30, 59060 Ljungsbro 013-65795 [20/5]
- efh Johan Anglemark, S:t Johannesg. 32C, 75233 Uppsala 018-153982 [17]
- bc Alexander Armiento, Pionjärbacken 5, 16360 Spånga [14!]
- ach Daniel Berg, Huldrev. 3, 59060 Ljungsbro 013-65618 [21]
- aBcEgHj Xavier Blanchot, 99, bd Raspail, F-75006 Paris, France [T]
- Borger Borgersen, Bølserkrenten 24, N-0691 Oslo 6, Norge ^{see press} _{Arbeid} [36]
- Thomas Bossick, Werastraße 32, D-7730 Schweningen, Germany [19]
- John Cain, 76 Banool RD, Balwyn 3103, Australia [T]
- Greg Cobcroft, 3 McKenzie Cres., WILBERFORCE, 2756 NSW, Australia [19+2]
- John Dods, P.O. Box 2110, Ahuriri, Napier, New Zealand [T?]
- abc Håkan Elderstig, Alströmerg. 32, 11247 Stockholm 08-503571 [17]
- Abdfgh Andrew England, PO Box 14, Civic Square, ACT 2068, Australia [LAST]
- Sven Eriksson, Furing. 4, 58347 Linköping 013-273999 [16]
- Thomas Franke, Haarenufer 12, D-2900 Oldenburg, Germany [15/\$.5]
- bc Georg Borniarz-Frynas, Bahnhofstr. 42, D-4980 Bünde, Germany [T]
- Tore Godager, Oksehovedveien 40, N-1310 Blommenholm, Norway [34]
- Andreas Gomolka, Vordera Bleiwisstr. 22, D-8500 Nürnberg, Germany [21]
- Ingvar Gräns, Daltorpsg. 45A, 41273 Göteborg 031-402714 [22]
- Jan-Henrik Gustafson, Ryds Allé 17:300, 58251 Linköping 013-299720 [LAST?]
- Marcus Gustafsson, Harald Hjärnesg. 2, 41720 Göteborg [16]
- 818 Gustavsson, 7. Kompaniet, Logement 12, P6, FH14, Box 561, 29125 Kristianstad [17]
- Jonni Harrius, Björkliden 107, 58322 Linköping 013-299720 [15]
- Micael Hessel, Rydsv 110c, 58248 Linköping 013-171530 [15]
- Carl-Magnus Höglund, Örslösa Bergsgården, 53197 Lidköping 013-2450 [T]
- Flygsoldat 701008-1912 Holmström, UTB. KOMP 4 PLUT, Box 1510 F10/SeS, 26282 Ängelholm 013-63692 [15]
- Martin Hylertstedt, Lilla Norregatan 22, 27135 Ystad [22]
- Roland Isaksson, Tvillingv. 13, 14400 Rönninge 0753-55316 [15/T?]
- Ulf Jiretorn, Västerg. 12B, 33200 Gislaved 0371-13475 [16/5]
- Lukas Kautzsch, Waldstr. 71, D-7500 Karlsruhe 1, Germany [T]
- Roger Klein, Ryds Allé 10B, 58248 Linköping 013-171542 [C]
- Björn von Knorring, Övre Slottsg. 14A, 75310 Uppsala 018-292025 [16]
- Andreas Krohn, Gustavlundsv. 38, 26555 Helsingborg 042-290234 [14!/3]
- Mark Lew, 1717 Bay Street, Alameda, CA 94501, USA [14!]
- Nils Lindberg, Vindhmsg. 29, 75227 Uppsala [19]
- Michael Lowrey, 3241 G Walnut Creek Pkwy, Raleigh, NC27606, USA [T]
- Leif Lundberg, Studentbacken 23-202, 11540 Stockholm 08-6660299 [17]
- Dave McCrumb, 124 Ryan Road, Shawsville, VA 24162, USA [T]
- Jeff McKee, 481 Westbrook St.,

Apartment 105G, South Portland,
ME 04106-1939, USA [T]
Rich McKey, Box 831, W. Chatham,
MA 02669-0831, USA [T?]
Tim Moore, 405 Fair Drive #101,
Costa Mesa, CA 92626-6215, USA [T]
Mike Nangle, P.O. Box 8427, Clear-
water, FL 34618, USA [14!/\$.5]
Tom Nash, 202 Settler's Road,
St.Simons Island, GA 31522, USA [T]
James Nelson, 112 Huntley Avenue,
Spondon, Derby, DE2 7DU, Great
Britain [T]
Mark Nelson, c/o James Nelson, 112
Huntley Avenue, Spondon, Derby,
DE2 7DU, Great Britain [T]
PFC Steve Nicewarner, 220-76-2329,
107th Finance Support Unit, APO,
NY 09657, USA [T]
Tor Nordkvist, Rödebäcksv 8, 43900
Onsala 0300-62445 [18]
Wolf-Christian Paes, Marktplatz 21,
D-5202 Hennes, Germany [15]
Mats Persson, Rydsv 248 c:23, 58251
Linköping [GM]
Niklas Persson, Norra Lånjäs v. 39,
74030 Björklinge [20]
Lars Petrus, Gustafsv. 4, 17149 Solna
[13] 08-276426
Réginald de Potesta, Etudiant en
5. E.S.R., Institut St-Betrhuin, 129
Fond de Malonne, B-5020 Malonne,
Belgium [15]
Jean-Yves Priou,
16 rue de Châteaudun, F-94200 Ivry,
France [21]
Phil Reynolds, 2896 Oak Street, Sara-
sota, FL 34237, USA [T]
John Robillard, Sundsg. 25, 87140
Härnösand 0611-10951 [GM]
Magnus Selhammar, Trädgårdsg.
17:A, 75220 Uppsala 018-463886 [16]
Joakim Spångberg, c/o Johansson,
Vasabergsg. 3, 50256 Borås [21]
033-117221

Jan Stein, Gibraltag. 82-49, 41279
Göteborg [LAST?]
Kalle Stengård, Nysätra Gård, 14191
Huddinge 08-7749113 [16]
Leif Kjetil Tviberg, 2420 Sogn
Studnetby, N-0858 Oslo 8, Norway
[16] 02-188473
Jon Venbakken, Geitmyrsv. 27, N-
0171 Oslo 1, Norge 02-697121 [16]
Henrik Vrenning, c/o Stålos, Patron
Pehrs väg 27, 2tr, 14135 Huddinge [17]
Björn Westling, Våglängdsg. 21,
50246 Borås 033-135688 [LAST?]
Cal White, 1 Turnberry Ave.,
Toronto, Ontario, M6N 1P6, Canada
[T]
William Whyte, 10 Salamander, Roe-
buck Rd, Dublin 14, Republic of Ire-
land [T]
Magnus Widqvist, Pettersson-Bergers
väg 15v, 75649 Uppsala 400544 [14!/5]
Stefan Wrammerfors, Björnkärsg. 1,
58248 Linköping 013-175554 [LAST?]

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Withering Bytes

- **BoråsCon.** The first weekend each November has for some time meant going to the Con held in Borås (a town close to Gothenburg in the western part of Sweden) although I last year went to the northernmost Con in the world instead (HexCon, Trondheim, Norway). This year I arrived to a Borås dressed in the colours of late Autumn, early Friday. The Con started (as usually) Friday as the young ones has school free days the days before this All Souls weekend. I skipped the gaming early friday afternoon as my round of Civilization wouldn't start until 6

abcefh

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pm. As usual the Con was held at Bäckängsskolan (a school that was built late 19th century) which isn't the most suitable premises for a Con, with class rooms used to sit and play in. Anyway, after some trouble with the start I ended up at a table where we had to explain the rules for some of the players. I finished second due to this shortage of time, and a not very good one compared to the other tables, but in the end qualified to the final that were to start 10 pm Saturday!

When I woke up the next morning and looked out of the window I thought the world looked much more brighter. Not strange as the snow had started to fall during the night and covered the ground completely. Also the atmosphere at the Con had become more like it should be as every one of the more than 400 Con goers had arrived and the ones that came yesterday had spent a night there already. At lunch the Diplomacy tournament started. More than 50 persons showed up and after the usual chaos we had been placed at 7 tables, and I ended up as Germany with no one I know (nice). I quickly got an alliance with England versus Russia and France, and when we both had 7 centres I plugged my dagger in his unprotected back. At the same time Turkey expanded quit a lot so when the ended the game (a bit early) I and Turkey both had 10, but I would have gotten more centres than Turkey if we had continued one more year. Anyway, we

both qualified eventually as several of the qualified didn't care about the final, something I dislike. At the other tables one person succeeded to get 20 or thereabout centres in these 6 hours we had to play with.

After some food it was time for some Civilization again. This time I got Crete and ended fifth due to much less points than winning Assyria, 4 am in the morning. Not a good choice to participate in that final when I were to play Diplomacy final 9 am the same Sunday morning...

I woke up a bit tired and already most of the snow had disappeared. Congoers that get up early the third day is usually the ones that want to visit the auctions or that has a final to play. One should probably have a good nights sleep before something as demanding as a final round of diplomacy but neither I nor the other ones at the gathering looked as if they had slept many hours. Anyway I got Austria, with Roland Isaksson as Italy and Tor Nordkvist as Turkey. After the usual chaos in the beginning something strange happened. For some time it had appeared that the western tripple had become a reality. It was most certainly confirmed in this stage of the game when Germany moved every army he had into Austria and left his home ground unguarded and neither France nor England attacked him, instead England crushed Russia in the north and France Italy in

the south. More to the point was that all three of these players were from the same Swedish city (Lund)! After trying everything the game ended prematurely for all of their three victims, and after they among themselves had decided who would win (by tossing a die or something) Germany was given the victory, followed by England, France and what remained of Turkey. Even more frustrating was that England could have gotten 18 centres if he had stabbed France and Germany with no danger for himself, as they had all their units around Italy, Austria and Turkey, while he had quite a lot up in north. Scandalous behaviour! Almost as bad as the one that happened at Viking-Con 89. The final result was: 1. Wiktor Södersten (Lund), 2. Asbjörn Ejsing (Lund), 3. Nikolai Bird (Lund), 4. Tor Nordkvist (Onsala), 5. Roland Isaksson (Rönninge), 6. Per Westling (Linköping), 7. Pär Norén (Kinna).

Some final words about the con. The big tournaments at this Con are the role-playing ones. Both Call of Cthulhu and AD&D had more than 30 teams. The most characteristic thing with BorCon are the many table tops. One of them featured environmental activists fighting governmental forces in the western part of Sweden. As usually there was also a Guest of Honor, this time Terry K Amthor from Iron Crown Enterprises, a person I didn't no-

tice at all.

- **NaoCon-90.** Roland Isaksson (Rönninge 900929) has the following to tell: "There has been a small convention in Västerhaninge, outside Stockholm, call NAOCON-90 (not North Atlantic Ocaen CON). NAO is short for Natrix Argentum Ortvs which is a gaming association. It lasted for three days, 14th to 16th of september and included tournaments in about ten different roleplaying- and boardgames, such as Call of Cthulhu and Junta. I did participate in Britannia and Diplomacy and I thought that you might be interested in the results from the Dip. So here they comes:

Qualification, Table 2: (see the top of next page)

From qualification table 1 I only have the final results, which are: Lasse Stenholm, R 28.8p; Lars Holesäter, A 26.8p; Tomas Isaksson (not a relative, to my knowledge), I 26.6p; Christer Tukiainen, E 25.4p; Leif Lundberg, F 1.1p; Jan Salomonsson, G 0p and Henrik Söderblom, T also 0p. The intention was to have one more qualification table, there were enough of players but some arrived very late and it did not exist more available games. In the final M was changed.

Final: (see next page)

The results from qualification and final was not added, so the winner of the final was the final winner (he he!). I congratulate Lars to the victory and give my thanks

Year:	01	02	03	04	05	06	07	08	09	10	
M:	0	0	0	0.1	0.2	0.3	0.4	0.5	0.7	1.0	Pnts:
Vasilis Parastis, E	4	7	8	10	10	11	12	13	14	16	43.4
Gert Svensson, F	5	6	8	8	9	10	8	7	6	4	20.5
Robert Nilsson, G	5	4	1	1	1	-	-	-	-	-	0.3
Jonas Henriksson, R	6	4	3	2	-	-	-	-	-	-	0.2
Lars Petrus, A	5	6	7	7	7	2	1	1	-	-	3.6
Alexander Armiento, I	4	4	4	4	4	6	7	6	6	4	17.0
Roland Isaksson, T	4	3	3	2	3	5	6	7	8	10	23.8

Pnts = M * Centers

((Qualification NAOCON))

Year:	01	02	03	04	05	06	07	08	09	10	
M:	0	0	0	0.2	0.4	0.6	0.6	0.8	0.8	1.0	Pnts:
Lars Holesäter, E	5	6	6	8	9	10	13	14	14	15	56.4
Vasilis Parastis, F	5	5	5	5	4	3	2	3	3	1	11.4
Christer Tukiainen, G	5	4	3	1	-	-	-	-	-	-	0.2
Lasse Stenholm, R	6	7	7	7	7	8	4	4	4	4	21.8
Thomas Isaksson, A	5	6	6	6	6	7	7	5	2	2	19.2
Gert Svensson, I	4	4	5	5	4	2	2	1	2	3	10.4
Roland Isaksson, T	4	2	2	2	4	4	6	7	9	9	29.8

((Final NAOCON))

to all players for a good couple of games. I hope we meet again."

