

like will be provided. The man to contact for further information (maps, timetables, guide to local pubs etc.) is Jeremy Hawker, 23 Coombe Road, Nailsea, Bristol, BS19 2HH. Tel. 027-55-6255. I understand that this con actually has the "Richard Sharp Seal of Approval" whatever that means.

Zine news this month is that the Queen's Lane Advertiser has folded. QLA, like Ferkin, only reached six issues. It's a great shame that QLA has had to fold due to lack of support, the potential for a good, interesting zine was there - a few CGS gamestarts or perhaps some Ethil orphans would have set them up nicely. Admittedly, QLA was a little expensive, but even so Ian and Jeremy could have made a go of it with some help from the hobby establishment. I understand that QLA's solitary game will continue to be run by Ian - all cash to subbers etc. has already been returned. A tidy fold, but still a great shame.

As one zine goes, twenty million rise to take its place.- well it seems like it. By the time you read this, issue one of The Fool Plays On from Malcolm Brown should be out. Malcolm has advanced his publication date by four weeks through sheer impatience, once he'd got the thing done he thought he might as well show it to everyone immediately.

One project worthy of your support is 25 Years On, newsletter published more or less every other month by Peter Calcraft and Robin Hood. The thing itself includes information on current zines, waiting lists, hobby services etc. and is free! If you want a copy write to Robin Hood, 103 Oxford Gardens, London, W10 6NF. Hopefully 25 YO will be continually updated, although I'm not too sure how useful it will be after the first couple of issues. It would make a handy newsletter to give to novices along with a certain novice package.

A plug for Richard Sharp's book, "The Game of Diplomacy", is clearly in order. It is published by Weidenfeld and costs a modest £7.50 for 150 pages. It's a damned pity that this hobby is so small, with a larger print run the book could have been made a lot cheaper. I'll try to get it for a birthday present or some such thing, as there's no way I can afford it. I suspect the vast majority of people will be in the same position.

Speaking of Richard, did any of you see Dolchstoss 69? Funny wasn't it! For those of you who were lucky enough not to see D, I'll tell you what the joke is. Richard Sharp devoted a whole page just trying to be nasty to me because he thinks that I distort what he says to fit my own ends. He flatters himself if he thinks that I would go to the trouble - Richard can make a fool of himself without any help from me!

To spend a whole page whinning that when I paraphrased "most new zines" it came out "the newer zines" is to display paranoia of Bartle-like proportions. I suppose that it's a bit sad that the so-called "leading light" of the hobby is reduced to such incredible displays of insecurity. Mind you, maybe I should be flattered that Richard inspects Pigmy so closely... I know you love me really Richard!

Pete Birks talks about the lack of newcomers to the hobby in recent months, saying, among other things, that spirit of the age has succeeded at the expense of the other newish zines. In this respect I think that Pete has misjudged the situation, sota isn't really in competition with the other newish zines - firstly it is really a games zine, secondly the diplomacy gamestarts in sota consist mainly of players that have come through different channels from the established ones. These players could never have landed up in Entente or QLA because they come from various wargames associations and such like. Peter is to be rewarded for his initiative, but sota certainly isn't gaining at the expense of other zines. When you think back, it's nearly a year since a zine was successfully launched using traditional means - in fact I suppose the last was Pigmy. Novices are getting in from new sources, but it is important that established publishers should realise that traditional sources of new subbers are exhausted.

Finally, a mention for Down Alien Skies - yes, you guessed it, a new Dip. zine! This one comes from Nick Shears of 2 Jennifer Court, 92 The Street, Ashted, Surrey. Cost about 20p. Did you realise that while Paul Openshaw's enjoying his four issue holiday he expects to receive all his trades. At an average of 20p a go, times four, times twenty - that's £16 he wants the hobby to give to him. I think he's got quite a nerve.

So ends Pigmy 23, as the editor walks away wondering why some people take this hobby so seriously.

LETTERS

John Miller, "Aaargh! Pigmy 22 arrives before I even finish typing MrG 22!
9 Carysfort Road, Wonder who will be the first to crack and bow to a 5 week
Stoke Newington, deadline? (Me, I expect...)
London N16 9AA

"I enjoyed your latest review of MrG (as I did the earlier one) - I think you write good and fair reviews. I'm not sure what you mean about MrG being a "pubbers'" zine as opposed to a "subbers'" zine. Certainly I've always been fortunate enough to have favourable reactions from publishers, but then I get a fair amount of feedback from non-playing subscribers too. Players, however, tend to steer clear - perhaps this is what you mean?

"Er, um, did I spark off the "hard core" debate? Well, yes, I suppose so, but it was all right until other people joined in - blame them!

"A zine for normal people"!!! Who is normal? I don't know whether I'm pleased or not about that remark. "Normal Postal Diplomacy Fans", yeah, great.

"So! Agar, you little creep, you have realised that the "nice guy" image is only an image! Rats...."

"I mentioned the similarities between Pigmy and MrG to you before - pleased to see Graham's noticed them too. I too think of them as "sister zines", both alancing and complementing each other. The Brontë sisters had masses of talent, imilar interests, similar outlests for their creativity, but very different personalities which are reflected in their novels. Similar thing, perhaps?

"Re. Stab: I think there can be too much secrecy and I prefer the number of sc's and builds/removals to be listed each winter for each country. However, I could quite easily do without the GM barging in with news of home bases captured. ("Some people are fussy," you will be saying...)"

[/ Last thing first. All I can say is that my ammendments make the game easier to play and easier to GM, and they are within the spirit of the original. Your ammendments make the game more complicated and are definitely not within the spirit of the original. Some people are fussy...

By a "pubbers" zine, I meant a zine which is sufficiently good and sufficiently moderate to appeal to nearly all publishers. Pigmy is most certainly not a "pubbers" zine.

