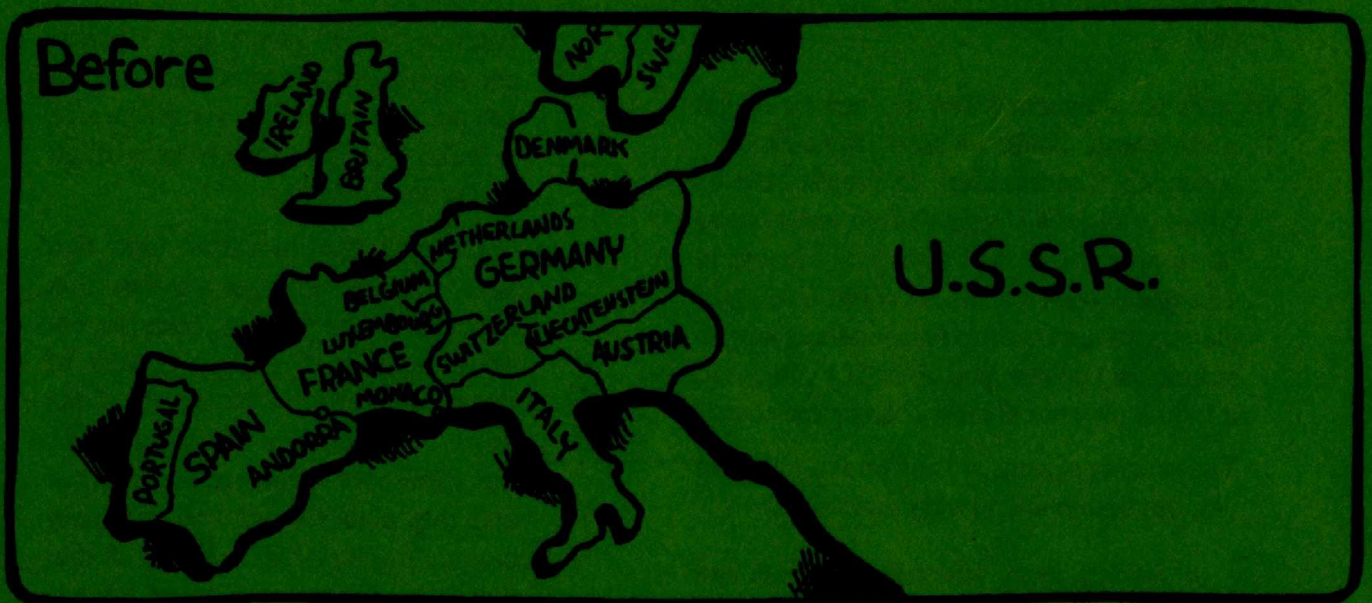


LEPANTO

XXII

4-EVER



Vinnare i fansinpollen 1991: Gränslandet

Withering Bytes

Error 21 as I used to say when I had an ABC80.

Well, I didn't give you the correct postage costs last time. It should have been:

Weight (gr)	Scand.	Europe	Rest
21- 50	5:50/5:-	8:-/6:-	10:-/7:-
51-100	5:50/5:-	10:-/8:-	15:-/10:-

GothCon takes place 17-19 Apr in Göteborg. I wont be there.

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

LinCon's team tournament is starting to get some teams. So far we have *Uppsala*, *Dip-sosis* and *Gränslandet*. It should also be possible to get a *Dragon's Den* team but so far no interest. And I also need players in a *Lepanto 4-ever* team, so could interested players contact me (and also include a preference list) before next ZAT. If I can avoid it I wont play but at least I can be the coach.

The scoring system at LinCon isn't absolut yet, but below are a liekly candidate:

- As last year, you collect points and the one with the highest score wins, but you may not count more than two results.
- This year, the seven best after the first round (that plays in the second round)

Personal messages:

will be placed at table 1. The seven next at table 2, etc.

- Games should run to 1909 (or 10?) unless the game ends prematurely with a draw. A draw may be voted upon during any fall starting with fall 1905, and if powers controlling at least 28 supply centers support a draw it will end the game with that draw as a result. Any surviving power may be included in a draw.
- Each surviving player gets 2 points per supply center controlled after the last played fall. If a player reaches 18 or more supply centers (s)he will get this score doubled.
- Each participant in a draw (and also solo winners) will get a bonus that is computed as follow: Take the average number of supply centers of the participants in the draw (round up). For each non-participant take the difference between the average and that player's number of supply center (this will be negative if that player has more centers than the average) and add all these differences. The sum that you get is the bonus that every player in the draw receives. An example: a three way draw with 17, 10, 3 centers and the rest 4, 0, 0, 0 will result in a bonus of $(10 - 4) + (10 - 0) * 3 = 36$ and therefor the players will get 70, 56, 42, 4, 0, 0 and 0 respectively.

Please let me know what you think about this scoring system.

AvCon 1.0 will be held sat 18th June, 10 am. 20 min diplomacy phase first spring, there-after 10 min. Games continue until 1908 (DIAS) unless a 28+ SC draw is declared (cnf. LinCon). Score is no. SC plus a bonus of 24 splitted among winners. Two best games counted. More

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information/registration: SF Avgrunden; Box 25006; 10023 Stockholm; Phone 0760/80596 (Kim Rosenberg).

Fantastica 92 will also feature a Diplomacy tournament that (most likely [if they get enough players]) will be included in the Swedish Diplomacy Rally. Arranged by Avgrunden. Games start fre 16, sat 10+15+20, sun 10 (final). The seven best will be playing at a special table during the final. Scoring system as AvCon, but the special table counts double. No preregistration, and no starting fee. I repeat the rest of the information from lastish:

Guest of honor: Terry 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: SFSF/Fantastika 92; Box 3273; 10365 Stockholm.

The World Championship in Postal Diplomacy will start this summer. If you want to join the Scaninavian team please refer to the lastish and the letter column thish (this is-

sue). And I also need a definitive confirmation from the players that have shown interest (and see the letter column). If I don't get enough players we might joining the Germanic team instead (maybe).

It's time to move again. As I don't know my new phone number yet, you should try to call me at my work after May 1st if you want to contact me. You can probably use my old address until the next issue (and some time after that) but try my new address if you send letters after May 1st.

Käre Per

[Larry Peery, Box 620399, San Diego, CA 92162, USA]: "*((Below is an extract from the "Worldwide Postal Diplomacy Championship Protocol". The ones that showed preliminary interest will receive a copy of the complete protocol.))*

[...] The primary purposes of this event are two-fold: (1) to provide a vehicle for promoting international hobby contacts; (2) to create a championship world class postal Diplomacy event for both team and individual competition.

[...] This event will be moving simultaneously on three different time tracks. First, there will be the event time table. From start to finish I expect this event to last anywhere from three years for a very short game, to five years for the longer games. I hope to have the whole thing wrapped up by the end of the fifth year.

Second, there will be the publishing schedule for the various game reports, the event zine, etc. Each game will have its own game report and that will be published as needed, probably every two months. The event zine will appear when circumstances in the game warrant, probably twice a year. Various special publications such as players' roster and players' directory, will appear early on in the event. The event wrap up report will appear at the end of the event.

Third, the game deadlines will be as strictly adhered to as I can manage. I will give you plenty of time to negotiate and I expect you to get your orders in on time.

[...] From now until 15 May I am asking each of you to finish recruiting your team (assuming that you have already begun to do so). You may publish the event and your need for team members as much as you wish. I hope you will publicize it heavily since that will generate interest in the event among the various national hobbies. Each team manager/captain is responsible for recruiting his own team members (players and stand-bys) and making all country assignments [...] as well as collecting the gamefee from each team member (non-playing managers and captains are exempt from the gamefee). No team assignments (player or stand-by) are official until that person has paid his gamefee to the manager/director (who should forward the entire gamefee for the team to me) and I have received the team's roster and gamefees.

[...] In addition, I will require for each member a name, mailing address (temporary and permanent), a telephone number (and best time to call), and a brief biography with a personal history, educational background, hobby involvement, and other non-Dip interests. All of this will be published in the directory.

As soon as I have all the team rosters and gamefees (due here no later than 1 June, 1992) I will publish a player's roster and call for Spring 1901 orders, probably three months after the initial call date, which would make the deadline for Spring 1901 orders September 1, 1992.

[...] The gamefees and subscription fees for tournament publications are designed to recover some of the costs involved in running this event. Although I'm willing to eat the printage costs involved for the game reports, etc. I cannot handle the postage costs involved.

The gamefee for each team member (player and stand-bys) will be US\$20.00, or its equivalent (all payable in US\$); which is based on the current costs of international air mail per half-ounce, etc. The gamefee will get each player the materials needed to participate in the tournament and a copy of the game report for his game for the duration of the game.

[...] The scoring system will cover both the entire tournament and individual games. It will also cover both the teams and individual performances. That's all you need to know right now.

There will be awards and prizes given.

[...] Each team consists of seven players, each player one of the Great Powers in seven different games. [...] Each team also has two and only two stand-by players who may be called at any time to replace a player who has resigned or been dropped from the tournament. Once called a stand-by player is not replaced, nor may he be moved from game to game. It is up to the captain to decide whether a given position will be filled with a stand-by player or be abandoned.

[...] I will use prophetic adjustments, so that each player will be required to submit spring orders based on anticipated winter adjustments. This is simply to save time and it isn't that difficult to do, once you get used to it.

[...] Draws will include all survivors."

((Could those interested (even the ones that signed on preliminary) please send in a confirmation of interest plus the requested information. I would also need a power preference list, but don't send any money yet. When I get a full team I will get in touch with you and ask you to send money. But please sign on ASAP (as soon as possible) — preferably no later than early May. Also, you should let me know if you would be interested to join the Germanic team if we don't succeed in getting a Scandinavian one. When we have a team the game fee will be about 120 SEK (don't know the current exchange rate). I will probably also publish the game reports in a special zeen, available to players and non-players for a small fee.

Regarding the protocol there is one thing I don't like, and that's the thing about prophetic adjustments. I think an international tournament should use the system used in Europe and Oceania, i.e. adjustments included with the autumn/fall orders. This system is easier than the one Larry suggests, it isn't slower than Larry's and — as the Diplomacy rules prohibits negotiations before adjustments — it is according to

the rules. So please, Larry, change that paragraph.))

[Ingvar Gräns, c/o Jenny Bendz, Ulrikedalsv. 2:S-217, 22358 Lund]: "Hej Per. When I returned from school today I found L4E on the floor inside the front doot. I immediately swept away all the rubbish, schoolbooks and other uninteresting things that I have at my workbench. [...]"

I saw that you have abandon Aniara and I think that was a wise decision. No use trying to keep something alive that has no life of its own. Now when everybody is talking about The Market I think that the modern word for that is creative destruction, even if I personally dislike that combination of words.

Larry Peery has an interesting idea with his team competition. My question is: are there no cooperation among the team members? It is just seven parallel games of diplomacy? Too bad. I have, some time ago, talked over a connected idea with my friend Matrin Börjesson in Gothenburg. We talked about playing ftf dip in teams of three persons, where they together have to play a country in a game of regular dip. Imagining exiting internal disputes as well as external. I think a team competition should include some sort of team play. I realize that there could be problems with the internal communications, especially if there are as many as seven players in one team.

Mark Nelson says that he would want to produce a novices package with three different articles on how to play Austria and I see that you are thinking in the same tracks. The good thing about what he suggests is that he doesn't have to write it all by himself. I would, however, do it another way as I consider his way similar to give a hungry man a fish. Nothing bad about that of course but I prefer giving the man tools so he can fish for himself, so he doesn't have to be hungry anymore.

