

SPRING OFFENSIVE No. 36



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

Well, my discussion of the release of Lee Clegg generated a surprising volume of mail, all 100% against my point of view. Ah well, at least such things generate discussion I suppose. Unfortunately, I can't think of anything sufficiently shocking to my conservative readership to say this issue - I could comment on the Croatian offensive in the Balkans, but then I would guess that most people would have more sympathy with the Croats than the Croatian Serbs. One thing I do find worrying is the way the media has gone awfully quiet about the fate of the 7,000 or so men and boys taken by the Serbs at Srebrenica - it looks very much as though the vast majority were executed - but where is the international outrage? And no, I don't think what Croatia did is comparable, as there are no stories about the Croats separating families and then systematically murdering the men and boys. The Balkans is so depressing. One subscriber commented that it was tactless to print Balkan Wars IV last issue, which suggests that the time is still not right to finish the map for my Break-up of Yugoslavia variant (eagerly anticipated by Neil Duncan). Maybe it will be ready for issue 50.

Why am I such a sucker when it comes to so-called "bargain" CDs? I did it again today. Out I went for a stroll at lunchtime, in this uncomfortably hot weather which would be fun on holiday in Florence or Rome, but which is simply oppressive in Croydon, and I come back with a couple of £5.99 CDs (*The Best of Sweet Honey in the Rock and Free's Fire and Water*). I am so weak. The former is of course excellent and should be compulsive listening for anyone who enjoys politically correct gospel singing, while the latter is worth getting for the track *Heavy Load* alone. Another lunch purchase was *The Family Book of Games* by David Pritchard in the WH Smith's remaindered section for £4.99. It's got sections on Table & Strategy games, Paper and Pencil games, Dice and Tile games, Card games, Gambling games and even some proprietary games (such as, dare I mention it, Diplomacy). A well-produced A4 hardback with lots of colour, I thought it was quite good value.

Which is something which probably can't be said for the **1978 Wombles Annual** which I paid 75p for yesterday. It says a bit for my literary tastes that I also bought a signed copy of Craig Raine's *The Electrification of the Soviet Union* (a libretto, silly, not an engineering textbook) for £2.95. Ah well, I'm sure Robin ap Cynan would approve.

Some of you may have received a copy of issue 35 with two page 10's and no page 11. If this is the case, let me know and I'll send you a page 11 to complete your set. On the other hand if you're not interested in Diplomacy Opening frequency then it won't be of much interest.

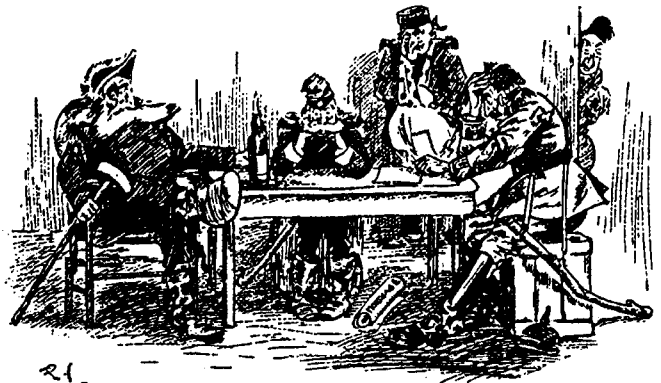
I now have a very impressive 4 page endgame report for Mercator - but I just can't spare 4 sides this issue, so it will appear next time - players will just have to be patient for another month - sorry. Also in the apologies department, John Boocock has asked me to pass on his apologies to the players in the ID Tournament, but his father has recently died and he hasn't had a chance to catch up with everything yet. He promises things will be underway by next issue.

I have had to cut so much material from this issue, I simply haven't got time or space to write and publish a ManorCon report. What can I say? The **Spring Offensive** Diplomacy Team came last (it's competing, not winning that counts) and the individual tournament was won by Jim Mills. I played quite a few games, including the celebrated German game Settlers (which I found entertaining, but not hugely so) and enjoyed a meal with a bunch of old fogeys, including Richard Walkerdine, Pete Birks, Iain Bowen, Chris Tringham, Paul Oaks, Malcolm Cornelius, Stewart Cross and myself. Apart from that everything was much as usual, unpleasant accommodation (including a fire alarm at 3.20am on the Sunday morning), no loo rolls in the loos, horrible food, but good company and good games. IN other words, everything which makes ManorCon ManorCon.

Finally, some of you will hate the new layout for the Diplomacy pages. On the plus side, each map is now with the relevant game and the maps are now guaranteed to correspond to the adjudications. On the down side, the maps are a bit small - but still legible to everyone except Sharp. Let me know what you think. If you want, I will go back to larger maps, but separated from the reports (putting large maps with the reports creates too much "dead" space).

Until next issue... enjoy summer while it lasts.

Forthcoming UK Cons



London Diplomacy & Games Meet

Saturday 30th September at the Royal George pub, Evershot St., next to Euston tube. Starts 11.00am for 11.30. the pub serves food and we have part of the pub exclusively for our own use. This is a major qualifier for the National Diplomacy Championships, but other games are played as well. Contact Vick Hall (0171-700-2008) to reserve a place, just in case. Be there.

Midlands Diplomacy Qualifier

Saturday 14th October at 403 Camphill Road, Nuneaton, Warwickshire, CV10 0JU. This is being organised by Mark Golby - if you're interested, give Mark a ring on 01203-392317. Bring beer and sandwiches, other games will be around to play as well.

MidCon 95

10 - 12 November 1995 at the Royal Angus Thistle Hotel, Birmingham. Registration £8 (£10 after 1st September), rooms are £27 per person per night (sharing) and £34 per night (single). All rooms have en suite bathrooms, TVs etc. etc. Late bar and reasonably priced (and normally quite palatable) lunches. Special attractions this year include a Balti Buffet on the Saturday night and a Saturday late night Music Quiz designed to test the resources of even Mick Haytack. MidCon also hosts the National Diplomacy Championship (qualifier on the Friday night, starting 5pm) and the infamous MidCon quiz (late on Friday). Anyone who wants to enter the Diplomacy Championship was has not pre-qualified is welcome to join in and compete for the MidCon Trophy. Enjoy a friendly and comfortable Con before the trials and tribulations of Christmas. To register send your £8 to Brian Williams, 30 Rydding Lane, Millfields Estate, West Bromwich, West Midlands, B71 2HA. You pay for the hotel at the Con.

MASTERCON III

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. Enquiries to 313 Woodway Lane, Walsgrave, Coventry, CV2 2AP

Swedish Cons

UppCon (in Uppsala) 22-24 September 1995
Stockholm Diplomacy Championship 27-29 October 1995
BoråsCon (in Borås) 3-5 November 1995
Gothcon (in Gothenburg) 5-8 April 1996
SydCon (in Lund) 17-19 May 1996 (SydCon is also the host for the Swedish Diplomacy Championship).

Anyone interested in any of these cons should contact Björn von Knöring, St Johannesgatan 7, 753 11 Uppsala, Sweden.

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UK Zines

It's always sad when a zine folds - this time it is Bill Turner's Odarodle which has hit the buffers at issue No.29, although Bill is going to continue the game to finish off the United League run by Mike Scott. Bill doesn't give any particular reason for folding, save for a general feeling that that is what he wants to do. I know it's been a tough year for Bill and I wish him all the best.

Nice to see James Hardy trumpeting SNOT's victory in the Gladys Awards for Best New Zine, especially given John Dodds's efforts to deny him this achievement by omitting a "Best New Zine" category from the Gladys Nomination Forms available at MidCon. SNOT triumphed over Where Is My Mind? and On The Game, but to be honest any of them could have won it, as they are all excellent zines in their very different ways. SNOT No.11 seemed a little thin due to game holdovers, but there was still plenty to chuckle at among the usual references to toilet training, self-abuse, heavy drinking and football. For instance, while musing on the complex psychological factors that were weighing on Hugh Grant's mind when he acquired certain services on Sunset Boulevard, James concludes, in his usual penetrative style, that "one can only assume that Liz's blow jobs are crap or she doesn't give them." Quite. Or maybe (as the LAPD have told us that Hugh was practising safe sex) she just doesn't like the taste of rubber? We shall probably never know. SNOT's letter column is always a laugh too, as the people writing to James always seem to adopt a Hardy mindset and vocabulary (e.g. "crapface", "wankers", "genital wart", "shite", "fuck" etc. etc.). All of which makes SNOT to postal Diplomacy a little like what Bottom is to Fawty Towers or even what The Word is to The South Bank Show. Or, as James would probably say, The South Wank Show? All good stuff and recommended. James Hardy, 21 Gourley Road, Liverpool, L13 4AY.

Iain Bowen is, by his own admission, not part of the UK Diplomacy hobby anymore, so there's little point in reviewing Y Ddraig Goch No.89. However, I have never let the fact that something is pointless stand in the way of doing it, so I will mention that issue 89 was short, but interesting in parts. James Nelson's sub-zine Into The Night has disappeared (should the OGRE become involved?) and Iain continues to reduce his circulation in the lead up to the Big 100.

One zine fast approaching the Big 200 is Greatest Hits from the man who has proposed to more waitresses than I've had meals out. Pete promises that issue 200 will be something special, but in the meantime No.194 has plenty of interest in it. Brian Creese's article on getting old is most depressing - thank God I've still got over seven years to go before I reach my 42nd birthday. The rest of the issue has a culinary flavour, Pete lamenting the decline of meat eating in the UK and writing a column on his dislike of Agas. Pausing momentarily to reflect on the fact that I dislike electric cookers and have never understood why most sandwich retailers insist on ruining a perfectly good egg mayonnaise sandwich with copious quantities of tasteless cress, I should tell you that Greatest Hits is available from Pete Birks at 181 Friern Road, East Dulwich, London, SE22 0BD.

For 25p plus postage, the Mag With No Name must be excellent value, issue 12 clocking in at 56 sides of A5. Despite starting life as a wargames zine with a bit of RPG, this zine is being gradually colonised by Diplomacy players as Ian Willey becomes sucked into the Diplomacy hobby mainstream. TMWNN is a very bitty zine, lots of different designs, fonts etc. as Ian uses camera-ready copy from other contributors. This ish has reviews of "6 Nimmit!" (a card game), "Seawolf SSN-21" (a computer game) and "Paydirt" (from Avalon Hill) and some postal rules fro "Excalibur" (the board game, not the Diplomacy variant). The waiting list for a game called "Whack a Rat" looks tempting, though I am unsure as to its political correctness (if you have to be kind to animals, does that extend to rats?). Ian Willey, 15 Metro Avenue, Newton, Alfreton, Derbyshire, DE55 5UF.

On The Game gets even bigger - up to issue 11 and now it's 60 pages of A5. That said, 44 pages are game reports, though the letters column does run to a very healthy 5+ pages and is quite entertaining, while John Cledge's contribution also makes good reading. It's nice to see a degree of player participation in a multi-games zine over and above sending orders in, though surprisingly it's still quite unusual. Cut &

Thrust is a reliable, polished zine with a lot of player participation in the games, but reading material is nearly always in the shape of game reviews or other articles, as opposed to a letter column. Pigbutton has no letters to speak of, nor Bloodstock. Perhaps it's because some editors don't want a forum to discuss essentially trivial things (e.g. gravity, refraction, crumbly old rock fans, Gary Larsen, fresh fruit, compliments slips and motorway numbering - all of which feature in the latest OTG) as opposed to serious gaming. That's a pity, as I'd much rather read Kim Head on the subject of collecting cinema ticket stubs. Paul has lists open for Diplomacy (last game for a while) and many, many other games - Paul Cockayne, 18 Henry Road, West Bridgford, Nottingham, NG2 7NA.

Another zine with a multi-games flavour with active subscriber participation is Take That You Fiend! from Messrs. Harrington and Warne. TTYF! has a very clean look to (none of the vertical and horizontal lines that given Spring Offensive such a constrained prison feel) and they've obviously taken my jovial remarks about gratuitous clip art to heart as it is more or less absent this time. One interesting topic which is discussed in the latest issue is which smug gits you would nominate to receive a custard pie in the face. Difficult. My top ten would be, Jeffrey Archer, Jeffrey Archer, Jeffrey Archer, Jeffrey Archer, Jeffrey Archer, Jeffrey Archer, Jeffrey Archer, Jeffrey Archer, Jeffrey Archer, and probably Jeffrey Archer. The debate which was started by Stuart Dagger in Sumo's Karaoke Club as to the cliqueness of games conventions spills over into the TTYF! lettercol, with Stuart insisting that ManorCon and MidCon are an unfriendly cons, despite the fact that Stuart has only been to the former once (ten years ago) and the latter not at all. Personally I find FurryCon (one of the cons singled out by Stuart to be "friendly") to be a difficult and unwelcoming con - for the simple reason that I know few of the people who attend it and that RPG games of one sort or another (which I don't understand) are much in evidence. However, unlike Stuart, I know this doesn't mean that FurryCon is any more friendly or unfriendly than any other con, the problem is simply with me and my disinclination to make an effort, not the convention. This all seems to go back to Stuart's grouch that not many members of the postal games hobby subscribe to Sumo - though that is scarcely surprising as Stuart (and Mike Siggins) have not exactly gone out of their way to establish and maintain contacts. For example, my original request for a sample issue was never replied to, and I would have thought that Spring Offensive is one zine that Stuart should have contacted if he really wanted to spread the word. TTYF! has lists open for Breaking Away, Office Politics and League of our Own. John Harrington, The Outpost, 30 Poynter Road, Bush Hill Park, Enfield, Middlesex, EN1 1DL.

BUM No.71 reports that BUMCON 10 wasn't as much of a success this year as previous years, but Malcolm still managed to organise a qualifier for the National Diplomacy Championships. Manchester was as far north as the qualifiers managed to get this year - if we run qualifiers next year it would be nice to get one organised in the North East or even Scotland. At 60 pages (A5) Malcolm has a big BUM, thought the use of eight (!) external GMs must help. For a zine whose raison d'être was once En Garde! Malcolm now runs a thriving multi-games zine, with a large Diplomacy presence, though (unfortunately) little non-games material. Malcolm does report that he (and many of his work colleagues) have been caught by speed cameras on the M61 - they seem to be appearing everywhere in the south, I reckon I have to pass at least 10 fixed cameras on the way to work (though I have yet to receive a summons, so they can't be turned on all that often). One day I'll probably be caught by several of them during one journey and lose my licence. Malcolm Cornelius, 3 Gretton Close, Longsight, Manchester, M13 0YR.

The December 1633 issue of Le Mercure du Paris reached me, despite the fact that Andy Bolstridge still thinks I live at 71 Florence Road. That's the problem with databases and stick on labels, once you've got an address wrong, you get it wrong every time. I'm not an En Garde! freak, but if I was I'd probably love this zine which is essentially a 40 page En Garde! report. I hate to think how long it takes Andy to do all that copy typing. Andy Bolstridge, 202 Mount Pleasant, Southcrest, Redditch, B97 4JL.

I was passed a copy of One Man's Rubbish No.2 from mark Stretch at ManorCon, and it looks like this zine is going to be a success, with a

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healthy readership already and even more articles on motor car racing. Well, every zine has to have it's own angle I suppose. Looking good with three gamestarts in issue 2 and only one more player needed for the second game of Dip. Mark Stretch, 2 Over Mill Drive, Selly Park, Birmingham, B29 7JL.

Bringing this round-up of UK zines right up to date, is Ode No.168 from the eternal editor, John Marsden. Although the amount of reading material in Ode can be variable, it is an excellent zine for keeping you up to date on the basic hobby news which other zines often omit. Though I wonder if Paul Richards (ex-editor of Diary of a Dead Raven and Howard's Wake) will mind being credited with the expected fold of Nothing to Declare which is of course "edited" by Paul Bennett. There is an interesting article by Ian Kilpatrick on how to do well in Diplomacy Bourses, but I actually think that Troubleshooter is a better game (shame it never caught on). John Marsden, 33 Weston Road, Strood, Kent, ME2 3HA.

One zine which is a bit of a well-kept secret is Box Frenzy, now up to issue 31, but with only 34 subscribers. I think both Paul Clayton and Chris Robey prefer the zine to stay small, but given its limitations Box Frenzy compares very favourably to many more lauded zines in the hobby and I would think it is probably a good place to play a game of Dip. Shame that the zine never reviews other UK zines, as that might encourage some of the more enthusiastic BF players to find out about the rest of us. Paul Clayton, 26 St. Hugh's Rise, Didcot, Oxon, OX11 9UZ.

LiES still hasn't quite caught Spring Offensive up yet, but with issue 35 out before I've taken issue 36 to the printers, it can only be a matter of weeks now. I've heard some very negative opinions of LiES, Sandra Bond, for one, was mortified to discover that by voting for LiES she had allowed it to qualify for last year's Zine Poll. I don't think I can agree with such negativity though, as LiES achieves exactly what it wants to achieve and in a very reliable and well-presented sort of way. What's more, Richard has helped me by making a contribution to the Zine Archive, so I'm bound to be basically pro-Egan. OK, I wasn't around in the mid-80's, I never subscribed to Vienna or lived in Bristol, and don't go around in absurd psychedelic shirts and baggy shorts, so I am not really in the LiES target readership. My only complaint (no, complaint is too strong a word) - comment (that's better) would be that Richard Egan seems to so cynical about the rest of us now that there is no likelihood of LiES ever reaching out to the whole new generation of games players out there. His seven line "review" of ManorCon is a case in point - he didn't go and he thinks the whole thing is a bit of a bore. But whereas Richard Egan once seemed to be a fount of ideas (see the reprint of one of his articles inside) he now comes across as the Peter Cook of the postal Diplomacy hobby. What a shame. Richard Egan, 23 Cleeve Road, Knowle, Bristol, BS4 2JR.

Can't end this without mentioning The Ides of March No. 5, which appeared dead on time from Chris Palm. In many ways TIM is a good choice of a second zine to Spring Offensive as between us we cover most angles, even politics (though I think Chris is a little unfair to describe Greenpeace as pursuing Communist policies, but let's let that piece of political idiocy pass). As long as Chris's enthusiasm doesn't implode, in time TIM is a sure Zine Poll winner (assuming, of course, that something even better doesn't come along). Chris Palm, 45 Cecil Avenue, Ardleigh Green, Hornchurch, Essex, RM11 2NA.

International Zines

Issue 22 of Making Love in a Canoe from Brent McKee in Saskatchewan was rather G7 Summit orientated (to be expected given the G7 met in Halifax, Canada - as opposed to Halifax, West Yorkshire). Quite rightly, Brent is very cynical about the whole thing, especially given the final communiqué was written several weeks in advance of the summit. G7 achieves nothing because it never does anything, except make the politicians involved feel good about being world leaders. MALOC usually has plenty to read, this issue has a wide-ranging and entertaining editorial (including a story lifted from the Daily Telegraph - do many people read the Telegraph in Saskatchewan?), an article on early anti-submarine warfare and a six page history of CBC Radio. In his editorial, Brent recounts the problems of the Haskell Opera House,

which is actually built astride the Canada/US border, sound like a bureaucrats heaven - apparently the building remains closed for want of renovation and remains so for want of deciding which of three different sets of conflicting building regulations should apply to it. Apparently the Opera House would be a good venue for musicians who can't enter the USA because of drug convictions, as while the entrance to the Opera House is in the USA and the audience sit on the US side of the border, the stage is in Canada. Brent McKee, 901 Avenue T North, Saskatoon, Saskatchewan, Canada, S7L 3B9.

Another baby zine! From the USA, Perelandra No.130 brings the news that Pete and Cathy are now the parents of Sally Ann, who checked in on 20 June at a healthy 7lbs, 11oz. Mother and baby are both well and I offer Pete and Cathy my warmest congratulations. It also appears that Perelandra has finally been knocked off the No.1 spot in the Runestone Poll (The US equivalent of the Zine Poll) which it has enjoyed for three years by Doug Kent's Maniac's Paradise. Looks like the bridesmaid finally got to be a bride.

Issue 37/38 of Lepanto 4-Ever from Per Westling was quite a meaty issue, which is probably why Per credits it as a double issue. Double issues are quite rare in the UK, but were certainly popular in the US, on the basis that the GM charged a fixed fee per issue, so a bigger than normal issue counted as two (and it also means that your issue count goes up dramatically). At 64 A5 pages, this issue is undoubtedly on the large size, though a good deal of it is reprinted material from other sources (rules to The Faith and the Sword; some articles reprinted from The Baltic Battler; RR rules, Jim Burgess Spy Diplomacy etc.). If Per can sustain a more frequent rate of production then Lepanto 4-Ever may regain its past glories. Per Westling, Östanvägen 10, S-61135, Nyköping, Sweden.

Miscellaneous Bits & Pieces

Mark Nelson has sent me a copy of the Diplomacy A-Z (version 4.1), which runs to 52 sides of A4 (same size typeface as SpOff), which makes it a sizeable document indeed. This project started off with Mark Berch Lexicon in 1980, which was then merged with Richard Egan's A-Z published in 1989-90. Copies of the Diplomacy A-Z are available from Mark (1st Floor Flat, Leeds, LS2 2PR). Email copies are available from Mark at fuemin@sun.leeds.ac.uk.

YARMUK REVISITED

A Postscript from Nigel Quinn

I was disappointed to see that Dave Horton felt it necessary to repeat the line about my alleged last minute changes of order and deliberate disorder as being the reasons for the break-up of the Anglo-German alliance in the game. When he had mentioned this during play I had assumed it was just a bit of diplomatic gloss. Especially as he had trumpeted my one instance of late orders (a forced redeployment eastwards to drive back Russia), which I had mistakenly told him about before the deadline concerned, with a change of his own on the deadline day to set himself up for the stab!

I don't know why he couldn't admit that the real reason for the break up of our alliance was quite simply that it was in his interest to stab Germany when the latter was particularly vulnerable. That way he could win the game. Such an action seems perfectly understandable and reasonable in that context. I never imagined that the spurious justifications he made at the time would be repeated in all seriousness in his endgame statement.

None of this is intended to take away from Fave the well deserved praise for playing an absolute blinder and running rings around the rest of us. I suspect that he may have wished in his comments to avoid giving the impression that he is a ruthless and successful stabber... in which case I am more than happy to provide evidence to confirm that he is! The truth will out!!!

The End Of The Hobby As We Know It?

by Richard Egan

[reprinted from Vienna No.64 (January 1990)]

This week's question: "Is the hobby in terminal decline"?

Martin Lewis paid us a visit over Christmas, and - well, you know how it is with us hobby types - what with one thing and another, we started talking about Sequences and Vienna and postal gaming in general. And it quickly became apparent that we'd both detected something of a lack of vitality in the postal Diplomacy hobby of late.

I suppose it was something I've been vaguely aware of for some time. There was a time when I'd be adjudicating eighteen games a deadline for Vienna - not to mention the ones being run by other GMs in the zine - whereas these days I'm handling no more than five or six. But I'm now also heavily involved in something called gridiron (a postal American football simulation, for those not in the know), which naturally absorbs a high proportion of the time I've got for gaming. Consequently, I'm probably spending no less time on GMing and the like.

When I've stopped to think about the lack of gamestarts in Vienna, and the way variant lists hardly ever fill (despite being offered for several issues), I suppose I've assumed people had picked up "vibes" or something. Well, all right, to be honest I haven't stopped to think about it: I've got enough games to keep me happy, and that's all that really matters to me. Certainly in recent years the ration between non-playing and playing readers has shifted quite dramatically towards the former, and I assumed this decline in Diplomacy playing was unique to Vienna.

However, I'm also very heavily involved in the variant service zine Moonlighting, which carries in its pages an openings survey. This originally started as something called White Paper, and consists of a list of all the variants games being offered (to our knowledge) in the UK. As such, it's an excellent barometer for variant playing in the hobby. And if it can be trusted, it's telling us that people are losing interest in Diplomacy variants. Not only has the survey shrunk in size, but also a lot of the waiting lists don't move from issue to issue, despite the fact that in the same period we've expanded the number of zines we cover.

Martin and I took a step back and a long look. How about zines? Classic titles like Mad Policy, Zeeby and Denver Glont are running down to a fold - zines we've grown up with in the hobby. And with them, we're losing the interest of key people like RJW and Nick Kinzett in important projects like ManorCon. Of course, zines have always closed for business - it's in the nature of the things to fold sooner or later, but in the past there have always been plenty of new zines rising to take their place. When we tried to think of new zines these days, we came up with Surfa Rosa, Arfle Barfle Gloop, Electric Monk and A Step Further Out - none of them really new zines and all of them zines edited for the most part by relatively old hands in the hobby, sometimes sub-zines going Solicitor's Office and sometimes re-starts by old-editors. The last hobby "phenomenon" seems to have been the now somewhat jaded Small Furry Creatures Press. So much for vitality.

How can this be? Is the hobby simply undergoing a "phase"? The downturn on a cycle of expansion and contraction? Over New Year, the more I discussed it, in pubs and lounges, the more I became convinced that it may be something altogether different. Here is my theory. It is a theory I have.

Consider this: when the hobby started, it took an ideally suited, but already commercially successful boardgame called Diplomacy, and turned it into a postal game. It had a lot going for it: Diplomacy was successful enough to provide a pool of players already acquainted with the game. Anyone wishing to join a game could buy a copy in a toy shop or a local chainstore. Come to that, the rules were simple and could be picked up from watching a game or two.

And then, just when things might have begun to get boring, along came variants and postal adaptations of other (though often less suitable) board games. We had Sopwith and Downfall and Railway Rivals and Stab and Cluedo and Deluge and Speed Circuit and... well, lots of games. Now, since postal adaptations of other games usually weren't as good as Diplomacy, often requiring cumbersome modifications of rules or special mechanics for postal play, it was probably inevitable that

sooner or later someone would think of designing something specifically dedicated to postal play. I suppose something like United might have been an early example, but not long after came commercial postal games.

Originally, I gather, these weren't necessarily good value for money. At first often shoddily packaged, just like early hex-based wargames, competition and a desire to attract more custom drove them into becoming more and more professional in both presentation and content (understand that this assessment is based on the experiences related to me by a number of long-standing PBM players; I have little or no experience of the genre myself). Nowadays, I'm told, some of the more expensive PBMs can offer the quality and standards of the best Avalon Hill products, complete with coherently written and professionally presented rules, nice colour-printed maps and a very responsible approach to pricing.

At the same time, in the years since the hobby started, there can be no question that adults in the Western world have significantly increased spending on leisure pursuits. Whether or not it's because they've got more disposable income is irrelevant: fact is, they're finding it possible to spend more on their hobbies, and gaming, after all, is just one more hobby to add to the list.

One of the attractions of postal Diplomacy is that it has always been a relatively cheap pastime. For the price of a few stamps you can enjoy a pretty decent game through the post, and exchange letters with some like-minded people in the process. Friendships have been built through the Diplomacy hobby, and consolidated at cons organised by enthusiasts doing it for the love of it. And perhaps, above all, postal Diplomacy has always been carried out through zines that have offered something of a social environment, too, with letter columns and articles and all sorts of fun things.

But Diplomacy is getting old. A really serious gamer can now find some seriously sophisticated gaming to pre-occupy him in the commercial market: computer moderation opens up whole new fields for managing games. Now the PBM boys have even started organising conventions, to bring to their hobby the social aspect that was always a strength of the amateur hobby.

By contrast Diplomacy is more than thirty years old now, and was never really designed for postal play in the first place. You could point to something like chess and argue that games like Diplomacy have the potential to be eternally popular, but then you could just as easily point to Monopoly, which is having to be re-packaged far too often as it loses popularity to Trivial Pursuit and its clones.

When cheapness doesn't matter so much, and when the state of the art in gaming, with computer-moderated, postally-dedicated games, is available, is it not inevitable that a hobby built around a game like Diplomacy will suffer? Why play Diplomacy variants when, for a bit of that disposable income, you could have yourself a whole new game in the commercial market? Even an enthusiast for the amateur hobby like myself must concede that commercial PBMs can offer a continually adapting and more commercially responsive array of options, far more than the amateur hobby can match. (And why bother with all the trouble of running a zine when you could make yourself some money by running a commercial PBM? Are all those non-existent new zine editors turning into commercial PBM GMs?)

Conclusion? When I joined the hobby (aye, lad, them were great days), the talk was all of chat zines and how they were killing it. Instead, the hobby is still breathing a good five or six years later, whilst the chat zines have died and been buried. So I'm not going to be the one who writes it off a second time. But if you ask me, there are lean days ahead...

Why Richard Was Almost Right

(Or, For the Time Being The Hobby Is Alive and Well, but it Needs to Get its Act Together)

by Stephen Agar

Well, it is five years since Richard Egan wrote that article and we are all (mostly) still here. Not that the Hobby isn't in slow decline, I think that's beyond doubt. The steady decline in the number of Diplomacy gamestarts since the mid-80's is there for all to see. As it happens I do not think it is primarily the fault of the commercial PBM games that have reduced our numbers, in my opinion the main reasons are:

1. Diplomacy is an old-fashioned board game and nowhere as near as exciting as multi-player *Doom* or Sid Meier's *Civilisation*. The teenagers and students who got into boardgaming in the 70's and early 80's are now into computers.
2. Even if someone wanted to buy Diplomacy, it is increasingly difficult to actually buy it. It is no longer stocked by general toy shops or WH Smiths, even the Virgin games stores don't always have a copy. OK, if you hunt around you will find a copy, but Diplomacy is no longer going to be a mainstream impulse buy.
3. As we all know, because it's been hyped to distraction, the Internet is where it's at. If there is a future for zine culture it lies in the World Wide Web in (say) five years time when sufficient people have the hardware.
4. And of course, there's the commercial PBM games (but even they'll have difficulty competing with on-line games).

All of these things (especially 1 and 2) mean that postal Diplomacy is doomed in the long run. That is not necessarily a bad thing as everything must run its course and be replaced with whatever comes next. Postal Diplomacy is a bit like the old fashioned LP, the refuge of cranky thirtysomethings and fortysomethings unable to come to terms with a changing world.

But am I depressed? Not a bit of it. The old game has a bit of life in it yet and provided those of us who want the hobby to have the opportunity to flourish for up to another ten years take action now, then I think we can prolong the shelf-life of postal Diplomacy. What we really need is sufficient new blood each year to put off the evil day when we are all playing games on computers. But we need to recognise that, by and large, people buying the game and sending off a flyer for details on PBM Diplomacy is not the answer it once was. The hobby needs to reach out to those who are already familiar with Diplomacy, who maybe played it at college 15 years ago or at their local games group 20 years ago. Such men (lets be real, they will be men) in their thirties and early forties are probably now (mainly) settled down and financially stable and if they're into games they are probably into wargaming (of one sort or another), RPG, computer games and increasingly on-line.