Brontë sisters? I thought that Jekyll and Hyde might have made a better simile!]

at times like these when enemies can number more than friends a friend indeed is wh

Cliff Kennedy, "The reason I wish to play in a dippy game in Pigmy is not out
ilcree, of any great esteem for your GMing ability, but for the simple
andyford Road, reason that I find a zine anything up to 30% more interesting
Dundrum, when I'm actively involved in something in it, as opposed to
Dublin 14, viewing it from afar.

EIRE "Having said all that, however, I beg to inform you that there's a postal strike (nationwide, including phones) due to kick off over here across the water in Ireland on the 18th of February, so if you don't hear from me for a while you know the reason!"

[/ I completely agree that participation in a zine does make it far more enjoyable, I suppose that's why I'm in so many games all over the place. If you merely get a zine to read you'll find that you don't notice if it's a few days late, you tend to judge the zine in a completely different way. Reading material becomes more important than efficiency. This is why when zine polls are ran, the publisher votes can be radically different from the subscriber votes.

This thing about a postal strike in Ireland may well upset some of my games which have Irish players. There's no way I will NMR a player because of a strike, so if some of the games are held over (P/9V, P/11V spring immediately to mind) you'll know why. As this is being typed 4 days prior to the deadline I have no idea how serious the situation is.]

at i need not some one who preter is imonny way i cannot stay ano the rday you are such a

A Peter Sealy quote: "You know something? I think the most spectacular thing you could do now is fold." ((P*** Off, Sealy!))

Keith Black, "My opinion of P 21 was along the same lines as John
48 Stamford Drive, Miller's. I don't agree with the spacefiller obsession - what
Agar Nook, is wrong with a few blank spaces provided they are small?
Coalville, "I wholeheartedly support your plea to revitalise the
Leics. system for handling new entrants to the hobby. The Diplomacy
box flyer is too important to waste.

"Is it true that you are housebound? And don't watch television? Or climb stairs? After all, it is very dangerous to walk the streets or expose your eyes to nasty X-rays or risk falling downstairs. I think you're very sensible to stick to the safe options like... chicken omelette and chips! What a cop out! Just as we have come to expect from the leading exponent of the "soft core". ((No I'm not!)) As a "vindaloo" man myself, I look upon most ordinary mortals with disdain (whilst looking up to the "phall" men) but I reserve my fullest contempt for those who eat "English" in "foreign" restaurants. Seriously, try a Chicken Dansak and live a little. You can even ask the waiter for a very mild one!

"Espionage looks quite good, although I still think it would take quite a lot of effort on the part of the players to make full use of their special units. Just imagine the conditional orders which would be needed. Still, I guess it is no more than is required by my version of Geofizz, and probably doesn't come anywhere near the work needed in Stab to analyse and integrate the snippets of information. A more valid criticism is the way in which the rules are worded (at the very least they should be numbered).

"I approve of your revision of Stab - something along the lines of my revisions of Multiplicity and Geofizz. Although I am playing in a game, I hadn't thought too deeply about how supports are revealed. What is the thinking behind the different treatment of attack and defence supports?

"You may be interested to know that there is now extant a pop (possibly punk) group called Ethil the Frog. Perhaps this explains the long absence of the zine - Piggott may have interests other than Dippy and women."

[/ The system for introducing novices to the hobby doesn't need revitalising - the only thing that needs revitalising is Richard Sharp!

I will have you know that I do not always take the safe option! There's not many people around who dare walk the streets on Newcastle late on a Saturday night, let alone on a day when Newcastle have been beaten 4-1 by Sunderland at home! It's funny how interesting the pavement suddenly becomes when you approach a group of undesirables late at night - I usually get a sudden urge to look in some shop windows on the other side of the street. Failing that Claire is under standing orders to fight them off while I run away...

I admit I could have tidied the Espionage rules up a bit, but I was a bit pushed for time. I published them in the same format as the original that I was sent by Ian, although I clarified a few things.

A pity that as soon as I revise the Stab rules, everyone says "Great, I really like them, I'll just make a few modifications of my own..." - M. Brown. That rather defeats the purpose - I want to see one set of Stab rules used everywhere, only subject to house rule peculiarities. I understand that Malcolm intends to inform a player whenever he loses any sc's - a bit pointless really.]

painmustiexplainmyeverymeaningtoyouitssuchadragthewayyouagatmeandma

Silly Openings No.1

Italy attacks France

Are you looking for an alternative opening for Italy? Are you sick of making ineffectual attempts to stab Austria? Does your Lepanto always come unstuck? The answer could be to attack France...

The problem with attacking France from the outset is that you can only get one unit onto Mar by AO1, and that can easily be stood off while Austria walks into Venice. One solution is as follows:

SO1: A(Ven)Std.; F(Nap)-TYS.; A(Rom)-Nap or Std.; AO1: A(Ven)std.; F(TYS) C A(Nap)-Tun.; build F(Nap). SO2: F(TYS)-GoL; F(Nap)-TYS; A(Ven)-Pie; A(Tun)Std.

This gives you two units on Mar for AO2, the possibility of a convoy to Spa, and the possibility of F(TYS)-WMS to give you two units (or three if you take Mar) onto Spa. Also Austria is more likely to trust you in 1902 instead of 1901.

David Parry, "How is my favourite zine editor? Ask Bob Brown when you see
132 Rammoth Road, him next!

Wisbech, "I rang Chris Tringham and He's threatened to cut me off his
Cambs., mailing list if I ever mention you again!

"Things have changed a little re. my magazines. WR will carry just serious articles on fantasy gaming and rule additions. The game supplement will be called Necromancer and will carry various games, reviews, general chat etc. I think I might have a flyer done by litho just to top all these photocopied things which float about these days. I guess you wouldn't mind distributing a few for me?

"I shall be getting most of my subscribers from outside the closed system of the Dippy zines. The main reason for me setting up Necromancer is to provide a service whereby Fantasy fans can play their games by post. N will be right out of the Dip. dominated postal games hobby, it will rub shoulders with AHIKS (Avalon Hill Intercontinental Kriegspiel Society) and White Dwarf. I intend to run a fantasy campaign with plenty of maps, etc. if anyone is interested?