- **UppCon-90.** A month later (901031) I got another letter from Roland, and this time he wrote: "Here comes more results, this time from UppCon-90. There were four qualification-tables and from these the following players ended up in the final.

1. John Robillard I 9 s.c.
2. Roland Isaksson E 7
3. Johan Forsell T 6
4. H Starkenberg A 4
5. H Johansson G 3
5. Måns Månsson F 3
7. A Armiento R 2

The final ended after fall 1907 and notice this, everybody was still in the game.

PS. At ÅSK (Äverntyrsspels spelkongress) there were no Dip tournament. But I did organize a (very) small Dip-school with 6 players and a couple more just watching." Thank you for that Roland.

- Since I started this zeen one and a half year ago, the Swedish fanzeen hobby has grown tremendously. Now there exist three zeens besides *Lepanto 4-ever* which I review below.
- This result above gives the following final result in the Open Scandinavian Diplomacy Championship:

1	Roland Isaksson, Rönninge	100!
2	Johan Sjölander, Vällingby	69
3	John Robillard, Umeå	60
4	Øyvinn Wormnæs, Oslo	
	Wiktor Södersten, Lund	59
6	Per Westling, Linköping	51
7	T Godager, Blommenholm	49
8	Henrik Tonkin, Linköping	46
9	Asbjörn Ejsing, Lund	40
10	M Gustafsson, Göteborg	
	Frode Korslund, (Norway)	34
12	M Selhammar, Uppsala	29
13	Nikolai Bird, Lund	27
14	Lars Holesäter, (Sweden)	24
15	Joakim Kosmo, (Norway)	23

Two Cons aren't included due to lack of information: HexCon and VikingCon. The former don't have a separate tournament to my knowledge, while I don't think any of the above participated at VikingCon and therefor will it not change affect the final winner.

Now that we had had one year of this championship, I'd like to have your opinions. Is the form alright? Should it only be Swedish or big cons? Should another point ratio be given? Should final results or should the result from each table be used? Please give me some feedback.

- One usefull hobby aid that has started again is the so called *Pontevedria*. It's a flyer based listing of all North American amateur postal game offerings for Diplomacy and some other games. *Pontevedria* will be published mounthly, and can be subscribed to for only \$3 yearly, from Phil Reynolds, 2896 Oak Street, Sarasota, FL 34237, USA.

- I don't get to see very many new zeens but one that I did some months ago were *Diplomacy Downs*, published by Bruce Reiff, 3240 Rocker Dr., Cincinnati, OH 45239, USA. Bruce looked for international players to a Diplomacy game, and subscription cost \$10 for a year (12 issues). The zine looked settled for a couple of Diplomacy games (including gunboat) and some writings from the editor (e.g. about AFC/NFC).

- Finally I got the "new" *Diplomacy World*. Issue 60 was as you might new the first published by the new editor David Hood, 104-F Terrace Drive, Cary NC 27511, USA. The zine look very professional and promising, with quite a lot of good material. Maybe you don't realise it but I prefer the open page (DIN A4) format to the digest (DIN A5) one. I quote from the editorial: "The purpose of *Diplomacy World* is really quite simple: to promote the play of Diplomacy and related diplomatic games. Articles will focus on the game itself, variants, postal play, tournaments and conventions, ratings systems, and other topics—but the main *raison d'etre* for the zine is to provide a common link between Diplomacy Hobbyists and to add to the fun. Whether that makes *DW* the "flagship zine" of the Diplomacy Hobby is subject to interpretation. What I will make *DW* under my editorship is a zine that you will want to subscribe to, one that fills a void in the Hobby at present."

David's first issue was 24 pages. A subscription costs \$10 in USA, \$15 overseas by surface, and \$20 overseas by air. Note that *DW* is firstly a zeen for the North-American hobby, but the many general articles about Diplomacy makes it to the of the best sources for that kind of stuff.

- It's always sad than a zine folds, but often this a natural way, an evolution so to speak, when ones feeling towards the hobby change, or if ones situation in the "real world" change drastically. I don't know the details, but one person that was very active in the international hobby, and that has folded his zine, is Andrew England, Australia. His zine *Beowulf* was very regular, and never took itself too seriously. It, together with John Cain's *Victoriana* gave a window for outsiders to peek upon the Australian hobby.

Andrew has folded his zine before, and come back, something I don't know if he will do again. I hope he will return to the hobby someday, and wish him good luck with his faring in the real world in the meantime.

Dipsosis (5)
A5(pc)/32pp/Mnthly/10kr Calle Höglund

Örslösa Bergsgården, 53197
Lidköping (0510-12450)

Runs: Tennis, Diplomacy (2), Gunboat (2), Excalibur

Lists: United, Super-G, Rail(way Rivals), Excalibur, Diplomacy, Gunboat

I must confess that I really like this

zeen. Fresh, young, and enthusiastic are the impressions it gives me, and Calle's zeen seems to have had the same development and growth that this zeen had the first few issues. It has already a

Atlantis (1) ?/?/?/8kr Henrik Emilsson

Järnåldersv. 13, 29165 Kristianstad

Runs: Nothing yet

Lists: United, Fomula 1, "some wargame"

Haven't seen this zeen yet. According to the add in *Dipsosis* 5 other games that might appear are Tennis and some kind of space and/or war type.

Gränslandet (1-Nov)
A5(pc)/12/Mnthly/8kr Roland Isakkson

Tvillingv. 13, 14400 Rönninge (0753-55316)

Runs: Nothing yet

Lists: Arabic Dip (vt), ERA, Gladiatorspelen

Roland has together with Olle Sundblad published the zeen *Härolden* half a year now. It was used to publish results from their PBM campaign *Domination* and to my knowledge 7 issue was published. Due to a shortage of time for Olle, that campaign is now inactive, so instead Roland started this zeen that is planned to concentrate on (Swedish) PBM:s made by Roland and others. In the first issue the rules for three PBM are published; Arabic Dip that also was published in *Lepanto 4-ever*, ERA (a fun-looking simple anonymous four-player game about conquering as much area as possible), and Gladiatorspelen (a game about life-and-death combat in

the ancient Rome, with a game mechanism reminding me of PBM Tennis). The zeen contains quite a lot of illustrations, and some news from the general game hobby.

Käre Per

Politics

(Mark Nelson, c/o James Nelson, 112 Huntley Avenue, Spondon, Derby, DE2 7DU, Great Britain): "No sooner do I make comments on the UN, then the blasted thing starts doing something (sanctions etc) useful! It will be interesting to see what the UN becomes after the present Gulf crises is resolved. Will countries see that it may have some use and work towards that goal or will they let it slip back into its former redundancy? Only time will tell."

(John Cain, 76 Banool RD, Balwyn 3103, Australia): "Unsurprisingly, I find myself disagreeing with David Hood on Politivs/Economics yet again. ((See #12, page 4 - Per's remark)) Maybe part of the reason for this is political and cultural differences between the US and Australia- None-the-less, it seems to me that David partly contradicts himself. He says that, "publicly-run, government-owned enterprises are inherently less efficient...due to...politics...politician micro-management, pork barrel tampering..." All this is very often true, but assumes that politicians will tamper in the first place. They often do, but sometimes they don't. When I was in the US re-

cently, I was shocked at how expensive long-distance phone calls were—particularly the US\$1.95 for the first minute. This compares very unfavourable with the cost of calls in Australia, or even in the UK.

The US telecommunications industry has been subjected to the type of competition that David advocates. Prior the AT&T break-up, the US had a ca. \$3 billion trade surplus in the telecommunications area. Now it has a ca. \$4 billion deficit! The same experience has been felt in the UK after the privatisation of British Telecom.

There was a survey of the World's 13 largest Western countries published recently in the Economist. The countries (USA, Japan, W. Germany, UK, France, Italy, Belgium, Netherlands, Australia, Sweden, Spain, Switzerland & Canada) were ranked based on economic growth, inflation and current account balance. Apart from Sweden (13th—sorry!) the bottom five places were filled by four English-speaking countries. This surely says something is seriously wrong with the political, economic and business culture that they share! By contrast, Western Europe and Japan, which are not so ideologically obsessed by privatisation and small government, have successful, strong economies.

Mark Nelson is wrong to say that Japan is the only industrialized nation that spends great amounts of money on research. The USA is the largest spender on research—in both civilian and military areas. Japanese expenditure per capita is similar to the Western norm. The difference is

that the Japanese are very good at converting science into useable and marketable technologies. I agree that there is no need to get paranoid about Japan, though. In fact, the largest exporter in the World is West Germany (with only half the population of Japan)."

((Sweden has a very high inflation and a very low unemployment compared to those countries you mention. But as we had rushed into an economic crisis the unemployment will probably rise quite a lot. I guess that Sweden will adjust its politics quite a lot to a country like Germany the closer we get to become EC members. It's look quite certain that Sweden will apply for membership around 1992, and the discussion in media can now concentrate on the important matters, like what effect would a membership have on our society, what problems are there, benefits?))

When I visited UK this summer I noticed that (almost) everything was cheaper there than in Sweden. The only thing I know for sure is cheaper in Sweden are the phone calls.))

Ratings

(Kalle Stengård, Nysätra Gård, 14191 Huddinge): "I have read the articles about which rating system that is superior to the other one but I must say that all articles miss the crucial question: *Why should we have any rating system?*

There is no need for a rating system in postal play since there is not held any tournaments there especially experienced players are invited. There

are no titles available in postal play either. There are (as I know) no money (Thank God) in postal play (just a lot of hard work for the editors of fanzines, thank them). The only reason for a rating system is that people might try to brag with their rating score. These quickly leads to games where the rating score is more important than the game itself (I have seen it happen to often in Chess among junior players).

A question? What will a new and inexperienced player think when he realize that he/she has to face a choice between an ally with a player with high rating or a player with low rating? I am afraid that rating is going to interfere with the game itself (such as everybody against the highest rating) and see no good with a rating system for postal play.

Therefore the discussion about which rating system who is best only fill the purpose of a perfect example of diplomatic letters e.g. how to convince the other (the editor of this fanzine) about my systems superiority.

A scoring system to determine who has done best in tournaments in face to face play during the year is perhaps a good idea. (How to convince Per to print this letter)."

(Phil Reynolds, 2896 Oak Street, Sarasota, FL 34237, USA): "Regarding the scoring systems, I have hardly any interest in them, since as a matter of practicality I've never had to use (or be used by) one outside of this summer's DipCon at Chapel Hill. It seems to me that there are two situations where scoring systems would be used: tournaments and "lifetime"

ratings (perhaps for play in a particular zine or for one's entire history). In the latter case some kind of average is warranted, otherwise the long-time hobby veteran scoring moderately in numerous games will have a decidedly unfair advantage over the relative novice. Yet some kind of cumulative score should be factored into the equation, since a novice recording a single win should not be rated higher than a veteran with several wins and draws, and many survivals, to his credit.

In the case of a tournament, I would argue that the overall ranking should be based entirely on a cumulative score, and not an average score. My reason for this qualification can be best illustrated by events at DipCon. There were four rounds of Diplomacy scheduled. Players had to play in at least two rounds to qualify for awards. It happened that several people individually scored wins or draws in each of the first two rounds, provoking them to sit out the rest of the tournament, and letting others try to best their scores. I found this practice to be quite distasteful and selfish.

Ideally, each player should play the same number of rounds (in which case an average score amounts to the same thing as a cumulative score). For example, the DipCon tournament officials could have required each participant to play in three games, with the lowest score for a game dropped in the event a person played in all four rounds. A scheme such as this would put all players on more equal footing.

As for the details of the ideal scoring system (for a tournament), I think the following principles must be con-

sidered: a) the total number of points scored in a game must be the same for every game, resulting in better comparisons; b) a player recording a win should get more points than a player recording a draw, who in turn should get more points than a player simply surviving (and not included in the win or draw), who in turn should get more points than a player eliminated; c) the control of supply centers is a natural and objective method for determining scores.

