

# LEPANTO 4-EVER



This is issue #40 (September 95) of *Lepanto 4-ever* which is currently published about monthly by Per Ö Westling. The editorial address is Östanvägen 10, S-61135 Nyköping, Sweden. Phone either 0155-247273 (work) or 0155-215426 (home). E-mail: pow@lysator.liu.se.

The cost of *LAE* is 7 SEK + 1 SEK per 4 pages (max. 20 SEK), i.e. 12 SEK for 20 pages and 15 SEK for 32 pages. Costs are including postage and anywhere in the world. Freebies (for a published article, used standby orders and/or wins in some games) are worth 15 SEK to your subscription account or to cover game fees if you are a trader.

The best way to pay within Sweden is to my postal giro: 630912-5513.

## Waiting lists:

Details on each list below can be found in #37/38 and/or #39. Underlined names: preference list on file.

## Open for anyone

① **Diplomacy Game 1** [GM JR]: Kalle Stengård, Pascal Boulerie, Björn von Knorring, Leif Kjetil Tviberg, Jocke Spångberg, Jeremy

Taylor, Anders Færdén. Still need one!! (Sigh...)  
**Diplomacy Game 2** [GM PW?]: Kevin Wilson?.

② **Faith and the Sword** [GM PW?]: John Robillard, Leif-Kjetil Tviberg [Vik, Ara, Fra, Per, Ava, Byz], Ingvar Gråns [Vik], Thomas Frankc, Peter Lund. Need 1 more and probably standbys as well. Rules: issue #37/38.

③ **Scattergories**: Is running but anyone can join in at any time. The rules can be found near the game each issue.

④ **Capitalist-Dippy II**: None!

⑤ **Black British Press Winter 1900 Real Gunboat Diplomacy**: Jungfru Maria [A?], The Prince [C], "Without pseudonym" [B]

⑥ **Railway Rivals**: W Andrew York, Leif Kjetil Tviberg, Michael Pargman, Joakim Spångberg, Roland Isaksson. There is still room for one more. The map will be India (1853?) and the game fee 15 SEK. More information regarding the game start (Game name *Ghandi*) can be found after *Shelley*.

Hereby two more waiting lists for RR is opened. This time the maps will be Ireland (4-5 players, gamefee 15 SEK) and China (5-8 players, gamefee 10 SEK).

Deadline is Friday 6 October 1995.

Credit: P. M. S.

⑦ **Diplowinn:** Björn von Knorring, Douglas Kent. Need 5 more. *Diplowinn* is like normal Diplomacy except that in 1905 your supply centers count as one less, 1906 two less etc. This means that the game will in most cases end faster. An article on *Diplowinn* will appear next issue or so.

⑧ **History of the World [GM ?]:** Joeke Spångberg, Leif Kjetil Tviberg, Kevin Wilson?, James Hardy. The version published in the latest *SpOff* looked interesting.

⑨ **Other games [GM ?]:**

*Sopwith* (pref. 6 players): None

*Snowball Fighting*: None

*Adel Verpflichtet/FMOF*: None

*Crossword Game*: None

## Öppet för skandinaver

① **Acquire [SL MP]:** Chrisp?, Mollc?, Leif Kjetil Tviberg

② **Poesimästarna:** Öppet att hoppa med när som helst. Regler finns i speldelen av fansinet.

③ **Intimate Diplomacy:** Tillfälligt stängd. Anmälningar tas emot för framtida partier.

④ **Svensk Diplomacy:** Ingen

⑤ **Gunboat:** Ingen

⑥ **The Blob:** Roland Isaksson

## Standby list

I need players on the standby list. You can add/sub your name to/from the list at any time. If you restrict yourself to a certain types of games that is OK as well. A standby with orders used receives a free issue..

*Especially 1885 standbys are needed for Dune. (Rules available upon request.)*



## Withering bytes

Life is going through periods. During my vacation I had a video-period during which I viewed nine movies in a week. Here they are in reverse preference order with short reviews:

9. *Bill & Ted's Bogus Journey* (1991) - If you haven't seen the first B&T do not bother with this, and if you have seen it this B&T is a waste of time.

8. *True Lies* with Arnold. Now it is clear that Arabs will be the menace in future US films.

7. *Interview with a Vampire* was a bit tiresome. The film never got anywhere really.

6. *Natural Born Killers* with a story by Tarantino and directed by Oliver Stone. This film is somewhere between *Robocop* and *Clockwork Orange*. I have mixed feelings towards this film.

5. *Crying Game* (1992) is a film with a twist.

4. *Cyrano* (1989/91) has Gerard Depardieu in a role that really fits him well. I was a bit disturbed by having seen Steve Martin's *Roxanne* before...

3. *Edward Scissorhands* is a cute saga with Johnny Depp, Winona Ryder, Dianne Wiest and Vincent Price. Tim Burton strikes again.

2. *Pulp Fiction* by Tarantino is a film that despite its brutality makes me want to see it again. Very good.

1. *Trois Couleurs : BLEU* (1993/94) is Krzysztof Kieslowski's first color-movie with Juliette Binoche in the leading role. I actually bought the music to the movie last year. So I have looked forward to this movie, and I was not disappointed. But this is a solemn and dark movie, typical French, so I don't expect most people to enjoy it. I look forward to the White and Red movies; the former of which I also have bought the music in advance.

Let me give you a defense problem in Bridge:

♠ Q6  
♥ J85  
♦ AKQ532  
♣ KQ

                  ♠ KJT  
                  ♥ 762  
N                 ♦ JT764  
W E  
S                 ♣ A2

|      |       |      |       |
|------|-------|------|-------|
| West | North | East | South |
| Pass | 1♦    | Pass | 2♣    |
| Pass | 3♦    | Pass | 3NT   |

You are sitting East. Your partner start with ♥K which the declarer wins with the Ace. South continues with ♣7 to the King on which partner follows with ♣3, which indicates an even number of clubs (as you use low-high as even) or a singleton. How do you plan the defense?

## Zeens seen

After about two years break I have started to trade with *The Backstabber*<sup>1</sup>. When I left it was around #20 and the latest (Aug. 95) is #38, which means that Borger has managed to continue to keep his rather strict schedule. *TBS* is a players' zeen with probably the best presented game results in the world. In #38 there appear 7 regular games, 2 Gunboat and 1 Youngstown 14c. The last games are a combination of Youngstown 13 and Mercator which have been developed by Borger. Y14 is a world wide game with 14 players which uses a variant of the A/F rules. Another refinement of that variant (with name pending) will start in the next issue, and there are another one on the waiting list.

One problem of *TBS* is some disinterest from the players (and the GMs?). This has led to several games being ended prematurely. Another problem (at least in my book) is that the main communication channel among the Norwegian players are the telephone.

Besides the games there are some material. In #38 an ArCon 11 report (by Magnus Selhammar) and a small(er than usual) letter column. There used to appear at least an article but Borger has decided to publish these in *NDF Bulletin* instead. This is the official publication of the Norwegian Diplomacy Federation (NDF). NDF is the organizers of EDC IV. The yearly membership fee of NDF is only 20 NOK.

Included in the NDF zeen was a list of the remaining Norwegian cons for 1995: Regncon 3 in Bergen 6-8 October, Løgncon 2 in Oslo late Oct. and Hexcon 12 in Trondheim 10-12 Nov.

Included with the two zeens mentioned above (as NDFB was sent out to all TBS subscribers) was also a protocol from the yearly meeting of NDF. In this it is mentioned that NDF

<sup>1</sup> Borger Borgersen, Bølkerskrenten 24, N-0691 Oslo, Norway. 18 NOK per issue. Published in Norwegian.

should try to promote the Hobby in Denmark, possibly by contacting the organizers of VikingCon in Copenhagen. How about sending some Norwegian and Swedish diplomats there? VikingCon is a good convention although it was a long time since I was there last (88 I think). I might be interested to join a Swedish group going there if we can organize this?

After a time of inactivity in the postal hobby (but not in the electronic) Mark Nelson<sup>2</sup> returns with two publications. The first is the gigantic *Diplomacy A-Z: a lexicon of pbm and pbem Diplomacy - version 4.1*. This 52 two columned A4 sized publication covers a lot of information, but there are some obvious left outs. Anyway, it is clearly worth the £2.50 (\$2 from Pete Gaughan), although it is available for free by e-mail by sending an e-mail to Crazy Markie.

The second publication is *Variants & Uncles* #34, which is the publication of the UK Variant Bank custodian, which currently is Mark. This issue features an article by Agar & Nelson named "Problems in Designing Fantasy Variants" and also some variants based on the world from Moorcock's Elric books.

Stephen Agar is the publisher of *Spring Offensive*<sup>3</sup> which once more has managed to come out with an excellent issue with #36. This issue contains among many things a mini-review of several European games (e.g. Quo Vadis, Schoko & Co, Rette Sich Wer Kann), a good article on the Italian attack on France, another S&T article on the "inevitable war" between Germany and Russia, as well as an introduction to History of the world. Together with the last article is postal rules designed by Gihan Bandaranaike, which I think look promising and might consider to use in the L4E game. Any comments? There are a waiting list for HotW in this issue as well as for example Machiavelli, Sopwith and Railway Rivals.

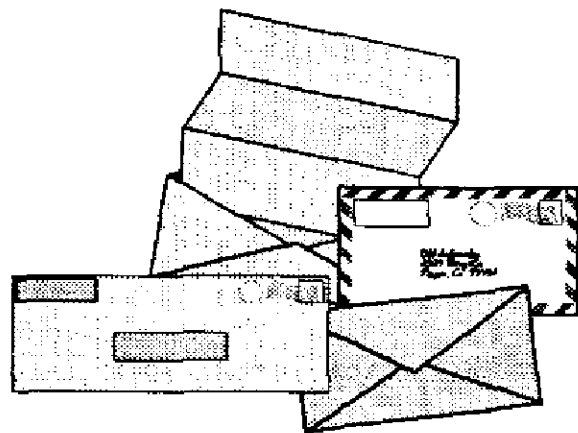
<sup>2</sup> 1st Floor Front Flat, Leeds, West Riding, LS2 2PR. e-mail: fuemin@sun.leeds.ac.uk

<sup>3</sup> 79 Florence Road, Brighton, East Sussex, BN1 6DL. £1.25 international. e-mail: spoff@demon.co.uk

Besides *SpOff* one of the "essentials" of your zeen deal should be *Diplomacy World*<sup>4</sup>. Doug has given it a neat open page look. It contains all the usual you can expect to find in *DW*. One of the new features (besides the *Foolhardy* subzeen which hasn't seemed to survive the transfer to *DW*) is the Railway Rivals demonstration game. Neat! Stephen Agar appear here as well (as the Variant Editor) with *Latin Wars* and *Deluge II*, as well as an article on how to design maps in diplomacy variants.

Of the remaining articles one attracted special interest: *Kautilya's "Arthashastra": Indian Lessons for Dip Players* by Tim Hoyt. This shows that many of the theories used in a dip game is nothing new as *Arthashastra* is up to 2300 years old...

At last I have collected myself enough to publish another BNC publication; *Kallocain*. This 15 page publication contains a lot of information about Diplomacy games run in Scandinavia since 1975. For example it contains the current listing of the top 7 players when it comes to Calhammer scores. Published in English and available in a limited edition for 5 SEK + postage.



**James Hardy ((11 Aug.)):** "The 'chat' on WDC V is interesting. I take it you don't particularly like Mr. Blanchot? I had breakfast in his company at EDC in Cirencester, otherwise I've not really met the bloke; sounds like he's the one carrying the can for the lack of WDC info."

<sup>4</sup> Douglas Kent, 6151 Royaltown Drive, Dallas, TX 75230, USA. E-mail: DipWorld@aol.com. US\$20 per year overseas airmail, \$15 surface.

*((I have not really spoken to Xavier 'off-the-record' but I have not much against him. Like many (all?) of the best Diplomats he can be very nice, I have noticed. He is just a bit... Can't find a suitable word. But anyway, it is some of his actions and some of his point of views I dislike. Part of these I have already expressed in this zeen. As Xavier was the driving force in FFJDS, yes, I think he's the one carrying the blame for the lack of info.))*

"I'm thinking of going to that; now I have some dates I can start planning! All the talk of WDC + WDO is totally over my head - I prefer to just get on with things rather than talk about them..."

*((If I decide to go I surely will offer you a pint of beer in thanks for the tape [see below]. Do they have beer in France?)*

*The dates is not official yet. With less than three months to go and still no official word I wonder if we should skip WDC 95 and save our money for WDC 96 (in USA?).*

*We surely needs both people of action and people of talking. One of the latter category is Mr Peery, so here comes some (or rather quite a lot of) Peeriblah.))*

#### **Larry Peery ((5 Aug.)):** "Executive Summary

Last weekend Diplomacy hobbyists from both the PBM and PBEM communities gathered face-to-face in San Diego, California and on The Net for a discussion of two important hobby issues: WORLD DIPCON V; to be held in Paris, France this coming fall; and a possible proposal for a World Diplomacy Organization.

