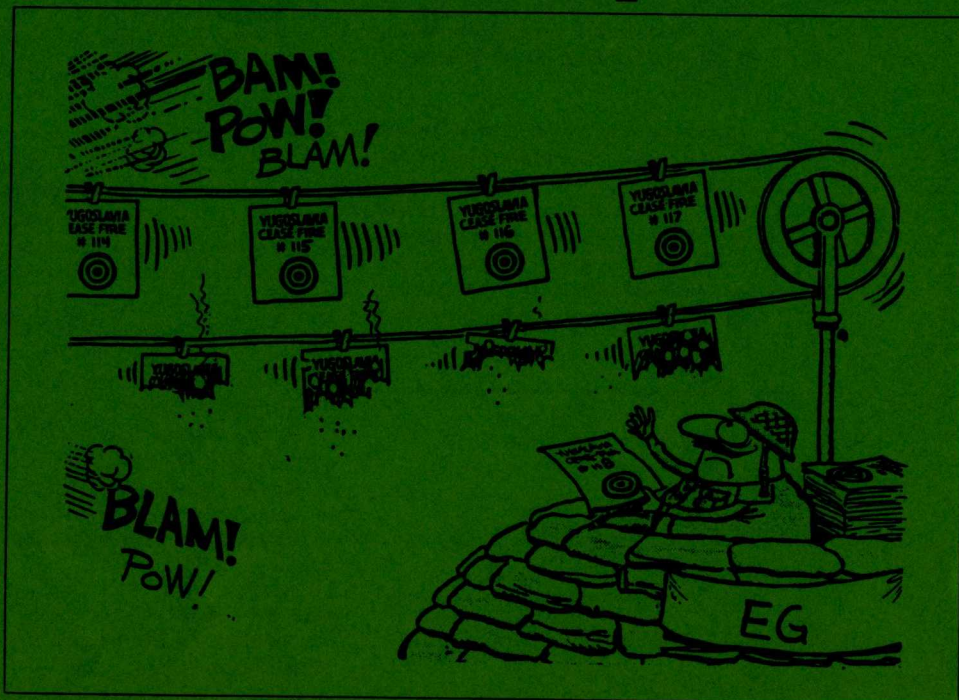


# LEPANTO 4-EVER



## Jugoslaviska vapenvilor



# Withering Bytes

Two new Scandinavian zeens have/will appear(ed). Both will probably contain more games and less chat, i.e. the Germanic approach. The first one is the Norwegian *Ad Arma!* which is published by Tron Erling Nerbø et al. *AA* has already been published in two issues (the first ["0"] just a 4 page information flier). Tron et al are heading for a 20 page monthly A5 publication; running games like Diplomacy, United, Sopwith, Tikamp (Decathlon) and maybe also Turnering, Tennis, Machiavelli, Axis & Allies, and Rial. They also consider Poesie meister, Crossword game, Snowball fighting. Issue #1 contains the regular (editorial, waiting lists, small letter column) also the rules for Sopwith. *AA* cost 6 NOK (plus postage) per issue (but you can send SEK if you wish) and it's written in Norwegian which should not be any difficulty for Swedish readers. Address: Tron Erling Nerbø, Ravnebakken 10, N-6400 Molde, NORGE.

The second new zeen are a new Swedish one, *Desiderius* published by Claes Andersson, Joakim Spångberg and Björn Trollsfjord. This will be (it hasn't been published yet) an A4 zeen with a 3-weekly frequency, featuring a lot of games; Diplomacy, variants, a PBM-version of the boardgame Supremacy (good idea), and others depend-

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ing on feedback. It will cost 10 SEK per issue. As I've tried to get somebody to start one of these fast zeens I think this could be a good idea to get this zeen from the very beginning. To subscribe pay to Pg: 416 74 54 - 0 (Björn Trollsfjord, Vattenverksgatan 6, 502 38 Borås. Other material and signing ups may be sent to either Claes Andersson (Pl. 9350 Närsbo, 441 95 Alingsås, 0322-54155) or Joakim Spångberg (Torgilsgatan 16C, 502 40 Borås, 033-117221). This is the sixth Swedish PBM-zeen, placing Sweden in front of New Zealand as the country with the most numbers of zeen per capita.

**World DipCon III** will be held in Canberra, Australia, 25-27th January 1992 in conjunction with CanCon XII.  
Luke Clutterbuck; 16/353A Old South Head Rd.; Bondi; NSW 2026; Australia

**ManorCon** deserves another mentioning:  
Held in Birmingham 17–20th July, 1992.  
More info: Richard Walkerine; 13 Offley  
Road; Hitchin; Herts, SG5 2AZ; Great  
Britain.

**More Runestone Poll:** The results from this  
year was that two of the trades I have  
with North America ended first and sec-  
ond, i.e. *Northern Flame* (Cal White, 1  
Turnberry Ave., Toronto, Ontario, M6N  
1P6, CANADA) won and *Perelandra* (Pete  
Gaughan, 1521 S. Novato Blvd. #46, No-  
vato, CA 94947-4147, USA) came second.  
Those two zeens are highly recommended.

Since last time nothing much has happened.  
But thanks for all congratulations.

### Small ads

((This is a new feature in this zeen. It's free for  
anyone of my readers as long as it's just a couple  
of lines. – PW))

- I want to buy Sport & Strategy games to the  
C64D (Sweden only). Anton Palfi, Box 25,  
37403 Trensom

**Trolls Bottom** Är ett PBM-spel där 70 spelare  
spelare rollerna some enorma *Troll*. De  
slåss, jagar, äter och slåss igen tills bara en  
återstår.

Utforska ön och hitta magiska svampar,  
ringar, guld mynt och massa andra saker.

Spelet är på engelska men väldigt lätt att  
förstå. (Engelskan är barnsligt lätt att  
förstå.)

Ingen deadline, men skicka in minst 1 gång  
per månad.

Regelbok, start-up och två omgångar  
gratis!! (svarsporto endast) Kostar därefter  
10kr per omgång. (per drag).

Skriv till: S.P.P., Box 294, 731 26  
KÖPING.

## Bridge problems

((Below are some problems that I've had re-  
cently at the Bridge table. My "solutions" can  
be found at another place in this issue (see page  
13). – PW))

**Problem 1.** Match-points pairs. Good quality  
of opponents. You're sitting East, dealer  
East, vulnerability All. You're holding

♠ A K J T 7  
♥ 8 5 3 2  
♦ 7  
♣ Q 6 4

and the bidding goes as  
follow:

East	South	West	North
Pass	Pass	Pass	1 ♦
1 ♠	Pass	2 ♥*	3 ♥
Pass	4 ♥	Pass	Pass
?			

2 ♥ meant a good raise to 2 ♠ but says  
nothing about hearts. North asked about  
the meaning before bidding of 3 ♥. What  
do you bid now?

**Problem 2.** Teams of four. South dealer,  
South-North vul. Good quality of oppo-  
nents. You're sitting East once more and  
are playing 4 ♥ after the bidding:

South	West	North	East
1 ♠	Pass	2 ♦	Pass
2 ♥	Pass	3 ♣*	X
Pass*	Pass	3 ♥	All Pass

3 ♣ was fourth color forcing, and the pass  
showed single or half guard in the club suit.  
West lead ♣J to his partners ace, who con-  
tinues with a small club to your king, and  
his partner following. How do you plan to  
make this game when you have the follow-  
ing cards:

North  
 ♠ K 9 3  
 ♥ A T 5 2  
 ♦ A K 8 3  
 ♣ 6 4

South  
 ♠ Q J 8 7 6  
 ♥ K 9 4 3  
 ♦ Q J  
 ♣ K 9

**Problem 3.** Teams of four. South dealer, East-West vul. You're sitting West and the bidding goes as follows:

South	West	North	East
3♥	Pass	4♥	X
Pass	?		

What do you bid now?

## OSCiD

### The final countdown

The last big con this year was held the first weekend of November this year in Borås (the new center of PBM in Sweden?) and the result of the final table of the Diplomacy tournament (42 participants = 6 qualification tables) was as follows:

1	Tor Nordkvist, Onsala	T	11
2	Christian Hjelm, Lidköping	F	9
3	Per Eriksson, Karlskoga	R	7
4	Martin Bergendahl, Göteborg	G	6
5	Björn von Knorring, Uppsala	E	1
6	Ulf Jiretorn, Gislaved	I	0
7	Daniel Melitt, Göteborg	A	0

(The former leader of OSCiD'91, Roland Isaksson, finished second at his table and therefor failed to reach the final. Ulf Jiretorn therefor just had to avoid becoming last to win, as long as Björn von Knorring didn't finish too high. Some more about BoråsCon (from Björn Westling) can be found in the letter column.)

This gives the final tabell for the Open Swedish Championship in Diplomacy, 1991: (see the figure)

		<i>The results from OSCiD '91</i>					
		P.	Place at con #				
			1	2	3	4	5
1	Ulf Jiretorn	12	3	-	6	3	-
2	Roland Isaksson	11	1	7	-	-	-
3	Per Norman	10	-	1	-	-	-
4	B von Knorring	10	-	-	5	-	2
5	Roger Forsberg	10	-	-	-	1	-
6	Lars Rocksén	10	-	-	-	-	1
7	Henrik Johansson	8	-	3	-	-	5
8	Jon Venbakken	7	2	-	-	-	-
9	Michael Berg	7	-	2	-	-	-
10	Christian Hjelm	7	-	-	2	-	-
11	Hanz Johansson	7	-	-	-	2	-
12	Per Eriksson	5	-	-	3	-	-
13	Jacob Nyberg	5	-	-	-	3	-
14	Tomas Petterson	5	-	-	-	-	3
15	L Davidsson	4	4	-	-	-	-
	A Hidestål	4	4	-	-	-	-
17	Henrik Tonkin	4	-	4	-	-	-
18	M Bergendahl	4	-	-	4	-	-
19	Mikael Lundgren	4	-	-	-	-	4
20	A Westermark	3	-	5	-	-	-
21	John Robillard	3	-	-	-	5	-

(8 persons have 1-2 points. Con 1 = GothCon, 2 = LinCon, 3 = BoråsCon, 4 = UppCon, 5 = MittCon, in order of priority. The temporal order is 1, 2, 5, 4, 3.)

The prizes for the best players are as follows:

**Ulf Jiretorn** (Västerg. 12B, 33200 Gislaved) gets 3 free issues of *Lepanto 4-ever*, *Dipsosis* and *The Mouth of Sauron*. He also receives 2 free issues of *DW*.

**Roland Isaksson** (Tvillingv. 13, 14400 Rönninge) gets 2 free issue of *LAE*, and 1 free issue of *Dipsosis* and *Diplomacy World*.

**Per Norman** (Linköping) receives 1 free of *Dipsosis* and *LAE*.

This wrap this years competition up. But what about next year? Well, I've decided to use the same system (with priority 1=GothCon, 2=LinCon, 3=UppCon, 4=BoråsCon, 5=MittCon,

6=Other?), i.e. the first 7 will get 10, 7, 5, 4, 3, 2, 1 as before (equal places giving medium score rounded up). Next year the competition will be called "The Swedish Diplomacy Rally" (Svenska Diplomacyrallyt [SDR]). SDR '92 will be an open championship as before. Other (new) cons will also be included if they have at least 5 tables in the qualification round (or 28 participants if using the cumulative system). I will try to keep you informed about these other cons but I hope any of my readers attending one of them will help me with this.

As very few will be able to attend more than one or two cons, I suggest a new championship: The Swedish Diplomacy Championship (Svenska Mästerskapet i Diplomacy) [SMD/SMiD]. This should be held *once a year* in conjunction with the Diplomacy tournament at a gamecon or similar. To avoid regional monopoly of SMD I suggest that SMD can't be held twice in any three years period in the same district (as defined by Sverok), i.e. if SMD '93 is held at GothCon, it can't be held in western Sweden '94 or '95, but maybe '96. The procedure to decide the place for the coming year may be difficult, but I suggest that the presigned attenders of the SMD tournament will decide, either by postal voting, or by a direct vote at a hobby meeting at that con. The cons that would like arrange SMD the coming year should send information about their tournament to the person responsible for the SMD the current year, at least two months in advance of that con. The procedure to decide winner, the length of rounds, the point system, etc. is up to each tournament director. As this is rather new ideas and as we don't have any way to decide things in this hobby, a leave this suggestions open for discussion, and also suggest that the first SMD, will be held at LinCon '92. I would like to get your thoughts about the suggested ideas. If this is approved (how should this be judged? by a qualified majority? or?) I would like to get information about any likely candidates for SMD '93 before Easter '92 (i.e. not later than GothCon '92) as I'm very likely to be responsible for the Diplomacy tournament at LinCon '92. For your information the LinCon system will be similar to the one used this year: cumulative points, a true victory gives a lot of points, draw proposals, 3 or 4 rounds. I might

use some kind of seeding and also use the "final round" idea (the seven best players attending the last round will be placed at table 1, the seven next at table 2, etc.).