How do I accomplish this? Last month I finished a course named "Negotiation in theory and reality". They held it here in Lund at Institution of Political Science. It was very interesting and I can recommend it. Too bad you don't live in Lund. Daniel Pargman says something about

a similar course and I hope he'll enjoy it. I don't really understand the connection between anthropology and negotiation but I don't know very much about anthropology. It could be interesting to know from which direction they look at negotiations. I will send you an article soon. (when my exams are over. I don't know when) to describe some things I learned at my course."

*((“What did you learn in school today?”
“I learnt that Lepanto is a zeen,
And that Hugo is rather mean”.*

The “three persons a team” could be interesting to try at some con, maybe at LinCon next year? But there will be some cooperation between the players in the team, as the results from some games will affect the negotiations in other games; eg. if one team is close to a win at one table, the players at other tables will have a tendency to be hostile versus the player from that team at their table. This is called meta-gaming, and normally this will happen if you play against someone you played against earlier, or that you know from before.

I look forward to read you article “starving” as I am. So far the number of original articles written in Scandinavia has been low, but you may start a trend, hopefully. Regarding the novice packages, much of it are already written, as Borger Borgersen has written 7 “How to win as ...” and Björn von Knorring has written the same number also. The former was written in Norwegian but Joakim Spångberg is right now translating them and publishing them in Desiderius. So all someone (Borger? Björn? Joakim?) has to do is to compile the articles into one publication and the have a novice package! Of course one may also include an article about the rules, general tactics and about the hobby, but that's not necessary now in the beginning.))

[Shaun Derrick]: "I have sent you a copy of my missive 'Globetrotter', as you seem to have an interest in World Dipcon. Any feedback from the Scandinavian hobby would be appreciated.

How active is the hobby in Sweden/ Scandinavia? Are there any tournaments held there? (Diplomacy tournaments). If so I would like to receive as much information as possible about

any future tournaments; And, any past results including final supply centre charts from them.”

((The issue Shaun is talking about (and his address) can be found at page 11.)

Yes, as you can see in this issue there is some tournaments. Almost always they are held as a “subactivity” during bigger conventions, mostly with role-playing games team tournaments as the big attraction. But Diplomacy is usually the biggest board game with normally 35–49 participants. These tournaments are included in the Swedish Diplomacy Rally which has been functioning for three years (former champions: 1990 Roland Isaksson; 1991 Ulf Jiretorn). This year is also premiere for the first Diplomacy Championship held during LinCon.

So far, the only attempt to arrange a Diplomacy-only convention have been AvCon 0.1 and 0.2, but hopefully we will have a Swedish DipCon soon. To arrange a World Dipcon in Sweden would be nice, but hardly practical. If you compare it with WorldCon (the SF world wide con) Scandinavia has always lost due to it's expensiveness. But if an annual DipCon is held in Sweden it might be possible by 1996 to have built an active enough hobby that will be able to hosts the 1998 WDC, although I wouldn't bet on it yet. . .

Regarding the supply centre charts and past results it would be possible to get them from some cons for that last couple of years, but why would you need them?))

[Norman Berdichevsky, POB 335, Zichron Yoakov 30900, ISRAEL]: “Thanks for you prompt reply and the sample copy of Lepanto 4-ever. I also wrote to Thomas Franke in Oldenburg Germany who replied that they are waiting for a 7th player so I hope they accept me and I can begin playing. If they no longer have an opening, I would love to joining one of your groups. [...]

I expect to be in Denmark in June — perhaps we can have a telephone conversation. I lived in Denmark for 6 years (1978–1984), speak Danish and understand Swedish.

How long does a “typical” (?) game last?”

((Nice to see that you did get into a game. The interest for another international game in LAE

have been minimal, so I will close this list for the time being (or until I get some more international requests).

My Danish is lousy. And Danish spoken by Danes are often almost impossible to understand. When I meet some at a Youth Bridge Camp in Holland 1987 I spoke a mixture of Swedish, Danish and English with them!

A typical game seem to last to about 1909/10, i.e. 20 issues of PG in the case of this zeen, which means that it will take about 1.5 years real time.))

((Sven Eriksson sent me a late end-game statement for the Gunboat 1 game “The Thing” :))

[Sven Eriksson]: “I am happy for the French-Italian alliance. Maybe it made the game a little boring since it divided the fights into two parts. On the other hand Turkey spiced the game a lot. I hoped very long to get an allied Turkey. But Turkey only gave small hopes of cooperation. Just look at the spring -05 orders where he/she does not help me but attacks Russia to keep me happy and without upsetting Russia too much because the attack could only succeed if Russia forgot to send orders. I believe that Turkey would be the winner if we continued the game and succeeded in crushing Germany with united forces. Thank you all for a fun game.”

The International Diplomacy Convention At Birmingham

By Allan B. Calhamer, inventor of Diplomacy.

((This is a reprint from Diplomacy World #52 from late 80s. If you're interested of subscribing to this excellent (semipro)zeen, write to David Hood, 2905 20th street, NE, Hickory, NC 28601, USA [subscription cost US\$20/year]))

Some time in 1987, I received an invitation from Richard Walkerdine to appear as the guest of honor at the International Diplomacy Convention in Birmingham, England.

I managed a three-week vacation covering the period. My wife and I flew non-stop from O'Hare to Heathrow on July 3. Since there is a time difference of six hours, the day leaving was effectively 18 hours long, and the day returning was 30 hours. Neither of us experienced any jet lag.

I discovered that if you fly from Chicago to London, you don't have to reset your watch. All you do is look at it upside down, and read time off the hour hand. If you want the time more accurately, you can then turn the watch right side up, and read minutes past the hour conventionally from the minute hand.

After the condensed night over the Atlantic, I spent the morning looking at the cloud formations, which reminded me of a lot of deserts and mesas, and photographing them. The pictures came out well, but did not capture the imposing nature of these formations.

We landed after an eight hour flight and took a rental car at the airport. The car was small and low, with a tight turning radius, and five speeds forward. To simplify matters I cruised in third for a while and then in fourth.

The traffic drives on the left. You have to stay alert to the difference; at intersections you have to watch for cross traffic from the right direction in each lane. The steering wheel is on the right, and you have to shift gears with the left hand. All of this sounds like a simple reversal of left and right, but you still clutch with your left foot and brake and accelerate with your right. Thus when you shift gears you use both left appendages at once, which feels something like a flag flapping in the breeze. The English have similar problems when they drive on the Continent, which drives on the right.

Most of the intersections outside the cities, and many inside, are roundabouts, which Americans would call traffic circles; some so small that they are just circling arrows painted on the pavement at an intersection; some circling several acres. At an American traffic circle you nearly always

have to stop; then you merge any way you can. At a roundabout you can go right on if no one is coming. This saves lots of time, since you may go through them one after another all day long. If anyone is approaching you, coming around the roundabout, however, you must stop and wait for him to pass. This gives the driver great safety and freedom to watch for his turnoff as he comes around. Almost everyone follows the rules.

Direction signs, especially at the every-present roundabouts, are excellent.

Except on the modern highways called Motorways, there are no shoulders along the roads. Occasional well-marked laybys are provided, frequently big enough for only one car, where you can pull off. In the West Country especially, roads are closely lined with hedgerows or stone walls. Drivers avoiding the stone walls sometimes lay over the center line, and come around curves at you that way. There are also two-lane roads that narrowed to one lane occasionally. You might have to back up to let a truck pass in the other direction.

It rained almost all of the time we were there, and was so cool I had to buy a wool cap. Since Chicago was in the middle of its record hottest summer, with 7 days over 100 degrees F., this trip was a welcome way to break up the summer. When we got five minutes of sunshine, I hastily took pictures; but most of the time the overcast was light — a porcelain sky, Conrad might have called it — and pictures taken under that sky came out well. No wonder the English countryside is so green; it gets all that rain, and grass looks greener on a cloudy day.

The countryside, I might add, was absolutely as remarkable as they say it is. It is usually heavily rolling, and the sheep keep it trimmed.

Of sites we visited, castles, if Royal (Edinburgh, Tower of London) were in fine condition and contained many buildings dating from the 13th century. Other castles seemed to have been knocked down by the central government (whether monarchy or Protectorate) for obvious reasons. We saw a lot of ruins (Barnard, Urquhart). At Dunster Castle, just the wall was knocked down; it was restored by a 19th century

merchant prince. Castle Drogo was built from scratch in the early 20th century by a merchant prince. Brougham Castle was inherited in the 18th century by somebody who didn't want it, who tore it half down to sell the building materials.

Monasteries were closed in 1539. These seem to have been stupendously large buildings. Jedburgh Abbey still stands minus its roof. We visited another abbey, of which just a part had been re-roofed, forming a huge church for a tiny community.

Of industrial history, there is the greatest treasure trove, and I find it most interesting, but I decided I would have to leave it largely for a later trip. For everything you see, you skip a hundred other things. We did see a 150 year old bobbin mill (it made wooden spools), and the steam engine that originally raised and lowered the Tower Bridge.

We saw a few manor houses, Van Dycks and Sir Joshuas on the wall, inlaid tables, formal gardens, libraries full of books in ancient bindings. We also visited Wordsworth's home; which includes the informal garden; said to be still substantially as Wordsworth laid it out. He was highly thought of as a landscape gardener to receive commissions.

A remarkable high point that we stumbled across was the home of Issac Newton, a very old, small, primitive manor house, where Newton wrote some of his major works, and transacted the business of the manor, when he was not in Cambridge.

Of Roman remains, we saw Hadrian's Wall at different points. Originally twenty feet high, it is now no more than six, and about equally wide. Such a wall had to be manned, so there are also remains of forts and blockhouses. We saw the famous Roman Baths at Bath, which are well interpreted for the public; and stumbled across the remains of the Temple of Mithras (the foundation stones) in the City of London.

Of churches, some had been desanctified and were in use as community centers and the like. One small one in a central city had old, uneven stone floors, memorial plaques to servicemen killed all over the globe in a long series of con-

flicts; one plaque going back to the 16th century; a plaque commemorating a churchman who had encouraged emigration to Massachusetts Bay. We encountered two statues of knights recumbant that might have dated from the 15th century; 18th-century graffiti had been carved on the stomach of one of them.

We viewed a number of Cathedrals; the one at Bath had two stone ladders going up its entire facade, with souls attempting to climb them; one soul was falling off.

I was impressed by the regional architecture of Britain on this first trip. Whole cities seem to be built in the same style. New buildings are built to harmonize with the old. Nearly every building seems to be out of stone. This is a material we do not see nearly so much of in the suburbs of Chicago, where the favored building material was brick from about 1945 to 1980, and wood both before and after that. Wood does not seem to be used in Britain for anything larger than a toolshed.

Texture was a big thing in art a few years ago, and stone walls have an interesting, attractive texture. When a whole city is built in one texture, and the next one in another, and so on, this can be pretty impressive.

Thus Dorchester was built in a rounded, white or light yellow stone, interspersed with brick. The small town of Abbotsbury seemed to be built in the stone of Dorchester, without the brick (I understand this village has been extensively restored). At Barnstaple and nearabouts, walls were plastered smooth and painted in very light pastels. Bath seemed to be built of very large yellow stones, sawn smooth. Many villages were built of smooth red stones. In the North, there seemed to be more of a mix, but some older buildings were built of jagged black stones, which, inspite of deep indentations between stones, were laid up into very straight walls.

Heathrow is west of London and we headed west from there. We passed the Salisbury Spire in a driving rain. Main roads frequently go right through the center of town, streets narrow, parking impossible. Every city seems to have a well-marked parking lot close to the center, reasonable fees, and space nearly always available: so

you might as well give up and go straight to the lot.

We then arrived at Stonehedge. Here the builders chose a large, yellow-gray stone. The structure was more compact and lighter in color than I had imagined. On the green plain it reminded me of a cue ball on a billiard table.

