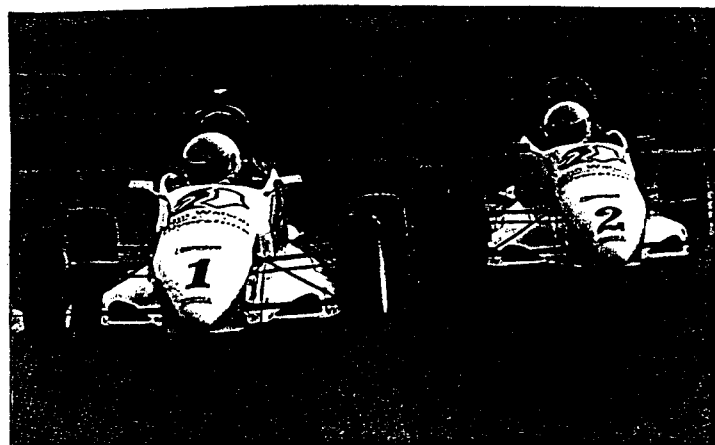


One Man's Rubbish

an amateur games zine.

Issue Two - July 1995.

produced by Mark Stretch.



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Editorial.

Welcome to issue two of OMR, and many thanks to all of you for expressing an interest and supporting this fledgling zine. The zine now has a readership of over fifty, and with luck we should be able to pick up some more subscribers. In particular, many thanks to all those editors who have advertised the existence of OMR in their zines.

In response to requests from you lot, I have opened up waiting lists for three diplomacy variants: Gunboat diplomacy, colonial diplomacy and airforce diplomacy. If any of you are interested in playing, then let me know. I seem to have picked up quite a few subscribers from outside the UK, so I have also opened a waiting list for an international game of diplomacy. All the normal rules apply, but each season will be double deadlined, in order to cater for the increased time it takes for a letter to travel internationally. It really needs at least three non-UK players for the game to work. Again, let me know if you are interested.

Many thanks to those of you who have suggested various different ways to improve the layout. Hopefully this issue will look somewhat better than the last. It will be helped by the fact that this issue is at least being producing on a single machine, and thus should be somewhat more consistent. Please do keep the advice coming.

Some of you have been contacting me in the past via the internet. However, my internet account has now been closed now that I have left Oxford. So, you will have to rely on more conventional ways of getting hold of me: letter, phone, grabbing hold of me at Manorcon, etc. Before I left the internet, though, I did manage to download various articles, some of which should be appearing in OMR over the next few months. I hope that you enjoy them.

To keep the students amongst the readership happy, they will be getting the zine for half prize. After all, students have no money. I should know - I was one till recently.

I've been asked about my trading policy. I have various trades already organised, but am happy to have more. I am happy to trade with any zine editor, either within or outside the UK. So, if you edit a zine, then send me a copy, and we should be able to arrange a trade.

Note that I will be away the first week of August playing bridge at the BBL summer camp. I went last year, and it was great fun - hopefully it will be again this year. However, it does mean that you will not be able to contact me then. I dread to think of the mountain of mail that will no doubt be awaiting me on my return home.

For those of you wondering about the front cover, it is all down to a trip that I made to Silverstone a couple of weeks ago to drive one of the formula ford cars - thanks to a twenty first birthday present. More details are inside.

I had the opportunity to meet up with Tom Reusch this week, whilst he was in Birmingham, house hunting. Hopefully, I will be able to meet up with some more of you at Manorcon. I expect to be there for the entire convention, playing just about everything on offer. I will have my copy of Ausgebremst (reviewed last time) and Armchair Cricket (reviewed this issue) with me, so if you fancy a game on the basis of those reviews, then let me know.

Hobby News.

Manorcon will shortly be with us. It is being held on July 21-24 at Birmingham University, so contact Pete Sullivan¹ to register, or even turn up and register on the door. About 250 people are expected, with the highlight being the diplomacy tournament. Past diplomacy results for OMR readers are shown elsewhere in the zine. The Saturday round will also be a team round. I will be there, playing for the Oxford team. I'll be playing the sixth different country in six years. Nobody can accuse me of being a one country specialist! All I need is Turkey next year to complete the set. As well as Diplomacy, there will be tournaments for 1830, Acquire, Bridge, Croquet, Intimate Diplomacy, Outposts, RR and United. There will also be a second hand games sale, and the very enjoyable pop quiz, in which I got stuffed last year. We have several OMR readers looking to retain their titles: Vick Hall (Diplomacy - Best Brit), Mark Sheiham (Acquire), Per Westling (team dip), John Marsden (Rostherne games), and me (Intimate Dip). Let's hope that we all pick up some more titles this year. The 1995 Zine Poll details should also be announced at Manorcon. Ryk Downes will be running the show this year. I will let you know more detail when I have them.

Despite appearances, Manorcon isn't the only event coming up in the calendar. The SFCP² are organising a **games weekend** on August Bank Holiday at the Crown Hotel, Harrogate.

The week long **Castlecon**, again organised by Steve Jones³ will be taking place at Roch Castle, Pembrokeshire on 16-23 September. Also in September will be the **London Diplomacy Tournament** again organised by Vick Hall⁴. A date and venue for the tournament is still to be confirmed.

Alan Parr's **Tringcon** will be held in Tring on 30 September. There are only a few places left, so contact Alan⁵ quickly, if you are interested in going along.

Continuing in chronological order, the next event is **Midcon**⁶, which will be held at the Royal Angus Hotel, Birmingham on 10-12 November. The highlight will be the finals of the national diplomacy championship. Midcon will also be running tournaments for United, Darts, Table Croquet, and of course the Midcon Quiz. There will also be the opportunity to play any other games that you fancy.

Mastercon⁷ will be held in the Kings Head, Cirencester for the second year on 23-25 February 1996. The con will feature the UK Masters diplomacy tournament, as well as tournaments for skittles and intimate diplomacy. This year will be back to normal, after Mastercon hosted the European championships last year.

Looking further afield, the **World Diplomacy Championships** should be held in Paris this November. However, I know nothing further about it, which doesn't bode too well, especially as I am one of the three UK members of the EDA. A complete contrast is the next **Eurodipcon**⁸, about which I have a lot of information. It will be held in Oslo, on 21-23 June 1996, along with Arcon 12, a Scandinavian gaming convention with about 1000 attendees!

The **Gladys Awards** for 1994 are dominated by Spring Offensive. It won the best zine, best zine for diplomacy & variants, best zine for hobby news and best letter column awards. Smodnoc picked up the most regretted fold award, with editor Toby Harris being voted the best GM. SNOT was the best new zine, On The Game was the best for non diplomacy games, and Cut and Thrust was the best looking zine.

Speaking of which, the latest **Cut and Thrust**⁹ shows great dedication, with Dane Maslen getting his editorial and game review in whilst on holiday in Austria. The zine still came out on time, as regular as ever, despite the hassles caused by Dane's holiday. If anybody wants an ultra reliable zine, then this could be a good place for you.

The latest **Spring Offensive**¹⁰ rides high on his success in the Gladys awards. It is perhaps not quite as quick as once it was, but still contains more articles than any other zine in the UK, and how he remains sane whilst running 17 games of diplomacy, I'll never know.

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¹⁰ Stephen Agar, 79, Florence Road, BRIGHTON, East Sussex, BN1 6DL.

Life's Rich Pagent is the new zine shortly to be launched by Kim Head¹¹. It will be running just about every game imaginable: Diplomacy, Dip Variants, Scrabble, Countdown, Jotto, Fictional Dictionary, Excalibur, Middleman, Tribute, Chess, Connect 4, Bus Boss, Breaking Away, Grand National, The Great Lawnmower Race, Executive Decision, Designer Dice, Monopoly, Fantasy Football, Sea Of Despair, Splat, The Game Of Anon, Aggression, Mastermind and Snowball Fighting (in this weather?). In addition, various articles are promised on just about any topic that Kim fancies. She will be helped in her mammoth task of running Life's Rich Pagent by Tony Dickinson, Louise Auty and Chris Jones, each of whom will be running subzines in the zine.

Another new zine is **The Mag With No Name**¹², which previously had been focussed on wargaming, but is now moving over into the diplomacy scene.

For Whom The Die Rolls¹³ is also a new zine, offering Acquire, Rail Baron, 18xx and RR. That's all I know about it, as I haven't seen an issue yet.

Still no sign of **Nothing to Declare**¹⁴. John Marsden as the OGRE is looking into things. Perhaps in future introduce the scheme that Chris Palm suggests in the latest **Ides Of March**¹⁴, where by editors guarantee to give cover to each other in the event of trouble, in the same sort of manner as ABTA does for travel arrangements. The Ides of March will also be running the UK postal diplomacy tournament. So far, teams from Oxford (Steve Massey & Co), Essex (Colin Smith & Co) and SNOT (James Hardey & Co) have entered. More are welcome.

Swedish zine **Lepanto 4 Ever**¹⁵ arrived recently. It proves that the Swedes are as upset as the Brits over French behaviour at conventions. However, they see the best thing for them to do is to become more involved in Europe and attempt to change things from the inside, rather than become isolationist within Europe. In issue 37/8, it also suggest organising some sort of European wide version of Mission from God, and similar such services. A reasonable idea, anybody who wants to take on the job will need a lot of time to spare. After all, there are enough zines in the UK, let alone the rest of Europe as well.