Having said that, the following scoring system comes to mind as an illustration of these principles and my earlier statements. At the end of a game, a player is awarded one point for each supply center controlled. Additionally, players split a bonus of twelve points as follows: a) if there is an outright winner, he get all 12 points; b) if there is a 2-way draw each drawer gets 6 points; c) if there is a 3-way draw, each drawer gets 4 points; d) if there is a 4-way draw each drawer gets 3 points; e) if there is a 5-way, 6-way, or 7-way draw, all of the drawers should be eliminated from the tournament on grounds of incompetency."

((One way to average scores could be to divide the score from N game by $N + 1$.

I'm sceching on a scoring system for the next LinCon, and I'm considering to have three rounds, cumulative score, where the players playing three rounds can drop their worst result. As this year you can play as many rounds as you like, but everybody pays the same fee.

About your proposed scoring system it looks similar to some other I've

seen. There one flaw, though. The one point per center might give a surviving power more point than drawing. If one use a bigger bonus (let's say 34, or 36) this will hardly happen.

Another thing is that about big draws. That can be a very fluent game, with everyone jumping the biggest nation all the time. Not a case of incompetence as you seem to state. Ask mr Calhammer...))

Mark Nelson: "If you play at a tournament where only six game years are played, you'd better of playing a different game as a six years dip game is nothing but a complete and utter farce!

John Wilman, 87 Lovell Road, CAMBRIDGE, CB4 2QW. John used to run *Watch Your Back*, probably the best diplomacy zine never to have won the Zine Poll."

((I agree that a diplomacy game played to it's natural conclusion and one played six or so years are two different variants, with different tactics, and strategies. But still they have enough in comon to be regarded as diplomacy games for this zeen's purpose, and for tournamental purpose. The main reason to play games of six or so years is that Diplomacy is just one of many tournaments, and not many would like to spend most part of one day at a diplomacy table. I would prefer long games, restricted by a suitable time limit, and with a break in the middle of the game (maybe for some sleep?). I tried to prolouge the game when I arranged the tournament at LinCon. This wasn't a smash hit at the time, but I have noticed a increasing preference for long games.))

John Cain: "STAB II was devised specifically to rate tournaments, where one has a mix of wins, draws and games finished due to lack of time. It is certainly better than the American systems which treat draws as being shared wins! Stab does a good job of measuring how well one has gone and how close one has come to winning."

The Zeen

(Ingvar Gräns, Daltorpsg. 45A, 41273 Göteborg): "And now to something completely diffent; a question. What do you need to your zeen? More angry comments to the letter column, articles, hihger playing activity from the subscribers, new games, new dippy variants or what."

((Yes, what do I need? More articles for sure, and other letters in this column has expressed some concern about the health of the column. So therefore I ask the readers write and tell me what you think about the zeen. I won't do a survey this time, normal letters should be enough.))

The Games

((A letter from someone who should know what he talks about:))

(PFC Steve Nicewarner, 220-76-2329, 107th Finance Support Unit, APO, NY 09657, USA): "Comments on Arab Diploacy

Map:

1. Riyadh should be divided into two provinces by a line running from the center of the Riyadh/Buraydah to the center of the Riyadh/UAE border. The

new (western) province is called Dhahran and is a Saudi home supply center. (Trust me, Riyadh is a **long** way from the Gulf—a unit there really shouldn't be able to reach Kuwait.)

2. Bahrain is actually the blacked out island in the Persian Gulf. The peninsula is Qatar (pronounced "Kay-tar").
3. Gaza should not be a supply center. It's importance is in it's position, not in anything that would make it a center.
4. Add the following areas
 - A) Diego Garcia (US center)—The island between Arabian Sea & Indian Ocean
 - B) Italy (US center)—"Island" in Med. Sea
5. Delete all Yemeni provinces—Yemen is nowhere near valuable enough to merit major power status. Include it all with Aden.

Initial Set Up:

Turkey/Western Europe: Unchanged

Syria: Unchanged

Israel: Unchanged

Egypt: Unchanged

USA: F Italy, F Diego Garcia

Saudi Arabia: A Jeddah, A Riyadh, A Dhahran

Yemen: Deleted

Iraq: Delete A Kuwait

Iran: Unchanged

General Rules:

1. The game starts with the August I turn. There are four turns each month and adjustments are made after the I+III turns

2. Starting with the August I adjustments, the US has an additional off map center (call it "Washington"). The American player may build in Diego Garcia, Italy or in any center controlled by another player. To build in an "Allied" center both the US and "Ally" must state this in their build orders.

The rest of the general rules are unchanged

Optional Rules:

Paradrop Given the large size of some of these provinces, this is a bad rule. Can you see PARA Baghdad from Jeddah?

Chemical Warfare This is an OK rule but the US player should have two attacks to be used only if the "victim" attacked a US unit with chemicals in a previous turn ("No first use"). Also Turkey/Western Europe should have one attack with the same limitation (this represents the British/French threat to use nuclear weapons in defense if attacked by chemicals)

”

(Wolf-Christian Paes, Marktplatz 21, D-5202 Hennef, Germany): "Please set me on the waiting list for **Arabic Diplomacy** if there's a free spot available. I'm very interested in **Perestroika Dippy** as well and I'd be very glad if you'd be able to send me the rules for it.

By the way: are you interested in an article about KJC's game "It's a crime"? I've written it for John's zine *View from another shore*.

At the moment I'm writing an article about pbm games and zines in foreign countries for the German zine *pbm today* and I'd be very happy if you would be able to send me some fact and addresses of swedish zines and comercial games."

((I got some names for Arabic but not enough to start a game. As the space is limited I and Roland decided to move the game to his zeen Gränslandet. You will probably not be able to play there (as it's in swedish) but you were the only interested part outside Scandinavia. I might reconsider if there is enough interest but right now I think there is enough games in this zeen, don't you? Perestroika: See below.

Yes, please send that article. Martin Hylertedt sent me some of their material and I've come in contact with them before, but I don't know enough to write an article.

Carl-Magnus Höglund's article in Europa 2000 #6 maybe gave you an idea about the state of the Swedish hobby right now. In short: one international zeen, three more general pbm zeens, no comercial games.))

(Michael Lowrey, 3241 G Walnut Creek Pkwy, Raleigh, NC27606, USA): "On Perestroika Dip: I get Larry Cronin's (who designed the variant) zeen *Perestroika* and I've got these observations:

- a) The variant's a lot of bookkeeping, very easy to screw up as a result.
- b) The rules are still evolving. He's up to version 4, and has a version ((sic?)) this month as well. Larry's learning how to make the game run better, but that means

the rules are getting changed. To run it with this though may mean the games less balanced.

"

((I think Perestroika is a very interesting variant, but the evolving state of the rules, and the multitude of games right now in this zeen, has made me decide to close the list for some time. I might reprint a newer version of the rules when I reopen the list—that's seems essential Wolf-Christian was the only player interested so far. All in all a very weak interest for variants in Sweden so far, which is probably due to the youngness of the existing zeens.))

Miscellaneous

((Look guys; a letter from Norway!))

(Tore Godager, Oksehovedveien 40, N-1310 Blommenholm, Norway): "Thank you very much for the fanzine. I enjoyed reading the letter your subscribers send in. I have been playing postal-Dip since 1988, under the hegemony of Borger Borgersen.

When I saw the professional level your eminent fanzine is built upon, I became encouraged to enlist as a humble subscriber. I hope your eminence will except this 100 kr bill as a token of my friendship and ever lasting obedience.

Now, let's cut out the crap. ((It sounded good to me.)) I saw the list of Dip0-games at the end of the last issue. "Normal" diplomacy and British W1900 Gunboat caught my attention, and I would be very happy (-) if you could set me up as a player

in either of these two games. ((*You got it. See "Them"*))

Your Lordship could also be so kind as to send me the next dates of Swedish conventions, so that I can uphold my ranking in the Open Scandinavian Diplomacy Championship.

Very Truly Yours
Your Faithful Servant
Etc... Tore Godager

PS. I would like to see some more pictures and cartoons in the fanzine.

PSS.

Praised be thy name
o mighty GM.
Who has delivered
us from the world today
so that we, his children,
can fulfill the vision
and capture 18 supply centers."

((*I think you will be capable to sweet talk your opponents in that and other games. . . Nice to get letters from Norway. It's not that often. I'd like to have more readers in Norway, and even more so readers in Denmark and Finland, but it's not easy to come in contact with the latter two hobbies.*)

I haven't had the British Gunboat list open for some time. It will open in the future when some of the ongoing games finish.

Sorry about not sending any dates. We couldn't have a norwegian beat our lads, could we? :-) I recommend that you visit GothCon (easter) and/or LinCon (pentecost) next year if you enjoy playing good Diplomacy, and maybe we'll meet at ArCon, who knows?

The lack of pictures is partly intentional is the space in this zeen is very limited, and I find most of that function as a space filler. But I agree that

some illustrations make the zeen look better.))

(Règinald de Potesta, Etudiant en 5. E.S.R., Institut St-Betrhuin, 129 Fond de Malonne, B-5020 Malonne, Belgium): "I go on "Liège" Belgium for a con: (12th→14th Oct) Jef Bryant will be there with (some of) the readers of "Mach die Spuhl!" and "Dip-somani*" and probably Swiss and French players. I will speak about it later... after the con..."

Regarding my last letter I see that you don't have understand "integrist": I will say the "extremists", the fanatics, the same who wanted to murder Rushdie! Yes, I was wrong in my prevision of war, but I'm sure that there will be a war! Because anyway, Iraqis won't get out of Kuwait. Then, I don't think that the american will find another solution! The embargo hasn't any effects, and Saddam doesn't seem to be afraid of a war, but who will begin? Nobody wants to fire the first bullet. Here we say that we will have to wait at least 8 months to see the strangling of Irak with the effect of this embargo. That's a very very long time. Irak will have enough time to do very very much things! I don't see the end..."

We can see that you are very involved in informatics by your use of the "*". It's very convenient for linguistic problems.

((*As a final word in this issue's letter column I'd like to end with the following letter:*))

(Johan Anglemark, S:t Johannesg. 32C, 75233 Uppsala): "A Pheir, a chara!

I thought I would write a short let-

ter to let you know how much I appreciate what you're doing for the hobby and fanzine publishing in Sweden. I must say I didn't find the letter column much fun in no. 12, though, but you're hardly to blame for that. The left/right/EEC debate has been getting a bit stale, and the letter about SVEROK from that obnoxious chap in Upsala was not very much fun, either. Besides, I cannot really say that I understand the point in a rating system in Dippy either. It is OK in games where only skill is involved, like chess, but in a game where people can gang up on somebody just because he has a high rating (and I am sure some players would actually do that), and thereby reduce his rating...

I have one piece of encouraging news, though, and that is that I and John Robillard seem to have solved our communicative differences, via a third part. Part of my reasoning goes simply: One of the nicest people I know (within the hobby and outside of it) tells me that John is a great guy, so I know he is. Sounds simple, but to me it is. Stubborn as I am, I do not change my views on SVEROK very much, though. But I am (and have always been) quite prepared to live and let live. I think that the hippies were right: The meaning of Life is Love.

Nope, that's all from me. Today's recommended record is *The Horslips Story: "Straight from the Horse's Mouth"*. Today's recommended reading is Stig Dagerman: *Nattens lekar*. Today's recommended game is *Brainstorm*. Today's quotation is: "You cried for night; it falls. Now cry in darkness." Today's firm resolution is:

"Cut the crap and finish the f-ing letter."

This is you only true prophet (and saviour) signing off.

Mise, le meas,

Johan"

House Rules

1. These are the short version of the house rules, and they should be sufficient to handle most cases and answer most questions. If there still are something you wonder about, please contact the editor.
2. To play in the zeen you must get the zeen on a regular basis, i.e. subscription, GM or if another person living in the same household fulfils this. It's recommended that your subscription covers at least about 10 issues when you start to play in most games. If your credit have run out you will NMR in any game you're playing.

Games might have game fees. In that case you must have credit to cover for it when the game starts.
3. Orders should be submitted to the GM by mail, preferably on a separate sheet, dated, signed, with game name and game season. If the GM allows it orders might be delivered by phone, but press should only be allowed to be included with written orders.

4. For orders arriving after ZAT (deadline) it's up to the discretion of the GM if they will be accepted regardless of the cause for the delay.

The results from any game will be secret until the zeen has been mailed. Errors in adjudications should be pointed out to the GM promptly. If not spotted before the next ZAT it stands as is.