We proceeded to Dorchester, said to be Thomas Hardy's "Casterbridge." Almost every house in England seems to be a row house, typically built wall to wall, frequently without front lawns or parkways. The result is that the earth seems to be armored like a turtle's shell. Pan the scene for a black and white movie and it may look a little drab, but the reality is more cheerful. Frequently roofs are tiled in bright orange, and bright orange brick is common, rather than the dull red which is preferred in the United States. Roofs always seem to be tile or slate, except for some thatch in the South; never asphalt shingle as in the United States. A lot of stone homes have a vaguely Hansel and Gretel appearance.

It is easy to see why the English coined the term, "A man's home is his castle." If they build a gatehouse, say, in the local materials, and then add a crenellated roof line, it looks a lot like a castle.

Discovering how much hotels cost, we stopped at private homes that advertised Bed and Breakfast. These people generally charged eight or nine pounds (\$14.00-\$16.00) per person per night for a good room, sharing the bath with maybe one or two other families, and breakfast. The dining room would usually have two or three small tables in it, and breakfast normally included all of juice, cereal, eggs, back bacon (Canadian bacon), sausages, toast, and sometimes mushrooms or small tomatoes fried in with the bacon and eggs.

To covert pounds to dollars you double and subtract ten percent of the result. Dollars to pounds, you halve and add ten percent. Actually changing the money was little trouble. You are asked for your passport, and you want to act when you see a bank open, since they keep short and unexpected hours.

We passed through Dartmoor, said to be Hardy's Egdon Heath, to the passing eye just a little hillier than what we had seen.

Coming back along the Bristol Channel, we rode on an inclined railway that operated by filling a tank below the passenger compartment with water. The weight of the water pulled the car down, pulling the other car up. At the bottom, they ran the water out, while the other car was filling at the top.

We saw a fighter plane, down low and moving extremely fast, like a dart from a blow gun; drove up Porlock Hill, overlooking the Bristol Channel; swung past Glastonbury Tor, once surrounded by marshes and said to be the Island of Avalon; gawked at the cathedrals of Wells and Bath; then moved up the Motorway to the Lake Country.

Thus inspired, we travelled along Hadrian's Wall, turned north through some treeless, yellow-green country that looked about like Wyoming, then entered Scotland. We walked past a "Chicago Pizza Factory" on the way to Edinburgh Castle. There are at least two excellent roads in Scotland, meeting at Inverness. We went up one and down the other, coming back along a chain on lochs, everything in shades of gray at Loch Lomond; then through a valley, high hills and low clouds. We then switched back to the east side and went down to Cambridge, where we gawked at the University buildings.

Time for the convention at hand, we puzzled our way through Hitchin and met Richard Walkerdine at his place. We had a delightful evening of conversation with Richard and his lovely and sparkling wife. Richard is twelve feet tall and about about six inches wide a the shoulder. I presented him with the inevitable Chicago Bears sweatshirt anyway. He seems to be a prehistorian, cricket player, economist, and young man on the way up of the kind Maggie Thatcher likes.

Next day, Richard let me up through the roundabouts to Birmingham. The tournament was in High Hall, perhaps 17 stories. We were housed in a room that seemed comfortable for two students, overlooking a park-like area which included a pond and statuary. Downstairs was

a large cafeteria, where 200 people could play Diplomacy and eat their meals without crowding.

The tournament was run with a firm fist around a mug by Nick Kinzett. The tournament plan seemed excellent. The first day was devoted to team play and the second to individual play. One member each played each of the seven countries, of course at different boards. The next day players played for the individual title, which was decided by summing up the individual's score from both days.

There appeared to be several advantages to this scheme. If pals get together to form a team, they end up at different boards, reducing the pre-game conniving. A pre-game alliance between two teams would involve fourteen people. It would probably be harder to work it up and harder to keep it secret. A player who falls behind is not so likely to throw the game to someone else, either, since he would be letting his team down. He would also be hurting his score for the individual title, to be decided the next day. Thus it seems there is encouragement to compete vigorously and fairly.

At least one team arrived in identical tee shirts; some sported names like S.L.O.B.S. and Mouse Police; some were assembled at the tournament. The winners were War & Peace, consisting of John Gatheral, Richard Williams, Simon Brooks, Pete Mason, Andrew Glynn, Phil Creed, and Paul Finch; their worst score was six centers, and the next worst ten!

The following day Phil Day, who had a 20 unit Russia during the team competition, added a five unit Turkey to win the individual title, second and third going to Matt McVeigh and Jim Mills.

I gave a speech about the invention of Diplomacy, events and experiences along the way, strategy in the game and in general, MacKinder's geopolitics, and so on. Their eyes glazed over after about an hour and a half, but I made the most of the rare opportunity to talk with people who knew just what I was talking about.

I put the original Diplomacy set on display; it has armies 2 1/2 inches high and fleets 3 inches long, in historical flag colors, and a large map

to match. Rusty Bolt Awards were handed out to hobby types. Martin Taylor, who competed in the croquet tournament, gave a magic show.

The convention was excellently run and deserved the splendid 200 player turnout. Larry Peery was there, wearing a Diplomacy World Staff tractor cap. Fred Davis was there.

Monday afternoon, we drove down to Heathrow, left the car, and took a cab into London, where a television producer had provided a hotel room for two nights. He has an excellent plan for a television program based on Diplomacy, for one of the smaller and more erudite channels. I spent some time discussing the project with these people; we also attended a foreign policy seminar, the speakers having just returned from the Communist Party Congress in the Soviet Union. Apparently the theme of the Congress turned out to be, "Restructuring Is Fine But The Party Must Lead It." The speakers took this theme seriously as a conservative shift; but I thought Gorbachev had gotten most of the specifics he wanted, and the conservatives had gotten in return little more than a generality, of a sort which you would have to expect at a Party Congress.

We had a little time to see the sights of London, and, this being the first trip, we spent the time on some of the best-known sights. We were just off Oxford Street, the prime shopping area. From there, double-decker buses took us through Trafalgar Square and Picadilly Circus to the House of Commons, St. Paul's, the Tower, etc. Since we have children of college age, we also had to make a trek to the Hard Rock Cafe, to buy tee shirts. From where the bus left us, we had to run across eight lanes of one-way traffic and climb a fence. (I realize the fence was there to discourage people from running across.)

An amusing incident occurred during the few minutes we were watching the House of Commons. It seems there were hardly any members present, on either side of the aisle. One young Conservative was lying in his seat, with his feet up on the seat in front of him. A minister completed the presentation of the Education Reform Bill, and a Laborite rose to reply. This man began his remarks by saying that you could see how little the government cared about education, from the fact that they allowed only thirty

minutes to debate the bill. Thereupon the Conservative, without changing his position, waved at the empty Labor benches and yelled, "Where are they?"

The flight back went way north, over islands that appeared to be uninhabited (no visible roads). I photographed quite a lot of ice, which had collected into long drifts in the ocean.

It was a memorable trip in which everything went well; the convention was great, the Diplomacy people were great, and Britain is great.

Globetrotter

Vol IV Issue 1

From: Shaun Derrick, 313 Woodway Lane, Walsgrave, Coventry CV2 2AP U.K.

((Globetrotter is a zeen published in UK mostly discussing travels to and from WDC. But the lastest editor seems to have given it a new role. I found this issue very interesting and agree with most of it, and therefor I've decided to publish it here in LAE (maybe the first real subzeen within these pages?) More on WDC in the letter column. But one thing that would be interesting to discuss is "Would a WDC be possible in Scandinavia 1998?"))

Editorial

With WDCIII having now passed, we have over two years before the next World Diplomacy Convention here in the U.K. In the meantime it is imperative that the future of WDC be thrashed out amongst the national hobbies of the world. We all need a clear idea of what is going to happen, otherwise we could get 'rebel' WDC's all over the world, all purporting to be the 'official' event — this would do no more than damage irrevocably, the strides we have made in bringing the Diplomacy hobbies of the world together. I

would appeal to all parties involved, in particular convention organizers, to put forward their ideas and ensure that World DipCon will be the most prestigious event in the International Diplomacy Hobby. I would be willing to discuss WDC within the pages of *Globetrotter*, and act as a forum for debate, particularly within the U.K. hobby.

What happens after 1994?

The following suggestions are my own personal ideals for WDC. I have attended all three previous WDC's, met many people from a number of different nations, and believe that I have a broad idea of how 'the World' wants WDC to be organized. Clearly the main problem seems to be deciding on the venues after 1994 — there are now a number of countries who could successfully stage WDC (U.K., U.S.A., Canada, Australia, France and Austria). I have included the latter two as these hobbies are well organized and do not have large postal hobbies, relying on their prolific convention calendar to maintain popularity.

Holland, Germany and New Zealand are potential possibilities, though their hobbies are rather small, and, in the case of Germany, the hobby is certainly not Diplomacy orientated. So, we need an annual convention, not biannual, as at present! This seems more acceptable to most players I meet, contrary to what the ManorCon committee or some American convention organizers would have you believe.

If we are to have an annual event we need to establish a rota system to ensure fair distribution of the event. The critical question is: How do we decide?

Well, I believe the following rota should be acceptable to the vast majority of Diplomacy players worldwide:

1. U.K. & Ireland
2. U.S.A./Canada
3. Europe
4. Oceania
5. 'Floating year'

The idea of the floating year is to enable a country not part of the other four groups to be able to 'bid' for WDC, or for a country with a special reason for wanting to hold WDC e.g. Austria wishes to hold WDC in 1996 as it is their millennium year! The decision on where the floating convention will be held needs to be ascertained at least two years in advance. It should also be possible to trade off your allotted year e.g. If the U.K. wishes to hold the event a year earlier than planned, they can trade it off with another host group. Bids for the floating year should be received as soon as possible, and they can come from any country, even those already on one of the other four groups, though I doubt that one national hobby can support two successive WDC's.

Whom do the bids go to you may ask? Well, they can go to any 'zine editors that have an influential part to play in their nations hobby — obviously, if you want to hold WDC you need to publicise your bid as widely as possible. As this floating year is every five years, there is plenty of time for a consensus of opinion to polarise onto one venue, though a final decision should be made at the European convention two years before, or maybe in the USA/Canada convention if popular opinion for a particular venue is a foregone conclusion, or if there has only been one bid, and this is generally acceptable. Obviously there must be a representative from each of the bidding countries to their case forward and a vote carried out amongst all the delegates at the relevant WDC — one provision is that the hosting nation at which the vote takes place cannot be one of the bidding nations. The votes could be gathered by enclosing a voting form with the programme booklet, and once completed handed to an organizer of the convention, or a nominated official. Of course there should be a meeting at some stage of the convention to allow bidders to put forward their 'manifesto'.

The decision on venue within each group must be decided internally, although I can foresee problems within Europe. I would hope that all the potential European hosts can decide on the venue amongst themselves. In fact I have a strong preference for the floating year to be awarded to Europe more times than not, although there may be opposition from the

USA/Canada group.

My rota for the remainder of this century is thus:

1994 U.K. (already assigned to Birminham's ManorCon

1995 U.S.A./Canada

1996 Austria

1997 Australia

1998 France ??

1999 U.K.

2000 U.S.A./Canada

As mentioned before, Austria wants WDC in 1996 due to it being their millenium; France in 1998 as they have the strongest case for holding a WDC out of the remainder of the worlds hobbies.

Custodianship

There must be some form of custodianship of WDC to ensure that it continues to exist, and to step in should there be probelms if a venue due to hold the event suddenly becomes unable to do so. I could not forseer either of these problems arising, so the custodians would, hopefully, never be required. But who would the custodians be? All of us!! All who want WDC to continue, and all who organize conventions and debate such matters. We do not need Chairmen, Charters, Constitutions, Officials, or any body of people proclaiming to be the "WDC Committee". The Hobby will, by general concensus, keep the WDC momentum going, all wee do need is someone to keep the records of results, awards, etc — an official archivist!