Therefore, that is where we must look. We must target these areas with advertisements and (if possible) articles to reach out to the large number who once liked Diplomacy, played it a few times (perhaps even postally) and then drifted on. Some areas of gaming can be approached through classified advertising (e.g. wargaming magazines, RPG magazines), - for instance the article on Diplomacy I had published in Games & Puzzles has (so far) brought in over 25 enquiries. The on-line community can at least be introduced to the idea of PBM as well as PBEM by those of us on-line constantly singing the praises of PBM and helping to get over the idea that PBM and PBEM can work well together and are not alternatives. The recent formation of uk.games.board at least gives us a UK forum where we can try and interest domestic players and, maybe, try and form uk.games.diplomacy. Though this is not the goldmine (or the threat) that some suggest - my best guess is a maximum 100 UK players playing Diplomacy on the Internet, with probably a quarter of those already in the PBM hobby anyway.

The multi-games PBM crowd should bear in mind that the same fate awaits them as well, and that the Diplomacy hobby has served other postal games players well by introducing people to the concept of PBM, many of who then branch out into other games. So we should all hang together (unfortunate expression that...).

There is a lot that can be done - my only question would be, is there a willingness to do it? Well, here is one suggestion...

[DRAFT - FOR DISCUSSION]

THE POSTAL DIPLOMACY GUARANTEE SCHEME

Purpose

The Postal Diplomacy Guarantee Scheme is operated by UK Diplomacy zine editors who have agreed to abide by its terms. Its purpose is to provide a support network to members to ensure that games of postal Diplomacy (and where possible other postal games) which are being run by them will be played to completion and to a reasonable timescale. It is hoped that the PDGS will assist in promoting the postal Diplomacy hobby generally within a multi-games PBM framework.

All PDGS Members Shall

1. Accept PDGS standards for keeping games running;
2. Pledge to support each other and offer assistance to other members to help run their games when they run into difficulties;
3. Indicate their willingness to be approached by other Scheme members to discuss any concerns that games are not being run properly;
4. Where possible, re-house games that are orphaned by other Scheme members;

The PDGS Standards

1. All players in a gamestart will be sent a copy of the House Rules for the zine concerned;
2. Players will be notified of material adjudication errors promptly;
3. In the event that an issue of a zine is delayed, the time for diploming shall be extended to allow players sufficient time;
4. Members will not start a game of postal Diplomacy with a NMR in Spring 1901;
5. Members will make allowances for new comers to postal gaming and attempt to support them in getting to grips with the hobby.
6. If a zine is overdue, members shall endeavour to do the following:
 - (a) 4 weeks overdue. Notify subbers of any problems or facilitate other Scheme members doing it;
 - (b) 8 weeks overdue. Put out interim adjudications or facilitate other Scheme members doing it;

PDGS Administration

Each year (at ManorCon?) PDGS members shall appoint (hopefully by popular acclamation) and in consultation with the Hobby Services Group, three members to act as an informal working party to ensure the functioning of the Scheme.

The PDGS Co-ordinators Shall

1. Keep an updated list of members, with relevant details, including cost, target turnaround and zine frequency;
2. Take responsibility for approaching members in difficulties
3. Be involved in initiatives to promote postal Diplomacy in the UK in co-ordination with other hobby services.
4. Supply potential postal players with information about the PDGS and Scheme members.

This idea has been around for a couple of months now and has the support of John Marsden the current OGRE. I believe that the following zines have expressed a willingness to participate in such a Scheme: Spring Offensive, Ode, The Ides of March, One Man's Rubbish, SNOT, U-Bend, The Cunning Plan, Megalomania, Springboard, and BUM. I hope other editors (most of whom I have not had the opportunity to contact) will take part as well - let me know. However, the Scheme would be workable even if only a few zines took part.

I suggest that we have a period of discussion around the above draft, with the aim of launching the PDGS in November (at MidCon?). I think that this could work quite well for the benefit of us all, if the good will is there.

Diplomacy On the Internet

by Nic Chilton

"First there was face-to-face diplomacy where you needed seven people to play, and it was good; then came postal diplomacy, where you sat in your own home and played with people miles away, and, it was better, then there were e-mail judges, where letters travelled at the speed of light and turns were as little as 18 minutes, and everyone agreed that it was best...."

Before everyone starts writing in on a postal vs. email thread, let me say that I am not saying any method is superior (I just had to start this article some how!!)

Diplomacy on the internet can be classed, for the benefit of this article, as coming in two forms :- Information, and Gaming. I will take each separately and hope to cover all the aspects (if I miss parts out I'm sure someone will write in and inform us all!!) I shall assume you know what the internet is [Mr Agar can insert a definition here if he likes :-)], and that you have some form of connection, e.g. a modem and an internet service providers software and set up, and can at least send and receive email (I will cover if this is all you can do), but will be covering usenet news, ftp, and the world wide web

First a warning (or an excuse!!!) the internet is a very fluid entity, where addresses sometimes change, and usually just before you use it. So although I will try to give valid addresses, some may have moved! If no-one has said this then here is Nic's lemma #1 "Any article listing internet addresses is out of date as soon as it is completed, because a random number of sites will change their address once they hear of the article"

Part 1 Dippy Info - where it is and how to get at it

As I am ever the sub-divider, let me say that the information comes in two forms - articles stored on hard disks at internet sites, and conversation threads on the diplomacy newsgroup. [Helpnic: A news thread is a series of letters posted to the newsgroup on a specific subject (usually a follow-up reply to previous postings on the same subject)].

The Usenet newsgroup is called rec.games.diplomacy and if you can get access to global usenet news, then all you need to do is to tell your news reader program to 'subscribe' to this group and you will soon have the fun of reading 20-50 newsgroup postings a day (coming back on a Monday after a weekend away is time consuming, coming back after a weeks holiday is down right dangerous :-))

The 'I only have email' option: if you cannot subscribe to global newsgroups, do not worry because you can read all the postings by using the dipl-I mailing list [Helpnic: a mailing list (or mailbase) is simply a discussion group that is participated and distributed by e-mail. They cost nothing to subscribe apart from some of your hard disk space and a chunk of your time.] All you need to do to start getting it is to send an email to the address majordomo@nda.com with the subject line left blank and subscribe dipl-I as the first line of the body text. There is a FAQ (Frequently Asked Questions) file that is stored at one of the sites, and is posted regularly to the group.

Stored Info

There are several places around the world that have diplomacy articles stored on their hard drives just waiting for you to download them and increase your diplomacy knowledge. Examples of files available are the Diplomacy Frequently Asked Questions for the newsgroup [that suffers from Nic's lemma #1]; the Diplomacy Opening list for Judge games; and archives of electronic zines (that is Diplomacy zines that are distributed by e-mail, not zines on electronics!!)

I will give a list of sites later in the article but first I will tell you how to get them using ftp [Helpnic: ftp stands for file transfer protocol, both the method and the actual standard for communicating]. It allows computers to talk to each other no matter what type. Although FTP sites are usually on UNIX machines they use directory structures similar to that used in PC's, Mac's, etc.

If you are lucky you will have some FTP software that shows directory trees on both your machine and the FTP site, and allows you to change directories by simply double-clicking on the folder and transfer files by

the 'click and drag' method. if you are unlucky then you will only have command line software which I will describe now. Upon running the software you will get a command prompt. You need then do the following steps:

Step 1: Establish a connection using the open command e.g. open nda.com. If you are refused a connection, this is because some sites limit the number of anonymous users. You will have to wait and try later.

Step 2: Once connected you will be asked to log on and be given a login prompt. Enter the username anonymous. You will then be asked to enter your email address as a password (this is in case anything goes wrong, then the administrator can always contact you).

Step 3: To list the contents of the directory use the ls or dir commands.

Step 4: To change directory use the cd command e.g. "cd pub" to change to the pub sub-directory and "cd .." to change to the parent directory.

Step 5: Use step 3 and 4 to move around until you find the directory you want

Step 6: Once you have found the file you want you can download it using the get command. You should note that files can be downloaded in binary or ASCII mode, but ASCII should only be used for plain text files. The commands bin and ASCII change modes.

Step 7: A message will tell you when the transfer is completed. If you want to finish then type close to logoff and then bye or quit to exit the FTP program.

The I only have email option: There is something called ftpmail that allows you to use email to download files. All you have to do is to send a message to an ftpmail server e.g. ftpmail@sunsite.unc.edu with a set of commands in the body text. If you send the command help to an ftpmail server you will be sent a full list of commands - a useful play as I cannot remember all the commands. Some of the commands are:

```
connect <sitename>
chdir <directory where the files you want are in>
dir <return a listing of the current directory>
get <name of file you want>
quit <to exit>
```

An example mail to download the FAQ part 1 (it is in two files, the other being rec.games.diplomacy.FAQ.2)

To: ftpmail@sunsite.unc.edu
subject: the FAQ (subject line for my info only)

```
reply myemail@myaddress.co.uk
connect rmii.com
chdir /pub2/starkey/
ascii
get rec.games.diplomacy.FAQ.1
quit
```

You will first receive a confirmation of your ftpmail job and eventually (it may take a few days!!) your requested file. The file will come in 64k chunks, each having the original header you put on your request and a relation of this part to the others (e.g. part 1 of 6)

File formats

As the files are on UNIX machines you may see them as file.tar.Z. A .Z is a form of compression, that many ftp programs can handle - I think also that PC unzip programs can deal with them. The tar extension stands for Tape Archive and means that several files are stuck end to end

Next time

This is only part 1 of diplomacy on the internet. Next time I will cover the World Wide Web and Diplomacy, and that part I know most of you are keen to know about Playing Diplomacy on e-mail Judges.

ZAMA

Zine: Spring Offensive. GM: Stephen Agar. Started: November 1993. Finished: April 1995.

	00	01	02	03	04	05	06	07	
AUSTRIA Derek Miller	3	5	5	4	2	1	0		
ENGLAND James Shaw	3	4	6	5	6	6	7	7	3rd
FRANCE David Rowbotham	3	5	6	8	7	5	2	2	Dropped out S05
GERMANY Ludger Wilmott	3	5	4	3	3	4	5	5	4th
ITALY Dave Newnham	3	4	4	5	6	7	9	9	=1st
RUSSIA Steve Ade	4	4	4	4	3	2	1	1	5th
TURKEY Paul Atmore	3	5	5	5	7	9	10	10	=1st

Paul Atmore (Turkey) =1st

I was delighted to finish equal first in Zama as it was my first game of postal diplomacy. Although I had been playing diplomacy for about 5 years it was not until I played a friend from Birmingham that I came across the PBM flyer in his board game. I applied for game starts in Spring Board and Spring Offensive. Spring Offensive started first.

From the very start Dave (Italy) contacted me suggesting an alliance against Austria if I assisted him into Gre. However I was more interested in trying to work with Steve (Russia) to form a Juggernaut while trying to keep Derek (Austria) sweet to keep my options open. Unfortunately I think my attempts to keep both Russia and Austria going were too obvious. In Autumn 1901 Austria offered to support me into Rum, as I had convinced Russia to allow me into BLA in the Spring I decided to move against Russia. Unfortunately I was not supported into Rum and, although I took Sev, it pushed Russia and Austria into an alliance against me. Attacks came from both sides in 1902 and Italy moved in with his fleets. At this point things looked bleak, but Dave (Italy) came to my rescue. I'm sure Dave will detail this part of the game, but to summarise; instead of attacking me with his fleets in AEG and EMS he offered an alliance. I helped him into Gre in Spring 1903 and from this point we worked together.

We attacked Austria with help from a rogue French unit. Once Austria had fallen. I moved against Russia while Dave tried to convince France to move against England or Germany. Unfortunately in Autumn 1904 the French player had some problems and stopped playing in all his games. With the loss of France the game quickly headed for a stalemate of Turkey/Italy Vs England/Germany with Russia holding on with 1 unit. England did a great job in blocking Dave's (Italy) attempts to move into the MAO and stopped me coming over the top by supporting the last Russian piece in STP. Italy and myself felt that we could slowly breakdown the German defences, but as this would be no fun for anyone Dave put forward an end game proposal.

I must thank Dave for guiding me through the game. He always asked for my strategy, but in most cases his was better. Also I made some basic mistakes, such as incorrect orders, which he never complained about. From my first game of postal diplomacy I learnt that a strong alliance can win the game if you trust each other. Dave and I both had opportunities to make successful stabs but we chose to ignore them. Since starting this game I have married, bought a house and taken on more responsibility at work. In that time I have found that postal diplomacy does take time to play properly and finding that time is difficult. I have learnt a lot about the Diplomacy world or family and will be happy to remain as a member. All in all a good game, thanks to all the players and to Steve as GM.

Dave Newnham (Italy) =1st

I started off talking to everybody, but couldn't get anyone to give a full commitment to an alliance, so under pressure from Ludger (G) I formed a non-aggression pact with Derek (A), whilst remaining on friendly terms with all.

Pre-A01: Derek (A) subjected to false rumours, suspicious of my intentions. Agreed a non-aggression pact with David (F). Working on Steve (R) and Paul (T) for a three-way attack on Derek (A).

Pre-S02: Steve (R) collapsing! But Paul (T) has built a second Mediterranean fleet?

Pre-A02: Used an agreed move (apparently threatening) by David (F) into Pie to fence-sit, excuse a mini-stab on Paul (T) which strengthened my position and conducted further Diplomacy with Derek (A), David (F) and Paul (T).

Pre-S03: Exceedingly difficult negotiations with Paul (T) progress slow and it looks as though I may be forced into an alliance with Derek (A). Eventually opted for alliance with Paul (T) after Derek's response to a situation I put to him suggested that he wasn't serious about our alliance or wasn't putting as much effort into the game as I expected him to.

Pre-A04: Working well with David (F) against Derek (A) and the alliance with Paul (T) now starting to shape up well. Worried about David's (F) growth and planning strategy with Paul (T). David (F) has proved to be an unreliable communicator.

S05: David (F) NMR's in A04 and drops-out (from 7 centres!) and Steve (R) NMR's! Paul (T) and I finally agree an in-depth alliance and commit ourselves to it.

Pre-A05: Propose to James (E) that he join Paul (T) and I in a 3-way E/I/T alliance - he played games over this for two seasons before rejecting it.

S06: Given proxy by Paul (T) to order his southern fleet. Agreed that I should try to force the Gibraltar stalemate line and that our joint assault would concentrate on Ludger (G). We finally eliminate Derek (A).

Pre-S07: Paul (T) and I agreed that we would go for a joint win and not fight each other.

A07: Scandinavian and Gibraltar assaults stalled.

Pre-S08: Diplomating with G/E/R to get them to agree a 2-way draw. I consider this to be a diplomatic coup since E & R could have held on for a 4-way draw.

Generally, an enjoyable game with much protracted negotiating - the best type of Diplomacy game! David's (F) commitment and diplomating was sub-standard which made co-operating with him a nerve racking affair. He eventually gave a good imitation of a deafening silence and disappeared - no points! Steve's (R) tactical play seemed to be somewhat less than perfect and he side-lined himself. Other than that, a good hard fought battle and I hope I can play with you all again sometime. Last but not least, thanks to Stephen for excellent GMing.

James Shaw (England) - 3rd

This was my first ever game of postal Diplomacy, and I feel happy that I came a creditable third. My initial conquest of Scandinavia was fairly easy, the only real difficulty was mustering sufficient force against Germany to ensure that I could enter Denmark. The conquest was

helped by the fact that I had made an alliance with France right from the start of the game, so I could concentrate all my forces on Scandinavia.

I then began to look for an inroad into Russia (via the top), when all of a sudden France moved a fleet into ENG (which was designated a no-go area between us). France bluffed me into thinking that there was an innocent explanation for this, but alas he then stabbed me and began attacking me. I knew that there was no danger of being overrun completely, the main problem was that in defending myself, and drawing units back towards England, I was unable to provide complete protection for my own foreign supply centres.

By the time that France had dropped out of the game, I was well on the way to repelling him from my shores; but by this time it was obvious that Italy and Turkey were proving to be a formidable force. I knew that these two countries were my only danger now, as Russia and Germany did not have any fleets with which to attack me (and Germany was being attacked by Italy and Turkey anyway). After moving into Portugal and backing this up with supporting fleets, I effectively stopped Italy from getting any fleets into the Atlantic, but having thus used up most of my units, I was unable to prevent Italy from moving into France. If the game had been allowed to proceed any further, then we may have eventually ended up with only myself, Italy and Turkey left; and I would not have been able to expand any further anyway.

Ludger Wilmott (Germany) - 4th

I will not remember this game with any pleasure because it was a disaster for me from start to finish. Creeping in at 4th place was probably the best I could hope for. Zama stands for lack of communication, lack-lustre alliances, stabbings of a calibre which would have made Cesare Borgia wish he had been playing and a particularly nasty, almost cynical, NMR (on which I have more to say later).

I allied with Austria (surprise, surprise) and we immediately agreed on a mutual defence arrangement. Austria defended his southern and eastern borders, while I defended the rest. We also agreed that should one of us start to collapse under an onslaught then the weakening power would give up centres to the other whenever possible. This actually occurred, which prompted some comments in the press.

I opened against France but intended to send a rogue unit to harass the Russians. France came at me immediately. England also appeared threatening and I was forced to scrap the Russian campaign.

Immediately I found myself in stalemate. England advanced taking Denmark off me and it seemed I was facing an Anglo-French alliance.

My situation looked grim while Austria had made a promising start, so I decided to give up centres to Austria and ceded Munich. Not exactly the stuff an Anschluss is made of... I discovered that defeatism does not pay. England wrote offering an alliance against France while Austria was stabbed by Italy and Turkey. All this occurred in one season.

The map of Zama had changed dramatically. Austria was now in a precarious position while I was enjoying a reprieve. With France in anarchy, a friendly England and the Austrian unit in Munich mine by proxy, I felt ready to start the campaign against Russia which by that time had failed to cross her own border. I entered Livonia and supported Turkey into Moscow, thinking it was the start of a profitable relationship. It was, but only for Turkey. Turkey was closely allied with Italy and they approached and tightened their grip. Unwittingly I had sowed the seeds of my own destruction.

Elimination was a certainty if the game continued. I was bored with the game and happily accepted an endgame proposal. My performance had been dire and in consequence I considered a 4th placing to be the right one. (I received your subsequent letter Dave. I should have stuck out for a 5-way draw? Oh really? I was not exactly bargaining from a position of strength!)

My thanks to Stephen for being GM. I would like to end this statement with a personal grouse. A recent article in Dolchstoß revealed that David Rowbotham had started 11 games of Diplomacy and dropped out of all of them (including Zama). It could well be 12 by now. If you are reading this David, why don't you piss off out of the hobby and leave it to the enthusiasts. Thanks for spoiling my game.

GM (Stephen Agar)

No need to say much about this game, as the above statements are quite detailed. The odd thing about David Rowbotham dropping out is that until the time he stopped sending orders in he was a model player (from a GM's point of view). I later discovered that when he was in the hobby in the 80's he had dropped out of lots of games then too. Should we give people second chances? After all, I dropped out of several games when I was 19.

JAXARTES

Zine: Spring Offensive. GM: Stephen Agar. Started: October 1992. Finished: March 1995.

	00	01	02	03	04	05	06	07	08	09	10	11	
AUSTRIA Stephen Fitzgerald	3	3	4	5	6	6	8	8	8	7	8	9	2nd.
ENGLAND Anne Whyte (nee Tesh)	3	5	6	6	6	6	5	4	5	5	8	7	Dropped out A11
FRANCE Tony Hastings	3	5	6	7	7	7	5	6	4	4	1	1	4th
GERMANY Andy Bassett	3	5	3	1	1	1	0						
ITALY Danny Collman	3	4	5	4	3	4	5	3	2	2	1	0	Dropped out A09
RUSSIA Neil Kendrick	4	6	5	5	4	2	2	2	2	3	2	2	3rd
TURKEY John Wilman	3	5	5	6	7	8	9	11	13	13	14	15	WON

John Wilman (Turkey) WON

This game was spoilt by NMRs and dropouts, but the early stages were interesting. To begin with, Russia allowed me into BLA when he knew I was moving there. This was puzzling, given Neil's reputation, and the beginning of his downfall. Thereafter he put up little resistance.

In Autumn 1902, I had the chance to reduce Austria to two centres, but I made a disastrous error which should have put me out of contention. Two things saved me - Austria was willing to forgive and forget, and I tricked Italy into allowing a Turkish fleet into ION. This was the beginning of the end for Italy, and the start of my surge for victory.

I don't think I played all that well, and if England had stayed in the game, it would have been a long hard struggle for me against an Austria who played well throughout, and will doubtless go on to greater things if he chooses to.

Thanks to all who played, and to Stephen for running the game: I can't recall any errors offhand.

Stephen Fitzgerald (Austria) 2nd

My first plan was to destroy Turkey with Russian help and Italian neutrality, but my diplomacy obviously left a lot to be desired as they all

attacked me. With the help of a lucky coin I managed to survive and formed a solid alliance with John (Turkey). All overtures to Danny (Italy) seemed to fall on deaf ears and Neil (Russia) was in continual decline, so I decided to continue with the alliance and await the stab, whilst trying to find a friend with ships.

When the stab came I pleaded with John to let me stay in the game, hoping to buy time. My idea at this stage was to hold up Turkey and promote English growth at the expense of France who seemed to be in league with John. This appeared to be working with France losing ground and Turkey being stood-off, but then came the English NMR. With John having two fleets in the west against no opposition I agreed to concede the game.

I'm sorry about the Italian and English NMRs as they made John's game easier, although I think he would still have won. Thanks to Stephen for deciphering my writing, and thanks to John for a good game.

GM (Stephen Agar)

To an extent the result in this game was due to bad play on behalf of many of the players. Germany made a disastrous start (moving A(Mun)-Sil), France and Italy were unreliable, and England dropped out when she'd just got 3 builds! I thought Stephen Fitzgerald (Austria) would be an early casualty, but after losing Vienna in A01 (to Russia), he fought back (with a bit of help from Italy) and gave John Wilman (Turkey) a run for his money at the end. John's victory was assured by good calm reliable play against poor quality opposition (Austria excepted).

Mini-Reviews of Cool European Games

by Brian Bankler

Games Where You Build Things

Tal De Koenig: Incredible. A game with a little bit of luck (drawing blocks out of a bag in groups of five. The blocks are of different colours), a lot of psychology and strategy. Players are trying to build pyramids (to appease the pharaoh) out of coloured blocks. Should you try to make a big, one-colour pyramid? Layer the colours? Just get the damn thing built? Should you work on building only, or send some robbers over to steal blocks from other players? Simple rules, incredible game. Great production quality, you actually build pyramids with blocks. 2-4 players, under two hours.

Manhattan: 2-4 Players try to get the most points while building towers in 6 cities. You get points for each tower you own, for each city you dominate and, of course, for having the world's tallest tower. Each player has 24 pieces (ranging from 1-4 stories) and gets 4 cards, which dictate which sector of each city (but not which city) you can play in. Before each round, you pick 6 of your 24 pieces to use, then play 6 segments, playing one piece per segment. You can play on any tower you control (your piece is on top) or that is open. You can play on someone else's tower (taking control) if you control at least as many stories as they do after you're placement. This game takes about 45 minutes, and is much cheaper than Tal De Koenig. (And, for free, check out our variant rules!)

Games of Politics and War

Die Macher: THE game for those who like political/election battle. Each player controls a faction trying to get control of the German Parliament. Players must try to influence public opinion, stay popular, work with a shadow cabinet, form a platform, organise the infrastructure, and manage the money in order to win. Easily the most complicated game in this list; but well worth learning. 4 players, 4 hours with experienced players.

Koalition: A quick card game, where each player tries to become the leading power-broker in the new European coalition. Players control politicians from all parties and, when the majority fails to form, have to cut the deals to form the coalition in each country. 3-8 players (best with 5-7), about 1.5 hours, I find that the game ceases to be fun after 45 minutes.

Banana Republic: A bizarre little game. Every player is trying to control the republic by bribing officials. There are various ways to control an official (similar to the gamblers/officers of Razzia) and players play in order. But the catch is, all of the cards are played face down, and you can only look at part of the board after your turn to play. 3-6 players, about 45 minutes.

Games Where You Make Deals

Kohl, Kies and Knete: This is a game by Sid Sackson, where (much like the current baseball strike) 6 players try to divide up a lot of money. Each player controls investors (which is determined by cardplay) and tries to negotiate a deal where they get money. Each deal requires from 2-5 of the investors to support it, and the deal must determine how the money is split. A helpful way to understand the baseball strike. This game is only as much fun as the sharks who play it.

Rette Sich Wer Kann: The English title (the German may be wrong) is "Every Man for Himself." Players control people on life-rafts after their ship has sunk. Each turn players vote on which ship springs a leak and which ship advances towards safety. If a full lifeboat springs a leak, players vote on who to throw overboard. If a lifeboat ever gets more leaks than people on it, the entire boat sinks (all hands lost). Finally, players must have one of their tokens jump out of one lifeboat and swim to another (possibly drowning). Each player scores points for getting tokens to land. The only down side of the game is the 'voting wheels' which are cute but could have been done with tokens or some such way. Assembling them is a minor pain. About an hour and a half to play, 3-6 players.

Intrigue A wonderful game about bribing other Italian houses to hire your nephews, while having to hire the sons of the other houses. No luck, but the game allows for a lot of psychology, posturing, and brow-beating. Be prepared to hear "Vile Knave, you'll get nothing from me!" 3-5 players, About 2 hours.

Games where you Race

Formule De: Players race Formula One cars through one of many different maps. The game has a lot of luck, but also a lot of skill. 10 Players can play a 2 lap race in under 2 hours.

6 Day Race: Bicycle racing game with very little luck and loads of strategy. Just as in the real world, being in the lead is often a poor choice, unless you are crossing the finish line. Plays with any number from 3 to 8, from half an hour (a few races) on up.

Hare and Tortoise: A wonderful game that was designed for children. Players play rabbits racing...but in order to win, you have to go backwards and usually you never move as far as you can. Just enough luck to keep the game interesting. 2-6 Players, under 2 hours.

De Marriage: A much more complex, luck based bicycle racing game, still with quite a bit of strategy. Each player (up to 4) plays a team of racers. each of which has different strengths (climbing, sprinting, overall). A wide variety of optional rules (including some amusing ones, such as drug testing and crashing) can tailor the game to taste. 2-4 players, 1 hour and up. Note -- This game is also produced in German *Um Reifembrante*, or something similar). My copy of the game had mild inconsistencies in that the board was from one game, the score pad from another, the rules from a third variant from some other country...but it was still quite good. Production values are a bit lower than standard European games, but better than most American games. [This game is also called Homas Tour.]

Wurmeln: This is worm racing at it's finest. No board, just 7 hemispheres that make up your worm (they must be touching) a start line, a finish line (that can move!) and some dice (used for bidding). If anyone knows where to get 3' hemispheres cheaply, we'll play on the lawn...

Business Games

Schoko & Co: A snazzy little business game for 4 players, who buy Cocoa, run a factory to convert it into chocolate, bid on contracts, and have secretaries and bookkeepers process them. You have to balance buying, selling, and running an office. The only random events (apart from whimsical players) are the once per turn Event cards (which you can look at in advance...for a fee). If you get this game, you should get a set of variant cards (proposed by Alan Moon, see below). (The variant

cards are done by hand). A game can last any multiple of four months, with 4 months being around 45 minutes. 8 Months is a reasonable game. If the owners are willing, you can mix two sets to play an 5-8 player game.

Knock Out: This game lets you be Don King. You have to talk a good fight, but throwing it might make you more money. There are regular (1 season) and professional (2 season) rules, so this game takes 1 or 2 hours.

Die Hanse: Each player controls 1/2 of a two different ships in the 12th(?) century Hanseatic shipping league and tries to get certain goods back to the warehouse. Of course, your partner might not want what you want. Fairly simple game, beautiful with excellent construction values, plenty of diplomacy. But after all that, I don't play it too much. 3-6 players, about 2 hours.

Games That Are Tough To Categorise

Razzia: A psychological variant of Rock-Paper-Scissors (but where each choice is based on the layout of the board). During a round, each player can play a card, sending either a gambler or the police to one of six bars. If you send a gambler, you get all the money if he was alone. Two gamblers compete for a pot. 1 Officer busts all gamblers and gets the money, but gets nothing if no gamblers were there. 2 officers bust the gamblers and have to compete for the pot. Cute little game. 4-6 (I believe) players. 30 minutes.

Muskateer: Another fast playing card game. Every player is dealt a hand containing cards from 0-10 Each player selects 3 cards from his hand as his prize and sets them face down. Then there are rounds. Each round has the Cardinals guards field a value from 4-40 (higher numbers only in 4 player games). Each player plays a card face down, if the muskateers win, the player who played the best card gets to double the value of one of his prizes. If the players lose, the player who played the worst card loses the value of one of his prizes. At the end of the rounds, everyone totals their score, then plays another round (to a set score). 2-4 players, 20+ minutes.

Sticheln: Another card game. Your basic trick taking game, except that before the first trick each player has to pick a Sticheln (Needle) suit. You get one point for every card you take that isn't in your needle suit, and you get - Card Value for each card you take in your needle suit. An amazingly complicated little game. 3-6 Players, about 1 hour, more if wanted.

Alan Moon Games

Games by Alan Moon (White Wind is his company, although some of his earlier games are published by other companies) tend to be fairly short, with simple (often similar) mechanics but many subtleties. I haven't seen an Alan Moon game that I don't highly recommend, although *Wehr Hat Mehr* is really just a variation of *Oh Hell!*

Airlines: Every player tries to get the most money founding and building (gasp!) airlines. Airlines has been called Alan Moon's version of acquire. 2-6 player (not really good with 2), about 1 hour.

ElfenGold: Each of the 3-6 players races around a map, digging for gold. Other players lay counters on spaces, some are blank, some are rocks, which breaks the equipment of anyone digging there. This has been called "The Mind Fuck Game" (by Jordan) and the title is quite deserving. You can play almost any Moon game with non-gamers, but this one will hook them best, I think. About an hour.

ElfenRoads: Try to get to each of 25 cities in 8 turns, players must plan their path, and buy the modes of transportation (counters) that they can use (cards in hand) and get them placed on the board in the best way. A great multi-player version of the travelling salesman problem. 3-6 players. 2-4 hours (depends on # of players).

