

SPRING OFFENSIVE No. 34



A postal Diplomacy zine, available every five weeks or so from:
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SPRING OFFENSIVE



ISSUE 34 (May 1995)

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Weather Good, Wish You Were Here

Sunday 14th May

I'm not really one for editorials, but as I'm sitting in a hotel room in Brussels at 19.00 local time on a Sunday (and there is very little to do in Brussels at 19.00 on a Sunday - except perhaps get drunk, or even drunk - hic!) I thought I'd get out my antiquated laptop (we're talking 286 here) and entertain myself by trying to get an English electrical appliance to work from a continental power source. What am I doing in Brussels? Well, for the next week I'm attending a management training course (run in English thank god) - now, why I couldn't have attended a management training course in London is a good question, and one to which I have to admit I don't really know the answer - it just kinda happened. Still, at least I can get BBC 1 here and watch Fawty Towers later.

Of course Esme is not best pleased. Kate only had the operation to repair her cleft palette last week (which went very well, thank you) and it

certainly doesn't seem fair to run off for a week and let Esme bear the burden of a six month old baby 24 hours a day. Still, Kate isn't as bad as she could be, overall she is a very contented and happy baby, very interested in everything around her (especially the cats) and she doesn't really cry very much at all. Even when she wakes up in the middle of the night, or first thing in the morning, she tends to just play in her cot until the sound of happy baby games wakes one of us up. One thing which I find very impressive is the way that we can just put her in her cot at about 6.30pm after feeding her, tell her it's time to go to sleep, and just leave her on her own. She doesn't cry, she just looks around for five or ten minutes and then drifts off to sleep. Who knows, if she stays like this I may yet avoid torture-by-bedtime-story as she gets older.

Monday 29th May

One problem with being stuck in Brussels for the week preceding the deadline is that there are limits to what I can do in advance of the deadline weekend (though I have brought over a few letters so I can do something for the letter column). What's more, when I got back there was so much going on at work that I didn't get anything done immediately after the deadline. Therefore, I must apologise for probably the latest issue of Spring Offensive in 3 years! (Mind you, it's only a week late, so don't write me off yet.) Unfortunately there is a very slight price rise to 4p per side (which will still mean I lose 20p a copy), with the unwaged price going up to 70p, and the international price to £1.25 (which is a real bargain!).

Due to my lack of time to prepare for this issue, the final part of the History of the Zine Poll will have to wait for next time (do I hear cheers?), as will the massive backlog of endgame statements.

Arfle Barfle Gloop

One reason for having even more games than I expected is that I have temporarily adopted all the Diplomacy games from *Arfle Barfle Gloop* which will be in a supplement for those concerned. For those of you who didn't even know that *Arfle Barfle Gloop* had folded - I had better explain what's going on. Along with Kris Morris's issue 33 of *SpOff* I included a note asking him if he needed any help with *Arfle*, and he replied (to my surprise) by saying that *Arfle* had folded and duly sent me his mailing list, orders on file and a cheque to cover outstanding subscriptions.

Apparently Kris had been ill around Christmas and now Kris and Michelle had personal problems, which meant that *Arfle* was no more. Kris specifically asked me to say that he doesn't want people ringing up about *Arfle* and the reasons for folding, but I believe you are free to write if you want to. Kris duly sent me *Arfle's* subscription list, outstanding credits and game details.

Now some of these games have hardly moved for many many months, so rather than delay things further by sorting out new homes elsewhere I have decided to kick start them back to life myself. If any editors out there wants to take over any *Arfle* games then just let me know (it would be best to keep them all together). Of course, I don't want to piss the players off by shuffling them around, so their best interests will have to be considered. I understand that John Colledge is merging his sub-zine with his existing sub-zine in *On The*

Game, while I have yet to contact Tom Tweedy about his sub-zine. Chris Palm is willing to take some or all of these games, so maybe that's the best solution.

Forthcoming Cons

CLACCON 1

10 June 1995 at 307 Frinton Road, Holland-On-Sea, CO15 5SP. Give Mick Dunnett a ring on 01255 812857. This is a housecon with the aim of getting a couple of games of Diplomacy going as qualifiers for the NDC.

BUMCON 10

Malcolm Cornelius writes...

Saturday 1st July - the gaming will take place in the upstairs function room of the Bridge Street Tavern on Bridge Street, Manchester. Bridge Street is just off of Deansgate, head away from the Arndale, past Kendals and Bridge Street is on the right by the Sawyers Arms. Bridge Street Tavern is only a few hundred yards from Salford railway station, and about 10 minutes walk from Piccadilly, less from Victoria. Maps available from me. The pub will open early for us at 10.30, food will be available at lunchtime and the beers on offer are Theakstons bitter and XB, Directors and some other more ordinary ones.

This event will host a qualifying round for the National Diplomacy Championship, this will start at **11.00 sharp**. If you are interested in playing in the Diplomacy, it would help me if you could let me know before hand.

Contact Malcolm Cornelius at 3 Gretton Close, Longsight, Manchester, M13 0YR (Tel. 0161-224-0345)

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.

MASTERCON III

Shaun Derrick writes...

23-25 February 1996. MasterCon will return to the Kings Head in Cirencester for one more year. Rooms will be £26.00 per single and £23.80 per person in a shared room. This will include VAT & breakfast. Registration fee is only £8.00. More information will follow, but there will be a 3 round Diplomacy tournament, an Intimate Diplomacy tournament and Skittles tournament.



ZINES /// ZINES /// ZINES /// ZINES /// ZINES

The Ides of March maintains the early promise of issue 1, with an action-packed issue 2 which stretches to 30 pages of 10 point text. Highlights include 10 pages of letters, part 2 of the serialisation of Richard Sharp's book, and an article on Anglo-Russian alliances by Brenda Palm (which I enjoyed - nice work - how much do you want to write for SpOff instead?). Indeed, it is difficult to find anything in TIM to criticise - but if I was so minded I would caution him against using too many trivial items, which are OK when it comes to spacefillers, but if used en masse can make a zine a bit like Hello (not that I read Hello you understand...). Anyway, 4 gamestarts in 2 issues is a mega-success and Chris deserves lots of congratulations for showing everyone that it is still possible to launch a successful Diplomacy zine in 1995.

Megalomania No.70 was a bit of a return to form, with the usual Tringham topics of TV and computers being covered in detail (Chris seems to like a programme called Fist of Fun, but the less said about that the better). No doubt the next issue will see Chris drowning his sorrows over the fate of Crystal Palace FC (tee hee). Chris does mention a newish zine called The Mag With No Name which I would review, but the editor, Ian Willey, has never sent me a copy so I can't. Still, new editors don't seem to send out invitations to trade any more (with the creditable exception of Mr Palm). Just as Chris Palm can't help but fill waiting lists, so Tringham can't fill them, despite a cover price of only 30p and a high degree of reliability. I wish more of you lot would subscribe - do none of you have any taste?

Issue No.192 of the zine with soul (a.k.a. Greatest Hits) well justified Birks good position in the Zine Poll, even if his musings on how old we will all be on 31st December 1999 does make depressing reading. I will be 40 in the year 2000 which is a sobering thought, though I suppose Kate will only have just started school, which kind of puts life in perspective. I must agree with Pete's condemnation of food fuddy-duddies (invariably young women) who turn up at dinner parties only to inform you that they don't eat red meat / fish / asparagus / eggs / pasta / potatoes / whatever-it-is-you've-spent-all-night-cooking and then let you know it's because they read in Health & Beauty that it has been proved in tests that too much cholesterol mixed with fructose can cause cancer in 0.12% of mice who are force fed such a diet for 24 hours a day for the previous 8 months and that it is better to be safe than sorry. And what's wrong with veal anyway? Yum, yum. Like Pete I also saw Sparks in concert recently, though like Pete I must confess that my attention was fixed for most of the evening on their drummer, dressed in black evening dress, she would have been the subject of my dreams for weeks to come if it weren't for the fact that I am happily married. Speaking of Sparks - buy their new album, the wittily entitled Gratuitous Sax and Senseless Violins - OK, it's got the odd bum track, but overall it's very good and they deserve a break.

Let's see, can I find any unreasonably ridiculous right-wing comments in Dolchstoß No.196?... Nope, my God Richard must be off-form. I note that Gallimaufry (now a humble sub-zine to Dolchstoß) is up to issue 150 - congrats Steve, and come back soon. What's this? Dolchstoß

No.197 (God I must be late). How about "I don't think the slimy Blair's fooling anyone: I heard him described in the pub as 'John Major without the charisma', which seems harsh but fair." Exactly which planet is Richard living on these days?

Esme doesn't often get stirred up by Diplomacy zines (she does read them - well she has to do something while waiting for Emmerdale Farm to start), but she found Alan Frost quite out of order in A Little Original Sin No. 31 - so much so that she may even be moved to write her first ever letter to a Diplomacy zine. Mind you, Alan Frost is a bit of an easy target - the guy is quite obviously the King of wind-up merchants, but the sight of him in the ALOS lettercol trying to justify the smutty comments he makes to the women who work under him at work even makes me blush for the crassness of my own sex. Mind you, I wish Alan subbed to Spring Offensive, just think of the fun we could have.

Is it my imagination or has The Cunning Plan been a little shorter of late? Still, Neil is very good at editing his letter column (I especially like the digs at James "Misery" Hardy), and Bob Holiday's page has suddenly become legible, so that more than makes up for any deficiency in the page count. A very reliable zine this, but you know that already.

I only counted five pieces of gratuitous clip art in Take That You Fiend! No.140, which is well below par. Come on lads, you can do better than that. You have to hand it to that Harrington man though, he has an excellent turn of phrase, I mean, isn't this an brilliant way to start an editorial? "Old age beckons like the illuminated sign outside a kebab shop after you have had a skinful in the pub. You don't want to go there but somehow it is irresistible, if only because the alternative is worse." John, you are wasted editing a fanzine, get working on that novel (you could do a damn sight better that Stephen Fry anyway). I have only been trading with TTYE! for about a year (since John decided that copies destined for the Zine Archive were more likely to be saved for posterity if they were sent to Brighton rather than Bristol - the Andy Bate Zine Archive must be years out of date now), and despite the fact that (a) it doesn't run Diplomacy and (b) it prevented SpOff from winning the Zine Poll outright, I have no hesitating in warmly recommending it to you all. Ask for a sample.

Although David Oya hasn't been that successful at keeping Where Is My Mind? even to his projected six weekly deadlines, it is turning into an open discussion zine in which the weirder (and no, I'm not talking about sexual orientation) luminaries of the postal games hobby are on display for the edification of the rest of us. Despite David's distaste for Diplomacy, he does take the trouble to keep the zine in tune with mainstream happenings and the Diplomacy games seem to be well looked after by Fiona Campbell, even though the players seem incapable of sending in any orders (which is a pity as I found her sub-zine Taanstaff particularly entertaining this issue). Another zine to include in your "can I have a sample issue please?" list.

One zine worth mentioning, if only for its irritation value, is Ode No.166. In it I am taken to task by

John Marsden for not letting him know of the action I have taken in rescuing the ABG orphans, which would be fair enough if I'd acquired these orphans by way of upstaging the OGRE after I'd known ABG was to fold, but as that was not the case John's comments just annoyed me. What I found particularly irritating was his comment "...I found particularly irritating was his comment "...I found that Stephen Agar (who else?) had got in before me..." Now, if by "who else" John meant that surely no other current publisher would be so supportive of other editors to write them a personal note when their zine was way overdue, then he would be correct. Let's be charitable and assume that was indeed what he meant.

The vehemence of the language used by Danny Collman in Springboard No.85 when castigating Chris Palm for starting a (successful) new zine is appalling. Why does this hobby entrust its novice zine to someone who ~~does~~ encourage dropouts (Springboard games are plagued by players who lose interest - far more so than novice players in mainstream zines) and who actively discourages people to produce new zines. Does this man want our hobby to disappear completely? Of course, some zines will fail and others will succeed, but Danny's writing just suggests to me an editor who no longer enjoys what he is doing and who's general level of pissed-offness must filter through to his players who should be (but probably won't be) our next generation of editors. Springboard is a most depressing zine at the moment.

Assassin's Handbook No.15 announces that John Morgan is now a duly elected Labour Councillor in Sutton. Congratulations to him, I'm glad that all his hard work paid off. Mind you this zine is renowned for being late prior to John being elected, so I hate to think what it will be like now. I hope to be proved wrong.

I know it's not a zine but I thought I'd mention that I've received a letter from John Dodds asking me to submit a report on the hobby services I have been running, for inclusion in a Hobby Services Group annual report to be distributed at ManorCon. No doubt this is a "Good Thing" and I will support it. One thought did crop up - could the Hobby Development Fund give some cash to Kim Head to finance a couple of issues of Mission from God - she's been made redundant recently and RJW wants something to spend the cash on.

Addresses

Chris Palm, 45 Cecil Avenue, Ardleigh Green, Hornchurch, Essex, RM11 2NA.
Chris Tringham, 10 Jubilee Court, London Road, Thornton Heath, Surrey, CR7 6JL.
Pete Birks, 181 Friern Road, East Dulwich, London, SE22 0BD.
Richard Sharp, Norton House, Whielden Street, Amersham, Bucks, HP7 0HU.
Vick Hall, 115a Offord Road, Islington, London, N1 1PQ (don't forget the postcode)
Neil Duncan, 25 Sarum Hill, Basingstoke, Hants, RG21 1SS.
John Harrington, 30 Poynter Road, Bush Hill Park, Enfield, Middlesex, EN1 1DL.
David Oya, 24 Kingsway, Banbury, Oxon, OX16 9NY.
John Marsden, 33 Weston Road, Strood, Kent, ME2 3HA.
Danny Collman, 14 Westover Road, Handsworth Wood, Birmingham, B20 1JG.
John Morgan, 22 Meadow Road, Sutton, Surrey, SM1 4NF.

Naming The Openings

by Richard Sharp

Reprinted from Dolchstoß No.61 (February 1978)

[When Richard published the Game of Diplomacy in 1978 he introduced to the world a system for describing Diplomacy Openings, most of which were subsequently taken up by the postal Diplomacy hobby at large. This article from early 1978 explains his thinking...]

One trouble I had when compiling my learned work was that so few openings have well known descriptive names. Rather than refer laboriously to a set of three or four moves each time, I decided to invent names myself where none existed, and I hope that at least some of them may stick. In general I used simple descriptive terms, unless some more imaginative name came naturally to mind. Where a set of moves has one unambiguous purpose, I used the words "Attack", "Defence" or "Gambit", as the case might be; everything else was simply "Opening". Here are some examples with the frequencies taken from New Statsman.

ENGLAND

F(Edi)-NWG, F(Lon)-NTH is the Northern Opening, with an Edinburgh Variation (31%), an obviously superior Yorkshire Variation (36.3% - the first time it's been more popular) and, presumably, a Welsh Variation (0.0%). F(Edi)-NWG, F(Lon)-ENG is the Splits, with logical Edinburgh and Welsh Variations (1.3% and 0.6%) and a lunatic Yorkshire Variation which lends itself to some very vulgar names (0.6%!). The French Attack is F(Lon)-ENG, F(Edi)-NTH, A(Lpl)-Wal (7.5%), but if the army goes elsewhere the fleet moves constitute the Belgian Opening, with the usual Edinburgh and Yorkshire Variations (0.9% and 20.3%).

GERMANY

A(Ber)-Kie, A(Mun)-Ruh constitutes the Blitzkrieg Opening, with Danish and Dutch Variations (41.6% and 20.8% - the former being the most popular of all openings by any country). The Burgundy Opening is F(Kie)-Hol, A(Ber)-Kie, A(Mun)-Bur (12.3%); this has a pseudo-Danish Variation which is hard to classify as so much depends on whether A(Mun)-Bur is meant to succeed or not: if not then it is part of the Anschluss (F(Kie)-Den, A(Ber)-Kie, A(Mun)Std.) (1.9% plus a substantial but unknown number of agreed stand-offs over Burgundy). The wild attack on Russia with A(Ber)-Pru, A(Mun)-Sil is the Barbarossa Attack (1.3%, including 0.2% for the crazy Baltic Aberration). Most other German openings can be classified according to the intended action of A(Mun) - e.g. the Tyrolian Opening, the Bohemian Lapse - which are usually more popular in their Danish forms, though rarely seen in any case.

RUSSIA

Difficult. I ignored F(StP)sc, as any other move other than GoB is just silly. The main variations are: the Turkish Attack with F(Sev)-BLA, A(Mos)-Sev (9% nearly all with the normal A(War)-Ukr Variation); the Southern Defence with F(Sev)-BLA, A(War)-Gal, A(Mos)-Ukr (22.0%); the Austrian Attack, same as the Southern Defence but with the pro-Turkish F(Sev)-Rum (18.0%); the Rumanian Opening, same as the Southern Defence but with A(Mos)-Sev and A(War)-Ukr (7.4%); the Northern Opening in which A(Mos) goes to StP and which F(Sev) doesn't go to BLA (13.8%); the Octopus which combines the StP and BLA moves (9.1%); and the Livonian System, in which any army goes to Livonia (6.3%). There are countless Variations on most of these - e.g. the Octopus proper is A(Mos)-StP, A(War)-Gal, F(Sev)-BLA, F(Sev)-BLA, much less popular than what I have called "The Squid" (a limp-legged Octopus) with A(War)-Ukr.

TURKEY

Boring. The Russian Attack is obviously F(Ank)-BLA, A(Con)-Bul, A(Smy)-Arm (32.1%), while the Russian Defence sends the Smyrna Army to Con instead (29.3%). The Western Opening is F(Ank)-Con (31.8%), with Ankara and Smyrna Variations, plus a rare Armenian one and a unique Syrian. (Aren't people peculiar?) It also has a Ship of the Desert Variation in which F(Ank) goes to Arm! Finally there is the version in which the armies go west but the fleet mucks about (stands or is misordered) - this I have dubbed the Boston Strangler, as in effect it says to Russia, "I'm raving mad and I'm going to attack you the minute your back's turned." (4.2%, amazingly enough).

AUSTRIA

No less than 75% of Austrian players open with a version of the Balkan Gambit, F(Tri)-Alb, A(Bud)-Ser, called a gambit because it sacrifices the defence of the home centres in search of a quick build. The variations are decided by A(Vie), and are in order of popularity the Trieste (31.9%), Galician (18.5%), Budapest (14.7%), Tyrolian (5.5%) and Stay-at-Home (4.3%) Variations, plus the Bohemian Aberration (1.1%, I can hardly believe it). The most popular of the remaining starts are the various types of Hedgehog: the True Hedgehog with F(Tri)-Ven, A(Bud)-Rum, A(Vie)-gal (1.7%); the Southern Hedgehog with A(Bud)-Ser instead (2.8%); and the Houseboat Variations of both those in which F(Tri) stands (respectively 0.4% and 2.5%). F(Tri)-ADS is the Blue Water Gambit, in which Austria risks a great deal for the rare and simple pleasure of getting water under his feet - at its wildest this becomes the maniacal Italian Attack with A(Bud)-Tri and A(Vie)-Tyr.

ITALY

Very tricky, because of the Lepanto, that enormously popular idea devised by Edi Birsan which doesn't require any specific opening moves. I had to fall back on the term "Lepanto System" to cover all the openings in which one army goes to Apulia (rarely Naples), the fleet goes to the Ionian, and the other army moves to or stands in Venice. This has a total frequency of 19.7%, excluding the characteristic Key Lepanto moves F(Nap)-ION, A(Rom)-Apu/Nap, A(Ven)-Tri (5.7%) which can be a routine Lepanto if a stand-off is arranged in Trieste. A further 4% of the time the A(Ven) goes to Tyr, and 1.9% to Pie, again with stand-off possibilities which would convert it into a Lepanto. It looks as though the total frequency of all Lepanto System moves is therefore between 25% and 30%. The Tyrolian Attack is specifically the combination of A(Ven)-Tyr with A(Rom)-Ven (25.7% including the minority Tyrrhenian Variation). The Stab Lepanto is of course A(Ven)-Tri, A(Rom)-Ven (17.9%) and the French Attack is the combination of A(Ven)-Pie with F(Nap)-TYS (7.1%).

FRANCE

The Maginot Opening is the most popular, God knows why - F(Bre)-MAO, A(Mar) S A(Par)-Bur (23.1%). When France makes the popular moves F(Bre)-MAO, A(Mar)-Spa then the Paris army decides the opening, the most common being the Picardy Opening and the Burgundy Opening (both 13.4%). The popular fleet move to the Channel (21.7%) subdivides into the English Attack with A(Par)-Pic (8.5%, including 1.3% for the Northern Dash with A(Mar)-Bur) and the English Defence with other moves for A(Par), usually to Gas or Bur. One opening enjoying something of a minor boom is the Belgian Gambit F(Bre)-MAO, A(Par)-Pic, A(Mar)-Bur, which risks getting only one build in a doubtful cause (5.9%). There are innumerable unclassifiable minor openings for France, which still seems to have a greater freedom of choice in Spring 1901 than any other country.

How to Play Turkey

By Scott Kauzlarich and Ryan Sprau

The key to playing well as Turkey is to know your strengths and weaknesses. Turkey's biggest asset is its early game defensibility. An early exit as Turkey is not very common. But this is also a weakness for Turkey, because it is tough to really get rolling early on.

Openings

Turkey's openings are going to be anti-Russian or anti-Austrian, unless they are neutral and not playing favourites early on. The big anti-Russian move is Ank-BLA, Smy-Arm, Con-Bul. This is a devastating attack on Russia if it works. But sometimes Quick gains in Sev and Rum are bogged down, and offset by opening yourself up to an Austrian stab, perhaps with Italian help. Italy is always a wildcard when you are talking about Turkey, because they sometimes are drawn west and not a factor. Obviously, it is too your tremendous advantage as Turkey to get Italy moving West. Or, to be on your side against Austria, then perhaps Russia later.

So, if you want to attack Russia, know that you might be opening yourself up to Austria. You will need some help against Russia, from Austria most likely, but sometimes England or Germany can come into play here as well. We think one disadvantage of attacking Russia early is that the long-term growth is not that great. Pretty soon, if things go well, you find yourself invading Norway and getting really overextended. An attack on Austria is the way to go, if you must go. Your opening would probably still be Con-Bul, but with army Smy following to Con. The fleet in Ank can also sometimes follow to Con, but it is better to have your armies moving into the Balkans as soon as possible if you want to take on Austria.

Negotiation-wise, the dream would be if Austria attacked Italy, perhaps with French help, thus turning his back to you. This is great, but not very likely. A more reasonable scenario is if Italy attacks Austria. Either way, Austria has two or more fronts, and you can make good gains. Now, how about a Russian-Turkish alliance? This is very powerful, but as Turkey, the advantage here usually goes to Russia. But chances for a close second, are good if you and Russia get rolling. Austria cannot hold off both of you without Italian assistance, and even then, a German cavalry charge might be needed to hold off the Czar and the Sultan. Once, Austria is eliminated, you can move on Italy.

So, attacking Austria is probably your wisest move, but pick your ally carefully. If you go in with the Russian, you might find yourself isolated buy the other five players, as they fear the R-T more than any other alliance. And it is hard to win outright as Russia has more advantages. An Italian alliance is preferred, because then you can stab him or move with him against Russia, and then stab.

Back to Italy. Beware of the Lepanto opening, which is signalled by a fleet moving into the Ionian. If Italy gets involved in the east, the balance of power shifts dramatically. Things can get tough, so you might have to hunker down and bide your time.

Be patient as Turkey! If you go slow, the game will come to you. Austria, will eventually attack Russia, or get attacked by someone, and some easy centres in the Balkans will be there. There are a lot of centres in the Balkans, but be patient. If you hunker down and play good defence, people will leave you alone, and you can sneak into some supply centres later on.

Key Centres

Greece is the space on the board you need to control more than any other. Losing Greece to Italy or Austria puts you in a vulnerable position. The Eastern Med. is a space than your eastern foes will penetrate when they are going for the kill. Keep your eye on Greece! And if Austere turns her back, then you might get it without a fight. but it is worth fighting for. The Black sea is also vital, if you lose it, you could be in big trouble.

Builds

If Austria builds fleets, then you can bet she will be coming for you and/or Turkey soon enough. Russia building a fleet in the Sevastopol is also a sign of war.

Mid-Game

As a rule, Turkey is hard to play all the way to a solo win because they have some real mid-game hassles to deal with, mainly, they are so easy to bottle up in the Western Med. and around StP. These natural stale-mate lines running from StP to Spain are hard on poor Turkey because by the time Turkey gets to them, only a group of idiots wouldn't be alerted to the fact that they are about to lose the game. Taking Munich, Portugal, or Spain, or whatever 18th centre is vital, can be nearly impossible. You need to rely more on diplomatic skill than tactical skill. You should have hopefully kept the balance of power in the west, so that the powers on the other side of the stale mate line are fighting and suspicious of each other.

