

SPRING OFFENSIVE No. 33



A postal Diplomacy zine, available every five weeks or so from:
Stephen Agar, 79 Florence Road, East Sussex, BRIGHTON, BN1 6DL.
Tel. 01273-562430, email CIS 100276,775.

Price 3½p per side (max 60p unwaged), £1.10 international.

DEADLINE = SATURDAY 13th MAY 1995

The Spring Offensive Editorial Board

Stephen Agar (Editor): 79 Florence Road, Brighton, East Sussex, BN1 6DL. Tel. 01273-562430.

Paul Barker (GM Fin de Siecle and Latina America) 30 Kelston Road, Worle, Weston - super - Mare, BS22 0FD. 01934 512500

Haz Bond (GM Deluge and Diplomacy: The Gathering in his sub-zine Swanee Whistle.) Longfield, Watling Street, Gailey, Stafford, ST19 5PR

John Boocock (Tournament Director for the Intimate Diplomacy Tournament): 25 Melrose Drive, Old Fretton, Peterborough, PE2 9DN. Tel. 01733-340755

Steve Cox (GM Mercator XVII): 71 Hazlehurst Crescent, Horsham, West Sussex, RH12 1XB. Tel. 0403-259397.

Shaun Derrick (Editor of sub-zine, Globetrotter.) 313 Woodway Lane, Walsgrave, Coventry, CV2 2AP

Graham Staplehurst (GM War of the Ring): See COA on Back Page.

Steve Watts (no relation) (Railway Rivals GM): Lesh Lane Post Office, 124 Lesh Lane, Barrow-in-Furness, Cumbria, LA13 9EQ. Tel. 01229-432797.

Waiting in the Wings (GMs to be)

Neil Kendrick: (GM Downfall)

Edmund Morgan (GM Storm from the East II)

Short Editorial

It goes without saying that I will now be deluged by letters saying bring back the traditional front cover, but I was getting so bored with the same old tired formula. Zines have to evolve you know.

Well, this issue is indeed being produced on my new computer - Evesham Micros did get around to replacing the first machine, and this one certainly seems to have no problems. In fact, software seems to run so quickly, sometimes I feel quite dizzy. A couple of hours playing something like *Doom* or *Heretic* and I really do feel car sick. Still, I should be spending my time doing more constructive things like Spring Offensive, housework or even sleeping, rather than wasting my time on such fripperies; so I get what I deserve.

The National Diplomacy Championship Qualifiers roll on - though I must admit that I am not particularly happy with my performance in organising them so far. The real problem is that unlike John Dodds in previous years, I just can't find the time with a small baby to dash around the country attending them (while Neil Duncan, who is also helping, has two kids and no car at the moment) - what I really need is someone who tends to go to these events and is willing to do some organising. Future events will be in Burton-on-Trent (6th May), Manchester (likely), London (hopefully), Essex (perhaps) and Brighton (27th May). Anyone able to assist?

I am getting very behind on printing Endgames, so we may have to have a few next time (Trebis and Raphia spring to mind). Endgame statements which are typed (or better still on a PC disk) would be appreciated. By the way, Toby - you won Raphia but I have no endgame statement on record. Any chance?

Note this is a 4-week deadline. I have to fit in with Kate's operation (first week in May) and a week in Brussels on business (fourth week in May).

Intimate Diplomacy Tournament

John Boocock writes...

Due to work pressure over the past two weeks and the fact that I didn't get all your addresses etc. from Stephen until two weeks ago, I have only been in touch with about half of you. This will be remedied by the end of April.

I envisage running this Tournament in groups of three, and either by phone, or if you prefer (as there is no diploming) by return of post. So, A will accept and pass on orders from B and C for their game, B will do so for A and C and C will do so for A and B.

I also plan to run all games as a pair to eliminate any unfortunate choices (e.g. I choose A/H and you choose Russia - you are in the cart before we start!). So if two players choose as above, in the first game of the pair I will play A-H to your Russia and in the second, simultaneous game of the pair I will play Russia to your A-H. The first person to achieve Any one of the victory criteria in EITHER game of the pair, wins that match.

Victory criteria will be (a) taking control of one or more of your opponenets home centres with one of your own units or (b) 18+ of your units on the board or (c) in the event of a 17/17 split, the one with the most currency left wins. So draws will be fairly unlikely, I hope!

As games should finish quite quickly, I see no reason why we should not run as a league instead of a knock-out, although I am quite open about this and will accept your views. I will only adjudicate in disputes if the group of three cannot decide for themselves and I can be contacted on 01733-340755 most evenings.

Once a group of three has finished its games (and in most cases there will be no need to play to a finish as one side usually gains the upper hand quite quickly) we will (if in a league) move to another group of three.

Have fun and sharpen up your tactics!

SA A couple of comments from me. If we're playing in a league then we may need to break the lists down to two or three leagues if everyone is going to play everyone else. Furthermore, we need the ID equivalent of "goal difference" to separate players with the same record of wins. If we run (say) three leagues, the league winners could then play against each other for the Tournament. Oh, and please add Peter Berlin and me to the list of players!

War of the Ring

There is no report from Graham Staplehurst as he is in the middle of moving to Australia! See COA on the back page for his new address. Graham hopes to keep the game running, perhaps to longer deadlines once he is back on his feet.

Forthcoming Cons

BAYCON 95



20-23 April 1995 at the Exeter Court Hotel, Kennford, Nr. Exeter, Devon. £22 per person per night for a shared room and £35 per person per night for a single room (includes full English breakfast).

There is a convention fee of £10 per person (payable in advance), under 16s £5 and under 5s free. For details write to Glen Bird, 115 Greenpark Road, Plymstock, Plymouth, PL9 9LL. Cheques should be made payable to BAYCON.

BEER & PRETZELS VI

6-7th May 1995 at Town Hall, Burton on Trent. Tickets £3 per day, £5 for both (in advance) from Phil Booterstone, Spirit Games, 98 Station Street, Burton on Trent, Staffs., DE14 1BT (tel. 01283-511293). On the door it's £3.50 per day, £6 for both. There will be a qualifier for the National Diplomacy Championship at this event at 11.00 on the Saturday (call me if you're interested).

FURRYCON

26 - 29 May 1995 (late May Bank Holiday) at the Old Ship Hotel, Brighton. registration £12, rooms £29.75 (per person per night sharing), £41.50 for a single. Contact SFCP, 42 Wynnndale Road, London E18 1DX. There will be a qualifier for the National Diplomacy Championship at this event at 11.15 on the Saturday (call me if you're interested).

MANORCON XIII

21 - 24 July 1995 at Lake Hall, Birmingham University. £12 convention fee, £20 per single room per night, details from Peter Sullivan, 55 Brunton Street, Darlington, Co. Durham, DL1 4EN.

MidCon 95

10 - 12 November 1995 at the Royal Angus Thistle Hotel, Birmingham. Details to be announced. Contact Brian Williams, 30 Rydding Lane, Millfields Estate, West Bromwich, West Midlands, B71 2HA.

Diplomacy World

DW is now edited by Doug Kent and I am going to be a UK distributor. The price is £7 for 4 issues which is a real bargain. The first issue under the new editor should be out in about six weeks, so if you want to subscribe, send my some dosh.

Fareham NDC Qualifier

The official results were as follows:

1st Richard Williams (E - 13 centres); 2nd Paul Clayson (T - 8 centres); 3rd Mick Dunnett (F - 7 centres); 4th Neil Duncan (A - 6 centres); 5th Nick Wells (I - out A08); 6th Steve Cox (G - out A07); 7th Dave Allen (R - out A06).

The following have qualified for the National Diplomacy Championship Final at MidCon by virtue of playing in a Qualifier:

Richard Williams - 87.0 Points; John Dodds - 36.0 Points; Don Smith - 84.0 Points; Chris Palm - 84.0 Points; Jeremy Tullett - 84.0 Points; Mick Dunnett 83.0 Points; Luke Ellis - 75.5 Points; Mark Sheiham - 75.5 Points; Steve Demant - 63.0 Points; Chris Courtier - 63.0 Points; Paul Clayson - 62.0 Points; Ben Gilbert 53.5 Points; Steve Jones 53.5 Points; Adam Dunning - 52.5 Points; Chetan Radia - 52.5 Points; Paul Clayson - 52.0 Points; Adam Dunning - 52.0 Points; Mark Stretch - 45.0 Points; Mick Dunnett - 44.0 Points; Chris Littlejohn - 43.0 Points; Steve Cox - 47.0 Points; Neil Duncan - 32.0 Points; Robert Kelly - 32.0 Points; Dave Norman 30 Points;

Richard Williams leads field for the Top Prize so far. Other players will of course be invited on the basis of their performance at MasterCon or ManorCon, or on their past achievements in the NDC.

The Ides of March

A big plug seems appropriate for issue 1 of The Ides of March from Chris Palm. A most impressive first issue indeed, because not only has Chris got a game going already and put together a jam-packed 20 page issue, he's also tried to think up new ideas to generate some momentum behind TIM. One such idea is a UK Postal Dip Championship, based on heats with the winners of the heats going on to a final. The results of the heats would be determined after Autumn 1908 (though the games may continue to their natural conclusion) with the largest powers going through (wonder how he'll cope with ties). Assuming strict 4 week deadlines, if things got underway in June then we should have a winner in 1998! Chris is charging a "£4-£5" entry fee based on the erroneous comparison with FtF events where a charge is needed to cover the costs of hiring the room and the World Team Championship where the \$20 covers all the international postage. I hope a sizeable gamefee and the long timescales do not put people off. He is also running a Team Competition within this tournament (presumably seven a team) with a £20 gamefee.

Four and half pages of letters is pretty good going for a first issue. There's also an ancient history quiz (which I must get round to answering), a short note on the battle of Cannae, an article on A/T Alliances by Brenda Palm, and the beginning of a serialisation of Richard Sharp's The Game of

¹ Chris Palm, 45 Cecil Avenue, Ardleigh Green, Hornchurch, Essex, RM11 2NA

Diplomacy. For the future Chris offers a Debating Club (which has been tried before and never really worked) and the usual zine reviews, hobby news etc. There are no zine reviews in issue 1 as Chris says that there's no point in reviewing zines that most of his readers already see - in this I think he is wrong - it's fun reading reviews of zines (or anything) that you are familiar with as it allows you to compare your views with that of the reviewer. I only ever read TV review columns in newspapers if I saw the programme they're reviewing. After all, how many people read reviews with the aim of finding a new zine to subscribe to? Very few bet.

TIM will cost an expensive £1 plus postage = £1.38 per issue, but Chris has a Fast Turn-around Guarantee whereby if TIM isn't posted within 5 days of the deadline you get the next issue free. He may live to regret that...

Zine Roundup

One thing that strikes you if you ever read old zines, is that no editor has ever come up with a remotely witty title for a "Zines Roundup" column - oh, how we tire of "Hobby News", "Zines Seen", etc. etc. etc. an Harris was above average with "Nobby Hughes" and Pete Doubleday tried his best with "Needles and Plugs" - but I've never come up with anything very interesting at all. Therefore, let's throw it open - a free issue for the best suggestion as to what to call this column.

Amidst much rejoicing at their Zine Poll success (and who can blame them!) I particularly enjoyed the review of Spring Offensive in Take That You Fiend!² No 138. Despite enjoying John Harrington's wit, I think he got it wrong when he said Spoff's success was down to the fact that I have an "obsessive personality" and I'm "opinionated." Hmm. I will concede to being opinionated (in print), though I doubt whether this has done Spring Offensive much good in the popularity stakes. However, I must deny that I have an obsessive personality - after all this is only issue 33, one would have to be very obsessive to reach issue 138.

Contrary to appearances, postal Diplomacy does not fill my every waking hour and never has done - until recently I was very active in local politics and now there's the baby. However, this hobby does offer me three things which I obviously need and/or enjoy (1) an activity where I can exercise complete control (absent from the rest of my life), (2) the opportunity to write and be read by others and (3) an excuse to play with computers. The real reason for Spring Offensive's success is that it is reliable (like TTYF!: but that is a function of my guilt (as in my fear that I will let others down) rather than anything else. As I approach middle age I don't think I'm obsessed with anything anymore - not even sex! Anyway, a great issue of TTYF! even if Harrington has refused my challenge to run postal Diplomacy - tell you what John, if you run a game of Diplomacy, I'll run a game of Breaking Away...

² Kevin Warne, 8 Charles Street, Grays, Essex, RM17 6DX.

I don't know if any of you drive a Volvo, but if you do I can recommend Pete Birks's article "Why Volvo Drivers Are A Menace" which appeared in issue 191 of Greatest Hits³, the zine for discriminating fanzine readers. Pete's basic thesis is that Volvo drivers feel safe and therefore can adopt a 'don't care' attitude, but I reckon all drivers think that accidents don't happen to them anyway - all cars create a false illusion of safety (with the possible exception of a mini, because you have to look up to everyone else - even cyclists).

Kinzett continues to produce Outbreak of Heresy⁴ like a London bus (nothing for months then two issues in as many weeks). Nick has finally succumbed and started to carry games, namely Shaun Derick's Empires of the Middle Ages (which originally started in Zeeby in 1982) and a Railway Rivals game GM'd by Bob Gingell. Lists are now open for more RR games.

Issue 33 of U-Bend⁵ was pretty jam-packed. Haz took the opportunity offered by the Zine Poll to review all the zines he sees, in rather frank terms. Haz was particularly annoyed that the fact that he voted for LIES meant that it qualified for inclusion in the Zine Poll as he finds it "sterile and dull in the extreme". He notes that the only thing its got going for it is that it is the first zine started after U-Bend to catch it up in numbering - actually, Haz, it hasn't even got that going for it, I've caught you up already! And yes, Haz, I'd love your Wombles badges. One thing that Haz mentions is the difficult position I was put in at the Oxford Tournament. To cut a long story short, I was supporting Haz in attacking Venice (he was Italy), which was held by Austria, but Haz misordered. However, Jim Mills who was reading the results out didn't notice the misorder and allowed Haz into Venice (and no one else objected). Only Haz and I realised (and Haz wasn't going to object). So what do you do when your fellow players misadjudicate in your favour? I asked the Tournament Director (Nick Parish) and he said I was under a moral obligation, but not a legal one, to point it out. Not recognising moral obligations in Diplomacy I kept my mouth shut. Would you have done the same?

Although I am fast running out of space and time, I must mention how good A Little Original Sin⁶ is since it re-emerged last autumn. Interesting lettercol on the Eric Cantona affair (if only Magistrates would imprison ordinary jobs who attack people in the street - they don't, which is why Cantona was let off on appeal).

In brief: Nothing to Declare No.19 has turned up; On The Game No.8 continues to grow and impress; Springboard No.84 and TCP No.27 arrive but are a little on the thin side; Box Frenzy No.26 is its largest issue yet; SNOT No.9 was a "good read"; and that still leaves 23 other zines I haven't time to mention.

³ Pete Birks, 181 Friern Road, East Dulwich, London, SE22 0BD

⁴ Nick Kinzett, 11 Daleway Road, green Lane, Coventry, CV3 6JF

⁵ Haz Bond, Longfield, Watling Street, Gailey, Stafford, ST19 5PR

⁶ Vick Hall, 115a Offord Road, Islington, London, N1 1PQ

The Scatter Technique

by Nicky Palmer

(Reprinted from Hannibal No. 18 - December 1974)

In an article a few Hannibals back, I argued that Diplomacy zines were too much weighted in favour of opening articles, and that no attempt had been made to analyse the middle game. Since then, opening articles have vanished from most zines, presumably because most people agreed that little more could be said on the subject, but nothing much else has turned up. Accordingly I offer this as a middle-game article.

A standard theory has evolved by the mouth-to-ear method (I never know why people talk about news being passed from mouth-to-mouth - how can it?) passed on by experienced players to newcomers and thus perpetuated. This states that the thing to do is to bunch all your units on one front, leaving a minimum to enforce your non-aggression pacts on other fronts; you should then try and wipe out your neighbour on the attacking front before turning to do the same to the next country - possibly you should stab the next victim slightly before eliminating your first victim. *"Always strike to kill, never to wound"* is the motto. There is a lot in this theory and it should always be followed by beginners and people without a lot of time for negotiation.

There are, however, certain drawbacks. While you are murdering X (always assuming that you are winning that battle), Y on the other border will be tossing up between stabbing you and obtaining even greater advantage by stabbing someone else. If he attacks someone else, he will probably do as well as you do against X; certainly, when you emerge from the X battle, there will (assuming competent opposition) be another player who is, in size, more or less a match for you. You may then be able to jockey your way to victory, or you may be willing or compelled to accept a draw. This will depend not just on your diplomatic ability, but to quite a large extent upon luck; thus if you are Germany and have stabbed France, you don't really have much influence upon what happens in the Balkans, or what the alliance structure there is.

The alternative approach is what one might call the *"scatter technique"*; I have been trying it out in a few games with quite promising results, and it is worth considering from time to time, if only for a change. In this approach you give up the attempt to achieve massive superiority in one area, in exchange for a flexible strategy aimed at gaining smaller amounts of ground in various areas, and above all steering the whole game in the direction that you want it.

The most publicised example is the rather embarrassing (for me) NGC Committee game, run in Dolchstoß, where I have Germany to Sharp's Russia, Scott's England, Bullock's Austria and Pimley's France. In this, I moved A(Mun)-Sil to parry a fancied (but non-existent) Russian stab. Having got that far, I then moved to Galicia. Galicia is perhaps the most important province on the board, as it borders four supply centres and is crucial to the Austro-Russian conflict in any game. In the North, England was pressing me hard, and I badly needed Russia as a counterweight. My idea was that the A(Gal) would be sufficient to win Sharp round; if I helped him in the south his Austrian front was secure, but if I helped Austria then he was in trouble. In the event, the result was not very satisfactory as England chose to launch a death-or-glory attack against me with all his units, and Russia's stance continued to be equivocal at best; last turn, however, Russia threw his weight on my side in return for my taking Rum (with his support) from Austria. In the meantime, though, I've lost Hol and Kie and the unit could probably have been better used at home.

But if the method was a marginal failure in this game, it has been a success in the NGC International game, against pretty stiff opposition with the otherwise unsatisfactory country, Italy. Italy is ideally suited to this method because of its central position. By committing a couple of units to the west, a couple to the east, and the remainder, mostly fleets, as a mobile reserve, Italy has gained a sort of casting vote in every conflict area on the board. Thus an Italian army in Bur, having passed through Mar in a spring turn, and is in between four French and four German units. Another army is in Rum, between two Austrian, two Turkish and two Russian units. The action of these units, and others, is

decisive for the outcome of each turn, but by themselves they do not threaten anyone. Italy is therefore in an ideal negotiating position, courted by every other country and offered supply centres on every front in return for help.

Progress is not spectacular, but gradually Italy has become one of the big three countries (with Germany and Russia), while maintaining the capacity to prevent the fast growth of the other big powers, by generally siding with the small ones, unless very substantial inducements are offered. This is what I mean by *"steering"* the game; the scattered units are able to decide the outcome of each battle, and to encourage attacks in the *"right"* places (the most vulnerable parts of the main rivals). I don't know if I'll win that game, but I think the results so far, by 1905, have justified my strategy; my units are now beginning to group again as I gradually acquire the numbers to cover each front with several units, and I am reasonably optimistic about the position. (But God help me if the other players read Hannibal!)

These two examples give an idea of the possibilities and the dangers of the approach. It should NEVER be used unless one is willing to negotiate intensely with every other player if necessary; nor should one make medium sized stabs (e.g. taking two centres) under any circumstances - either stab to kill, or make it known that your units are acting more or less as mercenaries, as above. If the other players are not the kind to forgive you having aided the enemy last turn, then forget the whole idea. Most players, however, will try and persuade a single unit (or two) on their borders to side with them, even if it was hostile last turn, rather than bear a grudge against self-interest.

It may be that a combination of the two methods is best. Anyway, give it a try and write to Hannibal with your experiences...

Son of Scatter Theory

by Nicky Palmer

(Reprinted from Dolchstoß No.50 - February 1977)

There used to be a pleasant if erratic zine called Hannibal which had the most generous remuneration for contributors in the hobby - no less than 7 free issues! I was allied to one of its numerous editors, Andrew herd, in a Dolchstoß game, and at some stage he wrote to me *"Dear Nicky, You've stabbed me, you rat. May I have a contribution to Hannibal?"*, or words to that effect. This started a process in which I contributed every seven issues.

The second time this happened I couldn't think of a damned thing to write about, yet I had to find something... or pay for an issue. Inspiration came with a Christmas present: Nimzowitsch's *My System*. I've never read it, but the blurb is jolly good: *"Nimzowitsch's system was ridiculed by the chess world when it first appeared, but is now acknowledged to be the basis for the hypermodern theory of play which is part of every leading player's armoury; the concept was a stroke of genius which revolutionized chess..."*

Ha! When Diplomacy became better known than chess they'd say that about me. It only remained to find some playable theory that flew in the face of accepted wisdom. Thus was born the *"Scatter Theory"*.

The accepted wisdom I tried to dynamite was that attacks should be made in strength: *"Strike to kill, not to wound."* Thus Germany, on this "big Bang" approach still used by most players, should, say, conclude solid treaties with Russia and England, and hurl everything against France. After France would come, say, Russia. And so on. The odd defensive unit is allowed, but never fight in more than one place at once.

Under Scatter Theory you do the exact opposite. Germany (again) sends one unit into, say, the Low Countries, one to Scandinavia, perhaps one to Galicia. You then tell your neighbours, *"I have a unit in your area. One unit can't hurt you, but it can tip the scales in a close battle. Would you like it to help you, and if so, what do you bid?"*

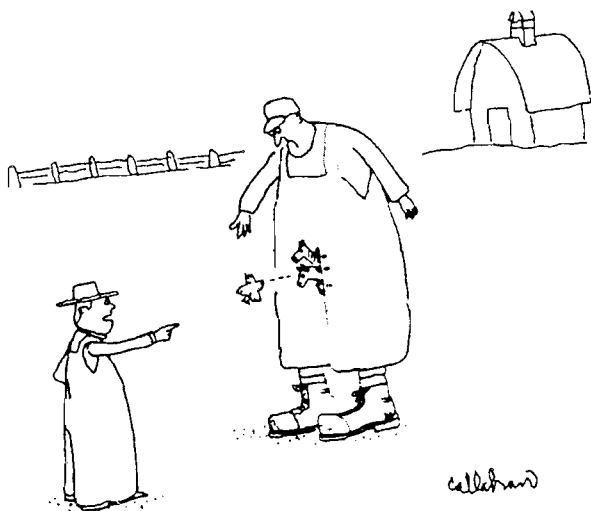
Everyone laughs like mad, but accepts the help of the useful single unit rather than the dangerously powerful assistance of someone else's entire forces. Gradually you begin to grow larger than the rest, but nobody minds - you are the weakest force in each area. You have Third World popularity and Superpower prosperity. **And** you can steer the game your way in every part of the board. Is Turkey too strong? Offer your Balkan unit to Austria. Worried by English success in Iberia? Offer your A(Gas) to France. At the right moment, you then make a dash for victory.

"They laughed as I sat down to play..." that bit succeeded magnificently. Even Andrew Herd added an editorial note that surely I only intended to use the idea in special situations ("Certainly not - it always works," I replied in true Nimzowitsch style, adding an indignant "hrrumph" for good measure). "But gradually a look of astonishment came over their faces..." and for a while it looked as though it might. I tried it out in two games - BDC 77C and BDC 411. In the first it arguably kept me alive despite massive attacks (dead now, though); in 411 it went magnificently for a while, with Italian armies all over the place orchestrating a Europe-wide campaign against Richard Sharp's dangerously strong Germany. Pete Birks reported that Duncan Morris had won a game with the theory, and he thought it would be increasingly important in the future. (He didn't take the £25 I offered him - just asked me to the next poker game.)

However, it grieves me to reveal that the theory doesn't work. It's not that your powerful neighbours clobber the weak force on their borders - the impulse to attack the strong is the controlling instinct all right. But, being all over the board, you are in every argument, and make twice as many enemies as everyone else. After a while there is a general feeling that they are fed up with your mercenary troops floating about the place, and once you get a lead and there is a concerted drive to stop you, you can do nothing, because your assets are scattered thinly in indefensible areas.

Of course, you can diminish the risk by reliability: if your Balkan unit has been backing Austria throughout, why should he attack you? But this means abandoning the use of the scatterlings to check burgeoning rivals: if Austria outpaces you, you want to change sides to one of his opponents.

But I'm not giving up my claim to eternal glory so easily - the thing *nearly* works! My present belief is that one should incorporate two restrictions: (1) try to co-ordinate your gains to get three builds in one year, then try to get an unbreakable grip in one area; (2) resist the temptation to keep switching to preserve the balance in each sector; instead choose someone marginally weaker than his opponents, and stick with him - the marginal progress you help him make shouldn't build him up into a threat if all your other fronts are working... and if they aren't, perhaps he'll offer you second!



"Daddy, your barn door's open!"

The Ambassador Unit

by Stephen Agar

Having just typed out Nicky Palmer's two articles from the 70's, I thought I'd add a few thoughts about the merits of having a single spare unit under your control to send as an ambassador to your friends, while playing the rest of the game in a conventional manner. As Nicky indicates in his second article, if you follow Scatter Theory to its logical conclusion you can end up with a position which is essentially indefensible. However, while maintaining the concentration needed to win a regional battle, a Power can often afford to detach a single unit and send it wandering, with very useful consequences. I should make it clear that I am not referring to the common trick of trying to get a unit behind your enemy's front line (usually by retreating) so it can move around the rear taking the odd centre and making a nuisance of itself, nor am I talking about the sentry units often left behind to police a sensitive border with an ally.

No, I am talking about the deliberate decision to send a unit in a direction in which you have no immediate plans to carry out any action in strength. Admittedly this tactic is mainly open to the central powers (and possibly France) as England and Turkey are probably best advised to concentrate their forces - as the odd rogue unit can only really be used to irritate your ally. Initially such activity is likely to involve armies rather than fleets and to occur around Pie, Tyr, Boh, Sil and Gal - the empty spaces which divide the board in two. The aim could be one of three:

(1) to intervene decisively at an early stage in favour of a long-term (but non-adjacent) ally in order to either sustain that ally against a concerted attack (thus in Pydna James Hardy (playing France) detached an army to Austria which reached Vienna by 1903, the idea being to help stop a perceived juggernaut - in the end, the tactic paid James dividends, though possibly more as a result of others dropping out); or

(2) to enable that ally to achieve a regional advantage which is in your long-term strategic interests (how many French players really want a dominant Italy in the Mediterranean?); or

(3) to harass a neighbour when neither of you are really in a position to attack the other - thus enabling attacks on that neighbour by others to be more likely to succeed (often useful if you want to make life hard for a Power who is spread out, such as Russia).

It occurs to me that this tactic of sending ambassador units across the central divide would pay particular dividends for a Triple Alliance (Germany, Italy and Austria) as Germany could spare an army in 1902 to intervene against Russia, in return for which Italy could send a unit towards Spain causing France no end of trouble etc.. Alternatively, it may be the only way to stop a Juggernaut dead in the water.

If you are playing one of the vulnerable central powers, there is a lot to be said in doing what you can to manipulate the balance of power in the other half of the board (much has been written about Germany's interest in sustaining Austria). This is one way to do it. Just a thought.

Mission from God

Kim Head (23 Higher Efford Road, Efford, Plymouth, PL3 6LB) has written to all zine editors asking them to pass on the message that she is soliciting reviews from the zine-buying public for the next issue of **MfG** (deadline 16th June).

For those that don't know, **MfG** is a listings zine of all UK PBM Dip-type zines, so short reviews are particularly helpful in describing to readers (who are often new to the hobby) what a zine is like. Put pen to paper or fingers to keyboard and send your thoughts to Kim. Her policy is to print ALL reviews received, a policy which I endorse provided they are not anonymous.