Fishy: The first game made by White Wind, Fishy is actually a series of card/board games. I haven't actually gotten around to playing my copy, which I got as part of the 1200 club. I've been too busy playing the other games.

Freight Train: Players try to build the longest trains with specific freight. A quirky little game, with the typical feel of games Alan has produced. The production quality isn't that good, and the game is somewhat derivative. 2-5 Players, about two hours.

Sante Fe: Players try to expand the US railroad system into cities they have cards of. Reminiscent of wildlife adventure. 3-6 players, about 2 hours.

Mush: This is the newest 1200 club game, released at Essen 94. The subject is dog-sled racing, and the jury is still out. The rules have quite a few vague points, but the basic idea seems to be somewhat sound. I find that Hare and Tortoise had the "slow race" idea done much better.

Wehr Hat Mehr: A card game based on *Oh Hell!* Stay away from Angry Man. 3-6 Players, about 45 minutes to an hour, based on players bitching about the hands they were dealt.

Reiner Knizia Games

Games by Reiner Knizia tend to make Alan Moon games look complex, but are very elegant. His games tend to be published by Hans Im Gluck.

Modern Art: Should have won game of the year award for 1992. Players are both galleries selling pieces of art and collectors trying to buy 'valuable' art. Of course, something is only valuable if it sells a lot of copies...so you have to watch what you buy and sell. A very good psychological game of selling and auctioning. The playing cards are all individual works of art, imitating some famous artists. This game had more members of the CMU gaming club purchase it than any other game (other than *Magic: The Gathering*) in the Fall 93 semester (judging from reports). A few translations of the rules exist, but most of them work out well.

Quo Vadis: Players play Roman politicians trying to negotiate their way into the senate. Very good deal making/diplomatic game. 5 players, about 45 minutes up, depending on time allowed for deal-making, and the intensity of the group playing. I am somewhat disappointed by the games I've played, as I feel the players didn't make the best backstabbing deals they could.

Auf Heller und Pfennig: A 'fill in the squares' type of game. You can fill in a square with a shop of yours, or a shopper or thief. You get points for each shopper on your row and column after all placement, and lose points for each thief. A few special tokens add some other changes. A fast game for 2-4 players, HuP takes about 45 minutes.

En Garde: Not the famous game beloved by PBM enthusiasts which has been around for donkeys years. A two player card game based on (surprise) fencing. A few different variants of the rules exist, but this is a good little game. 2 player, Less than 30 minutes.

Anacke: Another card game. Players each try to win 5 jousts, one of each different colour. This game can take a highly variable amount of time and is theoretically infinite, finished in about 30 - 45 minutes.

Spiel des Jahres '95

The results of the 1995 Spiel des Jahres (the German Game of the Year) award were announced in Berlin on July 10.

Top honours go to "Die Siedler von Catan" by Klaus Teuber, published by Franckh Kosmos.

Winner of the "Sonderpreis Schoumlines Spiel" (special award for games design) is "Tri-Balance" by Michael Sohre, published by Theta Promotions.

Winner of the "Sonderpreis Kinderspiel" (special award for children's game) is "Karambolage" by Heinz Meister, published by Haba Spiele.

Short List Game of the Year

Buzzle (Runes) by Bill Eberle, Jack Kittredge and Peter Olotka. Published by Franjos (licenced by Eon)

Condottiere by Dominique Erhard and Duccio Vitale. Published by Eurogames/Descartes

Galopp Royal by Klaus Teuber. Published by Goldsieber

Kaleidos by Editrice Giochi

La-Trel by Richard Morgan. Published by ASS (licenced by Millenium 2 Games)

Linie 1 by Tom Schoeps. Published by Goldsieber

Die Maulwurf Company by Virginia Charves (Inner Circle/MB) and Bertram Kaes. Published by Ravensburger

Medici by Reiner Knizia. Published by Amigo

Agar & Bond's Encyclopaedia of UK Diplomacy Zines (Part 1)

Queens Lane Advertiser

Editor: Jeremy Tullett and Ian Doherty
Commenced: Issue 1 (October 1978)
Folded: Issue 6 (February 1979)
Total: 6 issues.
Subzines: none.
Zine Poll Results: N/A.

A short lived zine from Jeremy and Ian when they were first year students at St. Edmund Hall, Oxford. A5 reduced photocopy, the zine suffered from what was then a high cover price of 25p (photocopying didn't come cheap in those days). Jeremy and Ian produced a neat readable zine but never got the support the zine deserved. Sabrethrust was an irritating anonymous columnist of the Lucifer ilk, who were popular with some zine editors in the 70's. The zine folded prematurely because the editors were losing too much money and had only managed one gamestart after 6 issues. A pity. Jeremy later became an external Diplomacy GM for Cut & Thrust.

Veni Vidi Vici

Editor: Brian Frew
Commenced: Issue 1 (March 1985)
Folded: Issue 54 (July 1990)
Total: 54 issues.
Subzines: Marvin's Bit (Bernard Emblem); Smodnoc (Toby Harris); Blue Smarties (Martin Hansen).
Zine Poll Results: 1986 = 14th; 1987 = 24th; 1988 = 14th; 1989 = 20th; 1990 = 20th.

Brian joined the postal Dip hobby through Church Mouse around 1982. Early issues had articles on computing on a BBC computer (32K RAM) and featured quadroschabble, a postal chess league and bridge. The addition of Sopwith and Cluedo made VVV a general all-round postal games zine, albeit with a Diplomacy bias. The A5 reduced photocopying format was always neat and tidy and the zine always stayed manageable at around 28 sides. VVV took a hammering in the 1987 Zine Poll, but that was a weird year with the Mark Boyle mob voting down most Dip zines they could think of. Issue 30 saw VVV reader Toby Harris admitting that he was about to be on TV in a Channel 4 program on condoms, so when Toby started a subzine in VVV the following issue to rescue Kevin Catchpole's abandoned Sopwith games, John Colledge suggested the title Smodnoc. With the arrival of Blue Smarties in issue 39, VVV started to become more and more dominated by its subzines and by issue 50 Brian announced that he was passing the editorship on to subzine editor Martin Hansen. Unfortunately, Martin only managed two issues before folding himself (!), leaving Brian to complete issue 53 and finish the zine with issue 54 as a subzine in Home of the Brave who took on the games. Smodnoc went independent upon VVV's fold, the first independent issue being No.22.

Scotch on the Rocks

Editor: Iain Forsyth
Commenced: Issue 1 (August 1977)
Folded: Issue 21 (January 1979)
Total: 21 issues.
Subzines: none.
Zine Poll Results: 1978 = 22nd.

SotR as it was popularly known was a 3-weekly purist Diplomacy zine from teenager Iain Forsyth. Iain quickly made a name for himself by taking over the NGC CGS and by becoming an enthusiastic supporter of the NGC / Richard Sharp. Caused some consternation in the hobby for his fierce house rules (F(StP)-GoB is a disorder because no coast is specified). Throughout its life the zine was mimeo and reasonably efficient and while the letters column occasionally heated up with the

debate on the future of the NGC, the end of the zine soon came into sight once Iain left Ayrshire to start his degree at Leeds. Games were orphaned to The Tinamou and Mr Gladgrind.

Sodder

Editor: Bill Wright
Commenced: Issue 1 (December 1983)
Folded: Issue 20 (December 1985)
Total: 20 issues.
Subzines: spirit of the age (Pete Calcrafft); Gabriele 35 (Jonathan Lingard)
Zine Poll Results: 1985 = 43rd

A vehicle to take over the spirit of the age ensemble (which occasionally featured as a sub-zine), Sodder was a light-hearted A4 mix of photocopying and mimeo which emerged from the Birmingham University Diplomacy Society (BUDS). Lots of articles and rules on postal games other than just Dip, and many jokey features of the sort which could feature in a Viz clone. Things went downhill after the first year and Bill announced an intention to fold in issue 18. Dip games mainly transferred to Gazfinc, with a couple going to Lost Cause and Realpolitik.

Bron Yr Aur

Editor: Pete Lindsay
Commenced: Issue 1 (February 1977)
Folded: Issue 46 (March 1981)
Total: 46 issues.
Subzines: none.
Zine Poll Results: 1978 = 27th; 1979 = 14th; 1980 = 13th

Anarchic and slightly weird, a zine which fore-shadowed what was to come in the shape of NERTZ, in that it was often difficult to tell which zine or which issue it was. Once it even appeared under the name Conic Sections (a journal or recreational mathematics). Multi-coloured foolscap mimeo with lots of elaborate press and drawings on stencils, Bron Yr Aur started out as a purist Dip zine when Pete was a student at St. Andrews, picked up a couple of orphans from Trojan Horse, but never really took off in a big way. It remained an unpredictable, but undeniably charming Dip zine with a couple of SF games until its fold, by which time Pete was getting more and more into RPG. Pete later co-edited The Brothers Grimm with his brother Simon.

Age of Reason

Editor: Andrew Moss (assisted by Garry Lea)
Commenced: Issue 1 (August 1991)
Folded: Issue 25 (March 1994)
Total: 25 issues.
Subzines: The Cunning Plan (Neil Duncan).
Zine Poll Results: 1991 = 33rd; 1992 = 7th; 1993 = 10th

Launched by flyer at ManorCon 91, AoR was unusual in that it was A4 booklet format with a fairly high degree of DTP. Andrew included history articles and a front page akin to the front page of a newspaper (complete with headline commenting on one of the Dip games). In the spring of 1992 Andrew embarked on a promotional campaign, putting ads in wargames magazine, with the result that he introduced a lot of people into the hobby (including Stephen Agar), and AoR soon ended up with more Dip games than any other zine. At issue 12 AoR acquired a new variant subzine edited by Neil Duncan entitled The Cunning Plan. Things started to go wrong when Garry Lea (who did the printing) became less reliable and dropped out. Andrew then rallied the zine for a period, switching to A5 photocopying, but pressure of work and marital problems soon contributed to the zine's early demise. All games transferred to The Cunning Plan which went independent.

The Italian Attack on France

Michael Adams

While reading issue 35 of Spring Offensive last night I read the article espousing an Italian attack on France, not Austria. I then tried to think of the best way to pursue such an attack. Moving A(Ven)-Pie; A(Rom)-Ven/Tus; F(Nap)-TYS appears to be rather obvious, and doomed to failure. France knows you are attacking from the start, and can always take measure to defend Marseilles, say from Spain. The only way you will get Marseilles is if you are playing your Mother and you tell her you wont try and take it. (If you order A(Rom)-Ven, something you could try on a gullible player is telling him that moving to Piedmont was only a feint, you really are going to stab Austria by moving to Tyrolia and Trieste in the Autumn.) This opening is not without its uses, however, as you can often stop France getting a build from Spain by not going to Marseilles, or supporting Spa-Mar if the French player is going to try a self-stand-off to protect Marseilles and still gain Spain.

This opening has its uses, but would make little progress without the help of Germany or England in the French campaign. An opening I thought of last night seems to have better prospects against France, and is more flexible. The opening proceeds as follows:

Spring 01: A(Rom)Std.; A(Ven)Std.; F(Nap)-TYS
Autumn 01: A(Rom)-Tun; F(TYS) C A(Rom)-Tun; A(Ven)Std.
Build: F Naples

Spring 02: A(Ven)-Pie; F(TYS)-GoL; A(Tun)Std.; F(Nap)-TYS

At this stage of the game you should have no enemies, as you have not attacked anyone, and if you have done your diplomacy right everyone should be leaving you alone. If after the first or second turn you discover that someone is attacking you, you are in a position to face them as you have not gone out on a limb. Let France know a fleet build in Marseilles would be an act of war, and an army build in Marseilles where he has another home centre vacant seen as a sign of distrust. Point out to Turkey that you have not moved to the Ionian, and encourage him to attack Russia with Austria's aid. Make sure Austria knows you are protecting his back against any fleets from the Western Powers. Try and wring an agreement from Turkey to limit himself to say two fleets - if he is going after Russia that is all he will need - and try and get an agreement to declare the Ionian Sea a demilitarised zone.

If you trust Germany not to spill the beans to France, you might let him know you plan to attack France in 1902, and offer him Paris, Belgium and Brest. If the German helps you and your attack comes by surprise, you should have Marseilles and the Iberian peninsular by the end of 1903. The other thing you could do to divert France's attention from his

border with you is to encourage him to attack England with Germany, but approach Germany about combining against France "some time in the future".

If your diplomacy is succeeding Austria should be involved in the East, and France in the north. In Spring 1902 you swoop into the Gulf of Lyon and Piedmont, giving a supported attack on Marseilles in

A Reply from Jonathan Dean

Michael states that the straight forward attack on France is "rather obvious and doomed to failure." Not necessarily. It does give France warning, but there isn't a good way around that. In order to defend itself France needs to have Mar occupied by one of its units by the end of W01. Ideally that would be a brand new fleet, but the only way that is to occur is for France to either not go to Mar or bounce A Pie out. If France moves back into Mar, Italy's best move would be to not try for it, thus "blocking" the southern fleet. On the other hand, if France leaves Mar open (intending on building a southern fleet) then Italy should move into Mar thus sneaking a second build. What this basically means is that France and Italy have to make a guess and who wins obviously has a big edge in the resulting conflict.

I don't think you will retain the element of surprise by moving, and keeping a fleet in TYS. Such a fleet is only useful against France, thus a decent French player would be expecting an invasion, but without the worry about losing Mar, thus it is able to safely build a southern fleet.

Ideally, if you are planning on attacking France you have Austria as an ally, and have keep R/T/A from quickly organising into a two-on-one. To do otherwise is asking for trouble before you are able to deal with it.

Here is a different approach that may retain the element of surprise:

Spring 1901: A(Ven)Std.; A(Rom)Std.; F(Nap)-ION
Autumn 1901: F(ION)-Tun; A(Ven)Std.; A(Rom)Std.
Build: F Nap

Spring 1902: F(Nap)-TYS; F(Tun)-WMS; A(Ven)-Pie; A(Rom)-Ven

You have put off committing yourself as long as possible, and have minimised the amount of warning that France receives. There is some room for the armies to move about, the limits on that depend on what you can negotiate. The main thing is to make the Fleets move to Tunis seem convincing. The best way to do that is not to have an army available to convoy. A set of "mistake" orders (A(Rom)-Apu; A(Ven)-Apu) in the S01 could pull that off, or an arranged bounce with Austria is also a possibility.

INTERNET DIPLOMACY SURVEY RESULTS

from Nic Chilton

Nic Chilton has recently ran a small survey on rec.games.diplomacy(the Internet Diplomacy news group) to try and discover the cross-over between the PBM and the PBEM hobbies. Nic had 121 replies which break down (by country code) - AU 3, BE 1, CA 4, CH 1, DK 3, FR 1, IE 1, IL 2, NL 2, SE 4, UK 31, US 68. The results were:

Answers (actual numbers in brackets)

	US	UK	OTHER	Total
Playing Dip by email	92.6% (63)	48.3% (15)	90.0% (20)	81.0% (98)
Playing Dip in a zine	17.6% (12)	38.7% (12)	13.6% (3)	22.0% (27)
Subbing to a zine	27.9% (19)	48.3% (15)	22.7% (5)	32.2% (39)
Doing none of above	00.0% (0)	22.6% (7)	4.5% (1)	6.6% (8)

This tends to suggest an interesting difference between the UK rec.games.diplomacy subscribers and the rest of the world. Outside the UK the overwhelming majority of news group readers are playing Diplomacy by email, while less than half of the UK subscribers are. On the other hand nearly half of the UK subscribers see a PBM zine, as opposed to a quarter elsewhere. Surprisingly, a quarter of UK subscribers neither play Diplomacy by email or see a PBM zine, yet they still read rec.games.diplomacy (whereas in the rest of the world such people are negligible in number). Conclusions: not sure I have any, save that UK internet people seem more likely to play PBM Diplomacy overall, so maybe we should try and entice even more of them into the PBM scene.

LETTERS /// LETTERS /// LETTERS /// LETTERS /// LETTERS

David Evans

Just a quick note to list my preferences for the upcoming game of Diplomacy. Basically, I am opposed to the idea of preference lists for the very reasons mentioned in Richard Egan's article in issue No.34 "Weak Sisters Diplomacy"; inexperienced players tend to end up with the weaker nations.

In all the face-to-face board gaming I have played (Diplomacy and many others) the idea of a preference list has never been mentioned. I can see the need for it, postal games take so long to complete that playing the same country twice in a row could prove tiresome. This suggests to me that players should be able to supply a non-preference list of nations that the player has recently, or is currently, playing. More work for the GM I suppose

SA *Isn't a preference list and a non-preference list two sides of the same coin? If so, I don't see how it would be any more work for the GM. You do raise an important point though - I think the main reason for operating a preference list system should be to allow players to try different countries, rather than being landed with Turkey for six games in a row (which may take three years to play). That is certainly how I use preference lists myself. Of course, statistically some countries have a reduced chance of winning, but to put countries like Austria or Italy at the bottom of a preference list for that reason strikes me as being a "bad show" - surely people are not so obsessed with winning that they want to play Germany and Russia all the time?*

Steve Walton-Blobb

Thanks for your invite for a scrap Steve, a few more seasons under my belt, a few more attempts by you to raise the quality of play by expelling me from games and I will take you up on your offer. Meantime I'll avoid such formidable opposition and warm up on a couple of amateurs, who seem to have got above themselves. So if you would be so kind as to step aside I shall take aim with the Mary Poppins patent broly of truth.

First, and with my left hand, a playful swish at Richard Shape. I would like to subscribe to Dolchstoß, complete with surnames and as many gamestarts as you can provide. As a condition of subscribing I would expect a less dogmatic and more cheerful outlook to your written musings, especially on your favourite topic of surnames. In return I promise a written apology for being so dull witted as to suppose I could join a postal hobby without first checking thoroughly that no sad old racist fuddy duddy would object to my surname. I also promise not to move to Amersham and adversely affect the crime figures there.

Secondly, with my right foot, a word or two concerning Mark Globy. Six months ago I decided to hire a junior for my office, Globy applied for and got the position. Since then I have been training Mark and in quieter moments introducing the dull but keen lad to postal Diplomacy. There are, including Globy, seven people in my office and if it weren't for the fact that Mark provides the vital 7th player he would have been sacked months ago. You see the boy has no character of his own, no spark, he merely copies those he admires. Hence the remarkable similarity between James Hardy's letter to TIM concerning Globy's powers of information assimilation and the first part of Globy's last letter to SpOff, the final part of Globy's letter being a rip-off of my original comment. Note also that Globy joined SpOff slightly after I did and that the bugger is in every game I'm in. Whilst such behaviour is irritating, there are worse things in life than being admired and copied so I'll leave it at that for the time being - after all I don't want to read all this again in next month's issue.

SA *Hang on, let me get this straight. You are suggesting that Mark admires James Hardy? Poor misguided fool...*

John Colledge

It is good to see the letter column back to its former glory after a bit of a reduction in size. Congratulations on your clutch of Gladyses by the way. I'm not quite sure what the collective noun for Gladyses is. Any idea? I was greatly relieved to see Geoff Challenger's bit about folds. You almost had me convinced that perhaps I was in a minority of one on that subject.

I couldn't believe Steve Turner's letter about Electric Monk and Arfle Barfle Gloop. yes, he has been unfortunate in that two of his zines have folded recently, but the thing subscribers seem to forget all too easily is that editors of postal games zines are not your Asters or Murdochs of the world, they are amateurs who have real lives to live as well. I know fine well how easy it is to criticise editors for being late, making adjudication errors and so forth, but I soon forgot that when I started to do it myself. Having edited a zine for many years it must be very difficult for the people involved to give it up. They want to continue at all costs. Unfortunately time passes all too quickly and before they know where they are they are being compared to Martin Hansen of Blue Smarties fame.

SA *I will be interested to see what you think about the Postal Diplomacy Guarantee Scheme discussed elsewhere in this issue. The inspiration for it came from yourself.*

Richard Sharp

I trust that your throwaway remark about there being two Steve Waltons was just a wind-up. If not, kindly elucidate!

SA *No, it wasn't a wind-up. There are two Steve Waltons in SpOff - one Steve Walton just calls himself that and lives at 5 Lamb Terrace, West Allotment, Shiremoor, Newcastle upon Tyne, NE27 0EQ, the other is the now infamous Steve Walton-Blobb who lives at 213 Broomfield Road, Earlsdon, Coventry, CV5 6LD and from whom a letter appears elsewhere on this page.*

Calum Macinnes

One thing that puzzles me, and others I expect, is the on-going wrangles with Danny Collman... Please give the guy a break! I wouldn't be happily enjoying SpOff, Ode, etc. if it weren't for the care and support of Springboard and the effect of the Collmans.

SA *It's just that I believe, in general terms, that Springboard manages to get fewer established players into the hobby than we would get if Springboard didn't exist. I know Danny disagrees with me, and there is no way to prove who is correct. But I can say that if Danny's Introduction had been my first taste of postal Diplomacy then I would not have pursued it any further.*

Pete Duxon

Many thanks for Spring Offensive 35 excellent as ever and many congratulations on the well-deserved Gladys awards.

I wonder if your recent criticisms of Danny Collman are genuine concern over some detriment he may be causing the hobby, or the fact that you wanted someone else to have a go at. I suppose the Keys thing is old hat now. I don't think Chris was ever put off by Danny. Chris knows what Danny is like and made allowances. I think Chris understood that Danny's concerns were genuine if unfounded. Yes I do appreciate Chris is old enough to make his own decisions. As to Danny encouraging dropouts? No not really but once it's obvious that they have made a mistake and don't like PBM then Danny lets them go with no hard feelings on either side. Personally I think this is a good thing. The players who have dropped out of my Springboard game haven't been missed and both standbys have made a positive impression on the game. Personally I wish the Collmans would allow some 'experienced' games because I for one enjoy reading and playing in it.

SA *Contrary to what you appear to think, I don't "have a go" at many people and certainly not for the sake of it. Danny and I have agreed to differ on this, but my honest opinion is that however well-intentioned Danny is, the net effect of Springboard is to discourage more people from entering or staying in the hobby than would be the case if novices were just fed into mainstream zines direct. All available data (especially comparing dropout rates) backs up my position rather than Danny's.*

You seem to be giving the impression that the postal dip hobby is dying. As a relative newcomer I can't comment on the accuracy of that. I would say however that one of the things that discouraged me when I moved into the wider hobby was how little correspondence I received.

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My general impression is that the significant majority of the players who write to me most often, either are, or have been, Springboarders. Some 'experienced' players seem to play by telepathy (Pilot as a game being an honourable exception) or do they just write to their mates in the game? (You for example have an abysmal letter writing record don't you old boy!) I would echo Ian Willey's sentiments in the most recent Springboard, if I had been in an initial game with less player contact I would not have got further involved in the hobby.

SA *When you say that Springboarders are more likely to write, presumably you mean the less than 50% of Springboarders who don't drop out? Or are you referring to the even smaller proportion of Springboarders who ever join a mainstream zine? Generally speaking, I think you are wrong on this. My own experience is that some games just "gel" and some games don't, irrespective of whether the game is a novice game or not. For example, Richard Williams tells me he has sent and received over 250 letters in Jigsaw which is not a novice game, while I'm sure that some of the other novice games I'm running have little diplomacy going on. Of course I don't write much - I'm far too busy and once I've been stuffed in a game time pressures tend to make me take a laid back approach. This is not ideal and I'm not proud of it - perhaps I shouldn't play in any games at all until Spring Offensive folds.*

Oh please print this in full. None of your editorial selectivity please.

SA *Sorry, I've edited out two bits of your letter, one because it just repeats the letter I received from Chris Palm and the other because it would give the game away.*

Chris Palm

I'm delighted that Rosie Sexton has recommended The Ides of March to Rob Tesh, and I hope that Rob will want to subscribe and play a game or two. Perhaps you could let me have Rob's address so I can send him a sample copy?

SA *I am sure he will see Rosie's copies - she's his girlfriend (poor misguided fool).*

Rob has got something wrong though which I really feel needs to be pointed out - **I DON'T HAVE GAME FEES IN TIM** - so I'm not sure what Rob means when he says "what are the gamefees for? Is he hiring an outside GM or something?"

Possibly there is some confusion in that there is an entry fee for the UK (postal) Diplomacy Championships? (as distinct from the non-tournament games I also run which are free). That entry fee of £2.75 is not a game fee because I don't "pocket" it. The entry fees will be used to buy a trophy for the tournament winner, so it's not, for example, the same as the £3.00 game fee you charge in Spring Offensive, which Rob says he doesn't object to.

SA *Time for me to come clean. I have never actually charged any gamefees in Spring Offensive. I only said I did to slow down the gamestarts. Now that this has happened I will abandon the pretence and admit that games in SpOff are and have always been free.*

Funnily enough, Rob's letter prompted me to look at the cost of TIM in the same way you do for SpOff - i.e. cost per side. Quite coincidentally, TIM comes out also at the 4p per side you charge, including postage, and averages 36 pages A4 per issue. Rob is quite right when he suggests that SpOff is excellent value for money - and I rather hope that this might demonstrate that I too am offering a good value zine: it certainly isn't proving to be more expensive than your own - and I don't have game fees either (I hasten to add that I realise you only charge a fee for games because you want to suppress demand, whereas I'm a new kid on the block trying to encourage subscribers).

SA *I think both our zines are excellent value for money (though of course you do get more SpOff for your money because I use a lot smaller font than you do, but let's not get into that).*

As you know I floated the whole idea of game fees in TIM in a very open manner with subscribers in the first couple of issues, and you may recall that I decided against them. All I did was reserve the right to bring in

game fees to suppress demand, as you have done, at a later date if necessary. However, I also made a commitment to my first 50 subscribers that, should that ever come about, they would be exempted - a sort of "loyalty" bonus. Of course, the other option would be to just close lists for a short while if I ever felt the number of games was becoming too much - but I'm a long, long way off that !!!

I must admit Stephen, that I'm ever so slightly miffed that you didn't mention any of this in SpOff in response to Rob's letter, because you are aware of all that I've said here already since you have played in and traded with TIM from issue 1. It has led me to have to explain to a couple of enquirers about TIM that, no I don't have fees etc. etc. This wouldn't have been necessary had you explained Rob's misunderstanding in your last issue. I worry too this may have "put off" the potential subscribers who read SpOff last time. Anyway, hopefully this will put the record straight now, and Rob and others will now be clear on what TIM costs - and what it doesn't cost!

SA *Chris, I see 40-50 different zines - now this may surprise you, but off the top of my head I don't know which charge gamefees and which don't - I don't even read zines in that sort of detail to even notice in the first place. If someone makes an obvious error in a letter I'll put them right, but I'm not going to go around checking facts which I assume they've checked themselves. I knew you charged for something, that's as far as my recollection went. Thank you for putting the record straight.*

Graham Staplehurst

Two pages of Zine reviews, hawk, spit. I mean, what use are these to a man on the other side of the world? Looking at the table of Zine Pollers has reminded me of Denver Glont, possibly my most eagerly anticipated zine, although I might not even have thought so at the time. I look back somewhat nostalgically to those mid-80s - Denver peaking at 4th in 1987, though it fully deserved a win as much as most other winners. And what's this, Lokasenna creeping in at No.9 in 1983. Of course, Brian Dolton did run some Diplomacy (maybe even a game of regular once) but my fondest memory was a game of Rather Silly which acquired the game title Fuck Me Rigid Why Did I Agree To Run This?, which looking back wasn't nearly silly enough.

I liked Geoff's article on folds. I agree with Geoff's thoughts, and concur. I've edited a zine and I recognise that editor as someone who wasn't quite the same person that I am. I think I would add that a lot of editors - especially those in the embryonic or imago stages - are actually ducking out of life somewhat to edit the zine. It's too bloody time consuming not to. And when you realise this, you either decide 'I want this' and then it becomes the norm in your life and everything fits in around it, like any other reasonably involving hobby: or you say 'what AM I doing?' and get on with everything else which has suddenly become more exciting, more inviting, more rewarding or whatever. It's very hard then to force yourself back into editor mode to pick up the pieces. Psychologically, I imagine a lot of editors justify themselves by inverting their previous respect for fellow gamers editors/subbers into disdain ("what a load of whining wankers"). But that's just my opinion.

Thank you for still printing endgame statements. I love them - the winners always manage to make everything sound sooo easy ...,"Fortunately it was possible to drive Germany back into Russia and finish off France..." says Dave Horton. Presumably he was studying for a PhD and winning a regional heat of MasterChef at the time. Only joking, Dave! In fact, I will try to remember to submit one for Eurymedon when it eventually ends. I shall have to justify a long list of 'O's against my name somehow. I'm glad to see Andy Bassett still hanging in there in 1916: SpOff's longest game by some way, I guess?

I liked Balkan Wars IV, especially the additional rule allowing landlocked Serbia to build fleets in the non-SC province on Croatia. Unfortunately, your map shows Croatia as being "landlocked. Oh dear. But never mind, I'm sure Serbia will find fleets about as useful as Austria-Hungary does in the standard game.

SA *To err is human.*

Onto the letters (and I'd better think about ending this one before too long). Geoff Challenger writes a good letter, but I've talked about him already. Danny Collman and Chris Palm look to have buried a promising

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feud, damn them. Now you'll have to find someone else to argue with or will the Blair effect rub off on you, so that all is harmony from now on? La Blair has just been visiting Oz, eager to see what a Labour Party in power can really do. Well, they can sell off lots of state assets, for a start, I wonder who gave them that idea? Victoria (I don't know about the rest of the country) has also been suffering from massive erosion of local democracy - reorganising local councils into much bigger ones and taking powers away from them. And the day that Blair was here. Labour has lost the state elections in Queensland. I can't see Paul Keating inviting him back quickly. But I do feel Blair might have been a little more aggressive on the issue of French nuclear tests than Major has been. It is the real issue of the moment here, with lots of protests, appeals for funds to advertise in the French press and boycotts of French companies and products. A lot of companies with French-sounding names have been beside themselves trying to tell us how Australian they really are.

With regard to Gihan Bandaranaike's letter, I am consoled by your positive attitude to articles on other games. I may even be tempted to write you one! And I'd like to read some, as well. At least I get some of this from Nick Kinzett (who I bamboozled into giving me a lifetime subscription to OH). And on the subject of appalling pop songs, I note that no-one has yet contributed anything antipodean - what about Kylie, Jason or Rolf Harris? Of course, with your Superior knowledge, you will no doubt inform me that The Tweets or Timmy Mallet in fact come from New South Wales....