You need to work it like this: Make it so that one of the powers that needs to turn to stop you, say France, can't turn his back on England say, without getting crushed. Chances are this will enable you to pick up that tough centre. Think of it like this: You need someone like France or Germany or whoever, to have both fingers in the dike. They can't raise their arms to defend themselves without getting washed away. You bludgeon them mercifully of course, and they die with those fingers still in the dike. Some players will pull out of the dike and stop you, but MOST will just say they will. IT is terribly hard to allow a game-long enemy to crush you in order to preserve the game, no matter how logical this sounds. Call their bluffs and hope for the best.

The only other alternative is to fight your way across to Munich and such places FIRST, and then reverse your field and come back. I've never seen this done and I really don't think it solves the basic problem. Getting that 18th centre is going to depend on diplomacy and chicanery more than brute force, ESPECIALLY with Turkey.

Good luck with Turkey: Go slow, be patient. Her strengths are her security in the corner of her board. And concentrate on knocking out Austria. Moving against Russia right away is risky, and try to get Italy involved with someone else.

High Speed Diplomacy

by Steve Jilks

0. The usual rules of Diplomacy apply save where modified below.

1. This is a variant for three players, each controlling one major power: England, Iberia or Turkey. England starts with A(Lpl), F(Edi), F(Lon); Iberia with A(Spa), F(Por), F(Tun); Turkey with A(Con), F(Ank), F(Smy).

2. The only other units present at the start of the game are three armed neutrals, namely A(Mos), A(Vie), and A(Par). These units remain on the board until they are dislodged and disbanded.

3. Each unit may move twice per season. A unit's first move is adjudicated as per the standard game, but there is a second movement phase before retreats are made. A second move may only be made if the unit concerned successfully moved provinces in the first movement phase and no supports or convoys are permitted in the second movement phase.

4. At any time in the game a player may declare any originally neutral centre which he controls to be a fourth home centre for build purposes. This is a once and for all time election, though a power may elect to use a province which was previously nominated by another power to override the first election. The election of a fourth home SC is not revealed until it is used to build in.

5. Before any movement is made, a player may convert a fleet to an army and vice versa without restriction (but no inland fleets please!). E.g. in S01 Turkey may order F(Ank)-BLA-Sev. A01 F(Sev)=A(Sev)-Ukr-War!

It Was 10 Years Ago Today

VIENNA

Issues 9 - 11 (May - July 1985)

If Vienna were alive today, in the same form in which it existed 10 years ago, then it would probably sweep all before it. Richard Egan started Vienna mid-1984, as a Diplomacy & variants zine, which was not afraid to run games to 3-weekly deadlines, was not afraid to run games other than Diplomacy, and was even prepared to print lots and lots of Diplomacy strategy articles. Vienna was a substantial zine (around 40 pages), so it was not surprising that Richard put out an issue of IT as a games-only zine between issues of Vienna, though sometimes the full zine appeared more often than it should. No wonder he needed lots of external GMs to manage the zine.

Vienna No.9 (Early May 1985)

The Diplomacy emphasis in early Vienna's was very strong indeed. Richard Egan editorialised on styles of play in Diplomacy, a topic examined exhaustively in the letter column, an article by Simon Franklin examined the fortunes of Austria and defended one of his previous articles on Russia, there was a short article by Richard Egan on long-term alliances and a history article by Tim Colliou on the Russian Revolution. Tim Colliou also submitted a variant called The Lord of Hosts which was a Middle Eastern variant circa 600 BC for five players.

The non-Diplomacy scene was represented by a review of the Star trek RPG by John Cudmore, a gamestart for United and (a real sign of things to come) the rules for Gridiron by Les Walker and others. In the six months Vienna had been around it had started a massive 22 games of Diplomacy and variants (Downfall III (x3), Fleet Rome, Archipelago Diplomacy, World Diplomacy, 1066 and World Domination). Oh, and we mustn't forget the postal Cluedo. All in all, a massive and magnificent effort - I hate to think how long it must have taken to type out on stencils, duplicate, collate and mail.

The one thing that was completely missing is any sort of "hobby news" or indeed and sort of feeling that Vienna was part of a wider postal Diplomacy hobby at all. At the time, the only news worthy of note was probably the debate over RJW's new system of voting in the Zine Poll, the results of the Rusty Bolts (I am amused to see that Graham Staplehurst won the "Dave Thorby Award for the worst-dressed hobby person") and the nominations for the Gladys Awards (amazingly Vienna wasn't nominated for anything, not even "Best New Zine" - which probably confirms my impression that Vienna was a world apart.)

Vienna No.10 (Late May 1985)

Three weeks later and another 46 side effort! Richard Egan predicts the Vienna would do badly in the 1985 Zine Poll (the deadline for which was approaching) due to the fact that 90% of Vienna subscribers only saw Vienna and hence were ineligible to vote on RJW's current voting system. He was to be proved right. Yet again the letter column is largely dominated by Diplomacy tactics and Diplomacy articles were the mainstay of the zine. Richard Egan penned a 4 page article on the problems stemming from the Trieste/Venice border (which is rather good, so you may find it elsewhere in this issue). The rules for Colin Bruce's Range War variant (an eight player game set in the Wild West of the 1870's).

On the general games front there was William Preston's rules for postal Escape from Colditz (an excellent game, which is still available) and some reviews of SPI and Avalon Hill games by William. Richard included a couple of pages of photo-montages showing attendees at ViennaMeet2 which had been held recently and looking at pictures of Richard Jackson, John Cudmore, Martin Lewis et al. and the one thing that really stands out, compared to, say, a visit to ManorCon or MidCon today, is that they were all so very young. It is rather sad that 10 years later many of these people are still active in the hobby (mainly through Richard Egan's current zine LiES), no new younger generation has emerged behind them. This hobby is terminally middle-aged!

Yet again no "hobby news" (save for the mention of the Zine Poll which Richard referred to as "doing his duty" by bringing it to his reader's attention). On the other hand it is worth mentioning the incredible amount of press that Vienna generated - many games had two pages of press each, compared to the

average six lines that you find in SpOff. Indeed, Vienna No.10 even had a short article from Anthony Bourke praising the virtues of the press release. Of course, lots of press was also a feature of the Diplomacy zines of the early 70's, when the people getting zines tended to be a rather small close-knit community (often with a SF background) in much the same way as Vienna was a small close-knit community. Nowadays, circulations are less cohesive which probably mitigates against a lot of press as the games are less likely to feature people who know one another of old (and are thus more likely to insult each other). E.g. "Sauron-Leqolam and his bunch of perverted Elves: I'm afraid the orc whips you perverts requested are all being put to good use elsewhere, but a new consignment is expected shortly. However, if your kinky desires cannot wait that long then I'm sure my orcs would be only too delighted to give you a good thrashing in the meantime."

Vienna No.11 (Early July 1985)

A six-week gap this time because IT No.5 appeared in-between to carry the games to their 3-weekly schedule, but still 46 pages. In his editorial Richard commented that according to the first issue of The Fat Lady Sings from Geoff Challinger, Vienna was now carrying more games of Diplomacy and variants than any other zine in the UK, fuelled by the newcomers to postal gaming that Vienna had managed to bring into the hobby. Out of interest back in 1985 the PBM Diplomacy hobby consisted of 829 active players playing in 199 regular games (compared with 134 today) and 79 variants spread over 48 zines (compared with 34 today). Having mentioned the sheer quantity of press in Vienna it is interesting to see that the letter column this issue featured several attacks on Peter Sullivan (editor of C'est Magnifique) for daring to describe such press as "rather trivial." Perish the thought.

On the Diplomacy front there was an article from Martin Lewis on Austro-Italian alliances and another article (entitled "Just One Stiletto" presumably after he Walls ice cream advert dominant at the time) on Italian opening strategy, while David Russell contributed an article on the use of blackmail in PBM Diplomacy. How did Richard Egan get so many readers to contribute material? Come on you lot, if Vienna readers could do it 10 years ago I don't see why Spring Offensive readers couldn't do it today. This month's variant was Stab!. Yet again there was no real mention of the wider hobby beyond Vienna.

The more general games end of the hobby was represented by more on Escape from Colditz by William Preston and a review of Statis Pro Football by Lee Taylor and even a couple of book reviews by Richard Egan, who almost brought himself to admit what we all know is true, namely that Douglas Adams' So Long And Thanks For All The Fish was just a money-spinner, but what Richard didn't know was that the fifth book in the series Mostly Harmless which Adams didn't get around to writing until 8 years later, would be even worse. Mind you, the Dirk Gently novels are quite brilliant.

A few weeks after issue 11 the 1985 Zine Poll results were published and Vienna came in at No.17 which strikes me as rather low in retrospect. Still, it was the year of the famous Richard Walkerdine "Mad Policy must win formula" for working out the results. Even so, the poor showing was probably accounted for the fact that despite its size, Vienna remained a community apart.

In retrospect I don't think that Vienna ever got the recognition that such a massive work produced so regularly over such a long period of time really deserved. The influx of new people that Vienna helped to bring into the hobby was fundamental to the relative boom on postal Diplomacy in the mid to late 80's.

Today Richard Egan edits LiES (with Bill O'Neill) and a very different zine it is too, in that there is now very little Diplomacy. However, LiES does have the same sort of semi-detached feel to it - a good zine, but one that chooses to be central to its own smaller hobby, rather than at the centre of PBM games in general. A pity, perhaps.

WEAK SISTERS DIPLOMACY

by Richard Egan

Reprinted from Vienna No.10 (May 1985)

Two of the seven Diplomacy powers are to be consistently found at the foot of preference lists - when, as a consequence of the survey of Vienna readers recently carried out, we published a "Preference Index" it was no surprise that they were close to each other, but well below the rest in the final tally. After all, these same two powers can between them claim both the poorest win record and the benefits of the cleaner water of the early bath. I write - but of course - of Austria and Italy, the "Weak Sisters".

The weakness of these two is often blamed almost exclusively upon the single border shared by Venice and Trieste. Allan Calhmer, the games designer who created the game of Diplomacy, has himself admitted: "... Italy and Austria are considered to be the two weakest powers in Regular Diplomacy. One of the reasons for this is their mutual lack of security, because each has a home supply centre adjacent at the start of the game..." ("Variations on a Theme by Calhmer".)

The adjacency of Venice and Trieste is certainly a unique situation on the gameboard. Inevitably it is a real handicap to both Italy and Austria, since from the opening moves each will be wary of the other attempting to 'steal' their home centre, a security problem which often limits the options each is prepared to consider. France, for example, can order F(Bre) to MAO content in the knowledge that if England slips into the Channel, he can retrace his steps to minimise the damage and at least stand England out of his home centre in Brest. By contrast, Austria and Italy have no such 'buffer', between them and the natural emphasis placed on home centres is exaggerated in Austria's instance by the fact that Trieste is that powers only coastal home centre, where fleets must be built. For one of the Weak 'Sisters to trust the other sufficiently to move out of the offending centre is a risky venture indeed - hence the 'Balkan Gambit' title for Austria's optimistic F(Tri)-Alb, A(Vie)-Tri, A(Bud)-Ser opening (and even this guards Trieste from Vienna, even if other versions of this particular 'Gambit' do not). Yet the alternative is for each to sit units like mother hens on each centre, hardly a constructive approach, and surely unlikely to benefit either's poor performance records. All too often, one or other will move out at last, only to be stabbed, and it is the emphasis placed on the 'natural' unease between Italy and Austria that sponsors the lasting popularity of the 'Tyrolian Attack' opening for Italy (A(Ven)-Tyr, A(Rom)-Ven).

Yet this is also symptomatic of another problem. To quote Calhmer again from the same article: "...Italy is unable to expand initially; it is restricted to a purely defensive role in the middle years; and its prospects are limited to a minor share in a draw or a low place..." Since Italy is all but surrounded by sea provinces, adjoining only three land provinces (two of which are coastal), Venice and more especially Piedmont act as bottle necks which deny Italy manoeuvrability early in the game with its single fleet. Yet, unlike the other sea-bounded powers England and Turkey, Italy is centrally placed and unable to claim the protection of a corner position.

Consequently, most recommended openings for Italy aim at either "breaking out" or in shoring up the defences to play a waiting game, perhaps long enough to establish a role in the Mediterranean. Prime examples of the former are the aforementioned Tyrolia Attack and the less popular French Attack (which features A(Ven)-Pie and A(Rom)-Ven or Tus). No prizes for guessing why the French Attacks is less popular - the answer is that dread of Austria slipping into Venice. Yet also it is harder to force a way out of Piedmont in the early moves (before fleets can be brought to bear via GoL), and thus Italy tends to look to Austria when in an attacking mood. After all, Venice, borders two of Austria's provinces), not one, and unlike Piedmont, Italy starts with a unit in Venice, the springboard of Eastern Adventures. A defensive or cautious Italian player will prefer stand-offs over-Venice and Trieste (possibly arranged with Austria), perhaps moving A(Rom)-Apu to support Venice, if under attack, or to be conveyed to Tunis by F(ION) for a build and a Lepanto (which follows the F(ION) C A(Apu)-Tun opening up with a F(Nap) build, then F(ION)-EMS and F(Nap)-ION in spring 1902, prior to a convoy to Syria or Smyrna to attack Turkey, Italy's maritime rival in the Mediterranean).

Yet this accepts either zero or negligible building potential beyond out-of-the-way, Tunis in the early years. In a game where you win by capturing supply centres, is it any wonder (for all that patience is a virtue) that such

a Power has a poor win record. The other six would seem to have head starts in the race to what George Anderson has dubbed "the Magic Eighteen."

Likewise, it is hardly surprising that Austria, surrounded and threatened on all sides and as concerned with survival as expansion in the early years, has distinctly inferior performance records. The rising popularity of the "Southern Hedgehog" Opening for Austria A(Vie)-Gal; F(Tri)-Ven, A(Bud)-Ser is testament to the invalidity of the claim that "all that counts is good diplomacy". If diplomacy were all, it would be the Balkan Gambit- (see above) that gained ground. The Southern Hedgehog is in fact a sorry statement: an opening that will stand off Italy and Russia and make sure of the only secure supply centre against Turkish or even Italian ambitions, it is a confession that only by defending on all fronts can Austria even hope to survive. Yet it is too a realistic assessment of Austria's situation - a Balkan Gambit that leaves Austria, with Trieste and Vienna at the end of 1901 is a rare gem indeed

Thus, in a way, Austria and Italy are different faces of the same coin. One has many options for openings, a great potential for fluidity of movement, and surveys the biggest bundle of neutral supply centres on the board- (Balkan shaped), but is surrounded by hungry wolves and has trouble simply defending itself with only three units. The other is initially easy to defend (if perhaps less so than England), but has a pitiful potential for early growth. It is when you consider the adjacency of Venice and Trieste as compounding these handicaps that the very real weaknesses of Italy and Austria seem so unfair.

Some disagree. In Zeeby No.34 Nick Kinzett, in answer to a letter on the subject, argued that "...their problems are in part exaggerated and in part a self-fulfilling prophecy of Doom (for example, postally they frequently get left to inexperienced players who haven't bothered with preference lists)...", and the belief that the two countries are simply "not used properly" is widespread amongst players at all levels of experience. Personally, I myself have maintained that the imbalances in the standard game are one of its assets, not a weakness, in that a "perfectly balanced" game would seem bland by comparison. There is something of a challenge in playing Italy, and who knows - maybe one day I'll decide Austria isn't so bad after all. Yet it is obvious that as long as the great majority of players dislike these two countries, as long as they remain at the foot of preference lists, most games are going to suffer - if only because the people playing these countries may feel hard done by and, as Nick suggests, allow the prophecy to come true.

With this in mind, some people have sought a solution in subtle adjustments to the standard game - "variations" rather than outright "variants" - which are intended to give Austria and Italy a better start to the game.

F(Rom) - THE FAILED EXPERIMENT

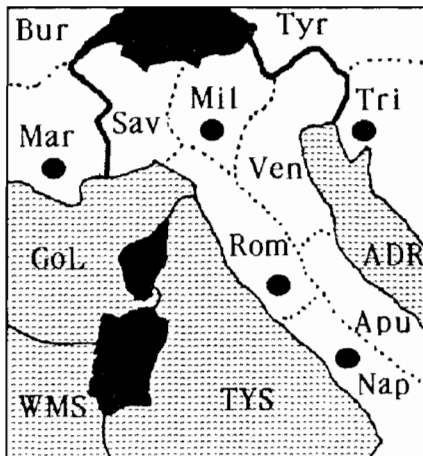
One of the simplest suggestions, which seeks to reduce or eliminate the disadvantages we have examined above is the "Fleet Rome Variant", which gives Italy a fleet in Rome instead of an army so that she starts with two fleets and an army, like England. This simplicity is attractive - the board remains unchanged, and consequently the problem of the adjacency of Venice and Trieste is unaddressed. Several postal F(Rom) games have been started especially in Britain and records are being kept to see if this adjustment is to Italy's advantage.

By all accounts it is not, and if "Fleet" is anything to go by, I'll second that. The - reasons are not that hard to fathom: the theory behind F(Rom) is that since Italy borders only three land provinces (two of them coastal), an extra fleet would enable that power to commence the maritime expansion most Italian players seem to prefer at an earlier stage. Tunis becomes an unfettered gift now, since it can be taken without passing up an offer of, say, Austrian support into Greece from Serbia, whilst the possibilities for attacking France or Turkey at an earlier stage were expected to draw Italy's attention away from Austria so that although the Adjacent Centres problem remained, its effects' would be minimised.

However, for all that the intention was to spread Italy's horizons, in fact this variant reduces the initial options to a choice over the army. Most likely F(Rom) will move out to TYS, meaning that F(Nap) can consider ION or Apu - and don't laugh at the latter, either. Without an army in Rome, an aggressive Austria can move to Tyr with A(Vie) and find Italy's A(Ven) quite without support unless F(Nap) opens to Apulia. The Tyrolia Attack is no longer an option for Italy (though I suppose the intention WAS to pull Italy and Austria apart), and Italy is that much more conspicuous to a France jealous about Spain and Portugal, that the latter might no longer be content to ignore Italy in the early years. Gone is the Lepanto, and though Austria might be more confident to consider the Balkan Gambit, it has to be said that F(Rom) offers no real solutions if we are interested in truly rectifying the imbalances for both powers.

TUSCANY VARIANTS

Another solution suggested more than once has been to transfer the Venice Supply Centre to Tuscany, often coupled with moving the Naples centre (or even Rome centre) to Apulia. The strongest version of this starts Italy with F(Apu), A(Rom) and a fleet or army in Tuscany. A fleet in Tuscany tends to make Italy a western Power, whilst an army often heads-into Venice supported (or supporting) A(Rom), and perpetuates the Italy-Austria conflict, though at a safer distance. We have tried it in several face-to-face games with the Bristol cabal (if some time ago) and found it interesting, but we never gave it enough playtesting to seriously evaluate it. It does make Italy look more dangerous to France, and creates a two empty provinces gap between Tuscany and Munich, thus distancing Italy and Germany (which can be either a good thing or a bad thing depending on the circumstances; on the whole I think this tends to make the game more stagnant for both). Moreover, it denies Italy the potential to hit Austria with quite such force, but then this is always going to be a problem with the issue we are dealing with. You can't have your cake and eat it, so they say, but one would prefer a variant, which allowed Italy (and Austria) as many options as possible, as is consistent with giving each better prospects in the game.



MILAN : A STRONG CONTENDER

A more radical approach than either of the above has been to accept that only by adjusting the board itself, in its division of province's can a fairer balance be achieved. Here the Venice and Trieste problem is named as the Weak Sisters Bane, and accredited scapegoat status. In Heimskringla No.1 (then a sub-zine in the now-folded Acolyte) Paul Norris printed his 'Milan Diplomacy' variant. Milan Diplomacy adjusts the board in the north of Italy by creating an entirely new province and eliminating another. Firstly, Rome is expanded to swallow all of Tuscany (note that this causes Rome to border the GoL). Then, Piedmont is extended west so that it borders Burgundy as well as Marseilles, before it is split in two, the western half of Piedmont is named Savoy, and the eastern half re-named Milan, with Sav and Mil as abbreviations. Savoy borders GoL, Mar, Bur, Impassable Switzerland, Milan and Rome (and not Tyrolia). Milan borders Tyr, Sav, Rom, Ven and Impassable Switzerland, and is made a supply centre, an Italian home centre, in place of Venice, which is now-an ordinary province (and thus renamed Venetia in accordance with the convention that only supply centres are named after cities).

Italy starts the game with A(Rom), A(Mil) and F(Nap), and since, in re-drawing the board in that particular area it is possible to keep an Italian centre bordering Tyrolia whilst separating Venice and Trieste, it would seem that Milan Diplomacy overcomes the Adjacent Centres problem admirably. In his introduction to the variant, John argued that it offers Italy a wider choice, especially in the early years, with A(Mil)-Tyr replacing A(Ven)-Tyr as an opening, the ever-popular Tyrolia attack is still feasible, whilst A(Mil) S A(Rom)-Ven gives Italy a "fortress" opening the equivalent of the French A(Mar) S A(Par)-Bur, which is known as the "Maginot Opening". Looking west, France cannot stop Italy's A(Rom) S A(Mil)-Sav or vice versa, (John calls this a "Milan Attack", which is certain to gain Italy access to both Burgundy and Marseilles. Thus Italy is likely to consider a French Attack far more seriously than in the standard game; a factor which (it is hoped) will operate to make Austro-Italian conflict less inevitable to the benefit of both.

Milan Diplomacy offers exciting possibilities for Italy, and allows Austria the opportunity to take advantage of the neighbouring Balkan centres with greater assurance. However, I for one feel that this is an over-compensation. France begins to look perilously weak, and there is a danger of France falling back on the Maginot Opening (see above) as the only safety opening against the possibility of both German and Italian hostility. Burgundy is simply too crucial to France for that player to allow it to fall into the hands of another power, and I can't help thinking that allowing Italy easier access to it simply transfers much of Austria's "open house" dilemma to France. If it is more historically accurate to turn the French from an adventurous lot into a maniacally defensive power then Milan scores highly, but as far as the game goes, it seems to rather undermine the whole French diplomatic position. Remember that a Southern Opening from England is always in the offing, and it is simply too ridiculous to give any credence to the argument that a good French player will avert attacks from all three neighbouring powers simply by his diplomacy. It is a plain fact of the game that someone, somewhere, is usually leading you up the garden path, and you rarely know which one it is until he strikes. After all, how many people have received letters of the "hello, I'm going to attack you next move" variety? Hands up... yes, I thought so.

THE AUSTRIAN ALTERNATIVE - SPLIT TRIESTE

Milan Diplomacy is not the only alternative to adjust the map board in seeking a solution to the weakness of the Weak Sisters. The January 1983 issue of the US zine Bushwacker carried an article by Fred C. Davis entitled "Between Venice and Trieste - The Lost Variant, Peerijavo". This described a series of face-to-face games played in California which involved a single adjustment to the standard board - the insertion of a 'Province X' between Venice and Trieste. Province X bordered Ven, Tyr, Tri and ADS (but not Vie or Bud), and evidently was a great success as far as those playing it were concerned. Indeed, one of those present, Larry Peery, was so impressed that he tried a postal game of it, but he made one more adjustment - he made Province X a supply centre and named it Peerijavo (a punning on Sarajavo). Peerijavo, unlike Milan, was a neutral centre, and it was obvious what happened next - Italy and Austria spent most of their game fighting over control of this single centre; while Russia went on to win the game.

Yet so long as it is not made a centre, the extra Austrian Province would seem a worthy adjustment to the map board. In several of his variants, Fred C. Davis divides Trieste in half, naming the northern half "Croatia" and the southern half "Zara" or "Split" (both were Austrian Naval ports). Unlike Province X and Peerijavo, Croatia borders Bud, Vie, whilst Zara/Split only borders Cro, ADS, Alb, Ser and Bud. I should think that a compromise between the two with Croatia adjoining Vie but not Bud and Zar/Spl being the province to join both may be best. Of course, it is Zar/Spl which is made the supply centre, not Croatia. Here both Italy and Austria are afforded some security and can deal with the other problems they face on a more even footing to their other neighbours.

In conclusion, it has to be said that the balance of the board is so delicately tuned that any adjustment can upset the whole game. Making Italy and Austria stronger inevitably makes Germany less the 'dominant' central power, and gives France more to worry about (inevitably to the benefit of England) already an- advantaged power). Yet this in itself suggests something more profound - that if only Italy and Austria could overcome the Adjacent Centres problem in the standard game, then they could prove a truly formidable alliance. Yet of course Diplomacy games are played on a one-to-one basis, and one can rarely draw upon and then take advantage of the lessons of one game in another. In the final analysis, one is left to ponder if it is the responsibility of the games designer or games player, that the Weak Sisters remain so weak.