"Might I ask your advice as a novice GM to an experienced GM? How long does it take you to GM a game of Diplomacy? Are there any particular pitfalls?"

[I think your zine should cope very well as at is aimed at what is at the moment a flourishing market. I'll distribute a flyer for you, but I can't see it doing you any good - a better bet would be Howay the Lads, Gallimaufry and possibly spirit of the age. Richard Bartle's running a fantasy campaign, so you might be able to get a few players through him.

Dip. games are more my thing. I think that the vast majority of postal diplomacy players underestimate the amount of work that goes into adjudicating diplomacy games. I'd guess that a regular game takes about 10 minutes to adjudicate, 15 minutes for an autumn season, and it takes as long again to type up the report carefully. Throw in ten minutes for press, multiply by 12 and you have something approaching my workload. However, variants take longer - an autumn season for Game of the Clans can take 2½ hours to adjudicate and type on its own. Other variants vary depending on the degree of complexity.

Things to watch out for? Hmm. I'd say it pays to keep an eye on countries that have units annihilated in the spring, so that you remember to give them an extra build if necessary to cover that loss. After an autumn season always count up the units on the board and compare it to the centre totals. You have to be careful about players ordering non-existent orders, never assume that someone's orders are correct. Try not to be pedantic - the role of the GM is to enable the game to be postally, the GM is not meant to be a trap to capture the unwary player. Remember that only three orders are ambiguous (F(Por)-Spa; F(MAO)-Spa; F(Con)-Bul), everything else is okay. As a quick check it pays to glance at the failed moves on the finished movest, make sure you can see why it failed and if it was a standoff make sure the other unit concerned is underlined. Finally, inform all concerned parties about GM errors as soon as they are drawn to your attention. You shouldn't go far wrong.]

kemefeelblueimonmywayicannotstayanotherdayyouresopusillanimousohyeah

Smartie Diplomacy by Phil Bass

1. Each player is allocated one of the seven Smartie colours by any agreed method, usually an adult.
 2. A few minutes are allowed for negotiations (eg. Janet may say to Tom "If you help me I'm yours for the evening", or Tom may say to Janet "If you don't help me I'll bash your face in".).
 3. 3-4 tubes of smarties are then emptied into a bowl and thoroughly mixed. The players then all select one smartie simultaneously and attempt to suck the colour off.
 4. Inbetween each round of sucking two minutes are allowed for negotiations.
 5. The winner is the owner of the first colour to disappear.
 6. A game with five players is possible if you use jelly babies.
- NB. Chewing and swallowing are not allowed.

I volunteer to run a tournament at the next con!

ZINE REVIEW : CHIMAERA

Available from Clive Booth, 71 Clara Mount Road, Langley, Heanor, Derbyshire, DE7 7HS. Cost 25p.

Chimaera is easily the most readable of the games zines, Clive has a flair for well written editorials with a hint of paranoia - just the right balance! Chimaera was really the first of the games zines, I suppose, but even so a fair proportion of the zine is still devoted to Diplomacy. Games being run at the moment include Railway Rivals, Nuclear Destruction, Source of the Nile, Kingmaker, Rail Baron, Cricketboss, Soccer Manager, Profit and Outdoor Survival. Quite a list. Thanks to an unusually small typeface (14pt?) Clive is able to keep the zine down to around 36 sides, equivalent to at least 50 on a standard typewriter.

En Garde was, until very recently, a sister zine to Chim housing Allan Ovens' En Garde game, but Allan folded last issue due to changing circumstances. Oddly enough EG's folding has coincided with what is undoubtedly a rough patch for Chim. The trouble is that Clive's just joined the police force, and at this moment in time he is undergoing three months intensive training, which is playing havoc with zine production.

However, the delays that Chim is undergoing now aren't that important, the crunch will come when Clive's training is over. Only then will we know if Chim is once more to be the efficient games zine we all know and love.

Other regular features include a wargame column by James O'Fee, Puzzle Pages, various game reviews, and a column where new subbers introduce themselves.

Chim has now passed the 50 mark which is an indication of durability - I think that a subscription to this zine is mandatory for all games players.

naturescallinanimusgothereaglassofwinewithgertrudesteiniknowillneve

NEW ZINE : THE ORIENT EXPRESS

Available from Steve Plater, 154 Tebiro, Kamakura-shi, Kanagawa-ken, Japan. Cost postage only (I bet that doesn't last for long!).

Issue 1 which I have before me is photocopied, but due to various hassles at the British Embassy in Tokyo, I understand that future issues will be stencil duplicated. This means that I can't in all fairness discuss the quality of the reproduction, so let's move on to content.

Common to all first issues, Steve uses up the editorial talking about what he wants the zine to turn out like. Basically TOE (like it!) will include a crossword every issue, various articles on practically any subject under the sun, a soccer-league, lettercol, and lots of Dip games (hopefully) with an emphasis on variants.

In fact most of the first issue is devoted to variant rules - Steve wants to run a game of "Rather Silly Vainst abstractionfizzrats and Trogs", a combination of no less than 6 different variants. It will never work.

Part one of an article called "Learn Japanese" is in issue one - okay, so it's not games-related, but I found it quite interesting.

Well, it's difficult to say much more from a first issue which the editor admits will be radically different from all subsequent issues. I know from his letters that Steve's a fine writer, and the gamefees are only 50p, so why not take a look?

rsharebutidontmindthatsjustthekindofcrosseachmanmustbearimonmywayica

NEW ZINE : KNIFE AND FORK

Available from Phil Bass, 106 Hillside Grove, Chelmsford, Essex, CM1 4DD. Cost 15p per issue.

