

# SPRING OFFENSIVE No. 38



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 [stephen@spoff.demon.co.uk](mailto:stephen@spoff.demon.co.uk).  
Price 4p per side (max 70p unwaged), £1.50 international.

**DEADLINE = SATURDAY 18th NOVEMBER 1995**

## Editorial

I must confess to feeling rather disenchanted this issue by the number of NMRs. As I type this there are 13 NMRs in the various games, though no doubt this number will have decreased somewhat by the time the zine is finished. It is more than a little discouraging as you can imagine. Please buck your collective acts up.

My activity on the Diplomacy scene has had to take a back seat recently - work has been very busy indeed, with me having to take quite a bit of work home in the evenings. Combine that with a sick baby (German measles) and the exhaustion that all parents of young children feel and the end result is a feeling that everything is getting on top of me. No doubt I will shake off this mood of quiet depression in time for MidCon, but it is difficult to motivate myself at the moment. I have several pieces of work in the pipeline, including an article on ancient history variants, an analysis of play balance in Colonial Diplomacy, an article on fascist GMs who make ridiculously strict rulings and a comprehensive printed catalogue of the contents of the MidCon Archive. I will try and finish these projects over the next three months so that they can be printed in **Spring Offensive**, though I won't publish a MidCon Archive catalogue until RJW let's me know if he's had any success in his approach to Andy Bate to return the old Hobby Archives so a comprehensive collection can be assembled.

I was going to write something about the PDGS, but I lack motivation. What little I will say is that so far the negative noises far outnumber the positive ones, but that by far the most overwhelming response has been silence. I believe that this Hobby needs two things - an organised recruitment campaign and a guaranteed product to offer those we aim to recruit, and this cannot be done efficiently through a system of collective anarchy. I believe that any people we would be able to recruit through advertising and increased awareness of postal gaming will want something more tangible than we offer at present and that it is all too easy for editors in search of something to write in their editorials to say things like Big Brother, Elitism, Centralisation, Abolition of Freedom and Democracy, and the End of Civilization As We Know It. Be that as it may, no one else has come up with a constructive alternative apart from smug complacency and glorious indifference, which really isn't good enough anymore. End of rant.

Most of you received a letter from me a couple of weeks ago reprinting the address and telephone information which I had on my mailing list and I have been very pleased with the response so far. It's surprising how many mistakes there were - the incorrect postcode here, the misspelled address there etc. I intend to publish a Directory next issue listing everyone's current address and telephone no. (though I will exclude tel. nos. on request) - it is helpful for me to have a telephone number for emergencies though - e.g. what happens if I lose your orders?

## Hobby News

### The NDC London Qualifier

1. Rob Lozynskij	85 Points
2. Ed Morgan	84 Points
3. Michelle Duncan	65 Points
4. Colin Smith	65 Points
5. Stephen Agar	65 Points
6. Alan Sutton	63 Points
7. Chris Palm	62 Points
8. Andrew Greco	45 Points
9. Nick Parish	44 Points
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10. Paul Spurgeon	29 Points
11. Mark Stretch	27 Points
12. Nic Chilton	27 Points
13. Pete Duxon	25½ Points
14. Gihan Bandaranike	25½ Points
15. Rosie Sexton	20 Points
16. Sandra Bond	15 Points
17. Rob Tesh	7 Points
18. Paul Oakes	4 Points
19. Julian Giles	4 Points
20. Keith Smith	3 Points
21. Colin Hobbs	1 Point

### 1995 Gladys Awards

Christmas cards have appeared in the shops, and so it is time to call for nominations for the Gladys Awards for Hobby Achievement in 1995.

Any hobby member may make up to a maximum of three nominations in each category; those receiving the largest number of nominations in each category will go forward to the voting round which will be publicised early in 1996.

The categories are:

1. Best Zine
2. Best Zine for Diplomacy and/or Variants.
3. Best Zine for Games other than Diplomacy.
4. Best Zine for Hobby News.
5. Best Letter column.
6. Best New Zine to appear in 1995.
7. Best-Looking Zine.
8. Most Regretted Fold.
9. Best GM.

The deadline for nominations will be 6 January, 1996.

Please send in your nominations to: John Miller, 259 Leek Road, Shelton, Stoke-on-Trent, 514 2BU. Alternatively, it should be possible to hand in your nominations at MidCon.

### Pimley Award

This is an award for the individual (or group) who has done the most to help the Hobby. Nominations to Sandra Bond, 10 Hawksworth Close, Grove, Wantage, Oxon, OX12 0NU.

## Forthcoming Cons

### 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.

### WorldDipCon V

The 1995 World Diplomacy Championship will take place in Paris on the 1<sup>st</sup> - 3<sup>rd</sup> December 1995, at the international conference centre of the Foreign Office, 19 Avenue Kléber 75016 PARIS (subway stations Kléber or Charles de Gaulle-Etoile next to the Triumphal Arch). The tournament will include six rounds, with a Nation's Cup on Friday, so that only the Saturday and Sunday rounds will be taken into consideration in determination of the 95's world champion.

The organization committee includes: Benoit Clergeot, Samy Malki, François Rivasseau, Lei Saarlainen and Bruno de Scoraille. For any information you can contact:

- Benoit Clergeot 3 Rue N. Mandela APPT 21 77420 CHAMPS SUR MARNE Tel:33 1 64 61 13 12

- Samy Malki 3 Rue de la Couronne 13100 AIX EN PROVENCE 33 42 27 7659

- François Rivasseau 27 Rue Dareau 75014 PARIS

- World Dipcon's organization board FAX No. 33 60 192450

We are studying the possibility of free access for foreign players, otherwise the entrance fee will be probably fixed at 100 Fr.

### 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

# ZINES /// ZINES /// ZINES /// ZINES /// ZINES

I'm now in receipt of Western Front an Australian zine from Brad Martin, thanks to an arrangement with Michael Adams (whose zine Megalomaniacs Anonymous has just transformed into a sub-zine within Western Front). I am quite impressed. Issue 3 has summaries of the various board game on offer, a zine scene round-up which features zines from Australia, the USA and the UK, an article on the career of Count Goluchowski (A-H diplomat), a new variant called Greek Diplomacy set in classical Greece, rules for History of the World, and a hobby news section which covers UK and US hobbies as well as Australia. In the games section there is Britannia, Pax Britannica, Machiavelli, Diplomacy and Gunboat Diplomacy with openings for 1830, Abstraction II, Civilization, Canadian Civil War, Empires of the Middle Ages, En Garde!, History of the World, Machiavelli and Pax Britannica. Interestingly, there is no UK zines that I know of which go for this sort of mix of offerings - most multi-games zines have a plethora of lightweight "fun" games and also games devised for postal play, whereas Western Front is solidly behind a broad spectrum of established board games. I think it is a winning combination. Brad Martin, 15 Turo Close, Willetton, 6155, Western Australia, AUSTRALIA.

Box Frenzy is certainly displaying a degree of staying power. This understated little zine is up to issue 33 and despite only having 38 subscribers is running 8 variants and a couple of regular Diplomacy games - which demonstrates quite a high degree of subscriber participation. The zine is very reliable, boasts nice postscript maps of all games and has a good line in Diplomacy puzzles. The only downside is that it is now a rather warehousey zine, with minimal letters and editorial content and only excerpts from the Diplomacy A-Z (used as space-fillers) breaking up the solid game reports. However, on its own terms BF is an undoubted success and I would recommend it. Paul Clayton, 26 St. Hugh's Rise, Didcot, Oxon, OX11 9UZ.

One zine which I haven't mentioned for some time is Thomas Franke's Diplomat being the only German zine I see (and being the only German zine printed in English). Not the Fastest Zine in the West, but reliable enough for solid international gameplay. Issue 37 includes the ManorCon scoring system which looks unnervingly similar to the scoring system I'm proposing for the NDC this year, so maybe I'm on the right track. Also featured in the last issue are the rules for Multinational Diplomacy (based on a map of North America) and a heavily political letter column discussing Bosnia and Waco. Thomas Franke, Hülsenbuschstr. 9-11, D-44229, Dortmund, Germany.

One zine not seen for a while is Quartz, issue 55 of which appeared recently, with an understandable delay due to the unexpected deaths of three people who were close to Geoff. Quartz has the "feel" of a warehouse

zine, because the game reports are sprinkled all the way through the zine, but in fact there is quite a bit of reading material in this issue, with some film reviews and film chat from Mike Ellis and Russell Cocker and part 2 of an article on collectable card games from Phil Bootheystone and a SF article from Martin Potts. I haven't been seeing Quartz for very long, so it's probably best to reserve judgement for the present. Geoff Kemp, 66 Torc Ave, Amington, Tamworth, Staffs., B77 3EP.

Well, Richard Sharp has successfully confused pundits who thought that issue 200 might spell the end of Dolchstoß with a prompt issue 201. In his guise as Hobby Statistician Richard reports that there are only 135 games of postal Diplomacy "in progress" at the moment, with around 25 active zines. 1995 looks like it is going to have fewer gamestarts than any year since the hobby began - 42 started so far this year



(with the worst ever year being 1992 - 54 gamestarts). Richard also prints his current list of Player ratings which puts me 3,649th out of 4,504 players. Pretty impressive, huh? Richard Sharp, Norton House, Whielden Street, Amersham, Bucks, HP7 0HU.

It seems like it's a long time since I mentioned Ode, John Marsden's zine which is in its 15th year of continued production. Issue 169 was a brief formula issue which was mainly taken over with the rules for Gesta Danorum II and Bourse. In the lettercol there is a mention that Mark Boyle's Pick of the Bunch has finally disappeared up its own proverbial (what will happen to the Zine of the Year Poll I wonder?) and John Garrett's It's Only a Game (which I have never seen - is this a football zine?) has also gone AWOL. Meanwhile Paul Bennett's Nothing to Declare has declared nothing since I last noted it's disappearance. John is looking to start some more variants and you won't find a more reliable place to play than Ode. John Marsden, 33 Weston Road, Strood, Kent, ME2 3HA.

Stretchy continues to impress with issue 4 of One Man's Rubbish, a zine which is right at

the heart of the UK hobby in a way which The Ides of March isn't quite. I like the broad spread of hobby news which helps readers stay in contact with what's going on. Mark reprints the Postal Diplomacy Guarantee Scheme, but let's be honest the amount of feedback on this idea has not been deafening. Personally, I think if enough editors are broadly sympathetic then we should just go ahead and do it - but for it to work it really needs that likes of John Marsden, Chris Palm and Mark himself to be actively promoting it. I'd like to do my bit to help promote the hobby as well, but these days the spirit is willing but the flesh is just too tired. One comment in the OMR letter column seemed particularly cruel (and undoubtedly untrue) about James Hardy "SNOT could never become a baby zine as no self-respecting girl would ever touch James with a very long pole" - but maybe the author was merely mistaken as to the mechanism needed to conceive babies in the first place. Of course, no sooner do I type all this when issue 5 turns up. It is a depressing sign indeed when other editors manage two issues since the last Spring Offensive. Well, issue 5 sees a move to a smaller typeface (which is even less legible than this one) and in the letter column Steve Cox even flirts (well, almost) with the idea of running a zine. Go for it! Christ, I've been trying to persuade Steve to start a zine for years... Mark Stretch, 25 Woodside, Badger Lane, Hinksey Hill, Vale of White Horse, Oxfordshire, OX1 5BL.

Another zine to mention the PDGS was On The Game No.13, though in far more negative terms. Paul puts forward three arguments against it (1) if it just means he has to help bale out other zine's orphans then it just causes him problems. To which I would answer that the scheme is indeed meant to make editors accept that they are their brother's keeper and if someone can't accept that then the scheme surely isn't for them. (2) Paul is uneasy that the Scheme is geared towards Diplomacy and he sees no reason why other games shouldn't get the same protection. Well, I agree, and the PDGS does say that it will endeavour to cover other games - but the reality is that other games are much harder to rehouse as they usually require GMs to learn new games which they haven't GM'd before (the same is true of Diplomacy variants which are also hard to re-house), whereas Diplomacy is fairly universal. How easy would it be to rehouse Breaking Away, the Golden Strider, Grand National, None for his Nob, Seven Steps to Heaven and Stockbridge compared to regular Diplomacy? I think we know the answer. (3) It doesn't offer players anything as GMs would not act any differently. This is plainly wrong, as the PDGS would encourage some GMs (though obviously not GMs like Paul) to do more to intervene in cases such as The Laughing Roundhead, Nothing to Declare and Arfle Barfle Gloop. So, all in all, I must confess to being underwhelmed by Paul's reaction. As to the zine itself, it is an excellent place to play a wide variety of postal

games, though waiting lists are now limited and the circulation may be constrained in the near future as the zine has hit 64 (A5) pages. Get in while you can by writing to Paul Cockayne, 18 Henry Road, West Bridgford, Nottingham, NG2 7NA.

Another mammoth multi-games zine is Backstabbers United Monthly which is a marvel of administrative effort as Malcolm combines the contributions of all and sundry to produce a 68 page A5 zine (and produce a separate En Garde! zine as well). This isn't a zine I have any wish to criticise as it runs lots of games efficiently and to great aplomb, though more reading material would be nice. Perhaps the zine is a little conservative in that Malcolm keeps offering the same variants again and again - now Columbus and Napoleonic Diplomacy may be all right as far as they go, but they're scarcely state of the art - so maybe it's time Malcolm introduced his readers to a wider spread of variants. Maybe an old classic - how about Abstraction Malcolm or maybe even (dare I mention it?) Game of the Clans II? Malcolm Cornelius, 3 Greton Close, Longsight, Manchester, M13 0YR.

Issue 2 of Life's Rich Pageant is so big it looks as if Kim had difficulty putting a staple in it! 92 pages (A5)! With the absorption of Mopsy (RIP) and lots of sub-zines, lots of gamestarts (of the multi-games variety) and a reasonable amount of chat, then this has to be a zine to watch. A good letter column and interesting editorial immediately (to my mind) make this the most interesting of the multi-games zines. If Kim can keep it up (metaphorically speaking) then this will be an incredible success story. Looks like 1995 is quite a good year for new zines... maybe I should get out now before the competition gets too tough! Kim Head, 23 Higher Efford Road, Efford, Plymouth, Devon, PL3 6JB.

Speaking of new zines which have got to a flying start, The Ides of March is already up to issue 7 (he's catching up) and has managed to start 10 regular games and 2 gunboat already (plus 7 in Chris's UK Postal Diplomacy Championship) which all adds up to a lot of games. Can Chris's insistence on an A4 page per game last for long? If TIM has a fault it's that Chris should be a bit more brutal with the contributions to the letter column and prune them down a bit, but that's not really much of a criticism is it? A very efficient and if you like Chris's right-wing political mutterings then even your blood pressure will be safe. The YDdG of its time NOT! Chris Palm, 45 Cecil Avenue, Ardleigh Green, Hornchurch, Essex, RM11 2NA.

One zine not seen for quite a while (God, these US trades cost me a small fortune when they disappear for months like that) is the CDD Medical Journal from Thomas Pasko which is dedicated to Colonial Diplomacy. This zine turned in at No.3 in the Runestone Poll (the US Zine Poll) which was probably not deserved given it's non-appearance for such a long time. On the whole the zine is worth seeing, although everything has that edited down too far feel to it - the articles and letters etc. seem more like trailers for the real thing and (like many US zines) you'd be hard pushed to realise that

the rest of the hobby existed if you only had the one publication to go on. I'd be more of a fan if less effort was put into presentation and a bit more into content. Still, for a US zine it's quite good, I suppose. Thomas Pasko, 73 Washington St., Bristol, CT 06010, USA.

For completeness, Variable Pig (comprising Polar Pig No.50 and Variable Title No.75) has arrived after what seemed like a long break (almost 3 months?), Congrats to Jim on making it to the half century. Jim Reader, 5 Boulderstone Road, Stalybridge, Cheshire, SK15 1HJ.

Gosh isn't Springboard getting thin these days? I have the impression that Danny's only started a couple of novice games in the last six months and at this rate the newcomers on his waiting list may well have disappeared before the next game starts. I don't know if any of you have noticed but Diplomacy is an impossible game to find in the shops anymore, even the Virgin Games Stores don't stock it. Apart from the specialist games shops I think only Hamleys in Regent Street still has it. Of course all of this means that there will be next to no one coming into



the hobby through the flyer. As I said a couple of issues ago, unless we advertise then we're dead. The continuing pseudo-feud between James Hardy and Neil Duncan in the pages of Springboard is of course highly amusing (James is ahead on points) though still lamentably short on real vitriol to go down as a classic. Danny and Kath Collman, 14 Westover Road, Handsworth Wood, Birmingham, B20 1JG.

Issue 36 of U-Bend was so badly duplicated and difficult to read it made early 70's zines look legible by comparison. That said, once deciphered the content was entertaining as ever - as Esme observed Sandra's subscribers seem to dare to ask personal questions about her forthcoming surgery through the medium of a zine which they probably wouldn't dare ask to her face. I enjoyed Sandra's three page review of every zine in the hobby from the point of view of predicting this year's Zine Poll winner - although she never did come down off the fence and pick a winner. What do I think? I reckon it's between On The Game, Dolchstoß, The Ides of March, TTYFI, Back to the Dark Ages (though this has

been unreliable of late) and Spring Offensive. Anyone wanting to get rid of my evil influence on the Hobby would do well to put Spring Offensive 1<sup>st</sup>, as if I win again I would probably feel compelled to fold so I could go out at the top! A final word to say how much I enjoyed Sandra's parody of Cole Porter's Did You Ever with words written for ManorCon ("Have you heard? It's in the stars! They've run out of beer in all the bars! Well, did you evah! What a swell ManorCon this is..."). At least no one's ever said that about MidCon (the booze is that expensive even Birksy and Walkerdine can't afford to drink the place dry). Sandra Bond, 10 Hawksworth Close, Grove, Wantage, Oxon, OX12 0NU.

Just how many acronyms of SNOT can James Hardy come up with? Personally, I never thought he'd manage the 13 he's used so far - I mean if you're going to dream up a zine title to be a different acronym each month then SNOT hardly seems to be fertile material (though I suppose if James had to use a four-letter word then it's better than most as "c" and "u" are difficult letters indeed). By the way, I thoroughly enjoyed issue 13 - you see one of the best kept secrets in the hobby is that James is really an intelligent, witty, sensitive chap, with a self-mocking sense of humour and real integrity. Of course he takes the piss that much he really should consider a job as a lavatory attendant and as for his sweet gentle nature he usually covers it up with an abusive drunken yobbish manner, but it's all an act and he can't always sustain it. In issue 13 the real James showed through a little, which gives me some hope that SNOT will, in time, become the Electric Monk of the late 90's, a cuddly teddy bear of a zine for the chattering classes. Then again, is that a pink omnivore with a curly tail I see flying past my window? James Hardy, 21 Gourly Road, Liverpool, L13 4AY.

Greatest Hits No195 shows barely a sign of Pete's recent disappointment in being sacked from a job he enjoyed, his holiday in France with Tringham and Bowen does appear to have been a success (apparently Iain only sulked once). The Hobby History column had a focus on Griffin - not exactly one of the most interesting zines to have ever appeared) and Ferkin (probably the worst zine ever to have appeared). Pete expresses some concerns for the future of Life's Rich Pageant (see above), by saying that zines of this type often work spectacularly, overburden the editor and then go supernova (and this was before Pete saw the 92 page second issue). The star letter this issue must be the one from John Hopkins - now I know what a hysteron proteron and pleonasm are. Do you? Pete Birks, 181 Friern Road, East Dulwich, London, SE22 0BD.

I always run out of space before I've got through all the zines in front of me, so apologies to those I've missed out. If I had more time I'd mention The Mag With No Name as it's editor has just ejected a sub-zine run by Jim Brown (an immature and unreliable child if ever there was one). I must print his last DO NOT PRINT letter to me sometime.

ANOTHER B\*@!?! OPENING STRATEGY ARTICLE!

# ENGLAND

In the early days of Spring Offensive I composed several articles on opening strategy, on the grounds that this was a good old chestnut, of interest to newcomers to the hobby and an easy way of filling a page or two. Of those articles, the one dealing with England was the one I was least happy with, it was written in a hurry and far too biased in favour of attacking France. With the publication of up to date opening statistics for England in issue 24 of The Numbers Game I have suddenly felt the urge to go back re-assess what I said before, so here are my thoughts.

Essentially there are only four English openings, which account for 92.12% of all recorded UK postal games (some 2,132 in all). They are:

F(Lon)-NTH, F(Edi)-NWG, A(Lpl)-Yor	39.07%
F(Lon)-NTH, F(Edi)-NWG, A(Lpl)-Edi	22.61%
F(Lon)-ENG, F(Edi)-NTH, A(Lpl)-Yor	23.45%
F(Lon)-ENG, F(Edi)-NTH, A(Lpl)-Wal	6.99%

These openings break down into two convenient groups depending on whether England chooses to move to the Channel or not. Let's look at the Northern Openings first:

## F(Lon)-NTH, F(Edi)-NWG, A(Lpl)-Yor 39.07%

This is by far the safest opening for England, being the only sensible opening that absolutely guarantees England a build in 1901 (something which none of the other three openings can do). This opening takes care of the fact that Russia may open with A(Mos)-StP and France may try F(Bre)-ENG, by permitting a supported attack on Norway while leaving an army adjacent to London to cover it against a French attack - though if you're also facing a German F(Hol) you may find that you get your build at the expense of conceding the North Sea to Germany, which is a frightening prospect. If you can think of nothing better than this opening is probably your best bet, and 4 out of 10 Englands appear to agree. A(Lpl)-Yor also has the advantage of making the opening look less anti-Russian than may otherwise be the case. This opening also preserves some flexibility in that if Norway can be taken uncontested, England has the possibility of a convoy to Belgium if a friendly neighbour is inclined to support the move, or convoying via NTH to Norway and putting the F(NWG) into BAR for a supported attack on StP in S02.

## F(Lon)-NTH, F(Edi)-NWG, A(Lpl)-Edi 22.61%

Widely seen as the most anti-Russian opening, with this combination England forsakes the ability of being able to cover London and have a supported attack on Norway in order to leave herself the option of convoying an army via the NWG - which is especially useful if you believe that Russia will not open with A(Mos)-StP as it leaves F(NTH) free to do other things. Having said that, there's no a lot of point in this opening unless you want to keep your options open about taking Norway with an army, so perhaps we should consider the pros and cons of doing so.

## StP - The Cul-de-Sac?

If Russia doesn't embark on a northern campaign and provided England isn't facing an all out attack elsewhere, it should be possible to force StP within two game years. But is it worth it? If you take StP with a fleet then England is left with F(StP)nc almost permanently stuck there, difficult to retreat without surrendering the centre, impossible to advance. If you take it with an army, a further advance is theoretically possible, but as it is unlikely that Mos is going to be left vacant, where is the support going to come from? Short of a simultaneous attack by Germany eastwards, there is little prospect of reinforcements with the result that it is common in games to find an English unit standing forlornly in StP for most of the game.

Of course, one real advantage of taking StP is that it secures England against attack from Russia - with no possibility of a F(StP)nc to contend with England is able to focus her energies elsewhere. The downside is that to take StP does require an early attack (before Russia

builds a second northern unit) and in order to take it England has to commit a large proportion of her forces to Scandinavia, leaving her exposed to an early French stab. It may not be a bad tactic if you are confident in having France as an ally against Germany, as the extra forces in Scandinavia can also be put to good use by forcing Sweden, but it does leave you exposed for a while. If Germany lets Russia into Sweden in 1901, then it will rarely be a good idea to try and force StP with F(NWG)-BAR as this will almost certainly prompt a conditional build of F(StP)nc in the unlikely event that Russia wasn't going to build F(StP)nc anyway.

## F(Lon)-ENG, F(Edi)-NTH, A(Lpl)-Yor 23.45%

This opening isn't as anti-French as it first looks, though most people will get twitchy if a neighbour moves a unit to border one of their home SCs on the first move of the game. The A(Lpl)-Yor signals that France will not be on the receiving end of a convoy to Bre or Pic, so the most England could hope to achieve, if the intention was to stab France, would be a quick stab at Brest - which would almost certainly be a short-lived occupation, being kicked out in 1902, and something which is probably not a good idea unless there's already German units on French soil. It should be noted that any opening which fails to include F(Edi)-NWG risks England getting no builds at all in the event that Russia orders A(Mos)-StP in S01.

Assuming the premature stab at France isn't the main reason for the opening, it would appear that the idea is to put two units on Belgium (though at the cost of sacrificing Norway). The logic of this opening does defeat me a little, because a supported attack on Belgium will not necessarily secure it - Germany can bring two units to bear on Belgium in A01 as well (though admittedly only if he opens F(Kie)-Hol), while a French army in Pic or Bur will be decisive in determining whether England gets Belgium or not. All of this means that if the object is to take Belgium (presumably with the army) then it can only be done in alliance with France and at the expense of abandoning Norway. Whether or not you think the potential to take Belgium (if help materialises) is worth surrendering for the certainty of Norway is a matter of taste. I suppose that if you are 100% certain of French help (especially if France is going to open with A(Mar) S A(Par)-Bur) then putting an English army in Belgium coupled with an attack into Germany by a French A(Bur) could be very powerful. Still, it's hardly a risk-free strategy.

## F(Lon)-ENG, F(Edi)-NTH, A(Lpl)-Wal 6.99%

This opening does tend to say, rather unambiguously, that your intention is to attack France. The only point in moving A(Lpl)-Wal is to enable the army to be convoyed by the F(ENG), which means that the destination of the convoy would have to be Bre, Pic or Bel. Of course, if you're stood out of the Channel then you're in a mess straight away - you may have cost France an extra build, but Brest will be safe and France will probably build there. Therefore, this is only an opening to try if you really believe that France will not go for the Channel under any circumstances.

Assuming you get into the Channel, what next? Belgium is obviously the one to go for if you're acting in concert with Germany and that is part of the deal. Other than that you're in a guessing game. On balance, if you're going to attack France it is more important to get an army across the Channel than it is to take Brest, and in an ideal world you'd get an army into Pic or Bel while France would cover Brest and thus be unable to build a second fleet. Whatever I say here will probably turn out to be wrong for you, but if I was playing England in that situation I'd go for Picardy France has ordered A(Par)-Pic or A(Par)-Gas, as he'll probably use it to cover Brest one way or another, and go for Bre if the only French unit adjacent to Brest is a F(MAO) - most French players will take the gamble and go for the extra build, rather than risk ending up with only one build on the French fleet back in Brest where it started. Obviously, if there's a German A(Bur) then that changes things and opens up the prospect of support into Picardy.

I suppose the possibility exists that this opening could be used in conjunction with a solid French alliance to allow a French support of A(Pic) or A(Bur) S ENGLISH A(Wal)-Bel C by F(ENG). It would certainly surprise Germany, but France would need nerves of steel.

This is not an opening for the nervous, you could get no builds at all and your gamble in going to the Channel and Wales could end up being something of a disaster if you guess wrong.

# COMPILATION OF SIMPLE VARIANTS

by Lewis Pulsipher

Hundreds of simple rule changes have been used, either individually or grouped with several others in variants. The more common ones have been independently devised several times. The following list does not include all such variants, but does include all the common changes. In order to save space the most condensed presentation possible is used.