HITCH-HIKER!

A Diplomacy Variant By Nicholas Whyte

This variant was first published in Coolnac No.3.

1. This game uses the standard rules and board of Diplomacy except where altered below.
2. The board will contain the following additional provinces, all of which will be supply centres at the start of the game:

Name	Abbr.	Adjacent Provinces
Ulster	Uls	NAO, IRI, Lei, Cnt
Munster	Mst	NAO, IRI, Lei, Cnt
Connaught	Cnt	NAO, Uls, Mst, Lei
Leinster	Lei	IRI, Uls, Mst, Cnt
Sardinia	Sar	GOL, TYS, WMS
Iceland	Ice	NAO, NWG
Switzerland	Swi	Bur, Mar, Mun, Pie, Tyr
Free City of Danzig	Dan	Pru, BAL
Southern Crimea	Cri	Sev, BLA
Cyprus	Cyp	EMS

Note that both Prussia and Sevastopol now possess an east coast and a west coast.

3. The Winter 1900 rule is used: Players may dispose their units as they see fit in Winter 1900, the first season of the game. Thus England may opt to begin with three fleets, three armies, three Magrathean bubble-cars, or any combination. Failure to send in orders for Winter 1900 will result in the standard set-up for each player, with F(Sev)(wc) in the case of Russia, or 6 Vagon destructor ships in the case of the Vagon player.
4. In a normal build season, any player except the Hitch-hiker may build a Magrathean bubble-car in the normal way. This unit, abbreviated (M), has an unlimited range but has only half strength for attacks, cannot give support, and doesn't affect the ownership of any supply centre it may occupy in a Winter season. It does, however, cut support fully.
5. There are two extra players besides the normal seven in Diplomacy: they are the Hitch-hiker and the Vagon.
6. **The Hitch-hiker:** The Hitch-hiker begins the game with four supply centres, Uls, Mst, Lei and Grit, and four units placed at random on the board. He may only build Hitch-hiker units (and consequently may not order in Winter 1900), but may do so in any centre he controls in a Winter season. Two or more Hitch-hiker units may occupy the same province, but they may not share a province with another unit. The Hitch-hiker unit (abbreviated (H)) may only move by ordering a unit in an adjacent province (including Vagon destructor ships) to transport the Hitch-hiker to any province adjacent to the second unit. This over-rides the unit's original order. The Hitch-hiker a move may still fail, but it may be supported by other Hitch-hikers and by other players' units (voluntarily). Hitch-hikers retreat normally. Hitch-hikers may not end a move in a sea space.

Example of Hitch-hiking: French F(MAO) L H(Bre)-NAO.
("L" is short for "gives a lift to")

7. **The Vagons:** The Vagon player has the option of building Vagon destructor ships (abbreviated (V)) as well as armies, fleets, or Magrathean bubble-cars. Vagon destructor ships can move on land or sea and they move after normal units, Hitch-hiking and bubble-cars, but before wandering units and re retreats. They have the following effects on supply centres and other units:

- a) Attempting to enter a Vagon-proof supply centre results in the destruction of the Vagon destructor ship and a randomly determined unit adjacent to it.
- b) Entering a supply centre that is not Vagon-proof will result in the destruction of that supply-centre for the remainder of the game - it counts as an ordinary land province.

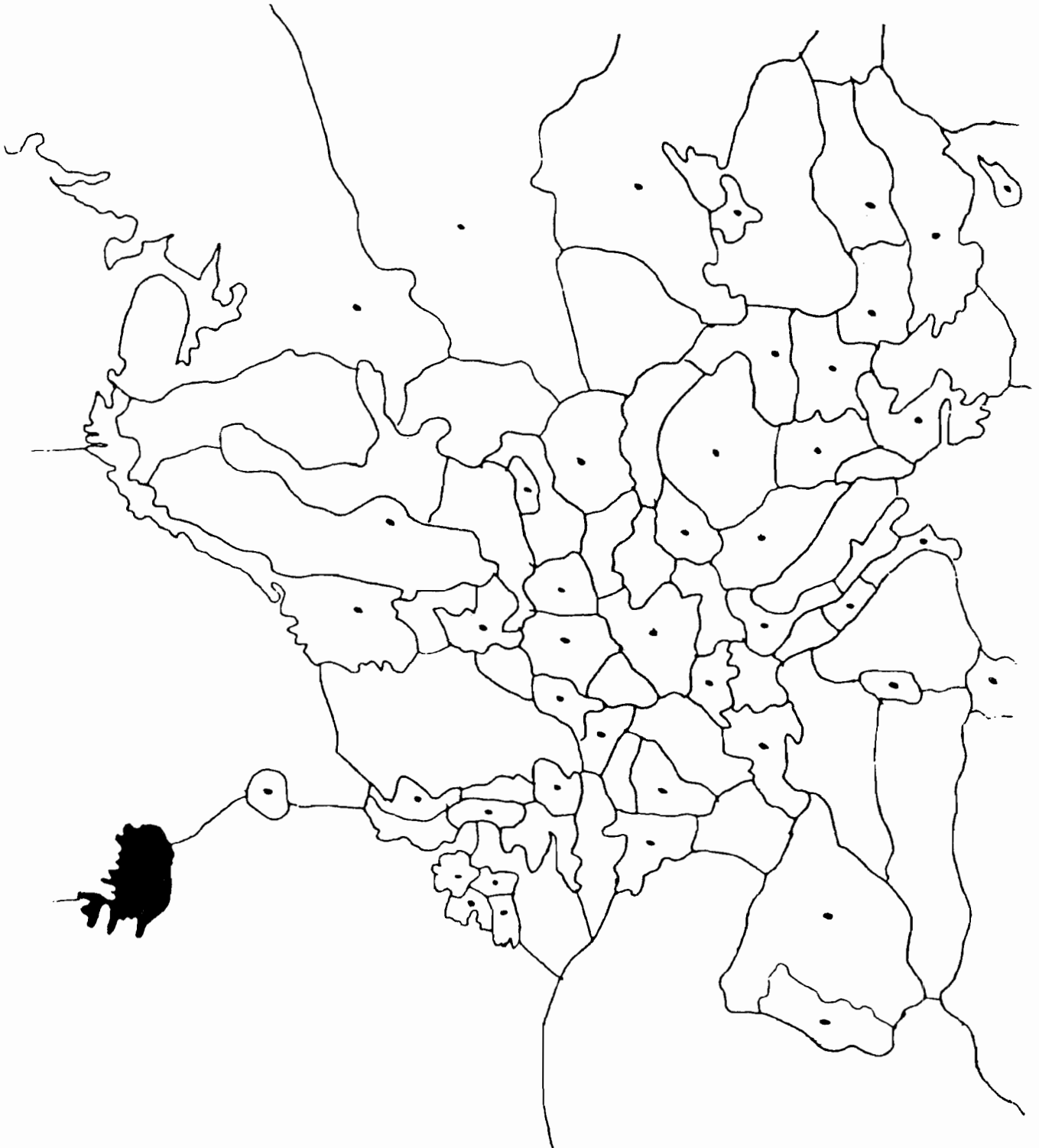
- c) Entering a space occupied by another unit results in the destruction of both the Vagon destructor ship and that unit.
 - d) Hitch-hikers are Vagon-proof (as in a)) and Vagon destructor ships that have been re-ordered by the Hitch-hiker cannot carry out their original orders. The Vagon player's original home supply centres are Sar, Ice, Swi, Dan, Cri and Cyp and all are Vagon-proof. Vagons may move out of Vagon-proof centres without problems. Any -player may make any owned supply centre Vagon-proof by giving up a build to do so. This will be recorded as an "NBO" in the game report and the identity of the new Vagon-proof centre will not be revealed unless entered by a Vagon destructor ship. Vagon destructor ships may support each other's moves, but as this will not change the outcome of any move it's really a bit futile.
8. Two special units are already on the board at the start of the game, to wit Marvin, the Paranoid Android, and Zaphod Beeblebrox, President of the Galaxy. They move after normal moves and The Vagon, but before retreats. They start the game in non-supply centres chosen at random and may move on sea as well as land.
 9. **Marvin the Paranoid Android:** If Marvin moves into the same space as any other unit, it will retreat at double strength. His movements are controlled by majority player vote, one vote per surviving player. Other units will refuse to move to a province occupied by Marvin at the beginning of the turn.
 10. **Zaphod Beeblebrox:** Zaphod Beeblebrox moves at random, but his subsequent actions are controlled by player vote in the same way, unless he has moved into an unoccupied province, in which case he remains inactive. If he has moved into an occupied province, he will take one of the following courses of action:
 - a) take permanent command of the unit he shares the province with, ordering it to move entirely at random each season thereafter; or
 - b) share a Pan-Galactic Gargle Blaster with the unit, resulting in the unit's inability to move next turn; or
 - c) give the unit a pair of Joonjanta sunglasses, making it incapable of moving to a province containing an enemy unit unless it spends a normal movement turn taking them off.

If Zaphod enters an owned supply centre he renders it ownerless (i.e. neutral) until it can be retaken. The effects of his presence will not be noticed until the next turn.
 11. Neither Vagon destructor ship orders nor votes for Marvin and Zaphod may be made conditional on previous events, although retreats may. Ties in votes will be split at random; the voting figures will not be revealed.
 12. Units moving or retreating into a province occupied by Zaphod have only themselves to blame. Units moving into Vagon ships will never get to move, or even stand, again, i.e. will be totally destroyed.



HITCH-HIKER DIPLOMACY

BY
NICHOLAS
WHYTE



LETTERS



Chris Palm

Thanks for your very positive review of The Ides of March in your last issue. I'm told you're not easily impressed, and so that makes your comments all the more encouraging. Cheers!

There were a couple of minor errors in your review which I think I ought to point out. Firstly, the entry fee for the UK Postal Diplomacy Championships will be £2.75 per individual entrant, or £2 per person if entering as a member of a team. The figure of £4-£5 mentioned which you picked up on were merely suggestions as I "ran the idea up the flag pole to see if it flapped" - the idea was to get feedback before making any decisions about costs. So you were a bit premature on this me old china.

SA *Not so much I was wrong, more you changed your mind then?*

Dare I say it, but these fees are lower than your own for a game in Spring Offensive, and they cover the cost of the final as well as the heats - and there will be a trophy at the end of it to boot. So your term "sizeable game fee" is erroneous.

SA *But I'm actively trying to discourage gamestarts, whereas you presumably want to encourage people?*

Speaking of which, when you say my comparison of entry fees to registration fees at FtF tournaments is "erroneous", I'm not sure what else I can compare against?

SA *The fact that a comparison is the only available does not mean it should be used if it is inappropriate. The fees charged at Cons are to cover the cost of hiring function rooms.*

If the world team championships, then my entry fees are pretty good if I read it right that it's \$20 per person. I know this covers international postage, however, there will be no separate/additional postage charge for the UK Postal Diplomacy Championships. Entrants would need to subscribe to The Ides of March, since that is where it is to be housed, and their subscriptions for TIM itself cover postage - so the Championship pages simply free-ride in TIM each month.

I think your statement about "long timescales" for the tournament are completely in error. Any game of postal Diplomacy, with good quality of play, would last about two and a half years. For example, with your five week deadlines (TIM's is four-weekly as you know), a game ending at 1911 would take 22 seasons x 5 weeks = 2 years, one and a half months to play. I feel that anyone who would commit to something of that duration as a matter of course, shouldn't be put off by the fact that a tournament involving heats and a final takes it's own *natural* length of time to reach it's conclusion. Having said all that, if you simply meant to say that, because of the *length of time it takes to play any game(s) of Diplomacy by post*, the first UKPDC will not have it's winner until 1998, then that's perfectly correct. I just feel that you may have inadvertently given the impression that the tournament itself creates some kind of artificial longevity within the games - which is simply not the case as I'm sure you'd agree, as I will "snapshot" the heats at AUO8, for example, to decide the qualifiers for the final.

Of course, the team championship would reach a conclusion far sooner as that is contained solely within the heats and involves just one game per player. Speaking of which, when you get your next issue of TIM I'll be looking for entrants and will enclose full details. It'd be great if you were to enter a team from Spring Offensive, and I have, apparently, a team entered by Mark Stretch to represent Oxford before I've even issued the entry forms

Sorry if all of the above sounds a little defensive - that's not my intention and I hope it doesn't come across that way. It's just that I'm really enthusiastic about the tournament and I was a bit worried that you had accidentally misreported a couple of points.

On the subject of zine reviews in TIM I frilly take your point - i.e. that people might like to see zines reviewed that they see themselves as it would be interesting to hear someone else's views. I hadn't thought of it that way, and I think you make a very good point.

Thanks again, finally, for your very encouraging remarks about TIM and as I've said all along if I can do half as well with it as you and others do with their already established zines, then I'll be pretty chuffed with myself

PS: I must say that Mark Golby, a man of obvious intelligence, supreme good taste and a discerning eye probably had it right in your letter column last time.

SA *He has a valid viewpoint, which I would not knock.*

Steve Walton-Grobb

I for one like the articles on Zine Polls, Hobby History etc. I saw Mark Golby's letter, and whilst he is an excellent fellow, no doubt, I can't find any other zine with this interesting slant and I think it is a strong point of Spring Offensive, and rumour has it that Mr Golby collects railway sleepers, so he really shouldn't comment on other people's interests.

SA *Can't please all the people...*

Gihan Bandaranaike

I had intended to write a couple of articles (review of Prachett's Soul Music, now in paperback, perhaps an Introduction to Magic and the far more diplomatic Illuminati trading card games) but I never got round to it. but if Mark Golby has the balls to write as a new subscriber, can't see why I can't. I have to say that I agree with him that the Zine Poll and ancient zine reviews does make dull reading sometimes. but I accept your counter-argument that, as you have the best archive and it interests you, you might as well make best use of it. It's your zine, so we subscribers either have to like it or stop subbing.

SA *I would love to receive more contributions from subscribers, please start writing now. Of course, I won't run the zine in a way which alienates a large number of people, I will strive for a balance.*

If you want my humble opinion on what I'd like to read best, I'd like to see Diplomacy tactics articles (like Lepanto, Jutland Gambit, France, Scatter Theory and the Ambassador Unit articles (the latter of which I totally agree with for what it's worth). Perhaps this preference is because I've been brought up on AH's The General which concentrates on tactics in their games. I also like reading the rules to variants (and designing my own, frustrated game designer that I am). That's why I'm enclosing a cheque to Diplomacy World as, by its title, I would guess it's the best publication for such articles.

SA *I do intend to try and carry a strategy article every issue, but I would encourage everyone who can spare the cash to sub to DW.*

As for you tearing into TIM's Cannae article by listing several source-books you just happen to have around, none of which are easy reading or in most people's collections, I think you're being unfair on such articles. Most articles (including tactics, variants and gamebook reviews) can be sourced elsewhere. Using your "you can read it elsewhere" criteria, a zine can only be judged by its letters column, (inter)national convention news and games in progress (areas in which, I have discerned, SpOff is a leader in the field). I'm sure that some people are too busy or lazy to plough through a historical, political or military textbook but would be interested in broadening their knowledge and reading a well written resume on a well-known and important incident, the actual details of which are, at best, vague (something about Scipio causing Hannibal's elephants to stampebe?) [**SA**: *I think you're thinking of Zama*]. Now, I haven't read the Cannae article in TIM (it may well be crap) but I for one share Mark Golby's point of view on this matter,

SA *Well, the hobby history stuff that you were criticising can't be found elsewhere in the UK hobby, nor are Diplomacy strategy articles that thick on the ground. I didn't think I was "tearing into" the article in TIM - I was just making the point that other readily available books and magazines carry that sort of feature in greater depth and there is no certainty that a large proportion of my subscribers would find it*

interesting enough to bother reading (after all, you didn't read it, did you?). But if that is what the punters want, then good luck to Chris.

Of course, someone's got to write the articles, I do appreciate your predicament and we are truly grateful that you didn't fold. So this is no criticism of you only writing articles that interest you (after all, you're the editor). And yes, I do agree that reading reviews is only fun if you know the subject matter. Perhaps I should subscribe to more zines as I'll have more fun reading your reviews. But you're recruiting a lot of new postal Diplomacy players. I'm sure the historical reminiscing is a good read for the Richard Walkerdines and other "grandes dames" of the Diplomacy scene (okay, so what's the male version of grande dame, then?). But what about us new to the postal Diplomacy scene? As THE ambassador for the UK postal Diplomacy scene (I won't go so far as to call you "St. Stephen on his white charger" like your good friend John Colledge - that's irony, by the way, Mr Colledge), you have the (no doubt) unwanted, responsibility of being the first taste of postal Diplomacy most FtF players such as myself experience. Please heed the younger element amongst your subscribers (headline: *Age Wars in SpOff!*) who cannot share in the nostalgia and yearn for other articles.

SA *This will sound conceited, but I think Spring Offensive is probably as good an introduction to postal Diplomacy as most people could hope to receive these days. When I asked for someone else to take over the Hobby Advertising Campaign the silence was deafening.*

What this comes down to is that it's all well and good your 180-odd subscribers being "grateful" for you not folding but we've also got to help you by providing articles which we'd think others would like to read (yeah, I don't practice what I preach but I will, once I gain the confidence). Of course, you're the editor and some articles will not be printed (probably this letter) and the author will have to accept that. It's no good Mark Golby and myself providing constructive criticism if we aren't going to do anything about it to change it.

SA *I'm not sure why anyone should be "grateful" to me for not folding, as it was never on the agenda. It was merely a rumour started by Messrs. Duncan and Hardy to wind me up. After all, I publish this zine primarily for my own benefit, when that changes the zine folds - simple as that.*

I must add, in all sincerity, that I think you're doing an excellent job in the circumstances. My only similar experience was flat sharing during my student days with a good friend who then became a single mother (she remained a good friend, I hasten to add; no point in holding a grudge against her). As a one-time surrogate father, I can't imagine where you find the time to be editor of SpOff but you have my, and I'm sure all your subscribers', heartfelt thanks for not taking the easy (and totally understandable) way out and winding down to a fold. All your hard work is genuinely appreciated.

SA *Ah, shucks!*

Well, that's it. I don't mind if you don't publish it (in fact, I'll be a bit embarrassed if you do) and I'm sure you won't heed the advice as you'll think my opinions are out-of-synch with the majority of your subscribers. When I do write an article, I'll send it on a disc as a text file (perhaps I'll be on the Internet then anyway).

SA *All opinions gratefully received. Maybe it's time for a readership survey, so I can examine the ways in which subscribers would like Spring Offensive to develop.*

John Harrington

Received Spring Offensive. Enjoyable as ever. I particularly liked the letter from the man who came into the hobby via the advert in History Today. Not surprisingly, he wanted to see more history articles in the zine. Does this mean that if you advertise the hobby in Woman's Own we can expect to see knitting patterns in the zine?

Having said that, when I first came into the hobby I found the constant self-referential tone of many zines to be annoying. Mick Bullock, John Piggott even Richard Sharp - these were just names to me. I don't know at which point I switched over to being fascinated by tales of Pete Tamlyn's flared trousers at Games Day or Nick Kinzett's collection of obscure

Polish science fiction books, but it does appear as if I have now become interested in this sort of trivial hobby arcania.

(I've just heard Jack - aged 5, and as skinny as a runner bean - say to his mum, "I'm on a diet, I am. I had salad". Some of the things kids say are really amusing to their parents but oddly enough not to anyone else.)

I enjoyed the feature on truly horrible singles. I think the Independent's list was more in line with my own thinking than yours. "Tie A Yellow Ribbon", for instance, had little or no pretension to being anything other than a jaunty little number in the Drifters (cabaret period) tradition. Where I agree with your criticism of the Independent piece is in the bit about those buskers. It's not so much that the songs have become busker's favourites, more that they have become the favourites of working man's club showbands everywhere.

Were you at MidCon two years ago in the bar when the band was playing in the hotel restaurant? Me, Birks, Diane Hammon and Haytack were having a sweepstake on which number they would play next and we failed to get one right all evening! The band was obviously too well paid to play the old favourites like "Feelings", "Rhinestone Cowboy", "I Will Survive", "Lady In Red", "I Just Called To Say I Love You" or even "The Last Waltz". Most disappointing.

SA *From what I remember the band were not best pleased to discover that you were not taking their performance seriously.*

Was Dean Friedman's "Lucky Star" meant to be a piss-take? I thought it was out of character for him as the rhymes were incredibly forced and his previous material (Ariel, Well Well Said The Rocking Chair) had been quite wry. Then again, Americans are capable of some truly hideous emotional outpourings.

SA *Quite so. Forrest Gump yuk!*

Anyway, despite protestations that we would never run a game of Diplomacy, I think you overlook the fact that you and Dave Townsend are both on the list for Leap Year Diplomacy and that Ryk Downes will run it, although perhaps I could persuade Stewart Cross to run it.

Neil Kendrick

With regards to John Wilman's comments. John and I have had our differences of opinion in the past but I would like to put the record straight. The editorship of Yer Tiz was passed onto a third party (who I do not wish to name) in '89. That editor produced one issue in 13 months and then folded the zine. I then re-launched it in 1992 and repaid subs to all those former subbers that I could contact and ran the zine for about a year. A redundancy then forced me to fold down to a subzine in Bill Turners' Odardole, where Yer Tiz is still thriving today. So, John before you start making broad comments please ensure that your facts are STRAIGHT!! I stand by what I said in that there is no need to NMR! A short phone call to the GM or even a quick two lines will usually bring about a result as neither the GM nor the other players want an NMR as it is at best a pain, and at worst can completely disrupt the game!

SA *There's nothing stopping me from naming the chap who folded the first incarnation of Yer Tiz - it was a certain Ian Andrews, whoever he is.*

Onto other things - is there anyone out there who has the postal rules to 18XX as I have been asked to look at running a game through Yer Tiz. I believe there were some games being run a while ago, but I have not seen or heard of a thing in the recent past.

Andy Mansfield

Hi, I stumbled across Spring Offensive in Section 12, and being an 'old timer' thought I would scan it to see if there were any old names about. I don't know if you remember an 80's zine called Will It Lead to Trouble!?, but that was me - I in fact took on Walkerdines games from one of his folds. Anyway the reason for the note - I see Kinzett and Walkerdine are still around & John Colledge (A Scotsman who never thinks before he writes!!!! slander scandal etc.). I would love to get in touch again, but have lost their addresses, have you got them? If so please could you either pass on mine :13 Horrocks Close Ware Herts SG12 0QL or let me have them.

Who else is on CIS from the 80's? I am only a recent convert with the purchase of a modem - and was delighted to find Diplomacy. I backed away from the hobby with the fold of WILTI!? due to pressure of work (a clean and well managed fold I think it was called at the time). Reading your letter col I noticed that Electric Monk is dead and Mr Key receiving a slugging - for your info EM started as a subzine of WILTI!? and it only goes to show that time changes all men - as they were both very reliable - its working in Swindon wot does it. Final question is Dolchstoß still going and if so from where?

SA Nice to hear from you! Many of the addresses you want will be found on page 3.

Mark Nelson

Every time I receive SpOff I feel guilty about my low productivity of fanzines... in the last 12 months I have had more papers accepted for publication in academic journals than I have produced fanzines! I have almost completed the next issue of V&U and I have had a complete version of Version 4.0 of the A to Z for a long time, but never felt it was the right time to publish it. I'll try to send the A to Z to the printers this week. Still don't think it's the right time to publish it, but it's about time I published something!

UKVB news... I've almost finished going through the UKVB catalogue you emailed me, putting it into a more friendly ASCII version. The index has been available for a long time, it's just finishing the ARDA listing. When that's finished I can start producing a list of all the new variants that have appeared since the last catalogue (which isn't that many if you exclude the email ones, which was the main reason I was so anxious to get your 1960s vts into the bank).

If all goes according to plan I would like to produce Version 3.0 of the Variants A to Z file this year and issue it as a UKVB booklet. The sticking point at the moment is that I need to write reviews of about 50 variants to bring the total up to 300, but it's difficult finding the time.

SA If you email me your current contents list, I'll try and cover some variants not yet included in Spring Offensive.

For ManorCon 1996 I hope to produce a booklet on non-Tolkien fantasy variants. The aim is to write a review article on each type of variant (Conan, Elric, Regular Board, Misc.) and include an example of each vt (possible two examples). As each article is written it will appear in V&U (which I intend producing 4 issues a year).

Graham Smith

I disagree with the Nick Coleman article, I've always found it very easy to ignore the sort of songs he mentions. True pop horrors are not mediocre songs, but songs that repeat in one's brain. Of the songs mentioned only "Seasons in the Sun" is insane enough to inflict that sort of mental torture. I haven't changed my mind that "Shaddup Your Face" takes some beating as the worst ever hit single.

