

LEPANTO 4-EVER



... OCH SÅ DAGENS FOTBOLLRESULTAT:
LIVERPOOL 13 ÖSBA, STANDAPO
LIEGE 12; KARLEBYNS MOT
ODDEVÄLD 10-16..



MORGONSYRA
av Anders Westerberg

Withering Bytes

Please note my address change (see the top of the back page if you've missed it). Soon the mail wont be forwarded from my old address at Rydsvägen 246 so you'll have to use my new one, but I still use the old address etiquettes as I have some left. With this new year the cover price of the zeen will still be 10 SEK, but the postage will be raised slightly. From 2 Jan the Royal Mail decided to use two different rates; A (Prioritaire) and B (Economique). In Sweden I will always send issues of *LAE* by B mail (takes 3 days), but outside Sweden I will send it by A mail to players (and non-europeans if the zeen + envelope weights below 50 grams) while the rest get it by B mail. Postage cost (A/B):

Weight (gr)	Scand.	Europe	Rest
21-50	2:80/2:50	4:50/4:-	5:50/4:50
51-100	5:50/5:-	8:-/6:-	10:-/7:-

Örcon in Östersund 6-8 Mar. Contact Magnus Olausson, 063-104887.

GothCon takes place 17-19 Apr in Göteborg. I will give you more info nextish.

SydCon is the first game con ever in Lund and is arranged by DMF. Contact Fredrik Strömberg, 046-138930.

Personal messages:

LinCon will this year be 5-8 June. Contact Mats Persson (address see "2001") 013-176856 (h) or 281948 (w).

At LinCon the first (Swedish [FiF] Diplomacy Championship) SMD — Svenska Mästerskapet i Diplomacy (not the same as SDR — Svenska Diplomacyrallyt (Swedish Diplomacy Rally) which is at all major cons as usual) will be held. I haven't yet decided exactly how the tournament will be, but it will be similar to the one '91, and so far the following can be said:

1. There will be 3 or 4 rounds, 1 round/day. Rounds on fri, sat, sun evenings and monday morning.
2. You collect points and your two best results will decide your final position. Points are given for supply centers and draws/win. A win plus a survival will give more than two draws. The draws will give points in reverse proportion to the number of powers (few powers — more points).
3. Games will run to 1909 or 1910 unless a draw or win is reached before that year.
4. Draws can be voted on starting Fall 1905 (but just during fall). You need support from powers controlling 28 or more centers to make a draw final.
5. I'm thinking of doing a Swiss variant, i.e. place the seven best players (of those showing up) after the previous rounds at table 1, the next seven at table 2. This might be done during round 2+ or just during the last. Haven't decided yet if the winner should come from the table 1 the last round, or if anyone could win.

One thing that would be interesting to try, is to run a *Team Competition* (TC) at LinCon. (This would be during round 2, *saturday*.) The points from the TC would be counted

in the individual competition as before but you wouldn't have to take part of the individual competition if you just want to play during the saturday. Anyway, TC works as follows: 7 coaches sign up; they should find 7 players each (maybe including themselves) and decide which player should play each of the 7 powers; one player from each team are placed at each table so that each team meets the other 6 at each of the 7 tables; points are scored as the individual competition and the team that has the highest combined scored wins! (Of course one could have more than 7 teams but I think 7 is enough difficult to get...)

It might be difficult to get 7 teams, but I suggest the following: each PBM zeen in Sweden should set up a team! This will give teams for *LAE*, *Dipsosis*, *Gränslandet*, ... Calle Höglund should of course be coach for *Dipsosis* and Roland Isaksson for *Gränslandet*, but would anyone be interested to captain the *LAE* team? (This is as I wont play myself) I think it would also be possible to set-up teams for *Dragon's Den*, *Uppsala*, ... Could intrested coaches contact yours truly?

I will set up lists during friday night, so it might be possible to create a team or two during the con if needed, and my fill up teams.

There will also be some kind of hobby meeting during satur- or sunday. This meeting will decide the place for SMD '93 (the only con that have shown interest so far is UppCon). If any con is interested to arrange SMD '92 please send the details for how you will run the tournament (if you get it) to me before LinCon. Interested parties will get the chance to present their "bid" during that meeting.

Another possible tournament (maybe not as a competition, just a trial game) is to run a game of FtF Gunboat Diplomacy during satur- or sunday morning. Any thoughts about this?

Fantastica 92 is a con for SF, fantasy and horror! (But it will also have some (Role playing) games...) Guest of honor: Terry

Withering Bytes.....	1
Käre Per.....	4
Pax Germania #33 (Start at page 19)	
Aniara (Abandoned)	24
Clockwork Orange, A	19
Dune [1885]	29
Forbidden Planet	20
Invisible Boy, The	Flier
Kick Inside, The	25
Running Up That Hill	29
Solaris	22
Soylent Green	24
Them	31
There Goes A Tenner	21
Thing, The (End game statement)	23
2001 : A Space Odyssey	30
Backpage	32

Pratchett. Place: KTH, Stockholm. Time: 14-16 Aug 92. Cost: 300 SEK (banquet not included). Contact: Johan Anglemark 08-7020305 (w) or 018-553982 (h). Address: SFSE/Fantastika 92; Box 3273; 10365 Stockholm.

The Marco Poll might be familiar to some of you. Anyway I've decided to run a similar poll for Scandinavian zeens. Read more about it on the backpage.

The Best Variant and PBM game in 1990/91 is another poll, run by Jef Bryant. This decides which was the most popular variant and PBM in the Continental hobby during 90/91. Only 20 voters but at least a small pointer towards a correct result. You could vote on three in each category, your first choice given 3 points, next choice 2, and last choice 1. This gave the following result:

Best PBM game: 1) United [25], 2) Poesiemeister [13], 3) En Garde! [12]

Best Diplomacy Variant: 1) Song og the Night [10], 2) Gilgamesh [9], 3) India [8].

Next year I will try to collect votes from y'all (if just Jef is earlier with his flier).

More about the results and some variant stuff can be found in *Spice of Life* - 3 (Jef Bryant, 121, Rue Jean Pauly, B-4430 ANS, BELGIUM).

Talking about polls whatever happened to Xavier's?

L4E El Gordo — Competition! Inspired by "El Gordo" in *Hopscotch* I've decided to run a competition with deadline next ZAT. The result will be published here in about a year from now. The winner will be credited with 3 free issues of *L4E* or 40 pages of self-chosen variants from SVB. Rules for L4E El Gordo are simple; for each of the questions below you should make a prediction, and each correct one will give you one point. The one(s) with most points will win.

1. Which zeen will win the Scandinavian Fanzine Poll 1991?
2. Which zeen will win the Scandinavian Fanzine Poll 1992?
3. Who will become individual Diplomacy Champion at LinCon 92?
4. Who will win the F1 championship 1992?
5. Which team will win European Championship in Football (Soccer)?
6. Who will win men 100 m final during the Olympics?
7. Who will win women 100 m final during the Olympics?
8. How many Gold Medals will Sweden win during the Summer Olympics?
9. Which nation will win the greatest number of medals during the Summer Olympics?
10. Who will win the Presidential Election in USA?
11. Which male actor will get the "Oscar" (Academy Award) for best leading part?
12. Which female actor will get the "Oscar" for best leading part?

13. Which country will be the sole winner of the European Song Contest?
14. From what continent will the author chosen to get the Nobel Prize in Literature come?
15. What (official) rate of inflation will Sweden have during 1992? (Rounded to whole percent)

I will give my own predictions: 1 Gränslandet; 2 Avgrunden; 3 Henrik Tonkin; 4 Senya (the Brazil driver); 5 Germany; 6 Carl Lewis; 7 Crabbe; 8 3; 9 China; 10 Georg Bush; 11 Anthony Hopkins; 12 Jodie Foster; 13 France; 14 Europe; 15 5%.

Backissues of *L4E* can be ordered. They cost 10 SEK (15 SEK for #17/18) plus postage, but if you buy 4 (excluding 17/18) you'll only pay for 3. Issues left (* = last copy): 4, 6*, 7*, 8, 9*, 13*, 15, 16*, 17/18, 20.

Mouth of Sauron (Sep 91)

A5/40+/irregular/1GB£?

Mark Nelson, 21 Cecil Mount, Armley, Leeds, West Riding, LS12 2AP. GREAT BRITAIN

This is a typical fannish zeen. It contains no games but lots of stuff about Diplomacy, Diplom, comics, media, SF fandom, zeens, bridge, ... As most "fannish" zeens it contains lots of "ramblings" from the editor, and an extensive letter column. If you like friendly, feud free zeens, this is not for you, but in that case this hobby might not be for you. The frequency is irregular compared to the games running zeens, but regular compared to many SF zeens; it is published when Mark has material to fill the (about) 40 A5 pages. To subscribe to this zeen from the "Who? Him Again!" winner at the Rusty Bolts Awards, send Mark some pounds, or some cash to the closest one of * John Cain, PO Box 4317, Melbourne University, Australia, 3052, * Cal White, 1 Turnberry Ave., Toronto, Ontario, M6N 1P6, CANADA or * Bruce Reiff; 432 Caldwell Drive, Cincinnati, OH 45216 USA.

Europa 2000 (#14)

A5/20/6wkly?/2DM+postage

Georg Broniarz-Frynas, Bahnhofstr. 42, D-4980 Bünde, GERMANY

Runs: Schocko & Co; United; Downfall; Golden Strider; Metropolis; Super-G; Tennis
Lists: About the same

This *zeen* is the opposite of *TMoS*; lots of games and almost no chat. It's also not really a Diplomacy *zeen* (except the Downfall variant), but rather a general PBM *zeen*.

As the *zeen* tries to be international it's published in English. Georg GMs no games, instead each game is GMed by different GMs (several outside Germany, and even outside Europe), which is necessary I think, with Georg running another (German) *zeen*.

The most space consuming game are of course United, and soon the second season will start, so there might be free spots available.

The latest issue was a normal one, but the one before that (#13) was a special issue (can be ordered from Georg for 2.50 DM + postage) as the big event of the German games hobby was about to take place; Essen Games Fair. It contained rules for most of the games run in *E2000* and also several articles about the hobbies in Sweden, Germany, UK, USA and New Zealand.

Small ads

Trolls Bottom, is a strange island of magic and mayhem, where 70 players play the part of enormous Trolls. They fight, hunt, make things, eat and fight again until only one remains. While exploring the Bottom your Troll can find magic gourds, mushrooms, gold coins, seeds and numerous other items. Rulebook, start-up & two first turns are free. The cost for each turn thereafter is:

Sweden	10 SEK
Scandinavia	13 SEK
Europe	14 SEK
Others	15 SEK

Send your registration to: S.P.P.; Box 294; S-73126 KÖPING: SWEDEN.

Se hit! Pålitleg spelmoderator sökes för att leda ett lättmodererat spel i fantasymiljö. Enda kravet är att du är minst 13 år fyllda och att du bor i Sverige. Adressen är: Fredrik Olausson; Surbrunnsg. 42; 11348 STHLM. OBS: Spelet kommer att köras i postspeltidningen *Madness*.

Käre Per

Politics

[Daniel Pargman, Canada]: "In Georg Broniarz-Frynas letter in L4E No XIX he says something I think is very interesting: "[He] can't deny that economic pressure is a better way to solve problems than violence".

I find this very interesting and I would like an (preferably extensive) explanation of this. I agree that economic pressure is less violent and more flexible than violence, but in what way is it better? Both violence and money are two different forms of power, as knowledge is a third. In what ways do they differ and can you really measure them with notions such as good or evil, better or worse?"

[David Hood, 2905 20th street, NE, Hickory, NC 28601, USA]: "There is some merit to Georg's position on "economic imperialism", but not much. The economic act is, in reality, a voluntary one. No one can blame US officials for tying their handouts to concessions from the recipients — certainly not the same way you can blame Iraq for invading Kuwait, for example."

OSCID

[Ulf Jiretorn, Västerg. 12B, 33200 Gislaved]: "What happened to the OSCID prize? As far as

I can see, you haven't added three issues of *LAE* to my credit. Furthermore, I haven't received *Dipsosis* or *The Mouth of Sauron*. The only zine I have received which was part of the prize is *Diplomacy World*, which I have received one issue of."

((Sorry about my forgetting to add the three issues. It should have been corrected now. Regarding the other zeens, at least TMoS is a bit irregular so you might have to wait some time for the issues. You should have received Dipsosis by now, if not I hope Calle reads this.))