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<b>Round 4</b>	—	<b>Spain/PG12</b>	—	<b>Running Up</b>
<b>That Hill</b>				<b>Railway Rivals</b>

GM: Per Westling, c/o Lindh, Rydsv. 48c, S-58248 Linköping, SWEDEN, {4613/013} 172980

**BIRR (Pink):** [Lotta Hessel, Rydsv 22A, 58248 Linköping (013-174230)]

4a) (D62) – B61 – B60; 4b) (G67) – I68 ; 4c) (I68) – J68 – *Leon*. = 44 + 6 = 50.

**MAR (Green):** [Sven Eriksson, Furing. 4, 58347 Linköping (013-273999)]

4a) (Z7) – Z6 – Y6, (L57) – L56; 4b) (Y6) – *Almeria*; 4c) (L56) – *Caceres* – M55. = 32 + 12 + 1 [Tc] = 45.

**Tc (Red):** [Leif Kjetil Tviberg, c/o Anton Rotvold, N-7670 Sakshaug, NORGE]

4a) (C57) – C56, [frog jump] (D53) – F52 – G53 – H53; 4b) (H52) – J51; 4c) (J51) – L52. = 44 - 1 [MAR] = 43.

**T&R (Blue):** [Roland Isaksson, Tvillingv. 13, 14400 Rönninge (0753-55316)]

4a) (N25) – P24 – Q25; 4b) (Q25) – *Zaragoza* – S26; 4c) (S26) – U27. = 38 + 6 = 44.

**Notes:** Everybody had 6 points to few last time but now your bank accounts should be correct. ZAT for Round 2 is **tue 3 Dec** (1 pm).  
Rolls for round 5: 5, 5, 2.

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## Käre Per

### Politics

[**Michael Pargman**, Fågelstav. 14A, 12433 **Bandhagen**]: "Hi Per!

Regarding American interests in the world. Well, maybe I made a few generalizations too quickly for you to follow. But for the sake of a discussion you have to make them. Let me take it more slowly this time. First, let me say that when I said that the US is an isolationistic country, that wasn't exactly what I meant. I should have made a clear distinction between American government policy and the general public. It is the general public that are isolationistic, not the government.

To Georg B.F.: Yes, I do acknowledge the history of the US "Latin America tour". And yes, they have a history of presence in east Asia with colonies etc. When I say they became more in the world after world war II, I mean on a global scale. To begin with, president Roosevelt had a difficult time getting the US to participate in the war. The opinion of the public was "so they fight in Europe, what's it got to do with us? Let them fight". At that time the US only had interests in their neighbourhood. Of course that was a pretty big neighbourhood, but it was still only neighbours.

With the rise of Soviet union came a change of mind and a race to be everywhere. This led the US everywhere around the world; Korea, Vietnam, Iran, Iraq, Egypt — well not many countries were not visited one way or another. In the 50's and 60's American plotters had a great time scheming for the fall of regimes, only to discover that the next ones were even worse. Sometimes that didn't matter as long as they were anti-communists.

During this time, the American public was either silenced by McCarthy with friends or they agreed to let the government do business all around the world in their name. (Of course this is a generalization too, since there are 200 million Americans, and not even I believe that 200 million people can be unanimous in anything.)

Now with Soviet at least crumbling, the scene is shifting. (By the way this thing with the Soviet Union really shows how difficult it is to "win" in world politics. For years the US have fought communism and now when they feel (I'm sure they do) they've won, they find out there's no one there who acknowledge the defeat. And they also find that some things were better before —

you had one partner (enemy) to negotiate with. Soon there'll be 4 or 5 middle scale countries with nuclear capabilities, some of which could fall into the hands of people with one or another kind of fanaticism.)

Anyway, with Soviet crumbling, the US have shifted position growing more into a world judge. Ok, maybe Iraq wasn't such a good example, since it really was about oil (and only now, afterwards, about nuclear capability). But when it came to Haiti, Bush really had his finger on the trigger. And not mainly in the interest of the US, but in cooperation with the rest of the world (why they backed down is another story). And you can see a new, softer policy towards Latin America today. Toppling of governments will be less frequent (except Cuba).

Ever since Vietnam the American public have been heard louder and louder, and their message in general is "get our boys back".

During the build-up for the Gulf war, there was a lot of speculation (at least in Europe) about what would happen if the American death rate started to rise dramatically. No one knew the answer. And now we're getting close to my conclusion.

The situation in America is (in my opinion) like this: The president, the government, the senate etc. have a lot of power and they can do a lot of things without the concern of the general public. They can do whatever they want in the world; topple governments, support South Africa, support dictators, invade Grenada, make Iran-Contra deals etc. (OK, so some of these deals have been criticized and someone trialed, big deal!), but as soon as the general public really get a feeling of personal involvement (that is; death of Americans) then they react with force. Remember Reagan's brave words about fighting terrorists everywhere etc. And then a terrorist attack in Lebanon made the US peace force leave from there in no time at all.

Changing the subject a bit, but only to prove from a completely different angle, how difficult it is to get what you want when you deal with complex systems. Humans and world politics is one such area, another one is the environment.

This story comes from the Time magazine. It tells about a group of scientists trying to restore wetlands in south San Diego bay. Everything was going well until it became infested with tiny plant-sucking insects. The grasses in the artificial marsh didn't grow high enough to provide the beetle predators of these pests with water-proof living quarters.

That only shows that it's impossible to think of every aspect of an issue. Especially when you only have limited knowledge, which is all you'll ever have. So you can only hope for the best."

*((If the returns to the matter of the future situation in the world, I think it has some similarities with the one 1871-1914; several major powers (EEC, China, Russia, and US) and with a big Balcan problem with Serbs messing everything up as usual. But I believe that the world has learnt its lesson since then, with a greater tendency for peaceful solutions (Zambia, Angola, Etiopia, Campuchea, and the peace talks among the Middle East powers). With the necessity for the global powers to support different fractions in regional conflict removed, this gives UN a chance to solve these conflicts.))*

## The Diplomacy Championship

[Björn von Knorring, Övre Slottsg. 14A, 75310 Uppsala]: "Regarding the seeding system it didn't work as expected due to the big fall out, but it had some effect to even out the tables slightly."

*((I think it only should be used if one have a final table with the seven best players fighting for the title. Otherwise you will never play in a game where everyone is of (near) equal skill. I tried this LinCon two years ago but the players didn't comply with my ideas as they were used to the GothCon system (qualification and final). Maybe now that I've run the point collection system it will be possible to have the seven best players attending the last round playing at table 1, the next 8 at table 2, etc.))*

[Mark Nelson]: "Re Diplomacy At UppCon. I like the idea of awarding points to your fellow players to generate a "Player's Player" Award

for the person most people have enjoyed playing against. (Sum the individual totals for all rounds). I dislike the idea if it is used to determine who wins the tournament (as it could do).

Aside from that I quite like this rating system. I know that many players dislike sc=pts but in a game finishing in 1908 this is really the only way to do it, games are going to finish at an artificial time and before the game has really got going."

[Mark Nelson]: "You fail to understand why your 80% rule is a load of rubbish! Let me give the same example as last time. The position on the board is 14-14-6. The 28 centre alliance have 82% of the centres and under your rule can vote in a 2-way draw. Yet the 6 centre power has a stalemate line which cannot be broken. Under your rules this solid 3-way draw has become a 2-way draw. It's farcical."

*((Lets agree that the only correct way to do this is to play games to the very end and only let games end prematurely by allowing DIAS. But as not many players like to play in session without any set time limit, we need to use a system that will allow games that might end as a true victory or a stalemate draw if continued to reach some kind of conclusion. Therefor I decided to use the 80% rule. I you still insists that it's a farcical system, how should one decide that the game really are a stalemate? In your example all three powers need to controll stalemate positions with enough units to stop the other powers from getting 18 units. As there are no "one best system" for tournament Diplomacy (unlimited games notwithstanding) I will use my system and leave it open for other Swedish tournaments to use other systems, which will give the players an opportunity to choose whatever system they prefer by not going to cons with (to them) "farcical" systems.))*

## WorldDipCon

[Mark Nelson]: "I do not like the idea of a European WDC in 1996 because I think that there should not be successive WDC's in Europe. My suggestion is for a zonal system of : UK, North America, Europe, Australia. This ensures that successive WDC's are not in the same area.

I do not like the idea of a WDC every year, but one every two years may be a little slow. My suggestion is this: ManorCON in 1994, North America in 1995, Europe in 1996 and Australia in 1998. I think that two years are required before an Australian WDC to give people the chance to save money. Then back to the UK in 2000."

*((I like your suggestion, although four years between WDC for those who can't afford going to Australia may be a bit too long. How about 1999 in UK and 2000 in North America?))*

### BoråsCon

[Björn Westling, Våglångsg. 35, 50246 Borås]: "Best for each power:

E	Björn von Knorring	10
F	Fredrik Andersson	14
I	Ulf Jiretorn	14
R	Carl Hogstedt	9
T	Daniel Melitt	12
G	Martin Jordö	8
A	Henrik Lundblad	6

Best Poland: Erik Rygran, Stockholm (Eliminated 1903, Civil Disorder 1902).

Average result:

	No./elim
E	5.57 1
F	6.43 0
I	6 1
R	2.86 3
T	6 1
G	4.29 0
A	2.86 3

Best boardgame double:

- a) Daniel Melitt, who succeeded to qualify, and won, the Britannia final, even though the qualification round started one hour after the Dip-final started.
- b) Ulf Jiretorn, who played Advanced Civilization at the same time as the Dip-final.

The Turist Council of Siberia special prize for the best purger: Erik Rygran.

The fastest qualification game: Ended 1905, due to 3 CD and 1 elimination, third power had 9 centers.

Most even game: Table 4, 1906 everybody had 4,5, or 6 centers. 1904 5 players had 5 centers.

Most tired person at the con: Odo Jönsson, who didn't sleep anything from friday morning to sunday midnight."

### The Zeen

*((I asked Mark Nelson for help to get information about the oldest (running) zeen in UK for the "Story so Far" article. His reply arrived too late but I reprint it below. - PW))*

[Mark Nelson, 21 Cecil Mount, Armley, Leeds, West Riding, LS12 2AP, GREAT BRITAIN <email: AMT5MAN@cms1.ucs.leeds.ac.uk>]:

"(Luckily for you about 3-4 years ago I had a space to fill and decided to fill it by producing a list of the 'oldest UK zines'. (To contrast with this I also produced a similiar list for US zines. . . it was interesting to see the differences in wich years produced good crops of long living zines). Even luckier for you I kept the article in my 'in file' for no real reason so I can actually provide you with what you need. . . )

But how does one choose (a) Which Zines to include and (b) When does a zine fold? For instance, *Greatest Hits* officially folded and then restarted 10 months latter, but 10 month intervals between issues are common for *FROGGY*; is it fair to say that *GH* folded and that *Froggy* hasn't?

My policy is simple, if a zine officially folds it folds. Also I only include 'mainstream' zines, that is to say zines that are not on the fringe of the hobby. To some extent this is subjective but if a zine doesn't qualify for the Zine Poll then it probably isn't mainstream. Anyway, here's a list of zines in chronological order with comments. ((See table))"

[Mark Nelson (14 Sep 91)]: "Here are the promised comments on your European Dip History piece.



