

Disaster Editorial (NB ALL SOCCERLEAGUE PLAYERS)

Everything has gone wrong this time. I'm having terrible trouble about getting this issue printed, although the copy was ready on time. With a print run of 165+ it takes a lot of time to get the whole thing printed, especially with an 8 page soccerleague report. Costs are also increasing, which means the bigger the zine gets the more money I lose. Having said that I am determined to keep the price at 25p an issue and no higher, while I fear the games service I am offering is lacking something in efficiency, so that needs tuning up. All this means radical changes.

- 1) As from this issue I will no longer print and distribute the soccerleague - indeed I haven't been able to have the last report printed yet - it will go to players as soon as possible. I don't know what will happen to it - either David & Ian will run it themselves or it will be transferred to another zine. Players who only receive Pigmy for the soccerleague will have their credit transferred to whoever adopts it. As for orders, I would advise you to phone David.
- 2) All games other than regular Diplomacy will go to the players only - this means P/9V, P/10V, P/11V, P/7V, P/13 Bourse, Cline, TFPO Stab and Ultra Stab. All regular games will go with the main zine.
- 3) Malcolm Brown is proving incapable of handling his three variants, so in future I will run the Cline, while Paul Prebble will take care of Stab & Ultra Stab. I will forward the game reports as soon as Malcolm lets me have them.
- 4) As yet I have received none of the TFPO credit. If you no longer wish to receive Pigmy write to me - but you will have to wait for your money. Some Fool players have already sent me some cash to tide them over until I receive their credit from Malcolm - it would really be appreciated if the others could do this as well.
- 5) Due to the delay in producing this issue, the deadlines have all been pushed back one week.

ALL MY GAMES BY BY FRIDAY 4TH JANUARY

PAUL PREBBLE'S GAMES BY FRIDAY 28TH DECEMBER

KINGMAKER TO PETE SEALY BY 31ST DECEMBER (USE HIS HOME ADDRESS)

P/7V TO KEITH BLACK BY 31ST DECEMBER

TFPO CLINE, STAB AND ULTRA STAB DEADLINES WILL BE INDICATED ON THE REPORTS THAT I WILL SEND OUT WHEN I RECEIVE THEM.

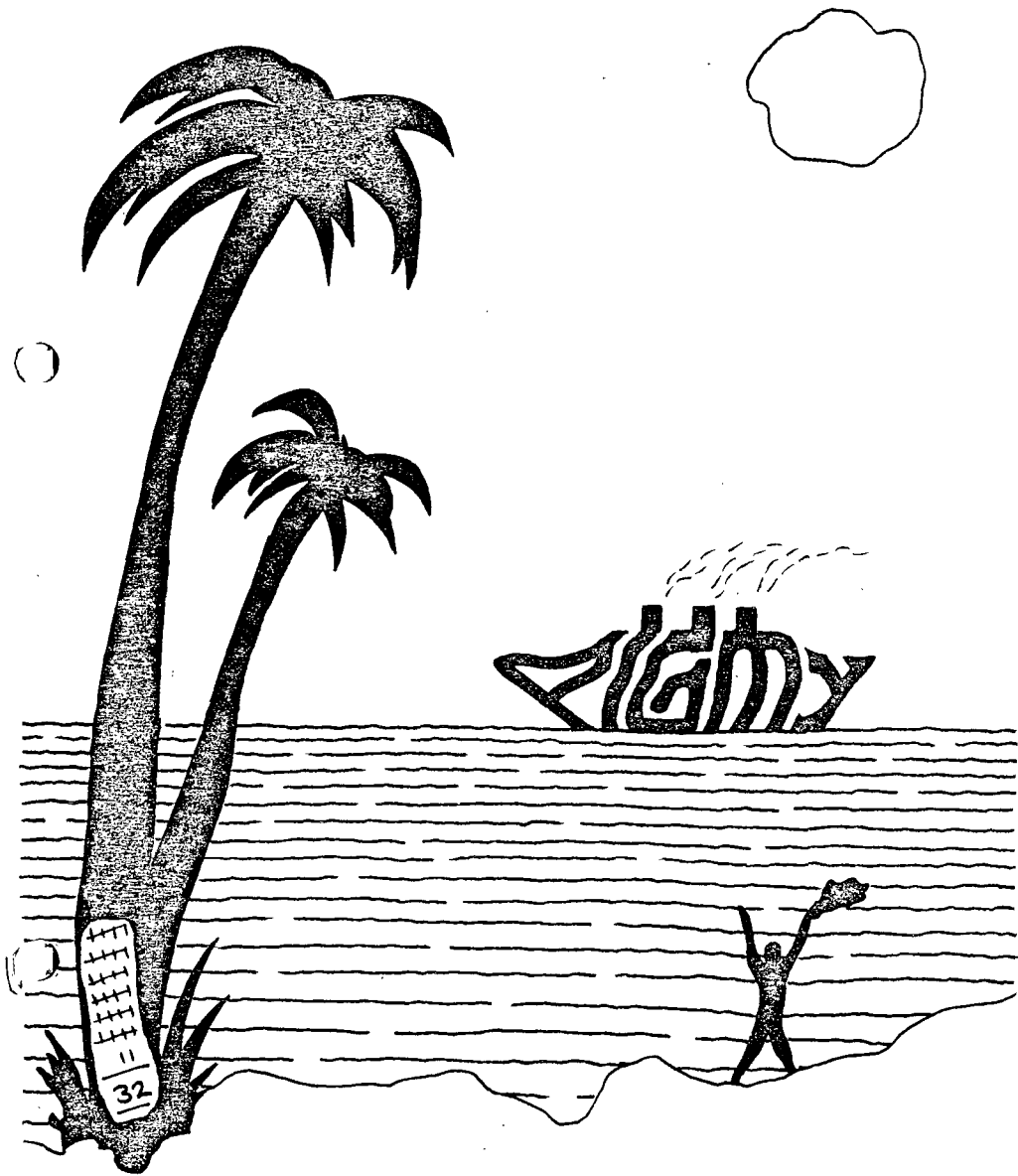
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P/10V & P/11V: Late orders have just arrived from Steve Plater - players note the enclosed re-adjudications.