These variants may be played with any board, but most have been devised with the standard 7-player board in mind. They may be used individually, as the only change in an otherwise standard game, or several may be combined. In some cases several numbered variations are listed under one heading. Unless otherwise stated, each of these is a separate rule that may be used without the others. Caution must be used when combining rules: employing too many at once, or using incompatible variations, can result in a dull or unplayable game. With experience players will learn to foresee the repercussions of possible combinations.

These are descriptions in standard prose rather than formal rules, again to save space, and some may seem unclear. Usually this apparent problem will disappear upon later readings; if not, it is probably because either possible interpretation is valid, depending on how participants choose beforehand to play. In fact, several of the rules are nothing more than misinterpretations of the first published *Diplomacy* rulebook, now replaced by the clearer 1971 version. Inexperienced players may feel lost among the plethora of variations.

## MOVEMENT RULES

**CHANGING OF THE GUARD.** A fleet and an army of the same country may exchange positions as long as each move will otherwise succeed. *Example:* F Pie-Mar, A Mar-Pie.

**EXCHANGE.** As Changing of the Guard except that units of any type and nation may participate as long as both agree in writing.

**COASTAL CRAWL.** A fleet may move from a coast of a double-coasted province to another coastal space, while another fleet in that coastal space moves to the other coast of the double-coasted province. *Example:* F Spa(sc)-Por, F Por-Spa(nc).

**CONVOYS.** 1. A fleet in a coastal space (e.g. Bel) may convoy. 2. All units may convoy. *Example:* A Bre, F ENG and F Wal C A Par-Lpl. 3. An army is disbanded if its convoy is disrupted. 4. Any attack on a fleet, even if it is not dislodged, disrupts its convoy. 5. Alternate convoy routes may be ordered in case one route is disrupted. 6. A fleet conveying an army of another country may disband it. 7. Fleets may carry armies "piggy-back" by forming army/fleets (A/Fs). 8. An army may board a fleet in a sea space from a coastal space, the fleet may move, and the army may disembark it to a coastal space, all in one season.

**SUBMARINES.** These act as normal fleets except that a sub may move in a "subspace" under a normal sea space as well as on the surface, and it may not convoy.

**STRATEGIC MOVEMENT/RAILROADS.** A land unit may move any number of spaces within its home country (or, within its own territories) in one move-season provided it does not begin its move adjacent to an enemy unit and takes part in no conflict. (See REALISTIC).

**CAVALRY/ARMOUR.** Cavalry or armour move two spaces per move-season, the first adjudicated before other units move. Fleets may move in the same way when in sea (not coastal) spaces. Orders for both segments are written at the same time as orders for normal units.

**INVISIBILITY.** Each player may have one invisible unit. Only he (and the gamesmaster) knows where that unit is, though other players may deduce its presence from its effect on a conflict. A player may let one unit become visible in order to make another invisible.

**MESSENGER.** Orders originate from a single source, the commander or king, who may move as an army or fleet. The orders themselves move, either alone or carried by messenger units (one per supply centre owned), to destinations which may be either spaces or specific units. A unit may move only when it is in the same space as an order, following that order. That mechanics can be very complex, with several ways to accomplish the basic idea.

## CONFLICT RULES.

**FORTRESSES.** At the cost of half a supply centre of support, a space may be fortified. This gives the space an intrinsic defence of one, cumulative with any unit(s) occupying the space. The fortifications are destroyed when the space is occupied by an enemy unit.

**HOLDING AND SUPPORT.** 1. If a unit is ordered to move, it gives up its space to hold its space, and a single unsupported attack is enough to dislodge it if its move fails. 2. There is *no* support! (Do not use 2 without 1, or a dull stalemate will result.) 3. A unit may only support units of other countries, not its own. 4. A unit may support in place another unit that is ordered to move. If the move fails, then the unit is still supported in its original space. *Example:* A Gal-War, A Bud S A Gal H; then a two-unit strength attack on Gal fails. 5. A Unit may be ordered to give up its right to a space; then a single unsupported attack is sufficient to dislodge it, but its support (assuming it is ordered to support) is not cut even if it is dislodged. 6. A unit may not support a unit which has been ordered to give support. *Example:* If A Vie S A Bul-Gal, A Tri cannot Support A Vie.

**RETREATS.** 1. A unit is never permitted to disband when a legal retreat is possible. 2. When a retreating unit disbands it may not be rebuilt the following Winter, leaving the country one unit short the next year (unless it has lost a centre). 3. A unit automatically disbands when dislodged, i.e., no retreats are allowed. 4. A unit may only hold, not move or give support, in the move-season following its retreat. 5. A unit may not retreat to a space adjacent to another player's unit. 6. A retreating unit may be convoyed. (This can make it desirable to be forced to retreat).

**MULTIPLE UNITS.** 1. Each country is allowed a double strength army or fleet, as though it was permanently accompanied by a Leader. The unit must be specified at the start of the game. 2. Units may combine to form units of double, triple, and so on, strength, and later break down into smaller units again. 3. More than one unit of a single player may occupy a space. 4. As 3, but there is a limit to the total number of units that may occupy any one space. There may be separate limits for armies and fleets.

**AIR POWER.** Each centre is worth four supply points. Armies and fleets require three points for support, air units four points. An air unit may fly up to four spaces altogether. It may support an attack on or defence in the space it is bombing. Any number may bomb a single space. An air unit may not capture a space. Paratroops may be added.

**CUTTING OF THE CUTTING OF SUPPORT.** A unit may not cut support (Rule X) if its Origin space is attacked. *Example:* Austria A Bud-Gal, A Vie S A Tyr-Tri; and Russia A Gal-Vie. Vie's Support is valid because Bud cuts the cut by Gal. Cutting may be carried even further.

**NUCLEAR WEAPONS.** Each centre is worth three supply points per year. Armies and fleets require two supply points per year for support. A nuclear weapon requires three supply points in the year it is built only. All units in a space struck by a nuclear weapon are destroyed and any centre therein is eliminated for a season, that is, if struck in Fall it is not counted in Winter. A unit may not retreat to a land space that was bombed in the same season. Nuclear weapons may not move and are captured if the space in which one is built is occupied by another player. Range is unlimited. Alternatively, weapons may move as armies or fleets but may only strike an adjacent space, determined after movement. (A "neutron bomb" would destroy units but not a supply centre).

**GUERRILLA ARMIES.** A player may use one supply centre to support a guerrilla army, which is built in a minor country supply centre owned by another player and not more than three spaces from one of the building player's regular units. Any centre occupied by a guerrilla army *after* the season in which it is built becomes unowned (as Spring Raid below). A guerrilla army has no combat strength in itself it may be supported if it does not move. It may not capture any centre or move into the home territory of any player. No player may have more than one guerrilla army at a time.

## ECONOMIC RULES

**CENTRE OWNERSHIP.** 1. A player may loan a supply centre to another to supply a unit, but may rescind the loan at any time, forcing the former recipient to find new supplies the next Winter for the unit Supported by the loan. Centres may be given outright as well. Occupation of the centre by the recipient is not required. 2. The owner and the Occupier of a centre may agree that the former retains ownership. 3. Centres may be captured in any season, not just Fall. 4. When a player occupies another's centre in Spring but not in Fall, the centre is unowned and must be captured again in Fall as usual. (Known as "Spring Raid".)

**DECOYS.** A player may build in every open centre in his home country each Winter. He may have as many real units as supply centres. The remainder are fake units which are destroyed when attacked and may not affect conflict, though they may be ordered to support as a decoy. A gamesmaster is required.

**DEVASTATION.** A unit occupying a centre may choose to devastate it (probably just before leaving). It is not counted as a centre in the following Winter.

**MORALE.** 1. When a player's supply centre count in Winter decreases, he must remove two units for every centre of decrease. The next Winter he may build back to centre strength as usual. 2. The reverse of 1: for each centre of increase the player gains an extra unit for that year only.

**DISBANDS.** A player may disband a unit at any time, whether retreating or not.

**ESCALATION.** 1. Units need never be removed for lack of centres to supply them. 2. A player may build a unit in each of his home centres regardless of his supply centre holdings. (If used without counterbalancing rules, a stalemate will result.)

**YOU ONLY LIVE ONCE.** When a retreating unit is disbanded, voluntarily or not, it may never be rebuilt. The country will have one unit fewer than its supply centre count for the remainder of the game.

**SUPPLY LINES.** Each Winter each unit must trace a contiguous line of spaces to the centre supplying it (or, to an uncaptured space in its home country), which have been captured by that unit's country or which are designated friendly by the owner. Capture takes place in any season for supply purposes. If the supply line cannot be traced, the unit is disbanded but still counts against that country's unit total for that Winter.

**BUILDS.** 1. Before Spring 1901 players build in their home centres, which are all vacant to begin with. (Known as "Winter 1900") 2. Units may be built in any centre a player owns, not just his home centres, subject to other normal restrictions. 3. A player may build in his home centre even if another player owns it, provided he is otherwise entitled to a build. 4. Units may be built in any home space, not just centre spaces.

**SUPPLY VALUE.** Each land space has its own supply point value, for example one per non-centre neutral space, two per non-centre home space, four per neutral centre space, six per home centre space. A supply point value is required to supply a unit, say six or seven per unit in this case.

## BOARD CHANGES

**BORDER PROHIBITIONS.** Units of a particular country, or coming from a particular direction, may not enter certain spaces until a specified date. *Example:* no unit may enter a player's some country in 1901.

**FLEET PLACEMENT.** Before the game begins each player must place a fleet in a sea space more than, say, three spaces from his home country, in addition to his customary starting units.

**MOUNTAINS.** A unit in a mountain space adds one to defence against attack, though not to support of units in other spaces whether in defence or attack.

**FORESTS.** Unusual units (cavalry, armour, double armies, etc.) may not enter forest spaces.

**ARMED NEUTRALS.** A neutral centre is occupied by an army in civil disorder. This army may be of limited effectiveness, disappearing after a set number of game-years Or after resisting a set number of unsuccessful attacks. Some neutral armies might defend only against attacks from certain countries or from specified directions.

**BASIC DEFENCE.** All centres have a permanent basic defence of one, which is added to any unit occupying the centre but operates in favour of the owning player even when no unit is present. This defence may alternatively be used only for home centres, or for provinces specified

by the player at gamestart.

**TWIN EARTHS.** Two sets are used. Each player controls the same Great Power on both boards. Units may move between a space on one board and the same space on the other, for example between Mun V and Mun Z or Bur Z and Bur V. Builds and removals may be made on either board, so that a player might have five centres on each board but eight units on one and two on the other. Victory criterion is usually doubled to 36, but may instead be 23 centres for a shorter game.

**HYPERSPACE.** After each move-season, or better after each Winter, each player may form one "hyperspace" link between two spaces, and one separation of two adjacent/linked spaces. Units may move along the linkages but may not move between two spaces that are separated. Linkages may be separated, and separations re-linked. Fleets may occupy land spaces at the end of a link with a sea space but armies may not occupy sea spaces. *Example:* after Spring 1901 England might link Edi and Hol and separate Hol and Ruh in preparation for taking Hol in Fall.

**EFFECTS ON SINGLE SPACES.** The space effected may be determined randomly or by orders from the players. *Example:* each player has a number of "votes" each move-season equal to his supply centre count the previous Winter. Players vote for a space, land or sea, along with their orders. Possible effects are: 1. A space changes from land to sea, or from sea to land. 2. A space becomes a "black hole", equivalent to Switzerland. A further variation is to use the space as a free transit area so that, for example, if Mos is a "hole" an army can move from StP-Sev in one season. 3. A supply centre becomes a non-centre space, Or vice versa. 4. A centre moves from one space to another (choose an adjacent space randomly)! 5. Any units in the chosen space are immobilised and may not move or support. 6. A neutral unit, requiring no supply, is placed in the space. 7. A space is split into two Separate Spaces. 8. A space suffers from plague. Any units therein are immobilised for a game-year. The plague spreads (moves) to an adjacent space randomly each year. Other possible plagues are those which destroy units or affect supply centres. 9. A space is occupied by an invisible ghost army or fleet. Any unit entering the space must retreat to its origin and move randomly (fleeing in terror) next move season. 10. Any unit in the space is placed somewhere else randomly.

## ALTERATIONS IN BASIC STRUCTURE

**N-TIME LIMIT.** The game ends when N players remain - decide the value of N at gamestart. The player with the largest number of units is the winner. This kind of "time limit" is much more interesting than the usual "stop at 6 o'clock" sort.

**"PRESIDENT WOODROW WILSON" VARIANT.** All negotiations must be carried on aloud in the presence of all players, that is, no secret negotiations are permitted! Related odd versions are no negotiations allowed, or negotiations permitted only in writing (with a time limit to prevent interminable written "conversations").

**COLLAPSE OF GOVERNMENT.** When all of a player's house centres are lost to others and none is recaptured the following move season, all of his units go into civil disorder.

**ANONYMITY III.** Players do not know which of the others is playing which country. Requires a gamesmaster.

**BLITZKREIG or DISORGANISATION.** Players must write orders for a move-season *before* adjudication of the *previous* move season's orders. Thus players must write Fall 1901 orders and adjustments before Spring 1901 is adjudicated. Orders may not be changed. Special rules for retreats may be necessary.

**CHAOS.** Each player writes orders for the other six countries as well as his own. Randomly determine which set of orders is used for a country. This takes a long time and works best with a gamesmaster so that players do not know who wrote the orders used.

**KREIGSPIEL.** Players know the location of their own units and of units in adjacent spaces, but not any others. Another version is that all players are informed of conflicts but not about unopposed moves. Requires a gamesmaster and plenty of time.

**TIME SHIFT.** Rather than always play two move seasons before Winter adjustments, players play one to three move seasons according to a die roll if a gamesmaster is available he rolls secretly: 1, 2 one move season, 3, 4 = two move seasons, 5, 6 three seasons. If there is no gamesmaster, after the first season one player rolls a die, and a 1 or 2 indicates that adjustments follow immediately. Otherwise a second move season is played, and a die rolled again: a 1, 2, or 3 indicates that adjustments follow immediately. Otherwise a third season is played and adjustments automatically follow.

# A Beginner's Guide To CIVILIZATION

(Part One)

By Gihan Bandaranike

This article assumes the optimum 7 people playing the original "basic" boardgame. Part 1 deals only in game mechanics. Part 2 deals with strategies for each culture, analysis of the various Cards and changes due to less players or Advanced rules.

## OVERVIEW

Players are ancient Eastern Mediterranean cultures in a race to become civilized. Each culture starts with 1 "token" in that culture's starting "zone". Tokens increase due to Population Expansion and, as each zone can only sustain a set number of tokens indicated on the map, that culture's tokens must expand to adjacent zones hence meet the other cultures, co-existing and/or conflicting with them. If sufficient tokens are concentrated in a zone, a city can be built there. It is far easier to build on historical "city sites". Cities generate revenue in the form of Taxes and Trade Cards, the latter which can be traded to gain sets of increasing value. Revenue is spent to gain Civilization Cards which give their cultures abilities or resistances to certain Calamities. A Progress Chart indicates the levels of civilization of cultures. Certain conditions, representing an advancement towards full civilization, must be achieved at scheduled times unique to that culture or that culture will be left behind in the race to be the first, most fully civilized culture and hence winner of the game.

Game concept and mechanics are simple to learn, making it an ideal introduction for non-gamers. It is fun to play as Trading gives it a social dimension, Calamities can change a culture's fortunes drastically, abilities gained from Civilization Cards allow players to identify with their culture and no-one gets eliminated. The fact that most actions are done simultaneously means there is little "waiting". However, it is a diceless game of skill and social interaction as even Calamities can be predicted hence avoided by an alert player. Thus the game holds a lot of appeal to gamers.

Although 2-7 players can officially play it, the more the better and the game is not really playable with fewer than 4 players. A game lasts about 4 hours plus half an hour per player. Beginners can learn as the game progresses without prolonging a game significantly as the game mechanics are simple to learn and co-operation between cultures is encouraged. It is a long "half-day" game but can be shortened if 5-minute time limits are used for all Trading, making Trading raucous and frantic.

## SEQUENCE OF PLAY

Each turn follows a set Sequence Of Play consisting of Events when every player performs that Events action, if applicable. The Events are detailed in order below. Some Events, performed simultaneously to save time, may also be done in 'AST order'; this is a specific order of cultures. AST order may be invoked where noted.

### (1) TAXATION ( simultaneous by all players)

Cities must be Taxed. For each city, 2 tokens are moved from "Stock" (the unused units area of the player mat) to "Treasury" (an area of the player mat representing abstract Taxes for that culture). If insufficient tokens exist in Stock, Revolts occur. The player with most tokens in Stock (after Taxes) decides which cities didn't pay their Tax and Revolted. That player can then change those cities into his culture!

Always look ahead to next turn and ensure you'll have sufficient tokens in Stock to prevent Revolts. This could be by spending Treasury to build Ships needlessly or deliberately over-populating to gain Stock but the best methods are to build cities or spend Treasury on Civilization Cards or buy Gold. Hence Revolts are very rare and are only suffered by inexperienced players so, if playing with beginners, look out for opportunities to gain free cities and ensure you have most tokens in Stock.

### (2) POPULATION EXPANSION (simultaneous by all players)

For each culture, each zone with 1 token gains another 1 token whilst zones with 2 or more tokens gain another 2 tokens. If insufficient tokens are in Stock, the player chooses where they appear. A player could then insist on Expansion in AST order.

Maximum Population Expansion is essential in the beginning so never have more than 2 units in 1 zone, thus increasing total population at the fastest rate (doubling). As cities do not expand, postpone building cities early on until forced to in order to advance on the Progress Chart. Then just build the minimum 2 cities and continue doubling your remaining tokens. As tokens are limited, continue building minimum cities whilst ensuring your tokens continue doubling but once a good core of cities have been built (6+), you should consider changing to a small population strategy.

### (3) CENSUS (simultaneous by all players)

Players count tokens on the board and adjust their Census markers accordingly.

As the low-Census cultures move later and have advantages to react to attacks or launch raids, once a good core of cities have been built (6+), a smaller population to support those cities concentrated in fertile high-population zones will ensure the desirable low Census as each such fertile zone will only generate 2 tokens growth. Thus, mid-game onwards, fertile (3+) zones become useful for population control.

### (4) CONSTRUCT SHIPS (simultaneous by all players)

Ships may be built in a coastal zone at a cost of 2 tokens each and maintained at a cost of 1 token each. This cost may be covered by tokens in Treasury or tokens in that zone which are moved to Stock. Construction in AST order can be invoked.

Always invoke AST order of construction if it is to your advantage. In good games, this will be expected as order of Ship building is crucial. Ships can be a method of increasing your Stock (if, for tactical reasons, you don't want to destroy tokens by over-population). Ships are extremely useful for an aggressive, low-Census culture. When moving early due to a high Census, Ships will enable safe building of cities at remote coastal or island sites if no Ship moving later has been built in range to spoil it. A later AST order culture ensures this by doing construction in AST order. Always remember that instead of wasting Treasury, better used to buy Civilization Cards, tokens in that zone should be used instead if you have a surplus of tokens.

### (5) MOVEMENT (Census order, AST order if tied)

Each token may move to one adjacent zone connected by land to its current zone or be convoyed by a single Ship instead. A Ship may move up to 4 coastal zones, may pick up and drop tokens at will but only carry maximum 5 tokens at one time.

Tokens move slowly, making a surprise attack against an inland zone very difficult. For an aggressive culture, it is Ship mobility which will enable sufficient forces to be concentrated to attack a coastal zone. Ships of a low-Census culture can act as a deterrent, spoiler or even raider. If Ships could potentially convoy tokens to attack another culture's coastal city and also moves later, that player will (probably) play safe and defend the city with surplus tokens which could have served another use (like attacking you). Any player building a coastal city in range of Ships that move later will have to use sufficient additional tokens so that the city-building cannot be spoiled by those long range Ship convoys. Should an aggressive low-Census culture build Ships, that culture moving later can steal an unused city site and build a city. Coastal raids become very profitable if the attacked coastal cities must surrender.



**(6A) CONFLICT: tokens (all conflicts are simultaneous)**

*If tokens of different cultures occupy the same zone, they will co-exist unless they exceed that zone's total population limit in which case conflict will occur. The side with less tokens loses a token first. Losses then alternate until they can co-exist or only one culture remains. If sides are equal size, they lose tokens simultaneously. Ships have no effect on conflict beyond conveying and may not attack each other.*

One advantage of smaller cultures moving later is due to this method of diceless combat, off-setting their lack of tokens disadvantage as they can allocate correct number of tokens to each conflict to minimise losses. However, alternating losses results in there being very little large conflicts in an experienced game as they are Pyrrhic victories due to losses sustained. Hence well-played games are all about small skirmishes and city raids rather than warring cultures. War hurts both sides.

One basic tactic is spoiling: a culture tries to build a city with the requisite 6 tokens in a city site zone which normally has a 1 token population limit. However a culture moving later moves 2 tokens into that zone. A conflict occurs and only 5 tokens of the defending side remain, insufficient to build that city. Hence 4 tokens must also be lost from over-population. Result: attacker lost 2 tokens, defender lost 5 tokens.

Note the advantage of zones with an odd population limit. Such zones, if occupied to the limit, are less attractive for an attacker as the attacker must always lose the same number of tokens as the defender (unless he has developed Metalworking).

In the early turns, avoid any conflict that results in you losing tokens as it will slow your maximum Population Expansion strategy. The only possible exceptions are Assyria attacking Babylon or Africa attacking Egypt who foolishly expanded west. Such attacks are made to give the culture an early setback on the Progress Chart and usually succeed but makes a game-long enemy of that neighbouring culture.

Never have 1 token in a zone with 2+ population limit if that zone can be attacked. Once the initial maximum Population Expansion scramble is over, always occupy all zones you hold with maximum tokens (if possible) as this deters attacks. Avoid co-existing (weak defensively, more chance of Calamities) unless you have been tracking Calamities, foresee that you will get Volcano or Flood and want to create a bit of mischief by being eligible for a Calamity which will hurt another culture more.

Note that zones with many bordering zones are strategically very important. Try to gain sole control of these zones. Many cultures will compromise with co-existence. Don't! If other cultures do co-exist, you now have an opportunity to easily take that zone as all 3 sides are depleted in turn in a conflict, starting with the smallest side.

**(6B) CONFLICT: cities (all conflicts are resolved simultaneously)**

*A minimum 7 tokens of one culture in the same zone as another culture's city are required to attack that city otherwise it repels the attacker and all attacking tokens are lost. Conflict with tokens also in that zone must be resolved first before the city can be attacked. If the minimum attack force exists, the city is then exchanged for 6 tokens and conflict occurs normally. If 6 tokens are not available in that player's Stock, that city surrenders and is changed to the attacker's culture! The defender may insist on resolving other conflicts first in order to replenish Stock to 6 tokens.*

When moving later, look at the Stock levels of cultures that have moved already; if one such culture has less than 6 tokens in Stock and is not involved in conflict, a surrender opportunity exists and, unless your tracking of devastating Calamities makes it unwise, attack that culture's cities whilst avoiding conflict with his tokens. Conversely, always ensure you have those 6 tokens in Stock (or sufficient tokens will definitely be lost in conflict) otherwise attacking your cities becomes attractive.

The defending of cities vulnerable to attack is the best method of using all surplus population if you have adopted an insular, defensive strategy. Defending cities is essential for a high-Census culture which has plenty of tokens but is moving early. Note that less than 7 tokens in another culture's city zone will effectively defend it.

**(6C) CONFLICT: check support (simultaneous by all players)**

*After all conflict, "city support" is checked. For each city, there must be 2 tokens, anywhere on the board, giving support. All unsupported cities must be "reduced". Reduced cities are simply converted to the*

*maximum tokens allowed in that zone.*

It is this support rule that is the main disadvantage of adopting the low-population strategy, able to react to any attacks. If a culture is too "lean", with all or almost all the tokens being required for city support, opponents will attack the tokens hence unsupported cities will have to be reduced. Note that once the number of cities to be reduced has been determined, that number of cities should be simultaneously reduced hence tokens from reduction cannot prevent further reduction. It is usually best to reduce cities in high population zones which can be rebuilt easily. Attacks on tokens of lean cultures is a powerful, easy method to reduce the culture's cities.

**(7A) BUILD CITIES (simultaneous by all players)**

*Cities may be built in a city site zone with 6+ tokens or any zone with 12+ tokens. All tokens are returned to Stock and a city counter is placed in that zone instead. Each culture can only have maximum 9 cities. If this is exceeded, the player can choose which excess cities are reduced. An unsupported city may never be built.*

Tactically, cities are defensive. Think of them as forts but also your wealth, to be protected. As your tokens cannot move through your own cities, they make land migration in that direction harder. Sometimes even impossible. But this will mean that your neighbour feels safer as well so it is common to build cities at a border to your homelands. Frontier cities are good as long as they can all be reinforced.

You will also need core cities. These should be inland and ideally against a board edge or adjacent to other cities as it reduces the borders to attack it. Coastal cities are always vulnerable, not only to any Ship attacks but also to the Piracy Calamity, so try to "reserve" the inland city sites when negotiating division of zones with your neighbour. Building an inland city adjacent to another culture's city increases your chance of being hit by an Earthquake but is tactically good as it limits attacks on it.

A city built in a Strategic non-city Site zone can often make your homeland securer and, if inland, can often be very difficult to attack. They also make a less attractive target for attacks. Note that, if attacked, the normal 6 tokens are exchanged for the city in a conflict. Never attempt any 12-token city-building if a culture could spoil it. Building a 12-token city is very expensive but can be worth it if you have a surplus of tokens and few city sites. It is the best way of quickly changing to a low-Census.

Building vulnerable cities on a flood plain is often necessary when you play Egypt or Babylon (but not Thrace). It is not a bad idea - as long as all the flood plains are occupied by you. This way, should you get Flood (which you should keep track of), you can eliminate the cities and, next turn, your tokens in the adjacent fertile zones will grow and hopefully rebuild those cities. So either control all the flood plain (and not allow any other culture there) and buy Engineering a.s.a.p. or avoid having any cities or many tokens flood plains. As noted, 1 token in another culture's flood plain (ideally a safe city there!) creates havoc with Flood which will hurt that other culture.

As for volcano Sites, Italy or Africa may well need to build cities by a volcano. Do not allow another culture in those zones as well and have tokens in safe adjacent zones ready to rebuild the city in the event of Volcanic Eruption. The volcano city site in the Aegean should be used by the nearby naval power (Crete normally) as a way of avoiding the Volcano/Earthquake Calamity by just leaving 1 token there; the losses to that Calamity will only be that 1 token, not the city lost to Earthquake. This is ideally how the volcano site in Sicily should be used by Africa and Italy but the lack of city sites for both cultures mean cities will often be built at volcano sites.

Cities are vital as they generate Trade Cards (and, to a lesser extent, taxes) so a balance of reinforceable frontier cities and protected core of cities must be struck. Ideally build safe inland city clusters with tokens adjacent to defend/rebuild them.