John Dodds

The Ten Worst Pop Songs Of All Time looks good for a month or two of heated debate. Of course, the truly dire pop song sinks without trace. What we have here are songs that revolt anyone whose critical faculties are still functioning, yet which astonishingly sold millions, and which have burned themselves into the memory even of those of us who ought to know better. Dan Hill may have only made No.13, but I still remember the song (and I'll sing it to you if you are unlucky...).

Here are some others to add to the list:

"There's No One Quite like Grandma" - St. Winifred's School Choir; "Billy Don't Be A Hero" - Paper Lace; "Deck of Cards" - Max Bygraves; "Coward of the County" - Kenny Rogers; "My Coo Ca Choo" - Alvin Stardust; "Long Haired Lover From Liverpool" - Little Jimmy Osmond; "Honey" - Bobby Goldsboro; "Una Paloma Blanca" - Jonathan King; "The Land of Make Believe" - Bucks Fizz; "Save Your Love For Me" - Rene and Renato.

SA As a hardened glam rocker, you can't expect me to agree about Alvin Stardust - a true star. And I don't think Paper Lace were that bad - until they started recording with Nottingham Forest, a la Chas & Dave.

I would agree with many of your choices, though I think you are unfair to "Bright Eyes" (it was after all written as a film soundtrack and it works reasonably well in that context), and "The Power of Love" still makes the hair on the back of my neck stand on end whenever I hear it (usually at the Staples stationary superstore in Croydon where it's on a tape loop that comes round every twenty minutes or so). I know that the writer has deliberately used musical tricks to get that effect, but the point is he's done it quite effectively. And on Nick Coleman's list I object very strongly to the inclusion of "Where Do You Go To My Lovely." This is a great song that deserves a place in the pantheon.

Pete Birks

I like some of the "sloppy" songs nominated by Nick Coleman. "Sometimes When We Touch" is certainly a pretty good tune for "closing out" with a girl in the evening. Zager and Evans was a typical adolescent's SF song, but I still like it, and Peter Sarstedt's song at least has some flashes of humour in it.

SA Now there's an idea. Which are the best songs for "getting close" to the opposite sex (or sex of your choice)? When I was at University it was usually Joan Armatrading's third album called, somewhat unconventionally for a third album, "Joan Armatrading". My first cuddle with Esme was to Chet Baker's version of "My Funny Valentine", Chet Baker's vocal albums being brilliant for that sort of thing.

It would be nice to replace all my "lost" records with records (although the thought of buying back records which had been stolen from me would strain even my concept of how wealth should be distributed). CDs are all very well, but records sound nicer. On the downsides is Mike Woodhouse's point: records are short. You put it on the deck, sit down, light a fag, start reading a book, and it's finished! This, I am afraid, is what will make the CD the supreme music arena. 60 minutes or more for complete coach potatoes. I still intend to buy a record deck and some records. What worries me is that as such a taste becomes more and more minor, needles will end up £80 each.

SA You are right about the advantages of CDs as to length. I remember when I was "entertaining" students from St.Hilda's in my first year at college (listening, as I said to "Joan Armatrading"), just as things were getting interesting you had to get up to turn the record over! The "better" record decks often didn't even take the needle off the record at the end. Fortunately my room mate (separate bedrooms, but we shared a living room) had a crappy record deck with one of those old fashioned stacker units, so you could make the thing play the same record over and over and over. I dread to think how many times I heard "Love and Affection" in 1980.

Your own selection is far better. Joe Dolce should get a vote (if only because he kept "Vienna" off the number one position) "Total Eclipse of the Heart" is redeemed by Jim Steinman's over-the-top production. For No.1's which I hated: "No Charge" - J.J. Barrie; "Back Home" - England World Cup Squad (who can forget that performance on TOTP?); "Grandad" - Clive Dunn (Rory Bremner's performance was better); "Wand'ring Star" - Lee Marvin; "Tell Laura I love Her" - Ricky Valence; "Save Your Kisses For Me" - Brotherhood of Man; "Son of my Father" - Chicory Tip; "All Kinds of Everything" - Dana; "Knock Three Times" - Dawn; "Kung-Fu Fighting" - Carl Douglas.

SA Pete I hate to tell you this, but I was only nine when "Back Home" entered the charts so I'm afraid I don't remember the England team on TOTP...

John Dodds

I think you are wrong, in your response to Mark Golby, to point to the low number of gamestarts as evidence that the hobby is in poor health. The point of course is that there are now other ways people can play Diplomacy, principally email. We need to make more efforts to bring the email and postal hobbies together (I know you have been making sterling efforts on CompuServe to interest people in Spring Offensive). The challenge is to build links so that email players, postal players and players at conventions and in face-to-face tournaments all feel part of the same scene and can cross-over if they want.

SA With the exception of your lot on CIX, the vast majority of email players are American - I really haven't come across many UK players on the Internet or CompuServe who are based in the UK and who are not

already active in the postal hobby. I would stand by my assertion that the UK postal Diplomacy hobby is the smallest that it has ever been, and (for what it is worth) I think we would get more newcomers from advertising in magazines than from the email community (who are already sold on the convenience of email over post).

One way of getting more postal gamestarts is to have more editors like Chris Palm running zines to four weekly deadlines. Five or six weeks between deadlines is just too slow for me. Four weeks is fine, I prefer fortnightly deadlines on email (by the way, whatever happened to the email game you were trying to organise that I signed up for?)

SA I couldn't get enough players, though I may try again. If you prefer 2-weekly games, it suggests we may find it hard to tempt email players over to "snail mail." By the way - I take it the remark about 5-weekly deadlines isn't a dig at me? Running a zine like this looking after a baby is more than a full-time job as it is.

Incidentally, I was horrified to learn in the latest issue of the Ides of March that Danny Collman had apparently put a lot of effort into persuading Chris Palm not to start up a new zine! If this is typical, no wonder so few Springboard subscribers become editors. Thank goodness Chris had the self-confidence to go ahead regardless. But I dare say there are plenty of potentially good editors who would have been put off by such a sales-pitch.

SA Yes, mystifying isn't it? Perhaps Danny regrets publishing himself? Strange to have the editor of the novice zine telling people it's OK to drop out of their games and telling them they'd be stupid to run a zine. Hardly a way to promote the hobby, is it?

Pete Birks

I would certainly have kept my mouth shut in your "Diplomacy dilemma". The problem here is that there is no GM. If there had been a GM, one could argue that by remaining silent you were deceiving the GM. You informed the Tournament Director, quite correctly, and thus acted within all the rules, both moral and legal. If I were the Tournament Director I would have thought long and hard about this. It seems to me that there are two factors. The first is that one must establish whether a payer who is adjudicating the game can be considered the equivalent of a GM "In loco parentis". I think that is reasonable enough. The second is to establish whether silence can be considered deception. I am sure that you have come across this one before in the courts. I think in this case I would say that silence could not be considered deception. Deception needs to be an action rather than an inaction.

SA Quite, though in some particular cases silence could be considered an action if you had a positive duty to speak up and did not do so. Essentially, you only deceive someone if you, through your words or conduct, do something which leads the other person to believe something which isn't true. Failing to point out another's mistake could never be a deception because you haven't deceived anyone - they have deceived themselves.

However, I would be interested to know if there has been a similar case in the courts where a failure to act has been considered an "act" in the sense of such a failure being a breaking of the law. For example, if I see a policeman tackle a robber and stand and watch, can I be prosecuted for "aiding and abetting"?

SA Basically no. It has been decided that you can be done for aiding and abetting if you shout words of encouragement (the case which decided this was where a woman was being gang raped by squaddies in a barracks in Germany and those who did not actually rape her were prosecuted for aiding and abetting because they shouted encouragement to the others - if they had watched in silence they would have committed no crime). UK law puts very few positive duties on us - you do not have to intervene in any crime you see being committed, nor in any emergency (you are at liberty to watch a small child drown in a puddle of water two inches deep if you want to - legally, you do not have to save the child no matter how easy it would be to do so). In contrast, policemen have a legal duty to intervene to protect the Queen's Peace etc. and if one of them stood back and did nothing without reasonable excuse they would be committing a crime.

The letter from Mark Golby was interesting. First, it was constructive criticism from a new member of the hobby. This is always welcome. I have often wondered whether there has been too much navel contemplation when it comes to hobby history and the like. With GH it is OK because all the readers

(or nearly all of them) were around at the time, so it is just a bit of memory stimulation. Some people are interested in military history (indeed, many zine editors have so been), but, as you say, other magazines can over this in a far more professional way. For me to claim that zines should stick to articles linked to the hobby is palpably moronic, given that GH contains few articles related to the hobby, and even fewer related to games. There is clearly an interrelation between an interest in Diplomacy and an interest in military history (just as there is a link between role-playing games and SF reading, or between Football-game fanzines and an interest on football). But I would not necessarily expect to read comments on "real" football in a United fanzine.

SA I can see Mark's point and I will try to not go over-board on hobby history, though I think it is one feature of this zine which makes it more or less unique (apart from your column in GH). That said, I find it interesting and at the end of the day this zine is going to be centred on what I want to put in it, so no one can expect it to disappear altogether.

All that John [Harrington] writes in his letter I agree with entirely. As you probably know, I care not one whit whether I qualify for the Zine Poll or not. For the last two years I did not even publicise it. This year I did, and promptly rose a few places as a result. Johnny H. had "winning the Poll" as one of his aims, so he went and won it. If I sat down today and decided I wanted to win the Zine Poll next year, I would "rediscover" an enthusiasm for Diplomacy, three-week deadlines, 12-14 page zines, maps and a column on "Magic, The Gathering". There is an old saying that "it is very easy to make a lot of money if all you are interested in is making a lot of money". The same principle might be applied to winning the Zine Poll, although with rather less financial gain. I spend many hours wondering what I can do which is "new", what I can do for issue 200, etc. But the idea of producing a Diplomacy zine, month in, month out, bores me to tears. If Chris Palm can do it, and can produce a well-written zine, then I will vote him as highly as I vote you. But I hope he does it because he enjoys doing it, not because he wants to do well in the Zine Poll.

SA Surely no one is going to run a zine and put themselves through all that hassle just to win a Poll which doesn't even award the winner a prize. I have always thought it odd that you can get a trophy for coming 6th at ManorCon, MidCon etc., a certificate for getting the best Germany at MasterCon, but win the Zine Poll and you get... nothing. A little trophy would be nice for the mantelpiece after all...

I am giving up on my Compaq. I had decided this anyway, but the final straw was when I bought a 3.5 inch drive where neither the power cable nor (as I later discovered) did the cable connector fit. I'm going to take the case into work on Monday to get Paul (the boss's son, but good with hardware nevertheless) to fit it for me. But he's only 20ish. I suspect that 286's from 1989 are like the stone age to him. I await his comments about how "primitive" the machine is, at which point I will tell him that the machine cost £4,000 in current values at the time. What could one buy for four grand today?

SA Well, for £2,000 I got a Pentium 90MHz, 16 Mb RAM, 2Mb Video, 520Mb HD, Quad Speed CD drive and a 16 bit Soundblaster card. An extra £300 could get you a 100 MHz chip and 1 gigabyte hard disc, but after that it gets difficult to know what to spend the money on. £4,000 is a lot of money - though probably not enough to buy the oboe that Esme has set her heart on...

Fred C Davis Jr.

Thank you for printing my very first effort to update the Diplomacy map back in 1969. Of course, my thoughts then were pretty primitive, compared to what I did later with Abstraction and 1885. I hadn't caught on to the idea that one should design a variant rather than try to alter the original commercial board. By the way, I was in error about "Tunis." I later found a pre-1914 map showing that the entire space was called Tunis rather than Tunisia at that time. I had only just bought my first Diplomacy set in September 1968, and started corresponding with Don Miller in December. I did not meet him until about a year later.

One suggestion for your SpOff covers. It would be a good idea to indicate the sources of your cartoons. The one for Spring Offensive No.33 is obviously from WW1 and appears to have been from Punch. The "god" appears to be Moloch, but it wouldn't hurt to include some explanation for those people who are unfamiliar with the very heavy anti-German cartoons of WW1.

SA Yes, it was from a WW1 issue of Punch. In future I will put the sources of the pictures on the back page somewhere. I have a complete set of Punch from 1914 - 1918 - you can pick up volumes of Punch from the first world war for about £8 each in second-hand bookshops, which I

think is quite good value. By the way Fred, thanks for the Diplomacy Digests which arrived a couple of days ago - much appreciated.

Mike Collins

Following your plug about WWPDC in Spring Offensive, I thought I'd better get in touch with Larry Perry dead quick so as to secure my place in what seems to me a damned good idea for a competition. Quick? well I assumed the rush to fill up the places would be quite awesome. Ho-ho what a pillock I was, little Britain strikes again it seems because the total number of players from our glorious country is:

1. One Welshman. (me)
2. Er.
3. That's it.

You will all be proud that our response puts us alongside Belgium and Finland at the bottom. The U.S. (11), Sweden and France (9) head the table closely followed by Italy. Even Austria produced eight players for god's sake. I know that this is a very long term competition but Larry has put an awful lot of work into it and for this country to cold-shoulder him is a disgrace.

I have offered to fight under the New Zealand banner because to my mind calling the team 'Commonwealth' would be an insult to those down under, all seven of them, who have shown good support. Most of the best European players are joining in and if they thought we were strange before, then I think we have underlined it now.

Congratulations, you have really shown 'Johnny Foreigner' what we damned well think of him.

SA *I agree that the UK is hideously under-represented, but then again Larry's venture didn't really get any publicity at all in the UK at the time. Generally the UK Diplomacy hobby is very isolationist.*

Don Turnbull

I'm working with John Amas at present, and he tells me you are interested in getting information about the early years of Diplomacy. I should be happy to provide you with what you need, if it's within my power / memory. I even have copies of Courier and Albion going back to the time of Noah, so research is possible.

It's good to hear that the hobby is not only surviving, but apparently flourishing. I derived a good deal of enjoyment from it "in my day".

SA *Wow! That was a surprise! Many thanks for the letter, which I have printed because a few of the people you knew back in the old days are still around today. For those who don't know, Don ran the first ever game of postal Diplomacy in the UK, in the first ever zine, Albion. I will write to you separately about the hobby history projects I'm engaged in.*

Graham Smith

I hope you saw the Glam Rock Top Ten TV programme last night - it looked just up your street. It was sad to see Brian Connolly looking so ill though. I was never a fan of The Sweet - for a start they kept The Strawbs off the No.1 slot, but I did feel sorry for the guy.

I was shocked at one point though. I used to think that Gary Glitter looked very old when he was on Top of the Pops back in the early 70's. However, when they showed a clip last night I thought he looked very young. I found that a depressing thought.

SA *The problem with that programme was that they tried too hard to take the piss, rather than appreciate the magnificent campy on display. Brian Connolly had a drink problem in the 70's which is why the band dropped him circa 1980.*

Out of Space! Letters not reached include contributions from Dave Gittins, Allan Gordon, Ludger Wilmott and Jim Stewart which may well appear in issue 35. Keep the letters coming!

STORM FROM THE EAST

ARMAGEDDON (Spring 1237)

ENGLAND (Tony Hyland) A(Ile de France) & A(Holland) S A(Toulouse)-Burgundy; F(NTH)-Norway; F(MAO)-NTH; A(Gascony)-Aragon; A(Aragon) joins 2nd Crusade in the WMS; A(Almohad Caliphate) joins the 2nd Crusade in the WMS

GERMAN EMPIRE (Frederick Fall) A(Sweden); A(Kingdom of Arles)-Swabia; A(Languedoc); A(Burgundy)* (DISLODGED - retreats to Upper Lorraine); F(Tunis); F(ION) S PAPAL F(AEG); F(WMS)-Lombardy; A(Franconia)-Bohemia; A(Pest); F(Denmark)-BALTIC SEA; A(Sicily)-Naples

POPE (Edmund Morgan) A(Papal States); F(Serbia); A(Constantinople); F(AEG); A(Castile); A(Scotland); A(Bulgaria) S A(Croatia)-Transylvania; A(Greece)-Empire of Salonika

RUSSIANS (Graham Staplehurst) A(Volhynia)* (DISLODGED - Retreats to Lithuania) & A(Kiev) S 1st Crusade(Galicia)-Cumans; F(Lithuania)-BALTIC SEA; A(Novgorod)-Smolensk; A(Vladimir)-Chernigov;

MONGOLS (Aidan Slattery) F(BLA)-Cumans; 2C(Cumans)-Volhynia-Polish Principalities; C(Transylvania)-Galicia-Polish Principalities; C(Trebizond)-Alans-Cumans; C(Sultanate of Rum)Std.; C(Armenia)Std.; F(Aleppo) S F(EMS)-AEG; C(Acre); 2C(Jerusalem) S C(Arabia)-Egypt; C(Riazan) S C(Don)-Chernigov MERGES with C(Chernigov) to form 2C(Chernigov); C(Chernigov)-Smolensk;

MINOR POWERS (Garrisons) A(Alamut);

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

2nd Crusade to Liberate Jerusalem (The Emperor) 4A(Languedoc)-WMS (joined by two English armies) = 6A(WMS) [2Emperor/Pope/3English]

Wilfred: I haven't heard from Graham since he moved to Australia - I'll fax this to his work address and see what happens. Note, the second move for Cavalry units happens before normal retreats, otherwise a unit successfully dislodged by a 2C could prevent it's second move, which would seem unlikely given the unit had been routed once.
Milan, Como, Pavia, Maggoria

CITY STATE I

LIGHTHOUSE (Spring 1304)

VENICE (Steve Cox) F(Rimini)-Ravenna; A(Aquileia) S F(Venezia)Std.

GENOA (Andy Bassett) F(Pisa)-Gulf of Genova; A(Cuneo)-Turin; A(Genova) S A(Liguria)-Alessandria; F(Tiber)-Ischia;

MILAN (Richard Newby) A(Novara)-Vercelli* (Retreats to Maggiore);

MANTUA (Neil Kendrick) A(Padua) S A(Mantova)-Rovigo; A(Piacenza) & A(Sondrio) S A(Pavia)-Lodi; A(Bologna)-Modena* (DISLODGED - Retreats to Rimini); A(Bressica)-Cremona, A(Parma) S A(Piacenza); A(Lodi) Std. u/o

FLORENCE (Fred Fall) A(Lucca)-Pistoia; A(Appenines) S A(Arezzo) MS A(Viterbo)* (DISLODGED - Retreats to Sienna); A(Modena) S A(Tuscan Alps)-Bologna; A(Roma) besieges Roma;

POPE (Chris Brann) A(Bari)-Salerno; A(Perugia) S A(Spoletto)-Viterbo; A(San Marino)-Arezzo; A((Roma)) besieged.

EMPEROR (John Boocock) A(Turin) S DA(Alessandria)-Vercelli; DA(Milano)-Novara; DA(Ravenna)-Bologna; A(Maggiore)-Como

Press:

Chris-All: Sorry for the silence, I've been ill.

Doge-Wilfred: Apologies if this one's obvious, but if a besieged unit attacks into its province at the same time as the besieger moves out and another foreign unit attempts to move in, does the besieger stand out the second foreign unit and reoccupy its province, or does the siege continue with just a change of personnel?

Wilfred-Doge: I reckon it's a stand-off.

The Lack of Diplomacy Opening Theory

By Jamie Dreier

This is an essay I wrote for and distributed to players in my Newbie game, *Younguns*. I had given the players some standard (Gamers' Guide Second Edition) comments on their opening moves, but said that I would not comment much after that. I decided to explain why not: why there is nothing general and standard and useful to say about openings beyond the relatively simple remarks from the Gamers' Guide.

I believe there are two reasons. It is instructive to compare Diplomacy with chess, which has voluminous opening theory, and with backgammon, which has much less, but still a substantial amount of opening theory.

There is an extremely obvious difference between Diplomacy, on the one hand, and chess and backgammon, on the other, and that is the number of players. Two player games are not susceptible to coalitions. Everything that's good for one player, in chess or backgammon, is bad for "every other" player in the same game. And this means that tactics dominate those games completely. Once you find the tactically best move, you know what your best move is. It is a mistake in Diplomacy to assume that the tactically best move is the overall best move. Let me explain by an example.

Tactically speaking, it is almost always better to have more centers than fewer. That is, comparing two possible future positions, you should almost always prefer the one in which you have more centers, from the tactical point of view. But it is a notorious fact that for some powers, rapid early expansion is to be avoided like the plague. This is a consideration for every power, but for some more than others. Russia is especially vulnerable. If Russia gains four centers in the first two years, she looks so big and threatening that she is likely to attract a coalition against her. Even an eight-center Russia cannot survive a concerted attack by England, Austria, and Turkey (say). In the endgame this matter is even more touchy than in the opening.

Besides rate of growth, there is commitment to an ally. It is pretty easy to see why the Churchill opening is superior, tactically speaking, to A(Lpl)-Yor. A(Lpl)-Edi preserves the possibility of convoying across NWG, and has no tactical disadvantages compared to A(Lpl)-Yor. But, England might wish to signal an intent to ally with Germany. She might hope to persuade Germany to move against Russia, or at least to remain neutral in a coming war against Russia. A(Lpl)-Yor almost proves that England will be convoying across NTH, likely leaving NWG free to move to the Barents Sea, and ruling out F(NTH)-Den, F(NTH)-Hol, or F(NTH) moving into or supporting a French move into Belgium. If diplomatic considerations favour alliance with Germany, A(Lpl)-Yor may be preferable to the Churchill, despite its tactical inferiority.

So this is one main reason that there is little in the way of opening theory in Diplomacy. Whatever tactical considerations might be adduced, they can always be swamped by diplomatic ones. And diplomatic considerations are much less susceptible to analysis, depending as they do on psychology, and on extremely complex factors.

Now for the second reason, a less obvious one. Allan Calhmer, Diplomacy's creator, said that there is no luck in Diplomacy after the initial random assignment of powers. He was mistaken. Diplomacy does have lots of luck in it. Let's see why.

To fix ideas, take this fairly common scenario. Turkey has made peace in the opening with her neighbours, leaving her free to sail out into the Mediterranean. Getting the jump on Italy, and probably with an assist from an Austrian fleet in Greece, Turkey dislodges the Italian fleet in Ionian, which retreats to TYS. Italy, let's suppose, has no army available to defend Naples. Turkey has two main options. She can order F(ION)-Tun, or F(ION)-Nap. F(ION)-TYS might be good, too, but let's suppose Turkey feels she needs the immediate build if possible.) Italy also has two options: she can defend Tun with F(TYS)-Tun, or she can defend Nap with F(TYS)-Nap. Now, which is the better move for Turkey? Well, there is no better move. Suppose F(ION)-Nap were better. Then Italy would be able to tell that it was. So Italy would order F(TYS)-Nap. That means F(ION)-Nap is not as good as F(ION)-Tun, for obvious reasons! Likewise, F(ION)-Tun could not be the 'better' move. There is no "better move," tout court, here; there are only the better move given that Italy

orders F(TYS)-Nap, and the better move given that she orders F(TYS)-Tun. And Turkey doesn't know which Italy will order.

Technically speaking, Turkey must adopt a "mixed strategy." This is a term from game theory. It means that Turkey should be introducing a randomising factor, say, the toss of a coin. (It could be a weighted coin – maybe Turkey believes that taking Nap will be more damaging to Italy than would taking Tun, and so will weight her coin toward the Nap side. But her ideal tactical mixed strategy must give some chance to F(ION)-Tun, and some to F(ION)-Nap. Note that Italy is also forced into the same strategy. The luck factor is now obvious. To take an Italian center, Turkey must be lucky. To hold all her centers, Italy must be lucky. Luck does play a role in Diplomacy.

Technical Note: I have just explained the fact that Diplomacy is a "game of imperfect information." This is another term from game theory. The idea is this: when you submit your orders, you don't know what orders others will submit. From the perspective of the game theoretician, you could pretend that all other players' orders have already been submitted and plotted on the board, but you can't see the board. You have to make your move in partial ignorance of the current position. You have imperfect information. Since chess has sequential moves, it is a game of perfect information. Backgammon should be thought of as an imperfect information game, because each player is ignorant of the dice rolls. Imagine that a thousand rolls of the dice for each player are made in advance, but the players can't see what they are. They are revealed one at a time. Think of these as part of the position, and you see a parallel with Diplomacy.

The luck factor in Diplomacy makes the combinations of opening strategies explode. There are infinitely many possibilities! France could order A(Mar)-Bur, or A(Mar)-Spa, or A(Mar) S A(Par)-Bur (among the plausible openings). That's three. But she could also toss a coin to decide between A(Mar)-Bur and A(Mar)-Spa. And she could give the coin any one of an infinite number of weightings.