[Don Del Grande, 142 Eliseo Drive, Greenbrae, CA 94904-1339, USA]: "[5 Nov, 91] I'm writing because Roland Isakkson told me that (a) you are in charge of the Diplomacy tournament at LinCon, and (b) you have published something called "Open Swedish Championship in Dimplomacy" which includes the results from the larger Dip tournaments in Sweden. I am trying to increase the area covered by International Diplomacy Tournament Ratings (IDTR) tournaments (1991 includes USA, Canada, Great Britain, Australia, New Zealand (if they have a big enough tournament), and for the first time, France), and Roland sent me a list of the larger tournaments in Scandinavia.

Is the "Open Swedish Championship in Diplomacy" an actual publication, and if it exists, could you send me a copy? Also, if at all possible, could you let me know about upcoming Diplomacy tournaments in Sweden (plus any you may happen to know about elsewhere)?"

((I have answered Don's letter and sent him issue #20 which included the results from OSCiD 1991. When it comes to including Scandinavian tournaments in IDTR I think it suffices to include ArCon (the Norwegian Diplomacy Championship), GothCon (the only Scandinavian Con that have a big turnout) and the Con that host the Swedish Diplomacy Championship (LinCon during 1992). To include all bigger Scandinavian Cons might make our hobby impact in that rating too big, compared to the number of active players.))

[Björn von Knorring, Övre Slottsg. 14A, 75310 Uppsala]: "Here comes some results

from *DalCon*, which was held in Borlänge between teh 3 and 6th January -92.

In the Diplomacy tournament 37 was struggling for victory, and 9 tables was played. Here is the

	1	Hans-Erik Grönlund	38p
	2	Dan Hörning	34
	3	Nils Lindeberg	34
	4	Oskar Kinding	33
	5	Erik Ny	32
result:	6	Roland Isaksson	31
	7	Hernik Johansson	31
	8	Björn von Knorring	24
		(urgle, it was so close)	
	9	Reidar Magnusson	22
	10	Stefan Karlsson	19

Best	Was	With
Austria	H-E Grönlund	18p
France	S Karlsson	19
England	H-E Grönlund	20
Germany	D Hörning	19
Turkey	O Kinding	17
Russia	S Björling	12
Italy	N Jansson	11
Poland	R Boström	-4

(You received -1 point for every year before 1907 you was eliminated)

The pointsystem was a combination between the Linconsystem and a system invented by John Robillard."

WorldDipCon

[Mark Nelson, 21 Cecil Mount, Armley, Leeds, West Riding, LS12 2AP, GREAT BRITAIN]: "*((From a letter dated 23 Sep 1991))* Some comments on Larry's letter.*((Refer to LAE #19 - PW))*

"we need to start thinking and discussing now so that what decisions need to be made in Australia can be made intelligently..."

I wasn't aware that there was any need for any decisions to be made at WDC III and I wasn't aware of anyone except Larry suggesting that there were any to be made. As far as I know there will be no formal decisions made about WDC until WDC IV at ManorCon in 1996. Even then

I am not aware of anything needing to be said further than deciding the next cycle of events.

“There has been a lot of hype in the international hobby press (especially in Britain and the USA) about WORLD DIPCON; most of it from people who haven’t attended one, or didn’t participate in any of the serious discussions about the event. . . .”

I think it is very elitist to even suggest that the only people capable of making comments on WDC are those people who have either attended one or contributed to serious discussions about it pre 1988. This rules out large chunks of Hobby members who weren’t in the Hobby at the time. Surely WDC should be discussed by people who are interested in the concept regardless of Hobby experience?

Furthermore who are these British Hobbyists in the international who have been hyping WDC without having either attended one or discussed WDC pre-1988? I cannot think of anyone fitting this description. Lassy should name names.

“It was not billed as WORLD DIPCON I and I don’t think Richard Walkerdine, prior to the event, had any plans to creat an on-going event. . . .”

I do not have my files with me but I am fairly certain that MannorCon 1988 WAS billed as WORLD DIPCON. I can’t speak for Richard but the international diplomacy community already had plans about creating a permanent WDC and there had already been plenty of discussion by the time WDC started. TO suggest that it was only decided at WDC, in a smoke-filled room full of hobby bigwigs, that WDC would be continued is to create a distorted picture of how things were decided and who decided them. The 88-90-92 cycle had already been discussed in several zines. Whilst the meeting at WDC may have crystallized what many people had said, it is wrong to try and create the impression that everything was a spur-of-the-moment decision to set up WDC.

“At that time no one knew of Austrian, French, or Scandinavian hobbies existance. . . .”

Let me assure you that Lassy speaks for himself and not for other members of the international

diplomacy community. This coming from the man who ran DIPLOMACY WORLD. . .

“Finally, we agreed that we would gather again in six years at MANORCON/WDC to evaluate our trial events and determine if a permanent WDC was a viable reality and, if so, how it should be transformed into an on-going event.”

So why does Lassy want decisions to be made at World DipCon in 1992?

I do not believe that WDC should be open to every postal hobby and certainly not to those communities which have not evolved past FTF games. The prime requirement for running a WDC is to have a suitable site with enough national hobby member to make up a reasonably size con. What is the right size for a con? I don’t know, but a con of less than 80 members would be a disaster.

I do not believe that FTF communities which do not run postal games will be able to organize a big enough con to make it worthwhile their running one. Also, one of the main points of WDC was to encourage fans to meet each other and to increase international contact; hardly possible if the organizing country has no postal community.

WORLD DIPLOMACY is no more a logical place to discuss WDC than any of any of the half-a-dozen or so truly international zines distributed around the world. Of course, it’s a neat way to try and attract people to a new zine. . . .

Why not L4E? After all Per Westling at least has contributed something to the international community. . . .

1. WDC does not need a formal independent organization. We all know what happens to formal organizations. They either fall into mega-diplomacy politics and feuding (the IDA, the NGC, the DVC etc) or they never do anything worthwhile, if they do it’s never anything that single hobbyist couldn’t have done in half the time. (the CDO, the DAA etc).

The only hobby organizations that ever work are those run by one person who makes all the policy. One man, one vote. Lassy is not that man.

WDC should continue into the next century as it started. Informal discussion by the international diplomacy community in the hobby press backed up by meetings at WDC and a grand-meeting once every cycle to discuss all the suggestions and finalise the next cycle of hosting nations.

There might be a need for a WDC charter at some stage. This should be kept as simple as possible, one or two paragraphs. At the moment I don't think we need one, but as the hobby gets bigger and it becomes increasingly more difficult to keep in touch with all parts of the hobby then we might need one.

2. I do not think that WDC needs any administrative organization, to do so would be to invite mega-diplomacy and feuding as to who should be on it and what the powers of the organization are. Perhaps each site running a WDC should have a WDC Officer as well as its normal committee. Said officer would run a WDC Business meeting, make sure that the con was well publicized outside the host nation and help to ensure that all overseas visitors got along OK.
3. There is no relationship between WDC and the various national bordies.
4. WDC is financed by the site running it. It is upto the organizing committee and the host nation to decide if special monetary support is needed. If DipCon 1993 makes a profit and wants to give it to the next DipCon running a WDC that is a matter for the American Hobby and the appropriate DipCon committee.
5. WDC should be promoted by the international diplomacy community. It is our responsibility to ensure that our convention is publicised. On a different level, I have already mentioned the need for each WDC to have a WDC Officer. In addition I think that it would be a good move to 'appoint' a hobby member in each country as WDC contact in that country. As well as publicizing the con they should also look in the

costs involved in attending the con, determine which flights are best etc.

BtW do not follow the Australian example. Gibson was a disaster for WDC III as he did virtually no work and very few people knew about him. The WDC contact is ideally someone with a large hobby profile who will have no difficulty in organizing publicity.

6. I don't know what the time between events should be. With more national hobbies developing international contacts a two-year cycle seems to be too long. Yet I remain against a one-year cycle. I think that this is something that is going to change each time we decided upon the next zonal-system. At WDC I it was appropriate to use a 1988-1990-1992 cycle. At 1994 I will be suggesting the following: 1994(ManorCon)-1995(North America)-1996(Europe)-1998(Australia/New Zealand)-2000(UK).

Reasons? I do not like the idea of following a UK WDC with a European WDC, they're too similiar in geographical location.

I believe that we need a two-year gap before an Australian WDC to give people a chance to save up the money to get there!

The Europeans want a con in 1996... This proposed cycle seems to cope for most possibilities. It has the advantage that if the 1994-1995-1996 cycle proves a success then we could move on to a one-year cycle permanently.

The length of each event is really a matter for each convention to decide. Obviously, the longer the better!

7. There are two separate questions: Who decides what the zonal system will be and who decides which site in the zone runs the con. At the moment the zonal-cycle is decided at the UK WDC. At some stage in the future this will change, but I can not say when that will occur.

At the moment it is fairly easy to say where the con will be. The UK and Australian Hobbys are informal and decided with very little infighting. In 1996 there will only be one site, the Xavier Blanchot bid. That

leaves the States and we'll probably go for DipCon again as it eliminates the feuding that would erupt otherways.

In the long run I think the WDC site-selection process will be run along similiar lines to the WorldCon site selection. (This is similiar to the DipCon process.) Sites that want to host WDC will present bids at the WDC TWO YEARS prior to their con. So bids for 2004 WDC are presented at the 2002 WDC. We will need rules for saying who can vote, who can present bids (etc) but this can be worked out.

When we reach this stage we will be able to dispense with the UK deciding on the zonal system. All site selection processes will be determined by bids at a previous WDC. There will have to be a Charter at this stage, but that's something to work towards.

This will mean that DipCon and World DipCon could be two different sites, there is no guarentee that the site winning the WDC bid will win the DipCon bid. I do not think that this is a problem and I see no reason why WDC and DipCon need to be combined.

8. ((See 7))
9. Whatever thye committee decide. There should be a dip tournament. As international participation increases we might give some thought to organizing some kind of informal event designed to mix up international and national participants and to ensure that they mingle. I know was WDC II there were complaints that the Brits tended to stick together, WDC committees need to try and organize something to prevent this happening.

10. Who cares?

Of course, I reserve the right to change my mind of any of the above. I think it would be silly to stick to one line, as years go by we can't tell what will happen to WDC and the diplomacy hobby so we need to be flexible. We need to be willing to change as circumstances change. In the end, whilst we may disagree on how we want to see WDC being organized I am sure that we all

want to see WDC being a success. Something to remember when tempers get frayed, as they undoubtedly will in the years to come."

((This long letter should really have been published lastish, but as the next WDC will take place 1994 I think we all should have enough time to discuss this question fully. Regarding the place to discuss it I think there are several good zeens for this, but it really doesn't matter as long as the internationally minded hobbyists from the various zones are aware of the discussion. The best thing is probably to spread the discussion to zeens like InterZine, Victoriana, Diplomacy World, ...

What I find strange about the whole business of World Diplomacy Con is that the ManorCon committee feel that WDC are their property, to do with as "they" chose. This might be so but I think WDC "belong" to the hobbyists instead. What I mean is that I don't think WDC should return to ManorCon every sixth year, but instead the places for the future cons should be decided by voting or some other method, for example as Mark states in 7 above. Of course this will probably give a similar result as ManorCon is a great place to host a WDC but that's not the point. So I'd like to see some kind of charter worked out (similar to the one World SF Cons use) which could be agreed upon during WDC IV. I know several hobbyists (mainly in the UK) despise charters, but I think it's necessary to avoid feuding in the future.))

Postal Diplomacy Championships

((Something that might have gone past the readers of this zeen are the new ideas of Postal Championships for Diplomacy that has been around, similar in thought to the ones used in Chess. Below are two letters, one for Sweden and one for International play. The Swedish tournament might be to late to sign up for, but if you want to join the Scandinavian team in the International Tournament please contact yours truly as soon as possible. - PW)) [Hanz Johansson, N.Ersmarksg. 64, 90231 Umeå]: "The swedish pbm-diplomacy players have always been left out in the cold when it comes to tournaments and even if OSCiD is a great

progress and a step in the right direction it doesn't help those players that can't attend at the convents. Therefore I've come up with an idea of starting a Swedish championship for postal diplomacy.

PSSM (postspelSM ((*Swedish Championship in PBM*))) would serve as a complement to OSCiD and not instead of it. The tournament would have to run over a long period of time and would need several GM's.

The tournament can't be played in a now existing 'zine when the turnaround would have to be very quick, ten days for the player to send in their moves and then four days for the GM's to respond. 14 days is probably needed for this kind of game.

Every GM would have to send the players the result of their game without using a 'zine or something. Single A4-sheets are probably the best. A bigger publication would be produced every second month or so where the others games would be presented and where players would express their thoughts.

'Zines like L4E, Dipsosis and Gränslandet could publicise the result of each game as they are finished and be used as debate organs to find out the exact configuration of the tournament.