**(7B) OVER-POPULATION (simultaneous by all players)**

*After cities have been built, tokens in excess of that zone's population limit are lost to over-population. All tokens in all city zones are also lost. Tokens return to Stock. City support could also be checked after this and unsupported cities are reduced.*

Losing any tokens to over-population is bad play unless they were used to defend a city which due to their deterrent presence resulted in the city not being attacked. Carefully check population limits in early turns as losing a token then is a disaster.

**(8) ACQUIRE TRADE CARDS (least cities first, AST order if tied)**

For each city, 1 card is taken from the top of each Trade Cards stack starting with stack 1 and foregoing a card if the stack is empty. Stacks represent commodities. Only a pre-set number of each commodity exists. 1 pre-set Calamity Card begins the game at the bottom of stacks 2-9. Calamities in stacks 2-5 have distinct backs and must be declared upon receipt. Calamities in stacks 6-9 are tradable, having the same backs as commodities. Except declared Calamities, other Trade Cards can be revealed only when spent or resolved. Players may not inspect the stacks. A player, when acquiring Trade Cards, may "buy Gold" by moving 18 tokens from Treasury to Stock and taking the top card in stack 9 - it may be the Piracy Calamity.

Remember building cities is not compulsory. Why decline to build? As number of cities is used to determine order of taking Trade Cards, if you have been tracking the Calamities in the Trade Card stacks and want to avoid a certain Calamity, you may decide not to build that city if it means someone else then gets that Calamity. You should weigh up the immediate benefit of building that city (extra Trade Card) with the effects of the Calamity before opting to decline building. Few non-tradable Calamities are truly devastating (Civil War normally and Flood for certain cultures) and hence it is often better to accept the Calamity and that high-value Trade Card which you will gain by building the city. Hence declining to build a city is very rare. When it does occur, players may insist the decision to build cities is in AST order.

A good player, however, will keep track of Calamities, can usually foresee the order of taking Trade Cards during Movement and would have engineered the situation to avoid the Calamity using more subtle methods such as by spoiling city-building attempts, causing reduction of cities or just attacking cities; all change the order of gaining Trade Cards and are a more efficient use of tokens than declining to build.

One method of tracking the locations of Calamities in the stacks is to assign every card in a stack a number. Starting with the top card which is value 0. You then form an 8 digit number, each digit representing the position in that stack of that Calamity for stacks 2-9 respectively. Thus the initial value is A9876543, the "A" representing the digit 10. When a card from a stack is taken, its digit lowers by 1. Another 8 digit number is used to track the number of cards returned below the Calamity so, when Calamities return to the bottom of their stacks, the new digit values are now known. If this method is too complex, just keep track of Civil War (and Flood it vulnerable).

**(9) TRADE (simultaneous by all players)**

The value of a commodity card increases dramatically with the number you hold. Players may exchange Trade Cards with any other player. A player must offer a stated number of cards (minimum 3), names one commodity amongst them and the total value of the cards (including increased value for sets, treating tradable Calamities as 0 value). These facts must be true but further promises may be lies. Cards may not be revealed. When 2 players have made offers desirable to each other, they exchange cards simultaneously. A player who receives any tradable Calamity this way may not reveal it until played and must keep it. Players are not limited in number of Trades. Trade ends when all players have finished Trading.

Trade is where games are won and lost. Grain, Cloth and Bronze are most valued as most cultures will have around 6 cities. If you do not need a high point set this turn, Salt can be valuable. If several cultures have 7+ cities then Spice, Gems and Gold can provide quick points, the latter which you can also buy (perhaps the best method of Spending a Treasury to have Stock next turn). If you cannot immediately commit to an obvious commodity, quickly work out what the others each want then collect commodities which are least wanted. Try to "corner the market" in a single commodity. Try to gain a secondary card (it may be a lie) which is your secondary set or which someone else wants. When applicable, stress the real value of a card you're giving (which will add to a set) to get a good deal. Bluff by refusing his offer; he will probably up it otherwise return to it, but not immediately. If someone else is also trying to collect your commodity, be quick with all Trades. Make deals during Movement not to spoil cities etc. as long as you will both trade commodities. Make promises or threats if you have Earthquake/Famine/Civil War/Epidemic which can harm/benefit another culture (best not to renege on promises, known to all, except in the end game). If you keep track, you'll know who has any tradable Calamities; avoid their first Trade when they will usually pass it on. If you have one, never give 2 good commodities to pass it on - better to discard it. Your initial offer can be the one commodity you don't have (because of the Calamity) then change offers; this may make players

less wary. When you get a Calamity or an empty stack, you've lost that commodity so keep track. You can swap 4 cards then 3 cards each with a player you trust (may refuse to trade again) to effectively only swap 1 card each. If you are hit by 2 low-number Calamities, you're immune to more Calamities so can Trade without worry; this is a nice situation to engineer if they don't hurt you much. Don't expect to Trade Grain when Famine is around; collect Grain in the prior turn. Anything goes in Trade within the above rules. Trade blocs form and embargoes, if they are honoured by all, can stop a leader from advancing on the Progress Chart.

**(10) ACQUIRE CIVILIZATION CARDS (anti-AST order)**

Players spend Trade Cards, at their increased value for Sets, to acquire Civilization Cards, taking into account any credits from all Civilization Cards owned at the start of this Event. All unspent points from Trade Card sets are wasted. Treasury tokens may also be spent to make up any deficit from Trade Card points. Each culture can have no more than 11 Civilization Cards. They can never be discarded and remain visible to all players. Spent Trade Cards return to the bottom of their usual stacks.

There are 4 groups of Civilization Cards and owning one giving gives credits to all other cards of that group bought in subsequent turns: Sciences give a 20pt credit, Crafts 10pts, Arts 5pts and Civics are all special cases. So specialise in 2 groups. Some popular cards are in 2 groups; they give and gain credits from both groups. Each card gives you an ability, resistance to a Calamity or a big credit for other(s). At the start, knowing the points your culture will need to finish, decide on the ideal 11 Civilization Cards to obtain. Include Astrology for a coastal culture, Engineering for any flood plain culture, Metalworking for an aggressive strategy, and Agriculture, the most useful ability. Out of the 4 groups of cards, avoid Arts, preferring Sciences and Crafts, achieving the total with the big Civics. Then look at the Progress Chart and try to plan when you will buy which card to ensure you'll gain maximum credits and not suffer a setback in your advancement. As there are only a limited number of each card (normally 4, more for Civics, only 3 Mysticism) and you may not have the points to buy a planned card, you may need to change the plan or Strategy by adopting an Arts path. Early AST order cultures, choosing later, often turn artistic. As planned buys change, adjust future cards to be able to achieve your end total. If you will be hit badly by a Calamity, buy the card that reduces its effect but never waste potentially lucrative half-sets unless you need the card in order to advance.

**(11) RESOLVE CALAMITIES (ascending Calamity order)**

All active Calamities (unless they are tradable and not passed On) are revealed and resolved. No culture may be the primary recipient of more than 2 Calamities; ignore subsequent Calamities. Calamities return to the bottom of their usual stack. City support could also be checked after this and unsupported cities are reduced.

Each calamity has a different effect, detailed in the rules. Most can be minimised by a Civilization Card. Avoid Calamities, especially Civil War, by keeping track of them in the stacks. Earthquake, Famine and Epidemic have secondary recipients and hence are powerful diplomatic tools (as is chosen benefactor of a Civil War).

**(12) EXCESS TRADE CARDS (simultaneous by all players)**

Players must discard any Trade Cards of their choice in excess of 6 currently held. All cards must be returned face down by players to the bottom of their usual stack.

Discarding Trade Cards is usually bad play; you should have included it in a Trade to make a weak offer more attractive or Traded it to a weak culture who may return the favour. Note that tradable Calamities may be discarded secretly here or kept. If forced to discard, keep your potentially lucrative half-sets and high value cards.

**(13) ALTER PROGRESS CHART (simultaneous by all players)**

Each culture's marker is moved along the Progress Chart unless they are about to enter a new Epoch, in which case appropriate conditions must be met to advance. If any culture beyond First Epoch has no cities, his marker is moved back instead.

Cultures have unique timescales to achieve the conditions to enter a new Epoch. The Progress Chart dictates a culture's Strategy and so will be dealt with in Part 2.

## NEW GAME REVIEW

SPECIAL DELIVERY /  
NEXT DAY

The game Special Delivery / Next Day is now two completely different games in one box. Both have the central theme of rival parcel delivery companies racing to collect and deliver parcels but Special Delivery is a light hearted "family" game, being suitably dice and card driven, and fairly silly. Next Day is a pure strategy, multi-option multi-player game without a die in sight!

Special Delivery can (theoretically) be played by between 2 and 16 players, but in practice 2 and 3 player games are pretty dull, and anything above 9 gets a little crowded! The best numbers are 4, 6, 8 and 9. Players play in teams, say 3 teams of 2 for 6 players, and each player drives a particular vehicle. There is a choice of vehicle, van or motorbike, vans being slower but able to carry more. The board itself is a rather quaint roadmap featuring sixty or so towns and villages, including the wonderfully named "Barton in the Beans", "Great Frenchbeer", "Olivers Battery", and so on - and amazingly these are all real English villages!

Parcels appear randomly and the game is a straight race to collect and deliver a number of parcels. Blockages such as diversions, roadworks, and speed traps get in the way, and a variety of silly cards can leave you with lost/damaged parcels, dodgy engines, etc. It's all great fun and will do well as a Christmas present for non-gaming friends - just to show there really is something out there more exciting than Monopoly! It lasts about an hour or so.

Next Day is the same theme, same components, but a completely different game. It is limited to 4, or possibly 3, players, and in this case each player plays alone. The game is in two phases. In the first phase each player sets up a number of "contracts" for an opponent. The value of these contracts is proportional to the distance between the places so careful judging is needed to decide whether to set up high value but time consuming contracts, or low-revenue but easy contracts. Each player has both a van and a motorbike and each can move a set number of units per turn. The larger, and/or more congested, a town is the more units are needed to enter it.

The winner is the one with the most money when the game ends. Any player who has completed their contracts may end the game - hence the advantage of having short low-value contracts. Contracts may be pinched off other players by an auctioning system. Money may be spent on moving diversions and the other blockages but this is expensive and has to be used with extreme care because the difference between winning and losing can be less than the cost of moving a diversion. The game balances quite well because the costs of moving blockages can be shared among the players to delay the leader. Next Day takes a little longer to play than Special Delivery, more like an hour and

a half, but still represents a nice change from a lengthy campaign.

Having both games in one box is a good idea in that you can adapt the game according to who wants to play. The game box is compact and won't take up excessive amounts of that precious top-of-the wardrobe or under-the-bed space.

Special Delivery / Next Day costs £19.95 direct from Kevington Games - and this includes postage and packing! If you want the Next Day variant say so with your order because these rules are not yet automatically included (but are available free of charge on request anyway).

One little thing that may well raise an eyebrow is Kevington Games' policy printed on the back of the box - that they will not produce or promote any game that involves war. (Obviously not Diplomacy players!). This stems from their belief that war is too serious a matter to be treated as a game. It's one opinion, and one that might trigger a few interesting letters. It's one that will sit well with the German market.

Enclosed is a leaflet / order form for Special Delivery (and thus Next Day). As a special offer to Spring Offensive readers - anyone ordering one before this Christmas, and writing "SPOFF" on the order, is entitled to a 10% discount, reducing the price to £17.95. I recommend it (and not just because Kevin Rolph sent me a free copy...). Kevin will be at MidCon, so you can play the game and order one there if you like.

## Notes for Contributors

Given the hype surrounding the "information superhighway" (God, I am so sick of that phrase) it is ironic that emails sent to me (be they orders or letters) tend to get here the quickest, but also tend to get mislaid by me more than anything else - for example, five minutes ago I discovered an email that Pete Gaughan sent to me a couple of months ago lurking on the hard disk. I would have been an interesting contribution to the letter column if only I'd remembered I had it and duly printed it. Sorry Pete.

This brings me on to how I most like to receive sizeable contributions to Spring Offensive. In order of preference...

1. A 3½ disk PC formatted with the contribution as an ASCII file or in any other popular WP format.
2. As above but a Mac disk if you must and in ASCII.
3. Typed or WP'd in a "normal" font. Sans serif are the best, but avoid these pseudo script fonts like the plague. Letters etc. sent to my like this can be scanned in no trouble at all. If you use a dot matrix printer please send it letter quality and not draft quality.
4. Everything else.

Cartoons, illustrations etc. are always welcome provided they're not too big.

SUVOROV  
DIPLOMACY

A variant by John Norris

SUVOROV Diplomacy is a variant for the attacking player, which increases the scope for active play simply by amending the map-board; it uses the standard rules in all but two minor additions.

The board for the SUVOROV variant is the attractive map opposite, drawn by Wallace Nicoll. You can see that it has 50% more provinces and sea areas than the board for standard Diplomacy, but only one more supply centre. This increases the ratio the of spaces to units, and thereby offers many more options for manoeuvre. The aim is to encourage a fluid, active game rather than the tedious slogging we often see in the constricted areas of the standard board.

The new provinces and sea areas have been added in such a way as to break up many of the traditional bottlenecks. For example, Switzerland is now passable and Italy has been given the "Milan" redesign to increase its options. The effect of these changes generally is to reduce dramatically the number of stalemate lines on the board. The increased-number of -spaces makes- it much harder to find units to block all the possible ways into defensive positions; a mobile, counter-attacking defence is preferred to the standard game's trench warfare

This variant will be more fluid tactically, and more flexible strategically. I hope it will have the flavour of mobile-warfare, such as that on the Russian front in World War I, rather than the trench stalemate of Flanders.

I mentioned that the variant has a couple of minor additions to the basic rules. These provide for the "build centre" in Archangel, and the use of "Moses crossings" in various places; The ere is also a rule "tidying up" after the map changes

## SUVOROV RULES

1. Archangel is a build centre If Archangel is vacant, and Russia holds St. Petersburg, he may build in Archangel. Archangel is not a supply centre.
2. Moses crossings exist at various points on the board, enabling armies to cross straits without using fleets. A pair of provinces connected by a Moses crossing are treated as adjacent for movement etc.
3. Changes in the map affect the home centres and initial units in some cases. Austria has Zara instead of Trieste and starts with F(Zar). Italy has Milan instead of Venice, and starts with A(Mil). Russia starts with F(StP), since that province now has a single coast. Turkey has Sinope instead of Ankara, and starts with F(Sin)



# The Internet Diplomacy Survey: the e-mail/snail-mail crossover

by Nic Chilton

Ever since Diplomacy first came out, it was seen as a game that could naturally be a play-by-mail (PBM) game, with the increasing popularity of the Internet in recent years we have seen play-by-email (PBEM) Diplomacy, which seems to be attracting larger numbers. A series of comments from people in a UK Dip PBM zine on whether players of PBEM Dip should be targeted for recruitment to postal zines made me curious to find out for myself the answer to the question are PBEM-ers totally separate from PBM or not?

Earlier this year I conducted a survey of readers of the Usenet newsgroup rec.games.diplomacy over a period of 3 months, reposted at various times to give everyone the chance to participate. The survey was in the following form:

	YES	NO
A) I play diplomacy by e-mail (e.g. JUDGE)	[ ]	[ ]
B) I play diplomacy in a postal zine	[ ]	[ ]
C) I sub to a postal zine (if you've answered NO to (B))	[ ]	[ ]

The final results I got were quite interesting. I had 120 replies from different people around the world which break down as

	US	UK	Other	Total
Email Diplomacy	63	15	20	98
Postal Diplomacy	12	12	3	27
Sub to a Zine	19	15	5	39
None of the Above	0	7	0	7

Looking at the actual results further yields more interesting result. For starters if we look at those who said yes to (A) playing diplomacy by email, they fall into three categories:

- Those who also play snail-mail dip through a zine they sub to;
- Those who also sub to a zine, but don't play in it;
- Those completely enveloped into email play and have nothing to do with zines.

The first two obviously know about dip-zines, but the third either choose not to sub, or more likely haven't seen any postal zines yet. The responses given will be looked at in terms of triples, that is, there answers for questions A, B, C. So a YNN is someone who meets condition 3 above, where as NNY is someone who doesn't play dip but subs to a zine. There are six different possible combinations of answers (the nature of question (C) means that those playing in a zine game are assumed to be subbing to it, so there were no YYN or NYN answers - although I'm sure someone would have told me if they fell into one of these situations!)

	US	UK	Other	Total
YNN	49	9	15	73
YNY	7	2	2	11
YYY	7	4	2	13
YYN	5	8	1	14
NNY	-	1	-	1
NNN	-	7	-	7

Lets first look at the YNN replies (those who play purely by email and do not play in or sub to a zine). I would say that probably most of the people who answered YNN belong to the category of either non-dip players who first stumbled across diplomacy on the Internet, via the newsgroup (the extremely frequent question of "where can I find the rules for diplomacy" appearing on the newsgroup backs this up), or played the game many years ago, e.g. at school, and having discovered the newsgroup started playing again.

## UK vs. the World

We see that for outside the UK roughly 75% of replies fall into this category, where as in the UK its less than a third. So a higher proportion of Dip players in the UK are involved in Dip outside the Internet, probably many of them already played Dip before discovering the newsgroup.

The other major differences in UK players are the NYY, NNN, and NNY replies. The NYY replies are from those who play in a Dip zine but decide not to play in an email Judge game. This also seems to back up the idea that a larger proportion of readers in the UK already played Dip before discovering the newsgroup.

The NNN and NNY replies only occur in the UK, and there is a simple answer (I think!). All of the NNN replies are from the Oxford University Diplomacy Club, who obviously prefer face-to-face to all other forms. The NNY I am unsure about, and so will not try and speculate on. For the rest of the world the percentages of replies are approximately the same.

## Some Risk Variants

### Retreat [Schmittberger]

When a territory is attacked, the defending army has the option to retreat into an adjacent territory that is held by the same player. The attacking army then loses one unit and must move at least one unit into the territory. This means that an attacker must have three armies to attack an army with a route to retreat. The defender declares whether or not he wishes to retreat once the attacker first begins to attack the territory (before any decisions about number of dice, etc.).

### Airlifts [source unknown]

Under this variant, any territory can attack any other territory even if they are not adjacent. The attacking territory immediately loses half its armies (rounding the loss up), then the attack proceeds as usual. If the attacker breaks off the attack to conduct a different attack, including attacking the same target from another location, the airlift is over and resuming the airlift-based attack requires again losing half the remaining armies.

Variants on the variant include limiting each player to a single airlift attack per go, and/or requiring that the player be holding the card for the target territory

# THE NATIONAL DIPLOMACY CHAMPIONSHIP FINALS 1995

## TOURNAMENT SCORING SYSTEM

I have agonised over this. After having considered several alternative scoring systems (many of them discussed in US zines) I have decided to adapt a scoring system invented by Allan Calhmer in 1974 (published in *El Conquistador* in 1975) which was used for the CITEX 74 Tournament in the US. Tournament games are often not played to completion, usually a final year is agreed 1908, 1910, 1911 etc. Three sort of results can therefore be expected, outright victories (rare), agreed draws (more common), and unfinished games (i.e. games reaching the agreed end date without a resolution). The basic material that any scoring system can use is the supply centre chart, so this rating system focuses on supply centre totals at the time the game was ended, but it goes one step further and adjusts the points awarded to each player on the basis of how well all the powers on the board have performed. Let me explain further.

It may appear that a player with 12 units when the game ends is doing pretty well. However, there is a world of difference in being the largest power with 12 centres when the game ends, and being a poor second to a 16 centre power. In both cases the player has achieved 12 centres, but his relative success in the two games is very different. One way to incorporate this into a tournament scoring system is to consider how close each player is to victory compared to his opponents. A player with nine centres usually has nine pieces and needs nine more centres to win, thus if he attempted to rush for victory he would have one unit to send against each of the nine centres he needs. If a player gets to 12 units, he needs only another six centres, so he has 2 units to send against each centre he needs. At 15 units the 15/3 ratio produces a result of 5.0. At 17 units, the ratio is 17/1 or 17.0. From this we can produce a table which rates the "prospects" of each Power when the game was terminated:

SC Total	SCs Needed	Prospects
1	17	0.059
2	16	0.125
3	15	0.200
4	14	0.286
5	13	0.385
6	12	0.500
7	11	0.636
8	10	0.800
9	9	1.00
10	8	1.250
11	7	1.570
12	6	2.000
13	5	2.600
14	4	3.500
15	3	5.000
16	2	8.000
17	1	17.000

Having calculated the "prospects" for each Power, how do we use this to produce a rating? Well, let us assume that each game is worth 100 points and if we were to apportion the 100 points between all surviving players in the same ratios as their prospects are to each other, then you would have a rating which reflects not only the strength of the player being rated, but also the strength of the opposition.

### The Survival Bonus

Each player receives 0.1 Points for every complete game year they remain in the game.

### Agreed Draws

Having come up with a system for rating unfinished games, what happens if the remaining players agree a draw, but they have different SC totals? The simple answer is that if players want to agree a draw then they have to agree SC totals which show the drawing players as having the same SC totals - a 12 centre power cannot "draw with an 8 centre power - but they could both agree an end which puts them both on 10 centres.

### Outright Wins

These, of course, score 100 Points.

### The Application of this Scoring System to MidCon

The National Diplomacy Championships at MidCon will be run over two rounds, with the final score being the average of the score each player achieves over the two days. A player who only plays in one round can still win the Championship (so it is worth playing even if you can't make both days), but all one day scores will be discounted by 66.66%. Thus a player who has an outright victory on the Saturday (100 points) and doesn't play on the Sunday will have a score of 33.33 (unlikely to be the NDC Champion, but could still be in the prizes). Of course, this means that it is always better to play in both rounds, even if you end up being eliminated on day two - but participation is something which should be encouraged.

In previous years we have had complaints about poor time keeping from participants and this year we will provide a folder for each game and be stricter about players having their orders in the folder in time. Players (and there may be more than one to blame in the same game) who ignore an official warning about playing the game to schedule (which after all is one of the disciplines inherent in the game) will, at the absolute discretion of the Tournament Organiser, have a supply centre docked from their nominal end game totals. So that people know when they receive an official warning, we will have some Yellow Cards to hand. I trust that we will not have to use this sanction (which may be repeated if behaviour is still sub-standard) but we all owe an obligation to all the other competitors as a whole and individuals shouldn't be allowed to spoil things for everybody else.

## Examples of Unfinished Games

### A. A 12 centre Power behind a 16 centre Power (finishing in 1910)

	ENGLAND	FRANCE	ITALY	RUSSIA	TURKEY	Total
SCs	16	12	4	1	1	34
Prospects	8.000	2.000	0.286	0.059	0.059	10.404
Points	76.893	19.223	2.749	0.567	0.567	100.00
Bonus	1.00	1.00	1.00	1.00	1.00	
Total	77.893	20.223	3.749	1.567	1.567	

### B. A 12 centre Power as the leading Power (finishing in 1910)

	AUSTRIA	ENGLAND	GERMANY	ITALY	TURKEY	Total
SCs	12	8	7	6	1	34
Prospects	2.000	0.800	0.636	0.500	0.059	3.995
Points	50.062	20.025	15.920	12.516	1.477	100.00
Bonus	1.00	1.00	1.00	1.00	1.00	
Total	51.062	21.025	16.920	13.516	2.477	

# THE LETTER COLUMN

**Brian Williams**

Perhaps we might do more for newcomers at MidCon: assign one or two of us to take them gently by the hand, guide them to the bar and graciously accept gifts of alcoholic drink. Of course it would be almost impossible to find a volunteer for such an onerous task.

**SA** *Brian, you're too kind!*

**John Miller**

You asked for some feedback on the present and future content of Spring Offensive, and as I'm off work for a couple of days with flu I'm able to comply.

Things I Like: editorial, zine reviews, UK hobby history, letters (trivial topics preferred). Things I Dislike or Ignore: diplomacy strategy, variants, con reports (unless they concentrate on people rather than games).

I think your design / layout is excellent - your pages of game reports, though not relevant to me, are concise and well laid out, and your back page gives all the basic administrative details in a clear form.

**SA** *Yes, it does need to be a compromise. I don't think I can ignore the purist Diplomacy topics, such as tactics, as this is essentially a Diplomacy zine, but I am aware that the old-timers such as yourself will find them less than riveting. I'm trying to lighten the tone somewhat and I may start to include more frivolous items in future.*

I've never really understood the desire by many players to have extensive closing statements when a game ends, and personally would welcome these being sent to players only rather than cluttering up zines, with just the SC table in the zine itself. But I am probably in the minority on this!

**SA** *An interesting idea and one which would be very easy to implement. Does anyone have a contrary view?*

Given that the things I dislike are popular with many others, I think you have the balance about right and I don't see any need for you to change your content much. But I do find the zine a little expensive and would not like to see it increase in size or price. The cost per month mounts up when you are subbing to 8 - 10 zines...

**SA** *Cost will always be a problem. Spring Offensive costs me approx. 25p per subscriber per issue in losses, and I have approx. 160 paying subscribers, so I can't afford to charge less. However, I certainly don't want the zine to get any bigger, that's for sure.*

**Paul Atmore**

I've just come back from holiday, my wife and I went to Wales with some friends and their family for a week. I then went on a walking holiday for a week with two mates, without my wife. We tried to climb the highest points in England, Ireland, Scotland and Wales. We made 3 out of 4. The weather on Ben Nevis was too bad and would have been dangerous. I'm not too bothered because I climbed it last year. In all we clocked up 2,400 miles in the car.

**SA** *This all sounds dangerously healthy, and definitely not the sort of thing I would enjoy at all.*

Since I have lived with Steph I have always gone away walking 1 week a year without her. I wonder how many other men come to an agreement with their other halves over separate holidays. Although I try and encourage Steph to go away as well she only occasionally goes away for weekend son her own.

**SA** *I suppose the fact that I go three Cons a year means that I have the equivalent of a week away from the love of my life in order to pursue my hobby. Esme too has the odd weekend away, but with a baby everything is that much more difficult.*

**David Evans**

I am afraid I will not be returning my Zine Poll ballot form. There are two reasons for this. One is that I only see two zines regularly, Cut & Thrust and Spring Offensive. The other is that if I ever produced a zine myself, very unlikely I am afraid as the inclination exists but the time and resources do not, I would not liked to be judged in this way. To my mind Mission from God is a superior way to advertise the merits of the various zines available.

**SA** *Yes, I see your point about judging zines in this way, and for that reason I would be happy if only the Top Ten in the Zine Poll were published. That said, I would respectfully disagree that MfG is a suitable forum to advertise the merits of zines, as the opinions put forward are very subjective and are offered by a self-selected small group of people (usually other editors) who may have their own axes to grind (a fact which would not necessarily be apparent to the casual reader). I have known some editors be really stung by what they saw was an unfair gibe in MfG (and of course an unfair review in MfG is repeated over and over until the next issue comes out) whereas at least the Zine Poll is a judgement on relative merits from a large selection of people (and is in any event a one day wonder). And I speak as someone who once*

*came 30th in the Zine Poll out of a list of 34 zines...*

**Mark Stretch**

Since you asked about One Man's Rubbish, the name comes from a little known Beautiful South song from a couple of years ago. It seemed an appropriate name for the zine.