Credit Your credit is

 This is your very last issue unless

 We trade

 You receive this free



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Steve Agar

Rubbish

Hello and Good Evening. How's that for a nice polite way to start a Dip. zine? To be honest there's not really very much that I want to talk about this time. The one and only Irish zine, An Taidhleoir has just announced a predictable fold at issue 30, Der Garvey actually carrying out the threat I made a few months back. Der was the first member of the Dip. hobby that I ever corresponded with, way back in 1976, I hope he doesn't disappear from our ranks completely. A Voice in the Wilderness issue six turned up as a two page games only issue, apparently they've got duplicator problems. A copy of spirit of the age has turned up, all four pages of it, continuing the marked decline in the Calcraft Empire. I wonder how low Peter can sink. And that's about it really, nothing terribly exciting.

Of course the silly season continues with the arrival of another new zine in the shape of NMR! from Brian Creese and Ken Bain - more about that later. The NGC flourishes with some editors who really should have more sense, voicing conditional approval to Calcraft's demands. Rob Chapman I can forgive as he has obviously been brainwashed by a 1½ hour telephone call from Calcraft himself, whereas Bob Howes' yearnings for an institution (type unspecified... lunatic?) stem from Bob's depth of feeling for nostalgia, of any sort. What is this fatal obsession that some people have for organisations?

On a much brighter note I've noticed several editors have been claiming that this wonderful hobby of ours is about to collapse and die any second. A large helping of pessimism has been overdue for a long time - all these silly do gooders cause far too much commotion. In the good old days everyone talked about how we were about to witness the end of civilised life as we knew it - then Whiskey Mac and spirit arrived, proving that those sages of old really knew a thing or two about this fortune telling lark. Great fun. I forecast a 500% increase in postal charges turning our hobby into a telephone games hobby overnight - these zine things are nothing but a nuisance anyway, I fork out good money for them, but despite four issues of spirit my table still won't stay level...

Inside is a dungeon for 1st level D&D characters - I am well aware that it will not interest a significant proportion of my readers. Still, I have no intention of committing this indiscretion again, and it will give those of you who scoff at Dungeons & Dragons extra ammunition when you see how banal a cramped imagination like mine can make it. Anyway, I think it looks pretty.