5. If applicable (e.g. Diplomacy, Railway Rivals) when signing up for a game you should submit a preference list concerning the order of preference for the different powers, start city, colour, etc. If this hasn't been done when the game starts, the GM will use a random preference list for that player.
6. Press is allowed in any games, unless otherwise stated (e.g. Gunboat II), by both players and others. Normally gray press is used but sometimes it can be white or black instead. (Gray: The name of the powers isn't reserved, but home supply centers and nicknames are. White: As gray but name of powers also reserved. Black: Anything goes (but see below).) In all types some date-lines is reserved for the use by the GM (his name, GM, or nickname defined by him), and players can always use Government (short: Govt) plus name of power (eg. Ger Govt-Fra: Hi).
7. In *Lepanto 4-ever's* version of PBM (Play By Mail) Diplomacy the game year consists of three

parts: 1. Spring (Spring moves and retreats), 2. Fall (Fall moves), and 3. Winter (Fall retreats and Winter adjustments). Normally the Fall and Winter is played in one season, but unless otherwise noted, during the first year and when three (or at least half of the remaining powers) request it they will be *separated*.

Retreat orders should always be submitted together with the move orders for a season. If a unit is forced to retreat and no legal order is given, the GM will use *Just's right hand rule*.

Adjustments should be included with the Fall orders. Those will be preliminary orders if the Winter gets played separately.

The GM will use the following order of disband if not enough disband orders are given; 1) non-supply units abroad, 2) supply-units abroad, 3) non-supply units at home, 4) supply-units at home. Distance from home-supply center is used if several units is possible choices, alphabetical order if equal distance. The GM has the right to disband another unit if the requested disband would disrupt the game too much.

Moves, retreats, builds, disbands and press may be conditional upon things that has happened earlier (not the same phase) and stand-bys. Orders wont be illegal due to missing unit denotation, hold, power, or coast. In the later case the coast will be chosen in the following order: south, west, north, east. In the case

of builds, when not denoting if a build should be fleet or army, and there are a choice, the build will be illegal and the next one used instead.

8. **No Move Received.** A NMR during any season will in most games result that the GM calls a standby to submit orders for that power the next season. If the player misses to submit orders the next season, and the standby has done so, he will become the player of record. Small powers might lapse into permanent CD (civil disorder) at the discretion of the GM.

During the first game year one NMR will result in the GM trying to find a local non-player to do the requested moves. Two or more NMR and the game will be delayed one issue and standbys called. Players might if they want request prolonged time for diploming before any season. It's up to the GM to judge if it's necessary, but he should be more willing to do so before the very first season.

9. Together with the orders players may submit draw or concession proposals that the GM will publish anonymously together with the results. Votes on proposals should be submitted with the orders for the next season. Only fail/pass will be published. If everybody vote in favour the game will end with the powers included in the winning proposal (the one with the most if several) counted as winners. A proposal defeated

by abstains (and NMR) (ie. no explicit "no" vote) will automatically be repropesed and in this case only explicit no-votes will defeat it. The result from any voting is applied before the adjudication takes place. The GM might make proposals if the game has become uninteresting.

10. If you use abbreviations the first three letters (upper case if sea space) should be used except for NAO, NWG, TYS, ECH/CHA, LYO, BOT, Nwy, Lpl, Lvn, Naf, Stp/Pet. You might use implied orders, and use MS for mutual support.

11. The GM might use different rules than the above in some cases, but this should be noted together with the gamestart.

If case of a necessary ruling not specified in these house rules the ruling of the GM (or the Editor) will be used. Players may contact an Ombudsman if they wish.

Cover Story²

by James Nelson

The Playing Powers

Austria

The common problems of playing Austria in Diplomacy is made even

²This is the second part of this article that previously appeared in *Variants and Uncles* #18. The first part was reprinted in *L4E* #10/11.

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S W E D E N .

worse in Woolworth II-D. Not only does the Austrian player face an extra enemy (Balkans) his traditional bread and butter centres (Serbia and Greece) are now home centres owned by his new enemy. Never has Austria looked a simingly weak power you ask? Well, it's not THAT weak. Galicia is a sure centre; as long as that is, Austria does not need to defend his centres from maurading invaders after the Spring moves.

Austria must try and persuade Russia to go for Rumania, with Austrian support, in return for Galicia being Austrian. This should prevent the Balkans getting it. Austria cannot afford to move F(Tri) out unless he is playing either Italy or Balkans. However he must get it out at some stage, if only to pin down the Italian and Balkan fleets.

Austria needs to get into a strong

alliance with one of her neighbours: and fast. It hasn't got much growth potential until that time, but is quite a solid little country. It is one the diplomatic front the war will be won.

Balkans

The weakest power on the board—it has two immediate neighbours (ever heard of a Sandwich?), with another two with vested interests (Ita+Rus). It must try and get Rumania in Autumn '01, as Crete will fall, in the short term, to Turkey or Italy. If the Balkans can get a build, a third army will prove powerful in moving into Austria. A second fleet will not do much good in the short term.

So, what has Balkans got to do? At the forefront of his worries must be Turkey sitting nicely behind him. But, you have to trust Turkey not

to attack you it you are to expand. Turkey, unless you can arrange an alliance with Austria and one of Italy/Russia, will always be your second or third target. The majority of the centres in the region which are more gettable from the Balkans are Austrian. Greece may have to be sacrificed, and the Balkans can expect to be an army-based, rather than naval-based force.

The Balkans position is not hopeless played either as a public power, or in a combination of the immediate powers. A Balkan-Turkey coupling is one of the strongest on the board. Isolated, and secret, it is weak. A good power may be able to exploit this to other players, but it will require a lot of skill.

England

What does England build in Liverpool? The best bet, for the majority of options to be covered, is a third fleet. It is unlikely England will gain anything by building an army: at least by building a third fleet you're preparing your Armada for the second game year. Once England is firmly set on the path to glory armies can be raised.

England is quite a strong power. Isolated by the sea, it is a fairly strong defensive power. All which is needed is an alliance with one of its mainland neighbours for England to expand. As in most Dip games England needs to have a strong fleet to exploit this. By building F(Lpl) Iceland is a sure build for England. With the right alliance/pair of powers a second build is not unlikely.

In the long term England may need some skill. The four countries it faces are nicely paired (Sp+Fr Ge+Sc): Eliminating one will allow the second to expand. Russia will be useful against both Germany and Scandinavia if needed. For this reason, England needs to have communications with all the Balkan powers, as well as his neighbours. England can chose almost any country to invade, although France or Germany has the richer pickings.

England has the old aged advantage of being a corner power, with no serious threat in the first game year to contend with. The added provinces of WAO and HAO give it an added dimension when trying to break into Spain (although that works both ways of course).

France

Again, the determination of the build in Marseilles depends on what other power you are playing. Playing Spain or Italy a second fleet looks a very interesting option, but it depends on the situation around you. With so many possibilities it is not for me to say what to build there. An army has the advantage of virtually guarranteeing France Switzerland, or defending France whilst the other two units go for Belgium.

France shares a similarity with Balkans - a power is sitting behind him. However the similarity ends there, for it is more easy for France to get co-operation against Spain as both England and Italy may be looking to expand that way. France must try however to get a build

in the first season: Belgium if you can trust Spain, otherwise Switzerland. It is of course wise to try and get ENG/MAO/Bur as DMZ'd areas, and also to get the adjacent centres of Mad/Mar vaccinated.

France long term, has to get rid of Spain. Then, he is sitting in a comfortable corner position. He can build fleets both sides if the traditional stalemate line (there still is one in Woolworth, *sigh*). There are many of the neutral centres nearby him. Gaining control of Switzerland gives her an extra dimension when manoeuvring into Germany or Italy. An alliance with England is a good idea once Spain has been cleared out as Ger/Sca also need dealing with.

Germany

The German empire has had at least two holes put into his strategy. The first is Scandinavia, who is geared towards hassling Germany in most games. The lose of the ease in which Germany usually gets Denmark and Sweden is not improved by the added provinces of Switzerland which makes it easier for both France and Italy to attack southern Germany.

But, Germany should at least get a build. Holland and Belgium still look good prospects, and Germany should make these his first priorities. The threat of a Russian wandering unit is diminished with the added importance of Galicia, and Scandinavia on Russia's northern front. Indeed it is with Russia that Germany's best prospects lay. Germany should also try to insure that France does not go to Switzerland in Spring, Italy keeps

Tyrolea free, and that England GOES to English Channel. A disaster for Germany would be French units in ENG, Pic/Bur, Swi.

In the long term Scandinavia has to go. Germany next has a whole host of enemies to consider. Germany has a more vested interest in the Austrian situation and must try and ensure a friendly, healthy Austria. France is perhaps the thorn in the side of Germany, so Spain must be persuaded to deal with the French connection of German tactics.

Italy

Rome, Rome, Rome. What does Italy build in Rome? As always, it depends on what powers you are playing. But, in most cases, a second fleet looks most attractive. Austria is not a threat in the short term, indeed the two can work very nicely together against Balkans. The second fleet gives a better chance of getting Tunis, whilst what can a second army do? Even if Tunis does not fall, the fleets can be positioned into @tasty areas—such as AEG/ION.

Italy has no really short term plans. Tunis must be tried for, and if it is not gained an alternative centre looked for. But with fleets based in Morocco and Greece, and probably Smyrna and Madrid, Italy is pinned in. BUT, Italy is of use to a whole host of other powers, and it is in the diplomatic efforts that Italy will prove useful. A strong alliance with either of Spain, Austria, Balkans or Turkey can prove very fruitful.

As the game progresses Italy has to try and neutralise as many of his

neighbours as possible. He has to stop them building fleets for instance (so Greece and Trieste must be targets). Without a sould alliance with either France or England it will be hard to break through Spain. Let, it can be done. Italy has a subtle game to play, and one that is a lasting game. As always, Italy has to be patience.

Russia

The first choice Russia has to make is what to build in StP. Well, unless you are playing either Germany or Scandinavia then there is no point building a fleet. It is a much more sensible choice to buyild an army. It can then either head south, or to Lapland. But what can a fleet do? Nothing!

Russia has a host of problems in the short term. AUstria will want Galicia, Balkans will want Rumania, Turkey may be looking at the additional provinces of Per+Kaz with eager anticipation....and that is just the situatuin in the south! Russia is unlikely to build in O1. However he has a host of natural allies as well—Turkey against Balkans, Balkans against Austria, Austria against Balkans etc. In the short term Russia has to clear his southern borders of some of the deadwood and secure a secure southern front. Then, he may look to the north.

The northern front is probably the one the concentrate as the games goes on. Russia and Germany work very nicely together against Scandinavia, and Iceland is not very easily defended if England is being pressurised. The delicate position down south can be exploited in one of two

ways: (i) have a strong alliance with one of the powers and split the benefits, or (ii), try to keep everyone weak and fighting each others. However Russia has to have a strong hand if there are other powers with strong hand because Austria, Balkans and Turkey will all look north if there is a weak Czar.

Scandinavia

Another of the weak powers in Woolworth, and yet another with no syre build in O1. Scandinavia is the sort of country which needs help to establish its position, but once established it is quite a useful little country.

It has to be aggressive in the opening years. It gets nothing by pussy-footing around. So, it has to choose a target: England? Germany? Russia? Of course it will depend on what other secret power you are playing, but it will be easier to persuade Fracne to attack Germany than to get him to attack England. Spain is an important country as Spain indirectly affects both France and England. If Germany is the intended target an opening move to HEL will enable the F(Nwy) to be brought around to BAL.

Of course Scandinavia has to be careful—he cannot make himself too open a target. Russia will look towards his northern front once his southern one is tied up. Also Russia might prove a thorn in your side in the early years if he invades. Scandinavia will be a fleet power—and there are plenty of coastal centres around you (eight within two moves). Spain is a natural ally in the long run—if Eng-

land and France are still in the game. Overall, Scandinavia has to win the diplomatic war before he can enter the real war.

Spain

What do you build in Madrid? It depends mostly on your plans. A second army is only of use if you want to attack France, whilst a second fleet can be used in a number of scenarios—again including attacking France.

Spain has no sure build in 01, but he has potential. He has few enemies, but quite a few food allies. He has a strong defensive position, and sits behind France. Once Spain has doubled in strength there should be no stopping him, but, how do you get that strong? It is unlikely, and a bad tactic, to spread your forces out as that negates your strength—France will be tempted to stab a spread out Spaniard. So, a concentration on one of three countries (England, France or Italy) is needed. Battle away, with an ally, and you should be OK.

So you're now a 6 centre Spain. What next? If France is not already out he should be next. The Spanish-French position is very much like the Austrian-Turkish alliance in diplomacy—very very hard to achieve a good successful alliance. Italy looks a harder nut to crack than England due to no additional sea provinces (there are HAO and WAO accessing England), but, it also means that Spain is more vulnerable to England. But once established in that south-west corner you should be able to expand both east and north.

