

W. Buchanan.

# SCOTCH ON THE ROCKS

21



"Tony Crouch goes to Stabcon", or...

"Tony Crouch and Pete Birks go to Stabcon", or...

"A certain Editor proves once and for all that he can't draw".

Welcome to the 21st, and last, issue of Scotch on the Rocks, a postal Diplomacy fanzine which won't run to 3 week deadlines and 4 day turnaround times any more, from : Iain Forsyth, 6 Ardrossan Rd, Saltcoats, Ayrshire (tel. 0294-61414) during holidays, and Mortain House, Bodington Hall, Otley Rd, Leeds, LS16 5PT (tel. 0532-671058) during the University term.

This issue costs 20p. including postage (1st class for players) and your credit remaining after this issue is shown on your envelope. In the case of players this sum will be forwarded to your new GM; non-players should find a cheque or stamps enclosed.

DEADLINES and full details of the re-housing operation can be found in the 'GAMES' section.

## Editorial

Welcome again to the final issue of Scotch on the Rocks. I hope you all had a good time over Christmas and the New Year. It's never been my policy to mix my personal life with Diplomacy, and I see no reason to start now. Suffice to say that this issue is being produced under rather sad circumstances. I hope you will excuse any errors which may appear in the game adjudications.

My week with the Post Office before Christmas was quite successful. Not knowing quite what to expect I turned up at Stevenston GPO at 8 am on the Monday before Christmas (Stevenston, incidentally, had the last reported case of cannibalism in the UK). No sooner had I got there than I was dispatched into the wilds of the Hayocks scheme armed with canvas sack and armband. This first day was the worst actually, since I had three rounds to make and I wasn't really sure what I was doing. One bundle of letters got scattered to the four winds and quite a few probably got stuffed through the wrong letterboxes - it's difficult to spot wrong addresses on your first morning! Anyway the rest of the week was surprisingly quiet and, as time wore on, I began to get the impression that I was no longer a vital cog in the GPO wheel. Still, good fun, in a masochistic sort of way.

I've compiled a short list of pet hates of the job: please do your bit to ensure your postie doesn't meet any of these -

- i) spring loaded letter boxes that bite
- ii) dogs (arrggh!) and their natural body functions, especially big dogs and...(cont p.94)
- iii) streets where every household gets one letter.

## Iain's Christmas Message to the Diplomacy Players of the World.

In his review of 'The Gamer's Guide to Diplomacy' Tom Tweedy mentions that he finds letter writing to be the most enjoyable part of playing in a postal Diplomacy game. This is a sentiment I couldn't agree with more. While the basic tactics of the game can be mastered fairly quickly and there is a definite ceiling to tactical ability this is not so with letter writing. The literary ability and diplomatic scheming that can be crammed into a 400 word letter knows no bounds. It is here that the real challenge lies in postal Diplomacy.

Very few articles on letter writing have ever appeared in the hobby - everyone knows that F.Kie should move to Den. in Spring 1901 and that Russia is vulnerable to the Gascony variation of the Swiss opening, but I wonder how many people know how to phrase the first letter to a potential ally or what tone to adopt when writing to someone they've just stabbed. And yet these things are so vital to a country's chances of victory.

There is no great difficulty in writing a competent Diplomacy letter, but perhaps the most important single factor is the time spent on it. Ideally, every letter should be planned out beforehand and the writer should have a list of points he wants to include and a rough idea of the tone (angry, apologetic, puzzled, worried etc.) he wants to write into the letter. This preparation should take at least ten minutes, and maybe even as long as half an hour. The finished article should be logical, coherent, plausible and should never contain self-contradictions or give away unnecessary information.

Remember - the diplomacy you carry out in a game is your sole advantage over your opponents, so take the time you need and make the best of it.

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## MONOPOLY

Everyone has a Monopoly set, but I wonder how many of you can actually remember what cupboard it was tidied into, or whether you brought it along when you last moved house. Have you ever considered that perhaps you were a little unfair in consigning it to the depths of your cellar, or sticking it in the meter cupboard to be eaten alive by moths and woodworm or piddled on by your mother-in-law's Yorkshire terrier?