A fee of some kind would have to be charged in order to copy the results and sending it out. The fee shouldn't be high and just cover the expenses and some prizes for the winners.

To be called a tournament it have to consist of several games but I'm uncertain of how many games each player should have to play. This is much a question of whether or not you will make this an annual event or something less frequent.

The key problem is still the time aspect and there is a tightrope walking between the need of keeping the tempo in the tournament and the justice aspect, a tournament needs at least two or three games in order to be called a tournament.

There is several suggestions on how the tournament would be played but I will here explain some of the suggestions. Every suggestion is based on the fact that it take 14 days for the move to progress.

A. Every player play at least 3 games, game 1, 2 and 3 in this model. Every game is played until 1909. The players should

****4****/*****5****

****1****/*****2****/*****3****

have the choice of playing two extra games, game 4 and 5 that would be played during the other games. A player can only count 3 of the 5 games and the winner is the one that have most points in any 3 games.

B. Every player play at least 2 games, game 1 and 2 in this model. Every game is played until 1909. If the player wish he

****3****

****1****/*****2****/*****4****

have the choice to play 1 extra game, game 3. A player can only count 2 of these 3 games. Game 4 is played with a seedingsystem where the players that hold position 1-7 meets in one game and 8-14 in another and so on. The winner is the one that have most points after game 4.

Both of these models takes a lot of time, 108 weeks or over two years. If we don't want this to take that long time then we've to cut down on the games because I don't think the games can progress much faster than two weeks, maybe 12 days are possible?

Of course there are lot of models of how this tournament could be organized. Because of the quick turnaround I don't think oversea-play are possible and even inside Sweden it may be problems. One or at most two letters is the maximum diplomacy that are going to be allowed and therefore it's probably that most of the diplomacy will be made by phone.

Two other problems is how to do with drop-outs and what pointsystem that are going to be in actin. Please let us hear what you're thinking of this tournamnet and how you would want it. Have a pbm-diplomacy-tournament ever been attempted in the world?"

((This letter has been laving around some time waiting to be published, so Hanz and Björn von

Knorring (Övre Slottsg. 14A; 75310 Uppsala; 018-692025 [the phone number to Hanz is 090-124318]) decided recently to start it. They chose model A (three games, count two best), and decided to use a point system similar to LinCon's.

I think it will be interesting to see if this will be successful. The thing I disapprove about it are that you only play to 1909. But as it's a tournament it might be unavoidable to have a timelimit.))

[Larry Peery, Box 620399, San Diego, CA 92162, USA]: "[19 Dec 91] I need your help and time is of the essence. More details on all of this will be in the next WD ((World Diplomacy)) due out in January but I wanted to be fair to the Scandinavian Dippers so I send on this preliminary announcement for your early consideration.

I need to recruit some volunteers for three projects we are planning for 1992. Two of them involve publishing and distributing a census form (part of a worldwide census effort) locally; and collecting materials from the local hobbies for a collection of hobby materials. So, can you suggest some Scandinavian (Sweden, Norway, Denmark, and Finland) hobbyists who might be interested. It is all part of a project to tell all of us more about each other.

The third project is a bit bigger and getting bigger by the hour. I plan to run a worldwide postal Diplomacy championship team event. It will be modelled on the WDC team events you've read about.

I'm trying to jump-start this project over the holidays so I can give the more isolated hobbies time to organize themselves if they wish to participate; and to give me time to get the information in WD in January. Time is of the essence.

Basically what I'm thinking of is a postal version of the WDC team event. It will consist of seven regular postal games played by teams from at least seven countries. Each team will consist of a manager and/or captain, seven players (including the manager and/or captain if they wish to play) and two stand-bys. The manager will run the team's affairs. The captain will handle the play of the tournament (one person can do both

obviously). Each player will play in a separate game and each a different power. Standbys will replace drop-outs. One game will be a press game, one a novice game, and one will allow PBeM communications. The whole project will run 3-5 years! since I'm looking at 6-8 week deadlines. Again, all the details will be in WD.

What I need now is someone (YOU!) to get this thing going in Scandinavia. I need you to assess the situation there and get back to me quickly. What I need to know is if the Scandinavians can/will/want to organize a single team (from all four countries) or want to set up more than one team. If so I need to know who the manager and/or captains are to be NOW: They will select their team members, and I should have that info by late January.

If you think a single team for Scandinavia is the way to go, OK. I assume you will want to manage or captain it. That's fine. Let me know and start finding your players. If you think Scandinavia can do more, that's OK, but I need to know that very soon. If you think it would be possible for the Norwegians, Swedes, and Danes to all recruit a team so much the better. That would be great. But I depend on you to find a captain and start them off.

I will tentatively reserve a slot for a Scandinavian team, awaiting your word. If it is a combo team we will give it an international name. I want everyone to have a chance to play who want to and I don't want to offend anyone's diplomatic sensibilities.

I wasn't sure how far this idea would fly (some of mine don't do too well...) but the initial reactions are good. So far I have recruited my two first choices as managers for the USA and Canadian teams. It took them only about 10 seconds to say yes. But I want to make sure the smaller teams have an equal chance to get involved in this, even if they can't field a full team. At the moment I'm looking for teams from the USA, Canada, Australia, New Zealand (or those two combined), the UK, France, Austria, and combos from Scandinavia, and/or the Benelux/German countries.

It looks good right now.

I need your help at least for now to be my go-between until the various teams get set up. Once they get going it shouldn't be a problem. I will take taped orders from players who speak English well enough to get by in Dip but don't feel comfortable in writing orders, etc.

My hope is that this event will serve as a social mixer for those interested in the WDC event; and also give PBM Dippers a chance to get acquainted with hobbyists in other countries."

((Not a bad idea, this World PBM Diplomacy tournament — I will function as a captain for the Scandinavian team. As I have no contact with the (non-existing?) hobbies in Denmark, Finland and Iceland, I suggest that the team could consist of players from Norway and Sweden [name: The Swedish Norwegian union] and therefore I need to hear urgently from interested player (8-9, I will be second standby if not enough players sign up) with your power preference list, and also if you have access to e-mail.

One thing, Larry; Why can't you have more than 7 teams? I know they have run tournament with 13-14 teams at ManorCon, and it looks as if you will have at least 8 teams. If you get a big turnout in USA and UK these two big hobbies might even have two teams (USA II and UK II) to make it 10.))

The Hobby

[Mark Nelson]: "Do you have a copy of the UK Novices Package (it's a little out of date these days as it was written in 1986)? You can probably base your PBM introductory package on it.

One of my many ideas has been to produce a Diplomacy Noavage Package. This would be based around my collection of diplomacy articles (1000) which would ensure that I wouldn't have to write anything, just edit it.

Alas. I would want to produce such a detailed book that it would be around 200 pages long. . . For instance I wouldn't run one article on how to play Austria. I'd run two articles which said entirely different things to ensure that novices

didn't get the impression that there is only one way to play each country. Say three pages an article, that'd be 52 pages just on opening theory!

Maybe one day I'll have the time to produce it. . ."

((I have the Springboard version which is probably not the one you mean. But I have a clear picture how a Swedish Novice package should be; it should contain general articles about tactics/strategies, articles of each power and some introduction to the world of PBM. The articles of each power are already written as both Björn von Knorring and Borger Borgersen has run a series of articles on "How to win" for each power, so if one compiles one of those series and write the general stuff we would have a package. Borger's series was written in Norwegian originally (which Swedes could read if they tried) but they will be translated and published in Desiderius.

If anyone else like to finish the Package you're welcome.))

Boardman stuff

((As some of you might now, the code published together with regular Diplomacy games (e.g. 1991FJ for "Solaris") is called Boardman Number (BN). Originally this was meant to be the same as the one used by Astronomers to name new comets during a year; 1991A to 1991Z, 1991AA to 1991ZZ, and so on. This has been used since the sixties to denote the regular Diplomacy games started during a year by Boardman Number Custodians (BNC). After some years there have been established several BNC for various parts of the World (Europe, USA, Germanophone countries, etc) which all assign BNs from various blocks of BNs. E.g.: right now VA-VZ are used by Thomas Franke, BNC for Germanophone countries, and FA-FZ are used by Jean-Yves Priou for the rest of Europe excluding UK, Germanophone and Holland (?). I have suggested slightly different system (see below). — PW))

[Jean-Yves Priou, 16 rue de Châteaudun, F-94200 Ivry, FRANCE]: "[In a letter of 22 Nov,

91, sent to me and Thomas Franke] Dear friend, I've finally found time to make the third issue of *Omnibus*. You'll find enclosed two of it. You can reproduce and mail them if you want and to whoever you want.

And now some news:

- I sent *Omnibus* 3 to Gary Behnen, the new American BNC. I hope he will answer me. I heard he is more serious than Don Williams. We will see. . .
- It is now sure that Jaap Jacobs in no more the Dutch BNC. I will try to contact all the Dutch fanzine editors. But I only have old addresses, and I don't know if they are always correct. The problem is: Is there anybody in Dutchland [sic] using the MA-MZ set? If nobody does, I can re-attribute the set for Scandinavian or Italian games. Stay tuned. . .
- I notice that Thomas Franke doesn't use the whole set VA-VZ. If Thomas agrees, I think the set will be broken into two parts:

- * From VA to VO (15 numbers) to Thomas Franke for german games;
- * From VP to VZ (11 numbers) to Per Westling (or another Scandinavian editor) for scandinavian games.

If Per agrees, I can appoint him as BNC for Scandinavian games for 1992, with the set VP-VZ. For 91, he can continue to send me the list of games which begin, and I'll give BN myself. What is your opinion about that?

- I have a new correspondent in Italia. His name is Pietro Cremona (C.P. 60, 41043 FORMIGINE, ITALIA). He is secretary for the Italian Association for Diplomacy. He sent me a list of 75 games organised in Italia from 1974 to now! If he is interested, he would perhaps become the first Italian BNC. If he does, I will break the FA-FZ set into two parts, and give him one.
- I think in 1993, we will be informed about two points:

- * The relationship between us and the General BNC. ((I.e. Gary Behnen, USA - PW))
- * The situation in Dutchland, and the utilisation of the MA-MZ set.

Depending on the answers, I will re-attribute the sets to all Continental BNCs (Myself, Thomas Franke, Per Westling, Pietro Cremona (?), A dutch fanzine editor (?)). An other solution is the (very good) proposal made by Per Westling: we can use four lettered numbers, with two letters giving ISO country code, and the two others giving the BN.

I'll inform you about all that points as soon as I get new informations."

((Statistics from *Omnibus* #3 might appear in this zeen in future issues.

I have no high hopes of Gary Behnen, as I sent him two letters during 1991, and he hasn't answered any of them! So I guess if we can't get the opinion from the USA BNC about the whole BN block situation, I guess we have to change the system.

I'll try to include some list of Dutch addresses, as they appear in InterZine, which have contact with several Dutch zeens.

11 numbers for Scandinavia might be too few, but I guess any overflow might be resolved by numbers from other sets?

Now we just need Diplomats from Turkey and Russia; then we can play a game of Diplomacy with Turkey played by a Turk, France played by a Frenchman, etc.

Yes, I think my suggestion with the ISO code is a good one as this contain more information than the original BN. E.g. The first game in Sweden 1992 would get the "new BN" (NBN) of 1992SEA instead of 1992VP or American NBNs could still be "short" (1992A, 1992B etc) or "long" (1992USA, 1992USB). The two system wouldn't clash as the old BNs always use two letters, while NBNs use three (or four when you reach game 27+). BTW, a similar situation exist in the "e-mail world" when you send electronic mail you use addresses that end by for

example ".se" when you send to Sweden, and (sometimes) ".us" when you send to USA and ".uk" when you send to UK. (Sometimes e-mail to USA end with a three letter combination, but that's another story. . .) I propose for 1992 that we use both systems, i.e. assign both old and new BNs for the games, and continue to do so until the question about block assignments is settled.))