In the latest Rhubovia ("latest" in both senses of the word), Tony Crouch asks whether we want a hobby with a few large circulation zines, and a majority of average circulation jobs. He implies that the larger zines are the litho efforts, while the mimeo zines hover around 70-80. I can't see this myself - perhaps Tringham, Calcraft and I have bigger circulations than most, but what about the likes of Clive Booth? Then again there's several mimeo zines with circulations in excess of 100 - Greatest Hits, Lemming Express, Puppet Theatre News, Tinamou etc. When you think about it, most zines have fairly high circulations, with the established ones leading the field - I can't see where litho comes into it at all. I suspect that the average circulation of an established Dip. zine is probably higher now than it has ever been before, though I couldn't prove it.

This issue looks as though it is going to be a couple of days late - apologies. Although I think hobby organisations are a waste of time, I must do something about setting up an Agar organisation, to help me get this mess sorted out every month. If only I had a filing cabinet, things would be so much easier! As it is, my filing cabinet is the immediate floor around my bed, my in tray is a 10" deep cardboard box crammed with partly read letters and my office hous seem to be 1-6 am. No wonder I keep falling asleep. At this rate I think I'll need a few weeks off to have a nervous breakdown. Gulp...

Good Game? Good game? by Greg Chapman.

So you subscribe to Figgy? Clearly you like postal Diplomacy, and probably you are one of those that feel that it is the only game worth playing by post. What other game, I hear you say, requires no change in the published rules, well, almost none, in order to play it postally? What other game restricts the luck element only to deciding your starting positions? What other game allows such possibilities for player interaction and negotiation? I did not join a postal games hobby, I hear you exclaim, I joined a postal Diplomacy hobby. All other games are like dwarfs beside the giant of Diplomacy. But let me ask you this, what is it that makes you think all this is true? How can you so totally disregard other postal games?

Let's look at the first of those ideas, that of simultaneous movement. Now I can't deny that Diplomacy's innovative feature in popular board games was simultaneous movement, in the same way that the innovative feature of Monopoly was that of player ownership of parts of the board. But why does this matter to you? Ease and simplicity of postal play need not be your answer, for you can change the rules of any game to suit the manner in which you are going to play it, postally or otherwise. If you object to the idea of changing the rules of a game then clearly you never play rugby or lawn tennis, as both these games have changed radically from their original form. Nor do you play chess as rule development in that game has been almost continuous, nor, of course, do you play any of the variants on offer in most of the Diplomacy zines. Again I hear you complaining that by changing the rules you are changing the character of the game - but are you not changing the character of the game simply by playing it by post? Postal play, by definition, takes away the face to face pressure of making decisions within a few minutes of being presented with the situation. It takes away the pressure of interruptions in negotiations by other players and by extraneous events, like your baby crying, your kid sister wanting to come and join in, or your mother telling you not to forget that you've got to be up early tomorrow. It replaces this pressure with time to think, with time to really consider properly what you would be doing if you were your ally, time to phrase your negotiations properly, time to consider what to say and what not to say, and most of all, time to avoid making gross tactical errors. Surely it is a vital and almost necessary part of playing a game that it should put pressure on you. A game that fails to stimulate is one that is quickly forgotten. Many games use this face to face pressure as a vital ingredient. Mastermind is a classic example. Without pressure of time limits any standard code (ie. doubles but not blanks allowed) can be solved in five attempts, meaning that how lucky you are in your first couple of choices decides the winner. So no one would dream of playing mastermind by post would they? But they do, and surely, similarly no one could argue that the game of Diplomacy is not changed significantly by playing it through the post. Well, some do, but usually only to argue that it is improved by postal play - but they would, wouldn't they.

There is no luck element in Diplomacy though. It is all up to the skill of the individual player. So what? The argument that a wargamer usually uses seems to have no flaws to me. The dice are thrown so often by each side in the course of a game, that luck is going to apply equally to all players and that the underlying skill of a player will show consistently over a number of games. Besides which, I challenge the notion that chance does not affect the negotiations in Diplomacy anyway. Can anyone seriously deny that it is chance that determines a good part of the negotiations in Diplomacy? Of course

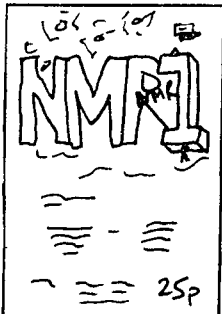


'I think we can rule out "the butler did it" theory, sergeant.'

you have full control over your own units, but chance can determine how you use them, in the shape of a late letter or simply a 50-50 guess as to which attack or defence would work. No player, no matter how exalted his reputation, can avoid making guesses in a game of Diplomacy.