Perhaps, just perhaps there is a little more to the game than throwing dice and moving silly tokens round the board. Dave Stuart tells us what...

### How to Win at Monopoly - Dave Stewart

Monopoly is, or should be known to everyone as a trading game, the idea of which is to buy, rent and sell properties in a bid to become the wealthiest player. You may think that this is all the write-up Monopoly deserves or that it doesn't deserve even that amount of coverage in a serious "games 'zine", but since our editor in his infinite wisdom and lack of copy material asked me to review a game I think the best I can do is give an insight into the strategic variations possible.

The game of Monopoly is a combination of skill and chance. The chance element is largely ungovernable, depending on the throw of the dice and, perhaps, how much attention your opponents are paying to the game. For example, when landing on someone else's property on the throw of a double you can quickly throw the dice again before they notice they have rent due to them (this is legitimate according to the rules). However this usually leads to more arguments than it's worth. The skill element, despite the cynical chuckles, is quite considerable providing you have an average amount of luck. The ideal number of players needed to exploit the skill element to the full is four, as played in the British and World Championships. If you aren't able to get four players it is advisable to make two provisos. Firstly, nobody can buy the third property in a set if they have already purchased the first two properties in that set from the bank. The second proviso is that no property is auctioned as money is in short supply and prices become ridiculously low if auctions occur. Possibly this second proviso can be waived in a three-player game. More than four players in the game normally leads to one player being unable to obtain any valuable property.

At the start of the game you should almost certainly buy anything you land on. Throughout the game it should be remembered that when buying property you are able to recoup approximately 50% of your outlay by mortgaging while still retaining the property and hence it's negotiative power. This point is especially important in auctions after the early buying stage of the game when money is scarce and property doesn't often reach it's market price.

You may start off with a plan of which properties you would prefer but don't be blind to alternatives. As the property is sold it becomes progressively easier to negotiate, but when negotiating for property the value of the properties and yield from houses should not be the only guide. The amount of money possessed by your opponent is vital in the early development of houses. It is quite safe to give someone a set with a high rent when the owner hasn't the money available to gain the benefit by buying houses.

Certain guidelines are important when deciding which sets to buy. The brown and light blue sets are useful if you have low amounts of money available (houses costing only £50 each on these). Ideally they should be developed as a supplementary set, financed with money raised from a more valuable group. The light blue set has the highest percentage return on investment, 157.14%, and is also the most likely set for anybody to land on, given that there are two cards which advance players to GO, one "Advance to

Mayfair" and one "Go Back to Old Kent Road" and that the numbers most liable to be thrown are 5,6,7,8 and 9. It is essential to buy at least three and preferably four houses on each of these sets almost as soon as they have been gained.

In the purple and orange sets houses cost £100 each but the orange set has the second most valuable return on investment, at 139.7%. If one does collect the purple or orange sets it is essential to develop at least three houses on each property, since at this level rents start to cover the cost of houses and show a profit. The chances of landing on the orange set, and to a lesser extent the purple set, are increased by the fact that there are "Advance to Pall Mall" and "Advance to Marleybone Station" cards. People leaving jail are also likely to land on these properties.

The red and yellow sets are of considerable value as supplementary sets to the brown, light blue and possibly the purple and orange. If you have a large amount of money initially available they can be relied on on their own, providing additional property is acquired as players become bankrupt. The red and yellow sets cost a considerable amount to develop (£150 per house), and in the later stages of the game houses may not necessarily be available.

The green and dark blue sets are the most expensive to develop at £200 per house. I myself would advise against having either as a set on its own. The dark blue set, apart from its prestige value, is very often so hard to bargain for that it isn't worth the effort. The chances of landing on it are reduced by it only having two properties compared to the normal three. Perhaps with five or six players it becomes viable but with four or less it is a considerable risk to rely on it alone for income. The green set has the second lowest percentage return on investment of 98.07%, the brown having the lowest at 80.64% (the percentage return is calculated in all cases for a hotel but is a consistent guideline for all building). The brown set has the advantage of a low purchase price for houses whereas the green houses cost four times as much.