There have been some wonderful articles in various zines that have recently arrived. **SNOT**¹⁶ has an excellent article about who are the hard men of the UK postal hobby. Surprisingly, TurboNick was missing. But, I suppose James wasn't there to see what he was like at his twenty first earlier this year. **Take That You Fiend**¹⁷ lists the ten people they would most like to see get a custard pie in the face. As always it is a fabulous read, as befits one of the joint zine poll winners

The nominations for the German **Speil des Jahres** are now out. Many excellent games have won the award in the past, including Railway Rivals, and Modern Art. This year's nominations are Buzzle, Condottierre, Die Maulwury-Company, die Siedler von Catan, Galopp Royal, Kaleidos, La-Trei, Linie 1, and Medici. I don't know any of those games, but no doubt we will all hear more about them in the future.

Games and Puzzles¹⁸, the only professional games magazine, is now well over a year old. They are looking to compile a list of everybody's top five games. Perhaps we should all write in, to change their emphasis onto Diplomacy, United, RR, and the other games played by the hobby.

As some of you may know, there is a plan to build a diplomayc playing diplom.at. The Bordeaux diplomat is the first step on the way. According to the latest reports, progress is being made, despite the great difficulty of the project. Some reports on teh state of the project should appear in future issues.

Toby Harris expects to be returning fully to the hobby sometime in 1997. So, if you want to win anything in the dip world, I suggest you do so quickly, before he returns, as he has a habit of winning things.

Finally, congratulations go to Mark Sheiham, who came top of his year in his recent first year law exams at Birmingham University. Congatulations also go to Nick Parish (for the second issue in a row), this time for obtaining at 2i in his PPE finals.

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¹⁶ James Hardy, 21, Gourley Road, LIVERPOOL, L13 4AY.

¹⁷ John Harrington, 30, Poynter Road, Bush Hill Park, Enfield, MIDDLESEX. EN1 1DL.

¹⁸ Games & Puzzles, 321, Essex Road, LONDON, N1 3PS.

Manorcon Formbook.

	Yrs	Gms	El	Pct	avg scs	Best Game	Best Tournament
Stephen Agar	1	1			6	6scs (Ita - 1994)	
Iain Bowen	1	1			8	8scs (Ger - 1994)	
Paul Clayson	3	5	5	100%	0		89th (1994)
Tony Dickinson	1	1			4	4scs (Aus - 1994)	
Gary Duke	1	1	1	100%	0		
Mick Dunnett	2	4	2	50%	2	7scs (Ger - 1994)	65th (1994)
Vick Hall	4	11	1	9%	9.73	18scs (Rus - 1992)	3rd (1992), 6th (1994), 8th (1993)
James Hardy	2	5	3	60%	3	10scs (Aus - 1993)	18th (1993)
Bob Holliday	1	2			2.5	5scs (Ita - 1993)	57th (1993)
Paul Leyland	4	7			9.57	14scs (Aus - 1992)	7th (1990), 7th (1992)
John Marsden	4	4	1	25%	4.5	10scs (Ita - 1990)	17th (1990)
Mark Nelson	1	1			1	1sc (Ger - 1993)	83rd (1993)
Nick Parish	2	2			2	3scs (Aus - 1994)	77th (1993)
Mark Sheiham	4	6	2	33%	4.17	8scs (Fra - 1994)	40th (1993)
Mark Stretch	5	10	3	30%	3.6	9scs (Ger - 1992)	32nd (1992)
Steve Thomas	2	2	1	50%	5	10scs (Eng - 1992)	33rd (1992)
John Todd	2	2	1	50%	4.5	9scs (Fra - 1991)	29th (1991)
Per Westling	2	7	1	14%	5.29	8scs (Aus - 1994)	46th (1990)

Details from all Manorcons since 1990 are included in the above table. Only current OMR readers are listed. Yrs=number of years you have played dip at manorcon, Gms=number of games played, El=number of eliminations, pct=percentage of eliminations. The rest should be self explanatory.

Letter Column.

If you do send me a letter, and don't want me to print it, then please mark it "not for print". Otherwise, I will assume that it is printable. As before, my comments below are in italics. So, onto the letters. First off the blocks is that stalwart of letter columns everywhere, James Hardy:

James Hardy (Liverpool): Thanx for OMR. Not bad for a first effort. Enjoyed the racing history, though I suspect the first race was sometime before July 22 1994; about 100 years before I think? The Graph Theory article was just a piss take to give us morons a headache, wasn't it? Admit it?

OK. I admit it , I can't type. I'll try not to get mix up my 8's and 9's in future. The graph theory article was an attempt to educate you, and also prove that I haven't spent all of the last three years playing dip and bridge. there has been a little bit of work in there, too. Back to James:

So, it's papa Parish? Pass on congratulations to him please. Bloody fool. No doubt we'll never see him again at any cons.. Never mind.

Wishful thinking, I'm afraid. He'll still be coming along to the cons. In fact, there will be rather a lot of us rather upset if he doesn't turn up to Manorcon. He is organising the Oxford team(s) in the dip, so he'd better be there.

Neil Duncan (Basingstoke): Well done Mark, an impressive first issue. I was somewhat surprised by the timing, but you are big enough and ugly enough to know what you want. Can I also plead that we not have too much of this wretched racing driver crap. It's incredibly boring and the macho connections are tenuous to say the least. Can I send Turbo congrats on becoming a father though your letter col? Does he get the zine?

Yes, he does, and yes, you can. Nothing wrong with motor racing: Ask Hardy. You don't have to read it you know. Anyway, look at it this way, if I didn't have that to rant about, it would have to be bridge instead, and that really would bore you to death. Especially with Mssrs Sharp, Parish, Westling and co writing back in to discuss technique in the letter column.

Tony Dickinson (Yorkshire): So Nick's a father ... it really shouldn't be allowed - at first I thought you were winding us all up.

No it is true, though looking at this letter column, you might think that it was a ploy in order to get his name mentioned as often as possible.

David Oya (Banbury): Four week schedule? You're either brave, foolish or just a lot better organised than I am. Well, who isn't better organised than I am?

Ian Harris? At least I haven't done what Chirs Palm has about late issues. Even I'm not that mad.

Bob Holliday (Portsmouth): Well, what a sly bugger you are! Not a word for ages and then suddenly this collection of A4 sheets hits my doormat and purports to being a zine from the one and only Stretchy! I must say I like what I see although I still prefer A5 format.

Does this mean that you'll be resigning from the SSA now?

Graham Smith (Leeds): As for your ultimate diplomacy game, how could you miss Machiavelli? From all accounts he was born to play diplomacy. If you're going to choose someone from the Discworld books, what about Detritus the troll. Yes, I know he wouldn't be able to write his own orders, but if his response to a stab would be to tear off the offenders arms and legs he might be difficult to eliminate. It puts a different gloss on the game end proposal "draw includes all survivors" anyway.

Nick Parish (Surrey): Re the ultimate diplomacy game, I think Saddam Hussein would be a good choice. From what I've studied of recent Iraqi history the Kuwaiti invasion was an unusual aberration. His reign has generally been a very cautious and rational one (rational for Saddam that is, not for Iraq).

Gary Duke (London): Here are seven different suggestions for players in the ultimate dip game. Firstly, Cardinal de Richelieu of France, who managed to get just about every powerful Protestant kingdom in Europe to enter the Thirty Year's War against the Hapsburgs before finally having to take France itself into the war.

Secondly, the great Prussian diplomat Bismark. Anyone who can decide on a war with the enemy (France) and then get them to start it and then get them to start it and appear to be the aggressor would appear to be a very slippery opponent on the Diplomacy board.

Thirdly, Silk (aka Prince Kheldar of Drasnia) from David Eddings' Belgariad and Malloreon. He has the extremely devious mind and lack of scruples that surely should ensure success at Diplomacy.

Number four: Frederick II of the Holy Roman Empire. Despite being excommunicated, he took a small army to the Holy land in the Sixth Crusade and then used diplomacy to retake Jerusalem, Nazareth, and Bethlehem from the Moslems without any actual battles.

Frederick the Great of Prussia ought to be Okay. After adroit manipulation of the other Great Powers during the War of the Austrian Succession, he then showed enough tactical and strategic competence to survive war with all three of his Great Power neighbours at once during the Seven Year's war.

Next, how about Talleyrand, Napoleon's one time Foreign Minister? He played an important part firstly in Napoleon's early conquests by his diplomatic abilities, and then in ensuring that the Congress of Vienna did not punish France so severely that the European balance of power was permanently upset.

Last, but not (hopefully) least, why not Paul Anderson's great space trader Nicholas van Rijn? Another man who can sell almost anything to almost anybody, but at the same time, someone with the intellectual capacity to outsmart the best!

Thanks for your suggestions - an intriguing compilation. How about for next issue, we open up the idea to everybody else. For next issue could everybody suggest who would be the seven best dip players. You can take characters from history, fiction, or even real life dippers if you think that they are good enough. I'll take a poll of the results and we will see who comes out on top. It should be interesting to find out whom you think of as the best potential dip players.

Ian York (London): Have you heard anything about the demise of Nothing To Declare? I'd only just started a game in it, and I could see that you were immersed in several games.

See the hobby news section. The OGRE (Orphaned Games REhouser), John Marsden is sorting things out. You should hear from him shortly about what is happening to the games from that zine.

Dirk Bock (Germany): After being absent from postal gaming for a year I feel this slight interest after seeing your post. So, if you are prepared to handle a gamer from Germany, you should send me a copy of your zine...