With this freedom to enter and depart the scene as a 'custodian' of WDC, we will not need ballots, arguments and the need to meet, other than those informal gatherings at WDC itself, and perhaps, other conventions. It is highly impractical to have a committee of delegates who couldn't meet due to the cost of travelling — all correspondence need only be done through

'zines and by telephone if necessary. The administration and promotion of each WDC will be the responsibility of the host hobby. On the whole Diplomacy players just want to play Diplomacy, and will attend conventions if they are organized for them, so the majority won't care too much when, where or how WDC is organized, so long as the event is held somewhere.

Miscellaneous

WDC attendances: WDCI had 300, WDCII had 110, WDCIII had 80, WDCIV is likely to have nearly 400! These are large conventions for the host countries, and the U.K. WDC's have seen the biggest gathering of players ever seen anywhere; I have no doubt that WDCIV will break all records. The reason for this is because there are so many other competitions besides the Diplomacy tournament; many people only want to play one game of Diplomacy and then move onto something else another day, they are not interested in playing Diplomacy all weekend. The other two WDC's were principally Diplomacy events with few other tournaments. WDCIII was separated from the role-players and figure gamers of CanCon, held over the same weekend. The reason for this was that the organizers thought the Diplomacy event would be shoved into a little corner of a large convention hall. The majority of those who attended agreed that this was a good idea, and I am thankful that they did this too.

The International attendances at each WDC were a very small %age, but this is, perhaps, not surprising; all the tournaments have so far been held in the highest season for travelling to that country, and so making it the most expensive time to go. I am sure that if WDCIII was held in April, there would have been a few more international visitors. Imagine if WDCV was held in winter, you could snap up deals of £199.00, such as this winter, possibly doubling the VBritish contingent.

It will be interesting to see what response a European WDC will get from the International players, as language is presumed to be a barrier. There is no limit to what language can be used; presumably! Many Europeans have a far better command of English than we do of their mother

tongues, so I don't think it will be a problem, just puts us at a small disadvantage.

Scoring System: This should be left entirely at the discretion of the host nation, though there should be a minimum of 2 games to qualify for a position in the final ratings — I would be very despondent if ever a WDCI situation occurred again — one good result from one game won the tournament. Though to be fair this was how the scoring had been done in the last few ManorCons, and the fact that it was the first 'World Diplomacy Championships' for individuals was seen as unimportant. The individual WDC Diplomacy tournament should be far more important than the team event.

Each nation has its own idea of how the Diplomacy tournament should be run; just look at the French tournaments, they only play to 1906, and thus, their system reflects the shortness of the games.

Prizes: The WDCIII prizes were the best I have ever seen at any Diplomacy convention, so all other prospective hosts, take note! These were really worth winning — my best Germany award was a solid base with an angled plinth and plate, topped with a German eagle. If there is one area in which there should be universal agreement on is the prizegiving. All the top 7 players should receive prizes (an assumed top board), and there should be best country awards, calculated using the scoring system chosen for the tournament. Overall a minimum of 14 prizes. Of course additional prizes can be awarded at the discretion of the organizers. I think the 'players choice' award is a good idea. I am in two minds about cash prizes at this stage, it has been tried in most countries and failed, but I don't think we have heard the last of them.

PollPrat #1

Subfansinet för resultatpresentation ifrån och diskussion om fansinpollen

Välkommen till detta första numret där jag kommer att presentera resultatet från den första omröstningen samt diskutera denna och framtida pollar. Andra redaktörer får gärna publicera detta subfansin i sina fansin om de vill.

Årets röstning lockade 37 röstande (varav 7 från Norge) vilket kan ses som ett ganska bra utfall för att vara en första poll men jag hade väl räknat med bättre uppslutning speciellt då vissa redaktörer (och därigenom en stor del av deras läsekrets) *inte* röstade. Dessutom har en del röstat på fansin som inte är postspelsfansin, eller sådana som inte fanns 1991... Nävl, här är årets resultat på alla fansin som fick *minst tre* röster:

	Fansin	Poäng	Antal röster	Snitt	Norska Poäng
1.	Gränslandet	106	29	3,66	11
2.	Rösten från Avgunden	92	27	3,41	5
3.	Dipsosis	75	24	3,12	2
4.	Lepanto 4-ever	65	22	2,96	15
5.	The Backstabber	40	11	3,64	25
6.	Desiderius	36	15	2,40	2
7.	Ad Arma!	27	9	3,00	21
8.	Post Scriptum	21	6	3,50	0
9.	Ancalagon	12	5	2,40	3

En påminnelse: De röstande fick räkna upp 1 till 5 fansin i ordning bästa till "sämsta", där det första fick 5 poäng, tvåan 4, och så vidare.

Som synes är Gränslandet det populäraste fansinet i Skandinavien. Om man bara tittar på norska röster blir ordningen:

	Fansin	Poäng	Antal röster
1.	The Backstabber	25	6
2.	Ad Arma!	21	5
3.	Lepanto 4-Ever	15	4
4.	Gränslandet	11	4
5.	Rösten från Avgrunden	5	3

Men eftersom det var så få röster från vårt västra grannland kan detta resultat kanske inte vara representativt. Om vi tittat på snittet får vi följande ordning:

1.	Gränslandet	3,66
2.	The Backstabber	3,64
3.	Post Scriptum	3,50
4.	Rösten från Avgrunden	3,41
5.	Dipsosis	3,12
6.	Ad Arma!	3,00
7.	Lepanto 4-ever	2,96
8/9.	Ancalagon	2,40
	Desiderius	2,40

Kommentarer och synpunkter

[Kalle Stengård]: "[...] Vidare anser jag att Desiderius som bara kom ut en gång under 1991 ej bör betygsättas för ett regelnummer."

((Även om ett fansin bara kom ut med ett nummer under 1991 kunde man bedömma det utifrån layout och intentioner. Men nu har väl många av de som röstat bedömt fansinen efter vad de gjort under början av 1992 så resultatet kan tas med en nypa salt när det gäller 1991. Nästa poll tänkte jag ha inlämningsstopp i slutet av december (i år) så då slipper vi det problemet. Frågan är om det ska krävas minst två nummer utgivna under 1992 och om det ska vara några speciella andra krav? Kanske specificera att föreningstidningar (likt t.ex Argus inte ska vara med?))

[Anders Færden]: "Jeg har forøvrig et viktig poeng å komme med: Antall abbonenter bør oppgis sammen med stemmetallene. Dette vil gi rom for interessante sammenligninger utover den offisielle resultatlisten!"

((Detta kan vara en bra idé men jag har tyvärr inte tillgång till detta för alla fansin. Det kan dessutom vara svårt att beräkna för en del fansin då antalet prenumeranter varierar en del, och det totala antalet personer som läser dem kan vara mycket större.

Men tills nästa år funderar jag på att ändra röstningsförfarandet till att istället låta röstarna ge 1 till 10 poäng till alla de fansin de sett under 1992. Vad tycker ni om detta?))

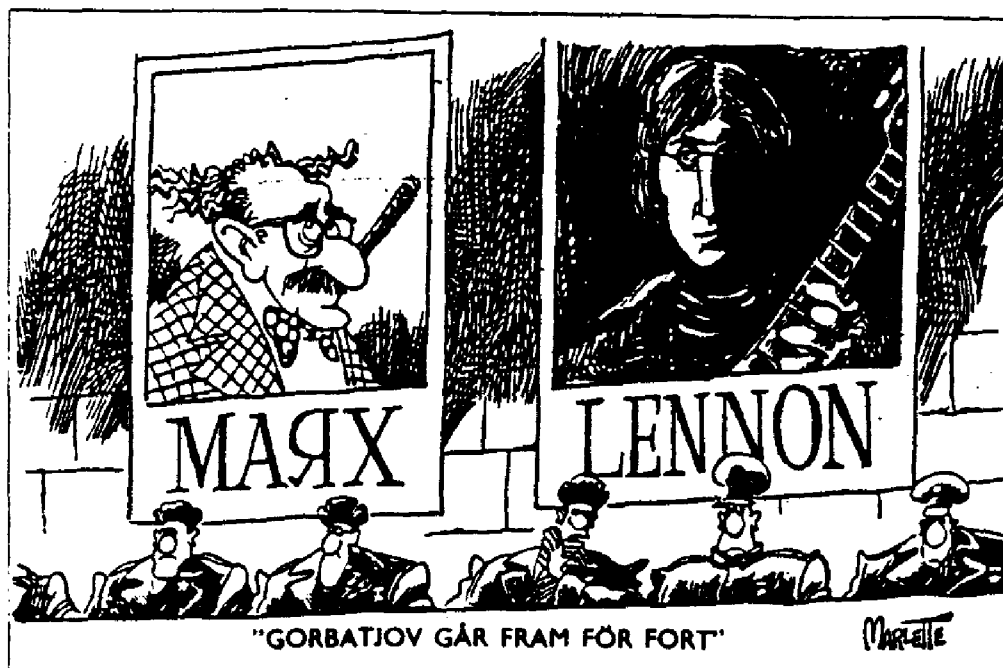
[Henrik Emilsson]: "Omröstningen om skandinaviens bästa fansin kommer att bli roligt att följa. [...] Till sists, PostScriptum räknas väl ändå inte som ett PBM-fansin, där är ju inte några spel. Dessutom har bara ett nummer utkommit (enligt min vetskap)."

((Jo, PS är faktiskt ett postspelsfansin! Det är helt klart ett fansin och det handlar ju uteslutande om postspel. I andra postspelshobbies där man provat pollar brukar man ha med fansin som ägnar sig åt postspelshobbyn, som t.ex. fansinlistningsfansin (Zine Register, Mission from God), diskussionsfansin (Mouth of Sauron), "flaggskepp" (Diplomacy World) och så vidare. Egentligen bestäms vad som ska vara med av vad folk i hobbyn röstar på.))

Sådär, då var första numret klart. Om du har några synpunkter, eller vill diskutera frågorna ovan, skicka då brev till mig på adress Per Westling, c/o Lindh, Drabantgatan 11, 58346 Linköping. Jag tänker mig att publicera åtminstone ett nummer till av detta subfansin i år, troligen i september (så jag vill helst ha era brev innan slutet av augusti), där jag också kommer att utlysa Fansinpollen 1992!

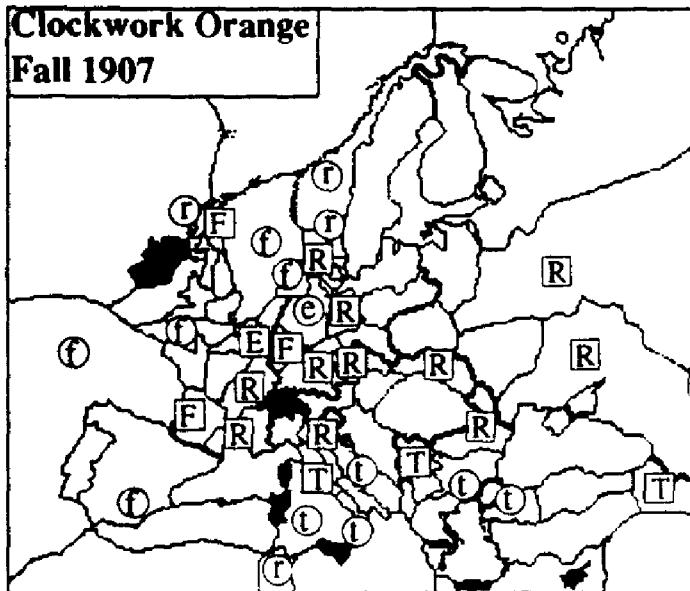
Mars
1990:

Tiden
går



Pax Germania #35

The gamesubzeen of LAE #22



Fall 1907

Regular Diplomacy

A Clockwork Orange
[PG8/1990FO]

GM:

Per Westling [CoA, see editorial
and back page]

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

F(Hol)→Kie; A(Bel)→Ruh.