Variants

((As I started to get interested in Mercator I tried to get more information on what Mark one should play as there existed several. I had just a map ("Definitive") and some rules (Also "Definitive") but no set-up. Mark Nelson directed me to Stuart Dagger who sent the letter(s) below. – PW))

[Stuart Dagger; 27 Cameron Way; Bridge of Don; Aberdeen; AB23 8QD; Scotland (e-mail: mth031@aberdeen.ac.uk) — 15 Jul 91]: "Mercator was invented in 1974, and as the years passed its designer kept coming up with new ideas and new maps. Added to this there were rule clarifications and additions produced to meet the unforeseen situations that arise when a complicated game gets played a lot. The result was that by the mid eighties it was all rather a mess, with players needing to be told which movement rules they were using and which set of clarifications were in force. So, to sort things out, Doug Wakefield (the designer), Andrew Smith (the most experienced GM apart from Doug) and myself got together and produced a standard set of rules, to be used with all the maps. This set of rules was published as a small A5 booklet and can be obtained from Richard Jackson at the UK Variant Bank. We also produced an appendix to the rules. This covers all the extra options that people have thought of since the game was invented (alternative movement rules, aircraft, submarines, spies, rules allowing players to play more than one country — thus producing games for 7 or 8 players). Very few games have been played using these extras, since the game is quite complicated enough to GM as it is, but if you want to see them, ask the Variant Bank, who can let you have the appendix

— again as an A5 booklet. Be warned though; the appendix is longer than the rules! Other Mercator stuff that you can get from the VB are maps and set-up sheets for all the marks, a booklet reprinting Steve Jones's opening strategy articles for all the countries in Mark 14, my two "Beginners Guide" articles and a single page guide to the various marks telling would-be GM's what is available. A word of explanation may be needed about the word "mark". It ought to mean "version", and in the early days of Mercator it did. However, it then came to mean nothing more than "map". Unless you are using some of the options from the appendix, all marks use the same standard rules; all that changes is the map and the number of players. The most played of the marks are Definitive, which has 13 players, and Mark 14, which has 17 players. Experienced players tend to prefer Mark 14, but the determining factor on which gets played is normally how many people wish to play. There are maps for most numbers of players between 13 and 26.

((When I got this letter I told Stuart that in Diplomazia there were a variant that seemed similar to Mercator with some of the rules in the appendix; "Peace in Our Time" by Paul Slade. – PW))

[16 Jul 91:] Thanks for the information about Jeff Bryant's game, but it doesn't sound like my sort of party. For me the attraction of Mercator is not the extra tactical complications but the extra diplomatic ones. Introducing extra pieces such as aircraft doesn't appeal to me. All the Mercator games I have played have been standard ones.

((I still wondered if my rules were the right them, and was still confused so I sent another letter. – PW))

[18 Jul 91:] The rules dated 1985 are the right ones. You would use them no matter which mark you were playing. To play the game you need the rules that you have together with a map and set-up sheet. It is the map and set-up sheet that change from mark to mark, not the rules. The set-up sheet gives you the victory criteria, the starting positions for each player's unit, the list of special build provinces and tells you about any special features on the map. Which mark

you play depends on how many players you have. All the marks are numbered except one, which for historical reasons is called "Definitive", and I suspect that it is that word that is responsible for a lot of the confusion. What happened, in the early years of the game, was that Doug designed Mercator and playtested it at one of the cons. That playtest resulted in several changes to both the rules and the map, and this new version was then published as "Mercator Mark 2". The first two postal games were played using this version. As a result of these Doug did some more fine tuning to get a better balance between the countries, and we were presented with "Mercator Mark 3". A couple of years later he made some more small changes, but this time he decided that this was to be the final version of the 13 player game and so he called it "Definitive". This appeared in 1978, and the map that you have will be correct unless someone has redrawn it and made some mistakes in the process (which is unlikely). Later "marks" continued to appear, but these are just different maps allowing the game to be played by numbers greater than 13. So if you had 14 players you would use Mark 5, if you had 15 you would use Mark 6, and so on. It sounds as though you have the map but not the set-up sheet for Definitive. If you let me have your address, I'll send you a copy and also the map and set-up sheet for Mark 14. Mark 14 is for 17 players and is the most popular with experienced players.

((After some days the promised package arrived. - PW))

[22 Jul 91:] I enclose the following:

1. map & set-up sheet for Definitive [3 pages]
2. map & set-up sheet for Mark 14 [3 pages]
3. the first two pages of the rules appendix (explaining about all the Marks) [2 pages]
4. a reprint of an article I wrote for *Ode* a few years back. [5 pages long.] (*Ode* is the most important of the U.K. zines as far as Mercator is concerned, and this was to help the players in a "beginners only" game that John [Marsden] had set up.)

On average Mercator games take about 16 sessions (equivalent of 1908 for a game of Regular) to reach a result. 3-way wins, 2-way wins and solos all happen."

((If anyone is interested to get copies of these pages [the rules are 11 pages] let me know. I would have to charge 0.75 SEK per page plus postage to cover the cost of copying. If the interest is big I might reprint the article, but the rules are still too long to be published. You can of course order maps and rules from UKVB, BVB or NAVB instead if you like.

Recently I made a new version of listing of my variant collection for the Swedish Variant Bank (SVB). If you'd like a copy of the catalog send 10 SEK to Carl-Magnus Höglund, Örslösa Bergsgården, 53197 Lidköping. Calle publishes PostScriptum #2, which contain that listing and also a listing of available rules for other PBM games (e.g. Sopwith, United, Snowball Fighting, ERA, ...) which can be ordered from him. To get #2 from him send about 10 SEK. Note: Copies of variants from the SVB, can only be ordered by Scandinavians. For the rest of you, contact NAVB, UKVB, BVB, DVB, or the constructors. Among the things you can order from the SVB, there is a Mercator package, that contain all the things mentioned above. Last I counted, it was 27 pages, so if you'd like to order that the postage and packing (101-250 grams) will be 10 SEK. But maybe you should get PS #2 first so you can order some more variants together with it (saves postage).))

[Jef Bryant, 121, Rue Jean Pauly, B-4430 ANS, BELGIUM]: "[25 Nov, 91] Sorry to wait so long to reply to you, I have been very busy! SoL-3 (*Spice of Life*) is very nearly finished and I have Dipsomania-13 to worry about as well.

Like very much your Post Scriptum. A few comments concerning this publication:

1. If you intend to circulate the zine outside of Sweden I would suggest you publish in English.
2. Your definition of a Miller is incorrect, (this was probably mentioned in L4E). The

Miller number is composed of the year of the game start plus a two letter designator which is specific to each zone and given by the custodian plus the number for the variant obtained from the NAVB catalogue. I know I used to call it an ARDA number but that was the name of Walker's zine. Kendter and Davis prefer to call them catalog (American spelling!) numbers.

[...]

Sometime in 1992 (or 1993) I would like to put together a variant package in English (and French) containing the 2 or 3 most popular nationally invented variants from each country playing Diplomacy variants in Europe. Can you supply me a list of such variants which fall into this category from Scandinavia. The choice is not easy to make as one person's favourite variant is different from another! Perhaps a referendum could be organised in each country to decide what should be used. I don't know if there are enough to make entries for each Scandinavian country or simply leave it as a zone, let me know what you think about this project. If the idea takes off each 'zone' could translate the package into their own language. Let me know what you think or if you have any feedback."

((As you might have read above, I will not circulate PS outside Scandinavia. I have corrected the Miller mistake in PS #2, and instead I just call them "variant bank numbers". In next issue I think I should specify that it really is NAVB catalog numbers.

I like your variant package idea, but might not the package be of too many pages if you include e.g. Gilgamesh, maybe the most popular variant in Germany? Anyway, in Scandinavia the interest for variants is still rather new, and the local variants that is played so far are:

Arab Diplomacy Constructed by Roland Isaksson and run in his zeen Gränlandet and maybe in Desiderius. [3 pages]

Seven Seas Constructed by Björn Westling and run in Calle Höglund's Dipsosis. [1 p]

Youngstown XIIIb and XIV Constructed by Borger Borgersen and run in his zeen The Backstabber. [18-25 pp]

As you can see these are the three (most popular) variants in Scandinavia. The first two have been published here in LÆ in English, while the latter only exist in Norwegian (yet), but Borger might translate the rules of Youngstown XIV to English if there is enough interest (or I might do so myself).

Of the variants not played (yet) there are Winds of War (or this might be played, Roland?), Armistice Diplomacy, Colour Diplomacy, Seven Seas Ib, 1991, Capitalist-Dippy II and Blood & Gore Diplomacy.))

United

[Chuck Lietz, USA]: "Per, I got your name and address from Ryk Downes' "Flying For A Quail" about having a United league.

Enclosed please find the rules (alas in English) to the North American Open #2. It is an event open to anyone and I think a lot of fun. Last year we had 43 entrants and I look for about twice that number this year.

If you could reprint the rules in your zine that would be much appreciated. Thanks and I look forward to having some Swedish entries(?)."

((This letter arrived after I published lastish so I did include it in PG#32 instead. Hopefully it will be possible to include it next time (Dec 92?), but at least the competition got one Swedish entrant (yours truly) this year. Result nextish?))

[Thomas Bossick, Ehrlichstr. 3, D-7730 VS-Schwenningen, GERMANY]: "Hi Per, another letter for I have some spare time. Thanks a lot for the good GM-ing so far. By the way I'm interested in playing 1885 in your zine, how about that? *((Great, but I have enough players - all swedes. If you (or anyone else) want to become standby you're welcome. - PW))*

United is very interesting with your rules but you Swedes are not used to it very much as in the results can clearly be seen.

I think you should come to two divisions with 10 or 12 in each, that's better than divisions with 8 teams. Don't mind if the teams are very strong after ageing for nearly 2/3 of the team are Age II with -4 levels next seasons' end. It's getting better... (or worse for the managers): Maybe you should reduce to 4 apprentices if you come to 12 in each division, or lower the base VP to 1.5 each session. BTW: Shouldn't you take away my coach?

Re: Own zine. I start a new session 11 at the 09/01/92, so the new season will start soon. Would you like to get a team with english results and rules? You would not have any costs as a 'small thank you' for your nice managing 4 germans from one GM-address in Germany. Walter has told me 'I like your zine and I would like to get it from next season on myself', so I think a new subscriber is from next season on nearly secure. BTW gamefee, free bies?"

((Kick Inside is teh oldest running league in Scandinavia, but soon league number four will start! Quite a good expansion, don't y' all think? I think the players will improve, as some have done in TKI already (but not everyone, Björn).

*I like to run 3 division * 8 teams, which will give 7 sessions (slightly more than 1 year in real time). 2 division * 12 teams would need single legs or a greater number of games per session, not to run in ages. After session IX I will have one or two issues without United during which I decide upon which changes should be implemented in the new version of the rules. So season II will not start until #25 probably.*

Sorry, I play in 4 leagues myself (in 4 different countries and none of them are England!) so I have decline this time, maybe next year. Free bies are free issues. Game fee are the cost of playing. The game fee for season II will be 1 issue (10 SEK + postage) to cover cost of copying and sending rules to the players. Traders free. More about this next session.))

[Some extracts of remaining comments from Thomas]: "What to do with raming DP/Suspensions?"

Player 31: Normlly each bod below the non-league price is forbidden; otherwise the player will 'better said' join the non-league! for I don't need him I was not going to make a bid and sell him afterwards to the non-league. SC will earn 1080k (or 700k as you wrote) for him when selling, that's incorrect in my opinion, Per please find a compromise!!!
Re Goalgetters: Final rules?"

((Thomas also wrote about some errors I didn't thought anyone had noticed with DPs from Cupgames not included... But that error will have to be forgotten.

Suspensions/DPs will all disappear until next season.

I couldn't find anything about lowest prize in the rules, but I will look it over until the new version.

The final word: The three (or more if several on same number of goals) best goalers overall will get their non-league value increased by 20%.))

[Michael Pargman, Fågelstav. 14A, 12433 Bandhagen]: *"((Some stuff about the Susie deal which have been taken care of, and Michael also suggest some rules including a "comission fee" which I will consider. He also complains (which I agree with) about my layout suggestions. Back to Michael:))*

I'm also against the idea to give scouting teams only composition or relative statements and not exact figures. By giving exact figures you encourage teams not to play the same tactics every game. Also, scouting should reveal all tactical options, stone-wall defence too. I also think you should be given exact figures as if you were scouting on the matches you play. I support your idea that a team with only one GK or SW should age slower ate age II (but it should only be applied after the 2nd season since the rules were not there when age II+ players were auctioned earlier). I like the idea to increase the value of a player instead of winning a level."

((Scout info from all the games you play would be too much work today. The information given when scouting will be like this. Team at home: 2 (10) 4 (20) 4 (25), hardness used. offside trap.))

The Zeen

[Tom Carlson, 2-17-17 Gaken Cho, Higashi-Kurume, Tokyo 203, JAPAN]: "Dear Mr. Westling

I have recently heard about your Diplomacy zine "Lepanto 4-ever" from Diplomacy Worlds 1991 World Zine Poll. I am currently playing in a North American zine and am looking for a good international zine for a new gamestart. Lepanto 4-ever looks like the zine I'm looking for. I would greatly appreciate if you could send me a sample issue."