Zine	Start-date	Editor	Comments
(1) <i>Rianne Games Review</i>	9/77	Anne Nock	Originally editor was David Watts who passed the zine on early in 1987.
(2) <i>Ode</i>	10/79	John Marsden	125+ issues
(3) <i>NMR!</i>	11/79	Ken Bain	125+ issues
At different times Ken and Brian Creese have edited the zine.			
(4) <i>Hopscotch</i>	9/80	Alan Parr	100+ issues
(5) <i>Take That You Fiend</i>	11/82	Kevin Warne	100+ issues
(6) <i>Cut and Thrust</i>	11/82	Derek Wilson	70+ issues
Original editor was Gynn Roberts who died a year or two back.			
(7) <i>MOPSY</i>	1/83	Bryann Betss	80+ issues
(8) <i>GALLIMAUFRY</i>	11/83	Steve Doubleday	108+ Started up again on issue 35.
(9) <i>Dolchstoss</i>	11/83	Richard Sharp	Started up again on #70.
(10) <i>NERTZ</i>	9/84	William Whyte	40+ issues
(11) <i>Realpolitik</i>	9/84	Guy Thomans	60+ issues
(12) <i>Pigbutton</i>	10/84	Peter Groom	(I think the editor may now be Clive Palmer)
(13) <i>Prisoners of War</i>	10/84	Wallace Nicoll	40+ issues
(14) <i>Coyote Courier</i>	2/85	Stephen Jilks	50+ issues
(15) <i>The Mouth of Sauron</i>	3/85	Mark Nelson	75+ issues
(16) <i>Y Ddraig Goch</i>	10/85	Iain Bowen	57+ issues
(17) <i>Froggy</i>	11/85	Andy Bate	40+ issues.
(18) <i>Shadows of Amber</i>	12/85	Mike Ferguson	
(this should probably be excluded as a Fringe zine).			
<i>Fringe zines not included but included on original listing</i>			
(1) <i>The Ring</i>	4/82	Andy Murphy	
(2) <i>Gazfinc</i>	5/83	Richard Bairstow	(This may have folded)
(3) <i>QUARTZ</i>	4/84	Geoff Kemp	
(4) <i>Five Year Plan</i>	6/84	Currently on its 3rd editor.	Has moved away from the diplomacy hobby to the sports hobby.

(1) MONGO was a fake designed to annoy John Boardman (who hates Rod Walker). Even if Conrad had the idea for postal dip I do not believe that any adjudications were ever made. I wouldn't include it in any history articles except as a footnote showing yet another American feud!

(2) I believe that Youngstown is the first non-Calhamerian variant. I can't remember the first published non-Calhamerian variant, it might be Middle Earth I but I'm not sure. Rod Walker had a number of ideas for dip variants in the period 1962-3 but these weren't published for a number of years. Ah. Maybe I'll write a history of variants one day.

(3) It isn't correct to say that in 1964 "several

SF fans... join the hobby". This creates the impression that the earliest dip fans were not SF fans. My impression (gained from extensive reading) is that all the early dip fans were SF fans (true to about 1965?) and that many of the early dip publishers were also pubbing SF zines. Incidentally Pournelle was one of the best players in the 1960's, frequently topping rating lists in the period. He considered re-entering the hobby in the mid 1970's but was but off by the structure of the IDA.

(4) ETHIL THE FROG was produced in two bursts, one of 46 issues and one of 23 issues. I think 1971-75 and 1977-9 were the dates. It was the first fannish zine, this accounts for much of its success. John was an active SF fan and brought into dipdom all the best aspects of SF

zines. It is possibly the most influential UK dip zine ever. It may not have received accolades in terms of poll results but it influenced those people who were to have great importance in the hobby.

(5) The UKVB was not set up by Hartley Paterson in 1974, it already existed. One day I'll write a History of Variants in the UK...

(6) As I understand it (Cal White was there at the time so ask him!) the CDO was set up in response to the increasingly dictatorial IDA/NA and was an attempt to move the Canadian Hobby away from heavy American 'control'. I think the words 'still active' need to be taken with a pinch of salt.

(7) Actually V&U was restarted by Mark Nelson, James took over at about Issue 11.

(8) I think Passchendale's 100 page zine may have been the first 100 page zine, I think I'm right in saying it was the first 100 page zine in North America. This was just before a period in which editors battled it out in seeing who could produce the biggest zine. An editor who proudly produce the biggest zine in the history of fandom. Only to find that next week someone had beaten him with an even bigger issue!

(9) Supernova is certainly NOT the most extensive novice package ever written. It is still available though from Brux.

(10) You didn't mention WDC in 1988.

(11) Am not sure why WORLD DIPLOMACY deserves a special mention. Victorianna has just as much coverage of the international diplomacy hobby (a different thing from the Lassy Peery hobby) as WD and you didn't mention that did you.

Bye 4 now."

((2) Please do.

(5) Please do.

(10) Slip by me, and WDC II in North Carolina should also have been included.

(11) I didn't include anything about the Australasian hobby as my information about it was very limited.))

## Variants

[**Roland Isaksson, Tvillingv. 13, 14400 Rönninge**]: "I've talked to Lars Holesäter about sending you and Lee (Kendter) the rules, of his variant Winds of War, in english. He said he would, has he?"

When will I do a revision of Arab Diplomacy? As soon as I think that I've got enough impressions from running the games. Which *now* is three, they were not at the time last number of L4E was published. SCUDs and (Patriots) is a great idea, I'll find a way to include them in version II."

((No, nothing yet from Lars. You can tell him he can request an equal number of pages of other variants if he like, in return for the ones he send me. BTW, this offer is open to anyone sending me their efforts (new variants). I'm also looking forward to getting the Blood & Gore Diplomacy variant (I like that name) from Dan Hörning, and a 15th century variant from some guys down in Borås.))

[**Björn Westling, Våglångsg. 35, 50246 Borås**]: "About 7 Seas Diplomacy: Some suggestions that arised during play testing (the game ended Spring Year 3, with a 5-way draw):

- Some spaces that aren't Supply centers
- Builds after each move
- No retreats
- Split the atlantic
- Round map (called the Wasa-variant)
- Africa, Europe, Asia and Australia can all enter one sea with own support, which maybe should be corrected
- Submarines (not very serious)

[**Mark Nelson**]: "I have some thoughts on revising Youngstown, like don't bother. Mercator is a much better game so y'all should be playing that instead! It might be possible to produce a

really good version of Youngstown by using normal Youngstown rules with the addition of those rules which make Mercator so good ie Mercator A/F rules, the key rule and conference victory conditions. It might be worth a trial game but in the end I would just recommend playing Mercator to anyone who wanted to run a large-player variant.

I don't think that irregular dip games need ARDA numbers. If the irregularity is small (two brothers in a game) then they should be given BN's and the reason for the irregularity noted and if the irregularity is large (only six players!) then they should be given a MN!"

*((It's Borger who revises Youngstown in his zeen "The Backstabber" where a game of Youngstown 13B and one of Youngstown 14 is running (both with 14 players). The latter is a version done by the committee method (ie Borger presents suggested changes in his zeen and the readers give feedback before the changes are refuted or approved). I've sent Borger the rules for Mercator, Colonia and older versions of Youngstown so he might follow your recommendation eventually.*

*But I don't think it will be possible to play Mercator in my (or Borger's zeen) if judged by the interest shown towards 1885. . .*

*I suggested the Miller numbers for irregular games as the Continental BNC didn't wanted to give Boardman numbers for irregular games. But I agree with you and that is also the way chosen in North America.))*

## Games in general

[Thomas Franke]: "Regarding "Empires in Arms": I possess the game for long, but haven't played it yet. I know the rules pretty well, but the game takes so much time. You have to play it for several weekends and still have to find 7 players sacrificing their time at those weekends. My favourite games at the moment are "A House Divided" (GDW — American Civil War) and "New World" (AH — Colonisation of America). I also like 1830, "Republic of Rome" and "Shanghai Trader", which I have played recently. Good games indeed."

*((I still think it's worth the time to play Empires, but a Sunday afternoon every other Sunday might suffice (wonder how many months it takes to play it to the end with that speed?). I haven't convinced all the other possible players yet: they want to play "Red Barricades", "Fire in the East" and "World in Flames" instead. Sigh.*

*My other favourite are 1835, but I would very much like to try "Republic of Rome" as I possess a copy of the rules. (BTW, Steve, I think it could be played PBM, although the voting in the Senate might be difficult to do PBM. Any ideas? Would anyone like to run it, maybe even in this zeen? Or will you run it in Heroes?) The other games you mention I'd like to try, together with "Merchants from Venus". When it comes to games I don't want to play any more (this year at least) this is headed by Titan, closely followed by Civilization (which I played for a third time this year, playing Crete all three times, and winning [!] all three times.))*

[Thomas Franke]: "Concerning L-4-E 17 and "Republic of Rome": I don't know if this game is suitable for play-by-mail at all. It's rather complicated and needs a lot of player interaction. Up to now I have only played the game twice, although I possess it for several months. I'm supposed to write an article about the game for German magazine in September, but I cannot do that as I need for practice for this game. I have only played the early Republic scenario and I need to test the others too. So it will take some time to run the game pbm, if that's possible at all!"

*((You're probably right about the difficulty. Still, I'm looking for new games that would suit (my or a) zeen.))*

## Bridge

[Mark Nelson (23 Sep 91)]: "Re playing for ratings. Surely this is acceptable in Bridge? For instance, your team may not be good enough to win the tournament but you can still collect points for winning your matches against other teams. So, there is an incentive to play for

ratings but at the same time this incentive is an incentive for you to play your best.

Contrast this with Chess. As you tournaments are often divided into sub-events by grading, ie A Chess congress will run an Open event, a Major event and a Minor event. Depending on your ranking you play in the appropriate event.

In Chess if you can't win the tournament you can still improve your rating by beating your opponents. However it is known that some players will throw games if they aren't doing particularly well. By throwing games they lower their rating and so improve their chances of winning at the next Congress because they will be playing in a lower-ranking tournament!

Yes, some Americans will play with the professionals just to increase their chances of collecting enough points to become a Life Master. They can't be too bad as players else they wouldn't be anywhere near achieving that rank. Still it rankles that they can achieve 'success' through money rather than by talent.

And talking of ratings, I've just secured enough points to move up a grade! I now have 10 black points so I am a DISTRICT MASTER, the second lowest grade. Next one up is COUNTY MASTER which requires 25 blacks and I'm hoping to pick up a few of those in the EBU simultaneous tomorrow. Will you be playing in the European Simultaneous in November?"

*((In Bridge you have a static rating, so you don't throw away games as you can't loose any points. But of course you might play bad in a tournament if your position is bad as when you have no chances to get any points.*

*I dont mind the "success through money" syndrome as this gives some very good players a chance to make a living out of the game.*

*In Sweden we have 5 grades which you get by collecting Master Points; These are Grand Master and ♠, ♥, ♦ and ♣ master (the latter four is called by suits but has official titles as National Master, Regional Master, District Master and Club Master). I've been at the third (♥) for some years now (6 or so) and didn't set my hopes high for reaching the second best (♠) as I didn't play very much and wasn't very succesfull. But*

*after starting playing more and more since last fall I've decided to go for ♠! This requires a lot of Gold Points (you collect Gold, Silver and Bronze points [GP/SP/BP], BP at Club level, SP at Regional level, and GP at National level) and I succeeded to collect my first 4 GP at a recent tournament where me and my partner ended third in a 50 pair tournament with quite a lot of good pairs! (It also gave me a 1000 SEK bonus as a money prize, not that I play Bridge for money.)*

*Don't know if I will attend that EBU Simultaneous Pairs (this is a tournament played at the same time at a lot of places around Europe) as it is on a friday and I play in a 28 Teams of Four tournament (Gold sanctioned) in Upsala the weekend after [23-24 Novemeber]...))*

## Miscellaneous

*((I got a new letter from Steven Bagshaw, and give some excerpts from it, translated to English - PW))*

**[Steven Bagshaw, PO Box 4272, Melbourne Uni, 3053, AUSTRALIA]:** "I come to Sweden to attend folk high-school. Students who study Swedish may get scholarship for six months. I will attend folk high-school in Stockholm, Gothenburg, or Upsala. If I can attend University later I will choose one of those cities. I will travel to Iceland, Copenhagen, Sweden and Norway when I visit Europe for the first time.

I'd like to visit the con in Upsala. I'll try to get at least one of the Swedish zeens until 1993. *Dipsosis* and *Gränlandet* I will write to soon.

I'll go to World DipCon III. Will anyone from Sweden be there? I think a WorldCon in Europe would be good, but there's a problem — which langauge should be used? Anyway I wouldn't care about that as it would be nice to play against people from all kinds of places. ((... - PW))

Do all your readers write to you in English? If so... why?

You asked about old Islandic... It's very hard — to hard. I will never master it.

Actually, I think I will save my money for the Swedish language zine(s) that I like most. I will

probably read John Cain's copy of *LAE* instead, since I don't really have enough money to make sending you a big money order worthwhile. I may write irregularly — perhaps we'll meet one day!"

*((If you get Swedish zeens to learn the language it's natural that you get those published in Swedish.*

*Most of the readers that wan't something published in the letter column write in English. It makes it easier for me as I not that good at translating, and it also takes much more effort.*

*The language used at a WorldCon would be English. This is natural at least for Scandinavians, and I think it wont be a problems for French and German people either. This has already been done at for example InterCon (an SF con bianually in Oslo) and ConFiction (the SF World-Con last summer in Holland).))*

**[Brent McKee, 901. Avenue T. North, Saskatoon, Saskatchewan, CANADA, S7L 3B9]:**

"Please find enclosed a money order for \$10 U.S. to pay for a subscription to your Diplomacy zine *Lepanto 4 Ever*. I am sending the money order in U.S. funds since the North American Zine Register listed your subscription price in U.S. funds. Please let me know if you would prefer future payments in Swedish funds.