THE HISTORY OF THE DIPLOMACY ZINE POLL

(Part 3 - 1986-1988)

John Piggott was a controversial Pollster. The letters pages of **Mad Policy** carried several denouncements of Richard Walkerdine's choice for the succession. Take this example from Len George: "In championing Diplomacy only, Mr Piggott is being divisive in a hobby which I, at least, love. Do you really approve of this throw-back to a past era of a lesser hobby?... I think the narrow-minded throw-back is better ignored and must ask myself why you have favoured him. Perhaps your interest in hobby politics is the answer. What better way could there be to ensure the popularity and glory of Walkerdine as Zine Poll organiser than to arrange for him to be compared with an eminently unsuitable successor?" Or how about this gem from Chris Wright: "If John re-names his poll the 'Diplomacy Zine Poll' [which he did] then that would be a fairly accurate description of what it was about, though perhaps the 'Bigot Poll' would be better."

After a long and pointless debate about the finer points of including European zines, Irish zines, European zines edited by British nationals, previous Zine Poll winner who don't run (a) Diplomacy or (b) any games at all, Piggott finally announced the 1986 Zine Poll criteria in July - basically you had to see 2 or more zines and to be eligible a zine had to be based in the British Isles and have published two adjudication of Diplomacy or a Diplomacy variant in the previous year. **Bohemian Rhapsody**, **Diversions**, **Hopscotch**, **Rostherne Game Review** and **Take That You Fiend!** were also specifically included at Piggott's discretion despite not satisfying the above criteria. In essence, what Piggott had done was to also include zines with a substantial cross-over to the main postal Diplomacy hobby - a practice which continues to this day.

The results of the 1986 Zine Poll were carried in **Ethil the Frog** No.96 which was published in November 1986. 194 people voted (with very few Europeans indeed) and the result was a narrow win for **Home of the Brave** over **Dolchstoß**. John Piggott took the opportunity the results booklet gave him to respond to the furore caused by his narrowing of the focus of the Poll in the following terms:

"Few people quarrelled with my decision to restrict our own Poll to British zines. By and large they accepted my argument that language and distance barriers mean that a composite poll is unsatisfactory, and Jaap [Jacob's] new European Poll is a logical development... By contrast, judging by the howls of anguish which greeted my decision to remove non-Diplomacy zines from the Poll, you'd have thought I was assassinating Bob Geldof. However, the evidence was clear: comparatively few of the 'postal games' folk bothered to vote at all last year even when their favourite zines were eligible, and while the obvious response would be for these people to establish their own poll I wasn't at all surprised when it didn't happen. I guess they dislike each other as much as they dislike us. There were several proposals for rival, 'all-zines' polls, but the people who floated them were generally the sort who can't be trusted to fulfil the commitments they already have, let alone make a success of new ones, and in the end it all turned out to be a load of hot air."

In that last respect, Piggott was hopelessly wrong. Less than 10 years later and the Zine of the Year Poll is now clearly ahead of the Zine Poll when it comes to the number of voters it attracts - however, the main focus of the ZotY Poll is clearly football games, and Diplomacy zines don't really get a look in. That's why in the Diplomacy hobby the impact of the ZotY Poll has been very limited.

1987 saw the high water mark of the Zine Poll with 339 votes, though the results were to a small degree discredited by what was revealed later. The winner was **War & Peace** with **Zeeby** second and **Cut & Thrust** third. Piggott's well known antagonism towards non-Diplomacy zines encroaching on the established Diplomacy hobby institutions brought even more antagonism in 1987. Piggott's case was simple:

"Historically, the Zine Poll has always been limited to the postal Diplomacy hobby, apart from a few aberrant years in the early 1980's when Richard Walkerdine took a more eclectic view of things. Although he has never said so publicly, I believe that even Walkerdine felt that a change was needed after 1985; the Poll had become hopelessly un-

wieldy and most of the results that year were frankly farcical... I have consistently asserted since then that 'Postal Diplomacy' is a separate hobby, distinct from the wider 'Postal Games' which many others favour. Personally I have never seen the slightest connection between (for example) Soccerboss-type zines and Dungeons and Dragons-type zines, and I prefer to view the world of 'Postal games' as a conglomeration of separate hobbies, each with its own traditions and conventions. We overlap, of course."

"Criticisms of my stance usually take two forms. First, that I have 'banned' certain zines. If this means anything at all, it must mean that I am preventing the zines in question from being published, and that is nonsense. As for excluding a zine from my Poll (which is what these illiterate characters really mean), the rules are clear, if an editor wants his zine included in the postal Diplomacy poll, he has to run postal Diplomacy. Simple as that. Secondly, I am often accused of having 'disenfranchised' various people. If by this they mean that I won't allow people who don't see Diplomacy zines to vote in the Postal Diplomacy Poll, then I cheerfully plead guilty!"

For what it's worth, in essence I agree with Piggott. The world is big enough for more than one Poll. However, whenever people who should know better start criticising zines like **Spring Offensive** as being too insular and not welcoming enough to the football zines, perhaps they should remember the antics of the likes of Mark Boyle back in 1987. Many of the sports zines had decided to run a single game of Diplomacy just to qualify for the Diplomacy Zine Poll and John had even received many ballots which had identical votes "**Scorpio** 10; **Vienna** 2; **Dolchstoß** 1, **Mad Policy** 1" but he had included them anyway. Very odd, but all was to be revealed when Mark Boyle wrote to Piggott after the 1987 Zine Poll results were announced:

"As I warned you, the backlash for your ban on non-Diplomacy zines has now happened. It couldn't happen on [your] first poll, but in this one the banned sports zines were now eligible, and they took it out on those who sought to ban them. In **Scorpio 15 / Eggbert's Zine** I issued my clarion call to the sports zines: 'Vote high for our clique and give low marks to the zines trying to exclude us from the other parts of the postal gaming hobby'. A number of zines photocopied what I said and distributed it to their readers. Editors whose zines were banned were very rabid; they even specified targets: **Dolchstoß**, **Mad Policy** and **Vienna**. Why?"

First, **Dolchstoß** has your subzine in it, and besides Richard Sharp is blamed for being the original agent provocateur behind the whole nasty proceedings. **Mad Policy** was obvious. Richard Walkerdine handed over the Poll to you - after you'd said you'd do this and that. Despite the chorus of 'No, no, not Piggott' and the umpteen other contenders, Richard gave the job to you. Think about it from the position of the people who knew their zines would be banned, or from the people like me who knew it would render them unable to vote. So, this year R.J.W suffered the backlash. 13% gave him less than 5 points; nine voters gave him between 1.0 and 1.9. **Vienna** was the most striking; 20% gave it under 5, and 12 voters gave it between 1.0 and 1.9. Although **Vienna** wasn't antagonistic towards the soccer zines and sports zines, it did nothing to help them either, and it was heavily associated with the Old Hard Core. Hence it produced a group of folks determined to ensure that it did badly. But just look at the zines banned last year... most dramatic of all was **Scorpio**. First try, and it entered at number 7, with only 9% of the electorate voting for it. It just happened to be the zine in which the clarion call for 'revenge' was made."

"So what does all this prove? It proves that the sports zine hobby won't stand for this nonsense. This is just the first year. What about the next, when even more sports zines will be eligible, and the next? The whole Poll could just turn into an excuse for inter-clique squabbling. I've proved that such a thing can happen, agreed? What happens when the extremists in the not-so-nice soccer clique get hold of this? Len George, Ian Lee and the rest of their cronies could really damage it in the future - as if a spanner hasn't been put in the works already!"

Coming from someone who is not above fixing the Zine of the Year Poll which he now runs (if Mark's comments to a certain editor of a sports zine are true), this is all pretty rich. It almost makes you all want to vote for **Spring Offensive** in next years' ZotY Poll, giving it 10 out of 10, doesn't it? Oh, well - perhaps not. Although he didn't know the Poll had been rigged at the time, Richard Sharp put it rather well I thought...

*"It was inevitable that **Dolchstoß** would suffer from the traumas of '87, and the slide to 10th place in the Zine Poll, equalling the worst position ever, was no great surprise. Once again, though, I can't help noting that the number of current **Dolchstoß** readers who voted was exactly equal to the number that rated **Dolchstoß** average or better: it would be nice to think that the other 20+ votes came from people who were confusing **Dolchstoß** with something else, or just don't like zines beginning with 'D'..."*

The 1988 Diplomacy Zine Poll saw numbers down to 235 and a win for **Realpolitik** from **Zeeby** (always the bridesmaid...). Piggott attributed the fall in votes to the fact that the vote rigging scandal the previous year had discouraged people from voting, especially since John no longer allowed editors to forward ballot papers (to minimise organised block voting).

On the launch of the Zine of the Year Poll in 1988, Piggott was dismissive as usual. In reviewing 1998 Piggott notes *"Finally, there was a distinctly unwelcome development when one Kevin Lloyd launched his astounding scheme to discover the "Zine of the Year". Lloyd, readers may recall, was one of the wreckers who tried unsuccessfully to sabotage the 1987 Zine Poll. Terrorism having failed, he resorted to guile with his own poll - 'at last, a poll for the whole hobby,' he barfed to anyone who'd listen. In actual fact of course, the Zine of the Year Poll attempted to cover no less than four different hobbies, and was an abject failure in every single one. The total number of voters amounted to just 21 per hobby. In addition he used a discredited methodology and deduced unsound conclusions from his results. Poor Lloyd. Poor, foolish Lloyd."*

In the end the future of the ZotY Poll has turned out quite rosy- it went through several formulations and since Mark Boyle took it over it has gone from strength to strength - though some of his tactics are questionable (but what would you expect). One way Mark has helped achieve a high number of voters is by putting back the Poll deadline to give him time to persuade more people to vote (even though if it means that a different zine wins) and he has also been known to send out BAEs to people who haven't voted to boost the numbers further. At the end of the day, the relative success of the ZotY Poll has to a large extent proved Piggott right - it is in effect the Sports Zine Poll that Piggott always claimed someone should run, the ballots cast from outside the sports hobby having the same sort of marginal effect as the sports votes did on the Diplomacy Zine Poll in the 1980s. The only difference is that it fails to call itself the Sports Zine of the Year Poll, because that is what it really is.

As it happened the 1998 Zine Poll was to be Piggott's last. John's contribution to the postal Diplomacy hobby has always come and gone in spurts and he just never got around to organising the Poll in 1989. By the time of MidCon in November 1989 it was clear that Piggott wasn't going to do anything, so a group of people at MidCon agreed that Iain Bowen should do so. This was greeted with general support, though Brian Creese did voice some objection to the coup in **NMR!** 109: *"a faceless, and nameless, cabal appears to have decided that Iain Bowen should run the poll along with his own zine and **Mission from God**. No doubt it seemed a sensible decision to these people - who- ever they are - at the time."*

But more of this next time.



The Spring Offensive Anagram Challenge

Here's an idle way to waste those many moments when you should be doing something else. Below are anagrams of 20 different zines (mainly current) and their respective editor(s). All you have to do is solve the anagrams and match the zines to the editors. Easy.

I will probably think of a wonderful prize to give the winner, so why not try your luck? Special prizes for anyone who comes up with wittier (or ruder) anagrams than I've managed.

Zines

1. Arch giddy-go.
2. Snobbish Yank battled rectum.
3. Message mega gems.
4. Ammonia gale.
5. Okay, the daft unite.
6. Girlie installation
7. Parallel bog offer
8. Oh! Redundant pube!
9. God! Hadn't he huge urinal!
10. Piss off! Even grin?
11. Christ! He foamed.
12. Drab pong, sir!
13. Killer patio.
14. Ego anthem.
15. Dopy claim.
16. Lemon cricket.
17. Hogs attacked baker.
18. Tighter asset.
19. Channel punting.
20. Scoid hosts

Editors

1. Any day damned kids!
2. Drab horny.
3. Torch villa.
4. Sandwich order.
5. Damn anus cad!
6. Mirror skis.
7. Yuck! Opal acne!
8. Mushy toga.
9. Lice drink hardware.
10. Miracle on mollusc.
11. Mad lynch talk and anon.
12. I candle nun.
13. Skip beret.
14. March lips.
15. I wino bean.
16. Charming shirt.
17. Pulsated carnal heaven, OK?
18. Ha! Now an invading northern jerk.
19. Harsh card rip.
20. Negate Sharp!

Tie-breaker

Please complete in less than 16 words and in the best possible taste...

"I think Andy Bate is wonderful because..."

PS: Did you realise that one anagram of Andy Bate is "Ta, and bye!"



CHANGING THE DIPLOMACY MAP

by Fred C. Davis Jr. and Don Miller

*This article is reprinted from Diplomania No.22 from January 1969 - before the first game of postal Diplomacy had even been started in the UK! I'm reprinting it because I found it interesting and because it gives an insight into how Fred Davis came to develop the classic variant **Abstraction** "DM" = Don Miller, the editor of Diplomania and first ever variant guru.*

((DM: The following suggestions were culled from several letters received from Fred Davis. We hope we have located them all, and that the presentation will be acceptable to the author. This article is particularly timely, in view of the recent announcement by Games Research, Inc. (through Brobdingnag) that they were considering revision of the Diplomacy rules. A map, on which the suggested changes appear, will be found on the next page.))

I have only recently become a devotee of Diplomacy. Being both somewhat of an expert on geography and one of those nuts who likes to tinker with games to establish some house rule "improvements", I was immediately struck by some of the ludicrous geographical situations on the official Diplomacy board. The internal provincial boundaries are things of horror to a purist, and this thing about "North Coast" and "South Coast" in Spain and St. Petersburg causes an awful lot of trouble. (Bulgaria is so small it doesn't matter.) Also, the first two things I noticed about the board are the way Russia, which occupies almost half of the land playing-area, consists of only seven provinces, and the other 48-odd provinces occupy the other half of the land area; and that Sicily, which is an integral part of Italy, plays no part in the game.

I recognize intellectually that the designer's original idea was to keep each Combatant Power restricted to six internal provinces, to keep them equal in strength; and that the more provinces which exist, the more difficult it is to destroy an enemy army, since there are more places left to which said army can retreat. Considering the length of the game, I presume that he selected six provinces as the optimum number consistent with a compromise between reality and speeding up the game.

A. Map Changes Not Affecting Play of Game.

Beginning with the standard Diplomacy board, there are first of all five corrections which could be made which would not have any effect on the present game, but which would improve the map. These are:

1. Draw a heavy imperial boundary line through the Ural Mts. and swinging west to the Caspian Sea, marking the eastern boundary of Russia. This would end the ludicrous situation of the provinces of Moscow and St. Petersburg extending eastward to infinity. The two new areas created, which I have named "Siberia" and "Kazakhstan", can be marked "Off Limits", to indicate that a retreat to these areas is the equivalent of "Off the Board". Russia looks far better from an aesthetic viewpoint with this eastern boundary delineated.

2. Complete the boundaries for the province of "Armenia". The 1959 Calhmer maps indicate that "Armenia" extends all the way to the Caspian Sea, but the 1961 Games Research Board map correctly shows an Imperial boundary between Armenia and an unidentified area which, of course, is Iran (or Persia, if you prefer 1900 nomenclature). This is a discrepancy which could cause difficulty in the event of fighting between Turkey and Russia. On my board, I have extended the Armenia-Iran boundary down between the "P" and the "b" in "Diplomacy", and then have extended the Armenia-Syria boundary eastward to meet this line. I have entered the word "Iran" in the unnamed space, and used the same term, "Off Limits", as I used for Siberia and Kazakhstan, to indicate a retreat to here was "Off the Board". (If the author intended this space to be playable, so that Turkey could put a 2-on-1 against Russia, please correct me, but I have assumed from the fact that the space was unnamed that it was not intended to be part of the game.)

3. Correct the error in the boundary of "The Ruhr" to show the northern boundary going north-by-northwest to the bulge of Holland, instead of virtually straight west beyond the mid-point. As drawn on the board, all the northern portion. of the Ruhr north of the Ruhr River itself has been

amputated- from the province. This will have no effect on the game, but corrects the worst geographical error.

4. The province "Clyde" on the official-board doesn't even include the River Clyde. The southern boundary of this province should be lowered to just above the letter "L" in "Liverpool", and extending west to end in the sea just below the peninsula, which should be part of Clyde. I'd also like to suggest changing the name of the province to "Highlands".

5. The name of the province shown on the map as "Tunis" should be corrected to "Tunisia". "Tunis" is the name of the chief city, but since this is an independent province in Diplomacy, it should be given the name of the country, even though it is a Supply Center.

((DM: Although he didn't mention it above, -we note that Mr Davis also changed the name of "Livonia" to "Courland" - We would also like to suggest here the changing of the boundary between Picardy and Belgium. - As drawn on the Diplomacy map, Belgium takes in Calais and Boulogne. We feel that the southern boundary of Belgium should be redrawn so that it meets the coast north of the line currently dividing the English Channel from the North Sea. The English Channel/North Sea line -could then be relocated a bit so it meets the mainland coast about 1/8 of an inch from the Belgium/Holland border. In addition, we suggest that the name of the province. "Ukraina" be changed to "Ukraine". And, although it is a very minor change, we suggest the Russo-Finnish border be moved slightly eastward near St. Petersburg so it includes the westernmost part of Lake Ladoga (the large lake just-north of the supply center.))

((DM: Perhaps we should add another suggestion - why is "Ankara" called "Ankara"? There was no city by that name during the First World War (we believe it was named that when it was adopted by Turkey as its capital city, in 1923 -- but we're not positive of this). Before- its name: was changed to "Ankara", it was known as "Angora". If it must be named for an inland city, we suggest that name. However, why not name it for-a coastal city? - If this is done, "Sinope" would be most appropriate. We would suggest all supply centers in which fleets are initially raised be named for coastal-rather than inland cities.))

B. Diplomacy Map Changes Which Would Affect the Game

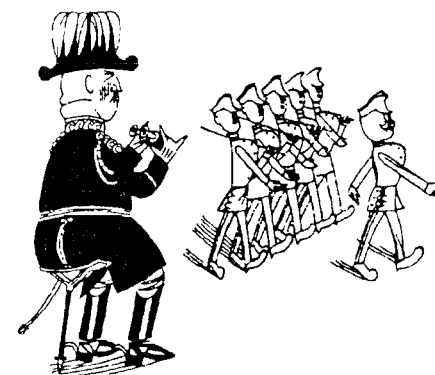
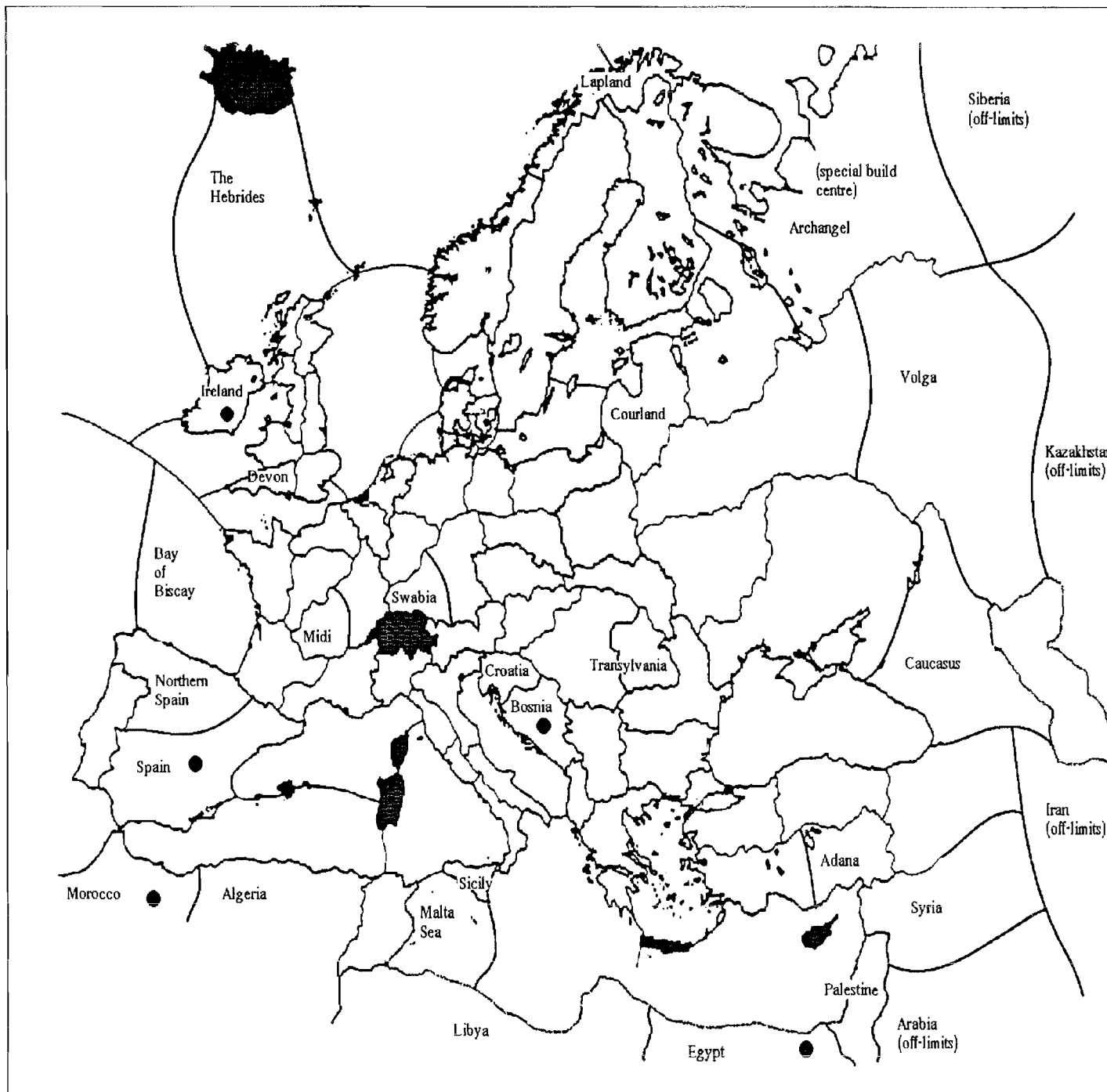
In this section, I'm showing my ideas for adding one province to each of the five Great Powers, two new provinces for Turkey, and three new provinces for Russia, and certain other improvements in the map. I decided that it would not be proper to increase the number of provinces in Russia and Italy, unless each of the other combatants also had an increase, in order to keep their strengths equal. I also found a need for three additional bodies of water on the map.

1. Russia

Add three provinces. This results in Russia consisting of 10 provinces and having four units and supply centers, instead of the present seven provinces and four supply centers. In the present game, all the Combatant Powers but Russia and Turkey have twice as many provinces as supply centers. In my revision, all were to have one more than twice as many provinces as they have supply centers, but, because of the solution at which I finally arrived to solve the two-coast -problem for Russia, - I had to settle for two more than twice as many provinces as supply centers for Russia. I feel this is not too many - but even if none of the other changes I am suggesting were made, I would still be in favor of Russia having eight provinces (and Turkey six), so as to have twice as many provinces as supply centers, like the other Great Powers.

- a. Divide "Moscow" in half, with eastern 2/5 to be called the province of "Volga".

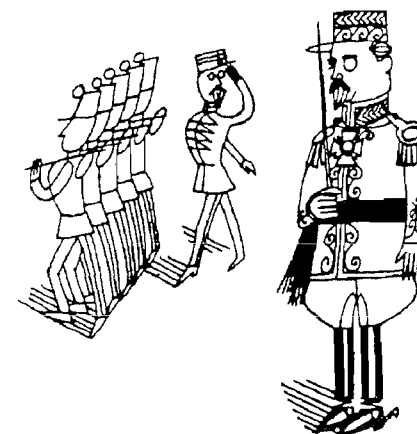
- b. Divide "Sevastopol", with the eastern 2/5 to be called "Caucasus". (See map.) If only an 8th province were to be added, this is the one I would add, as "Caucasus" provides someplace for an -Army in either, Moscow or Sevastopol to retreat to. It is ridiculous to consider a country as large as Russia to be wiped out if Moscow falls, when a country like Italy is divided into postage-stamp provinces. "Caucasus" also eliminates the absurdity of "Sevastopol" being simultaneously attacked from points as far apart as Rumania and Armenia.



Diplomacy

Designed by Allan Calhamer

Incorporating Fred Davis Jr.'s
1969 suggestions



c. Divide "St. Petersburg", with eastern 3/4 to be called "Archangel" (see map). Russia would start at present with a Fleet in St. Petersburg, - but would have the option of building future fleets in "Archangel" after the first turn instead of in St. Petersburg, for launching- into the Bar-ents Sea. (Note that armies may never be built in Archangel.)

2. Germany

Add the province "Swabia" in the S.W. corner. This area also includes the famous Alsace-Lorraine and the almost impenetrable Black Forest

3. Austria-Hungary

a. Add province "Transylvania" between Budapest, Galicia, and Rumania.

b. Split the province of Trieste into two provinces, to be called "Croatia" and "Bosnia", with the A-H Fleet/supply center being moved south from Trieste to Bosnia. This should keep the Italian and A-H units from crashing into one another on the first move. This can follow standard boundaries ((DM: But calling the southern half "Bosnia", and maintaining a center there, does not follow the pattern of naming provinces in Combatant Powers which contain supply centers after cities - rather than giving them actual province names. Perhaps it would be better to call Bosnia something like- "Ragusa"? or "Spalato", preferably the former. Or, if we don't care whether it is named after a city-on the sea coast, but merely want to name it after a large or famous city therein, how about Sarajevo? We should note here that, with Trieste split, Austria-Hungary will have eight provinces, or two more than twice as many provinces as supply centers. This suggestion was one of the ones which appeared in a letter following receipt -of the original- proposals, and we failed to notice it when we typed the portion at the beginning of section II. We apologize for this, and hope it didn't confuse the reader too much.))

4. Italy

As mentioned earlier in this article, "Sicily" now comes into its own as a separate province. Since there is now a new way to invade Italy, a la 1943, I have added a new body of water, called the "Malta Sea", cut out of the western reaches of the Ionian Sea, and running south to the coast of Libya, in order to provide for additional naval operations. Note that armies can move from Sicily to Naples and vice-versa without the need for a convoy The Straits of Messina are only two miles wide, and a lot-of Axis troops got across without naval assistance in-1943. Some of them even swam across.

5. France

Add a new province, carved out of Burgundy, in the center of the country. According to the geography book, this ought to be called "Lyonais". However, this could cause confusion with the "Gulf of Lyon". I would therefore offer a second choice of "Midi" for nomenclature, this being the French word for "middle". ((DM: But this could then cause confusion with "Mid-Atlantic ocean" How about "Auvergne", as the Auvergne Mtns pass through this area?))

6. England

Add province "Devonshire" (abbr. "Devon.") in S.W. England, carved out of the vastly over-expanded "Wales" shown on the map. (Being part Welsh myself, I should feel elated at how "our" Empire has expanded to gobble up half of England.) [SA: In the following issue of Diplomacia William Linden pointed out that Cornwall was a far better name.]

7. Turkey

This nation, of course, is the most peculiar one on the board, consisting of only five provinces instead of six, and two of these being cut off with no definite eastern or southern boundaries. Syria appears to serve no purpose except to provide a place for retreating to. I presume that Syria ends at the edge of the map. However, Turkey doesn't really need more provinces, since all the Balkan "goodies" are so close that Bulgaria and Greece get swiftly gobbled up. Anyway, just to keep things in line, I've added a "sixth province, called "Adana", carved out of eastern Smyrna. This makes it more difficult for a Russian attack via the back door or a naval landing to wipe out Turkey with one blow. ((DM: Mr. Davis also suggests adding a seventh province, Palestine, in the section below entitled "Southern Mediterranean Coastline?))

8. Spain

End the coastal dilemma by dividing this area into "Spain" (the supply center) and "Northern Spain" (the old "North Coast" - not a supply center). Spain in 1900 was also somewhat more important than places like Serbia and Bulgaria, and probably ought to have consisted of two

provinces anyway, from the beginning. ((DM: Having all neutrals single provinces with country names was rather nice (except that Spain never acted like a single province). Wouldn't it be just as well in splitting Spain, to name the two halves "Northern Spain" and "Southern Spain"? This would be less confusing than having two parts of a country called. "Spain" in its entirety, with one of the provinces of that country also called "Spain".))