This explosion of possibilities threatens to make opening theory unmanageable. The explosion can be tamed to some extent, temporarily. Compare backgammon, where first moves for each possible opening dice roll are well-analysed, but there is virtually no opening theory after that. Diplomacy is similar. Both are games of imperfect information, where luck is a factor, and the variety of probabilities leaves analysis in the dust.

I believe that these two factors -- the combinatorial explosion engendered by the information imperfection and the infection of tactics by considerations of allegiance, coalition, and diplomacy -- are what make the game so interesting; that these are responsible for the remarkable absence of useful opening theory in Diplomacy.

[This article is reprinted from *The Diplomatic Pouch* No.1 available on the WWW at <http://www.csn.net:80/~mhand/DipPouch>]



CALLAHAN

Stephen Agar Comments

While I see the thrust of this article I disagree with it on several points of detail. For example, the Northern Opening, Edinburgh Variation (which the Americans call the Churchill Opening) is by no means clearly superior to the Yorkshire Variation, for the simple reason that the former may end up denying England any build at all if Russia opens with a Northern Opening and France orders F(Bre)-ENG. The move to Yorkshire means that England can still put two units on Norway if necessary and cover London. Indeed, unless England has a particular reason to leave his options open for convoying with NWG or NTH, I would say that the Yorkshire Variation is undoubtedly the wiser move. You will note from the Richard Sharp article elsewhere he called the Yorkshire Variation "obviously superior". Which goes to show there may be merit in knowing the basic of opening theory after all!

As to the out and out guesses, I believe these happen far less often than James makes out. The Tun or Nap dilemma which James refers to probably wouldn't be such a dilemma in real life - other factors would determine which centre Italy would rather lose if he had to and Italy would be sensible to order accordingly (to attempt to out-guess Turkey and lose the more valuable centre would be less than optimum play, unless diplomatic leads suggest that the chance of success is good). There are so many other factors to take into account around the Mediterranean (Where are the French? Will Italy get a build that season anyway? Where is the next Turkish fleet? Is Turkey in a position to convoy into the mainland? etc. etc.) that the optimum strategic play will be apparent to Italy and the consequences of attempting a double-bluff and failing will be obvious.

I believe that Opening Theory in Diplomacy is useful for the first year, not the first move. Unlike Backgammon, the position of the pieces after the first two moves is crucial and the choice of opening does directly influence how many new centres you can take and how many of your own home centres can be taken by others. Some openings are "safer" than others, but can lead to fewer gains (e.g. a Southern Hedgehog compared to a Balkan Gambit, Budapest Variation).

Current Postal Diplomacy Games in the UK (as of 8 May 1995)

Source *The Numbers Game* No.23.

Spring Offensive	17
Springboard	14
Dolchstoß	13
The Cunning Plan	9
Ode	7
Y Ddraig Goch	5
Obsidian	5
Electric Monk (folded)	5
BUM	5
Quartz	4
Arfie Barfle Gloop	4
Oxford University Dip Club	4
Cut and Thrust	3
Smodnoc (sub-zine)	3
U-Bend	3
A Little Original Sin	3
SNOT	3
On The Game	3
LiES	3
Gesundheit (sub-zine)	3
The Ides of March	3
Ac-Mong (sub-zine)	3
Pyrrhic Victory	2
Back to the Dark Ages	2
Realpolitik	2
Bloodstock	2
Borealis	2
Gallimaufry (sub zine)	1
Megalomania	1
Mopsy	1
Yer Tiz (sub-zine)	1
Nothing to Declare	1
Box Frenzy	1
Where Is My Mind?	1

GLOBETROTTER

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

Colonial Diplomacy

Avalon Hill's latest commercial variant on Diplomacy - the other one was Machiavelli - looks a lot more promising than most variants that I have seen. The £44.99 price tag is a rip-off, so I waited until I had accrued enough Virgin Megastore vouchers from work incentives to buy it. There have been a few minor reviews of the game already, but as a seasoned Diplomacy player I want to give my first impression of the game without even playing it! Just by looking at the map one can get a feel of what the best strategies are and which are the most important areas.

My immediate impression is that there are far too many unnecessary provinces, which means that trying to keep your Empire neatly compact and yet expanding at the same time is almost impossible. Put too much emphasis on one front and the 'back door' will be open to attacks from not one, but two or three other Empires! Only Japan and to a lesser extent the Dutch, can claim to have good board-edge positions. On the map as it comes in the game Sakhalin is an island surrounded by the Okhotsk Sea which means if you put a unit in there you can never be eliminated! This, to me, is very much against the whole point of the game, there should be no 'safe havens' giving everyone the chance to be eliminated!! I suggest the Sea of Japan should border Sakhalin so move the borderline to join Vladivostok and Sakhalin. Frankly, without this "correction" I doubt if I would wish to play the game at all.

Two-thirds of supply centres are located in the eastern half of the map making that side much more important. The main centres of conflict would probably be the Burma region and the Korean peninsula, there seems to be no pivotal centre on the board such as Munich on the standard board. Most stalemate lines revolve around Munich, but it is hard to see where they would occur on this board. It very much depends on the victory criteria used (16, 24 or 30 centres).

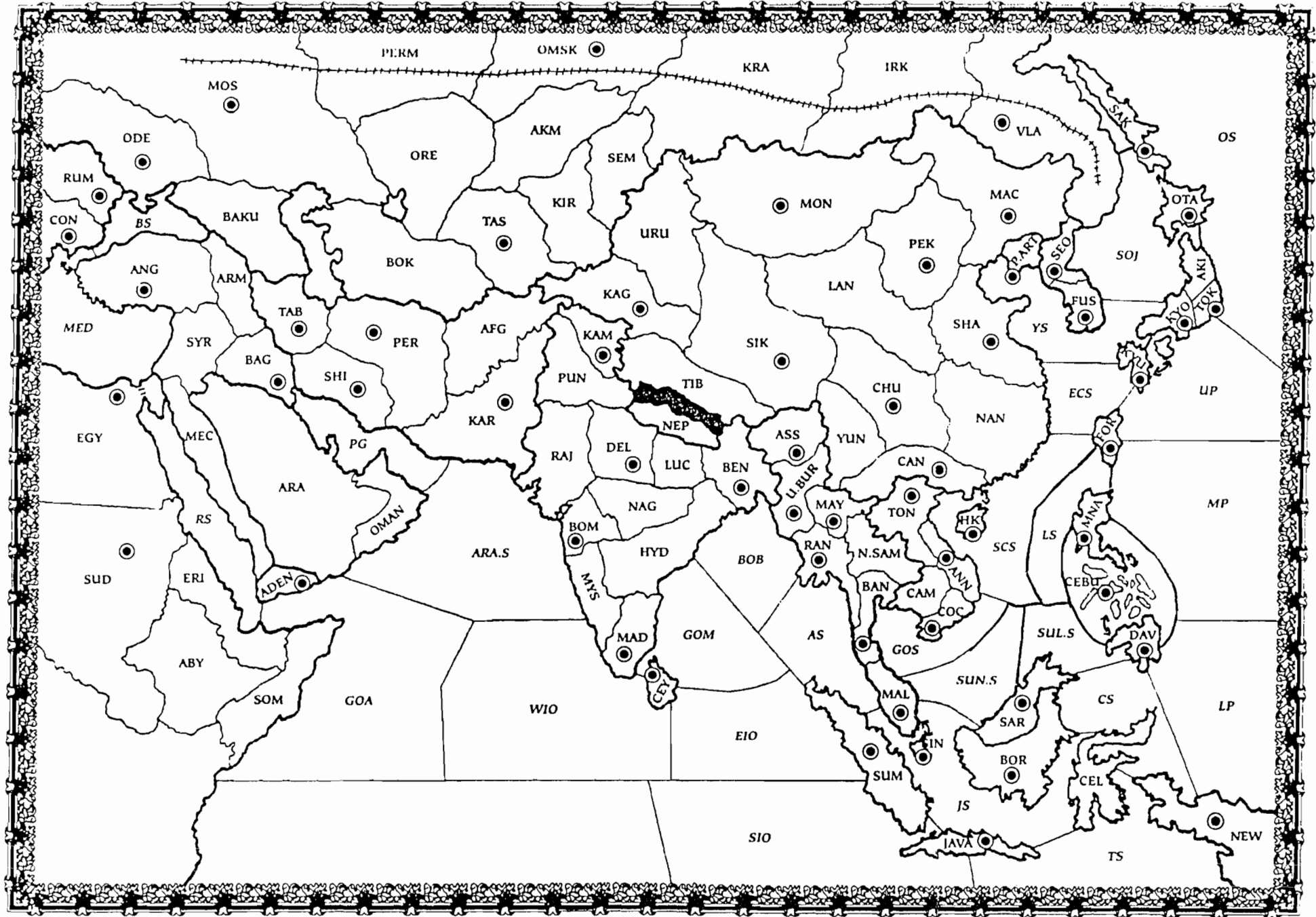
Here I have given a brief synopsis for each country on how I see their strengths and weaknesses.

British: Starts with 6 units, more than anyone else, but they are very spread out. India is the hub of the British Empire with fleets scattered in Aden, Singapore and Hong Kong. Aden has no immediate enemies and is used to prevent Turkish expansion, surely. Expanding with single units out of Singapore and Hong Kong is not going to be easy as the French, Dutch and Chinese will certainly not allow it! The British will probably start well, but likely to get bogged down on too many fronts. Best allies are probably the Dutch and Turks as they can do the most immediate damage.

China: Starts with no fleets!! A bit like Austria on the standard board, potentially very powerful but surrounded by lots of enemies. A good Diplomat's Empire. Looks all too easy to send off armies into all corners of the board fragmenting and weakening the Empire. The crucial home centres of Manchuria, Peking and Shanghai will be under threat almost straight away from Russia and Japan. Having to cover these centres could present build space problems. Japan could be an ideal ally as he has the fleets and you have the armies, but it's a bit like Austria and Turkey in the standard game, Japan's expansion is limited if China is not on the hit list. If Japan is likely to be aggressive you need fleets and friends!

Dutch: Looks to have a slow but sure build-up potential with few enemies that can really hurt you. Very definitely a naval power which could mean going through the whole game without building a single army, and still win!! No obvious allies but, as the rulebook suggests, a pact with Japan could sweep westwards juggernaut fashion. The British could be useful if you are going to stick to the eastern half of the board, but an anti-British campaign would be helped if the French were your allies.

French: How can the French ever win? They start on three supply centres more or less in the centre of the board and will meet opposition whichever way they move. Possibly the easiest country to eliminate, they remind me of Florence in Machiavelli if you were to play the game



Colonial Diplomacy™



The Avalon Hill Game Company

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without the financial rules. I have to be convinced that they are not there just to make up the numbers. Tough one to play, almost impossible to win - ally with anyone you can. Your one strength is to be the spoiler, and to take advantage of that.

Japan: A comfortable edge-of-board position makes Japan look like one of the strongest Empires on the board. Its fleet strength should dominate the eastern seas but will have to watch the Dutch. Japan's major route of expansion looks like being through China, but as in real life, they can get bogged down slugging it out with the yellow pieces if no-one is willing to help. Preventing fleets builds by Russia and China should be a high priority. Any good alliance should benefit Japan.

Russia: As with the standard game Russia has to fight on two fronts, but here the units are much further apart. The Trans-Siberian Railway (TSR) rule helps to cut the gap down. The fleet starting in Port Arthur is the only naval resistance that the Japanese have to contend with so it is vital to keep it alive. If you lose your fleet and Vladivostok your eastern campaign and likelihood of winning the game is probably over, unless you have had huge successes in the west. Here Turkey is the only immediate threat and not very threatening at that. Expansion is a problem, all the juicy areas are too far away so you have to trudge through masses of centreless provinces to get at them. Best ally would be China, I reckon; and at least a non-aggression pact with Turkey. An alliance with Britain could help to eliminate Turkey and divide the western half of the board between you.

Turkey: Dodgy position. Too few centres within easy reach in order to keep in touch with the leaders. You will end up fighting the British in the Iran/Karachi area for sure and probably lose! Grabbing Egypt should be a goal as this allows you to send fleets to the east via the centre-rich sub-continent of India. China could be a useful ally against either Russia or the British, all the other Empires will be too far away to help directly.

If it's OK with Stephen I would like to run a game of Colonial Diplomacy in Globetrotter. The rules are exactly the same as for normal Diplomacy except:

1. **The Trans Siberian Railway (TSR)** can be used only by Russia to move armies across the vast wastes of the country. Orders are simply written A(Mos) TSR Via Army Moscow to Vladivostok via the TSR. You can be supported into your final destination province but cannot support along the TSR. If you order as above and, say Japan orders A(Seo)-Via then the TSR move fails, but the army still goes as far as possible along the TSR to Irkutsk in this case. Russia must own all the provinces along the TSR route ordered. Any foreign unit that is in one of the TSR provinces blocks the route, but if the unit moves out of that province the area reverts to Russian control and the TSR can be used through that province again. If, say, Omsk is captured by China it needs to be recaptured by a Russian unit before the TSR can be used through that province, this is because Omsk is a supply centre and not just a normal province. You can move armies through other armies on the TSR, but obviously cannot stop in the same province. Only one unit can use the TSR per turn.

2. **Hong Kong:** If Hong Kong is captured by China it does not count as a supply centre for a Chinese build, any other Empire that captures Hong Kong can count it as a supply centre. China cannot enter Hong Kong until a third party has captured it.

3. **Egypt:** Fleets can move to/from Red Sea/Mediterranean Sea and Egypt. Armies can do likewise between Egypt, Syria and Mecca. Furthermore a unit in Egypt can allow a fleet in Mediterranean to move directly to Red Sea and vice-versa. You must physically be occupying Egypt in order to do this. The unit in Egypt must be occupying Egypt for the full duration of the turn, so if it moves to Sudan and is stood off the fleet from RED to Med can go ahead, if the army successfully moves out of Egypt the fleet move fails! A fleet in Egypt can also support the fleet through the Suez Canal. If you are allowing a fleet of another Empire through the Suez Canal you must specify this in the order, -e.g. British: A(Egy) SC Turkish F Med-RED or A(Egy)-Sud SC Turkish F Med-RED, note that in the second example if this move to Sudan succeeds the Turkish fleet move fails.

4. **Philippines:** Fleet movement is allowed to/from Cebu and Luzon Strait, Middle Pacific, Sulu Sea and Lower Pacific.

5. Crossing arrows allow armies to cross the following straits: Constantinople / Angora, Malaya / Singapore, Canton / Hong Kong, Manila / Cebu, Davao / Cebu, Kyoto / Kyushu.

6. I will use the victory criteria of 24 supply centres as 16 is too few and 30 too many - I may be proved wrong on this as 30 would make it a longer and, perhaps a more interesting game. If two players achieve 24 centres simultaneously the game continues until one of them achieves 30 centres or one falls below 24. The game runs in two year cycles, 1870... 1872...

1874, etc. The adjustment season is every second season 1872, 1876, 1880... The rules have a limit of 1908, but I prefer an unlimited length of time in postal games, so the game will end when victory is achieved or on a game-end proposal being accepted.

Here is the list of land and sea areas with full names and starting positions of the units: BA/BF = British Army / Fleet etc. etc.

Con Constantinople (TF), Rum Rumania, Ode Odessa (SF), Mos Moscow (RA), BS Black Sea, Ang Angora (TA), Med Mediterranean Sea, Baku Baku, Arm Armenia, Syr Syria, Egy Egypt, Beg Baghdad (TF), Mec Mecca, Ara Arabia, Sud Sudan, Eri Eritrea, Aby Abyssinia, Som Somalia, Aden Aden (SF), Oman Oman, Tab Tabriz, Shi Shiraz, Per Persia, RE Red Sea, PG Persian Gulf, GOA Gulf of Aden, Ara.S Arabian Sea, WIO West Indian Ocean, Bok Bokhara, Ore Orenburg, Perm Perm, Omsk Omsk (RA), Akm Akmolinsk, Tas Tashkent, Afg Afghanistan, Kar Karachi, Raj Rajputana, Pun Punjab, Kash Kashmir, Kag Kashgar, Kir Kirghiz, Sam Semipalatinsk, Uru Urumchi, Kre Krasnoyarsk, Mon Mongolia, Sik Sinkiang (CA), Tib Tibet, Nep Nepal, Del Delhi (BA), Nag Nagpur, Bom Bombay (SF), Mad Madras (BA), Mys Mysore, Hyd Hyderabad, Cey Ceylon, Luc Lucknow, Ben Bengal, BOB Bay of Bengal, GOM Gulf of Menaar, EIO East Indian Ocean, SIO South Indian Ocean, AS Andaman Sea, Sum Sumatra (DF), Java Java (DF), JE Java Sea, Sin Singapore (SF), Mal Malaya, Ban Bangkok, Ran Rangoon, U.Bur Upper Burma, Ass Assam, May Mandalay, N.Sam North Siam, Cam Cambodia, GOS Gulf of Siam, Sun.S Sunda Sea, Sar Sarawak, Bor Borneo (DA), Cel Celebes, TS Timor Sea, New New Guinea, CS Celebes Sea, LP Lower Pacific, Dav Davao, Cebu Cebu, Sul.S Sulu Sea, LS Luzon Strait, MP Middle Pacific, SCS South China Sea, Coc Cochinchina (FA), Ann Annam (FF), Ton Tongking (FA), HK Hong Kong (SF), Mna Manila, Can Canton (CA), Yun Yunnan, Chu Chungking, Nan Nanchang, For Formosa, UP Upper Pacific, ECS East China Sea, Sha Shanghai (CA), Lan Lanchow, Pek Peking (CA), Mac Manchuria (CA), P.Art Port Arthur (RF), YS Yellow Sea, Kyu Kyushu (JF), Kyo Kyoto (JA), Tok Tokyo (JF), Aki Akita, SOJ Sea of Japan, Fus Fusan, Seo Seoul, Vla Vladivostok (RA), Irk Irkutsk, Sak Sakhalin, OS Okhotsk Sea, Ota Otaru (JF).

You will have noticed that there are supply centres within the boundaries of some of the Empires that do not automatically belong to that Empire, treat these as neutral for all purposes as they cannot be used to build units, only the original starting centres can be built upon.

So, do I have 7 volunteers A copy of the map and these rules are all you need.

Player Profiles presents...

SIMON BOUTON

The Dark Destroyer of the Diplomacy hobby, his tournament career began in style with a top 7 placing in the 1988 World Championship. Often aggressive in his play and intimidating in his diplomacy; a do or die merchant who has achieved double figure scores in 13 of his 33 games! But he has been eliminated in ¼ of his games indicating his risky tactics either elevate him to the top or kill him off. No outright wins achieved, but he has been close, damn close on a couple of occasions. His weakness is Italy, his strength is Germany as his Turkish experience is only from two games. Been very close to a title but has not quite got there... yet.

Played 33 games... 239 supply centres.. Average 7.242

No outright wins

Eliminated in 8 games... 24.242%

Country performances: Best Turkey, Germany, Russia, France, England, Austria, Italy: Worst.

Honours

World Championship: 1988 5th Best England

European Championship: 1995 2nd Best England

British Championship: 1988 Best Russia; 1989 2nd Best Russia; 1992

Best Germany; 1993 4th Best Austria; 1994 Best Germany

British Individual: 1993 5th

British Masters: 1994 6th Best Turkey

MILLENNIUM 1893

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In a couple more turns we will be a mere century behind the times. This is 1893 though and we have more jostling for position as...

Mexicans poised to invade Japan Japanese take Mexico City

DIP PHASE

Extremely quiet on the DCA front. Do you want me to summarise some of the DIP "howlers" at the end of the game? Your attempts at influencing the dud powers come to some surprising resolutions.

MOVES

Britain (James Hardy-revealed): F(Irish Sea) stands, F(North Atlantic Ocean)-G. of St. Lawrence, F(Jam)-Caribbean, F(Ver)-Gulf of Mexico, A(Buk)-Pers, A(Oma) S Turkish A(Ade)-Pal (NO SUCH ORDER), A(Bma) S French F(KoS), F(Bay of Bengal)-Sunda Sea, F(Solomon Sea)-Pap*, A(Tex)-NOR, F(Wel)-Tasman Sea, A(Lua) stands*.

France (Chris Hardy-revealed): F(Cey)-Maldives-Indian Ocean [BOM], F(KoS) S F(South China Sea)-Java Sea, F(South China Sea)-Java Sea, A(Bur) S A(Bor)-Par, A(Bor)-Par, A(Mar) stands, A(Swi)-Tur, A(Frk)-Bur ((that's what you say on the answerphone tape Chris! This cuts your support against Paris)), A(Mas)-Eth, A(Egy) stands, A(Mau)-Dak, A(Cha) S A(Tim)-Ben, A(Vol)-Gld, A(Tim)-Ben, F(North Atlantic Ocean)-Caribbean, F(Dak)-South Atlantic Ocean-North Atlantic Ocean [BOM].

Spain (Chris Hardy): A(Sud) S French A(Mas)-Eth, F(Lis)-Biscay-North Atlantic Ocean [BOM], F(Cad)- Str. of Gibraltar, A(Mad)-Cad.

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

Germany (Neil Kendrick-revealed): NMR, so A(Bug), A(Cng), A(Ber), A(Par), A(Bri) stand.

Italy (Anarchy): A(Eth) stands*.

Russia (Neil Kendrick): NMR, so A(Cau)*, A(Eka), A(Arc), A(Chr), A(Vla), A(Dou), F(North Sea), A(Arm), A(Bel), F(Bahamas) stand.

Austria (Jim Stewart): A(Ven) stands, F(Ionian Sea) C A(Tri)-Con, A(Pal) S Turkish A(Ade)-Oma (NO SUCH ORDER), F(Eastern Mediterranean) C A(Tri)-Con, A(Smy)-Arm, F(Adriatic) C A(Tri)-Con, A(Kon) S A(Gal)-Sil, A(Ode) S A(Mos)-Cau, A(Gal)-Sil, A(Pol)-Mos, A(Mos)-Cau, A(Tri)-Con, A(Vie)-Boh, A(Bud)-Gal.

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

Japan (James Hardy): F(Barkley Sound)-SFr, F(North Pacific) C A(Kor)-Mex, F(Gulf of California) C A(Kor)-Mex, F(Haw) stands, F(Mol) S French F(South China Sea)-Java Sea, F(South Pacific)-Coral Sea, A(Kor)-Mex, A(Hon) stands, F(East China Sea) C A(Kor)-Mex.

Mexico (??): F(Indian Ocean)-Arabian Sea, F(North Pacific Ocean)-Bonin Islands, F(Son)-SFr, F(Mon)-G. of St. Lawrence, F(NYo)-C. Hatteras, F(South Atlantic Ocean)-Indian Ocean, A(Roc) S A(Car)-Tex, A(Chi)-Car, A(Car)-Tex.

Brazil (Allan Stagg): F(C. Delgado) S A(Bei)-Tan, A(Bei)-Tan, A(Mtb)-Cng, A(Ora) S A(Zul)-Cap, A(Zul)-Cap, A(Wal)-Lua, F(Sao Tome) S A(Wal)-Lua, F(Gulf of Guinea)-Ben, F(South Atlantic Ocean)-Indian Ocean, A(San) stands, A(Ari)-And, A(Ama)-Bol, F(Abolhos Bank) S F(Cape Orange), F(Cape Orange) stands, F(South Pacific Ocean) S Netherlands F(Pap)-Solomon Sea.

RETREATS

Units facing retreat are asterisked. British A(Lua) disbands, F(Solomon Sea)-CAI. Netherlands F(Java Sea)-Sum. Italian A(Eth) disbands. Russian A(Cau) disbands.

BOM

All BOMs succeed. Make sure that you are pronouncing them in true Clouseau fashion, or they might fail.

CONVERSIONS

There are none this time.

DEADLINE

Orders for 1894 should reach me by **WEDNESDAY 1st JULY 1995**

Sadly we have an NMR from Neil Kendrick. A pity this, as Neil rang up with his orders the night before the original deadline, but didn't need to give them to me as there was an extra week to go due to Stephen's extension. The Russian and German positions haven't suffered too much of a setback though.

The Dip situation is unchanged. Four DIPs for: Austria, Japan and Brazil. Two DIPs for Mexico, Britain, France, Spain, Netherlands, Germany and Russia. Turkey gets just one DIP.

In late July / early August I shall be off on the annual explore America jaunt. This time we are going to start in Boston and work our way down to Baltimore for Avaloncon (via "mainstream" and obscure locations in Massachusetts and Pennsylvania). As this will take three weeks and there is no guarantee that my absence will mesh with Stephen's deadlines, both Millennium and America Latina may need to move to extended or flyer deadlines for a while.