I briefly saw a copy of *Lepanto 4 Ever* at Dipcon in Toronto, and was intrigued at what little I saw of it. I emphasize the fact that I didn't get a very good look at it, since there was only one copy available to look at (Larry Perry's) and it seemed that whenever I managed to get a spare moment to look at zines, yours was always in someone else's hands. This tells me something, if only that there weren't enough copies of zines at the Con for people to read. It also tells me that you produce a good zine.

I don't know whether you are aware of it or not, but there is a connection between the city where I live, Saskatoon Saskatchewan, and the Swedish city of Umea (*Umeå*). Quite a few years ago, the Canadian government started a program to encourage people to become more fit. One of the main points they emphasized in the campaign was that a 60 year old was on average fitter than the average 25 years old Canadian. They

set up a pilot project in Saskatoon to promote fitness. At the end of a year a competition was established between Saskatoon and a comparable city in Sweden; Umea. A higher percentage of the people in Saskatoon engaged in a physical activity than did so in Umea, so Saskatoon won the challenge. I suspect that was because the newspaper, radio and television stations in Saskatoon were able to promote the event quite heavily. Over the years there were further challenges, and official visits between civic officials from the two cities. We even have a park in Saskatoon named after Umea, and I believe they have one there named after Saskatoon."

*((Nice to here that my zine is highly regarded. It's not often one get feedback (positive or negative) so one can judge if one does a good or bad work as editor. Still, I have not very many subscribers outside Scandinavia, maybe due to the fact that the zeen is rather expensive. Anyway welcome to the zeen, and hope you enjoy the ride!*

*Sometimes I've thought in what countries I would like to live in if I would move outside Scandinavia. Among the ones that I think most of are Great Britain, Ireland, New Zealand and Canada. Maybe I can expand on that some other time.))*

*((I've could have made this issue a 50+ page issue if I would have wanted, but as it is delayed as is I save Stuart Dagg's letter(s), Clas Cassel's article about CanCon (in Canberra), and LoCs of Mouth of Sauron and Europa 2000 to the next issue. As that will arrive next year I wish every one of you a happy new year in advance! – PW))*

---

## "Solutions"

You can find the Bridge problems at page 3.

**Problem 1.** I bid 4 ♠, as I thought it would either make (as partner have 0–1 hearts) or it would be cheap as 4 ♥ might make. But

my partner held

♠ Q 9 6 5  
♥ Q T 6  
♦ J 9 6  
♣ A 9 8

and I was doubled for one down (they started with two rounds of diamonds and South had J 9 (alone) in hearts), -200. This was no points at all for us, while -100 would have given a very good score (they make 4 ♦). I don't know why South bid 4 ♥; maybe he got the wrong bid from the bidding box, or he expected us to sacrifice?

### Problem 2.

North

♠ K93  
♥ AT52  
♦ AK83  
♣ 64

West

♠ 5  
♥ Q876  
♦ T9754  
♣ JT3

East

♠ AT42  
♥ J  
♦ 62  
♣ AQ8752

South

♠ QJ876  
♥ K943  
♦ QJ  
♣ K9

The problem is to solve the trump without losing 2 tricks. If the suit split 3-2 there's no problem, but with it 4-1 it's much harder. One possibility could be to play one of the high honours in trump and finessing if Q or J is singleton before the honour you choose. After that you can play spade to King and the 9 up to Q-J, making unless West holds ATxx. The alternative play could be to attack spades first, in which case you make it if the long spade hand has the shortness in trump (but you will go down on some hands where you would make your contract by just playing two high rounds of hearts).

Anyway, I started with small heart up to ♥ A and went one down. At the other table they played 4 ♠ (they used 5-card 1 ♠ openings, so North supported spades directly) and as you can see 4 ♠ is easier this time. This time it was better to play

with 5-3, but often it's better to play with 4-4.

**Problem 3.** The West in our problem bid 4 ♠, and got doubled by north. The whole deal:

North

♠ AKQ82  
♥ Q  
♦ 87  
♣ QJ863

West

♠ 7654  
♥ 87  
♦ AK65  
♣ T54

East

♠ J9  
♥ JT96  
♦ T94  
♣ AK72

South

♠ T3  
♥ AK5432  
♦ QJ32  
♣ 9

After some bade play by West it went 8 down! For the terrible score of +2000 (to NS). I was sitting West at the other table, and there NS played 4 ♠! And making it. It's not very often that you play the same contract at both table, in different directions I mean.

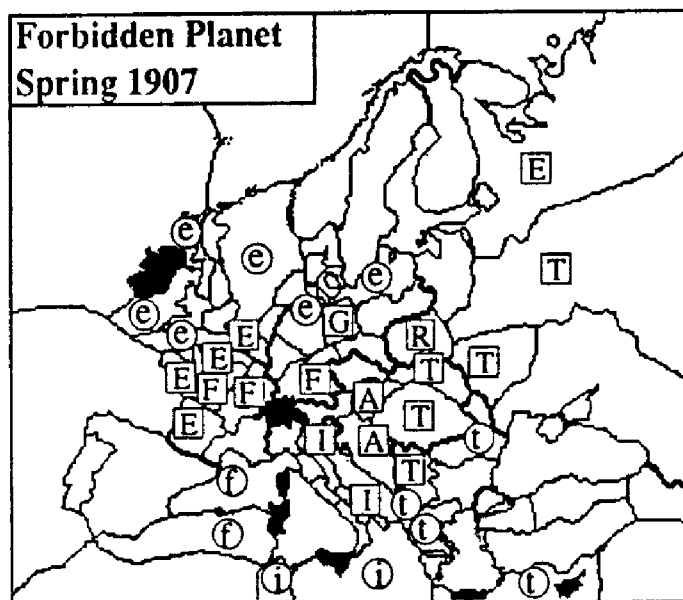
If you choose to pass instead you will get 100 to your side, as 4 ♥ have one more loser in trumps.

What do y'all think about having Bridge problems as a regular feature? Is it understandable for those of you that only play (or have played) a little? Give me some feedback on this, please.



# Pax Germania #31

The gamesubzeen of LAE #20



Spring 1907

Regular Diplomacy

Forbidden Planet (PG3/1990FJ)

GM:

Per Westling, c/o Lindh,  
Rydsv. 48c, S-58248 Linköping,  
SWEDEN, {4613/013} 172980

PEACE IN OUR TIME?

**Austria:** [Johan Andersson, Borsöknav. 21, 63233 Eskilstuna]

A(Vie)→Tri; A(Alb)→Tri.

**England:** [Jonny Holmström, Jakobtorpsv. 23, 59060 Ljungsbro]

A(Bre)→Gas; A(Bel)→Pic; A(Hol)→Bel, S by F(NTH); A(Lon)→Bre, C by F(ECH); A(Stp)H;  
F(NAO)→MID [nsu]; F(Lpl)→IRI; F(Kie) Moraliskt stöd till Tyskland [H]; F(Lvn)→BAL;  
F(Edi)→Cly.

**France:** [New: Joakim Spångberg, Torgilsg. 16c, 50240 Borås]

F(LYO) MS F(WES); A(Tyr)→Mun; A(Ruh)→Bur; A(Bur)→Par.

**Germany:** [Micael Hessel, Rydsv 62b, 58248 Linköping]

A(Ber)→Kie.

**Italy:** [John Robillard, Sundsg. 26, 87140 Härmösand]

A(Apu)→Gre, C by F(ION); F(Tun) S F(ION); A(Ven) S [A] A(Alb)→Tri.

**Russia:** [Björn Westling, Våglängdsg. 35, 50246 Borås]

A(Ukr) MS A(War).

**Turkey:** [Daniel Berg, Huldrev. 3, 59060 Ljungsbro]

F(AEG)→Gre, S by A(Ser); F(Smy)→EAS; F(BLA)→Rum; F(ADR)→Alb; A(Rum)→Bud;  
A(Sev)→Ukr, S by A(Gal) & A(Mos).

**Retreats:** Russian A(Ukr) disbanded.

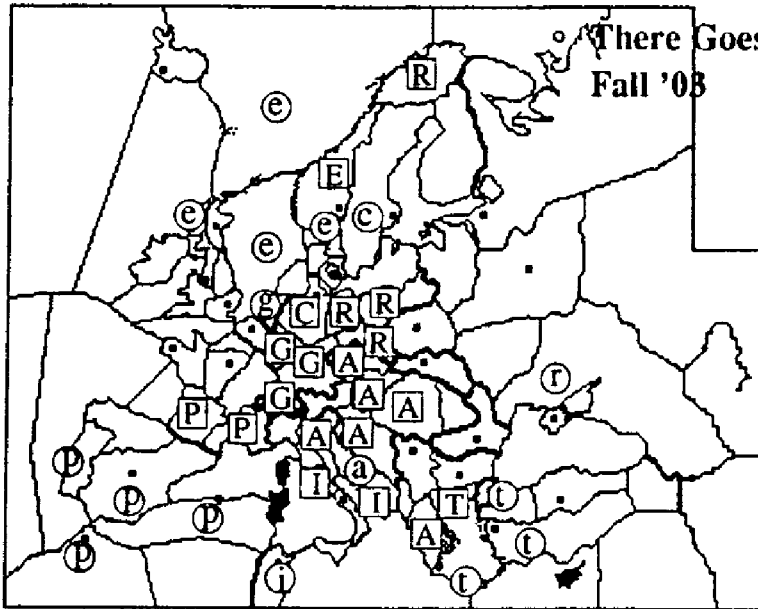
**New proposals:** Draw between England and Turkey. Vote YES or NO.

**Notes:** Carina resigned in favour of the new French leader, Joakim. Vive la France! ZAT for Fall 1907 is tue 3 Dec (1 pm).

**Press [Forbidden Planet]:**

Litauen—Ryssland: Nu vet du hur det känns att bli invaderad.

Fall '03



Woolworth IID

There Goes A Tenner  
[PG9/1990SHcb19]

GM:

Per Westling, c/o Lindh,  
Rydsv. 48c, S-58248 Linköping,  
SWEDEN, {4613/013} 172980

**Austria:** [Kalle Stengård, Nysätra Gård, 14191 Huddinge]

A(Boh)→Mun; A(Ser)→Gre; A(Tyr)→Ven, S by F(ADR) & A(Tri).

**Balkan:** [Secret Power]

E(Gre)\*H.

**England:** [New: Joakim Wallbing, Rågrindsv. 31, 94300 Öjebyn]

A(Yor)→Nwy, C by F(NTH), S by F(NWG) & E(Swe)\*; F(Edi)→Cly.

**France:** [Secret Power]

A(Mar)\* S [G] A(Swi)→Bur [nso].

**Germany:** [Secret Power]

A(Swi) S A(Mun); A(Mun) S A(Ber); A(Ber)\* S A(Mun); F(Kie)→Hol; A(Hol)→Ruh.

**Italy:** [Mark Nelson, 21 Cecil Mount, Armley, Leeds, West Riding, LS12 2AP, GREAT BRITAIN]

A(Ven)\*H, S by A(Rom); F(EAS)→ION; F(TYS)→Tun; F(Syr)→EAS.

**Russia:** [Réginald de Potesta de Waleffe, Etudiant en 6ième E.S.R., Institut Saint Berthuin, 129 Fond de Malonne, B-5020 Malonne, BELGIUM]

A(Lap) S [C] F(Nwy)→Swe; A(Sil)→Ber, S by A(Pru); A(War)→Sil; F(Sev)H.

**Scandinavia:** [Secret Power]

A(Den)→Kie; F(Nwy)→Swe.

**Spain:** [Carl-Magnus Höglund, Örslösa Bergsgården. 53197 Lidköping]

F(MID)→Mad; F(WES)→ION [imp]; A(Bur)→Mar, S by A(Gas).

**Turkey:** [Secret Power]

F(AEG)→Cre; F(Smy)H, S by F(Con); A(Mac) S [A] A(Ser)→Gre.

**Retreats:** Balcan F(Gre)→Alb. English F(Swe)→Ska. German A(Ber) disbanded. Italian A(Ven)→Apu.

Notes: ZAT for Fall '03 is **fri 10 Jan** (1 pm).

Press [There Goes A Tenner]:

Aus—world: Once again must we defend ourself. Italy has *not* send any diplomacy mail. Therefore must we strike before they attack us.

Aus—Bal: I was given an offer I couldn't refuse.

Aus—Rus: I hope the tsar is better. He is obvious to sick to write a letter or send a fax. I also hope that you now (after this move) owns Berlin.