9. Norway

I've carved the province "Lapland" out of northern Norway, the area north of Bodo (just south of Narvik). ((DM: The Norway/Lapland boundary being just about 2/3 up the country, in case you don't know where Bodo or Narvik are.)) This is to prevent the silly situation of a unit landing in southern Norway being able to attack St. Petersburg ((DM: with revisions, now Archangel)) on the next move, or vice-versa. ((DM: Again, why not call the two halves "Northern Norway" and "Southern Norway", to -avoid the confusion of a province- name and a country name being the same. Or, perhaps we could name the southern portion which, after all, does contain a supply center, "Christiana" - as "Oslo" was then called (and, if we-did this, the southern portion of Spain could be called "Madrid"). But I still prefer "N" and "S" to actually assigning the provinces separate names.))

10. Ireland

"Ireland" has been added as a playable area, and is also made a Supply Center. In order to provide more naval manoeuvring room around Ireland, a new body of water called. "The Hebrides" has been added, so that three seas will touch Ireland. The Hebrides is mainly carved out, of the North Atlantic Ocean between Ireland and Iceland, but also includes the triangular area bounded by the Faeroes, the Shetlands, and the northern tip of Scotland, which is currently part of the Norwegian Sea. - - The western boundary of The Hebrides leaves Ireland at the cape called Erris Head and runs almost due north.

11. Southern Mediterranean Coastline

It is geographically ridiculous to have all of "North Africa" as a single area, especially when real political boundaries did exist. I've divided North Africa into. "Morocco", having both an Atlantic and a Mediterranean coastline, and "Algeria". "Morocco" also serves the useful function of being a place for a fleet from the Mid-Atlantic to move to if the Western Mediterranean is occupied. I had originally thought of adding a body of water called "Gulf of Cadiz" near the Straits of Gibraltar, but decided that "Morocco" would serve the same purpose. ((DM: On his map he appears to have included a supply center in Morocco, so we're including it on the map we have drawn. Fred, did, you intend to show a supply center in Morocco?))

Also "Libya", "Egypt" and "Palestine" have been added to complete the entire Mediterranean Coastline. "Egypt" is a supply center. "Palestine" is part of the Turkish Empire, but is not a supply center. "Libya" is independent, and is not a supply center. I have drawn in "Arabia" east of Palestine and the south-west of Syria, marked "Off Limits", to complete the southern portion of the map.

12. Bodies of Water

I've already mentioned the "Malta Sea" between the Tyrrhenian and the Ionian. The game board map is wrong, anyway, in showing the Ionian Sea as extending beyond the southeast tip of Sicily. properly speaking, the south coast of Sicily borders on the central portion of the Mediterranean Sea. And I've also mentioned The Hebrides, carved out of the eastern part of the North Atlantic Ocean, south of Iceland. the other new body of water is the Bay of Biscay, extending from Northern Spain to Brest, and as far west as the mid-point of the Irish Sea. If we're going to be exact about including items like Heligoland Bight and the Skagerrak, we must be realistic and include this very important area. This also serves a secondary purpose in allowing an additional manoeuvring area next to the Mid-Atlantic Ocean.

((DM: Before ending this article, we might as well mention another suggested change we have heard made concerning the map. This is to add a province carved out of the southern part of the Mid-Atlantic Ocean, with the dividing line running from the SW tip of Portugal due west to the edge of the map: this new province would be called "South Atlantic Ocean".))

GLOBETROTTER...GLOBETROTTER...GLOBETROTTER...GLOBETROTTER...GLOBETROTTER

From: Shaun Derrick, 313 Woodway Lane, Walsgrave, Coventry, CV2 2AP. (April 1995)



MasterCon - More of the Aftermath

I would like to thank all those people who have written to me or sent their own zine reports to me, expressing their enjoyment of the convention. Unfortunately one letter from Guy Thomas resurrected the fear that the French were still up to their cartel tricks. He played Turkey twice, and both times was eliminated by Russia and Austria - both countries played by French players in both games!

Although I understand his despondency, I would not class this kind of alliance with what happened at WDC. I don't believe that any of the French players deliberately set out to ally with their compatriots, and certainly not to throw games to each other. Three of them; Stephane Gentric, Francois Sommaire and Xavier Blanchot are all excellent players who can do well without nationalistic assistance. Sebastian Scherr is probably not such a good player as the other three and I was very aware of his dismay of Xavier's stab in their game together. If Xavier asked him to throw the game he should have refused, and probably did so. There are, I believe charismatic characters who terrorise the lesser players in France and can intimidate them into throwing games.

As Guy says, you cannot stop cartel play. You can only bring it to the attention of the other players and rely on their actions.

So far the roles have not been reversed, there has been no more than a couple of people attending conventions in France from the UK. Put yourself with having 5 Frenchmen on a table with just one other British player. The French players are totally unknown to you but the other British player is an adjacent country. Consider also that you have travelled together to France to play in this tournament and met in a couple of games on the UK circuit. Consequently is there not a very strong urge to ally with your compatriot, or at the very least make a non-aggression pact with him? You know each other and have a knowledge of his play - you ain't going to stab him in Spring 1901 are you? Why put yourself in the hands of others you have no record of, with all you have to go on being a few minutes before the game starts to assess their strengths and weaknesses.

The only conclusion I can draw from this is to make sure that buddies are kept apart throughout the tournament as much as possible. Perhaps international Diplomacy tournaments should split nationalities as far as they possibly can - that goes for the host nation too. I do think that this gives the host players a slight advantage over the foreign players, but it prevents the nationalist cartels we are talking about.

There is of course the possibility of international cartels between those countries of similar language e.g. France / Belgium / Switzerland or US / UK / Canada / Australia or Norway / Sweden / Denmark. There are no easy solutions, but the division of players as far as possible will surely make for better games and better international Diplomacy relations.

WorldDipCon V (Paris 1st-4th December 1995)

I will almost certainly be going and I will try and act as the central organiser to get a group of UK players to go. I am considering the EuroStar from Waterloo to Paris via the Channel tunnel - we need about 10 peo-

ple to get a discount. As I don't actually know where in Paris the tournament will be held, I cannot look for accommodation as yet. Anyone interested in going to WDC V contact me and I will keep you updated.

Nuptials and the like!

Yes, I am getting married at the end of June this year. Jan and I are escaping to Mauritius for the ceremony and honeymoon. I always thought that if I ever got married that I would like to go to some exotic location to do it! Luckily we are not really upsetting family on either side; we are having to pay for the whole thing ourselves so we are doing it our way! Furthermore, it means we can have a civil wedding without the dourness of a register office. I know the law has changed recently to allow couples to get married anywhere within reason, but going to some Indian Ocean island is that touch more appealing! Being an atheist I didn't want the hypocrisy of a church wedding but Jan, being Anglican, wants the benefit of a blessing, which is also being arranged in Mauritius.

Why at 37 years of age I suddenly feel the urge to "settle down" I don't know, I should have done this a while ago but I never got around to it. I have never been a raging unruly youth, despite my very disestablishmentarianist views. It all feels right despite the obvious apprehensions we both have having been so single for so long.

I hasten to add that my hobby activity will remain as before. Jan, like many other Diplomacy-wives/partners just cannot be persuaded to join in. Being an ex-psychology student she finds the whole hobby a fascinating plethora of misfits to study at a distance!!

Player Profiles Presents... Myself!

A couple of people have requested that I do my own profile. Well here it is. I cannot comment too much on the records, so I will just present the facts and figures.

Shaun Derrick

In have played in 68 games with a total supply centre count of 531. Average S.C. count = 7.808.

Out of those 68 games I have had 3 outright wins and 10 eliminations. Eliminations = 14.705%
Outright wins = 4.411%

Country performances: best... Germany, England, Italy, Turkey, France, Austria, Russia... worst.

Honours

World Championship = 1988 4th; 1990 7th, best France; 1992 best Germany.

European Championship = 1994 7th.

British National Championship (MidCon) = 1983 4th; 1985 best England; 1986 best England; 1987 best Turkey; 1992 best Austria; 1993 7th, best Austria; 1994 5th, best England.

British Individual Championship (ManorCon) = 1982 4th, best Austria; 1991 6th; 1992 2nd, best Germany; 1993 7th.

Swedish Diplomacy Championship = 1992 4th, best England; 1993 5th.

Oxford Championship = 1994 5th.

Quick facts: I was eliminated in 3 of my first 5 games, so it just shows that you shouldn't get despondent if, as a beginner, you start your Diplomacy career badly. 5 of my 10 eliminations have been as Russia, while 2 out of my 3 outright wins have been as England.

HOW TO PLAY FRANCE

by Scott Kauzlarich

General Thoughts

France is always one of the first two countries picked when our Dip games get going. And it is generally considered to be the best country to have. Which is both good and bad. It's good because they're right - France is a great country to have - my personal favourite. But everyone knows that France wins a lot, so it is tough to get along with your neighbours sometimes. France is so flexible. You can launch a quick attack on your neighbours, you can puff up and play solid "D", and you have a number of alliances to play around with. France is fun.

Life in the West

Unless you are going to have a triple alliance (F.E.G) the three "western powers" of France, England, and Germany are going to have to settle who is the boss on the left side of the board. As France, Your most vital negotiations should be with Germany and England. You will always always have to deal with these two.

Just as a rule of thumb, remember that **England is more dangerous than Germany** to you. I hope this is clear. If you look at the board you'll notice that France's border with Germany hinges on two spaces, Burgundy and Picardy (Sometimes Belgium). The reason that Germany is less of a threat to you than England is that very often, a German assault against France bogs down here. Many Germany's have tried and failed to break into France via the Ruhr-Burgundy corridor. It just doesn't work. Three armies can hold out forever against Germany. The German player alone can never beat France. This is true with most countries, of course, but it is especially true here, and since German players constantly try to ram into France, it should be pointed out to them repeatedly when you play the light blue pieces.

England, if she gets strong, hangs over your head like the Sword of Damocles. A big England can never be trusted, because she can fall upon you with lightning speed and lethality. This is partly because often times France is army-heavy and unable to deal with fleet-rich England's sweeping thrusts into the Mid-Atlantic and English Channel.

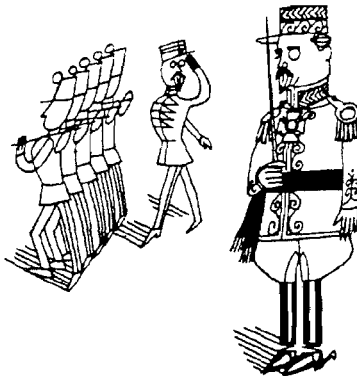
It is true, of course, that England and France make a powerful alliance - happily chopping up German pieces and growing fat early. **Don't do it!** An alliance with England must be approached with caution. Obviously there are no absolutes, but if you had to pick, take a German alliance over an English one. English-French alliances are profitable early, but eventually, England must stab you in order to go for the win - and all too often, a careless France turns her back on England - inviting the knife! You have too. You can't ally with England and keep fleets in the waters you need to protect yourself. England simply bides her time and waits for you to sally off

against the Italians or whoever and then pow! Hammer time.

A triple alliance between the three western countries is likewise not very profitable in the long run. For the same reasons, only this time, maybe England will strike Germany instead of you.

How to get at those guys

The way to win in the west is to control England. This is easier said than done. England is really a defensible country, not as tough as Turkey in my mind, but tough still. The key here is Russia. Technically not a western power, Russia will often play the key role. You must discourage all Russian/English alliances. If not, it will be all you and Germany can do to stay afloat. And if Russia also allies with Turkey... Well, the game will be short. Hold out Norway to the Czar. Convince Germany that the two of you can get Norway



back to him easily enough Convince Russia that if he takes Norway, Germany's Denmark will soon be his and then ooh-la-la who know what! We're really coming to the secret as France, I feel. Balancing Russia. Getting Russia to get involved in the west always helps you - she will rub Germany and England wrong, causing them to turn their backs to you. No matter what happens, if Russia gets involved in the north, you are going to be able to throw your weight around against Germany or England. but be careful! It is a balancing act, because you don't want Russia to get too strong. What you want is for Russia to come into play in the north, but **not to have a Turkish ally**. If Russia is allied with a western power and turkey she can grow so fast that she can get 18 centres while you are still getting your gym shoes tied. Russia is hardly ever a threat to knock you out, but she is a threat to win the game well ahead of you.

I think this is the key - Russia. Attacking Germany or England without her means allying with one of the other, which is fine, but be careful because once you take out Germany or England, then your trusted ally might stab you. Or the power vacuum left by the dying western power might be filled by a powerful eastern influence. Always be thinking ahead about how you can stab your part-

ner, try to stay on good relations with another power that might be able to help you here. Again - Russia seems to worked the best for this.

But what about Italy?

We have found that Italy isn't involved in the west as much as he is in the east. This is what you want, for a number of reasons. Obviously, if Italy attacks you, the shit is hitting the fan. Now you have to turn your back to your two rivals in the west. They have probably put Italy up to the attack on you anyway. Any combination of attacking nations on France that includes Italy is going to lead to the quick French exit from the game. Clearly, you can't have Italy coming after you or you're dead meat. England's and Germany' will be sitting over there *going "ch-ching! ch-ching!"* as soon as that army invades Piedmont. You also want Italy in the east because of how it affects the power situation over there. Getting Italy involved in the east makes it a 2-on-2 affair, usually Austria-Italy versus Turkey-Russia but sometimes A-R vs. I-T, the latter being the **most desirable by far**. Count yourself lucky if a R-A vs. I-T develops or the Italian-Russian vs. Austrian-Turkish war is started. This last one is rare, because A-T hate each other. What you want is to get Italy over there so a Russian/Turkish steamroller doesn't get going. Like I said earlier, this is bad in the long run for France. R/T will gobble up Austria in a year and Italy in a couple more, with Germany as a mere appetiser. Russia will win nine times out of ten and you will be congratulated for coming in third. Big deal. Promise Italy the moon - do whatever it takes to get him moving east. If that is accomplished, go whew! and then try to steer him away from attacking Austria in favour of Turkey, which will most likely create a big mess in the east, leaving you free to win in the west (usually with help from one or two quickly expendable Russian units) and then maul one or two of the warring eastern powers if they don't wake up in time to stop you.

Key Spaces

Belgium. Everyone wants it. Having it means you are one up on your rivals. Let Germany have it before England if you must. Be patient. If things go well, Belgium will come your way sooner if not later. It is more important for England to get into Belgium than Germany or you, so you might be able to hold it out as a carrot while you ready your very big stick. How many times does France send this message to England: "go ahead and try for Belgium! hope you get it," followed by this to Germany: "That English bastard is hell-bent on taking your centre in Belgium!" When the smoke clears, you end up with Belgium.

English Channel. You lose it, you die. You get it, chances are things will go well - London and Belgium are a step away now, and you can support action into the Irish Sea and

North Sea. Don't let cry-baby Englands talk you out of it. And don't take it for granted that England won't try to grab it from you. A fleet built in London might go there, you know.

Openings

There are a lot. A Par-Bur, A Mar S A Par-Bur, F Bre-MAO: The most conservative opening, it really protects you from Germany. But it is a bit of an over-kill. How many times does Germany go to Burgundy right away? 1 out of 100? You then go to Port and Spain and get your two free builds, but kiss Belgium goodbye (but only for Now!)

A Par-Bur, A Mar-Spa, F Bre-MAO: This one says: I'm a little looser, and usually means an Italian campaign is about to be waged. It might tip the board off that a triple is forming too. Because it is usually always followed by MAO-Spa (SC) and A Spa-Port. Now, France can build a fleet in Mars. and race after Italy (while getting her ass royally kicked by England and/or Germany). If you go after Italy you know something I don't. It's suicide. But this is how you might try to slyly to it. Anything gong to Piedmont in an opening is also basically the same deal.

A Par-Bur, F Bre-English Channel (or Picardy), A Mar hold (or support Par-Bur or go to Spain): The key here is that the fleet in Bre makes a play for Belgium right off the bat. Obviously, if you put two units on Belgium in your opening you are forfeiting the automatic two builds for one, in exchange for a real say in Belgium. Not a bad idea, a bit antagonistic, but the reality is that France sometimes is better off keeping a build for the second year. It has saved my ass a couple of times, because then you can put that build exactly where you really need it in the Fall of '02, something a lot of players overlook. Two builds in '01 is nice, but sometimes the situation will change in that year and you wish you had a build in '02 for say, a fleet in Brest or an army or whatever you should have built but didn't. Now you can build what you should have because you never built it wrong in the first place. If you want to carry this logic out to the extreme, order Bre-EC, Par-Pic, Mar-Bur. Now you have three on Belgium. You won't necessarily get it though, and then you have no builds in the fall.

One I will mention because it is a personal favourite of mine is the Gascony series of openings - you order Par-Gas and usually Bre-MAO, and Mar-Spa or hold, or to Bur. This is designed to convoy a unit to port or Spain (almost always Port) and keep the fleet in the MAO for a quick strike into the North Atlantic or Irish Sea against England. It is a tough sell to England, because a good player will see the convoy as a bell signalling a French assault. New player soften fall for it. If you go to Spain and get the two builds, consider building fleets on both coasts - it might confuse the English. Having a fleet in MAO and Brest is a big move on England - and strong too, just hope the German isn't too aggressive. Maybe you can try this when your mom is playing Germany. But think about it. I really am a pro-German style of French player. I've never been taken out by Germany and I've tried it myself plenty and failed miserably.

The 10 Worst Pop Songs of all Time

by Nick Collman

(reprinted from *The Independent* 7/4/95)

1. Dean Friedman *Lucky Stars*
2. Terry Jacks *Seasons in the Sun*
3. Whitney Houston *I will Always Love You*
4. Dan Hill *Sometimes When We Touch*
5. Lionel Richie *Hello*
6. Chris de Burgh *Lady in Red*
7. Stevie Wonder *I Just Called To Say I Love You*
8. Zager and Evans *In the Year 2525*
9. Peter Sarstedt *Where Do You Go To My Lovely*
10. John Miles *Music*

It takes a particular confluence of circumstances to create an authentically terrible pop song. One might even say that classically appalling pop songs are not so much written as occur - in the same way that natural disasters do.

The most important point to remember about grotesque pop songs is that none of them were meant to be like that. On the contrary, it is only ever possible to write a pop abomination by trying to create a classic.

Do not be misled by the historical abundance of cheery throwaway pop rubbish in our charts. Cheery rubbish is not properly excusable because the writers have self-acknowledge: they know they are appealing to the drooling half-wit in us all. The authors of *Chirpy Chirpy Cheep Cheep* were fully cognisant of their sin.

The writer of the true pop horror is not, he (it's usually a he) has laboured long, hard and with great sincerity. He has mastered his craft and knows that 'pain' not only rhymes with 'rain' but also several other words.

Furthermore, he is usually attempting to say something resonant about the human condition, and with sensitivity. truly repulsive pop songs nearly always say it with soul.

The other main condition for pop iniquity is that many, many people must think that a song is as sensitive, resonant, singular and universal as its writer does. That way it can be their song too. Also, the more people like a song, the greater chance it has of ubiquity and the final achievement of that ultimate poscholock accolade: buskability.

These are the songs that on a torrid day on the Underground should not only cause you to withhold cash from a busker, but also to kick his head in and steal his hat.

SA:

*I like the idea behind Nick Coleman's piece (kindly sent in by Peter Berlin), but I feel moved to say something in defence of **Lucky Stars** by Dean Friedman. The truth is that this song doesn't satisfy any of the tests in the article because (1) it's a piss-take*

*(even more obvious when seen in the context of the original album with songs such as **S&M** and **The Dell Song**), (2) it only got to No.3, scarecely a mega-seller and (3) it's almost unbuskable, being a duet. How anyone could think Friedman was serious with lyrics like "listen 'hun, I know you're dumb, but that's okay, you don't have to look so glum..." defeats me.*

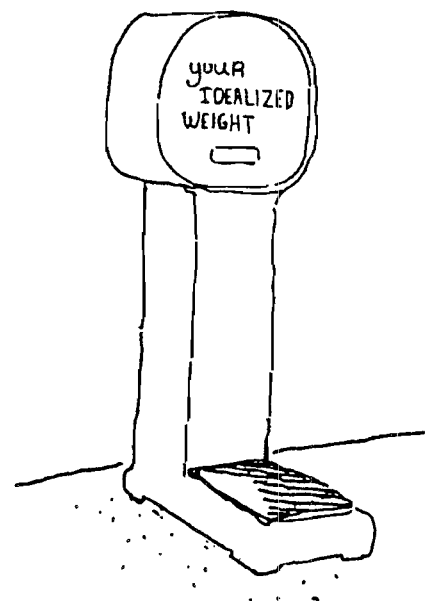
No. Mr Coleman's knowledge of pop music simply isn't up to the task of producing a half-decent list, even if you accept his criteria. Dan Hill only made No.13 - scarecely an all-time classic. Confining myself to No.1's, my list would have to include (in no particular order)

*Terry Savalas **If** - truly awful!*
*Dawn **Tie a Yellow Ribbon Round the Old Oak Tree***
*Gilbert O'Sullivan **Clair***
*Charles Aznavour **She***
*Johnny Mathis **When A Child Is Born***
*Wings **Mull of Kintyre***
*Art Garfunkel **Bright Eyes***
*Abba **The Winner Takes It All***
*Bonnie Tyler **Total Eclipse of the Heart***
*Jennifer Rush **The Power of Love***

...and I could go on and on.

*I would also have to question Coleman's basic criteria - for me ultimate success isn't relevant - lack of self-knowledge is the deciding factor. In that regard I would recommend practically any album by Richard Harris (but especially **My Boy**) - his No.4 single **MacArthur Park** is a incredibly bad song with lyrics that can only be worsened by the 'B'side **The Yard Went On Forever** (a song which can make me cry it's so bad). The William Shatner album (which I have on CD) is also a real hoot. True crap rarely does very well, because it is just so horrifically bad - though occasionally it gets into the lower reaches of the charts.*

What are your favourites?



WorldDipCon IV

Last Words

SA *First we have a letter from Björn von Knorring which will appear in Dipso-mania-No.29 and is printed courtesy of Jef Bryant.*

Björn von Knorring (Sweden)

It is great that we at least got this debate going which I had waited for quite a while now. OK let's get down to business. Much of the explanations of the French behaviour at WorldDipCon IV is related to the way you counted and calculated your score. When you only score two games out of five some players think it is logical and reason that 'since I already have two good scores and I will not improve in this game I might as well give my centres to my fellow partner and I will not lose any points, it makes perfectly sense according to the system'. Well it does not make much sense to me since the fact is that if you help someone else to grow or take 18 centres you will increase the risk that he (or she) will score more points than you do in the overall tournament and your place in the tournament is your main concern. So even if you have two good scores you will always do better if you control at least some of the centres on the board yourself rather than give them away. Am I correct?

Regarding the scoring system it depends on which kind of style you want to support. Different scoring systems promotes different playing styles. In Sweden we use half a dozen of different scoring systems and that increases the fun since every scoring system forces you to think in a new way. I do not accept that there is bad system (at least they are quite uncommon).

No, Thibault I do not put all French players in the same basket. You have many great players which are among the best in the world. I think this wolf-phenomenon will decrease in France as the time go on. I strongly hope so. However, realise that we all have such players in our hobby (even in Sweden). Regarding the WDC IV committee I cannot say much about Bruno's comparative analysis with WDC III in Australia since I was there. But I can compare it with EDC I in Paris.

When we arrived in Paris we had to take care of ourselves (including carrying our luggage) for five or six hours. And despite the fact that we had been told in good time when and where we should arrive. Another thing was that we did not get any information at all from France when and where the convention should be. The only information we had was discovered after long research work and much time spent from ourselves. Compare that to the progress report we got from WDC IV in good time!! Notice that I am not disappointed about EDC I, I am used to be on my own when I get to conventions but if you criticise others you will have to take the risk that you are criticised yourself. If Thibault wants some good advice I would strongly advise you to send out information as soon as possible. I have not received any despite that you have my address and I have de-

clared that I want to come to WDC V. At last I would like to agree with both Thibault and Bruno. Thibault is absolutely right when he says that an '8 centre victory tells us more about how bad the other players were rather than how excellent the player was who took 18 centres. Bruno is also right when he said that there is a danger that two friends ally with each other if they end up on the same table, and I do not think there is much we can do about it. It is not against the game to ally with someone else but it is strongly against the spirit of the game to give your ally (friends?) some centres enabling him win, and such behaviour should always be strongly criticised. If anyone gets upset by this I hope we can discuss this as civilised human beings. No one will be pleased if we shout at each other. But Diplomacy players are far to friendly to do such things, right?

With these words I hope I have made my point clear and I hope to come to WDC V to have a great time (and I am sure I will). See you there

SA *Ending the correspondence we have some thoughts from a former Manor-Con Tournament Director.*

Nick Kinzett

Fascinating French response to the WorldDipCon controversy. Oddly enough, prior to reading the item I (not having played at WDC) was inclined to believe that the complaints about French cartels and game-throwing were somewhat exaggerated. But when people like Thibault not only admit it but try to blame the Con organisation and even the scoring system, I know something's fishy. Bruno-Andre's remarks were, however, fairly reasonable. Emmanuel's were pure windrow dressing, though quite amusing - I happen to share his views on culinary ordeals and this grotesque fashion for 'long' shorts (let's face it, most males, and especially most gaming males, just don't have the legs for them...).

First, let's dispose of the this rubbish that the scoring system was to blame. I suppose it's just about possible that using only each player's two best scores (out of five) encouraged some people to throw early games (as plausibly unnecessary to them) in the hope that they'd have the favour returned later. I doubt it, though, because the odds are against them: having the favour returned: even those who benefited would want the same favour again. Thus if there were any game-throwing it would have been courtesy of the kind of player willing to throw any or all games, i.e. willing stooges. To such players it wouldn't matter a jot if two or five games were being scored.

Even less plausible is the notion that the actual scoring *formula* somehow induced the trend: the fact is that any system based partly or wholly on supply centre counts has the potential for a 'leg-up' by the mere action of giving away centres: the same is true of any system based on wins or pseudo-wins (i.e. sc. leaders) only, or indeed on *anything* that bears some logical relation to the strength or the victory condition. So although Thibault correctly states that the ManorCon strength is a 'function of (approx.) SC holdings squared' it is complete nonsense to

claim that this encourages what he calls Wolfpack behaviour more than any other system. Indeed, he tries to argue it both ways, first saying that the system calls for drama and bloody slaughter, but later complaining about the incidence of 'boring' balance of power play (a completely contrary trend and certainly different to the leg-ups he thought were encouraged). This last, incidentally, identifies his real gripe, which is the potential length of the games. Now if he's hinting that some players gave away their centres because they couldn't be bothered about drawn-out situations, then fair enough: but that's a fault of their gaming attitude, not the scoring system.

Next we can disregard any idea that there was referee bias. I've since discussed with Iain the game in question (the figures for which, incidentally, Thibault either misremembers or has had misprinted) and it's quite clear that the SC counts originally submitted were impossible. It's also clear that Iain went out of his way to deal equitably with this game (like staying up to the early hours trying to work out what the hell happened) - he'd have been well within his rights to have ignored the game completely. Now in the past I've had analogous cases, mainly illegal extrapolated finishes, which I've simply unextrapolated. And if players had complained to me about it at breakfast, I might have been considerably shorter than Iain apparently was.

This brings us to organisation in general. Bruno-Andre's unfavourable comparisons with the Australian WDC 3 are, I'm sure, appreciated, although mostly impractical for something of ManorCon's size, location and format. Still, I do not see that such shortcomings (if that's what they are) either explain or excuse dubious gaming behaviour as Thibault seems to want to do. Bruno-Andre does neither, but squarely puts his finger on the real problem, this being a known predisposition towards said dubious gaming behaviour. As he says, this is something which has reflected badly on the French party in particular (and thus may affect the viability and even the repute of the forthcoming French WDC), although I can well believe that it also occurred amongst some of the Brits. As explained, I disagree that the scoring system contributed; but I'd be interested in learning the measures mentioned as having countervailed these tendencies in French tournaments.

On one point I agree with both Thibault and Bruno-Andre: the problem is not one of cultural differences, at least in any nationalistic sense: it is inherent in the nature of Diplomacy; indeed, I would say in the nature of games in general, with most people having but a vague idea as to why they play games at all. Thus, attitude differences arise at the group or even at the individual level. It's just unfortunate that in this case some individuals were predisposed towards an essentially anti-gaming mindset. It's especially unfortunate for them, because in the long run they'll be the losers, in that they'll lose gaming opportunities. Which brings us back full circle to Emmanuel's remarks and his unconscious irony about the French hobby's image as a 'Winner'. Not until it cleans its own house, Emmanuel...