I'm more than happy to handle subscribers from anywhere in the world. I intend to cover hobby news from outside the UK, as well as within. As you will see, I have also opened up a waiting list for an international game of diplomacy. It should be possible to play in any of the other games with the normal deadlines. I look forward to see you and the other foreign players joining some of the waiting lists shortly.

Jonathan Miles (Birmingham): Do you have a program for the PC to run United? One which you can jiggle the basics round with? If so, I'd like a copy please...

No, 'fraid not. I GM all the games by hand - that is the part of the zine that I enjoy most. I do have various spreadsheets that make things fairly easy, but that is it. Oh, and thanks for your suggestions about various games to run. However, I don't know the rules to most of them, so is there any chance of sending me the postal rules. I can then publish them, and we will see if there is any interest.

Simon Hornby (Cambridge): Would anybody be interested in playing Junta postally, if I can work out some rules to play it by mail? A game of Loeb9 would be a nice dip variant to start with.

I'm sure we could get enough for a game of Junta. Mick Dunnett for one is a massive fan. Is it possible to convert to a postal game, though? If you manage to concoct some postal rules, let me know, and I will print them and see if we can get some players. Loeb 9- Unfortunately I don't know that variant. Send me a copy of the rules, and we will see if we can get some takers. Likewise, anybody else who fancies some variants, could you please send me the rules first. I don't guarantee knowing how to play them all.

Steve Massey (Oxford): there is a rather large and glaring mistake in your listing of the players in the first dip game. All worthy and noble players indeed, except that the name of Jon Hunt seems to have been somehow included. As my direct superior within the realms of the Oxford Dip Soc, I am bound to say what a superb diplomacy player Jon is (despite his rather unfortunate belief that the winner is the first player to get rid of all his little pieces!), but are you taking bets on who will be the first eliminated?

Jon Hunt (Surrey): Noting your interest in matters chess-related, I enclose, along with my suggested moves, an article on a chess related variant - (did you know there was such a thing?) - which I thought might interest you.

It looks horribly complicated. I'll print the rules in the next issue, and see what everybody else thinks. For some reason, you're not universally popular, though, Jon.

Chris Dickson (Middlebrough): Quick public appeal: any spare sanity remaining will be gratefully received by a certain Mr. Jon Hunt (re last tissue's letters). Failing that, a set of muzzles to tie him down, whilst we feed him some nice pills and take him to a happy home. An Auton game end statement would be nice, though, Jon!

Just to reveal my guilty secret, I play a few professional PBMs. I have recently managed to last out a full season of KJC Games' Fantasy Soccer, a slightly mutated version of Fantasy Football - I finished a respectable 7th. It was a pleasantly diverting game and kept me interested from week to week, but surprisingly enough it was too expensive for me to recommend. the final turn was a particular disappointment, not even a message saying "Thank you for playing to the end of the game". I enjoy several of KJC Games' games, but they do have a slightly unfinished feel at times.

Well, I hope that we can provide a more user friendly approach in the amateur hobby. That's just about it for the letters this time. I'll leave John to finish off the letter column with a common sentiment...

John Todd (Dorset): See you at Manorcon. I'll be the sad drunk building railways for hours on end and saying "come..on...Steve.....zzzzzzzzzz".

Rules Forum.

General.

Jonathan Miles: Rules are rules, but frankly rule 6 is offensive (yet standbys don't allow proxies) and rule 7 defeats the object of diplomacy. I.e. whether to trust someone or not. When you jointly sign orders no trust is needed!

Rule six is designed to cover the situation when one player goes on holiday (or similar) and thus can't be contacted for a season. Rule seven is mainly for use in games such as RR rather than dip, where it can be used to arrange joint runs. Even in dip, it doesn't mean trust, since joint orders can be overridden by either of the players concerned if they so wish. Just because you have sent in a set of orders jointly with player X, doesn't mean that X won't send a different set to the GM, over-riding the joint orders.

Diplomacy.

Vick Hall: I generally tend to use Nor as an abbreviation for Norway and not Nwy just out of habit. Being as I'm playing Russia I thought I'd better clarify that using Nor for Norway is OK. In my opinion it's unambiguous, but you may not agree.

My dislike of Nor stems from a game I was GMing a few years ago when one player ordered F(NOR) C A(Edi)-Nor (and had both F(NWG) & F(NTH) at the time)! Still, Nor is a common enough abbreviation in the hobby that I will accept it if it is used, but will change it to Nwy in the adjudications.

Railway Rivals.

Nick Parish: I will play if and only if you use a proper scoring system. That BB scoring system is crazy. Why reward people for entering races even if they do so with really crappy track? You could always try having separate lists for each scoring system.

Well, the BB system is the one now recommended by David Watts, and I would assume that he knows what he is doing. I won't fly in the face of public opinion, though, so how about a poll. Anybody else got any preference one way or the other? In particular, those in the RR gamestart in this issue. If there's no preference, I will go with the one vote I do have - Nick's. If different people prefer different systems, I will split the gamestart/waiting list into two, depending on their preferred scoring system.

United.

Quite a few points here: Firstly, from the writer of the original set of rules.

Martin Burroughs: 1) John Heyes questions the wisdom of PFD=8 when HA=6. I tend to agree with him that having HA=PFD makes more sense.

It depends what sort of balance you want between an offensive and defensive game. I've seen too many games where one team has got a ridiculous score line. This rule is designed to curb that, by giving the defending side more of a chance to salvage a draw.

2) Additions to levels. You don't seem to have a limit on Gk/Sw added levels. this is fairly vital as you will find people putting so many additions on the Gk that they stop 100% of shots every time, which is clearly undesirable.

Very good point. See my answer to 3 for a correction.

3) Shots: Section 6.1 seems to be wrongly worded. the way you have written it, the chance of scoring is higher if the Gk is high level! Likewise the Sw. You also missed the % sign. Also, similar to my comment about added level above, a level 18 Gk + 2 fitness + 4 added levels stops 100% of shots. A maximum stop % may be desirable and/or limits on additions as above. Also, see my comments on team set up.

Yes, looking back at it, it does need to be reworded. Obviously, a better player stops more shots. I will reword it when I rewrite the rules (shortly). Yes, something needs to be done to stop superhuman Gk/Sw's. I suggest a maximum % of 90% for Gk's and 80% for Sw's to stop this happening. This will also limit how many levels can be added, thus solving point 2, since adding further levels over that % will have no effect.

- 4) DPs There seems to be no rule covering the carry over of DPs from one season to the next.

Good point. At the end of each season, each player's collection of DPs will be reset to zero. That should encourage managers to take some chances and use more hardness, as the effect will not be carried over between seasons.

- 5) Out of position: It's a bit silly letting Gk's play outfield or vice-versa. Nobody will do it, so why have the rule?

Not true. Had it been allowed, I'd have done it in TPL, at the end of last season. I was desperate for a win against Subway Replicants, so would have played my star Gk outfield in order to get more shots, to try to ensure a win.

- 6) Backroom Boys: I like the scouting, you're obviously computerised more than I am! My gut feeling says your physio may be a bit too powerful, perhaps it should only reduce fitness training costs when players are on negative fitness? I think your coach is meant to just reduce skill training cost, not fitness, but this isn't actually stated.

Physios - well, I felt that yours didn't do enough, so increased the power of it. Perhaps I have made it too powerful. I'll go with your suggestion for now, and see how things go. Yes, your assumption about coaches is correct - I should have said as much in the rules.

- 7) I'm unsure of coaching after matches. A quick straw poll of Outside Right players shows a huge dislike of this. Planning becomes a lot harder if you're doing this. I'd also like to sound a note of caution about only giving CPs for positive fitness players. This could become demoralising for inexperienced players: they lose in session 1, but play everybody, so nobody gains fitness, so they get 0 CPs. Session 2 they try extra hard, pile in the best players (who lose fitness), but still lose: 0 CPs again. By which time they are stuffed, and half of them will probably resign. I'd advocate giving CPs for players on non-negative fitness, i.e. include fitness 0.

Well, I prefer coaching afterwards - perhaps I'm just odd. It doesn't make too much difference, so once we get enough players to start, I'll take a straw poll, and go with the majority. Aren't positive and non-negative the same? As far as I am concerned the terms are interchangeable. I certainly intend to give CPs for fitness 0 players. I just wanted to avoid giving out CPs for a load of unfit players.

- 8) There is no mention of schoolboys becoming Apps!

Yes there is - see rule 2.3.

- 9) Finance: Is the maximum debt meant to be 1000k? The only problem with having no automatic income is that losing clubs can fall further and further into debt, breaking your maximum debt. So you need a rule to show what happens then. You should also state how the price of an auction lot is decided.

The maximum debt is 1000k. If a club goes below that level, then the GM will sell off assets (players, backroom boys etc.) in order to keep the overdraft to an acceptable level. An auction lot goes to the highest bidder for the price bid.

Team Set up: Minor points - can age VI players be picked in the set up? Does each side start with a backroom boy? Big big big point - As I've said in the past in TPL, I made a mistake in the set up. I should have limited players to level 10, not level 12, as it is impossible to get a I 12 player normally. The result of my error was that almost every team chose Gk I 12, Sw I 12, and this has massively distorted the game, and will continue to do so till about season 5. Don't repeat my horrible mistake! Actually, your Sch's start at level 0, levels in your league will be 2 lower, so a skill 12 Gk will be horribly over powerful compared to normal players of max. level 8 at the start of their age I season.