But then do not forget the vast scope for player interaction. It is this which sets the game apart from others. It might have been true a while back in the field of popular board games, but surely Diplomacy is no longer alone in offering player interaction. It seems as if no month goes by without someone publishing a game that is claimed to be unfinishable unless a number of players gang up on the others, eliminating them before re-allying and doing the same thing all over again. Are cynics not right in saying that the game is technically unfinishable - unless this ganging up is allowed. There was a time when such a thing was frowned upon. Not that I am against all player interaction, I simply wish to point out that Diplomacy is not a game where diplomacy must take place - it takes place because it is ordered in the rules - necessarily so for the game would be almost interminable without that rule. Why should people get so excited about interaction? Perhaps I should get excited about Snakes and Ladders because the rules say a dice should be used. After all, both games are fairly playable without these respective features.

Oh yes, I am sure I can go on to look at other arguments so often put forward as to why Diplomacy is such a good game, but that is not really to the point. To me there is such a variety of games that offer so many differing challenges that I would not wish to get over-involved in one, no matter how good it is. I dislike introverted people who can only take an interest in their own amusements. I dislike the way in which Diplomacy seems to be held up so high in the postal games press. It is a good game. I do not deny it, but I dislike that attitude that seems to me so similar to that of chess club members, who seem to feel that any other game but theirs is really no game at all. There is a danger that Diplomacy purists will find themselves increasingly isolated. It is time Diplomacy was knocked off the pedestal it seems to be placed on, and it is time that the degree of variety in games zines was increased.



Zine Review: NMR!: a new Dip. zine from Brian Creese, 52a Deacon Road, Kingston-upon-Thames, KT2 6LU. Cost 25p.

My God, what terrible spelling! Brian is even worse than me! Good to see him apologise in his review of "Pygmy" for spelling Stephen "Steven" though... Issue one is, like all recent issue ones, very good. A lot of thought has gone into producing a reasonable product at the first attempt. There's a short, pointless, article on D&D, a couple of "new" variants (one of which has been invented at least twice before to my knowledge), a one page review of Meatloaf's "Bat out of hell" album (okay, it's a good album, but a whole page...) a couple of review pages on films and books, likewise on zine reviews, and the usual assorted mish-mash that one expects to find in a first issue.

NMR! is being produced by Brian in co-ordination with Ken Bain, and it can be amusing when one of them types something out which directly modifies or contradicts something which the other has already said. Apparently they have to share the same typewriter which could cause problems in issues to come. If the start made in this first issue is lived up to in the coming months I have no doubt that they will, like most other zines, be quite capable of finishing above Pygmy in next year's zine poll. Is Pygmy deteriorating that rapidly, or are the other zines getting better?

Ah, yes. NMR! is A4 stencil duplicated on paper that looks as though it is suitable for use in a school lavatory. Something akin to a cross between Whiskey Mac and Fall of Eagles. Write to Brian for a copy - worth a look.



Changes of Address:

- Dave Waring (organiser of Stabcon II) to 11 Belgrave House, Stortford Hall Park, Bishop's Stortford, Herts. Tel. B.S. 504715.
- John Gargin to Sv 7.2.4, Room 3001, Tenter House, London, EC2Y 9TH. Tel. 01-432-1236.
- Phil Bass to Flat 3, 3 Church Street, Redcar, Cleveland, TS10 1QZ.
- Mick Robson to 4 Taynton Close, Eitton, Bristol.
- Nick Howell to 3 Candytuft Road, Chelmsford, Essex.
- Hugo Tyler to 43 Carthew Road, London, W6 ODU. Tel. 01-741-1421.
- Colin Grubb to Warrenfield, Sheepbridge Road, Deighton, Muddersfield, W. Yorkshire.
- Richard Frosser to Marconi Avionics, A.T.E. Division, Gad's Hill, Cillingham, Kent.
- Roger Collins back to 166 Pembroke Close, Barnstead, Surrey.



Zine Review: Megalomania a Dip. zine from Chris Tringham, 25 Auckland Road, London SE19 2DR. Cost 37½p.