Taking part in this historic hobby first were Diplomacy fans from the United States, Sweden, England, the Netherlands, Italy, and New Zealand; including many well known publishers and players from both the PBM and PBEM hobbies.

Several hundred messages flowed back and forth as the participants exchanged views and tested The Network's potential as a forum for future hobby meetings.

A complete report follows...

#### WDC/WDO INTERNET MEETING REPORT

By Larry Peery

#### INTRODUCTION

When Mark Nelson called it "a typical gradiose (sic) Peeriblah project" I knew I was on to something Hot! But what better way to celebrate one's birthday, host a Diplomacy convention, and enjoy a beautiful summer weekend in San Diego, California; than with a few close Dippy friends (as well as some total strangers)? Especially if they happened to be scattered all over the world?

## THE IDEA

At first it seemed like a simple idea, to gather interested Diplomacy hobbyists from around the world for an on The Net discussion of the World Diplomacy Convention (WDC) to be held this coming November/December in Paris, France; and an exchange of ideas about a potential "World Diplomacy Organization (WDO)."

## PRE-EVENT PLANNING

As far as I knew nothing like this had ever been attempted in the hobby before, certainly not by me. All I had to guide me in planning the event was my past experience in hosting FTF Diplomacy event, my very limited exposure to the PBEM Diplomacy hobby, my even more limited exposure to The Net; and Mike Maston's advice on AOL.

It took me all of one afternoon, if that, to broadly outline what I wanted to do. Part of the choices were based on how I conceived the event, and part were dictated by the real and imagined capabilities of our hardware and software. As I thought about it I kept telling myself that this was just a one time experiment to see if an event like this would work.

I decided to limit the event to a single three day period of time, to coincide with this year's PEERICON, to be held from 28-30 July. I also decided to limit the participants to people I thought would be proactively interested in the subject matter; and who wouldn't be intimidated by the new approach I was trying. My first two emailings went to some 39 individuals drawn from the Worldwide Postal Diplomacy Championship event who I knew had an email capability; and PBM Diplomacy publishers listed in the latest ZINE REGISTER (available from

Pete Gaughan if you don't have one) as having email addresses. The names were about half and half, from each list; and also, about half and half, in prior email contact with me. I designed what was probably an overly complex system for keeping the on-going discussion under control and moving. I was determined that things wouldn't get out of control or bogged down as they have at many Diplomacy conventions I can remember.

Above all, I wanted to keep things moving forward.

I could tell, looking over my notes and outline, that I was trying to do too much too fast. The challenge of developing a new procedure and making substantive progress on issues of importance, and controversial issues at that, was too much. I decided to focus on getting the procedure down first, and put aside any hidden agenda I might have for this event. My role, this time, would be to guide and observe, not mobilize the troops.

## EVENT

Once I had a plan on paper, I sent off a very rough proposal to a couple of hobbyists whose opinions I value. I was looking for someone with more experience than I to run the event. Alas, no volunteers. Still, the first feedback was sufficiently positive to keep me going. With less than two weeks to go, I had a pretty good outline of what I wanted to do. The question was, would anyone be interested?

On Friday, the 28th ((July)), in the afternoon I sent out the first announcement on the event, and immediately followed it up with the second, more detailed, set of instructions on how to participate in the event. Most of those who got the announcements had no idea they were coming. It was a random broadside, partially because time was short, and partially because I wanted to see how fast and how efficiently this email system could work.

To summarize: of the thirty-nine or so original names I sent the first two messages to: 6 were returned by servers for one reason or another; 16 did not respond; 5 sent "regrets" and 12 responded in one or more messages over the next sixty hours, during which time the event went on.

A total of approximately 160 messages were sent out (mostly in four large mass messages to all thirty-nine names, even those who didn't reply immediately continued to get the key event messages). Approximately 22 messages of substance were returned to me and, to some degree, circulated among those participating.

If you are interested, I guesstimate we used about 6 hours of on line time (at US\$6 per hour) for this project.

What I know now, but did not know at the time, was that we were using the wrong software to achieve our goal. The AOL "carbon copy" feature limits the number of names in any given address book to 10 or so. So, I had 4 different lists to deal with, and the lists were not connected. As a result each participant could send and receive messages only to and from those in his group, not all thirty-nine names. As a consequence, some people got very little mail. This was the biggest single snafu of the event. Had we had a better mailing list program we would have been far better off, although I might well have been over-whelmed by it all.

Most messages were short, less than a page. Only one or two were more than two pages long. Most of them were well written.

In terms of substantive content I detected a certain amount of curiosity about the event itself (Would it actually happen? Would anybody participate?) combined with more than a little positive support. Perhaps, for once, Peery had had a good idea.

The discussion of the two major subjects was, as one might expect, not as explosive as recent face-to-face or postal debates. Mostly we got a rehash of the same old views, from those who had any; a few new thoughts from people who hadn't been involved in the discussion before; a frequently expressed desire for more information about both topics; and a frequently expressed and growing frustration with the French organizers over their handling (or non-handling) of WDC V, combined with a continuing loyalty to the WDC concept.

There was practically no real discussion of the WDO topic, perhaps because it was too nebulous a concept, and partially because no one proposed any "action items" to get people's blood flowing.

With only one or two exceptions, the give-and-take and follow-through I had hoped for

never happened. Considering the problem with the address books and message distribution it is no wonder.

The bottom line, I guess, is that while what we had was good, there wasn't enough of it to feed the hungry masses. They all seemed to want more. Or to use a different metaphor, although critical mass was achieved, a sustained chain reaction was not, or was it the other way around?

For the record, the participants (in widely varying degrees) were: Thomas Pasko, Paul Bolduc, Andy York, Pete Gaughan, Edi Birsan, Doug Kent, and Jim Burgess from the United States; Per Westling and Roland Isaksson from Sweden; Peter Sullivan from England; Lex Pater from the Netherlands; Davide Cleopadre from Italy; and Brendan Whyte from New Zealand. TDP was well represented by Manus Hand, Mark Nelson, and Dan Shoham (in person, no less!). In addition, Ron Cameron (USA) and François Rivasseau (France) checked in on the phone.

Special thanx to Mike Maston and Esmeralda for their help in the Control Booth. Apologies to Mike Nagel and Tom Carlson who had to serve as eyewitnesses to history, instead of makers of it. Remember guys, "They also serve who only watch and wait."

## POST EVENT EVALUATION

Despite the obvious flaws in design and execution (only two weeks prior notice, for a few; and only a few hours notice for many; and the use of 4 different address books), the event still got a 50% response; and drew many highly favorable comments.

The potential is there. This kind of event, properly done, could be a useful tool for the hobby. People seem to be willing and able (in various degrees) to use it. The question is, what for?

## RECOMMENDATIONS

For myself, or any one else contemplating a project like this, I have five specific recommendations:

- 1) Provide more advance notice of the event's dates in both hobby PBM and PBEM outlets. Three months for the PBM community and one month for the PBEM hobby should be

sufficient. Remember, no one date will satisfy everybody.

2) Allow a longer time frame for the event. Sixty hours, or a long weekend, isn't enough, especially because so many PBEM and email Dippers apparently rely on their work or school email systems; and those seem to shut down on the weekends, or aren't accessible. I suggest a full week to allow both groups ample time to have their say, collect input, and revise their views.

3) Try for better interaction. It is obvious, but not to a novice at this, that one's hardware, software, mail distribution system, and service site need to be up to the job. In particular you need a speedy modem. 2400 bod ((*sic*)) isn't going to do it very well.

4) Refine procedures. Ideally they should be both standardized and flexible. If I have learned anything from this project it is that the PBEM and email Diplomacy hobbies (I distinguish between the two because some email users don't play PBEM Diplomacy.) are fragmented by divisions caused by different hardware, software, and (gasp!) time zones.

The Simultaneous Real Time of the Cyberworld runs head on into the Real Time Real World of Eat, Sleep, and Work. No one procedure is going to cover the whole group.

5) Tighten up your agenda; and allow participants to extend and revise their remarks later. A strict agenda will keep the discussion focused and moving. But also be sure to allow time at the beginning and end of the event for participants to wind down and engage in casual chat. Give the contributors a chance to edit their own remarks before you publish anything on or off line. **AND KEEP A HARD COPY OF EVERYTHING!**

#### OBSERVATIONS

For years I've listened to Mike (N6OPH) on the radio talking to other amateur radio operators all over the world. The first thing you hear, always, is "Hello! Hello? Can anybody hear my radio?" It wasn't any different on The Net. Just a different kind of static.

As a Net Novice to both it was interesting to see the differences between the PBEM and email Diplomacy hobbies. I'd always assumed they were the same. They are not.

It's more a "spider web" than a real "net." They may call it "snail mail" but 99.95% of it eventually does get through if it is properly addressed. Email loses 15% right off the top. And don't forget about all those "delays." They are real and they are frustrating and they don't go away.

PBEM and email Diplomacy aren't as scary as the PBMers say; nor as great as the PBEMers say.

It was interesting to watch the interaction between the US and overseas Dippers, and between the PBM and PBEMers. I just can't decide who the real foreigners are.

#### CONCLUSION

I'm sure other Diplomacy hobbyists, from the PBEM or email groups if not the PBM crowd, could have done this project better than I did (and will now proceed to tell me so and how...). Alas, nobody else seems to have had the idea, or wanted to try. Now, perhaps, others will. If not, I may give it another go myself. Why not?

Which brings us to my last thought. Where do we go from here?

Perhaps another one time, date specific, given subject with limited participation event?

Or perhaps something more, an on-going, open-ended, wide-open discussion group for all hobbyists; or at least those willing to venture a first tango in Cyberspace.

Whichever, wherever, and whenever: if you'd like to participate in the next WDC / WDO INTERNET MEETING drop me a message at PEERIBLAH on AOL, or peeriblah@aol.com, or send a real piece of mail to me at 6103 Malcolm Dr., San Diego, CA 92115, USA. Sooner or later it's bound to happen, and I have a feeling it is going to be sooner rather than later."

**Larry again ((Still 5 Aug)):** "Greetings!

I have just finished sending out the report on the first WDC/WDO Internet Meeting to all who participated. In addition, I have carefully reviewed your feedback since last weekend. Finally, I have given considerable thought to the

desirability of holding another WDC/WDO Internet Meeting. In the balance, I have decided to give it another go.

Taking into account what the report says, I have or will make the following changes:

1) The next meeting will be held from Saturday 0800 (my time), 28 October to Sunday 2000 (my time), 5 November. That should give everyone plenty of time to participate regardless of their computer/network access schedule, or personal affairs.

2) One mailing list will be used so everyone interconnects. All who pre-register to participate will get a list of participants before the first session starts.

3) The agenda will not change (e.g. WDC and WDO, and Other). Anyone is welcome to submit a pre-event position paper on either topic for distribution. The results of the meeting will be sent to the WDC attendees in Paris. If...

4) The same discussion format will apply.

5) Now that you all have plenty of warning about what's going on, I urge you to publicize this meeting in your various PBM and PBEM publications. I will accept written, mailed statements sent to me, Larry Peery, 6103 Malcolm Dr., San Diego, CA 92115, USA so long as I receive them before 28 October. Again, only these topics should be addressed.

6) The whole point to doing this is to allow those hobbyists who are interested in these two subjects but who will not be able to attend the WDC in Paris to express their views and, equally important, have them presented in Paris.

OK, the dot is in your space."

*((I will "attend" this meeting this time as well. By that date we should have knowledge of the exact details for WDC V which might make the discussion concentrate on the more interesting subjects.*

*Larry also made a personal reply to me that appear below:))*

**Larry once more ((14 Aug)):** "Hi Per!  
Got your query and the new LP4.  
You never cease to amaze me.

And the hobby (all of it) needs you. *((I expect to be around several years yet.))*

The results of Spring 1901 are going out now. A week later than I wanted, but then the players were a week late as well.

I am somewhat loath to discuss WDC because I don't want to send out misinformation and I don't want to get involved in French hobby politics.

*((Speaking of French people and discussions I feel that it is hard to discuss to with Latin people. Maybe a difference in the cultural traits between them and the Nordic personalities?))*

On your remarks on page 21. ((#39))

I talked to Rivasseau three times around Bastille Day. It was a bit noisy with the jets flying overhead, but what the hell, it's their holiday.

I don't think the French hobbyists will let any one person (e.g. XB) prevent them from putting on a good event. The question is, how far can you rely on that?

I can't confirm BvK's dates or locations for the event.

Don't feel alone. The last DC in the US was two weeks ago and I still don't know what happened (except I did get one harassing, almost obscene phone call the day after), so I don't know where next year's DC will be or if it is interested in hosting a WDC or not. We'll sort that out. And I hope do it quickly.

I have a feeling that you misunderstood some of my thoughts, but that isn't your fault. What you published (and so did DW....alas....) was something I tossed off too quickly. I hope the WDC/WDO discussion on The Net will give us a chance to sort some of this out. The irony is that we could do so much with a couple of short FTF meetings, if we weren't all worrying about who was going to win the next round of Dip (or Bridge).

However, perhaps my excesses will get others to chewing the fat."

