

CLIFF

NUMBER TWO
February 1976

Published by Paul Willey
Escultor Jose Capuz 15, Perta 34
Valencia-6, Spain. Telephone
(010 34 63) 333 49 30

Eccles is completely free of charge to all players and standbys (standbies?), and is available at a vastly inflated price to anyone else who is fool enough to want it. Since postmen are so terribly overpaid, I have to ask you for the cost of mailing, which will normally be 10p unless the rate of exchange goes down even further, so could you please add a further 10p to my credit, and here is your copy, complete with typing errors.

Well, here we are, number two already. I'm beginning to feel like a well-seasoned publisher. I apologise, by the way, for the scrappy look of page one of the last issue. I thought I'd been extremely clever by typing the whole thing and just leaving a space for your names and addresses, but each sheet slipped on the other typewriter with the result that none of you are sure which planet you're playing! Ah well, such is publishing. But I must say I'm enjoying producing a zine - which follows, of course from Piggott's First Law of Postal Diplomacy (See Ad Nauseam, Issue 3, advt.) and this issue will probably come out at two pages. Two pages? (I hear you cry) How is he going to fill up two pages with only one game going? And a game with only five players to write masses of press (Huh!) Well below this load of garbage which I dignify with the title of Editorial (although I don't have the gall to head it such), you will find a little novelty item, and below that you will find a competition - for which there are no prizes except the ego boost of seeing your name in next month's issue as being clever enough to solve it. On second thoughts, I will give you a prize: I'll pay for the postage of your next issue. (Big deal!)

HAVE YOU GOT THE RIGHT WIFE?

If you are married, you can, with the aid of this item, find out the name of your wife (although I would expect you to know it already) so let's hope it's the right one. If, lucky man, you are still a bachelor, it will tell you the name of your future wife. Okay, get out your calculators, or a pencil and paper, and take it away!

1. Write down the number corresponding to the month of your birth from this table:
January 90; February 80; March 70; April 60; May 50; June 60;
July 70; August 80; September 90; October 80; November 70; December 60.

2. Add the number corresponding to your favourite dish from the following table:
Steak and onions 8; fish and chips 7; Ham and eggs 6; tripe and onions 5;
sausage and mash 4; salmon and cucumber 3; none of these 9.

3. If you have ever been to Spain, subtract three. If not, subtract two. If you think it's a waste of time, subtract one.

4. Multiply the previous answer by ten, and, if you want to know the name of your future wife, add three; add two for your present wife; or add one for your previous wife (if any).

5. Reverse the order of the figures and subtract the number from the original total. (i.e. If the number was 521, it becomes 125 on reversing, which on subtracting from the original, leaves 396.)

6. Reverse the answer and add the result to the number before reversing.

7. If you have a title, add 52,205,197. If not, add 423,571.

8. Look up the number corresponding to the first letter of your surname in the table which follows, and write it on the right hand side of the previous answer. If, for example, your name were Smith and the previous answer were 123,456, you would place the two figures corresponding to S (60) on the right, giving you 12,345,660.

(Table overleaf.)

A 20; D 62; G 64; J 80; M 42; P 82; S 60; V 84; Y 86;
 B 40; E 22; H 68; K 54; N 66; Q 90; T 44; W 58; Z 56.
 C 48; F 50; I 24; L 52; O 26; R 46; U 26; X 58;

9. Repeat this with the next letter of your name and continue for all the letters, in order, of your surname.

10. Halve the answer.

11. Divide the answer into groups of two figures. Then each group will represent a letter of your wife's name when referred to the next table. Thus, if the answer is 21.10.23.43., your wife's name will be Mary.

10 A; 13 O; 21 B; 24 C; 27 K; 30 S; 33 N; 41 P; 44 W;
 11 E; 14 U; 22 T; 25 F; 28 Z; 31 D; 34 H; 42 V; 45 Q.
 12 I; 20 B; 23 R; 26 L; 29 X; 32 G; 40 J; 43 Y;

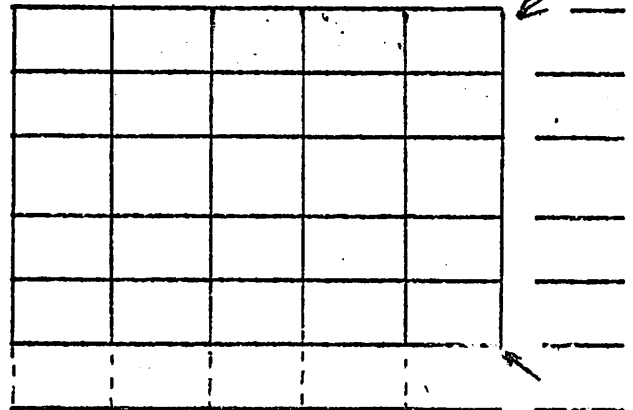
.. .. .