It was 15 Years Ago Today...

NMR!

(March - May 1980)

Ken Bain and Brian Creese's **NMR!** was one of the classic zines of the 80's, quickly establishing itself at the centre of the hobby soon after its launch in November 1979. Although not the first zine to be produced on a co-operative basis, I can't think of any other zine which came before **NMR!** which made the formula work. One thing which helped sustain **NMR!** in the early days was the fact that it took on all the **Pigmy** (editor, one Stephen Agar) orphans in issue 3 (January 1980), only for **NMR!** to fold after 137 issues in July 1992, transferring all its remaining games to **Spring Offensive** (editor, one Stephen Agar). However, in keeping with my aim in this column to look at hobby history 20, 15 or 10 years ago, the first issue of **NMR!** will turn to is issue 5

NMR! No.5 (March 1980)

Quite a sizeable issue for a zine which had only been on the go for 4 months, this issue clocked in at 25 pages on 26 sides of paper - for some reason best known to Brian his one-page editorial appeared on page 2 and what would have been page 3. Cock-ups of the sort were always a problem with mimeo duplicators. The main topic of conversation was the fact that the price was going to have to go up to 30p an issue! Wow. Brian had been championing the idea of organising Hobby meets all over the UK and in issue 5 he reports the inaugural meeting of the Nottingham Hobby meet where the participants all arrived, but failed to recognise each other. In content, the zine itself was quite different from what you would generally expect to see today. Richard Bairstow (later editor of **Gazfinc**) contributed an article on D&D teleport systems, Ken Bain wrote an article on his experiences at job interviews, while Brian reviewed the film **Breaking Away** (not to be confused with the cycle game from John Harrington) and the play **The Real Inspector Hound** (put on by an amateur dramatics group in Guildford and featuring Richard Bairstow in a leading role). The inclusion of broader pieces from outside the limited world of postal Diplomacy was certainly a feature in early **NMR!**s - many even including one of Brian or Ken's favourite poems on the back page (can't imagine many Dip zines doing that today).

Brian started his zine review column in issue 5 with the following observation. "It is always more pleasant to write good reviews rather than bad, particularly of zines, when you know how much work and love has gone into even the most pathetic product! Accordingly I will shove the grotty zines to the bottom of the pile in the hope that they will improve, and instead concentrate on two very good zines this month." Maybe that's a practice I should employ as well. The two zines chosen for review were **Chimaera** (edited by Clive Booth) and **Putty Ruffo** (edited by Rob Chapman), the former being the renowned champion of a multi-games approach and the zine which popularised postal soccer simulation games, while the latter was admired for the quality of its artwork, presentation and recipes (!). Brian comments that Clive Booth's antagonistic approach to zine editing ("*if anyone tries to sling mud at me, I just stir it up 'til it's nice and gooey and then hurl it back... much more satisfying*") seemed anachronistic in early 1980, given that his principal targets, Sharp and Piggott, had dropped out of the hobby. Not that Rob Chapman was afraid to pull punches, as he observed "*fantasy/SF novels are the dregs of literature...*" (and who can really disagree?).

NMR!'s letter column was largely dominated by religion (something which rarely gets a look in today) with the Turin Shroud receiving much support as proof of the resurrection and John Piggott mocking the very thought (of course, as we now know, carbon 14 tests have proved that the shroud is a medieval fake). The other contentious issue in the letter column was nuclear power - something which we were all very worked up about in the early 80's until people realised that whatever the safety arguments, it wasn't economic anyway. Once you put decommissioning costs into the equation (rather than "Nuclear Power No Thanks" more a question of "Nuclear Power Too Expensive").

NMR! No.6 (April 1980)

This issue saw Brian leave his job as a school teacher, even though he had no other job to go to. A brave decision and one which more and more teachers are making these days, thanks to the crummy pay and excess of stress teacher's face. Anyway, I digress. On the hobby news front **Mr Gladgrind** (edited by John Miller, home of the Gladys Awards) and **Tantalus** (edited by Don Brown) both announced folds. Brian reckoned one of the reasons for the number of folds at the time, which was apparently quite high, was cost - **NMR!** needed £35 of stationery and postage an issue (compared to £250 for an issue of **Spring Offensive**). He also reports Chris Tringham as claiming that standards were too high - that a zine needed to be too full of chat to succeed and that the hobby needed some games-only type Diplomacy zines to create a balance. On the subject of zines, Brian had a major go at the non-appearance of trades - a predicament which continues to this day. After six issues, they still hadn't had a single issue back of seven of the zines they were "trading" with. That is the problem with a universal trading policy - trading is something which keeps the hobby alive, but the expensive and regular zines subsidise the rest.

Non-games material included Brian's experiences of job interviews, and an article on Magic in D&D by Steve Doubleday (including a letter from Don Turnbull - editor of **Albion**, the first postal Diplomacy zine in the UK, but then the new Top Man at TSR UK, the distributors of AD&D material). But there's also the review section to contend with - **Midnight Express** ("*magnificent*") and **Taxi Driver** ("*a load of old wellies*"), The Clash's **London Calling** ("*simplistic and often naive*") and The Boomtown Rats's **The Fine Art of Surfacing** ("*disappointed... poor*"), Brian Clark's play **Whose Life Is It Anyway?** ("*superbly crafted*") and Raymond Brigg's **Gentleman Jim** ("*very, very sad*"). Maybe Tringham was right about zines having too much chat in them - these days only **Greatest Hits** would offer anything like the same sort of coverage on general arts topics. Quickly passing over the "Aunt Ethel" problem page, which was appallingly weak (as spoof problem pages usually are), the letter column continued to be dominated by the sort of subjects Sixth Formers are compelled to discuss at school (nuclear power, Christianity, CND etc.). All a far cry from something like **Spring Offensive**.

NMR! No.7 (May 1980)

Zine just kept on folding or going AWOL. This issue the fold of **Down Alien Skies** (from Nick Shears) was announced while Steve Plater's **The Orient Express** was by then five months overdue. Only the launch of **Bats** from Michael Heaton was on the positive side, though it can't be said that **Bats** ever set the world on fire. Brian reviewed Adrien Baird and Glyn Palmer's **Filibuster** at length. It should be said straight away that **Filibuster** was a truly eccentric zine - it had the tone of a retired Colonel in the 1880's (lots of "bah!" "Humbug" etc. etc.) while the cast of characters were drawn exclusively from the old Hard Core of postal Diplomacy (such as Sharp, Piggott, Davidson and Tringers).

The plethora of non-games reading material included a short SF story called **Argo** by Steve Doubleday and an article on postal D&D from Tom Tweedy - has that died out completely? There were yet more reviews - the 1979 Booker Prize winner **Offshore** by Penelope Fitzgerald ("*not that good*"), The Pretenders first album ("*a good start*"). Was **Brass in Pocket** really 15 years ago? That's almost half my lifetime ago and it still seems like yesterday. Keith Black commented on the rather cruelly "One characteristic of **NMR!** is the wealth of interesting reviews... I say interesting rather than well-written or informative deliberately." Ouch!

In the letter column an interesting debate arose between Richard Walkerdine and Brian Creese on the subject of Diplomacy press. Richard liked press "*It allows the players to be even more devious than usual by the use of both the attributable and non-attributable game related press releases and it allows players, spectators and the GM to play what is effectively a separate game by indulging their egos with non-game-related press.*" Brian disagreed - "*Games-related press is often rubbish... 95% of this sort of press can be done away with, saving vast quantities of ink, paper, time and patience of readers who are not in the game. Most good press writers are good writers and could make a far greater contribution to the zine if their contributions were in the articles pages...*" Common mythology states that in the early days of the hobby there was a good deal of interesting well-written press, often on a SF or fantasy theme. Having read a lot of early 70's zines, I would refute that view. In the 70's players felt more able to write reams and

reams of drivel because (a) the Diplomacy hobby grew out of the SF hobby were this sort of amateurish crap was par for the course and (b) thanks to (a) such rubbish was approved of by some and tolerated by the majority. Personally, I don't mind a bit of press with a game - at least it shows a degree of interest and occasionally it can be quite witty.

After 15 years it is **NMR's** breadth and enthusiasm that still stands out - the zine was a runaway success and although it never won the Zine Poll, it undoubtedly should have done. There is nothing of its like today.

One variant which was running in **NMR!** at the time was "Ooh Ever So Nasty Diplomacy" which sounds like great fun. It never seems to have made it into any variant banks so I think I'll reprint the rules from **NMR!** No.1...

Ooh Ever So Nasty Diplomacy

by Brian Creese and Ken Bain

1. The usual rules of Diplomacy will apply save where noted below.
2. Players must antagonise all other countries as far as possible.
3. Support for any unit of another country is not allowed.
4. Any press should be hostile and/or abusive.
5. No agreed draw will be allowed, though the game may be conceded to a single player.
6. If the GM has reason to believe that an alliance of any sort has been formed, the units of the participating countries will stand in civil disorder for that season.

Out of interest, the game run in **NMR!** ended after Autumn 1902 when the players accepted the GM's suggestion that the game was in fact unplayable (Tunis was still neutral and Russia ahead on 7 centres) due to the fact that no one could define what "antagonism" was.

A possibility for **Ooh Ever So Nasty Diplomacy II** would be to replace rule 2 with the following:

2. The following rules override all other orders for such units (even **NMRs!**):

(a) Any unit next to a vacant centre owned by another player **must** attempt to move there; in the event that a unit is adjacent to two or more centres owned by another power(s) the controlling player may decide which to go for (alphabetically by default);

(b) Any units which can mount a supported attack on an enemy unit must attempt to do so or support such an attack (whether their support is needed or not). In the event that more than one set of attacks is possible the player concerned may choose (GM's discretion by default).

That makes the game more like draughts during which you can force your opponent out of position by offering him gains (and then take advantage of the fact that retreats come after movement). Probably best played anonymously. Okay, silly idea



COMPUTER GAME REVIEW

COLONIZATION

by Dave Horton

Sid Meier is the sort of person that your parents warned you about. The sort that is mentioned in private ads - NO TIMEWASTERS. Because he specialises in games which take absolutely AGES, and that is the first thing that a prospective Colonist ought to know. Railroad Tycoon took hours and hours. Civilization took a day or so of solid playing. Colonization takes about a week! Soon he will make a game that starts in your teens and finishes just as you start drawing your pension. Let the buyer beware!

The idea of the game is, from small beginnings (one ship and two men,) to build large colonies in the New World, and successfully defend them when you declare independence from the mother country - one of Spain, England, Holland or France. You can have a random map or colonise the "real" America. Each country has a specific advantage over the others and that adds to the appeal your strategy can depend on your country choice. For example, Spain has a bonus attacking Indians, so playing that country tends to encourage a conquistadore mentality. The look and feel are very much like Civilization - the map becomes progressively revealed as you explore it; many controls are similar, etc. but it is a very new and different game. To my mind there are three major factors that make Colonization what it is - Indians, Town Management and Other Powers.

INDIANS This is the single major factor in the game. When you get to the New World, the place is already choc full of Indians already! It's worth taking a little time to find the right spot to build your first colony - basically, while the Indians are always friendly at first, they soon grow angry if your town is too near / too big / too fortified. On the highest game levels, this anger is generated at an amazing rate, and just surviving is a difficult task. Eventually you have to swallow your principles, as the Indians just will not tolerate big towns and constantly attack. My own recommendation is to maintain friendly relation as long as possible, do your utmost to stop them gaining horses and weapons (don't keep them in your towns to be stolen,) and then wipe all the nearby villages out in one lightning campaign.

TOWN MANAGEMENT Some excellent new ideas here. Each colonist can develop a skill, some of which have to be learnt from the Indians, and so each town population has to be skilfully tailored to maximum effect (and profit.) Some of the skills are quite hard to obtain, and it's worth building educational establishments to spread the knowledge. In order for your colony to grow, you need Statesmen to encourage the population and generate "Liberty Bells." (These have the added benefit of generating Congressmen who can be of great benefit.) Don't shy away from buying these or any other important skills from Europe - it's well worth it. The more your people feel they are working for themselves, the faster their numbers can grow. Speed of population increase is very important, but there are much faster ways of gaining extra people than by immigration from the Old World - see below.

OTHER POWERS Uncultured thugs, basically. They are like playground bullies who prey on the weak. Unfortunately this, and the fact that their forces "camp out" round your towns even in peacetime, means that it is difficult to adopt anything but an aggressive stance. The other powers are of no use and are just an irritating hindrance - unlike in Civilization where you could trade or exchange knowledge with them. If you fail to grow at a fast enough rate, they simply declare war on you. You can, however, utilise them to your advantage. Unlike in Civilization, they rarely break a truce and almost always offer peace if you capture one of their towns. Therefore, my policy is to attack weak, small towns whenever I encounter them, taking no notice of pacts - but you must be confident of victory. One captured, strip the assets and ferry the inhabitants back to your towns. They re-offer peace, and your population increases at little cost! This technique can mortally wound other powers if used early on, and is useful for clearing them out of "your" island/continent. A good tip is to buy artillery from the Old World for attacking purposes as soon as you can afford it - the first few artillery pieces are cheap. Peace through Strength, eh?

TIPS Procure scouts and explore all Lost City rumours as soon as you can - there are some fabulous rewards, more so if you have Hernando

de Soto in your Congress. Enter Indian settlements if the tribe is friendly - they're quite generous. Don't bother with religion until later - go for Liberty Bells, and either buy or capture extra people. Carpenters, Lumberjacks, Hardy Pioneers and Farmers/Fishermen are most useful early on. Preferably wait until you have Cortes before attacking Indian settlements. Establish missions early on, and when you come to attack villages converts will flee to you and increase your numbers. If you do have Cortes, it's financially well worth destroying Aztec or Inca cities using artillery - and instead of transporting the treasure by ship, use a soldier to make a town and have it automatically transported from there. Capture Indian capitals to subdue the entire tribe. Have plenty of artillery in coastal towns on declaring Independence - it fires on enemy ships. And try to keep your towns close together, with good travel routes inbetween. Gaining congress members can be vital. My top six are - Pocahontas, Cortes, de Soto, Thomas Jefferson, Sieur de la Salle, Adam Smith.

OVERALL VIEW This is a very well designed game, with many innovative features. There is a lot to do and you always feel you could do a bit better next time. The management aspect is much stronger than in Civilization. The drawbacks are perhaps more like niggles. You mustn't mind a very slow pace; the opportunities for interaction with other powers are very limited; I felt there was just one "proper" winning strategy that could be adopted using any power. In Civilization you could try a few different strategies, as emphasised by the different characteristics of the other rulers. Unfortunately, an intelligent highly aggressive strategy virtually guaranteed success. In Colonization I cannot conceive of destroying the other powers totally, so you must coexist, if not peacefully. Personally, I did enjoy Colonization a great deal, but all the same have now reverted to Civilization and I am looking forward to Civilization2.

LETTERS



Mark Golby

Having seen the last 4 issues of **Spring Offensive** and being now in my first build season of a postal Diplomacy game, it seemed a good idea to give you a newcomers view to your zine and the hobby in general.

I came into the hobby via your advert in **History Today** before Christmas - which I would say is probably one of the best places to advertise, although an advert in a wargamers magazine may reap greater benefits. PBM Diplomacy is a totally different animal to the FtF variety and if people moan about turnaround times I would tell them the solution is to play in more than one game, and the amount of necessary letter writing should keep most players happy.

Overall, judging by the number of games you run, combined with the other zines out there, the hobby seems to be in a healthy position. Having just subscribed to **The Ides of March** it would seem that buoyant may be a better adjective.

SA **Spring Offensive** is a bit unrepresentative as it runs more games of Diplomacy than any other zine. Knowing your distaste for hobby history I hesitate to say this, but if you look at the total number of gamestarts over the last 25 years you get a different picture - things are now at an almost all-time low.

*While I would agree that **TIM** has made an excellent start - it is the first purist Diplomacy zine to make a go of things for a hell of a long time. I believe there is a market for at least another of couple of Diplomacy zines, provided any would-be editors put some real effort into launching their zines properly (as Chris Palm has done).*

On the subject of **TIM** I count myself fortunate to have subscribed to two zines which dovetail excellently in subject matter and turnaround schedules. I feel that yourself and Chris Palm offer good value for

money and, although it's early days for **TIM** yet, your Diplomacy coverage is excellent.

Where I believe Chris may have stolen a march on yourself is his overtly historical slant. It may be of course that similarly orientated zines have folded in the past but I hope Chris prospers. I believe his synthesis of games and military / political history is a perfect combination.

SA *I have mixed feeling about zines carrying articles about general history topics. First and foremost, an editor should put in his zine what he wants - so if someone wants to print history articles than fine. However, one problem is that such articles are (a) often superficial, (b) an effort to write, which often means they become (c) straight forward copies from general history books, which leads to the thought (d) that interested parties may as well read a proper history book. After all if I want to read about **Cannae** I would probably reach for my copies of Livy or Polybius, or standard text's such as Warrington's **Carthage** or Lazenby's **Hannibal's War** - at a real push I may even resort to something like **Warfare in the Ancient World** or some such which (unlike a fanzine) would at least have pretty pictures. No, I think I'll resist the temptation to fill the zine with bits and pieces scanned in from standard textbooks and confine my efforts to more esoteric Diplomacy related material. Each to his own though.*

The only 'gripe' I have about **Spring Offensive** is the apparent over-emphasis on the history of the hobby. Now far be it from me to knock the history of everything per se, but the amount of articles I have read on 'old Dip players in the past, their anecdotes, zine poll results' etc. etc. make after a while extremely dry and dull reading. After all you can only find limited interest in statistics and as you have yourself mentioned just what Zine Poll statistics really mean is open to probably incorrect interpretation.

My advice, for what it's worth, is dump the over reliance on hobby history and mix up your editorial policy to include more historical or military items. After all, most Diplomacy players I know have an interest in these areas and I'm sure they'd rather have say, a few game / book reviews on such subjects, than mere info on the 1974 Poll of Poll winners, and what Richard Walkerdine had for breakfast on January 7th 1982.

SA *Well, as I said earlier, zines will inevitably include what interests their editor. As I have the only functioning archive of postal Diplomacy zines in the UK, it is perhaps inevitable that I feel the urge to use it. After all, **Spring Offensive** is really the only zine in the whole UK hobby (if not the world) to cover hobby history. You'll probably find less pure history type articles in future (because they take too long to research), but I'll continue to print old articles (like the two reprinted this issue) and run a column on notable zines 10, 15 or 20 years ago. Having said that, if anyone (especially you!) feels like writing some game / book reviews I would be only to happy to print them (hence the article in this issue on **Colonisation**). The truth is, I get very few contributions indeed in the way of articles, reviews etc. - if people want to read them, maybe someone would be kind enough to write them?*

Hope you take this letter as constructive criticism. Overall your zine is excellent, but if you want to keep your No.1 position perhaps a wider editorial policy will keep Young Turks like Mr Palm off your back come next year's Zine Poll Results (aargh!!).

SA *No problem, I will take your views into account. Honest.*

Richard Walkerdine (former editor of **Mad Policy**)

It was nice to see **Mad Policy** sitting in third place in your all-time Zine Poll list, particularly as Piggott was so much further down. I suspect that longevity is probably more important than popularity to do well in that sort of listing though.

SA *Perhaps, but longevity + top ten Zine Poll result may arguably = contribution to the hobby?*

The Zine Poll history article bought back a few memories (mostly quite pleasant). In those days a lot of us got more enjoyment out of feuding than we did from the games, but it all seemed a bit more relaxed and

light-hearted somehow - different era I suppose. God, that made me feel old!

SA *I don't think it was light-hearted at all in the 70's - you're wearing your rose-tinted specs, Richard. Some of the things Sharp said about Clive Booth... or Piggott about Eric Willis... By the way, just for the record, what did you have for breakfast on 7th January 1982?*

John Harrington (co-editor of Take That You Fiend!)

Why, after putting in a 13.5 hour day at work am I sitting here typing a letter to you at 11.30pm, rather than catching some zeds upstairs in bed? Because it is a good way to unwind and because I want to somewhat belatedly congratulate you on your richly deserved joint- victory in the Diplomacy Zine Poll. I don't suppose anyone was much surprised by your victory but that does not mean you should not be acclaimed for it.

On the other hand, some people were surprised by the joint first place achieved by me and Kev Warne through our vitriolic vehicle, Take That You Fiend!, the home of gratuitous and irrelevant clip-art. Others, it seems, were simply bemused that a non-Diplomacy zine could win the poll, even though it clearly stated on the voting form that certain zines deemed to be affiliated to the hobby were also eligible.

It seems ridiculous that a zine in its twelfth year of publishing and which has achieved many top ten places in the poll should catch so many people out but then it is important to remember that not everyone in this hobby is an old lag. Perhaps, if you would care to give me the space in your letter column, I could explain a bit about Take That You Fiend! and my views viz. the "is it the Diplomacy hobby or the postal gaming hobby?" debate.

TTYF! started about 12 years ago when Geoff Challenger, editor of zine poll winning publication Home of the Brave, gifted us his En Garde! campaign. Yes, dear old Geoff, one of the secret masters of Diplomacy hobby fandom, once ran a pseudo-FRP game within the hallowed pages of his zine. The reason? To get the subscribers, guv. Demand for En Garde! at the turn of the eighties was strong, whereas Diplomacy zines were ten a penny, so Geoff embarked upon this blatant crowd-pleasing policy to attract subscribers to his new zine. Once he had established the zine he dumped the campaign on to me or, more accurately, the long suffering Kevin Warne.

When we started out, Diplomacy zines were maybe only eight or nine a penny, but were still pretty commonplace. We did not see any point in offering something already on offer from several other outlets and so we chose not to run Diplomacy. It helped that we did not particularly like the game, although if the truth be known we have played up our antipathy to Diplomacy over the years for the single purpose of, well, winding a few people up.

From the start we sought to offer games that had not been run by post before. To begin with this entailed converting little known games to a postal format: Imperialism, Dreadnought, Title Bout. Later it extended to designing our own games: the fantasy role playing arena combat game, Crimson & Gold, the American Football game, Flatten That Mutha', the cycle race game, Breaking Away, the fabulously unsuccessful space age trading game, Planet X-On, and most recently the rather nasty game of negotiation, Office Politics.

For reasons I have been unable to fathom, some zines have followed in our path; not as many as have been influenced by Hopscotch, for instance, but a few all the same. Morrigan and a few other zines ran Title Bout; The White Rabbit ran Imperialism, god knows how many zines run Breaking Away. Other zines copied the editorial tone of sarcastic bickering editors which we pioneered. One can credit Morrigan citing us an influence, but Small Furry Creatures? Yet, apparently, they insist we were an inspiration and who are we to argue?

Before this turns into a self-indulgent Oscar ceremony type speech, let me say that I mention the above as an example of the impact we have made on the postal gaming hobby and the modest achievements we have made within it. Our good showing this year may have had an element of the "lifetime achievement" Oscars the film industry gives out to the likes of Jimmy Durante who were never actually good enough to win an Oscar in their own right but who, by virtue of living long enough, get

awarded one by default. Or it may be down to the fact that we were different enough from the rest of the field to attract a small but dedicated hard-core support. Whatever.

The point in question is, should we be included in the Diplomacy Zine Poll? Well, despite never running the game, we have always aimed the zine at the crowd who subscribe to Dip zines. Despite featuring an enormous amount of comment about football in our pages we have never really been in with the Soccerleague crowd (although, as an aside, it is noticeable that very few Soccerleague zines seem very interested in football, the sport). And despite flirting with the FRP craze in the early eighties we have never really been in with that crowd either, unless you count mercilessly taking the piss out of Brian Dolton at every opportunity.

We turn up at conventions and see a considerable proportion of our subscribers there, so we must be in the same hobby mustn't we?

Well, not necessarily. I turn up at what are ostensibly Diplomacy conventions and what I see is large numbers of people playing 1830 or its relatives. At the last MidCon the number of games of Magic The Gathering taking place in the Diplomacy tournament room at one point very nearly matched the number of Diplomacy games in progress. It seems to me that were it not for the relative unsuitability of 1830 for postal play that Mr. Tresham's game would be the core game of the "hobby" now, rather than Diplomacy. Of course, I have a different perspective from the avid Diplomacy fan, but now it seems as if a rather strange thing is happening; instead of conventions being held as an opportunity to meet all those people you are playing with by post, it almost seems as if editors run zines to maintain a network of people who can turn up at various hotels or campuses at odd times of year and play lots of games, most of which aren't Diplomacy.

So the basis of my argument (if, indeed, I am arguing with anyone) is that the hobby community is undoubtedly a broad based one, and that on any given Sunday, you will find a lot more hobby members playing 1830, or Magic, or this year's sexy German game, than you will find playing Diplomacy, and it is therefore ridiculous to exclude a non-Diplomacy zine from the "hobby".

SA *Of course Diplomacy isn't the mainstream FtF game of the hobby - indeed, when I re-discovered postal Diplomacy three years ago I was most bemused that there were now not one, but two, national Cons centred around Diplomacy. In my day (he says going into old fagey mode) no one played Diplomacy at Cons, ohmigod no. Diplomacy takes too long, is too intensive and generally makes you tense. Far better to have a drink, play a silly game and if you really must play something serious, then play something which you don't get eliminated from after 40 minutes. However, that doesn't mean that Diplomacy is not a superior postal game compared to most others on offer.*

The reason why I would exclude non-Diplomacy PBM zines (with honourable exceptions as per the current tradition) is that it is as good a way as any of drawing the boundary between the people I relate to and the people I don't. The Diplomacy zines tend to be the chattier end of the PBM hobby, more for open discussion and petty intrigue. When a non-Diplomacy zine comes along of this ilk it is an exception and (in my book) a honorary member of the community of Dip zines. I feel no fellow feeling with the soccerleague zines because they don't have a discourse going on which is accessible to me (some would say they don't have any discourse going on at all). TTYF! is in the finest Diplomacy zine tradition and it is but a minor detail that you don't run Diplomacy...

I can understand people wanting to keep the Diplomacy Zine Poll "pure" from the point of view of comparing like with like. If the secret masters of hobby fandom decided that TTYF! should not be eligible in future for the Diplomacy Zine Poll then we would respect that; there is, after all, the Zine of the Year Poll, which encompasses the entire spectrum of amateur postal gaming, although I must confess that I would rather win the Diplomacy Zine Poll than the Zine of the Year Poll for the same reason that golfers like to win the Open, rather than the U.S. Open.

What I can't agree with is the notion that Diplomacy, in this day and age, is the core game of the community of people who subscribe to postal gaming fanzines. I applaud your efforts to revive or even maintain interest in the game in Britain, although sometimes I think you and other pundits seem to think Diplomacy is a game on a par with, say, Chess, Bridge or even Backgammon, whereas I would beg to differ. Although it

was a breakthrough design in its day, the fact that 30 years later there are still arguments on how to resolve adjudication disputes suggests it lacks the elegance and clarity of some of the recent German games such as Die Macher. I don't know if you really do hope the game will one day be taken as seriously as Bridge but personally I would bet against it happening.

SA *No, I don't think Diplomacy is on a par with Chess etc. I like the game as a GM because it is relatively simple and because the mechanics can be applied to other scenarios (and I've always enjoyed drawing maps and designing variants). But Diplomacy is a means to an end with me - it gives me the raison d'être to publish a zine - but what I am really interested in is the culture of zine publishing (as opposed to the non-culture of game-only warehouse zines be they Diplomacy or - almost inevitably - soccer-league).*

I should say at this point before I collapse in to my bed, that the above rambling diatribe is not intended as a "riposte" to the subscriber who wrote about the zine poll result in your last issue (sorry, Kevin has my copy of **Spring Offensive** at the moment, so I don't know the letter writer's name). It's more a touch of the Danny Blanchflower philosophy: get your retaliation in first. There's been a lot of comment from editors that there might be some Diplomacy die-hards who will grumble about a non-Dip zine (jointly) winning the poll, but to date I have not seen any evidence of it. Perhaps Richard Sharp will oblige.