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

E(NTH)→SKA; A(Yor)→Edi; F(Lon)→ECH; F(HEL)SA(Kie)H; A(Kie)*SA(Ruh)H;
A(Ruh)SA(Kie)H; A(Par)→Gas; F(LYO)→Spa/sc, S by F(MID).

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

E(Nwy)→NTH; F(NWG)→Cly; A(Den) & A(Mun) S E F(Hol)→Kie; E(SK A)SA(Den)H;
A(Ber) & A(Bur) S A(Mun)H; A(War)→Gal; A(Sil)→Boh; A(Mar) S A(Bur)H; A(Pie)→Ven;
F(WES)→Tun; A(Rum)→Ser; A(Sev)→Arm.

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

NMR! A(Arm), F(Con), F(ADR), F(Nap), F(Bul/sc), A(Ser), F(TYS), A(Rom) all H [u].

Retreats: French A(Kie) killed.

Old proposals: RFT vetoed. Solo Russian victory only defeated by abstain(s) so it is repropoed with "No vote" counting as yes.

Notes: ZAT for Spring 1908 is **tue 5 May** (1 pm).

Standby for Turkey is: Kalle Stengård, Nysätra Gård, 14191 Huddinge

Adjustments in "A Clockwork Orange" after Fall 1907				
Eng	Bel.Hol,+Kie	(2)	3	Plays 1 short (NBP)
Fra	Home(3),Por,Spa, Kie,Lpl, Den,Edi,Lon	(10)	8	n/c
Rus	Home(4),Rum,Bud,Vie,Ber,Swe,Mun,Nwy,Tri,Tun,Ven,+Den	(14)	15	+A(Mos)
Tur	Home(3),Bul,Ser,Gre,Rom,Nap	(8)	8	n/c

Press [A Clockwork Orange]:

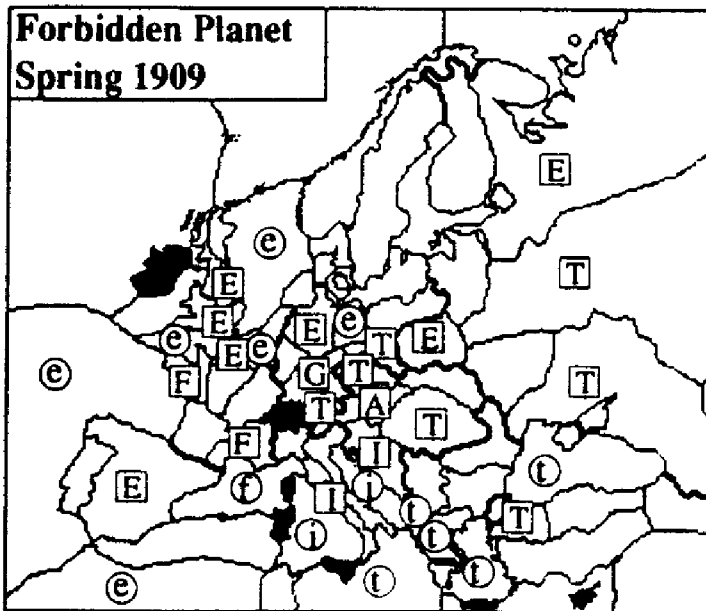
Eng—All: Testing, Testing...

Eng—Fra: When you talked about a two-way draw. I assumed you meant between us.

Eng—Rus: Go for Briton territory...

Eng—Tur: Hello, hope you could get your fleets up 'ere, so that you may support me. In that case you'll be the second Turk to Support England in the north in a game where I play England.

**Forbidden Planet
Spring 1909**



Spring 1909

Regular Diplomacy

Forbidden Planet [PG3/1990FJ]

GM:

Per Westling [CoA, see editorial
and back page]

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

NMR! A(Vie)H [u].

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

A(Lpl)→Yor; A(Lon) S T F(Alb)→The Moon; ~~F(Ber) S T A(Sil)→Pru~~ [nso]; ~~A(Stp)→Mos~~; A(Lva)→War; A(Kie) S G A(Mun)H; F(Den)→NTH; F(MID)→Naf; F(IRI)→MID; A(Spa)H; F(Bre)→ECH; A(Bel)→Pic; F(Hol)→Bel.

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

A(Par)→Bre; ~~A(Mar)→Pic~~ [imp]; ~~E(LYO)→Mar~~.

Germany: [Civil Disorder]

NMR! A(Mun)H [u].

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

~~A(Rom)→Nap~~; A(Ven)→Tri, S by F(ADR); ~~E(TYS)→Nap~~.

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

NMR! ~~A(Tri)→H~~; A(Con), A(Bud), F(Alb), A(Boh), A(Sev), F(BLA), F(AEG), F(ION), F(Gre), A(Mos) & A(Sil) all hold [u].

Retreats: Turkish A(Tri)→Tyr.

Old proposals: All three proposals defeated, not repropoed.

Notes: Map error last time (Bre, IRI). ZAT for Fall 1909 is **tue 5 May** (1 pm). Standby (again) for Turkey: Leif Kjetil Tviberg, c/o Anton Rotvold, N-7670 Sakshaug, NORGE.

Press [Forbidden Planet]:

Lon—Con: Den nyvalda premiärministern tackar sultanen och hoppas att oroligheterna (läs NMR) är över nu. Han tackar också för militärvöningarna i Ryssland som har lärt de Engelska trupperna mycket.

Per—Lon: Är det inte Kurder, så är det jordbävning. . .

Lon—Austria: Om du står i närheten av Warsawa så kan jag stödja in dig. . .

Lon—Par: Lita aldrig på någon. Hoppas du tog tillbaka Spanien.

Lon—Ger: Du får behålla Mun så länge du vill. Jag kommer att stödja dig.

Lon—Rom: Det här är bra träning för Stolta Tomet. . .

Lon—Alla: Kraftfulla reträtter förra gången. . .

Par—Lon: Ja, inte förvånade du mig i alla fall. Jag lovar, "vänskapen" kommer åtgäldas senare.

Par—Con: Skynda dig att skrapa ihop 18 SC före England. Jag sinkar honom så gott jag kan.

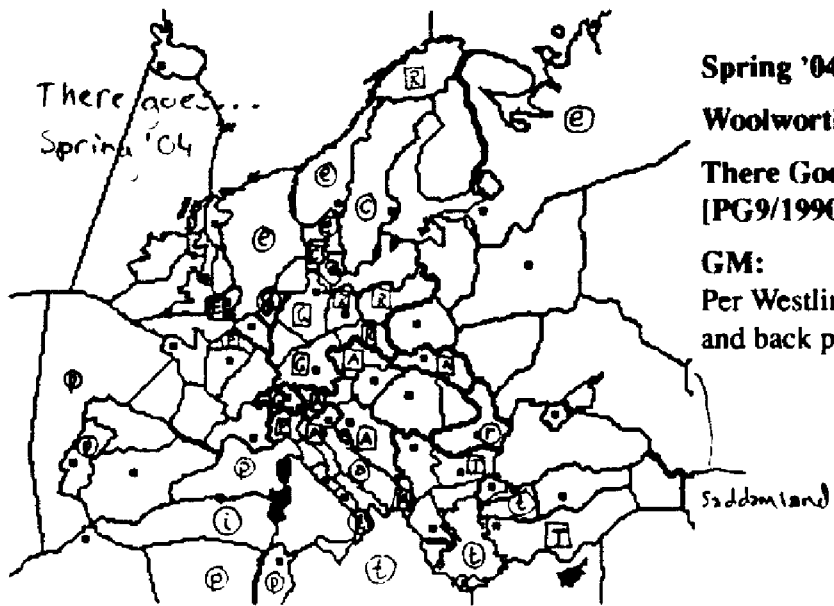
Par—Rom: Nästa gång lyssnar jag på dig.

Par—Ber/Vie: Segt virke i er, pojkar.

Per—Par: Mun/Vie, kanske?

Rome—all: No, not fight! Fight! Be creative, answer letters, think deep thoughts. Be DIPLOMATS! This is your country! It must survive! Fight! Kill! Diplommatize!

Per—Con: Åt telefonsvararen upp dina order?



Spring '04
 Woolworth IID
 There Goes A Tenner
 [PG9/1990SHcb19]
 GM:
 Per Westling [CoA, see editorial
 and back page]

Austria: [Kalle Stengård, Nysätra Gård, 14191 Huddinge]
 A(Tyr) & A(Tri) S A(Ven)H; A(Alb)→Apu, S by A(Ven), C by F(ADR); A(Gal)→War;
A(Boh)→Gal.

England: [Joakim Wallbing, Rågrindsv. 31, 94300 Öjebyn]
 F(Lap)→Stp/nc; F(NWG)→Nwy, S by F(NTH); F(SKA)→Swe.

Germany: [Secret Power]
 A(Mun) & F(Hol) S A(Kie)H; A(Kie) S A(Mun)H; A(Swi) S A(Mun)H.

Italy: [New: Dan Höming, Box 25006, 10023 Stockholm]
F(Tun)*→ION; A(Rom)→Ven, S by A(Apu).

Russia: [Réginald de Potesta de Waleffe, Etudiant en 6ième E.S.R., Institut Saint Berthuin, 129 Fond
 de Malonne, B-5020 Malonne, BELGIUM]
A(Sil)→Mun, S by A(Ber); A(Pru)→War; A(Nwy)* S [C] F(Swe)H; F(Sev)→Rum.

Scandinavia: [Secret Power]
F(Swe) S [R] A(Nwy)H; A(Den)→Kie.

Spain: [Carl-Magnus Höglund, Örslösa Bergsgården, 53197 Lidköping]
 F(TYS)→Tun, S by F(Alg); F(Mad)→MID; F(LYO)H; A(Pie) S [G] A(Swi)H; A(Par)→Pic.

Turkey: [Secret Power]
 F(ION)→Nap; F(EAS)→ION, S by F(AEG); A(Con)→Bul.

Retreats: Russian A(Nwy)→Lap. Italian F(Tun)→WES.

New proposals: A victory can only be declared by one player (controlling 24 centres with his/her one or two power(s)). But as in regular Diplomacy a draw can be voted on; Therefore you should vote (Yes/No) to a draw between Austria/Spain (and any secret power(s) they controll).

Notes: Dan replaces Mark. Map error last time: F(WES) should have been in TYS.
 ZAT for Spring '05 is **fri 29 May** (1 pm).

Adjustments in "There Goes A Tenner" after Spring '04				
Aus	Home(3),Gal,Scr,Gr, Ven	(7)	7	n/c
Eng	Home(3),Ice,Nwy,+Stp	(5)	6	+A(Lon)
Ger	Mun,Bel,Hol,Swi,+Kie	(4)	5	Play 1 short [NBP]
Ita	Nap,Rom, Tun	(3)	1	A(Apu), A(Rom)
Rus	Mos,Sev, Stp,War,Rum,Ber	(6)	5	n/c
Sca	Den, Kie,Swe	(3)	2	n/c
Spa	Home(3),Bre,Par,Mar,+Tun	(6)	7	+F(Por)
Tur	Home(3),Bul,Crc,+Nap	(5)	6	+F(Con),+A(Smy)

Press [There Goes A Tenner]:
Aus—All: We hope that the Russian empire soon will be history. Just as the Italian country will be before

next fall.