Speaking generally, the rent received doesn't really become worthwhile until a second house has been built on each site and the greatest margin of increase comes when the third house is built. Building the fourth house and then the hotel is in every case an economical proposition in view of the return for the comparatively small outlay. This being the case it is vital to develop one set to its optimum before beginning on another. Many players waste opportunities by trying to develop two sets simultaneously; only under very rare circumstances is this viable. The second set can often be used to finance houses on the first set by way of mortgaging. Certainly, try to acquire two sets by dealing in property, but don't pay out valuable house-building money to gain this second set. If you are fortunate enough to have two groups of properties you should develop the cheaper group first as three houses on a cheap site will give a far greater return for your money than one on an expensive site.

Before you pay out any cash for houses you should be aware of your position on the board and whether your next move is likely to bring you to a stretch of properties where you will have to pay rents. Cash should always be available to accommodate this, even if it is only by mortgaging property. Houses should not be bought if there is a high chance of you losing them during your turn by your inability to pay rent. If this happens you will lose 50% of their purchase value.

Regarding gamesmanship, certain little hints can be passed on. If a site you would like to possess is put up for auction you should not show any enthusiasm to possess it. A low, disinterested bid could well result in a very profitable buy. Similarly, if your opponent shows particular interest in a site you might well bid as high as you dare to make him pay as much as possible.

When houses become scarce you may find it advantageous not to convert blocks of three or four into hotels if by so doing you would allow your competitors to use the houses to their benefit.

One novel tactic which I first saw being employed unsuccessfully ((rats)) by our editor is to offer favours of exemption from rent in exchange for property or when rent is due. This is useful when both the players are short of money but in almost all circumstances when a player can't afford to pay a rent except by eliminating houses this course should be forced on him. Going strictly by the rules this "favour" method of rent avoidance is illegal as "when a player lands on an owned property...the owner collects rent from him in accordance with the list printed on the title deed". Whether one employs this variation should be decided at the start but in my game with Iain it was evident that he wouldn't win ((Trevor who ??)) even though he had the dark blue set with three houses on each.

One final note on the utilities, namely the stations, waterworks and electric company. If you have an opportunity to acquire stations early on in the game you should do so; you may be lucky and get the complete set thus gaining a rent of £200 every so often. It isn't advisable to trade stations for property except perhaps when you have acquired three and the additional one will double their rental value. Even then though, it is better to deal in money. It is unknown in my experience to win with the stations and no other sets so although you may have ambitions of owning British Rail or being an engine driver, forget them during the game. As regards the Electric Co. and Waterworks they also are useful money spinners but are definitely inferior to the stations and hence any other set on the board and a player should never swap property or pay anything above £200 to acquire the set. In normal multiple-set end games the utilities lose their comparative value. If you are involved in a game in which few if any houses are built, then by all means strive to get and keep all four stations and possibly the two other utilities.

Monopoly can be very skillful and exciting providing it is played correctly. Certain players sometimes aim merely at survival and not the acquisition of sets by holding on to key cards. But providing you don't encounter this problem then hopefully, after reading this article, you will succeed in winning a little more often.

May all your houses stay erect :

((Thanks Dave; sorry about my spelling in the introductory paragraph. Perhaps I could just point out that I should never have lost that game where I had Mayfair and Park Lane. The instant I put houses on them people started landing on "SuperTax" (ah, the nostalgia) with agonising regularity!

While I don't have the dreaded aversion to the game that some people seem to possess I would be prepared to admit that, as a game, Monopoly is only about average. Having played against Dave Stewart I now realise that there is a base level of skill involved that I had not fully appreciated beforehand. However this can be quickly mastered (especially if you have a close look at the preceding article) and from then on the game offers little challenge and only a shadow of the player interaction of, say, Diplomacy. Monopoly's astonishing success can only be attributed to its appeal as a family game which is reasonably interesting, quite exciting and very easy to understand.

For the true enthusiast I would recommend "The Monopoly Book" by Maxine Brady (Hale, £3.50). This excellent publication traces the history of the game from its humble beginnings in the depression-hit United States of the 30's to the present day, and also outlines the rules and gives hints on strategy. For me though the book is made by the fascinating snippets of information it gives from the game's history. For example, did you know that NASA had considered sending a Monopoly set into space with their astronauts to give them something to do to take their minds off sex !?!

