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ETHIL THE FROG

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ISSUE NUMBER 5

22nd April, 1972

Edited, as usual, by John Piggott, Jesus College, Cambridge CB5 8BL, England, and duplicated by Ian Maule, world-renowned importer of coals. Subscriptions are 50p for ten issues. No game fee is levied for a player's first game; however, playing in more than one game renders the victim liable to a charge of 25p. per extra game. Isn't that wonderful? We also trade... This is Tapeworm Publication No. 7.

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'C' Game starts!

Hard on the heels of Abstraction (for which see later) we're very pleased to announce the start of ETHIL's second regular Diplomacy game. The draw for countries is as follows:

- ENGLAND - Irene Taylor / 3 Wolsey Rd / Westlea / Seaham / Co. Durham / SR7 8JF
- GERMANY - Ian Maule / 59 Windsor Terrace / South Gosforth / Newcastle-on-Tyne / NE3 1YL.
- RUSSIA - Bruce Davidson / 13 Yelverton Ave / Weeping Cross / Stafford.
- TURKEY - Graham Jeffery / 8 Rusholme Road / London SW15 3JZ.
- AUSTRIA - Mick Christianson / 117 Albert Ave / Prestwich / Lancs.
- ITALY - Martin Davis / 16 Cross St / Eastfield / Ryde / I.o.W.
- FRANCE - Harry Bell / 9 Eskdale Gdns / Lyndhurst Estate / Low Fell / Gateshead / Co. Durham / NE9 6NS.

Will those playing in 'C' who are also in 'A' or 'B' please remit 25p if they have not already done so? Thanks. Enjoy the game.

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'A' Game - Autumn 1902 - (1972K)

**ENGLAND:** The country is now in a state of confusion, as more towns and cities up and down the country fall to the workers' party. In a desperate bid to quell the fighting, the Norwegian Sea fleet has been recalled to retain Edinburgh. The Yorkshire army has been ordered to the capital in an attempt to save the country from ruination and downfall. It is feared, though, that they are losing and that London will soon fall to the peasants and workers, and that the country may turn to communism!

The North Sea fleet has been taken over by mutineers, and the government can no longer take responsibility for its actions. It is feared the fleet may be under the influence of another communist power, and follow its orders to the letter. In a communication from the fleet, timed shortly after the mutineers had taken over, it was stated that the mutiny had been partially brought about by continuing orders to attack the peaceful Russian Trade Mission to Norway. All such attacks had now stopped, went on the statement, and it was hoped that the Mission might soon visit England.

**RUSSIA:** Following England's futile campaign to instil a national hatred against the Russian people, and others, it was decided to show the hopeless King Phil just what he was up against. Russian aircraft ((in 1902?? -jcp)) have therefore been spreading miscellaneous propaganda literature from the air over the entire British nation, non-stop for the past two months. The mass of paper, all, of course, containing trustworthy information praising Russia and her allies, coupled with the "dirty-jobs" strike, started by a Russian loyalist, has created an even worse chaos among the British populace.

News from the home front:

Davidskisonov came second (out of two) in the WTC. The winner was an anonymous entry.

Angry crowds stormed and burned to the ground the Turkish embassy in Moscow following the stoning of a Russian soldier in Armenia. The Turks claim it was a landslide. However, police, armed with ~~riot~~ riot weapons, were unable to save the beautifully old ~~Georgian~~ Georgian mansion from destruction.

ENGLAND (Jones): A Yor-Lon; F Nrg-Edi; F Nth-Hel.

GERMANY (Davidson): A Mun-Bur S by A Bel; A Ruh S A Bel; F Den-Nth S by F Hol.

RUSSIA (Jeffery): A StP-Nwy S by F Swe; A Mos-Lvn; A Arm-Ank; A Sev S F Rum; F Rum S (Austrian) Ser-Bul.

TURKEY (Feintuck): No orders received! A Bul, A Con, F Smy and F Bla all stand.

AUSTRIA (Robertson): A Ser-Bul S by F Gre; A Alb-Ser S by A Bud; A Tri stands.

ITALY (Maule): No orders received. F WMS, F TyS, A Pie and A Ven all stand.

FRANCE (Christianson): No orders received! F Mar, F MAO, A Par, A Pic and A Spa all stand.

Retreat: Turkish army in Bulgaria is annihilated.