((Here is your sample issue. I don't know if LAE is a good place to play international games in (cmf. the game "Aniara"). Instead you might try Victoriana (John Cain, PO Box 4317, Melbourne University, Australia, 3052), Northern Flame (Cal White, 1 Turnberry Ave., Toronto, Ontario, M6N 1P6, CANADA) or Diplomat (Thomas Franke, Haarenufer 12, D-2900 Oldenburg, GERMANY). These three are very good places to play international Diplomacy games in. But if there is enough interest I might try another game of international Diplomacy (read on).

BTW, your letter was the first I've received from Asia (if one discount vacation ones, like the one Steve Nicewarner sent from his "vacation" in Saudi Arabia).))

[Norman Berdichevsky, POB 335, Zichron Yoakov 30900, ISRAEL]: "Dear Mr. Westling, I recently wrote to David Hood — editor of Diplomacy World to inquire about playing the game by mail. He suggested I write to you to check if your "zine" has an opening.

I enjoyed playing Diplomacy as a graduate student at the University of Wisconsin (1974-78) and have become enthused about the game again but find it difficult to assemble enough interested people where I live.

I run my own translation agency and hope Avalon-Hill will decide to order a translation of the rules in Hebrew."

((Your letter got my to decide to open a new list for an international game, instead of the failure in "Aniara". I would certainly like to

have you and Tom Carlson as player if you like, and anyone else prepared to send quite a lot of letters by international mail is welcome to join.

Avalon Hill ought to have translated versions of the rules, available on request. They don't, and as noone seem to have the copyright in Sweden (or rather the ones who have it is uninterested) I have thought about writing TAHGC a letter asking for permission to translate the rules into Swedish, and give copies to PBM players that request them. I will write this letter RSN (Real Soon Now).))

[Kalle Stengård, Huddinge, 2 Dec 91]: "I recently found PG #1. I think I have all issues of LAE and PG. How many more besides me and Borger have been around the whole time?"

((The ones who have received all PG and LAE are you, Borger Borgersen and Björn Westling. Jon Venbakken hasn't received the latest game-only PGs but all other issues.

Starting with LAE#1 the following have been with us all the time: Ulf Jiretorn, John Robillard, Sven Eriksson and Johan Andersson.

The longest trader (since #2) are Jeff McKee (MetaDiplomat), John Dods (VFAS), John Cain (Victoriana), Steve Nicewarner (Heroes) and David Hood/Michael Lowrey (Carolina CC).

Other long time traders or subscribers (started with #4) are Mark Nelson (TMOs), Cal White (Northern Flame), Roland Isaksson and Jonny Holmström.

Wonder how many of you will stick around to #50 (if I will be around by then?))

Miscellaneous

[Postcard from San Fransisco, 4 Oct 91]: "Greetings to you and the LAE-subscribers from just another vacation.

Ciao, Andi Gomolka"

[Michael Pargman]: "I'm going to Toronto to visit my brother in April. Do you (or anyone else) know if there is some gaming convention there around or close by in the USA. Could be until the middle of May."

((Maybe Cal White and/or David Hood may be able to help you?))

[Mark Nelson]: "I think Jeff Bryant and myself disagree on what material my subzine was supposed to carry. I intended it to be a variant orientated publication whereas Jeff thought it was supposed to be more fannish. Still, in my next issue (yes Jeff, I'm going to produce one!) we will have a history of WDC and a summary of all the bickering over site-selection emanating from North America. . .

Jeff's views on what should go into a fanzine read like something out of the 1970's! In the UK (and nowadays also in the States) zines have moved steadily away from the purist approach to a more fannish (readerable/interesting?) approach.

I have to admit that nowadays I am an unrepentant fannish fan, with little (or no) interest in running or playing in postal games. I'm more interested in the social side of the hobby. But as I commented in my 'Flying Fandom' piece (*Could be found in #19 - PW*) there is still a place for the more old-fashion zine (such as *Dipsomania*) because I think that this type of zine will have more appeal to the young novice (young both in diplomacy experience and age). However I do not think that many of these 'young' fans will want to become involved internationally and so I draw the conclusion that *Dipsomania* is not achieving its purpose of drawing national hobbies closer together.

Of course, my perspective is a English-language perspective. *Dipsomania* may be achieving more in uniting European players, but the European Hobby and the English-Language Hobby have always been two separate beasts (I wonder why. . .?).

Of course, what I really WANT to do is to write a piece explaining why fannish fans are a superior form of live to games-playing fans. Y'all know it's evolution from the lower forms of live to the higher!

(I suppose I'd better add that that paragraph is most definitely tongue in cheek, else somebody might begin to take it seriously. Of course, there's not even a glimour of truth in that statement. . . :-))"

((I prefer the "fannish" zeens, but still I'm very pleased to see that at last almost-only-games zeens are appearing in Scandinavia. We need a big and thriving hobby before getting fannish hobbyists.

As the average age of hobbyists in Sweden are lower than that of for example UK, I think it will take some time before the "fannishness" approach will be more common. Maybe if the typical SF fans would join the hobby, but most of them stay away from anything that has to do with (role playing) games.))

[Daniel Pargman; 702B Calumet College; York Univesity; 4700 Keele Street: North York; Ontario M3J 1P3; CANADA]: "I'm currently living in Toronto and don't dare to mix me up with my brother, either.

I will live and study in Canada for one year as part of an exchange between Uppsala and York University. Some of my courses have a connection to Diplomacy and gaming and my subsequent interest in the underlying subjects. These courses are "Argumentation theory" and "Negotiations & Bargaining". I also visited a lecture in "Language, power and persuasion". but it was not as interesting as it sounded. The first course is Philosophy, the second anthropology and the third linguistics. If they would have given "Decision theory" this year, it would have been a sure hit, but unfortunately they didn't."

((Saw you found some place to play Diplomacy, as I presume you are the "Dan Pargman" in that game in CCC?

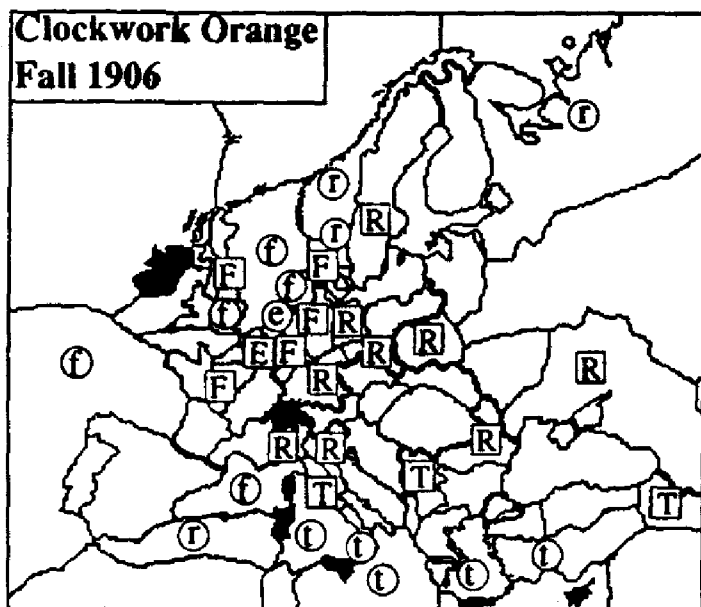
I wish there was some interesting courses here in Linköping, but they are few and far between. But that's life at a smaller University.))

Good Omens by Pratchett and Gaiman (1990) combines Pratchett's humour by Gaiman's dark sides. Pratchett is known for his *Discworld* books and Gaimen for *Black Orchid* among other things. If you've seen *Omen* you might have a clue to the story, the rest of you if you've read *Revelations*. It's a hilarious book, maybe a bit too thick as the same type of humour for almost 400 pages might become tiresome.

Per Westling

Pax Germania #33

The gamesubzeen of LAE #21



Fall 1906

Regular Diplomacy

A Clockwork Orange
[PG8/1990FO]

GM:

Per Westling, c/o Lindh,
Rydsv. 48c, S-58248 Linköping,
SWEDEN

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

F(IRD)→Lpl; F(Hol)→Kie; A(Bel)→Bur.

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

F(Lyo)H; F(MID)H; F(ECH)→Lon; E(NTH)→SKA; F(HEL) S A(Kie)H; A(Ruh)→Bur; A(Kie) MS A(Den); A(Yor)→Lpl.

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

A(Ven)* MS E(ADR).

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

A(Swe)→Den, S by F(SKA); E(NWY)→NTH; A(Sil)→Mun, S by A(Ber); A(Mun)→Bur; A(War)→Sil; A(Tyr)→Pie; A(Tri)→Ven; A(Rum)→Bul; F(Tun)→WES; A(Sey)→ARM.

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

A(TYS)→LYQ; E(AEG)→ION; A(Arm)→Sey; A(Rom) S [R] A(Tri)→Ven; E(Nap)→Apu; A(Ser)→Bul; F(ION)H [u].

Retreats: Italian A(Ven)→Tyr.

Notes: ZAT for Spring 1907 is **tue 18 Feb** (1 pm).

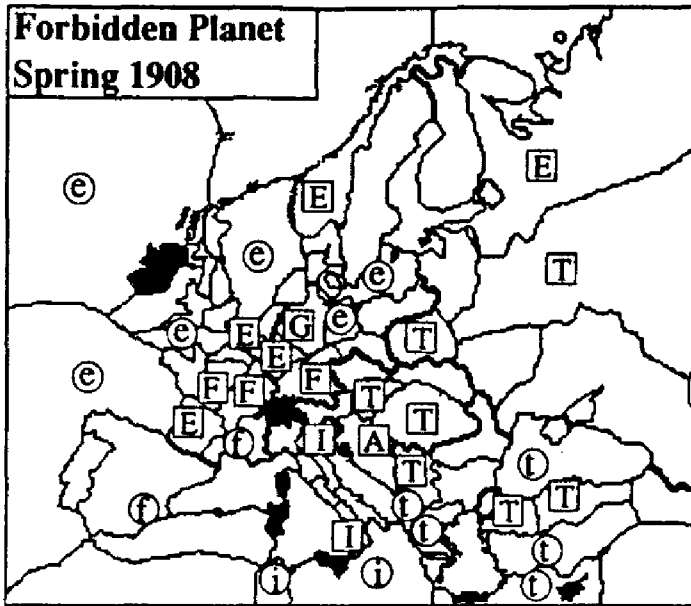
Adjustments in "A Clockwork Orange" after Fall 1906

Eng	Lon, Bel, Hol	(3)	2	F(IRD)
Fra	Home(3), Por, Spa, Kie, Lpl, Den, Edi, + Lon	(9)	10	+A(Par)
Ita	Nap, Ven	(2)	0	Out!
Rus	Home(4), Rum, Bud, Vie, Ber, Swe, Mun, Nwy, Tri, Tun, + Ven	(13)	14	+F(Stp/nc)
Tur	Home(3), Bul, Ser, Gre, Rom, + Nap	(7)	8	+F(Smy)

Press [A Clockwork Orange]:

Eng→Rus: I hope we don't bounce again.

**Forbidden Planet
Spring 1908**



Spring 1908

Regular Diplomacy

Forbidden Planet [PG3/1990FJ]

GM:

Per Westling, c/o Lindh,
Rydsv. 48c, S-58248 Linköping,
SWEDEN

**KIEL CHANNEL
RECAPTURED!**

PARALYSIS IN TURKEY

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

A(Vie)→Bud [nsu]; A(Tri)H [u].

England: [Dan Hörning, Box 25006, 10023 Stockholm]

A(Stp) S [T] A(Mos)H; A(Bre)→Nwy, C by F(ECH) & F(NTH); F(Cly)→NAO; F(BAL)→Ber, S by F(Kie)*; A(Bel)→Ruh; A(Pic)→Bel; F(IRI)→MID; A(Gas)H.

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

F(Spa/sc) MS F(Mar); A(Mun) S [G] A(Ber)→Kie; A(Par) MS A(Bur).

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

A(Ber)→Kie.

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

A(Ven)S [A] A(Tri)H; F(AEG)→ION, S by F(Tun); A(Apu)→Nap.

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

NMR! E(ION)*H; F(Alb), F(Gre), F(Smy), F(BLA), A(Ank), A(Con), A(Ser), A(Bud), A(Vie), A(War) & A(Mos) all hold [u].

Retreats: English F(Kie)→BAL. Turkish F(ION)→EAS.

New proposals: Draw proposal: 1 EF, 2 ET. Vote YES or NO.

Notes: Jonny has resigned and been replaced by Dan Hörning, who wrote "Bre→Nor", an ambiguous notation. If there had been a fleet MID I would disallowed the convoy! Please use "Nwy" or "Norway". ZAT for Fall 1908 is **tue 18 Feb** (1 pm).. Standby for Turkey: Leif Kjetil Tviberg, c/o Anton Rotvold, N-7670 Sakshaug, NORGE

Press [Forbidden Planet]:

Lon→Ber: Fin huvudstad du hade. Du måste kämpat hårt som inte har hoppat av än. Starkt gjort!