**Larry again ((26 Aug)):** "[...] The gossip, news, and official word are all the same. The next DIPCON will be in Columbus, Ohio (get your atlas) over the 4th of July weekend next year. The host committee is at least 2/3s competent. They have told me that they are interested in adding WDC to their event.



DIPCON will be part of ORIGINS (are you familiar with that even ((Yes))).

I have not yet decided to support their bid or continue with my own. It will depend on how I evaluate the site (Columbus) and the host event (ORIGINS), and how serious they are about getting foreigners involved."

((Thanks for the info. I suppose this means that the US hobby have not decided where WDC should be held. What will happen if the meeting in Paris decide to give WDC to another con? Will we have two WDCs next year?))

**Mark Stretch:** "[WDC] - why has the organization been so poor for this? Can't they manage without Xavier? There have been a doz tournaments in the UK which have had more publicity than the WDC. Something makes me think that we shouldn't have let them run it. It doesn't bode well for the con itself."

((Those that know ensure me that the convention will be good, but I mostly worries if it will even take place? And with this short notice will it attract many foreigners (except the pseudo ones)? One alternative for anyone wanting to go to an international convention is to wait until June 96, and the EDC IV at Arcon in Oslo. Oslo is a fine city (although a bit expensive) and ArCon has been fun the two (or is it three?) times I've been there.))

((Talking about France their planned nuclear testing on the other side of the world has really pissed me off. If they want to test nukes that could at least do as the Chinese and test within its borders.))

**James Hardy:** "Yes! I agree! The French bloody well should test their weapons inside their own borders. Preferably in the middle of a highly populated area... ((Not quite what I suggested)) Arseholes. ((You sure keep up the old tradition of friendliness to your southern neighbor.))"

((I do support the boycott of French products that has been started. When buying wine I choose for example Australian instead. The boycott has been quite a success in Sweden so far. In two months the sales has halved (compared to the same time last year).

One of my favorites liquids to drink is cider. Then British is the natural choice.))

"Wow! A cider drinker. That stuff sends me loopy! If I want to get really drunk, I drink cider. Unfortunately I tend to pay for it the next day. Heavily!"

((I did stick to cider at last ManorCon, but I never got especially drunk. And at the normal Swedish cons alcohol in any form is not allowed.

If we go back to those nukes, what are the reaction in Britain, it being one of the nuclear powers of the world?))

"Whilst there's disgust + anger in the press I don't think anything 'proper' is being done about it. There is speculation that Britain + USA also want to resume nuclear testing, + the french are pawing the way for them so the Government is saying nothing... ((Bastards! At least they are on their way out)) Point is, we don't need these events to know the french are arrogant self opinionated sods, and we certainly don't need any fresh excuses to know we don't like them very much. At all."

((All I can say after meeting both groups at EDC II and WDC IV is that the feeling in not uncommon on both sides.

Some facts about the French tests: 60% of the French and 90% of the Germans are opposed to the tests according to recent polls. The French have blown 204 nukes since the 60s. And they still need to blow up more? France is currently the number one exporter of arms and weapons in the world. Last year they passed USA and even sold double the sum of the US.))

**James has more to say:** "Feedback on the Zine? I like it. I especially like the Swedish news items. Interesting to know your country sounds as screwed as ours - and you didn't even have Thatcher!"

((And we don't want her. Someone said that there are three things that are of no use to discuss as you can never convince another person: religion, politics and sports. Myself, I am a Manchester Unit fan...))

"WHAT? A SCUM FAN?!! Is it too late to cancel our trade? C'mon Per, use the brain God gave you ((If I did I would hardly support a British team.)) + support a decent team. Everton ever! ((I am not that desperate.)) On the Wirral now you would also encounter Tranmere Rovers fans as they're done well since 1979 nearly getting into the Premiership even."

((So let's discuss music instead.))

"We are the Champs by Fred Mercury of Queen? Shouldn't that be Fred Mercury the Queen?" [...]

"You lucky, lucky boy! Please find enclosed a tape of the Cranberries' first LP.

Might as well hear it before you buy it! I bought it just to get 'Dreams' - 'Linger' is ok too but the rest of it fails to inspire one... *((About my feeling to. It is not as good as No need to argue.))* On the B side I have put a selection of my favourite bands - all hailing from Glasgow. Dunno why I like Glaswegian bands as much, I just do! The final track (by Kerbdog) is an Irish band, though I doubt it's quite what you like Irish bands for usually! Enjoy the tape anyway; feel free to ask for more info/tracks from any of the bands."

*((Groups from the tape was The Pogues, Texas, Slide, Gun, Baby's got a gun and Kerbdog. Pougues is always nice to hear. Texas had three tunes ("I don't want a lover", "Alone with you", "Dream Hotel") of which I liked all three. Slide was nice as well especially "Why is it a crime". The remaining three bands was not my cup of tee, although it wasn't "turn it of" as some of that type of music, and "Steal your fire" was good.*

*I really should visit Scotland some day, and your band have made me more curious of Glasgow. Is that city the Seattle of Great Britain?))*

**James again:** "Found the Norwegian dialects letter fascinating - more please! As for the second language in this country, I'd suggest you try Bantu or Indian etc. 'The Empire Strikes Back' with a difference."

*((In Sweden I would think Finnish is the second largest language, but far from qualifying it for an official one. In the US Spanish is the second largest and might be large enough in a couple of decades to become official second language. I remember reading somewhere that USA never decided on any official language; anybody who knows more about this?*

*Here comes more about Norway:))*

**Leif Kjetil Tviberg:** "Concerning your comments to my last letter: Nynorsk and bokmål are the official written languages in Norway (in addition to the lap languages). Hardly anybody actually speaks these languages except when reading aloud (as in the news programs). Speaking dialects is not only tolerated everywhere, it is the norm - even in the Parliament. I believe dialects are more accepted in Norway than in most countries.

Thus the Norwegians you have had problems understanding probably have spoken some dialect. Knowing nynorsk will help to

understand dialects from Western Norway, but e.g. my dialect - from the Trondheim/Trøndelag region - sounds very different from nynorsk.

There are a lot of differences between nynorsk and bokmål. I don't know if the linguists agree with me, but I think nynorsk is closer to swedish than bokmål is. In addition nynorsk hasn't many of the german prefixes (an-, be-) and suffixes (-het) which came into Danish during the Hansa period.

The most striking difference between nynorsk and bokmål is the name of the country: Bokmål says Norge while nynorsk says Noreg. What's interesting is that neither of these names are historically 'correct'. The original name of the country was Norvegr, which actually means north-way. Thus several of the foreign names of my country (Norway, Norwegen, Norvege) are closer to the original than the two norwegian names."

*((I sent Lars Petrus a question by e-mail up to Stockholm but was a bit surprised when I received the following from USA:))*

**Lars Petrus:** "[...] I have suddenly become an Ericsson employee and moved to California. It is hard to say no when your offered double salary, but the job and work mates was clearly more fun on Functional. On the other hand I have 70 TV-channels ☺

To emigrate is quite hard and stressful, and one thing I hadn't time to do was to update L4E and my game there *((Dune))*. Sorry! I received the two latest numbers day before yesterday and noticed I had NMR:ed in one season. Well, Russia is hardly lost..

I will read the magazines this weekend, and see what I can do. Anyway, my new address anyway is:

Lars Petrus  
555 E El Camino Real, apt 719  
Sunnyvale, CA 94087  
home: +1 408-773-0785  
work: +1 408-486-7221  
email: lars@mri.com

Have a nice day!"

*((Good luck over there. You're welcome to write and tell us your experiences as an immigrant in California and the US.))*

**Anders Færden with some Norwegian:**  
*"((Om det stundande Diplomacy partiet:))* Håper

dette blir ett BREV-spill, dvs uten formidling av telefonnummer. Jeg lengter etter ett skikkelig spill med diplomatpost igjen (ahh, de gode, gamle dagene... ☺)

*((Detta är givetvis upp till spelarna, men jag hoppas på att skrivkonsten inte glöms bort.))*

"Selv om du ikke likte deg på WDC i fjor: Du dukker selvsagt opp på EDC i Oslo neste sommer? Deltagelse fra utlandet (selv om ikke Sverige er så "eksotisk", kanskje?) er et must for å fore arrangementet videre, selv om det nå foregår langt utanfor det siviliserte Europa..."

*((Det blir en hektisk tid med EDC följd av WDC. Jag tror nog att det kommer att komma en hel del svenskar eftersom det redan var ett flertal i år. Jag har som sagt varit på ArCon ett par gånger och rekommenderar det till andra.))*

**Peter Balkeståhl:** "Tjenixen, råkade läsa Henriks ex. och såg att poesimästarna behöver lite draghjälp, så här kommer ett bidrag. *((Tackar!))* Hoppas det går bra att vara med utan att prenumerera (åtminstone inte än)."

*((Hoppas fler följer ditt exempel; att skicka in drag till Poesimästarna, menar jag. Det är fullt tillåtet att spela utan att prenumerera, bara man ser fansinet regelbundet. Det har t.o.m stått i husreglerna sedan 1991 eller så.))*

"Trevligt att du försöker få igång lite andra spel än Diplomacy!!! Annars finns det väl knappast ngt aktivt svenskt fansin än Avalonia?? Som kör annat än Dippy alltså."

*((Jag har försökt köra en del andra spel genom åren, bland annat ett parti Rail(way Rivals) och en Unitedkampanj. Dock styrs valet av spel till stor del av läsarna och de SL-resurser jag har. Om någon vill köra ett spel (som t.ex Michael Pargman med Acquire) är han (helt klart han eftersom hon är sällsynt i hobbyn) välkommen. (Inom vissa gränser...))*

Jag tänker inte starta någon 'Pros and cons of Diplomacy'-debatt; Det räcker att säga att jag anser att Diplomacy är ett mycket bra spel men jag inser att inte all kan tycka om att spela det. Vad man än tycker kan man fortfarande vara med i Hobbyn! När det gäller andra fansin med icke-diplomacy kör FoI Britannia, och ev kör Borger [norsk, men ändå] United [separat!]

*((Letter column continues on page 14))*



## Spalten för Postspels-VM

Resultaten för vår 1901 i de sju WWPDC partierna har kommit. Dessa har publicerats separat i *Pax Germania* #68 som skickats ut till Intimate spelarna samt deltagarna i svenska laget. Om någon mer vill ha ett ex av #68 så säg till. Kostnad: 5 kronor.

## Solution to the Bridge problem

Back to the Bridge defense problem....

Your partner must have lead away from KQT. Thereby you have located 31 HCP (17 in dummy, 9 in your hand and the 5 by partner). Remains 9. South bid 2♣. With what? Just a Jack of clubs? Well, he will probably have compensating length, probably 7 or 8 due to partner's club play. This gives the declarer at least 6 club tricks, 3 diamonds, 2 hearts (as he can lead up against the Jack) and 1 spade (the Ace). But those 12 tricks might be hard for him to cash as the communication link is weak. The theoretical best plan is to win the first club (so that the Queen blocks club) and play a heart to partner's Queen. Thereafter partner can attack spades so the declarer's remaining entry is knocked out.

Note that I wrote *theoretical best*. In practice how do you know that partner will do this? He has not as good control over the situation as you do. Therefor the *practical best* is for you yourself to attack spade by leading ♠K. Even if South lets you win you can continue spade and then kill his hand. You should try to test the partner when this is not necessary.

The complete deal was as follows:

*((Appear on top of next page))*

♠ Q6  
 ♥ J85  
 ♦ AKQ532  
 ♣ KQ  
 ♠ 98432  
 ♥ KQT43  
 ♦ 8  
 ♣ 63  
 ♠ A75  
 ♥ A9  
 ♦ 9  
 ♣ JT98754  
 ♠ KJT  
 ♥ 762  
 ♦ JT764  
 ♣ A2

Last issue featured two deals played by deceased Giorgio Belladonna, taken from the book *Bridge with the Blue Team* by Pietro Forquet. But I would like to reprint another one, which I think is really nice, so here goes:

"Giorgio Belladonna is wont to claim that when he need to guess a finesse he never has a problem. All joking aside, Giorgio really is endowed with tremendous flair and frequently gives the impression of playing as though he could see through the backs of the cards.

On the following deal the problem was to locate the queen of trumps. On this occasion Belladonna did not call upon his 'intuition' but rather his expert technique.

♠ K82  
 ♥ AT4  
 ♦ K84  
 ♣ AK64  
 ♠ A97  
 ♥ 86  
 ♦ AJT973  
 ♣ 95

Neither side vulnerable. The bidding:

| West | North           | East | South             |
|------|-----------------|------|-------------------|
|      | <i>Avarelli</i> |      | <i>Belladonna</i> |
|      | 1NT             | Pass | 3♦                |
| Pass | 4♦              | Pass | 5♦                |
| Pass | Pass            | Pass |                   |

No doubt 3NT would have been an easier contract, but after his partner's Three Diamonds, Avarelli naturally had visions of slam.

West led the jack of spades.