Meanwhile all of you involved in America Latina already know that Colin Smith has taken over the Brazilian position and that the Spring 1822 deadline has been extended to 31st May.

CANNIBALISM III

(Day Four - Morning) Turn 19

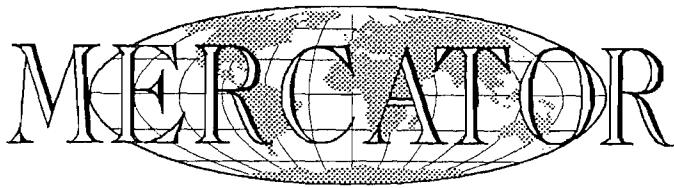
DOUG ROOD Stays asleep and dreams of home, traffic jams, work, pollution... and decides it's not such a bad island after all. Sleep Status = 6 in 19, 0 awake. (27-13 meals)
ESME GRANT Eats 5 meals from Ian Coleman. Yum! Sleep Status = 5 in 19, 2 awake. +2 meals from the Lake (The Lake-40 meals)
JED STONE Attacks Patrick with 10(-3) = 7, defends with 0. Combat is minus 3 because of sleep owed. Sleep Status = 3 in 19, 6 awake (Orange Grove-10 meals). The 2 meals in the Orange Grove are held over as no one was alone there during daylight hours. Jed must fall asleep next turn.
PATRICK FINGLASS Falls asleep and has nightmares about being eaten alive. Sleep Status = 4 in 19, 0 awake (Orange Grove 6 meals).

The Battle of the Orange Grove:

Jed attacks Patrick with 7 while Patrick is asleep! Patrick is brutally slain.

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) 3 meals.
PATRICK FINGLASS R.I.P. (Orange Grove) 3 meals.



???? AVOGADRO Aug/Sept 1921

GM: Steve Cox (01403-259397)
71, Hazelhurst Crescent, Horsham, W.Sussex RH12 1XB

Well, we have a result. Despite having enough centres between them to claim a 2-way win, Steve Jones and John Todd invited Calum MacInnes to share in their victory, although he only just managed to achieve the qualifying number of centres. I'll be interested to read the players' comments on this magnanimous gesture, particularly as there did not seem to be much danger that Calum could have damaged the Russian-American position enough to prevent the 2-way win if he had been excluded. I must admit that as GM, with little to go on but the orders and the press, I had been expecting any 3-way win to include France rather than Australia until the last couple of seasons. Keith seems to have thought the same (although he had certainly guessed the truth by the end), but perhaps that's how Mercator works - you find one ally with whom you plan to claim a joint win, then string others along while you build up your power base, gambling that they won't risk turning on you till it's too late because they know that they won't be able to veto the n-way wotsit, as they can in regular Dip.

With 177 supply centres on the map, it's clear that the game would have gone on a lot longer if the victory criterion had been the usual 50%+1 centres. As it is, the finish came in the Dip equivalent of 1907, which is not particularly unusual for Mercator, if the games in *Ode* are anything to go by (the last two games there ended in Nov/Dec 1921). Undoubtedly, the relatively high dropout rate was partly responsible for this, five players giving up whilst their positions were still viable (although Tony Hyland proxied his units to Allan Stagg first), and four others when it was clear that they were goners, but the main reason has to be the rules for army/fleets and the division of each season into three Time Scales, which I illustrated last time. A typical exploitation of these might go something like this: in TS1, a supported landing eliminates an enemy unit; in TS2, the beachhead supports an attack on the unit that the eliminated unit was meant to support; and in TS3, the commandos re-embark on their fleet and the A/F moves off to repeat the operation somewhere else. Clearly, this is more like three seasons than one, although it must be said that this level of efficiency is rarely achieved in practice.

Operations inland proceed at a more leisurely pace, being confined to TS2. The main factor to consider here is the Key rule, and although I was surprised by how few Key dislodgements occurred, this might have been because players went to great lengths to ensure that they were not exposed to them. If so, it might explain why land attacks tended to get bogged down once the initial element of surprise was lost, or else involved a lot of toing and froing with not much solid progress being made. I will be interested to hear players comments on this and any other aspect of the game - send your game end statements to me (or to Steve if you want to be disparaging), and I'll try to come up with a snazzy layout to make the acres of text more appealing to other readers.

The final centre counts appear below, except for the winners who are listed alphabetically (I was only ragging you about orders of merit - everyone is equal in victory, of course).

COUNTRY	Player	+	-	TOTAL
AUSTRALIA	Calum MacInnes	7	2	=1st
RUSSIA	John Todd	6	2	=1st
U.S.A.	Steve Jones	8		=1st
FRANCE	Keith Loveys	4	7	18
S. AFRICA	Simon Appleyard	2	5	16
INDIA	Allan Stagg	5	7	15
AUSTRIA	Tony Hyland	3	3	15
BRAZIL	Richard Williams	4	5	11
CHINA	John Wilman		6	2
BRITAIN	(ex-Steve Edington)		1	0
UGANDA	(ex-Iain Bowen)		1	0
				177

94BT COCHISE (Autumn 1907)

England (JOHN COLLEDGE) A(Yor) - Edi (FAILED)
 France (JONATHAN BARBER) A(Lpl) S F(NWG) - Edi; F(ENG) - Bel; F(Lon) Stands; A(Mar) - Pie (FAILED); A(Tyr) - Vie (FAILED); F(GoL) S F(WMS); F(WMS) S F(GoL); F(NWG) - Edi
 Germany (ALAN LAIRD) A(Boh) - Vie (FAILED); A(Lvn) - Mos* (FAILED, DISLODGED - DISBANDES); A(Ber) - Mun; A(Hol) - Kie
 Italy (MARK WALKER) A(Bul) Stands; A(Gre) S A(Bul); F(ION) - AEG (FAILED); A(Tus) - Pie; A(Ven) S A(Tus) - Pie; A(Tri) S RUSSIAN A(Gal) - Vie; F(TYS) S F(Tun); F(Tun) S F(TYS)
 Russia (ROY BURNETT) F(StP) nc Stands; F(Nwy) S F(Den) - NTH; A(Swe) - Den; A(Rum) S ITALIAN A(Bul); A(Sev) S A(Rum); A(Gal) - Vie; A(Mos) S A(Pru) - Lvn; A(Sil) - War; F(Den) - NTH; A(Pru) - Lvn
 Turkey (PAUL RIDOUT) F(AEG) S A(Con) - Bul (CUT); F(BLA) S A(Con) - Bul; A(Con) - Bul (FAILED)

Winter 1907 Adjustments:

E: -Edi, = 0; Loses 1. OUT! Removes A(Yor).
 F: Lpl, Bel, Lon, Mar, +Edi, Spa, Por, Bre, Par, = 9; Gains 1. Builds F(Bre).
 G: Mun, Kie, Ber, Hol, = 4; No change. Builds A(Ber).
 I: Bul, Gre, Ven, Tri, Tun, Rom, Ser, Nap, = 8; No change.
 R: StP, Nwy, Den, Rum, Sev, Vie, Mos, War, Swe, Bud, = 10; No change.
 T: Con, Ank, Smy, = 3; No change.

Wilfred: Many thanks to John for fighting to the bitter end.

Press:

France-England: A very good rearguard action. May we meet in friendlier circumstances next time.
 England-France & Italy: OK, own up. How much did you pay Stephen to accept your late orders?
 France-Turkey: Keep fighting.
 England-Europe: Strange that France and Italy should both NMR and be allowed late orders. Could they be one and the same person?
 France-Germany: I've assumed you didn't want any support.
 France-Italy: Hello.

92DG EURYMEDON (Spring 1916)

England (PAUL RIDOUT) F(ENG) C A(Lon) - Bre; A(Pic) - Bur (FAILED); F(Bel) S F(NTH) - Hol* (DISLODGED - DISBANDES); F(GoL) S F(WMS) - TYS; F(Spa) sc - WMS; F(NTH) - Hol; F(WMS) - TYS; A(Lon) - Bre
 Germany (TIM DEACON) A(Par) S A(Mun) - Bur; A(Hol) - Bel; A(Ruh) S A(Hol) - Bel; F(HEL) - NTH; F(Den) S F(HEL) - NTH; F(SKA) S F(HEL) - NTH; A(Mun) - Bur
 Italy (ANDY BASSETT) A(Rom) - Apu; F(Ven) S A(Rom) - Apu; F(Nap) Stands
 Russia (CHRIS STONE) F(Nwy) S GERMAN F(HEL) - NTH; A(Gal) - Rum (FAILED); A(Ukr) S A(Gal) - Rum; A(Mos) - Sev (FAILED)
 Turkey (JAMES EMONY) A(Smy) - Arm; A(Con) - Bul; A(Sev) S A(Rum) (CUT); A(Rum) S A(Sev) (CUT); A(Bud) S A(Rum); A(Vie) - Gal (FAILED); A(Tri) - Tyr; F(Alb) - Tri; F(ION) - Nap (FAILED); F(Tun) S F(EMS) - ION; F(EMS) - ION (FAILED); F(Apu) S F(ION) - Nap* (CUT, DISLODGED TO ADS)

Wilfred: Endgame defeated, 4 yes, 1 abstention = no! Reproposed: 1st T, 2nd E, =3rd G/R/I. Votes for next time please: unanimity required, abstention = yes, NMR = yes.

Press:

Turkey-Germany: Please do not see this as an aggressive move, it would be stupidity to try and take Munich; you are containing England and are not threatening me. It will move next season.

94DA FOGHAT (Autumn 1906)

AUSTRIA-HUNGARY (Ian Coleman) A(Pru) - War; A(Sil) S A(Pru) - War; A(Gal) S A(Pru) - War; A(Ukr) S A(Pru) - War (CUT); A(Rum) - Sev; F(AEG) Stands; A(Boh) S A(Mun); A(Mun) Stands

ENGLAND (Chris Stone) F(NTH) S GERMAN A(Ruh) - Bel; A(Wal) - Lon; F(Gas) - Bre; F(Por) - Spa sc (FAILED)

FRANCE (Anarchy Ex-Deborah Lloyd) A(Spa) Stands

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

ITALY (Steve Watts) A(Bur) - Bel (FAILED); A(Pic) S A(Bur) - Bel; F(WMS) - Naf; F(Mar) S ENGLISH F(Por) - Spa sc; F(Con) - Ank (FAILED); A(Tus) - Pie; F(TYS) - WMS; A(Smy) - Ank (FAILED); F(BLA) S AUSTRIAN A(Rum) - Sev

RUSSIA (Bob Kendrick) A(Lvn) - Pru; A(Mos) - Ukr (FAILED); A(Sev) - Ukr* (FAILED, DISLODGED - DISBANDS); A(War) S A(Lvn) - Pru* (DISLODGED - DISBANDS); F(Nwy) - NWG

TURKEY (Neil Newman) A(Arm) Stands

Winter 1906 Adjustments:

A: War, +Sev, Mun, Rum, Gre, Bud, Ser, Vie, Tri, = 9; Gains 1. Builds A(Bud).

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

F: Spa, = 1; No change.

G: Hol, Ber, Kie, Den, Bel, -Lon, = 5; Loses 1. Removes F(Hol).

I: Mar, Con, +Smy, Par, Bul, Ank, Tun, Nap, Rom, Ven, = 10; Gains 1. Builds A(Ven).

R: Mos, StP, Nwy, Swe, -Sev, = 4; Loses 1. Builds A(StP).

T: -Smy, = 0; Loses 1. OUT! Removes A(Arm).

94DH HANNIBAL (Autumn 1905)

AUSTRIA-HUNGARY (Shaun Derrick) A(Tyr) S FRENCH A(Bur) - Mun (MISORDER); A(Tri) S F(Ven); A(Mos) - War; A(Sev) - Mos (FAILED); A(Ukr) - Sev (FAILED); A(Ser) S F(Alb) - Gre; F(ADS) - ION (FAILED); F(Alb) - Gre; F(Ven) Stands* (DISLODGED - DISBANDS)

FRANCE (Simon Scott) F(Edi) Stands; F(Lon) Stands; F(IRI) - MAO; F(WMS) - Tun (FAILED); F(GoL) - TYS; A(Mar) - Pie; A(Bur) - Gas; A(Tus) S ITALIAN F(Apu) - Ven

GERMANY (Mike Sykes) F(Nwy) Stands; F(Den) Stands; F(Swe) - GoB; A(StP) - Mos (FAILED); A(Ber) - Pru; A(Sil) - Gal; A(Mun) - Boh; A(Hol) - Ruh

ITALY (Mark Stretch) A(Rom) S F(Apu) - Ven; F(Apu) - Ven; F(ION) - Tun (FAILED); F(Gre) Stands* (DISLODGED - DISBANDS)

RUSSIA (Donal O'Nuallain) No units

TURKEY (Steven Slater) A(Arm) - Sev (FAILED); A(Bul) - Rum; A(Con) - Bul; A(Smy) - Arm (FAILED)

Winter 1905 Adjustments:

A: Tri, War, Sev, Ser, +Gre, Mos, Bud, Vie, -Rum, -Ven, = 8; Loses 1.

F: Edi, Lon, Par, Lpl, Spa, Por, Bre, Mar, = 8; No change.

G: +Nwy, Den, StP, Swe, Bel, Mun, Hol, Ber, Kie, = 9; Gains 1. Builds A(Mun).

I: Rom, +Ven, Tun, Nap, -Gre, = 4; No change. Builds F(Nap).

R: -Nwy, = 0; Loses 1. OUT!

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

Wilfred: Thanks to Donal for sticking it out. Endgame reejected 3 against, 1 abstention

Press:

Germany-Turkey: You should least have had the courtesy to return my SAE - why do you "play" this game?

Angry of Ascot-Italy: Is your bum sore after sitting on that fence for so long?

France-Turkey: Thanks for the letter - it's appreciated.

Anon-Turkey: Still got a postal strike, eh?

France-Russia: Sorry, did you say something?

Austria-All: All this posturing and pretending is getting us nowhere. So may letters, so many lies! I have not done anything I said I would do to anyone - by mutual agreement!!

94DK JIGSAW (Spring 1905)

AUSTRIA-HUNGARY (DAVE ALLEN) A(Ser) S A(Tri); A(Tri) S A(Ser) (CUT); A(Gal) Stands; A(Bud) S A(Gal)

ENGLAND (KEITH ASHBOLT) A(Yor) - Edi; F(Por) - MAO

FRANCE (GERWYN MICHAEL) A(Pic) - Bel; A(Bur) S A(Pic) - Bel; A(Far) - Pic; A(Spa) Stands w/o

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

ITALY (RICHARD WILLIAMS) F(ION) - EMS; F(ADS) S F(Nap) - ION; A(Ven) - Tri (FAILED); A(Kie) S FRENCH A(Bur) - Mun (MISORDER, DISLODGED - DISBANDS); F(Nap) - ION

RUSSIA (CHRIS PALM) F(Nwy) - NTH (FAILED); F(Swe) - Den; A(Ber) S GERMAN F(Den) - Kie; A(Mos) - Ukr; A(War) - Gal (FAILED); A(Rum) S A(War) - Gal; F(Sev) S A(Rum)

TURKEY (DAVID HORTON) A(Bul) S F(Gre); F(Gre) S F(Smy) - AEG; A(Con) - Arm; F(BLA) C A(Con) - Arm; F(Smy) - AEG

Press:

Austria: I'm feeling a little nervous here.

Con(Govt.)-StP: This will foil your dastardly plot. Have at you, varlet!

94DO KISS (Spring 1904)

FRANCE (KIERON QUIRKE) A(Gas) - Bur (FAILED); A(Mun) S A(Bur) - Ruh* (CUT, DISLODGED TO Tyr); F(Bre) - ENG (FAILED); F(MAO) S F(Bre) - ENG; F(Lpl) Stands; A(Par) - Pic; A(Bur) - Ruh (FAILED)

GERMANY (JAMES EMONY) F(HEL) - Den (FAILED); A(Den) - Kie; A(Ber) - Mun; A(Ruh) S A(Ber) - Mun (CUT); F(Bel) S F(Lon) - ENG; F(Lon) - ENG (FAILED)

ITALY (ANDREW FEATHER) F(ION) - AEG; F(Smy) S F(ION) - AEG* (CUT, DISLODGED TO EMS); F(Nap) - ION; A(Rom) - Ven; A(Tri) Stands; A(Gre) Stands; F(ADS) S A(Tri)

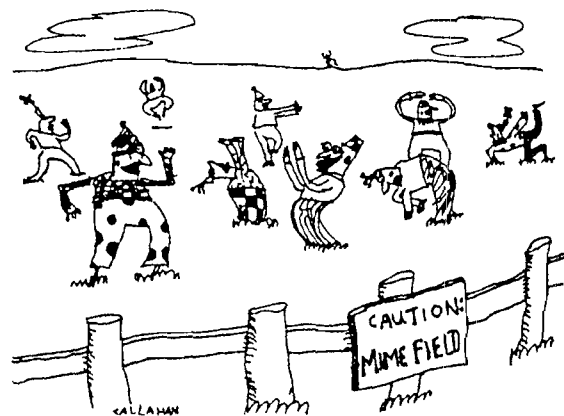
RUSSIA (MIKE SYKES) F(NWG) - Cty; A(Edi) - Yor; F(Swe) - Den (FAILED); F(StP) sc - GoB; A(Sil) S GERMAN A(Ber) - Mun; A(War) - Pru; A(Bud) - Vie; A(Ser) S A(Rum) - Bul; F(Sev) - BLA; A(Mos) - Sev; A(Rum) - Bul

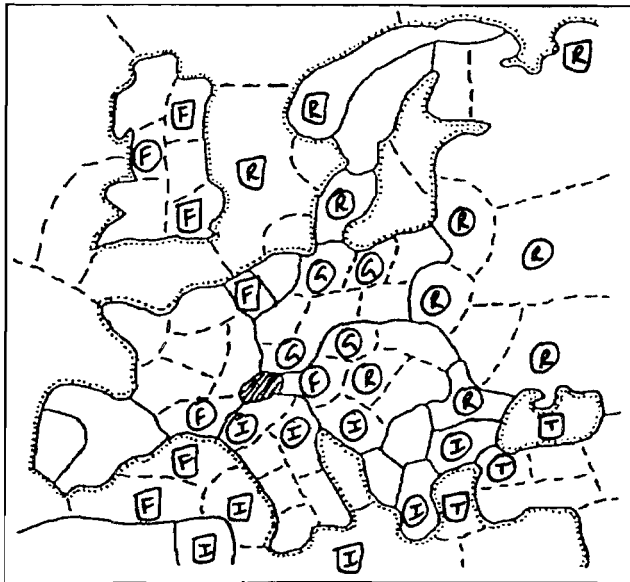
TURKEY (DAVE ALLEN) A(Bul) S RUSSIAN A(Ser) - Gre (MISORDER, DISLODGED TO Con); F(Con) - Smy; A(Ank) S F(Con) - Smy

Press:

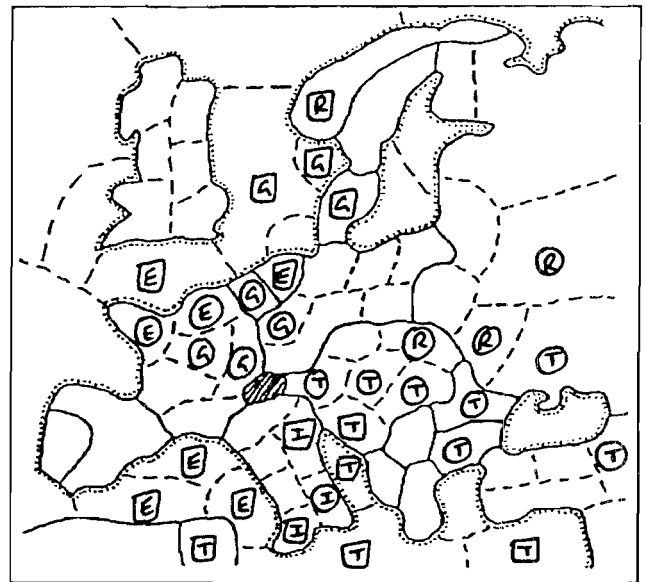
Russia-Turkey: Sorry, but it's time to wrap it up in this area.

Russia-Germany: Don't say I didn't warn you!

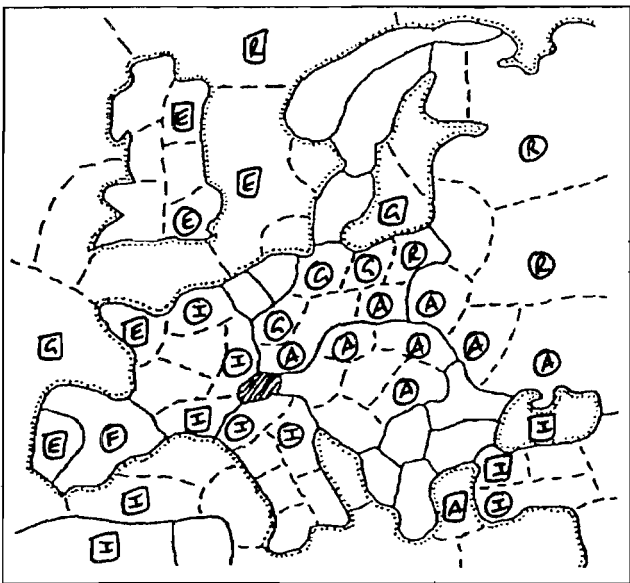




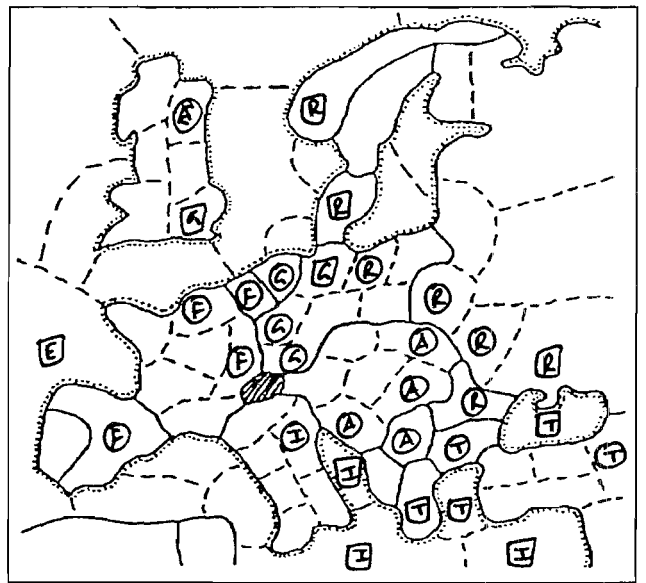
COCHISE (A07)



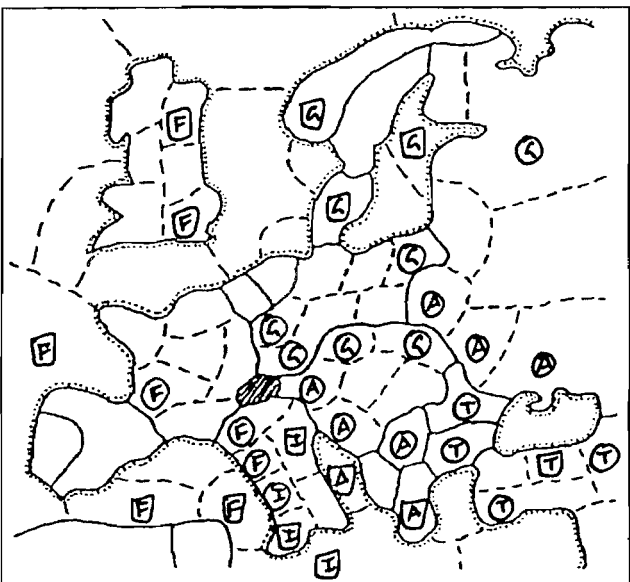
EURYMEDON (S16)



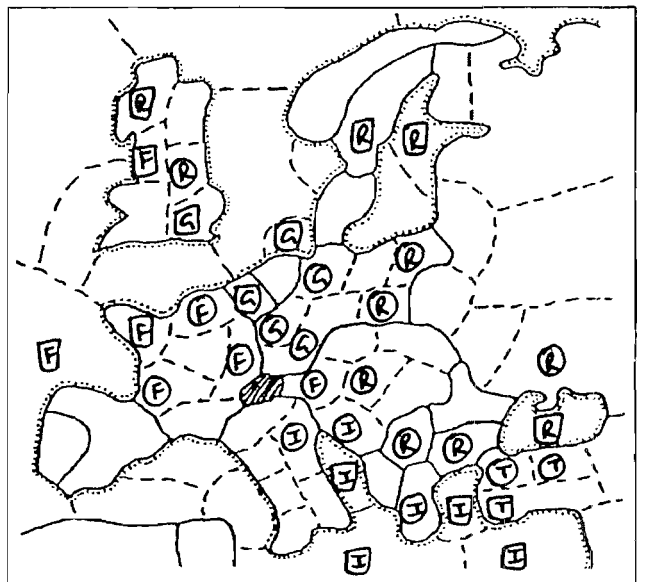
FOGHAT (A06)



JIGSAW (S05)



HANNIBAL (A05)



KISS (S04)

94DV MATCHBOX (Spring 1904)

AUSTRIA-HUNGARY (ROB WILLIS) A(Tri) - Vie; A(Bud) S A(Tri) - Vie; F(Gre) - Alb; A(Rum) S TURKISH A(Sev) - Ukr

ENGLAND (PETER BERLIN) F(Nwy) Stands; A(Swe) - Fin; F(NTH) C A(Edi) - Bel; A(Edi) - Bel; A(Kie) - Ber (FAILED); F(Den) - BAL; F(Bel) - ENG; F(Lpl) - IRI; A(Lon) celebrates VM (Victory in Matchbox) Day.