- England.... 3 bases: Lon, Lpl, Edi. No change.
- Germany.... 6 bases: Mun, Den, Kie, Ber, Hol, Bel. Build F Kie.
- Russia..... 8 bases: StP, Mos, War, ~~Sev~~, Nwy, Swe, Rum, Ank. Build F StP(N) and A Mos.
- Turkey..... 2 bases: Con, Smy. GM removes F Bla.
- Austria.... 6 bases: Tri, Vie, Bu'd, Ser, Gre, Bul. Build A Vie.
- Italy..... 4 bases: Ven, Rom, Nap, Tun. No change.
- France..... 5 bases: Bre, Par, Mar, Spa, Por. No change.

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Well, here it is Saturday and still three people haven't sent me their orders. For once I'm going to be tough and not wait any longer, in the (perhaps vain) hope that at some stage in the future these guys will learn the error of their evil ways and become punctual. I delayed the adjudication by one day in order to allow for any delay caused by the train strike, but I received nothing at all today.

Once again, please try to get your orders in on time. There's little point in playing a game if you ain't gonna play, if you see what I mean. And I doubt if the other players will gain much satisfaction if the only way they can do well is by having everyone else drop out. Phil, Andy, Graham and Peter -- my apologies are due to you for inadvertently placing you in a game with such opponents.

The next deadline is Thursday, May 11, 1972. If you think you'll forget when the time comes, then send your moves in early. I won't lose them, and if you change your plans you can always alter your orders until the deadline.

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Waiting Lists

- Regular: Phil Jones.
- Abstraction (well, why not?): Phil Jones.
- Twin-Earth: Graham Jeffery, Phil Jones.

'B' Game (Abstraction) - June 1914

First off, a few bits and pieces which ought to have been included last issue, but weren't thanks to the GM's incompetence.

Abbreviations: Mas - Malta Sea. Arc - Arctic Ocean. Lib - Libya.

If the optional rule for initial placements is not used, the following standard starting positions of units are used:-

England - A Lpl, F Ply, F Lon, F Edi.  
 Germany - A Ber, A Dre, A Mun, F Kie.  
 Russia - A Mos, A War, A Ark, F StP, F Ode.  
 Turkey - A Con, A Smy, F Dam, F Sin.  
 Austria - A Vie, A Bud, A Pec, F Zar. (But see below.)  
 Italy - A Rom, A Ven, F Nap, F Sic.  
 France - A Par, A Lyo, F Bre, F Mar.

While Budapest remains an Austrian supply centre, the army that would normally be placed in that province will instead be placed in Tyrol prior to the first move. All future builds will, however, be made in the regular supply centres, and not in Tyrol.

The total number of starting units cannot be changed, but the players may alter the number of fleets and armies owned by their countries, within these totals, before the first move of the game. All Great Powers except Turkey may either increase or decrease the number of fleets or armies by one unit -- an increase in the number of one type automatically means a decrease in the number of the other, of course. Turkey cannot have more than the 2 fleets she starts with, but may decrease that total by two units and replace them with armies.

Starting number of units (standard)			Building variation limits			
A	F		Max. fleets.		Min. fleets.	
			A	F	A	F
3	1	Austria	2	2	4	0
1	3	England	0	4	2	2
2	2	France	1	3	3	1
3	1	Germany	2	2	4	0
2	2	Italy	1	3	3	1
3	2	Russia	2	3	4	1
2	2	Turkey	2	2	4	0

Diplomacy may take place before any units are placed on the board.

ETHIL's game is not using any of the above rules, but I thought I'd better include them for the sake of completeness. There's a further rule which I missed out, though, which we will be using...

13. Exchange of provinces. (Applies only to 'away' provinces, either supply centres or otherwise. 'Away provinces include those formerly in the homeland of another Great Power, but now controlled by another.)

a. Two great Powers may at any time negotiate to exchange provinces they control. Only restriction is that if a supply centre is involved, and is occupied by a unit of the power relinquishing control, that unit must leave the supply centre on the move the exchange becomes effective. The GM must be notified in advance of the exchange and the month wherein it is to become effective. Notices of exchange will be published in the game reports for the month when they become effective.

b. An equal number of supply centres on each side must be involved in an exchange. The number of non-supply centres needn't be equal.

c. Details of the exchange should be sent to the GM by both parties. Same details from both parties, of course!

d. An exchange concerns control only. It cannot serve to move units from one centre to another.

Cough and ahem... sorry about those incompletions. Report for June 1914 overpage...