Turkey

Again, the build in Smyrna will depend on who you are playing, and what alliances you have made. But, a fleet build, unless your playing Balkans or Italy seems a must. If you're playing one of the two mentioned it may still be a good alliance—the AEG/ION area will be crowded to begin with and the more fleets you have the better for you! An army gives possibilities of attacking Balkans (but gives up Crete), or attacking Russia.

The Turkish corner position still exists. Whatmore, he has been given easier access to Russia and the Balkan area. One of these has to be the immediate target of Turkey, and the Balkans look the juicier. As with Spain and France Turkey has the strong position, and shouldn't spread out until Balkans are dead. There will be a host of happy would be allies to help you.

The world is practically your oyster then. A campaign to Budapest, the voyage to Rome, or the winter in Moscow? Which one will you choose? You have a large concentration of centres around you. Wherever you go you can find an ally to help you. However, you are an awful long way to that stalemate line, and that could signal a draw rather than a win.

"Iacta alea est" ((Caesar))

The combinations of powers is of course of prime importance. Some of what I've said may be silly when the combinations are right. The game of Woolworth is all about combinations. The probability of success can be altered; YOU can change the odds!



Spring 1905

PG2/1989SArb32

The Thing

GM:

Per Westling, Rydsv. 246 c:16,
S-58251 Linköping, Sweden,
{4613/013} 260495

ST STALINGRAD?

Spring 1905

PG2/1989Arb32

The Thing

Austria: A(Bud)→Tri, Sby A(Vie) & A(Ser).

England: F(ECH)* S F(NTH); A(Yor)→Hol, Cby F(NTH).

France: F(Bre)→ECH, Sby F(Mid); A(Bel)SEF(NTH)→Hol, Sby A(Pic) & A(Bur); A(Par) S A(Bur).

Germany: A(Swe)→Fin; F(Nwy)→StP; F(Hol)SEF(NTH)→Bel, Sby A(Kie) & A(Ruh); A(Mun)SA(Ruh); A(Sil)→War.

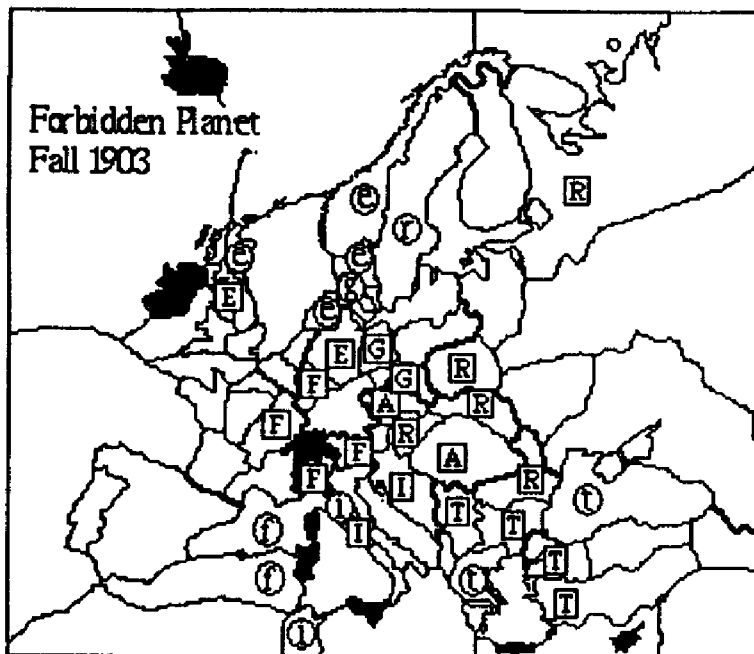
Italy: A(Tyr)→Vie; A(Alb)→Ser, Sby A(Tri) & F(Ion); F(ADR)SA(Tri).

Russia: A(War)→Sil; A(Ukr) MS A(Sev); A(Mos)SA(Sev).

Turkey: F(Gre)SIF(ION), Sby A(Bul); A(Arm)→Sev, Sby A(Rum); F(BLA)SA(Rum); A(Con)H [u].

Retreats: Eng F(ECH)→IRI [GM].

Press: Aus→Tur: How about some cooperation? I would like to see Italy out from Albany. Will you support me, if I get an army in Trieste? ◁ ▷ **Aus→Ita:** Don't miss the party in southern France! It's an open house!!! ◁ ▷ **Lon→Par:** I could not move the fleet in the English Channel this move. If I don not take Holland this move I am going to repeat the move if your support in the next move ensure that I take Holland. If it is not sure that I take Holland I am going to reorganize my troops. ◁ ▷ **Par→Lon:** I can not tolerate your fleet in ECH any longer. I need my fleet there so it can support Bel. This will make it easier to attack Germany. Please move into Hel so you can take Hol (or Denmark). My move into ECH is not an attack on you unless you once again has changed your tactic and attacked me. ◁ ▷ **Par→Ber:** I Wish you could miss the next episode of The Thing. I do of course hate NMR's but to see my worst enemy (?) grow in power is not my cup of tea. ◁ ▷ **Ber→Lon:** If you want war it's OK by me. ◁ ▷ **Ber→Par:** I want to have peace with you so I can fight the englishman. You will soon get trouble in the Med when those conflicts have been settled. I might consider a split where I get Bel-Hol and you England. We can thereafter together in peace fight the barbaric hordes from the east! ◁ ▷ **Ber→Con:**



Fall 1903

PG3/1990FJ

Forbidden Planet

GM:

Per Westling, Rydsv. 246 c:16,
S-58251 Linköping, Sweden,
{4613/013} 260495

RUSSIA NOW THE LARGEST
POWER

Continue to kick the russian. I'm doing my part by a northern front. < > Ber→All: German press signed by Minister of Propaganda, B.M. Outh. < > Rom→Par: Your troops fought well against Germany. The question if Germany is a friend or not is still a disputable matter. This move they evaded from Burgundy and attack russian troops. Although they don't look very friendly to you. < > Rom→Con: It seems that the shortest way to Galicia (and Moscow) is through Budapest. < > Rom→Vie: Yes, we are wide open... in the west. < > Con→Vie: The Italian is my friend, and even if he weren't, he's not at all "wide open" as you say. < > Con→Rom: I'm not convinced that Germany is an enemy. Let's wait and see. I didn't support you into Serbia because you can take it on your own power. Use A Tyr-Tri to move to Bud and support A Tyr-Tri with F Adr. If you lose Tri you can get it back in the Fall.

Fall 1903

PG3/1990FJ

Forbidden Planet

Austria: [Johan Andersson, Borsökn. 21, 63233 Eskilstuna]

A(Ven)→Tri; A(Gal)*→Vie, Sby A(Bud).

England: [Flygsoldat 701008-1912 Holmström, UTB. KOMP 4 PLUT, Box 1510 F10/SeS, 26282Ängelholm]

A(Hol)→Kie, Sby F(HEL) & F(Den)*; F(SKA)→Nwy.

France: [Carina Björklind, Tröskareg. 53, 58330 Linköping]

A(Mun)→Tyr, Sby A(Pie); A(Ruh)SEA(Hol)→Kie; F(LYO)→TYS;
F(MID)→WES; A(Bur)→Mun.

Germany: [Micael Hessel, Rydsv 110c, 58248 Linköping]

F(BAL)→Den, Sby A(Kie)*; A(Ber)SA(Kie); A(Sil)→Mun.

Italy: [Mats Andersson, Källhems. 30, 59060 Ljungsbro]

A(Tyr)*→Ven; A(Tri)→Tyr; F(Tus)→TYS; F(ION)→Tun.

Russia: [Björn Westling, Våglängdsg. 21, 50246 Borås]

A(Ukr)→Gal, Sby A(War); A(Rum)→Bud, Sby A(Vie);
F(Swe)SGF(BAL)→Den.

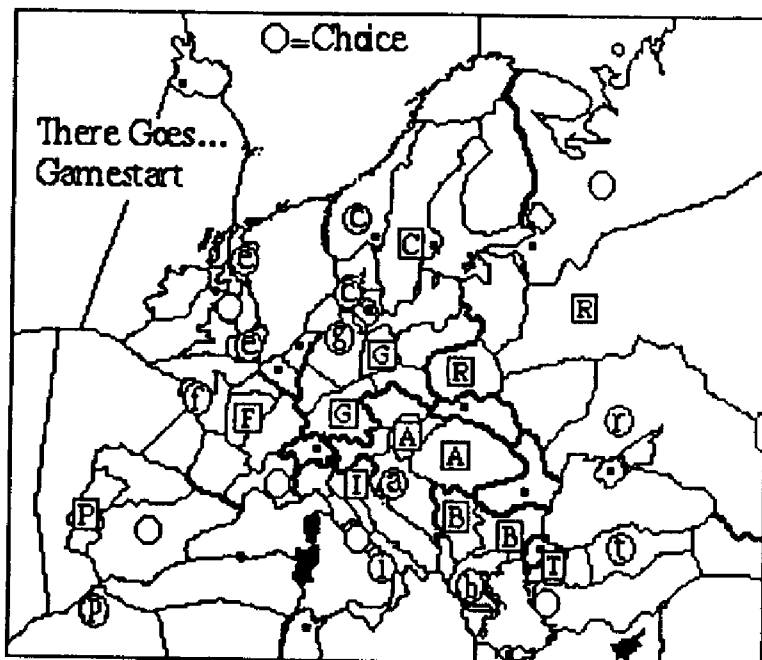
Turkey: [Daniel Berg, Huldrev. 3, 59060 Ljungsbro]
 A(Ser)SAA(Bud), Sby A(Bul); F(BLA)SA(Bul); A(Con)H; F(Gre)H.

Retreats: Aus A(Gal)→Boh, Eng F(Den)→SKA [GM]. Ger A(Kie) ZAP!!! Ita
 A(Tyr) Zap!!!

Aus	Bud,-Tri,-Vie,+Ven	(3)	3	2	-A(Ven)
Eng	Home(3),Nwy,Hol,+Kie	(5)	4	6	+F(Edi), +A(Lpl)
Fra	Home(3),Bel,Por,Spa	(6)	6	6	
Ger	Ber,-Kie,Mun,Den	(4)	3	3	
Ita	Nap,Rom,-Ven,Tun,-Gre,+Tri	(5)	3	4	+A(Rom)
Rus	Home(4),Rum,Swe,+Vie	(6)	6	7	+A(StP)
Tur	Home(3),Bul,Ser,+Gre	(5)	5	6	+A(Smy)

Press: Österreiches Stadtüberführerabteilung→Ita: Först struntade du i våra förslag för en snabb uppdelning av Europa och Österrike fick sig ett par saftiga smällar, sen ber du oss om fred och till slut kommer du att be om nåd... <▷ ÖMF: (Österrikes Meteorologiska Förbund) förutspår att högtrycket på Italien kommer att ligga kvar (hehehehe). Ett kraftigt syraregn över Italien och dess övärld förespås också. <▷ Österreiches überdiplomatischenabteilung→Rys: Din imperialism kommer snart att gå ut över Tyskland när du inte kommer att lyckas knäcka mig. <▷ Kaiser Johan den Förständige→Fra: Tyvärr kunde jag inte fullfölja mina planer på ett Ö-U/Franskt Italien utan jag satsar lite mer på hemmaplan först, hoppas du förstår. När Ryssland har drivits/fåtts på andra tankar kommer jag att stödja dig hurmycket som helst mot Italien, det kan du lita på. Tills dess, HEJA FRANKRIKE!!! <▷ Paris: Waterloo är överspelat och Frankrikes frihetskämpar är långt från den ryska vintern. <▷ Par→Ö-U: Adios! <▷ Par→Tur: How about a French consulate in Ankara? <▷ Fritz I→Alla: Tyskland är återigen enat under en kejsare! <▷ Tsaren→Ö-U: Det är ändå ingen som tror på dina lögner! <▷ Tsaren→Ö-U: För övrigt, så kommer vi med en officiell krigsförklaring! <▷ Ryske utrikesministern Vasilij Bernoi→Turkiets kabinettsekreterare: Tsaren har uttryckt full förståelse för eder ståndpunkt i den Österrisk-Ungerska frågan. Han respekterar detta. Men låter meddela att han tyvärr ej kan hjälpa er i era planer angående kontroll över delar av Europa. Vidare hoppas han att era flottmanövrar i Svarta Havet snart kommer att vara till ända. <▷ StP: Jag hoppas att inte Englands trupper följer sin ÖB:s exempel (att gå in med armé i Sverige). <▷ Swe→Lon: Det känns lite olustigt att vara omringad av flottor, varför jag hjälper Tyskland med Danmark. <▷ Mos→Ö-U: Det är ingen trippellians på gång, utan en enmansallians! <▷ War→StP: Hoppas jag blir ihågkommen denna gång!