SA *I have had so many comments on Terrible Pop Songs I haven't been able to print most of them - apologies everyone.*

Finally, it's good to see you reintroducing Sopwith. I might even play, although I don't remember being any good at it. I ran a Sopwith variant, Fairy Sopwith, in Twiqu. Each of the six players was different - Roc, Fairy Snow, Witchy Woman, Giant, etc. It seemed to provide a bit of mindless fun.

SA *I don't mind if Spring Offensive has more material on other board games, and even starts to run some games. But, at the risk of offending you, I think I'll pass at Fairy Sopwith...*

John Marsden

I entirely agree with Geoff Challenger's comments on folding and the approach the OGRE should take. When I get fed up with the job (not in prospect at the moment) I'll bear his offer in mind, although he doesn't have a network of trades, of course. Mind you, if you accept his argument then it means that I've been psychotic for 16 years, which must be close to being clinically insane (mind you, I think the family have their own doubts here!).

SA *I suspect that Geoff may soon have a network of trades as he told me at ManorCon that he was relaunching Home of the Brave at MidCon.*

I see no value in coming down too heavy on people if they have difficulty playing their part in an amateur activity; keeping in touch and offering to help is much more useful, in my view. As to involving someone who can help, in the case of Electric Monk I recruited Richard Walkerdine, both as a sub-editor and a relative neighbour, to chase them and offer help; I think it worked in the end.

I've contacted Paul Bennett; Nothing to Declare is now about four months overdue. He's promising another issue but not much more; having been unemployed for a long period he is chasing work all over the country, which leaves very little time for anything else.

SA *Look like another one bites the dust..*

Richard Sharp

Glad to see you coming out strongly against the release of Lee Clegg: I was having slight misgivings about this, but I know I can rely on any opinion held by you being 100% wrong, so my mind is at rest.

SA *I suspect that that isn't meant to be a compliment, but knowing your politics I shall take it as such!*

John Colledge

It really is a great shame that things have been so screwed up in Ireland as it is a very beautiful country, especially in the south west. Have you ever been over? I went a few times with my parents and sisters when I was younger, but the best holiday I had there was when four of us from the different banks in Stranraer went round the whole of the coastline in my van. Our last night was spent in a hotel in Londonderry where we asked just how bad the troubles were, as it was at the time when they were just beginning. We were told "It has all been blown out of proportion." Never a truer word was spoken in jest as less than a month later that very hotel was a heap of rubble!

SA *Yes, Ireland is a tragedy. Nobody wins in the end.*

Your comments about Private Clegg got me thinking. I am quite sure a lot of people agree with you when they say you think that it is a disgrace that he has only served four years of his sentence, however, don't you think it might be possible that the powers that be are trying to atone for the mistake that was made in the sentence in the first place? I seem to remember there being quite an outcry at the time over whether or not he had kept firing for too long, but I'm fairly sure that must have been a common event. After all, how many soldiers actually count just how many bullets have left their firearm when they think their lives are in danger?

SA *But that's the whole point, isn't it? The victim was shot in the back - it was not a question of a soldier not keeping count of the bullets, but of a soldier not being able to control the direction in which they pointed their gun! All courts agreed that Clegg and friends deliberately broke the army's own guidelines by firing after the car had passed them. That's why they had to try and fake an injury afterwards to give credence to the self-defence excuse. And no, I don't think the powers that be are trying to atone for his sentence - the mandatory life sentence for murder means that many people are in prison who morally probably shouldn't be - just most of them don't have the army and the Tory Party campaigning to free them.*

It is undoubtedly unfortunate that the girl who died did die, but what on earth was she doing in a car that charged through a roadblock in the first place is she was as pure and blameless as some would have us believe?

SA *I see. The murder (for that is what the law says it is) of a teenager is merely "unfortunate" and anyway she deserved it for being a passenger in a stolen car. I suppose all passengers in stolen cars deserve to be shot in the back? Still, you appear to be in the majority on this issue, here's someone else who believes in capital punishment for people who ride in stolen cars...*

Andrew Feather

I have to disagree with your views on Private Clegg's release. What very few of the chattering Middle Classes fail to appreciate is that the joyriders are more to blame for what happened than Private Clegg. The fact is that in an area like Northern Ireland you just do not go around driving stolen cars at anybody, especially those who are carrying guns, without running a big risk. To be blunt, I have no sympathy at all for dead joyriders, but a lot for Private Clegg.

SA *If you train someone to a high degree and let them lose on our streets armed with rifles, is it asking too much for them to stick to the rules of engagement that they have been given?*

Paul Ridout

Well we usually disagree on most points of topical interest. I feel Private Clegg should be released as he was doing his duty and perhaps his only crime was being a little over zealous. I don't know anything about a cover up by his comrades, but that wouldn't affect my belief. Certainly jailing a serving soldier who was only doing his job is wrong and I believe politically motivated due to the recent peace talks, i.e. he was made a scapegoat to show the IRA that "justice" works both ways.

SA *"Over zealous"? You sound like an apologist for the West Midlands Serious Crime Squad or the policemen who forged their notes of a confession in both the Guildford Four case and the*

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Broadwater Farm case. Heavens, I hope I never face an "over zealous" policeman or soldier (especially one with a gun).

In addition, allowing "gays" to serve in the Armed Forces would be criminal. Troops need to trust and rely implicitly on each other, this many would find impossible with a practising homosexual. I have nothing at all against Gays, but the Armed Forces is not the place for them.

SA *I take it that you never trust women, just in case one of them fancies you?*

Mike Collins

First, can I ask you how your team got on at ManorCon? Excuse me while I childishly snigger.

Okay then, my reason for writing is to clean up a bit of crap I noticed in your editorial in issue 35. I served in the army for 15 years, and yes I did some time in Northern Ireland. It is obvious that you have also served there or else how can you possibly be able to comment on the Clegg fiasco?

SA *I can comment as a lawyer who happens to think that the law, although unjust in this case, should be applied in the same way to everybody and that no individual should have special treatment which the government is unwilling to give to other deserving cases (and no I don't mean IRA murderers).*

If you are standing, armed, with three other soldiers and two armed police on a vehicle check point and a car came racing towards you, what would you think? I don't think you would believe it was just full of car thieves, I wouldn't for sure. That means you are bound by the rules to attempt to stop it from harming you or anyone it is your duty to protect. Opening fire on the vehicle was the only course open to these men and it was the correct action to take.

SA *I'm with you so far.*

If they had stopped firing when the car passed then this would have been just another Ulster tragedy but with the blame laid at the drivers feet where it belonged. We all know what did happen, Clegg fired afterwards and killed one of the thieves. A lapse in discipline yes, but murder? No, it wasn't that. I think manslaughter would have been a fairer charge and if he had been convicted of that then there would have been none of this "mejah" circus and he would be locked away still. As for his "mates" well they should all have been thrown out of the army for that pathetic attempt at a cover up. It must have been rather a shock for those IRA apologists to see those honest RUC men shop the soldiers. The powers that be have really cocked up by allowing Clegg to remain in the army. That is one more stick Adams and his fellow cowards will use against the elected government of N. Ireland.

SA *Surely the point is that if they had stopped firing when the car passed then there wouldn't have been a tragedy at all? Or am I missing something? I would entirely agree that manslaughter would have been the appropriate charge, but that is not the point. The law of murder is in a mess, far too many people end up with life imprisonment for crimes which the general public would think are less culpable than murder - I accept that. What I object to is that this one individual should have that recognised and be released very early indeed simply because of the lobby groups behind him, while other deserving cases are left to rot. The law on murder needs reforming - probably by abolishing the mandatory life sentences which puts Lee Clegg, a mother suffocating her horrendously handicapped baby, a husband helping his terminally ill wife to die, and the monsters who killed four children in the last week all in the same category. Had Clegg been convicted of manslaughter, I doubt if he would have received more than a couple of years (out after 18 months). That would not have been a sentence that I would have disagreed with.*

Your other point about homosexuals was really wide of the mark. They are allowed to serve as long as they STAY in the closet, as they have done for centuries. There is no place in a fighting unit for them or women. When you are fighting a battle you are fighting for your mates, none of this Queen and country rubbish. The whole thing is very rugby clubbish, very masculine and close. If you add a dollop of sexual

attraction to this then you are asking for trouble. How can you order someone you love to attack a position which could result in their death? What if the vehicle your partner is in hits a mine. Would you break the line to go to their aid? What damage to unit discipline would result from having an affair with one of the lower ranks?

SA *No one has suggested that it shouldn't be an offence to have sexual relationships between ranks (as is also the case between heterosexual soldiers). What's more, I daresay many men "love" and care for their mates more than some women they fancy and it is that love which makes them fight for each other. What I particularly dislike is the witch hunt against some individuals who want to stay in the closet, but who are dragged out kicking and screaming by the Military Police. Some of these people have non-combatant jobs anyway. The fact that every other army in the developed world except the UK and US admits gays makes me think that it is more to do with the hang-ups Anglo Saxon men have about homosexuality than anything to do with military effectiveness.*

The questions are endless, and again the army has to suffer this politically correct spotlight from people who know nothing about the real situation. There are not as many homosexuals in the army, or outside certain circles in fact, as most lefty socialists would like, I'm afraid. Those that do serve remain locked in their closet where they belong.

SA *How do you know there are not very many if they are all so firmly locked in their closet? I don't think it is a question of political correctness, more a question of human rights.*

Jeremy Tullett

Even for a man with liberal tendencies such as your, the editorial remarks about Private Clegg are a little over the top. So far as I am aware Clegg has only been released pending an appeal and could still be sent back to jail.

SA *Not so. Clegg has been released on licence, as all murderers are when they are allowed out of prison. He has no appeal pending, the case has already been to the House of Lords, although some campaigning on his behalf want the case referred back to the Court of Appeal.*

And, so far as I am aware, the Guildford Four and the Birmingham Six have not been declared "innocent" either. It is just that their convictions were deemed unsafe. The fundamental differences in the issues appears to be that new forensic evidence tends to suggest that Clegg did not fire the lethal bullet [**SA**: *In which case one of the other soldiers is guilty of murder instead*]. In the IRA cases, the forensic evidence is not in doubt, it is just that its interpretation was more ambiguous than the trial suggested - e.g. there was evidence which pointed to the handling of explosives, but that same evidence could have been due to something else.

SA *The Guildford Four were released because ESDA tests confirmed that the police had lied about the alleged "confession". The Birmingham Six and the Maguire Case rested on the fact that the samples taken were contaminated in the lab - indeed other suspects were also detained after the explosion and they also tested positive for explosives, but this fact was kept a secret from the defence and the jury. As for the convictions being quashed as "unsafe" - the Court of Appeal can only quash convictions as being "unsafe and unsatisfactory" - so that is the finding they make in every successful appeal. Any defendant who has his conviction quashed is innocent in the eyes of the law and anyone who tries to say otherwise (such as Lord Denning) faces a hefty bill for libel (as he found out).*

Of course, a number of other convicted murderers have been released early, mostly women who killed allegedly violent husbands. This to my mind is a real disgrace, although I would concede that manslaughter might be a more appropriate charge in some of these cases.

SA *So far as I am aware, all high profile releases of battered wives has come about when the Court of Appeal has reduced their conviction to one of manslaughter. On the other hand almost all*

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convicted murderers are released early (in the sense of before they die) - the usual "life" sentence being 8 - 12 years.

I'm surprised that 47% of the American people believe Genesis' account of creation is literally true - I wonder who carried out the poll? There are in any case three creation stories in Genesis, so which one do they believe in? I was also rather surprised to find myself on a course last year with two of my colleagues, both of whom turned out to be creationists, particularly as one of them models oil fields in the North Sea. Apparently, he believes God put them there for man to understand and exploit.

SA *At the risk of upsetting Pete Gaughan again, I think a majority of the American people, especially the younger generations, could believe more or less anything. Most US school leavers think that the Russians fought on the side of the Germans in World War II!*

Fred Davis's curiously worded letter seems to suggest that sexual abstinence will lead to an increase in teen pregnancies, although I think I know what he meant (in context). I think the problem is not ignorance or knowledge, but a lack of respect for other people and lack of interest in the consequences of one's actions. I would not like to take the Redwoodian view of the feckless working classes over this - it is unlikely that the masses ever took much notice of the church in this country either - but there does seem to have been a general decline in the rather old-fashioned views of what constituted honourable behaviour, characterised in general by the supremacy of happiness of the self over the happiness of others (personal sub-text available on request).

SA *Perhaps. I'm not sure I believe that the past was ever any rosier, life for most people in this country 100 years ago was even more nasty, brutish and short than it is now.*

Gihan Bandaranaike

The problem with your zine is that I totally agree with your views, a problem I don't have with the other zine I sub to (Chris now knows this after my last letter). Is it just me or is Diplomacy infested with right-wing extremists? Perhaps it's the thrill of conquest and subjugation that appeal to their fascist fantasies. Certainly their naturally glib tongues help.

SA *I think this hobby is more right-wing than it used to be, but that's probably because the average age is higher which means we are now a middle class hobby as opposed to a student hobby which hadn't quite come to terms with how middle class it was going to be. Sharp and Palm are, of course, beyond redemption.*

Simon Rose

Thank you for printing the "Most Popular Openings" stats. I have found them very interesting, especially the obvious changes in "fashion" that have taken place over the years. As these seem to cover all the "obvious" openings, I am also finding it interesting to speculate on what some of the weirder openings (forgetting errors and the odd incompetent) make up the rest. Has there ever been an article on unusual openings.

SA *I'll see what I can do.*

Dave Thomas

I have only just started to get re-involved with the hobby recently after suddenly having lots of spare time. I was quite involved with the postal hobby some 10 years ago, but have lost all contact since then. I used to run a zine for a few years called The Church Mouse which was very popular and did well in the Zine Poll. I came 5th one year. My main claim to fame, apart from TCM, was to get 0 points as Austria on both days of the 1981 National Diplomacy championship and still end up two thirds the way down the official ratings due to Paul Simpkins' controversial scoring system. I also became a bit of a "legend" (John Dodds' words, not mine) for hosting the British Pass the Pigs Championship at MidCon.

SA *Good to hear from you, Dave. You and I didn't overlap as I was out of this hobby from 1980-1992, but in my attempt to reconstruct a Hobby Archive I have several copies of TCM*

(Nos.9-25). Any chance I could borrow 1-8 and 26+ to photocopy for the Archive? Don't suppose you have any other old zines from the early 80's around that you no longer want?

Calum Macinnes

I'd like to respond to Pete Gaughan's dislike of generalisations about "stereotyping of Americans in British zines." he seems to fall foul of his own crime since he goes on to talk about "dour Englishmen and Cockney drunks." Such confusions about the term "British" and "English" reflect the culture of Anglo-centrism. I know some Canadians get annoyed by the blanket term American.

Post-imperial England seems to be facing an identity crisis as to its culture and role. Most English people seem ignorant of the offence they cause when they call Britain, England or the British, English. Why is there a BBC Scotland, BBC Wales, but not a BBC England - answer cultural colonialism.

SA *I agree.*

Stewart Whyte

As a Scotsman, I have decided to pander to English stereotyping and write a whinging letter. I like to look at the other games in Spring Offensive and read the accompanying press comments. On the whole the quality of the press is fairly mediocre, repetitive, uninspired and unsophisticated. Comments are generally of the "You're going to get stuffed" or "I told you so" variety. Occasionally there is a piece of press which is witty, original and a pleasure to read - witness Rob Wills contribution to Matchbox in the last issue.

The English language is a wonderful thing, with more words than any other language, so come on put that high quality education that the humble taxpayers so selflessly paid for to better use.

That was just my introductory whinge to what is my main complaint. I am a history teacher and my hackles have been raised by the historical inaccuracies in Diplomacy press. Specifically the Soviet/Communist reference made about or by Russia. It is completely inaccurate to use Communist terminology (such as Politburo) when referring to the rulers of Russia in Diplomacy. So please, unless your game lasts past spring 1917 refer to the Russian government as that of His Imperial Majesty Tsar Nicholas II.

While I'm on the subject, does anyone else find the reference to the Italians as Wops distasteful?

In case anyone is frantically searching through back issues to find the ground breakingly funny press I have produced, I freely admit to mediocrity. Nevertheless, I would urge everyone to continue writing press, even if they can't think of anything particularly inspired, Mediocre press is better than no press at all.

As someone who is playing Turkey, I anticipate the approach of the autumn / Christmas period with a heavy heart.

Roy Britash

Vick Hall told me that you were the zine archive custodian. What interests me is old zines. Do you have many old "classics"? i.e. folded zines or current ones which have once put out a corking issue? Just a few would do and I would be more than happy to pay for them (or borrow, and pay for postage, if that is the arrangement).

SA *I have about 50 foot of shelf space of old zines... and I'm still missing a few. I also have about 15 feet of duplicates, which I will pass on to anyone who wants them if they come and get them. I'm giving Sandra Bond and Mark Nelson first pick as they have large collections as well and the more things are kept together the better. I hope to put together a duplicate listing over the summer, but as you'll appreciate the task is enormous. Watch this space. I'm also hoping to mount an exhibition of "classic" zines at MidCon if at all possible.*

Ken Simpson

Thanks for the last couple of issues of Spring Offensive. I'd forgotten what a proper Diplomacy zine looked like. I might even rake up enough

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enthusiasm for a game or two once I've got used to being in work again. Recruitment consultants and personnel agencies can give most people in the Hobby lessons on how to be obnoxious, incompetent and thoroughly irritating.

SA *It was nice to talk to you at ManorCon and many thanks for the carrier full of old zines. Contributions to the archive are always welcome. What with all these other games being offered in Spring Offensive these days, I fear that this is no longer a purist Diplomacy zine.*

Steve Turner

You were asking about the origin of the name Arfle Barfle Gloop. In the early 80's I had a BBC computer and played adventure games on it. Some of these were created by an outfit called Level 9. On one game the reply the computer gave to an incomprehensible instruction was "arfle barfle gloop". The Morris' knew the men behind Level 9.

SA *Now you've mentioned it, I have a horrible feeling that I have played that game as well...*

Ryk Downes

Some more contributions on the subject of zine names:

Froggy - was I believe Andy Bate's nickname, possibly by an old girlfriend (Fiona?).

10 Lime Avenue - was the address of the editor when he started up and although he moved shortly afterwards the name remained unchanged.

Gazfinc - stands for the GAZzeteer of FINchley Central - a meaningless game that Richard Bairstow invented and started to run. In Finchley Central, you name a station on the underground each turn and the first person to name Finchley Central is eliminated and the other players continue. Thing is you can name a station twice and there are no restrictions on your choice!

The Tinamou - Named after a South American partridge-like flightless bird.

As to my zines:

Back to the Dark Ages - the zine started life as a very small fortnightly zine and was an attempt to recapture the early days of the hobby.

in Between Days - After a song by The Cure (and was a zine inbetween the one I had been producing and the one I wanted to produce - a stop-gap zine).

RAG - named after an anagram of the initials of another editors sister who I once took out on a date. It was done since he said I wouldn't dare.

Shadowplay - After a song by Joy Division.

Dreams Never End - After a song by New Order.

Good Year for the Roses - Named after the Elvis Costello song, it was set up for my Movie Mogul campaign.

Flying for a Quail - After a meal at Imran's one ManorCon, where the zine was conceived and the quail from my quail curry ended up flying around the table before being given a burial at sea in the water jug.

John Wilman

There is a history behind the naming of Watch Your Back, but it is too long and tedious to bore your readers with.

SA *John, nothing is too long or tedious for Spring Offensive readers.*

Graham Staplehurst

Meanwhile on The Naming of Zines' you missed a couple of points. Probably more than couple. You referred to Matt Williams's Tales from Tanelorn which became Swansea With Me. This Second title should be allocated to the Music sector. As it is the name of the first Housemartins album, acquired on cassette at a Warwick University gig. It became a sort of anthem for the Warwick Mob. You can also add me

to both literature and music, editing The Wind's Twelve Quarters (named after a short story collection by Ursula Le Guin) - it ran for 12 issues - followed by The Mike Oldfield Collection. ATU XVIII is the eighteenth trump of the Tarot deck. Lokasenna can also be attributed to the Mythology section Norse mythology to be precise. Of course Nick Kinzett's new Outbreak Of Heresy is derived directly from the game Civilisation, though you might count it as a 'Word Game' derivative. Looking at the range of Latin names already used, I'm surprised no-one has nicked Fortuna Imperatrix Mundi from Carmina Burana: Chance Queen of the World has an emphatically appropriate ring to it, from where I'm sitting.

John Marsden

The old question, why is Ode so named? As a reaction to some of the very long names around at the time (e.g. A Voice in the Wilderness). I wanted a short name that couldn't be abbreviated, and it just came to me. Besides, I was intending a series of "Odd Odes" on the cover, but no one liked them!

SA *For the sake of posterity, here is the Odd Ode from the cover of Issue One:*

Madness Breaks Out In Manchester

A funny hobby this, I think
As zines come, stay a while, and sink.
The frog is gone, lost on Canvey;
No longer can John make us think, or angry.
The mantle taken up by Tringham
Who seems to fire at many - and hurt 'em.

Boot is being trained, we hear,
To sniff out drugs, and even beer
To fill the men of the Constabulary.
This rhyme is straining my vocabulary!
Will others suffer like Gallimaufry
Because they find the price is too high?
Or will they be like perennial Courier,
Going on for year after year after year.

A Voice cries in the wilderness lonely
Of the trials of our friend John Lee;
And spirit prices are up again -
Though no fault of her at No.10.
Lemmings express themselves most variously
Whilst survival is a Pyhrric Victory.
Even with Bruce Simpkins couldn't stick
And 1901 is now a statistic.
Now Supercomputer's off to 'Frisco -
I'd be better opening a disco!

Yet still I want to join this rat-race -
To fail to now would be to lose face!
The duplicator's bought, the die
Is set; the result before your eye.

If you think of rubbish this is a load
Just take a look at the rest of this Ode!
(I'm not as good as Cyril Fletcher;
But I'll get the knack one day - betcha!)

SA *No, can't think why they never caught on...*

And there we must leave another Spring Offensive letter column, in which the readership never seem to agree with their esteemed editor, but what the hell. If we all agreed about everything life would be very boring, wouldn't it? For a start there'd be no need for politicians and then where would Jeremy Paxman be? Dolchstosß would no longer irritate liberal lefties anywhere and Richard Sharp and I may even agree on something. Then again, maybe not.

LETTER FROM AUSTRALIA

Graham Staplehurst

It is great to receive news from home and I am looking forward to a continuing stream (albeit at a 5-weekly pace) or more. I feel confident that now we're sorted out we will be able to keep the games stuff going by fax and (eventually) e-mail. That is. If the Mac can be repaired.... I'm typing on it now, but the screen has a sickly yellow tinge and the projected part has shrunk leaving a blank margin around the edge. I think something has happened to the CRT in transit! Hopefully, it will allow me to finish this letter.

Let me update you. We arrived c. May 9th (I think - it was all quite hectic). We'd been travelling for around 24 hours with a brief stop in Singapore. Just enough to see the shops at Ohangi Airport and have a shower. Jago slept in his skycot for a reasonable amount of the first leg while I fitfully dozed, ate, watched TV and played video games, which Singapore Airlines are kind enough to provide. I was doing rather well at the poker tables in a Las Vegas game when we landed, and got rather annoyed when I had to put it down.

The second leg - just over 7 hours to Melbourne - was rather more nightmarish. Jago hardly slept, our reserves were shot and we had lost contact with our time clocks. Worst of all there were no video games. Amazingly, the plane landed on time, early at something like 0630 Melbourne time so we had a fretful moment while our lift - my new boss - turned up. Then we had to survive an entire day. Actually, we crashed at around 11, woke in the afternoon and seemed OK after that.

Your description of Kate's placidity and sleepfulness reminds me of the good times we had with Jago in England. Since arriving, he has had a persistent ear infection (brought on by the air conditioning on the plane, we think) and, once that cleared up, teething. We have had maybe two or three undisturbed nights since arriving. C'est la vie, I suppose. Now Jago has four lovely teeth and delights in exhibiting them - and gnawing any exposed part of one's anatomy. This means we also have the fun of brushing our teeth together - which he genuinely enjoys, holding the brush and grinning madly - and exploring all sorts of new foods. He copes well with slices of bread and soft sandwiches, and is even having a go at apples and carrots.

Enough rancid babytalk! Arriving, we started off in some serviced apartments close to my work. We spent several days exploring different areas. It was exhilarating. We rummaged through the paper and lists from estate agents, then plotted routes and circumnavigated as many suburbs as we could. Every day brought something new. Did we want to be close to the city or further away? Near shopping? Near the bay? An older or more modern property? It seemed to me that the range of different styles and types of housing available was so much greater than in the UK - which was a real surprise, Melbourne's architecture is fascinating.

After 2 weeks - during which time I had started work, and found it in not too great a state - we plumped for a house in Brighton (yes). It was large enough to accommodate guests; old but with a modern extension: and it had an outside heated pool with spa. It seduced us. When we moved in, we realised our mistake. We quickly found the central heating, which had been extended to the extension, did not work there. The lovely big, airy room with a wall of glass overlooking pool and patio was a cold and unheatable space. It had an open fire, but consumed a lot of logs and you couldn't keep an open fire going all day. And Melbourne isn't Brisbane: It regularly goes below 10C at night and one day last week the top in the daytime was 6C. Mind you, it doesn't actually freeze, either.

Then during high winds we discovered the extension creaked. There were ants in the bathroom. The water tank overflowed continually. We complained. Nothing was done. We kept the heating on all the time and realised what it cost to just keep the pool clean (8 hours of pumping every day, plus chemicals) even without heating it. Belinda, unsettled by the move as anyone would be, and aggravated by the problems with Jago, got severely depressed. In the end, I managed to arrange for us to break our 12 month contract (partly I think by threatening to serve a notice to repair on the agent regarding the heating) so we moved out the weekend before last.

We are now in a house, and an area, which suits us much better. Albert Park is close to the City, but not on any main route into it. So it stays pretty quiet traffic-wise, and there are lots of leafy roads and little parks and playgrounds. At the end of Merton St is Victoria Avenue, served by trams, delicatessens and coffee shops. There look to be some good restaurants, too. Melbourne has a real 'cafe culture', and its Mediterranean feel is emphasised by the extent of Italian and Greek colonisation. On Sunday mornings, the pavements are really crowded and it's impossible to avoid the smell of coffee, croissants and other goodies.

Most of the houses are pretty old - about 100 years - and vary in style. Many are very elegant, two storey terraced houses (most Australian dwellings are single storey). They have whitewashed or painted fronts, usually with an upper balcony, and fancy wrought iron work. Often they have an elevated gable-type front - again quite ornate - which makes them appear even taller.

All the houses have good high ceilings and most have a veranda with wrought iron or carved woodwork if they haven't a balcony. Ours has a nice wooden porch and a semi-veranda set in the front try the bedroom, but there's no door to it now. We don't have a garden, but have a very private courtyard I instead, with a rockery and fishpond in one corner, and plenty of plants and bushes - even two small trees. The yard is paved, with high brick walls: I hope it won't be too much of a sun trap in summer but there should be enough shade under the giant terms. We're thinking of getting a kumquat tree....

Our house is brick but many of them are wooden, built from overlapping horizontal planks. Most are narrow - just one room wide, or "single fronted" as they say here - and have a little peaked roof. They look like overgrown beach huts, but many go back a long way and have two or even three bedrooms, a lounge and an open plan kitchen/dining room. We almost took up one in an area called Prahran, but decided it was a bit too seedy for a family. Albert Park has a veneer of gentility, sort of Islington compared to Camden. We're still having a bit of a problem getting home contents insurance, though.

We watched a lot of Wimbledon. They broadcast huge chunks of it during the night, live. We taped it (and occasionally sat up with a restless Jago, hoping Ivanisevich would bore him back to sleep). Speak of the (little) devil, he just woke up. It's only 9.30pm. Ho hum. Belinda's giving him another feed - at least he's still taking it direct in addition to 3 good meals a day - while I continue. Actually, there's a lot going for him around here. Plenty of excellently equipped little local playgrounds; storytelling at the library today (free); a toy library worked on a co-operative basis; an exercise/activity class called Gymparoots: and Belinda has already made contact with two 'mothers groups'.

Time goes by. Another day at work and Jago to bed after a delicious supper. People are very into Italian food here - gourmet style, as well as Pizza Hut. We picked up some gnocchi at the market on Sunday, potato, pumpkin and spinach varieties. Mmmmmmm.

I'm very close to work and get there in 20 minutes door to door walking to the tram stop and up from the corner of the road below work. If I drive, the route takes me through the actual park part of Albert Park, around a great long lake. The road forms one half of the new Grand Prix circuit for the race which is moving from Adelaide. There has been a lot of protest (apparently) about turning a public amenity into a race track. But Lakeside Drive now looks very attractive, fringing the shore with tall palm trees, and in the evening I drive home into the sun which sets behind the stately, but not overly dominating, skyscraper mass of central Melbourne. It's an ideally-sized city. Big enough to support arts and sport, to have a unique character and presence to feel modern and yet have some history. I certainly am liking it here.

MISSION FROM GOD

Kim Head has produced an excellent issue of MfG and she deserves hearty congratulations for all the effort put into making it such a success. There's reviews of nearly every zine under the sun, with very few gaps. Send Kim £1.38 for a copy of the latest issue and find out about the breadth of the amateur PBM games hobby. Kim Head, 23 Higher Efford Road, Efford, Plymouth, PL3 6LB. And ask for a copy of her new zine, Life's Rich Pageant while you're at it.

Conflict in Silesia

Planning For The Inevitable War Between Germany and Russia

by Stephen Agar

Long ago, Richard Sharp promoted the theory that Germany usually thrives when Austria thrives (or at the very least Germany does well when Austria manages to stick around for a while), and the available statistics appear to bear this out. However, is this really the full story? The purpose of this article is to suggest that Germany in fact does well when Russia does badly and while Russia doing badly and Austria doing well may be different sides of the same coin, that is not always the case. I would doubt if a Turkish invasion of Austria holds quite the same long-term horrors for Germany as a successful Russian invasion, while a successful attack on Austria by Italy is probably only bad for German prospects if it is accompanied (as it so often is) by Russian gains in Austria as well. This slightly different approach would have some ramifications for Germany strategy over and above the Anschluss which we all know and love.