Aus→**Lon**: I hope my actions speak truer than any letter I could have send.

GM→**Dan**: Hello, and welcome to this game.

Kalle→**Reginald**: Sorry for this But I have decided to switch sides. The negotiations had gone too far when your letter arrived. I hope We meet again in some international game soon.

Rom→**Con**: Satisfied?

Rom→**Mad**: I let you pass. Please help me survive.

Tur→**Spa**: Me Napoli, You Tun, Austria: Ven, Rome ???

Tur→**Aus**: I want Rome. I want to see the pope for dinner.

Not session VIII — PG10 — The Kick Inside — United

GM: Per Westling [CoA, see editorial and back page]

NB! The report for this game has been delayed, most due to several very late orders, and also lack of time for my part. It may appear in the next PG (which will be sent to all *Kick Inside* players in that case) or in the next *LAE*.

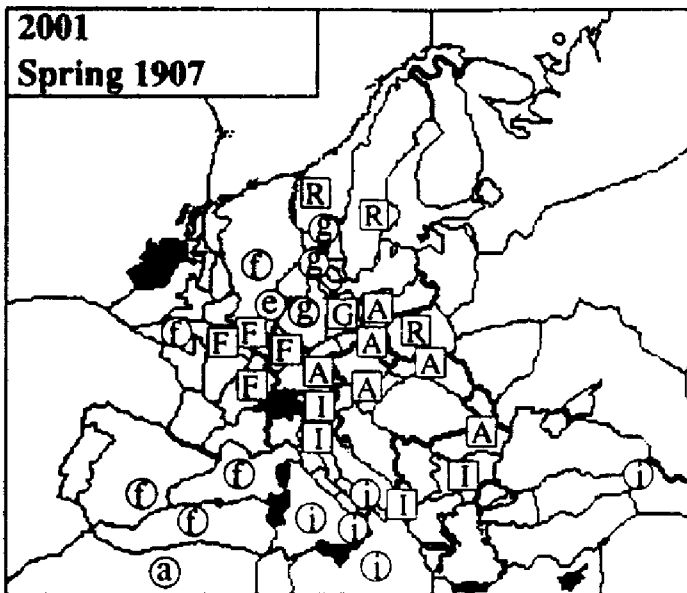
I've also decided not to GM the second season, and there wont be any if I can't find a replacement GM. (Maybe Ryk or Lukas may be able to ask for one in their zeens?)

The reasons that I wont continue as GM are as follows:

- Lack of time. I work about 50 hours a week, so something has to go.
- Lack of equipment. My access to the current machines may be restricted/cut of soon and therefor I wont be able to continue with the current United program.
- Lack of motivation. The main reason for starting the game was to introduce United in Scandinavia. As the fifth league (including Kick Inside) soon will start there's no need for it to continue, and besides some players has complained greatly about my running of this league and there have been a great number of dropouts lately.

Anyway I will try to end this season but I can't promise any continuation. But if I get an interested replacement the league will continue as long as there are interested players (I don't like to abandon games, especially not campaign ones).

The end result of all this might meen that the zeen will be more Diplomacy oriented but I don't think most of you will object to this, and if you do there's always other zeens you can read instead.



Spring 1907

Regular Diplomacy

2001: A Space Odyssey
[PG4/1990FK]

GM:

Per Westling [CoA, see editorial
and back page]

STAB!

Austria: [Borger Borgersen, Bølerskrenten 24, N-0691 Oslo 6, NORWAY]

F(Tun)→Naf; A(Sil)→Pru; A(Boh)→Mun; A(Vie)→Tyr; A(Gal)→Sil; A(Rum)→Gal;
A(Sev)→Rum.

England: [Ulf Jiretom, Västerg. 12B, 33200 Gislaved]

F(Hol)→HEL.

France: [Roland Isaksson, Tvillingv. 13, 14464 Rönninge]

A(Lon)→Bel, C by F(NTH); A(Bel)→Ruh, S by A(Bur); A(Par)→Pic; F(Bre)→ECH;
F(Mar)→LYO, S by F(WES); F(Spa/sc) S F(WES)H.

Germany: [John Robillard, Sundsg. 26, 87140 Hämösand]

E(Swe)*→Nwy; F(BAL)→Kie, S by A(Ber); E(Den)→HEL.

Italy: [Lars Petrus, Gustafsv. 4, 17149 Solna]

A(Mun)→Tyr, S by A(Ven); A(Tus)→Alb, C by F(TYS) & F(ION); F(Rom)→Napo; F(Nap)→Apu;
A(Bul)H; F(Ank)→Arm.

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

A(Fin)→Swe, S by A(Nwy); A(War)H.

Retreats: German F(Swe)→SKA.

Notes: Yours truly is the new GM; Sorry for the delay. ZAT for Fall 1907 is **tue 5 May** (1 pm).

Press [2001: A Space Odyssey]:

Ber—All: My address is right there next to my name.

Par—Rom: It's you and me now! Good luck!

Rom—Vie: Sorry about this. I don't break alliances lightly, and I wouldn't have broken this one if I thought that we actually could crush France together. But I don't, and therefore I must turn against you. I will try to make your death quick and painless. . .

Rom—Par: Go North, young man!

Tsar—All: Here we go again

Tsar—Ger (wherever you are): Sorry Pal I just follow your advice. Always take from the weakest.

Tsar—Fra: We meet in Denmark

Vie—GM: I am glad you're back. I had almost lost any hope for this game.

Vie—All: The Austrian Kaiser has forgotten the deals we made with the other countries. We hope our moves didn't disappoint you. We promise to repair our mistakes next time. (Besides, you could blame the GM for throwing away our original moves).

Vie—Ber: The extra time the GM (unwillingly ?) gave us, had a very good effect on the Austrian people. They no longer hate you Germans anymore. We will forgive you for your treason.

Vie—Par: What deal was it we was going to sign?? All the papers to sign are lost. Please send us the copies.

Vie—Rom: You may think our Kaiser has become senile. He just can't remember which nations Austria is allied to. Do not worry. He is always talking about Italy as the finest nation on earth, next to Austria, but he has forgotten whether we are allied or only have a mutual non-aggression pact. We suggest you invite our

great Kaiser to Rome to help him restore his memory.

Vie→Stp: How was it? Are we at war, or did we cancel it a few years ago. Our troops told us that they haven't fired at you since 1904. That indicates that we are not at war. Please confirm this.

Vie→Lon: The ceasefire gave you a breathing space. Use your new strength to crush your enemies. You will always be in our hearts. Long live the Queen.

Round 8 — Spain — Running Up That Hill — Railway Rivals

GM: Per Westling [CoA, see editorial and back page]

2	24 – 31	Cadiz – Nakaga	MAR 20.
5	11 – 66	Madrid – La Coruna	BIRR 20.
8	26 – 53	Badajoz – Bilbao	BIRR/MAR 20.
9	45 – 61	Barcelona – Salamanca	T&R 20.
10	34 – 55	Cartagena – Burgos	BIRR/Tc 20+5[T]+4[B]; T&R 10-5-4.
11	64 – FR	Orense – France	No entries.
12	14 – 36	Cuenca – Alicante	T&R 20-9; Tc 10+9.
13	13 – 42	Madrid – Castellon	Tc 20-3; T&R 10-8+3; BIRR +8.
14	23 – PO	Algeciras – Portugal	No entries.

MAR(Green): [Sven Eriksson, Furing. 4, 58347 Linköping]

7: (C55) – B54 – Y16 – V14.

BIRR (Pink): [Lotta Hessel, Rydsv 22a, 58248 Linköping]

7: (V24) – U24 – U23 – T22 – T21; (R69) – Orense [+6]; (K70) – Ovideo.

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

7: (Valldolide) – [jump] – H67 – H68 – Leon – J70 – K71 – Ovideo [+6]; (M63) – N62.

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

7: (S20) – T20 – T22 – U23 – V23 – V24.

Company	Before	2	5	8	9	10	12	13	Builds	After	Place
MAR	99	20		10					-7	122	2
BIRR	84		20	10		14		8	-16 +11	131	1
T&R	75				20	1	11	5	-12 +8	106	3
Tvico	53					15	19	17	-16 +3	97	4

Notes: I hope I got the building costs right? You can participate in up to 5 runs (excluding the free ones [11, 14]) and after that build up to 6 hexes. ZAT for Round 9 is **tue 5 May** (1 pm). Runs in round 9:

11	64 – FR	Orense – France	18	56 – CT	Valladolid – Costal town
14	23 – PO	Algeciras – Portugal	19	35 – 65	Murcia – Vigo
15	16 – 22	Caceres – Sevilla	20	32 – 43	Granada – Lerida
16	12 – 54	Madrid – Santander	21	44 – PO	Barcelona – Portugal
17	25 – 63	Huelva – Oviedo			

Press [Running Up That Hill]:

BIRR: I don't want so long love letters please.:-)

Per→Tc: You had already built (S19) – S20, so I started I hex later in your build order.

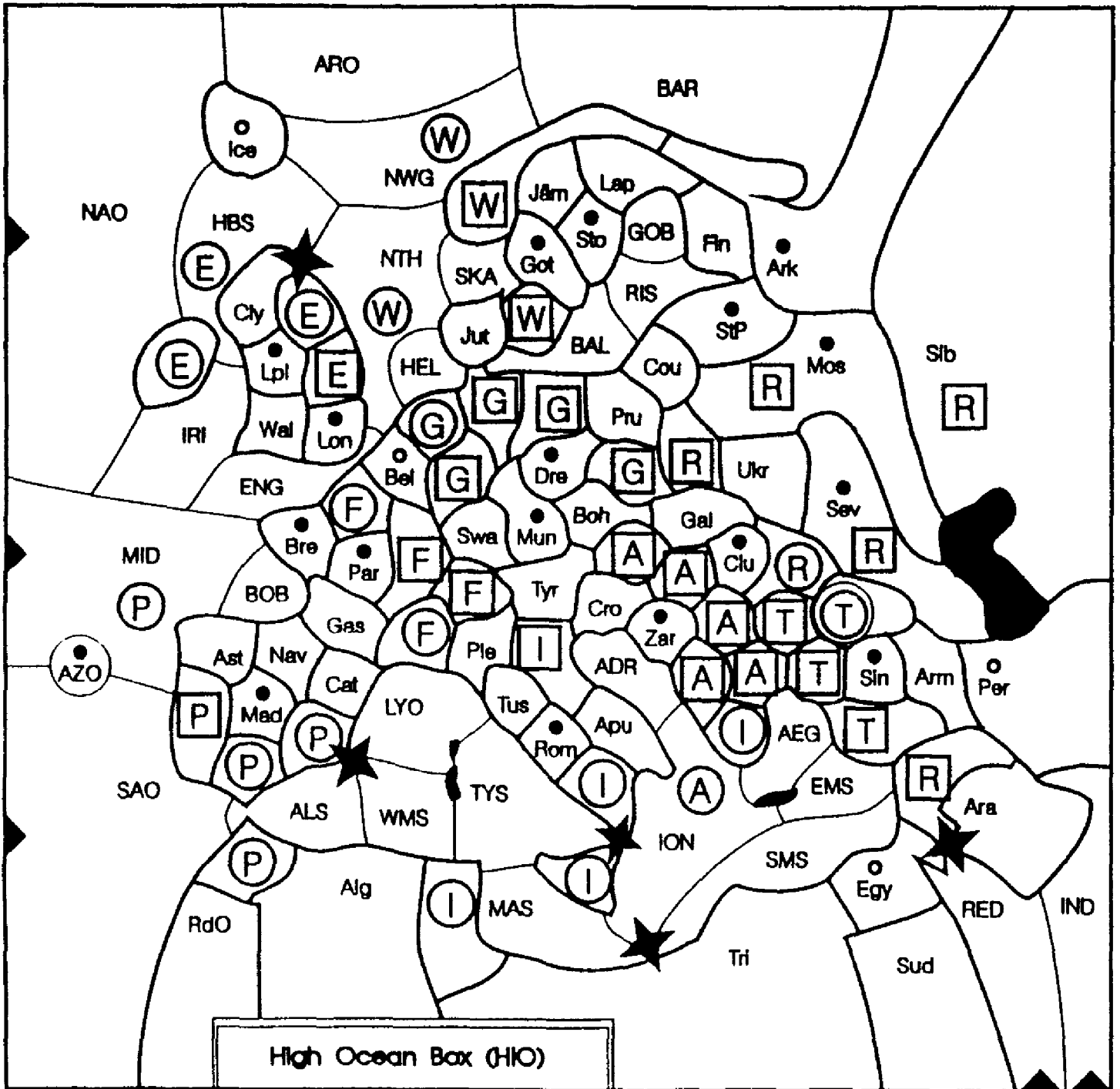
Tvico→All: Write!