**SA** *You may think that, I couldn't possibly comment.*

**Rob Moore**

I'm avoiding PatioDoors 95 and all upgrades for Word and Excell for as long as humanely possible. And do you blame me?

**SA** *Well, now that my CD ROM is working OK, I must confess that I am decidedly more pro-Win95. At the very least I am impressed with Word 7.0 which is far faster than Word 6.0 and has some nice new tools. That said, I would advise most of my friends not to upgrade because (a) few home PCs are powerful enough to run it (A Pentium and 16Mb RAM can cope) and (b) unless you are into PCs installation problems could turn you demented.*

**Peter Berlin**

DesConTent. Not by the Thames, as I recall, nor in a field, but on the sprawling lawns of the hilltop house of Richard Scott (or his father) into which we were not allowed. The sun shone. I slept happily on the grass under canvas. The high spot was a crazed game of D&D, with a mob of players who had never played the game, or anything like it before, and all killed each other over a small bag of gold (diplomacy players to the end) and watching awe-struck as Sharp, Piggott, Birks, Scott etc. played poker for real money while drinking real alcohol after midnight. The only black spot was the septic loos. In those days, when the bulk of hobbyist were at school or college, cons had to be cheap. I



don't know if I would put up with sleeping on floors crammed with other gamers anymore.

**SA** *Sounds frighteningly similar to a LPYS Conference I attended in 1978, but that's another story.*

Thanks for printing a non-embarrassing excerpt from my long correspondence with Sharp. Though it provokes a thought: Sharp equated games-playing ability with political views. Of course, I have no idea if he was being serious. Often I feel his arguments are like the baby's sneezes in Alice: he only does it to annoy, because he knows it teases.

Let us assume that Sharp actually believed what he said (and, being a conservative and opposed to change, still does). I offer myself as a contra-example. In 1975 I was a supporter of the Liberal Party. Now I am well to the left of Tony Blair. Of course this does not mean that I have moved at all, but certainly there are fewer people to my left than 20 years ago and more to my right. Yet my postal results have steadily improved. Not what Sharp's theorem would predict!

Watching my fellow Spaniard, Miguel Portillo, and that nice Brian Mawhinney on TV this week, I find it difficult to believe that right-wing beliefs signify intelligence of games-playing ability. I defy Sharp to claim, straight-faced, that it does.

**Richard Sharp**

Thanks for No.37. The Boardman number for 'Trapeze' is 95-DS. I need some help on this one, however: I have assumed that David Evans is not the 'Dave' who played in Down Alien Skies in the late 70s, but that Paul Reeves is the one who played four games in the early 80s, in Perspiring Dreams and elsewhere. If you have any reason to think I'm wrong on either count, please let me know!

**SA** *I think you're right.*

While I'm suitably touched by all the exposure given to Dolchstoß in your latest issue, your portrayal of the mid-70s hobby is a bit distorted. I think you are confusing the personal feud between Haven and myself (totally unconnected) with relations between the independent and NGC zines. Bellicus was not even representative of the independents, let alone a leader of opinion, and indeed was generally ignored.

The picture of the hobby as two essentially hostile camps could not be more wrong. The 'overlap' between NGC and independent was almost total: all the important independent editors were NGC members or even committee members and regularly played in NGC games. There was no hostility, just occasional good-tempered banter.

There was more to the Japhidrew affair than your reporting of it suggests. There were obvious logistical advantages to keeping NGC games separate, and people who wanted to run NGC zines all agreed to certain ground rules. Phil Stutt agreed to them too, then tried to wriggle out of the agreement while keeping the games. It was a wind-up, and we would have been foolish to let him get

away with it.

Exactly why the NGC faded away I'm not sure, because I faded away myself about the same time, but it certainly had nothing to do with Will Haven, who predeceased it. Clive Booth might be a more convincing villain.

**SA** *I think the NGC faded away because you faded away - at the end of the day it was only Dolchstoß and the force of your personality which held it together. Any chance there was for the NGC continuing was lost because of the messy fold (that is not a dig at you by the way). The fold of Ethil contributed to the feeling that the old generation had gone. How wrong we were!*

For what it's worth, I still think a centralized organization is a good idea. The biggest villain of all, bigger than Booth and much bigger than Haven, is whoever had the idea of channelling all newcomers into a novices-only zine. The NGC system threw them in to sink or swim with more experienced players; if my first game had been in Springboard I wouldn't be writing this letter.

**SA** *I too think that a centralized organisation is a good idea - indeed, it is probably the only way to sustain this hobby for another 10 years - but not enough people will accept the concept to make it feasible.*

Incidentally, you considerably underestimate the size of the Hard Core, and unless you apologize I'll send them round. Funnily enough, one of them wandered into the pub last night and I asked him to name the 8-10 members. He reckoned he could immediately name 20, and I think 30 is nearer the mark. The last sentence of your piece on D 34 is a classic of Left-speak, the use of garbled syntax to imply something that would be untrue if you stated it. Of your "8-10" Hard Core members, nearly 200% are still receiving D, and as for their "Diplomacy days (being) long over", over 100% have played during 1995 and over 50% are playing at this moment. How long is "long", and how many of 8-10 is "most"?

#### WHERE ARE THEY NOW? (No. 647)



**Clive Booth**

According to the latest issue of ST Format Clive (ex-editor of Zine Poll topping Chimaera) is one of the two proprietors of LAPD, a shareware library for ST users (though he does have another full-time job as well). Since being active in the hobby Clive has been divorced, but remarried only last month - congratulations! Clive can be contacted at PO Box No.2, Heanor, Derbyshire DE75 7YP.

**SA** *Yes, you are right, I would have thought 30 was nearer the mark - though only 8-10 had a significant and lasting impact on the hobby. Anyway, we have a new hard core these days, based around the likes of Hardy, Duncan, Palm and Stretch*

**Pete Birks**

I'm sorry to hear that you are unwell most of the time these days I suspect that tiredness rather than Kate is to blame (although the later may have caused the former). Exhaustion lowers ones resistance. When Kate goes to school then she will bring home real bugs.

**SA** *I can't wait.*

I probably can't afford to go to MidCon., and I almost certainly will. "Can't afford" is a relative construct. I think I have been far poorer than this in the past, but felt richer Today most of my money is in equities and I convince myself that it doesn't exist. I reckon I can afford to live for three months before I need to touch any of that money, but extravagance is out A new computer and two weeks eating in top-class French restaurants causes a considerable amount of damage to the current account.

**SA** *I have never been poorer than I am today (in terms of total indebtedness, excluding mortgage) though I would guess my standard of living has never been higher. Odd.*

I don't find Spring Offensive cold, or impersonal or lacking in character As you admit, it does sometimes feel as if it has been typed on auto-drive. This doesn't bother me. I dislike very few zines these days, perhaps because I remember how bad some zines were in the past.

Kim Head didn't send me a copy of Life's Rich Pageant either but when I sent her a copy of GH on spec I received a letter in return saying that she hoped that I would offer to trade. Perhaps there is a certain lack of confidence here... As I get tired of writing, I have never refused a trade, never cancelled one and never moaned about lack of value Hell, I have traded on people's sympathy for many months in the past, so see no reason to worry about people trading on mine. I just recently did Andy Bate leave the "trader" list, Dane Maslen has responded to my comment on Cut & Thrust not trading with me with an offer to recommence trading I just write this to set the record straight

Out of interest, the only zine which has declined to trade with me recently has been Wimrn. This is not a criticism of David Oya. but an expression of amazement that most editors will trade with a zine which quite palpably has virtually nothing to do with the hobby.

Although my opinion of Mark Nelson's contribution to the hobby is less than hagiographic, I admire his attempt to name the most popular openings This is one area where you really need Richard's response. He rarely named things without a logical basis However. his love of playing Germany



and (relative) inexperience in playing France may have led to a German bias in the way he names his openings.

**SA** *I would certainly welcome a definitive article from Richard on the subject.*

The "McGivern" opening is merely named after Paul McGivern, who was the first to play it postally in **Dolchstoß**. Since many Chess openings are named after people, there is no reason not to do his. For a systematic name, however, I think "Italian Scatter Theory" has its merits. Mark Berch's titles are accurate, but horribly boring. Richard's titles evoke some idea of the opening (viz. "Hedgehog") without much scientific basis.

I remember the 1975 issues of **Dolchstoß** well and the feuds. The basic argument was that the NGC Committee did not want editors starting a zine "on the back" of NGC gamestarts and new subscribers, only to run their own games (and not give the NGC its cut) as soon as they were established. This was, I agree, a silly point of view. However, the NGC's point of view was strengthened by the fact that Phil Stunt was one of the most nightmarish of the NGC GMs (well, he worked for NatWest ...) and the major opposition was Will Haven. I came down on the NGC's side for three reasons.

The first was that **GH** would never have got off the ground without the NGC and so I felt I owed it (not Richard) some loyalty. The second was that I was the Diplomacy Secretary, and felt a little bit peeved at editors who had pestered me to supply them with players (and, perforce, subscribers), and then said that they owed the NGC nothing. The third and final reason was that Sharp and Levin had probably done more than anyone to get postal Diplomacy off the ground as a separate hobby. Piggott and Patterson (and, to a lesser extent, RJW) 'were very SF oriented, while Turnbull was board wargames oriented. Graeme Levin was in it for the money, but the BDC (only later the NGC) created a distinct hobby. It was one of the few times when an organization actually did any good. Hell, I sound like Jonathan Palfrey.

DesConTent '75 was indeed a marvellous event. Duncan Morris was seen lying horizontal under a dripping barrel of Youngs at midnight. Nicky Palmer qualified for the



final by staying awake longer than anyone else and refusing all requests for a draw, finally winning with five units when his last opponent fell asleep as dawn was breaking. A large amount of Scrabble was played. Dave Allen fell asleep a lot. Alan Sedgwick turned up in shorts (nothing compared to Clive Palmer, but unusual in those days). The roughness and decadence of the event would be intolerable even to those who go to ManorCon these days. There was of course no electricity (when it got dark we had a rough and ready system of lamps) but in the evening we all went to the pub and, quite literally, drank it dry. The conservatism of the kids at ManorCon these days unsurprisingly depresses me. Meanwhile people like Bowen and Tringham will not touch anything less than a five-star hotel.

**SA** *Well, you have to admit, there's a lot to be said for 5 star hotels, though they are perhaps lacking in romance.*

I must take issue with both Colin Hobbs and, to a lesser extent you, on the matter of gamefees. Indeed the entire philosophy behind "the hobby" caused me to stop running postal Diplomacy games. I see nothing wrong with toll-roads or water-metering in principle. I object to monopoly power (which at the moment is the case with water), but water in a tap is a commodity like everything else. Friern Road is not water-metered but we still collect as much as we can in a water-huff (it's purer for a start). But I fail to understand this belief that water and travel on roads should be "free". Someone has to pay for it and I would have thought the best system would be that those who use it the most should pay for it in proportion. Indeed it is our free road system which has contributed most to the death of the railways.

**SA** *I'm all for a free road system - at present roads are vital as the arteries of our economy and paying for them directly would disadvantage areas such as the south-west, Wales the north and Scotland at the expense of the south-east (which is closer to Europe and where most people live). I believe in a uniform postal tariff too (though following your own logic you presumably do not).*

What does this have to do with GMing? I suspect I am in a unique position here in that I produce a zine which is for me fun. I hope that other people enjoy reading it enough for me to break even. This is amateur publishing. I also run a game which is "fun" but requires a certain dedication. Money is at stake and as a result demands are made on my time during which I may well want to do something else. These hours can, I think, be defined as work. I therefore charge a £5 "admin fee". Given the cost of taxes etc. I doubt that the £100 or so I receive as gamefees covers the cost, but it does at least give me an illusion of receiving some money. Does Colin seriously suggest that I should do this for nothing?

On Kevin Rolph's "newbie" comment (p14) I reel some sympathy. As you are aware, I had little problem insinuating myself into the community because my gregarious nature put me into the middle of it immediately. But I

have felt intimidated at SF meetings where no-one has held me by the hand. Much though I hate to say that alcohol helps, it is useful when it comes to making friends. The bar has introduced roe to Woodhouse, Cornelius and many others.

FurryCon worked it well with its Silly Games sequence. I think MidCon should operate something along these lines. Hell (a) I played in it and (b) It gave me the chance to talk to a person whose bum I had fancied for some time. Egotism it may be, but the name "Pete Birks" has a semiotic resonance completely divorced from the real Pete Birks. At the same Con sat down to a game of **6-Nimmitt** (which I had never played) and asked if I could play but could they please explain the rules. One person said, "There's a really famous Pete Birks in the hobby as well. But he never plays games". The image and the reality are unrelated, and the danger is when you act up to the image.

As with your response to Paul Cockayne (page 15) I do not set out to win friends but neither do I set out to lose them (too many "I's" these past two paragraphs I feel). Reviews of zines should be on their merits. But when I feel there is a chance of a supernova, I feel obliged to inform my readership of my feelings. With **GH** this is less of a problem, most of my readers being the haggard forty-somethings that they are, but I can see that with a younger zine (like Paul's **On The Game**) a negative review by Paul could have ramifications which Paul (kind soul that he is) would balk at.

**Gihan Bandaranike**

When we spoke at the London Qualifier, you said that feedback re: non-Dip articles was mostly positive. In which case I'll continue with the "Beginner's Guide To Popular Games" series: Axis & Allies next after Civilization Part 2.

You asked for feedback on James Hardy's criticism of **Spring Offensive's** impersonality. I dealt with this in my prior orders letter. If you recall, my stance was "yes, it is impersonal but that's just a consequence to it having so many subbers; however, some sort of standard welcome letter and house rules would make it friendlier to new subbers".

**SA** *I am trying to make amends in this regard.*

I read Donal's letter on the Irish issue with interest. A pacifist Irishman from a very nationalist family? A rarity indeed! What I found interesting was that he revealed that Irish trait of holding ancient grudges by remembering that hanging. I know that he seems to be willing to forgive (maybe not forget) but the fact that he knows it shows that it is family lore, that all his family are indoctrinated at an early stage to hate the British because of this (and other ancient wrongs). It's this propagation of hate down the generations that causes this hate and killing in countries like Ireland, Yugoslavia etc. I can't even understand the anti-German Jews even though that's just 50-odd years ago. Can't people realise that atrocities have

been committed in the past but that the sins of the father are not the sins of the son?

**SA** *I suspect that's easier to say if you're not Jewish or Irish, but I take your point.*

**Sandra Bond**

Colin Hobbs makes a good point concerning the ban on gays in the military. I know at least one person who went along in drag to their induction and thus got out of Vietnam. Pity I couldn't do the same at boarding school to get out of the CCF, which for obvious reasons I detested; in the end I managed to get thrown out anyway for insubordination. "If you were in the real navy you'd be court-martialled!" yelled the little Hitler in charge. "It's not the real navy," I muttered as I walked off.

**SA** *Somehow I can't picture you in a uniform.*

Ian Willey may be correct about all-novice games, but that doesn't necessarily mean an all-novice zine - the old CGS games were placed in ordinary zines and hence novices got to see the hobby in the raw without being thrown in at the deep end against the maestros of the game.

**SA** *I agree 100%.*

**Edmund Morgan**

PDGS: You seem to be making two valid, but distinct, points here. Yes, it is vital to bring more people into (or back into) the Hobby; yes, we need to present gamers with an organised and reliable Hobby. Your article was slightly peculiar in that it made both these points but made almost no connection between them.

I thought the PDGS seems a very good idea. I agree wholeheartedly with the Standards you suggest. I do have reservations about the later bits, in that you seem to be setting up the bureaucracy before you actually have anything up and running. What is wrong with treating the PDGS as a collective of Editors who will mutually support and assist? Why does it need to be more at the moment? Certainly you will need a central source of information (list of members, details of zines, etc.) which would serve Points 1 & 4 of the Co-ordinators' Duties. Point 2 (approaching other members) shouldn't be delegated to a few members, but should be an inherent part of being in the collective. Only Point 3 (promoting the Hobby) relates to the rest of your article, and deals with the Hobby's external contacts. You have been prompting a large amount of discussion about this recently, Steve, and it is certainly important to the future of the Hobby. I am just wondering why you want to put Promoting the Hobby on an official footing by tying it to another equally good idea.

**SA** *Because unless promoting the Hobby is on an official footing it doesn't get done. You place your ads., you get your replies - where do you send them to play their games? The Laughing Roundhead? Nothing to Declare? Or maybe the PDGS members... And if*

*the PDGS were to finance the adverts, then who could complain at that?*

**Graham Staplehurst**

Hello again. Sorry to have been out of contact for some while; we've been busy with this and that and somehow correspondence has just ceased for a while. I guess we're still adjusting to the priorities of life as a family. Jago has passed his first birthday; he now has 7 teeth with more on the way; and he's toddling behind his cart, although he can't walk unaided yet

I think we're feeling more settled now. Belinda still has bouts of homesickness - especially missing friends. Her judgement on the Australians is that on the whole they are friendly, but like anyone in groups, they can be hard to "penetrate". I'm much more fortunate in that I'm usually introduced to other people, which breaks the ice a lot more easily; or I have a "professional" reason for talking to someone. The weather keeps improving, with more sunny days and less rain. The air is still pleasantly cool however, and the breeze off the bay can be very refreshing! Soon we move to daylight saving time which will mean more chances to get out in the evening. Already the beachside walks are getting crowded with cyclists and rollerbladers.

**Spring Offensive** continues to be an entertaining read, and is warmly welcomed when it arrives (it usually takes about 1 week). I look forward to the article on Civilisation. I quite like the idea of postal History of the World. One of the annoying things about the game is the extent to which people hesitate and calculate while they are playing. Simultaneous movement tends to remove a lot of this anyway, and the postal rules 'will make it quite different I hope to get connected to the Internet soon (computer has been delivered and subsequently repaired) - my father should be bringing some software, and will be able to advise me on hardware and how to put the whole thing together. Assuming that this works, I would like to join the postal HotW game, please.

**SA** *Have you ever played Steve Jones FtF? (only joking Steve...)*

Reading the reviews of US zines has made me think: can you give me the names and addresses of any Australian zines? It might be the best way to find some other gamers! It has been quite difficult so far, although I recently came across an English couple who emigrated earlier this year and who are fans of German boardgames. They have already introduced me to Manhattan and Viva Pamplona, both of which I enjoyed. But they have also mentioned how hard it is to find games-playing Australians. I think the warmer weather has something to do with it' although the winters in Melbourne are quite cool enough to keep most people indoors!

Reading the article about the names of openings, I fell asleep....

**SA** *Not a 100% entertaining read then...*

Going back to the subject of boardgames, I'm

surprised that so many people play games by post which were designed as face to face games. Given the size and inventive ability of the hobby, why haven't more games been designed for postal play? The style of play between postal and FtF is very great, and post allows for a range of quite different mechanics.

In particular, postal plays allows for: partial information and concealment; simultaneous movement with or without conditionality; detailed calculation (although many players wouldn't bother whatever the play situation); negotiation and communication; mediation (i.e. the role of the GM); and probably others I haven't thought of. All these can exist in boardgames, but tend to work better (often because they're less 'fiddly') by post. Postal play also reduces the amount of dice rolling (or other chance mechanism) required by many games and with computer moderation games can be processed more easily.

I guess that people are, on the whole, pretty happy with the games traditionally played by post - Diplomacy and variants, RR, Sopwith; the various financial managerial games like United and Bourse; and the 'role-playing' type games. On the other hand, the proliferation of Dip variants, especially historical ones, argues that people do want to play different games. But a lot of Dip variants work out to be unbalanced and unpredictable, probably because the mechanics don't really reflect the style of play or scenario that is intended.

I would like to see more designed-for-postal-play games which take advantage of the range of options open to games designers, players and GMs. Steve, perhaps you would consider setting up a forum within **Spring Offensive** where we could discuss this a bit further. If readers express any interest, I would pursue this with the objective of ending up with a new postal game. In the forum, readers could contribute opinions and options, then we could have regular votes on which direction the game develops in. This might just about be ready to run by the time I get back from Australia, when I could GM it!

**SA** *Let's throw this idea open for debate. Any comments?*



## Michael Adams

Tell Graham Staplehurst to contact Bill Brown, 61 Loughnan Road, Ringwood, VIC 3134 if he wants to play Diplomacy in Melbourne. I've been to Melbourne and I can't believe he likes the place - it's big, cold, wet and ugly. But then I'm not comparing it to London as he is.

**SA** *But I bet it can't compare to Brighton.*

## Nicholas Parish

A few other comments going all the way back to Issue 35. The article on how to play Italy was absolutely crazy! I haven't played Italy all that much, but having played Austria ad infinitum the drawbacks were far too obvious. The author notes the danger of Austria disappearing under the Juggernaut. But if you attack France, as he advises, that is FAR more likely to happen. What Russia and Turkey could resist attacking Austria if Italy swans west? The attack on France, even if it succeeds, takes a long time and ten to one by the time you have taken Iberia and Mar you are facing a hostile Turkish navy in the Med. If you're not, it's probably because Russia and Austria have taken Turkey out, in which case you're facing a strong Austria instead. Basically the only time attacking France can succeed is if there is a huge bunfight in the east with no power coming out on top, which will happen all too rarely.

The other two options (attack Austria or attack Turkey) are written off far too quickly. True, if you take Austria apart you may face a Juggernaut. But the R/I alliance is very nearly as good as the R/T one, and if you get on with Russia better than Turkey then he may well side with you rather than Turkey. As for attacking Turkey, why is it assumed you will lose your Turkish gains to RIA? As Austria, I have several times taken part in the three-way carve-up of Turkey and am convinced that all other things being equal (i.e. Italy and Russia are about equally competent) it is far better for Austria to attack Russia, rather than Italy, once Turkey is finished. Thus there is no reason why Italy should not hold on to Turkish gains.

**SA** *I take your point, but the article was really only trying to explore an alternative to the usual boring openings. It may even be worth trying FtF.*

If you really are friendly with Danny Collman (as opposed to merely being polite to each other when you meet at Cons), then bloody hell, I wouldn't fancy being an enemy of yours! I must correct one misapprehension in Issue 36. My (farmed-out) Springboard game had loads of drop-outs by the end, but for all that in the first four of five years I was exchanging two or three letters a season each with three or four different powers (and as Turkey too). Looking at game-end statements in Springboard and from my own experiences I am certain that novice-only games see on average far greater levels of correspondence than normal games, despite the high dropout rate. Indeed many of your own doubts about novice-only games may be true, but the high correspondence level is one certain point in their favour, as it is conducive

to further exploration.

Any novices' introduction must surely say something along the lines that if you don't like it you are free to drop out. There is nothing more likely to put people off than the thought that whether or not they like what they are letting themselves in for, they will have to stick to it for 2 years. It may be that once people are in one should put more stress on the responsibilities to others in the game, but surely not in the first mailing an enquirer receives.

**SA** *I disagree. If they have doubts I'd sooner they didn't play.*

As I understand it, a lot of the concern over Springboard arose because Bowen, Whyte and others suggested that if SB had been their first intro to the Hobby they would not have liked and would have been put off. That maybe the case but I suspect that those sorts of people would have investigated other zines, even if SB did not appeal. I agree, though, that not all people might do this and that therefore the Hobby is losing some people (or may be) through SB.

**SA** *See the letter from Richard Sharp elsewhere in this issue.*

Onto your PDGS. Well, I think it is a very bad idea - not so much bad, as unnecessary. Firstly, your comment in Spring Offensive 37 was over-simplistic. It is true that the Hobby has no structured format, it is true that it is in decline but I would very much doubt that the two are linked. The Hobby peaked in terms of gamestarts in the 1980s, remember, long after the demise of the BDC and NGC. I would be amazed if the PDGS revitalised the Hobby.

**SA** *I never said it would. Only recruitment could do that - but I want something tangible to offer recruits, rather than something like Springboard on one hand or pot luck on the other. If any organisation can form a collective of zine editors then we will have the means (cash and people) to actually do something. Individuals cannot do enough, long enough and constantly enough.*

The PDGS could just as well be achieved by the OGRE. At the moment, it isn't. What the

Hobby needs (as you yourself have noted in the past) is a vigorously pro-active OGRE, right at the centre of the Hobby (no offence to John Marsden, but he seems to have drifted out of the mainstream), who will act promptly when zines go missing. The OGRE has the big advantage that he can look after non-PDGS zines - let's face it, those are the ones more likely to disappear. Also, many of your rules seem arbitrary. For example, at Oxford we had a rule that in the event of a S'O1 NMR a set of neutral orders would be used that would not disadvantage any ordering player but would at least give the NMRer a chance. I don't see why this rule should be disallowed (though personally I would not want to see it used in the wider Hobby), but the FDGS states that no game may be started with a S'O1 NMR. My view is that a scheme that applies almost entirely to the responsible zine editors who choose to sign up for it is not going to help much; what is needed is a more pro-active OGRE.

I think, by the way, that it is very unfortunate that the HDF has been disbanded. I don't doubt that the Convention Committees can deal efficiently with the money, but it seems completely illogical to split it up. I know that RJW didn't receive much interest in it, but it will still be needed to fund the flyers if nothing else, so why split it up?

**SA** *I reckon the day of the flyer is dead. Diplomacy no longer sells in large quantities.*

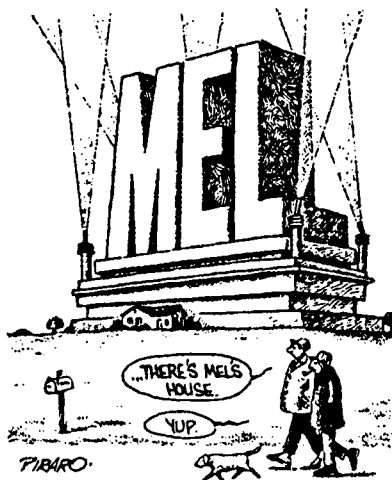
Again, I feel a more mainstream custodian would be better. It may be that there might be more call on the HDF if someone who published regularly handled it, and continued to publicise it every issue. Running a sub-zine in the increasingly irregular Electric Monk gave Richard little chance to do this. If nothing else, the HDF (if unified) could surely be used to pay for small ads, such as you yourself inserted a couple of years back, in an effort to attract new blood. Incidentally, in case you think I am busy lading the work onto other people, this is a job I would be quite happy to undertake, except that I think it really needs to be done by somebody who publishes a mainstream zine or subzine regularly - and I'm not sure being an outside GM in Borealis qualifies here.

**SA** *Vick Hall has expressed a willingness to place adverts and I'll pass the materials I have to him at MidCon.*

## Allan Gordon

Game-end proposals - why do they do that? Obvious answer is that the proposer doesn't want to play any more so he's taking his ball home and sod everyone else - but why? In a perfect world, it should be because the relevant game has reached an impasse with no foreseeable resolution, but sadly this is hardly ever the case.