Having GM'd 30+ games of Diplomacy, after a while you do start to notice patterns creeping into the games. One common situation is to see Germany and Russia slugging it out for control of Berlin and Warsaw by about 1904, sometime Germany is victorious and (unlike Hitler) reaches Moscow, on other occasions Russia triumphs and the whole of Germany falls. Often the victor is the Power who strikes first. Conflict between Russia and Germany is, in my view, generally inevitable once mid-game is reached. That being the case, I would argue that a successful strategy for Germany will take this into account from day one.

The Polish Battleground

Few Russias open with A(War)-Sil and even fewer Germany's try A(Mun)-Sil or A(Ber)-Pru. After all, there are the neutrals to pick up and there is a need to sort out an alliance structure amongst near neighbours. But once the initial land-grab is over, where does Germany get the next few centres from?

If all is going well for Germany he will be in an alliance with either France or England against the other. In the event of a Franco-German alliance you would expect to see Germany build F(Kie) to threaten English interests in Scandinavia and the North Sea, while France tackles England direct. While England is slowly taken out, France moves into the Mediterranean and Germany goes... where? Well, intervening in Scandinavia may already have brought Germany into conflict with Russia and if you're building A(Mun) and A(Ber) it is just ever so easy to order A(Ber)-Pru, A(Mun)-Sil and you've got a supported attack on Warsaw. On the other hand, sometimes Germany is so determinedly anti-English that he assists Russia in Scandinavia in order to get the extra Russian fleets needed to crack open the North Sea, but this tends to plant the seeds of Germany's downfall in the mid-game, for reasons discussed later.

Anglo-German alliances aren't much different in practice. England sends fleets against France and probably puts an extra couple of units into Scandinavia. Germany pours armies through Burgundy and gives the English some support in the north. By 1903-4 France is effectively out, England has the outlying French centres and maybe even St. Petersburg and yet again German armies built in Mun and Ber look east for the next few centres. After all, it is difficult for Germany to build fleets quickly enough to take on England single-handed, so it is easier to build armies instead. Of course, this strategy can be fatally flawed as a few years later Germany will be very vulnerable to an English stab.

The Russian Perspective

The fact that Germany often looks to Russia for the second tranche of supply centres once the Western triangle is settled is quite logical when you consider the proximity of the Russian centres, the fact that Germany is essentially a land-based power, and the influence of Switzerland and the stalemate lines on geography. In particular, in order to win the game without crossing the stalemate line Germany needs two or three Russian home centres to stand any chance of victory.

And of course the converse also applies. Russia needs to secure her frontiers in the early game and will be looking for assistance from

neighbours to get a foothold in the Balkans or Scandinavia. This is certain to bring her into conflict with either Austria and/or Turkey in the south and with either England and/or Germany in the north. If Russia strikes a good deal in the Balkans and makes early gains, then it is likely that in the short term Russia will keep sending armies southwards. But once Russia has got as far as she can easily get (usually the Vie/Bud line) or as far as she has agreed with her ally, where else can Russia seek growth? It has to be in Scandinavia and Germany. By this time either Germany will have let Russia into Scandinavia, there will be an uneasy balance in the area or England will have monopolised the situation, perhaps even taking StP.

The usual Russian game plan in the north would be to take Scandinavia, the North Sea and maybe the odd English centre while eliminating Germany through encirclement. And of course if Germany assists Russia in taking Scandinavia he is just speeding up the process. A continued Russian presence in Scandinavia coupled with Russian success in the Balkans will, in my opinion, inevitably lead to a Russian attack on Germany. Indeed, if you consider where Russia is to get 18 centres from, you have Mos, StP, War, Sev, Con, Ank, Smy, Rum, Bul, Gre, Vie, Bud, Tri, Ven, Swe and Nwy for 16. To win Russia must take mainland Italy (difficult without a large naval presence), take England (possible with German help, but Russia can't build fleets that fast) or take Germany. Of these three options, Germany is the easiest, especially with help from Russian units in Scandinavia and Austria. Of course, if Turkey is still in the game, then the need to take the German centres for a victory becomes overwhelming.

So what does this all mean for Germany? I believe that the mid-game interests of Germany and Russia in Diplomacy are almost always incompatible and that for real and lasting success one must take the home centres of the other. Therefore, that Power which is first able to mount such an attack effectively will have a decisive advantage and that early strategy for both Powers should be directed at putting themselves into that position.

There's More To It Than Just Threatening Italy

If there is any substance in this analysis, it follows that Germany should try to keep Russia weak, by denying her Sweden in 1901 and at the very least maintain a balance of power in Scandinavia to keep the Russian genie well and truly bottled up in the north. On the premise that my enemy's enemy is my friend, Germany should support Austria (to deny Russia early builds) and do all in her power to discourage the emergence of a Russo-Italian alliance or a Juggernaut. The aim must be to keep Russia isolated and weakened, so that she spends her early game defending the homeland. If Russia manages to achieve a secure southern flank then Germany is in trouble. This means that Germany should not neglect to maintain effect diplomatic connections with countries such as Turkey and Austria, because by the time the mid-game comes around their position in the game will directly influence the ability of Russia to wage war on Germany.

I would go on to say that I think, save for desperate circumstances, that it is a tactical mistake for Germany to do much by way of supporting Russia against England. Once Russian fleets get to Norway and the Norwegian Sea it will be impossible for Germany to push them back on her own. Even when Russia gets into trouble in the south, all too often a rump Russia can survive in the north for years and years, denying Germany the Scandinavian centres. If Russia reaches the North Sea, then Germany is encircled and the odds of Germany withstanding a determined assault from Russia are slim, especially once a Russian fleet gets into the Baltic.

Germany must aim to resolve the western triangle before matters settle down in the east, so that she can build armies to attack east before Russia is in a position to build spare armies in Warsaw. Essentially, it doesn't matter how Germany resolves the E/F/G conflict - an alliance with England makes things difficult for Russia right from the start, but leaves Germany open to a stab later; an alliance with France may allow Russia to break out in the north, but may prove more secure in the longer term. Only remember this: Russia is not really your friend.

Russia, on the other hand, should do all in her power to achieve influence in Scandinavia and hopefully prevent an Anglo-German alliance that could see StP coming under pressure. If Russia can spare A(Mos) in S01, then the move to StP must hold out the prospect of increased influence in the north and hence an early ability to strike west. However, any influence gained in Scandinavia will be irrelevant in the face of a determined A/T alliance and it is the struggle for power in the Balkans which must be uppermost in Russia's thoughts. Just as Germany benefits from an isolated Russia, Russia also benefits from an isolated Germany, provided the end result isn't an over-mighty England.

To conclude: if you're Germany it isn't enough to support Austria. Far better to fix the real enemy - Russia - as soon as possible.

A Beginner's Guide To.. HISTORY OF THE WORLD

[By Gihan Bandaranaike]

This article assumes the optimum 6 people playing Gibson's version of the game.

(A) OVERVIEW

History of the World is played in 7 turns or Epochs. In each Epoch, each player plays a major Empire which suddenly appears in its historical land but expands as its player desires. Each Empire in an Epoch appears in a set order. After the Empire has expanded, a player scores Victory Points according to the lands all his Empires, old or new, occupy. Points are also gained for controlling Capitals, Cities and Monuments. The player with most points at the end of the game wins.

Game concept and mechanics are easy to learn, making it an ideal introduction for non-gamers but subtly in strategy and tactics also give it appeal to gamers. Although 3-6 players can play it, the more the better. A game lasts about 2 hours plus half-hour per player, more if teaching beginners. The game is educational, hence suitable for kids, and designed so that the historical expansion is often a good move. If using it as an educational tool, remember all Empire appearances are in line with the time the Empire expanded, not when they first existed. Finally, like many fun multi-player games, the game penalises those leading and stakes become bigger so as to give even the players doing badly a chance of winning.

(B) EMPIRE ALLOCATION

At the start of an Epoch, before expansion, all players are allocated an Empire. Players draw Empire cards and either keep it or pass it, face down, to another player without an Empire card. The card drawing order is decided by calculating the cumulative size of old Empires played, the lowest total drawing first and the highest last. Ties are decided in favour of the player with more Victory Points or, failing that, randomly. Drawing order of Epoch I Empires is randomly determined. Players passed on an Empire may not look at it until all players have an Empire and are forced to pass on, after looking at it, an Empire card subsequently drawn. Players may not look at the unallocated Empire(s). Empires then appear in a set order. Players may not reveal his Empire card until it is that Empire's turn to play.

Strategy in HOTW is centred on this simple but subtle mechanism. Players who had large Empires in the past will probably have large scores but will draw later and hence will probably be given weak Empires to rebalance the scores. There are 7 Empires in every Epoch hence there will always be 1 Empire unallocated. Large Empires expand late in Epochs thus players do not know if a player has it or if it never appears, significantly changing this version of history. A player may announce his Empire but may not reveal the card till his turn hence may be lying.

The major strategic decision in the game is choosing whether to play or pass on the Empire drawn and, if passing it, who to pass it to. When judging the worth of an Empire, most beginners will simply look up (on their player mat) the details of all Empires that could appear in that Epoch and compare the obvious factors, the Empire's size (bigger is not always better) and is there a Capital or is it nomadic? However, there are other less obvious factors which you should consider; most of these factors are listed below (use them to also decide who to pass an Empire to).

- (1) the Order of Play of that Empire. Keep an Empire with an early Order of Play if you currently have many units in play as you can score with all your plentiful units.
- (2) the value of an Empire's native and nearby Regions. In Epochs I-III, the Middle East is highest scoring but, from Epochs III onwards, India/China are high-scoring. It is good play to have a defended presence in India and China to gain the points.
- (3) the reach of the Empire. Empires near to many Regions or with navigation can reach many Regions, each worth points. Ocean navigation can reap large points.
- (4) the points-efficiency of an Empire. Some Empires can gain a disproportionate number of points to its size hence not adversely affecting when you draw in future.
- (5) the durability of an Empire. In Epochs II-V, pass on an Empire if a medium-size Empire appears nearby later in that Epoch or if a large Empire will appear nearby in the next Epoch as that Empire will not last to provide you points in later Epochs.
- (6) the position of the Capital. Establish a stronghold Capital (3 armies and a fort) in a remote or defensible position in an early Epoch and you will probably keep it throughout the game, scoring a lot long-term - but beware of the Treachery Event!
- (7) the Empire fitting in with your expected unit positions. Pass on an Empire that can only expand by attacking your own units or heavily defended units. Keep an Empire which can use existing fleets or absorb remnants as this increases reach.
- (8) the decisions of prior players drawing Empires. If most passed on their card, the large Empire is probably undrawn. Pass on a mediocre Empire. If most kept their card, the weak Empire is probably undrawn. Best keep a mediocre Empire.
- (9) the diplomatic repercussions in passing on a card. Although no negotiating is allowed by the rules, unspoken alliances are formed (and broken) where players forced to pass on good Empires pass to each other and try to avoid each other's units in expansion. Pass a poor Empire to the player who has passed you one as he'll expect the favour returned. If you do pick on a player, normally the leader, try get others joining in or ensure he can't then vindictively expand against your units.
- (10) the repercussions on drawing sequence. In Epochs II-V, consider passing on the large Empires (Romans, Mongols etc) if you are drawing early and well ahead in points as you want to reach Epoch VII drawing early and amongst the leaders.
- (11) the current scores and Epoch. Obviously pass on a poor Empire to a player in the lead and large Empires (if forced) to a player well behind. But if you're well behind in Epoch VII, you should always pass on in the hope of getting the British.

(C) EVENTS

Before an Empire expands, that player draws an Event card and must act on it. If the Event provides no benefit or cannot be implemented, the player redraws.

There are 9 possible Events in each Epoch including a Minor Empire, a Leader and a Disaster. Events can be divided into 3 types: it provides extra units, gives your Empire a special ability or destroys counters (obviously another's counters). Events are luck, add flavour and make each game different. Familiarise yourself with current/next Epoch's Events, accounting for them when drawing/expanding.

(D) EMPIRE EXPANSION

An Empire card indicates its Order of Play, unit strength, starting land, any Capital and any seas/oceans it can navigate. A player places an army (and any Capital) at the starting land. Units may be placed in any area (appropriate to that unit type) in or adjacent to any area held by that Empire's units. A player chooses the unit composition (army, fleet, fort) of an Empire as it expands, limited by components. An Empire may expand in any legal direction in any order desired. Armies will be of a certain symbol for an Empire and may be placed in lands. Only armies of the same player and symbol may co-exist (max. 3 armies). Fleets may be placed in seas/oceans only if the Empire can navigate it. Only fleets of the same player can co-exist in seas (max. 2 fleets). Fleets of different players may co-exist in oceans (no limit). Ocean navigation gives navigation of adjacent seas. Fleets are usable by the player's future Empires with navigation of that area. Forts may be placed in lands held by that Empire (max. 1 fort). Combat occurs when an Empire expands into a land/sea held by another Empire but, once resolved, expansion continues until the Empire has placed on the board or lost in combat its listed quota of units. If adjacent to own armies of another Empire with the same symbol, all "remnants" automatically become part of the new Empire. A player chooses a symbol not in play before expanding. Only if all 4 symbols are in play can a symbol already in play be used; even then the symbol with fewest counters in play must be chosen. If an army occupies a land where an Empire, Minor Empire or Kingdom suddenly appears, that army may retreat to an adjacent land held by an army of the same player and symbol (the 3 armies limit applies). All units remaining are eliminated. At the end of expansion, for each 2 Resource lands occupied by that Empire, a Monument may be built at ideally a Capital else a City or, failing that, a Resource land of that Empire (max. 1 Monument per land) and are destroyed by Disasters.

- (1) Study values of Regions for the current/next Epoch before planning expansion.
- (2) Remember that Empire expansion can use any border, not just a straight line.
- (3) Always plan a realistic expansion; expect losses from combat. Then envisage your losses are greater than anticipated. Which lands are less valuable? Ensure you expand into the other lands first. What if your losses are less than anticipated?
- (4) Never attack a land if you'll gain no points from it. Rather, either heavily defend your Capital (3 armies and a fort) or your Presence land in a high-scoring Region.
- (5) Avoid heavily defending central lands; rather choose remote defensible lands.
- (6) If insufficient units to heavily defend, add forts to any 1 army Capitals or Cities.
- (7) Avoid placing forts near each other or with just 1 army without a Capital or City.
- (8) If units are thinly spread out to achieve maximum expansion, heavily defend all defensible bottleneck lands to deter attacks and inflict heavy losses on invaders.
- (9) Only ever have 2 fleets together if defending a strait to a vital island Presence.
- (10) Try to join up with any remnants; they usually appear as Minor Empire Events.
- (11) Don't build forts in lands where an Empire or Event will probably soon appear.
- (12) If holding a land where an Empire or Event could appear, hold adjacent lands.
- (13) Don't base your expansion plan on taking Resource lands; treat it as a bonus.
- (14) More Monuments are built in the East as Resource lands are closer together.
- (15) Never have more than 1 unit in a Resource land as that land will soon be lost.
- (16) Monuments attract attackers. Never half-heartedly defend it. Just abandon it.
- (17) If moving late in an Epoch and drawing early, complement your unit positions so that, if you get an early Empire next Epoch, you will maximise points and if you don't get an early Empire, your units have more chance of surviving until your turn.

(E) COMBAT

In combat the attacker usually rolls 2 dice and the defender 1 die with the highest single modified die roll winning the round. The loser loses an army or fleet. Forts and difficult terrain (including attacks from sea or across straits without controlling the sea) aid the defender whilst some Events aid the attacker. Combat ends when one side has no armies/fleets or attacker calls off attack and expands elsewhere. When attacking own armies of a different symbol, defender automatically loses. Conquering any Capital turns it into a City. Conquering any City or fort destroys it.

- (1) Avoid difficult terrain and heavily defended areas for the maximum expansion.
- (2) Outflank heavily defended lands with a difficult terrain border by first attacking an adjacent lightly defended land from where an easier attack can then be made.
- (3) Before attacking across a strait, always neutralise it by controlling the sea first.
- (4) If you have the Elite Troops or Jihad Event, attack less defensible lands first.
- (5) Be prepared to call off attacks if your losses force a change of expansion plan.
- (6) Always avoid attacking your own units and never if it has a Capital, City or fort.

(F) VICTORY POINTS

After Monument building, Victory Points scored are calculated by looking at lands held by all units of that player, consulting the base values for that land's Region in that Epoch and applying a multiplier. The scoring system is summarised below.

Presence	(1+ lands held in a Region):	1 x base value for that Region
Dominance	(3+ lands held in a Region):	2 x base value for that Region
Total Control	(all lands held in a Region):	3 x base value for that Region

*Counters Capitals: 2 points each Cities, Monuments: 1 point each
A player may only count a Region once so the best multiplier is used. To achieve Dominance, a player must have more units in that Region than any other player.*

- (1) Try to have a Presence in as many Regions as possible. Only try Dominance if it's an incidental opportunity from your expansion. Only try Total Control of small Regions or if half controlled already - but get a Presence in nearby Regions first.
- (2) When planning a naval raid for Presence, choose a remote undefended land.
- (3) Unless undiplomatic or heavily defended, always attack opponents' Capitals and Monuments. Attack opponents' Cities only if they are in your expansion route.
- (4) Play negatively against those with higher scores, eliminating their Presences.

(G) GRAND STRATEGY

Points for each Epoch increase dramatically. Thus a player who is drawing early and is near the lead is "winning" as opposed to leading. Tactics is just balancing short-term expansion points with long-term defensive points. With fewer players, you should play more offensive as land is retaken less, large Empires have less chance of occurring and leaders have less chance of being given weak Empires.

POSTAL HISTORY OF THE WORLD (GIBSONS)

All 1993 Gibsons History of the World rules apply except where modified below.

1. The postal game is played with 7 players plus a GM, each with a Gibsons game. Coins are used as counters for the 7th player but normal counter restrictions apply.

2. Players submit the following: (a) any Event orders, (b) Empire orders, (c) any Retreat orders, (d) Empire bids and (e) Event bids. Players may also submit press but it must be identified from/to appropriate historical/mythical figures or locations.

(A) EVENT ORDERS

3. Events which are used "once during turn" are used at the earliest opportunity in line with Empire orders submitted and hence Event orders are not applicable.

4. Events which occur "immediately" and give the player a choice require orders indicating either the areas affected or type/number of extra units. Any extra armies provided by any Event (except Minor Empires) may not be exchanged later.

5. Event orders for Minor Empires are treated exactly like standard Empire orders.

(B) EMPIRE ORDERS

6. Players must state legal counter symbol used else GM assigns a legal symbol.

7. Area abbreviations are stated in a sequence, indicating sequential army or fleet placements after any conflict losses. Underlined lands indicate fort placements. Restating areas already occupied by the Empire indicate extra unit placements.

8. Empire orders may be unfinished if the Empire runs out of units. If any units are unused by the end of the orders, GM continues placement at the start of the orders.

9. When deciding which city or resource land a monument is to be built at, GM will choose the first eligible area conquered or absorbed during that Empire's orders.

(C) RETREAT ORDERS

10. Retreats are identified by the originating land followed by a preference list of lands to retreat to. No retreat order results in the elimination of occupying armies.

(D) EMPIRE BIDS

11. Players send a preference list of the next Epoch's Empires, each with a bid. Bids may be any non-negative integer (no maximum). GM treats no bids as 0 bids.

12. Players who chose Empires not already allocated and not chosen by another are allocated that Empire. Players who chose the same Empire compare bids and highest bidder is allocated it. If equal bids, the player who had the earlier Empire in the prior Epoch is allocated it. GM repeats the process for the next choice down for players without Empires. Players pay their bid for their Empire from their Victory Points at the end of that Empire's Epoch, even if their Empire was uncontested.

13. After all players' preference lists are exhausted, players without Empires are randomly allocated an unallocated Empire by GM. This costs no Victory Points.

(E) EVENT BIDS

14. Bids for the next Epoch's Events follow the same procedure as Empire bids. Disasters may not be bid for. The Leader Event also includes the Disaster Event. Players which are allocated Events they cannot benefit from still pay their bids.

CONFLICT

15. Compare dice rolls. Treat a fort as an extra dice for defender. Attacker always bypasses difficult terrain if Empire orders up to that conflict allow it. If attacker rolls more dice than defender, defender loses a unit first else attacker loses a unit first. Losses then alternate. Defender's losses are doubled if attacker has Weaponry. Changes in attacker die rolls due to a loss sustained has no effect on that conflict. Attacks may not be called off. After attacking own armies, forts are not destroyed.

GENERAL RULES

16. Conditional orders or bids are invalid. Non-standard abbreviations or syntax which are not ambiguous or where intention is obvious will be accepted. If part of an order or bid is invalid, illegal, ambiguous or illegible, that part will be ignored. Submitting no orders results in no Empire or Event occurring but the player will still score Victory Points from old Empires at that Empire's usual appearance time.

17. GM errors resolving orders or bids must be accepted. The Position Summary is always correct when contradicting the Epoch History. The GM will adjust Victory Points due to errors but the Epoch History is always used for calculating points.

18. Game component limitations exist. If all counters of a certain type are in play, that counter may not enter play; it may be exchanged if possible else is forfeited.

GAME START

19. Players should provide Epoch I Empire and Event bids when enlisting. Equal bids for the same Empire or Event are resolved randomly and bids are still paid.

20. In the Game Start turn, GM assigns all players a player colour (including coins), publishes player addresses for diplomating and Epoch I allocations as per rule #24.

GM OUTPUT In other turns, the GM publishes the following:

21. the Epoch History listing, for each player colour, Events, Empires & orders as actually implemented, omitting invalid orders. A bracketed value after any area indicates losses taken. Retreats are also in brackets after the start land. If the last area attacked was not captured, area is listed but "fail" will be added after losses.

22. a Position Summary listing, for each player colour, all areas occupied at end of the Epoch. Counter codes are used. A number prefix indicates multiple units.

23. Victory Points which gives, for each player colour, scores at start of the Epoch, points gained in that Epoch, points bid for that Epoch's Empires and Events, any adjustments for errors and scores at end of that Epoch (which may be negative).

24. the Empire & Event Allocations listing, for each player colour, the Empires and Event(s) allocated to that player for the next Epoch and amounts bid in brackets.

APPENDIX 1: STANDARD ABBREVIATIONS

Counter Codes

X	capital	B	bear army or bear counters used
C	city	D	dragon army or dragon counters used
M	monument	E	eagle army or eagle counters used
#	fort	L	lion army lion counters used
F	fleet		

Area Abbreviations (in order listed in rulebook)

Middle East: AraP, Pal, Lev, WAna, UTig, Zag, EAna, MTig, LTig, PerSD, PerP
North Africa: ShaP, Lib, NiID, Nub, UNil
India: HKus, LInd, Ulnd, GanV, GanD, WDec, EDec, WGha, EGha, Cey
China: TarB, WeiR, YelR, GPChi, Sze, Yan, Sik, Che
Southern Europe: Wlbe, Slbe, Pyr, MasC, NApp, SApp, Dal, Bal, Pin, Mor, Cre
Northern Europe: Ire, Hig, Alb, WGau, NGau, LRhi, CEur, Dan, BalS, Sca
South East Asia: Sum, MalP, Irr, Mek, EInd
Eurasia: NEurP, Dni, Cau, WStE, TurP, EStE, Mon, ManP
North America: PacS, GreP, GreL, App, DeeS, MexP, CAme, WInd
South America: GuiH, Bra, Pat, SAnd, NAnd
Southern Africa: GoIC, CAfr, EAfr, ConB, Cap, Mad
Japan: KorP, Hon, Hok
Australasia: Aus, NGui
Seas: E.MED, W.MED, BLA, NOR, RED, ARA, BEN, S.CHI, JAP, CAR
Oceans: ATL, IND, PAC

APPENDIX 2: SAMPLE PLAYER INPUT

Player Colour: BLUE EPOCH I ORDERS (L)
Event: Rebellion, LTig
Empire: Egypt, NiID - Nub - Pal - Lev - UNil
Retreats: UNil - Nub

EPOCH II BIDS

Empire: Persia 7, Greek Cities 3, Assyria, Chou Dynasty, Vedic Cities, Scythians
Event: Leader 3, Phoenicia 4, Kingdom 2, Weaponry, Treachery, Engineering

APPENDIX 3: SAMPLE GM OUTPUT

EPOCH I HISTORY (in order of play)

GREEN (D), Sumeria & Pop. Explosion: LTig - Zag - PerP - LInd - WDec - EGha
BLUE (L), Rebellion: LTig; Egypt: NiID - Nub - Pal - Lev - UNil
BLACK (B), Minoans & Allies: Cre - E.MED - WAna - ShaP - Lib - NiID
RED (D), Disaster: NiID; Indus Valley & Leader: LInd (- WDec) - PerP - Zag - LTig
YELLOW (L), Hittites: EAna - Zag - Lev; Babylonia: MTig - PerP - LInd - EAna
ORANGE (D), Kingdom: UNil (- Nub); Shang Dynasty: YelR - GPChi - WeiR - YelR
COINS (B), Migrants: CAfr, Cap; Aryans: TurP - PerSD - Zag - MTig - EAna (1, fail)

POSITION SUMMARY: EPOCH I (in order of play)

GREEN: WDec (2D), EGha (D)
BLUE: Nub (2L), Pal (L)
BLACK: Cre (BX), E.MED (F), WAna (B), ShaP (B), Lib (B), NiID (BC)
RED: LTig (DM)
YELLOW: EAna (LXM), Lev (L), PerP (L), LInd (LC)
ORANGE: UNil (DC#), YelR (DX#), GPChi (D), WeiR (D)
COINS: CAfr (BM), Cap (B), TurP (B), PerSD (B), Zag (B), MTig (BC)

VICTORY POINTS: EPOCH I (in order of scores)

Player Name	Colour	Start	Points	Empire	Event	Adjust.	End
	Blue		11	3			8
	Red		8		1		7
	Yellow		11		4		7
	Black		8		2		6
	Green		9	1	2		6
	Orange		6		1		5
	Coins		3				3

EPOCH II EMPIRE & EVENT ALLOCATIONS (in order of play)

COINS: Assyria & Kingdom (1)
BLACK: Chou Dynasty & Engineering
GREEN: Vedic Cities & Barbarians
ORANGE: Greek Cities (2) & Leader/Disaster (4)
RED: Scythians & Treachery
YELLOW: Carthagina (1) & Phoenicia (3)
BLUE: Persia (7) & Weaponry

Rules written & devised
by Gihan Bandaranaike

SWANEE WHISTLE

Diplomacy: The Gathering - GM: Sandra Bond Dot (Autumn 1901)

AUSTRIA (Jed Stone): A(Vie)-TELEPORT-Ven; A(Ser)-Gre; F(Tri)-ADR. PLAYS *Sudden Death* on A(Ven).

ENGLAND (Des Langford): F(NTH)-Hol; F(NWG)-NTH; A(Yor)Std.; PLAYS *Black Hole* on Lon.

FRANCE (Jeremy Tullett): A(Par)-Bur; A(Spa)-Por; F(ENG)-IRI-{faster than light}-Lpl

GERMANY (Neil Kendrick): A(Mun)Std.; F(Den) S A(BAL)-Swe; A(BAL)-Swe; PLAYS *Mystic Shield* on A(BAL) which reverts it to a normal army and paralyzes it. Nice one, Kenders.

ITALY (Rob Tesh): A(Ven) vanished; A(Apu)-Gre; F(ION) C A(Apu)-Gre and [faster than light] F(ION)-Tun

RUSSIA (Chris Stone) F(GoB)-Swe; A(Nwy)Std.; A(War)-Gal; F(Rum)Std.; PLAYS *Turn to Stone* on German A(BAL).

TURKEY (Stephen Agar) A(Gre) S A(Con)-Bul; F(BLA)-TELEPORT-Nap; A(Con)-Bul.

Winter 1901 Adjustments:

A: Bud Vie Tri Ser Ven = 5. Builds A(Bud), A(Tri).

E: Lon Lpl Edi Hol = 3. n/c

F: Bre Par Mar Por Lpl = 5. Builds F(Bre), A(Par).

G: Kie Ber Mun Den = 4. Builds F(Kie).

I: Rom Nap Ven Apu Tun = 3. Builds F(Apu).

R: StP Mos Sev War Rum Swe Nwy = 7. Builds A(Sev), A(Mos), A(StP).

T: Smy Ank Con Bul Gre Nap = 6. Builds F(Con), F(Smy), A(Ank).

Wilfred: Please note that Sandra (née Haz) Bond is now living at 15 Buckler Road, Oxford, OX2 7TE. Tel. 01986-516367. The deadline for this game is Saturday 2nd September 1995.

Press:

Red Wizard: Pig's trotters! Dropped a Black hole! Sorry Turkey, it fell out of my book. Cooe! Italy! Catch!

England-Whoever wrote to me in Spring 1901: Sorry I haven't replied, but I've lost your letter. Can you write again, please?

Deluge II - GM: Sandra Bond Cynic (Spring 1902)

AUSTRIA (Jim Stewart) A(Tri) S A(Tyr); A(Tyr)Std.; A(Ser)-Bud; A(Bud)-Vie

ENGLAND (Tony Hastings) NMR2! F(NTH)* (DISLODGED, DISBANDED); F(Lon); F(NAO)

FRANCE (Neil Kendrick) NMR! F(Pic); F(Por); A(Spa); F(Bre); F(Mar).

GERMANY (Rosie Sexton) F(Den) S F(Hol)-NTH; F(Hol)-NTH; A(Mun)-Tyr

ITALY (Allan Gordon) A(Smy)-Con; F(AEG)-ION; F(Nap)-TYS; F(VEN)-ADR

RUSSIA (Jed Stone) F(Sev)-Rum; F(GoB)-Swe; A(Ukr) S F(Sev)-Rum; A(War)Std.

TURKEY (Rob Tesh) NMR! F(BLA); F(Bul)sc; F(Gre); A(Con).

Wilfred: Come on chaps, all these NMRs are painful on the eyes. Well, this is all getting to be a bit of a mess. Jim Stewart has resigned from the game and the zine. We can't continue without an Austria, so do we have a volunteer? Tony Hastings has hereby dropped out and so is no longer in receipt of *Spring Offensive* - a pity as he's been with us since No.1. Rather than put England into anarchy, it is being taken over by Stephen Agar - don't want it to be too easy for Kendrick. Please note that Sandra (née Haz) Bond is now living at 15 Buckler Road, Oxford, OX2 7TE. Tel. 01986-516367. The deadline for this game is Saturday 2nd September 1995.