I have found memories of destroying Tringham's street credibility with a review in issue 18. Would that I could do the same today. Chris predicts that I would mention his inability to actually post more than 35% of his issues every month, but to do that would be boring, as Chris' omission of the mailing step in his production schedule is notorious. Chris' comment that he doesn't post all his issues "because I ((Chris)) feel no urgency will suffice.

Is Chris making a concious attempt to fill the role of Dolchstoss? It looks like it to me. He even has the Hardcore Holiday Victor Ludorum Tournament results in issue 22. Apart from this Tringham takeover bid we are also witnessing the birth of a new hardcore in the miscreants who attend those sinful meetings held in a delapidated coffee house of ill repute, called, misleadingly, "The Lamb". I am becomming increasingly irritated by those editors who turn up at The Lamb, and then report everything that happened while they were out boosing as if it were some elitist con. Those who have the misfortune to live in London are not a hobby in their own right.

Chris was really struggling to fill up his last issue - even I would think twice about devoting two pages to "what I watch on the telly." Still, we all have problems. Meg is a chat zine after all.

Meg 22 centrefold contained an essay on the subject of why Chris Tringham has a God given right to criticise where criticism is deserved. A few pages further on he then publishes a mass of nice noises which masquerades as a critical review of Greatest Hits, but is reminiscent of the Daily Express write up of the Conservative Party Conference. Does Chris remark on the very noticeable fall in standars in GH over recent months? Does he hell! Still, Pete Birks is a good friend...

I do wish Tringham wouldn't write so much as "con" reports, 3 pages an issue is beginning to become the norm. Also, Meg is littered with pictures just put in to fill up spaces and satisfy Tringham's pretensions towards "art". The symbolic meaning behind an issue decorated with pictures of cars nicked from an "I-Spy" book, escapes me.

Actually, I rather like Megalomania.

Christmas Diplomacy Quiz:

In an attempt to raise money for NGC finances in an effort to pay off the MCC debts, Nicky Falmer has circulated a Christmas Diplomacy Quiz to publishers to print. If you want a copy, contact me. There's a cash prize for the winner!

VISKOTH THE SAD

This is a fairly simple dungeon, designed for 6-8 1st level characters incorporating at least one cleric.

Legend: The dungeon in which the adventure takes place is an old complex that has recently been renovated by Viskoth, a young magic user. About two months ago rumours circulated that Viskoth (who is famed for his experiments with mirrors) had somehow stumbled on a source of treasure. Several seedy adventurers are known to have been recruited by Viskoth at this time, although they have not been heard of since. For the last week all has been silent at the complex - Viskoth has no longer been making his daily trips to the local town, while no more food supplies have been sent to the dungeons. Two days ago a few dilapidated monsters, mainly scraggy female goblins, were rumoured to have left the complex and yesterday someone glimpsed smoke coming from one of the ventilation shafts.

DM: The point of this scenario is that Viskoth actually created a gateway into Hell by accident. For a time he managed to send adventurers and monsters through the gateway, who returned with treasure - but some of the creatures brought back a terrible plague with them, which has systematically wiped out most living creatures within the complex. On top of this 3 Lemures have stumbled through the gateway and are now inhabiting the room in which the gateway is situated. Although Viskoth is now dead, the Gods have punished him for his evil deed by imprisoning his soul within his body. Viskoth's soul can only be released if the gateway is closed.

The entrance to the dungeon is a simple stone staircase, doors at the top and the bottom of the staircase have been broken down ((by fleeing Goblins)), while the door of room 1 is open.

Room 1: 70'x60'. 4 doors (2 secret). The SD (secret door) in the N wall is magically concealed and can only be detected by a detect magic or a one on a D6 (for characters capable of searching). The room is fairly bare, except for a table in the centre of the room and a statue in the NE corner. Table: on the table are four unusual hand mirrors, made of rough shaped cast iron - they look as though they have been designed for some specialist purpose. Statue: granite statue of MU (Viskoth). No hidden traps/hollows etc. except that statue holds a granite book, which looks as though it would open if the key to the lock on the book could be found. The lock is very complex - thieves have only half of their usual chance of picking it. In NW corner is the remains of a fire. Once book opened see Note 1.

Room 2: 50'x40'. 3 doors (1 magic SD). Smelly room containing four Giant Rats (2,2,3,4). Few cp's in corner of room. Dank and nasty.