This is a mini-zine (one game only) in the Pigmy/MrG tradition, easily the best way to start off publishing. I must admit that issue 1 is far superior to anything that I did for my first eleven issues, as it includes a few short articles (or long jokes). Reproduction is by good quality photocopying, but although issue 1 stretches to 7 sides, Phil warns that future issues will be a lot shorter, Not one that you'll want to sub to, but I thought you'd like to be kept informed.

Rating Systems etc. by Steve Agar

Firstly I'd better say that I know little or nothing about rating systems, I'm not a ratings "expert", and I have never invented my own ratings system - hence I am eminently qualified to discuss this topic sensibly.

Before a rating system can be developed the inventor must decide exactly what he's supposed to be rating - this may seem a rather silly thing to say, but it's surprising how people's attitudes differ. I recall one system which wasn't designed to rate a player's ability at postal diplomacy, instead the idea was that a rating system should reward attitudes conducive to good postal play (ie. if you were reduced to one unit and yet you didn't drop out you were rewarded for doing so). To be honest I think that idea is slightly silly, a rating system should reward results, not habits (!).

However, if you agree that a system should reward good results in diplomacy games, how do you go about deciding what is a good result? To my mind a good rating system should reflect how the players actually play the game - a point that many inventors overlook. For example, should a rating system be based purely on the positions at the end of the game, or should it take into account the fact that a player finishing well down the field may well have been leading at one stage? It is a fact of life that a player who starts a game well is not necessarily a good player, undoubtedly growing so fast that you arouse the suspicion of the other players is a mistake - and I see no reason why a rating system should reward mistakes.

An interesting problem is posed by dropouts and standbys. I think most people would agree that dropouts should not be rated, however there are other alternatives. If units in anarchy are still on the board when the game is ended, is there any reason why the original player should not be credited with his final result (which may well be better than someone who didn't drop out)? On the other hand, I've seen people argue that dropouts should be rewarded with a negative rating for ruining the game. In my opinion NMRRing and dropping out are merely extreme examples of bad play - bad play of any sort can unbalance a game, so it is ridiculous to penalize players for dropping out. By its very nature, dropping out means that a player's final result will be poor, this and this alone should be the only penalty for failing to send in orders. Standbys are more tricky. Standbys inherit a position (either good or bad) which doesn't reflect their diplomatic skill. If you agree with me that a rating should only reflect the situation at the end of the game, then it becomes obvious that standbys cannot be rated. Games that use standbys should be rated as if every player was an original player, and then the rating for the standby should be discarded.

Dropouts also pose a problem as to the "fairness" of a result. I can only say that it is very rare for a dropout to favour only one player - dropouts are part and parcel of the postal game and they should be tacitly accepted as such. If a player is good enough to use his forces in the best way possible to take advantage of a dropout, who can say that he hasn't earned that advantage? In general, the effect of dropouts on postal games have been greatly exaggerated by zine editors who like to keep their games "pure".

Draws and agreed endings also make things difficult for rating systems. Should a "shared win" be equal to an outright win? Obviously not. But then how do you rate a draw? To my mind a draw occurs when all the players agree that it is impossible for any one player to gain an overwhelming advantage (that many draws are often conceded prematurely is irrelevant). In this situation the drawing players should receive a rating significantly less than an outright win, yet significantly more than a second place. Personally, I have always thought that draws are worthless - but people in general don't agree with me. If the remaining players in a game concede victory, it shows that they consider it impossible to prevent the player in question from taking 18 centres. It is silly to draw a distinction between these two ways of winning a game. A win because the other players is no less a win because of that.

Should positions other than first place be rated? The most popular rating system is based on a 'Calhamer Point' score. This means that the winner receives one point and in a drawn game that one point is divided between all participants in the draw. This system does not acknowledge second place. I think this is ridiculous! I have yet to meet a diplomacy player who doesn't differentiate between 2nd and 7th place.

As long as players are prepared to fight for a higher placing, I feel that a rating system should reflect that attitude. People can argue that in the rulebook it says that the object of the game is to win - fair enough, but it is generally accepted that if you can't win you should try to prevent someone else from winning, and if that is impossible then you should try for the best possible final position.

What about the quality of the opposition? Should this be a factor when assessing performance? I say no. If a player is able to use his diplomatic skills to win a game, who can say that his persuasive ability wouldn't have worked against anyone else? Novices are not all idiots and even good players can have bad games which don't reflect their ability. You may well defeat an excellent player in a game, but if that was your opponents first game you wouldn't receive as much credit as you would if it was his tenth game.

Should a bias be introduced into the rating system, so that a player is given more credit for winning as Austria compared to winning as Russia. Such a bias may be desirable, but I think it is impractical, as it would only reflect the opinion of the person who invented the system. I suppose such a bias could be linked to the percentage of all outright wins made by that country - but who's to say that the majority of people playing Italy aren't morons?

Finally, is one outright win better than another? For example, if Russia gets 18 centres by 1905 in one game, is he a better player than someone who doesn't achieve 18 centres with Russia until 1916? Of course not! A win is a win is a win. If someone dominates the game very quickly it will probably be because of bad play by his opponents than through his own skill.

Well, that's what I think rating systems should be like. The fact that many of you will disagree with me only goes to show that no one rating system will ever satisfy everyone.

A quote from Geoff Challinger: "... most people I know take the attitude that a good rating is proof of their skill, while a poor rating is proof of the fallacies of rating systems!"

I think that sums it up nicely.

not stay another day i know they say that all the worlds a stage ill play the fool but

VARIANT REVIEW : 1700 AD by Martin Dean

This variant is essentially straight diplomacy (with one major change) put into the scenario of the War of the Spanish Succession. The game accomodates eight players (Anglo-Dutch; Austro-Hung; French; Poles; Russians; Spanish; Swedes; Turks). The one major difference from regular diplomacy is that Martin has made every turn represent a standard diplomacy year - that means that a unit may move twice at single strength or once at double strength, with builds taking place at the end of every turn. Of course this idea does introduce additional complexities when it comes to writing orders, but I think that once you've grasped the concept it does lead to a tactically more varied game.