Press:

See Naples..... and die! Waiting around, waiting around - for carrier cormorants that bring diddley squat..... Old Guiseppe spat in disgust at a passing seagull, who retaliated by passing some more on his head. And the water kept rising.....

Specific Radetzky-All: Does anyone want my allegiance?

The Farmer's Tale: The farmer glared at the smooth-surfaced water that now rippled where his prize herd of heifers had once grazed, and kicked the old plough that had been in his family for generations. He'd never really wanted to be a farmer in the first place, but farming was better than fishing any day of the week. He needed a new occupation. His eye was caught by a book floating in on the new tide. He saw it was the Old Family Bible, and a passage floated into his mind. With a grim, Cynical chuckle he took hold of the chain attached to the plough and dragged it off in search of a blacksmith!

Notes: When a province sinks, it sometimes becomes multi-coasted. Such provinces are treated like Spain or StP, not like Con. Sorry to have taken a while answering this query, and indeed for missing the last **SpugOff**. I've been having a sex change, what's your excuse?

RAILWAY RIVALS

From: Steve Watts, Lesh Lane Post Office, 124 Lesh Lane, Barrow-in-Furness, Cumbria, LA13 9EQ. Tel. 01229-432797.

MIDDLE EARTH - ACTIVE - ROUND 0

Welcome to the start of "ACTIVE". Although not the first locomotive, "Active" was the first locomotive to see service on a public railroad, that of the Stockton to Darlington Railway, which opened on the 27th September 1925. It was developed by George Stephenson and was renamed "Locomotion" by which name you are probably more likely to know it. It was extremely unreliable and the company was often forced to revert to horse drawn carriages. So much for the history lesson!

NAME/COMPANY COLOUR START

Peter Berlin (PETERS) - BLACK - MINAS TIRITH
Pyromunitec Ents Trunk Express Rail Service
36B Shipton Street, Bethnal Green, London, E2 7RU

Richard Bairstow (MERDE) - RED - MINAS TIRITH
Middle Earth Railway Development Enterprise
Farthinghoe, The Green, Wisborough Green, West Sussex, RH14 0BN

Dave Gittins (IDRIS) - GREEN - HOBBITON
I Don't Read Idiotic Stories
127 Rostrovor Road, Davenport, Stockport, Cheshire, SK3 8RE

Allan Stagg (MENTAL) - BROWN - RIVENDELL
Middle Earth Network Trains And Locomotives
32 Chepstow Drive, Bletchley, Milton Keynes, Bucks., MK3 5NB

John Boocock (GCR) - BLUE - HOBBITON
Gandalf's Celebrated Rollertracks
25 Melrose Drive, Old Fretton, Peterborough, PE2 9DN

And your build allowance for round 1 is - 13 (2, 6, 5)

Well that was exciting! Richard and Dave both get their first choice of starting location unopposed, but Allan and Peter both opt for Rivendell. Out come the dice. It's a 3 for Peter and a 3 for Allan. The tension mounts as the dice are brought out again. Peter throws a 4. With bated breath I make one last throw of the dice. It rolls over and over. As it finally settles it's a 6. Allan wins. Sorry, but the excitement of throwing those die was just getting a bit too much for me. Lastly, John said he had no preference for start location, and gets Hobbiton.

Everyone managed to get their orders in on time, (just) Well Done! Peter gets a teacher's reprimand for sending him scurrying to his dictionary to no avail. He also gets a tick and a star for the most colourful submission, a postcard featuring a young child playing with his Hornby Dublo train set. Ever since, Sue our postlady from the Royal Mail, keeps giving me that sort of look that you might give your Grandad as he enters second childhood.

To answer a few questions that have been raised: No, choice of colour has no significance, (at least not as far as I am aware). Track laying will be simultaneous, with track being laid one hex at a time. (See rule Y1).

Tom's Bit

TOMCAT Sopwith (T206EM) Turn 10

GM: Tom Tweedy

Pilot	Start	Move1	Move2	Move3	End	AM:DG:PT
2 GINGER (John Miller) [ACE]	Q13/NE	[LT] *fALR	LS	I	N12/SE	07:08:30
4 GLASS EAGLE (James Millington)	O13/SE	[0]	& Dies		DEAD	14:00:-5
5 WEE ARCHIE (Nick White)	K11/NE	A	A	A	K14/NE	12:03:06
6 BIGEND (Pete Mason)	O14/SW		[LS] *fAL	RS	N	O13/SW 03:03:26

Clouds moved - Southeast [] Aircraft was hit * Aircraft scored a hit
 Clouds : 1 : I4-I5-J5; 2 : K10-J8-J9; 3 : N13-O14-O13; 5 : S13-S14; 6 : R9

Dooh great, lots of blood... Move 1: AC 6 (BIGEND) was hit by AC 2 (GINGER) suffering 5 points of damage, AC 2 (GINGER) was hit by AC 6 (BIGEND) suffering 4 points of damage, AC 4 (GLASS EAGLE) was hit by AC 6 (BIGEND) suffering 4 points of damage (a KILL!); Move 2 & 3: Nothing of interest happened. A cloud moved onto AC 6 (BIGEND). One point of damage deducted.

INTRUDER Sopwith (T198EM) Turn 22

GM: Tom Tweedy

Pilot	Start	Move1	Move2	Move3	End	AM:DG:PT
4 WEE ARCHIE (Nick White)	R18/E	0	0	& crashed	DEAD	00:00:08
5 GINGER (John Miller) [ACE]	K3/E	RS	A	A	N5/E	14:08:18

Moves 1, 2 & 3: Nothing of interest happened.

LUTON AIRPORT: Yup - the finish. Definitely out with a whimper, not a bang. Sorry John, it must be a disappointing ending for you. There were some good players in the game but it has to be said that their patience was stretched having to rehouse the game through three zines. Not bad considering... And to finish off...

- INTRUDER ENDGAME STATS -

T NUMBER: T198EM ZINE: ELECRTCIC MONK GAME: INTRUDER
 GM: TOM TWEEDY

PLAYERS	PTS	KILL	RESULT
A: Mat Kabelitz	-4	0.00	crashed
B: Nick Drage	26	0.00	crashed
C: Tron Nerboe	8	0.00	s.d. by D
D: Nick White	8	1.00	crashed
E: John Miller	18	0.00	WON
F: James Cowie	7	0.00	crashed

STARTED: 01/04/92
 FINISHED: 05/08/95

As a matter of interest this is how the players of Intruder stand overall at the moment in the Stats (my stats that is not Dave Tant's). In no particular order... (PTS = total points; KILL = total kills; G = total games played; WIN = total wins.)

	PTS	KILL	G	WIN
James Cowie	15	0.00	2	0.00
John Miller	93	4.00	4	2.00
Matthias Kabelitz	-4	0.00	2	0.00
Nicholas Drage	28	0.00	3	0.00
Nick White	8	1.00	1	0.00
Tron Nerboe	14	0.00	2	0.00

That's it again for another issue. Until next time - Deadline as per *Spring Offensive* (i.e. Saturday 9th September 1995)

GLOBETROTTER

Shaun Derrick, 313 Woodway Lane, Walsgrave, Coventry, CV2 2AP

What excuse have I got this time for a short issue? Plenty!!

I returned from honeymoon to find that my MD has sold the company! This has had a big effect on my spare time, as the whole office has had to be transferred to another site, still in Leamington Spa. Furthermore, I got the deadline for zines mixed up and only realised today (1st August) that the deadline is this weekend!

ManorCon has come and gone with the plethora of usual faces, our team success in the Diplomacy Championship - myself, Toby Harris, Robin Levy, Jim Mills, John Colledge, Brian Frew (late replacement for the injured Bob Kendrick), and Vick Hall. Apparently we demolished the opposition even though Jim was eliminated in his game; he soon made up for it by getting an outright win on the last day and taking the Individual

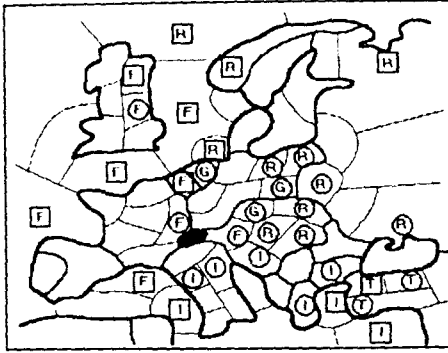
prize, ahead of Simon Bouton (2nd again!). I finished 5th with two respectable results and an elimination as Russia - always with Russia!

I also won the ID Tournament after a quick game against Bob Holliday, a slightly longer semi-final against mark Stretch and a longish final against Steve Jones who was constantly pestered to play his turn in Conquest Europa, thus taking away his concentration - not good for Steve.

I didn't get my game of Colonial Diplomacy as there were eight interested players, so I GM'd - not as interesting as playing, but good to see a game actually taking place. The Con was okay, nothing changes very much!

WorldDipCon was mentioned a couple of times at ManorCon - nothing but dismay at the lack of information from France - 4 months to go and we still don't know where, exactly WDC is due to be held, or even if the 1st - 4th December weekend is still official.

The Colonial Diplomacy waiting list has Colin Smith, Chris Latimer, Vick Hall, Steve Walton-Biobb, Aiden Slattery, Donald Scarr and Joakim Spangberg (?). So it look as though I'll be sending out a gamestart in the very near future, with maybe a list carried over for a second game...



1994BT COCHISE (Autumn 1908)

FRANCE (Jonathan Barber)
 F(Edi) s F(Bel) - NTH; A(Yor) Stands; F(MAO) - NAO (FAILED); F(NTH) - Den (FAILED); F(GoL) Stands; A(Mar) - Bur; A(Tyr) s GERMAN A(Boh) - Vie (MISORDER); F(Bre) - ENG; F(Bel) - NTH (FAILED)

GERMANY (Alan Laird) NMR!
 A(Hol) Stands; A(Ber) Stands* (DISLODGED - DISBANDS); A(Boh) Stands; A(Sil) Stands

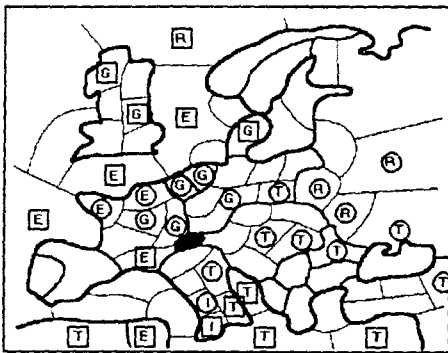
ITALY (Mark Walker)
 F(Tun) - TYS; A(Ven) s A(Tri); A(Tri) s RUSSIAN A(Vie); A(Gre) s A(Bul); A(Bul) Stands; A(Tus) Stands; F(ION) - AEG; F(EMS) s F(ION) - AEG

RUSSIA (Roy Burnett)
 A(Gal) s A(Vie); F(HEL) - Den (FAILED); A(War) - Sil (FAILED); A(Sev) Stands; A(Pru) s A(Kie) - Ber; A(Kie) - Ber; F(NWG) - NAO (FAILED); F(Nwy) - NTH (FAILED); A(Rum) - Bud; A(Vie) Stands

TURKEY (Paul Ridout)
 F(BLA) - Con; F(AEG) s A(Con) - Smy* (CUT, DISLODGED - DISBANDS); A(Con) - Smy

Autumn 1908 Adjustments:

F: Edi, Bel, Bre, Mar, Par, Lpl, Lon, Spa, Por, = 9; No change.
 G: Hol, Kie, Mun, -Ber, = 3; Loses 1.
 I: Ven, Tri, Gre, Bul, Nap, Rom, Tun, Ser, = 8; No change.
 R: War, Sev, +Ber, Nwy, Bud, Vie, Mos, StP, Den, Rum, Swe, = 11; Gains 1. Builds F(StP)nc
 T: Con, Smy, Ank, = 3; No change. Builds A(Ank).



1992DG EURYMEDON (Spring 1917)

ENGLAND (Paul Ridout)
 F(Lon) - NTH; F(ENG) s F(Lon) - NTH; F(Mar) Stands; F(WMS) - MAO; F(Tun) Stands; A(Pic) s A(Bre) - Par; F(Bel) s F(Lon) - NTH* (CUT, DISLODGED - DISBANDS); A(Bre) - Par (FAILED)

GERMANY (Tim Deacon)
 F(Edi) - Cly; F(NTH) - Yor; F(Kie) - Den; A(Hol) s A(Ruh) - Bel; A(Mun) Stands; A(Bur) s A(Par); A(Ruh) - Bel; A(Par) Stands

ITALY (Andy Bassett)
 A(Rom) - Ven (FAILED); F(Nap) - ION (FAILED)

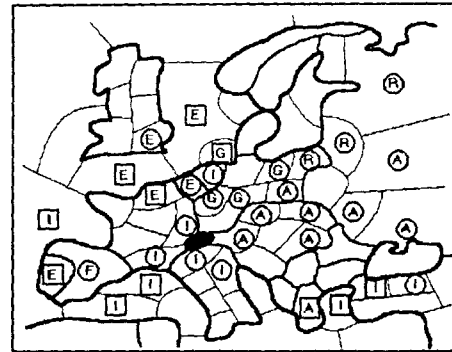
RUSSIA (Chris Stone)
 F(Nwy) - NWG; A(Ukr) s A(War) - Gal; A(Mos) s A(Ukr); A(War) - Gal (FAILED)

TURKEY (James Emony)
 A(Arm) s A(Sev); A(Sev) s A(Rum); A(Rum) s A(Vie) - Gal; A(Gal) - Sil; A(Ser) - Bud; F(EMS) s F(ION); F(ION) s F(ADS) - Apu (CUT); F(Tri) - ADS; A(Ven) - Rom (FAILED); F(NAF) - Tun (FAILED); A(Vie) - Gal (FAILED); F(ADS) - Apu

Wilfred: Endgame proposal defeated, 3 Yes, 1 Abstention = NO. It is therefore re-proposed: 1st T; 2nd G & E; 4th R; 5th I. Votes please, unanimity required, NMR = yes, abstention = yes.

Press:

Turkey-Germany: Again, please do not see this as an aggressive move - they're proving tough nuts to crack - but crack they will!!!



1994DA FOGHAT (Autumn 1907)

AUSTRIA-HUNGARY (Ian Coleman)
 F(AEG) Stands* (DISLODGED TO Gre); A(Bud) Stands; A(Mun) Stands* (DISLODGED TO Tyr); A(Boh) s A(Mun); A(Sil) s A(Mun) (CUT); A(Gal) s A(Sil); A(Ukr) - War (FAILED); A(Mos) s A(Ukr) - War (CUT); A(Sev) s A(Mos)

ENGLAND (Chris Stone)
 F(Por) s FRENCH A(Spa); F(ENG) s A(Lon) - Bel; F(NTH) c A(Lon) - Bel; F(Pic) s A(Lon) - Bel; A(Lon) - Bel

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

GERMANY (Rob Tesh)
 F(Den) - HEL; F(IRI) - MAO (FAILED); A(Ruh) s A(Kie) - Mun; A(Ber) s A(Kie) - Mun; A(Kie) - Mun

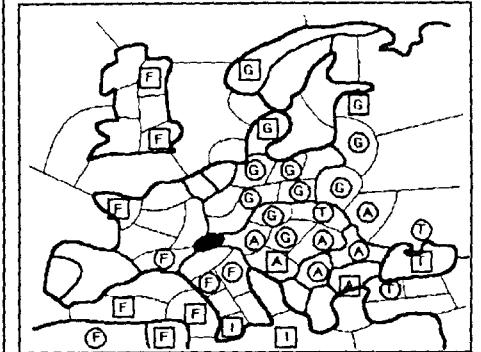
ITALY (Steve Watts)
 F(MAO) Stands; F(WMS) s F(MAO); F(GoL) s A(Mar) - Spa; A(Mar) - Spa (FAILED); A(Pie) - Mar (FAILED); A(Bur) s A(Bel); A(Bel) Stands* (DISLODGED TO Hol); F(Con) s F(Smy) - AEG; F(Smy) - AEG; A(Ank) Stands

RUSSIA (Bob Kendrick)
 F(NAO) s GERMAN F(IRI) - MAO; A(Lvn) - War (FAILED); A(Pru) - Sil (FAILED); A(StP) - Mos (FAILED)

Autumn 1907 Adjustments:

A: Gre, Bud, +Mos, Sev, Tri, Vie, War, Rum, Ser, -Mun, = 9; No change.

E: Por, +Bel, Edi, Lon, Lpl, Bre, = 6; Gains 1. Builds A(Lon).
 F: Spa, = 1; No change.
 G: Ber, +Mun, Kie, Den, -Hol, -Bel, = 4; Loses 1. Removes F(IRI).
 I: Mar, +Hol, Con, Ank, Nap, Rom, Ven, Smy, Par, Bul, Tun, = 11; Gains 1. Builds A(Ven).
 R: StP, Nwy, Swe, -Mos, = 3; Loses 1. GM removes F(NAO).



1994DH HANNIBAL (Autumn 1906)

AUSTRIA-HUNGARY (Shaun Derrick)
 A(War) - Mos; A(Ukr) - Sev (FAILED); A(Rum) s A(Ukr) - Sev (CUT); A(Bud) s A(Rum); F(Bul) sc - Gre (FAILED); A(Ser) - Bul (FAILED); A(Tyr) s FRENCH A(Pie) - Ven; F(ADS) - Tri

FRANCE (Simon Scott)
 F(Edi) Stands; F(Lon) Stands; F(MAO) - WMS; F(WMS) - Tun; A(NAF) s F(WMS) - Tun; A(Pie) - Ven; A(Tus) s A(Pie) - Ven; F(TYS) - Rom (FAILED)

GERMANY (Mike Sykes)
 A(StP) - Lvn; F(GoB) - StP sc; F(Nwy) Stands; F(Den) Stands; A(Ruh) - Mun; A(Boh) s A(Vie); A(Vie) s A(Ruh) (MISORDER); A(Pru) - War; A(Sil) s A(Pru) - War

ITALY (Mark Stretch)
 F(Ven) s GERMAN A(Vie) - Tri (MISORDER, DISLODGED TO ADS); A(Rom) s F(Ven) (CUT); F(Nap) s A(Rom); F(ION) - Gre (FAILED)

TURKEY (Steven Slater)
 A(Con) - Bul (FAILED); A(Sev) Stands; A(Gal) - Rum (FAILED); F(BLA) s A(Gal) - Rum

Autumn 1906 Adjustments:

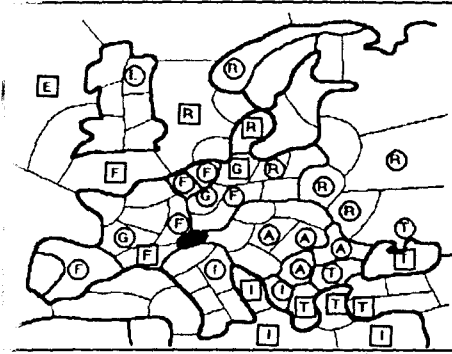
A: Mos, +Rum, Bud, +Bul, Ser, Tri, Gre, -Vie, -War, -Sev, = 7; Loses 1. Removes A(Mos).
 F: Edi, Lon, +Tun, +Ven, Bre, Mar, Par, Lpl, Spa, Por, = 10; Gains 2. Builds F(Bre), A(Mar).
 G: StP, Nwy, Den, Mun, +Vie, +War, Ber, Kie, Swe, Bel, Hol, = 11; Gains 2. Builds A(Ber), A(Kie).
 I: Rom, Nap, -Ven, -Tun, = 2; Loses 2. Removes F(ADS), A(Rom).
 T: Con, +Sev, Ank, Smy, -Rum, -Bul, = 4; Loses 1.

Press:

Angry of Ascot-Italy: I would like you to have joined in earlier. No one fancied your moves in 01/02.

Germany-Turkey: Bob Hoskins says it's good to talk.

Wilfred: My sympathies to Steven who I know has been rather ill recently.



1994DK JIGSAW (Spring 1906)

AUSTRIA-HUNGARY (Dave Allen)
A(Ser) s A(Vie) - Tri; A(Gal) - Bud; A(Rum) s
A(Ser); A(Vie) - Tri (FAILED)

ENGLAND (Keith Ashbolt) NMR!
A(Edi) Stands; F(NAO) Stands

FRANCE (Gerwyn Michael)
A(Por) - Spa; F(Bre) - ENG; A(Mun) s A(Par) -
Bur; A(Bel) - Hol; F(Mar) Stands; A(Pic) - Bel;
A(Par) - Bur

GERMANY (Steve Bibby)
F(Kie) s A(Hol) (CUT); A(Hol) s RUSSIAN
F(NTH) - Bel* (MISORDER, DISLODGED TO
Ruh); A(Bur) - Mun* (FAILED, DISLODGED TO
Gas)

ITALY (Richard Williams)
A(AEG) - Gre* (FAILED, DISLODGED TO
MS); F(ION) s F(AEG) - Gre; F(ADS) s A(Ven)
- Tri; A(Tri) - Alb; A(Ven) - Tri (FAILED)

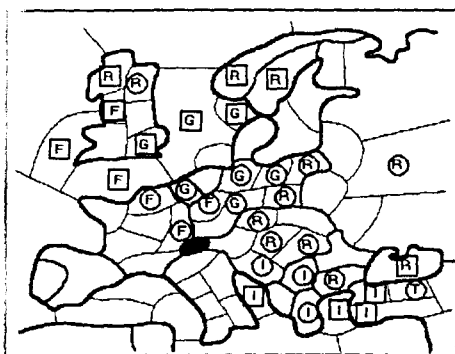
RUSSIA (Chris Palm)
A(Ber) - Kie (FAILED); F(Den) - Kie (FAILED);
F(NTH) s FRENCH A(Bel) - Hol; A(Ukr) Stands;
A(War) s A(Ukr); A(Mos) s A(Ukr); A(StP) - Nwy

TURKEY (David Horton)
A(Sev) s AUSTRIAN A(Rum) - Ukr
(MISORDER); F(BLA) s A(Sev); A(Bul) s
A(Gre); F(Gre) s F(Con) - AEG; F(Smy) s
A(Con) - AEG; F(Con) - AEG

Press:

Ank-Vie: Sorry Dave, I just left it too late for
discussions last season.

Ank-Par: Funny letter. Thanks very much, you
say, but that's it.



1994DO KISS (Spring 1905)

FRANCE (Kieron Quirke)
A(Bur) - Ruh; A(Pic) s A(Gas) - Bur; F(ENG)
Stands; F(IRI) s F(Lpl); A(Gas) - Bur; F(Lpl)
Stands

GERMANY (James Emony)
F(Den) - SKA; F(NTH) s A(Bel) (CUT); A(Bel)
Stands; F(Lon) - ENG (FAILED); A(Mun)
Stands; A(Ber) s A(Mun); A(Kie) - Den
(FAILED)

ITALY (Andrew Feather)
A(Tri) - Ser; A(Gre) s A(Tri) - Ser; A(Tyr) - Tri;
F(ADS) s A(Tyr) - Tri; F(ION) - AEG; F(AEG) -
Con; F(Smy) s F(AEG) - Con

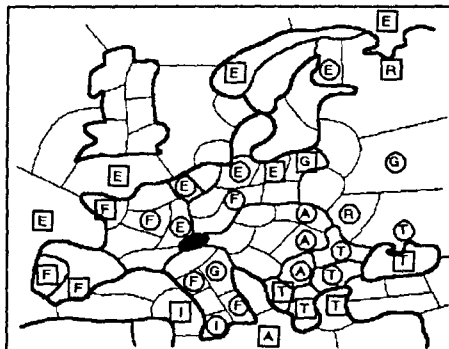
RUSSIA (Mike Sykes)
F(Cly) s A(Yor) - Edi; A(Yor) - Edi; F(Nwy) -
NTH (FAILED); F(Swe) - Den (FAILED); A(War)
- Pru; A(Sil) s ITALIAN A(Tyr) - Mun
(MISORDER); A(Boh) s ITALIAN A(Tyr) - Mun
(MISORDER); A(Vie) s A(Boh); A(Ser) - Bud;
A(Bul) s ITALIAN F(AEG) - Con; F(BLA) - Ank
(FAILED); A(Sev) - Mos

TURKEY (Dave Allen)
A(Ank) s A(Con) (CUT); A(Con) s A(Ank)*
(CUT, DISLODGED - DISBANDS)

Wilfred: The endgame proposal is defeated 2
Yes, 3 Abstentions. We now have a new
proposal of a 4-way draw: R/F/I/G, 5th T. Votes
please, unanimity required, NMR = yes,
abstention = no.

Press:

Italy-Russia: You're not a very reliable ally!



1994DV MATCHBOX (Spring 1905)

AUSTRIA-HUNGARY (Rob Wills)
A(Gal) s RUSSIAN A(War) - Ukr; A(Ser) s
A(Vie) - Bud; F(ADS) - ION; A(Vie) - Bud

ENGLAND (Peter Berlin)
F(Nwy) - BAR; A(Fin) s F(NTH) - Nwy; A(Kie) s
F(BAL) - Ber; A(Bel) - Ruh (FAILED); A(Pic) -
Bur; F(ENG) s F(MAO) - Bre; F(NTH) - Nwy;
F(BAL) - Ber; F(MAO) - Bre (FAILED)

FRANCE (Allan Stagg for Tony Hyland)
A(Pie) - Tus; A(Tun) - Apu; F(Por) s F(Bre) -
MAO; F(GoL) - Spa sc; A(Mun) - Ruh (FAILED);
A(Gas) - Par; F(Bre) - MAO (FAILED)

GERMANY (Patrick Finglass)
F(Ber) - Kie* (FAILED, DISLODGED TO Pru);
A(Mos) s RUSSIAN F(StP) nc; A(Ven) s
FRENCH A(Pie) - Tus

ITALY (James Brown)
A(Rom) - Nap; F(TYS) s AUSTRIAN F(ADS) -
ION

RUSSIA (Steve Bibby)
A(War) - Ukr; F(StP) nc Stands

TURKEY (Guy Thomas)
F(Bul) ec - BLA; A(Rum) s RUSSIAN A(War) -
Gal (MISORDER); A(Sev) s A(Rum); F(ION) c
FRENCH A(Tun) - Apu* (DISLODGED TO
Gre); F(Gre) - Alb; A(Con) - Bul; F(Smy) - AEG

Press:

Lon(Gvmt.)-Par: Moving Norway to BAR was a
great idea, thank you.

Rom(Gvmt.): Now is the moment of truth to see
what really happens.

Germany-All: Up to this turn I was the only
player to own a centre in two imperial powers.
England, you have been warned.

France-Italy: Looks like you have returned to
the game to oversee your funeral arrangements.

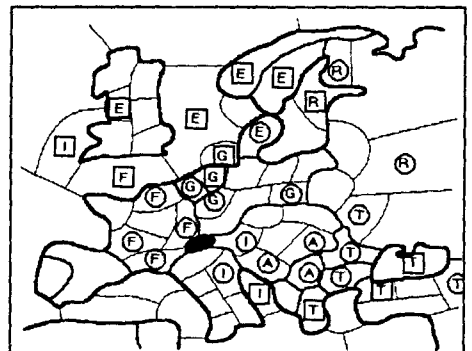
Anon-Italy: Was your recent letter in
Springboard intended to make you appear
completely stupid, or was it a cunning ploy so
that we would underestimate your skill and
cunning? Is it true that you have no allies at all
because your intellect is too vast for potential
allies to understand?

France-Plucky German Ally: Courage, mon
brave. We'll resist the English aggressor to the
end.

Wilfrid-All: That's it folks! The game's over and
Germany has won. Endgame statements for next
time please.

England-Turkey: Okay, it's you and me, Head-
to-Head. Last one to 13 centres is a cissy!

Vienna(Govt.)-All: "None of your inventions can
help me this time, Professor", complained the
Archduke, "Everyone wants to make an alliance
with me, and I don't know who to trust." "Hmm.
Not so, my dear Mad Archduke", replied the
Professor. "Behold my latest device: the
Automatic Alliance Indicator. My daughter will
now demonstrate its operation. Susan, the
quadruped if you please." "Here he is, Daddy",
said the Professor's daughter, placing a black
cat in the centre of a large map of Europe on the
floor. "Now observe", instructed the Professor.
"Whenever Samson treads on a country, it is
illuminated from beneath. Whichever country is
indicated after a set time is the one you must
make an alliance with..." The three watched with
rapt attention as Samson warily sniffed at
Turkey, Russia, Germany and Italy in turn. Then
he sharpened his claws vigorously on the
Balkans before returning to Budapest, where he
sat and began to scratch behind one ear.



1995EC NUCLEUS (Spring 1904)

AUSTRIA-HUNGARY (Tim Deacon)
A(Vie) - Tri; A(Bud) s A(Vie) - Tri (CUT); A(Ser)
s A(Vie) - Tri

ENGLAND (John Boocock)
F(Lpl) Stands; F(Swe) - Nwy; A(Den) s F(SKA) -
Swe; F(NTH) s F(Swe) - Nwy; F(SKA) - Swe

FRANCE (Paul Atmore)
F(Pic) - ENG; A(Par) - Pic; A(Bur) s A(Par) -
Pic; A(Mar) s A(Bur); A(Gas) Stands u/o

GERMANY (Neil Newman)
A(Mun) - Sil; F(Kie) - HEL; F(Hol) s F(Kie) -
HEL; A(Bel) Stands; A(Ruh) s A(Bel)

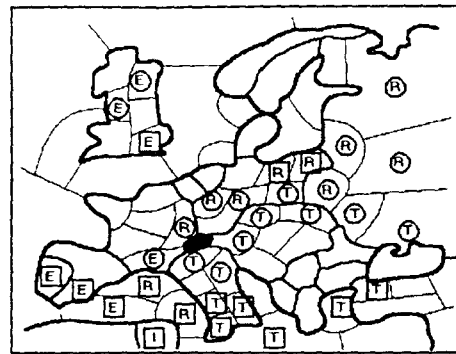
ITALY (Peter Shortall) NMR!
 F(IRI) Stands; F(ADS) Stands; A(Tyr) Stands;
A(Tri) Stands* (DISLODGED - DISBANDS);
 A(Ven) Stands

RUSSIA (Keith Ashbolt) NMR!
 F(GoB) Stands; A(Fin) Stands; A(Mos) Stands

TURKEY (Noel Turner)
 A(Smy) - Arm; F(BLA) c A(Ank) - Bul; F(Con) s
 A(Ank) - Bul; F(Gre) s A(Ank) - Bul; A(Rum) -
Bud (FAILED); A(Sev) - Ukr; A(Ank) - Bul

Press:

London-Rome: Piss off you bloody wop, you'll
 get no'wt from me, and if I'd remembered to build
 I'd FORCE you out.