*How would you have planned the play in Belladonna's position?*

This was the complete deal:

♠ K83  
 ♥ AT4  
 ♦ K84  
 ♣ AK64  
 ♠ JT4  
 ♥ Q32  
 ♦ Q65  
 ♣ QT87  
 ♠ Q653  
 ♥ KJ975  
 ♦ 2  
 ♣ J32  
 ♠ A97  
 ♥ 86  
 ♦ AJT973  
 ♣ 95

Winning the spade lead with the ace, Giorgio cashed the ace and king of clubs and ruffed a club in hand. He crossed to dummy with the ace of hearts and led dummy's last club. Had East followed, South would have discarded his heart loser but when East discarded on the club, Belladonna ruffed and gave up a heart. He won the spade return with king and ruffed a heart to reach this end-position:

♠ 8  
 ♥ --  
 ♦ K84  
 ♣ --  
 ♠ 9  
 ♥ --  
 ♦ AJT  
 ♣ --

Bound to lose a spade and a heart, the contract had seemed to depend on finding the queen of diamonds. Giorgio's line did not locate the position of the queen of trumps, but his maneuvers led to success irrespective of the position of the trump queen.

In the end-position Belladonna simply exited with a spade. It mattered not who won this trick or who held the queen of diamonds: the last three tricks had to be declarer's." ♠

# Why protest against French tests?

by Ruth Bohman<sup>5</sup>

Many people wonder why the French testing of a nuclear bomb below the South Pacific island Mururoa attracts more attention than China's test in its desert area. After 50 years with nuclear tests we know that radioactive particles eventually sip out, even from the underground tests.

In the peace agreement after the second world war France was given the Polynesian archipelago to administrate. The mission was to protect the population and develop its economy so that the area eventually would become independent. USA got administration right over the Marshall islands and directly started to try out its new invention with nuclear tests in the atmosphere. France blasted in the Sahara desert in Morocco, England blasted in Australia, while Soviet blasted within its own borders.

In the early 60's all these countries, except France, changed to underground tests. The airborne tests had been proved to be too dangerous and resulted in too many protest. France then moved the testing site from the Sahara desert to Polynesia!

1966 New Zealand, which was in the direction of the trade-wind, protested against greatly increased radioactivity in the rain water and in fish from sea streams that passed the test area. Peru, which also is in the wind direction, protested in vain against fall-out and fish poisoning, and therefor in 1971 broke off the diplomatic relations with France.

1972 the tests was condemned of the UN environmental conference, which sharply criticized the insufficient that France had delivered to the UN. E.g. all the reports of the population's health condition been classified, and only military doctors were allowed to service on the civilian hospitals in French Polynesia.

The year after the International Court ordered France to stop these tests, which had been shown to lead to increased radioactive fall-out in New Zealand, Australia, Fiji Islands and Peru. After another seven atmospheric tests France

announced that the tests hereafter would take place underground.

In the year 1976 the testing site was transferred to Mururoa. France admitted that radioactive gasses might leak out, but this was guaranteed to be harmless.

1982 it was noticed that a part of the island Mururoa slowly is sinking after more than ninety nuclear tests. Plutonium and other long-lived poisons might have been washed out into the sea but no international investigations have been allowed. As before France claims that their nuclear tests is harmless.

Facts speak another language: On Mururoa and many other islands the population cannot eat the fish and shellfish in the lagoon. In their impoverished and dangerous environment they live on imported provisions as the beggars of the protective power.

Is it strange that the protests are so strong?

## PROTESTATION

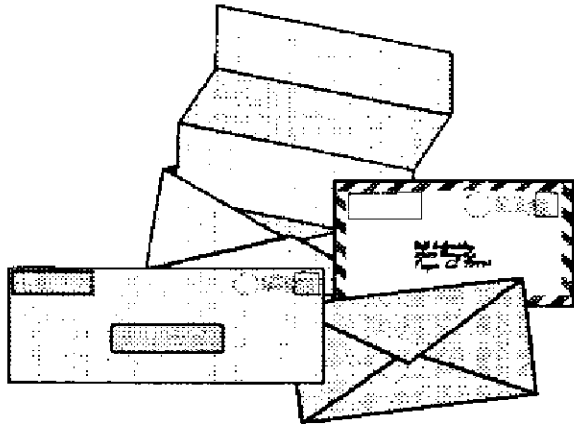
Arrêtez les essais nucléaires français dans le Pacifique.



Monsieur le Président Jacques Chirac, comme citoyen de l'Union Economique Européenne je proteste contre vos projets de faire des essais nucléaires sur l'atoll de Mururoa dans le Pacifique. Je demande que vous arrêtez ces projets immédiatement. Il est inacceptable qu'un membre du Marché commun, en période de désarmement, fasse des essais nucléaires! Arrêtez immédiatement que la France puisse changer de position.  
Nom (Nom)

(Skriv under med ditt namn och sänd protesten till den franske presidenten.) Adress:  
M. le Président Jacques Chirac  
Palais de l'Élysée  
rue du Faubourg Saint Honoré  
75008 Paris  
France

<sup>5</sup> Letter to the editor of one of the largest Swedish newspapers 26 August 1995. Translated from Swedish to English by Per Westling.



*((Letter column continues [with some late letters] from page 11.))*

**Mark Nelson ((31 Aug)): "WWDC: A Response To Larry Peery's Proposal For a WDO**

This article is a response to an article that appeared in Lepanto 4-Ever 39 (August 1995).

Larry Peery has attended more 'overseas' conventions (conventions outside his native country) than any other member of the diplomacy community. This gives him a unique perspective to talk about the running of conventions. He can comment on the best, and worst, features of conventions run in so many diverse manners. His insights into the running of a good convention would be invaluable to many readers of this zine.

Unfortunately in Lepanto 4-Ever 39 (August 1995) Larry does not comment on the running of conventions, instead he concentrates on the running of the international diplomacy hobby.

I do not think that that contributees to the WDC discussion believe that the French are deliberately discouraging overseas attendance at WDC VI ((*sic*)), although their erratic behaviour will undoubtedly result in fewer people attending the convention that would otherwise have been the case.

As Larry points out the dismal French performance in distributing publicity for their WDC is a repeat performance of their equally dire performance in distributing publicity for their EDC and is a reflection of their internal hobby structure; ironic that they are the only hobby to have a formal hobby structure (organisation).

There have been three EDC's. Of these which had the worst publicity? The French. Which did the least to encourage overseas

participation? The French. Of the three nations to organise an EDC which is the only one to have a diplomacy organisation? The French. Why is it that the only nation to have a diplomacy organisation organised the worst WDC? The Paris WDC will be the sixth WDC. Of these conventions which has had the worst publicity? The French. Which has done the least to encourage overseas participation? The French. Of the six nations to organise a WDC which the only one to have a diplomacy organisation? The French. Why is that the only nation to have a diplomacy organisation organised the worst convention?

Does this behaviour encourage you to believe that a World DipCon organisation will be a positive aid in organising WDC?

I don't know anyone who has contributed to the WDC discussion who would criticise a French WDC because it was French, regardless of the merit of the convention. Since Larry doesn't name names we must conclude that this is a figment of Larry's overactive imagination. Indeed a reoccurring theme throughout this reply to Larry's article is that his imagination is over-active and his grasp upon reality tenuous.

Larry writes that "I have come to the conclusion that we, the international Diplomacy hobby, have been following the wrong path". Before going on to discuss Larry's alternative path it is worth reminding ourselves the nature of the path that Larry wishes us to leave.

The WDC discussion has been characterised over the last, nearly, 10 years by its anarchic structure. Anyone who wanted to discuss the WDC concept was free to do so in whichever zine they so wished. WDC has been discussed in American zines, in Canadian zines, in Australian zines, in New Zealand zines, in Swedish zines, in Belgian zines and doubtless in zines of other nations! Sometimes only one or two people have been able to grasp the breadth of the discussion, but individuals have always been able to make their contribution. It is this freedom of expression, this ability for everyone to have their say, this lack of central control that Larry wishes to dispose. Indeed Larry has suggested in the past that it would be a disaster if the diplomacy community were able to control WDC. I'm not sure who this would be a disaster for, but I'm sure that a WDC where individual hobby members would be able to make their

contribution to any zine they wanted would be a disaster for at least one member of the hobby.

It is worthwhile comparing the WDC Charter to the EDC charter, as I am certain this is what Larry has at the back of his mind when he talks of the Birmingham "fiasco".

I commented that WDC discussion has been characterised by its anarchic structure. In proposing a WDC Charter Iain Bowen took advantage of this structure to ensure that everyone who wanted to know about it, could learn about it. The draft proposal was widely distributed in the international hobby, it was reprinted in many zines, it was discussed at length in many zines and amendments were proposed. Finally it was discussed at WDC. Certainly the WDC Charter Discussion wasn't perfect, but anyone who wanted to be could be involved in the debate. Above all the Draft Charter was made freely available to all.

In proposing an EDC Charter the French Hobby took great care to ensure that nothing was known about the Charter. A draft copy was not made available to members of the "European Diplomacy Hobby". There was no mechanism for reprinting the draft charter in zines, there was no mechanism for hobby members to discuss it at length, there was no mechanism for amendments to be proposed. I do not know how the Charter was ratified, I do not know if the delegates who ratified it ever saw the Charter. To my knowledge the Charter remains unpublished to this day.

The EDC Charter is a logical game, we can't read the Charter, we don't know how to amend it; we can only deduce it by observing the consequences of the Charter. It seems that every European diplomacy nation can have delegates on the "committee". However the French Hobby have the right to change the national delegates of other nations at will, a right that has already been exerted to remove someone who criticised French behaviour at WDC V from a national delegation.

I'm not sure who would gain, or what would be gained, if WDC followed the EDC path, I'm sure that there would be at least one member of the hobby who would gain.

*"Since the organizers and hosts of WDC V have not acted to provide for a discussion of a permanent WDC organization, the selection for a*

*1996 venue, etc. I am, as one of the founding organizers of the event..."*

As an active member of the international diplomacy hobby since July 1987 I was intrigued to find that Larry was one of the founding organizers of the event. I don't recall this being the case, but the events leading upto WDC I were many years ago so it may be that Larry's member ((sic)) is better than mine.

To refresh my memory I search through my archives for articles/letter column discussions on the early history of WDC. I found 29 articles covering the period from just prior to WDC I to just prior to WDC III. In none of these articles, culled from American, Australian, British and Swedish zines, was Larry listed as an organiser.

In one of these articles (Mad Policy 142) Richard Walkerdine listed the people who he considered had contributed to the success of the first WDC "Gail Baker, Andy Bate, Paul Bennett... Brain Walker, David Watts and Dave Wreathall". It's a long list, so I hope you'll excuse me for not retyping the 27 (TWENTY-SEVEN) names in full. But there is one noticeable omission from Richard Walkerdine's listing of WDC organisers.

I'm not sure who would gain if Larry Peery were to be economical with the truth as regards his involvement with WDC, I'm sure that there would be at least one member of the hobby who would gain.

So many years after the event, it is understandable that Larry would believe that he could get away with distorting the truth about his involvement with WDC; how many people are there left to counter him? Incidentally, Larry's belief that he is the person who should dictate the WDC discussion isn't new. After attending WDC II in 1990 Iain Bowen wrote that "Larry Perry... believes that he has sovereign rights over the damn thing" (Y Ddraig Goch 48, July 1990).

Just over a year latter Larry suggested in several zines (eg Lepanto 4-Ever 19, September 1991) that prior to the convention itself Richard Walkerdine and the ManorCon organisers had no intention of making World DipCon an on-going event and that it was only the arrival of the good-ol'e boys that prompted this radical idea into their collective conscious. An agreement that overlooks the printed record, an argument that overlooks the diplomacy literature.

Who gains from this Orwellian obsession in rewriting the history of WDC? Who gains from this Orwellian nightmare of constantly rewriting Larry Peery's role in the WDC discussion? I'm sure that there is one member of the hobby who considers that he gains.

Larry went on to suggest that it would be better for all if any and all discussion about WDC was centered around his zine, World Diplomacy -- and what an undoubted triumph that would have been for us all. Better for someone, but for better for WDC?; I doubt it.

Larry proposes "the establishment of an on-going, independent ad hoc committee to discuss and act, on the establishment of a permanent World Diplomacy Organization."

As I write this the current World SF Convention is drawing to an end. Established in the late 1930s this annual event has evolved from its humble beginnings into a mammoth undertaking. Attendance at this year's event (held in Glasgow) has provisionally been listed at around 5000, when held in America attendance has easily doubled this. American WorldCons have made tens of thousands of dollar profit, the total turnover? ...your guess is as good as mine.

Here we have an annual convention, starting from a fanzine-based fandom that dwarfs in size anything that WDC is now, or will ever be. What organization does it have?

Very little. It has a mechanism for deciding which sites are eligible to be voted on, it has a mechanism for deciding who is eligible to vote, and it has a mechanism to run the vote. But beyond that it has nothing. There is no "on-going independent ad hoc committee" to oversee it. If SF Fandom can run such a large convention with so little machinery what need does the International Diplomacy Hobby have for a formal machinery to oversee our world convention?