Competition I've dealt out thirty cards at random, and I want you to arrange them into five poker hands - or rather into 27 poker hands, because they count in both orthogonal directions and the two diagonals. You have to arrange them in a frame LIKE THE ONE AT THE SIDE OF THE PAGE

(or you can, of course, cut this one out) and give yourself points as follows:

Straight flush 16
 straight 12
 poker (4 of a kind) 10
 full house (pair and a pair) 8
 flush 4
 pair (3 of a kind) 3
 pairs (two) 2
 pair 1

NB These scores are not in the same order as the actual values of poker hands.



As you have obviously realized, you must discard five of them, but these are the cards:

The prize will be free postage of the next issue and if there is a tie (with a different arrangements of the cards)

I shall break it by awarding either the most unique arrangement; or, if that does not break the tie, then all players with the highest score will receive a prize. (Such beneficence!) And did you spot my deliberate mistake? It's only 12 hands, and not 27!

.. .. .

I've also decided to run two games of postal Mastermind. One will be standard Mastermind, using a combination of the letters A, B, C, D, E, and F, in four spaces. The other will be Mastermind de luxe using a combination of the letters G, H, I, J, K, L, M, and N in five spaces. Each game will cost you 5p, and the winner of each will get all the cash. So, if you want to take part, send in your first guess or guesses with your orders, and deduct the requisite sum (5p or 10p) from my credit - No, don't do that - ADD it to my credit.

.. .. .

Thought for the day

Jesus came upon a crowd of people about to stone to death a woman who had been taken in adultery, and he spake unto the multitude, saying "Let he that is without sin cast the first stone." And the crowd began to disperse except for a little old woman who came forward and hurled an enormous rock at the sinful woman, catching her in the centre of her forehead. And Jesus saith "Sometimes you really get on my tits, mother!"

And so we get to the *raison d'être*, the game. The first thing I must tell you is that I've decided to make the deadline five weeks. This should, after allowing a week for your orders to get to me, and a week for the zine to get to you, leave three weeks diploming time. Dave wanted me to make it six, but I decided that this would slow it down too much. There is still enough time for two letters between he and a correspondent each way, because he does not need to post his orders until two or three days before the deadline. The rest of you, however, need to leave SEVEN FULL DAYS FOR YOUR ORDERS TO ARRIVE, and, if you want to be certain, more. It once took an airmail letter 14 days to get here. Today is the 24th, the day after the deadline, and I still have only three sets of orders. My flatmate has given me standby orders for everyone, and unless I receive the outstanding orders by the time this evening's post comes, at 7.00.p.m., I shall use these. Well, done, Dave, yours arrived early.

And, speaking of Dave, he's arrived safely in Cordoba, and found somewhere to live, namely:-

Julio Romero de Torres, 9,
Cordoba, Spain.

The next thing I want to say is that I received a very nice letter from Steve, who, due to commitments on his time, declined to be a stand-by. (I'm going to ask Steve Pratt if he would do so, having been introduced to his excellent zine by Dave's departure to sunnier climes.) The eating machine's criticisms were very good, and, judging by Andy's orders, well-founded. He said that the missile rules were a glitch - by which I assume he means difficult to follow. To Andy, I can only apologise, and here follows the recommended changes which Steve offered:-

Rule 4. Missiles Missiles exist for two moves only. They are "programmed" by the ordering player and may not be re-ordered once they have been launched. A player in space A on move 1 launches missile Alpha to space B in that move. On the following move the missile moves from space B to space C and explodes. The area in which detonation occurs is completely irradiated and uninhabitable for nine moves. Units retreating into that area while "radioactive" are completely destroyed.

The number of missiles is equal to the number of home supply centres. Whoever owns a home supply centre receives one missile. If one power captures another power's home supply centre, then a transfer of missile takes place. (If the defeated power has no missiles left, of course, then no transfer can take place.) Transfer of missiles can take place only once for any given supply centre.