FRANCE (ALLAN STAGG for TONY HYLAND) F(WMS) - MAO; F(GoL) - TYS (FAILED); A(NAF) Stands; A(Mar) - Gas; A(Mun) - Tyr; A(Ruh) - Mun

GERMANY (PATRICK FINGLASS) F(Ber) S FRENCH A(Mun) - Kie (MISORDER); A(Mos) - War (FAILED); A(Ven) - Rom (FAILED)

ITALY (JAMES BROWN) A(Tus) - Rom (FAILED); F(TYS) S A(Tun) (CUT); A(Tun) Stands

RUSSIA (STEVE BIBBY) F(StP) nc Stands; A(Ukr) - Mos* (FAILED, DISLODGED - DISBANDS); A(Gal) - War (FAILED)

TURKEY (GUY THOMAS) F(BLA) S AUSTRIAN A(Rum); A(Sev) - Ukr; F(ION) S ITALIAN F(TYS); A(Arm) - Sev; F(Con) - AEG

Press:

France(Govt.)-England: These moves are a defensive precaution only. I was not entirely convinced by your reasons for building F(Lpl).

London-Rome: I am told that the Turk is now ordering your units. You'd have been better off putting your trust in me.

Vienna(Govt.): The Archduke cackled insanely and strode the length of the room to the far wall, which was covered by a huge map of Europe. "Heh, heh, heh; the first phase of my plan to rule the world is complete. Soon it will enter its second phase and you, Professor, will help me." (There always has to be a white-bearded professor and his young daughter in scenes like this.) Across the map was scrawled in thick ink "1. SURVIVE UNTIL 1904." With a flourish, the Archduke placed a large tick mark at the end of this sentence. Then he began to write a second line underneath. The professor blanched. "You fiend! You wouldn't..." he gasped. "Yes!!!" screamed the Archduke, standing back so they could all see where he had written "2. CONTINUED SURVIVAL."

95EC NUCLEUS (Spring 1903)

AUSTRIA-HUNGARY (TIM DEACON) A(Ser) - Rum; A(Tri) - Bud; A(Vie) S A(Tri) - Bud

ENGLAND (JOHN BOOCOCK) F(Lon) - Wal; A(Swe) - Den; F(NTH) S A(Swe) - Den (CUT); F(SKA) S A(Swe) - Den; F(NWG) - Nwy

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

GERMANY (NEIL NEWMAN) F(Hol) - NTH (FAILED); A(Bel) - Pic (FAILED); A(Bur) S A(Bel) - Pic* (CUT, DISLODGED TO Ruh); A(Mun) S A(Bur) (CUT); A(Den) S RUSSIAN F(GoB) - Swe* (DISLODGED - DISBANDS, NRO); F(BAL) S RUSSIAN F(GoB) - Swe

ITALY (PETER SHORTALL) F(ION) - ADS; A(Tyr) - Mun (FAILED); A(Ven) - Tri; F(MAO) - IRI

RUSSIA (KEITH ASHBOLT) A(Mos) - StP; A(StP) - Fin; A(Bud) S A(Rum) - Ser* (CUT, DISLODGED - DISBANDS, NRO); F(BLA) - Arm; F(GoB) - Swe; A(Rum) - Ser* (FAILED, DISLODGED - DISBANDS, NRO)

TURKEY (NOEL TURNER) A(Arm) - Sev; F(Ank) - BLA; F(Con) S F(Ank) - BLA; A(Bul) S AUSTRIAN A(Ser) - Rum; F(Gre) S A(Bul)

Press:

Weather Report: A number of sudden and violent hurricanes have been reported across Europe, causing widespread "accidents" such as the intrusion of an Italian fishing boat into French waters. Other such "accidents" included an English army tripping over barbed wire on the Norway-Sweden border, and a Turkish fleet seemingly blown off course into the Black Sea. Surprisingly, perhaps, the Turkish Foreign Minister declined to say what the fleet's original course was.

93BD ORCHOMENUS (Autumn 1912)

England (RICHARD WILLIAMS) F(WMS) S F(MAO) - Spa sc; F(MAO) - Spa sc; F(ENG) - MAO (FAILED); A(Par) - Gas (FAILED); A(Gas) - Mar

France (BOB KENDRICK) F(Por) - MAO (FAILED); F(Spa) nc - Gas (FAILED, DISLODGED - DISBANDS); A(Mar) - Gas (FAILED, DISLODGED - DISBANDS)

Italy (PAUL BARKER) F(Tun) S RUSSIAN F(TYS)

Russia (JIMMY COWIE) F(NTH) - Edi; A(Bur) S ENGLISH A(Gas) - Mar; F(GoL) S ENGLISH A(Gas) - Mar; A(War) - Lvn; A(Ukr) - War; A(Mos) S A(Ukr) - War; A(Mun) - Sil (FAILED); A(Ruh) - Mun (FAILED); F(TYS) S ITALIAN F(Tun) (CUT); F(BAL) - Pru; F(Den) - BAL

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

Winter 1912 Adjustments:

E: +Spa, Par, +Mar, Bre, Lpl, Lon, -Edi, = 6; Gains 1. Builds A(Lpl).

F: Por, -Mar, -Spa, = 1; Loses 2.

I: Tun, = 1; No change.

R: +Edi, War, Mos, Mun, Bel, Den, Hol, Kie, Ber, Swe, Nwy, StP, = 12; Gains 1. Builds A(StP).

T: Rom, Nap, Rum, Sev, Ven, Vie, Tri, Gre, Bud, Ser, Con, Bul, Ank, Smy, = 14; No change.

Press:

France(Gvmt.)-World: regret that the complete silence from England means that the charity coffers will not be topped up. Obviously Richard's mouth is bigger than his wallet though even he becomes tight lipped when it comes to admitting a mistake.

95BG OSIBISA (Autumn 1902)

AUSTRIA-HUNGARY (Donal O'Nuallain) F(Alb) - Tri (FAILED); A(Ser) S TURKISH A(Bul) - Rum (MISORDER); A(Bud) S TURKISH A(Bul) - Rum (MISORDER)

ENGLAND (Dave Allen) A(Fin) - Swe; F(NTH) - Nwy; F(NWG) S F(NTH) - Nwy; F(ENG) - NTH

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

GERMANY (Gerwyn Michael) F(Bel) S FRENCH F(Bre) - ENG; F(Hol) S F(Bel); A(Den) S ENGLISH A(Fin) - Swe; A(Boh) - Gal (FAILED); A(Vie) Stands

ITALY (Bill Eaton) F(ION) - Gre (FAILED); F(Apu) - ADS; A(Tri) S AUSTRIAN A(Bud) - Vie (MISORDER); A(Tyr) - Mun

RUSSIA (Rosie Sexton) F(Sev) - BLA (FAILED); A(Rum) - Bul (FAILED); A(Gal) S AUSTRIAN A(Bud) - Vie (MISORDER); F(Swe) - Den* (FAILED, DISLODGED TO BAL); A(Lvn) - StP (FAILED); F(Nwy) - StP nc* (FAILED, DISLODGED TO SKA)

TURKEY (Gihan Bandaranaike) A(Gre) - Ser (FAILED); A(Bul) S A(Gre) - Ser (CUT); F(AEG) - Gre (FAILED); F(Ank) - BLA (FAILED)

Winter 1902 Adjustments:

A: Ser, Bud, -Tri, -Vie, = 2; Loses 2. GM removes F(Alb).

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

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

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

I: +Tri, +Mun, Tun, Ven, Nap, Rom, = 6; Gains 2. Builds A(Ven), F(Nap).

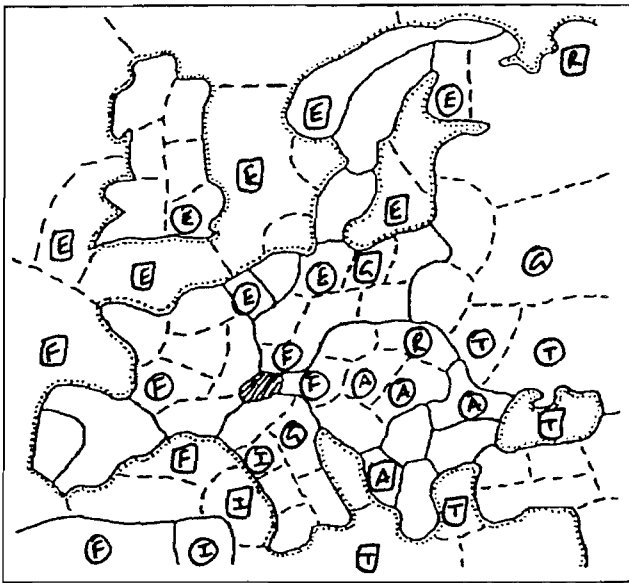
R: Sev, Rum, Mos, StP, War, -Swe, = 5; Loses 1. Removes F(BAL).

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

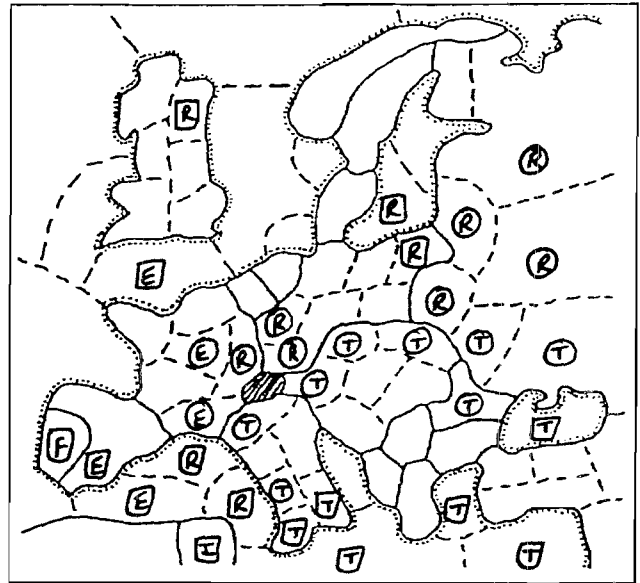
Press:

Istanbul-Budapest: Sorry, but after you reneged on your previous promise and stood me out of Bulgaria, i couldn't let myself trust you again. nice plan though. You made your own bed... Next time try choosing your allies more carefully, not just because of their gender. remember what happened to Samson...

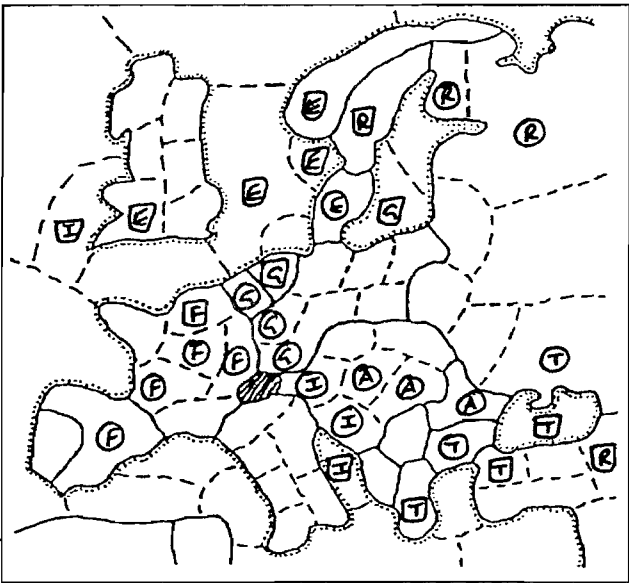
Paris: i smell a fish...



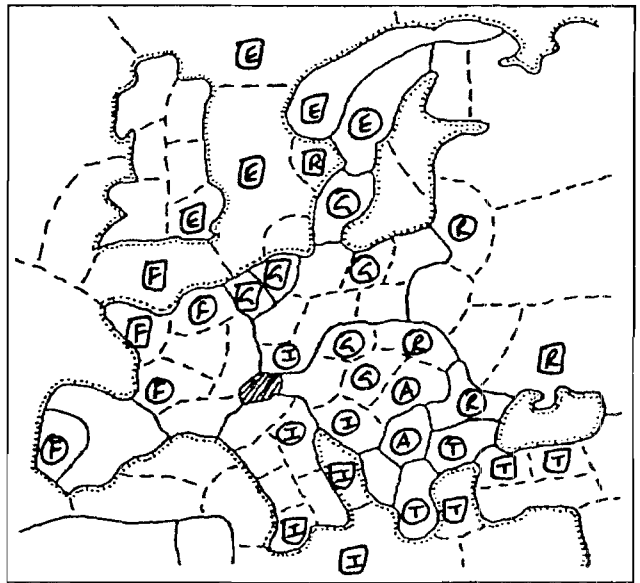
MATCHBOX (S04)



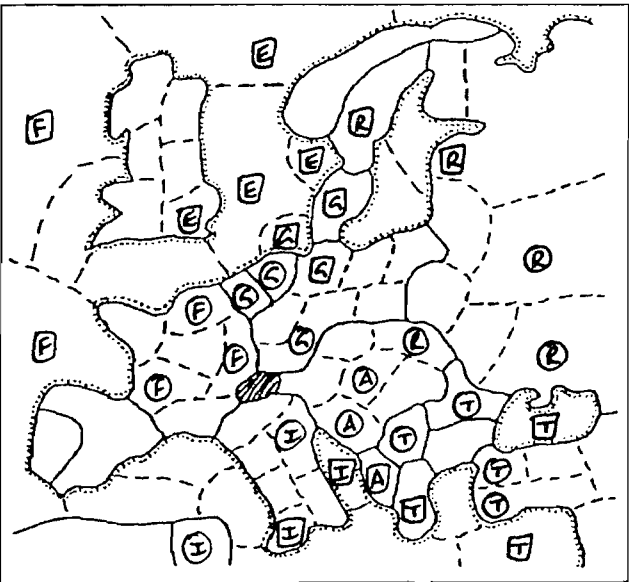
ORCHOMENUS (A12)



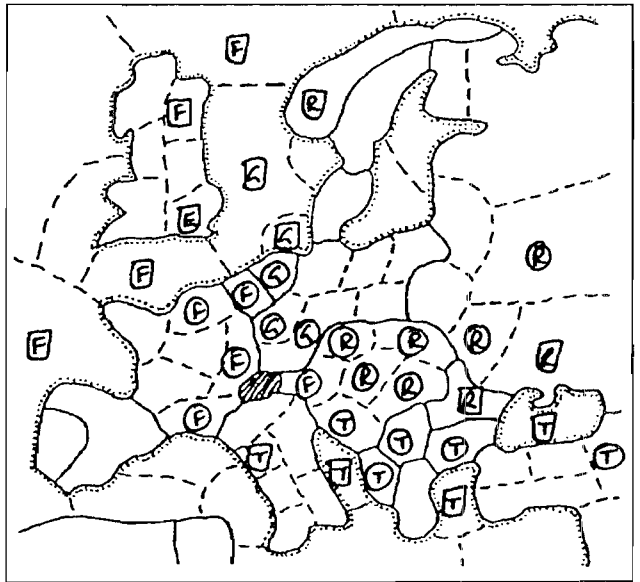
NUCLEUS (S03)



OSIBISA (A02)



PILOT (A02)



PYDNA (S12)

Ottoman Empire-Serbian Infidels: And so die all who stand in the path of Allah's armies (not to mention fleets) for none can resist the Jihad! Kneel before your doom, you decadent idol-worshipping Western pigs (Wops and Krauts excecpeted)! The fatwah placed on the weak-bellkied Austr0-Hungarian "Empire" will not be denied. Allah akbar!

Turkish Chronicles (excerpt): And lo, the Great Bear did rise in the East! And there was great wailing and gnashing of teeth. And the people were afraid. And it came to pass that the Great Bear in the East did begin to fall. And the people turned to their prophet and asked "where is this doom you foretold?" And the prophet did reply: "sorry".

Russia-Germany: Of course! I can see how easy it is to mistake Den-NTH for Den S ENGLISH A(Nwy)-Swe. I should have suspected that was the explanantion all along!

95BH PILOT (Autumn 1902)

AUSTRIA-HUNGARY (Steve Walton-Grobb) F(Alb) S A(Tri); A(Ser) - Bud* (FAILED, DISLODGED - DISBANDES); A(Vie) - Bud (FAILED); A(Tri) Stands

ENGLAND (Andrew Feather) F(NTH) - Den (FAILED); F(SKA) S F(NTH) - Den; F(NWG) - NTH (FAILED); F(Lon) S F(NWG) - NTH

FRANCE (Pete Duxon) F(Bre) - MAO; F(MAO) - NAO; A(Pic) S A(Bur); A(Gas) S A(Bur); A(Bur) Stands

GERMANY (Simon Rose) F(Den) Stands; F(HEL) S F(Den); A(Mun) Stands; A(Bel) Stands; A(Hol) S A(Bel)

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

RUSSIA (Ivan Woodward) F(Nwy) - Swe; A(Gal) - Bud (FAILED); A(Mos) S A(Sev); A(Sev) Stands

TURKEY (Phil Barker) F(BLA) S A(Rum); A(Bul) - Ser; A(Rum) S A(Bul) - Ser; F(AEG) - Gre; F(EMS) - ION (FAILED)

Winter 1902 Adjustments:

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

E: Lon, Nwy, Edi, Lpl, -Bel, = 4; Loses 1.

F: Por, Spa, Bre, Mar, Par, = 5; No change.

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

I: Nap, Tun, Ven, Rom, = 4; No change.

R: Swe, Mos, +Sev, StP, War, -Rum, = 5; No change. Builds F(Stp)sc

T: +Ser, +Rum, +Gre, Bul, Ank, Con, Smy, -Sev, = 7; Gains 2. Builds A(Con), A(Smy).

Press:

Dear Italy: I think that I have done what you wanted, but I'm not psychic you know.

Mos(Govt.)-London: I've had to use my crystal ball again.

Ber-Par: I hope not!

Hyphen-Photocopy(Gvmt.): We will fight them in Galicia. We will fight them in Istria. We will never yield in the Balkans. Our forces will stand and die at the very gates of the Xerox-Bunker.

Mos(Govt.)-Vienna: Such a generous offer was bound to leave you gob-smacked.

Ber-Con: Sorry for not replying, will do so soon.

Par-Vie: Why Grobb? Alekhine or Fischer maybe.

Prediction Time: Lo, to the East was heard an unearthly rustling as a Force stronger than puny powers could withstand was unleashed upon their lands. Meanwhile, in the West two Powers decided to respond to this threat by sending their fleets to sea. They sailed to the North with the letters CM proudly displayed upon their sails.

Garfield-All: Odie is alive and well and playing AUSTRIA.

Italian Tourise Board: Come and enjoy Tunisia's lovely beaches - you'll never want to leave.

England-Germany: My crushed lungs are a little delicate. How are your broken fingers?

TIM Watcher-STP: Look who you have got as Italy in Brutus!!

Mos(Govt.)-Rome: No, Steve's the one with shares in Rank Xerox.

93BR PYDNA (Spring 1912)

England (ANARCHY - Ex-JIM PILLING) F(Lon) Stands

France (JAMES HARDY) F(WMS) - MAO; F(ENG) - NTH (FAILED); F(Edi) S F(ENG) - NTH; F(NWG) S F(ENG) - NTH; A(Gas) - Bur; A(Mar) S A(Gas) - Bur; A(Pic) S A(Bel); A(Bel) S A(Gas) - Bur (CUT); A(Ven) - Tyr; A(Boh) - Vie* (FAILED, DISLODGED - DISBANDES)

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

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

Turkey (PETER BERLIN) A(Arm) - Sev (FAILED); F(BLA) S A(Bul) - Rum; A(Ser) S A(Bul) - Rum; A(Alb) S A(Tri); F(ADS) S A(Tri); A(Tri) S FRENCH A(Ven) - Tyr; F(Rom) - Tus; F(ION) - AEG; A(Bul) - Rum (FAILED)

Wilfred: The GEP was defeated, 2 for, 2 against. On we go.

Press:

French Friend-Unreliable Russian: Say goodnight Vienna.

Paris(Gvmt.)-Ankara: Eh?

Paris(Gvmt.)-Berlin: Sorry for the silence. Sick of writing. Buit we'd only attack each other anyway...

95BL QUATRO (Spring 1902)

AUSTRIA-HUNGARY (Neil Newman) A(Tri) - Vie; A(Bud) S A(Tri) - Vie; A(Ser) - Tri; F(Gre) - ION (FAILED)

ENGLAND (Mike Collins) A(Yor) - Lon; F(Nwy) S F(Edi) - NTH* (CUT, DISLODGED TO BAR); F(NTH) - SKA; F(Edi) - NTH (FAILED)

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

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

ITALY (Mark Golby) A(Vie) - Tri* (FAILED, DISLODGED TO Boh); A(Ven) S A(Vie) - Tri; F(Nap) - Apu; A(Tun) - Alb; F(ION) C A(Tun) - Alb

RUSSIA (Iain Heron-Stamp) F(Swe) - Nwy; F(Sev) S A(Ukr) - Rum; A(Gal) S AUSTRIAN A(Tri) - Vie; A(StP) S F(Swe) - Nwy; A(Ukr) - Rum (FAILED)

TURKEY (Stewart Whyte) F(Smy) - AEG; A(Ank) - Arm; A(Bul) S A(Rum); F(BLA) S A(Rum); A(Rum) Stands

Press:

Russian Cultural Attache-Italian and Austrian Cultural Attaches: Overheard at Diplomatic function: "D'yer fancy three's up on the fat bird in the corner?"

Berlin-London: In know you believe you understand what you think I said, but I'm not sure you realise that what you heard is not what I meant!

London-STP: Following your recent offer, the C-in-C of the Grand Fleet (Cap'n Jap-eye of fishy fingers fame) has agreed to show your "stiffies" what a good dicking really is. he will even lend you a glass bottom flagship so you can review your fleets when we've finished with them.

Mos(Govt.)-Budapest: I agree on all points.

Berlin-Rome: Need a little extra help?

Italy-Turkey: You can stop taking those anti-Lepanto pills now.

Berlin-Constantinople: My spy in Moscow informs me your missive arrived there after his Excellency left on a hunting trip to France - do you really need help against Austria? I thought you two were allies?

Moscow(Govt.)-Constantinople: All embassy staff are recalled from your filthy country. The benevolent politburo, having tried unsuccessfully to make peace with the evil aggressor, have decided that the proliferiat require protection from their paranoid neighbours who attack without reason, and break diplomatic accords. (You're gonna cop it, *moi saan!*)

Constantinople-Berlin: Thank you for your four lines - unfortunately I didn't understand a word.

Italy-Austria: A little correspondence could save you an awful lot of trouble.

Turkey-All: I eat Crunchy Nut Cornflakes, if anyone's interested.

Wilfred-Turkey: So do I.

Berlin-Rome: I told you Russia couldn't be trusted!