Gamestart PG9/Woolworth IID There Goes A Tenner
Austria-Hungary: Their units are denoted by A. Public power.
 Player: Kalle Stengård, Nysätra Gård, 14191 Huddinge



Gamestart

PG9/Woolworth IID

There Goes A Tenner

GM:

Per Westling, Rydsv. 246 c:16,
S-58251 Linköping, Sweden,
{4613/013} 260495

Balkan: Their units are denoted by B. Secret power played by:

England: Their units are denoted by E. Public power.

Player: Andreas Krohn, Gustavlundsv. 38, 26555 Helsingborg

France: Their units are denoted by F. Secret power played by:

Germany: Their units are denoted by G. Secret power played by:

Italy: Their units are denoted by I. Public power.

Player: Mats Andersson, Källhemsv. 30, 59060 Ljungsbro

Russia: Their units are denoted by R. Public power.

Player: Flygsoldat 701008-1912 Holmström, UTB. KOMP 4 PLUT, Box 1510
F10/SeS, 26282 Ängelholm

Scandinavia: Their units are denoted by C. Secret power played by:

Spain: Their units are denoted by P. Public power.

Player: Carl-Magnus Höglund, Örslösa Bergsgården, 53197 Lidköping

Turkey: Their units are denoted by T. Secret power played by:

Notes: Your secret power should be noted in your copy of the zeen. Please no NMRs in this game, eh? Don't forget to vote on press language and combined/separated winter (first year). I also recommend that you submit orders for the whole first year. Good luck.

Spring 1902

PG7/1990SBrb59

Soylent Green

Austria: F(Gre)→Alb; A(Vie)→Tri, Sby A(Bud) & A(Ser).

England: F(NWG)→BAR; F(Edi)→NWG; A(Nwy)*→Swe, Sby F(Den);
F(Lon)→ECH.

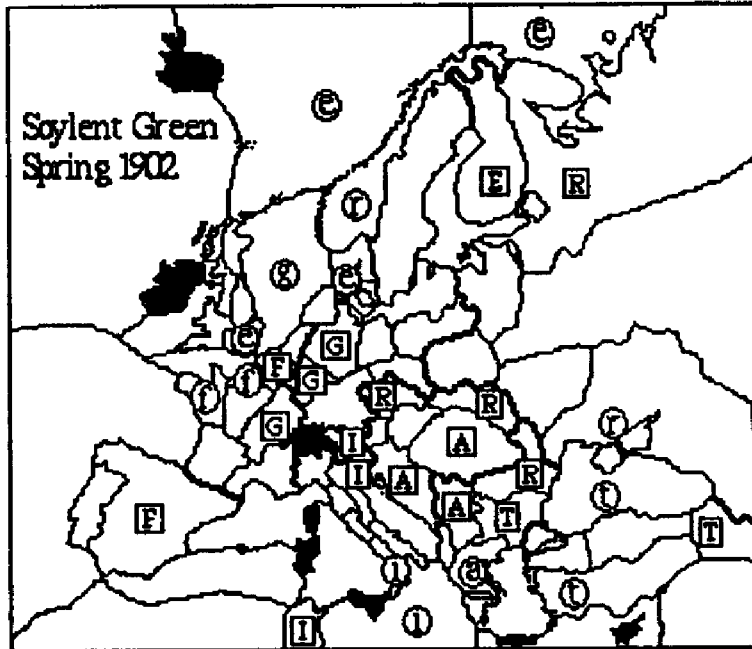
France: A(Por)→Spa; F(Bre)→ECH; A(Bur)→Bel, Sby F(Pic).

Germany: A(Kie)→Den; A(Mun)→Bur, Sby A(Ruh); F(Hol)→NTH.

Italy: F(ION)→AEG; F(Nap)→ION; A(Ven)→Tyr;

A(Tun)SAF(Gre)→AEG; A(Tri)*→Alb.

Russia: A(Gal)→Boh; A(War)→Gal, Sby A(Rum); F(Sev)SA(Rum);



Spring 1902

PG7/1990SBrb59

Soylent Green

GM:

Per Westling, Rydsv. 246 c:16,
S-58251 Linköping, Sweden,
{4613/013} 260495

F(Swe)→Nwy, Sby A(StP).

Turkey: A(Bul)→Gre; F(Con)→BLA; A(Ank)→Arm; F(Smy)→AEG.

Retreats: Eng A(Nwy)→Fin [GM]. Ita A(Tri)→Ven [GM].

Notes: Next season is Fall/Winter 1902 unless enough player request a separation.

Gamestart

PG10/United

The Kick Inside

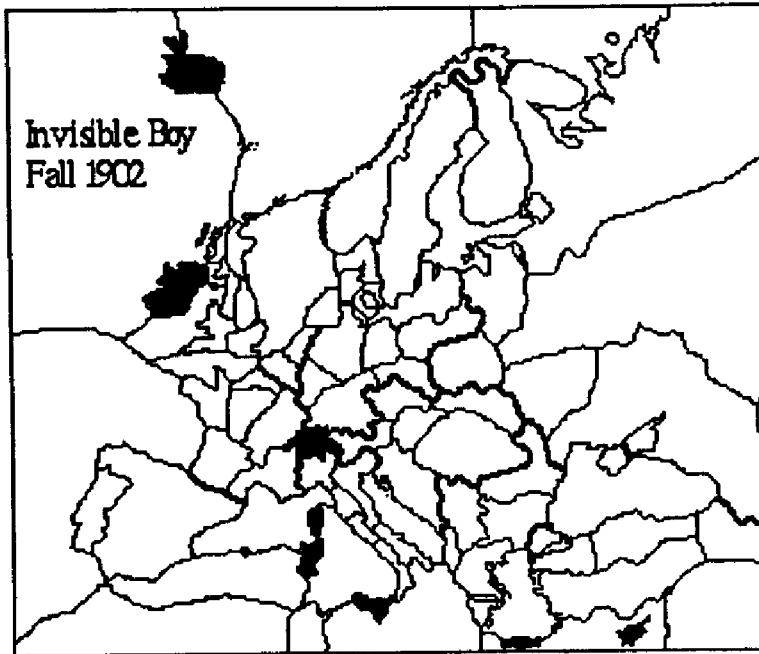
GM: Per Westling, Rydsv. 246 c:16, S-58251 Linköping, Sweden, {4613/013} 260495

At last United has started in *Lepanto 4-ever* (for the first time in Sweden?). Since last time some more teams has added to the list to make it two divisions of 10 teams in each. But still some of the managers hasn't sent in their compositions. Please do so before next ZAT, and let me know if you need the rules. A copy of the order sheet should also be included with all managers copies of the zeen. Please Xerox that and use it to send in your orders, one for each game.

Some corrections of the rules would probably be in order but I'll wait some time. Particularly the rule regarding hard play might need a fix. If you have suggestions let me know. Anyway, your actions for the first session shouldn't be affected.

Important: I've decided to give all managers 600kECU extra after their initial team has been bought. These can be used to pay for transfers and other things.

Auction: The players available in the first auction are:



Fall 1902

PG6/ 1990SArd22

The Invisible Boy

GM:

Per Westling, Rydsv. 246 c:16,
S-58251 Linköping, Sweden,
{4613/013} 260495

You play:

Reference	Position (age)	Non-league worth	Notes
1	FW6(III)	200 kECU	
2	DF8(II)	320	
3	MF7(I)	420	
4	MF/DF5(I)	600	Note the double ability
5	FW2(A)	160	

You can include your bids with the orders for session I.

As I said above, there will be two divisions (A and B) with 10 teams in each. This means the master schedule will be changed (see below). All teams enter the 1st round, and the 16 first teams that get knocked out of the cup will be invited to enter the Bowl. After the closing sessions the five first teams in each division will form the first division next year and the other five will form the second, while any new teams will function as replacers, or maybe form a third division. The two foremost team in each division will (during the closing season) participate in a mini cup to decide the champion of this season. The final winner, and the winners in both of the other cups (the Cup and the Bowl) will get some prize money.

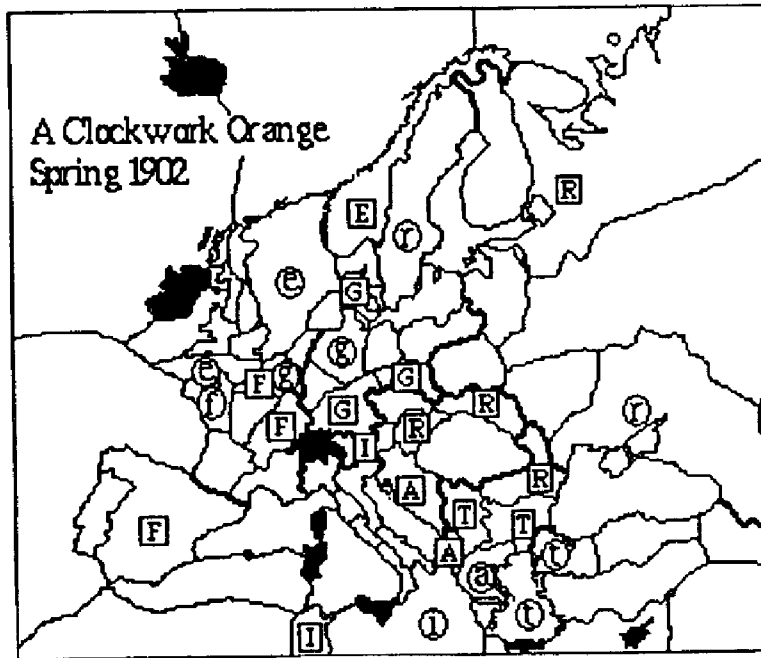
Session	League	Cup	Bowl	Home adv	Hardness					
					I	II	III	IV	V	
I	1	2	-	6	2	5	7	10	13	
II	3	4	1st Round	6	2	5	7	10	13	
III	5	6	-	6	2	5	7	10	13	
IV	7	8	2nd Round	7	3	6	8	11	15	
V	9	10	-	7	3	6	8	11	15	
VI	11	12	3rd Round	1st Round	7	3	6	8	11	15
VII	13	14	-	2nd Round	8	4	8	11	13	16
VIII	15	16	Semi-finals	-	8	4	8	11	13	16
IX	17	18	-	Semi-finals	8	4	8	11	13	16
Closing	Final	Final	Final	-	-	-	-	-	-	

Division A.

1. KMV30FC (KMV) {Mats Andersson, Källhemsv. 30, 59060 Ljungsbro}
2. Cthulu Callers (CC) {Carl-Magnus Höglund, Örslösa Bergsgården, 53197 Lidköping}
3. Gamblers United (GamU) {Ulf Jiretorn, Västerg. 12B, 33200 Gislaved}
4. Bluesmen of Note (BoN) {Michael Lowrey, 3241 G Walnut Creek Pkwy, Raleigh, NC27606, USA}
5. Bavaria Munich (BM) {Tomas Männle, Kopsbühl 64, D-7330 VS-Villingen, Germany}
6. FC Oldtimer (FCO) {Walter Siedle, Goethestr. 28, D-7730 VS-Villingen, Germany}
7. St. Hanshaugen (StH) {Jon Venbakken, Geitmyrsv. 27, N-0171 Oslo 1, Norge}
8. Tangerine Team (TT) {Björn Westling, Våglängdsg. 21, 50246 Borås}
9. Best Ham United (BHU) {Henrik Vrenning, c/o Stälros, Patron Pehrs väg 27, 2tr, 14135 Huddinge}
10. ??? (??) {Daniel Berg, Huldrev. 3, 59060 Ljungsbro}

Division B.

1. JAS Super Team (JST) {Johan Andersson, Borsöknv. 21, 63233 Eskilstuna}
2. Viking (Vik) {Borger Borgersen, Bølerskrenten 24, N-0691 Oslo 6, Norge}
3. Port Vale (PV) {Flygsoldat 701008-1912 Holmström, UTB. KOMP 4 PLUT, Box 1510 F10/SeS, 26282Ängelholm}
4. Neverland United (NU) {Henrik Höglund, Örslösa Bergsgården, 53197 Lidköping}
5. Salem Crofters (SC) {Roland Isaksson, Tvillingv. 13, 14400 Rönninge}
6. Grendel Unlimited (GrUn) {Gerhard Seiler, Hauptstraße 6 c, D-7740 Triberg/Schwenningen, Germany}
7. Pebblestone Hackers (PU) {Clemens Richter, Hankenberg 11, D-7730 VS-Schwenningen, Germany}
8. Ragnarok Samurais (RS) {Andreas Krohn, Gustavlundsv. 38, 26555 Helsingborg}



Spring 1902
 PG8/1990??
 A Clockwork Orange
 GM:
 Per Westling, Rydsv. 246 c:16,
 S-58251 Linköping, Sweden,
 {4613/013} 260495
 THE WAR CONTINUES.