Defensive firing of missiles involves a paradox, in that any power ~~may~~ which has a unit and missiles left may fire a missile into the area into which an offensive missile has been launched. The offensive and defensive missiles both explode in the area in which the offensive missile is. The offensive missile does not make the second part of its journey, which is equivalent to moving en passant in chess.

Earth's two supply centres can each fire any number of missiles, irrespective of who owns them. *In other words Earth has 2 (shipboard) missiles & a home supply centre missiles at the beginning of the game.*

That's the end of the direct quote, but Steve further suggests that the destruction of a missile on a captured home base is not consistent with the fact that all of the missiles allocated to one power can be fired, if desired by the same fleet. I take his point. The above rules (which are the same as mine, but more clearly stated) take the place of paragraphs 1, 3, and 4 of rule 4, which are now deleted.

The paragraphs with the following openings and endings remain:-
"Missiles may move into areas already occupied immediatly annihilated."
"To exemplify the use of missiles unit in MU is then annihilated."
"It is obviously necessary for game masters to keep a running tally missiles."
"If the area of detonation becomes the new owner."
"It should be noted thatplayer's own units."

The only thing which has changed, then, is that if you lose a home supply centre, the occupying power still receives an extra missile, even if his unit is destroyed.

Eccles Issue 2 Page 4 (If this keeps up I shall have to start charging!)

What it all boils down to, Andy, is that units on Nor and Sou cannot launch missiles at GAM or DEL, because the target area needs to be two spaces away, and not one. If, for instance, you had wanted to attack DEV and ZET, your orders would be written:

H (Nor) L (ZET)
H (Sou) L (DEV)
M (Nor) - ~~XXX~~ DEL
M (Sou) - ~~XXX~~ GAM

If you look at the example of orders on page 4 of the rules, you will see what I mean. Nevertheless, I am profusely sorry that you did not follow my convoluted English, and I hope Steve (Jaws) Doubleday's is more comprehensible.

Before proceeding to what actually happened, then:

First post (12 noon, GMT) FRIDAY 27th FEBRUARY

And, next time, I shall "go to press" on deadline day even if the standby is playing against himself!

The first list I shall give at the beginning of each set of moves is the position of the planets, giving the orbit sectors which are divided by the planet. Because of possible ambiguity in the case of Jupiter, I will give the anticlockwise number first, so Jupiter 2/1 means that Gan intersects RHO and PI, while Jupiter 1/2 means that Gan intersects OMI and VOJ. Get it? Got it? Good! So now it's...

PT762 (and that's official!) Year 3010 SOLAR SYSTEM MOBILISES!

Earth (Andy the Trojan) H(Sou)_L_(GAM); H(Nor)_L_(DEL)

Mars (Ross de Cordoba) F(Mar)-MU; F(Phs)-CSO; F(Dei)-LAM;

Jupiter (Uriah Kitchener) F(Gan)-RHO; F(Io)-AST; F(Eur)-XI; F(Cal)-J02;

Saturn (The Misteimer Vulture) NMR!

(Dennison) F(Min)-CHI; F(Tan)-PHI; F(Tet)-OMI; F(Rhe)-S03; F(Iap)-S01;

Uranus (Colonel Blimp) NMR!

(Dennison) F(Ari)-U08; F(Ura)S F(Obe)-DOU; F(Obe)-DOU; F(Tia)-PSI; F(Mir)-U01;
F(Umb)-INN:

You rotten lot! Two NMR's in the first move. And I thought pubbers would be reliable! Please send some orders for next time. A couple of reminders: first, before working out your moves, don't forget to move all the planets. Secondly, don't forget to send build orders next time.

PRESS

Earth - Jupiter & Saturn What the hell do you mean, see you on Earth? I know you two bums are confident but you don't have to advertise who you plan to invade in Uriah's Heap.

The Office of the President of the World, Ambassador to the Five Planets, and War Chief ((my error)) Extraordinaire The President shifted at his aide. "So they won't listen, eh? Talks have broken down have they?" His aide nodded. "Yep, they have." "This means war, Charles, you realise that?" "I do. And they have got more ships than us." The President was silent. "But we," he said ponderously, "have got Hycer-drive!" "And a hell of a lot of good that will do us," said Charles excitedly. The President frowned at him. "That's true, they know we've got it and they will be after us like a Venusian Dragon! Who are our friends?" Charles shook his head. "What," said the President, "no-one?" Charles shook his head. The President gulped. From the Xenophobes, Outer Space to all the Solar System Our galactic agent, Paul Willey 2 ((sent to Spain so that he wouldn't give himself away to those who knew Paul Willey 1)) has fomented this war between you just to pave the way to our interstellar invasion. So get fighting!