Just think - "This is Major Thom to ground control,  
I've landed on Park Lane....." ))



Turkey (Frank Dashwood)

When I unexpectedly found myself as Sultan at Christmas 1904 I was surprised to find Turkey with a healthy 7 centres, unusual for a standby, lying third to a strong Austria and an even stronger Russia.

It was possible that David and Paul would combine to wipe me out and settle for a two-way draw, though not very likely. Otherwise it seemed apparent that I held the balance of power, and by allying by either could assist him to win by crushing the other. It was a rather invidious choice to make. I had nothing against either player and decided eventually in favour of Yule from simple geography. If I allied with Ward he would reasonably expect me to withdraw from his southern border and it would probably be impossible at any later stage to stab him effectively, so a Russian win would be inevitable. Whereas if I allied with Austria my armies in Russia, fleets in the Med and builds at home would all be well placed to do the dirty - if I chose!

As a standby I wasn't too worried about winning myself, but at least, playing it that way left a choice, not an inexorable progress. About the actual play there is little to report. Russia crumbled rapidly. France, who I had neglected as a certain defaulter resisted stoutly for a few seasons but David showed implicit trust and allowed me to move all my fleets west as fast as possible. France cracked and fell into anarchy, and the game would have been all over. Then David's absurd proposal to finish the game with Austria fourth reduced the whole thing to a farce!

My thanks to Iain and Paul (100%), David (90%), France and England (about 33%) and C.S. Forester to taste.

GM's comments (Iain Forsyth)

There is little left for me to say, I feel. Unfortunately the main talking point of the game is likely to be the way it was brought to a conclusion and I have already expressed my views on this. Had Eric Willis and Gary Parks not joined the mass exodus of players from this game the final outcome may have been different but some sort of draw or win for the Austro/Turkish alliance would still have been the most likely result.

As it was the game was ruined by the folding of Trojan Horse and the lack of interest from them on.

One bright spot among all this gloom and apathy was Frank's most entertaining press, more of which I have in front of me at this moment. As victor he has the final say -

Caterpillar's Last Gasp

With apologies to those readers who don't remember Scotch on the Rocks 12 and half the authors in Benham's Book of Quotations.

The Caterpillar humped; and having humped,  
Creeped on its pretty pace from flower to flower.  
It knew eftsoon, in soft cocoon  
'Twould sleep for mony an hour.  
But while it slept, perchance to dream  
Of Credit and Renown,  
Came one by stealth, to steal and crush  
The victor's laureate crown.  
So when th' image did emerge  
Arrayed in all its glory,  
A dreadful doom descending dire,  
Turned this sad story, gory!  
For rude hands siezed that fluttering wing,  
In killing-jar they thrust it,  
Exclaiming, "Gotcha, little moth",  
As laurel fumes concussed it.

Now is the caterpillar broke,  
The old Yule-Log's gone up in smoke,  
The Dashwood's silver tongue is still,  
The Ward is silent on the hill.  
And everybody praised Forsyth,  
that this great fight umpires.  
"But who won the bloody thing, at last?"  
Mick Bullock then enquired.  
"Why that I cannot tell", quoth he,  
"But twas a famous victory."  
Och, there's some say that we wan,  
An' some say that they wan,  
Some say that nane wan at a' man,  
But if ye cross ma han' wi' siller,  
Ye can stuff your Caterpillar  
An' mount its girt big heid on yer wa' man.

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The Gamers Guide to DIPLOMACY. A review by Tom Tweedy.

This guide was the first I have read since beginning postal Diplomacy as a hobby. I am obviously not qualified to give a seasoned gamers view so I shall label this piece as a 'Beginners Review'.

The guide was published by the Avalon Hill Games Co. in America, and is now available over here for the small sum of £2.25 from 'Fally Ho' Games Shop, 650 High Rd, North Finchley, N12 ONL. It's more a magazine type guide, or perhaps pamphlet is the word to describe it. It seems a shame to me that things like this, that you might want to keep, are not published in hardback.

The guide is well printed and the layout is ideal for beginners to understand. Its main virtue is that it gives notes on games. It plays through a model game in the final chapter, giving hints as play progresses.