Lon→Par: Förövningen inför D-Dagen är nu avslutad och de engelska trupperna övergår nu till att öva på invasionen av Tyskland.

Lon→Rom: Varför så avigt inställd? Gillar du inte Engelmän och turkar?

Lon→Con: Du och jag måste pratas vid om världens öde. Hör av dig. Mitt tel är [censurerat av GM]. . .

Lon→Världen: Den nye premiärministern är nu insatt på sin post. Han lovar mer krig och förstörelse åt stakars Europa (och det blev han vald på!)

Per→Daniel: Hallå? Om du försvinner ur partiet blir Johan den enda spelaren som varit med från början tills nu.



Spring '04

Woolworth IID

There Goes A Tenner
[PG9/1990SHcb19]

GM:

Per Westling, c/o Lindh,
Rydsv. 48c, S-58248 Linköping,
SWEDEN

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

A(Vie)→Tyr, S by A(Ven); A(Boh) S [R] A(Sil)→Mun [nso]; A(Tri) S A(Ven)H; A(Gre)→Alb;
F(ADR) S [T] F(Cre)→ION; A(Bud)→Gal.

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

A(Nwy)*→Swe, C! by F(SKA); F(NTH)→Nwy; F(NWG)→Lap; F(Cly)→NWG.

Germany: [Secret Power]

A(Ruh)→Kie, S by A(Mun) & F(Hol); A(Swi) S A(Mun).

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

NMR! F(Tun), A(Apu), A(Rom) all hold [u].

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

A(Ber) S [C] A(Kie)H; A(Sil) S [A] A(Boh)→Mun; A(Pru)H; A(Lap)→Nwy; F(Sev)H.

Scandinavia: [Secret Power]

A(Kie)* S [A] A(Boh)→Mun; F(Swe) S [R] A(Lap)→Nwy.

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

F(WES)→TYS; F(Mor)→Alg; F(Mad)→LYO; F(Por)→Mad; A(Mar)→Pie; A(Gas)→Par.

Turkey: [Secret Power]

F(Cre)→ION; F(Smy)→EAS; F(Con)→AEG; A(Mac)→Con.

Retreats: English A(Nwy) drowns in Skagerak. Scandinavian A(Kie)→Den.

Notes: I need standbies. ZAT for Fall&Winter '04 is fri 13 Mar (1 pm).

Press [There Goes A Tenner]:

Bud→Tsar: Where are the fax? I have lost your number. Have heard some gossip that you should attack me, therefore the move to Gal.

Bud→All: I have worked harder than hard therefore the abundance of diplomacy letters. Things will improve from now on.

Bud→Tur&Spa: Join the crusade against Italy.

Eng→Spa: Me Atlantic, you Med.

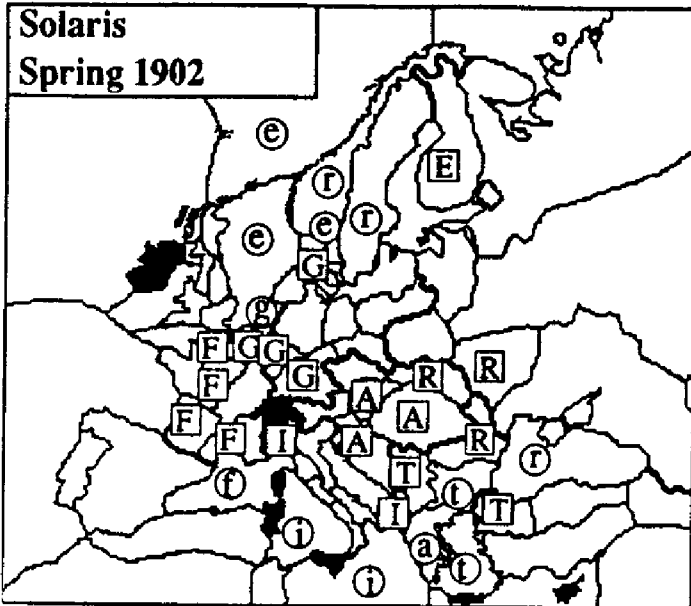
Eng→Rus: Lett Scandinavia alone and the kanons won't point att you after it's fall.

Eng→Ger: Scandinavia next.

Tur→Rom: Please reserve room for the turkish ambassador. He wants an audience with the pope. He plan to arrive in Napoli during '04.

Tur→Spa: Please don't interfere with my ambassadors planned trip to Rome. You may have Tunis if you move fast enough.

**Solaris
Spring 1902**



Spring 1902

Regular Diplomacy

Solaris [PG13/1991FJ]

GM:

Per Westling, c/o Lindh,
Rydsv. 48c, S-58248 Linköping,
SWEDEN

Austria: [Anders Pettersson — L-S: Folkeg. 23, 61300 Oxelösund; M-F (från 3 feb) c/o Hollås: Skytteg 17A; 63226 Eskilstuna]

A(Ser)→Bud, S by A(Vie) & A(Tri); F(Gre) S [I] F(ION)→AEG [nso].

England: [Joakim Spångberg, Torgilsg. 16c, 50240 Borås]

A(Nwy)*→Swe, S by F(SKA); E(NWG)→Nwy; F(Lon)→NTH.

France: [Claes Andersson, P.L. 9350 Näsbo, 44195 Alingsås]

A(Bel)→Pic; A(Par)→Bur. S by A(Mar); A(Bre)→Gas; F(Spa/sc)→LYO.

Germany: [Björn von Knorring, Övre Slottsg. 14A, 75310 Uppsala]

A(Bur)→Bel, S by F(Hol); A(Mun)→Bur; A(Kie)→Ruh; A(Den) S [R] F(Swe)H.

Italy: [Paul Nilsson, Råbyv. 2, 29535 Bromölla]

A(Pie)→Mar; A(Tun)→Alb, C by F(ION); F(NAP)→TYS.

Russia: [Hanz Johansson, N.Ersmarksg. 64, 90231 Umeå]

F(Stp/nc)→Nwy, S by F(Swe); A(Bud)*→Ser, S by A(Rum); F(BLA) S A(Rum)H; A(Mos)→Ukr; A(War)→Gal.

Turkey: [Dan Hörming, Box 25006, 10023 Stockholm]

A(Bul)→Ser; F(Con)→Bul/sc; F(Smy)→AEG; A(Ank)→Con.

Retreats: English A(Nwy)→Fin. Russian A(Bud) bites the dust [nrp].

Notes: Hanz wrote Stp→Nor instead of Stp→Nwy! Take notice that you should write Nwy (or Norway), Lva, Lpl, NTH, NWG... not Nor, Liv, Liv, NOR, NOR. If the order is (possibly) ambiguous it will fail! Regarding the situation in Norway, the English army there failed to dislodge (capture) Sweden and therefore the support of the move Stp→Nwy is valid, which means A(Nwy) is dislodge! Phone numbers won't be published, unless everyone agrees. ZAT for Fall(& Winter) 1902 is **tue 18 Feb** (1 pm).

Press [Solaris]:

Aus—Eng: OK. Jag hör av mig.

Aus—Fra: Lösa vad?

Aus—Ger: Skål för Rikskanslem.

Aus—Ita: Vill du höra av dig är du snäll [censurerat av SL] före 31/1 efter 16.

Aus—Rus: Du är felinformerad.

Aus—Tur: Kontakta mig så kan vi diskutera saken.

Deutsche Zeitung: K A O S !!! Stora folkmassor försökte på fredagsmorgonen storma det tyska parlamentet, förrätt på så sätt visa sin avsky och förfäran över anfallet mot Frankrike. Då massorna inte kunde lugnas beordrade regeringen fullt krigstillstånd. Situationen är kritisk, då militären vid ett fler-

tal tillfällen skjutit skarpt mot civila. Antalet döda är osäkert men det rör sig utan tvivel om siffror på sexsiffriga belopp.

Fra—Tur: Fransk uppslutning är ett faktum. Observera även att den Italienska militärjuntan inte håller ord.

Ita—Tys: Danmark = Tre riksröset

Ita—Fra: Inte vet jag!

Ita—Eng: Min kortvågsradio är tyvärr sönder, men det finns ju telefon: [censurerat av SL]

Ita—Ö/U: Vissa problem föranleder oannonserade förändringar. Synd! Kontakter per duva.

Ita—Rys: Detta är ej Gunboat! Dina telegram måste

ha fastnat i Ö/U. En ny telegraflinje genom Tyskland är dock möjlig att begagna.

Ita→Tur: Nej, jag ser det!

Ita→Ö/U: Ursäkta förseningen, en viss tveksamhet råder i Rom.

Lon→Stp: Längre går vi inte... om du inte tvingar oss.

Lon→Ber: Hoppas på fortsatt goda förbindelser.

Lon→Vie: Hoppсан! Jag fick visst rätt i alla fall.

Sent skall syndaren vakna.

Okänd→Alla (ang. Austria): Mannen pratar med sina SC!!

Oxford Radioamateur Society→Rome: Oxford calling Rome, come in Rome!

Rys→Tur: Friends forever?

Rys→Ö/U: Något nesligt, va?

Rys→Eng: Vad håller du på med?

Sultanen→Cambridge University: Tackar, tackar. Vilket ämne?

The Sun: "Fruktansvärt snöoväder isolerar brittiska öarna. Parlamentets utrikeskontakter tillfälligt helt avbrutna."

The Times: John Codd mördad !!! Det visade sig att Codd var en sabotör av tysk härkomst, som troligtvis försökte underminera Engelsk diplomati med omvärlden. James Thompson hade ingen kommentar till det inträffade.

Tur→Rys: Way to go, Ivan!!

Tur→Ita: Kom igen! Du kan inte slåss på två fronter! Vad har du köpt av mig?

Tur→Ger: Agreed!

Tur→Fra: Kommer inte på fråga!!

Tur→Aus: Du skulle inte ha varit så fientlig...

Tur→Eng: Akta dig! Snart släpper jag mina fällskärmsjägare i Wales!!

Tys→Eng: Jag är öppen för att diskutera allt, men det blir ju ingen dialog om endast en pratar.

Tys→Fra: Lebensraum, Jaaaa

End-game report — PG2/1989SArb32 — The Thing — Gunboat I

GM: Per Westling, c/o Lindh, Rydsv. 48c, S-58248 Linköping, SWEDEN

1989SArb32 (Gunboat I) *Lepanto 4-ever* "The Thing" Per Westling

Started: *L4E* #3 (Nov 89)

Ended: *L4E*#20 (Nov 91)

Austria: [Borger Borgersen (drop S'01), Andreas Björklind (elim S'08)]

England: [Tommy Persson (survived)]

France: [Kalle Stengård (drew F'08)]

Germany: [Jonni Harrius (drew F'08)]

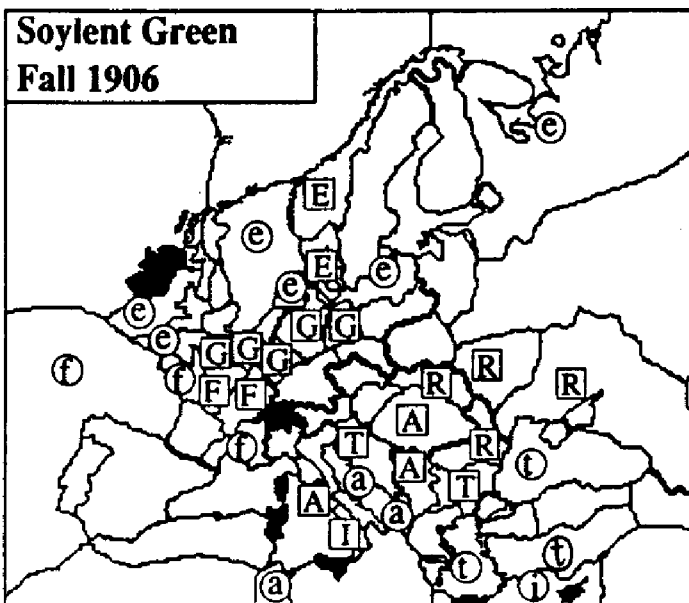
Italy: [Sven Eriksson (drew F'08)]

Russia: [John Cain (elim F'07)]

Turkey: [Jeff McKee (drew F'08)]

NMRs 10%	01	02	03	04	05	06	07	08
Austria	4	5	3	3	2	1	1	0
England	5	3	3	3	3	2	1	1
France	4	5	6	6	6	7	8	8
Germany	6	7	6	7	8	10	10	9
Italy	4	4	5	5	5	6	6	7
Russia	6	6	5	4	3	1	0	—
Turkey	4	4	6	6	7	7	8*	9

This is the first game to run in *L4E* from the beginning to the end. I special mentioning should go to John Cain (Australia) and Jeff McKee (USA) who only made one NMR each, only beaten by Kalle Stengård who did none.