SA *As I hope I made clear above, I have no problem at all with **TTYF!** winning the Zine Poll, jointly or in its own right. That's because you're in the same hobby as me, whatever games you run.*

My last word on the subject (in this letter, anyway) is to say that I think it would be counter-productive to restrict eligibility for the Diplomacy Zine Poll to Diplomacy zines, as it could lead to the game becoming confined to a dark and dingy niche. There is more to playing games by post than Diplomacy, and the more non-Diplomacy games Dip players play, the more opportunity they have to spread the gospel and recruit new Diplomacy players, if they so wish. Me? Dipist? Why, some of my best friends are Diplomacy players.

SA *I agree. But running Diplomacy is a good starting point, we can then add the other zines which display a similar (but undeniable) cultural ethos, while relying on the lack of Diplomacy to exclude the others. I have no problem with elitism. It's not the games that some zines run I object to, it's the fact that often such zines are soulless.*

Finally, on to other matters. Specifically Birks' claim that I was gloating over your little local difficulty with the trouble and strife and her attempts to persuade you to spend less time with your zine. I would quibble with Pete's use of the word "gloating". I definitely played the "smug card" because I had thought (as a father of three) to write to you and offer you some advice on how not to piss off the wife after the birth but re-trained because I thought you would find out soon enough. So, yes, I did get a little smug pleasure out of being proved right, but I categorically deny that I actually enjoyed the thought of you having to curtail your expansion plans so soon after announcing them. As Birks said, I've been there and done that myself. Here's how

When our first child was born, the wife suggested I take a week off work to look after her, help care for the baby and, I suppose, bond with the bairn. So I took a week off work.

As a fellow editor, you will know that days off from work are meant for two things: holidays by the sea or some other leisure location, and/or catching up on the backlog of zine work.

In my week off work, the baby slept most of the time and so did the wife and so I, naturally, spent most of the time sitting in front of my computer, typing or playing Railroad Tycoon. As you do. Nothing wrong with that. Perfectly normal thing for a chap to do, even a chap who has recently become a father for the first time.

For some reason, Lin (my wife), vehemently criticised my behaviour. I think, at one point, the phrase "Do you want this baby or not?" was uttered. There were even tears, although women are such a mess of hyped up conflicting hormones in the days after childbirth that a bonanza win on the National Lottery would probably be greeted by an

outburst to the effect that you had ruined your child's upbringing by forcing him or her to be a rich Tory bastard.

Of course, when the second child came along I learnt my lesson, in much the same way that Hitler learnt the lesson of Napoleon's assault on Russia. At least I did not make the mistake this time of wasting 5 precious days of good zine-editing holiday merely to be present to a verbal lambasting of Ian Paisleyite proportions. As I explained to Lin, there's only three of you (her, the first born, and the new born) whereas we have 70 subscribers. Surely she could not argue with the arithmetic of this line of reasoning?

By the time the third son arrived I had really cracked it. Lin's mother came down to look after Lin and, because she is an old fashioned sort, me and the kids too. I don't know why mothers in law have such a bad reputation; I'd like to get mine elevated to sainthood, albeit some several decades into the future.

SA *Sadly we have no relatives on either side within striking distance, nor do we have friends locally with children. So we're pretty much on our own.*

As you will have discovered by now, it is still possible to be a father, a husband and a zine editor (usually in that order, I find). You just have to reschedule things and make greater use of after-midnight or pre-dawn hours. If you are really committed to the zine you can do it but you must at all times keep your antennae primed for evidence of discontent from your wife. In my view, the content of my zine has not suffered that much as a result of becoming a father but the speed of turnaround has. You may choose to sacrifice content for speed as this seems more important for a Diplomacy-based zine. Whatever, something has got to give somewhere and my advice (and I am not only a father but a husband lucky enough to be married to his second wife) is that whenever there is a conflict between pleasing the wife and pleasing your subscribers, always, always, always, choose the wife. Then get up at 4 in the morning and please the subscribers.

SA *I don't know about 4 in the morning, but it is 12.45am as I type this and Kate will want a feed around 2am and it's my turn... Then she'll want to play at 6am... Aaarghhh.....*

Nick Kinzett (former editor of Zeeby)

Re. **Take That You Fiend!**'s participation in the Diplomacy Zine Poll, I agree with you, and thus people shouldn't really make a fuss. As was long the case with **Hopscotch**, it might not be a Diplomacy zine, but there was always an excellent case for it being part of the Diplomacy hobby. Still, I like the idea you suggested to me: now that **TTYF!** has (semi) won, a cabal of Dippers ought to subscribe (or in my case re-subscribe) and ask John to put them on a Diplomacy list.

SA *He doesn't dare - the list would probably fill!*

Thomas Pasko (editor of the US zine CDDMJ)

You stated that you pulled the information about Colonial Diplomacy off of the Internet, can you tell me where? If there is info about Colonial being written I'd like to be able to filter through it.

SA *The comments I printed were postings on the rec.games.diplomacy newsgroup.*

You are correct about my limited readership in the UK. I am willing to trade with anyone. Can you suggest a few UK zines that would be willing to trade with me?

SA *I would try **The Cunning Plan**, **SNOT** or maybe **The Ides of March** (which is a brand new zine - address elsewhere).*

Simon Rose

I am proud to announce the arrival of Samuel Edward on March 28th. He weighed in at 6lb 13oz and is of course wonderful. Mother (Suzanne) and baby are doing well and I am surviving looking after our other two children. Going through all this again makes me appreciate

the effort you must put in to get **Spring Offensive** out - I am struggling just to keep my correspondence going in Pilot.

SA *Excellent news. Three children? My God, I go quite pale just at the thought... all that work!*

John Colledge

It was good of you to think of my feelings when you printed 'The Old Trout's' letter. [**SA**: I was! You didn't see what I edited out!] As usual, Allan had his finger on the pulse and got completely the wrong end of the stick. Yes, there was a time when I found his tact, and dare I say it, his "diplomacy", (or lack of it in some cases), quite gobsmacking, however I can now make allowances. After all, the poor old soul is a Sagittarian, and one has to make allowances! Doesn't one? Presumably even Allan will have twigged by now that we are both fighting for the same thing, namely, to use his own words, "the dire need for all editors to keep up the good work and enthusiasm."

As for his comments about your contribution to the hobby, I found myself looking round for a bucket to throw up in! Who was ever saying anything other than the fact that you work bloody hard for the hobby? I certainly wasn't. I have tried in the past to interest the so-called powers that be in new ideas and have been ignored, so more power to your elbow if you are prepared to go it alone. However, that was not what we were arguing about and I am surprised that an old cynic like Allan should fall for a typical politician's way of getting out of an argument he cannot find a proper answer to, change the subject to something you know you will get support in.

SA *I assume I am the 'politician' who did this? Actually, I think I answered your comments in more detail than they merited.*

Anyway, getting back to the original subject, in view of the fact that certain persons were getting a bit heated under the collar over the subject of Andy and Maddi's demise, I thought I better give them a phone. I think there is every possibility that Andy will be writing to you himself, and in fact he may well have done so by now.

SA *No, he hasn't. I doubt if he gives a toss if the long drawn out fold of **Electric Monk** was anything to go by.*

As I suspected from the fact that Andy was reluctant to stop adjudicating his games, he had hoped that **Electric Monk** might be able to continue in one form or another. This idea was scrapped however, as the baby's arrival approached. He has received no letter from yourself, and was not aware of your threat to go to WH Smith's to complain about the non-return of subs. All in all I cannot help thinking that a quick phone call would have been more appropriate than slagging Andy and Maddi off in a zine which they were no longer receiving.

SA *This is so boring, John. Didn't you read my reply last issue? I never made the threat to complain to WH Smiths, I merely said that if someone did so it would probably get results - but I made it quite clear that it wasn't my problem. No, of course I haven't written to John - why should I? John Marsden (in his capacity as OGR) certainly did and he said that he didn't reply (see **Ode** No.159). It wasn't my fight - Andy wasn't screwing up a game I was playing in nor retaining my cash. As for "Slagging off" - You call that slagging off? Go back and read what I actually wrote, as opposed to what you think I wrote. I said that they were acting disgracefully, which of course they were. A baby on the horizon is NO EXCUSE for not telling people what was going on - the truth is they had just lost their enthusiasm and in their selfishness didn't give a thought to their subscribers at all. You are trying to defend the indefensible. I don't know when I stopped sending the Keys **Spring Offensive** - but I do know it was many many issues after the last **Electric Monk** I received, and they never had the courtesy to write or telephone to tell me to stop sending them. Mind you, the Keys are by no means the worst offenders, even in the recent past. If I printed what I really think of Andy Bate the paper it was printed on would probably ignite.*

I presumed from our brief conversation at EuroDipCon that you were not taking what I had said too seriously. I was therefore a bit surprised by your comments regarding what other people had said. Strangely enough, I also spoke to a few people about your initial reaction and they

couldn't understand what all the fuss was about as they thought my letter was obviously meant to be tongue in cheek.

SA *I never take anything to do with this hobby personally - it's a hobby. However, if your letter was supposed to be tongue in cheek, then I reckon that you are not very good at expressing yourself in print. Here's a letter from someone with no axe to grind - what did he think?*

Iain Herron-Stamp

First let me roundly condemn John Colledge. Issue 31's letter from him did not read particularly tongue in cheek to me either. Sad man. I can sympathise with your predicament, as I have two children myself. They are the most efficient machines on God's green Earth for turning resources into excrement and insomnia. As you will undoubtedly have been told by umpteen people, however, they are (sometimes) a joy to have. My five year old son is 'helping' me to type this, and it's great fun! I sincerely hope you manage to get the balance between family and hobby as you wish, and still leave enough time for sleep. Please be in no doubt that your efforts are appreciated, even if a small minded minority make crass and puerile remarks.

SA *Much as I appreciate the support, I think it's time we let the subject of John's letter drop, lest it generate any real ill-will.*

Graham Smith

Please find enclosed a cheque to top up my subscription. Unlike Kim Head I'm still in work, but who knows what the future holds. The internal market in the NHS has made medical laboratory work much less secure than it has been in the past, and I think we will face a difficult year - we had some redundancies here last year and morale is low - so much for the feelgood factor. I hope Kim is able to get another job quickly - she's in most of the United leagues that I'm in, although I'm not sure if our teams have ever met.

SA *Any chance you might find the time to write up an Introduction to United? Some readers might find it interesting and may well fancy a go.*

I can help clear up one mystery anyway. I too bought a copy of "the Greatest Punk Album Ever". A quick count of the tracks shows that I already had 11 of the 48 tracks, although most of these are on singles rather than albums. As it happens that period was probably the peak in my album buying - except that none of the albums I was buying were punk albums. Even now I only own a couple of albums by punk bands. So you can add the category of "people over 35 who were buying albums by dinosaur bands in the late 1970s, but who still liked the odd punk single" to the one that Pete Birks suggested.

SA *At the time I bought very little punk, especially as that period was almost the nadir of my album buying. I remember buying Strangers, Siouxsie and Sex Pistols albums, though. Since then I have acquired a lot of punk albums second hand - my favourite has to be X-Ray Spex's **Germfree Adolescents** (now available on budget CD, though the vinyl will set you back £25).*

James Hardy (editor of **SNOT**)

My nick name may indeed be Sinbad, but seeing as I've never been called it, I doubt it. Getting put in the same sentence as **SNOT** by Kendrick under the title 'good reads' must have stuck in the throat though? I look forward to the final **Spring Offensive** - will No.33 whimper out or supernova?!

SA *In your dreams, Sinbad. Oops, you've just been called it! See John, this is a tongue-in-cheek letter (I think?).*

Dave Newnham

Ah! Scatter Theory! It was still, occasionally, being talked about when I joined the hobby in 1983. Yes, yes: do an article on it, I'd like to see the full theory explained even if it's no longer in vogue.

SA *Your wish is my command*

Nick Kinzett's comments on FtF Diplomacy were interesting. Sitting in a strange house, staring out of the window (on to a totally uninteresting garden), bored out of your skull, looking at your watch and wondering how much longer they are going to let the season drag on for (it's already 35 minutes on a supposedly 15 minute deadline) and wondering whether this is what you really slaved your guts out at work (for 5 days) for! And you've still got to drive home and get in to work on time, tomorrow.

Take the test match analogy? Alright Kinzett, bring it back! But Nick is right! I am quite taken with his idea, something needs to be done to make FtF Diplomacy a multi-player game - right to the finish. Without getting involved in the (potential) tie-breaker controversy, his idea has much merit in that it would ensure that every player would be involved right to the end - a much more enjoyable way to spend one's day! But do let's enforce the deadlines: 15 minutes is all you get!

SA *I intend to enforce deadlines strictly at the year's National Diplomacy Championship at MidCon. That should be fun.*

I am much taken with your Sin Bin. Although I am horrified that you will accept orders up to THREE days late! I'm also impressed that you can still get the zine out on time when accepting such orders; how do you do it?

SA *As John Harrington suggested in his letter - I just lose sleep.*

John Wilman (former editor of Watch Your Back)

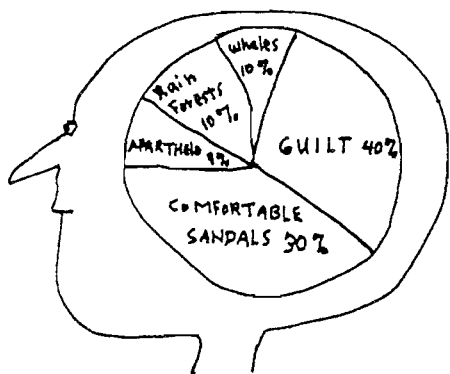
I well remember my first NMR. I was sure I had posted in orders and was therefore dismayed to see the dreaded letters against my name. But when I checked the game folder - you guessed it - there they were, just as I had written them on receipt of the zine. Luckily they were for a 2 centre Austria, so no real harm was done.

There are many reasons for NMRing, some more excusable than others. I know, for example, that Danny Collman had good cause in Jaxartes. There is also more pressure on editors, for whom getting their own zine out on time may be more important than the games they are in (unless they are called Duncan Adams!).

Clearly NMRs spoil games, but there are more important things in life, and anyone can have personal problems. One of my subbers actually died on me, bringing a game to a tragic end, but at least he had a good excuse for dropping out.

Neil Kendrick may be riding for a fall with his holier than thou approach: this is after all, the man who folded the same zine twice! I'm certainly not going to boast about my record, or reveal what it is. I think you have struck the right note.

SA *Well, several of those in the Sin Bin have confessed that their humiliation has made them get their orders in on time - so it appears to work.*



THE POLITICALLY CORRECT BRAIN

CITY STATE I

LIGHTHOUSE (Autumn 1303)

VENICE (Steve Cox) F(Gulf of Venice) - Rimini; A(Aquila) S F(Venezia)Std.

GENOA (Andy Bassett) F(Pisa)Std.; A(Cuneo) S A(Genova)-Alessandria; A(Liguria)-Parma; F(Tiber) S FLORENTINE A(Civitavecchia)-Roma;

MILAN (Richard Newby) A(Lodi)-Cremona* (DESTROYED) A(Como)-Novara;

MANTUA (Neil Kendrick) A(Verona)-Padua; A(Pavia) & A(Piacenza) & A(Sondrio) S A(Cremona) - Lodi; A(Tuscan Alps)* (DISLODGED - RETREATS TO Bologna) S A(Mantova)-Parma;

FLORENCE (Fred Fall) A(Lucca) & A(Appenines) S A(Pistoia)-Tuscan Alps; A(Bologna)-Modena; A(Arezzo) S A(Viterbo)-Perugia; A(Civitavecchia)-Roma;

POPE (Chris Brann) A(Salerno)-Bari; A(Spoleto)-Viterbo; A(Perugia) S A(San Marino) - Arezzo; A(Roma)Std.* (DISLODGED - RETREATS BEHIND THE WALLS)

EMPEROR (John Boocock) DA(Alessandria) S A(Turin)-Cuneo; DA(Milano)Std.; DA(Ravenna)-Venezia; A(St. Gothard Pass)-Maggiore

Winter 1303 Adjustments:

- V: Ven(2), Aqu, +Rim = 4. No builds possible, 1 short.
- G: Gen(2), Cor, Sre, Pis = 5. No change.
- Mil: -Lod, -Pia, -Mil, +Nov = 1. No change.
- Man: Par, Bre, Mtv, Ver, -Mod, Vic, Cre, +Pia, +Lod, +Bol. -Pad = 10. Builds A(Bressica), A(Parma), 1 short.
- F: Pta, Flo, Sie, Luc, -Bol, Vit, Are, +Mod = 7. No change.
- P: Spo, Rom, Per, -Rim, Nap, +Bar = 5. No change.
- E: [12 off-board], Tur, Com, -Pad, -Nov, Ver, +Mil = 16. No change.
- N: -Bar = 0

Press:

Doge-Wilfred: Given your reply to my query last season, the order for A(Pav) in the example in section 7(f) of the rules should presumably be written A(Pav) S A(Mil) R A((Lod)), otherwise A(Pav) is merely supporting A(Mil) to hold in place, and not to raise the siege of Lodi? [SA Correct.] Or does it do both? [SA No.] Can a unit that is conducting a siege retreat behind the walls in the same retreat phase that the unit it is besieging is forcibly disbanded (assuming it is dislodged by an ordinary attack and not by an R order)? [SA No, they happen simultaneously] If a unit is conducting a siege and an enemy unit attempts to move into the province with a force of X at the same time as another enemy unit attempts to raise the siege with the same force, what happens? [SA Nothing - beleagued garrison rule.] Does the result depend on whether the siege is in its first or its second season? [SA No.]

Emperor-Milanese: You won't wriggle away that easily, Mr Smoothypants, time is on my side. God is also on the side of the Big Battalions.

93EO YARMUK (Pre-Spring 1908)

This game is over. There is unanimous agreement for the following result: 1st England, 2nd Italy, 3rd Turkey, 4th Germany, 5th Russia. Could I have endgame statements and I will try and publish them shortly with the final SC chart. Congratulations to Dave Horton, who certainly worked hard enough for his victory.

94BB ZAMA (Pre-Spring 1908)

And another game bites the dust. There was unanimous agreement for =1st T & I, 3rd E, 4th G, 5th R. Could I have endgame statements and I will try and publish them at the same time as Yarmuk. Congratulations to Paul Atmore and Dave Newham.

94BT COCHISE (Spring 1907)

England (JOHN COLLEDGE) A(Edi) - Yor

France (JONATHAN BARBER) NMR! F(NTH) Stands* (DISLODGED - DISBANDES); F(Lon) Stands; F(ENG) Stands; A(Wal) Stands; A(Bur) Stands; A(Pie) Stands; F(WMS) Stands; F(GoL) Stands

Germany (ALAN LAIRD) A(Kie) - Hol; A(Mun) - Boh; A(Sil) S A(Mun) - Boh* (DISLODGED TO Ber); A(Lvn) - StP (FAILED)

Italy (MARK WALKER) NMR! A(Bul) Stands* (DISLODGED - DISBANDES); F(Tun) Stands; A(Rom) Stands; F(ION) Stands; A(Gre) Stands; A(Ser) Stands; F(TYS) Stands; A(Ven) Stands

Russia (ROY BURNETT) A(Sev) S A(Ukr) - Mos; A(Fin) - Swe; F(STP) no Stands; A(Gal) S A(Boh) - Sil; A(Rum) S ITALIAN A(Bul); F(Nwy) S F(Den) - NTH; A(War) - Pru; A(Ukr) - Mos; A(Boh) - Sil; F(Den) - NTH

Turkey (PAUL RIDOUT) F(BLA) S A(Con) - Bul; F(AEG) S A(Con) - Bul; A(Con) - Bul

Wilfred: Very surprising NMRs from Jonathan and Mark. I hope all is well and that the PO has not let me down.

Press:

England-Europe: Right folks. It's time for the big fight back!

92DG EURYMEDON (Autumn 1915)

England (PAUL RIDOUT) F(NTH) S F(Bel) (CUT); F(Bel) S F(NTH); F(ENG) S F(Bel); F(MAO) - WMS; F(Spa) S F(MAO) - WMS; F(Mar) - GoL; A(Pic) S F(Bel) (CUT); A(Wal) - Lon

Germany (TIM DEACON) A(Par) - Pic (FAILED); A(Ruh) S F(Bel) (MISORDER - WHOSE F(Bel)?); A(Hol) S F(Bel) (MISORDER - WHOSE F(Bel)?); F(Den) S F(HEL) - NTH; F(Swe) - SKA; F(HEL) - NTH (FAILED); F(Bel) S F(HEL) - NTH (NO SUCH UNIT!)

Italy (ANDY BASSETT) F(Tun) - ION* (FAILED, DISLODGED - DISBANDES); A(Nap) - Rom; F(Apu) - Ven

Russia (CHRIS STONE) F(Nwy) Stands; A(StP) - Lvn; A(Gal) - Rum (FAILED); A(Ukr) S A(Gal) - Rum; A(Mos) - Sev (FAILED)

Turkey (JAMES EMONY) F(EMS) S F(ION); F(ION) S F(WMS) - Tun; A(Sev) S A(Rum) (CUT); A(Rum) S A(Sev) (CUT); A(Bud) S A(Rum); A(Bel) - Gal (FAILED); A(Ser) - Tri; F(Gre) - Alb; F(ADS) - Apu; F(WMS) - Tun

Winter 1915 Adjustments:

E: Bel, Spa, Lon, Por, Mar, Edi, Bre, Lpl, -Hol. = 8; Loses 1.

G: Par, +Hol, Den, Kie, Swe, Mun, Ber, -Sev, = 7; No change. Builds A(Mun).

I: Rom, +Ven, Nap, -Tun, = 3; No change. Builds F(Nap).

R: Nwy, Mos, War, StP, -Vie, = 4; Loses 1. Removes A(Lvn)

T: +Sev, Rum, Bud, +Vie, Tri, +Tun, Ser, Gre, Bul, Con, Ank, Smy, -Ven, = 12; Gains 2. Builds A(Smy), A(Con).

Wilfred: We have an endgame proposal of 1st T, 2nd E, =3rd G/R/I. Votes for next time please: unanimity required, abstention = no, NMR = yes.

Press:

Turkey-All: Gobble, gobble, gobble!!!

Russia-Turkey: If I go, I go fighting. While England gets stronger every day. Up to you.

Italy-All: Come on, it's Easter. be nice to us Romans.

Russia-France: Recommend anywhere nice?

93DI UTICA (Pre-Autumn 1909)

I am going to have to hold this game over as Andrew Lane has been very ill (including time in hospital) and he needs time to catch up. Orders on file from the other players which may, of course, be changed. I am sure you will join me in wishing Andrew a speedy recovery.

94DA FOGHAT (Spring 1906)

AUSTRIA-HUNGARY (Ian Coleman) A(Pru) - Ber (FAILED); A(War) S A(Gal) - Ukr* (CUT, DISLODGED TO Gal); A(Rum) S A(Gal) - Ukr; A(Sil) S A(Pru) - Ber; A(Mun) S A(Pru) - Ber (CUT); A(Boh) S A(Mun); F(AEG) S ITALIAN A(Ank) - Smy; A(Gal) - Ukr

ENGLAND (Chris Stone) F(Edi) - NTH; A(Lpl) - Wal; F(Bre) - Gas; F(Por) S FRENCH A(Spa)

FRANCE (Deborah Lloyd) A(Spa) Stands

GERMANY (Rob Tesh) F(MAO) S FRENCH A(Spa) (CUT); F(HEL) - Bel (MISORDER); F(BAL) S A(Ber); A(Ber) S A(Kie) - Mun (CUT); A(Ruh) S A(Kie) - Mun; A(Kie) - Mun (FAILED)

ITALY (Steve Watts) A(Mar) - Bur; A(Par) - Pic; F(WMS) - MAO (FAILED); F(GoL) - Mar; F(Bul) sc - Con; A(Ank) - Smy; F(Con) - BLA; A(Rom) - Tus; F(Nap) - TYS

RUSSIA (Bob Kendrick) A(StP) - Lvn; A(Lvn) - War; A(Mos) S A(Lvn) - War; A(Ukr) - Gal* (FAILED, DISLODGED TO Sev); F(Nwy) Stands

TURKEY (Neil Newman) A(Smy) Stands* (DISLODGED TO Arm)

Wilfred: Bob Kendrick is away in Australia from the end of the month until approx. 19th July. he will be following the games and submitting orders, though a little difficult to contact.

Press:

Austria-All: Why do I feel like a sandwich all of a sudden?

94DH HANNIBAL (Spring 1905)

AUSTRIA-HUNGARY (Shaun Derrick) F(Tri) - Alb; A(Ser) S F(Tri) - Alb; A(Rum) - Sev; A(Sev) - Ukr; A(Mos) - StP (FAILED); A(Tyr) S F(Ven); F(Ven) S ITALIAN F(ION) - Apu; F(ADS) - ION (FAILED); A(Bud) - Tri

FRANCE (Simon Scott) A(Pie) - Tus; A(Gas) - Mar; A(Par) - Bur; F(Lon) - NTH (FAILED); F(Edi) Stands; F(Lpl) - IRI; F(MAO) - WMS; F(Mar) - GoL

GERMANY (Mike Sykes) F(Swe) S F(SKA) - Nwy; F(Den) - NTH (FAILED); A(Kie) - Ber; A(Mun) - Sil; A(Ruh) - Mun; A(Bel) - Hol; A(StP) S F(SKA) - Nwy (CUT); F(SKA) - Nwy

ITALY (Mark Stretch) A(Rom) S F(ION) - Apu; F(Gre) S F(AEG) - ION; F(ION) - Apu; F(AEG) - ION

RUSSIA (Donal O'Nuallain) F(Nwy) Stands* (DISLODGED - DISBANDES, NRO)

TURKEY (Steven Slater) A(Con) S A(Bul); A(Bul) S A(Con); A(Smy) S A(Con); A(Arm) S A(Smy)

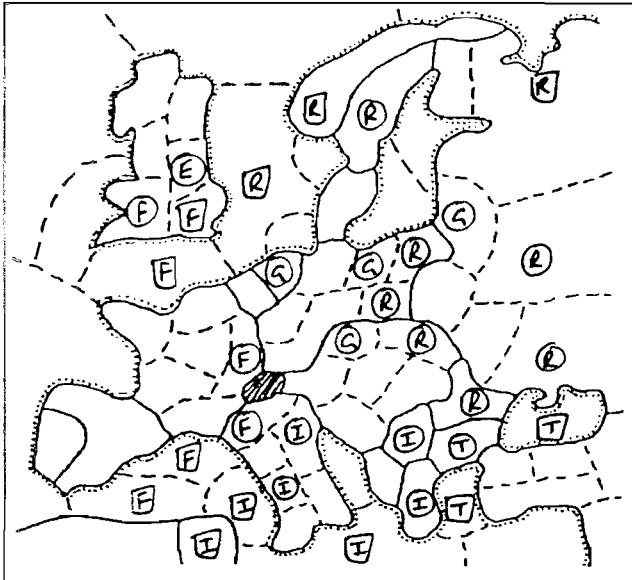
Wilfred: We have an endgame proposal of a conceded win to Austria. Votes for next time please: unanimity required, abstention = no, NMR = yes.

Press:

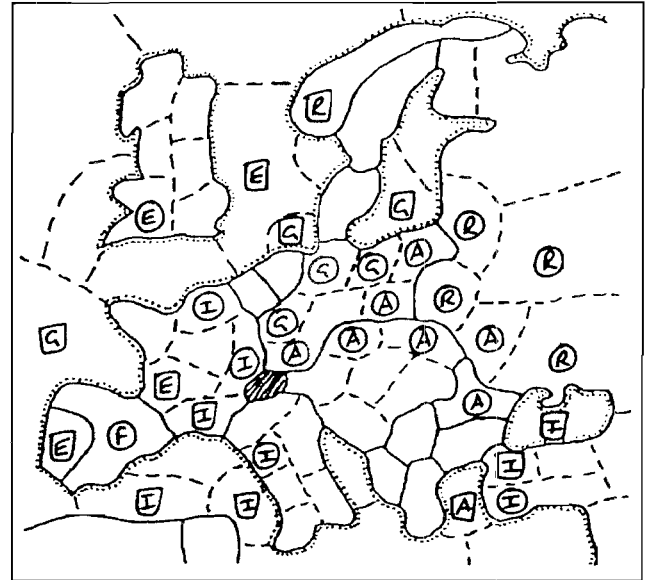
Russia-World: Now you have to fight each other.