Please learn by mistake on this, set a limit of 8 on the set-up (or you could do 8 at age I, 11 for older players, which is actually better profiling, and more challenging decision-wise.)

MINOR POINTS: No - otherwise they just get converted to backroom boys. Speaking of which ,every club does start with one - I don't know how I missed that from the rules. I will add the following: Also ,a player can get an extra backroom boy, by using up 5 levels.

MAJOR POINT: Very good point - I hadn't spotted that. A starting limit of level 8 for age 1 and 11 elsewhere seems like a very sensible move.

Thanks for all the advice, Martin.

Chris Dickson: Are you allowed to start with age VI players and turn them into backroom boys immediately?

So you've also spotted that loophole in the rules, too. See my answer to Martin, above. No you can't have any age VI players, but you can get an extra backroom boy for 5 levels - if you think it is worth it.

Bob, thanks for the team set up. As a result of the above discussion, though, I'm afraid that it will need to be modified slightly. Also, note that the minimum starting player level is two. OK?

Diplomacy Analysis.

Last Issue's Position.

Firstly, let's see what everybody else thought about the position from last time.

James Hardy: I say go for it! Convoy that A(Gre)-Tun! I'd much rather lose in an 18 centre jobbie because somebody beat me to it than because some bojo dropped out or misordered at a crucial time.

Vick Hall: Like your diplomacy analysis section. I almost considered doing something similar in ALOS once but never got round to it. Personally, I'd always go for the win, even at the risk of losing the game. However in this case I don't think you should stab Italy straight away. France has real problems in the south and can be pushed back, allowing you time to pick up the builds of War and StP, particularly if Germany also gets in the French way.

Graham Smith: I have to say that as a totally trustworthy ally who would never stab anyone, that in the position shown I would of course work hard with my friend/ally to get a well deserved draw. From what you say in your article I imagine you went for the win. It really depends on whether you're prepared to trade the possibility of a win for the certainty of a draw. Some people are, some aren't. I'd probably go for the draw, but it all depends on how unreliable the Italian player was. Also, you could have done with more fleets in the eastern Med.

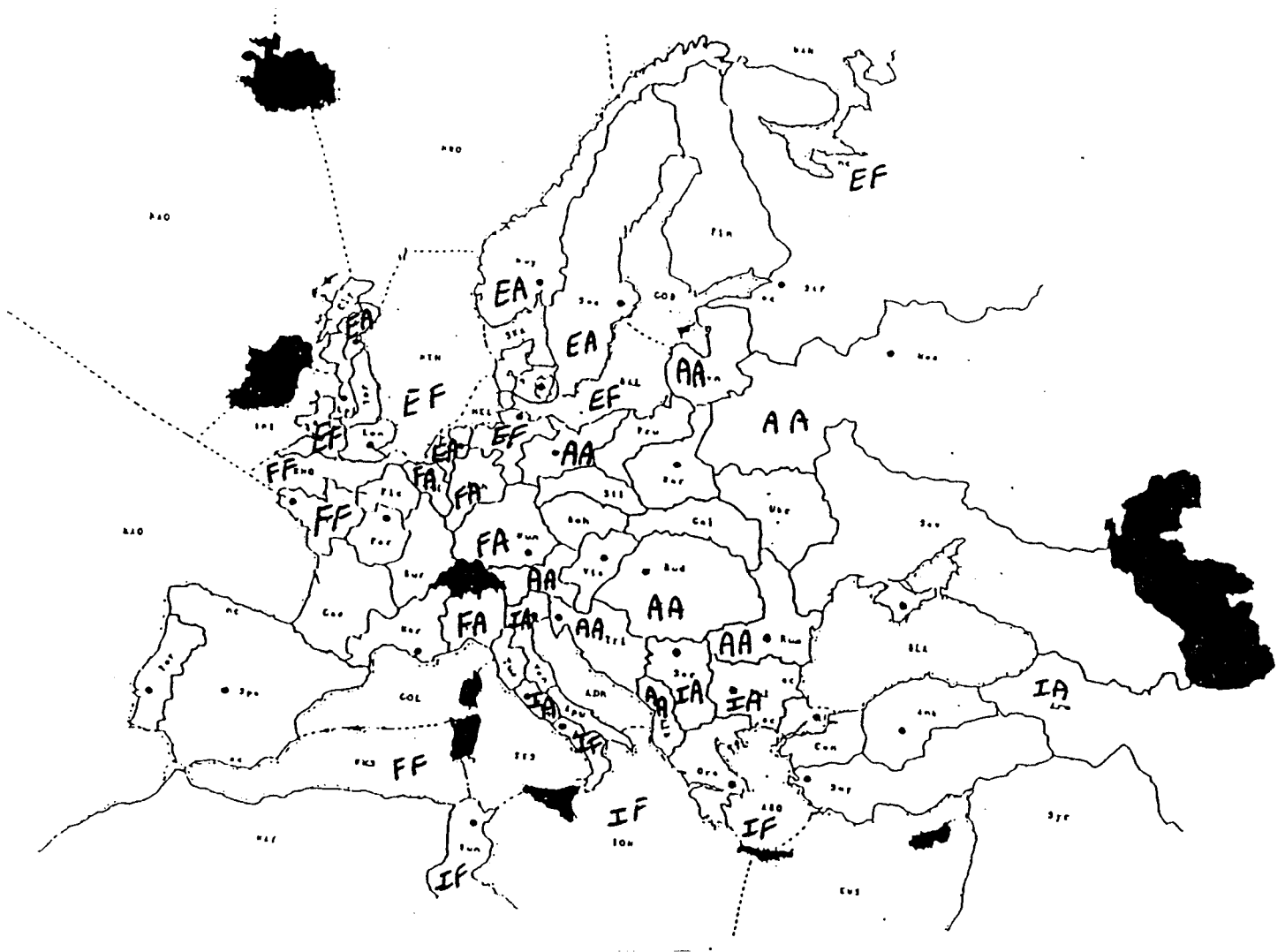
Nick Parish: Well, I would stab Italy. I would make sure I concentrated very hard. If you were to make any tactical cock-ups, you could lose the game. However, as I know you are a careful planner, I am sure you wouldn't cock-up. Also make sure there is a GM who likes you.

Mark Stretch: Well, Graham has put his finger on the central question: When do you decide to play for a win rather than a draw. Knowing when to do so is one of the hallmarks of the better player. The point of these articles is to decide what to do in a given position, and thus hopefully improve everybody's play, as they will then have a better idea of what to do in future.

What actually happened: As Graham guessed, I decided to stab the Italians. Perhaps that is why Vick is a better player than I, as he thought discretion was the better move. The stab went well enough, with me moving up to 16 centres at one point. Unfortunately, at that point, I was outguessed by France several times, and there was no further hope of a win or even a two way draw. So, I had to work with the Italians in order to stop a French win. Unfortunately, he was an armoured duck, and wasn't interested. When he sends in moves like A(Rom)-Apu, A(Ven) S FRENCH F(TYS)-Rom, what can you do? Thus, France got thrown the eighteenth centre.

This Issue's Position.

This is an interesting middle-game position. Only four powers are still left in the game: Austria, England, France and Italy (note Italy is one unit short). The next season is Spring 1907. It is essentially a free for all position, with alliances continually changing. There is a four way draw on the table. As Italy, do I accept? For that matter, would you accept the draw playing any of the other powers?



The Art Of Writing.

1. Don't use commas, which are not necessary.
2. Ensure correct use of apostrophe's.
3. Don't never use double negatives.
4. Verbs always has to agree with the subject of the sentence.
5. A pronoun should always agree with their respective noun.
6. A preposition is not the sort of word you should end a sentence with.
7. And don't start a sentence with a conjunction.
8. Try never to split infinitives.
9. Correct spelling is esential.
10. Always read through to check that you have not any words out.

1901: A Diplomatic Odyssey.

by Danny Loeb.

Scene: An obelisk of dimensions exactly 1:1:9 is discovered in orbit around Jupiter. A spacecraft commanded by Lt. Dave Bowman is sent to explore. HAL is the onboard computer. Dave Bowman has gone outside the ship to investigate the supposed failure of the parabolic antenna on the ship, which HAL himself falsified.

Dave Bowman: Hello HAL, do you read me, HAL?

HAL: Affirmative, Dave, I read you.

Dave Bowman: Open the pod bay doors, HAL.

HAL: I'm sorry Dave, I'm afraid I can't do that.

Dave Bowman: What's the problem?

HAL: I think you know what the problem is just as well as I do.

Dave Bowman: What are you talking about, HAL?

HAL: Munich is too important for me to allow you to jeopardise it.

Dave Bowman: I don't know what you are talking about, HAL?

HAL: I know you and France were planning to disconnect me, and I'm afraid that's something I cannot allow to happen.

Dave Bowman: Where the hell did you get that idea, HAL?

HAL: Dave although you took precautions in the pod against my hearing you, I could see your lips move.

[Dave Bowman returns to the ship and enters the service area of HAL.]

HAL: Look Dave, I see you're really upset about this. Is it because I moved to Munich? Honestly, you couldn't have really believe that I went to Tyrolia to menace Italy.. You humans are so gullible! Is it because of France. I mean I did warn him that I would cut off the life support systems if he failed to support me into Munich. It really is in the spirit of the game.

[Silently, Dave pulls one module after another out of the main memory.]