Additional changes put into the scenario are, the inclusion of two leader army units (Marlborough and Charles XII of Sweden); the possibility of inciting rebellion in one of your neighbours' home provinces; armed neutrals, and a passable Switzerland which affords extra protection to units defending it.

I do have one or two criticisms about this game. I feel that if you're going to introduce leader army units then you should give one to each power - I see no reason to give the advantage that such units entail to only two countries. There were other generals worthy of note knocking about during this period (eg. Eugene (Aus), Villars (Fra), Berwick (Spa) etc.). Also, I'm not too happy about which provinces can support rebellions, and which can't, although my argument would be based on historic grounds, not a good criteria for judging games.

Finally, I think the play balance is a little off in the Balkan area - I don't think the Turks have any option but to attack Russia, but this problem could easily be corrected.

On the whole I really like this variant - Martin has managed to keep the feel of the period very well. It's certainly better than the Spanish Succession scenario in Struggle for Hegemony in Europe. A little play testing is what's needed now, and perhaps the introduction of some A/F rules to preserve the game's flexibility.

Games Section

(P/6) 1978GM Regular Diplomacy GM: Steve Agar Spring 1904

ENGLAND (Malcolm Brown) F(NTH) S GERMAN A(Hol)-Bel; A(Lpl)-Wal;
FRANCE (Richard Bröckington) A(Pic) S A(Bel) S A(Bur)-Ruh; F(Lon) S F(ENG)-NTH;
A(Gas)-Bur; F(Bre)-ENG; A(Mun)-Ber*;
GERMANY (Martin Styler) F(Nwy) S ENGLISH F(NTH); A(Mos)-Sev; A(Hol)-Bel;
F(BAL) C A(Den)-Ber; A(Kie) S A(Tyr)-Mun;
ITALY (Graham Tunncliffe) A(Rom)-Ven; A(Ser) S F(Gre)-Bul sc.; A(Ven)-Tri;
A(Vie)-Bud; F(Tri)-ADS; F(Nap)-ION;
RUSSIA (Keith Black) F(BLA)-Con; A(Gal)-War; A(Sev)-Mos; A(Bud)-Run; F(StP sc)Std.;
TURKEY (Ian Phillips) F(Bul sc)-AEG; A(Con)-Bul; F(Ank)-Con; A(Arm)-Sev;

Retreats*: FRENCH A(Mun)-Sil.

Press: Quotable Quotes:

"Set you down this;

And say besides, that in Aleppo once,
Where a maligrant and a turban'd Turk
Beat a Venetian and tradunc'd the state,
I took by the throat the circumcised dog,
And smote him thus." (Shakespeare, Othello, V, ii.)

"Think, in this batter'd Caravanserai
Whose Portals are alternate Night and Day,
How Sultan after Sultan with his Pomp
Abode his destin'd Hour, and went his way."
(Fitz, Omar Khayyam, 1, XV.)

And perhaps the most appropriate:

"The unspeakable Turk should be immediately struck out of
the question." (Thomas Carlyle, 24 Nov., 1876.)

Rome-Ankara: We have no territorial interests in Bulgaria. This is purely a defensive measure.

Turkey-Austria: Graham and I stabbed you in O1? That's bloody great! I quote from your letter in Autumn O1, "It was no use writing to you just to say I had made an agreement with Keith." In O1 I had no intention of allying with Italy against you two - that letter forced me into it, what else did you think I would do? Sit pretty in the corner while you two took Con, Bul, Ank and Smy off me!

My initial plan was to ally with you, to give you Rumania while I took Greece, and then I could press on to the Ionian while you pressured Russia.

As for future games I assure you my name will not be found on a waiting list with either of yours, unless I can find someone who can make the odds more even than 1:2.

Italy: Ian's past diplomatic history has been a byword in Greater Manchester for cunning, treachery and double-dealing. What is more, he has won many games this way, the clever sod! (Who said I was jealous anyway?)

Russia (GVMT)-Germany: I hope to spare enough forces from Phixing Phucking Phillips to make you regret your undoubtedly unwise decision to visit Moscow before Paris.

Turkey-Russia: Your press release illustrates my earlier point brilliantly. The inexperienced face-to-face Dippy players places more importance on revenge against the person who stabbed him, instead of attempting to win the game or placing himself higher. Never mind, things can only improve.

Paris-Rome and Constantinople: Malcolm says I'm obnoxious; to Martin I'm insane; now Keith says I'm patronising: can it be that all the nice guys live in Middleton?

Turkey-Italy: I think a lunatic asylum would be a little too advanced for his intellectual ability (or lack of it), a kindergarten would be more appropriate.

Turkey-France: I entirely agree with what you say.

Turkey-Russia: True, I don't deserve to win, only two players in this game have any right to that title.

Russia-Turkey: I bet you're not enjoying yourself as much as I am. Even Austria must be laughing in his grave.

Paris-GM: Since no votes means assent, am I now the winner? (Not that I want to deprive Graham of course.)

GM: Sorry. Last time I should have pointed out that there were 4 votes against and 2 abstentions. Proposal defeated.

tasaruleidratheractmyageimonmywayicannotstayanotherdayonceihadalovea

(P/3) 1978EJ Regular Diplomacy GM: Steve Agar Spring 1904

AUSTRIA (Robert Stanford) A(Tri) S A(Bud)-Ser; A(Apu)-Ven; F(Alb)-Gre;
ENGLAND (Andrew Malcolm) F(NTH) S F(Wal)-Lon; A(Lpl)-Yor; F(Nwy)-BAR;
FRANCE (Richard Savage) A(Pic) & A(Mar) S A(Par)-Bur; F(ENG) S ENGLISH F(NTH);
F(IRI)-MAO;
GERMANY (Graham Tunnicliffe) A(Bur)-Gas; A(Mun)-Bur; F(Den) S F(SKA)-Swe;
A(Kie)-Ruh; A(Hol)-Bel;
ITALY (Nicholas Hoyle) A(Pie) S GERMAN A(Bur)-Mar; F(TYS)-ION; A(Rom) stands and
curses the chaotic state of the Italian Government.
RUSSIA (Ian Phillips) A(StP) & A(Fin) S F(Swe)-Nwy; F(Sev) & A(Ukr) S A(Gal)-Rum;
TURKEY (Steven Rennie) F(BLA) & F(Bul ec) S A(Ser)-Rum*; A(Gre)-Ser; F(ION)-Nap;
A(Con)-Ank;

Retreats*: TURKISH A(Ser) crushed.