- 9. Waterloo FC (WFC) {Tor Nordkvist, Rödebäcksv 8, 43900 Onsala}
- 10. ??? (??) {Joakim Spångberg, c/o Johansson, Vasabergsg. 3, 50256 Borås}

The following teams will meet each session in the league:

Session	Game	The team given first plays at home					
I	1	1 vs 2	3 vs 4	5 vs 6	7 vs 8	9 vs 10	
	2	2 vs 3	4 vs 1	8 vs 9	6 vs 7	10 vs 5	
II	3	1 vs 8	7 vs 2	5 vs 4	9 vs 6	3 vs 10	
	4	2 vs 10	9 vs 1	6 vs 3	4 vs 7	8 vs 5	
III	5	1 vs 6	7 vs 10	4 vs 9	5 vs 3	8 vs 2	
	6	2 vs 6	4 vs 8	7 vs 5	3 vs 9	10 vs 1	
IV	7	1 vs 5	3 vs 7	2 vs 9	4 vs 10	6 vs 8	
	8	5 vs 2	1 vs 3	8 vs 10	9 vs 7	6 vs 4	
V	9	7 vs 1	2 vs 4	3 vs 8	5 vs 9	10 vs 6	
	10	2 vs 1	4 vs 3	6 vs 5	8 vs 7	10 vs 9	
VI	11	1 vs 4	3 vs 2	9 vs 8	7 vs 6	5 vs 10	
	12	2 vs 7	8 vs 1	4 vs 5	6 vs 9	10 vs 3	
VII	13	1 vs 9	10 vs 2	3 vs 6	7 vs 4	5 vs 8	
	14	2 vs 8	6 vs 1	10 vs 7	9 vs 4	3 vs 5	
VIII	15	1 vs 10	6 vs 2	8 vs 4	5 vs 7	9 vs 3	
	16	9 vs 2	5 vs 1	7 vs 3	10 vs 4	8 vs 6	
IX	17	3 vs 1	2 vs 5	10 vs 8	7 vs 9	4 vs 6	
	18	1 vs 7	4 vs 2	8 vs 3	9 vs 5	6 vs 10	

Spring 1902 PG8/1990?? A Clockwork Orange

Austria: [Håkan Elderstig, Alströmerg. 32, 11247 Stockholm]
 F(Alb)→Gre; A(Tri)→Bud, Sby A(Ser)*.

England: [Björn Westling, Vågländsg. 21, 50246 Borås]
 F(ECH)SGF(Hol)→Bel; A(Lon)→Nwy, Cby F(NTH).

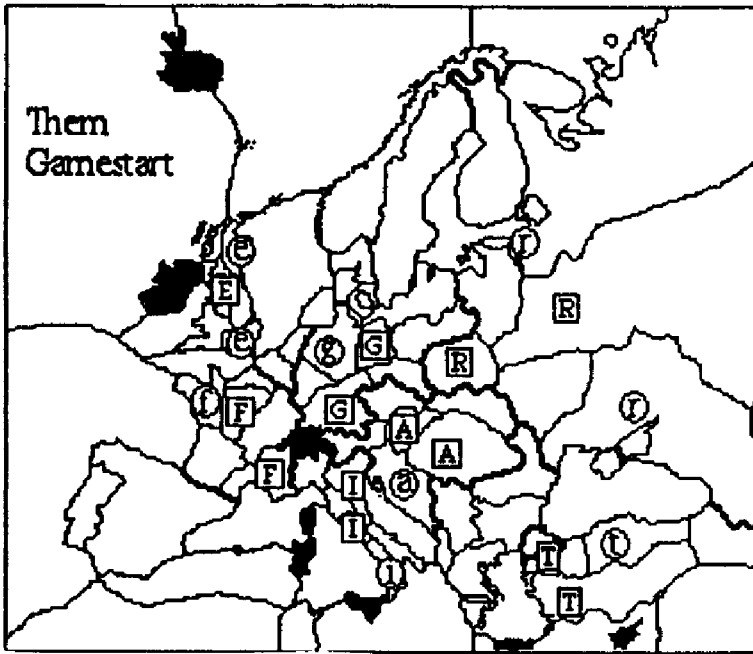
France: [Carl-Magnus Höglund, Örslösa Bergsgården, 53197 Lidköping]
 A(Bur)→Bel; A(Par)→Pic, Sby F(Bre); A(Por)→Spa.
Germany: [Andreas Krohn, Gustavlundsv. 38, 26555 Helsingborg]
 A(Den)→Kie; A(Mun)→Bur; A(Ber)→Sil; F(Hol)→Bel; F(Kie)→Den.
Italy: [Tor Nordkvist, Rödebäcksv 8, 43900 Onsala]
 A(Ven)→Tyr; A(Apu)→Tun, Cby F(ION).
Russia: [Alexander Armiento, Pionjärsbacken 5, 16360 Spånga]
 F(Swe)H; A(Mos)→StP; A(War)→Gal; A(Vie)→Bud; A(Rum)STA(Bul)→Ser,
 Sby Sev.
Turkey: [Johan Andersson, Borsöknv. 21, 63233 Eskilstuna]
 A(Bul)→Ser; A(Con)→Bul; F(Smy)→Aeg; F(Ank)→Con.

Retreats: Aus A(Ser)→Alb [GM].

Notes: Two units cannot switch areas, unless one is convoyed. Next season is Fall (and Winter) 1902. They are played together unless three players request separation.

Press: Per: The votes went in favor of english-only press. Therefor I will try to restrict the press to english. If I get swedish press it might get translated (and it might not) or I might skip that dateline. <▷ Aus→Rus: Good luck Russia.
 <▷ Poeten: Snart är österrike ett minne blott / Ryss och turk de skratta gott
 <▷ Aus→Ita&Tur: Why don't you talk to me? Hope you woun't regret this!
 <▷ Lon→Sultan: Why do you kill englishmen? <▷ Lon→Par: I'm sorry about the inconveniences, but as I believe that Germany not is looking forward to attack you, I suggest that we make peace, and you forgive me for making my unusual moves in the beginning. <▷ Lon→Ger: The birds are taking over in south. We have both a turkey and a chicken. <▷ Lon→Ger: I agree! <▷ Fra→All: I have no friends, but want some. <▷ Fra→Ger: "The attack on France is made to keep peace" Of course if someone attack France, he will soon be eliminated. <▷ Fra→Lon: What about an attack on Germany? <▷ Ger→Ita: Thank you! <▷ Ger→All: Let us fight for peace! Fight with us, againt France! <▷ The Tsar→All: The peace loving russian people hope for continued good diplomatic relations with all of you. <▷ Islam Al Allah kungjorde på en solig vårdag i sitt palats "Allah"—som ligger i södra Turkiet—att de franska imperialisterna (ambassadtjänstemän i Ankara) som tvivlat på hans höghets lag om att alla minderåriga skulle hjärntvättas och läras att endast kunna säga sin "Islam Al Allah" har avrättats. Detta meddelade Islam Al Allah på sin balkong under hurra-rop och diverse festligheter. Islam Al Allah hälsade också den ryske tsaren välkommen till en rundresa i det soliga turkiska riket. Han antydde på den ryska vintern som Tsaren kanske gärna ville slippa. <▷ Izmet Al Muhammad, den turkiske sultanens krigsminister, avvisade de rykten om att flottan i Smyrna var till för krigföring. Den skulle endast användas till att skydda de stakars turkiska fiskare som blivit av med sin fångst av österrikiska pirater (de är desperata) som gång på gång förstört deras nät och tagit deras fångst. <▷ Islam Al Allah fick en välmående son med haremmedlem #399. Han skall heta Islam Al Kalif.

What is Europe? Where is it, if it is not you and me? *Tsar Alexander I of Russia to the french ambassador*



Gamestart

PG11/1990??

Them

GM:

John Robillard, Sundsg. 25,
87140 Härnösand, Sweden

Regular Diplomacy

Gamestart

PG11/1990??

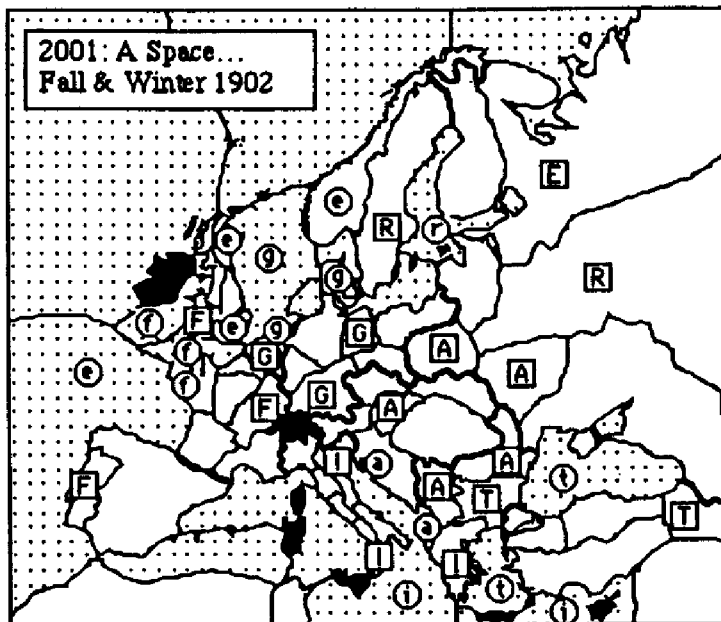
Them

- Austria:** Ingvar Gräns, Daltorpsg. 45A, 41273 Göteborg, Sweden
England: Tor Nordkvist, Rödebäcksv 8, 43900 Onsala, Sweden
France: Martin Hylertedt, Lilla Norregatan 22, 27135 Ystad, Sweden
Germany: Tore Godager, Oksehovedveien 40, N-1310 Blommenholm, Norway
Italy: 818 Gustavsson, 7. Kompaniet, Logement 12, P6, FH14, Box 561, 29125 Kristianstad, Sweden
Russia: Roger Andersson, Borsöknv. 21, 63233 Eskilstuna, Sweden
Turkey: Leif Kjetil Tviberg, 2420 Sogn Studnetby, N-0858 Oslo 8, Norway

Notes: (From John) Grey press. During 1991 combined fall and winter is default. Vote no on first move to separate.

Notes: (From Per) I hope I got Joakim's address right. Remember that press should preferably be in english (unless GM or a majority thinks otherwise) and that you should send orders to John, the GM.





2001: A Space Odyssey

Fall & Winter 1902
(Normal Diplomacy, "90PG5")

GM: Mats Persson

ZAT Spring '03

...see back page.

Game notes: Press conditional on what happens during moves is allowed. Grey press. Don't forget to include possible retreats with your moves.