There are several maps and illustrations which break up the text, much to my relief, I do hate laboured torturous articles, travelling on and on for several pages. There are half a dozen or so different chapters under various titles (eg. Elements of the Game such as cheating, convoyed attack, and stalemates. Playing the Game, basic styles, playing Italy etc.). There is also a chapter on postal Diplomacy, though I still haven't had an astounding victory due entirely to all this wonderful new-found knowledge!

The main drawback to the book is the use of American abbreviations which could confuse other novices, although I expect a more experienced "player of the world" would have less trouble.

I think this guide could easily become a gamer's "Bible" as there appear to be no other useful books (as far as I know) to compete with it. I'm glad I read the book. I had found lately that by playing the "wiser" of the gamesters I was beginning to write less and less press and take the game far too personally (as they appear to do). I had forgotten how to just enjoy the game. I find that letter writing is the most enjoyable aspect of postal Diplomacy for me - after all, why play postal Dip. if there is no "Post"?

I can thoroughly recommend the book, perhaps some of the more experienced of you will get round to reading it and write a version of this, from your point of view.

((Thanks very much, Tom. I must confess to never having heard of this



book before now. From your description it would seem to be a fairly good buy, not much to add really (who's not concentrating, really). I see from the latest Greatest Hits that Richard Sharp has had his Diplomacy book published. Called "The Game of Diplomacy", it's published by Arthur Baker and costs £7.50. Going from Pete's review the book is very much Richard's own ideas on Diplomacy, but in a book of this sort individualism probably isn't a bad thing. Recommended, but at the price you might want to ask your local library to get you a copy. ))

PANACEA

Another anonymous article by John Miller Foulger masquerading as Woodgate K.

I'd remind those who suggested other possible authors that Calcraft can hardly write English, Hawkins can hardly write at all, and it can't have been Dashwood, not a pun in sight (Thank God).

As you seem to be having some difficulty, I'll give you a clue. Who is often seen wearing a tweedy jacket and a funny hat, had a successful career in Chimaera's "En Garde" until a recent mishap and is now playing in a Dolchstoss supplement game?

Can you work it out from that?

Clever lad, but it won't help because yours truly, the master of disguise has slipped into another alter ego.

They seek him there,

They seek him here, that damned elusive Panacea!

So long folks.

((No trouble recognising this Panacea, surely.))

GAMES

BASTOGNE (1978 BD) Diplomacy Spring 1907

Sultan Madgate the Wood drops out !

- FRANCE Jon Effemey : F.WMS-TYS F.ION 3 Turkish F.Gre F.Nap st  
F.Lon 3 German F.NNH A.Lpl-Edi A.Fie-Tyr A.Ven S A.Fie-Tyr  
A.Apu S A.Ven A.Mar-Fie A.Bur S German A.Mun
- GERMANY Keith Woodgate : NMR2 F's NTH (HEL) A's Mun Boh st u/o
- ITALY Peter Calcraft : F.Rom-Tus
- RUSSIA Peter Hawkins : F.Nwy-NWG F.StInc-Nwy F.Den-HEL A.Swe-Den  
F.Kie S F.Den-HEL A.Sil-Mun A.Ber + A.Tyr S A.Sil-Mun A.Vie-Boh  
A.Mos-Ukr A.Tri S A.Tyr A.Ser-Gre F.BLA-Com A.Bul S F.BLA-Con  
A.Sev-Arm
- TURKEY Gary Silk : (F.Con S F.Ank-BLA) F.Ank-BLA F.Gre st A.Arm-Sev

Retreats : German F.HEL disbanded by GM, NRO Turkish F.Con to Smy

Seal Island Trading Co. : I must say that I'm very disappointed to see Keith dropping out like that. He's the last person I would have thought was unreliable. Anyway, I think the position merits a standby, so would

John Foulger, 21 West Ave, Gosforth, Newcastle upon Tyne please take over.  
 My address lists are at Leeds, but from memory the other players addresses  
 are : Jon Effemey, Mavis Enderby Guest House, Mavis Enderby, Nr Spilsby,  
 Lincolnshire. Everyone note this COA  
 Peter Calcraft, Room 246, Havelock Hall, Castle Leazes, Newcastle  
 upon Tyne, NE2 4NY  
 Peter Hawkins, 21 Shakespeare Rd, Bexleyheath, Kent  
 Gary Silk, 21 Chichester Rd, Cleethorpes, South Humberside.