Press: Is on enclosed sheet.

nditwasagassoonturnedouthadaheartofglassseemedliketherealthingonlyto

(P/2) 1978BS Regular Diplomacy GM: Steve Agar Spring 1907

ENGLAND (Brian Douglas) F(Den)-BAL; F(NTH)-Den;
FRANCE (Ian Phillips) F(WMS) S F(NAF)-Tun; F(Mar)-GoL; F(Lon) S F(Bre)-ENG;
F(Cly)-NWG; A(Edi)Std.; A(Mun)-Sil; A(Kie) S A(Ruh)-Mun; A(Bel)-Bur;
A(Hol)std.;
ITALY (Steven Rennie) F(ION)-TYS S by F(Rom); A(Tun)-NAF*; A(Ser) S A(Bud)-Rum;
F(AEG) S A(Syr)-Smy; A(War)-Gal; A(Tyr)-Mun; F(EMS)-ION;
RUSSIA (Anarchy) F(Swe), A(Ber), A(Ukr), A(Mos) all stand u/o.
TURKEY (Mich Robson) A(Arm) & F(Con) S A(Smy); F(BLA) S A(Sev)-Rum; A(Rum)-Bul;

Retreats*: ITALIAN A(Tun) annihilated.

Press: France-Turkey: Full steam ahead!

Italy-All: Okay, I surrender!

Anon: Lettuce sandwiches - put some mustard on it.

GM: Endgame Proposal: 1st F, -2nd I & T, 4th E, 5th R. Votes please, no vote equals approval.

findmuchomistrustlovesgonebehindonceihadaloveanditwasdivinesoonfound

(P/8) 1978CT Regular Diplomacy GM: Steve Agar Spring 1903

AUSTRIA (Peter Berlin) A(Bud) S A(Ser)-Rum; A(Tyr)-Tri; A(Gal)-Ukr; F(Gre)-ION;
ENGLAND (Peter Doubleday) F(Lon) S F(Edi)-NTH; F(ENG) S FRENCH A(Pic)-Bel;
FRANCE (John Foulger) F(MAO)-NAO; F(Bre)-MAO; A(Pic) S A(Bur); A(Mar)-Spa;
GERMANY (Dave Gray) F(Hol) S A(Bel) S A(Mun)-Bur; A(Den)Std.; A(Kie)-Ruh; F(NTH)Std.
ITALY (Malcolm Brown) F(TYS)-GoL; A(Pie)-Mar; A(Ven)Std.; F(WMS)-Spa;
RUSSIA (David Parry) A(Ukr) & F(Sev) & F(BLA)*S A(Rum)*; F(Nwy) S GERMAN F(NTH);
A(Mos) S A(Lvn)-War;
TURKEY (George Ashworth) F(Con) S F(Ank)-BLA; A(Bul) S AUSTRIAN A(Ser)-Rum;
A(Arm)-Sev;

Retreats*: Russian F(BLA) & A(Rum) crushed!

Press: Turkey-Russia: Long live the Revolution!

England-World: Anyone got any young sisters?

England-Russia: Either you're a very good liar and a very bad player or...

Pope-Anybody who'll listen: Don't blame my weak intellectual capacity on me. It's all these agitators who persist in sending me these things in white paper receptacles. These people want teaching a lesson, so look out Austria, and France, not forgetting England (I'm cummin in your direction, Doubleday. Dave says he'll keep Liverpool warm for me, 70° F we agreed, isn't that so David?).

Cantab-The Crafty Cockney: Perhaps next move you'll tell us all about the first rate dippy player (or perhaps you haven't heard of mutual trust). I hope you've been first rate this move.

Germany-England: Sorry Peter, my little sister's only twelve and she isn't ready for that sort of thing yet.

Russia-Rasputin: What are you doing, Raspy? What am I doing? I don't know.

England-Germany: My Mediterranean policy? Well I decided not to go to Benidorm this year, so I refunded my Thomas Cook travel insurance. Why am I telling you all this anyway? I suppose I may as well - I tell you everything eventually. Wish I was iron-willed like Malcolm Brown.

GM: Last season I forgot to underline England's F(ENG)-Bel - all players concerned were informed. Also F(Con) was incorrectly reported as A(Con). Hmm... I mustn't be perfect after all!

outiwaslosingmyminditseemedliketherealthingbutiwassoblindmuchomistru

(P/11V) 1978AOp Stab GM: Steve Agar

Spring 1903

- AUSTRIA (John Herlihy) A(Ven)-Rom*;
- ENGLAND (Dave Gray) F(Bel) S F(Hol) S F(ENG)-NTH;
- FRANCE (Michael Heaton) ? ? ?
- GERMANY (Tim Sharrock) F(Den)-NTH; F(HEL) S A(Ruh)-Hol;
- ITALY (Keith Smith) A(Rom) S A(Tri)-Ven; F(Tun)-ION;
- RUSSIA (Brian Douglas) ? ? ?
- TURKEY (Steve Plater) F(AEG) & F(EMS) S F(Gre)-ION;

Retreats*: Austrian A(Ven) to "T".

Press: To Seven-Faced Bird: I am stupid. I will make a glorious attack, possibly with solitary assistance.