We need a mechanism for deciding site eligibility, we need a mechanism for deciding voter eligibility and we need a mechanism for deciding how to combine the two.

Larry has generously offered to serve as "moderator for the committee to coordinate its formal establishment". Let us take a look at how he intends organising this committee, as the method used in this process will undoubtedly provide an insight into the type of organisation that Larry would like to see enacted.

*"As soon as I have a working committee in place I will develop a protocol for discussion and preliminary agenda."*

As I have noted, in the past WDC discussion had a very simple protocol. Anyone who wanted to contribute could contribute. If you had an interesting idea people commented on it. Progress was made through discussion, through the cut and thrust of argument until a consensus developed. Who gains by having "a protocol for discussion"? Who gains for having a "preliminary agenda"? Who gains by enacting a structure which stifles debate, which controls debate, which prevents freedom of expression? Who gains by proposing a mechanism which allows one person to dictate their views of how the WDC debate should be structured? Surely someone must benefit from all this legalese?

*"Let me be clear about one thing. This is not a meeting to debate the pros and cons of whether the hobby should have a WDC or a WDO. That issue has been settled."*

Certainly I have not been as active in the international hobby in the last few years I was in the late 1980s and early 1990s but I find it difficult to believe that a debate on the necessity of having a WDC Organization passed me by. When was this debate held? In which zines did it take place? Who was for the idea? Who was against it? What were the arguments advanced in favour of having an organisation?

I remember the days when the WDC debate was structured in such a manner that anyone could contribute, that ideas were discussed out in the open, when an attempt was made to reach a consensus. When did the international diplomacy community demonstrate its desire, its need, for a formal organisation? Why does Larry want to kill any debate about the desirability of having an organization? Is Larry interested in a WDC where hobby members are able to contribute their views freely? Of course Larry has stated that it would be a disaster for WDC if the diplomacy community were able to control WDC. Perhaps someone gains by stopping discussion? Perhaps someone gains from trying to force an organisation on the diplomacy hobby? Perhaps Larry knows best?



I will take part in any discussion that Larry runs about WDC. My aims are to help produce a workable charter that discusses the three essential questions: site eligibility, voter eligibility and voting mechanisms. I will try to minimise additional structure, unelected representatives, ad-hoc committees. I will strenuously denounce people who rewrite the history of WDC in order to present themselves as either the inventors or saviours of the concept and who try to avoid worldwide hobby discussion on the future of WDC."

*((I am sure we will have a reply from Larry in the next issue but I would like to comment on a thing or two:*

*That only France would have a formal hobby structure is completely true as Norway, Sweden and Australia has sort of a formal structure. E.g. the NDF (Norwegian Dip Fed) is organizing EDC IV next year, and organizes the Norwegian Championship every year. My personal opinion is that a federation can do some things that an anarchic structure of individuals do. But a federation will reflect the structure of each country's society. Also a federation couldn't (and shouldn't) do or try to organize everything. We need the individuals.*

*The EDC charter: Not much to publish as it is only one A4 page... It is more or less a necessity as the French laws requires a written 'official' charter for any organizations officially registered in France. It was distributed at the EDA meeting at LinCon which is the only EDA meeting I have visited. As you, Mark, have not visited any EDC you have very little to base your criticism of. Remember, EDC is mainly a Face-to-face 'organization' while WDC is mainly a convention for the PBM:ers. WDC wont follow the EDC path as they have different backgrounds. I am sure EDC will continue after Norway even if WDC dies this year.*

*Larry's statement that he was one of the founding organizers of WDC: I only entered the international hobby late 88 so I do not know exactly what happened, but I think Larry referes to that meeting at WDC I that decided the rotation for WDC II-IV.*

*WorldCon: Mark points out that the SF WorldCon more or less only have the rules for eligible sites, eligible votes and mechanisms for running the vote. That is was I wanted as well for the WDC, but Iain and Xavier made a mess of it.))*

## Larry Peery ((3 Sep)): "DIPLOMACY CONVENTIONS

I HAVE THE HONOR TO REPORT The following information pertaining to 1995 DIPCON (Baltimore, Maryland, United States), 1995 WORLD DIPCON (Paris, France), 1996 ORIGINS/DIPCON (Columbus, Ohio, United States), and 1996 WORLD DIPCON (To Be Determined) is believed to be correct as of 3 September 1995; and is based on cordial, positive, and informative conversations with or messages from: Steve Cooley and Dan Mathias (Members of the 1996 DIPCON Committee), Bruce Reiff (Chairman, 1996 DIPCON Committee), Gary van der Griff (1996 ORIGINS staff), Terri Murphy (Columbus, Ohio CONVIS Bureau staff), François Rivasseau (1995 WORLD DIPCON contact), and others.

### 1995 DIPCON (Baltimore, Maryland)

Last August's event attracted some seventy Diplomacy players out of a total number of 1,500 or so participants. The winner of the Diplomacy Tournament has been variously reported to me as being a Canadian, a French-Canadian, and French. Nobody seems to know his full name at the moment. One thing all sources agree on is that he was not from the United States! The event has received generally good reviews. The DIPCON Society meeting decided that the 1996 DIPCON would be held in Columbus, Ohio, United States in conjunction with ORIGINS, over the 4th-7th of July, 1996. The DIPCON Administration Committee will consist of Bruce Reiff, as chair, and members Dan Mathias and Steve Cooley.

### 1995 WORLD DIPCON (Paris, France)

The French Diplomacy hobby has given Xavier Blanchot a deadline for producing a communique with full particulars on the status of this event, or face being removed as the person in charge. That deadline has passed and further developments can be expected at any moment. In any case, the French Diplomacy hobby is committed to hosting a successful event, comparable to the 1993 EURO DIPCON 1, with or without Blanchot's participation. The dates remain the end of November, first weekend of December. The probable venue is the same as for EDC 1.

If details are not announced sooner, participants in the next WDO/WDC Internet meeting will have a chance to question Rivasseau, who has agreed to participate.

1996 ORIGINS, DIPCON (Columbus, Ohio, United States)

ORIGINS is one of America's oldest gaming events and brings game manufacturers and players together for a four day event. The 1995 event was held in Philadelphia, Pennsylvania, and attracted some 7,000 participants. Past combined ORIGINS/DIPCON events have a mixed track record, some good, some not so good. ORIGINS will be providing a venue and host event for next year's DIPCON, as well as some publicity. The rest will be up to the DIPCON committee and hobby.

The civic convention center will be the venue and the adjacent Hyatt Hotel will be the headquarters. Room rates will be in the \$90 range, registration will be \$35-\$40. In general housing and food costs will be about 50% less than they will be in Paris, even less if the dollar continues to fall. In addition I think foreigners will find they get more for their dollar in value than they do at home.

Preliminary plans include three rounds of regular Diplomacy (one per day) and a variant Diplomacy tournament. Rounds, other than Sunday, will be without pre-determined time or game length limits. A special "pre-Fourth of July entertainment" is planned for the 3rd of July.

Both the City of Columbus and ORIGINS have expressed an interest in having the 1996 WORLD DIPCON held in conjunction with DIPCON. The DIPCON administration committee is very interested in hosting WDC as part of DIPCON. They have asked me to convey that interest to the international hobby. In addition, they have asked me to act as their liaison and international point of contact for their effort to bring the 1996 WDC to Columbus, and encourage members of the international Diplomacy hobby to attend ORIGINS/DIPCON in 1996. Subject to the reservations below I have agreed to do this.

1996 WORLD DIPCON (To Be Determined)

There is much about the 1995 WORLD DIPCON remains uncertain. However, I have

sufficient faith in the French hobby's good intentions and ability to pull dots out of hats, to encourage anyone who can to go to Paris.

There is also much that is uncertain about the future of WORLD DIPCON, but the French have expressed a strong desire to assure the continuity of the event. That means, I assume, that they will present a proposed Charter for a WORLD DIPCON ORGANIZATION in Paris. It also means, I assume, that they will have a means in place for selecting the site for a 1996 WORLD DIPCON. I have already expressed my feelings about the current system, and I will continue to do so. However, for the moment, I will assume that the procedures followed in the past will continue to be followed through the coming WORLD DIPCON event, even though they have not been formally adopted.

Depending on what happens as a result of the WDO/WDC Internet meeting at the end of this month, and what proposals are presented and approved in Paris, the hobby's options are unlimited. However, I feel confident that most hobbyists agree that WORLD DIPCON should continue.

#### FOLLOW UP ACTION ITEMS

First, plan to participate in the WDO/WDC Internet meeting which will run from the last weekend of September through the first weekend of October. Even if you can't make it to Paris, this is your chance to express your views about WDC and a possible World Diplomacy Organization.

Second, plan to go to Paris. Encourage others to do so. And be sure you know the words to your national anthem before you go!

Third, if you are thinking ahead, plan on Columbus in 1996! For more information you can contact me, Bruce Reiff (BDREIFF@aol.com) or Dan Mathias (UUMEO7A@prodigy.com).

Fourth, during the next few weeks I will be evaluating the potential of ORIGINS/DIPCON to host a successful WORLD DIPCON. I will also be looking at the potential of Columbus, Ohio to host a successful ORIGINS/DIPCON, and at what kind of host Columbus would be for an international Diplomacy event. Nothing strange about that except for one thing, my evaluation will be done from an internationalist's peerispective. If I do not believe that the ORIGINS/DIPCON/COLUMBUS venue is a

good one for the international Diplomacy player and visitor, I will say so. My conclusions and recommendations on that will be available on the Internet meeting.

Obviously this is a rather unusual case of one individual wearing multiple hats. If I thought there was a serious chance of any possible conflict of interest in my doing so, I would not be trying to represent the interests of the 1996 ORIGINS/DIPCON hosts and potential attendees. However, since everyone agrees that our common goal is to have the best possible event with the largest possible amount of international participation, I see no problem. My task, as I see it, is to convince everyone concerned that our common goal is attainable.

Please feel free to pass this information on to others."

*((The French are running out of time... Anyway, I think that any charter presented by them should not be agreed upon as it has not been discussed at all in the Hobby. Better to make an official proposal, and discuss it all the time up to WDC VI in USA.*

*I do not know much about Ohio but as we will be much better informed than before WDC V, I think it will be a good host.))*

**Daniel Pargman** ((Via e-post för sin bror Michael)): "Han låter även hälsa att det vore bra att k|ra the Blob i tidningen. Små, enkla spel som alla kan vara med i kan öka korrespondensen till tidningen vilket i sin tur kan leda till mer kommentarer etc."

*((Nu börjar det låta som Avalonia... Men jag håller med att det ska finnas sådana i LAE som komplement till de lite större. Blob kommer jag att köra om intresse finns (se reglerna) och om jag lyckas med presentationen. RR är ett lämpligt spel eftersom det inte kräver alltför mycket förhandlingar. Nästa år kommer jag att köra en annan variant av Scattergories som heter By popular demand och som är den omvända versionen av Scattergories. BPD är ett perfekt spel: Enkelt både för spelledare (näja) och spelare. Man överlever DIMar och man kan hoppa med när som helst. Ju fler som deltar i en omgång ju fler poäng delas det ut! Mer om detta i en senare LAE.))*

## JOAKIM PIRINEN:



# PAX GERMANIA

#70, subzeen of L4E #40

## Shelley (Scattergories) - "G" round

Last time once more got a late order from James Hardy. I allow any entries as long as they reach me before the zeen reach the readers. But the late entries only score for their unique entries, and they do not affect the published scores of the other players, as well as not giving any prizes. James scored 6, quite good.

Entries this time was sent in by W Andrew York, Douglas Kent, Ulf Jiretorn, Björn Westling, James Hardy, Mark Stretch, Leif Kjetil Tviberg, Michael Pargman

Below their entries are given. Duplicate answers are noted by asterisk(s) while disallowed ones are underlined>. Entries which has received a comment is marked with a question mark.

● *Something you can be*: Grocer, grumpy\*, Gardener, greedy, gracious, givmild, gay

● *An existing nation*: Guatemala\*\*, Guyana, Ghana, Greenland, Guinea, Gabon

● *Film title*: "Glory", "Getting Even With Dad", "Grease", "G", "Grease", "Great Escape", "Ghandi", "The Graduate"

● *A bird*: Grackle, Goose, Gröngöling, Gräsand, Grebe, Golden Eagle, Gök, Gråmes

● *Someone or something in Mathematics*: googol\*\*, graph, Gauss graph, greater-than-sign, Gödel's Incompleteness Theorems, grunnflate

● *An author*: George Burns?, George Bernard Shaw, Nadine Gordimer, Gary Gygax, Graham Green, Gatsby, George Simenon, Ron Goulart

● *Something you can find in or on the ground*: guano, garbage, gasledning, grass, garden, Geese, grus, groundhogs

● *Something to wear*: galoshes\*, gown, gabardinbyxor, guldsmycken, gloves, golfjacka, gummidräkt

● *Film actor*: George Peppard, Gary Cooper\*\*, Groucho Marx, Hugh Grant, Greta Garbo, Cary Grant

● *European King*: Gorm (the old) of Denmark, George II of England, George I\*, Gustav IV Adolf, Gustavus Adolphus (i.e. Gustav II Adolf), Gustav V, George III

## Comments:

George Burn wrote his own autobiography. What is a *grunnflate*, Leif Kjetil? I am withholding one point until you explain that word. WAY also has one point pending if he gives me a reference for Gatsby.