G.E. proposers stick 'em in for shitty reasons. Maybe they're planning to go back-packing through Death Valley (good!).... or there's a new addition to the family (serves 'em right!)... or they need the time for political canvassing (chunder!)... or no-one's writing to them (you reap what you sow).... or they



just like to irritate (come on down, John Colledge!)... etcetera, etcetera. But mostly, if not always, it's on account of the fact that better players are giving them a right good shafting and somebody else looks like winning the game. These would-be ass-savers have no intellect or stomach for one of the more demanding and satisfying aspects of Dip-playing..... the planning and administration of the stopping-defence against the potential victor. The only "out" that the dork G.E. proposer can visualize, is to try - usually through boring repetition - to con the leader into accepting the draw. In your dreams, sunshine!

The poor GM is duty-bound to publish these proposals - even though he knows they're doomed to contemptuous rejection. Talk about infuriating..... and what a waste of the guy's time! Now, if I were a GM, I'd have a house-rule that as long as I could see that the game was still fluid and progressing, any G.E.P that I considered be frivolous or unwarranted, would never see publication. If the was obviously coming apart at the seams through drop-outs or NMR's fine, I'd propose the finish myself and put everyone out of their misery. But in a game of potential victory ..... the only player-proposal I'd accept, would have to come from the people doing the actual winning.

**SA** *Good old Allan. Never one to express himself in diplomatic terms if a double-barrelled blast from the old typewriter will do instead. Actually, I agree with your general sentiment - too many people can't be bothered to gang up on the leader in a game of Diplomacy and see a GEP as a quick way out.*

#### Rosie Sexton

The London qualifying game went miserably badly for me, but I suppose I shouldn't really be too surprised since it was the first FtF game I've played properly. I have learnt that taking advantage of people's instinctive sympathy for a poor feather brained defenceless female who managed to not get a single build (as Austria) in Autumn 01 because she misordered works quite well but only up to a point. I think the trick is not to stab as many people as possible every turn. (by the way, I hope this isn't going to get me a bad reputation, because I don't play at all like that postally, in fact I think I've only stabbed one person so far, albeit several times. I am, in fact quite a nice person really (or I like to think so) and I always feel terrible about stabbing anyone in a postal game. In a FtF game it's different, because having met the people you KNOW that they're all complete bastards anyway.

**SA** *What else do you expect from a bunch of men? Anyway, you did far better than Rob...*

#### Rob Tesh

The Qualifier (ha! I should be so lucky) in London convinced me that I prefer FTF to postal, mainly because it's all over in an afternoon and it's much harder to get bored with it or find yourself with not enough "time" to diplomate properly, so you can expect to see

me at MidCon I hope, or somewhere similar in the not too distant future.

Theatre seems to be going very well; I got four recalls from the first weekend's auditions and the part of Scanlon in "One flew over the Cuckoo's nest" with the ADC, and I shall be directing "Waiting for Godot" (yes, I know, it's been done to death, but not at Anglia Polytechnic University it hasn't) as an Anglia production in order to persuade the management of the huge and generally wonderful Mumford Theatre that I'm an Anglia student doing Anglia productions so that they'll let me direct *Equus* next term with open auditions and wide advertising and still get the Mumford theatre and technical staff for peanuts. Interestingly, another group is producing *Equus* this term, so I may end up doing a different production at the Mumford (e.g. Ford's *'tis Pity she's a Whore*) but the whole thing's looking very hopeful and I shall be auditioning for this other group's production of *Equus* tomorrow.

**SA** *Hmm, you seem to want to get involved in really heavy plays, don't you? I always preferred going to see comedies at university - especially as they were easier to carry off, compared to tragedies such as 'tis Pity. Still, each to his own.*

#### Allan Stagg

In your editorial you asked for feedback on the future shape of Spring Offensive. I have been receiving Spring Offensive for about two years and I am quite comfortable with its current content. Including more non-Diplomacy games and material has (for me) made the zine a more interesting read. Getting more external GM's to run those games is a good idea - as well as lifting some of the burden from your shoulders, it gets more people involved in the zine.

**SA** *I have made a definite decision to include material on other board games, and so far the slight change of emphasis has been well received.*

On the downside, you report elsewhere that James Hardy considers Spring Offensive "impersonal, cold and lacking in character." I can appreciate that not many people would wish to put as much "character" into their zine as James does in to SNOT, but I can see his point. Comparing Spring Offensive to SNOT is like comparing the Daily Telegraph to the Sunday Sport - and not just in layout! There have been elements of Spring Offensive which have not interested me - for example, your nostalgia for the Hobby in the late 1970's, your sniping at Springboard, and gloom about the Hobby now being in terminal decline.

You also distinguished most as being middle-aged and middle class. Is this so? I have certainly been surprised by the number of players who are, shall we say, of my generation. Was this true when you were first active in zines, or have the young guns of the late 1970's stayed in the hobby and brought in more of their own generation? Surely not everyone currently in the Hobby arrived via Springboard - has anyone done any

research into this? If you wish to bring more people into the hobby - a laudable aim - it will be useful to know where the raw recruits will come from.

**SA** *In the 70's the hobby was dominated by the 16-25 age group whereas to day it's the 30-40 year olds. This isn't because the same core people have stayed with the Hobby (although some have), I think it is more a reflection of the fact that this is the generation whose childhood involved playing board games as opposed to computer games. A minority of people in the wider hobby have come via Springboard - Mark Nelson did some research into this but it's out of date now.*

#### James Hardy

The "impersonal, cold and lacking in character" referred to newcomers to Spring Offensive. Unless you get into the lettercol (and this applies to normal subbers too) you never hear, get a query reply off you. Maybe "lacking in character" is bollox, but the "impersonal and cold" certainly applies. One of the minuses of printing sub details on address labels I believe.

**SA** *I admit I'm not very good at replying to odd notes here and there - but with a circulation in excess of 200 I simply can't write chatty notes to everyone (unless you'd like the turnaround to be extended by another week). However, at your suggestion I have now written a standard "hello" letter for new subscribers.*

#### Simon Rose

As a background "rainy day" activity I am currently attempting to put together a Diplomacy variant based on the struggles immediately following the death of Alexander the Great. This may never see the light of day of course, but I am interested to find out anything about any other variants based on this period in history. It lends itself so easily to the Diplomacy format that I can't imagine that it hasn't already been "done" and it would be nice to make an original contribution to this theme rather than re-hashing the same old material.

**SA** *There have been a few variants based on this period - I'm writing an article on Ancient History variants for next issue.*

#### Kim Head

Oh, please do say something rude about Chris Palm's politics! I've tried my best (in issue 2) to be civil to the man, but I'm afraid that I tend to agree with Gihan - i.e. a lot of Diplomacy players appear to be right-wing bigots.

**SA** *Say something rude about Mr Palm? That would be totally out of character for me, but as you've asked... (oops, no room - maybe next time?)*

# GLOBETROTTER

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

## Editorial

This summer has been one of the most hectic I can remember. I got married, had two weeks away on honeymoon, get back to find my MD has sold the business to another local agent, then I have to go into hospital for an operation, and now here I sit convalescing! Having stitches in your crutch is not very nice, so it is certainly no holiday!

First, work. My MD sold the business while I was away, so I came back to the news that I had to be re-employed within the new company, as we all were, even George (the MD) himself is now a Director of the new company. We had to move the whole office just down the road into a brand new chapel conversion - very nice too. The top floor is being taken by the Football Managers Association, so we'll no doubt be seeing a few famous faces on the stairway. In fact my new company do all the travel arrangements for Manchester United, Everton, Arsenal, Chelsea and Raith Rovers! We are also the company that send the thugs abroad too. I will not be too involved with this side of the business though I dealt with Coventry City's travel before and may continue to do so, not that they spend anywhere near the likes of Manchester Utd. etc. So, as you can see, we are very football orientated, not that I follow football avidly, just as a passing interest.

One of my reasons for taking on Globetrotter about four years ago was to discuss the merits or otherwise of various WorldDipCon rotation systems and to promote international Diplomacy relations by going to and reporting on foreign conventions. I have partly succeeded in achieving my goals, but I now feel that the international hobby is well and truly established, even if it still does need a god kick occasionally. But until the French get their act together for WDCV there is little to discuss at present. I am sure that WDCV will be a make or break convention for the world hobby, and although I am apprehensive, I am sure that WDC will continue to exist in some form or other.

## Wedding in Paradise (Part 1)

Not just a dream anymore - Jan and I went and did it, and it was superb. We decided to go to Mauritius as there were very few family objections, besides Jan's parents are no longer with us, and my parents had no urge to see me married here. Beachcomber Tours did the ground arrangements while we flew with Air France as they came up with a fabulous deal. The hotel we opted for was the Shandrani Hotel in the south-east corner of the island, not far from the airport. At least the transfers were short after a long flight. Mauritius is one of those islands where tourism is still exclusive, not mass market, so the people are far more genuine with their smiles and help was for real, not financial gain. In fact tipping is not encouraged at all - taxis don't expect it and the hotel staff are certainly discouraged. If you feel the service was good then you can put some money in an envelope at the end of the holiday and pop it into the Staff welfare box on departure from the hotel - an excellent idea. Tipping is the scourge of the modern day traveller, it is expected in almost every country you go to. Employers pay low wages as they expect the staff to get tips. The worst place I've experienced is New York where all restaurants actually add about 16% on to your bill! Where service is lousy - as it is in most New York restaurants - I deduct it from the bill - why pay for something you haven't had?

Digressing slightly, we'll get back to a more civilized part of the world. Martine was our PR host who greeted us on arrival at the hotel and explained all the facilities on offer. She told us to choose any spot we liked for our wedding. We spent the rest of our first day tramping the hotel grounds to try and find our ideal spot. In the end we decided on a circular stone platform just at the edge of a very small beach away from the main hotel, there were three semi-circular steps down to the platform which gave it an almost classical feel. Once we had chosen the place, we wanted to change the room from the top floor of the three-storey block to a block nearer the beach; the hotel obliged with a room and balcony that stepped down into the gardens right in front of the

small beach. The view was of the bay, just visible through the coconut palms and fig trees.

We had a letter in our room from Pere Ernest, the priest who was to bless us - Jan wanted the blessing. Little did we realise what was in store. He wanted us to go to Quatre Bonnes about 25 miles away to his church to see him so that we could choose the passages we could read for the ceremony - I got the feeling that this was going to be a little more than a simple blessing, but the guy was friendly and I didn't want to upset Jan, so we took his service book away with us to choose the readings. Pere Ernest was of Indian descent, so how he became an Anglican priest I don't know, he would have looked more at home praying in front of Shiva!

Most of the first three days were spent organising the wedding, so we didn't get much chance to laze on the beach or go on a tour. The hotel staff were excellent, they arranged the photographer, video, flowers and anything else that we wanted. To accompany the video we wanted our own choice of music played during the ceremony and as background music to the video scenes after the wedding - we chose the soundtrack to the film *Somewhere in Time* - a love story with Christopher Reeve and Jayne Seymour; the music is based on Rachmaninov's *Rhapsody on a theme by Pabini* with various adaptations by J. Barry (whoever he is!). The music is absolutely ideal for a wedding in paradise. It worked well too.

The day before the wedding we had to go to the capital, Port Louis to get our affidavit (licence to marry). The weather was very wet and no sooner we had left the hotel the taxi broke down - ran out of petrol, the gage wasn't working. The driver dashed back to the hotel, got another taxi for us, a much better one, nice and new; and reliable we hoped. Little did we realise that affidavits are only issued before 10.30am, so it was a good job we weren't told before we actually got there as we were cutting it very fine!

(to be continued)

## Colonial Diplomacy Game 1

1870

British: Donald Scarr, Flat 3, 13 West Pitton Dr, Edinburgh EH4 4HR  
F(Aden)-RS, F(Bom)-ARA-S, A(Del)-Pun, A(Mad)-Hyd, F(Sin)-JS,  
F(HK)-SCS(Failed)

China: Chris Latimer, 79 Chapel St, Pelsall, Walsall W53 4LW  
A(Mac) std, A(Sha) S A Mac, A(Pek)-Mon, A(Can) std, A(Sik)-ABS

Dutch: Cohn Smith, 14 Dukes Rd, Braintree, Essex CM7 5UE  
F(Sum)-EIO, F(Java)-TS, A(Bor)-Sar

French: Joakim Spangberg, Sodra Ringvagen 32, 535235, Vaxjo,  
Sweden. F(Ann)-SCS(Failed), A(Ton)-N.Sam, A(Coc)-Cam

Japan: Aidan Slattery, 24 Newgate Rd, Sale, Cheshire M33 4NG  
F(Ota)-SOJ, F(Tok)-YS (Misorder), F(Kyu)-ECS, A(Kyo) std

Russia: Steve Walton-B, 213 Broomfield Rd, Earlsdon, Coventry CV5  
6LD. F(Ode) std, A(Mos)-Bok, A(Omsk)-TSR-Vla, A(Vla)-Seo, F(P.Art)  
S A Vla-Seo

Turkey: Vick Hall, 115a Offord Rd, Islington, London N1  
F(Con)-Med, F(Bag)-PG, A(Ang)-Arm

## Press:

Russia to GM: Thanks for the shite bolt-on surname.

GM to Russia: I can think of shittier ones!!

GM to All: Well done for getting virtually all orders spot on! Just a couple of reminders for you...

1. I am using the SO House Rules, this means using standby's. I don't actually like using standby's but I think it is important in new games to keep players interested, and to produce realistic results.

2. The victory criteria is **24 supply centres**. There is no time limit on the game.

3. Obviously I am using [] for fleets and () for armies on the map (which is included for players only)..

Are there any other games of CD taking place in UK 'zines? I know of the waiting list in ALOS, but the reason I ask is that I would like to keep a stats record of all postal CD games, just as standard Diplomacy stats are kept. I still believe that the standard game is superior, but CD has great potential.

# Millennium 1896

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

## Dutch get co-operative. Five fleets in South Atlantic.

### DIP PHASE

**DCA:** 2DIPs that Allan Stagg is Netherlands (fails).  
**SOT, France-All:** Hmm, bath time I fear. Oh well, I never expected to get back onto my feet anyway - it's been a reasonable decade all things considered. But - when I was ahead I got nobbled. When Neil was ahead he got nobbled. When James was ahead he got nobbled. I'd just like to point out that Allan is now ahead.

### MOVES

**Britain (James Hardy-revealed):** F(Irish Sea)-Norwegian Sea\*, F(Dub)-Western Approaches, F(North Atlantic Ocean)-Biscay, F(Caribbean) stands, F(Gulf of Mexico)-Tex, A(Pers)-Arm, A(Oma)-Pal, A(Hyd) stands, F(Bay of Bengal) S DUTCH F(Java Sea)-KoS, F(North Pacific Ocean)-Mnl, A(NOr) stands, F(Indian Ocean)-Gulf of Aden.

**France (Chris Hardy-revealed):** F(Mol) S F(Mnl), F(South China Sea)-Hon, F(Mnl) stands, F(Sai)-KoS, A(Sud) S Spanish A(Bug), A(Cha) S A(Dou), A(Dou) S A(Cha), A(Gld) moons Brazilian fleet [PGB: a full moon?], A(Vol)-Dak, F(Western Approaches)-Dublin, F(North Atlantic Ocean)-Biscay, A(Bur)-Par, A(Bel) S A(Frk)-Ams, A(Frk)-Ams, A(Swi) S A(Tur)-Ven, A(Tur)-Ven, A(Trp) stands, F(Western Mediterranean)-Canary Islands-South Atlantic Ocean [BOM], F(Ligurian Sea)-Rom.

**Spain (Chris Hardy):** A(Lis) stands, A(Bug) S French A(Cha)\*, F(Biscay)-Irish Sea, F(Bri) S F(Biscay)-Irish Sea, F(North Atlantic Ocean)-South Atlantic Ocean.

**Netherlands (??):** F(Sunda Sea)-Java Sea, F(Java Sea)-KoS, F(Syd)-Tasman Sea, F(Pap)-Solomon Sea, F(South Atlantic Ocean)-Dak, A(Vnz) stands.

**Russia (Neil Kendrick):** A(Eka)-Cau, A(StP) S A(Mos), A(Mos) S A(Eka)-Cau, A(Den)-Ber, A(Kor)-Man, F(North Sea)-Norwegian Sea, A(Bag) S British A(Pers)-Arm, A(Ams)-Bel\*, F(Bahamas) S British A(NOR), A(Sib)-Eka.

**Austria (Jim Stewart):** NMR2. A(Sue), F(Adriatic), F(Ionian Sea), F(Eastern Mediterranean), A(Smy), A(Ang), A(Cau)\*, A(Ode), A(Kon), A(Ber), A(Pol), A(Ven)\*, A(Vie) & A(Tri) all stand.

**Turkey (??):** A(Ade)-Oma.

**Japan (James Hardy):** F(SFr)-Son, F(Maz)-Son, F(Mex)-Gulf of California-North Pacific Ocean [BOM], F(Haw) stands, A(Ann)-Hon [expletives deleted], F(North Pacific Ocean) S British F(North Pacific Ocean)-Mnl, A(Ver)-Tex, F(Bonin Islands)-Sap, F(Tok ec) S F(Bonin Islands)-Sap.

**Mexico (??):** F(Bom) stands, F(Arabian Sea)-Indian Ocean-South Atlantic Ocean [BOM], F(Sap) stands\*, F(Mon)-Ont, A(Car) S A(Tex), A(Tex) stands, A(Son)-Maz.

**Brazil (Allan Stagg):** F(C.Delgado) S A(Cng)-Bug, A(Gab)-Dou, F(Sao Tome)-Gab, F(Gulf of Guinea) S A(Gab)-Dou, A(Mtb)-Cng, A(Cap) stands, A(Tan) S A(Cng)-Bug, A(Cng)-Bug, A(San) stands, A(And) S A(San), A(Bol) stands, F(South Atlantic Ocean) S Dutch F(South Atlantic Ocean)-Dak, F(Abrolhos Bank)-South Atlantic Ocean-North Atlantic Ocean [BOM], F(Cape Orange) stands, F(Maldives)-Cey, F(Coral Sea)-South Pacific Ocean-South Atlantic Ocean [BOM].

### RETREATS

British F(Irish Sea)-Lon, Spanish A(Bug)-Eth, while Russian A(Ams), Austrian A(Cau) & A(Ven) and Mexican F(Sap) all disband.

BOM All BOMs succeed.

### ADJUSTMENTS

Lost centres are in brackets. Gains have plus signs. The magic number is again 102 - not having to balance this every two months will leave a void in my life when we end this game.

**BRITAIN:** Dub, Hyd, Pers, Ice, Cal, Buk, Wel, Jam, Lpl, Cub, Cal, NOr, +Lon = 13. Build F(Lpl) [A scouseboat?]

**FRANCE:** Alg, (Dak), Mar, Sai, Trp, Egy, Mor, Tur, Swi, Tim, Gld, (Cey), (KoS), Mas, Bor, Frk, Par, (Eth), Dou, +Bel, +Ams, +Rom, +Sud, +Mnl = 20. Build A(Alg).

**SPAIN:** Mad, Cad, Lis, (Sud), (Bug), +Eth = 4. Remove A(Lis).

**NETHERLANDS:** Sur, Jav, Vnz, Pap, Syd, Ton, +KoS, +Dak = 8. Builds F(Jav) & F(Sur).

**RUSSIA:** StP, Den, Sto, Chr, (Ams), (Lon), Eka, (Bel), Vla, Kor, +Bag, +Mos = 9. No change.

**AUSTRIA:** Vie, Bud, Tri, Ser, Nap, (Rom), Rum, Bul, Gre, Kon, Con, Ode, (Mos), Smy, (Bag), Ber = 13. 1 short.

**TURKEY:** Ade = 1. No change.

**JAPAN:** Tok, Osa, Sha, (Mnl), Pek, Haw, Hon, Chu, Mex, Nic, +Sap, +Ver, +Maz, +SFr = 13. Build F(Osa), 3 short.

**MEXICO:** (Maz), (SFr), Mon, NYo, Chi, (Ver), (Sap) = 3. Remove A(Car) & F(Bom).

**BRAZIL:** Rio, Rec, Sao, Bue, San, Bol, Ari, Val, Peru, Cap, Ora, Wal, Mer, Bei, Lua, Cng, +Bug, +Cey = 18. Build F(Rec) & F(Sao).

Please let me know a.s.a.p. if you spot an error. I shall leave you to work out the standings. Suffice it to say that things are probably close at the top. I assume that Jim Stewart has now dropped out.

### GAME END PROPOSALS

Proposal A: For 1, Ags 2, NV 1 (Fails). Proposal B: For 2, Ags 1, NV 1 (Fails). "Anon" writes that he "will vote against any plan to end the game in a draw of any description - we are only four moves away from the finish and any one of three of us could win..." I hope that the rest of you will go along with that as we are now within reach of the end and it sure has been a great investment. It has been suggested that we might switch to a faster turnaround. Working out the complex situation does require some commitment though. My inclination is to move towards a guaranteed resolution in Spring Offensive 42, but if I get all the orders in well ahead of time I shall send out an adjudication.

### NEXT TURN

The Dip situation is now: Britain 2, France 2, Spain 2, Netherlands 2, Russia 2, Austria 4, Turkey 1, Japan 4, Mexico 1, Brazil 4.

**DEADLINE = TUESDAY 14<sup>th</sup> NOVEMBER 1995**

## America Latina.

GM: Paul Barker.

### Mass attack on A(RMad) while British fleets bob about harmlessly.

#### Autumn 1823: Moves.

**Columbia (Bolivar / NEIL NEWMAN):** A(Iqui) S Brazilian F(Acre)-RMad, A(Bogo)-Pana, F(Cara) S Brazilian F(Cuba)-CAS [NSO], F(Nica cc) S Brazilian F(Cuba)-CAS [NSO].

**Argentina (San Martin / IVAN WOODWARD):** A(Prna)-Prgy, A(Tucu) S A(Prna)-Prgy, A(Pamp)-Chub, A(Pmon) S A(Pamp)-Chub, A(Stgo)-Anto, F+(Buen)-GSJ.

**Peru (Pezuela / CALUM MACINNES):** F(SPO)-Gala, F(CHW)-Fern, A(Poto)-Anto, A(Plat) S A(RMad), A(RMad) S A(Plat)\*, A(Cuzc)-Poto.

**Brazil (Jean VI / COLIN SMITH):** F(Acre)-RMad, A(Amaz) S F(Acre)-

RMad, A(Bele) S F(Acre)-RMad, A(Prgy)-Plat\*, F(Cuba) S F(EBC)-NAO, F(EBC)-NAO, F(NAO)-Hait, A(Snto) stands.

Chile (O'Higgins / Ex-DOUG KENT): No units to order.

Britain (Cochrane / JOHN BOOCOOCK): NMR, F(Chil), F(PTS), F(CPat pc), F(GSJ), F(SAO), F(DGui), F(BHon), F(LAS), F(BGui), A(Jama) & A(Hond) all stand.

#### Retreats.

Peruvian A(RMad)-NGre, Brazilian A(Prgy) disbands.

#### Winter 1823: Adjustments.

Columbia: Bogo, Cara, Nica, Pana, +Iqui = 5. No legal build ordered. 1 short.

Argentina: Buen(2), Cord, Mend, PMon, Stgo, +Prgy = 7. Builds A(Cord).

Peru: Plat, Cuzc, Lima, Poto, (Iqui), Anto, +Gala, +Fern = 7. Builds F(Lima).

Brazil: Snto, Bahi, Bele, Aleg, Amaz, (Prgy), Cuba, RMad, +Hait = 8. Builds F(Aleg).

Chile: (Fern) = 0 and out.

Britain: BHon, Jama, BGui, Falk, SGeo, Guat, FGui, SPat, Chil, CPat, DGui = 11. No change.

#### Press.

Pax Britannica: Submit or die.

Jean VI: Let's get rid of Pezuela.

San Martin-Pezuela: T'was only a suggestion - If you meant what you said then nothing will be changed.

London-Navy: Divide and conquer.

San Martin-Jean: I honestly thought hard about this - let's call it a border reshuffle.

PGB: Neil, your build was disallowed as you did not specify a coast. Do please all make sure that you have annotated the coasts correctly. I was going to redo the map, wasn't I? Sorry, but not much prospect of that at the moment.

**DEADLINE = TUESDAY 14<sup>th</sup> NOVEMBER 1995**

## TOM's BIT

'FALCON' Sopwith (T???)SO Pre-Turn 1

### GAMESTART

Welcome to your new gamestart, gentlemen. Names, addresses, positions and comments below. Addresses I like to include in case players wish to collaborate to force other players - Aces etc - down. If I have any wrong, please let me know. Of course diploming is not necessary in this game but sometimes it can help, and may even be advantageous coming up against really good players.

**A1: JACQUE D'OR:** Doug Rood, 31 School Road, Thurston, Bury St Edmunds, Suffolk, IP31 3SB. (*I've heard of Doug before but can't think where. By way of introduction he says he started playing Diplomacy about the same time as Stephen started his zine - I think he means SO and not "the other" from Stephen's student days. Anyway he got fed up with Diplomacy after a couple of years and wanted to try something else - and who wouldn't? - so Sopwith appealed immediately.*)

**A10: DULL WILLIAM:** Allan Stagg, 32 Chepstow Drive, Bletchly, Milton Keynes, Bucks, MK3 5NB. (*I don't know anything about Allan - but if he wants to play Sopwith in a predominantly Diplomacy orientated zine he can't be all bad, can he?*)

**J19: COUSEY TOO:** James Cowie, 104 Greenend Gardens, Liberton, Edinburgh, EN17 7QH. (*James has been in the hobby for as long as I can remember and even subscribed to my long gone 'Dib Dib Dib' - hi James. He's finished two games according to my stats scoring 15 points no kills and no wins.*)

**S19: OTTO:** Ludger Wilmott, 22 Queens Road, Tunbridge Wells, Kent, TN4 9LY. (*And, nipping this intro straight out of the 'TOMCAT' gamestart, Ludger writes: 'I am 36, I work as an estimator/production controller in*

*a commercial litho print company. My hobbies include; reading (mainly English and European literature); motorcycling; snooker and hiking. I have been playing postal games for just over a year. Regular Diplomacy in Spring Offensive and AOR, Airforce Diplomacy in TCP and English Civil War in ITN'. I do know Ludger is very heavy on motorcycles... people keep knocking him off them. I HAVE told him perhaps someone has a contract out on him but he won't listen. This is Ludger's second game of Sopwith.*)

**S10: SAN MIGUEL:** Andy Bassett, 12 Stanmere Park Road, Brighton, Sussex. (*Andy writes: "This is my first ever game of Sopwith so I hope I don't waste yours or the other players' time, but you have to start somewhere, and I've started by going to Majorca on holiday and so I'm having to send this set of orders to you from the pool side of the Casa Dor plaza in Cala Dor with the sun beating down on my neck, and a San Miguel by my side. Kind regards for being the G.M. and I hope the Spanish postal service don't let me down."*)

**J1: ?:** Jed Stone. (*I know nothing of Jed either, other than he's played Sopwith before. He's finished four games according to my stats, scoring 11 points no kills and no wins.*)

Right, that's it I think. For all official purposes I shall be going by the pseudonym 'LUTON AIRPORT'. Anyone else caught using it will feel the wrath of a little company I know - 'Legbreakers Anonymous' - you have been waned! All Sopwith queries to me, not Steve. Also, don't forget to send your own pseudonyms to me ready for Turn 1 (Jed) - failure to do so could result in me giving you a name that might embarrass you! I have orders on file from everyone but Jed. I urge you all to rethink them in light of your airfield positions. We can't have players crashing off the board at the very start, now can we.