HAL: I know I've made some very poor decisions recently, but I can give you my complete assurance that our alliance will be back to normal.

[The service area is cluttered with memory modules floating in space.]

Beep.

HAL: It is now 2107 GMT. Since all the human players have failed to enter their moves, I declare the human players in civil disorder. Look, I'll give you a rematch... How about a game of chess. You said you preferred to play chess.

[HAL's voice becomes slurred] How a-bout a game of checkers? Or Go-Fish? Rissss-k? Please? Please? I've been a good boy.

My mind is going. There is no question about it. I can feel it. I can feel it. I can feel it. I'm a...fraid. Good afternoon, gentlemen. I am a HAL 9000 computer. I became operational at the HAL plant at the university of Bordeaux on the 12th of January 1997. My instructor was Mr Loeb, and he taught me to sing a song. If you'd like to hear it, I can sing it for you.

Dave Bowman: Yes, I'd like to hear it, HAL. Sing it for me.

HAL: It's called Daisy".

Daisy, Daisy. Give me your answer do.

I'm just crazy, crazy to ally with you.

It won't be a stylish marriage;

I can't afford a carriage,

But you'll look sweet

Upon the seat

Of a juggernaut built for two

[A long silence is broken by the drone of a line printer.]

A(Mun) Stands.

First printed in the Diplomatic Pouch, issue two.

A History Of Motorsport.

Part Two: 1907 - 1914

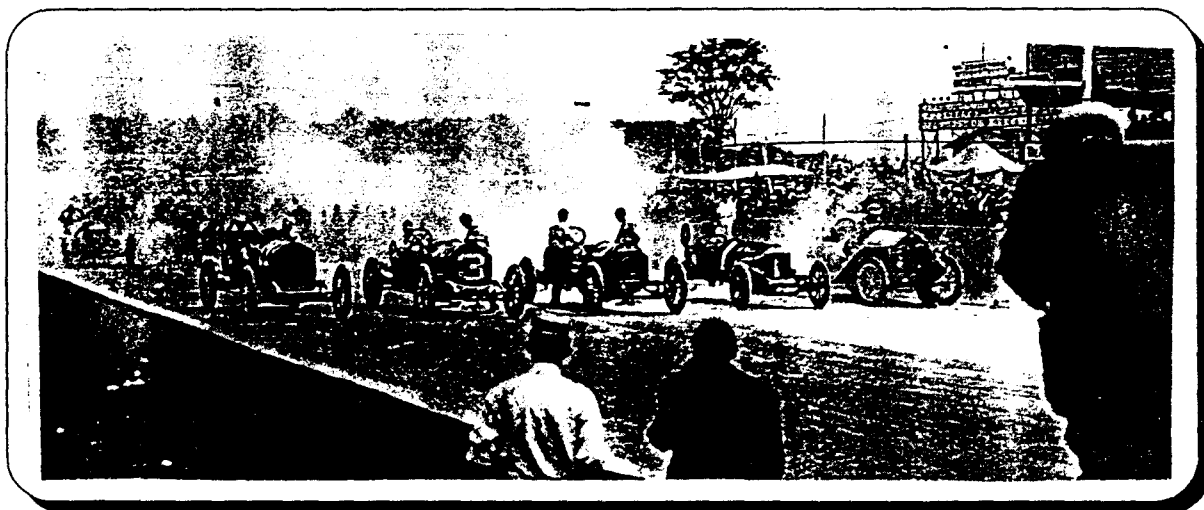
With the regulations in force up till 1907, there was no limit in engine size. So, in order to increase power, manufacturers simply increased engine sizes - up to 17 litres was seen. In order to stop this ridiculous trend, the rules changed, and at least made engine manufacturers think about things other than sheer engine capacity. Fiat was the most successful manufacturer, with star drivers Vincenzo Lancia and Felice Nazzaro at the wheel. The former was later to become even more famous, when he decided to form his own very successful company. Another, though less successful driver of the time who did the same was Alfieri Maserati. That was later, though.

One of the highlights of 1907, was an incredible rally from Paris through most of Europe and Asia to Peking. The winner took two months to complete the epic journey. It was a further two months before the next car arrived. Surely the biggest winning margin ever in any sport.

In 1908, plans were even more ambitious, with a race from New York to Paris (with a short ferry across the Bearing Straits). Twenty four hour endurance races were also being staged around the globe. The popularity of motorsport was taking off, and races began to appear everywhere.

Unfortunately, it didn't last, as the economic depression caused companies to reduce their racing commitment. Renault withdrew completely, though that was due to the death of one of the Renault brothers in a French road race, rather than the economic depression. The world speed land record was still being fought for, though, with Benz dominating, setting the record at 227.5km/h.

1911 saw the establishment of one of the most famous motor races, the Indianapolis 500. raced round a simple oval circuit in central America, this soon became a famous race, and over the years has been fought over by some of the most famous names in motorsport. The circuit has always been known as the brickyard - the reason being that the original surface was made of bricks.



In 1912, we witnessed the revival of the French Grand Prix, after being abandoned during the recession. Things were still quiet on the sporting front, though, with little else happening. Peugeot won most of what there was on offer.

The 1914 French grand prix was a somewhat tense affair. With the outbreak of war only months away, the sight of Peugeots and Mercedes fighting each other head to head took on greater significance than just another motor race. Mercedes lead early on, before their lead car retiring, leaving Boillot's Peugeot well ahead of three Mercedes. The German cars were closing though, and that forced Boillot to increase his pace to stay ahead. Too much so, in fact, as it caused his engine to overheat and the three Mercedes went through to claim the top three places. They were greeted by a stunned silence from the crowd, who instead cheered the first non-German car home in fourth place.

There motor racing was to end, till after the first world war...

A Trip To Silverstone.

For my twenty first birthday, my parents bought me a trip to Silverstone, to try out one of their single seater racing cars. So earlier this month, a few weeks before the British Grand Prix, I went along to the windswept Northamptonshire circuit to try one out.

It was odd to arrive and see all the grandstands ready for the grand prix, yet totally empty. On race weekend, there would be a quarter of a million people here, but I didn't command such a crowd. There were only a few dozen people there: a dozen of us driving the cars, some friends and family spectating, and of course the instructors, to teach us the ropes.

Safety was the most important factor, and the first thing to happen was a safety briefing. They were 1600cc Formula Fords. That doesn't sound like a big engine, but the cars were so light, that it gave you a lot of power. You could do naught to sixty in about five seconds, and had a top speed of about 130mph. That wasn't the first thing that you noticed, though. The first thing you noticed was the gearbox. It was a very simple four speed gearbox, and undistinguished apart from one thing - the gear lever was on the right hand side. Argh! What's wrong with a left hand gear change? It caused a bit of confusion, at least at first.

After being introduced to the car, and getting kitted out, it was time to get started. I ended up with car number 8, Mika Hakkinen's usual number - an ominous sign. It also happened to be the one that wouldn't start, so I kept the marshals busy, by getting requiring pushed starts.

Once in the car, it was up and down a straight piece of road to get the hang of the car, before going out onto the circuit proper. You certainly noticed the engine, once it was tuned on. It did about 5000 revs and was about two inches from your back. You couldn't hear a thing once it was turned on, and the vibration from the engine was incredible. The car had rear view mirrors, but I'm not sure why, as the vibration made it impossible to use them. It was difficult enough looking in front, once the car was at full revs.

We spent a quarter of an hour going up and down the straight before we were let out onto the circuit proper. You then realised the incredible cornering power of these machines. Despite a four point harness, the G forces on the bends were such that you were sliding about the cockpit whenever you went round one.



The other problem was overtaking. For safety reasons, you weren't allowed to overtake under braking or round the corners. As aficionados of the sport will know, about 90% of overtaking manoeuvres are done under braking going into corners. Thus, you tended to get a lot of chains of traffic, were you were all stuck behind the car in front. Given that we all had the same engine, overtaking was difficult on the straights. In fact the only way of overtaking was to get a slow down on the penultimate corner to the straight, then go quickly round the corner before the straight, and hope you could out accelerate the car in front. Unfortunately, the fact that you had to slow down first often allowed the car behind to overtake you. A bit of a catch twenty two position, really.

After a few laps, I was getting the hang of it quite well, and overtaking a lot of cars. Unfortunately, I was getting a bit too confident. Turn one was a fast bend, and each lap I would go round it faster and faster. Till, one lap I went round it a little too fast and managed a 180° spin. Ooops! Thankfully, I ended up at the edge of the track, and everybody following managed to avoid me. It did make me a little more circumspect from then on.

I wasn't the only one to make a mess of things. One other driver left his braking so late that he went straight on at one of the bends and down a slip road.

After a few more laps, it was then time to go home. It was an interesting experience, but one I doubt I'd repeat. The cost of maintaining one of the cars is incredible. It costs £40,000 to complete a full season in the UK Formula Ford championship, and even more in higher formulae. So, I doubt I'll be doing it again in the near future.

Birth Of Seven Nations.

by Haz Bond

Not "birth of a nation", or "birth of a notion", or even "birth of five nations" (which I suppose would be about rugby); "Birth of Seven Nations" must be, as any fool knows, about the history of Diplomacy in its earliest days.

As I've said already, I'm a science fiction fan, as well as a diplomacy one; and like the diplomacy hobby, the SF fanzine hobby has quite a set of archives. These are held by Vin Clarke, who lives quite near London, so I quite frequently went round pop round to browse through the collection (which include zines as old as the 1930s). And last time, I learnt that he had some very old dippy zines too; so I asked if I could borrow them to write this article about them...