**Björn Westling**: "As it said European King, I assumed that an Emperor was ineligible (e.g. Galba), as well as a Pope (Gregorius ninth)."

((If the entry had said "Ruler" or something they (at least Emperor) would have been allowed. How about Tsar? Anyway, King would include kings that have never rules. If it would have been "American King" I am sure someone would have tried Elvis!))

**Mark Stretch**: ((Commenting on the mathematical entry)) "How technical can I get?"

((I would have been disappointed if you haven't chosen something connected to Kurt Gödel, one of my idols in modern (well, compared to Arabs etc.) mathematics.))

## Results this time:

| Name                | Latest | Before | Total |
|---------------------|--------|--------|-------|
| Leif Kjetil Tviberg | 9      | 14     | 23    |
| James Hardy         | 8      | 14     | 22    |
| W Andrew York       | 7      | 14     | 21    |
| Björn Westling      | 8      | 12     | 20    |
| Ulf Jiretorn        | 8      | 11     | 19    |
| Michael Pargman     | 9      | 8      | 17    |
| Mark Stretch        | 8      | -      | 8     |
| Douglas Kent        | 7      | -      | 7     |
| Björn von Knorring  | -      | 4      | 4     |

Leif Kjetil wins the freebie and also takes the lead in the 95 competition.

## Rules:

Anyone can send in entries at any time. The rules are quite simple:

Each issue *ten* categories will be listed along with a letter. *Without research* you should pick something that matches each category and that start with the indicated letter. For persons, either the first or last name is eligible – in case of several first names any one is allowed. Your goal

is to pick a unique answer for each category. Whomever has the most unmatched answers will receive the next issue of *LAE* free.

A particular answer or word can be used *only once per round*. If the answer is obscure, give me a reference for it, otherwise I will use materials I have handy to verify it. Rulings by the GM are final on whether an answer is acceptable or not. Suggestions for future categories are welcome.

The rules above is a slight modification of the rules you can find in the Scattergories game run in *Rambling WAY* edited by W Andrew York, USA. Some clarifications for *Shelley*; You can use both English and Swedish terms/words and you of course do not have to find answers for every category to participate in a round. You give several answer for a category if you want but this will not be advantageous as it increases the risk of getting a duplication for that category as I list all of them. Be careful with entries that use "a", "en", "the" etc. when the letters are A, E, T etc. — they will most of the times be disallowed.

During 1995 all players that send in entries will also participate in a "Top 1995" competition in which you try to get the highest sum of points during the year. Prizes for this will be decided later.

Next time I would like to run another limited round, although a special one. This means that you can use any letter, and the letter don't need to be the same on all entries. The ten entries are:

- Individual Gold medalist at World Championship in Athletics from Göteborg 95
- A hosting country of the World Cup (in football/soccer)
- Winning nation of any of those World Cups (in football/soccer)
- Mention any of the players in the ruling national team after the World Cup 1994.
- One of the teams in the Premiere League (England, football) the current season
- Hosting country for summer Olympics that has taken place (after 1924)
- And hosting country for winter Olympics that has taken place (after 1924 here as well)
- Nation that have won Olympic gold in Ice Hockey
- Heavy weight champion in boxing
- Formula 1 world champion

## Pre-game start Railway Rivals #2

The name of this game will be *Gandhi*. The gamefee (15 SEK) have been deducted from your accounts and the map should be included with the zeen. I hope the foldings didn't damage it too much.

Until next time I will need preference list from y'all including choice of start town (one of the seaports) and color. Also you should send in a name of your company. Nobody will start in the same seaport as anybody else.



## Poesimästarna Omgång 2

Rätt alternativ var A vilket gav följande dikt:

Än har jag rymd att sträcka mig mot  
och hav att luta mig över.  
Än har jag inom mig en back med gräs  
högt nog att sluta sig över  
mitt hjärtas ensamhet -  
än har jag allt jag behöver  
för att hårda ut  
Och den dag jag är trött  
och vill luta mig ner -  
än längre ner -  
skall gräset växa och växa alltmer  
och sluta sig tätare över  
den frid mitt hjärta behöver.

(("Än har jag rymd" av Olle Svensson.))

Både Ulf Jiretorn och Peter Balkeståhl "gissade" rätt och får både 3 poäng. Jag hoppas fler skickar in lösningar och egna fortsättning. Ingen större match med bara två spelare.

Dikt början för denna omgång löd som följer:

Stå  
grå,  
stå  
grå,  
stå  
grå,  
stå  
grå,  
stå  
grå-å-å-å.

Insända fragment och originalet följer här i bokstavsordning:

Fragment A:

*Slå  
på.  
slå  
på  
slå  
på  
slå  
på-å-å-å.*

Fragment B:

*Så är gråbergs gråa sång  
lå-å-å-å-å-å-å-ång.*

Fragment C:

*Sån är gråbergs råa sång  
lå-å-å-å-å-å-å-ång.*

**Regler:**

Vem som helst kan delta i detta spelet genom att rösta på vilket av fragmenten som är det riktiga. Dessutom kommer ett nytt fragment nedan som du kan skriva ett förslag på avslutning till och skicka in tillsammans med rösten.

Poäng som ges är 3 om man gissar på rätt alternativ samt 1 per röst från annan spelare. Om man har skickat in en fortsättning men underlåter att rösta gången därpå får man -1. Bonuspoäng för bra insatser står det spelledaren fritt att utdela. Detta parti fortgår året ut.

Nästa omgångs diktstart är intressant...:

*Liten i näven,  
ett dunkande hjärta i världen.  
Stillsamt tal och orgier,  
i toner och långsamma satser,  
skrik och viskningar!*

## Solaris - Game-end statements - Regular Diplomacy [PG13/1991FJ]

|                         |   |
|-------------------------|---|
| <b>GM:</b> Per Westling | <b>Game start:</b> December 1991  |
| <b>Austria</b> (113)    | Anders Petersson (Drop S'03), Björn Westling (Drop F'05), Pascal Boulerie (Eli F'07)  |
| <b>England</b> (112)    | Joakim Spångberg (Eli F'11)   |
| <b>France</b> (221)     | Claes Andersson (Eli F'05)  |
| <b>Germany</b> (115)    | Björn von Knorring (WIN)  |
| <b>Italy</b> (114)      | Paul Nilsson (Drop F'08), Civil Disorder (Eli F'10)                                   |
| <b>Russia</b> (1113)    | Hanz Johansson (Drop F'03), Joakim Gustavsson (Drop F'06), Leif Kjetil Tviberg (Surv) |
| <b>Turkey</b> (111)     | Dan Hörning (Drop F'08), Ola Hansson (Drop S'12), Pascal Boulerie (Surv)              |

|          | 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10  | 11  | 12  | 13 |
|----------|----|----|----|----|----|----|----|----|----|-----|-----|-----|----|
| <b>A</b> | 4  | 4  | 4  | 4  | 1  | 1  | 0  |    |    |     |     |     |    |
| <b>E</b> | 4  | 4  | 5  | 5  | 6  | 5  | 5  | 4  | 4  | 2   | 0   |     |    |
| <b>F</b> | 5  | 4  | 3  | 2  | 0  |    |    |    |    |     |     |     |    |
| <b>G</b> | 5  | 6  | 6  | 6  | 8  | 11 | 12 | 13 | 13 | 14  | *15 | *15 | 18 |
| <b>I</b> | 4  | 4  | 4  | 5  | 6  | 4  | 2  | 1  | 1  | 0   |     |     |    |
| <b>R</b> | 7  | 6  | 6  | *7 | 6  | 6  | 6  | *9 | 9  | *11 | 10  | 11  | 11 |
| <b>T</b> | 4  | 5  | 5  | 6  | 7  | 7  | 9  | 9  | 9  | 7   | 9   | 8   | 5  |

(\* = Played 1 short)

## End-game statements for Solaris

**Björn von Knorring - Germany (Won):** The german kaiser explains his masterplan

Solaris; my first regular game of regular Diplomacy by mail. I was a little bit nervous before the game started and wrote a lot of letters to get good relations with the other powers. I get a relatively positive response from all the other and decided to try some kind of bizarre neutral

opening. My moves looked likes follows: A Ber-Kie, F Kie-Hol, A Mun Hold. I hoped for neutral moves by the other players and if that was the case I hadn't made aggressive moves against anyone. If that was the case I could promise Belgium to France and then conquer Burgundy, by simple moving in there and as an extra onus I could build is Munich as well. When Italy opened to Piedmont I thought that this plan was the thing to go for. I promised France Belgium but wanted

him to build two fleets if he got Belgium. Since he would have to protect Marseilles he couldn't build any armies since he would only get two builds (then I would have taken Paris in 1902, cool). That part of the plan wasn't successful because France builded A Par, F Mar. I don't know if that was because he lied or had made conditional orders on whether I moved to Burgundy or not. I builded two armies and the war with France was on its way. With the help from Italy France couldn't resist and the german armies advanced into mainland France. In the meanwhile England Russia fought a not so bloody war in the north (no one advanced). I remember that I got a letter before fall 1901 where Russia suggested that we should encourage an EF-alliance and when they had started to attack me he could stabb England and we could fight them off. That idea doesn't get much support in the german HQ but I still wonder if it was a serious suggestion (was it Hanz?). I know that Hanz resigned from the game but I can't remember when, but he was replace by Joakim Gustafsson which continued the german-friendly line (he didn't send any letter to me but moved as I had suggested in my letter to him).

When the last two French centers should be conquered I had A Gas, A Pic, A Bur and Italy had F MAO. Italy was under very strong pressure from Turkey who had convoyed an army into Apulia and had fleets all over Italy (well, almost). I made some diplomacy with the italian and told him that I would move A Gas-Bre to cut support and that he was very welcome to support me. In that case I would turn against England and let Italy fight Turkey. He actually did support me and I builded two more fleets to attack England. In my attack on England I got unexpected help from Italy who frenetically tried to reach Russia to remind him off the deadline so he would not NMR. He had been very close to that a couple of times. Italy actually got in touch with Russia when he (Russia) was home for ten minutes. Otherwise England would have taken Moscow and got another fleet which would have complicated the attack on England. But Italy didn't had much for his friendly intentions. Marseilles was wide open as well as Spain and I already had three armies in France. In one year both Marseilles and Spain was conquered and the only thing that could stop me from taking Portugal was a english fleet in MAO. So I told

him that my fleet (that I built for Marseilles and Spain) would attack him and if he wanted to bounce me in Portugal to save a center for Italy he was welcome to do so. He didn't. That's the story off how to capture Spain and Portugal with no support and with only armies. Now Italy was quite dead and I advanced into Italy in order to stop the fast growing turkish empire. Somewhere here I think Leif Kjetil Tviberg took over Russia which finally meant that you could count on that orders would got in on time.

In the beginning it looked quite good. I got some armies into Italy and took Rome. I remember that I suggested a two way 17-17 draw between me and Turkey. My armies in Italy would be cannon fodder and then he could take Tunis and we would have a 17-17. But Dan resigned from Lepanto and was replace by Ola Hansson. I decided to drop the idea of a two way draw and offered Russia a good second place if I was allowed to take 18. He agreed and advanced not towards me, and the german HQ was in ecstasy over their forthcoming european hegemony. So I continued my attack on England and advanced into the North sea in spring 1909 but Per thought it was fall 1909 (a mistake) and Russia got two builds. I didn't get any builds because I had planned for taking them nest season. In the next move Russia moved into Silesia and in the first place Per wouldn't allow me to build those two armies I so desperatly needed. When Per discovered the mistake it was too late to disband russiais two new armies so Per disbanded F Sev instead and I got my two builds. But it was not so great! One fleet in the south (which could do nothing against me) had transformed into an army in central europe (which was a very deadly threat). But those newbuild armies couldn't save the german capital from the russians. But after the fall of Berlin the german army stopped them at the gates of Munich. The problem in central europe was not the only problems for the german army. In Italy two german armies was attacked by heavy turkish forces and had to abandon Italy. At this moment the very clever kaiser reopened the file which contained the suggestions of a two way 17-17 draw and sent that to the russian tsar. The tsar agreed on the plan and the planes was worked out. But the malicious kaiser never had any real intentions of keeping his part of the agreement, but it was a acceptable outcome if everything else

would fail. But in the correspondence with the Russian tsar the Kaiser always had the best smile on.

When I could concentrate my forces on England he could no longer resist the German navy. The plan with the Russians was that I killed England and disbanded the Russian fleet in the north, which was necessary in order to construct a stalemate in the north and take St. Petersburg. That would take an considerable amount of time and the Russia could kill Turkey and reach Tunis and a stalemate would be established.

But the fact that Turkey NMR'ed gained me more than him and I was able to grab Tunis, a center which would have been difficult to reach otherwise. But in the long run I don't think it would have mattered since I was much stronger than Russia in the north and he would have to transfer armies from the south to the north and establish some kind of front which would have taken to long time and Warsaw (probably) could be taken by the German army.