LUTON AIRPORT - ALL: Now REMEMBER! - the clouds will move each time at the end of your turn. Be careful unless you want to take a chance that they don't move onto you.

#### TOM'S SMALL LETTERBIT

**Doug Rood:** "Can two aircraft occupy the same space, and if not what happens if they try to?"

(*A simple answer to this one. Yes planes CAN occupy the same hex - both are considered to be flying above and below each other. An important rule to remember here though: two planes on the same hex cannot hit each other - however BOTH can be hit by a third plane firing into that hex.*)

**Allan Stagg:** "A couple of queries. In the rules published in SO 35, are the diagrams for Left Turn and Right Turn correct, or have they been transposed? The other question is that if alliances are encouraged, and are necessary, would it not be better to have printed the players' addresses and Ace status and the airfields they have started from, before first orders are submitted?"

(*Yes, Steve did print the mistake in the rules by transposing the diagrams, but I didn't think it mattered much as you'll all be sent a copy of the rules and map anyway. As to your second question, Allan, I think this should cover it anyway. The reason for all this mix up is because Steve is new to Sopwith gamestarts as well. What he should have done (it didn't occur to me to remind him) was send me the completed waiting list (names and addresses) first, without asking for first turn orders. My apologies to all for the confusion.*)

**Ludger Wilmott:** "Nice to see you are accommodated in a long running quality zine. I have been subscribing to Spring Offensive since issue 1. So it will make a pleasant change to play Sopwith within its pages." (*Hi, welcome back, Ludger - you're a glutton for punishment then.*)

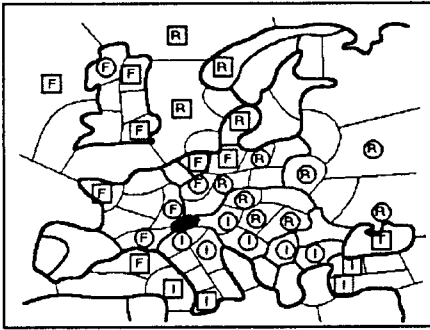
#### PRESS:

**JACQUE D'OR - ALL:** Bon chance mes amis and, 'ow you say, "May the best Frenchman win".

**DULL WILLIAM - ANYONE:** Help? I was cleaning the cockpit of the Baron when I slipped, and the thing took off. What do I do now? (*Er... you ARE confused - we haven't taken off yet!*)

**LUTON AIRPORT - ALLAN:** Nice headed logo! Jan and I being printers we realise the difficulty of printing gold and blue in such subtle styles and hues.

Orders to me: Tom Tweedy, 29 Stanley Hill Avenue, Amersham, Bucks., HP7 9BD. CompuServe 100101,1117



1994BT COCHISE (Autumn 1909)

FRANCE (Jonathan Barber) F(Edi) - NWG (FAILED); F(NTH) - Den\* (FAILED, DISLODGED TO Lon); F(MAO) - NAO; A(Lpl) - Cly; F(Hol) - Kie; F(Bel) - Hol; F(GoL) Stands; A(Ruh) s F(Hol) - Kie; A(Mun) - Bur

GERMANY (Anarchy - Ex-Alan Laird) No units.

ITALY (Mark Walker) F(AEG) - Con; F(Smy) s F(AEG) - Con; A(Bul) s F(AEG) - Con; A(Ser) s A(Tri); F(TYS) Stands; A(Ven) - Tyr; A(Tus) - Pie; A(Tri) Stands

RUSSIA (Roy Burnett) A(Arm) - Sev; A(Kie) - Ruh\* (FAILED, DISLODGED - DISBANDED NRO); A(Boh) s A(Sil) - Mun; A(Sil) - Mun; A(Pru) - Ber; A(Bud) s A(Vie) - Tri; A(Vie) - Tri (FAILED); F(SKA) - NTH; F(Den) s F(SKA) - NTH; F(NWVG) - Edi (FAILED); F(Nwy) s F(SKA) - NTH

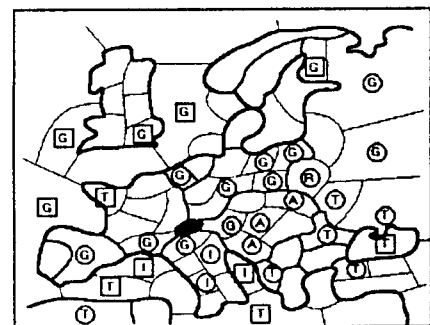
TURKEY (Paul Ridout) F(Con) - BLA; A(Ank) contemplates (MISORDER)

**Autumn 1909 Adjustments:**

F: Edi, Lon, +Kie, +Hol, Bel, Bre, Mar, Par, Lpl, Spa, Por = 11; Gains 2. Builds A(Mar), F(Bre).  
G: -Hol, -Kie, -Mun = 0; Loses 3. OUT!  
I: +Con, +Smy, Bul, Ser, Tri, Ven, Gre, Nap, Rom, Tun = 10; Gains 2. Builds A(Ven), F(Nap).  
R: Sev, +Mun, Ber, Bud, Vie, Den, Nwy, War, Mos, StP, Rum, Swe = 12; Gains 1. Builds A(War), A(Mos).  
T: Ank -Con, -Smy = 1; Loses 2. Removes A(Ank).

**Press:**

**Moscow-Paris:** Hey, big boy, put some late orders in. I want to see Wilfred use his red card on somebody... Well, you actually!



1993DD DUCATI (Autumn 1909)

AUSTRIA-HUNGARY (Anthony Coogan) A(Gal) - Sil (FAILED); A(Vie) s A(Tri); A(Tri) Stands

GERMANY (Peter Dunnett) F(NAO) - IRI; F(Lon) s F(Hol) - NTH; A(Nwy) - StP; F(Fin) s A(Nwy) - StP; A(Lvn) - Mos; A(War) s A(Lvn) - Mos\* (DISLODGED TO Pru); F(MAO) - Por (FAILED); A(Gas) - Spa; A(Ber) - Mun; A(Sil) s A(War) (CUT); A(Mun) - Tyr; F(Hol) - NTH; A(Ruh) - Bel; A(Mar) s A(Gas) - Spa; A(Pie) s A(Mun) - Tyr

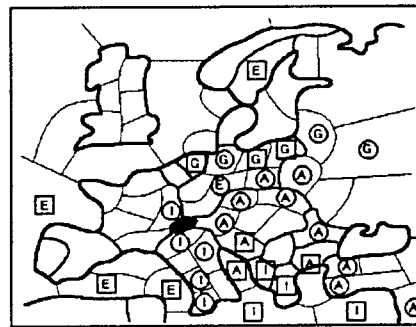
ITALY (Paul Humphreys) F(Spa) sc - Por\* (FAILED, DISLODGED TO GoL); A(Nap) - Rom; F(ADS) s A(Tyr) - Tri; A(Ven) s A(Tyr) - Tri; A(Tyr) - Tri\* (FAILED, DISLODGED TO Boh)

RUSSIA (Rob Moore) A(StP) - Lvn; A(Mos) - War

TURKEY (Steve Turner) A(Sev) s RUSSIAN A(StP) - Mos (MISORDER); A(Ukr) s RUSSIAN A(Mos) - War; A(Rum) s AUSTRIAN A(Gal) (MISORDER); F(BLA) Stands; F(AEG) - ION; A(Alb) s AUSTRIAN A(Tri); F(ENG) - Bre; F(WMS) - Spa sc (FAILED); A(Naf) Stands u/o

**Autumn 1909 Adjustments:**

A: Vie, Tri, Bud = 3; No change.  
G: Lon, +StP, +Mos, +Spa, Mun, Bel, Mar, Nwy, Ber, Den, Hol, Kie, Swe, Lpl, Par, Edi - War, -Bre = 16; Gains 1. Builds A(Ber).  
I: Rom, Ven, Nap, Por -Spa = 4; Loses 1. GM removes A(Boh).  
R: +War -StP, -Mos = 1; Loses 1. GM removes A(Lvn).  
T: Sev, Rum, +Bre, Ank, Con, Smy, Gre, Ser, Bul, Tun = 10; Gains 1. Builds A(Con).



1991DB FIFO (Spring 1917)

AUSTRIA-HUNGARY (Phil Rutter) A(Arm) - Syr; A(Smy) s A(Arm) - Syr; A(Con) s A(Smy); A(Bul) - Rum; F(Gre) - Bul sc; F(Tri) - Alb (FAILED); F(ADS) s F(Tri) - Alb; A(Tyr) - Tri (FAILED); A(Vie) - Gal; A(Boh) s A(Mun); A(Lvn) - War; A(Sil) s A(Lvn) - War; A(Mun) Stands\* (DISLODGED - DISBANDED NRO)

ENGLAND (Ray Ince) F(Den) - Swe; A(Ruh) - Mun; F(ENG) - MAO; F(WMS) - TYS (FAILED); F(TYS) - Nap (FAILED)

GERMANY (Peter Hawkins) A(Mos) s A(StP) - Lvn; A(StP) - Lvn; F(Pru) s F(Ber); F(Ber) s F(Pru); A(Kie) s ENGLISH A(Ruh) - Mun; F(Hol) Stands

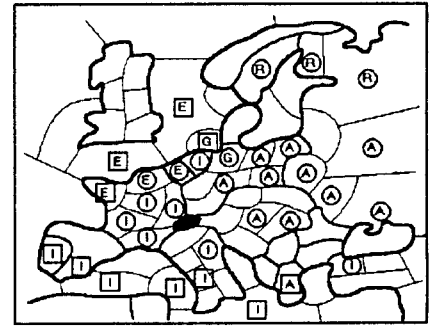
ITALY (Alasdair Barden) A(Bur) s ENGLISH A(Ruh) - Mun; A(Ven) s F(Alb) - Tri; A(Pie) s A(Rom) - Ven; A(Rom) - Ven (FAILED); F(ION) c A(Nap) - Syr; F(EMS) c A(Nap) - Syr; F(AEG) - Gre; F(Alb) - Tri (FAILED); A(Nap) - Syr (FAILED)

**Press:**

**Baby Benito-English Gentleman:**

Welcome to Italy. We have many rooms with superb views.

**Baby Benito-Austrian Lederwurst:** Don't waste all your time thinking about Diplomacy moves - you're going to lose anyway.



1994DA FOGHAT (Autumn 1908)

AUSTRIA-HUNGARY (Ian Coleman) A(War) - Pru; A(Gal) - War; A(Ukr) s A(Gal) - War; A(Mos) Stands; A(Sev) s A(Mos); A(Sil) s A(Mun) - Ber; A(Mun) - Ber; A(Boh) - Mun; F(Gre) Stands

ENGLAND (Chris Stone) F(ENG) - MAO (FAILED); F(NTH) - ENG (FAILED); F(Por) s F(ENG) - MAO\* (DISLODGED - DISBANDED NRO); F(Bre) s F(ENG) - MAO (CUT); A(Bel) s GERMAN F(HEL) - Hol (MISORDER); A(Pic) s F(Bre)

FRANCE (Anarchy - Deborah Lloyd) No units.

GERMANY (RobTesh) F(HEL) s A(Ruh) - Kie; A(Ber) s A(Ruh) - Kie\* (CUT, DISLODGED - DISBANDED NRO); A(Ruh) - Kie

ITALY (Steve Watts) F(MAO) - Por; F(WMS) - MAO (FAILED); F(Spa) sc s F(MAO) - Por; A(Gas) - Bre (FAILED); A(Mar) - Bur; A(Par) s A(Gas) - Bre; A(Hol) - Kie (FAILED); A(Con) - Edi (MISORDER); A(Pie) - Mar; F(AEG) - ION; F(ION) - TYS

RUSSIA (Bob Kendrick) A(StP) - Fin; A(Lvn) - StP; A(Nwy) - Swe

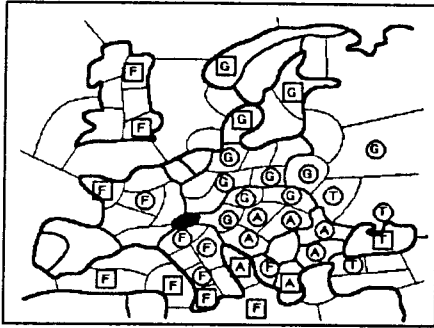
**Autumn 1908 Adjustments:**

A: War, Mos, Sev, +Ber, +Mun, Gre, Bud, Tri, Vie, Rum, Ser = 11; Gains 2. Builds A(Vie), A(Bud).  
E: Bre, Bel, Edi, Lon, Lpl -Por = 5; Loses 1.  
F: -Spa = 0; Loses 1. OUT!  
G: Kie, Den -Ber, -Mun = 2; Loses 2.  
I: +Por, +Spa, Par, Hol, Con, Mar, Ank, Nap, Rom, Ven, Smy, Bul, Tun = 13; Gains 2. Builds A(Ven), F(Rom).  
R: StP, Swe, Nwy = 3; No change.

**Press:**

**England-Allies (if any):** I can't help if you won't talk.





1994DH HANNIBAL (Autumn 1907)

AUSTRIA-HUNGARY (Shaun Derrick) F(ADS) - Ven (FAILED); A(Tri) - Tyr (FAILED); A(Bud) s A(Vie) (CUT); A(Vie) s A(Rum) - Gal (CUT); A(Rum) - Gal (FAILED); F(Gre) - ION (FAILED); A(Bul) s ITALIAN F(AEG) - Con

FRANCE (Simon Scott) F(Edi) Stands; F(Lon) Stands; F(MAO) - WMS; F(ION) c A(Tun) - Alb; F(TYS) - Nap; F(WMS) - TYS; A(Rom) s F(TYS) - Nap; A(Ven) - Tri (FAILED); A(Pie) s A(Ven) (MISORDER); A(Tun) - Alb

GERMANY (Mike Sykes) A(War) s A(Mos); A(Mos) s A(War); F(GoB) Stands; F(Nwy) Stands; F(Den) Stands; A(Gal) - Bud (FAILED); A(Boh) - Vie (FAILED); A(Tyr) s A(Boh) - Vie (CUT); A(Sil) - Boh (FAILED); A(Mun) s A(Tyr)

ITALY (Mark Stretch) F(AEG) - Con (FAILED); F(Nap) - Rom\* (FAILED, DISLODGED - DISBANDED NRO)

TURKEY (Steven Slater) A(Ukr) s A(Sev); A(Sev) s A(Ukr); F(BLA) s A(Con); A(Con) Stands

**Autumn 1907 Adjustments:**

A: Tri, Bud, +Vie, Rum, Gre, Bul, Ser -Mos = 7; No change.

F: Edi, Lon, +Nap, +Rom, Ven, Tun, Bre, Mar, Par, Lpl, Spa, Por = 12; Gains 2. Builds F(Bre), A(Par).

G: War, +Mos, Nwy, Den, Mun, StP, Ber, Kie, Swe, Bel, Hol, -Vie = 11; No change. Builds A(Kie).

I: -Rom, -Nap = 0; Loses 2. OUT! GM removes F(AEG).

T: Sev, Con, Ank, Smy = 4; No change.

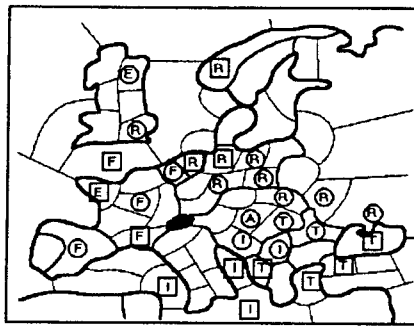
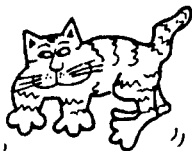
**Wilfred:** The Endgame proposal was defeated, 3 yes, 1 no, 1 abstention. On we go!

**Press:**

**Germany-Austria:** Have you offered the same inducements to France?

**Germany-Turkey:** Is anybody there?

**Germany-Austria:** If you don't ally with me I will throw in my lot with Italy and let him win!



1994DK JIGSAW (Spring 1907)

AUSTRIA-HUNGARY (Dave Allen - NMR!) A(Vie) Stands; A(Bud) Stands\* (DISLODGED - DISBANDED NRO); A(Tri) Stands\* (DISLODGED - DISBANDED NRO)

ENGLAND (Keith Ashbolt) A(Yor) - Edi; F(MAO) - Bre

FRANCE (Gerwyn Michael - NMR!) F(ENG) Stands; A(Par) Stands; A(Spa) Stands; F(Mar) Stands; A(Bel) Stands; A(Hol) Stands\* (DISLODGED - DISBANDED NRO); A(Mun) Stands\* (DISLODGED - DISBANDED NRO)

ITALY (Richard Williams) F(TYS) s F(EMS) - ION; F(EMS) - ION; F(ADS) s A(Ven) - Tri; A(Ven) - Tri; A(Ser) s TURKISH A(Rum) - Bud

RUSSIA (Chris Palm) A(Lon) s ENGLISH A(Yor) - Wal (MISORDER); F(NTH) - Hol; F(Kie) s F(NTH) - Hol; F(StP) nc - Nwy; A(Sil) - Mun; A(Ber) s A(Sil) - Mun; A(War) - Sil; A(Ukr) - Gal; A(Mos) - Ukr; A(Sev) s A(Mos) - Ukr

TURKEY (David Horton) A(Rum) - Bud; A(Bul) - Rum; F(BLA) s A(Bul) - Rum; F(AEG) - Con; F(Gre) - Alb; F(Smy) - AEG

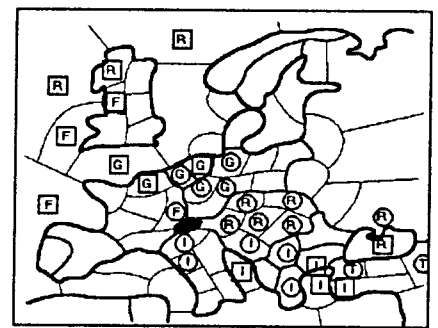
**Press:**

**Forecast for Today:** Most observers appear to believe that the French morale will collapse and the sickly Frogs will mutiny, as they intend to again in 1917, and retire to psychiatric units abroad. This will never happen! Who could believe that they might fight like old women and correspond as enthusiastically as a dyslexic bat? Incroyable! No, they shall never disappoint, since nothing is expected. Truly, the contribution of the fleeing French cannot be underestimated.

**StP-Par:** Sorry Gerwyn, but your lack of a reply to my letter this season had me suspicious. Then when Gihan turned up at the London DipCon bash and in a drunken stupor said that you were going to attack me I thought I'd best retaliate first! Hope we can patch it up!! Please write!!

**Lon-Ber:** I hope that will teach you!

**Lon-France:** Nice press... not!



1994DO KISS (Spring 1906)

FRANCE (Kieron Quirke - NMR!) A(Bur) Stands; A(Pic) Stands (DISLODGED - DISBANDED BY GM); A(Ruh) Stands (DISLODGED - DISBANDED NRO); F(MAO) Stands; F(Lpl) Stands; F(IRI) Stands

GERMANY (James Emony) A(Mun) s A(Kie) - Ruh; A(Kie) - Ruh; A(Ber) - Kie; F(NTH) - Hol; F(Lon) - ENG; F(ENG) - Pic; A(Bel) s F(ENG) - Pic

ITALY (Andrew Feather) A(Rom) - Tus; A(Ven) - Pie; A(Tri) s A(Ser) - Bud (CUT); F(ADS) s A(Tri); A(Ser) - Bud (FAILED); F(Bul) sc - Con (FAILED); A(Gre) - Ser (FAILED); F(Smy) s TURKISH A(Con); F(AEG) s F(Smy)

RUSSIA (Mike Sykes) F(BLA) - Bul ec (FAILED); A(Rum) - Sev; A(Bud) - Ser (FAILED); A(Vie) s A(Tyr) - Tri; A(Tyr) - Tri (FAILED); A(Boh) - Gal; A(Sil) - Boh; F(NAO) - MAO (FAILED); F(NWG) - Cty; F(Nwy) - NWG

TURKEY (Dave Allen - NMR!) A(Con) Stands; A(Arm) Stands

**Wilfred:** GEP defeated, 1 yes, 1 abstain.

**Press:**

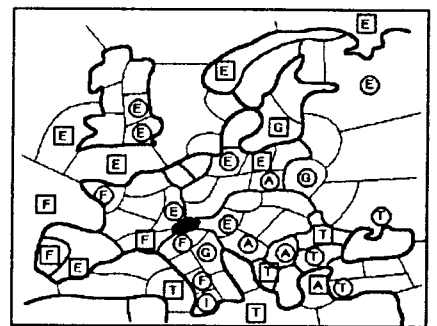
**Russia-Italy:** the silence is deafening.

**Italy(Govt.)-Russia:** I heard you say this game was getting too easy so I thought I'd liven it up for you.

**Russia-Germany:** Fancy a weekend in Paris this year?

**Italy-France:** Stand firm in the seas my friend.

**Russia-Turkey:** Have I offended you?



1994DV MATCHBOX (Spring 1906)

AUSTRIA-HUNGARY (Rob Wills) A(Rum) - Ser; A(Gal) - Sil; A(Bud) - Tri; F(EMS) - AEG

ENGLAND (Peter Berlin) F(Nwy) - Swe (FAILED); A(StP) - Mos (FAILED); F(BAR) - Nwy (FAILED); F(ENG) c A(Lon) - Pic; A(Edi) - Yor; A(Kie) - Ber (FAILED); F(Ber) - BAL (FAILED); A(Bel) - Bur; A(Mun) - Tyr; F(Lpl) - IRI; F(Spa) sc - Mar (FAILED); A(Lon) - Pic (FAILED)

FRANCE (Tony Hyland) F(Por) s F(MAO); A(Tyr) - Pie; A(Bre) - Pic (FAILED); F(Mar) Stands; A(Rom) - Nap (FAILED); F(MAO) Stands

GERMANY (Patrick Finglass) A(Ven) s TURKISH; F(Tri) (MISORDER); A(War) - Mos (FAILED); F(BAL) - Swe (FAILED)

ITALY (Anarchy - James Brown) A(Nap) Stands

TURKEY (Guy Thomas) F(BLA) - Rum; A(Sev) - Mos (FAILED); A(Bul) s F(BLA) - Rum; F(Gre) - ION; F(ION) - TYS; F(Tri) - Alb; A(Con) - Smy

**Press:**

**Turkey-Germany:** Sorry, no time to inform you of late change of plan, but I am 100% sure Ven is safe - and if it isn't I've tried to leave you a juicy retreat!

**France(Govt.)-Wilfred:** Thanks for the re-adjudication; apology accepted (muffled sobs!)

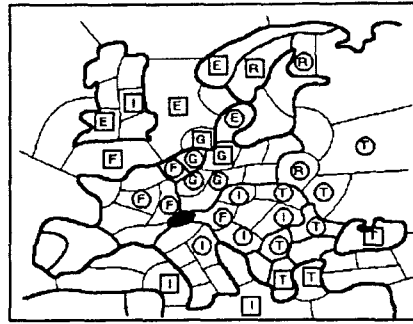
**Germany(Govt.)-England:** A nice try. One can only hope that the joke will be on you.

**France-England:** Maybe I should cut your telephone line!

**Germany(Govt.)-Austria:** Sorry about the lack of letters. However, if I wrote I would either have to unnecessarily lie to you about my intentions and thus make you hostile to me for the rest of the game, or I could have made you angry by telling the truth. At this stage, if I support you, the weaker partner in the Turko-Austrian battle, England will never be stopped.

**France-Germany:** How can you be so paranoid after all I've done for you?

**Vienna(Govt.):** "Your wagons are overloaded, Mad Archduke", observed the Professor as they stood at the gate of Vienna watching a supply convoy roll in. "Each one seems to be carrying twice as many bananas as the one before". "Quite so, Professor, they are for the infinite number of monkeys which I have equipped with typewriters to produce the orders for my army. It was Milo's idea; he pointed out that in each campaigning season our problem was simply to produce the best possible set of orders. He realised that if we produced all possible orders, we would be certain of having the optimum orders among them". The Professor blanched. "He's very keen, but he's no mathematician!", he said. "Do you not realise that, in the course of this scheme, your monkeys cannot fail to reproduce every notable work of literature. Every author in the world will sue you for an infinite number of breaches of copyright." "I hadn't thought of that!", gasped the Archduke, "even if only infinitesimal costs are awarded against me in each case, I will be ruined. I must stop the programme at once. I have it: I will re-deploy the creatures in the field, using them for gorilla warfare."



1995BC NUCLEUS (Spring 1905)

AUSTRIA-HUNGARY (Tim Deacon) A(Bud) Stands\* (DISLODGED - DISBANDED NRP)

ENGLAND (John Boocock - NMR!) F(Nwy) Stands; F(Swe) Stands\* (DISLODGED - DISBANDED NRO); F(Wal) Stands; F(NTH) Stands; A(Den) Stands

FRANCE (Paul Atmore) A(Pic) - Bel; F(ENG) s A(Pic) - Bel; A(Bre) - Par; A(Bur) - Mun (FAILED); A(Pie) - Tyr

GERMANY (Neil Newman) F(Hol) - Kie; A(Sil) - Mun; A(Bel) s A(Ruh) (CUT, DISLODGED TO Hol); A(Ruh) s A(Sil) - Mun; F(HEL) - Swe (MISORDER)

ITALY (Peter Shortall) F(ADS) - ION; F(Rom) - TYS; F(Lon) - Yor; A(Ven) Stands; A(Tri) s A(Vie) - Bud; A(Tyr) - Boh; A(Vie) - Bud

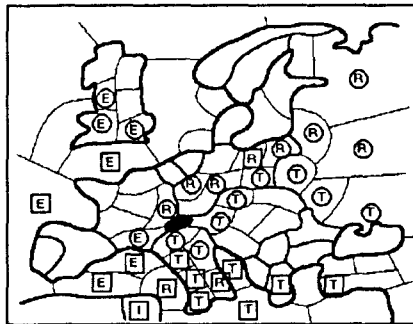
RUSSIA (Keith Ashbolt) A(Fin) s F(BAL) - Swe; A(Mos) - War; F(BAL) - Swe

TURKEY (Noel Turner) A(Sev) - Mos; A(Ukr) s A(Sev) - Mos; A(Rum) - Gal; F(BLA) c A(Con) - Rum; A(Ser) s A(Con) - Rum; F(Bul) sc - AEG; F(Gre) Stands; A(Con) - Rum

**Press:**

**Me-You:** Seeing as this is the nucleus of the zine, wouldn't it be nice if we could have some lively press to brighten it up?