Fall 1906
Gunboat II
Soylent Green
 [PG7/1990SBrb59]
GM:
 Per Westling, c/o Lindh,
 Rydsv. 48c, S-58248 Linköping,
 SWEDEN
GM STRIKES AGAIN!

Austria: A(Ven)→Rom; A(Bud) S [T] A(Bul)→Rum; F(Alb)→Gre. S by A(Ser); E(ADR)→ION; F(ION)→Tun.
England: F(Stp)H; A(Nwy)→Hol, C by F(NTH), S by F(HEL) & F(Kie); A(Den) S F(Kie); E(ECH)→Bel; F(IRI)→MID.
France: F(Bre) MS E(MID); A(Gas)→Bur, S by A(Par).
Germany: A(Hol)→Kie, S by A(Ber) & A(Ruh); A(Bel)→Hol; A(Pic)→Bel.
Italy: F(EAS)→ION, S by F(Gre); A(Rom)→Nap.
Russia: A(Gal)→Bud; A(Rum)→Ser; A(Ukr)→Rum, S by A(Sev).
Turkey: F(AEG) S [I] F(Gre) H; E(BLA)→Rum; A(Bul)→Ser; A(Vie)→Tri.
Retreats: English F(Kie)→BAL.

Notes: Some errors last time. The Italian F(AEG) *did* come into Greece, which means the Austrian F(Gre) [on the map in Trieste!] should have been in ION, Turkish F(Smy) in F(AEG) and Italian F(ION) should have retreated to EAS. All affected players was notified. ZAT for Spring 1907 is tue 18 Feb (1 pm).

Adjustments in "Soylent Green" after Fall 1906				
Aus	Bud, Tri , Ven, Gre, Ser, Ven, + Rom, + Tun	(6)	6	n/c
Eng	Home(3), StP, Swe, Nwy, Den, Kie, + Hol	(8)	8	n/c
Fra	Bre, Mar, Por, Spa, + Par	(4)	5	+F(Mar)
Ger	Ber, Mun, Hol, Par, Bel, + Kie	(5)	4	A(Pie)
Ita	Nap, Rom, Tun , + Gre	(3)	2	F(Gre)
Rus	Mos, War, Rum, Sev	(4)	4	n/c
Tur	Home(3), Bul, + Tri	(4)	5	+F(Smy)

Not Fall 1902 — PG5/1990FL — Aniara — Int. Diplomacy

GM: Per Westling, c/o Lindh, Rydsv. 48c, S-58248 Linköping, SWEDEN

I've decided to abandon this game due to decreased interest from everyone involved. If anyone of you would like to try in a new (international) Diplomacy game, please sign up on the new list (see backpage and letter column). If you have any "end-game statements" you may send them to me before ZAT of #22.

Session VII — PG10 — The Kick Inside — United

GM: Per Westling, c/o Lindh, Rydsv. 48c, S-58248 Linköping, SWEDEN

GM errors last time: Susie of FCPO shouldn't been bought by the FCPO as this is not allowed in the rules! Therefore it went to Best Ham United (for 55 kECUs) instead. So FCPO loses 160-55 kECU (=105) plus interest 10% (=10). And Susie join BHU.

NMR: Best Ham, Hearts, Blue Star and Port Vale! I wont call any replacers this time, but until next time the first names on the standby list should notify me if they want an (possibly) "old" team or if they want to start a new one.

New apprentices: Gøran Sørloth of Viking.

Results for match 13, division a:

KMV30FC vs Best Ham United	4 — 1 [14-4*]
Home: MacKay 2, Asimov, Channis // Away: Nicholson	
Heart of Midlothian vs Cthulhu Callers	3 — 2 [13*-16]
Home: Bander, Cottee, Kelly // Away: Hastur, Shub-Niggurath	
Gamblers United vs FC Piano-Oldtimer	2 — 5 [14*-26*]
Home: Goodguy, Passby // Away: Notenschlüsse 3, Untertasse	
St. Hanshaugen vs Bluesmen of Note	10 — 0 [28-1]
Home: Bråten 3, Spissbukten 3, Steen 2, Holt, Strøm // Away: None	
Bavaria Munich vs Tangerine Team	6 — 1 [27-4*]
Home: Wechselstrøm 2, Egstase, Frigida, Pebblestone // Away: Gstettner	

Results for match 13, division b:

Prometheus Rover Overlords vs Waterloo FC	0 — 0 [8-1]
Home: None // Away: None	
Blue Star FC vs Viking	3 — 8 [16**-15]
Home: Denver, Hays, Herman // Away: Jacobsen 3, Lund 3, Giske 2	
Port Vale vs Grendel Unlimited	1 — 5 [11-14]
Home: Bowden // Away: Sailor 3, Candy, Market	
Pebblestone Hackers vs Neverland United	5 — 2 [24-12*]
Home: Strangler 2, ok 2, Oops // Away: Axxahilbuk, Skokka	
Salem Crofters vs Ragnarok Samurais	3 — 3 [11*-3]
Home: Feet Jr, Lind, Quist // Away: Salvatore 2, Cody	

Results for match 14, division a:

Cthulhu Callers vs Tangerine Team	1 — 1 [13-1]
Home: Shub-Niggurath // Away: Haslinger	
FC Piano-Oldtimer vs KMV30FC	5 — 3 [10*-8]
Home: Fliegende, Notenschlüsse, Schimmel, Schweller // Away: Jackson, MacKay, Sullivan	

Heart of Midlothian vs St. Hanshaugen	2 — 8 [11–16]
Home: Cottee, Dick // Away: Larsen 2, Torgersen 2, Steen, Strøm, Wessel-Smith	
Best Ham United vs Bluesmen of Note	1 — 1 [10–2]
Home: Robinson // Away: Clapton	
Gamblers United vs Bavaria Munich	4 — 3 [15*–26*]
Home: Goodguy, Missall, Passby // Away: Egstase 2, Turtle	

Results for match 14, division b:

Viking vs Ragnarok Samurais	6 — 0 [24–7**]
Home: Lund 3, Andersen, Giske, Jacobsen // Away: None	
Grendel Unlimited vs Prometheus Rover Overlords	2 — 1 [12**–7]
Home: Sailor, Tux // Away: Atatkyou	
Blue Star FC vs Pebblestone Hackers	2 — 7 [11–19]
Home: Herman 2 // Away: Strangler 5, Oops, Unlimited	
Waterloo FC vs Neverland United	1 — 3 [7–14]
Home: Brown // Away: Axxahilbuk, Krafnojsch, Phangoriu	
Port Vale vs Salem Crofters	3 — 5 [10–12]
Home: Earle 2 // Away: Feet Jr 2, Farmer, Quist, Swed	

Bowl-matches in session VII:

Tangerine Team vs Heart of Midlothian	3 — 0 [5–3]
KMV30FC vs Ragnarok Samurais	0 — 0 [5–1]
Replay: Ragnarok Samurais vs KMV30FC	2 — 1 [6–5]
Gamblers United vs Blue Star FC	4 — 1 [12–6]
Pebblestone Hackers vs Cthulhu Callers	10 — 8 [26*–16*]
Friendly game: Viking vs St. Hanshaugen	4 — 4 [12–24]

Best goalers this session

Division a			Division b		
Notenschlüsse	(FCPO)	4	Strangler	(PH)	7
Ole Bråten	(StH)	3	Tom Lund	(Vik)	6
Egstase	(BM)	3	Pål Jacobsen	(Vik)	4

Best goalers so far this season

Division a			Division b		
Egstase	(BM)	17	Tom Lund	(Vik)	15
Twilight	(BM)	17	Strangler	(PH)	15
Charting	(FCPO)	13	John Denver	(BSFC)	12
Notenschlüsse	(FCPO)	12	Hallvar Thoresen	(Vik)	12
Roger Larsen	(StH)	11	Axxahilbuk	(NU)	11
William Dick	(HoM)	9	Cinderella	(GrUn)	10
Harald Steen	(StH)	9	Anders Giske	(Vik)	10
Viggo Strøm	(StH)	9	Klemmer	(GrUn)	10
Shub-Niggurath	(CC)	8	Steinway & Son	(GrUn)	10
Mixer	(FCPO)	7	William Wire	(WFC)	10

Division a

Team	Pl	W	D	L	g+	g-	g=	Pt	VP	cash	GP	DP	manager	
FCPOldtimer	14	12	1	1	56	23	33	25	2111111	4.5	-403	3	7	W Siedle
Hanshaugen	14	9	3	2	53	20	33	21	3223532	4.0	314	0	9	J Venbakken
Bavaria M	14	9	1	4	68	32	36	19	5552423	3.0	-396	2	4	T Männle
Gamblers	14	9	0	5	24	26	-2	18	7665344	4.0	500	13	5	U Jiretom
Cthulhu C	14	7	1	6	26	22	4	15	1444255	3.0	-832	1	8	C-M Höglund
TangerineT	14	5	3	6	16	20	-4	13	4336666	3.5	610	2	0	B Westling
Midlothian	14	6	1	7	30	36	-6	13	6777777	7.0	1360	21	0	D Berg
Best Ham	14	2	2	10	12	50	-38	6	TTT9988	5.5	420	16	9	H Vrenning
KMV30FC	14	2	1	11	21	42	-21	5	999TTT9	3.5	-16	4	3	M Hessel
Bluesmen	14	2	1	11	10	46	-36	5	888889T	2.5	1400	18	1	M Lowrey

Division b

Team	Pl	W	D	L	g+	g-	g=	Pt	VP	cash	GP	DP	manager	
Neverland	14	12	0	2	37	14	23	24	1111111	3.0	990	0	9	H Höglund
GrendelUnl	14	11	1	2	52	21	31	23	7733222	4.5	-138	0	9	T Bossick
Viking	14	6	1	3	49	28	21	21	6322333	4.0	180	0	0	B Borgersen
Pebblstone	14	7	1	6	45	32	13	15	9T76454	4.5	966	0	5	R Clemens
Waterloo FC	14	5	3	6	26	26	0	13	8567545	3.0	-258	11	0	T Nordkvist
Ragnarok S	14	4	3	7	20	27	-7	11	2254676	4.0	1073	10	5	S Nicewarner
Blue Star FC	14	5	1	8	41	52	-11	11	3445867	6.5	654	10	8	J Spångberg
Prometheus	14	2	4	8	17	39	-22	8	4698998	2.5	-436	11	9	M Pargman
Port Vale	14	2	3	9	18	34	-16	7	T9T9789	4.5	-288	10	1	J Holmström
Salem C	14	3	1	10	23	55	-32	7	588TTTT	3.5	408	5	0	R Isaksson

Suspended (the next session): Kalgan (KMV30FC) Peter Passby (Gamblers United) Wechselstrøm (Bavaria Munich) Johannes Schmoelling (Tangerine Team) Hallvar Thoresen (Viking) Strangler (Pebblestone Hackers)

Matches game 15

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

Matches game 16

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

Transfers: Brian Clough [Gp] and Oops both from PH to FCPO, in return for Fis and 304k. OO of PH sold to BM for 506k.

Non-league sales: Bail (KMV) 320k. Goalie (PH) 120k. Dutzel (GrUn) 240k.

Miscellaneous things: Walter-Hermann Siedle and FC PO played in the eight annual international championship, and succeeded to win some games, but not enough to qualify for the final rounds. I

hope for better luck next year (whomever gets the chance to play for *LAE*...).