Aus—Per: Send more supply centers.

Eng—All: The old government has colapsed. Now when the new government has been installed all



Adjustments in "There Goes A Tenner" after Fall '03				
Aus	Home(3),Gal,Ser,+Gre,+Ven	(5)	7	+A(Vie),+A(Bud)
Bal	Gre	(1)	0	Out!
Eng	Home(3),Ice,Swe,+Nwy	(5)	5	n/c
Fra	Mar	(1)	0	Out!
Ger	Kie,Mun,Bel,Hol,Ber,Swi	(6)	4	F(Hol)
Ita	Nap,Rom,Ven,Cre,Tun	(5)	3	F(EAS),F(ION)
Rus	Home(4),Rum,+Ber	(5)	6	NBO, play 1 short
Sca	Den,Nwy,+Kie,+Swe	(2)	3	NBO, play 1 short
Spa	Home(3),Bre,Par,+Mar	(5)	6	+F(Mor),+F(Por)
Tur	Home(3),Bul,+Cre	(4)	5	Illegal build, 1 short

diplomatic contacts must be overseen. Please contact us so we can work on them.

Italy—Spain: Please move back into the Mid. Given a choice between leaving myself open to Turkey or you I'll choose Turkey.

Russia—Austria: I will contact you, be patient.

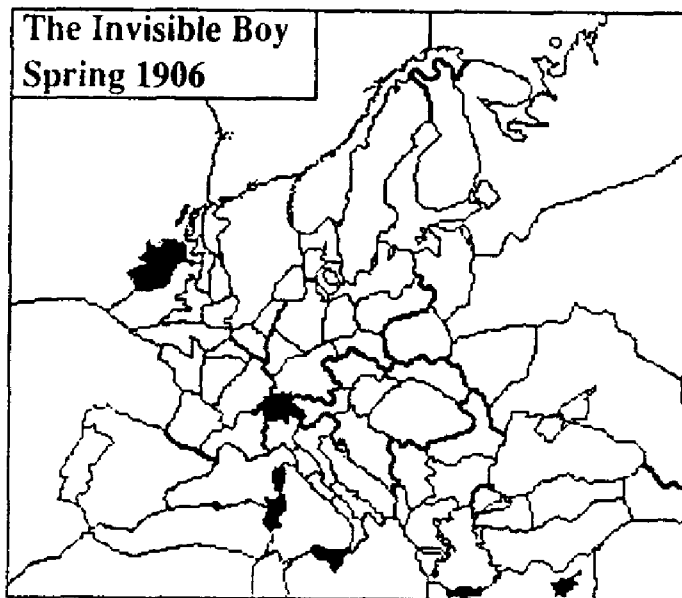
Scandinavia—Germany: Bye, bye!

Turkey—Spain: We meet in Rome!

Turkey—England: Why don't you gain some centres by Germany?

Turkey—Italy: War at last. It is always go to know your enemy. I quote: "I shall feast upon our offspring."  
(Wing commander)

Turkey—Per: Scandinavia thought north Europe was a heaven and soon the powers will be only seven.



**Spring 1906**

**War of Fog**

**The Invisible Boy**  
[PG6/1990SArd22]

**GM:**

Per Westling, c/o Lindh,  
Rydsv. 48c, S-58248 Linköping,  
SWEDEN, {4613/013} 172980

Moves:

Attacked:

Notes:



Fall 1908

Gunboat I

The Thing [PG2/1989SArb32]

GM:

Per Westling, c/o Lindh,  
Rydsv. 48c, S-58248 Linköping,  
SWEDEN, {4613/013} 172980

**Austria:** No units.

**England:** NMR! F(Lpl)H.

**France:** F(Yor)→Edi, Sby F(Cly); A(Lon) drinks beer; A(Pic) & F(ECH) S A(Bel); F(Bre)→MID; A(Bel) S A(Bur); A(Bur) S [It] A(Tyr)→Mun.

**Germany:** NMR! A(Mos)H; F(NWG)H; F(Hol)H; A(Ruh)H; A(Den)H; A(Kie)H; A(Mun)\*H; A(Boh)H; A(Gal)H.

**Italy:** A(Tyr)→Mun; A(Vie)→Boh; A(Tri)→Vic; A(Alb)→Tri; F(ION)H, S by F(ADR).

**Turkey:** A(Rum) S A(Bud); A(Bul)→Ser, S by A(Bud); F(Gre) S [I] F(Ion), S by F(AEG); A(Sev)H, S by F(BLA).

**Retreats:** German A(Mun)→Ber

**Old proposals:** FGIT pass! Therefor the game ends in a 4-way draw.

**Notes:** ZAT for any end game statements to be published in #21 is **fri 10 Jan** (1 pm).

Adjustments in "The Thing" after Fall 1908

Aus	<del>Bud</del>	(1)	0	Out!
Eng	Lpl	(1)	1	n/c
Fra	Home(3),Por,Spa,Bel,Edi,Lon	(8)	8	n/c
Ger	Ber,Kie, <u>Mun</u> ,Hol,Den,Swe,Nwy,StP,Mos,War	(10)	9	<del>F(NWG)</del>
Ita	Home(3),Tun,Tri, Vic, + <u>Mun</u>	(6)	7	+A(Ven)
Tur	Home(3),Bul,Gre,Rum,Ser,Sev, + <u>Bud</u>	(8)	9	+A(Con),+A(Ank)

**Press [The Thing]:**

**Par—All:** It's engame Boys & Girls. No quitters now.

**Par—Ita&Tur:** Lets see some cooperation against Germany.

**Par—Ber:** I hope you understand that I only try to make you happy. I am sorry but I don't trust your offer about an alliance. Your Fleets would have worried me all the time.

**Rom—Con:** I hope I can trust you.

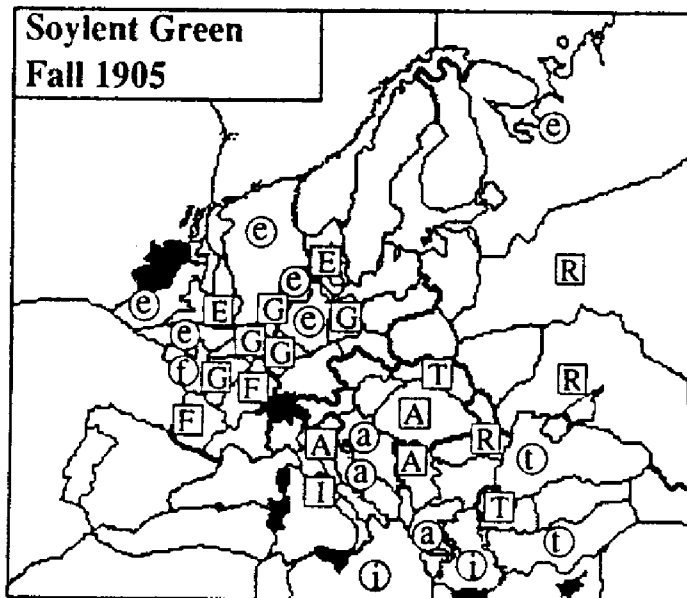
**Turkey—Italy:** Don't stop talking now just because the game is a little bit dull.

**Per—All:** Thanks for this game, the second to end in *LAE*. I hope to get some comments of this game before the deadline of the next issue.



Ger—Eng: Talk to me  
 Ger—Rus: I hope you'll keep your promises.  
 Motståndsrörelsen i Grekland: Greklands folk är missnöjda med regeringens beslut att höja skattemena för att finansiera återuppbyggnaden av templet Parthenon.

Con—Lon: MI5's New Training Camp have been established as you ordered.  
 Con—Rom: How shall we split the waters?  
 Con—Aus: How shall we split the balkans?  
 Con—Rus: Can we help you with something?



Fall 1905

Gunboat II

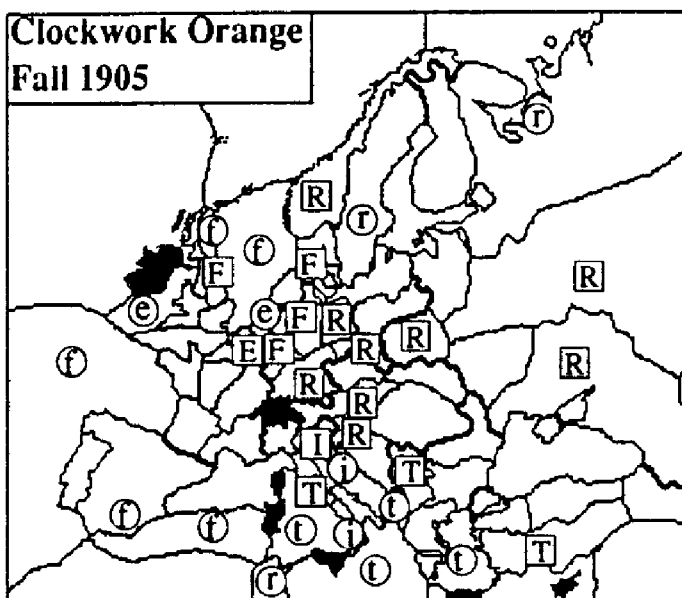
Soylent Green  
 [PG7/1990SBrb59]

GM:

Per Westling, c/o Lindh,  
 Rydsv. 48c, S-58248 Linköping,  
 SWEDEN, {4613/013} 172980

Austria: A(Tri)→Ven, S by F(ADR); E(Gre)→ION; A(Ser)→Gre; A(Bud)→Ser.  
 England: F(Lon)→ECH, S by F(NTH); F(IRI) S [F] F(ECH)→MID; F(Stp)H; F(Kie)H, S by F(Kie); A(Swe)→Den.  
 France: F(ECH)→MID, S by F(Bre); A(Mar)→Gas, S by A(Bur).  
 Germany: A(Mun)→Ber; A(Hol)→Kie, S by A(Ruh); A(Bel)→Hol; A(Par)→Bur.  
 Italy: A(Syr)→Smy; F(EAS)→ION, S by F(AEG); A(Ven)\*→Tri.  
 Russia: A(Ukr)→Rum, S by A(Sev); A(Mos) S A(Sev).  
 Turkey: F(Smy)H, S by A(Arm); A(Ank)→Con; E(BLA)→Bul; A(Rum)\*→Bul.  
 Retreats: Italian A(Ven)→Rom. Turkish A(Rum)→Gal.  
 Notes: France has been replaced. ZAT for Spring 1906 is tue 3 Dec (1 pm).

Adjustments in "Soylent Green" after Fall 1905				
Aus	Bud.Gre.Tri.Vic.Ser.+ Ven	(5)	6	+F(Tri)
Eng	Home(3),StP,Swe,Nwy,Den,+ Kie	(7)	8	+A(Lon)
Fra	Bre.Mar.Por, <del>Bel</del> ,Spa	(5)	4	<del>F(MID)</del>
Ger	Ber, <del>Kie</del> .Mun,Hol,Par,+ Bel	(5)	5	n/c
Ita	Nap,Rom, <del>Ven</del> .Tun	(4)	3	<del>A(Syr)</del>
Rus	Mos,War,Rum,+Sev	(3)	4	+A(War)
Tur	Home(3),Bul, <del>Sev</del>	(5)	4	<del>A(Arm)</del>



Fall 1905

Regular Diplomacy

A Clockwork Orange  
[PG8/1990FO]

GM:

Per Westling, c/o Lindh,  
Rydsv. 48c, S-58248 Linköping,  
SWEDEN, {4613/013} 172980

England: [Björn Westling, Våglängdsg. 35, 50246 Borås]

F(NAO)→IRI; F(NTH)→Hol, S by A(Bel).

France: [Carl-Magnus Höglund, Örslösa Bergsgården, 53197 Lidköping]

F(Cly)→Edi, S by A(Yor); F(Lon)→NTH; A(Den)H; A(Bur)→Ruh, S by A(Mun)\*;

F(Bre)→MID; A(Kie)→Hol; F(LYO)→WES; F(Mar)→Spa(sc).

Germany: [Cybil D S Order, Anarchy Street 42, 90000 Grönköping]

NMR! F(BAL)H.

Italy: [Tor Nordkvist, Rödebäcksv 8, 43900 Onsala]

A(Tri)\*H, S by F(ADR); E(Nap)→Rom, S by A(Ven).

Russia: [Alexander Armiento, Pionjärsbacken 5, 16360 Spånga]

E(Swe)→Den; A(Nwy)H; A(Boh)→Mun, S by A(Ber) & A(Sil); A(Bud)→Tri, S by A(Vie);

F(ION)→Tun; A(Sev)H.