GM: Mats Persson; Rydsv. 248 c:23; 582 51 Linköping; [matpe@majestix.ida.liu.se]

Austria [Borger Borgersen; Bølgerskrenten 24; N-0691 Oslo 6; Norge]

A(Gal)-War; A(Ukr)-Mos; A(Bud)-Rum, S by A(Ser); F(Alb)-Gre

England [Ulf Jiretorn; Västerg. 12B; 332 00 Gislaved]

A(StP) S Aus A(Ukr)-Mos; F(NAO)-MAO; F(Nwy) S Ger F(Den)-Swe; F(NTH)-Lon

France [Roland Isaksson; Tvillingv. 13; 144 00 Rönninge]

A(Spa)-Por; A(Pic)-Wal, C by F(ENG); A(Bur)-Bel; F(MAO)-IRI

Germany [John Robillard; Sundsg. 26; 871 40 Hämösand]

F(BAL)-Den; F(Den)-NTH, S by F(Hol); A(Bel)H; A(Ruh)-Mun

Italy [Lars Petrus; Gustafsv. 4; 171 49 Solna]

A(Ven)H; F(ION)-EAS; F(Nap)-ION; A(Gre)H

Russia [Kalle Stengård; Nysätra Gård; 141 91 Huddinge]

F(FOB)-StP, S by A(Mos); A(Swe)-Nor; F(Sev)-Rum

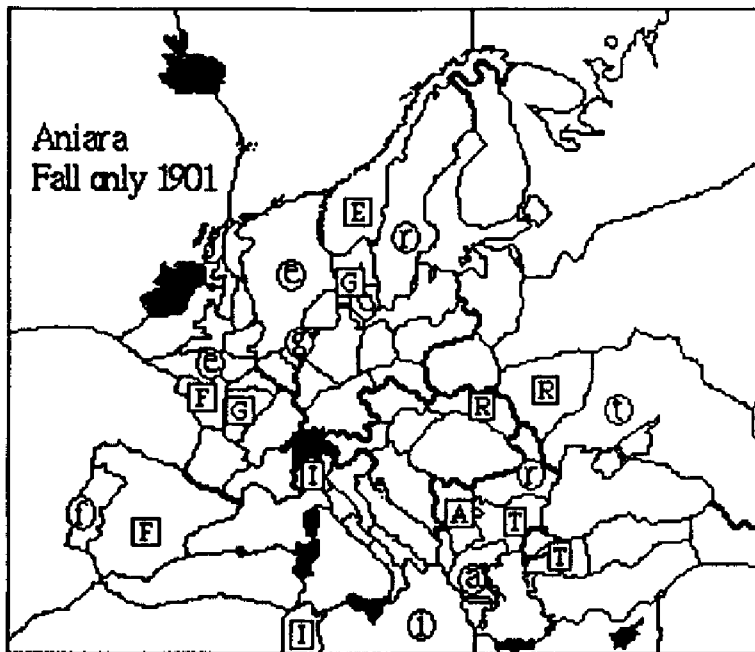
Turkey [Roger Andersson; Borsöknv. 21; 632 33 Eskilstuna]

A(Arm)H; F(EAS)-AEG; A(Bul)H; F(Con)-BLA

Retreats:

Press: Rom-All: Lepanto for EVER!!!! - The Big Pope ∅∅ Tur-All: Turkiet har än så länge inga aggressiva avsikter mot någon. ∅∅ Tsar-Berlin: Thank you for your letter. If it was possible I should have followed your suggestions but for the moment I prepare a journey to United States via StP ∅∅ Tsar-Lon: I'm sorry that you couldn't recognize a friend. I know this is in spite but I will try to take you with me if worst comes to worst ∅∅ Duke Mon.-World: Now our brave troops have landed on the English beaches, beware you "silly English kniggits" ∅∅ Vie-StP: Vi tackar för inbjudan att fira den ryska tsarens avgång och våra trupper får att göra. Den ryska tsaren kommer att som han har bett om att få det fint på ett slott i Ö-U när han går i exil. ∅∅ Lon-Par: It's up to you to back off if you don't want conflict

Aus: Home, Ser, +Rum, +War	A(Vie), F(Tri)
Eng: Home, Nwy, +StP	F(Edi)
Fra: Home, Spa, +Por	F(Bre)
Ger: Home, Hol, Den, +Bel	A(Ber)
Ita: Home, Tun, +Gre	A(Nap)
Rus: Sev, Mos, Swe	remove F(Sev)
Tur: Home, Bul	



Aniara
Fall only 1901

Fall only 1901

PG5/1990FL

Aniara

GM:

Per Westling, Rydsv. 246 c:16,
S-58251 Linköping, Sweden,
{4613/013} 260495

GERMANY GIVES A DEADLY
(?) BLOW TO FRANCE

Fall only 1901

PG5/1990FL

Aniara

Austria: [Phil Reynolds, 2896 Oak Street, Sarasota, FL 34237, USA]

F(Alb)→Gre, Sby A(Ser); A(Gal)*SRF(Rum).

England: [Mike Nangle, P.O. Box 8427, Clearwater, FL 34618, USA]

A(Yor)→Nwy, Cby F(NTH); F(ECH)SGA(Hol)→Bel [nso].

France: [Borger Borgersen, Bølærskrenten 24, N-0691 Oslo 6, Norway]

F(MID)→Por; A(Pic)→Bre; A(Spa)H.

Germany: [Règnald de Potesta, Etudiant en 5. E.S.R., Institut St-Betrhuin, 129
Fond de Malonne, B-5020 Malonne, Belgium]

A(Kie)→Den; A(Bur)→Par; F(Hol)SEF(ECH)→Bel [nso].

Italy: [Magnus Selhammar, Trädgårdsg. 17:A, 75220 Uppsala, Sweden]

A(Apu)→Tun, Cby F(ION); A(Ven)→Pie.

Russia: [Leif Lundberg, Studentbacken 23-202, 11540 Stockholm, Sweden]

NMR! F(BOT)→Swe; A(War)→Gal, Sby Ukr; F(Rum)H.

Turkey: [Greg Cobcroft, 3 McKenzie Cres., WILBERFORCE, 2756 NSW, Aus-
tralia]

A(Bul)→Gre; A(Con)→Bul; F(BLA)→Sev.

Retreats: The only unit to retreat is Aus A(Gal).

Notes: ZAT for builds (W'01) is the same as for all the other games. I will use the preliminary builds you've sent me if you don't send in any new ones. See backpage for exact ZAT. And the ZAT for Spring '02 is the same as #15.

Press: Aus→Ger: I was right! <▷ Aus→Eng: Hey, Mike, what are a couple of Florida boys like us doing in a game like this? <▷ Aus→Rus: Apparently you are using an address different from the one Per listed last time. How about if you give him your correct address? Better still, how about if you write to me at my address, which I know is correct?! <▷ Aus→Tur: I guess it's true what they say about Australians... <▷ Aus→Ita: I would trade the 2 or 3 letters I get from you every

Aus	Home(3),+Gre,+Ser	(3)	3(/2)	5	Build 2 (or 3)
Eng	Home(3),+Nwy	(3)	3	4	Build 1
Fra	Bre,Mar,-Par,+Por,+Spa	(3)	3	4	Build 1
Ger	Home(3),+Den,+Hol,+Par	(3)	3	6	Build 3
Ita	Home(3),+Tun	(3)	3	4	Build 1
Rus	Mos,Stp,War,-Sev,+Rum,+Swe	(4)	4	5	Build 1
Tur	Home(3),+Bul,+Sev	(3)	3	5	Build 2

turn for just one letter from some of these people. Why in the hell are they playing Diplomacy if they don't communicate? ◁▷ **Eng→World:** Thanks for the mail. ◁▷ **Eng→Ita:** Concerning Vie, give him the stab, why not. ◁▷ **Eng→Fra:** Yo, Buddy. How about your ambassador have lunch with my ambassador and maybe we can work things out. ◁▷ **Par→All:** We in France use modern aids for communication, ie. we use the telephone, while letters wont be responded to. But to not be a burden to other governments, we will pay the bill. ◁▷ **Per:** Borger can be reached by phoning +4796-98623 followed by your own number, end with a "#". Thereafter he can phone you. Or you can send him a note with your number. (He works at the Norwegian phone company...) ◁▷ **Par→Ber: Announcement:** France hereby declare war on Germany! We will fight to the last frenchman or german! We request every other nation to join the crusade against Germany. We will continue this struggle until Germany cease to exist as a nation. ◁▷ **Par→Lon:** We accept your demands. We agree to let England have Bel, Hol and Kie, as long as we get Mun! ◁▷ **Par→Rom:** France is very glad for the actions of the Italian King, and wishes to see the Italian troops head West to help France. ◁▷ **Par→StP:** We are glad to have reached an agreement. We by all means accept that Russia gets Den and Ber, but England is promised Kie. ◁▷ **Par→Vie:** We would appreciate if the austrian armies would enter Boh and (possibly) Tyr, but if A-H wants Mun you must support us all the way against Germany. ◁▷ **Par→All:** See you in Berlin to celebrate the fall of the German empire. We hope to meet everyone there, and soon. ◁▷ **Ger→The tyrolian tattler:** I don't like your "sensationalism"... I find that it's very unbecoming for a diplomat! Do You? ◁▷ **Ger→Eng:** Good work! ◁▷ **Ger→Fra:** Je parle Français et vous?

((Sven Eriksson has sent me the following letter:))

"I'm thinking of running a warp speed gunboat diplomacy game here in *Lepanto 4 ever*. "Warp speed" means that this game runs faster than other games. In this games moves are made once each week. The game will run parallell with the L4E in a news-letter for just this game. The results will be published in L4E and if the speed is kept at once every week without interrupts results in L4E will contain 2 or 3 years in each issue.

To keep speed up, possible builds and retreats must be included in each order. No press is allowed. (Press for 2 or 3 years will take too much space in L4E.) The only possible communication between players is to make illegal orders. These will not be carried out but will be visible in the letters. An illegal move may be

(R) A Mos S (Tu) F Ank → AEG

indicating that the russian player want the turkish fleet out of Black Sea as soon as possible.

I have tried this kind of game on the Usenet with electronic mail. In this game we made one order every day. This was really a fast game. However we got interrupted several times when players were away on holidays and work. The result? Well, I was the victim of a failing network so one of my first orders got lost which was interpreted as a NMR. The everybody chew me up. But it was a fun game."

((You can send your thoughts about this to me or Sven who can be contacted at the following address: ErikssonSven))

Europa 2000 (6) A5/28/5wkly/1DM+p Georg Broniarz-Frynas
Bahnhofstr. 32; 4980 Bünde; Germany

Runs: Tennis, The Golden Strider, Metropolis, Schoko&Co, United

Lists: Kendo, Hardbop Downfall (vt), Super-G, and the games above (United only standbies)

The general PBM-zine tries to make a gate for foreign players into the German hobby, and vice versa. Most of the zine is written in English, and you don't have to understand a bit of German to find it very worthwhile to subscribe to this one. It is first and foremost a zine to play in but there are often some zine reviews, and most of the times a small letter column.

Moonlightning (10) A5/28/Sporadic/50p? Richard Jackson
10 Stanshalls Drive; Felton; Bristol; BS18 7UW; GB

This is a service zeen for the British Diplomacy variant hobby published by Richard Jackson, Andy Bate, Richard Egan. But it's also recommended for others if they have an interest in variants. Included with #9 was *Here comes Wendy Miller*, a stats-zeen by the Miller Number Custodian for the British Isles & Scandinavia & Germanic Europa (!!) Andy Bate, which included most of what you wanted to know (and some more...) of gamefinishes and gamestarts in a lot of zeens in that part of the world. *Moonlightning* usually contains info about gamestarts (which games has started, their MN, and lists of zeens that have open lists for various variants), and articles and reviews.

C'est Magnifique (91) A4/14/3wkly/40p Peter Sullivan
16 Neile Close, Romanby, Northallerton, North Yorks, DI7 8NN, GB

Runs: Diplomacy, Downfall (vt), Int Downfall (vt), Railway Rivals (5), Int RR

Lists: Diplomacy, Int Dip, Int Downfall VII (vt, standbies)

This is one of the best places to play in, and one of the best zeens to subscribe to; Cheap, fast, regular, stable. It also contains news and comments about the UK-hobby, and a letter column. Will place high in the UK zeen polls

Turnsheet *Lepanto 4-ever* Club: _____

Div _____ Session _____ L/C/B _____

_____ versus _____

Offside trap _____ Blanket defence _____ Hardness _____

ZPI Name	Area	Age	Lvl	AL	Σ	HA	HP	GPP	Total
GK:	GK					XX XX			
SW:						XX XX			
DF:									

ZPI = Zone played in
AL = Actual level

Back Page

Welcome to Wonderland...

Leif Kjetil Tviberg, Peter Lund, Joakim Spångberg, Henrik Vrenning, Björn von Knorring, Stefan Wrammerfors, Joakim Petterson, Wolf-Christian Paes, Andreas Gomolka

Hello to...

Daniel Pargman, Anders Petterson, Jesus Carralero, and anyone else who gets this issue as a sample.

Other matters pertaining to credit...

See address list inside

Back issues...

I've got several request about back issues, but unfortunately I've run out of copies. Therefore I ask my readers if there is anyone out there who would be willing to sell his copies? BTW, if you'd like to buy or sell something I'd be willing to reprint a small advertisement for you (within limits and if there is any free space left).

Waiting lists...

- Normal Diplomacy: [GM John Robillard] "Them" Starts this issue.
- Woolworth II-D: [GM PW] Starts this issue.
- Perestroika Dip: Closed. Will reopen sometime in the future.
- United: Started. Standby managers welcome.
- 1885: [GM Sven Eriksson] Need some more players and confirmation that you're still interested if you have signed up earlier.
- (•) Warpspeed Diplomcay: [GM Sven Eriksson] Read more about this at page 37.
- Arabic Diplomacy: Contact Roland Isaksson.
- Railway Rivals: [GM PW?] Played on the Germany or France map. Gamefee 1 issue. P: Lotta Hessel.

Deadline...

ZAT for orders in games to issue #14 is Thursday January 10th (1 pm).

ZAT for non-games-stuff to issue #14 is Tuesday January 15th (1 pm).

The staff wish you A Happy New Year!