Björn von Knorring, Kaiser of Europe (at least in Solaris)

**Leif Kjetil Tviberg - England (Survived):** This has been a very turbulent game concerning players, especially on the eastern front: Both Austria, Turkey and Russia had three players each - that is, Pascal Boulerie is then counted twice as he was stand-in for both Austria and Turkey.

For me, this has been a very interesting game. When I got Russia as second standby, I had England in St. Petersburg and Turkey in Black Sea. At the same time Germany was growing to be the largest power on the board.

I immediately started an anti-German campaign. After a few turns Björn convinced me that I should rather cooperate with him. Thus I managed to convince England that he should ally with me, while I ended up with giving Sweden to Germany and taking St. Petersburg myself. I'm sorry about that, Joakim.

In the south there was still conflict between myself and Turkey (Dan Hörning), even after repeated pleas for cooperation. Thus I ended up cooperating with Germany at the southern (Italian) front, too.

Then Turkey had a NMR at a crucial moment, giving Russia the upper hand in the east. When Ola Hansson entered the game as standby

for Turkey, I gave him an offer of cooperation, which he accepted. Now I can answer your question, Björn: I didn't know whether I was lying to you at the time, as Turkey hadn't yet answered my offer: I was playing on two horses for some time.

For some turns Russia and Turkey had a successful alliance, and we managed to put some pressure on Germany. But soon we reached stubborn German defence, and the progress went slower. Then Björn - the never resting diplomat - offered the prospect of a two-way 17-17 draw between Russia and Germany. The plan was that he should keep his forces back while I was stabbing Turkey, afterwards we should both advance till the stalemate line was established.

I accepted the offer, and after some positioning I stabbed Turkey. Even though Turkey had several NMRs the breakthrough came too late, and I gave too little priority on defence. Thus Germany managed to reach 18, and Sole Victory. Congratulations, Björn! You really deserved it.

We I fooled by Björn? Well, I don't know his intentions when he gave me the offer of the 2-way draw. But I knew what I was doing. The probable scenarios at the time he made the offer was either a Turkish stab or a 3-way draw. I did not want any of them, and gambled in Björn's proposal. And lost - if you call it loosing to come in second...

I don't. I've had great fun with this game, and I have learnt a lot about the end-game. Thanks to all players, and especially Björn, who is a delight to play with, even when we are enemies.

**Per Westling (GM):** As usual I have not much to say about the game. I do not think the final result would have been any different even if Pascal would have ordered the Turkish units 1913, just prolonging the game a couple of years. The game took longer than necessary due to the long times between issues during the 94/95 season so if that happens again I will try to at least publish PG.

To Leif Kjetil I want to say that you did loose... a place in the draw, but second is better than third, and definitely better than elimination.



## Dune

Due to troubles with e-mail I wasn't able to get any electronic mail around September 1st. This means that some material might have failed to reach me before deadline. This included Dune. But it should be included in PG #71 that will be distributed together with LAE #40.

### Press Pax Germania #67-69

#### Press PG #67

##### Press [Startgate]:

**Jocke:** Naturligtvis så var felskrivningen ((*Pic istället för Pie*)) medvetet utförd. Jag är en fulländad & felfri person så jag gör aldrig fel.

**Mats Rådberg:** Det är inte lätt att va' ödmjuk, när man är så förträfflig som jag...

**Jocke→Per:** Någon notis i UppCon-foldern hanns tyvärr inte med. ((*Se Starman-pressen*)) Nåja, om man skriker riktigt högt så... Cupturneringsförslaget tycker jag låter som den smidigaste lösningen. Men 16 stycken vill jag ha, minst ☺

**Per→Jocke:** Enkel eller dubbelmatcher? F-t-f är antagligen inte dubbel-varianten genomförbar.

**Jocke→Per:** Rally-final? Pja, idén låter väl inte helt fel. Skulle kunna göra konventets dippy-turnering till en riktig rysare. Och på det naturligtvis en pampig överlämning av den förhoppningsvis kommande vandringspokalen. Vad säger ni andra?

**Per→Jocke:** Kan ge nya höjder i metaspelandet.

**Björn:** Jag hade iallafall tur med vädret.

##### Press [Starman]:

**Björn→Roland:** Där fick du!!

**Björn:** ID på Uppcon är ett faktum! Det hann inte komma med i broschyren, men kommer med i bekräftelsen. Hinner du få med ID i broschyren till Boråscon, Björn? När folk blir utslagna under Stockholmsmästerskapen så kommer en ID-turnering att pågå för dessa.

**Per:** ID, den nya flugan?

**Björn→Per:** Det är klart att du skall resa till VM och försvara din (vår!) titel.

**Per bryter in:** Med fler pokaler får jag väl snart skaffa ett prisskåp. Skämt åsido så är jag allmänt upprörd över fransmän, och Chirac med sina penisförlängare är på gränsen till "droppen som får bägaren att rinna över". Men annars har jag tid, pengar och stridslystnad (!) för att kunna åka

dit. Jag vill dock veta mer först innan jag bestämmer mig definitivt.

**Björn→Per ((forts)):** Tänk vad störikt det vore att vinna två VM i rad!! Dessutom får vi mer inflytande över stadgeomröstningen. Betänk att fransmännen inte vågar köra över oss. Vi är för bra, så de vill inte utmana oss. Det är iallafall den känslan jag fått. Angående min insändare till Lepanto ((#39)) så präglas den av fransk retorik. Klaga högljutt och mycket och säg sedan att du är snäll och inte vill bråka med någon alls i hela världen.

**Per→Björn:** Fransmännen kanske försöker köra över alla men jag tror inte detta har någon betydelse då det kommer att "rättas till" 1996 i USA (?). Angående din insändare, ja, så måste jag konstatera att jag tycker att dina svenska kommentarer till mig har bättre bett än vad din engelska insändare har, liksom "Ann O'Nym"-artikeln bet bättre. Antar att den förra är mer diplomatisk. Så jag får väl personligen vara "the bad guy".

**Björn (igen):** Dippyreglerna bör vara ute i affärerna innan månaden (augusti) är slut. Köp ett bräde till bara för att få dem! Mycket jobb har det varit... Kan vi hoppas på en ökad tillströmning av nybörjare i.o.m detta kanske?

**Per→Björn:** Och vad gör vi då? Detta är en berättigad fråga. Jag tror att jag tog upp lite av detta problemet i den inte-ännu-publicerade insädaren till Mu. Hur ska vi fånga upp intresserade? Finns det något informationsblad med kontaktpersoner? Ska nybörjarna slussas ut i fansin eller ska de samlas ihop i partier för sig själva? Ska partierna köras separat, i ett fansin för sig (*Springboard*-modellen) eller ska partierna läggas ut i existerande fansin? (Det senare ungefär som den Brittiska modellen innan *Springboard*, fast då fungerade så att det fanns en "Central Gamestart" dit man anmälde intresse av att spela och så när väntelistan var full placerades partiet ut)

Men oavsett vilket tycker jag att du har gjort ett bra jobb med reglerna.

**Roland→Per:** Kartorna är bra som de är nu (i A4), men skall de minskas ner blir de säkert för små.

**Per:** I L4E#39 kan ni se resultatet. Jag tycker att de är fullt spelbara. Tanken med kartor är ju att de är en extra service till spelarna; i princip skulle man kunna köra utan karta.

#### **Press [Star Maidens]:**

**Jocke→Ulf:** Skjuts till UppCon?

**Ulf→Per:** Flexibla deadlines som du föreslår låter bra. Ofta kan jag få iväg mina order snabbt, men ibland är det näst intill omöjligt med enveckors deadline, så ditt förslag låter mycket bra.

**Per→Ulf:** Än så länge har det fungerat bra med flexibla gränser. Problemet blir om någon inte lämnar in drag, och i det fallet har jag en enveckas gräns för de två första partierna och en tvåveckas för Star Maidens.

#### **Press [Samtliga]:**

**Per:** Ska jag köra en separat väntelista här i PG? Jag har haft funderingar på att separera PG tydligare ifrån L4E än vad det är idag, kanske till och med så att det blir ett eget fansin.

**Per igen:** Jag har också funderat på en omformulering av reglerna för ID. Det gäller då regeln om vad som händer när man erövrar ett supply center från en *minor power*. Istället för nuvarande skulle jag kunna tänka mig följande:

1. Om man erövrar ett icke-hemcenter från en makt räknas man som ovänlig gentemot den makten.

2. Om man erövrar ett hemcenter från en makt räknas man som fiendlig gentemot den makten.

3. Med "erövra från" menas att man under en höst står i ett center som den andra hade kontrollen över föregående år.

4. Vid den påföljande budgivningen har motståndaren till en ovänlig spelare en halv bonus (avrundat upp) vid budgivningen på den makten, medan motståndaren har en hel bonus. Bonus är det bud som vann föregående år för den makten.

5. Exempel: Italien kontrollerar efter 1902 Tunis och sitt hemland. Frankrike och Tyskland är spelarmakterna och inför 1903 tar Frankrike kontrollen över Italien med ett bud på 5. Om Frankrike under 1903 erövrar ett eller fler

hemcenter av Italien får Tyskland på nästa budgivning 5 i bonus. Om Frankrike istället erövrar Tunis och inga hemcenter blir bonusen 3. Om Frankrike erövrar Tunis och ett eller fler hemcenter gäller fortfarande *fiendebonusen* 5. Om Tyskland erövrar Tunis får Frankrike i sin tur bonusen 3 på sitt bud. Båda spelarna kan alltså ha bonus på ett bud.

6. Vid budgivning adderas ev bonus man har till det bud man gör. Bonus påverkar inte kassan.

Den stora skillnaden mellan ovanstående regel och den tidigare är att man kan fortfarande få kontroll över en makt man anfallit, samt att om man anfaller "en annans" makt påverkar det ens budgivning negativt.

En enklare variant kunde vara att man ger motståndaren 2 i bonus per hemcenter man erövrar och 1 i bonus per icke-hemcenter man erövrar.

Ovanstående regel och andra synpunkter tänkte jag vi skulle gå igenom för att skapa en ny ID variant, kalla den ID 2.1 eller ID2a. Det är alltså inget som påverkar pågående spel men kanske de som startas längre fram.

## **Press PG #68**

#### **Press [Startgate]:**

**Jocke→Per:** Enkelmatcher räcker nog bra. Dubbelmatcher kanske i final och eventuellt semifinal...

**Per→Jocke:** Dubbelmatcher kanske bara är praktiskt genomförbart i postspelscupturneringar. I F-t-f skulle väl krävas simultanspel. Nej, kör enkelmatcher rakt igenom.

**Björn:** Förhoppningsvis kommer ID med i Borås Spelkonv. Folder.

#### **Press [Starman]:**

**Roland→Per:** Verkar bra tycker jag, med bonusar.

#### **Press [Samtliga]:**

**Björn→BvK:** Jag räknade till 15 stycken intresserade. Om folk också kommer har vi två lag. "Team Sweden" och "Viking Line", eller?

**Per:** Med tanke på WDC IV får vi nog räkna med att hälften försvinner... Svårt att veta idag

vilken form det blir på lagtävlingen. Kanske BvK kan svara på det efter EDC I?

**Per:** Ännu en tänkbar regeländring kunde vara reträtter för "mercenaries"; Om vår används husreglerna för icke-beordrar, och dislodge är inte tillåtet. Om höst är dislodge tillåtet (och används om ingen angivits) om bygge är möjligt.

**Per→BvK:** Jag måste säga att jag är imponerad av din insats Björn, då jag hittat en lista på svenska spelkonvent (fram till SydCon 96) i nästan samtliga utländska fansin jag läser! Det blir kul att se om vi får besök av några utländska spelare. Jag hoppas att SM fortfarande är Öppna Svenska Mästerskapet?

### Press PG #69

**Press [Startgate]:**

**Jocke→Björn W:** Toppen, då kanske det kan bli en stor turnering på Borås Spelkonvent. Tack för modereringen av Rid i Natt. Absolut sista deadline för Desiderius är UppCon. Har den inte kommit ut innan dess är folden officiell.

**Per→Jocke:** Det vore tråkigt om Dessan foldade men det viktigaste är att FoI (och Aniara) kommer ut regelbundet.

**Press [Samtliga]:**

**Jocke→Per:** Ang. förslagen på regeländringar. Personligen tycker jag bonusarna var alldeles för stora. Lägre bonusar eller det system som används nu. Alternativt att den spm får köpa ett

land utan konkurrens får köpa det för det pris som är lägst av:

A) Budet som motståndaren köpte landet för omgången innan.

B) Antalet centers som langet har.

Förslaget för reträtter tycker jag var bra.