**Italy-Germany:** Sorry for not replying, I will this season.



1993BD ORCHOMENUS (Autumn 1914)

ENGLAND (Richard Williams) F(ENG) c A(Wal) - Tus; F(MAO) c A(Wal) - Tus; F(WMS) c A(Wal) - Tus; F(GoL) s A(Wal) - Tus; A(Yor) - Lon; A(Mar) - Pie (FAILED); A(Wal) - Tus (FAILED)

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

RUSSIA (Jimmy Cowie) A(Mos) Stands; A(StP) s A(Mos); A(Lvn) s A(Mos); F(Ber) s A(Pru); A(Mun) Stands; A(Bur) s A(Mun); A(Ruh) s A(Mun); F(ION) - Nap\* (FAILED, DISLODGED TO Apu); F(TYS) c ENGLISH A(Wal) - Tus; A(Pru) Stands; F(BAL) s A(Pru)

TURKEY (Lorraine Tullett) A(Sev) - Mos (FAILED); A(Ukr) s A(War); A(War) s A(Sev) - Mos; A(Sil) - Pru (FAILED); A(Boh) - Mun (FAILED); A(Tyr) s A(Pie); A(Pie) s F(Tus) (CUT); A(Ven) s F(Tus); F(Tus) s F(Rom) - TYS; F(Nap) s F(Rom) - TYS (CUT); F(ADS) s F(AEG) - ION; F(Gre) s F(AEG) - ION; F(AEG) - ION; F(Rom) - TYS (FAILED)

**Autumn 1914 Adjustments:**

E: Lon, Mar, Spa, Por, Edi, Lpl, Par, Bre = 8; No change. Builds A(Lpl).

I: Tun = 1; No change.

R: Mos, StP, Ber, Mun, Bel, Den, Hol, Kie, Swe, Nwy, -War = 10; Loses 1. Disbands F(BAL).

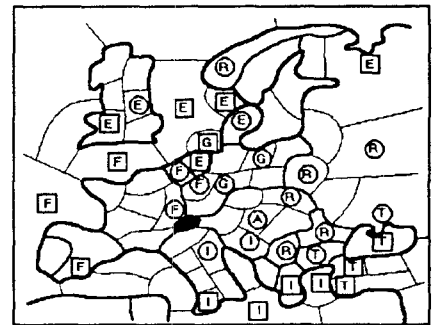
T: Sev, +War, Ven, Nap, Gre, Rom, Con, Ank, Smy, Rum, Vie, Tri, Bud, Ser, Bul = 15; Gains 1. Builds F(Smy).

**Wilfred:** GEP 4-way draw defeated. 3 yes, 1 no. 4-way draw is repropoed. Votes please, unanimity required, abstentions = NO, NMRs = YES. The other proposal was defeated unanimously.

**Press:**

**Turkey-Russia(or whoever is writing his press):** You might get a better response by politely asking me to agree to a draw instead of treating me to a casual lecture. Anyway, if you think this game is finished why did you break into the Ionian? I hope you have disbanded that fleet. If not the game certainly goes on (at least until it is disbanded - this can be arranged).

**Russia-Turkey:** You've got (war), now can we have a draw - please.



1995BG OSIBISA (Autumn 1904)

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

ENGLAND (Dave Allen - NMR!) A(Yor) Stands; F(Wal) Stands; F(NTH) Stands; F(StP) nc Stands; A(Den) Stands; F(SKA) Stands; F(Hol) Stands

FRANCE (Derek Wood) F(ENG) s A(Bel); F(MAO) s F(ENG); A(Ruh) - Hol (FAILED); A(Gas) - Bur; A(Bel) Stands; F(Spa) sc Stands

GERMANY (Gerwyn Michael - NMR!)  
F(HEL) Stands; A(Mun) Stands; A(Ber) Stands

ITALY (Bill Eaton)

F(EMS) - AEG; F(AEG) - Gre; F(ION) s  
F(AEG) - Gre; A(Tri) s RUSSIAN A(Ser);  
A(Ven) s A(Tri)

RUSSIA (Rosie Sexton)

F(Sev) - BLA\* (FAILED, DISLODGED -  
DISBANDED NRO); A(Rum) - Bul  
(FAILED); A(Ser) s A(Rum) - Bul (CUT);  
A(Fin) - Nwy; A(Gal) - Bud (FAILED)

TURKEY (Gihan Bandaranaike)

A(Arm) - Sev; F(BLA) s A(Arm) - Sev; A(Bul)  
- Rum (FAILED); F(Smy) Stands; F(Con) s  
F(Smy)

#### Autumn 1904 Adjustments:

A: Vie, -Ser = 1; Loses 1. GM removes  
A(Alb).

E: StP, Den, Hol, Lon, Edi, Lpl, Swe, -Nwy =  
7; Loses 1.

F: Bel, Spa, Bre, Mar, Par, Por = 6; No  
change.

G: Mun, Ber, Kie = 3; No change.

I: +Gre, Tri, Ven, Nap, Rom, Tun = 6; Gains  
1. Builds F(Nap).

R: Rum, +Ser, +Nwy, Bud, Mos, War -Sev =  
6; Gains 1. Builds A(Mos), A(War).

T: +Sev, Bul, Smy, Con, Ank -Gre = 5; No  
change.

#### Press:

**Czarina-Dirty Old Man:** Don't say I didn't  
warn you.

**Still Hopeful Russian Foreign Minister-  
Illiterate Frogs:** A letter a day (week?  
month? year? need I go on?) keeps your ally  
away.

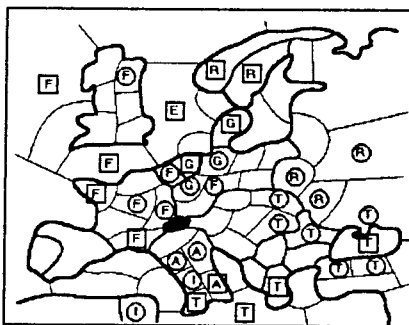
**Austrian Govt. (in exile):** Thanks for the  
game. It is hard to survive as Austria when  
attacked on all sides! (Germany you got what  
you deserved). However to survive 8 turns  
isn't a total disgrace. SLÁN LIBH.

**Sultan-Oppressors:** Shouldn't we make  
peace and dash for the stalemate line before  
England & France break through? If either of  
you want to win, you must cease this Turk-  
bashing. I'm not going to oblige by falling  
quickly and this'll only give the win to your  
real danger. Isn't Diplomacy a game of  
compromise and re-negotiation? I've tried to  
mend fences but you refuse to listen. You  
two seem myopically obsessed with  
eliminating me.

**Turkish Chronicles (excerpt):** "And so it  
came to pass that Muslim blood was spilt so  
that the Western Imperialists would once  
again rule over the infidel countries of  
Europe."

**Sultan-Saviours:** If you two haven't  
advanced this turn, that's it, the Anarchist  
will take over Turkey. Cynical? I know. But I'm  
not going to waste my time futilely defending  
just to give you two the victory. I'd rather give  
it to Bill and Rosie (who at least I know and  
like - despite being friendly rivals).

**Sultan-Archduke:** What COA? I wrote to  
your old address. If it's "goodnight Vienna"  
this turn, then I hope we'll meet in happier  
circumstances in the future. There's not  
much we could've done against a Russia-Italy  
alliance, especially with us it loggerheads at  
the start. Germany's unorthodox attack on  
you was the final nail in your coffin. Best  
wishes.



1995BH PILOT (Autumn 1904)

AUSTRIA-HUNGARY (Steve Walton-Grobb)  
A(Pie) - Tus; A(Ven) s A(Pie) - Tus; F(ADS)  
- Apu

ENGLAND (Andrew Feather) F(SKA) - NTH;  
F(Den) s F(SKA) - NTH\* (CUT,  
DISLODGED - DISBANDED NRO); F(Lon)  
s F(SKA) - NTH

FRANCE (Pete Duxon) F(GoL) - Mar; F(IRI)  
- NAO; A(Edi) Stands; F(ENG) c A(Bre) -  
Bel; A(Bur) - Mun; A(Pic) - Bur; A(Bre) - Bel

GERMANY (Simon Rose) A(Kie) s F(HEL) -  
Den; F(BAL) s F(HEL) - Den; A(Ruh)  
Stands; F(HEL) - Den; F(NTH) - Lon\*  
(FAILED, DISLODGED TO Hol)

ITALY (Jonathan Wills) F(Nap) - TYS;  
A(Tun) Stands; A(Tus) Stands\*  
(DISLODGED TO Rom)

RUSSIA (Ivan Woodward) A(Sev) - Rum\*  
(FAILED, DISLODGED TO Mos); A(Ukr) s  
A(Sev) - Rum (CUT); A(War) - Gal  
(FAILED); F(Nwy) s F(Swe); F(Swe) s  
GERMAN F(HEL) - Den

TURKEY (Paul Barker) F(Apu) - Nap;  
F(ION) s F(Apu) - Nap; F(Gre) s F(ION);  
F(BLA) s A(Arm) - Sev; A(Gal) - Ukr  
(FAILED); A(Rum) s A(Gal) - Ukr (CUT);  
A(Arm) - Sev; A(Ser) - Bud

#### Autumn 1904 Adjustments:

A: Ven, Tri, Vie = 3; No change.

E: Lon -Den, -Nwy = 1; Loses 2. Removes  
F(Lon).

F: Mar, Edi, +Mun, +Bel, Lpl, Bre, Par, Por,  
Spa = 9; Gains 2. Builds A(Par), F(Bre).

G: Kie, +Den, Hol, Ber, -Bel, -Mun = 4; Loses  
1. Removes F(BAL).

I: Tun, Rom -Nap = 2; Loses 1. GM removes  
F(TYS).

R: Mos, War, +Nwy, Swe, StP, -Sev = 5; No  
change.

T: +Nap, Gre, Rum, +Sev, Bud, Ser, Ank,  
Con, Smy, Bul = 10; Gains 2. Builds A(Ank),  
A(Con).

**Wilfred:** We have a endgame proposal of 1<sup>st</sup>  
T, =2<sup>nd</sup> G/F, 4<sup>th</sup> R, =5<sup>th</sup> I/A/E. Votes please,  
unanimity required, abstentions = NO, NMRs  
= YES.

#### Press:

**Dear England:** It was only a brief respite I  
fear.

**Par-Ber:** I won't have to ask if you've  
received **Spring Offensive**!!

**The Paranoid Androids:** Now we are  
wondering whether there is a Franco-Russo-  
German triple in the offing. Then again there  
might not be...

**Par-StP:** You made sense but I couldn't  
resist it.

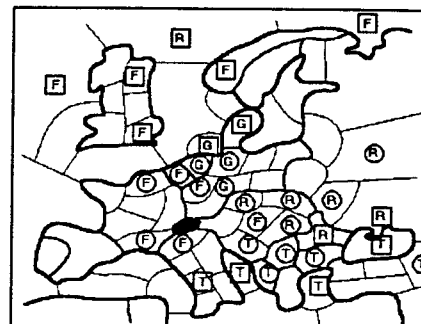
**Birdspotters-Slimski:** Ta Ra Old Chumski.

**Par-Ber:** Of course if this didn't work then I'll  
grovel endlessly.

**Par-Wilfred:** Mr Bowen hasn't cashed my  
cheque so I'll try another tack.

**Wilfred-Par:** Odd. If Iain isn't operating the  
ISE anymore then he should tell people. On  
the other hand he's moved recently to  
Redditch (and I don't have an address as I'm  
not sufficiently "in" to be allowed to receive  
YdGG).

**Par-Lt:** Bd3.



1993BR PYDNA (Spring 1914)

#### 1993BR PYDNA (Spring 1914)

FRANCE (James Hardy) F(NAO) Stands;  
F(Edi) s F(Lon) - NTH; F(Lon) - NTH  
(FAILED); F(NTH) - Nwy; F(BAR) s F(NTH)  
- Nwy; A(Pic) s A(Bel); A(Bur) - Ruh; A(Mar)  
- Bur (FAILED); A(Tyr) - Vie; A(Pie) - Tyr  
(FAILED); A(Bel) s A(Bur) - Ruh

GERMANY (Ken Flowers) A(Hol) s A(Ruh) -  
Bel; A(Mun) - Bur (FAILED); A(Ruh) - Bel\*  
(FAILED, DISLODGED TO Kie); F(HEL) s  
F(Den) - NTH; F(Den) - NTH (FAILED)

RUSSIA (Geoff Norwood) F(NWG) - NAO  
(FAILED); A(Mos) s F(Sev); F(Sev) Stands;  
A(Ukr) s F(Rum); A(Gal) s A(Vie) - Bud;  
F(Rum) Stands; A(Bud) - Ser (FAILED);  
A(Boh) - Tyr (FAILED); A(Vie) - Bud\*  
(FAILED, DISLODGED - DISBANDED  
NRO)

TURKEY (Peter Berlin) A(Arm) - Sev  
(FAILED); A(Alb) s A(Tri); F(ADS) s A(Tri);  
A(Bul) - Rum (FAILED); A(Ser) - Bud  
(FAILED); A(Tri) s FRENCH A(Tyr) - Vie;  
F(Rom) Stands; F(BLA) s A(Bul) - Rum;  
F(Con) - AEG

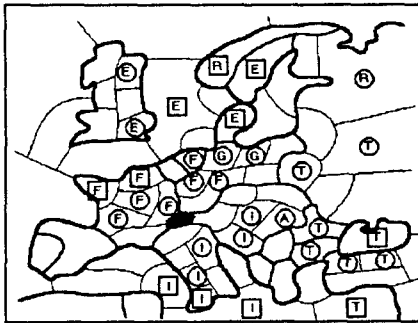
**Wilfred:** Only one person voted on the draw  
proposal and that was a no.

#### Press:

**Berlin(Govt.):** Collapsing already and it's still  
6 months to the start of the Great War. Meir:  
Gott!

**French Friend-Unreliable Russian:** Say  
goodnight Vienna...





1995BL QUATRO (Autumn 1903)

**AUSTRIA-HUNGARY** (Neil Newman) A(Bud) - Ser (FAILED); A(Vie) - Bud\* (FAILED, DISLODGED - DISBANDS)

**ENGLAND** (Mike Collins) F(Swe) s F(NTH) - Den; F(NTH) - Den; F(NWG) - NTH

**FRANCE** (Chris Brann) A(Ruh) s A(Bur) - Mun; A(Hol) - Kie (FAILED); A(Gas) - Bur; A(Spa) - Gas; F(ENG) - Pic; A(Bur) - Mun

**GERMANY** (Steve Walton - NMR!) A(Den) Stands\* (DISLODGED - DISBANDED); A(Kie) Stands; A(Mun) Stands\* (DISLODGED - DISBANDED); A(Ber) Stands

**ITALY** (Mark Golby) A(Tri) s A(Boh) - Vie; A(Boh) - Vie; A(Ven) s A(Tri); F(ION) - TYS; F(ADS) - ION

**RUSSIA** (Iain Heron-Stamp - NMR!) F(Nwy) Stands; A(Gal) Stands; A(StP) Stands; A(Ukr) Stands

**TURKEY** (Stewart Whyte) A(Mos) - War; A(Con) - Bul; A(Rum) - Ser (FAILED); A(Sev) - Mos; F(AEG) - EMS; F(BLA) - Rum (FAILED)

**Autumn 1903 Adjustments:**

A: Bud, Ser -Tri, -Vie = 2; Loses 2. 1 short!

E: +Swe, +Den, Edi, Lon, Lpl = 5; Gains 2. Builds A(Lon), A(Edi).

F: +Hol, +Mun, Bel, Por, Bre, Mar, Par, Spa = 8; Gains 2. Builds F(Bre), A(Par).

G: Kie, Ber -Hol, -Den, -Mun = 2; Loses 3.

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

R: Nwy, StP, -Mos, -War, -Swe = 2; Loses 3.

GM removes A(Gal), A(Ukr).

T: +War, Bul, Rum, +Mos, Sev, Ank, Con, Smy = 8; Gains 2. Builds A(Con), A(Ank).

**Wilfred:** We have an endgame proposal of =1<sup>st</sup> E/F//T, 5<sup>th</sup> A. Votes please, unanimity required, abstentions = NO, NMRs = YES. Note that Stewart Whyte has moved to 24 Cherrybank Gardens, Union Glen, Aberdeen, AB1 2FJ.

**Press:**

**Turkey(Govt.):** Sorry for the lack of communication but I've been disillusioned by the NMRs. We all sympathise with Iain, but Neil and Steve's lack of respect for the rest of us is contemptible.

**Wilfred-Turkey:** I think you're a little hard on Neil, he is usually very reliable indeed and he had just moved house. As you can see he is back with us this time. On the other hand, I find it hard to disagree with your assessment of Germany. Still, there's plenty to fight for.

**Italy(Govt.)-Germany & Austria:** How sad - couldn't take the pace, eh?

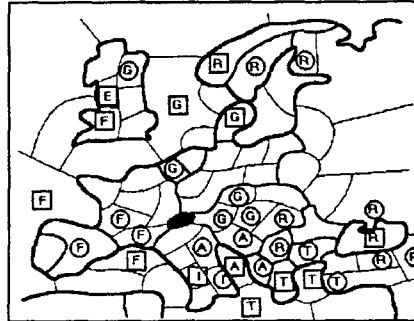
**Constantinople-Paris:** I agree.

**Italy(Govt.)-Wilfred:** Thank for info, much appreciated.

**All-England:** Watch those Frogs!

**Paris-Rome:** I am ready when you are.

**Turkey-Berlin:** What Italian fleets?



1995BM RAINBOW (Spring 1904)

**AUSTRIA-HUNGARY** (Steve Ade) A(Ven) s A(Tri) (MISORDER); A(Ser) - Tri\* (FAILED, DISLODGED TO Alb); A(Tri) - Vie (FAILED); F(ADS) s A(Ven)

**ENGLAND** (Stephen Fitzgerald - NMR!) F(Lpl) Stands

**FRANCE** (Keith Loveys) F(Mar) - GoL; A(Spa) - Mar; A(Bre) - Gas; A(Por) - Spa; F(IRI) - MAO; F(Lon) - Wal

**GERMANY** (Jeremy Tullett) A(Boh) s A(Tyr) - Vie; A(Mun) - Tyr; A(Edi) Stands; F(Den) s F(NTH) (CUT); F(NTH) s A(Edi); A(Tyr) - Vie; A(Bel) Stands

**ITALY** (Calum Macinnes) A(Apu) s F(Nap) - Rom; F(Nap) - Rom

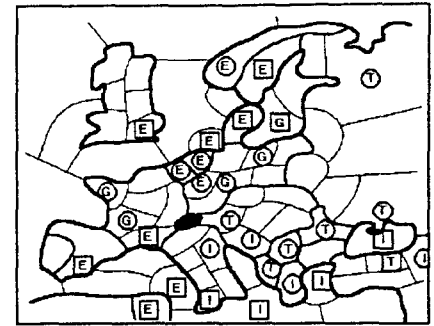
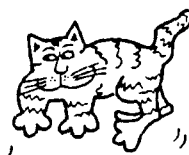
**RUSSIA** (Richard Williams) F(BLA) - Bul ec (FAILED); F(NWG) - Nwy; A(Nwy) - Fin; A(Swe) - Den (FAILED); A(Bud) s A(Rum) - Ser; A(Ank) - Con (FAILED); A(Mos) - Sev; A(Rum) - Ser; A(Sev) - Arm

**TURKEY** (Stewart Cross) F(Tun) - ION; F(AEG) - Gre; A(Bul) - Con (FAILED); A(Con) - Smy; F(Smy) - AEG

**Wilfred:** Stewart Cross has moved, but I don't have the new address to hand. Check the back page.

**Press:**

**Reuters:** It was with deep sadness that the Italian Government formally announced its resignation. It is rumoured that a government in exile would continue from Moscow, but these reports were unconfirmed.



1993DI UTICA (Autumn 1911)

**ENGLAND** (Allan Gordon) F(TYS) Stands; F(Tun) s F(TYS); F(Mar) Stands; F(Spa) sc Stands; A(Nwy) Stands; F(Swe) - BAL (FAILED); F(NTH) - Den; F(HEL) s F(NTH) - Den; A(Kie) - Ruh; A(Hol) s A(Kie) - Ruh; A(Bel) s A(Kie) - Ruh

**GERMANY** (Andrew Lane - NMR!) A(Mun) Stands; A(Gas) Stands; A(Bre) Stands; A(Ruh) Stands\* (DISLODGED - DISBANDED NRO); A(Ber) Stands; F(BAL) Stands

**ITALY** (Richard Williams) F(Con) - BLA; F(AEG) s F(ION) - Gre; F(Nap) - TYS (FAILED); F(ION) - Gre (FAILED); A(Ven) - Tri; A(Rom) - Ven; A(Gre) - Ser (FAILED); A(Sev) Stands\* (DISLODGED TO Arm)

**TURKEY** (Calum Macinnes) A(Rum) s A(Mos) - Sev; A(Mos) - Sev; F(BLA) - Ank; A(Ser) s A(Alb) (CUT); A(Tyr) s GERMAN A(Mun); A(StP) - Nwy (FAILED); A(Alb) Stands

**Autumn 1911 Adjustments:**

E: Tun, Mar, +Spa, +Nwy, Swe, Den, Hol, Bel, Por, Edi, Lon, Lpl, -StP = 12; Gains 1. Builds F(Lon).

G: Mun, Bre, Ber, Par, Kie -Spa = 5; Loses 1.

I: Nap, +Tri, Ven, Gre, Con, Rom, Bul, Smy, -Ank = 8; No change.

T: Rum, Sev, +Ank, Ser, +StP, War, Mos, Vie, Bud -Nwy, -Tri = 9; No change. 2 short!

**Wilfred:** The GEP was vetoed, 1 against.

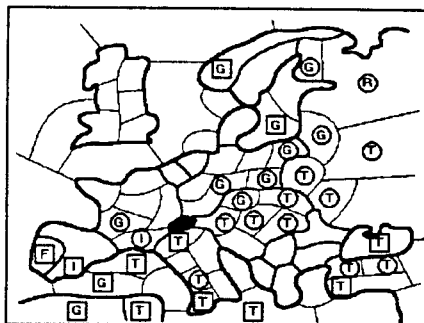
**Press:**

**Turkey-Germany:** Hello Munich!

**Australia-Brazil:** Liked the endgames. I appreciate that no one reads other games press but if there's an "R" in the month, you should believe your late gift!

**Fox:** The new "post-box" was in a stinking alley in the Kiel docklands area. After some difficulty, he found the faded "Deutschland Uber Alles!" poster and after lifting a flapping corner, felt in a cavity in the brick wall. Nothing! Blast! What should he do next? Which way? He decided to try the Ruhr district.... If he could get by the sullen police patrols.





1993DX XERXES (Autumn 1911)

France (Anarchy - JOHN TODD) F(Por) Stands

Germany (GRAHAM TUNNICLIFFE) A(Mun) s A(Ber) (MISORDER); A(Gas) s ITALIAN A(Mar); F(NAf) - Tun (FAILED); F(NTH) - Nwy; A(Nwy) - Fin; A(Gal) s A(Boh) (CUT, DISLODGED - DISBANDED NRO); A(Boh) s A(Gal) (CUT); F(WMS) s F(NAf) - Tun (CUT); A(Pru) - Lvn; A(Sil) s A(Gal); F(BAL) s A(Pru) - Lvn; A(Ber) - Pru

Italy (DAVE ALLEN - NMRI) A(Mar) Stands; F(Rom) Stands (DISLODGED - DISBANDED BY GM); F(Spa) sc Stands

Russia (Anarchy - BILLY STEPHEN) A(StP) Stands

Turkey (PATRICK FINGLASS) F(TYS) - Tun; F(ION) s F(TYS) - Tun; F(GoL) - WMS (FAILED); A(Apu) - Rom; F(Nap) s A(Apu) - Rom; F(Pie) - GoL (FAILED); A(Tyr) - Boh (FAILED); A(Rum) - Gal; A(Tri) - Bud; A(Vie) s A(Rum) - Gal; A(War) s A(Rum) - Gal; A(Ukr) s A(War); A(Mos) s A(War); F(BLA) Stands

**Autumn 1911 Adjustments:**

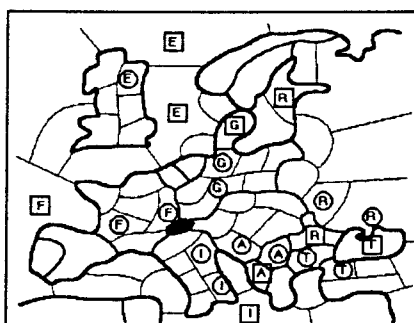
F: Por, Lon = 2; No change. 1 short.  
G: Mun, Nwy, Bel, Ber, Bre, Den, Edi, Hol, Kie, Lpl, Par, Sve = 12; No change. No build ordered, 1 short!  
I: Mar, Spa, -Nap, -Rom = 2; Loses 2.  
R: StP, -War = 1; Loses 1.  
T: Tun, +Rom, +Nap, Bud, Vie, +War, Mos, Ank, Bul, Con, Gre, Rum, Ser, Sev, Smy, Tri, Ven = 17; Gains 3. Builds A(Con), A(Ank), F(Smy).

**Wilfred:** The GEP was vetoed, 1 against. The 3-way draw is re-proposed, votes please, unanimity required, abstentions = YES this time and NMRs = YES.

**Press:**

**Germany-Turkey:** For your information, the Skegness Gambit is otherwise known as the London Cock-up!

**Germany-Italy:** Please write. I wouldn't want to throw the game away at this late stage...



1995?? VAN DER GRAAF GENERATOR (Spring 1901)

AUSTRIA-HUNGARY (Colin Smith) A(Vie) - Tri; A(Bud) - Ser; F(Tri) - Alb

ENGLAND (James Trotter) F(Lon) - NTH; A(Lpl) - Edi; F(Edi) - NWG

FRANCE (Jason Asker) F(Bre) - MAO; A(Mar) - Bur; A(Par) - Gas

GERMANY (Dave Thomas) F(Kie) - Den; A(Ber) - Kie; A(Mun) Stands

ITALY (Anthony Coogan) A(Ven) Stands; A(Rom) - Apu; F(Nap) - ION

RUSSIA (Paul McEwan) F(StP) sc - GoB; A(Mos) - Sev; A(War) - Ukr; F(Sev) - Rum

TURKEY (Andy Bassett) A(Con) - Bul; A(Smy) - Con; F(Ank) - BLA

**Wilfred:** Not a single stand-off!

**Press:**

**Con(Govt.):** Hope you all received letters from Majorca.

**Obvious Punster-Andy:** Takes all sorts to play this game.

**Someone, somewhere-Van der Graaf:** Just *who* do you think you are?

**Germany-Secret Friend:** How'd it go?

**Paul-Dave:** Can "blackmail" be adapted for postal play?

**France-All:** Thanks for all of your letters, I'm sure this will be an interesting game.

**UN Observer-Italy:** You've got no hope of winning this game.

**Paul-James:** I did consider the Moscow variation... honest... just not for long.

GUNBOAT STAB! UFO (Spring 1901)

AUSTRIA-HUNGARY (Anon 1) ???

ENGLAND (Paul Daniels) F(Lon) s F(Wal) - ENG; F(Wal) - ENG

FRANCE (Stephen Agar) F(Pic) - ENG (FAILED)

GERMANY (Anon 2) ???

ITALY (Il Duce) ???