Germany-France: OK? Lift off A05.

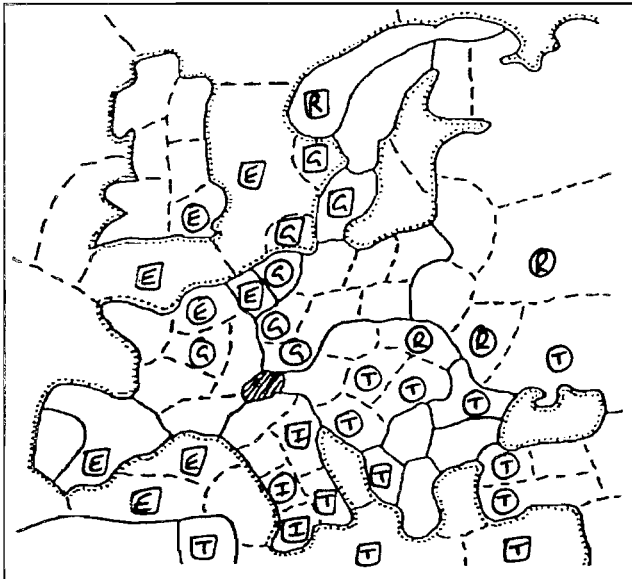




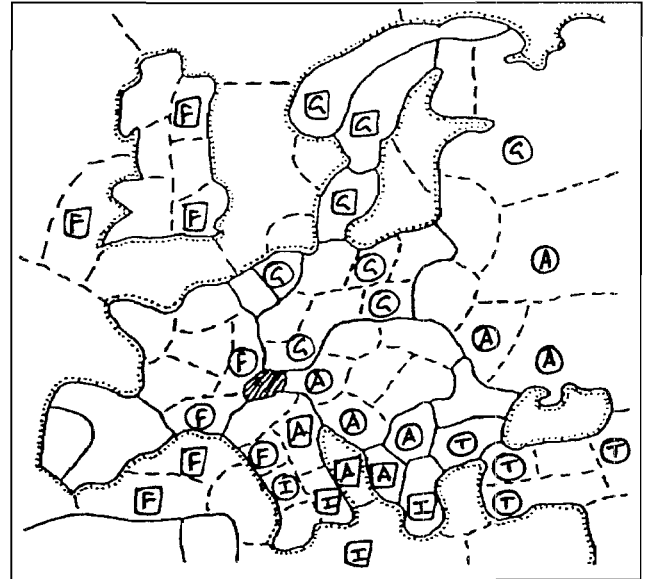
COCHISE (Spring 1907)



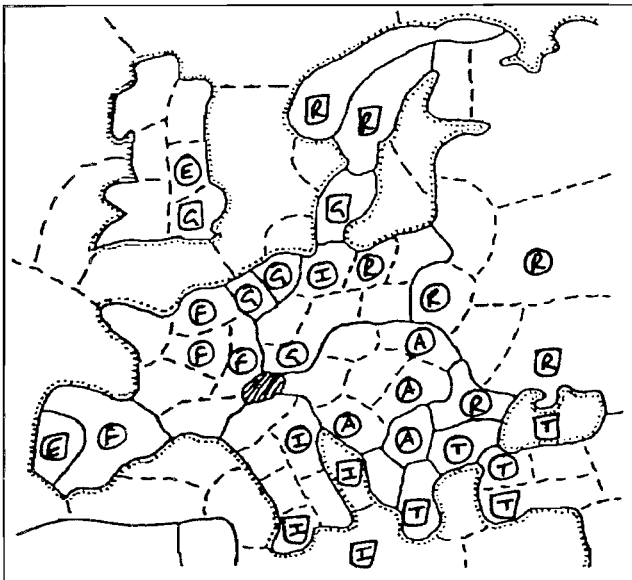
FOGHAT (Spring 1906)



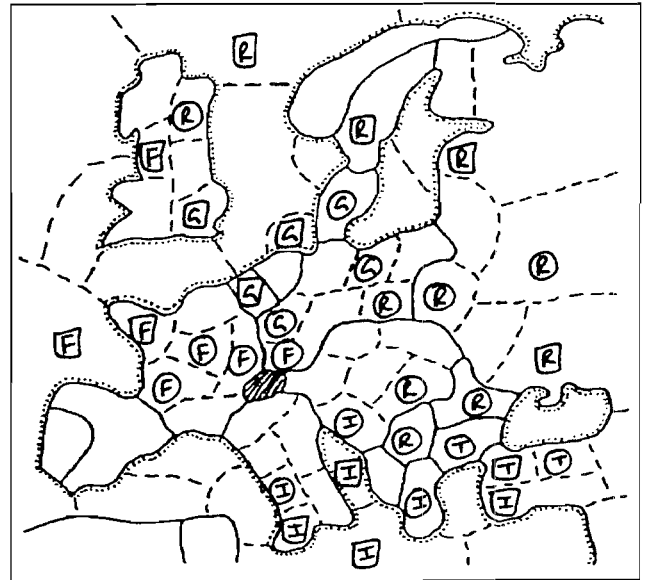
EURYMEDON (Autumn 1915)



HANNIBAL (Spring 1905)



JIGSAW (Autumn 1904)



KISS (Autumn 1903)

94DK JIGSAW (Autumn 1904)

AUSTRIA-HUNGARY (DAVE ALLEN) A(Gal) - Rum (FAILED); A(Ser) S A(Gal) - Rum; A(Vie) - Bud; A(Tri) S A(Ser)

ENGLAND (KEITH ASHBOLT) F(MAO) - Por; F(Den) - NTH; F(SKA) S F(Den) - NTH; A(Edi) - Yor

FRANCE (GERWYN MICHAEL) A(Bel) - Hol* (FAILED, DISLODGED TO Pic); A(Bur) S GERMAN A(Ruh) - Mun (MISORDER); A(Mar) - Spa; A(Gas) - Par

GERMANY (STEVE BIBBY) F(HEL) - Den; A(Hol) S A(Ruh) - Bel; A(Ruh) - Bel; F(NTH) - Lon

ITALY (RICHARD WILLIAMS) F(Ven) - ADS; F(Gre) S AUSTRIAN A(Rum) - Bul* (MISORDER, DISLODGED TO ION); A(Mun) - Kie; A(Tus) - Ven

RUSSIA (CHRIS PALM) F(Sev) S A(Rum); A(War) - Gal (FAILED); A(Sil) - Ber; F(Nwy) S F(Swe) - F(Swe) S F(Nwy); A(Rum) Stands

TURKEY (DAVID HORTON) F(AEG) - Gre; A(Bul) S F(AEG) - Gre; F(BLA) S A(Bul)

Winter 1904 Adjustments:

A: Ser, Bud, Tri, Vie, -Gre, -Bul, = 4; Loses 2.

E: +Por, Lpl, -Den, -Nwy, -Lon, = 2; Loses 2. GM removes F(SKA), F(NTH).

F: Spa, Par, Mar, Bre, -Bel, = 4; Loses 1.

G: +Den, Hol, +Bel, +Lon, Mun, Edi, -Ber, -Kie, = 6; Gains 1. Builds A(Mun).

I: +Kie, Ven, Tun, Nap, Rom, = 5; Gains 1. Builds F(Nap).

R: Sev, War, +Ber, -Nwy, Swe, Rum, StP, Mos, = 8; Gains 2. Builds A(Mos), 1 short. Chrs did order "build F(StP)" which I can't accept as it's ambiguous.

T: +Gre, +Bul, Con, Ank, Smy, = 5; Gains 2. Builds A(Con), F(Smy).

Press:

Con(Govt.)-StP: These orders are inoffensive enough, maybe.

Lon-Ber: So that is what I get for trusting you.

Con(Govt.)-Vie: No response means no deal in any language.

Con(Govt.)-Rom: Ominous reports have reached me from various quarters - are you genuine?

Lon-Turkey: I tried.

Con(Govt.)-Par: The silent treatment continues, eh?

StP-GM: Stephen, you again used the wrong set of orders for me last season - i.e. an earlier countermanded set! No need to re-adjudicate as the units ended up in exactly the same positions so the changes were entirely academic. If you can't cope with all these games perhaps you'll send a few of your seething masses my way for a game in The Ides of March??? No? Oh well, worth a try I suppose!

Wilfred-StP: At least I am able to underline failed moves in the game reports... You don't even manage to put "(FAILED)" in your game reports. And that's with only one game to adjudicate. Tut, tut.

94DO KISS (Autumn 1903)

AUSTRIA-HUNGARY (TONY HASTINGS) No units!

ENGLAND (Anarchy ex-DEREK MILLER) A(Pic) Stands; F(ENG) Stands

FRANCE (KIERON QUIRKE) A(Bre) - Gas; F(MAO) Stands; F(Lpl) Stands; A(Bur) - Mun; A(Par) - Bur

GERMANY (JAMES EMOY) F(NTH) - Lon; A(Den) - Swe (FAILED); F(Kie) - HEL; F(Hol) - Bel; A(Bel) - Ruh; A(Mun) - Ber

ITALY (ANDREW FEATHER) A(Tri) S RUSSIAN A(Bud) - Ser; A(Alb) - Gre; F(ION) S A(Alb) - Gre; F(AEG) - Smy; F(Apu) - ADS

RUSSIA (MIKE SYKES) A(Sil) S FRENCH A(Bur) - Mun; A(Rum) - Bul (FAILED); A(Bud) - Ser; A(Vie) - Bud; F(Sev) - BLA (FAILED); A(Nwy) - Edi; F(NWG) C A(Nwy) - Edi; F(Swe) - Den (FAILED)

TURKEY (DAVE ALLEN) A(Bul) - Ser (FAILED); F(Con) - BLA (FAILED); A(Gre) S A(Bul) - Ser (CUT, DISLODGED - DISBANDS)

Winter 1903 Adjustments:

A: -Tri, -Bud, = 0; Loses 2. OUT!

E: -Edi, -Lon, -Lpl, = 0; Loses 3. GM removes A(Pic), F(ENG). OUT!

F: +Lpl, +Mun, Par, Bre, Por, Spa, Mar, = 7; Gains 2. Builds F(Bre), A(Par).

G: +Lon, Den, Bel, Ber, Hol, Kie, -Mun, = 6; No change.

I: +Tri, Gre, +Smy, Ven, Tun, Nap, Rom, = 7; Gains 2. Builds F(Nap), A(Rom).

R: Rum, +Ser, +Bud, Sev, +Edi, Swe, Nwy, Vie, Mos, StP, War, = 11; Gains 3. Builds A(war), A(Mos), F(StP)sc

T: Bul, Con, Ank, -Smy, = 3; Loses 1. Builds A(Ank).

Press:

Russia-Turkey: I wrote offering support, but got no reply - sorry!

German Tourist Board: You can tell summer is on the way - all these countries trying to pinch our prime sunbed spots!!

Anon-All: Wake up to Russia, unless you want a very short game!!

94DV MATCHBOX (Autumn 1903)

AUSTRIA-HUNGARY (ROB WILLS) A(Tri) - Tyr (FAILED); A(Bud) S A(Rum); A(Rum) S TURKISH A(Bul) - Sev; F(Gre) Stands

ENGLAND (PETER BERLIN) F(Nwy) S A(Swe) (CUT); A(Swe) S F(HEL) - Den; F(NTH) S F(HEL) - Den; A(Kie) S F(HEL) - Den; F(Bel) S TURKISH F(Pydna)-StP sc (MISORDER); F(HEL) - Den

FRANCE (TONY HYLAND under proxy to ALLAN STAGG) F(WMS) C A(Spa) - Naf; F(GoL) Stands; A(Ruh) S A(Bur) - Mun; A(Bur) - Mun; A(Spa) - Naf

GERMANY (PATRICK FINGLASS) A(Lvn) - Mos; A(Sil) - War (FAILED); A(Pru) S A(Sil) - War; F(BAL) - Ber; F(Den) - NTH* (FAILED, DISLODGED TO BAL); A(Ven) S FRENCH A(Spa) - Tus (MISORDER)

ITALY (JAMES BROWN) A(Tus) - Rom (FAILED); F(TYS) C A(Tun) - Rom; A(Tun) - Rom (FAILED)

RUSSIA (STEVE BIBBY) F(BoB) S ENGLISH F(Nwy) S Swe (MISORDER); A(Boh) - Tyr (FAILED); A(Ukr) S A(Gal) - War; F(Sev) - Rum* (FAILED, DISLODGED - DISBANDS); A(Gal) - War (FAILED); F(StP) nc - Nwy (FAILED)

TURKEY (GUY THOMAS) F(BLA) C A(Bul) - Sev; F(ION) S ITALIAN F(TYS); A(Ank) - Arm; A(Bul) - Sev

Winter 1903 Adjustments:

A: Tri, Bud, +Rum, Gre, Ser, = 5; Gains 1.

E: Nwy, +Swe, +Kie, Bel, +Den, Hol, Edi, Lon, Lpl, = 9; Gains 3. Builds A(Lon), A(Edi), F(Lpl).

F: +Mun, Spa, Por, Par, Bre, Mar, = 6; Gains 1. Builds A(Mar).

G: +Mos, Ber, Ven, -Mun, -Kie, -Swe, -Den, = 3; Loses 3. Removes F(BAL), A(Pru), A(Sil).

I: Tun, Nap, Rom, = 3; No change.

R: StP, Vie, War, -Rum, -Sev, -Mos, = 3; Loses 3. Removes F(BoB), A(Boh).

T: +Sev, Bul, Ank, Con, Smy, = 5; Gains 1. Builds F(Con).

Wilfred: Please note that Tony Hyland is unable to continue with this game for the present, but he has proxied his units to Allan Stagg who is at 32 Chepstow Drive, Bletchley, Milton Keynes, Bucks. MK3 5NB.

Press:

France(Govt.): Under new management. I don't believe I bear any of you grudges, and I will try to write as soon as possible. If any of you objects to my presence, please let me know - I want to know who my friends are!

Germany(Govt.)-Russia: Considering you have consistently lied to me about your intentions, it is difficult for me to believe you now. You assured me you would not go for Gal in S01. You then tried to persuade me that your move there was a misorder, before moving to Vie next turn. If you lie to someone not once, but twice, in 1901 and stillexpect them to be nice to you, I suspect you are playing the wrong game.

Hitler-All: the Mighty German Empire now stretches from Berlin to Venice, to Russia! No one can stop me!

Russia-Germany: Making predictions is one thing, actually helping to bring them about is something completely different!

London(Govt.)-Paris: Sorry. Too many builds. Couldn't work out where to stick them.

London(Govt.)-Berlin/Warsaw/Moscow/Venice or wherever the Kaiser is: Patrick, you are a STAR.

London(Govt.)-Austria: Apologies. I did not imagine Agar would finger me. I meant to cause general trouble, not give individual offence.

95EC NUCLEUS (Autumn 1902)

AUSTRIA-HUNGARY (TIM DEACON) A(Vie) S A(Bud) - Tri; A(Ser) S A(Bud) - Tri; F(Gre) - AEG* (FAILED, DISLODGED - DISBANDS); A(Bud) - Tri

ENGLAND (JOHN BOOCOCK) E(NWG) - Nwy (FAILED); A(Fin) - Swe; F(SKA) S A(Fin) - Swe; F(ENG) - NTH

FRANCE (PAUL ATMORE) F(Pic) - Bel (FAILED); A(Mar) - Spa; A(Por) S A(Mar) - Spa; A(Bre) - Par

GERMANY (NEIL NEWMAN) A(Bur) - S - ITALIAN - A(Pie) - Mar (MISORDER); A(Ruh) - Bel; A(Den) - S - RUSSIAN - F(Swe) (MISORDER); F(BAL) - SKA (MISORDER - NOT ADJACENT); F(Hol) S A(Ruh) - Bel

ITALY (PETER SHORTALL) F(WMS) - MAO; F(ION) S TURKISH F(AEG) - Gre; A(Tri) Stands* (DISLODGED - DISBANDS); A(Pie) - Tyr; A(Ven) S A(Tri)

RUSSIA (KEITH ASHBOLT) A(Mos) S A(Lvn) - StP; A(Gal) - Bud; A(Rum) S A(Gal) - Bud; F(BLA) S A(Rum); F(Swe) - Nwy* (FAILED, DISLODGED TO GoB); A(Lvn) - StP

TURKEY (NOEL TURNER) F(AEG) - Gre; A(Bul) - S - RUSSIAN - A(Rum) - Ser (MISORDER); F(Smy) - Con; A(Ank) - Arm

Winter 1902 Adjustments:

A: Vie, Ser, +Tri, -Gre, -Bud, = 3; Loses 1.

E: +Swe, Nwy, Edi, Lon, Lpl, = 5; Gains 1. Builds F(Lon).

F: Spa, +Por, Par, Bre, Mar, = 5; Gains 1. Builds A(Mar).

G: +Bel, Den, Hol, Ber, Kie, Mun, = 6; Gains 1. Builds A(Mun).

I: Ven, Tun, Nap, Rom, -Tri, = 4; Loses 1.

R: Mos, +Bud, Rum, StP, Sev, War, -Swe, = 6; No change.

T: +Gre, Bul, Con, Ank, Smy, = 5; Gains 1. Builds F(Ank).

Press:

Moscow-Berlin: So you're trustworthy!

England-France: Even tho' the Kraut fleet went east, his F(Hol) pointing at the North Sea still troubles me.

3BD ORCHOMENUS (Spring 1912)

England (RICHARD WILLIAMS) F(NAO) - MAO; F(ENG) S F(NAO) - MAO; F(MAO) - WMS; A(Par) S A(Bre) - Gas; A(Bre) - Gas

France (BOB KENDRICK) F(Por) S F(Spa) nc; A(Mar) - Bur (FAILED); F(Spa) nc Stands

Italy (PAUL BARKER) F(Tun) - S - RUSSIAN - F(TYS) - ION (MISORDER)

Russia (JIMMY COWIE) A(Bur) S ENGLISH - A(Bre) - Gas (CUT); A(Mun) - Sil (FAILED); A(Ruh) - Mun (FAILED); A(Ukr) Stands; A(Mos) S A(Ukr); A(War) S A(Ukr); F(TYS) Stands; F(WMS) - GoL; F(Den) - BAL; F(NTH) - Den; F(Bel) - NTH

Turkey (LORRAINE TULLETT) A(Tyr) S A(Ven) - Pie; A(Rom) S F(Apu) - Nap; F(ADS) C A(Con) - Tri; F(ION) C A(Con) - Tri; F(AEG) C A(Con) - Tri; F(EMS) S F(ION); A(Con) - Tri; A(Ank) - Arm; A(Gal) - Sil (FAILED); A(Rum) - Ukr (FAILED); A(Sev) S A(Rum) - Ukr; F(BLA) S A(Sev); A(Ven) - Pie; F(Apu) - Nap

Press:

France(Govt.)-England: Your continual plaintive wailing about my having broken some imaginary stalemate line is becoming really boring; or should I say even more boring than usual. In an attempt to put an end to this rubbish I make the following wager: If you can show at any point in the game that there existed, or was a reasonable chance of constructing an E/F/I stalemate line against the combined forces of Russia and Turkey then you win £50. You could use it to help settle your telephone bill which seems to cause you much concern. If you cannot show the stalemate line then you will pay £50 to a charity of my choosing. have you got the bottle or is it just hot air?

95?? OSIBISA (Spring 1902)

AUSTRIA-HUNGARY (Donal O'Nuallain) F(Tri) Stands* (DISLODGED TO Alb); A(Ser) S F(Tri) (CUT); A(Vie) S A(Bud)* (CUT, DISLODGED - DISBANDS); A(Bud) S A(Vie) (CUT)

ENGLAND (Dave Allen) F(Lon) - NTH; F(ENG) S F(Lon) - NTH (CUT); A(Nwy) Stands* (DISLODGED TO Fin); F(NTH) - NWG

FRANCE (Derek Wood) F(Bre) - ENG (FAILED); A(Spa) - Por; A(Gas) - Spa; A(Par) - Pic

GERMANY (Gerwyn Michael) A(Boh) - Vie; A(Mun) - Boh; F(Bel) S F(Kie) - Hol; A(Den) S ENGLISH - A(Nwy) - Swe (MISORDER); F(Kie) - Hol

ITALY (Bill Eaton) F(Tun) - ION; A(Tyr) S A(Ven) - Tri; A(Ven) - Tri; F(Nap) - Apu

RUSSIA (Rosie Sexton) A(Gal) S GERMAN - A(Boh) - Vie; A(Rum) - Bud (FAILED); F(Sev) - BLA (FAILED); A(War) - Lvn; F(Swe) S F(StP) nc - Nwy; F(StP) nc - Nwy

TURKEY (Gihan Bandaranaika) A(Con) - Bul; A(Gre) - Ser (FAILED); F(Smy) - AEG; F(Ank) - BLA (FAILED)

Press:

Austria-Italy: Thanks for all your interesting lies. Watch your ass in Piedmont.

Russian(Govt.)-Istanbul: While I appreciate your friendly intentions, my boyfriend reads this magazine, and I wouldn't want him to discover... er, I mean suspect anything was going on.

Austria-France: Time to strike.

Germany-Rosie: I won't help you anymore!

France-Russia: the Kaiser is getting fat!

95?? PILOT (Spring 1902)

AUSTRIA-HUNGARY (Steve Walton-Grobb) A(Vie) - Bud (FAILED); A(Tri) - Bud (FAILED); A(Gre) - Ser; F(Alb) - ION (FAILED)

ENGLAND (Andrew Feather) F(Edi) - NWG; F(Lon) - ENG (FAILED); F(Nwy) - SKA; F(NTH) S F(Nwy) - SKA (CUT); A(Bel) Stands* (DISLODGED - DISBANDS)

FRANCE (Pete Duxon) A(Spa) - Gas; F(Por) - MAO; F(Bre) - ENG (FAILED); A(Bur) Stands; A(Par) - Pic

GERMANY (Simon Rose) F(Den) - NTH (FAILED); F(Kie) - HEL; A(Mun) - Bur (FAILED); A(Ruh) - Bel; A(Hol) S A(Ruh) - Bel

ITALY (Jonathan Wills) F(ION) - ADS; F(Nap) - ION (FAILED); A(Tun) Stands; A(Ven) Stands

RUSSIA (Ivan Woodward) A(Ukr) - Sev; A(Mos) S A(Ukr) - Sev; A(Gal) S F(Rum); F(Rum) S A(Ukr) - Sev* (DISLODGED - DISBANDS); F(Swe) - Nwy

TURKEY (Phil Barker) A(Sev) - Rum; F(BLA) S A(Sev) - Rum; A(Bul) S A(Sev) - Rum; F(Con) - AEG; F(Smy) - EMS

Press:

Ministry of Photocopies: Would it be easier if all the letters in this game just kept circulating in a round-robin mail pouch? All one does is post it on to the next name on the list and remove any old ones that you originally sent. Toss in some pyramid selling ideas and you might find yourself in seven more Diplomacy games every month and have the postman struggling to your door with sack loads of mail every morning.

Austrian(Govt.)-Russia: Now you didn't want to do that, did you? Out! Out from galicia you windy pox muffin or Rumbites the dust.

Forza Italia: Now what do I do next? I cannot find my Lepanto primer.

Austrian(Govt.)-Turkey: Piss off.

Par-Overheard in the Office: Shhh, God I've been found out.

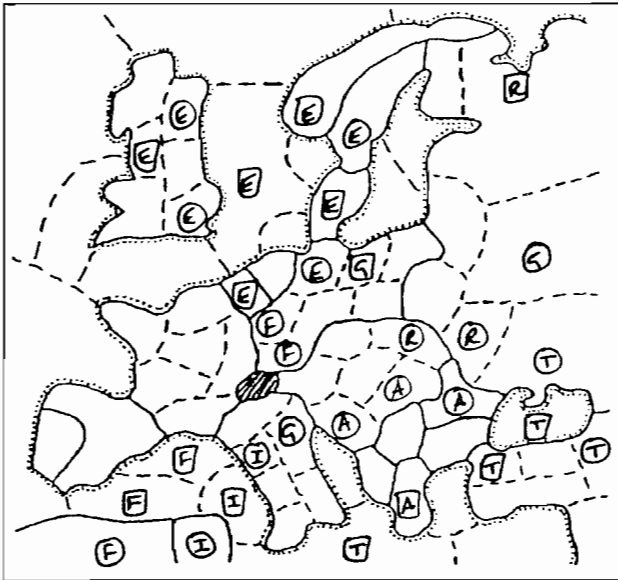
Austria-All: Choad.

Par-Ber: I'm going to regret this.

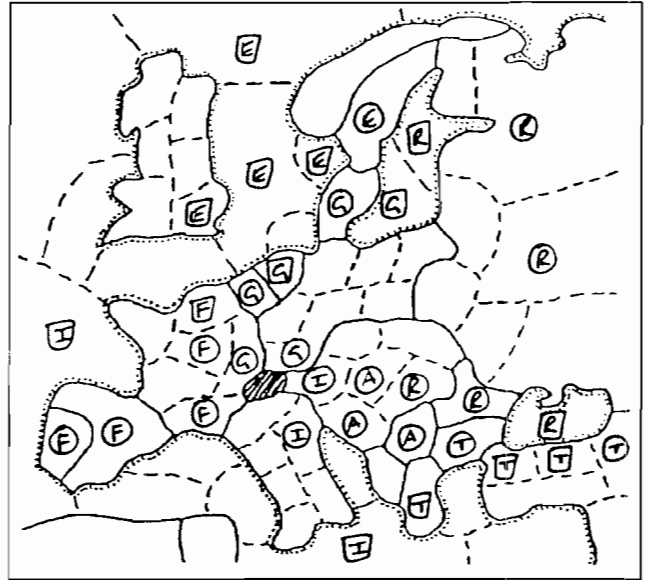
Mad Spy-Austria: Out to get you? Well they should be.

Austrian(govt.)-Italy: Hello. Che cazzo fai?

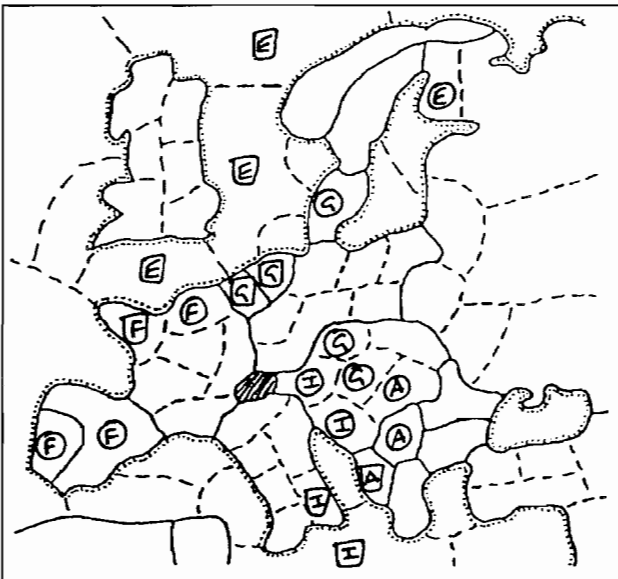
Moscow(Govt.)-Vienna: I bet that you're scared to look in the mirror in case you see someone behind you.