1993BD ORCHOMENUS (Autumn 1913)

ENGLAND (Richard Williams)
 F(Spa) sc s F(MAO) - Por; F(MAO) - Por;
 F(WMS) s RUSSIAN F(TYS); A(Gas) - Mar;
 A(Lpl) - Edi; A(Pie) - Tyr* (FAILED,
 DISLODGED - DISBANDS)

FRANCE (Bob Kendrick)
 F(Por) Stands (DISLODGED - DISBANDS)

ITALY (Paul Barker)
 F(Tun) s RUSSIAN F(TYS)

RUSSIA (Jimmy Cowie)
 F(Edi) - NTH; A(Mun) s ENGLISH A(Pie) - Tyr
 (CUT); A(Bur) s A(Mun); A(Ruh) s A(Mun);
F(GoL) - Tus (FAILED); F(TYS) s F(GoL) - Tus
 (CUT); A(War) Stands; A(Lvn) s A(War);
A(Mos) s A(War) (CUT); A(StP) s A(Mos);
 F(Ber) s F(Pru); F(Pru) s F(Ber)

TURKEY (Lorraine Tullett)
A(Sev) - Mos (FAILED); A(Ukr) - War (FAILED);
 A(Rum) - Gal; A(Sil) s A(Rum) - Gal; A(Boh) -
Mun (FAILED); A(Tyr) s A(Tus) - Pie; A(Ven) s
 A(Tus) - Pie; F(Nap) - Rom (FAILED); F(ION) -
TYS (FAILED); F(Apu) - Nap (FAILED); F(AEG)
- ION (FAILED); F(BLA) - Con; A(Tus) - Pie;
F(Rom) - Tus (FAILED)

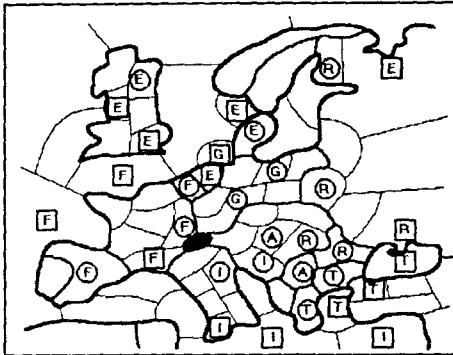
Autumn 1913 Adjustments:

E: Spa, +Por, Mar, Edi, Lon, Lpl, Par, Bre, = 8;
 Gains 1. Builds F(Lon), A(Lpl), 1 short.
 F: -Por, = 0; Loses 1. out!
 I: Tun, = 1; No change.
 R: Mun, War, Mos, StP, Ber, Bel, Den, Hol, Kie,
 Swe, Nwy, -Edi, = 11; Loses 1. Removes
 F(NTH)
 T: Sev, Ven, Nap, Con, Rom, Ank, Smy, Rum,
 Vie, Tri, Gre, Bud, Ser, Bul, = 14; No change.
Wilfred: I have a game end proposal of a 4-way
 draw E//R/T. Votes please, unanimity required,
 NMR = yes, abstention = no.

Press:

Russia-Turkey: Paul and I are voting to agree
 to Richard's 4-way draw proposal - you can't win
 now, so hopefully you'll agree also. Thanks for
 the hiding, it's re-affirmed my belief - never to
 trust a woman.

War Weary: Another one bites the dust? Or is it
 two?



1995BG OSIBISA (Autumn 1903)

AUSTRIA-HUNGARY (Donal O'Nuallain)
 A(Vie) s A(Ser) - Bud; A(Ser) - Bud (FAILED)

ENGLAND (Dave Allen)
 F(Nwy) - StP nc; F(NTH) - Hol; A(Swe) - Den;
 F(SKA) s A(Swe) - Den; F(Wal) - Lon

FRANCE (Derek Wood)
 A(Bel) s ENGLISH F(NTH) - Hol; F(Bre) - MAO;
 F(ENG) s A(Bel); A(Bur) Stands; A(Spa) Stands

GERMANY (Gerwyn Michael)
 A(Boh) s A(Tyr) - Mun; A(Ber) s A(Tyr) - Mun;
F(Hol) - NTH* (FAILED, DISLODGED TO
 HEL); A(Den) - Swe* (FAILED, DISLODGED -
 DISBANDS TRYING TO RETREAT TO Kie);
 A(Tyr) - Mun

ITALY (Bill Eaton)
 A(Tri) s RUSSIAN A(Bud) - Ser; A(Ven) s
 A(Tri); F(Alb) - ION; F(Nap) s F(Alb) - ION;
F(EMS) - Smy (FAILED); A(Mun) - Ber*
 (FAILED, DISLODGED - DISBANDS TRYING
 TO RETREAT TO Kie)

RUSSIA (Rosie Sexton)
 A(StP) - Fin; F(Sev) s A(Rum); A(Rum) s
A(Bud) - Ser (CUT); A(Bud) - Ser (FAILED)

TURKEY (Gihan Bandaranaike)
A(Gre) - Ser (FAILED); F(AEG) - Gre (FAILED);
F(Con) - Smy (FAILED); A(Bul) - Rum
 (FAILED); F(BLA) s A(Bul) - Rum

Autumn 1903 Adjustments:

A: +Vie, Ser, -Bud, = 2; No change.
 E: +StP, +Hol, +Den, Lon, Edi, Lpl, Swe, Nwy, =
 8; Gains 3. Builds F(Lpl), A(Edi), 1 short.
 F: +Bel, Spa, Bre, Mar, Par, Por, = 6; Gains 1.
 Builds F(Mar),
 G: Ber, +Mun, Kie, -Bel, -Hol, -Den, -Vie, = 3;
 Loses 3.
 I: Tri, Ven, Nap, Rom, Tun, -Mun, = 5; Loses 1.
 R: Sev, Rum, +Bud, Mos, War, -StP, = 5; No
 change. Builds A(War).
 T: Gre, Con, Bul, Ank, Smy, = 5; No change.

Press:

Sultan-Czarina: Well, if that's your attitude...

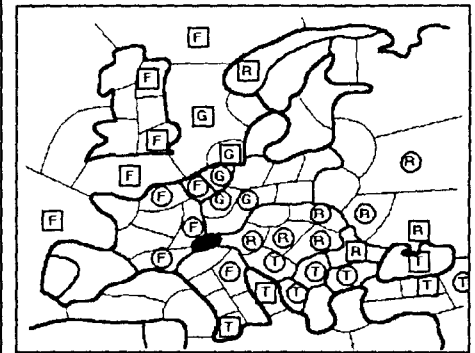
Rome(Gvmt.)-All: Apologies for the lack of
 communication this season - now I'm married
 and honeymooned, normal service will return.

Commies-Turks: I imagine you're going to
 claim that F(BLA) S A(Bul)-Rum is purely
 defensive.

Italy-Turkey: Squeal like a pig!

Ali-Turkey: Reliable ally! I see no reliable ally!

Turkish Chronicles (excerpt): And all the
 people did see that the great bear did lie and
 deceive and break his promises and was a
 hypocrite and an abomination in their sight and
 not the reliable ally he claimed to be, and the
 people were no longer afraid but were sorely
 pissed off and did gather together to slay the
 great bear. And it came to pass that they did
 roast him on a barbecue and did partake of the
 succulent bear chops and there was much
 rejoicing.



1993BR PYDNA (Spring 1913)

ENGLAND (Anarchy - Jim Pilling)
 F(Lon) Stands* (DISLODGED - DISBANDS)

FRANCE (James Hardy)
F(Edi) - NTH (FAILED); F(NWG) - Nwy
 (FAILED); F(Wal) - Lon; F(ENG) s F(Wal) - Lon;
 F(Bre) - MAO; A(Bel) Stands; A(Bur) Stands;
 A(Mar) s A(Bur); A(Pic) s A(Bel); A(Tyr) - Vie*
 (FAILED, DISLODGED TO Ven)

GERMANY (Ken Flowers)
 A(Mun) s RUSSIAN A(Boh) - Tyr; A(Ruh) - Bur
 (FAILED); A(Hol) s F(NTH) - Bel; F(HEL) - NTH
 (FAILED); F(NTH) - Bel (FAILED)

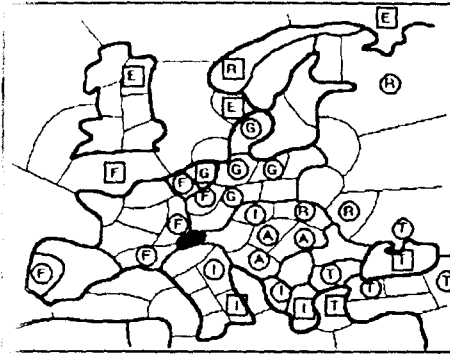
RUSSIA (Geoff Norwood)
 A(Boh) - Tyr; F(Nwy) - NWG (FAILED); A(Mos)
 s F(Sev); F(Sev) s F(Rum) (CUT); A(Ukr) s
 F(Rum); A(Gal) s A(Vie) - Bud; A(Bud) - Ser
 (FAILED); A(Vie) - Bud (FAILED); F(Rum)
 Stands

TURKEY (Peter Berlin)
A(Arm) - Sev (FAILED); F(Con) - Ank; F(BLA) s
 A(Bul) - Rum; A(Ser) s A(Tri) - Bud; F(ADS) s
 A(Alb) - Tri; F(Rom) - Nap; A(Alb) - Tri
 (FAILED); A(Tri) - Bud (FAILED); A(Bul) - Rum
 (FAILED)

Wilfred: The endgame proposal was defeated, 2
 Yes, 1 No, 1 Abstention. We fight on.

Western Front

Western Front is a new PBM zine from
 Brad Martin in Australia, with plans to
 run games of Dip, Machiavelli, Pax
 britannica, Britannia, 130, 1835,
 Empires of the Middle Ages and En
 Garde! The zine will be monthly and
 cost \$2 plus postage. Contact Brad at
 15 Turo Close, Willetton 6155, Western
 Australia.



1995BL QUATRO (Autumn 1902)

AUSTRIA-HUNGARY (Neil Newman)

F(Gre) Stands* (DISLODGED - DISBANDS);
A(Tri) s A(Bud) - Ser; A(Vie) s A(Tri); A(Bud) -
Ber (FAILED)

ENGLAND (Mike Collins)

A(Lon) - Wal; F(Edi) - NTH (FAILED); F(BAR) -
Nwy (FAILED); F(SKA) - Swe (FAILED)

FRANCE (Chris Brann)

A(Bel) - Ruh; A(Bur) s A(Bel) - Ruh; A(Pic) -
Bel; F(ENG) s A(Pic) - Bel; A(Por) Stands

GERMANY (Steve Walton)

F(Hol) - NTH (FAILED); A(Den) - Swe
(FAILED); A(Ruh) - Hol* (FAILED,
DISLODGED TO Kie); A(Tyr) - Mun

ITALY (Mark Golby)

A(Boh) - Gal (FAILED); A(Ven) s GERMAN
A(Tyr) - Tri (MISORDER); F(Apu) s A(Ven);
A(Alb) s TURKISH A(Bul) - Ser; F(ION) - Gre

RUSSIA (Iain Heron-Stamp) NMR!

F(Nwy) Stands; F(Sev) Stands* (DISLODGED -
DISBANDS); A(Gal) Stands; A(StP) Stands;
A(Ukr) Stands

TURKEY (Stewart Whyte)

F(AEG) s ITALIAN F(ION) - Gre; A(Bul) - Ser
(FAILED); A(Rum) - Sev; F(BLA) s A(Rum) -
Sev; A(Arm) s A(Rum) - Sev

Autumn 1902 Adjustments:

- A: Tri, +Vie, Bud, Ser, -Gre, = 4; No change.
- E: Edi, Lon, Lpl, -Nwy, = 3; Loses 1. Removes A(Wal).
- F: Bel, +Por, Bre, Mar, Par, Spa, = 6; Gains 1. Builds A(Mar).
- G: Hol, +Den, Kie, Mun, Ber, = 5; Gains 1. Builds A(Ber).
- I: Ven, +Gre, Nap, Rom, Tun, -Vie, = 5; No change.
- R: +Nwy, StP, Mos, War, Swe, -Sev, = 5; No change. Builds (No build ordered).
- T: Bul, +Sev, Ank, Con, Smy, Rum, = 6; Gains 1. Builds A(Con).

Press:

Vienna(Gvmt.)-All: Sorry for the lack of correspondence - this was caused by me starting a new job in Bristol. Please note new address: 87 Portview Road, Avonmouth, Bristol, BA11 9JU.

Paris (4th Oct 1902): An investigation has started into the postal service, due to reports of missing letters.

Paris(Gvmt.)-Germany: Sorry about this, but you don't seem to be pushing your forces in the right direction.

Germany-Austria: Here's the help I promised.

Turkey-England: Don't you think that a crab (pincer) is better than Norfolk turkey?

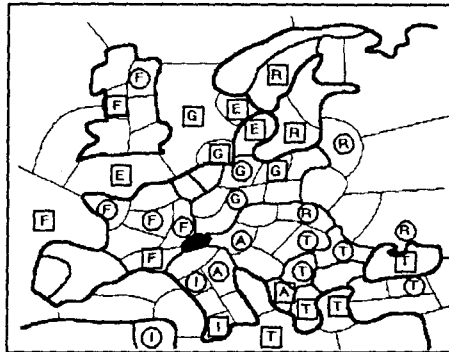
Paris(Gvmt.)-All: Sorry I didn't answer any mail, been a little overworked and aiding Mr

Herron-Stamp (now Mr Herron) in celebrating his forthcoming divorce! God can that man drink... I hope to re-establish diplomatic relations as soon as possible.

Turkey-Austria: I know I lied, but you did throw in your lot with the Tsar of Darkness.

Uncle Nob-Silent Radetski: Boo!

Turkey-Russia: Into the Valley of Death rode the 600 - only this time we will not die!



1995BH PILOT (Autumn 1903)

AUSTRIA-HUNGARY (Steve Walton-Grobb)

A(Tyr) s A(Tri) - Ven; A(Tri) - Ven; F(Alb) - ADS
(FAILED)

ENGLAND (Andrew Feather)

F(SKA) s F(Den); F(Den) s RUSSIAN F(GoB) -
BAL; F(NTH) s F(ENG) - Bel* (CUT,
DISLODGED - DISBANDS, NRO); F(ENG) -
Bel (FAILED)

FRANCE (Pete Duxon)

A(Lpl) - Edi; F(NAO) - Lpl; A(Bur) Stands;
A(Pic) - Bre; F(MAO) - ENG (FAILED)

GERMANY (Simon Rose)

F(BAL) - Den* (FAILED, DISLODGED TO Ber);
F(HEL) s F(Hol) - NTH; A(Kie) s F(BAL) - Den;
A(Bel) Stands; A(Ruh) - Mun; F(Hol) - NTH

ITALY (Jonathan Wills)

F(Nap) - ION (FAILED); A(Tun) Stands; A(Ven)
Stands* (DISLODGED TO Tus); F(ADS) s
F(Nap) - ION (CUT)

RUSSIA (Ivan Woodward)

F(Swe) s ENGLISH F(Den); F(GoB) - BAL;
A(Mos) - Lvn; A(Gal) - Vie (FAILED); A(Sev) -
Rum (FAILED)

TURKEY (Paul Barker)

F(Gre) s F(AEG) - ION; F(ION) - Nap (FAILED);
A(Bud) - Vie (FAILED); A(Bul) - Rum; A(Ser) s
A(Bul) - Rum; F(Con) - BLA; F(AEG) - ION
(FAILED)

Autumn 1903 Adjustments:

- A: +Ven, Tri, Vie, -Bud, = 3; No change.
- E: +Den, Lon, Nwy, -Edi, -Lpl, = 3; Loses 1.
- F: +Edi, +Lpl, Bre, Mar, Par, Por, Spa, = 7; Gains 2. Builds F(Mar), A(Par).
- G: Ber, Kie, Bel, Mun, Hol, -Den, = 5; Loses 1. Removes A(Bel).
- I: Nap, Tun, Rom, -Ven, = 3; Loses 1. GM removes F(ADS).
- R: Swe, Sev, Mos, StP, War, = 5; No change.
- T: Gre, +Bud, Rum, Ser, Ank, Con, Smy, Bul, = 8; Gains 1. Builds A(Ank).

Press:

ICM-Moscow: How unexpected. Chicken.

Ber-Lon: I don't suppose you fancy giving me a proxy for your units?

The Paranoid Androids: Some of us think there may be two triple alliances in this game. Then again, there might not be...

Change of Address: We have bought out the Olivetti copying facilities in Venice, streamlining our operation in an effort to bring you MORE copies at a price you can't resist. Old collectors items still for sale: copies of Peace Treaties between Russia and Austria, Turkey and Austria.

Silent But Deadly - SW Looney: Another one bites the dust.

Ber-Frederick the Great: Come back all is forgiven.

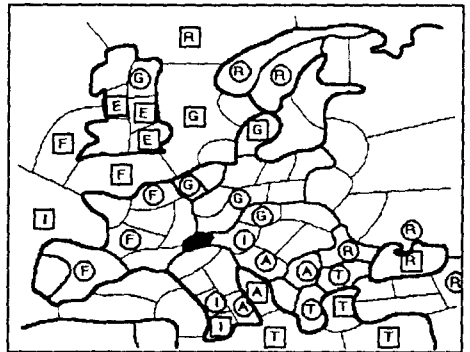
Par-Rom: If there is a fleet in Mar it's noting to worry about. I'm just concerned about that Turkish fishing fleet.

Dr Who: SORRY WILLS HASN'T WRITTEN, THE CYBERMEN ARE HOLDING HIM HOSTAGE BUT PROMISE SOME PROXY ORDERS FOR TUNIS.

Austrian Birdspotters: Bullfinch... bullfinch... ah, here we are, page 32 (see also TIT, Great Big).

Par-Wilfred: Maybe next time you could notify us of your errors old bean. Makes life easier when we know the proper adjudication.

Wilfred: Sorry. It was a very leetle error and I was ever so busy...



1995BM RAINBOW (Spring 1903)

AUSTRIA-HUNGARY (Steve Ade)

A(Tri) - Vie (FAILED); F(ADS) - Tri (FAILED);
A(Apu) Stands; A(Ser) s F(ADS) - Tri

ENGLAND (Stephen Fitzgerald)

F(Edi) s RUSSIAN A(Nwy) - NTH*
(MISORDER, DISLODGED TO Yor); F(Lon) s
RUSSIAN A(Nwy) - NTH (MISORDER); F(Lpl) -
IRI (FAILED)

FRANCE (Keith Loveys)

F(IRI) s F(Bre) - ENG (CUT); A(Pic) Stands;
A(Spa) - Por (FAILED); A(Gas) - Spa (FAILED);
F(Bre) - ENG

GERMANY (Jeremy Tullett)

F(NTH) c A(Hol) - Edi; A(Mun) - Boh; A(Kie) -
Mun; A(Bel) Stands; F(Den) s F(NTH); A(Hol) -
Edi

ITALY (Calum Macinnes)

A(Ven) - Rom; A(Tyr) - Vie (FAILED); F(MAO) -
Por (FAILED); F(ION) - Nap

RUSSIA (Richard Williams)

F(Rum) - BLA; F(NWG) s GERMAN A(Hol) -
Edi; A(Nwy) s A(Fin) - Swe; A(Sev) - Arm;
A(Ukr) - Rum; A(Mos) - Sev; A(Fin) - Swe

TURKEY (Stewart Cross)

F(AEG) s F(Gre) - ION; A(Bul) - Gre; A(Con) -
Bul; F(Smy) - EMS; F(Gre) - ION

Press:

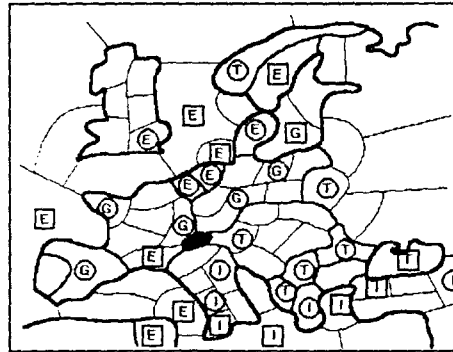
Vie(Govt.)-All: Thanks for the letters. Apologies for not replying due to re-location. At least I haven't NMR'd, but it was close.

Newsflash: Deathwish Archduke

Assassinates Himself! - "He just threw himself under that juggernaut!" explained a bewildered Italian on-looker.

Rome(Gvmt.)-Turkey: I'm open to offers.

Wilfred: Note COA for Steve Ade to Hill Cottage, Hollow Lane, Chelmondiston, Ipswich, IP9 1HZ.



1993DI UTICA (Autumn 1910)

ENGLAND (Allan Gordon)
F(WMS) - TYS; F(Tun) s F(WMS) - TYS;
F(GoL) - Mar; F(ENG) - MAO; F(NTH) c A(Nwy)
- Hol; A(Bel) s A(Nwy) - Hol; A(Den) - Kie
(FAILED); F(HEL) s A(Den) - Kie; F(Swe) - Den
(FAILED); A(Nwy) - Hol

GERMANY (Andrew Lane)
A(Mar) - Spa; A(Par) - Bur; A(Hol) - Kie*
(FAILED, DISLODGED - DISBANDS); F(BAL)
s A(Hol) - Kie; (Bre) waves cheerily across the
Channel; F(GoB) - Swe (FAILED); A(Sil) - Mun;
A(Pru) - Ber

ITALY (Richard Williams)
A(Mar) s A(Gre) - Bul; F(AEG) s F(ION) - Gre;
F(Nap) - ION (FAILED); A(Ank) - Arm; A(Ven) -
Tri (FAILED); A(Rom) - Ven (FAILED); A(Gre) -
Bul (FAILED); F(ION) - Gre (FAILED)

TURKEY (Calum Macinnes)
A(STP) - Nwy; F(BLA) s A(Ser) - Bul; A(Alb) -
Ser (FAILED); A(Tyr) - Tri (FAILED); A(Gal) -
Rum; A(War) hopes, prays, stands; A(Ser) - Bul
(FAILED)

Autumn 1910 Adjustments:

E: Tun, +Mar, +Bel, Den, +Swe, +Hol, Por, StP,
Edi, Lon, Lpl, -Spa, -Nwy, -Bre, = 11; Gains 1.
Builds A(Lon).
G: +Spa, +Bre, Mun, Ber, Par, Kie, -Swe, -Bel, -
Mar, -Hol, = 6; Loses 2. Removes F(GoB)
I: Con, Nap, Ven, Rom, Gre, Ank, Bul, Smy, = 8;
No change.
T: +Nwy, Rum, War, Ser, Tri, Mos, Vie, Bud,
Sev, = 9; Gains 1. No builds possible. 2 short!

Wilfred: We have an endgame proposal of a 4-
way draw. Votes please, unanimity required,
NMR = yes, abstention = no.

Press:

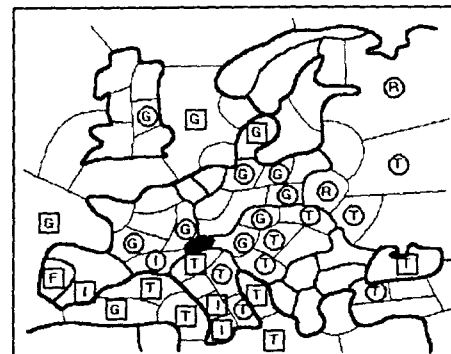
Turkey-Germany: Ta for the letter, hope your
recovery goes well.

George-Bill: This is not aggression..... merely
that the Herring folk need living space.

Smart Arse-All: Don't it just wanna make you
spit when you write an incredibly clever play-on-

words and some vigilant GM goes and "corrects"
the spelling and slooshes[sic] the gem down the
toobs[sic]?!
Turkey-Italy: See previous press. England is
nowhere near winning. Unless you move out, I'll
watch you sink!

Fox: Suddenly, the contracts were flooding in....
a Belgian with a red-mist for someone in
Amsterdam..... a far-sighted Dane wanting the
path smoothed for a take-over of the
Oktoberfest..... even a cri-de-coeur from a
Turkish peasant for a "magnificent Seven" job on
his Mafia-invested village! Sounds like a job for
the Rapid Reaction Farce.



1993DX XERXES (Autumn 1910)

France (JOHN TODD) NMR2!
F(Por) Stands

Germany (GRAHAM TUNNICLIFFE)
A(Par) - Bur; A(Gas) Stands; F(NAO) - MAO;
F(Nwy) - NTH; A(Boh) - Vie (FAILED); A(Tyr) s
A(Ven) - Tri (CUT); F(MAO) - WMS; A(Ven) -
Tri* (FAILED, DISLODGED - DISBANDS);
A(Mun) - Ber; A(Sil) s RUSSIAN A(War);
F(HEL) - Den; A(Yor) paddles off Skegness.

Italy (DAVE ALLEN)
F(Spa) sc s GERMAN F(MAO) - WMS; A(Mar)
s GERMAN A(Tyr) - Pie (MISORDER); F(Nap)
s F(Rom); F(Rom) s F(Nap) (CUT)

Russia (ANARCHY EX-BILLY STEPHEN)
A(War) Stands; A(StP) Stands

Turkey (PATRICK FINGLASS)
F(AEG) - ION; F(ION) - TYS; F(ADS) s A(Tus) -
Ven; F(WMS) - MAO* (FAILED, DISLODGED
TO GoL); F(Pie) s ITALIAN A(Mar); A(Mos) -
War (FAILED); A(Rum) - Ukr; A(Gal) - Boh
(FAILED); A(Vie) - Tyr (FAILED); A(Tri) - Tyr
(FAILED); A(Apu) - Rom (FAILED); A(Tus) -
Ven; F(BLA) writes a book about its experiences
in the Black Sea under the pseudonym "Neal
Acherson".

Autumn 1910 Adjustments:

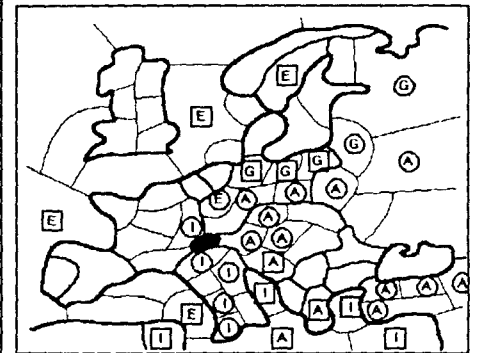
F: Por, Lon, = 2; No change. 1 short.
G: Ber, Den, Lpl, Bre, Nwy, Mun, Bel, Par, Edi,
Hol, Swe, Kie, = 12; No change. Builds A(Kie).
I: Spa, Mar, Nap, Rom, = 4; No change.
R: War, StP, -Mos, = 2; Loses 1.
T: +Mos, Vie, Tri, Ven, Tun, Rum, Bud, Sev,
Ser, Bul, Gre, Ank, Con, Smy, = 14; Gains 1.
Builds A(Con).

Wilfred: I have an endgame proposal of a 3-way
draw G/I/T. Votes please, unanimity required,
NMR = yes, abstention = no.

Press:

Germany-Turkey: I guess the Russian demise
settles this one for both of us. The draw it is!

Turkey(Gvmt.)-Italy & France: You've got to
stick together. I will support your units on
request, as I don't want a German breakthrough.



1991DB FIFO (Spring 1916)

AUSTRIA-HUNGARY (Phil Rutter)
A(War) s A(Mos); A(Mos) s A(War) (CUT);
A(Sil) s A(Mun); A(Mun) s A(Sil) (CUT); F(TYS)
- ION; F(Gre) - AEG (FAILED); A(Bul) - Con;
A(Con) - Smy; A(Ank) s A(Con) - Smy; A(Arm) s
A(Con) - Smy; A(Vie) s F(Tri); F(Tri) Stands;
A(Boh) s A(Tyr); A(Tyr) s F(Tri)

ENGLAND (Ray Ince)
F(ENG) - MAO; F(NWG) - NTH; F(GoB) - Swe;
A(Ruh) - Mun (FAILED); F(WMS) - TYS

GERMANY (Peter Hawkins)
A(Lvn) - Mos (FAILED); A(STP) s A(Lvn) - Mos;
F(BAL) - Ber; F(Pru) s F(BAL) - Ber; F(Kie) s
F(BAL) - Ber

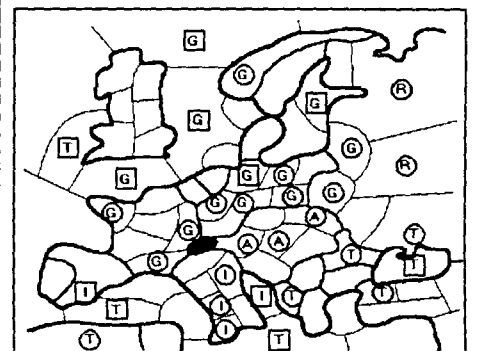
ITALY (Alasdair Barden) NMR!
A(Bur) Stands; A(Ven) Stands; A(Pie) Stands;
F(AEG) Stands; F(Smy) Stands* (DISLODGED
- DISBANDS); F(EMS) Stands; F(ADS) Stands;
F(Tun) Stands; A(Rom) Stands; A(Nap) Stands

Press:

Pete-All: Hey guys, we've got the Philistine on
the run!

Ali-B-Pete: Watch your back! Not everyone will
be happy about the EQUAL distribution of
Austrian centres.

The Joker: Why did Neptune not go to the ball?
Because it was inland!