95BM RAINBOW (Spring 1902)

AUSTRIA-HUNGARY (Steve Ade) A(Bud) - Tri; F(Tri) - ADS; A(Ser) Stands; A(Vie) S A(Bud) - Tri

ENGLAND (Stephen Fitzgerald) A(Bel) - Hol (FAILED); F(NTH) S A(Bel) - Hol (CUT); F(NWG) - NAO; F(Lon) - ENG (FAILED)

FRANCE (Keith Loveys) A(Por) - Spa; A(Spa) - Gas; A(Par) - Pic; F(Bre) - ENG (FAILED); F(MAO) - IRI

GERMANY (Jeremy Tulett) F(Den) - NTH (FAILED); F(Kie) - HEL; A(Mun) - Ruh; A(Ber) - Mun; A(Hol) S A(Mun) - Ruh (CUT)

ITALY (Calum Macinnes) A(Boh) - Tyr; F(Tun) - WMS; A(Ven) S A(Boh) - Tyr; F(Nap) - ION

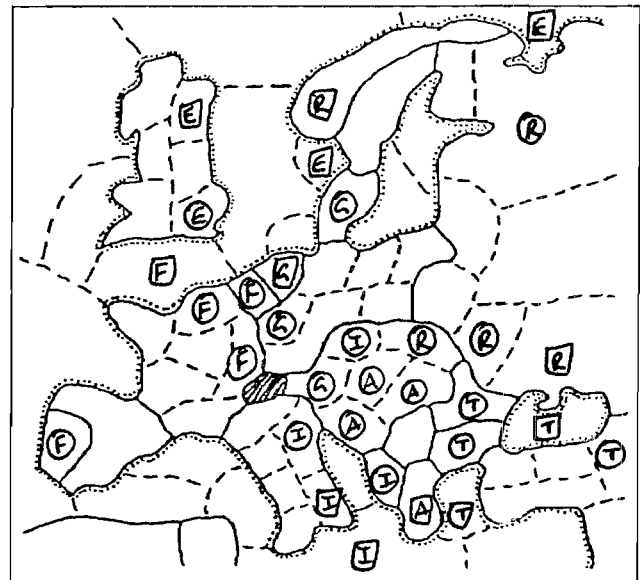
RUSSIA (Richard Williams) F(Swe) - Nwy; F(Rum) Stands; A(Ukr) S F(Rum); A(StP) - Fin; A(Mos) - StP; A(Sev) - Mos

TURKEY (Stewart Cross) A(Bul) Stands; F(Smy) - AEG; A(Con) - Smy; F(Ank) - Con

Press:

Italy-All: Any chance of some mail, anyone?

Important Question: What is the missing line... "up above the streets and houses, rainbow climbing high, , fill the whole wide world with a rainbow?"



QUATRO (S02)

95?? SAILOR Pre-1901

I'm afraid I can't start this one as I have no orders on file from Steve Russell (Austria). Steve has until FRIDAY 9th JUNE to send in orders (and some cash) or he will be replaced. Speaking of which, do we have any volunteers? I'll waive the gamefee... This means that Troubleshooter can't start until next time as well. Rules in issue 32, not too late to join - just send in orders for 8 players and I'll adapt as necessary.

93DI UTICA (Autumn 1909)

England (ALLAN GORDON) F(Tun) - TYS (FAILED); F(Spa) sc Stands; F(WMS) S F(Spa) sc; A(Par) - Bur* (FAILED, DISLODGED TO Pic); F(ENG) - Bel (FAILED); A(Yor) - Den; F(NTH) C A(Yor) - Den; A(Nwy) - Swe (FAILED); F(SKA) S A(Nwy) - Swe

Germany (ANDREW LANE) A(Lvn) - Mos (FAILED); F(BAL) S F(Swe); F(Swe) Stands; A(Pru) S A(Sil) - War; A(Tyr) S A(Mar) - Pie* (CUT, DISLODGED TO Mun); A(Gas) S A(Bur) - Par; A(Bel) Stands; A(Sil) - War (FAILED); A(Mar) - Pie; A(Bur) - Par

Italy (RICHARD WILLIAMS) F(Con) S A(Smy) - Ank; F(AEG) S F(Nap) - ION; A(Alb) - Ser (FAILED); A(Smy) - Ank; A(Ven) - Tus; A(Rom) S A(Ven) - Tus; F(Nap) - ION

Turkey (CALUM MACINNES) A(Ser) S A(Tri) (CUT); A(Tri) S A(Vie) - Tyr; F(Ank) Stands* (DISLODGED TO BLA); A(Mos) S A(War) (CUT); A(Gal) S A(War); F(Tus) - TYS* (FAILED, DISLODGED - DISBANDS); A(War) Stands; A(Vie) - Tyr

Winter 1909 Adjustments:

E: Tun, +Spa, +Den, Nwy, Por, StP, Bre, Edi, Lon, Lpl, -Par, = 10; Gains 1. Builds F(Lon).

G: Swe, Mun, Bel, +Par, Mar, Kie, Hol, Ber, -Den, -War, -Spa, = 8; Loses 2. Removes A(Lvn), A(Mun).

I: +Con, +Ank, Rom, Bul, Nap, Smy, Ven, Gre, -Tri, = 8; Gains 1. Builds F(Nap).

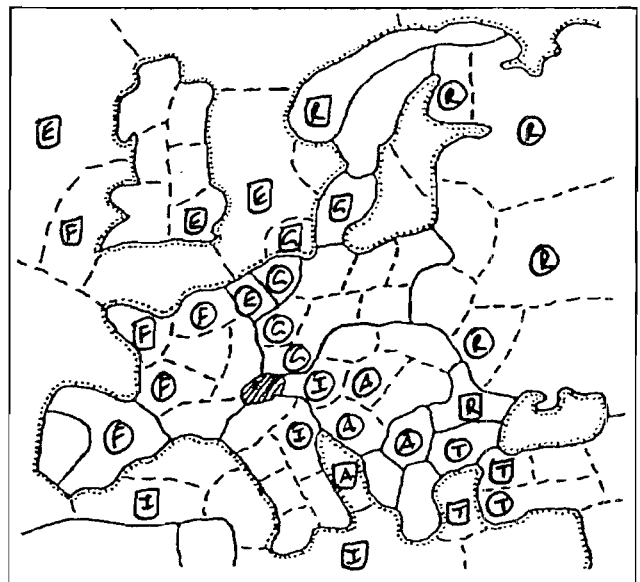
T: Ser, +Tri, Mos, +War, Vie, Bud, Rum, Sev, -Con, -Ank, = 8; No change.

Wilfred: Best wishes to Andrew who is undergoing surgery on 4th June. We have a GEP of a 3-way draw G/E/T. Votes for next time please: unanimity required, abstention = no, NMR = yes.

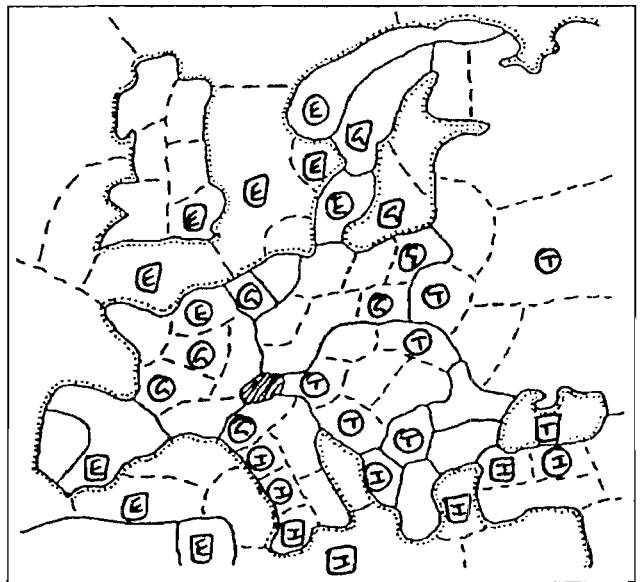
Press:

Turks-Wops: Are you blind to your folly? Deal with me or face death.

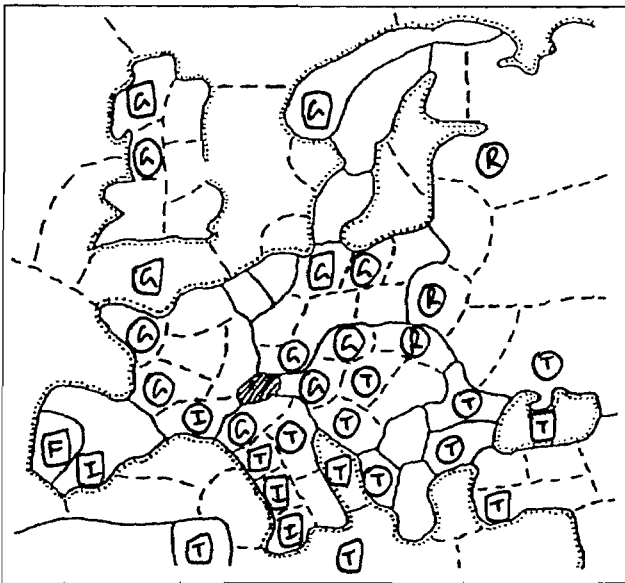
Fox: He glowered at the three names on his doodle-pad.... all that remained of the hit-list. Miserable buggers! You'd think someone would stomp up a few quid to ice one of the others. In his current "resting" period, he'd be happy to do the business for half normal rate.... just for the practice and the jollies.



RAINBOW (S02)



UTICA (A09)



93DX XERXES (Autumn 1909)

England (ANARCHY - ex-GARY MARSHALL) F(Lpl) Stands* (DISLODGED - DISBANDED)

France (JOHN TODD) F(MAO) - Por; F(Spa) sc S F(MAO) - Por* (DISLODGED - DISBANDED)

Germany (GRAHAM TUNNICLIFFE) A(Yor) - Lpl; A(Par) - Bre; A(Gas) S ITALIAN F(Por) - Spa sc; F(Cly) S A(Yor) - Lpl; F(Nwy) Stands; A(Boh) S ITALIAN A(Vie) (CUT); F(NTH) - ENG; A(Pie) S A(Mun) - Tyr; A(Bur) - Mun; A(Mun) - Tyr

Italy (DAVE ALLEN) F(Por) - Spa sc; A(Mar) S F(Por) - Spa sc; A(Vie) Stands* (DISLODGED - DISBANDED); F(TYS) - Rom; F(Nap) S F(TYS) - Rom

Russia (BILLY STEPHEN) NMR! A(StP) Stands; A(War) Stands; A(Gal) Stands

Turkey (PATRICK FINGLASS) A(Tyr) - Boh* (FAILED, DISLODGED TO Ven); A(Bud) - Vie; A(Tri) S A(Bud) - Vie; F(Alb) - ADS; F(ION) - Tun; F(AEG) - ION; F(Rom) - Nap* (FAILED, DISLODGED TO Tus); A(Ser) - Alb; A(Bul) - Rum (FAILED); A(Sev) Stands; F(BLA) S A(Bul) - Rum; A(Rum) Stands uφ

Winter 1909 Adjustments:

E: -Lpl, = 0; Loses 1. OUT!
 F: +Por, Lon, -Spa, -Bre, = 2; Loses 1.
 G: +Lpl, +Bre, Nwy, Mun, Bel, Par, Edi, Hol, Ber, Swe, Den, Kie, = 12; Gains 2. Builds A(Ber), F(Kie).
 I: +Spa, Mar, +Rom, Nap, -Por, -Vie, -Tun, = 4; Loses 1.
 R: StP, War, Mos, = 3; No change.
 T: Ven, +Vie, Tri, +Tun, Bul, Sev, Rum, Bud, Ser, Gre, Ank, Con, Smy, -Rom, = 13; Gains 1. Builds F(Smy).

Wilfred: GEP defeated, 1 yes, 1 no, 2 abstentions. New GWP: concession to Germany. Votes for next time please: unanimity required, abstention = no, NMR = yes.

Press:

Germany-Russia: Your incessant whining and your constant changes of plan are beginning to annoy me. Quite simply, you must do as I say OR I SHALL NOT LET YOU SURVIVE! The ball, dear sir, is in your court.

SPACEFILLER

Did you know that out of the 139 games of postal Diplomacy currently underway, 60 of them (43%) are in just 5 zines while, no less than 22 out of 34 (64%) zines have 3 games or less running. **Spring Offensive**, **Dolchstoß** and **Springboard** have 31.6% of all games running between them, so just think of the chaos if Richard Sharp, Danny Colman and I all called it a day at the same time...

DIPLOMACY II BEDLAM (Autumn 1907)

Austria-Hungary (KEIR SANDERSON) A(Vie) S A(Bud) (CUT); A(Tri) S A(Bud)* (CUT, DISLODGED TO Alb); A(Bud) S A(Vie)* (CUT, DISLODGED - DISBANDED)

England (IVAN WOODWARD) A(Mos) - Lvn; A(War) S A(Ukr) (CUT); A(Ukr) S A(War); A(Gas) - Mar; A(Bre) - Par; F(Spa) sc S A(Gas) - Mar; F(MAO) - WMS; F(Nwy) Stands; F(NTH) - Den (FAILED); F(TYS) S F(MAO) - WMS; F(Pic) - Bel

Germany (PAUL RIDOUT) F(Swe) S F(Kie) - Den; F(GoL) - Mar (FAILED); F(Rom) S A(Apu) (MISORDER); A(Apu) S F(Rom); A(Ven) S A(Tyr) - Tri; A(Mun) - Ruh; A(Boh) - Vie (FAILED); A(Sil) - War (FAILED); A(Gal) - Bud (FAILED); F(Kie) - Den; A(Tyr) - Tri; A(Bur)-BEI (MISORDER - NO SUJCH UNIT)

Turkey (DAVID APLIN) A(Nap) Stands; F(ION) S A(Nap); A(Tun) - Naf; F(Lib) S A(Tun) - Naf; A(Arm) - Sev; A(Rum) S A(Ser) - Bud; A(Bul) - Ser; F(BLA) S A(Arm) - Sev; A(Ser) - Bud

Winter 1907 Adjustments:

A: Vie, -Tri, -Bud, = 1; Loses 2. GM removes A(Alb).
 E: +War, +Mar, +Par, Spa, Nwy, +Bel, Mos, Lon, Bre, Por, StP, Ice, Edi, Lpl, -Sev, = 14; Gains 3. Builds F(StP)sc, A(Mos), A(Bre).
 G: Swe, Rom, Den, +Tri, Kie, Mun, Mil, Hol, Ber, -Nap, -War, -Par, -Mar, -Bel, = 9; Loses 4. Removes A(Lvn), A(Mun).
 T: +Nap, +Sev, Rum, Ser, +Bud, Gre, Tun, Bul, Con, Egy, Ank, Smy, = 12; Gains 3. Builds F(Gre), F(Tun), A(Bul).

Wilfred: GEP defeated, 1 no, 1 yes, 2 abstain. We have a new GEP of 1st England, =2nd Germany and Turkey, 4th Austria. Votes for next time please: unanimity required, abstention = no, NMR = yes.

Press:

Lon-Ber: What can I say?

Russian News Agency: A stab on a grand scale has been witnessed. Reports, although widely variable, all agree on one thing and one thing only. Germany is in the mire. It remains to be seen if anything can be salvaged by this former world power, but it looks doubtful. Congratulations to England. Ivan awful idea there is more to come.

DIPLOMACY II ITHACA (Autumn 1905)

Austria-Hungary (John Boocock) A(Sil) S A(Boh); A(Boh) S A(Sil); A(Tyr) - Swi (FAILED); A(Vie) - Tyr (FAILED); F(Gre) Stands; A(Rum) - Bul

England (John Etherington) F(MAO) S FRENCH F(Por); F(NAO) S F(MAO); F(ENG) S A(Bel); A(Nwy) S RUSSIAN F(StP) nc; F(NWG) S A(Nwy); A(Bel) Stands

France (Billy Stephen) NMR! F(Por) Stands; A(Gas) Stands; A(Bur) Stands

Germany (Aidan Slattery) F(Den) - BAL; A(Mun) S A(Ber); A(Swe) Stands; A(Ruh) S A(Mun); A(Ber) S A(Mun); A(Hol) - Kie

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

Russia (Jed Stone) F(StP) nc Stands in shock.

Turkey (Allan Stagg) F(BLA) - Rum; F(AEG) - Gre (FAILED); A(Sib) S A(Mos) - StP; F(WMS) S ITALIAN A(Spa); A(Mos) - StP (FAILED); A(Lib) discovers oil.

Winter 1905 Adjustments:

A: Vie, Gre, +Bul, Bud, Ser, Tri, -Mos, -Rum, = 6; Loses 1.
 E: Nwy, Bel, Ice, Edi, Lon, Lpl, = 6; No change.
 F: Por, Bre, Par, -Mar, = 3; Loses 1.
 G: Mun, Swe, Ber, Kie, Hol, Den, = 6; No change.
 I: +Mar, Spa, War, Tun, Nap, Rom, Mil, = 7; Gains 1. Builds F(Tun).
 R: StP, = 1; No change.
 T: +Rum, +Mos, Sev, Egy, Ank, Con, Smy, -Bul, = 7; Gains 1. NO build ordered, 1 short!

Press:

StP: Hmm! Surprise! Surprise! I'm still here.

Turkey-Austria: Sorry about the fleet moves John. If you have stayed in position, no harm done. If you have tried a suab - Ha! Caught you out!

London: Sorry about the lack of communication - too busy!

swanee whistle 11

a subzine from Haz Bond, Longfield, Watling Street, Gailey, Stafford ST19 5PR (☎01902 790378), who is bewitched, bothered, bewildered and beset by benighted bebopery -- in other words, in her usual state of chaos.

CYNIC

Deluge II (95?? ru??)

Autumn 1901

THE ABSTRACTION A/F RULES ALWAYS CATCH SOMEONE: Turkey this time

AUSTRIA (*Jim Stewart, 12 Almerie Close, Arbroath, Angus DD11 1LL*)
A(Tri) S A(Tyr), A(Tyr) H, A(Bud)-Ser.
ENGLAND (*Tony Hastings, 32 Senwick Drive, Wellingborough, Northants NN8 1RU*)
NMR! F(NTH), F(Lon), F(NAO) all H w/o.
FRANCE (*Neil Kendrick, 63 Windmill Road, Smethwick, Warley, W Midlands B66 3ES*)
F(Bre)-Pic, F(Spa/sc)-Por, A(Gas)-Spa.
GERMANY (*Rosie Sexton, 10 The Avenue, Crowthorne, Berks RG45 6PD*)
F(Kie)-Den, F(Hol) H, A(Mun)-Tyr.
ITALY (*Allan Gordon, 3 Forest Avenue, London E4 6AR*)
A(Apu) B F(ION)...A/F(ION)-AEG...A(AEG) D Smy, F(Ven)-Tri.
RUSSIA (*Jed Stone, 7 Harstoft Avenue, Worksop, Notts S81 0HS*)
F(Sev)-Rum, F(GOB)-Swe. A(Ukr) S F(Sev)-Rum, A(War) H.
TURKEY (*Rob Tesh, 20 Hill Grove Crescent, Kidderminster, Worcs DY10 3AD*)
F(Ank)-BLA, F(Con)-Bul/sc, F(AEG)-Gre.

ADJUSTMENTS

<i>Austria:</i>	Bud Vie Tri <u>Ser</u>	= 4 Builds A(Bud)
<i>England:</i>	Lon Lpl Edi	= 3 n/c
<i>France:</i>	Bre Par Mar <u>Por Spa</u>	= 5 Builds F(Bre), F(Mar)
<i>Germany:</i>	Kie Ber Mun <u>Hol Den</u>	= 5 2 short, no builds ordered!
<i>Italy:</i>	Rom Nap Ven <u>Smy</u>	= 4 Builds F(Nap)
<i>Russia:</i>	StP Mos Sev War <u>Rum Swe</u>	= 6 Builds F(StP/nc), F(Sev)
<i>Turkey:</i>	Smy Ank Con <u>Bul Gre</u>	= 4 Builds A(Con)

Flood water now claims for its own Lon, Hol, Bel, Gas, Ven and Lvn, but nobody except a few civilians is drowned by this. Iceland is now passable.

PRESS

Livestock - Noah: Moo &c.

To Whom It Concerns: Sorry -- last minute attack of horrors.

sea Naples... and die! Old Giuseppe grimaced. None of this felt right. The new fishing laws that allowed boats to be built where they never used to be were creating havoc. Where once he could trawl in splendid isolation was now like Rome in the rush hour! A re-think was needed... and still the damn water rose!

Spedific Radetsky - Germany: Not trying to pinch the new centre in Tyr, I hope?

F - All: I know that I have not been good at writing letters recently -- I have had a couple of major job interviews and all that crap -- but is this to be Gunboat Deluge?

F - I: On the basis of the above, I told you that I like Eyeties! So now perhaps you will believe me?

DOT

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

Not Autumn 1901

SHERLOCK HOLMES FINDS THAT ARMY: Too late to avoid holdover

A couple of you pointed out that *Black Hole* doesn't catch any units except those which *end* the turn in that centre, so Turkey's F(Con) does make it to Greece. Now if only Agar had got those rules to me about two months earlier we could have avoided all this, grumble, mutter. It must affect the position, so I think I must offer a holdover, *but* I do have a full set of orders, so what I shall do is set a mini-deadline and adjudicate independently, and then, I hope, catch up with *SpugOff* deadlines for Spring 1902. Stephen, can you set a d/I for midway between your main deadlines, and not bloody well forget this time...?

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).
 Aidan Slattery (No.33 - 3 days late).
 Jonathan Barber (No.33 - 3 days late).
 Mark Walker (No.33 - 3 days late).
 James Emony (No.34 - 3 days late).
 Gerwyn Michael (No.34 - 3 days late).

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

The Games

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The answers to the Anagram Challenge will be published next time - I've decided to offer a copy of Diplomacy World No.1 to the winner - a real piece of history.

COA's

Ryk Downes to Chapel House, Manor Gardens, Pool-in-Wharfedale, West Yorkshire, LS21 1NB.

Hmm. Only Ryk. I hope I haven't missed anyone out!

I'm still waiting to make contact with Graham Staplehurst in Australia - I've faxed all the WotR to his office address and we'll have to see what happens.

Waiting Lists

Regular Diplomacy. £3 Gamefee (unwaged can always have one game in progress free). 7 wanted. Paul Reeves, David Evans* [* = no pref. list on file]. Thanks for the article Paul - Esme laughed a lot. I didn't.

Pilot (Austria). It seems likely that I will need a new Austria for Pilot (see inside) - any volunteers?

Downfall of the Lord of the Rings; Free. To be GM'd by Neil Kendrick. This may well be full. Mike Pollard, Bob Wills, Donald Scarr, Mark Golby, Steve Walton-Benoni, Colin Smith, Jed Stone. Details are being forwarded to Neil Kendrick to organise a gamestart.

Troubleshooter: Roll up! A financial game (like a sophisticated Bourse) where you don't have to diplo, to be played alongside *Sailor* which starts next issue. Rules last issue, no gamefee. So far we have Kieron Quirke*, Steve Bibby*, Bill Eaton*, Allan Staggs*, Colin Smith*, Mark Stretch*, Steve Watts*, but no orders from Mick Haytack - if anyone else wants to join in, just send me some orders, stating how many people you assume are playing (and I'll adapt them). * = orders on file.

Gunboat Stab! Hidden movement anonymous Diplomacy. 5 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. Five wanted. Calum Macinnes, Colin Smith, Ludger Wilmott.

Hitch-hiker Diplomacy. No gamefee, rules inside. 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. Rosie Sexton, Jed Stone, Colin Smith. Six wanted.

Machiavelli. Colin Smith wants to run a game of Machiavelli, so all those interested please let me know. Maps and rules will be supplied.

The cover of this issue is from an issue of *Punch* dated 16 September 1914 and has the caption "MADE IN GERMANY. KAISER: 'I'm not quite satisfied with the sword. Perhaps, after all, the pen is mightier.'" This issue has 29,680 words which seems like 20,000 too many to me!

MAIN DEADLINE

SATURDAY

1st JULY

1995

Haz's games: Saturday 24th June

Diplomacy World No.74

Hot off the presses! Highlights include:

- David Smith on Diplomacy in School
- Brian Cannon on Strategy
- Diplomacy creator Allan Calhmer on the Rulebook
- Stephen Agar on Fantasy Variants
- Rules and the map to Storm From the East II variant
- Larry Peery on World DipCon IV
- Foolhardy No.17 discussion column
- ...and lots more!

UK readers can now subscribe for £7 for 4 issues direct from Stephen Agar at 79 Florence Rd., Brighton, East Sussex, BN1 6DL.

FurryCon NDC Qualifiers

The following players qualified:

Steve Jones (84 Points), Colin Smith (83 Points - CD), Ken McArthur (63 Points), Robert Pegg (62 Points - CD), Stephen Agar (45 Points - CD), Simon Druce (44 Points), Steve Cox (32 Points - CD)

"CD" means the player qualified playing Colonial Diplomacy.

Sally Field

It is with much sadness and regret that I have to announce the sudden death of Sally Field. Some of you will have met Sally at one of the major Cons, she was a dedicated games player, winning the Victor Ludorum at FurryCon a couple of years ago and quite capable of beating the best at Diplomacy. Sally was only in her mid-thirties, with three small children, the most recent, Sam, only being a few months old. It seems that Sally died of an undetected heart defect which could have taken her at any time. It is remarkably unfair that someone so young and with so much to live for should be taken away from those she loved and who loved her. My deepest sympathy goes to her husband, children, family and friends. She will be missed.

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...