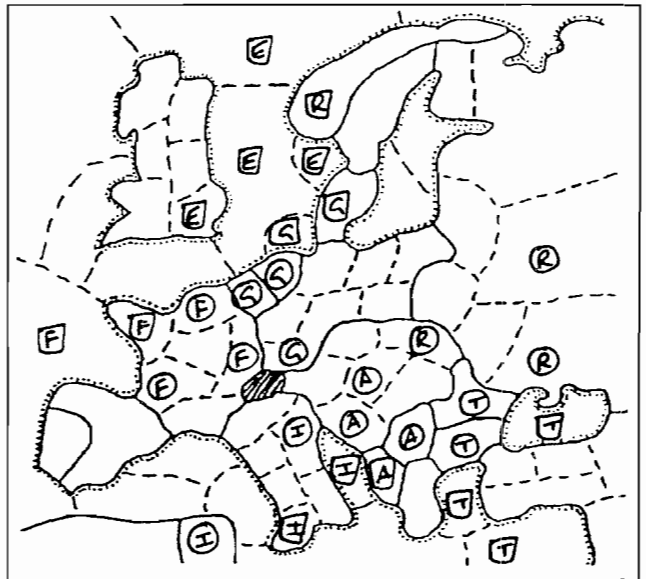
MATCHBOX (Autumn 1903)



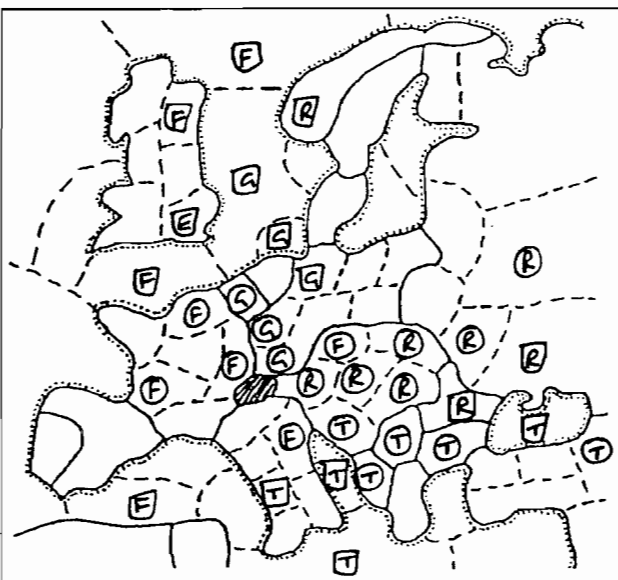
NUCLEUS (Autumn 1902)



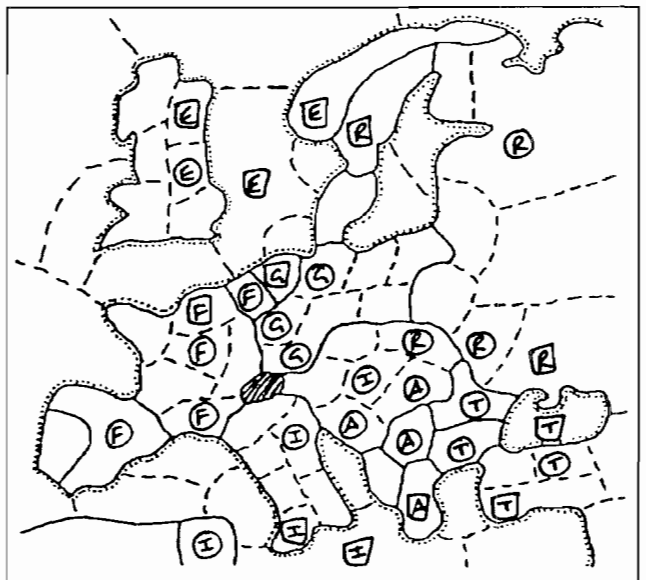
OSIBISA (Spring 1902)



PILOT (Spring 1902)



PYDNA (Autumn 1911)



QUATRO (Autumn 1901)

93BR PYDNA (Autumn 1911)

England (Anarchy ex-JIM PILLING) F(Lon) Stands

France (JAMES HARDY) F(NWG) - NTH (FAILED); F(Ed) S F(NWG) - NTH; F(MAO) - ENG; F(Spa) sc - WMS; A(Gas) - Bur (FAILED); A(Pic) S A(Gas) - Bur; A(Bur) - Bel (FAILED); A(Ven) S TURKISH A(Tri) - Tyr (MISORDER); A(Boh) - Mun (FAILED)

Germany (KEN FLOWERS) F(NTH) S A(Bel) (CUT); A(Bel) S A(Ruh) - Bur; A(Ruh) - Bur (FAILED); A(Mun) S A(Ruh) - Bur (CUT); F(Kie) - HEL

Russia (GEOFF NORWOOD) F(Nwy) S GERMAN F(NTH); F(Rum) S F(Sev) - BLA (CUT); A(Mos) - Sev (FAILED); A(Ukr) S A(Mos) - Sev; A(Gal) S A(Vie); A(Bud) S F(Rum); A(Vie) S A(Bud) A(Tyr) - Boh (FAILED); A(StP) Stands; F(Sev) - BLA (FAILED)

Turkey (PETER BERLIN) F(BLA) S A(Arm) - Sev; A(Ser) - Rum (FAILED); A(Con) - Bul; A(Alb) S A(Tri); F(ADS) S A(Tri); A(Tri) S FRENCH A(Boh) - Vie (MISORDER); A(Arm) - Sev (FAILED); F(Rom) Stands u/o; F(ION) Stands u/o; A(Rom) - Ven (NO SUCH UNIT); A(TYS) - StP sc (NO SUCH UNIT)

Winter 1911 Adjustments:

E: Lon, = 1; No change.

F: +Edi, Ven, Bre, Par, Lpl, Tun, Por, Spa, Mar, -Bel, = 9; No change.

G: +Bel, Mun, Hol, Ber, Den, Kie, = 6; Gains 1. Builds F(Kie).

R: Nwy, Rum, Mos, Bud, Vie, StP, Sev, Swe, War, -Edi, = 9; Loses 1. Removes A(StP).

T: Ser, Bul, Tri, Rom, Nap, Gre, Ank, Con, Smy, = 9; No change.

Wilfred: I have an end-game proposal of a 4-way draw. Votes for next time please: unanimity required, abstention = no, NMR = yes.

Press:

Ankara(Govt.)-Paris: I'm ashamed of myself. Destroy my last letter.

Ankara(Govt.)-Berlin: Sorry for the silence. Couldn't think of anything to say. But my thoughts are still with you.

95?? QUATRO (Autumn 1901)

AUSTRIA-HUNGARY (Neil Newman) F(Alb) - Gre; A(Bud) - Vie (FAILED); A(Ser) S TURKISH A(Bul) - Rum

ENGLAND (Mike Collins) A(Yor) Stands; F(NWG) - Nwy; F(NTH) - Den (FAILED)

FRANCE (Chris Brann) A(Bur) - Bel; F(Pic) S A(Bur) - Bel; A(Mar) - Spa

GERMANY (Steve Walton) F(Hol) - NTH (FAILED); A(Ruh) - Hol (FAILED); A(Kie) - Den (FAILED)

ITALY (Mark Golby) A(Tri) - Vie; A(Apu) - Tun; F(ION) C A(Apu) - Tun

RUSSIA (Iain Heron-Stamp) F(GoB) - Swe; F(Rum) - Sev; A(Ukr) - Rum (FAILED); A(Gal) S ITALIAN A(Tri) - Vie

TURKEY (Stewart Whyte) F(Ank) - BLA; A(Bul) - Rum; A(Con) - Bul

Winter 1901 Adjustments:

A: +Gre, Bud, +Ser, Tri, -Vie, = 4; Gains 1. Builds A(Tri).

E: +Nwy, Edi, Lon, Lpl, = 4; Gains 1. Builds F(Edi).

F: +Bel, +Spa, Bre, Mar, Par, = 5; Gains 2. Builds A(Par), A(Mar).

G: +Hol, Kie, Ber, Mun, = 4; Gains 1. Builds A(Mun).

I: +Vie, +Tun, Nap, Rom, Ven, = 5; Gains 2. Builds A(Ven), F(Nap).

R: +Swe, Sev, Mos, StP, War, = 5; Gains 1. Builds A(StP).

T: +Rum, +Bul, Ank, Con, Smy, = 5; Gains 2. Builds A(Ank), F(Smy).

Press:

Constantinople-Moscow: Your evasive correspondence led to this preemptive strike. Sorry it had to come to this.

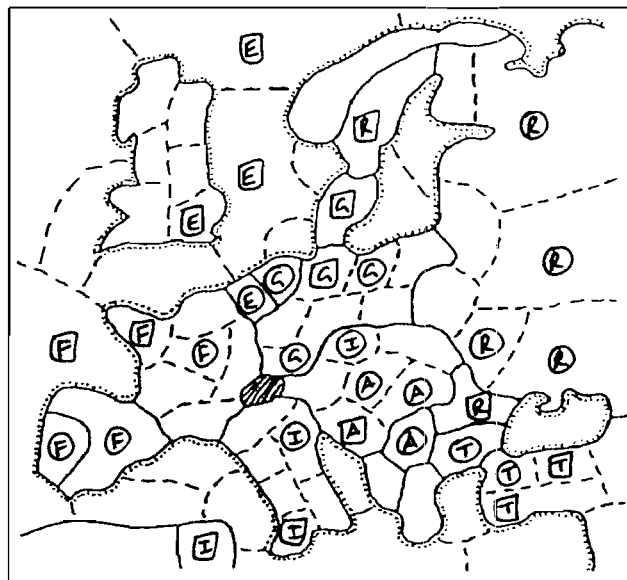
Moscow-Berlin: The 'phone has been disconnected. My contractors will shortly be arriving in West Russia (currently spelled S-I-L-E-S-I-A) to dig up the cable.

Germany-World: Sorry if you sent any mail to me and didn't get a reply (namely Russia who phoned me again, just for a slanging match). Newcastle and the surrounding area is in the midst of a postal strike and anything posted after the 2nd of April is still waiting to be delivered.

Constantinople-Vienna: I strongly suspect you've shafted me. However, I've taken a chance. It's better to burn up than fade away.

StP-London: Us big stiff Russian sailors eat weetabix 4 at a time WITHOUT SUGAR! Well 'ard - why don't you come and see for yourself, big boy?

Germany-Russia: Sod off!



95?? RAINBOW (Autumn 1901)

AUSTRIA-HUNGARY (Steve Ade) A(Ser) S F(Alb) - Tri; A(Vie) - Tyr (FAILED); F(Alb) - Tri

ENGLAND (Stephen Fitzgerald) F(NTH) C A(Yor) - Bel; F(NWG) - Nwy (FAILED); A(Yor) - Bel

FRANCE (Keith Loveys) A(Gas) - Por; F(MAO) C A(Gas) - Por; A(Mar) - Spa

GERMANY (Jeremy Tulett) F(Den) Stands; A(Kie) - Hol; A(Mun) - Tyr (FAILED)

ITALY (Calum Macinnes) A(Tyr) - Boh; F(ION) - Tun; A(Ven) - Tyr (FAILED)

RUSSIA (Richard Williams) F(GoB) - Swe; F(Sev) - Rum; A(Ukr) S F(Sev) - Rum; A(StP) - Nwy (FAILED)

TURKEY (Stewart Cross) F(Ank) Stands; A(Con) S A(Bul); A(Bul) Stands

Winter 1901 Adjustments:

A: +Ser, Vie, Tri, Bud, = 4; Gains 1. Builds A(Bud).

E: +Bel, Edi, Lon, Lpl, = 4; Gains 1. Builds F(Lon).

F: +Por, +Spa, Bre, Mar, Par, = 5; Gains 2. Builds F(Bre), A(Par).

G: +Den, +Hol, Mun, Ber, Kie, = 5; Gains 2. Builds F(Kie), A(Ber).

I: +Tun, Ven, Nap, Rom, = 4; Gains 1. Builds F(Nap).

R: +Swe, +Rum, StP, Mos, Sev, War, = 6; Gains 2. Builds A(Mos), A(Sev).

T: Ank, Con, +Bul, Smy, = 4; Gains 1. Builds F(Smy).

Press:

Rome(Govt.)-Austria: No, I didn't attack you!

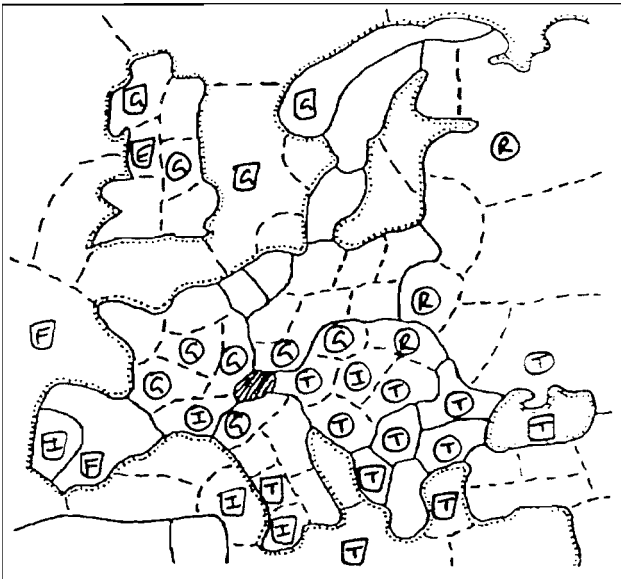
Italy-Russia: Note my pro-Brazilian moves re. USA, S. America etc.

Turks-Wops: Nice idea, but sorry.

StP-Ber: Trust me, I'll explain later.

Lon-Par: Naughty, naughty - lucky I've planned for this.

**DEADLINE
SATURDAY
13 MAY**



93DX XERXES (Spring 1909)

England (Anarchy ex-GARY MARSHALL) F(Lpl) Stands

France (JOHN TODD) F(MAO) S F(Spa) sc - Por; A(Gas) - Spa* (FAILED, DISLODGED - DISBANDS, NRO); F(Spa) sc - Por (FAILED)

Germany (GRAHAM TUNNICLIFFE) A(Bel) - Yor; A(Par) S A. Bur - Gas; F(Edi) - Cly; F(Nwy) Stands; A(Boh) S ITALIAN A(Vie); F(NT) C A(Bel) - Yor; A(Tyr) - Pie; A(Ber) - Mun; A(Mun) - Bur; A(Bur) - Gas

Italy (DAVE ALLEN) A(Mar) S F(Por) - Spa sc; F(Nap) S F(TYS) F(TYS) S F(Nap) (CUT); A(Vie) Stands; F(Por) - Spa sc (FAILED)

Russia (BILLY STEPHEN) A(Mos) - StP; A(Ukr) - War A(Gal) S TURKISH A(Bud) - Vie (MISORDER)

Turkey (PATRICK FINGLASS) A(Ven) - Tyr; A(Tri) - Vie (FAILED); A(Bud) S A(Tri) - Vie; A(Ser) - Tri (FAILED); F(Alb) - ION (FAILED); F(ION) - TYS (FAILED); F(Rom) S F(ION) - TYS; F(Smy) - AEG; A(Con) - Buf; A(Rum) S A(Sev); A(Sev) S A(Rum); F(BLA) S A(Rum)

Wilfred: Endgame proposal defeated, 2 yes, 1 no, 2 abstentions. new proposal: =1st G/R/T. Votes for next time please: unanimity required, abstention = no, NMR = yes.

Press:

Turkey(Govt.)-France & Russia: I have little chance of winning because my builds are so far away from the battle zone. Germany, however, looks like he is about to take Warsaw. With a drop-out England as well, unless we three unite, he will win.

Germany-Italy: Let me know how I can help.

Russia-Germany: You just could not agree to DM Norway, despite all that has passed. I have never sought to deceive you and I carried through my end of the bargain several times. You never reciprocated, so on your head be it.

Russia(Govt.)-Russian Generals: Why are we circling the wagons again? I'll tell you why - arrange an alliance with the Turk, what do you get? Stabbed. Arrange an alliance with the Italians - what happens? You get stabbed. You have protracted negotiations with the Germans - what do you get? Frustrated. Oh, for a trustworthy ally.

Germany-Russia: The choice is yours; the draw or oblivion!

**DEADLINE
SATURDAY
13 MAY**

DIPLOMACY II

BEDLAM (Spring 1907)

Austria-Hungary (KEIR SANDERSON) A(Vie) Stands; A(Bud) S A(Vie); A(Tri) S A(Vie)

England (IVAN WOODWARD) A(Spa) - Gas; A(Por) - Bre; F(Naf) - Spa sc; F(MAO) C A(Por) - Bre; F(Bre) - Pic; F(Lon) - NTH; F(Nwy) Stands; F(TYS) S TURKISH A(Gre) - Nap; A(Ukr) - War; A(Mos) S A(Ukr) - War; A(Sev) - Ukr

Germany (PAUL RIDOUT) F(Swe) Stands; F(Kie) Stands; F(Mar) - GoL; F(GoL) - Rom; A(War) S A(Gal)* (CUT, DISLODGED - DISBANDS, NRO); A(Gal) S A(Boh) - Vie; A(Boh) - Vie (FAILED); A(Tyr) S A(Boh) - Vie; A(Mun) S A(Tyr); A(Rom) - Ven; A(Nap) - Apu; A(Ber) - Sil

Turkey (DAVID APLIN) F(BLA) S A(Rum); A(Ank) - Arm; A(Rum) S A(Ser); A(Bul) S A(Rum); A(Ser) S A(Rum); A(Gre) - Nap; F(ION) C A(Gre) - Nap; A(Tun) Stands; F(Lib) S A(Tun)

Wilfred: Note the German A(Ber) which was omitted from Germany's builds last time. Sorry. We have an endgame proposal of =1st E & G, 3rd T, 4th A. Votes for next time please: unanimity required, abstention = no, NMR = yes.

Press:

Turkey(Govt.): Still the same old thing, lurching from one disaster to another. Shit.

London(Govt.)-Berlin: Holding 2 builds is a little too naughty.

London(Govt.)-Vienna: Yes, you're right.

DIPLOMACY II

ITHACA (Spring 1905)

Austria-Hungary (John Boocock) A(Mos) - Lvn* (FAILED, DISLODGED - DISBANDS); F(Gre) Stands; A(Rum) Stands; A(Vie) - Tyr; A(Tyr) - Mun; A(Boh) S A(Tyr) - Mun; A(Sil) S A(Tyr) - Mun

England (John Etherington) NMR! A(Bel) Stands; F(MAO) Stands; F(ENG) Stands; F(NAO) Stands; F(NWG) Stands; A(Nwy) Stands

France (Billy Stephen) A(Mar) S F(Por) - Spa sc* (CUT, DISLODGED - DISBANDS); A(Gas) S F(Por) - Spa sc; A(Bur) S ENGLISH A(Bel); F(Por) - Spa sc (FAILED)

Germany (Aidan Slattery) NMR! F(NTH) Stands; A(Mun) Stands* (DISLODGED - DISBANDS); A(Swe) Stands; A(Ruh) Stands; A(Ber) Stands; A(Hol) Stands

Italy (Dave Aplin) A(War) - Lvn (FAILED); A(Swi) - Mar; A(Pie) S A(Swi) - Mar; F(GoL) S A(Swi) - Mar; A(Spa) Stands; F(Naf) S A(Spa)

Russia (Jed Stone) F(StP) no Stands

Turkey (Allan Stagg) A(Sib) S A(Sev) - Mos; A(Sev) - Mos; F(WMS) S ITALIAN A(Spa); F(BLA) Stands; F(AEG) Stands; A(Lib) Stands

Wilfred: Disappointing NMRs - possibly something to do with the Newcastle postal strike. Still, there's always the telephone and the answerphone if I'm not in.

Press:

The 3 Good Eggs-The 3 Morons: Time is on our side, don't forget, with Switzerland passable there is no stalemate line.

Dave-John: What happened to my ID game?

Turkey(Govt.)-Austria & Italy: if you take their centres, I'll take their verbal abuse.

Turkey(Govt.)-France: Apologies for the lack of communication; the Post Office have just returned my last letter to you stamped "Not KNown at this Address". It was postmarked Belfast! I would complain, but you know what sort of lawyers work for the Post Office!

Postcard from Siberia: help! I have been sent here unjustly by a cruel regime.....

GUNBOAT STAB!

GONG (Autumn 1906)

Austria-Hungary (THE TRUMPTON RIOTER = Dave Gittins) No units!

France (KIND*MAN = Peter Berlin) A(Pic) S A(Bel); A(Spa) S A(Mar); A(Mar) S A(Spa); A(Bur) S A(Bel) (CUT); F(Bre) - ENG (FAILED); A(Bel) Stands* (DISLODGED - DISBANDES)

Italy (OOOH BETTY = Jim Stewart) F(WMS) - MAO; A(Ser) S F(Gre) - Bul sc* (CUT, DISLODGED TO Alb); A(Ven) S F(Tri) (CUT); F(Tri) S A(Ven); F(Gre) - Bul sc (FAILED); F(ION) - AEG; F(EMS) - Smy (FAILED)

Russia (SAVILEY = Keith Loveys) A(Ank) S A(Arm) - Smy; A(Bud) S A(Rum) - Ser; A(Sev) - Rum; A(Mos) - Ukr; A(Vie) S A(Bud); A(Mun) - Bur (FAILED); A(Sil) - Mun (FAILED); F(ENG) - Bel; A(Ruh) S F(ENG) - Bel; A(Hol) S F(ENG) - Bel; A(Wal) - Lpl (FAILED); F(NTH) - ENG (FAILED); F(HEL) - NT - (FAILED); A(Nwy) Stands; A(Arm) - Smy; A(Rum) - Ser

Turkey (THE DARK LORD = Patrick Finglass) F(Lpl) Stands; F(ADS) - Ven (FAILED); A(EJl) - Ser (FAILED)

Winter 1906 Adjustments:

A: -Bud, = 0; Loses 1. OUT!

F: Spa, Mar, Bre, Por, Par, -Bel, = 5; Loses 1.

I: Ven, Tri, Gre, Tun, Nap, Rom, -Ser, = 6; Loses 1. Gm removes F(MAO)

R: Ank, +Bud, Rum, Vie, Mun, +Bel, Hol, Nwy, +Smy, +Ser, Kie, Sev, Lon, Edi, Mos, Ber, Den, Swe, War, StP, -Lpl, = 20; Gains 3. Builds A(Mos), A(War), F(Sev), F(StP)nc. WINS!

T: +Lpl, Bul, Con, -Smy, = 3; No change.

Wilfred: I thought I'd print the whole game report as Keith wins this move. The other players were Dave Aplin (England) and Tony Hastings (Germany). Endgame statements are hereby solicited to celebrate Keith's magnificent victory.

GUNBOAT STAB!

SALAMIS (Autumn 1911)

Germany (THE LONE PSEUDONYM = Billy Stephen) A(Mar) S A(Tyr) - Pie (CUT); A(Spa) S A(Mar) (CUT); F(MAO) S A(Spa); A(Yor) - Edi; F(Bel) - Hol; A(Ber) - Kie; F(Den) S A(Ber) - Kie; F(Nwy) - StP nc; A(StP) - Mos; A(Mos) - Ukr; A(War) S A(Mos) - Ukr; A(Boh) - Gal (FAILED); A(Tyr) - Pie

Italy (K = Stewart Cross) A(Tri) S A(Ven); A(Ven) S A(Tri); F(Arm) - Sev; F(BLA) S F(Arm) - Sev; F(Bul) ec Stands; F(GoL) - Mar (FAILED); F(ION) - Tun; F(WMS) - Spa sc (FAILED)

Russia (DONNIE MURDO = Alan Laird) NMR! A(Bud) Stands; A(Gre) Stands; A(Gai) Stands; A(Ser) Stands; A(Sev) Stands* (DISLODGED - DISBANDES); A(Vie) Stands; F(NTH) Stands; F(Kie) Stands* (DISLODGED - DISBANDES); F(BAR) Stands

Winter 1911 Adjustments:

G: Mar, Spa, -Edi, Hol, +Kie, Den, +StP, +Mos, War, Nwy, Lon, Bel, Swe, Mun, Por, Bre, Ber, Par, = 18; Gains 4. Builds A(Mun), A(Ber) and wins!

I: +Tri, Ven, +Sev, +Bul, Tun, Con, Ank, Smy, Rom, Nap, -Gre, = 10; Gains 2. Builds A(Rom) and F(Nap).

R: Bud, +Gre, Ser, Vie, Rum, Lpl, -Bul, -Sev, -Tri, -Kie, -Edi, -StP, -Mos, = 6; Loses 6. Removes F(NTH).

Wilfred: Another game of gunboat stab ends! Congratulations to Billy for a hard fought victory. The other players were: Dave Gittins (Austria), Doug Rood (England), Nicholas Whyte (France), Ian Coleman (Turkey). As usual some endgame statements would be nice to accompany the final SC chart.

**DEADLINE
SATURDAY
13 MAY**

STORM FROM THE EAST

ARMAGEDDON (Autumn 1236)

ENGLAND (Tony Hyland) A(Toulouse) S A(Anjou)-Ile de France; F(NTH) enters a fishing dispute with Iceland; F(MAO) C A(East Anglia)-Gascony S by A(Aragon); A(Holland) dreams of invading Burgundy; A(Almohad Caliphate)-Tunis

FRANCE (Anarchy Ex-John Loach) A(Ile de France)Stand* (DESTROYED);

GERMAN EMPIRE (Frederick Fall) A(Sweden); A(Provence)-Kingdom of Arles; A(Languedoc) S A(Kingdom of Arles)-Burgundy; F(Tunis); F(ION) S PAPAL F(Jerusalem)-Egypt; F(WMS) S ENGLISH A(Aragon)-Granada (MISORDER); A(Franconia); A(Polish Principalities)-Pest; F(Denmark); A(Sicity).

POPE (Edmund Morgan) A(Papal States); F(Serbia); A(Buda)-Croatia; F(Jerusalem)-Egypt; F(AEG); A(Castile); A(Scotland); A(Constantinople) S A(Bulgaria); A(Greece)

RUSSIANS (Graham Staplehurst) A(Cumans)-Don* (DISLODGED, RETREATS TO Volhynia); F(BAL)-Lithuania; A(Novgorod) S A(Vladimir) S A(Kiev)-Chernigov

MONGOLS (Aidan Slattery) NMR! F(BLA); C(Transylvania); C(Trebizond); C(Sultanate of Rum)Std.; C(Armenia); F(Aleppo); 3C(Acre); C(Arabia); C(Riazan); C(Chernigov)* (DISLODGED - DISBANDES); 2C(Alans); F(EMS), C(Don) all stand.

MINOR POWERS (Garrisons) A(Alamut);

1st Crusade to Liberate Kiev (The Pope) 2A(Galicia)-Cumans [Pope/German]

Winter 1236 Adjustments:

E: Wes, EAn, Gas, Ara, Ire, Gra, Nor, Hol, +Ile = 9. Builds A(Languedoc) to join the 2nd Crusade.

F: -Ile = 0. OUT!

G: Fra, Swa, Lom, Den, Bur, Swe, Nap, Bav, Pol, Pru, Lan, Tun, +Pes = 13. Builds A(Languedoc) joins the 2nd Crusade, A(Naples).

P: Pap, Ven, -Acr, Gre, Con, Ser, Sco, Cas, Bul, EoS, Cro, Bud, +Egy = 12. Builds A(Languedoc) to join the 2nd Crusade.

R: Nov, Kie, Lit, Liv, -Pes, +Che, +Via = 6. No builds possible, 1 build short.

Mon: 3, Aln, Tre, Dam, Ale, Bag, Cum, Jer, -Egy, -Che, Arm, SoR, -Via, +Acr = 13. GM removes C(Tra), F(EMS).

N: Amt = 1. No change.

2nd Crusade to Liberate Jerusalem (The Emperor) 4A(Languedoc) [2Emperor/Pope/English]

Wilfred: An unusual NMR from Aidan. I do hope another Khan hasn't passed away, just as things were getting interesting.

CANNIBALISM III

(Day Three - Early Hours) Turn 18

DOUG ROOD NMR! Therefore Doug falls asleep. Sleep Status = 5 in 18, 0 awake. (27-14 meals)

IAN COLEMAN Wakes up and tries to eat the remains of Andy Bate, but is attacked by Esme. Sleep Status = 5 in 18, 1 awake (The Lake-8 meals)

ESME GRANT Wakes up and attacks Ian with 20, defends with 14.

Sleep Status = 5 in 18, 1 awake (The Lake-34 meals)

JED STONE Attacks Patrick with 8(-3) = 5, defends with 3. Combat is minus 3 because of sleep owed. Sleep Status = 3 in 18, 5 awake (Orange Grove-11 meals)

PATRICK FINGLASS Attacks Jed with 1 and defends with only 6 (-3 for sleep owed) = 3. Sleep Status = 3 in 18, 6 awake (Orange Grove-7 meals). Patrick must sleep next move.

Wilfred: The first number in brackets is the position, the second number is the strength. Remember to sleep. You should average 1 in 3 turns asleep, staying awake for more than four turns in a row costs two meals per go, instead on one and once you go to sleep you stay asleep until you have caught up with the 1 in 3 average. Stay awake for six turns in a row and you

fall asleep anyway. You cannot sleep if you don't owe it. (i.e. you can only take your 3rd bout of sleep on the 9th turn). Remember also that when fighting, the points available for attack and defence are calculated AFTER using one strength point up for subsisting that turn.