All these 21's look a bit suspicious so I'll check the addresses when I  
 get back to Leeds and if there are any mistakes I'll enclose a correction.

The supply centre position is as follows:

France owns Par Mar Bre Spa Por Lon Lpl Tun Ven Nap = 10  
 Germany owns Mun Bel Hol Edi = 4  
 Italy owns Rom = 1  
 Russia owns Mos Sev War StP Swe Rum Vie Nwy Bud Tri Ser Bul Ber Kie Den = 15  
 Turkey owns Con Ank Smy Gre = 4

Don't let this mix you up though. Next season is an autumn season.

NGC 218 (1977 GY) Diplomacy Autumn 1909

It's all over !

ENGLAND Anarchy : (F.Den st u/o)

FRANCE Peter Hawkins : F.Nwy-StPnc F.NTH-Den F.Swe S F.NTH-Den  
 A.Hol S A.Kie A.Kie + A.Ruh S A.Bur-Mun A.Bur-Mun A.Fic-Bel  
 A.Mar-Pie F.GOL S A.Mar-Pie F.WMS-TYS F.Tun S F.WMS-TYS  
F.Nap-ION

ITALY Tom Tweedy : NMR A's Tyr Tri (Pie) Alb F's Rom (TYS) ION st u/o

TURKEY Neil Theobald : NMR2 F's Bulec BLA A's Lvn Gal Sev Con st u/o

RUSSIA Alan Lennox : A.StP-Fin ~~W/W/S/S/T/T~~ A.Ukr-Rum F.BAL-Kie  
 A.Ber + (A.Mun) S F.BAL- Kie A.War st u/o

Retreats : English F.Den disbanded by GM Italian A.Pie + F.TYS disbanded  
 Russian A.Mun to Sil

Winter 1909 Adjustments

England	<del>W/W</del>									= 0	OUP!
France	Par Mar Bre Bel Spa Por Lpl Edi Lon									= 18	Builds F.Bre & A.Par and <u>WINS</u> !
	Hol Nwy Kie Tun <u>StP</u> <u>Den</u> <u>Mun</u> <u>Swe</u> <u>Nap</u>										
Italy	Rom <del>W/W</del> Ven Tri Ser Vie Bud Gre									= 7	2 short
Russia	War <del>W/W</del> <del>W/W</del> Ber <del>W/W</del> Mos <u>Rum</u>									= 4	Removes F.BAL, A.War
Turkey	Ank Smy Con Bul Sev <del>W/W</del>									= 5	GM removes A.Lvn

Russia - Turkey : I approve of your new strategy.

Russia - Italy : I am usually correct. Hope I was wrong.

Seal Island Trading Co.: Congratulations, Peter, on a fine win. I think it  
 is in many ways appropriate that this game should have finished in Scotch.  
 In my opinion it was a classic, and it proved very enjoyable to GM.

Unfortunately, I am unable to print up the final details myself. However,  
 I hope that John Miller will take care of this in the next issue of  
Mr Gladgrind. I will be sending John the SC charts and my "GM's comments"  
 and I hope that they will be accompanied by some final statements from the  
 remaining players, and perhaps Bob Johnsey as well.

### The fold

Firstly I'd like to express my thanks to everyone who has contributed to, subscribed to or played in Scotch since it started. It's been good having you along. I am indebted to Bob Brown and John Miller, who will be taking over the three remaining Diplomacy games. The arrangements for the games are as follows:

### NGC 218

All final statements for this game should be sent to John Miller, 9 Carysfort Rd, Stoke Newington, London, N16 9AA by but preferably as soon as possible. John will be printing up the game report, including a few comments by myself, in the next issue of his own Diplomacy magazine, Mr Gladgrind. Would Bob, Tom and Alan please note that I have sent 15p. of your remaining credit to John so that you too will receive the final report on the game. All players remaining at the end should find a cheque for their deposit enclosed, unless their credit level was very low, in which case the £1 will have been added to that. I hope you will all write some sort of end-game statement, even if it's just so that my comments don't look bloody silly on their own!