Turkey: [Johan Andersson, Borsöknäv. 21, 63233 Eskilstuna]

A(Rom)→Nap, S by F(TYS); F(Alb) & A(Ser) S [R] A(Bud)→Tri; F(AEG)→ION; F(Con)→AEG;

A(Arm)→Smy.

Retreats: Both the French A(Mun) and the Italian A(Tri) tries to retreat to Tyrolia, and they are therefor both disbanded.

Notes: Tor didn't receive the last results. Sorry about that. I think it was the Royal Mail that did its worst this time. ZAT for Spring 1906 is tue 3 Dec (1 pm).

Adjustments in "A Clockwork Orange" after Fall 1905				
Eng	Edi, Lon, Nwy, + Bel, + Hol	(3)	3	n/c
Fra	Home(3), Por, Bel, Spa, Mun, Hol, Kie, Lpl, + Den + Edi	(10)	9	n/c
Ger	Den	(1)	0	<del>F(BAL)</del> . Out!
Ita	Nap, Ven, Tun, Tri	(4)	2	<del>F(ADR)</del>
Rus	Home(4), Rum, Bud, Vie, Ber, Swe, + Mun, + Nwy,	(9)	13	+ A(Mos), + F(Stp/nc),
	+ Tri, + Tun	(0)		+ A(War), play 1 short
Tur	Home(3), Bul, Ser, Gre, Rom	(7)	7	n/c

Press [A Clockwork Orange]:

Eng--Tsar: To secure peace and emocracy in Europe: Kick on France!

MC Hammer (ENG)—Fra: U Can't Touch Me.

**Eng. Minister B.Adams→Fra:** (Everything You Do) You Do It Against Me.  
**The Tsar→Eng:** Coming to your rescue. I'm afraid I'm a little late, but I hope I can save you.  
**The Tsar→Tur:** Let's do it to them before they do it to us!  
**The Tsar→Fra:** Sorry, I didn't feel like turkey. French fries are better...  
**The Tsar→Ita:** At last Trieste is back in Russian hands. But the Italian kingdom must be kept within its historical borders. To ensure that this is accomplished, Russia have to take care of Trieste.  
**Tur→Fra:** Die scumball!!!  
**Tur→Rus:** Co-op is good for you.  
**Tur→Ita:** Islam is the only true belief.

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**Session VI — PG10 — The Kick Inside — United**

**GM:** Per Westling, c/o Lindh, Rydsv. 48c, S-58248 Linköping, SWEDEN, {4613/013} 172980

**NMR:** Steve Nicewarner. As I think the zeen didn't arrive to him, he'll get one more chance to become manager for Ragnarok Samurais.

**Corrections of GM errors last session:** A small error (that has been corrected) in the cash and VP of PRO last time.

**Change of address:** Steve Nicewarner, 1310-11 Ephesus Church Rd, King's Arms Apts, Chapel Hill, NC 27514, USA.

**New apprentices:** None. (You don't have to discover any until you need them in a game as you can discover apprentices *any* time).

**Results for match 11, division a:**

KMV30FC vs Bluesmen of Note ..... 4 — 0 [8-2]  
 Home: Baley 2, Channis, Jackson // Away: None  
 Gamblers United vs Cthulhu Callers ..... 3 — 2 [3\*\*-12]  
 Home: Startsoon 2, Liedown // Away: Brehme, Shub-Niggurath  
 Best Ham United vs Tangerine Team ..... 2 — 1 [3-2]  
 Home: Moore, Morris // Away: Joliffe  
 St. Hanshaugen vs FC Piano-Oldtimer ..... 6 — 5 [21\*-17]  
 Home: Steen 2, Larsen, Strøm, Torgersen // Away: Charting, Notenschlüsse, Schimmel, Schweller, Untertasse  
 Bavaria Munich vs Heart of Midlothian ..... 5 — 2 [22-7]  
 Home: Egstase 2, Pebblestone, Strangler, Twilight // Away: Colquhoun, MacKay

**Results for match 11, division b:**

Prometheus Rover Overlords vs Neverland United ..... 0 — 2 [2-11]  
 Home: None // Away: Axxahilbuk, Scarkraxen  
 Port Vale vs Viking ..... 3 — 5 [9\*\*-17]  
 Home: Walker 2, Bowden // Away: Thoresen 3, Andersen, Lund

Waterloo FC vs Ragnarok Samurais ..... 2 — 1 [19-4]  
 Home: Weston, Witting // Away: Done  
 Pebblestone Hackers vs Grendel Unlimited ..... 1 — 9 [15-22]  
 Home: Grendel's mother // Away: Steinway 3, Sailor 2, Unlimited 2, Cinderella, Tux  
 Salem Crofters vs Blue Star FC ..... 1 — 5 [7-8]  
 Home: Quist // Away: Denver 3, Hays, Herman

### Results for match 12, division a:

Cthulhu Callers vs St. Hanshaugen ..... 0 — 2 [8-3\*\*]  
 Home: None // Away: Holt, Spissbukten  
 Tangerine Team vs KMV30FC ..... 1 — 0 [6-3]  
 Home: Schmoelling // Away: None  
 Bluesmen of Note vs Bavaria Munich ..... 1 — 3 [1-14]  
 Home: Clapton // Away: Egstase, Pebblestone, Twilight  
 FC Piano-Oldtimer vs Best Ham United ..... 9 — 0 [28-1]  
 Home: Notenschlüsse 3, Dosen 2, Untertasse 2, Charting, Schweller // Away: None  
 Heart of Midlothian vs Gamblers United ..... 1 — 0 [8-1]  
 Home: Cottee // Away: None

### Results for match 12, division b:

Viking vs Pebblestone Hackers ..... 2 — 2 [12-11\*\*]  
 Home: Giske, Lund // Away: Klemmer, ok  
 Ragnarok Samurais vs Prometheus Rover Overlords ..... 1 — 1 [7\*\*-8]  
 Home: Done // Away: Kozma  
 Neverland United vs Salem Crofters ..... 4 — 0 [13-1]  
 Home: Axxahilbuk, Filmugungs, Krafnojsch, Scarkraxen // Away: None  
 Grendel Unlimited vs Waterloo FC ..... 2 — 1 [14-5]  
 Home: Cinderella, Spinning // Away: Wire  
 Blue Star FC vs Port Vale ..... 3 — 0 [5-1]  
 Home: Hays 2, Herman // Away: None

### Cup-matches in session VI:

Waterloo FC vs Grendel Unlimited ..... 3 — 3 [17\*\*-17\*]  
 St. Hanshaugen vs Wabblestar City (PH) ..... 2 — 0 [7\*\*-1]  
 Port Vale vs FC Piano-Oldtimer ..... 5 — 5 [13-13]  
 Bavaria Munich vs Louveciennes (StH) ..... 4 — 5 [16-12]

### Replay of Cup-matches:

Grendel Unlimited vs Waterloo FC ..... 1 — 3 [17-6\*]  
 FC Piano-Oldtimer vs Port Vale ..... 6 — 2 [23-8]

## Bowl-matches in session VI:

Best Ham United vs Tangerine Team .....	0 — 0 [2-1]
Heart of Midlothian vs Neverland United .....	2 — 0 [4-1]
KMV30FC vs Viking .....	1 — 0 [5-1]
Ragnarok Samurais vs Bluesmen of Note .....	1 — 0 [9-1]
Salem Crofters vs Gamblers United .....	1 — 3 [2-8]
Pebblestone Hackers vs Prometheus Rover Overlords .....	7 — 0 [27-1]

## Replay of Bowl-matches:

Tangerine Team vs Best Ham United .....	5 — 0 [9-1]
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### Best goalers this session

Division a			Division b		
Notenschlüsse	(FCPO)	4	John Denver	(BSFC)	3
Egstase	(BM)	3	Wayne Hays	(BSFC)	3
Untertasse	(FCPO)	3	Steinway & Son	(GrUn)	3

### Best goalers so far this session

Division a			Division b		
Twilight	(BM)	17	Hallvar Thoresen	(Vik)	12
Egstase	(BM)	14	John Denver	(BSFC)	11
Charting	(FCPO)	13	Cinderella	(GrUn)	10
Roger Larsen	(StH)	9	Klemmer	(GrUn)	10
William Dick	(HoM)	8	Steinway & Son	(GrUn)	10
Notenschlüsse	(FCPO)	8	William Wire	(WFC)	10
Mixer	(FCPO)	7	Axxahilbuk	(NU)	9
Viggo Strøm	(StH)	7	Tom Lund	(Vik)	9
Azatoth	(CC)	6	Scarkraxen	(NU)	8
Henry Hardkill	(GamU)	6	Strangler	(PH)	8

**Suspended (the next session):** Brehme (Cthulhu Callers) Charting (FC Piano-Oldtimer) Hallvar Thoresen (Viking) Cinderella (Grendel Unlimited) Tim Weston (Waterloo FC)

### Matches game 13

KMV30FC vs Best Ham United	Prometheus Rover Overlords vs Waterloo FC
Heart of Midlothian vs Cthulhu Callers	Blue Star FC vs Viking
Gamblers United vs FC Piano-Oldtimer	Port Vale vs Grendel Unlimited
St. Hanshaugen vs Bluesmen of Note	Pebblestone Hackers vs Neverland United
Bavaria Munich vs Tangerine Team	Salem Crofters vs Ragnarok Samurais

### Matches game 14

Cthulhu Callers vs Tangerine Team	Viking vs Ragnarok Samurais
FC Piano-Oldtimer vs KMV30FC	Grendel Unlimited vs Prometheus Rover Overlords
Heart of Midlothian vs St. Hanshaugen	Blue Star FC vs Pebblestone Hackers
Best Ham United vs Bluesmen of Note	Waterloo FC vs Neverland United
Gamblers United vs Bavaria Munich	Port Vale vs Salem Crofters



## Division a

Team	Pl	W	D	L	g+	g-	g=	Pt		VP	cash	GP	DP	manager
FCPOldtimer	12	10	1	1	46	18	28	21	211111	4.5	-127	8	3	W Siedle
Bavaria M	12	8	1	3	59	27	32	17	555242	4.0	6	3	9	T Männle
Hanshaugen	12	7	3	2	35	18	17	17	322353	5.0	134	1	9	J Venbakken
Gamblers	12	8	0	4	18	18	0	16	766534	3.5	340	18	9	U Jiretom
Cthulhu C	12	7	0	5	23	18	5	14	144425	2.5	-876	1	1	C-M Höglund
TangerineT	12	5	2	5	14	13	1	12	433666	3.5	470	4	9	B Westling
Midlothian	12	5	1	6	25	26	-1	11	677777	4.0	1220	21	0	D Berg
Best Ham	12	2	1	9	10	45	-35	5	TTT998	3.0	355	16	9	H Vrenning
Bluesmen	12	2	0	10	9	35	-26	4	888889	2.0	1280	23	1	M Lowrey
KMV30FC	12	1	1	10	14	36	-22	3	999TTT	3.5	-484	4	9	M Hessel

## Division b

Team	Pl	W	D	L	g+	g-	g=	Pt		VP	cash	GP	DP	manager
Neverland	12	11	0	1	32	8	24	22	111111	4.0	850	0	9	H Höglund
GrendelUnl	12	9	1	2	45	19	26	19	773322	4.5	-545	0	8	T Bossick
Viking	12	8	1	3	35	25	10	17	632233	3.5	345	0	9	B Borgersen
Waterloo FC	12	5	2	5	25	23	2	12	856754	4.5	-234	11	0	T Nordkvist
Pebblstone	12	5	1	6	33	28	5	11	9T7645	3.0	-164	0	9	R Clemens
Blue Star FC	12	5	1	6	36	37	-1	11	344586	4.5	554	10	8	J Spångberg
Ragnarok S	12	4	2	6	17	18	-1	10	225467	5.0	1283	14	2	S Nicewarner
Port Vale	12	2	3	7	14	24	-10	7	T9T978	2.5	-361	10	1	J Holmström
Prometheus	12	2	3	7	16	37	-21	7	469899	3.0	-396	17	4	M Pargman
Salem C	12	2	0	10	15	49	-34	4	588TTT	2.0	248	15	0	R Isaksson

### Semi-finals in the cup (*played session VIII*)

Waterloo FC vs St. Hanshaugen

FC Piano-Oldtimer vs Louvicennes (StH)

Note that Cup-matches in the semi-final are played on neutral ground. Any replays will be played in session IX (still on neutral ground).

### Round 2 in the Bowl (*played next session*)

1 Tangerine Team vs <del>Hearts</del>	2 KMV30FC vs Ragnarok Samurais
3 Gamblers United vs Blue Star FC	4 Pebblestone vs Cthulhu Callers

The team given first will play at home. Draws will result in a direct replay with the other team playing at home. Any more replays will be played in session VIII. Please include contingency orders in case the game is replayed. Winner of game 1 meet winner of game 2 in the semi-final.