**Per→Jocke:** Blir det verkligen så där jättemycket? Normalt kanske man tar ett hemcenter och ev ett "neutralt" från en annan stormakt. Då blir det 3 i bonus för motståndaren. Om man verkligen vill ha landet kan man muta sig till det. Men om det är för mycket med 2 resp 1 kanske halva beloppet är bättre (1 resp 0,5 - avrundat uppåt) med tilläget att ett "legoland" som erövrar ett center från ett annat av ens "legoländer" förorsakar halva bonusen. Exempel: Om spelare A kontrollerar Turkiet och Ryssland som "legoländer". A:s stormakt Österrike tar Grekland och Constantinople från Turkiet medan Ryssland tar Ankara. Om Turkiet finns kvar har A:s motståndare en total bonus på  $1+0.5+.5 = 2$ .

**Jocke→Per:** Pax Germania är ett riktigt fansin!

**Per→Jocke:** Okej, det betyder att de fansin som finns i Sverige 1995 är *Aniara*, *File of Integer*, *Lepanto 4-ever*, *Pax Germania*, *Mu*, *Red Dwarf*, *Animal Farm* och *Avalonia*. Ev kan *Vroom*, *Depån* och *RfA* läggas till om man räknar subfansin. Har jag glömt något?

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*Orätt blir ofta rätt helt enkelt för att den förekommer ofta.*

Bertolt Brecht

## L4E/PG House Rules

version 4.0, August 95

0. ZAT = deadline  
NMR (No move received) = DIM  
Unless otherwise stated the 1976 version of the Diplomacy rules apply.

1. To play in the zeen you must get the zeen on a regular basis, e.g. subscription, trade, GM or if another person living in the same household fulfills this. It's recommended that your subscription covers at least about 10 issues when you start to play in most games. If your credit have run out you will NMR in any game you are playing.

Games might have game fees to cover extra costs. This might either be deducted from your credit when the game starts or when the things charged for occur (e.g. separate maps included with each move).

Games might also have deposits. You should have subscription credit to cover for it (or send enough money to the editor) before the game starts. The deposit will be refunded if the player completes the game without making enough NMRs to be replaced in a game.

2. Orders should be submitted to the GM in written form, preferable separate sheets for each game, dated, signed, with (zeen name,) game name and game season. If the GM allows it orders might be delivered by phone, but press should not be allowed by phone.

3. For orders arriving after ZAT it is up to the discretion of the GM if they will be accepted regardless of the cause of the delay.

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

4. If applicable when signing up for a game you should submit a preference list concerning the order of preference for the different powers, start city, color, etc. When

assigning resources the GM will make a random assignment among the players without any preferences before distributing them among the players with.

Some games will use pseudonyms which you should submit when signing up as well.

5. Press is allowed and encouraged, even from non-players. It comes in two forms, *gray* and *black*. Normally *gray* is used. *Gray*: Supply center (or similar) are reserved as well as the power followed by Government (short: Govt). *Black*: Only the government form is reserved, and the player are restricted to 50 words per season.

In all games the personal names of the players (and pseudonyms in case of anonymous games) are reserved. Company names etc. are counted as supply centers for the purposes above.

"GM", "Editor", "PW", "Owl" are reserved words that the players might not use. The GM might define other words as reserved.

Press might be cut by the GM/editor, although this be avoided as far as possible.

6. PBM Diplomacy in this zeen consists of three parts: 1) Spring [moves and retreats], 2) Fall [moves and retreats] and 3) Winter adjustments. Normally the Fall and Winter is played *combined* but if two player request it they will be *separated* for that season.

### a Retreat

Retreat orders should always be submitted together with the move orders for a season, for any unit that might be dislodged. If a dislodged unit lacks a legal retreat order *Just's right hand rule* (JRHR) will be used. It states that the dislodged unit should retreat to the right defined by a line drawn *from* the defending unit *to* the attacking. If the area to the right is not a legal retreat use the one to the left, then the next one to the right, the left etc. For this purpose any named area is counted, even if it is illegal (e.g. Switzerland, Black Sea for an army or place of combat). Units with a legal retreat will only disband ("retreat of the board") if explicitly ordered.

b Adjustments

Adjustments orders should be included with the Fall orders. Those will be preliminary orders if the Winter gets separately. The builds and disbands should be given in preference order.

c Unordered disbands

If not enough orders are given the GM will first disband abroad units before units at home, then non-supply units before supply center units. Distance (in number of areas) to nearest home area is used if several units are equal, and alphabetical order if still equal. The GM has the right to disband another unit if the requested one would disrupt the game too much.

d Insufficient builds

In variants not using the regular board, players submitting insufficient builds will play short.

On the regular board when having to choose unit and place to build the GM will use *automatic builds* unless players' vote or a standing order has changed this previously.

If a power submits insufficient build orders (including NMR) the GM will build using the following priority:

1) If a foreign unit is (by move) adjacent to an empty home supply center controlled by the power, an army will be built there.

2) Build a fleet for England/Italy, and army for Austria/Russia/Germany. For France/Turkey build fleet if that power has less fleets than armies, otherwise build an army.

When choosing place to build the automatic build rule tells the GM to use the following order: Aus [Bud, Tri, Vie]; Eng [Lon, Edi, Lpl]; Fra [Fleet: Bre, Mar; Army: Par, Mar, Bre]; Ger [Mun, Kie, Ber]; Ita [Nap, Rom, Army Ven]; Rus [Mos, War, Sev, Stp]; Tur [Fleet: Smy, Con, Ank; Army: Con, Ank, Smy].

A player that wants to play short can order "No build" or "No automatic build". Players may also change their build algorithm by a standing order if they wish.

By a majority vote this rule might be skipped and the normal "play short" rule used.

e Conditional orders

Moves, retreats, builds, disband and press may be conditional upon things happening earlier in the same season, *and standbys*. Orders will not be illegal due to missing unit type, hold, power, or coast. (But if coasts differ between order and support, the support is illegal.) Missing coast will be replaced by a coast in the following order: south, west, north, east.

In the case of builds with missing unit type on a coastal center, the build is regarded as ambiguous and disallowed.

Players may explicitly state to the GM to disallow an order which by this 6e-rule order is turned from illegal to legal.

f Supports

If you support a unit that makes a support or a hold, your support will be counted as a support for that unit to stay regardless on how you write that order as long you don't support it to move.

g Convoys

Unwanted convoys are allowed. All convoy routes must be cut to make the convoy fail. You may, if you wish, use the Judge syntax for convoys, e.g. A Bre-ENG-NTH-Nwy.

h Miscellaneous

MS stands for *mutual support*.

Implied orders are allowed, i.e. if you order F(NTH) C A(Yor)→Nwy will order both F(NTH) and A(Yor). In the case the implicitly ordered unit is given another (conflicting) order, the unit will hold.

You may use "Supported by" and "Convoyed by" notation if you wish.

7 No move received

A NMR during any season will in most games result that the GM calls a standby to submit orders for that power the next season. If the original player misses to submit orders the next season, while the standby has done so, the standby will

become the player of record. Small powers (i.e. less than 3 centers in normal Diplomacy) might laps into permanent CD (civil disorder) at the discretion of the GM.

During the first game year one NMR will result in the GM trying to find a local non-player to do the requested moves. Two or more NMRs (in the same season during the first year) that season of the game will be delayed one issue and standbys called. Players might request prolonged time for negotiations before *any* season. It is up to GM to judge if it is necessary, but (s)he should be more willing to do so before the very first season.

(It is recommended that players submit orders for the whole first year to avoid making an unnecessary NMR, which is of course a good advice for any pair of seasons.)

8. Proxy orders

Players may allow other players to order their units. This is done by telling the GM before each season/round in which another player makes the orders for the non-ordering player. The fact that orders are done by proxy will be made official when it occurs.

9. Draws and concessions

Together with the order players may submit draw or concession results. Votes (Yes/No) on proposals should be sent in together with the orders for the next season. Only fail/pass will be published.

If every player with *units still in play* votes Yes a proposal passes. If several proposals passes the one with the largest number of powers will be the end result, but if several proposals apply the game will continue.

No vote and/or No move received (NVR/NMR) means "No". If a proposal is solely defeated by NVR/NMR it will be automatically repropesed and then only explicit "No"-votes will defeat it.

The results from any voting is adjudicated before Spring moves in the Spring season. For the Fall season the voting is adjudicated last in that season. If a separate Winter season is played the voting take place last in the season as well.

No proposals will be published before 1905 (or equivalent in variants).

10. If you use abbreviations the first three letters (upper case if sea space) should be used except for the ones given below. (These are the recommended abbreviations which is used with the game reports. If uncertain you should write longer abbreviations or the whole name.) You might use implied orders.

|     |                 |     |                  |
|-----|-----------------|-----|------------------|
| GOB | Gulf of Bothnia | Naf | North Africa     |
| BOT |                 | NWG | Norwegian Sea    |
| Lpl | Liverpool       | NRG |                  |
| Lva | Livonia         | NAO | North Atl. Ocean |
| Lvn |                 | NTH | North Sea        |
| GOL | Gulf of Lyon    | TYS | Tyrrhenian Sea   |

Tyrolia has a short form of Tyl but Tyr can be used as well if you use the upper case convention for sea areas. Although Trl is allowed it should be avoided as it easily can be confused with Tri in handwriting.

Norway is best to shorten to Nwy. The abbreviation Nor (even NOR) stands for Norway in *any context* but should be avoided.

11. Other abbreviations and conventions

*Italicized* orders are impossible and underlined orders fail.

|         |                                 |     |                   |
|---------|---------------------------------|-----|-------------------|
| u       | unordered                       | nso | not so ordered    |
| imp     | impossible                      | nsu | no such unit      |
| r       | retreat                         | npr | no possible rtr/b |
| otb     | off the board                   | nbo | no build ordered  |
| jrhr    | Just's right hand rule          |     |                   |
| nrb/nbp | means no retreat/build possible |     |                   |

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

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

13. A final word

This zeen is about *Play by mail*. That means that communications should preferably be written.

Don't forget; it is just a game...

*Per Westling, 25 August 1995*

## The Blob

by Joakim Spångberg (translated: PW)

*The Blob is one of those horror movies from the 50s that kept a painfully low quality. Sets that fall apart and actors without any talent what so ever. The Blob, the lead actor in the movie, were supposed to look like some slime lump from outer space that gobble ups anything it comes across. And now we proudly present The Blob - PBM.*

The playing board consists off a number of squares. An equal number both vertically and sideways. The players are trying to capture as many squares as possible. Each player should try to control the most numbers of squares when the playing board is filled. The current games have a hexagon game board, but it can have any form. I recommend that it consists of at least 400 squares.

The squares are denoted by letters horizontally and by numbers sidewise. In a game board with 20\*20 squares that means square A1

## Postal Crossword Rules, v2.4

Crossword is based on a traditional pencil-and-paper game, as described in *The Book of Games* (eds. Sharp & Piggott, Artus Publishing Ltd, 1977). This adaptation is by Andy Key, slightly edited by Per Westling.

1. Crossword can be played with 6 or more players. In the 6-players game, each players start with a blank 6 by 6 square grid. In the 7-player game the grid is 7 by 7. (And so on!) The number of turns in the game is equal to the number of players.
2. The object of the game is to form words in this grid, reading up, down, left or right across the grid (but not diagonally). You may form multiple words in one row or column, though these words may not overlap. Hyphenated/accented words and proper nouns are not allowed.
3. To start the game, each player sends the GM a letter. All the letters are then published.
4. Players place these letters wherever they like in their grids, then send a copy of the grid to the GM. You *must* place all the letter each round.
5. A penalty of 2 points (per letter) is given for forgetting a letter (it may be added on to the

is at the top to the left and square T20 at the bottom to the right.

Every player start every round with 5 points. These can be distributed among the uncontrolled squares. The player may distribute the points freely, i.e. (s)he can put 1 point in 5 different squares, 5 points in 1 square or any other possible combination in between.

The player to put most points in a square and thereafter nobody else can place points in that square. If two or more players both puts the most number of points in a square it is still empty and free to put points into the following rounds.

When a player controls a square (s)he receives a free point in all the empty of the eight adjacent squares.

A player might receive several free points in the same square. These are cumulative.

Nothing special happens then a player makes an NMR. New players may join the game at any time.

next round's entry). Missing a round entirely accrues a 10 point penalty, though the player may place both sets of letters next round (but the letter of the former set must all be placed before the latter). Once placed the letters may not be moved. Together with the updated grid, each player sends a letter for the next round.

If a player makes an NMR the GM assigns a random letter for that player's entry.

Play continue until the grid is full (i.e. 6 rounds for 6 players).

6. On completing his/her grid, the player sends it to the GM with claimed score. Any obscure words should be justified with a reference to a widely-used dictionary.

Highest score wins.

7. Score depend on the number of letters in each word, using the formula: score = number of letters in word \* 2 - 3. If the word is of maximum length you score an extra point. E.g. for 6 players words of 2 letters score 1 point (1 letter score 0), 3 letters 3 points, 4 letters 5 points, 5 letters 7 points and 6 letters 10 points.

SPELAR

DU:

ROLLSPEL, KONFLIKTSPEL, DATORSPEL, LEVANDE ROLLSPEL, POST-  
SPEL, FIGURSPEL, PAINTBALL ELLER ANDRA SÄLSKAPSSPEL?



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