Final words: I want to start a second game next time. Silence means you approve. I'd also like to start some ID games, so send preference lists of countries and opponents.

So it's goodnight from me (PW1) and it's goodnight from him (PW2). Tata!

ENIGMA

S U P P L E M E N T
 S U P P L E M E N T
 S U P P L E M E N T

Number Two A. Supplement to February Issue. Published by Paul Willey, Escultor Jose Capuz 15, Puerta 34, Valencia-6, Spain. Telephone (010 34 63)* 333 49 30.

I received a letter from Martin tonight (posted on Thursday evening, so the postmen really got their fingers out, for a change - It's Monday, today!) He said he'd tried to ring me three times on Thursday, and since I gave my telephone number, it would be unfair to NMR him. The puzzling thing is that I was in all day on Thursday. It was a fiesta here in Valencia, the day of San Vicente, the patron saint of the city, so we had the day off. I went out in the evening, but there was someone at home until 7.30 all day. I wonder whether I gave you the correct international dialling code? The one I gave is the one above* but if you decide to ring me, CHECK IT WITH YOUR DIALLING CODES LIST or speak to International enquiries.

Here, then, are the actual moves for the first season:-

PT 762 Year 3010 SOLAR SYSTEM MOBILISES! (Except Earth!)

EARTH (Andy the Trojan) H(Sou)_L (GAM), H(Nor)_L (DEL)_

MARS (Ross de Cordoba) F(Mar)-MU, F(Phs)-CSO, D(Dei)-LAM

JUPITER (Uriah Kitchener) F(Gan)-RHO, F(Io)-AST, F(Eur)-XI, F(Cal)-JO2

SATURN (The Misteimer Vulture) NMR (still!)

Standby moves F(Min)-CHI, F(Tan)-PHI, F(Tet)-DMI, F(Rhe)-SO3, F(Iap)-SD1

URANUS (Colonel Blimp) F(Ura)-INN, F(Tia)-SAV, F(Obc)-PSI, F(Mir)-U02, F(Ari)-U01,
F(Umb) stand.

QueXX horrible! Pablo has erred! I discovered that on your maps, U01 is called U09, and therefore Martin has made his moves with his planet in the wrong place. This was even more of a boo-boo than my rules about missiles. At least the information was there if it could be sorted out, but Martin was quite within his rights to give his moves as he did, because he was following the rules as they were written. After a careful study of the situation I'm fairly sure that it makes no practical difference provided the unit in SAV does not move inwards or into GAG or OME next move. Get that, Martin? If you order F(SAV)-S02, GAG or OME next time, I shall disallow it, since Saturn could genuinely claim that you had had an unfair advantage. If you wish to play it from DOU, I will allow that, because that is where it could have been, or you can play it from SAV with any but the restrictions I have imposed. I hope you will all accept that as fair. Once again, I apologise to all concerned. Next time, however, URANUS WILL NOT MOVE, which will get us back on to the right footing.

I've realised, by the way, that in neither the original issue, nor this supplement did I follow my intentions of giving the planetary positions. I will do so now. Before the moves, they are: Jup2/1, Sat3/1, Ura8/1, Nep16/1, Plu24/1. After the moves, they are: Jup1/2, Sat1/2, Ura1/2, Nep1/2, Plu1/2. Don't forget, everyone, to change your maps so that U09 becomes U01!

More press:

Uranus calling I'm a little lonely out here boys. Can I come in there and play with you?

Sirius ((that's me)) Do I hear a call telling you to stay out there and play with yourself?

Uranus If any planet had a football team, could the supporters shout "Come on, up yer anus"?

Uranus again Who's playing Russia and where is A Rome? ((You may well ask!))

Uranus yet again What the flick is going on? ((The expletive is open to another reading, since the L and the I were of same height, and the I lacked a dot. I know Martin's much too genteel to use that kind of language ~~XXXXXXXXXX~~ though.))

Sirius Don't forget the 2nd Ecliptic game, and the ID. See back page of zine. TTFN.