### Session VI's auction:

(28) Goalie, GK6(III), to Pebblestone for 245kECUs.

(29) Yan Grimshaw, MF/DF/SW8(I), to Prometheus for 1299k.

(30) Isaac Asimov, DF7(A) [L], to KMV30FC for 1645k.

(31) Jonny Bottle, GK9(I) [R], to Salem Crofters for 123k!

(32) Susie, MF2(A), to FCPO for 201k. (Returned)

(33) Gary Cragnehan, MF2(I), to Pebblestone for 121.

I made a small mistake. The deadline for sales wasn't session VI, it was session VII. So I prolonge the time for transfers and sales one session. This give y'all *one more chance to sell/transfer players this season*. I'd also like to correct myself regarding school boys: they haven't the "three times coached" limit, i.e. they can be trained any number of times their "SB" season, before turning into an apprentice. The idea behind schoolboys is to have apprentices that start higher than level 0. I will return to this matter in the last session when coaches and schoolboys are auctioned.

**Transfers:** Klemmer of Pebblestone goes to Grendel Unlimited, in return PH receives Unlimited and 450 kECUs. Wechselstrøm also of Pebblestone goes to Bavaria Munich, in return PH receives Strangler and 320 kECUs. Dutzel of Bavaria Munich is sold for 295k to Grendel Unlimited. KMV30FC swaps its Bander for Gideon Mackay of Hearts.

**Non-league sales:** Mocking-bird (PH) 160k. Gary Cragnehan (PH) 120k. Dos Faké (PRO) 120k. Denos Faké (PRO) 160k. Carlos Munos (PRO) 120k. Edward Blast (PRO) 120k. Susie (FCPO) 160k.

**Press [The Kick Inside]:**

**GM—All:** Please note the new stats (see below) for home advantage and hard play.

**Jonny Holmström:** Contact me (I play in the dip "Forbidden planet") if interested in GK Coach (train at half cost up to lvl 10, after that: well ask Per.

**Per:** Jonny's address is: HolstromJonny, Sweden. The cost is not halved, it is lowered by 1. So if you coach above level 10 it cost  $2 * 2 - 1 = 3$  per level.

**FcPo—StH:** I don't like to shoot few goals again

**FcPo—NU:** What was that? Now I must play to GrUm.

**FcPo—BH:** Sorry I didn't like to win by penalty.

**GM—GrUn:** I wasn't sure what you meant with your condition regarding hard play. Doesn't the rules cover your question?

**GM—Hearts:** You can't use more than 10 GPP in one game.

**GM—FCPO:** You tried to use 12 players! Twice!

**FcPo—GrUm:** Good luck in the cup. See you soon in the bowl.

**FcPo—All:** Like to get a goal geller (charting)? Make bids (high). I prefer to have 2001 or more cash!! I mean it!!!

**GrUn—Vik:** Why such harsh words? Remain correct please!

**NU—Viking:** The winning team are always the best team.

**NU—CC:** This ain't Middleman, GOT THAT!?

**StH—FcPo:** Thank you for noticing that I have been very unlucky. And welcome to the VIP lounge at Bislett Stadium.

**StH—Cthulhu C:** We are looking forward to play against you. The names of your team's players indicate that you are a formidable opponent — or some confused role-player trying to manage a foot-

ball team... By the way — shouldn't you look for a sponsor to save your economy?

**StH—Viking:** Thank you for having confidence in my team. And I can tell you that you have a better team than Neverland. If you want, I can give you video recordings of their matches against some French friends of mine. And why don't we play a private match at lovely Stavanger Stadium in session VII? I am sure Per can arrange it.

**StH—Per:** Will you arrange the private match Viking — StH in session VII... .

**Per—StH:** Sure. You can play this game if you like, with Viking getting 6 points of home advantage (played on their home stadium), but with no use of hard play (this is a friendly game). How's about that? If anyone wants you can bet on the end result (home win, away win, or draw) in this game. The ones to guess the correct answer will split the money of the wrong bets (in proportion to their bets). If this is popular I might try some kind of bookmaking in the future.

**Louveciennes—BM:** I hope we can give the crowd some small surprises. Your vidoe board technicians should be prepared for any result. We want some flashing congratulations if we win.

**Louveciennes—Per:** It could be fun to join your league next year. Will you let us play some qualification matches against league teams if we do well in the Cup? Remember — we are better than Neverland! We could really improve the quality of your league.

**Per—Louveciennes:** Are you sure you're an amateur team?

**Clemens—Per:** Why can other coaches be transferred and do the smæ in coaching for their second club? I think my coach should also be able to be

transferred once to another club, whether the transferring club has 15 GPP left, or not. Other coaches are able to train players for less quota, though they still have coached some players in their first club. Why not me? Maybe you should lower the GPP to 10 for the second club.

Per—Clemens: Your coach is special in that his effect is limited. The other coaches can be used an unlimited time, e.g. the goalkeeper coach for sale above can coach an apprentice GK any number of time, but any older GK just three times as this is the maximum number of times you can coach any player older than AP (unless you have the C4 coach). Your coach gives a benefit when used he's worth nothing the rest of the season. But you correct in that

he should be allowed to be transferred regardless of your GPP total. He will take up to 15 GPP with him to his new team (but not more than the remaining number in the original team) and the former team will lose the same number. As you have no GPP left he won't give any new GPP to the new team. But another team might be interested to buy him anyway as this team gives the first shot of resigning before the coaches' auction. I've decided to change his ability to the following: "[Gp] — When the team uses GPP the amount deducted from their total will be lowered by one, i.e. if using 4 GPP in a game they will only lose 3." This will be used next season. NB. Session VII is the last session to sell/transfer any players/coaches this season.

### Per's comments about session VI:

In division a it's look like we have 3 teams ready for division I next year. Even though any of the 5 first teams look capable of winning the games between themselves, the big difference in goals scored should help StH and BM to keep their spot in the sun. CC surprisingly lost both their games even though they throw in everything they had! Will Gamblers lucky win deprive the former leader of its qualification place? Of the lowest three teams my bet would be that KMV is the most likely team to avoid the two last places as they acquired Asimov.

In division b Pebblestone really need a new GK after their terrible game against the Grendels. Also here three teams looks settled for division

I next season, while the bottom part is a bit harder to tell. The new GK of Salem might be able to help them a bit if he can stay away from the booze.

The most surprising results this session did appear in the Cup. Not only did Louveciennes (Neverland slayer) defeat Bavaria Munich away, but Waterloo FC beat the Grendels away in the replay after drawing at home! At least the two last team to qualify (StH and FCPO) wasn't a surprise.

In the Bowl the most surprising result was that KMV beat Viking. Is this a sure sign that the teams in division a is better than the ones in b, I wonder?

**NB:** ZAT for next session is **fri 10 Jan** (1 pm). Session VII (last session for sales/transfers); League games 13 and 14; Bowl round 2; Home advantage **8**; Hardness 4 – 8 – 11 – 13 – 16.

---

**Not Gamestart 1885 — PG14 — Dune [1885] — 1885**

GM: Sven Eriksson, Furing. 4, 58347 Linköping (013-273999)

The players that has confirmed so far (npl = no preference list):

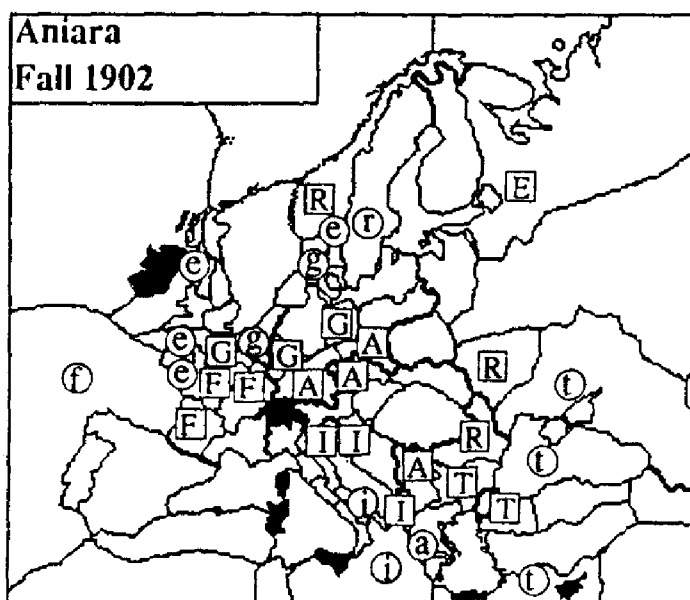
- : [Lars Petrus, Gustafsv. 4, 17149 Solna]
- : [Kalle Stengård, Nysätra Gård, 14191 Huddinge]
- npl: [Erik Svensson, Birger Jarlsg. 60, 11429 Stockholm]
- : [Jan Talts, Swedenborgsg. 49, 75334 Uppsala]

npl: [Joakim Wallbing, Rågrindsv. 31, 94300 Öjebyn]

Players that hasn't confirmed and that also aren't subscribers yet (and therefor might not see this):

- npl: [Martin Frensdén, Studentv. 24, 75234 Uppsala]
- npl: [Robert Brown, Terrapiv. 4F, 14155 Huddinge]
- : [Niklas Guylai, Odaiv. 8, 1 tr, 17249 Sundbyberg]
- npl: [Samuel Tronje (address unknown)]

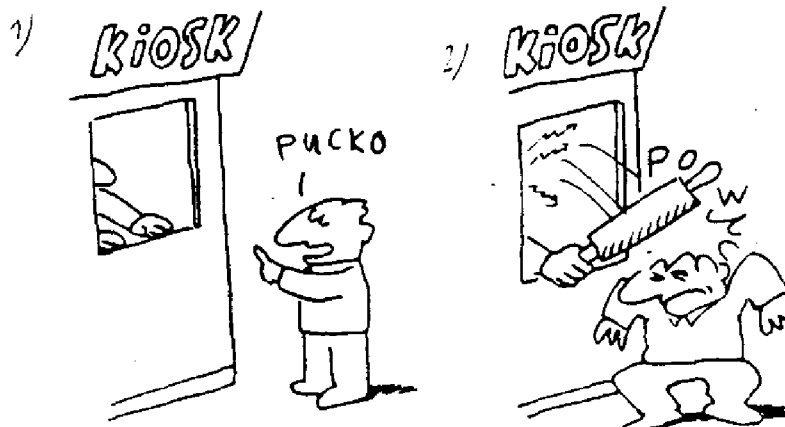
So to get the game started the unconfirmed should contact me (or Sven), and send some money. . .  
If anyone else would like to play, I will send you rules + map for free!



**Fall 1902**  
**Int. Diplomacy**  
**Aniara [PG5/1990FL]**  
**GM:**  
 Per Westling, c/o Lindh,  
 Rydsv. 48c, S-58248 Linköping,  
 SWEDEN, {4613/013} 172980  
 QUE?

- Austria:** [Phil Reynolds, New: Kalle Stengård, Nysätra Gård, 14191 Huddinge, Sweden]
- England:** [Steve Nicewarner, 1310-11 Ephesus Church Rd, King's Arms Apts, Chapel Hill, NC 27514, USA]
- France:** [Borger Borgersen, Bølerekrenten 24, N-0691 Oslo 6, NORWAY]
- Germany:** [Réginald de Potesta de Waleffe, Etudiant en 6ième E.S.R., Institut Saint Berthuin, 129 Fond de Malonne, B-5020 Malonne, BELGIUM]
- Italy:** [Mark Nelson, 21 Cecil Mount, Armley, Leeds, West Riding, LS12 2AP, GREAT BRITAIN]
- Russia:** [Hanz Johansson, N.Ersmarksg. 64, 90231 Umeå, Sweden]
- Turkey:** [Greg Cobcroft, 3 McKenzie Cres., WILBERFORCE, 2756 NSW, AUSTRALIA]

Holdings in "Aniara" after 1902		
Austria	Bud, Vic, Gre, Ser, Mun	5
England	Home(3), Nwy, Bre, StP	6
France	Mar, Por, Spa, Par	4
Germany	Ber, Kie, Den, Hol, Bel	5
Italy	Home(3), Tun, Tri	5
Russia	Mos, War, Rum, Swe	4
Turkey	Home(3), Bul, Sev	5
<b>Total</b>		<b>34</b>



Notes: This game continues to be a shamble. Not only did I send Steve's copy of last issue to the wrong address, but I succeeded to mess things up with Russia/Italy so I didn't know who had sent in orders. But I also got a new replacement for Italy (Mark Nelson). So I hope everything can continue as planned from the next issue. Some comments regarding this game in the press section below. I hold some of the press received over until I publish the Spring 1903 moves. I wouldn't mind at least one more replacement player (preferably outside Scandinavia). ZAT for Spring 1903 is fri 10 Jan (1 pm).