T&R→MAR: Yes, but where?

T&R→Tviso: Sorry, I've not written. There hasn't been much to write about, and your letter came to late for me to answer in time.

T&R: Why is it so far from Barcelona to (almost) any other city?

Map of Dune, here after March 1885:



GM: Sven Eriksson, Furing. 4, 58347 Linköping; E-mail: sveer@sssab.se; Phone 013-273999

Austria: [Jan Talts, Lindesbergsg. 7D^{II}, 75240 Uppsala]
A(Ser)→Mac; A(Rum)→Ser; A(Cro) board F ADR; A/F(ADR)→ION; A(ION) disembark →Alb.
England: [Erik Svensson, Birger Jarlsg. 60, 11429 Stockholm]
A(Lon)→Yor; F(IRI)→Ire; F(HBS)→Ice.
France: [Robert Brown, Terrapiv. 4F, 14155 Huddinge]
E(Pic)→Bel, S by A(Bur); A(Swi) H.
Germany: [Joakim Wallbing, Rågrindsv. 31, 94300 Öjebyn]
A(Ruh)→Bel, S by F(Hol); A(Kie)→Ruh; A(Dre)→Sil.
Italy: [Daniel Berg, Huldrev. 3, 59060 Ljungsbro]
A(Ven) H; F(ION)→Gre; F(TYS)→Tun.
Russia: [Lars Petrus, Gustafsv. 4, 17149 Solna]
A(Per)→Lev; A(Mos)→Sib; A(StP)→Mos; A(War) H; F(Sev)→Rum.
Spain: [Ola Hansson, Ignaberga Prästgård, 28190 Hässleholm]
F(SAO)→MID; A(Por) H F(ALS)→Mor.
Sweden: [Niklas Gyulai, Ryds Allé 22B, 58248 Linköping]
E(NWG)→Ice; A(Got)→Cop; F(Ska)→NTH.
Turkey: [Kalle Stengård, Nysätra Gärd, 14191 Huddinge]
A(Bul) S (R) F Sev→Rum; A(Con) S A(Bul) H; F(Sin)→Bla.

Notes: Noone complained about combined build month so we will continue doing so. ZAT for

Adjustments in "Dune [1885 Dip]" after Feb/Mar 1885				
Aus	Home(4), +Ser, +Mac	(4)	6	+A(Vie), +A(Bud)
Eng	Home(3), +Ire	(3)	4	+F(Edi)
Fra	Home(3), +Swi	(3)	4	+F(Mar)
Ger	Home(4), +Hol	(4)	5	+A(Ber)
Ita	Home(3), +Tun, +Gre	(3)	5	+F(Nap), +F(Sic)
Rus	Home(5), +Rum	(5)	6	+A(Sev)
Spa	Home(3), +Por, +Mor	(3)	5	+F(Cad), +F(Val)
Swe	Home(3), +Cop	(3)	4	+A(Osl)
Tur	Con, Smy, Sin, Mæ , +Bul	(4)	4	+A(Smy)

April 1885 is tue 5 May (1 pm).

Press [Dune [1885 Dip]]:

Vie—Stp: All we ever wanted was a free, peaceful and christian Europe. Alas, it hasn't happened yet. The sultan seems intent on invading Austro-Hungarian territory. We hear the heathens vicious threats and rush to your aid.

Vie—Rom: We hope you prove to be as christian as us.

Ber—StP: I hope you also went to Silecia.

Ber—Sto: This is my answer.

Ber—Lon: We leave the seas for you others.

Mad—All: The war has begun. I warn you to attack me. We'll fight until we have won, as we did when the Muslims ruled Spain. We drove them out 1492, an we'll drive any attacker out of Spain.

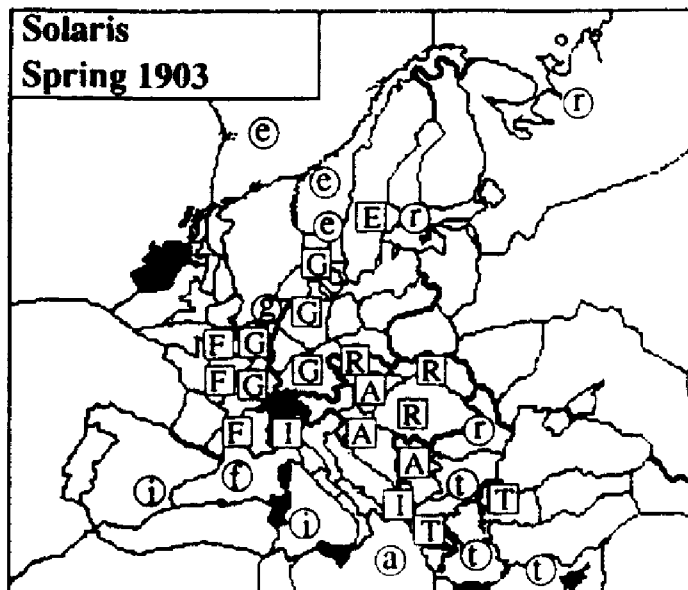
Mad—Friends: Even if I'm not able to support you just now, I wish I would have been able to do so. I wish you good luck in this war.

Mad—Enemies: We'll burn your towns, kill your people, destroy your forests, and spread death all over your country.

Mad—Mos: Hello? Hello? Where are you?

Sto—All: Deceit is the basis of all warfare; but who deceives me?

Con—StP: The only disadvantage of a war against you is that it will be too easy.



Spring 1903

Regular Diplomacy

Solaris [PG13/1991FJ]

GM:

Per Westling [CoA, see editorial and back page]

Austria: [Anders Pettersson — L-S: Folgeg. 23, 61300 Oxelösund: M-F c/o Hollås; Skytteg 17A; 63226 Eskilstuna]

NMR! F(Gre)*H; A(Bud)*H; A(Vie)& A(Tri) H [u].

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

E(NWG)→NTH; A(Fin)→Swe, S by F(NWY) & F(SKA).

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

NMR! F(TYS), A(Mar), A(Par), & A(Pic) H [u].

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

A(Den)H, S by A(Kie); A(Ruh)→Bur, S by A(Bel) & A(Mun); E(Hol)→NTH.

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

A(Pie)→Mar; F(WES)→Spa/sc; E(TYS)→LYQ; A(Alb) S [A] F(Gre)H.

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

F(BAR)→Stp/nc; E(Swe)*→Nwy; A(Boh)→Vie; A(Rum)→Bud, S by A(Gal); F(BLA)→Rum.

Turkey: [Dan Höming, Box 25006. 10023 Stockholm]

A(Ser)→Gre, S by F(AEG) & F(Bul/sc); A(Con) S F(Bul/sc) H; F(Smy)→EAS.

Retreats: Austrian F(Gre)→ION and A(Bud)→Ser. Russian F(Swe)→BOT.

Notes: Map error: German A(Kie) was missing. ZAT for Fall(& Winter) 1903 is tue 5 May (1 pm). Standby for Austria: Björn Westling, Vågländsg. 35, 50246 Borås

Standby for France: Joakim Spångberg, Torgilsg. 16c. 50240 Borås

Press [Solaris]:

Con—Lon: Turken har visst fallskärmstrupper i Arab-Dip!!!!

Con—Berörd: Tack för att du inte fördröjde partiet ett nummer.

Con—Aus: Se! Jag är inte ett dugg fiendlig. Hör av dig!! Serbien är ditt!!

Con—Mos: Hoppas du har försvunnit ur Black Sea nu. Det skulle vara så dumt att göra något annat. Och en stabb där du tar Ankara — vad skulle den vara värd? Är du kvar i Black Sea eller Ank så ta dig ur — nu!!!

Con—Rom: Hey! Vart tar du vägen!??? Du går med Österrike mot mig men samtidigt flyr alla dina enheter västerut...? Nåja, jag får väl komma på besök i Nap och se vad som står på.

Con—Ger: Var snäll mot fransmannen nu!!! Han som är så fin!!!!

Con—Par: Piska italien ordentligt!!!

Ita—Eng&Aus: Ursäkta

Ita—Tys: Det kan väl inte vara så svårt?

Ita—Tur: Skulle jag vara otäck?

Lon—Vie: Hörsamma turkens vädjan om samarbete. Nu!

Lon—Ber: Flytta din flotta österut. Nu!

Lon—Rom: Dö. Nu!

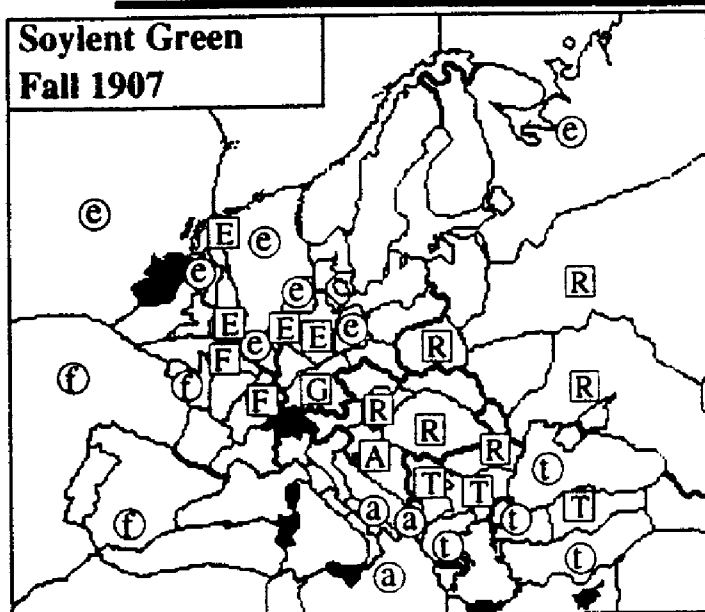
Lon—Con: Visa ryssen vad du går för. Nu!

Lon→Par: Lycka till mot tysken. Behöver du hjälp? Nu?

Lon→Stp: Nu!

Mos→Lon: Vi beklagar de oroligheter som uppstått i Skandinavien och hoppas att ni inte gör intrång på det ryska fastlandet, det verkar ju bli problem på hemmafronten.

Rys→Tur: Jag vill dig inget ont.