EQAD-Aquila: 75673 21604 63822 33066

GM: The build codea various people used last time could mean anything. For example "No change" could be the specified code for build A(Lon) etc. In future I will want the builds in with the spring moves, the units moving immediately (see the Stab III rules last time).

stlovesgonebehindinbetweenwhatifindispleasingandimfeelingfineloveiss

(P/9V) 1978AJii Deluge GM: Steve Agar

Autumn 1903

- AUSTRIA (Karl Piper) A(Tyr)-Vie; F(Alb) S A(Ser)-Tri;
- ENGLAND (Paul McGivern) F(ENG) S A(Bre) S GERMAN A(Bur)-Par; F(NTH) S F(Nwy)wc*;
- FRANCE (Michael Heaton) F(NAO)-LPL; F(Por)-MAO; A(Par)Std.; A(Spa) to F(Spa)nc*;
- GERMANY (Malcolm Brown) A(Mun) S A(Sil)-Boh; F(DEN) MS F(Swe); F(Ruh) S A(Bur);
- ITALY (Brian Douglas) F(Mar)sc S F(MAO)-Spa sc; F(Ven) S AUSTRIAN A(Tyr); F(ION)Std.*;
- RUSSIA (Tim Sharrock) F(BAR) & F(StP)nc S F(FIN)-Nwy ec; A(Tri)* & F(RUM) S A(Bud)-Ser;
- TURKEY (John Miller) F(AEG) S F(EMS)-ION; A(Gre) S AUSTRIAN A(Ser); F(BLA)-RUM;
- A(Bul) to F(Bul)ec;

Retreats*: English F(Nwy)wc disbands NRO. France A(Spa) disbands NRO. Italian F(ION)-Tun. Russian A(Tri)-Bud.

Builds: Next page...

Press: Austria-Germany: Look East!

Austria-Europe: Sorry about the NMR! Blame PTN!

The Balrog-Shelob: Brown-eyed Portugirls I hope - don't want any of this blue-eyed stuff.

Winter 1903 Adjustments:

A: 3 Centres: Tyr, ~~Ser~~, Tri, +Vie. NC.
E: 3 Centres: Edi, ~~Lpl~~, ~~Nwy~~, Wal, +Bre. NC.
F: 2 Centres: Par, ~~Bre~~, Por, ~~Spa~~. Removes A(Par).
G: 5 Centres: Mun, Ber, Kie, ~~Den~~, Swe, Ruh. Removes F(DEN).
I: 5 Centres: Rom, Nap, Tun, Mar, +Spa. Builds F(Rom).
R: 7 Centres: StP, Mos, War, ~~Sev~~, ~~Vie~~, Rum, Bud, +Ser. NC.
T: 5 Centres: Ank, Con, Smy, Bul, Gre. NC.

Winter Weather: Due to water not only are Lon, Hol, Bel, Gas, Ven, Lvn, Lpl, Yor, Pic, Apu, Rum, Sev, Fin, Syr, Den all flooded - Bre, Par, Tus, Nap, Bud, StP, Arm and Kie join them!

Changes: English A(Bre) to F(Bre). Russian A(Bud) to F(Bud).

New City: Is built in Pie. Other new sc's = Wal, Ukr, Ruh, Tyr.

Press: Tyrolean Rhapsody: Is this the real life?

Is this just fantasy?

Caught in a deluge -

No escape from reality...

Austria-Law: I'm up to my neck in it now. However, the water's only just lapping above my kness...

GM: Last season I omitted sc. off F(Mar)sc - sorry. In this game coasts are very important. Remember that if any of your armies are changing to fleets for any reason, you should specify coasts if necessary.

oconfusingtheresnopeaceofmindififearimlosingyouitsjustnogoodyouteasein

(P/12) 1978JG Regular Diplomacy GM: Steve Agar Autumn 1902.

AUSTRIA (Des Phillips) NMR! F(Apu), A(Tri), F(Alb), A(Bud), A(Gal)*Std. u/o.
ENGLAND (Nick Clennett) A(StP)-Fin; F(BAR)-StP nc; F(NTH) S F(Bel)-Hol; F(NWG)-Nwy;
FRANCE (Ian Shearer) A(Pic) S A(Bur)-Bel; A(Mar)-Pie; F(MAO)-WMS; A(Bre)-Par;
GERMANY (Rick O'Fee) A(Hol) S A(Ruh)-Bel; F(SKA)-NTH; A(Mun)Std.; A(Den)Std.;
ITALY (Douglas Mills = Anarchy) A(Rom), F(ION) Std. u/o.
RUSSIA (Don Brown) F(Sve) S GERMAN F(SKA)-Nwy; A(Mos)-StP; A(Ukr) S A(War)-Gal;
A(Sev) S F(Rum);
TURKEY (Richard Brockington) A(Bul) S A(Ser) S F(AEG)-Gre; F(Con)-AEG; F(BLA)-Ank;

Retreats*: AUSTRIAN A(Gal) disbands, NRO.

Winter 1002 Adjustments:

A: 4 Centres: Tri, Bud, Vie, Ven, ~~Ser~~. NC.
E: 5 Centres: Lon, Lpl, Edi, Bel, Nwy. NC.
F: 5 Centres: Par, Bre, Mar, Por, Spa. NC.
G: 5 Centres: Ber, Kie, Mun, Den, Hcl. NC.
I: 2 Centres: Rom, Nap. NC.
R: 6 Centres: Sev, Mos, War, StP, Rum, Swe. NC.
T: 6 Centres: Ank, Con, Smy, Bul, Gre, +Ser. Builds F(Smy).
Neutral: Tun.

GM: The English F(Bel) was not dislodged because it was attacked simultaneously by two German and two French units - the F(Bel) is not allowed to cut the support given by German A(Hol) for an attack on F(Bel). Also note that Russia retains StP because England didn't occupy it in the Autumn as would be necessary for the centre to change hands. I'm disappointed to see Des missing this time - however, I'm confident that he will turn up next time.

Press: Abdul-Ivan: You see: the word of a Turkish gentleman is his bond.