### BASTOGNE

This game is being taken over by John Miller, 9 Carysfort Rd, Stoke Newington, London, N16 9AA, to be completed in Mr Gladgrind. The deadline for Autumn 1907 orders is . As far as I know, John isn't on the phone.

### NGC 221 and CARADHRAS

Both these games are being taken over by Bob Brown, 53 Broadwood Drive, Fulwood, Preston, PR2 4SS (tel. 0772-863459) to be completed in the Tinamou. The deadline for orders is 2nd post on Friday 16th February.

Right then. As you can see there should be little or no delay caused by the re-housing. It is my sincere hope that everyone continues to send in orders for their game(s). Not to do so, apart from being downright rude, would spoil the game for the remaining players and give me one hell of a guilty conscience!

### Money

All players' credits have been transferred to their new GM, to form the basis of their credit with that 'zine. The amount transferred is shown on your envelope this time. John Foulger - I've split your credit 50/50 between Bob and John.

Non players should find a cheque or stamps enclosed with this issue for any remaining credit. The amount of the cheque should be the same as the sum after your name on the envelope.

Unfortunately I will be unable to subscribe to all the 'zines I trade with at present. Unless I enclose a note or cheque to the contrary, please accept this issue as a cancellation of our trade.

### Deposits

I hold a £1 deposit for every active country in the games being transferred. I will handle these deposits myself, and will return them to players as before. Naturally I will maintain a subscription to Mr Gladgrind and the Tinamou at least until the Scotch games have been completed. Anyone dropping out or resigning from their game will forfeit their deposit, as before.

### In General

I assume that Bob and John will continue the games under their own House Rules. Since these may be slightly different from my own I would advise you to ask for a copy.

(cont. after Caradhras)

CARADHRAS (1978 DK)

Diplomacy

Autumn 1905

Some very good play !!

- ENGLAND Alan Lennox : A.Fin-StP F.BAR + F.Nwy S A.Fin-StP F.NTH-Den  
F.Hol-NTH A.Yor-Lon
- FRANCE Larry Edgar : A.Pie-Tyr A.Bur-Bel F.ENG S A.Bur-Bel A.Fru-War  
F.HEL-Den A.Kie S F.HEL-Den A.Mun-Sil F.WMS-TYS
- GERMANY Peter Calcraft : F.GOB S Russian F.Swe F.BAL S Russian A.Lvn-Fru  
A.Alb-Tri
- ITALY Bob Johnsey : F.AEG S Turkish A.Smy F.ION-ADS A.Boh-Gal  
A.Nap-Apu A.Ven S French A.Pie-Tyr
- RUSSIA Phil Bass : F.Swe S French F.HEL-Den A.Lvn-StP A.War-Gal  
A.Vie-Gal A.Tri S French A.Pie-Ven A.Gre st A.Ser S A.Gre  
F.Con-Bulsc F.BLA-Con A.Ank S F.BLA-Con
- TURKEY Don Brown : A.Smy st

No retreats, incredibly!

Winter 1905 Adjustments

England	Lon Lpl Edi StP Hol <del>Wye</del> <u>Nwy</u>	= 6	Np change
France	Par Mar Bre Spa Por Bel Mun Ber <u>Den</u> <u>Kie</u>	= 10	Builds F.Bre & A.Mar
Germany	<del>Wye</del> <del>Sye</del> <del>Tye</del>	= 0	Removes F.GOB, F.BAL, A.Alb OUP!
Italy	Rom Nap Ven Tun <del>Wye</del>	= 4	Removes A.Apu
Russia	Mos War Sev Rum Bud Ser Vie Bul Ank <u>Con</u> <u>Wye</u> <u>Gre</u> <u>Tri</u> <u>Swe</u>	= 13	Builds A.Mos & A.Sev 1 short
Turkey	Smy = 1		No change.

Paris - London : Nice to be in Belgium in the autumn, but would rather have been in Holland to see the tulips next spring. You could have won the Danish contract to build a bridge to Sweden if you'd tendered for it earlier in the year.

England - France : It was an ongoing balls-up situation.

Napoleon - The Tzar : I am but an ignorant Corsican - where my armies go I but follow - but where's that damned beer festival ?