Fall 1907

Gunboat II

Soylent Green
[PG7/1990SBrb59]

GM:

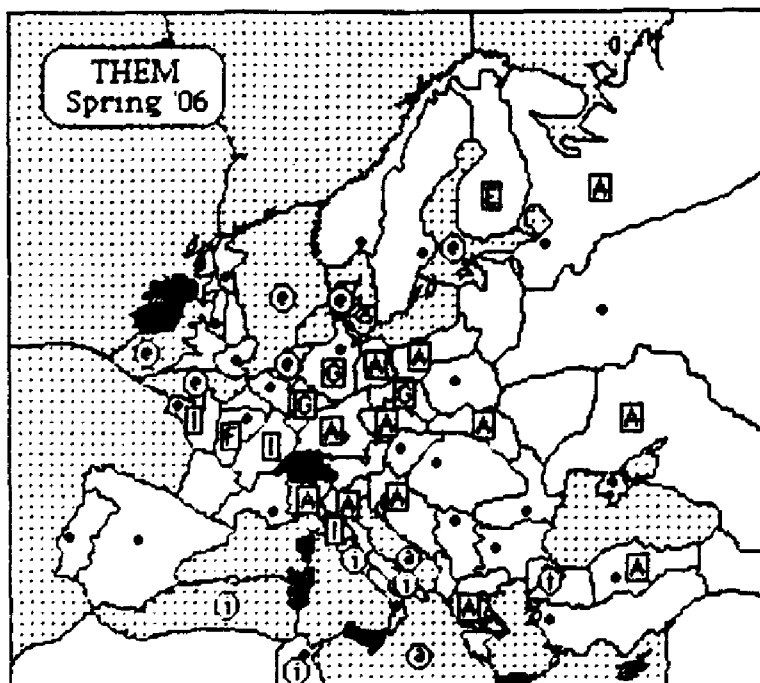
Per Westling [CoA, see editorial
and back page]

Austria: A(Rom)→Nap, S by F(Apu); A(Vie)→Tri, S by F(Alb); F(Tun)→ION.
England: F(IRI)→NAO; E(Bel)→ECH, S by F(NTH); A(Hol)→Ruh; F(HEL) S A(Kie)H; F(BAL)→Ber, S by A(Kie); F(Nwy)→Stp/nc.
France: F(MID)→ECH, S by F(Bre); E(Spa/sc)→MID; A(Par)→Pic, S by A(Bur).
Germany: A(Ber)*→Kie, S by A(Mun); A(Ruh)→Hol; A(Pic)*→Bel.
Italy: F(EAS)→Smy; A(Nap)*→Rom.
Russia: A(Gal)→Vie, S by A(Bud); A(Rum) S A(Bud), S by A(Sev).
Turkey: F(AEG)→Gre, S by A(Bul); F(Con)→BLA; A(Ser)→Bud; F(Smy)→EAS.
Retreats: German A(Pic) killed, and A(Ber)→Sil. Italian A(Nap) killed.

Notes: Map error last time: T F(Smy) was missing. I also [sigh] noted that Germany really had a unit too much, but as noone noticed nothing will happen.

ZAT for Spring 1908 is **tue 5 May** (1 pm).

Adjustments in "Soylent Green" after Fall 1907				
Aus	Bud, Vie, Ser, Ven, Rom, Tun, +Nap	(6)	4	A(Nap)
Eng	Home(3), StP, Swe, Nwy, Den, Hol, +Bel, +Ber, +Kie	(8)	11	+A(Edi), +F(Lpl), +A(Lon)
Fra	Home(3), Por, Spa	(5)	5	n/c
Ger	Ber, Mun, Bel, Kie	(4)	1	A(Ruh), A(Sil)
Ita	Nap, Gre	(2)	0	F(EAS). Out!
Rus	Mos, War, Rum, Sev, +Bud, +Vie	(4)	6	+A(Mos), +A(War)
Tur	Home(3), Bul, Tri, +Gre, +Ser	(5)	7	+A(Ank), +F(Con)



THEM (PG11/90FU)

after Spring 1906

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

ZAT Fall '06... READ back page.

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

Game notes: All press in english. Grey press.

OBS: I would appreciate comments on the map. I have added centers and fiddled with the border between Tunis and West Med.

REGROUPING BEFORE THE FINAL ASSAULT! GERMANY DOES NOTHING! ITALY EVEN WORSE! SULTAN SAFE!

Austria: Ingvar Grans, c/o Jenny Bendz, Ulrikesdalsv. 2.s-217, 223 58 LUND, Sweden
A Mos-StP; A Arm-Sev; A Smy-Ank; A Bul-Gre; A Ser-Tri; F Tri-ADR; F ION S F Tri-ADR;
A Ven S A Tyr-Pie; A Tyr-Pie; A Vie-Boh; A Mun S A Vie-Boh; A Bud-Gal; A Ber S A
Mun H; A Pru S A Ber.

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

F Swe-GOB; A Fin H; F Ska-Den; F Edi-NTH; F ECH-IRI; F Lon-ECH; F Hol-Kie

France: Dan Horning, Box 25006, 100 23 Stkm, Sweden, 086566783; d91(@)nada.kth.se
A Par-Bur

Germany: Tore Godager, Oksehovedveien 40, 1310 Blommenholm, Norway

NMR! Standby called: The editor himself, i.e. Per Westby (ask for see Backpage)

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

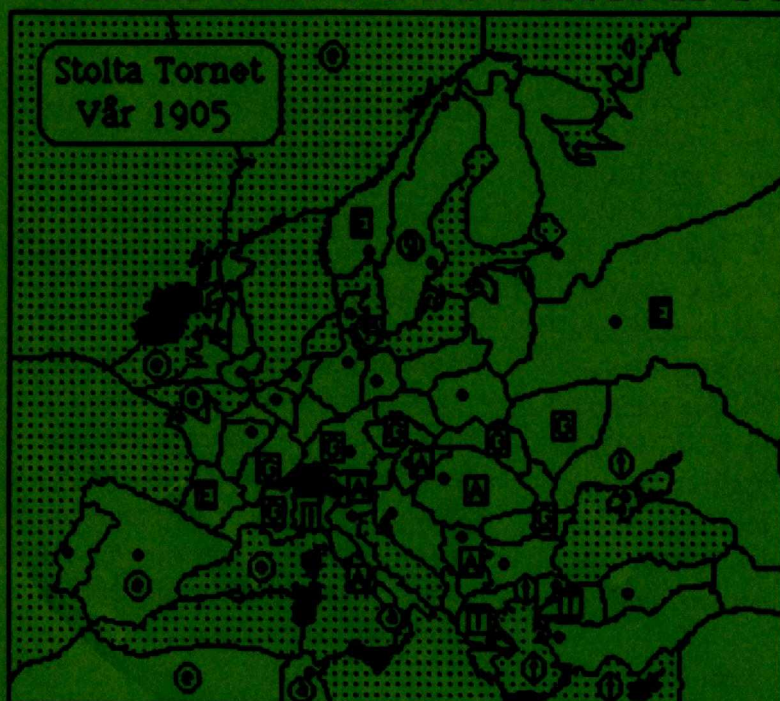
A Bre H; A Bur H; F MAO-WES; F TYS-Tun; F Rom-Nap; F Apu-Nap; A Pie-Ven.

Turkey: Leif Kjetil Tviberg, c/o Anton Rotvold, N-7670 Sakshaug, Norway
F Ank-Con.

Retreats: None

PRESS: **Aus-Eng:** Keep up the good work. **Aus-Tur:** I hope you enjoyed your trip to Prague. **Ita-Eng:** I'll try to hold on down here. **John-Ita:** Not a chance, not with those moves I almost tore my hair out.

-SWEDISH PBM CHAMPIONSHIP REPORT-



Game name **Stolta Tornet**

after Spring 1906

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

Austro-Hungaria
Björn von Knorring 8 centers
England
Dan Hörning 10 centers
France
Anton Palfi 1 center
Germany
Mattias Engelbrand 8 centers
Italy
Johan Almqvist 1 center
Turkey
Oskar Kinding 6 center

As one can see there is a strong and very successful alliance between England and Germany. This pact has held throughout the game and taken many centers, partly because France did not recognize the threat until it was too late, and partly because Russia was a beginner. Now Turkey seems to have decided to join this pact, but I don't think there is much hope for a three-way Eng-Ger-Tur remi. Turkey may be going for a fast expansion at Austria's expense in hopes of being able to break the German line and strengthen her position, but I personally doubt that he has the experience necessary. The only thing that can turn the game around is a stab on the part of either England or Germany, or a change of heart from Turkey. A stab is probably not going to happen until Austria is destroyed, and then England has the better chance.

Italy has just 'committed suicide' after a relatively well-played game. He started as beginners usually do, but caught on fast and played very well on the defensive. Too bad. Russia made two NMR in a row, which I think is a poor way to end a game. Otherwise people have kept the orders coming in an exemplary manner and I have been able to keep turn-around time to one week.

John G. Robillard

This has been *Lepanto 4-ever* Vol 4, No 2 (#22) — April 1992, an 8 weekly postal game zeen, founded in August 1989. It is published by Per Westling. From May 1st my new address will be: c/o Lindh, Drabantgatan 11, S-58346 Linköping. 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 about 1 pm. Fax: 105235. 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.

Published contributions in the form of articles and/or art/illustrations will give you free issue(s). Another way to get a extra credit is to have ones standby orders used (except in Gunboat and United) which will give you 10 SEK extra credit.

Administrative stuff as of March 18th:

(Thanks for your money) Lars Petrus, Ola Hansson

- **International Diplomacy:** Closed for now due to minimal interest.
- **United:** Started. Waiting list: Andreas Jonsson, Ola Hansson, T E Nerbø, Kalle Stengård?
- **Diplomacy (variant) [GM ?]** As there will be a decrease in games soon, I'd like to run at least one more game, and one very easy variant I would like to try is *Fleet Rome*, where the only change is that Italy starts with... (you guessed corectly). No other changes. Sign ups should include preference list as usual.

Standbylist (excluding Gunboat): John Cain (Railway Rivals)

As you can see I've started a new standby list. Could players still interested to standby for regular Diplomacy (and maybe 1885) send me a note?

PG15: El Gordo Below are the "solutions" received. I will give you the "correct" solutions as they happen during the year, the latest being Zine Poll 92 result or the inflation rate. Good luck!

P Westling: 1. GL; 2. Avgrunden; 3. H Tonkin; 4. Senna; 5. Germany; 6. C Lweis; 7. K Crabbe; 8. Three; 9. China; 10. G Bush; 11. A Hopkins; 12. J Foster; 13. France; 14. Europe; 15. 5%

B von Knorring: 1. GL; 2. Avgrunden; 3. N Lindeberg; 4. Senna; 5. Germany; 6. C Lewis; 7. U Savari; 8. Two; 9. USA; 10. G Bush; 11. K Costner; 12. J Foster; 13. Germany; 14. Africa; 15. 4%

U Jiretorn: 1. GL; 2. L4E; 3. U Jiretorn; 4. Senna; 5. Italy; 6. C Lewis; 7. M Ottey; 8. Four; 9. USA; 10. G Bush; 11. S Martin; 12. M Griffith; 13. Israel; 14. Europe; 15. 2%

J Spångberg: 1. GL; 2. GL; 3. U Jiretorn; 4. None; 5. England; 6. C Lewis; 7. K Crabbe; 8. None; 9. USA; 10. G Bush; 11. S Skarsgård; 12. L Olin!; 13. Belgium; 14. Asia; 15. 7%

B Westling: 1. GL; 2. GL; 3. U Jiretorn; 4. Mansell; 5. France; 6. L Burell; 7. M Ottey-Page; 8. Two; 9. USA; 10. G Bush; 11. A Hopkins; 12. S Sarandon; 13. Germany; 14. Asia; 15. 6%

Some very interesting predictions. Joakim Spångberg says on #4 that the Formula 1 circus will die due to EEC's ban of cigarette commercials, and that K Crabbe will be declared innocent after all. And the latest news are that he's correct in his last guess! (Underlined = correct)

Deadline for editorial stuff to #23 fri 5 June. ZAT for "Kick Inside" and "There Goes" fri 29 May. All other games tue 5 May.