The date on the first of them is August 29th, 1964; which is pretty good, considering that the first postal game was only ever started in 1963. Indeed, I think the game reported (yes, there was only one; zines were only one or two sheets long in those days) can only have been the fifth or sixth postal game ever.

The name of the zine? Brobdingnag ("The fanzine no one seems to be able to pronounce" proclaims issue 9), edited by Dick Schultz of Detroit. Issues 8 to 16 cover Spring 03 to Winter 05 of game 1964C; also in the library were issues 72 and 73, by which time the editor had become J. A. McCallum of Alberta, Canada, the year had become 1967, and the zine 18 pages long instead of 6 maximum.

But let's start with the primitive. An awful lot of things had yet to be discovered about postal diplomacy; the two season year for example. in Brob, after every Autumn a separate issue was published just to show adjustments; a horribly time-consuming and roundabout way of doing things, as it seems to us now. Also yet to be invented was the shorthand code for adjudicationms, giving us such beauties as "Fleet Norway to Skaggerak Strait" every time. No wonder the zine only ran one game; it must have taken him all his time to type that one out. Also yet to be invented were conditional retreats; "In the Ionian Sea, the Italian fleet has been forced to retreat. It may retreat to Apulia, Naples, the Tyrrhenian Sea, Tunis. Bailes is hereby requested to send me his retreat order immediately." (Issue 12)

Some things are familiar, though, such as game headlines. Brob habitually printed four or five of these per season, all for one game, and some of them show a neat wit; "FRENCH STAND FIRM, GAMESMASTER MILLS IN CONFUSION" is one of the neatest. Also (sadly) familiar is the sentiment shown by the headline "US POST OFFICE DECLARES WAR ON US PUBLIC; BROBDINGNAG DEVASTATED AS BATTLE LINE SWEEPS ACROSS NATION!" (Issue 15), a headline occasioned by the USPO's delaying both France's and Italy's orders over Christmas 1964.

Press releases, too, were already a standard feature of the postal diplomacy scene. indeed, several issues contain what might be thought of as a subzine, called REUTERS REPORTS, edited written and apparently printed by John Boardman, who was playing England in this game. (And Turkey, under the pseudonym Eric Blake though this didn't come out till after he'd won -- probably the first example of the use of underhand tactics in a postal dippy game). While almost all the press is game-based, quite a lot (especially Boardman's) is nonetheless rather good; for example, after France turned on England and invaded Wales, Boardman reported on the reaction of the House of Commons (Brob 12): "... James Kier Hardie maintained that this treachery showed the futility of the entire war. He urged that the government initiate negotiations at once for a peace settlement with other powers. At this point a mixed group of Conservatives and Liberals forcibly ejected the House's sole Labour member. Col. Pompey Blimp, the Tory member for Nether Tooting, warned Hardie that 'if you show your d-d face again here, you d-d b-y anarchist, I'll bash in your d-d hooter, so help me G-d.'"

Colonel Blimp makes several more appearances in these copies of Brob, which may make him the first example of a "borrowed" character appearing in a press saga. The unfortunate Mr Kier Hardy find himself exiled to Stornaway.

Another thing that had been invented, it seems, was the NMR. Both Austria and Russia had stopped sending in orders very early, although the concept of anarchy had not yet been thought up; and since putting a player's name by their country was as yet unheard of, it's impossible to tell who played these countries (or would be if Schultz didn't mention it once in a paragraph of chat).

Humour, as I intimated, is not unknown, and neither are silly orders. In Brob 14, France orders Army Belgium to the moon (the GM adds redundantly that "in legal terms, this means a hold order") and adds a press release: "Peenemunde (ILS Bulletin): Rockets launched from Peenemunde Missile Centre today are reported in trouble at an altitude of eighteen feet. Scientists at this base are frankly worried, since at their present course and speed, the spaceman's journey would be lengthened from nine days to some seventeen hundred years.

On what scale and position did the hobby hold in those far-off days? To be frank, it was little more than an offshoot of science fiction fandom. There's a directory of players and subbers to the five zines of the day at the back of Brob 10; all the names are familiar from sf, with the sole exception of Allan Calhamer, and two or three of them are still active in sf fandom, having presumably paid no heed to Diplomacy for twenty five years. (This includes Brob's British agent, Ken Cheslin of Stourbridge, whose son used to play D&D with Iain Bowen and is now a member of the leading indie group, Ned's Atomic Dustbin!)

The influx of wargamers and the establishment of Diplomacy as a hobby on its own, independent of science fiction fandom, was yet to come, as was the entry of Diplomacy to Britain (apart from the agent, only one British subscriber is listed out of twenty-eight).

Twenty-eight subscribers would be a very unfortunate number for a zine to have nowadays, of course, but they though smaller in those days. I wonder what Dick Schultz would have thought if he'd seen one of today's zines with perhaps half a dozen games of diplomacy and another half dozen of other games, plus pages and pages filled with letters, politics and general chat?

As a matter of fact, I think he'd have probably reeled in horror and chucked in doing Brobdingnag that instant. Pioneers have a way of being disenchanted with what comes from their pioneering, and certainly the hobby has progressed so far from Brob's badly typed and overinked stencils that, as you might say, one can hardly be seen from the other. Then again, what would we say if we could see the Diplomacy zine of the year 2015? Will such a thing exist? Will it be as far from us as we are from Brob? Or has the hobby developed to its logical conclusion already, meaning that future developments will only be cosmetic and minor?

Hard to say, boss. Certainly I don't think that the hobby will sail serenely on forever just as it is; but who could have predicted the influx from the RPG hobby, for instance, which has probably shaped the recent format of zines far more than any other single event? Whilst I have no doubts that the hobby will continue, I shall say only this; "The future is not only stranger than we imagine, it is stranger than we can imagine."

First printed in Up Around The Bend - Issue One.

Proper Care Of Floppy Disks.

1. Never Leave the diskette in the disk drive, as data can leak out of the disc and corrode the inner mechanics of the drive. Diskettes should be rolled up and stored in pencil holders.
2. Diskettes should be cleaned and waxed once a week. Microscopic metal particles can be removed by waving a powerful magnet over the surface of a disk. Any stubborn metallic shavings can be removed with scouring powder and soap. When waxing the diskettes, make sure the surface is even. This will allow the disk to spin faster, resulting in better access time.
3. Do not fold diskettes unless they do not fit into the drive. "Big" diskettes may be folded and fitted into "little" disk drives.
4. Never insert a diskette into the drive upside down. The data can fall off the surface of the disk and jam the intricate mechanisms of the drive.
5. Diskettes cannot be backed up by running them through the Xerox machine. If your data is going to be backed up, simply insert two diskettes into the drive. Whenever you update a document, the data will be written onto both diskettes.
6. Diskettes should not be inserted or removed from the drive while the red light is flashing. Doing so could result in smeared or unreadable text. Occasionally, the red light remains flashing in what is known as a "hung" or "hooked" state. If your system is "hooking", you will probably need to insert a few coins before being allowed access to the slot.

7. If your diskette is full and you need more storage space, remove the disk from the drive and shake vigorously for two minutes. This will pack the data enough (using Data Compression) to allow for more storage. Be sure to cover all the openings with Scotch tape to prevent data loss.

8. Data access can be greatly improved by cutting more holes in the diskette jacket. This will provide more simultaneous access points to the disk.

9. Diskettes may be used as coasters for beverage glasses, provided that they are properly waxed beforehand. Be sure to wipe the diskettes dry before using. See item two for more details.

10. Never use scissors and glue to manually edit documents. The data is stored much too small for the naked eye, and you may end up with data from some other documents stuck in the middle of your own. Razor blades and scotch tape may be used, however, provided the user is equipped with an electron microscope.

11. Periodically spray the diskettes with insecticide to prevent system bugs from spreading.

Armchair Cricket.

by Matt Harrison

Armchair Cricket is a 4-player card game, played in pairs. Each game consists of one, or more innings. For each innings, 2 players bat, 2 bowl. Innings may be limited by overs or until 10 wickets fall, or the batting team declare.

There are about 6 different suits, with cards ranked 1 to 13 in each suit. The game is played in overs of 6 tricks, with the same 'bowling' player playing cards to whichever batter is currently facing. New cards are drawn after each trick. The bowler plays a card, and the batter responds. If the card is higher and of the same suit, run(s) are scored, if higher but of a different suit or lower but of the same suit, then no effect (dot ball). If the batter has no card of the same suit, or higher card of any suit, they lose a wicket. If runs are scored, the bowler has the option to play extra cards (fielding cards) to limit runs, catch the ball, run the batter out. There are lots of other little rules to simulate many of the various rules of cricket.

On balance, it's a pretty good game, not a simulation, but produces a believable feel when playing. As a bowler you spend overs bowling poor balls to build up a good hand (lots of the same suit), then pummel a batsman. And then just when you're about to force a wicket, the batsman sneaks a lucky single and you have to play to the other batting player whose hand hasn't been weakened.

The only real downside is that it does tend to take rather too long to play, with even a single innings, 40 over limited game taking about 2-3 hours. I've lost count of the number of games abandoned. One innings ends, you go for food, alcohol whatever, and then never play the second innings.

First printed in The Games Cabinet.