The fold (cont)

Transferring games, and especially credits, is a fiddly sort of task and it is only too possible that I'll have forgotten something or made a mistake somewhere. If I don't send you a cheque for your credit, or anything like that, then please don't hesitate to get in touch with me at Leeds.

Finally, although I am no longer running the games, I believe I am legally bound to see that they are completed satisfactorily (an obligation I would not wish to back out of in any case). I would ask of Bob and John that I may reserve the right to ensure that the games are completed to the satisfaction of the players (I'm thinking of the unlikely event of either 'zine folding, or perhaps suffering unacceptable delays). Under these, or similar circumstances, and if approached by a player, I will attempt to take whatever action I see fit.

NGC 221 (1978 BX)

Diplomacy

Autumn 1906

Landlocked Germans at a standstill :

AUSTRIA John Foulger : A.Mos S Russian F.Sev A.War st A.Lvn S A.War  
 ENGLAND Graham Hewitt : F.NTH-Nwy F.ENG-Bel A.Par st A.Bur-Mun  
 FRANCE Granville Williamson : A.Mar st F.GOL-Spasc F.TYS-WMS F.ION-Tun  
 GERMANY David Parry : F.Nwy-NTH A.Ber S A.Mun A.Mun S A.Sil-Boh  
A.Sil-Boh A.Ruh-Bur A.Bel S A.Ruh-Bur A.Hol S A.Bel A.Den st  
 ITALY Paul Jones : F.Rom MS F.Nap A.Fie-Tus A.Tyr-Ven (~~A.Vie-Tri~~)  
 RUSSIA Anarchy : (F.Sev st u/o)  
 TURKEY Francis Weaver : A.Gal-Vie A.Bud S A.Gal -Vie F.Alb S A.Ser-Tri  
 A.Ser-Tri A.Arm-Sev F.BLA + A.Rum S A.Arm-Sev F.AEG-Gre

Retreats : Italian A.Vie to Tyr Russian F,Sev disbanded by GM

Winter 1906 Adjustments

Austria	War Mos StP	= 3	No change
England	Lon Lpl Edi Bre Par	= 5	Builds F.Edi
France	Mar Por Spa Tun	= 4	No change
Germany	Mun Kie Ber Swe Den Nwy Bel Hol	= 8	No change
Italy	Rom Nap Ven <del>Tyr</del> <del>Vie</del>	= 3	Removes A.Tyr, A.Tus
Russia	<del>Sev</del>	= 0	No change. OUT!
Turkey	Con Ank Smy Bul Gre Ser Rum Bud <u>Vie</u> <u>Tri</u> <u>Sev</u>	= 11	Builds A.Con, A.Ank & F.Smy

Germany - England : The devil made me do it.

Germany - Austria : Oh ye of little faith.

Turkey - Italy ((well, OK then, Italy)) : One must make sacrifices - sorry you're making them.

King Canute - Yellow Tide : (screams) Back!

Germany - Italy : Don't give me that crap.

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WANTED : London Cabbie Game (by Intellect). Any Condition. Willing to pay up to £10 for a set in good condition, or exchange for Election or Hare and Tortoise. Offers to Dave Stewart, 15 Selly Wick Road, Birmingham, B29 7JJ (tel. 021-472-1512).

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Right then. It's now lunchtime on the Thursday after the deadline and this is the last bit to be typed, ever, I suppose (sob!). It's touch and go whether I'll be able to make it to stabCon since the fuel shortage seems to have hit Manchester pretty badly, and if the buses aren't running then I'll be forced to do lots of things that involve spending more money than I can afford.

Despite the fact that SotR is folding I intend to continue participating in the hobby and I will be maintaining subscriptions to Greatest Hits, Fall of Eagles, the Tinamou, Mr Gladgrind, Fol Si Fie and Ferkin. Naturally, all of these publications are recommended.

I have mixed feelings about this typewriter. It cuts stencils nicely and produces a good letter but reliability seems to be a bit of a problem and it will insist on typing two "i's" instead of one. I think there's a crease in my duplicator skin as well - the problems, the problems!!

Run out of room. It's been fun!

Cheers,

Iain.

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