1993DD DUCATI (Autumn 1908)

AUSTRIA-HUNGARY (Anthony Coogan)
A(Tyr) s A(Vie) - Tri; A(Gal) - Boh (FAILED);
A(Vie) - Tri (FAILED)

GERMANY (Peter Dunnett)
F(NWG) c A(Edi) - Nwy; F(ENG) - MAO
(FAILED); F(Hol) - NTH; F(GoB) s A(Lvn) - StP;
A(Pru) - War; A(Sil) s A(Pru) - War; A(Mun) -

Boh (FAILED); A(Ruh) - Mun (FAILED); A(Bur) s A(Ruh) - Mun; A(Mar) s ITALIAN F(Spa) sc; A(Gas) - Bre; A(Lvn) - StP (FAILED); A(Edi) - Nwy

ITALY (Paul Humphreys)
F(Spa) sc Stands; A(Rom) s A(Nap); A(Nap) s A(Rom); A(Ven) - Tri (FAILED); F(ADS) s A(Ven) - Tri

RUSSIA (Rob Moore)
A(War) - Ukr; A(StP) Stands; A(Sev) Stands* (DISLODGED - DISBANDS); A(Mos) s A(StP)

TURKEY (Steve Turner)
F(MAO) - IRI; F(WMS) - MAO (FAILED); A(Tun) - NAF; F(TYS) - ION; A(Tri) - Alb; A(Arm) - Sev; A(Rum) s A(Arm) - Sev; F(BLA) s A(Arm) - Sev

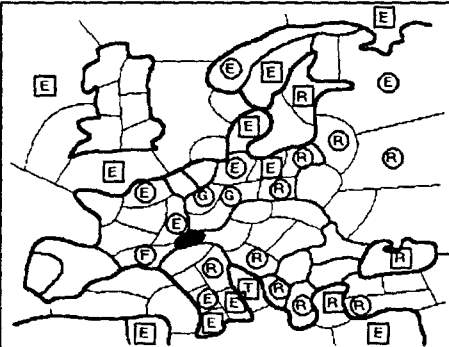
Autumn 1908 Adjustments:

A: Vie, Bud, Tri, = 3; No change.
G: +War, Mun, Mar, Bre, Nwy, Bel, Ber, Den, Hol, Kie, Swe, Lpl, Lon, Par, Edi, = 15; Gains 1. Builds A(Ber), F(Kie),
I: Spa, Rom, Nap, Ven, Por, = 5; No change.
R: StP, Mos, -Sev, -War, = 2; Loses 2. GM Removes A(Ukr),
T: +Sev, Rum, Ank, Con, Smy, Gre, Ser, Bul, Tun, = 9; Gains 1. Builds A(Con),

Wilfred: The endgame proposal was defeated. 1 against, 1 for, 2 abstentions. On we go.

Press:

Turkey-Austria: Welcome back (?)



1992DV GREER (Spring 1911)

ENGLAND (Richard Williams)
F(BAR) s A(Fin) - StP; F(NWG) - NAO; F(Swe) - GoB (FAILED); F(NTH) - Den; F(Ber) s A(Kie) (CUT); F(ENG) c A(Lon) - Pic; F(ION) - EMS; F(Tun) - ION (FAILED); F(Nap) - Apu (FAILED); F(Apu) - Ven (FAILED); A(Rom) s F(Apu) - Ven; A(Kie) s F(Ber); A(Nwy) s A(Fin) - StP; A(Bur) Stands; A(Fin) - StP; A(Lon) - Pic

FRANCE (Anarchy)
A(Mar) Stands

GERMANY (Anarchy)
A(Mun) Stands; A(Ruh) Stands

RUSSIA (Jason Asker)
A(Bul) - Gre; A(Ank) - Smy; A(Alb) s A(Bul) - Gre; F(AEG) - ION (FAILED); A(Tri) s A(Ven); A(Ven) s A(Tri) (CUT); F(GoB) s A(StP) - Fin (CUT); A(StP) - Fin* (FAILED, DISLODGED - DISBANDS); A(Sil) s GERMAN A(Mun); A(Pru) - Ber (FAILED); A(Mos) - StP (FAILED); A(War) - Lvn; F(Sev) - BLA

TURKEY (Anarchy)
F(ADS) Stands

Press:

Russia-England: Unless you personally fall under a bus, I can't see you losing this one.
Wilfred: I agree. Still, we might as well finish it off next time anyway. Start preparing your endgame statements now - who were all these people who dropped out?

DIPLOMACY II

ITHACA (Autumn 1906)

Austria-Hungary (John Boocock)
A(Tyr) - Mun (FAILED); A(Boh) s A(Tyr) - Mun; A(Sil) s A(Tyr) - Mun* (CUT, DISLODGED TO Gal); A(Vie) - Tyr (FAILED); A(Bul) s F(Gre)* (CUT, DISLODGED TO Ser); F(Gre) s A(Bul) (CUT)

England (John Etherington)
A(Bre) Stands; F(ENG) s F(MAO); F(NAO) s F(MAO); F(MAO) s FRENCH F(Por); F(NWG) - NTH; A(Nwy) s RUSSIAN F(StP) nc

France (Anarchy - Ex-Billy Stephen)
F(Por) Stands; A(Gas) Stands; A(Bur) Stands* (DISLODGED - DISBANDS)

Germany (Aidan Slattery)
F(BAL) s A(Pru); A(Mun) s A(Ber) - Sil (CUT); A(Pru) s A(Ber) - Sil; A(Ruh) - Bel; A(Ber) - Sil; A(Kie) s A(Mun)

Italy (Dave Aplin)
F(ION) - Gre (FAILED); A(Spa) - Mar; A(Mar) - Bur; A(Swi) s A(Mar) - Bur; F(GoL) - Spa sc; A(War) s TURKISH A(Mos) - Lvn; F(NAF) Stands u/o

Russia (Jed Stone)
F(StP) nc Stands and rusts a little

Turkey (Allan Stagg)
A(Mos) - Lvn; A(Sev) - Sib; F(Rum) - Bul ec; F(Con) s F(Rum) - Bul ec; A(Lib) starts to get its equipment together; F(WMS) Stands u/o

Autumn 1906 Adjustments:

A: Vie, Ser, Gre, Bud, Tri, -Bul, = 5; Loses 1. GM removes A(Boh)
E: +Bre, Nwy, Ice, Edi, Lon, Lpl, -Bel, = 6; No change.
F: Por, Par, -Bre, = 2; Loses 1.
G: Mun, +Bel, Kie, Swe, Ber, Hol, Den, = 7; Gains 1. Builds A(Swe)
I: Mar, Spa, War, Tun, Nap, Rom, Mil, = 7; No change.
R: StP, = 1; No change.
T: +Bul, Con, Rum, Mos, Sev, Egy, Ank, Smy, = 8; Gains 1. Builds A(Mos), A(Rum)

Press:

Turkey-Austria: What do you mean "no harm done"? I spent ages making Bulgaria a nice clean province, and in you come with muddy jackboots...

A/H-Turkey & Italy: OK, OK, let's get rid of the Kraut and the Beefeater before we argue. The Frogs have gone, so it's one down two to go.

Turkey-Italy: Agreed: you take London and Liverpool, and I'll take Edinburgh and Iceland.

Russia-Turkey: SSSSShhhhhh!! England might hear you!

Anon: It's good to talk.

DIPLOMACY II

BEDLAM (Spring 1908)

Austria-Hungary (KEIR SANDERSON)
A(Vie) - Bud* (FAILED, DISLODGED TO Boh)

England (IVAN WOODWARD)
F(StP) sc - Fin; F(Nwy) - Swe; A(Mos) - StP; A(Lvn) - Pru; A(War) s A(Lvn) - Pru; A(Ukr) - Mos; F(NTH) s F(Bel) - Hol (CUT); A(Bre) - Pic; A(Par) - Bur; A(Mar) s A(Par) - Bur; F(Spa) sc s F(TYS) - GoL (CUT); F(WMS) s F(TYS) - GoL; F(TYS) - GoL; F(Bel) - Hol (FAILED)

Germany (PAUL RIDOUT)
F(Swe) - GoB; F(GoL) s TURKISH F(ION) - TYS* (MISORDER, DISLODGED TO Pie); F(Rom) s TURKISH F(ION) - TYS (MISORDER); A(Apu) - Ven; A(Ven) - Tyr; A(Ruh) - Hol (FAILED); A(Sil) s TURKISH A(Rum) - Gal (MISORDER); A(Tri) - Vie; F(Den) - NTH (FAILED)

Turkey (DAVID APLIN)
A(NAF) - Spa (FAILED); F(Tun) - NAF (FAILED); F(Lib) - Tun (FAILED); F(ION) - Nap; A(Nap) - Apu; F(Gre) - ION; A(Ser) s A(Bud); A(Bud) s GERMAN A(Tri) - Vie; A(Rum) - Sev; A(Bul) - Rum; F(BLA) s A(Rum) - Sev; A(Sev) - Sib

Wilfred: As a postscript to last issue's "GM - Admission of Cock-up", Paul has written to say he accepts my ruling, but wants to point out that he did order A(Bur) every season and that it was me who ignored it (though - to be fair to me - he never pointed out it's omission from the game report). Sorry, Paul. I try my best.

Press:

Pravda: An unprovoked and premeditated stab has caught all parties by surprise. In a show of force equalled only by the cunning involved, England has asserted itself. Sources close to the Junta have been quoted as saying "cop that one, sucker." In other developments, relations between Austria and Turkey have reached an all time low. Reports suggest that next years skiing holiday by the Sultan has been cancelled. The Sultan is thought to have objected to paying for a trip which could soon be free.

REGULAR DIPLOMACY GAMESTART

TRAPEZE

AUSTRIA: Oscar Goldman, Top Flat, 46 Fonthill Road, Finsbury Park, London, N4 3HU

ENGLAND: Steve Mellors, 4 Airlie Road, Hoylake, Wirral, L47 4AB

FRANCE: Roy Britash, 115 Bonnerhill Road, Kingston, Surrey, KT1 3HE

GERMANY: David Evans, Windy Ridge, Harts Lane, Bawburgh, Norfolk, NR9 3LT.

ITALY: Richard Scholefield, 54 Cottingham Grove, Bletchley, Milton Keynes, MK3 5AX.

RUSSIA: Paul Reeves, 13 Maresfield, Chepstow Road, Croydon, Surrey, CR0 5UA.

TURKEY: David Teakle, 48a Dolphin Lodge, Grand Avenue, Worthing, West Sussex, BN11 5AZ.

Could I have Spring 1901 orders for the **Spring Offensive** No.37 deadline (likely to be 9th September), together with some conditional orders for Autumn 1901 (top avoid NMRs in A01). House rules enclosed.

GAMESTART

DOWNFALL OF THE LORD OF THE RINGS MK VII - DEFINITIVE
--

DWARVES: Mike Pollard, 39 Norman Road, London, SW19 1BW

ELVES: Donald Scarr, 13/3 West Pilton Drive, Edingburgh, EH4 4HR

GANDALF: Jed Stone, 7 Harstoft Avenue, Worksop, Notts., S81 0HS

GONDOR: Colin Smith, 14 Dukes Road, Braintree, Essex, CM7 5UE

MORDOR: Mark Golby, 403 Camphill Road, Nuneaton, Warwickshire, CV10 0JU

ROHAN: Bob Wills, 7 School Lane, Carisbrooke, Newport, Isle of Wight, PO30 5JX

SARUMAN: Steve Walton-Benoni, 213 Broomfield Road, Earlsdon, Coventry, CV5 6LD

UMBAR: Stephen Agar, 79 Florence Road, BRIGHTON, BN1 6DL

Important

1. If you haven't had a copy of the rules (I think you all have) telephone me (SA) ASAP and I'll put one in the post.
2. This game is being GM'd by Neil Kendrick. His address is 63 Windmill Lane, Birmingham, B66 3ES.
3. The deadline for first moves is SATURDAY 2nd SEPTEMBER.

YOUNGSTOWN VI

DRAGON (Autumn 1907)

Austria(Graham Tunnicliffe) F(BLA) S A(Ank)-Arm; F(EMS)-Jor; A(Syr) S A(Ira)-Bag* (DISLODGED - RETREATS TO Snd); A(Gal)-Rum; A(Ukr)-Sev; A(Sev)-Ira; A(Con)-Smy; F(Gre)-AEG, A(Alb)-Lib

China(John Boocock) A(Tur) S A(Cam)-Ira C by F(GOS), F(MAL) & F(EIO); A(Nej) S INDIAN A(Bag); F(SCS)Std.; A(Sib) S A(Oms) S A(Fin)-StP; A(IMo)-Snk

England(Paul Ridout) F(IRI)-Lpl; F(NTH) S F(BAR)-NWG; F(ENG)-IRI; A(Nwy)-Swe

France(Geoffrey Farrar) F(Mor[OBB])-Mor

Germany(Mike Collins) A(Par) S A(Bre) S A(Gas) S ITALIAN A(Mar)-Spa; A(Mos) MS A(StP); F(Hol)-Bel; A(Bel)-Pic; A(Pru)-Lvn; A(Kie)-Hol; F(Den) S ENGLISH A(Nwy)-Swe.; A(Pos)-Pru

India(Ivan Woodward) A(Tib)-Nep; A(Tha)-Joh; F(WIO) & F(ARA) C CHINESE A(Cam)-Ira S by F(PER); A(Bag) MS A(Jor); A(Mog)-Sud; F(GOA) & F(RED) C A(Sud)-Fez

Italy(Andy Bassett) F(ION) C AUSTRIAN A(Alb)-Lib; F(Pen)-Fez (NOT POSSIBLE); F(Egy)sc-RED; F(WMS) & F(Alg) S FRENCH F(Mor[OBB])-Mor; F(GoL) S A(Mar)-Spa

Japan(Chris Stone) F(CEL)Std.; F(Phi)Std.; F(MAO) S F(Spa)sc* (DISLODGED - RETREATS TO Por) S F(Mon)-WMS* (DISLODGED - DISBANDS); F(SAO)-Mor; F(SPO[OBB]) S F(MAO); F(NAO)-IRI; F(OBB)NPO-NAO; F(SPO)Std.; A(Fuj)Std.

Russia(Calum Macinnes) F(Swe)Std.* (DISLODGED, DESTROYED, NRO)

Winter 1907 Adjustments:

A: Vie, Tri, Bud, Clu, Ser, Bul, Gre, Rum, Con, Ank, Smy, +Sev = 12. Builds A(Bud).

C: Can, Han, Pek, Vtm, For, Man, Omo, Cam, Oms, Sai, -StP, Ira, -Sev, Snk = 12. Builds F(Can).

E: Edi, Lpl, Lon, Nwy, Ire, +Swe = 6. Builds F(Lon).

F: -Spa, +Mor = 1. No change.

G: Kie, Ber, Pos, Den, Hol, Bel, Mun, Bre, War, Par, Mos, +StP = 12. Builds F(Kie).

In: Del, Cal, Mad, Brma, Cey, Tha, Joh, Bag, Mog, Yem, Eth = 11. No change.

It: Ven, Rom, Nap, Tun, Pen, Mar, Egy, +Spa = 8. Builds A(Nap).

J: Tok, Kyo, Osa, Phi, Kac, Vla, Kor, Bor, Jav, Por, -Mor = 10. No change.

R: -Swe = 0. OUT!

Press:

Germany-India: Thanks you for your interest and yes my Atlantic Wall is almost complete. Have to try and keep you slant-eyed (sorry, fell into prince Philip speak there), honourable Japanese allies at bay. No the Austrian doesn't smell that bad, truth is that I'm terrified of him and am cowering in a corner. Hanoi Hanna tells me that she fancies a nice curry Madras, washed down with some Ceylon tea. "Must be the real thing though" she said, odd that?

Yellow Hordes-Picklehaubs: On on on to Burgundy via Berlin!

CITY STATE I

LIGHTHOUSE (Spring 1305)

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

GENOA (Andy Bassett) F(Pisa)Std.; A(Liguria) S A(Genova)-Alessandria; A(Cuneo) S A(Turin); F(Messina Box)-Salerno;

MANTUA (Neil Kendrick) A(Padua)-Ravenna* (DISLODGED - DISBANDS, NRO); A(Lodi) S A(Milano) S A(Sondrio)-Como; A(Bologna) S A(Reggio)-Modena; A(Piacenza) S A(Parma)-Liguria; A(Pavia) S GENOESE A(Turin)-Vercelli* (DISLODGED - DISBANDS, NPRO); A(Bressica)-Mantova; A(Rovigo)-Ferrara

FLORENCE (Fred Fall) NMR! A(Pistoia); A(Appennines); A(Sienna)* (DESTROYED); A(Modena)* (DESTROYED); A(Tuscan Alps); A(Roma)

POPE (Chris Brann) A(Napoli)-Gaeta; A(Perugia)-San Marino; A(Viterbo) S A(Arezzo)-Sienna; A(Spoleto)-Perugia

EMPEROR (John Boocock) DA(Vercelli)-Pavia; DA(Novara)-Milano S by A(Como); DA(Ravenna)-Padua;

Wilfred: If is with great regret that I cut Fred Fall from the mailing list, he's been with **Spring Offensive** for a long time. Anyone else want to take over the Florentine position? If so, please telephone me, ASAP. On the other hand I have two endgame proposals (A) a 5-way draw between the remaining players and (B) 1st Man, =2nd Pope & Genoa; 4th Emperor; 5th Venice. Votes please, unanimity required, NMR = yes, abstention = no.

Press:

Mantua-All: I have proposed a six-way draw. This game is not going anywhere fast, thus I suggest we end it now.

Wilfred: I've converted that proposal to a 5-way draw. Personally, I think the game has a bit of play left, but I bow to your collective decision.

Genoa-Mantua: Oh God lost map did this after birthday binge Saturday 5th AM early hope it's OK.

Announcement: The Pope has ordered that all postal routes are to be cleared of bandits, as they are disrupting the flow of Diplomatic discourse.

Doge-Wilfred: Well, is it, can they? These questions are life and death to some of us you know.

Napoli: Due to the temporary occupation of Rome the Pope has taken up residence in Napoli. Would all Diplomatic messages please be sent there.

Florence-Genoa: Pisa off.

Mantua-Germany & Genoa: I hope you two aren't planning what I think you're planning.

CANNIBALISM III

(Day Four - Afternoon) Turn 21

DOUG ROOD Doug moves to the Orange Grove. Sleep Status = 6 in 21, 2 awake. (27-11 meals)

ESME GRANT Esme decides to keep dreaming. Sleep Status = 7 in 21, 0 awake. (The Lake-38 meals)

JED STONE Stays asleep and dreams of food swimming in blood. Sleep Status = 5 in 21, 0 awake (Orange Grove-8 meals). Jed must stay asleep for the next turn.

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.

Wilfred: The endgame proposal that Jed and Doug commit ritual suicide to produce the result that Esme wins, Doug and Jed equal second (albeit dead) is defeated, 1 against. We now have another endgame proposal, namely that Esme and Doug demonstrate that there is hope for the World by sharing the island together in peace and harmony..... or something reasonably close to it. Votes please, unanimity required, NMR = yes, abstention = no.

WANTED

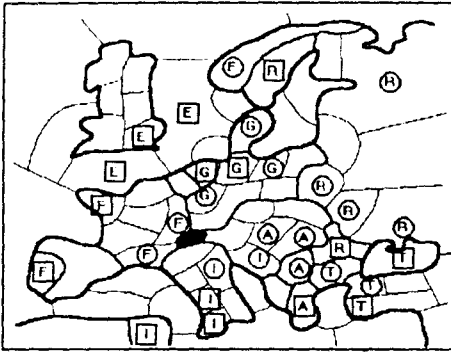
Standbys

Cynic Page 24;

Lighthouse Page 32.

For details. If interested -
ring me up ASAP.

01273-562430



1995DG SAILOR (Autumn 1901)

AUSTRIA-HUNGARY (Steve Walton-Stein)
 A(Vie) - Gal (FAILED); A(Ser) s F(Alb) - Gre;
 F(Alb) - Gre

ENGLAND (Veronica Conboy)
 F(ENG) - Bel (FAILED); F(NTH) c A(Yor) - Nwy;
 A(Yor) - Nwy

FRANCE (Mark Scott)
 A(Pie) - Mar; F(MAO) - Por; A(Par) - Bur

GERMANY (Gihan Bandaranaike)
 A(Mun) - Ruh; A(Kie) - Den; F(Hol) - Bel

ITALY (Jimmy Cowie)
 F(ION) - Tun; A(Ven) - Tri; A(Apu) - Ven

RUSSIA (Andrew Clawson)
 A(Ukr) s F(Rum); A(War) - Gal (FAILED);
 F(GoB) - Swe; F(Rum) Stands

TURKEY (Mark Golby)
 A(Bul) Stands; A(Con) s A(Bul); F(Ank) - BLA

Autumn 1901 Adjustments:

A: Vie, +Ser, +Gre, Bud, -Tri, = 4; Gains 1.
 Builds A(Bud),
 E: +Nwy, Edi, Lon, Lpl, = 4; Gains 1. Builds
 F(Lon),
 F: Mar, +Por, Bre, Par, = 4; Gains 1. Builds
 F(Bre),
 G: +Den, +Hol, Ber, Kie, Mun, = 5; Gains 2.
 Builds A(Ber), F(Kie),
 I: +Tun, +Tri, Ven, Nap, Rom, = 5; Gains 2.
 Builds F(Nap), F(Rom),
 R: War, +Swe, +Rum, Mos, Sev, StP, = 6;
 Gains 2. Builds A(Sev), A(StP),
 T: +Bul, Con, Ank, Smy, = 4; Gains 1. Builds
 F(Smy),

Press:

Turkey-Italy: Go west, they can't spell Lepanto
 over there.

Austrian(Gvmt.)-All: Thank you for all your
 letters and welcomings to the game.

Richard Sharp-France: Are you the same guy
 playing so well in TIM Caligula?

Karpov-Stein: Let's hope we get another top
 class Austrian performance, o aviator.

Bill Wyman-StP: What variation of the Northern
 Opening do you call this?

Dear Vicky: It would be a shame if you were
 wrong-footed by a certain copy letter you
 received from a third party stating I was cutting
 your North Sea convoy. Lots of love, Wilhelm.

World-Bosnian Serbs: You murdering scum.

Par-Troubleshooters: Come on folks, be fair.
 I'm against devaluation, but you're not giving me
 much choice!

Berlin-Reuters, Vienna Branch: if you thought
 I'd pass on that Turkey disinformation as
 revenge for you blabbing last turn, you were
 mistaken.

Black Pig-Gibbon BändyReich: I would draw
 your attention to the commandment that states
 "Thou shalt not covet thy neighbour's arse."

Dave Perry-Nick Kinzett: Read any good
 polish Sci-Fi recently?

TROUBLESHOOTER

	SB	NC	PC	BE	PF	MH	KQ	AS	CS	MS	SW	Totals	\$ Value
Cr (Before)	400	400	433	200	400	200	250	700	400	200	400		0.99
Cr (Trade)	-200	-200	-200	0	-200	100	0	-200	-200	0	0	-1100	
Cr (After)	200	200	233	200	200	300	250	500	200	200	400		0.88
£ (Before)	400	800	433	400	400	800	400	200	400	466	400		1.06
£ (Trade)	-200	-200	-200	0	97	-200	0	0	-200	0	0	-903	
£ (After)	200	600	233	400	497	600	400	200	200	466	400		0.97
Fr (Before)	400	200	200	200	200	200	250	200	400	200	400		0.85
Fr (Trade)	-200	600	1440	0	243	662	635	0	-400	0	-200	+2780	
Fr (After)	200	800	1640	200	443	862	885	200	0	200	200		1.12
Mk (Before)	200	200	435	700	600	800	250	700	200	600	400		1.06
Mk (Trade)	1115	0	-200	0	0	-200	-125	-200	1083	0	-200	+1273	
Mk (After)	1315	200	235	700	600	600	125	500	1283	600	200		1.18
Li (Before)	400	200	433	200	400	200	250	400	400	200	400		0.91
Li (Trade)	-200	114	-200	0	57	200	0	400	-200	0	419	+590	
Li (After)	200	314	233	200	457	400	250	800	200	200	819		0.96
Lo (Before)	800	600	433	700	400	200	400	400	400	534	400		1.08
Lo (Trade)	-200	0	-200	0	-200	-200	0	-200	-200	0	0	-1200	
Lo (After)	600	600	233	700	200	0	400	200	200	534	400		0.96
Pi (Before)	200	400	433	400	400	400	1000	200	600	200	400		1.02
Pi (Trade)	-200	-200	-200	0	50	-200	-400	256	0	0	0	-894	
Pi (After)	0	200	233	400	450	200	600	456	600	200	400		0.94

The Troubleshooters

- Steve Bibby: TS(Mun) invested Mk 9,339 (Mk 3,113 per unit) x 5 = Mk 15,565. (\$18,366)
- Nic Chilton: TS(Swi)Std. \$10,000. Moves Swi-Tyr-Vie (-2%) = \$9,800. Invests \$3,266 per unit = Cr 3,711 per unit x 4 = Cr 14,844. (\$13,062)
- Paul Cockayne: TS(Mar) invested Fr 11,647 (Fr 3,882 per unit) x 4 = Fr 15,528. (\$17,391)
- Bill Eaton: TS(Pie) \$9,900. Moves Pie-Ven-Tri (-2%) = \$9,790. Invests \$3,263 per unit = Cr 3,707 per unit x 4 = Cr 14,824. (\$13,045)
- Patrick Finglass TS(Par) invested Fr 11,529 (Fr 3,843 per unit) x 4 = Fr 15,372. (\$17,216)
- Mick Haytack: TS(Mar) invested Fr 11,647 (Fr 3,882 per unit) x 4 = Fr 15,528. (\$17,391)
- Kieron Quirke: TS(Swi). \$10,000. Moves Swi-Bur-Par (-2%) = \$9,800. Invests \$3,266 per unit = Fr 2,916 per unit x 4 = Fr 11,664. (\$13,063)
- Colin Smith: TS(Mun) invested Mk 9,339 (Mk 3,113 per unit) = Mk 15,565 (\$18,366)
- Alan Stagg: TS(Tyr) \$9,900. Moves Tyr-Vie (-1%) = \$9,801. Invests \$3,267 per unit = Cr 3,712 x 4 = Cr 14,848. (\$13,066)
- Mark Stretch: TS(Mar) invested Fr 11,647 (Fr 3,882 per unit) x 4 = Fr 15,528. (\$17,391)
- Steve Watts: TS(Bur) \$9,900. Moves Bur-Mun (-1%) = \$9,801. Invests \$3,267 per unit = Mk 2,768 x 5 = Mk 13,840. (\$16,331)

I hope the above is clear. Steve Bibby and Colin Smith are temporarily ahead, but the French investors didn't do too badly due to the massive rise in the Franc (save for Kieron who bought in on a rising market). The investors in Austria are behind, but could do well if the Crown rises. Everything is to play for. A couple of you didn't realise that the values of the currencies changes each turn. You can no longer sell 200 Francs and buy 200 Marks - you have to convert into dollars (at the moment selling 200 Francs would only enable you to buy 189 Marks). Note your Troubleshooter investments stay in their local currency until you leave the home centre. I think this is quite a subtle game.

The Games

Latina America	Sent separately
Armageddon	See Insert
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Cannibalism	Page 32
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Sopwith	Page 25
Trapeze	Page 31
Troubleshooter	Page 33
Utica	Page 30
War of the Ring	See insert
Xerxes	Page 30

Changes of Addresses

Gerwyn Michael, 15A Ladywood Road, Four Oaks, Sutton Coldfield, West Midlands, B74 2SW
 Calum Macinnes, 53 Granby Avenue, Howden, Livingston, EH54 6LD
 Geoffrey Farrar to 63 Headington Road, Maidenhead, Berkshire, SL6 5JR
 Steve Wells, Spring Cottage, Steel Mills, Keynsham, BS18 1EZ
 Dave Aplin, 10 St Wilfrid's Road, Burgess Hill, West Sussex, RH15 8BD
 Neil Newman, 87 Portview Road, Avonmouth, Bristol, BA11 9JU.
 Steve Ade, Hill Cottage, Hollow Lane, Chelmondiston, Ipswich, IP9 1HZ.

Waiting Lists

Regular Diplomacy. GM: Stephen Agar. 7 wanted. Andy Bassett, Jason Asker*, Paul McEwan*, Dave Thomas*, Colin Smith. 2 needed. Roll up!

Gunboat Stab! GM: Stephen Agar. Hidden movement anonymous Diplomacy. 1 wanted.

Balkan Wars IV. Scrapped because there was minimal interest.

Storm from the East II. GM: Edmund Morgan. This is the second version of **Storm** which is an eight-player Mongols and Crusaders variant set in the early 13th century. Rules available from me. **Only two**

wanted. Calum Macinnes, Colin Smith, Ludger Wilmott, Gihan Bandaranaike, Mark Golby, Steve Wells (?) Any more? Rules on request.

Machiavelli. GM: Colin Smith. Ian Coleman, Gihan Bandaranaike, Mike Lay, Mike Pollard, Calum Macinnes, Patrick Finglass (?), Donald Scarr (?), Paul Hunter (?). Up to three more wanted. Ask me for a copy of the rules.

Colonial Diplomacy. GM: Shaun Derrick. Peter Berlin, Steve Walton, 5 needed.

Railway Rivals. GM: Steve Watts. Apply with preferences for a map to Steve or me.

Sopwith. GM: Tom Tweedy. Rules last issue. Doug Rood, Jimmy Cowie, Allan Stagg, Andy Bassett, 2 wanted.

History of the World. GM: Gihan Bandaranaike. Rules inside. Lots wanted.

Issue 35 Errata

Page 11. The Russian Opening described as the Squid has A(War)-Ukr and not A(War)-Gal as shown.

Page 12. Balkan Wars IV - Serbia can build fleets in Bosnia, not Croatia (which has no coast).

Please correct your copies in biro so as not to mislead future generations...

Things to Remember

1. I have a job. Don't phone before 7.30pm as I probably won't be in and you'll just irritate Esme who will call you names behind your back (such as anorak, train-spotter or wanker).

2. Don't ask Esme to take down your orders. She will refuse and anyway, believe me, you wouldn't want her to take down your orders.

3. Esme and I have a baby. Try not to phone after 10.30pm if you want to remain popular.

4. If you call to leave orders and get the answerphone, use it. At least 10 players phone their orders in every Friday evening, Saturday morning. To save me time and so as not to irritate the rest of the family the answerphone will often be on. Leave your orders on tape (the tape is 30 mins long, but you may have to wait a while for it to wind through). If you don't want to be NMR'd then leave your orders, don't just say you called and I was out. I probably wasn't out anyway.

Sin Bin

The following players have Yellow Cards for submitting late orders:

Dave Allen (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 Emory (No.34 - 3 days late).
 Gervyn Michael (No.34 - 3 days late).
 Keiron Quirke (No.35 - 4 days late).
 Bill Eaton (No.36 - 1 day late).

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

External GMs

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

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

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

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

Tom Tweedy (GM Sopwith) 29 Stanley Hill Avenue, Amersham, HP7 9BD.

Steve Watts (GM Railway Rivals): Lesh Lane Post Office, 124 Lesh Lane, Barrow-in-Furness, Cumbria, LA13 9EQ. Tel. 01229-432797.

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

A top up would be nice...

MAIN DEADLINE

SATURDAY

9th SEPTEMBER

1995

External GMs: Sat. 2nd Sept.