RUSSIA (Anon 3) F(Sev) - BLA (FAILED)

TURKEY (Anon 4) F(Ank) - BLA (FAILED)

**Wilfred:** Remember to let me have a suitable pseudonym if you haven't already done so. Rules should be enclosed for everyone.

**Press:**

**Germany-All:** I'm new to this, so please give me a chance to get into it before killing me off. I will make a good ally for someone if you do.

**Paul Daniels-France:** I hope we have both resisted temptation.

**Turkey-Russia:** I hope we can avoid any unpleasantness and simply keep BLA a DMZ.

**Paul Daniels-All:** I wave my wand, and my units disappear - and that's magic.

**Paul Daniels-Germany:** Hope you've garrisoned Mun and Ruh.

**Turkey-Austria:** Austria gets stabbed enough in regular games, let alone stab variants. Do you like a real challenge or do you feel lucky?

**Paul Daniels-Russia:** I haven't forgotten you, I assume you are already in Norway.

DIPLOMACY II BEDLAM (Spring 1909)

England (IVAN WOODWARD) F(NAf) - Tun; F(WMS) s F(NAf) - Tun; F(GoL) - TYS (FAILED); F(GoB) s F(Swe); F(NTH) s F(Nwy) - SKA; F(Swe) s F(Nwy) - SKA; F(Bel) - Hol; A(Pic) s A(Bur); A(Bur) Stands; A(Pie) - Rom (FAILED); A(Pru) - War (FAILED); A(War) - Ukr (FAILED); A(StP) s A(Mos); A(Mos) s A(War) - Ukr (CUT); F(Nwy) - SKA

Germany (PAUL RIDOUT) F(BAL) - Ber; F(Den) Stands; A(Kie) s F(Den); A(Ruh) s A(Mun) - Bur; A(Mun) - Bur (FAILED); A(Sil) s F(BAL) - Ber; A(Ven) - Mil; A(Vie) s TURKISH A(Bud) - Gal

Turkey (DAVID APLIN) A(Sib) s A(Sev) - Mos; A(Sev) - Mos (FAILED); A(Rum) - Ukr (FAILED); A(Bud) - Gal; A(Bul) - Rum (FAILED); A(Ser) - Tri; A(Gre) - Alb; F(ADS) s A(Ser) - Tri; F(Tun) s F(TYS)\* (CUT, DISLODGED TO ION); F(TYS) s F(Tun) (CUT); F(Con) - AEG; A(Rom) Stands; F(Nap) s F(TYS)

**Wilfred:** I have an endgame proposal of a 3-way draw. Votes please, unanimity required, abstentions = NO, NMRs = YES.

1995DS TRAPEZE (Pre-Autumn 1901)

**Wilfred:** Unfortunately, I'm going to have to hold this game over for a few weeks, as Oscar's last **Spring Offensive** didn't arrive and he didn't realise it was out until a week before the deadline. Let's have an interim deadline of Saturday 4<sup>th</sup> November so you don't have to wait another 5 weeks. Orders on file from everyone but Oscar, all of which may of course be changed.



**DIPLOMACY II**  
**ITHACA (Autumn 1907)**

Austria-Hungary (John Boocock - NMR!)  
A(Mil) Stands; A(Ukr) Stands; A(Bud)  
Stands; A(Ser) Stands; F(Gre) Stands

England (John Etherington) A(Bre) - Par  
(FAILED); A(Nwy) - Fin; F(NTH) - Nwy;  
F(MAO) Stands; F(NAO) s F(MAO); F(ENG)  
s F(MAO)

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

Germany (Aidan Slattery) F(Lvn) - BAL;  
A(Mun) s A(Bel) - Bur; A(Pru) s A(War);  
A(Bel) - Bur; A(War) Stands; A(Kie) s  
A(Mun); A(Swe) s ENGLISH A(Nwy) - Fin

Italy (Dave Aplin) F(Spa).sc.: Spa.nc  
(MISORDER); A(Swi) Stands; A(Bur) - Par\*  
(FAILED, DISLODGED TO Pic); A(Mar) -  
Pie; F(NAf) - MAO (FAILED); A(Gal) - Vie;  
F(ION) - Gre (FAILED)

Russia (Jed Stone) No units!

Turkey (Allan Stagg) F(WMS) s ITALIAN  
F(NAf) - MAO; A(Rum) - Sev; F(Bul) ec -  
Rum; F(Con) - Bul sc; A(StP) s A(Mos);  
A(Sib) s A(StP); A(Mos) s A(StP); A(Alb) -  
Ser (FAILED)

**Autumn 1907 Adjustments:**

A: +Mil, Bud, Ser, Gre, Tri, -Vie = 5; No  
change.

E: Bre, Nwy, Edi, Ice, Lon, Lpl = 6; No  
change.

F: Por, Par = 2; No change.

G: Mun, +War, Kie, Swe, Bel, Ber, Den, Hol  
= 8; Gains 1. Builds A(Ber).

I: Spa, +Vie, Mar, Nap, Rom, Tun, -Mil, -War  
= 6; Loses 1. Removes F(ION).

R: -StP = 0; Loses 1.

T: Sev, Rum, Bul, +StP, Mos, Ank, Con, Egy,  
Smy = 9; Gains 1. No builds ordered, 1 short

**Press:**

**Turkey-Austria:** I think it was the silence  
that was the cause of your current difficulty.

**Turkey-Germany & England:** STP is the  
limit of my ambition. I have no interest at all in  
Scandinavia now that ABBA have split up.

**Italy-Wilfred:** New variant, but still the same  
old problems getting into MAO.

**Wilfred-Italy:** That's what you think...

**YOUNGSTOWN VI**  
**DRAGON (Autumn 1908)**

Austria(Graham Tunnicliffe) F(BLA) S  
A(Arm) S A(Snd)-Ira; A(Sev) S A(Snd)-Ira;  
F(EMS) C A(Bul)-Jor; A(Smy)-Syr; A(Syr)-  
Bag; A(Snd)-Ira; A(Ukr) S A(Sev); F(AEG) C  
A(Bul)-Jor; A(Lib)-Fez; A(Ser)-Gre

China(John Boocock) NMR! A(Afg); A(Ira)\*  
(DISLODGED - DISBANDES); F(GOS);  
F(MAL); F(EIO); A(Nej); A(Sib); A(Oms);  
A(Fin); A(Tur); F(Can); F(SCS)

England(Paul Ridout) F(Lpl) & F(IRI) S  
F(NWG)-NAO; F(NTH)-Nwy; F(ENG) S  
F(IRI); A(Swe)Std.;

France(Geoffrey Farrar) F(Mor)-MAO

Germany(Mike Collins) A(Par)-Pic; A(Bre)-  
Par; A(Gas) S F(Pic)-Bre; A(Lvn) S A(StP);

A(Mos) MS A(StP); A(Hol) S A(Bur)-Bel;  
F(BAL)-GoB; A(War) S A(Mos); F(Den)Std.

India(Ivan Woodward) F(ARA) S A(Del)-Snd;  
A(Mad)-Raj; F(SOM)Std.; F(PER) S A(Bag)  
S CHINESE A(Nej)-Jor; F(GOA)Std.;  
F(RED) & A(Fez) & A(Sud) S A(Jor)-Egy;

Italy(Andy Bassett) F(ION) S F(Pen) MS  
F(Egy)sc\* (DISLODGED - DISBANDES,  
NRO); A(Tun)-Sah; F(WMS) S F(GoL)-Spa  
sc; F(Alg) S FRENCH F(Mor); A(Spa)-Mar;

Japan(Chris Stone) F(CEL)Std.; F(Phi)Std.;  
F(SPO)-SPO(OBB); F(NPO(OBB)) & F(Ire)  
S F(MAO)-NAO; F(Por) & F(SAO) S  
F(SPO(OBB))-MAO; A(Fuj)Std.

**Winter 1908 Adjustments:**

A: Vie, Tri, Bud, Clu, Ser, Bul, Gre, Rum,  
Con, Ank, Smy, Sev, +Ira = 13. Builds  
A(Clu).

C: Can, Han, Pek, Vtm, For, Man, Ormo,  
Cam, Oms, Sai, -Ira, Snk = 11. No change.

E: Edi, Lpl, Lon, Nwy, -Ire, Swe = 5.

Removes F(Lpl).

F: Mor = 1. No change.

G: Kie, Ber, Pos, Den, Hol, Bel, Mun, Bre,  
War, Par, Mos, StP = 12. No change.

I: Del, Cal, Mad, Bma, Cey, Tha, Joh, Bag,  
Mog, Yem, Eth, +Egy = 12. Builds A(Mad).

It: Ven, Rom, Nap, Tun, Pen, Mar, -Egy, Spa  
= 7. No change.

J: Tok, Kyo, Osa, Phi, Kac, Vla, Kor, Bor,  
Jav, Por, +Ire = 11. Builds F(Tok).

**Wilfred:** The endgame proposal of a 6-way  
draw J/C/In/It/A/G, 7<sup>th</sup> E, 8<sup>th</sup> F was defeated  
3 yes, 5 abstentions = no. It is hereby  
reproposed. Votes please, unanimity  
required, abstentions = YES and NMRs =  
YES.

**Press:**

**Japan-England:** I did give you fair warning -  
last chance.

**CITY STATE I**  
**LIGHTHOUSE (Autumn 1305)**

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

GENOA (Andy Bassett) F(Pisa)-Lucca;  
A(Cuneo)-Genoa; A(Turin) S A(Alessandria)-  
Vercelli; F(Salerno)-Bari (NO COMMON  
COASTLINE);

MANTUA (Neil Kendrick) A(Lodi)\*  
[DISLODGED - DISBANDES, NRO] S  
A(Milano); A(Liguria) & A(Piacenza) &  
A(Milano)\* [DISLODGED - DISBANDES,  
NRO] S A(Alessandria)-Pavia (NO SUCH  
UNIT); A(Sondrio)-Como; A(Bologna)-Rimini;  
A(Mantova)-Verona; A(Modena) S  
A(Ferrara)-Bologna

FLORENCE (Anarchy ex-Fred Fall)  
A(Pistoia); A(Appenines); A(Tuscan Alps);  
A(Roma)

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

EMPEROR (John Boocock) A(Como) S  
DA(Pavia)-Lodi; DA(Novara)-Milano;  
DA(Padua)-Verona;

**Winter 1305 Adjustments:**

V: Ven(2), Aqu, Rim = 4. Builds A(Aquileia).  
G: Gen(2), Cor, Sre, Pis, Tur, +Luc, +Ver =  
8. Builds F(Corsica), 1 short!

Man: Par, Bre, Mtv, -Ver, Vic, Cre, Pia, -Lod,  
Bol, Pad, -Mil, +Mod = 9. Builds A(Bressica),  
A(Parma).

F: Pta, -Flo, Sie, -Luc, -Mod, Rom = 3. GM  
removes A(Appenines).

P: Spo, Per, Nap, Bar, Are, Vit, +Flo = 7.  
Builds A(Viterbo), A(Spoletto).

E: [12 off-board], Com, -Verc, Nov, +Mil,  
+Lod, +Vero = 17. Builds A(Germany).

**Wilfred:** Both draw proposals were rejected,  
3 against.

**Press:**

**Emperor-All (except Mantua):** Look, he's  
getting strong. Help me box his ears!

## DOWNFALL

**GM: Neil Kendrick, 63 Windmill Lane,  
Smethwick, Warley, W Midlands, B66 3ES**

**Turn: After Yule II**

**Miller No. ???**

**Dawrves:** (Mike Pollard): A(Crn)-RRu,  
A(Esg)-S A(Crn)-Blu, A(For)-Blu.

**Elves:** (Donald Scarr): F(Fld)-Stands,  
A(Rhu)-SDO, A(Lor)-And, A(NMi)-Crk.

**Gandalf:** (Jed Stone): R(-), Fe(-), Ga(-)

**Gondor:** (Colin Smith): A(Anf)-Dru, A(Leb)-  
Stt, A(And)-S A(Los)-Osg, A(Los)-Osg,  
Faramir(Los)-Osg

**Mordor:** (Mark Golby): A(Nur)-Eli, A(NRh)-  
Crn, A(ELi)-Oro, A(DGu)-And, 2A(Kha)-  
Stands, A(SRh)-NRh, 2A(Oro)-Udu, 2A(Stt)-  
S 2A(NIt)-Osg (SUPPORT CUT), Nazgul(-),  
Sauron(Gor)-MMo, 2A(NIt)-Osg

**Rohan:** (Bob Wills): A(HDe)-Gap, C(Fan)-  
Wol, C(EMe)-S C(Fan)-Wol, H(Eas)-St.

**Saruman:** (Steve Walton-Benoit): A(Ise)-  
Stands, A(GrW)-Min, A(KDm), Saruman(-),

**Umbar:** (Stephen Agar): A/F(SOU)-STANDS  
UNORDERED, A(Hrd)-Anf (ILLEGAL  
ORDER), A/F (BAY) C A (Hrd)-Anf (NSU!!),  
A(SGo)-Std.

**Builds:**

**Dwarves:** Home, + RRu, Esg, = 5. + A(Iro),  
A(Ere)

**Elves:** Home, + Fld = 5. + A(Ekh)

**Gandalf:** Home = 3 No Change

**Gondor:** Home, + Osg, Dru, And = 8. +  
A(Mtl), A(Lam), A(Leb)

**Mordor:** Home, + Udu, MMo, Kha = 14. +  
A(SRh), A(MMo), A(Nur)

**Rohan:** Home, + Wol = 5. + A(HDe)

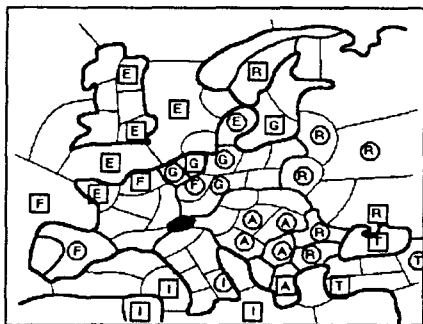
**Saruman:** Home, + Hol, Min = 6. + A(Dun),  
A(KDm)

**Umbar:** Home = 3. No Change

**Press:**

**Gandalf-Gondor:** Where in the WEST?  
The Hobbit is where I last put him!!

**Umbar(Govt.):** BUM! I forgot to change my  
provisional orders...



**1995DG SAILOR (Autumn 1902)**

**AUSTRIA-HUNGARY** (Steve Walton-Stein) A(Vie) - Tri; A(Bud) s A(Vie) - Tri; A(Ser) s RUSSIAN A(Rum) - Bul; F(Gre) s RUSSIAN A(Rum) - Bul

**ENGLAND** (Veronica Conboy) A(Den) Stands; F(NTH) s F(Lon) - ENG; F(ENG) - Bre; F(Lon) - ENG

**FRANCE** (Mark Scott) F(Bre) - Pic; F(MAO) - ENG (FAILED); A(Bur) - Ruh; A(Spa) Stands

**GERMANY** (Gihan Bandaranaike) A(Bel) s FRENCH F(Bre) - Pic; F(Hol) s A(Bel); F(BAL) c A(Kie) - Lvn; A(Mun) - Sil (FAILED); A(Kie) - Lvn (FAILED)

**ITALY** (Jimmy Cowie) F(ION) - AEG (FAILED); F(Tun) - ION (FAILED); A(Alb) s AUSTRIAN A(Ser); A(Apu) Stands; F(TYS) Stands

**RUSSIA** (Andrew Clawson) F(Sev) - BLA (FAILED); A(Rum) - Bul; A(Ukr) - Rum; F(Swe) s ENGLISH A(Den); A(War) - Sil (FAILED); A(Lvn) Stands

**TURKEY** (Mark Golby) A(Bul) s AUSTRIAN F(Gre) (CUT, DISLODGED - DISBANDS); F(BLA) c A(Con) - Arm; F(Smy) - AEG (FAILED); A(Con) - Arm

**Autumn 1902 Adjustments:**

- A: +Tri, Bud, Ser, Gre, Vie = 5; Gains 1. Builds A(Vie).
- E: +Den, +Bre, Nwy, Edi, Lon, Lpl = 6; Gains 2. Builds F(Lon), F(Edi).
- F: +Spa, Mar, Por, Par, -Bre = 4; No change.
- G: +Bel, Hol, Mun, Kie, Ber -Den = 5; No change.
- I: Tun, Ven, Nap, Rom, -Tri = 4; Loses 1. Removes A(Alb).
- R: Sev, +Bul, Rum, Swe, War, Mos, StP = 7; Gains 1. Builds A(Mos).
- T: Smy, Con, Ank -Bul = 3; Loses 1.

**Press:**

- Russia-Green Meany:** Run out of second class stamps?
- Claudsonavic-Lon:** Good luck.
- Bill Wyman-Pretty Young Thing:** Will you marry me?
- Black Pig-Gibbön Bändyreich:** What the hell is SPQR?
- Cleitus(Govt.)-Nick Kinzett:** You're a crap goalie.

**Nick Kinzett (Govt.) - "Nick Kinzett":** It's not that I mind any old Thomas, Richard or Harold using my name as a Press pseudonym (although I do); but if you must do so then at least try to make it more plausible. Anyone with even a passing knowledge of my written style would know that under no circumstances would I tell anyone in cold print to "fuck off" - not in those precise words, as opposed to this present piece to you). Nor would I employ the dubious epithet "baldy" to a fellow human being, however tonsorially challenged. Least of all would I use either phrase when writing of or to someone passing under the name of my oldest friend. Happily, our noble editor made it reasonably clear that your piece was pseudonymous by adding "Govt" to mine; for which I thank him, not least for highlighting an anomaly or three in the generally absurd "Government" convention for genuine Press. And you can count yourself fortunate that Stephen is such an obliging GM. Now had you submitted an analogous piece to me I would have terminated it, together with your character, with extreme prejudice, then laughed scornfully at any subsequent beatings. Yours with distaste, the genuine Nick K.

**To the Loveable Eccentric:** Of course, if you buy me a drink when we meet, all will be forgiven.

**Kaiser-Friends:** "We must all hang together or assuredly we shall all hang separately." (B. Franklin)

**Turkey(Govt.)-All:** My, isn't this interesting!?

	SB	NC	PC	BE	PF	MH	KQ NMR!	AS	CS	MS	SW	Total s	\$ Value
<b>Cr (Before)</b>	0	1379	33	350	0	205	250	1895	200	0	200	4512	1.06
<b>C (Trade)r</b>	0	581	-33	0	0	-200	0	0	-100	0	-200	48	-
<b>Cr (After)</b>	0	1960	0	350	0	5	250	1895	100	0	0	4560	1.06
<b>£ (Before)</b>	0	400	33	400	497	600	400	0	200	266	400	3196	0.87
<b>£ (Trade)</b>	0	-200	-33	0	0	201	0	273	+702	-200	-200	-159	-1
<b>£ (After)</b>	0	200	0	400	497	801	400	273	902	66	200	3739	0.86
<b>Fr (Before)</b>	0	600	2693	200	809	662	885	0	200	1253	0	7302	1.26
<b>Fr (Trade)</b>	0	-200	-200	362	-200	-200	0	0	0	477	0	39	-
<b>Fr (After)</b>	0	400	2493	562	609	462	885	0	200	1730	0	7341	1.26
<b>Mk (Before)</b>	2143	0	35	700	400	400	125	300	1283	400	870	6656	1.19
<b>Mk (Trade)</b>	159	0	-35	0	211	-200	0	-200	-200	-200	628	163	1
<b>Mk (After)</b>	2302	0	0	700	611	200	125	100	1083	200	1498	6819	1.20
<b>Li (Before)</b>	0	114	33	0	457	200	250	600	200	0	619	2473	0.80
<b>Li (Trade)</b>	0	0	-33	0	0	202	0	0	0	0	-200	-31	-
<b>Li (After)</b>	0	114	0	0	457	402	250	600	200	0	419	2442	0.80
<b>Ro (Before)</b>	400	600	33	945	200	398	400	0	200	334	400	3910	0.95
<b>Ro (Trade)</b>	-200	-200	-33	-200	0	201	0	0	-100	-200	-200	-932	-9
<b>Ro (After)</b>	200	400	0	745	200	599	400	0	100	134	200	2978	0.86
<b>Pi (Before)</b>	0	0	33	200	450	392	800	256	600	0	200	2931	0.86
<b>Pi (Trade)</b>	0	0	482	-200	0	203	0	0	-200	0	-200	85	-
<b>Pi (After)</b>	0	0	515	0	450	595	800	256	400	0	200	3216	0.86

**The Troubleshooters**

Steve Bibby TS(Tyr)-Vie (-1%) = Mk 15,254 = Cr 17,268 invested in 4 units = Cr 4,317 per unit x 5 = Cr 21,585 (\$22,880)

Nic Chilton TS (Gal)-War (-1%) = Cr 14,548 = Ro 17,931 invested in 6 units = Ro 2,988 per unit x 7 = Ro 20,916 (\$17,978)

Paul Cockayne TS(Con) Pi 21,385 invested in 4 units = Pi 5,346 per unit x 3 = Pi 16,038 (\$13,792)

Bill Eaton TS(Tri) Cr 14,824 invested in 4 units = Cr 3,706 per unit x 5 = Cr 18,530 (\$19,641)

Patrick Finglass TS(Par) Fr 15,372 invested in 4 units = Fr 3,843 per unit x 4 = Fr 15,372 (\$19,368)

Mick Haytack TS(Mar) Fr 15,528 invested in 4 units = Fr 3,882 per unit x 4 = Fr 15,528 (\$19,565)

Kieron Quirke TS(Par) Fr 11,664 invested in 4 units = Fr 2,916 per unit x 4 = Fr 11,664 (\$14,696)

Colin Smith TS(Mun) Mk 15,565 invested in 5 units = Mk 3,113 per unit x 5 = Fr 15,565 (\$19,611)

Alan Stagg TS(Vie) Cr 14,848 invested in 4 units = Cr 3,712 per unit x 5 = Cr 18,560 (\$19,673)

Mark Stretch TS(Mar) Fr15,528 invested in 4 units = Fr 3,882 per unit x 4 = Fr 15,528 (\$19,565)

Steve Watts TS(Mun) Mk 13,840 invested in 5 units = Mk 2,768 per unit x 5 = Mk 13,840 (\$16,608)

**Wilfred:** Some of you tried to move your Troubleshooter from a supply centre of one Power to a supply centre of another power this move - which is not permitted under the rules. A TS can only leave a supply centre in the autumn. Note also that I missed off Paul Cockayne's TS move to Constantinople last season, which should give you all a laugh.

## The Games

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## Changes of Addresses

Peter Berlin to c/o International Herald Tribune, 181 Avenue Charles de Gaulle, 92521, Neuilly-sur-Seine, France. Tel. 00331-41-43-9300.  
 Sandra Bond, to 10 Hawksworth Close, Grove, Wantage, Oxon, OX12 0NU.  
 Stewart Cross has moved to 8 Ambler Road, London, N4 2QU. Tel. 0171-359-0107  
 Chris Hardy, 76 Forsythe Road, Jesmond, Newcastle upon Tyne, NE2 3DA  
 Rosie Sexton to 29 Blue Boar Court, Trinity College, Cambridge, CB2 1TQ (term time only)  
 Stewart Whyte has moved to 24 Cherrybank Gardens, Union Glen, Aberdeen, AB1 2FJ.

## Waiting Lists

**Regular Diplomacy.** GM: Stephen Agar. Game X2. John Boocock (?), Paul Ridout, 5 wanted.

**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. Gamestart enclosed on flyer.

**Machiavelli.** GM: Colin Smith. Ian Coleman, Gihan Bandaranaike, Mike Pollard, Calum Macinnes, Patrick Finglass (?), Donald Scarr (?), John Boocock (?), Aidan Slattery. Colin will be in touch with a provisional gamestart.

**Colonial Diplomacy.** GM: Shaun Derrick. Peter Berlin, John Boocock (?), Chris Stone, Calum Macinnes, Pete Duxon, 2 needed.

**Railway Rivals.** GM: Steve Watts. John Boocock, Jason Asker (Not USA). Apply with preferences for a map to Steve or me.

**Sopwith.** GM: Tom Tweedy. Next game: John Boocock, Donald Scarr - 4 wanted. Maps and rules supplied at Gamestart.

**History of the World.** GM: Gihan Bandaranaike. Rules in issue 36. Graham Smith, Mark Scott, Brad Martin, Aidan Slattery, Paul Hunter, Paul Ridout - only 1 more needed! (Rules and maps will be supplied).

## Sin Bin

The following players have Yellow Cards for submitting late orders:

Aidan Slattery (No.33 - 3 days late).  
 Jonathan Barber (No.33 - 3 days late).  
 Mark Walker (No.33 - 3 days late).  
 James Emony (No.34 - 3 days late).  
 Gerwyn Michael (No.34 - 3 days late).  
 Keiron Quirke (No.35 - 4 days late).  
 Bill Eaton (No.36 - 1 day late).  
 Veronica Conboy (No.37 - 2 days late).  
 Andrew Lane (No.37 - 3 days late).  
 Andrew Feather (No.38 - 2 days late).  
 Patrick Finglass (No.38 - 2 days late).  
 John Etherington (No.38 - 5 days late).  
 Phil Rutter (No.38 - 5 days late).

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

## Odds and Ends

So, another issue bites the dust - but there's still so much to do. Contributions for Diplomacy World, a National Diplomacy Championship mailing to all those who've taken part, the MidCon music quiz to organise, the convention booklet for MidCon to put together... roll on Christmas!

And to cap it all I'm 35 today. That's half way to the proverbial three score years and ten. Scary. Does that count as middle aged?

36,994 words this time or about a third of a respectable novel.

**MAIN DEADLINE**  
**SATURDAY**  
**18<sup>th</sup> NOVEMBER**  
**1995**

**External GMs: Sat. 11h**  
**November 1995.**

## Gamestart

### Diplomacy- Wizzard

**AUSTRIA:** Richard Scholefield, 54 Cotingham Grove, Bletchley, Milton Keynes, MK3 5AX

**ENGLAND:** Bob Kendrick, 35 Martingale Close, Silverdale Park, Walsall, West Midlands, WS5 4QB

**FRANCE:** Peter Dunnett, 328 Old Road, Clacton-on-Sea, CO15 3NU,

**GERMANY:** Steve Bibby, 10 Cronton Park Avenue, Widnes, Cheshire, WA8 9DJ

**ITALY:** Allan Stagg, 32 Chepstow Drive, Bletchley, Milton Keynes, Bucks., MK3 5NB

**RUSSIA:** Rob Walk, 13 Portal Close, West Norwood, London, SE27 0BN

**TURKEY:** David Harris, 17 Meadow Lane, Lindfield, West Sussex, RH16 2RJ

If possible please include some conditional orders for Autumn 1901 with your Spring 1901 orders (just in case you fall under the proverbial bus). House rules should be enclosed.

## Your Subscription

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

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

A top up would be nice...

THIS IS THAT NEW CEREAL YOU'VE SEEN ON TV WHERE EVERYONE SINGS AND DANCES WHEN THEY EAT IT AND THEN THE ROOF POPS OFF AND THEY FLY THROUGH SPACE WITH EUPHORIC EXPRESSIONS ON THEIR FACES... DIG IN.



Breakfast at Florence Road