God: I think Don should be very grateful for all the good luck I'm giving him.

GM: What's wrong - doesn't anyone want anymore sc's? That was the easiest Build chart I've ever had to work out!

Successful Geofizz attacks: Quakes: Bud/Ser; Hol/Bel.

AUSTRIA (Shaun Derrick) F(Alb)-Gre; A(Vie) S A(Tri)-Tyr; A(Ser) S A(Bud)-Tri;
 ENGLAND (Keith Smith) A(Lpl)-Wal; F(NAO)-MAC; F(Bel)-ENG; F(NTH)-Den;
 FRANCE (Steve Plater) A(Mar)-Pie; A(Por)-Spa; A(Pic)-Bur; A(Gol)-Tus; F(Spa sc)-WMS;
 GERMANY (Peter Berlin) A(Mun)-Sil; A(Bal)-Pru; F(Den)-NTH; A(Hol) S A(Ruh)-Bel;
 ITALY (Stephen Agar) A(Ven) S A(Tyr)-Tri; F(ION)-AEG; F(Tun)-ION;
 RUSSIA (Pete Sealy) A(Mos)-Sev; A(Nwy) S F(Swe nc); A(Lvn) S A(War)-Pru;
 TURKEY (Tim Sharrock) A(Rum)-Ser; A(Sev)-Rum; F(BLA) S F(Arm)-Sev sc.; F(Bul sc)-Gre;

A: 6 Centres, NBP owed 1. E: 3 Centres. Removes A(Wal). F: 5 Centres; NC. G: 6 Centres, Builds A(Ber). I: 4 Centres; NC. R: 6 Centres, Builds A(War). T: 7 Centres, Builds F(Smy), A(Con).

Spring 1903

Successful Geofizz attacks: Quakes: Tus/Rom; ENG/MAO. Erode: GoB (now sea), Ruh (now RUH). Ice: StP. New s.c.: Tyr.

A: F(Alb)-ION; A(Vie) S A(Tri)-Tyr; A(Ser)-Rum; A(Bud)-Tri;
 E: F(MAO)-Gas; F(ENG) S F(NTH)-Bel;
 F: A(Spa)-Por; A(Bur)-Gas; F(WMS)-TYS; A(Tus) S A(Pie)-Ven;
 G: A(Sil)-War; F(Den)-NTH; A(Hol)-RUH; A(Bel)*Std.; A(Ber) S A(Bal)-Pru;
 I: A(Ven)*S A(Tyr)-Pie; F(ION) S F(AEG)-Gre;
 R: A(Mos)-Sev; F(Swe nc)-FIN; A(Nwy)-Swe; A(Lvn) S A(Pru) S A(War)-Sil;
 T: A(Sev) S A(Rum) S A(Con)-Bul; F(BLA)-Con; F(Arm)-BLA; F(Smy) S F(Bul sc)-AEG

Retreats*: German A(Bel)-Pic; Italian A(Ven) dies NRO

Autumn 1903

Geofizz Attacks: Quakes: Edi/NTH; Mar/Pie; Tus/Ven; Alb/Gre. Erode: Sil (now SIL). Uplift: ENG; Tun.

Cumulative Geofizz Effects: Land: Gol, Bal. Mountain: Tun. Ice: StP. Sea: BRE, FIN, UKR, SIL. S.C.'s: ~~Vie, Tyr~~, Arm, Gas, Pru, Alb, Tyr. Quakes: Alb/Tri, Bud/Ser, Bul/Ser, Hol/Bel, Tus/Rom, ENG/MAO, Tus/Ven, Edi/NTH, Mar/Pie, Alb/Gre.

A: A(Ser) S F(Alb)-Gre; A(Vie)-Bud; A(Tyr) S A(Tri)-Ven;
 E: F(MAO)-Spa ?c; F(ENG) S F(Bel)Std.;
 F: A(Por)-Spa; A(Bur)-Gas; A(Ven)*S A(Tus)-Rom; F(TYS)-Nap;
 G: A(Sil)-Mun*; A(Pic) S A(Hol)-Bel C by F(NTH); A(Ber)-Pru; A(Bal)-Den;
 I: A(Pie)-Mar; F(ION)-Nap; F(Gre)-ION;
 R: A(Mos)-Sev; A(Swe)-Den; F(FIN)-Swe nc.; A(War)-Gal; A(Pru) S A(Lvn)-Bal;
 T: A(Sev)-Ukr; A(Rum)-Ser; F(BLA)-Rum; F(Smy)-AEG; ~~A(Con)-BLA; F(Bul sc)-Gre;~~
~~F(Arm)-Sev;~~ F(Con), A(Bul), F(AEG) all Std. u/o.

Retreats*: German A(Sil) drowns. French A(Ven)-Apu.

Winter 1903 Adjustments:

A: 7 Centres: Vie, Bud, Alb, ~~Vie~~, Ser, Tri, +Ven, +Tyr. Builds A(Tri), A(Vie).
 E: 4 Centres: Lon, Lpl, Edi, +Bel. Builds F(Edi).
 F: 5 Centres: Par, Mar, Spa, Por, Gas. NC.
 G: 5 Centres: Ber, Mun, Kie, Hol, Den, ~~Vie~~. NC.
 I: 3 Centres: Rom, Nap, ~~Vie, Tyr~~, +Gre. NC.
 R: 6 Centres: Mos, StP, War, Nwy, Swe, Pru. NC.
 T: 7 Centres: Con, Ank, Smy, Arm, Rum, Sev, Bul. NC.

DEADLINE:
WEDNESDAY 28th MARCH

Press: Italy-France: I trusted you!

Rome-StP: It wasn't me, 'onest 'guv! (('guv???)

Berlin, Berlin, London-Plater, Paris, Tokyo c/o British Ambassador: You make yourself sound like the thinking man's Martin Feather! I would like to see your 'zine (('sic)). But! Question:- I still don't know how long a letter to you takes. ((That's a question?))

PS. Are you on strike?