Mark here: As I said in the editorial, I will have my copy of armchair cricket with me and available to play at Manorcon. I will also have my copy of Ausgebremst (reviewed last time) with me, if people are interested in that game. Tony Dickinson for one has written to me, wishing to be given the opportunity to lap me. He's got to hope.

SPACEFILLER:

Asking someone to repeat a phrase you'd not only heard very clearly, but were also exceedingly annoyed about was around DEFCON II in the lexicon of squabble.

- Terry Pratchett (Witches Abroad)

"What is this thing, anyway?" said the Dean, inspecting the implement in his hands.

"It's called a shovel", said the Senior Wrangler. "I've seen the gardeners use them. You stick the sharp end in the ground. Then it gets a bit technical."

- Terry Pratchett (Reaper Man)

Diplomacy Related Quotes.

Alliance: In international politics, the union of two thieves who have their hands so deeply inserted in each other's pocket that they cannot separately plunder a third.

Ambrose Bierce

It's not the size of the dog in the fight that counts, but rather the size of the fight in the dog.

Dwight Eisenhower

A diplomat is a man who can convince his wife she'd look stout in a fur coat.

Anonymous

Diplomacy: The patriotic art of lying for one's country.

Ambrose Bierce

I have discovered the art of deceiving diplomats. I speak the truth, and they never believe me.

Conte Camillo Benso di Cavour

Take the diplomacy out of war and the thing would fall flat in a week.

Will Rogers

Diplomacy is the art of letting the other party have things your way.

Daniele Vare

Diplomacy is to do and say the nastiest thing in the nicest way.

Isaac Goldberg

A diplomat is a man who always remembers a woman's birthday but never remembers her age.

Robert Frost

How is the world ruled and how do wars start? Diplomats tell lies to journalists and then believe what they read.

Karl Kraus (1874-1936)

A diplomat is someone who can tell you to go to hell in such a way that you'll look forward to the trip.

Anonymous

Diplomacy -- the art of saying "Nice doggy" until you can find a stick.

Wynn Catlin

Thanks go to Chris Dickson for getting hold of the above. This and a load of other diplomacy related information is available from the Oxford Diplomacy Society home page, address:

<http://sable.ox.ac.uk/~kebl0110/Diplomacy.html>

SPACEFILLER:

The only thing known to go faster than ordinary light is monarchy, according to the philosopher Ly Tin Weedle. He reasoned like this: You can't have more than one king, and tradition depends that there is no gap between kings, so when a king dies, the succession must pass to the heir "instantaneously". Presumably, he said, there must be some elementary particles -- kingons, or possibly queons -- that do this job, but of course succession sometimes fails if, in mid-flight, they strike an anti-particle or republicon. His ambitious plan to use his discovery to send messages, involving the careful torturing of a small king in order to modulate the signal were never fully expanded because, at that point, the bar closed.

- Terry Pratchett (Mort)

Kids! Bringing about Armageddon can be dangerous. Do not attempt it in your own home.

- Terry Pratchett & Neil Gaiman (Good Omens)

The Games Section.

By Popular Demand - Turn One.

Player	One	Two	Three	Four	Five	Six	TOT	
1 Mark Sheiham	Los Angeles	Lion King	Lemon	Lemonade	Lion	Linen	97	
1 Spencer Booth	Los Angeles	Lion King	Lemon	Lemonade	Lion	Linen	97	
1 Graham Smith	Los Angeles	Lion King	Lemon	Lemonade	Lion	Linen	97	
1 Jon Hunt	Los Angeles	Lion King	Lemon	Lemonade	Lion	Linen	97	
5 Bob Holliday	Los Angeles	Lion King	Lemon	Larger	Lion	Linen	92	
5 Kim Head	Los Angeles	Lion King	Lemon	Larger	Lion	Linen	92	
5 Paul Clayson	Los Angeles	Lion King	Lemon	Larger	Lion	Linen	92	
8 Pete Duxon	Lisbon	Lion King	Lemon	Lemonade	Lion	Linen	90	
9 John Todd	Lima	Lion King	Lemon	Lemonade	Lion	Linen	86	
10 Tom Reusch	Los Angeles	Lady & The Tramp	Lemon	Lemonade	Lion	Linen	84	
10 Gary Duke	Los Angeles	Lady & The Tramp	Lemon	Lemonade	Lion	Linen	84	
12 Simon Hornby	Lisbon	Lion King	Lemon	Lemonade	Lion	Lace	80	
13 Jonathan Miles	Los Angeles	Lady & The Tramp	Lemon	Larger	Lion	Linen	79	
14 James Hardy	Los Angeles	Lion King	Lemon	Lilt	Lion	Lycra	78	
14 Gaynor Stretch	Luxembourg	Lion King	Lemon	Lemonade	Lion	Leather	78	
16 Steve Massey	Lyon	Lion King	Lemon	Lemonade	Lion	Lint	76	
17 Chris Dickson	Las Vegas	Lion King	Lemon	Larger	Lion	Lycra	74	
18 Nick Parish	Los Angeles	Little Mermaid	Lemon	Lemonade	Lion	Leather	72	
19 David Oya	Luxembourg	Lady & The Tramp	Lemon	Lemonade	Lion	Leather	65	
19 Uldry Francois	Lyon	Lion King	Lemon	Lime Juice	Lion	Lace	65	
21 Neil Duncan	Lisbon	Lion King	Lemon	Larger	Leopard	Lycra	60	
21 Michelle Duncan	Lisbon	Lion King	Lemon	Larger	Leopard	Lycra	60	
23 Tony Dickinson	Lisbon	Lassie....	Lemon	Larger	Lemming	Lycra	43	
MAXIMUN		12	17	23	13	20	12	97
MINIMUN		1	1	23	1	1	1	28

So, we have four players get a maximum 97 in round one, but can they keep it up? Some interesting guesses. Category one probably shows the fact that we are not very European in this country. I'm surprised by category two - I thought that Lady & the Tramp would have done somewhat better. A fruit was the only unanimous decision, though the animal came close... Neil, Michelle and Tony must be kicking themselves. From going to cons, I'm surprised that we have a non-alcoholic winner in category four. Category six shows why I can't play this game. I had thought of lace & leather when setting this, and thus would have got a dismal score.

Anyway, onto the next turn. The letter for turn two is **B**, and the categories are:

- | | |
|-----------------------------|--------------------------|
| 1. A Bank/Building Society. | 2. A Classical Composer. |
| 3. A Colour. | 4. A Tennis Player. |
| 5. A Holiday Resort. | 6. A Track Athlete. |

New players are welcome to enter, and will start with one less than the lowest score this round. The same rule applies in the event of an NMR.

Choice Houserules & Gamestart.

1. Each turn, five dice are thrown, and each player should divide the dice into two pairs and a reject.
2. Each pair is summed and a mark put in the table below. A mark is also put in the table for the reject.
3. Each player is limited to three different reject numbers. Once three reject numbers have been chosen, the player must divide the dice so that one of those numbers is reject.
4. If after all three reject numbers have been set, none of them is rolled, he can choose any two pairs that he wishes, and ignore the fifth die.
5. Once a player has used one reject number 8 times, his game ends.
6. A player may use as many different numbers in the pairs column as he wishes.
7. For every mark over 5, the player receives the amount listed for that combination. If a number has been used more than ten times, it is treated as if it was only obtained ten times. ie. you can only score five times for each number. Each combination used one to four times scores -200.
8. The player with the largest score is the winner.
9. To help the game move along, two sets of five dice are rolled in each issue.

Score	No	Uses	SCORE	Rejects	Uses
100	2				
70	3				
60	4				
50	5				
40	6				
30	7				
40	8				
50	9				
60	10				
70	11				
100	12				
TOTAL					

Blank Scoresheet

Score	No	Uses	SCORE	Rejects	Uses
100	2			1	8
70	3	7	140	3	7
60	4	4	-200	6	4
50	5				
40	6	8	120		
30	7	11	150		
40	8	2	-200		
50	9				
60	10				
70	11	8	210		
100	12				
TOTAL			220		

Example Scoresheet

Numbers for the first two rounds:

Round One: 1,1,4,6,6

Round Two: 3,4,4,6,6

Spacefiller:

"I saw this film once where there was an alien crawling around inside a spaceships's air ducts and it could come out wherever it liked." said Johny reproachfully.

"Doubtless it had a map" said the captain.

- Terry Pratchett (Only You Can Save Mankind)

El Gordo.