Press [Aniara]:

Rus [Kalle]→All: Since I am only second standby I have not send any dip letters. If I am in the Game there soon will be plenty.

Phil→Per: Sorry to have to do this, but I'm going to drop out of "Anirara" due to a few reasons. Mainly, the game takes too long to run, and with communication suffering among players due to NMR's, delays + costs, and the fact that it is an expensive game. . . Basically, I've lost interest. I'm cutting back in some other games, too. ((. . .)) Maybe you should just let the game end. It was a good try, but it didn't quite work out well enough. P.S. *Dipadeedoodah!* is being published again, but minus big letter column.

Per→Phil: Sorry to see you go, but I can't blame you, as the game really been a pain in the ass. But I would be worse to let the game die as long as there are still players willing to continue, so I will try once more. Good to see that *Dip!* is back, although the letter column was the big thing about that zeen.

Borger→Per: Why don't you do all of us a great favor and terminate this game. Several players in Aniara (Turkey, Russia and Italy) haven't realized that the most important topic in Diplomacy is communication between the different countries. I think that Aniara would eb a less interesting game if it is played like a Gunboat game. If you are not sure that the standbies for Russia and Italy are more communicate players than their predecessors, then I suggest you terminate this game. PS: If you decide to continue this, game then I will continue playing this game, of course.

Per→Borger: See above. I give it one more try.

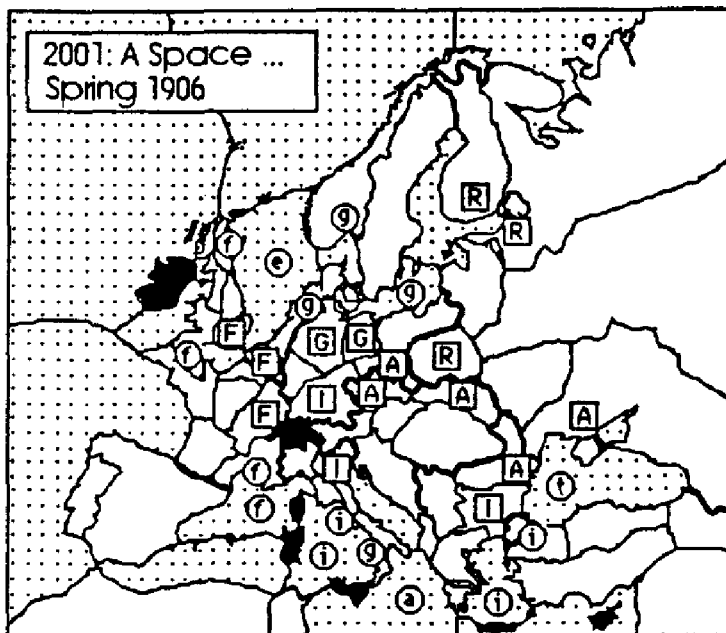


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## 2001: A Space Odyssey

Fall & Winter 1905

(Normal Diplomacy, "90PG5")

GM: Mats Persson

ZAT Fall '05

...see back page.

Game notes: Press conditional on what happens during moves is allowed. Grey press.

GM: Mats Persson; Rydsv. 248C:23; 582 51 Linköping;

[matpe@ida.liu.se]

- Austria** [Borger Borgersen; Bølerskrenten 24; N-0691 Oslo 6; Norge]  
 A(Boh) S Italian A(Tyr)-Mun; F(ION) S Italian F(Tus)-TYR; A(Pru)-Sil, S by A(Gal);  
 A(Ukr)-Sev, S by A(Rum)
- England** [Ulf Jiretom; Västerg. 12B; 332 00 Gislaved]  
 F(NWG)-NTH; F(Ber)-Kie
- France** [Roland Isaksson; Tvillingv. 13; 144 00 Rönninge]  
 A(Lon) H; A(Pic)-Bel; A(Gas)-Bur, F(Edi) & F(ECH) S English F(NWG)-NTH; F(Mar) H;  
 F(GOL) S Italian F(Tus)-TYR
- Germany** [John Robillard; Sundsg. 26; 871 40 Härnösand]  
 F(Den)-BAL; F(NTH)-NWG, S by F(Nwy); A(Sil)-Pru; A(Mun)-Ber, S by A(Kie);  
F(Nap)-ION
- Italy** [Lars Petrus; Gustafsv. 4; 171 49 Solna; petrus@alex.stacken.kth.se]  
 A(Tyr)-Mun; A(Pie)-Ven; F(Tus)-TYR, S by F(Rom); F(Smy)-AEG; F(Con)-BLA;  
A(Bul)-Con
- Russia** [Kalle Stengård; Nysätra Gård; 141 91 Huddinge]  
 A(War) S Austrian A(Gal)-Sil; A(StP)-Fin; A(Mos)-StP
- Turkey** [Roger Andersson; Borsöknäv. 21; 632 33 Eskilstuna]  
 NMR
- Retreats: Eng: F(Ber) disband; Ger: F(NTH)-HEL; A(Sil) disband;

### Press:

Vie-Lon: Miracles do happen. We are very impressed about your will to survive. Help is underway. Long live the british queen. Long live the british people! ∞ Vie-Ber: Sorry "friend". You cannot fool me once more. If you think the situation looks desperate, then I would remind you that this is your own fault. You have been warned about a possible french attack. Perhaps you could have done better if your armies had realized in time that your attack on Austria would be unsuccessful. You should have retreated out of Austria much earlier, when you still had a chance to negotiate a peace treaty. We will show no mercy this time. ∞ Vie-StP: Hello friend. I'm keeping my part of the deal. Are you keeping your part ?? ∞ Vie-Rom: Good luck against the turkish infidels. Please destroy the turks this year. We hope you enjoy your stay in Munich. They make very good beer. ∞ Berlin-All: Ze English pigdogs haf saltvater all ofer ze floor geleft! ∞ Ber-Vie: Crush the German empire? How? When? Why? What do you mean, "because it's there"? ∞ Ber-English Fleet: Is it going to be your turn next? ∞ Ber-Mos: Thank me later. ∞ Ber-Rom: Thank you for your hospitality, I think this makes us allies. ∞ Ber-Turkey: The mind gobbles. ∞ Tsar-Aus: Satisfied? I hoped you moved vs Germany ∞ Tsar-Swe: Please reserve villa at Lidingö for my staff. I hope his visit will be long. ∞ Tsar-Kiel: Laugh this one off. ∞ Tsar-all: Thanks for the communication. I have decided to be desperate active instead of just sit and wait. ∞ GM-all: England still owned Brest. A(Par) does'nt exist and F(NWG) do exist.



**THEM (PG11/90FU)**

after Spring 1904

**GM** John G. Robillard  
Sundsgatan 26  
S7140 Harnosand  
Sweden

**ZAT** Fall '04.. READ back page

**Remember** to include instructions covering retreats, builds and removals. Just's Right Hand Rule is a very blunt instrument

**Game notes:** All press in english. Grey press

**Obs:** New address for Italy!

## AUSTRO-HUNGARIA DRIVES ON EVER EASTWARD! ITALIAN BREAKOUT INTO ATLANTIC! CONFUSION IN THE NORTH SEA!

**Austria:** Ingvar Grans, c/o Jenny Bendz, Ulrikesdalsv. 2.s-217, 223 58 LUND, Sweden

A Tri-Ser: A Vie-Gal: A Bud-Rum: A Rum-Sev S by A Ukr: A War-Mos: F Gre-AEG: F Bul-Con

**England:** Tor Nordkvist, Rodebacksv. 8, 43900 Onsala, Sweden

F Lon-NTH S by F ECH and F Edi: F Swe-Nwv S by F SKA: A StPS (A) A War-Mos

**France:** Dan Horning, Box 25006, 100 23 Stockholm, Sweden. 08 656 67 83/fax 656 34 00

A Bre MS A Par: A Gas-Bur

**Germany:** Tore Godager, Postboks 119, 1310 Blommenholm, Norway

A Bel H: F Kie-Den: A Mun H: F NTH-SKA: F Den-Swe S by F Bal

**Italy:** Joakim Gustafsson, Alsattersg. 11 A 13, 582 51 Linköping, Sweden

F WES-MAO: A Spa-Gas S by A Mar: A Rom-Tus: F Nap-TYR: F EAS S (A) F Gre-Aeg

**Russia:** Roger Andersson, Borsoknav. 21, 63233 Eskilstuna, Sweden

NMR! A Liv H: A Sev H: Standby: None. Too few units.

**Turkey:** Leif Eieit Tviberg, c/o Anton Rotvold, N-7670 Sakshaug, Norway

A Mos S(R): A Sev H: F Con-Ank: A Smy H

**Retreats:** **Russia:** A Sev-Arm **Turkey:** A Mos X (nrp) **German** F(NTH)—Yor.

**PRESS.** Aus-Ita Move fast or they will stop you. **The emperor-Rus & Fra** After spring there was summer, after summer there was fall, and after fall there will be winter. **Aus-Ger** Ahh, so that's why you've become big, green, and angry. **Par-Ber:** Please help me remove the Italian tourists, they are getting extremely pushy - putting up little irritating icecream parlours everywhere! Help! **Par-Lon:** Soon Italy will rule the Ocean if you do not do something! **Par-Rom:** Please leave Spain alone. What have the poor little spaniards done to you? **Gre-Tur:** Please free us from Austrian terror. **Ber-Lon:** Tally Ho! This is jolly fun, old chap. **Ber-Rom:** The Axis forces are victorious on all fronts. The Frogs and the Tommies stand helpless against our combined forces. **Ber-Vie:** Achtung! Achtung! Our intelligence organisation has just uncovered your plan to launch an all-out offensive against Germany. If you do not burn it at once the German Luftwaffe will bomb your cities to DUST. **Ber-WORLD:** A plague has struck Munich and Belgium and has inflicted heavy casualties on innocent women and children. The army is doing all it can to help the victims but is in short supply of medicine and food. **Smy-Sev:** If you support me this move, I'm willing to forget the past. **Smy-Ber:** I hope you enjoyed your Christmas celebration. What about a journey to the sunny Balkans this summer?

This has been *Lepanto 4-ever* Vol 3. No 8 (#20) — November 1991, a 7 (or 8) weekly postal game zeen, founded in August 1989. It is published by Per Westling, c/o Lindh, Rydsv. 48c, S-58248 Linköping, SWEDEN, {4613/013} 172980. I have a new e-mail address is [c85perwe@und.ida.liu.se](mailto:c85perwe@und.ida.liu.se).

In emergencies I can be contacted by phone [see above] but I really don't like to get orders by phone, and don't accept press. And please don't call after 9 pm. My girlfriend wont accept orders.

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If your credit is below 10 SEK (or 5 SEK for players) you're not guaranteed to get the next issue.

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#### Administrative stuff as of 1991-11-06:

(Address changes and corrections:)

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Ingvar Gräns, Ugglev. 3, 43632 Askim  
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(Welcome) Brent McKee, 901. Avenue T. North, Saskatoon, Saskatchewan, CANADA, S7L 3B9

Ola Hansson, Ignaberger Prästgård, 28190 Hässleholm  
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(Hello! = Samples) Viktor Mårtensson, Mattias Engelbrand, Stefan Quickström, Anton Palfi, Nils Hedstrand, Anders Færden, Robert Rystrom, Ryk Downes

(Thanks for your money) Joakim Wallbing, Björn Westling, Björn von Knorring, Lotta Hessel

**Running out of credit:** (Next issue) Daniel Berg, Greg Cobcroft, Andi Gomolka, Peter Lund, Réginald de Potesta, Jean-Yves Priou, Jon Venbakken (This issue) Mats Andersson, Micael Hessel, Nicklas Persson, Phil Reynolds, Henrik Vrenning (Goodbye) Tom Nash, William Whyte, Jonni Harrius

#### Waiting lists...

- **United:** Started. Waiting list: David Hood, Dan Hörning, Andreas Jonsson, Ola Hansson
- **1885:** "Dune" [GM Sven Eriksson] Look inside the zeen. Need more players.

A submitted standby move that is used (except in United and Gunboat) will give you +10 SEK credit. Joakim Spångberg took advantage of this by replacing one of the two female players in this zeen (Carina Björklind) in the Swedish game "Forbidden Planet"! Talking about replacement I wouldn't mind a replacement GM in the United game...

Deadline for editorial stuff to #21 (and ZAT for "The Invisible Boy") fri 17 Jan. ZAT for "Kick Inside", "Aniara" and "There Goes" fri 10 Jan. All other games tue 3 Dec.