Press [The Kick Inside]:
GM→All: I haven't included the extra team info sheet this time (too much work) and won't do so any more this season. Next season they will only appear during 2 or 3 times.
FcPo→StH: Congratulation to be the first to beat me. See you for revenge in the Cup (once or twice??)
FcPo→NU: How do you think about a friendly game in the Waterfall-Stadium in Triberg/Black Forest, I'll send you 120.000 SpectatorCards, No Home Advantage! 5-Star Hotel is booked, No Costs.
FcPo→GamU: My best player was Yawning when he saw your results. He spend nice Holidays for we don't need him.
FcPo→All: AS ROM bid 2,205 Million on Charting, he's doing the team for 2 weeks. Want to see him again in SWEDEN, make bids!!!
FcPo→HoM: Who's William Dick?
GrUn→GM: How can a team with 11 players use 12? (FCPO)
GM→GrUn: Huh? FCPO had 12 players before this session?
GrUn→NU: Looking forward to the last session at your stadium.
GrUn→WFC: Gratulation! Congratulation! You were the first to beat me since I became manager in Sweden.
GrUn→FCPO: It's a pity.
GrUn→All: Frohe Weihnachten und einen guten Rutsch ins Jahr 1992 aus Deutschland für alle Schweden und Norweger!
GrUn→PV: What about a draw? I like your team getting 1 point!
NU→GrUn: Never! (Haha — du vet inte vad det står här...)
NU→GM: It's very fun to play in your league. Can you take a cheque next time.
GM→NU: No. Continue to send cash.
Per→Roland: Riotous liver — loses 2 levels after his apprentice season and 2 more than normal every season thereafter.
GM→PRO: Remember, Yan Grimshaw is a MF who has profficiency as a SW, not the other way around!
GM→WFC: Weston was suspended this session so I used Bob Smith instead.
GM→All: Two coaches will change next season. That's the Ha coach which I haven't decided yet what to do with (maybe half the cost of training one apprentice each session?) and the Hp coach. The Hp coach will lower the hard points used (for penalties and yellow card purposes) if the team uses more than 1 HP. This also means that the team may use up to 6 HP instead of 5 in any one area. The HP coach will function like this if I use the 10%/25% system (10% for a penalty per HP used, 25%/HP risk for a yellow card, each HP computed separately). And as you might remember from lastish the GPP coach will change also.

Per's comments about session VII:

The three best teams this session were Hanshaugen (18-2), Viking (14-3) and Pebblestone (12-4). Hanshaugen tried to become the best Norwegian team, but only reached draw away versus Viking in their friendly game. Pebblestones victories (among them versus Neverland which helps Grendel and Viking to close in on NU) makes me feel certain that the four best teams of each division already is decided.

Of the "lesser teams" Salem made a big improvement, and captured 3 points — almost doubling their amount. Next time is important for them as they play PRO at home (game 16). Of the other teams Blue Star might live dangerous, with PRO and Neverland as opponents next session and a 5-15 result this session (excluding the 4-1 loss in the Bowl).

Next time we have two semi-finals in the Cup: Waterloo vs Hanshaugen, and FC PO vs Louvicennes (StH). [As you know; no HA.] Will we see StH vs FCPO in the final at Råsunda?

The semi-finals in the Bowl will take place during session VIII. I have decided to run the finals during session IX and no games at all during the close session. In these Bowl semi-finals Tangerine Teams vs Ragnarok Samurais, and Gamblers vs Pebblestone. It sure looks as if the winner of the latter semi-final will be the final winner at Ullevi.

NB: ZAT for session VIII is fri 13 Mar (1 pm); Semi-finals in the Cup and Bowl (no home advantage, instant replay, see above); League games 15 and 16; Home advantage 8; Hardness 4 – 8 – 11 – 13 – 16.

Pre Jan 1885 1885 III-R Diplomacy — PG14 — Dune [1885] — 1885

GM: Sven Eriksson, Furirg. 4, 58347 Linköping

Austria: [CoA: Jan Talts, Lindesbergsg. 7D^{II}, 75240 Uppsala]
England: [Erik Svensson, Birger Jarlsg. 60, 11429 Stockholm]
France: [Robert Brown, Terrapiv. 4F, 14155 Huddinge]
Germany: [Joakim Wallbing, Rågrindsv. 31, 94300 Öjebyn]
Italy: [New: Daniel Berg, Huldrev. 3, 59060 Ljungsbro]
Russia: [Lars Petrus, Gustafsv. 4, 17149 Solna]
Spain: [Ola Hansson, Ignaberga Prästgård, 28190 Hässleholm]
Sweden: [CoA: Niklas Gyulai, Ryds Allé 22B, 58248 Linköping]
Turkey: [Kalle Stengård, Nysätra Gård, 14191 Huddinge]

Notes: Everyone should note the address changes above, and the new Italian player. The first ZAT [January 1885] is tue 18 Feb.

Round 6 — Spain/PG12 — Running Up That Hill — Railway Rivals

GM: Per Westling, c/o Lindh, Rydsv. 48c, S-58248 Linköping, SWEDEN

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

6a) (Salamanca) – Portugal; 6b) (San Sebastian) – Frankrike;

6c) (B67) – Z26 – [Frog Jump, 2 to T&R] – X25 – V24. = 50 -2 [T&R] = 50.

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

6a) (Sevilla) – M47, (F47) – D46; 6b) (D46) – C47 – Granada;

6c) (M47) – N46, (O54) – Badajoz. = 58 + 6 = 64.

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

6a) (Badajoz) – Q54, (L52) – M52 – M51; 6b) (M51) – O50;

6c) (O50) – O49 – P48 – *Huelva*. = 44 + 6 = 50.

T&R (Blue): [Roland Isaksson, Tvillingv. 13, 14464 Rönninge (0753-55316)]

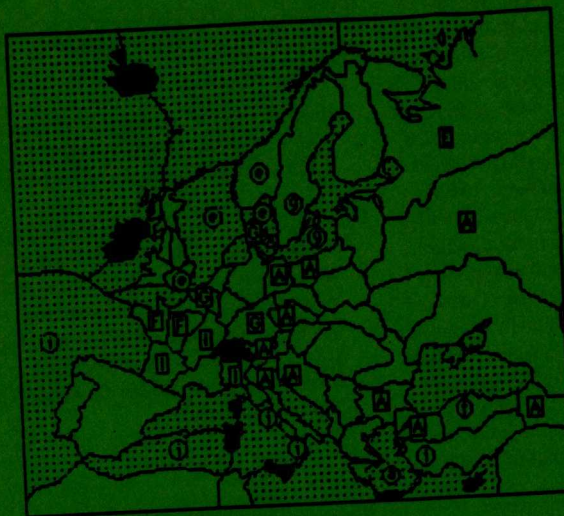
6a) (B65) – C66 – E65 – F65 – Valladolid ; 6b) (Allicante) – R10; 6c) (Valladolid) – K63. = 48 +2 [BIRR] = 50.

Notes: Participate in up to 5 runs, and build (thereafter) up to 8 hexes. Impossible runs will be free runs next round. ZAT for Round 7 is tue 18 Feb (1 pm). Runs in round 7:

1	51 – 62	Zaragoza – Leon	5	11 – 66	Madrid – La Coruna
2	24 – 31	Cadiz – Malaga	6	41 – 52	Valencia – San Sebastian
3	21 – 46	Cordoba – Gerona	7	15 – CT	Toledo – Any costal town
4	33 – FR	Almerica – France			

Press [Running Up That Hill]:

Tvico—MAR: I think we're even now.



THEM (PG11/90FU)

after Spring 1905

GM John G. Robillard
Sundsgatan 26
87140 Harnosand
0611-109 51

ZAT Fall 05... READ back page.

Remember to include instructions covering retreats, builds, and removals.

Game notes: All press in english. Grey press.

OBS: Victory proposal!
Remember to vote!

AUSTRO-HUNGARIA THROWS DOWN THE GAUNTLET! RUMOURS OF REVOLT IN GERMANY! SULTAN KEEPS FLEET IN PORT!

Austria: Ingvar Grans. c/o Jenny Bendz. Ulrikesdalsv 2 s-217 223 58 LUND Sweden
A Mos-SIP. A War-Pru. A Sil-Ber. A Gal-Boh. A Vie-Tyr. A Bud-Tri. A Bul S A Con.

A Con S I D F Smy H. A Sev-Arm. F AEG-ION

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

A StP S F Nwy H. F Nvy S F Lon-NTH. F NTH-Bel. F Lon-NTH. F Ska-Den.

France: Dan Horning. Box 25006. 100 23 Stkm. Sweden. 086566783 / d91(a)nada.kth.se

A Bre MS A Par

Germany: Tore Godager. Postboks 119. 1310 Blommenholm. Norway

NMR! Standby called. Lars-Roger Moe. Hans Hagervesgt. 1. N-7012 Trondheim, Norge

Italy: Joakim Gustafsson. Alsattersg. 11 A.13. 582 51 Linkoping. Sweden

F Por-MAO. A Gas S A Bur-Par. A Bur-Par. F Tus-TYSnsu. F Nap-ION. F Smy H. A Pie u F

WES u

Turkey: Leif Kietil Tviberg. c. o Anton Rotvold. N-7670 Sakshaug. Norway

F Ank-Con

Retreats: None.

Proposal: Sole Austro-Hungarian victory! If you don't vote in your order that means no, but NMR means yes. Don't forget to vote!

PRESS: The Emperor-All. We have been forced to send our guns & boat forward. The increasing illiteracy all over Europe has for a long time been a major concern to us and we have finally decided to do something about it. Even though the sick tree has sprouted a few healthy apples we will cut all of it down. **The President-The French People** These are dire times indeed but we will not give up! We shall fight in the hills! We shall fight on the beaches! We shall fight in the vineyards! We shall even fight in the nightclubs of Paris! We will never surrender!!! **Fra-Ita:** Peace, now? You have nothing to gain by destroying us for a mere two supply centers. We will help you if you pass us. We are not your enemies now!!! **Fra-Anyone** Help! Help! Help! Help! Help! **People of Vannas-Austria.** At last! Freedom! Help liberate us from the despotic emperor!!! **GM-You know who you are:** You mustn't use the names of provinces you don't own! **GM-You know who you are (II):** If you built it in X in the Winter, it can't be in Y in the Spring.

This has been *Lepanto 4-ever* Vol 4. No 1 (#21) — January 1992, an 8 weekly postal game zeeen, founded in August 1989. It is published by Per Westling, c/o Lindh, Rydsv. 48c, S-58248 Linköping, SWEDEN. E-mail address is c85perwe@und.ida.liu.se. If you want to reach me by phone, try my job: 013/+4613 104890, from 9 am and up to lunch weekdays. I'm seldom home so it's hardly any use to try 172980. An issue of *LAE* cost 10 SEK (plus postage), and the game-only *PG* about half that amount. Payment can be made to my (Swedish) Giro account 630912-5513, or other suitable methods (not ISE). Cash should preferably be in SEK (or Pound Sterling) otherwise you might loose some as my bank charges exchange fees (even when I cash checks in other currencies). Within Sweden it's also possible to send unused Swedish stamps.

Administrative stuff as of 1991-11-06:

(Address changes and corrections):

Harry Bond, 13 Merrivale Road, Stafford,
ST17 9EB, GREAT BRITAIN

Niklas Persson, Flogstavägen 93^E, 75263
Uppsala

Anders Færden, Moholt Allé 18-21, N-
7035 Trondheim, NORGE

(Welcome) Peter Edin, Kämpevägen 49,
15154 Södertälje

(Hello! = Samples) Sami Lukkarinen,
Tom Carlson, Norman Bertichevsky, Lars-
Roger Moc

(Thanks for your money) Erik Eriksson,
Niklas Persson, Anders Færden, Jon Ven-
bakken, Ingvar Gräns, Jean-Yves Priou

Circulation: 86 — Running out of credit:
Robert Brown!, Greg Cobcroft, Erik Eriks-
son, Andreas Gomolka, Lotta Hessel,
Mikael Hessel, Martin Hylerstedt, Peter
Lund, Lars Petrus, Réginald de Potesta,
Robert Ryström, Joakim Spångberg, Åke
Storm (Goodbye) Xavier Blanchot, Larry
Cronin, Jeff McKee

- **International Diplomacy:** Read more about this in the letter column. But I need 6-9 interested players from Sweden and Norway to make up the Scandinavian team. Send preference list to yours truly. Also possible is a new game instead of *Aniara* (see letters from Japan and Israel).
- **United:** Started. Waiting list: David Hood, Dan Hörning, Andreas Jonsson, Ola Hansson, T E Nerbo

Skandinaviska Fansinpollen 1991

Eftersom postspelshobbyn i Skandinavien har tagit ordentlig fart är det kanske dags att ha en ordentlig omröstning om vilket som var Skandinavians "bästa" fansin under 1991.

Om du vill vara med och rösta om detta skicka då in en lös, undertecknad lapp där du angett upp till fem fansin med det du tycker bäst om först och därefter i fallande ordning.

För att hjälpa ditt minne om vilka fansin som ges ut räknas de upp härnere, men om något saknas får du givetvis lägga till egna.

Ad Arma!

Ancalagon

Barbarian/Wood N' Laser

Bohemian Rhapsody

Desiderius

Dipsois

Gränslandet

Lepanto 4-ever

PostScriptum

Röster från Avgrunden

The Backstabber

Skicka in din röst senast 31 Mars 1992. Resultatet kommer att offentliggöras under spelkonventet GothCon 1992 och i diverse fansin.

Per Westling, pollare

Deadline for editorial stuff to #22 fri 20 Mar. ZAT for "Kick Inside", "Aniara" and "There Goes" fri 13 Mar. All other games tue 18 Feb.