The Battle of the Orange Grove:

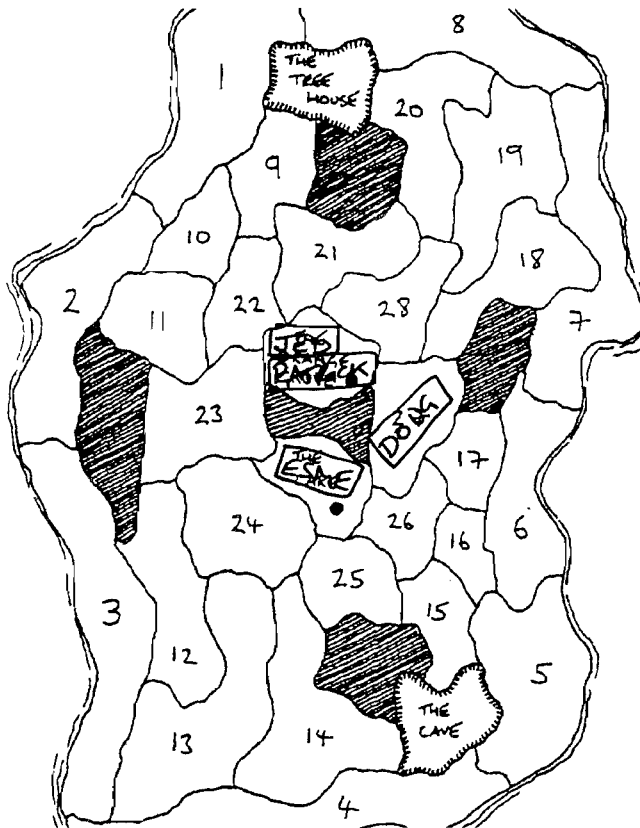
Jed attacks Patrick with 5 while Patrick attacks Jed with 1. Jed defends with 3 and survives. Patrick defends with 3 and survives (just).

The Massacre at the Lake

Esme attacks Ian with 20, Ian defends with 4. Despite trying to hide in the Lake Ian is despatched with a well-placed poke from a sharpened stilletoe.

THE CORPSES

- TONY HASTINGS R.I.P. (The Lake) 3 meals
- ANDY BATE R.I.P. (The Lake) 3 meals
- PAUL PARSONS R.I.P. (The Lake) 1 meals.
- IAN COLEMAN R.I.P. (The Lake) 8 meals.



YOUNGSTOWN VI

DRAGON (Spring 1906)

- Austria(Graham Tunnickliffe) F(Con)-BLA; A(Ank) S A(Arm) S A(Sev)-Ira; A(Smy)-Syr; A(Rum)-Sev, F(AEG)-EMS; A(Gal)-Rum; A(Ukr) S GERMAN A(War)-Mos (MISORDER); A(Bul)-Gre; F(Tri)-Mon, A(Clu)-Ser.
- China(John Boocock) A(Ira) S INDIAN A(Syr)-Arm; A(StP) S A(Oms)-Mos; F(SCS)Std.; A(Cam)Std.; F(GOS)-MAL; F(MAL)-EIO; A(Sum)Std.; F(ECS) C A(Can)-Sib (MISORDER); A(Sib)-Tur; A(Han)-Kan.
- England(Paul Ridout) F(IRI)Std.; F(NRG) S F(NTH) C A(Lon)-Nwy; F(ENG)Std.
- France(Geoffrey Farrar) F(Mor)Std.* (DISLODGED - RETREATS TO Mor[OBB]); F(Spa)sc Std.
- Germany(Tony Hyland) NMR! A(Pic); A(Gas); A(Par); F(Den); A(War); A(Lvn); A(Bur); F(Hol); A(Sax); A(Kie) all stand unordered.
- India(Ivan Woodward) A(Tib)-Snk; A(Tha)Std.; F(EIO)-WIO; F(WIO)-ARA; A(Syr)-Arm; A(Bag) S CHINESE A(Ira); F(Yem)-PER; F(GOA)-Yem; F(SOM)-GOA; A(Mog)-Eth; A(Mad)-Raj
- Italy(Andy Bassett) F(ION)-EMS; F(Pen) S F(RED)-Egy sc; F(TYS)-WMS; F(Tun)-Alg; A(Pie) S F(Mar)Std.;
- Japan(Chris Stone) F(SPO)-CEL; F(NPO)-NPO[OBB]; F(MAO) S F(SAO)-Mor; F(SPO[OBB]) S F(MAO); F(Phi)Std.; F(Por)-Spa (MISORDER - NO COAST SPECIFIED); F(Tim[OBB])-SAO; A(Osa)Std.; F(Tok)-NPO
- Russia(Calum Macinnes) F(Swe)-Nwy
- Turkey(Neil Newman) A(Jor)-Bag; A(Sud)-Eth

Wilfred: Tony Hyland is stepping down from this game due to personal problems. I am advertising for a Standbye - anyone interested? We have a game end proposal of a Joint Win for R/F/T/E. Votes please.

- Press:**
- China-Her True Friends:** Sorry about lack of letters - I've been busy lately. Back to normal after Easter!
 - Austria-Germany & Italy:** Its difficult to co-ordinate moves if you don't write, you know!

Millennium 1892

Paul Barker, 30 Kelston Road, Worle, Weston -
super - Mare, BS22 0FD. 01934 512500

We hurtle ever onwards towards some sort of resolution as reports come in that

BRITISH ARMIES ARE ROUTED CONTINUED AUSTRIAN ADVANCE EASTWARD

DIP PHASE

Rather quiet on the DCA front. I wonder what you are spending them on then?

DCA: 2 DIPs that James Stewart is Mexico. Fails.

MOVES

Britain (James Hardy-revealed): F(Irish Sea) S F(Norwegian Sea)-Western Approaches, F(Norwegian Sea)-Western Approaches-North Atlantic Ocean [BOM], F(Bahamas)-Jam, F(Caribbean)-Ver, A(Ode) S Russian A(Mos)*, A(Pers)-Buk, A(Oma)-Ade, A(Bma) stands, F(Bay of Bengal)-Sunda Sea, F(Solomon Sea)-Pap, A(Roc)-SFr*, A(Car)-NOR*, F(Tasman Sea)-Wel, A(Bei)-Mtb*, A(Gab)-Lua.

France (Chris Hardy-revealed): F(Cey)-Bay of Bengal-Indian Ocean [BOM], F(KoS) S British F(Bay of Bengal)-Jav [impossible and unordered!], F(South China Sea) S F(KoS), A(Par) S A(Bor)*, A(Bor) S

A(Par), A(Swi) S A(Frk), A(Frk) S A(Swi), A(Mas)-Eth, A(Egy) S Spanish A(Sud), A(Mau)-Dak, A(Ben)-Cha, A(Vol)-Dak, A(Tim) stands, F(North Atlantic Ocean) stands.

Spain (Chris Hardy): A(Sud) S French A(Mas)-Eth, F(Biscay)-Lis.

Netherlands (??): F(Pap) S F(Java Sea)-Sunda Sea, F(Sunda Sea)-Syd, F(Java Sea)-Sunda Sea, F(Coral Sea)-Ton, A(Vnz) stands.

Germany (Neil Kendrick-revealed): A(Bug) S Italian A(Eth), A(Cng) S British A(Gab)-Lua, A(Ber)-Frk, A(Bel)-Par, A(Bri)-Bor.

Italy (Anarchy): A(Eth) stands.

Russia (Neil Kendrick): A(Mos) S British A(Ode)*, A(Eka)-Arc, A(Arc)-Chr, A(Vla) stands, A(Cha)-Dou, F(North Sea) S A(German) (Bel)-Par, A(Bag)-Arm, A(Ams)-Bel, F(North Atlantic Ocean)-Bahamas.

Austria (Jim Stewart): A(Ven) stands, F(Ionian sea) stands, A(Con)-Pal, F(Eastern Mediterranean) C A(Con)-Pal, A(Smy) S A(Con)-Pal, F(Adriatic) stands, A(Kon)-Ber, A(Rum)-Ode, A(Gal) S A(Rum)-Ode, A(Pol) S A(Lit)-Mos, A(Lit)-Mos.

Turkey (??): A(Ade) stands.

Japan (James Hardy): F(Barkley Sound) S British A(Roc)-SFr, F(North Pacific I) S F(South Pacific I)-Gulf of California, F(South Pacific I)-Gulf of California, F(Haw) stands, F(Mol)-Java Sea, F(South Pacific II) S British F(Tasman Sea)-Wel, A(Man)-Kor, A(Chu)-Hon, F(Bonin Islands)-East China Sea.

Mexico (??): F(South Pacific Ocean)-Indian Ocean, F(North Pacific Ocean)-Barkley Sound, F(Son)-SFr, F(Mon) stands, F(NYo) S A(NOr)-Car, F(C. Hatteras)-North Atlantic Ocean-South Atlantic Ocean [BOM], A(Ont)-Roc, A(Chi) S A(Ont)-Roc, A(NOR)-Car.

Brazil (Allan Stagg): F(C. Delgado) S A(Mtb)-Bei, A(Mtb)-Bei, A(Kal)-Mtb, A(Ora) S A(Kal)-Mtb, A(Cap)-Zul, A(Wal)-Lua, F(St. Helena Bay)-Sao Tome, F(South Atlantic Ocean I)-Gulf of Guinea, F(South Atlantic Ocean II) S A(San), A(San) stands, A(Bol)-Ari, A(Mat)-Ama, F(Abrolhos Bank) S F(Cape Orange), F(Cape Orange) stands, F(South Pacific Ocean) S Netherlands F(Coral Sea)-Ton.

RETREATS

The six units facing retreat are asterisked. Britain disbands A(Ode), A(Roc) and A(Bei), while retreating A(Car)-Tex. France retreats A(Par)-Bur and Russia retreats A(Mos)-Cau.

BOM

The British and Mexican BOMs succeed. The French BOM fails as F(Cey) never made it into the Bay of Bengal.

ADJUSTMENTS

Lost centres are in brackets. Gains have plus signs. The magic number is again 102.

BRITAIN: Dub, (Mon), (Hon), Chu, Hyd, (NYo), (Lis), (Chi), Pers, Ice, (Bei), Bag, Lua, (Dou), (Ode), Cal, +Buk, +Ver, +Wel, +Jam = 12. No change.

FRANCE: Alg, Dak, Mar, Sai, Trp, Egy, Mor, Tur, Swi, Tim, Gid, Cey, KoS, Mas, Bor, Frk = 16. Builds: F(Dak), A(Mar).

SPAIN: Mad, Cad, +Lis, +Sud = 4. Builds: F(Cad), A(Mad).

NETHERLANDS: Sur, Jav, Vnz, Pap, Syd, +Ton = 6. Builds: F(Jav).

GERMANY: Ber, Cng, Lpl, (Bel), Par, Bug = 5. No change.

ITALY: Eth = 1. No change.

RUSSIA: (Mos), StP, (Buk), Den, Sto, Chr, (Smy), Ams, Lon, Eka, (Sud), +Dou, +Bel, +Vla = 10. Builds: A(Eka).

AUSTRIA: Vie, Bud, Tri, Ser, Nap, Rom, Rum, Bul, Gre, Kon, Con, +Ode, +Mos, +Smy = 14. Builds: A(Tri), A(Vie), A(Bud).

TURKEY: Ade = 1. No change.

JAPAN: Tok, Sap, Osa, Kor, Sha, (Vla), Mnl, Pek, Haw, +Hon = 9. No change.

MEXICO: Mex, Maz, Nic, SFr, Cub, NOR, (Wel), (Ver), (Jam), +Mon, +NYo, +Chi = 9. No change.

BRAZIL: Rio, Rec, Sao, Bue, San, Bol, Cal, (Ton), Ari, Val, Peru, Cap, Ora, Wal, Mer, +Bei = 15. No change.

That makes 102. Always amazing. Victory before 1900 requires a total of 35 SCs if your secret power is unrevealed and 40 SCs if you are out in the open. How close to winning are you? Well, James is on 21, Chris is on 20, Allan is on 15+??, Neil is on 15 and Jim is on 14+??. All pretty close. As one of you writes, "it looks as though this game will go down to the wire".

NEXT TURN

Orders for 1893 should reach me by **Wednesday 10th May**

The current Dip situation is as follows with Mexico "slipping a division" after losing Vera Cruz to the British. Four DIPs for: Austria, Japan and Brazil. Two DIPs for Mexico, Britain, France, Spain, Netherlands, Germany and Russia. Turkey gets just one DIP.

AMERICA LATINA

BRITANNIA RULES THE WAVES? TWO FAIL TO COVER HOME CENTRES

Autumn 1821: Orders.

Columbia (Bolívar / NEIL NEWMAN): F(CAS)-Nica cc, A(Pana) stands, A(NGre)-Amaz.

Argentina (San Martín / IVAN WOODWARD): A(Mend)-Pmon, A(Tucu)-Mend, A(Prna)-Cord, F+(RLP)-Buen.

Peru (Pezuela / CALUM MACINNES): F(Lima)-Titi, A(RMad)-Iqui, A(Plat)-Poto.

Brazil (Jean VI / JAMES BROWN): F(Amaz) stands, F(EBC)-Aleg, A(Prgy) stands.

Chile (O'Higgins / DOUG KENT): F(CHW)-Fern, F(Anto)-SPO, A(Pamp)-Cord.

Britain (Cochrane / JOHN BOOCOCK): F(FGui) stands, F(GSJ)-SPat, F(SCS)-MAG, A(Guat) stands, A(Jama) stands.

Winter 1821: Adjustments.

Columbia: (Iqui), Bogo, Cara, +Nica, +Pana = 4. Builds F(Cara).

Argentina: Buen(2), Cord, Mend, +Pmon = 5. Builds A(Cord).

Peru: Plat, Cuzc, Lima, +Poto, +Iqui = 5. Builds A(Plat), F(Lima).

Brazil: Snto, Bahi, Bele, +Aleg, +Amaz, +Prgy = 6. Builds F(Bele), A(Bahi) [one short].

Chile: (PMon), Stgo, Anto, +Fern = 3. No change.

Britain: BHon, Jama, BGui, Falk, SGeo, +Guat, +FGui, +SPat = 8. Builds F(BHon), F(BGui), F(Falk).

Press and clarifications.

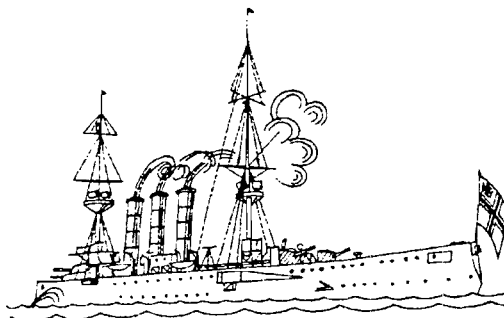
Argentina (Govt) - Chilean Boy Scouts: "Get off my land afore I set the dogs on yuh".

Pacific Doctrine: Only Peruvian and Chilean fleets to sail in Pacific waters. Violation by another to result in joint action to repulse invasion.

PGB re multi-coasters: There were two problems with builds concerning multi-coast provinces. The first Colombian build order of F(Bogo) was ambiguous so I skipped to your default Neil. Brazil is one short as you also failed to specify a coast James - I did remind you in the spring clarifications. My own error is that SPat has only one coast, as John realised, not two as my spreadsheet suggested. I shall try to get a fully labelled map out to you all next time. In the meantime I suggest that you consult the spreadsheet and clarifications and then add extra labels to the multi-coasters.

NEXT TURN

Orders for 1893 should reach me by **Wednesday 10th May**



NEW NEW NEW! From the Coldcom Press
Faster than a speeding wombat, more original than a string quartet by PDQ Bach, longer than an average issue of
Realpolitik, standing out like a naughty deed in the good world of *Spring Offensive*, it's

swanee whistle 10

a subzine from Haz Bond, Longfield, Watling Street, Gailey, Stafford ST19 5PR (☎01902 790378).

CYNIC

Deluge II (95?? ru??)

Spring 1901

TYROL MOUNTAINS PROVING POPULAR: Press-writing even more so

AUSTRIA (*Jim Stewart, 12 Almerie Close, Arbroath, Angus DD11 1LL*)

A(Tri) S A(Vic)-Tyr, A(Vic)-Tyr, A(Bud)-Gal.

ENGLAND (*Tony Hastings, 32 Senwick Drive, Wellingborough, Northants NN8 1RU*)

F(Edi)-NTH, F(Lon)-ENG, F(Lpl)-NAO.

FRANCE (*Neil Kendrick, 63 Windmill Road, Smethwick, Warley, W Midlands B66 3ES*)

F(Bre)-ENG, F(Mar)-Spa/sc, A(Par)-Gas.

GERMANY (*Rosie Sexton, 10 The Avenue, Crowthorne, Berks RG45 6PD*) {postcode change}

F(Ber)-Kic, F(Kic)-Hol, A(Mun)-Tyr.

ITALY (*Allan Gordon, 3 Forest Avenue, London E4 6AR*)

F(Nap)-ION, A(Rom)-Apu, F(Ven) H.

RUSSIA (*Jed Stone, 7 Harstoft Avenue, Worksop, Notts S81 0HS*)

F(Scv)-BLA, F(SIP/sc)-GOB, A(Mos)-Ukr, A(War)-Gal.

TURKEY (*Rob Tesh, 20 Hill Grove Crescent, Kidderminster, Worcs DY10 3AD*)

F(Ank)-BLA, F(Con)-Bul {coast?}, F(Smy)-AEG.

PRESS

Sea Naples... and die!

Old Giuseppe stirred in his sleep and scratched his scrotum. The sinister dream continued.... a beautiful Aegean sunrise suddenly blotted out by the yellow sails of a vast armada.... strange, jackbooted gondoliers singing 'O Sole Mio' in waltz time..... plagues of top-less Frogs on the Rimini beaches.... and all the time, the waters rising -- rising.....

Act 1: The Hermit was out walking one day, when he met a knife grinder along the way. After passing the usual pleasantries about the weather and melting ice caps, the Hermit asked his companion where he was going. "Down to meet the coast," the Knife Grinder replied. "I hear a Diplomacy game is starting up, and there's always plenty of work for the likes of me at those functions!" And so the pair went on down the road together.

Anon - The World: I'd just like to point out that Rosemary Sexton is an anagram of Smart or Sexy One. No, this isn't particularly apt.

Germany - Austria: I know Tyrolia is part of your homeland. IT'S ALSO NEXT TO ONE OF MY CENTRES. SO **STAY OUT!**

Specific Radetsky - Whom It May Concern: Tyrolia is actually part of our empire and foreign powers, even allies, are not permitted to occupy it or to order it out of bounds.

Specific Radetsky - Johnny Turk: We hereby express our gratitude for the lack of armies.

Specific Radetsky - The World: All options remain open, no-one need feel threatened. A friend (me) in the map's centre is a friend indeed.

Germany - Rest of World: Just because I'm paranoid, it doesn't mean you're not all out to get me.

DOT

Diplomacy: The Gathering (95?? ????)

Spring 1901

BULGARIAN ARMY VANISHES: Inspector LeStrange called in

AUSTRIA (*Jed Stone, 7 Harstoft Avenue, Worksop, Notts S81 0HS*)

A(Vic)-Gal, A(Bud)-Ser, F(Tri)-Ven. PLAYS *Black Hole* on Bul.

ENGLAND (*Des Langford, 8 Hornbeam Lane, Barnhurst, Kent DA7 6HH*)

F(Lon)-NTH, F(Edi)-NWG, A(Lpl)-Yor. DISCARDS *Mystical Shield*.

FRANCE (*Jeremy Tullett, 19 Khartoum Road, Rodwell, Weymouth, Dorset DT4 9LG*)

A(Par)-Bur, A(Mar)-Spa, F(Bre)-ENG. PLAYS *Protective Amulet*.

GERMANY (*Neil Kendrick, 63 Windmill Lane, Smethwick, Warley, W Midlands B66 3ES*)

A(Mun)-Bur, F(Kic)-Den, A(Ber)-[walks on water]-BAL

ITALY (*Rob Tesh, 20 Hill Grove Crescent, Kidderminster, Worcs DY10 3AD*)

A(Ven)-Tri, A(Rom)-Apu, F(Nap)-ION. PLAYS *Garden of Eden* on Apu.

RUSSIA (*Chris Stone, 3 Abbey Close, Pewsham, Chippenham, Wilts SN15 3TD*)

F(SIP/sc)-GOB, A(Mos)-SIP-[faster than light]-Nwy, A(War)-Gal, F(Sev)-Rum.

TURKEY (*Stephen Agar, 79 Florence Road, Brighton BN1 6BL*)

A(Con)-Bul-[faster than light]-Gre {eaten by black hole}, F(Ank)-BLA, A(Smy)-Con.

PRESS

Interested Party - Austria: Would you believe there's a card in Magic called 'Juggernaut'?

Italy - God: Wasn't it you that conned me into playing this?

QUERIES answered by Judge English, subject to confirmation by Stephen Agar who after all did design this piece of nonsense

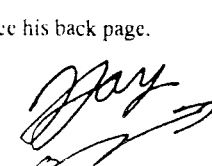
Does Uter Destruction destroy a unit that happens to be in the SC it's used on? -- I reckon so
What is 'remove magic' referred to under Protective Amulet? -- I assume it refers to the negation of any other card played on the wearer of the Amulet. Right, Agar?

I assume Sudden Death and Turn to Stone both affect units prior to that turn's moves? -- Yep
I assume it is allowed to discard a primary card and play a secondary card? -- Indeed it is

JUDGE ENGLISH CONFESSES.... I hope the adjudication makes sense as printed above, done as it was without reference to the actual rules of the game. You see, when I moved I carefully put the relevant issue of *SpugOff* in a Very Safe Place apart from my other zines, and it has yet to emerge from that place. I did contact Stephen, and he promised to send me a photocopy of the rules, but he hasn't. Fortunately nobody has done anything too bizarre to begin with, though if anyone had tried it on with France I would have been pretty stumped as to the effects of his amulet.... Anyway, objections should be lodged with me, but please be gentle because it's only a little bit my fault. I would tell you to refer to Turkey but it seems that he's already suffering from the endemic disease of editors who hire an outside GM to enable them to play in their own zine (see my performance in David Oya's games for *U-Bend*).

I think I can handle *one* more variant in this subzine if I'm asked nicely. I find adjudicating games as an outside GM positively simple compared to the sweat of producing a zine -- forget the grind of keeping track of credits, printing, collating (the severest form of torture known to man or beast), mailing, re-mailing when the Post Office lose the first copy as happened at least once to my current issue... Any altruists out there feel like taking on the donkey-work of producing a zine if I continue to actually write the thing? Don't all shout at once, will you....

Deadline: As usual, I leave Mr Agar to sort out this trivial matter. See his back page.



1901

Sin Bin

The following players have Yellow Cards for submitting late orders:

Keir Sanderson (No.30 - 3 days late)
 Dave Allan (No. 31 - 2 Days late)
 Chris Latimer (No. 31 - 3 days late).
 Geoff Norwood (No.32 - 1 day late).
 Rob Tesh (No.32 - 2 days late).
 Tim Deacon (No.32 - 2 days late).

The Yellow Card expires after six issues. Players with Yellow Cards will not have late orders accepted.

The Games

Latina America	Page 31
Armageddon	Page 29
Avogadro	Page 32
Bedlam	Page 28
Cannibalism	Page 29
Cochise	Page 22
Cynic	Page 33
Dot	Page 33
Dragon	Page 30
Eurymedon	Page 22
Foghat	Page 22
Gong	Page 29
Hannibal	Page 22
Ithaca	Page 28
Jigsaw	Page 24
Kiss	Page 24
Lighthouse	Page 21
Matchbox	Page 24
Millennium	Page 30
Nucleus	Page 25
Orchomenus (no map)	Page 25
Osibisa	Page 25
Pilot	Page 25
Pydna	Page 27
Quatro	Page 27
Rainbow	Page 27
Salamis	Page 29
Utica	Page 22
War of the Ring	Sent Separately
Xerxes	Page 28
Yarmuk	Page 21
Zama	Page 21

COA's

Neil and Michelle Duncan's postcode has changed to RG21 8SS.
 Alan Laird, 37 Thompson Drive, Airdrie. Tel. 766841.
 Rosie Sexton's postcode has changed to RG45 6PD
 Graham Staplehurst can be contacted from 3rd May at c/o Yann Campbell Hoare Wheeler, 11 Princes Street, St. Kilda, Victoria 3182, Australia. Tel. +61 3 3572255; Fax. +61 3 534 4347.

MAIN DEADLINE
SATURDAY 13th MAY
1995

Waiting Lists

Regular Diplomacy. £3 Gamefee (unwaged can always have one game in progress free). 7 wanted.

Downfall of the Lord of the Rings; Free. To be GM'd by Neil Kendrick. Only 1 wanted. Roll up! Copy rules on request. Mike Pollard, Bob Wills, Donald Scarr, Mark Golby, Steve Walton-Benoni, Colin Smith. Rules enclosed (hopefully) for the above.

Troubleshooter: Roll up! A financial game (like a sophisticated Bourse) where you don't have to diplomate, to be played alongside **Sailor** which starts this issue. Rules last issue, no gamefee. So far we have Kieron Quirke, Bill Eaton, Allan Stagg, Colin Smith, Mark Stretch, Mick Haytack - but if anyone else wants to join in, just send me some orders.

Gunboat Stab! Hidden movement anonymous Diplomacy. 7 wanted.

Storm from the East II. No gamefee. This is the second version of **Storm** which is an eight-player Mongols and Crusaders variant set in the early 13th century. Rules in the next issue of **Diplomacy World**. To be GM'd by Edmund Morgan. Eight wanted.

Hitchhiker Diplomacy. No gamefee. A silly variant which Haz Bond wants to GM, being loosely based on the Douglas Adams stories of the same name. Rules next issue probably. Nine wanted.

Standbys Wanted

Germany in **Youngstown** - Reasonable and vital position.
 Brazil in **Latina America** - Good Position.
 Please telephone if interested. Rules on request.

Railway Rivals

Middle Earth

The following should have maps with this issue (or a couple of days later if I don't get them from David Watts in time): Allan Stagg, Richard Bairstow, Peter Berlin, Dave Gittins, John Boocock, and me.

I am very sorry for the delay in getting this game going which was my fault completely.

First orders to Steve Watts at Lesh Lane Post Office, 124 Lesh Lane, Barrow-in-Furness, Cumbria, LA13 9EQ. (Tel. 01229-432797) by **Wednesday 10th May 1995.**

34 Pages, 1,022 Paragraphs, 4,635 lines, 34,342 Words, 160,681 characters. Phew!

Diplomacy Gamestart

Sailor

AUSTRIA Steve Russell, 11 Howard Place. Littlehampton, W. Sussex, BN17 7AG

ENGLAND Veronica Conboy, 42 Princes Street, Oxford, OX4 1DD

FRANCE Mark Scott, 30 Acacia Avenue, St. Ives, Cambridgeshire, PE17 4TN

GERMANY Gihan Bandaranaike, 22 Imperial Drive, North Harrow, Middlesex, HA2 7LQ

ITALY Jimmy Cowie, 104 greenend gardens. Liberton, Edinburgh, EH17 7QH

RUSSIA Andrew Clawson, 5 County Bridge, Rempstone Road, Hathern, Loughborough, LE12 5JN

TURKEY Mark Golby, 403 Camphill Road, Nuneaton, Warwickshire, CV10 0JU

Spring 1901 orders for next time please. It would be helpful if for this season only you would also enclose conditional orders for Autumn 1901 (in case one of you falls under a bus). Note that I never start a game without seven sets of orders, so please don't forget.

Your Subscription

It is a condition of subscription to **Spring Offensive** that you consent to subscription information being maintained on a computer database and that you consent to me releasing address information to others in the Diplomacy hobby. If you object, let me know. The precise amount of your existing credit is shown after your name on the address label (so retrieve the envelope from the bin now!). By way of an additional warning:

Personally, I can't see you getting the next issue...

A top up would be nice...

SPRING
 OFFENSIVE



ISSUE 33 (April 1995)