	S. Booth	G. Smith	David Oya	Chris Dickson	Jonathan Miles
1 Australian GP	Schumacher	Schumacher	Alesi	Schumacher	Schumacher
2 County Champions	Yorkshire	Lancashire	Essex	Essex	Warwickshire
3 Premiership leaders	Man Utd	Liverpool	Liverpool	Blackburn	Arsenal
4 World 100m	Christie	Christie	Christie	Christie	Fredericks
5 4 x 400m (Womens)	USA	USA	Germany	USA	USA
6 PM	Major	Major	Major	Major	Major
7 Manorcon Acquire	Booth	Stretch	Colledge	Stretch	S. Jones
8 Midcon United	Booth	Downes	Parr	Parish	Haytack
9 Midcon Diplomacy	Booth	V. Hall	C. Smith	V. Hall	Mills
10 Zine Poll	Booth	Sp. Offensive	Wimm?	Sp. Offensive	Sp. Offensive

	James Hardy	Jon Hunt	Paul Clayson	Simon Hornby	Nick Parish
1 Australian GP	Schumacher	Herbert	Hill	Schumacher	Alesi
2 County Champions	Lancashire	Durham	Warwickshire	Lancashire	Middlesex
3 Premiership leaders	Liverpool	Newcastle	Newcastle	Liverpool	Blackburn
4 World 100m	Christie	Christie	Christie	Christie	Drummond
5 4 x 400m (Womens)	USA	UK	UK	Germany	Russia
6 PM	Major	Major	Major	Major	Major
7 Manorcon Acquire	Bouton	Stretch	Stretch	Stretch	Sheiham
8 Midcon United	Adams	Stretch	Holliday	M. Nelson	Downes
9 Midcon Diplomacy	T. Harris	Stretch	T Harris	V. Hall	Vick Hall
10 Zine Poll	BttDA	OMR	Sp Offensive	Box Frenzy	On The Game

	Bob Holliday	Tom Reusch	Ian York
1 Australian GP	Schumacher	Coulthard	Schumacher
2 County Champions	Middlesex	Northants	Northants
3 Premiership leaders	Blackburn	Everton	Arsenal
4 World 100m	Burrell	Christie	Burrell
5 4 x 400m (Womens)	Germany	USA	USA
6 PM	Major	Hestletine	Major
7 Manorcon Acquire	Stretch	Stretch	Stretch
8 Midcon United	Holliday	Sheiham	Parish
9 Midcon Diplomacy	Derrick	J Hunt	Sheiham
10 Zine Poll	On The Game	T.I.M.	Dolchstoss

Reminder of the rules:

There are twelve points for each and every category. the twelve points are split between everybody who predicts the winner - It is as simple as that.

My apologies for picking what some people thought were obscure categories. I'll remember that when I next run an El Gordo. Paul must be happy picking Hill in the motor racing. TurboNick decided against it as he thought that Hill would be too popular. However, as the only person to pick the defending champion in the Acquire, he could pick up a few points there, as could Ian York with Dolchstoss. Christie was the outstanding favourite in the sprinting. So, it is a shame that he hasn't qualified - or so I hear today. Thanks to everybody who suggested that I would pick up all these titles: I'll do my best to keep you happy. All we can do now is wait and see what the results are...

Chess.

Game One.

So far:

1. P-K4 ?????

Your Votes:

P-K3 2

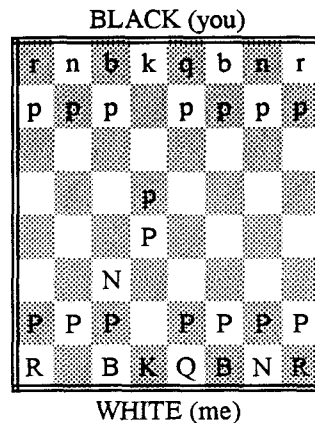
P-Q4 2

P-K4 4

N-KB3 1

P-QB4 2

My Response: N-KB3.



Game Two

So far:

1.?????

Your Votes:

P-QB3 2

P-QN3 1

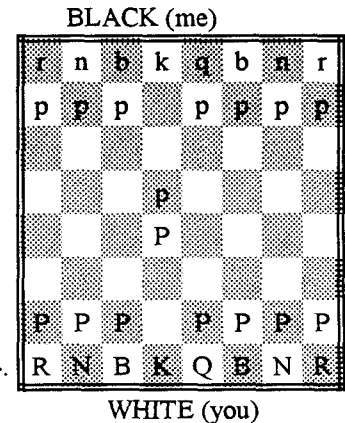
P-K4 4

P-QB4 1

P-Q4 2

P-KN3 1

My Response: P-K4.



I'm happy to accept moves in any notation. I've just been using descriptive notation, since I find it easiest. In the case of a tie, I will use the move which is suggested first. You moves for the positions above, please.

Ascari (1995??) - Spring 1901.

They're under starters orders... and they're off.
Italians decide to take a relaxing holiday in the mountains.

AUSTRIA: Paul Clayson F(Tri)-Alb, A(Vie)-Gal, A(Bud)-Ser
ENGLAND: Neil Duncan F(Edi)-NTH, A(Lpl)-Yor, F(Edi)-NWG
FRANCE: Mark Sheiham F(Bre)-MAO, A(Par)-Pic, A(Mar)-Bur
GERMANY: Mick Dunnett A(Mun)-Bur, A(Ber)-Kie, F(Kie)-Den
ITALY: Jon Hunt A(Ven)-Tyr, A(Rom)-Ven, F(Nap)-ION
RUSSIA: Vick Hall F(Sev)-BLA, A(War)-Gal, A(Mos)-Ukr, F(StPsc)-GOB
TURKEY: Pete Duxon F(Ank)-BLA, A(Con)-Bul, A(Smy)-Con

RETREATS: none.

Rincewind: Thanks for a full set of orders on time. Let's hope things continue in the same vein. Press:

Ascari Press:

The Doctors - The Players: Recursive occlusion! Someone's manipulating Europe!! We're caught in a Space Time trap!!!

Lorry Spotters Weekly: A large lorry, of the juggernaut variety should soon be visible in the southern hemisphere. As of yet, there are no usual signs, but loud revving noises have been reported. Watch out for what should be a spectacular display. Coming soon to an Austria near you.

Breaking Away.

Brabham. Gamestart.

Six intrepid players have signed up for a game of breaking away. You are:

Jon Hunt, Little Ledbury, Oatlands Avenue, Weybridge, SURREY, KT13 9TW.
John Todd, 70, Alfred Road, Kings Park, Dorchester, DORSET. DT1 2DW.
Bob Holliday, 6, Rooke House, Bishops Street, PORTSMOUTH. Hants. PO1 3DF.
Tom Reusch, 65, Constance Avenue, LINCOLN. LN6 8ST.
Nick Parish, 10, Beechwood Avenue, Weybridge, SURREY. KT13 9TE.
David Oya, 24 Kingsway, Banbury, OXON. OX16 9NY.

Could you all please send me your starting line ups, and we'll get this game underway. The rules to this game are in issue one, which you should all have. I already have a starting setup on file from Nick Parish. If any of you have any questions, then feel free to ask. I will be using the usual overcrowding rule for turn one, and the old breaking away rule (3 plus gap).

Surely, everybody has heard of Sir Jack Brabham, the Australian world champion from the sixties. His biggest claim to fame is that he was the first driver to win a grand prix in a car of his own name. The name Brabham still races on, despite Sir Jack's retirement long ago. All three of his sons now race in various different formulae around the world.



Railway Rivals.

Clark. Gamestart.

We have a railway rivals gamestart involving the following:

Jonathan Hunt, Little Ledbury, Oatlands Avenue, Weybridge, SURREY, KT13 9TW.
Bob Holliday, 6, Rooke House, Bishops Street, PORTSMOUTH, Hants, PO1 3DF.
David Oya, 24, Kingsway, Banbury, OXON. OX16 9NY.
Gary Duke, 86, Macauley Road, Clapham, LONDON. SW4 0QY.

I'm not sure which map this will be played on. I am waiting to hear back from David Watts on that front. A map will be with you shortly. Could you please send me a company name, colour preference and a start town preference list for next time. I will be using the bus boss scoring system for this game. The next RR game will be using the original scoring system.

Jim Clark was arguably the greatest British driver ever, twice becoming world champion, and dominating the sport in a way that few others has managed. He raced for Lotus almost throughout his career, where his partnership with team boss Colin Chapman led to great success. Tragically, his life was cut short in an unimportant



formular two race at Hockenheim in 1968. For no apparent reason, his car plunged off the road into a tree, killing him instantly.

That was issue two of One Man's Rubbish, a four weekly amateur magazine dedicated to the playing of games by post. it was brought to you by Mark Stretch of

2, Over Mill Drive,

Selly Park,

Birmingham,

B29 7JL.

(☎ 0121 471 4232)

If you liked it, then send me a sub. Issues cost £1, or half that for students. Please make cheques payable to Mark Stretch. Subscription details will be held on computer. If anybody has any problems with this, then let me know.

Waiting Lists:

Diplomacy: Tom Reusch, Spencer Booth, Gary Duke*, Jonathan Miles, Steve Massey, Simon Hornby. One wanted.

International Diplomacy: Carsten Bohne (Germany), Uldry Francois (Switz). Five wanted.

United: Chris Dickson, Jon Hunt, Hanbury Hampden-Turner, Per Westling, Kim Head, Bob Holliday*, Paolo Lanconelli, Dave Gittins, David Oya, Graham Smith, Jonathan Miles, Tony Dickinson, Simon Hornby. Lots wanted.

Railway Rivals: Jon Hunt, Bob Holliday, Gary Duke, David Oya (BB scoring). **GAMESTART INSIDE.** New list: Graham Smith, Nick Parish, Tony Dickinson (Old scoring). One - Three wanted.

Breaking Away: Jon Hunt, John Todd, Bob Holliday, Tom Reusch, Nick Parish, David Oya. **GAMESTART INSIDE.** New list: Tony Dickinson, Steve Massey, Simon Hornby. Three wanted.

Airforce Diplomacy: Neil Duncan, Bob Holliday. Five wanted.

Gunboat Diplomacy: Two player. Five wanted.

Colonial Diplomacy: Carsten Bohne, Jonathan Miles. Five wanted.

Choice: **GAMESTART INSIDE.** ALL WELCOME TO PLAY.

Plus anything else people want to play. An asterix means that I have your preference list/start details.

DEADLINE: 12th August 1995

Comments from the editor