Room 3: 50'x100'. 6 doors (2 SD). Library. Bookcases on walls all either empty or smashed, except for NE bookcase which seems okay. Books look in good condition, but crumble at touch. Crack running round bookcase - if bookcase pulled from wall a Giant Tick (8) leaps out. In centre of room collection of odds and ends, candles, woods etc. including six glass containers (suitable for acid). If lots of noise is caused in room (eg. bookcase pulled over) 6 Giant Centipeads will rush out of SE corner at intruders. Picture on SW wall - golden dagger (not magic, worth 20 gps) behind it.

Room 4: 80'x50'. 3 doors. Against W wall are the remains of 4 dwarfs, chained to wall. Looks as if bits of flesh have been carved of them. Killed within the week. One dwarf carries potion (whisky). Unoccupied chains on E wall. No treasure or weapons.

Room 5: 50'x50'. 1 door. Empty lecture room - stone benches around N,E,S walls, with dias in middle of room.

Room 6: 50' x 40'. 2 doors (1 magic SD). Empty, dusty room with giant web on ceiling.

Room 7: 70'x50'. 1 door (secret). Six skeletons (3,4,4,5,5,8) lying on floor at E

end of room. looks as though they died in agony - contortions etc. Total of 8 gps if all skeletons searched. The skeletons will defend themselves if touched.

Room 8: 60'x20'. 2 doors. A long pit in centre of room, at the bottom is corroded remains of armour, weapons etc. In middle of N wall is iron ring - if pulled out (comes 1" out of wall) pit fills with acid in about 10 seconds. Similar ring on S wall emptys pit. Pit itself is about 6' across, 40' long and 8' deep. Some gold objects shine on bottom (total value 24 gps). Once pit filled then emptied, walls will retain sufficient acid to give a nasty burn. Glass vial will hold acid.

Room 9: 50'x20'. 1 door. Bright red room - dazzling. Trapdoor in SW corner revealing Goblin horde - 80 cps, 2 sps.

Room 10: 50'x25'. 1 door (SD). Fake treasure room, contains about 2,000 gps of worthless treasure. Door on spring - slams shut and activates a Darkness spell - just intended to scare.

Room 11: 50'x40'. 1 door. Massive circular table in centre of room, covered with thick grime. Scraping off grime reveals magic mirror which will hold those looking at it mesmerised (until mirror smashed). On ceiling is another grime covered circular mirror (15' radius). If this mirror revealed and then either mirror smashed, mirrors harmlessly implode. If either mirror broken without revealing both mirrors, both mirrors explode. In event of explosion, 1-6 hits for those near mirror, 1-3 hits those in room not covering face etc., 1 hit for those taking cover.

Room 12: 40' x 60'. 1 door. Rest room - full of comfy chairs which attempt to hold, not harm, any sitting on them. If chairs attacked they scream (attracting 3 Gnolls (5,8,13) from SW door. Inside sofa is bag containing 80 gps. Some smashed pictures, and 6 small hand mirrors.

Room 13: 80' x 40'. 2 doors (1 magic SD). Horrible smell - roll under constitution or lose all strength bonuses. All wall torches in E end of room. In W end of room pile of about 30 corpses, mainly human, surrounded by 6" deep trench filled with inflammable liquid. Air vent in ceiling. Smokey smell. Corpses all rotting - signs of death from plague. Anyone crossing ditch has 5% chance of catching plague. 20% if bodies touched. Death within 3 hours - could pass plague on. Work it out for yourself. 25% of population totally resistant to plague. Lighting liquid burns bodies.

Room 14: 40'x60'. 3 doors (1 magic SD). 2 Zombies (7,9) sitting on chairs at N end of room. Each Zombies wears ring with magic inscription "As we are" - if worn, wearer turns into a rotting corpse, instant death - unless saves against magic. In secret panel in back of left chair is 50 gps. The zombies attack immediately.

Room 15: 60'x50'. 3 doors (1 magic SDO). Mirrored ceiling. Trip wire across all doors causes humming sound from trunk in NE corner of room. Humming grows gradually. After 5 minutes humming breaks mirror - 1-6 hits against all in room. If trunk smashed, humming stops. Lock has been sealed to prevent picking. In trunk is protection from fire scroll.

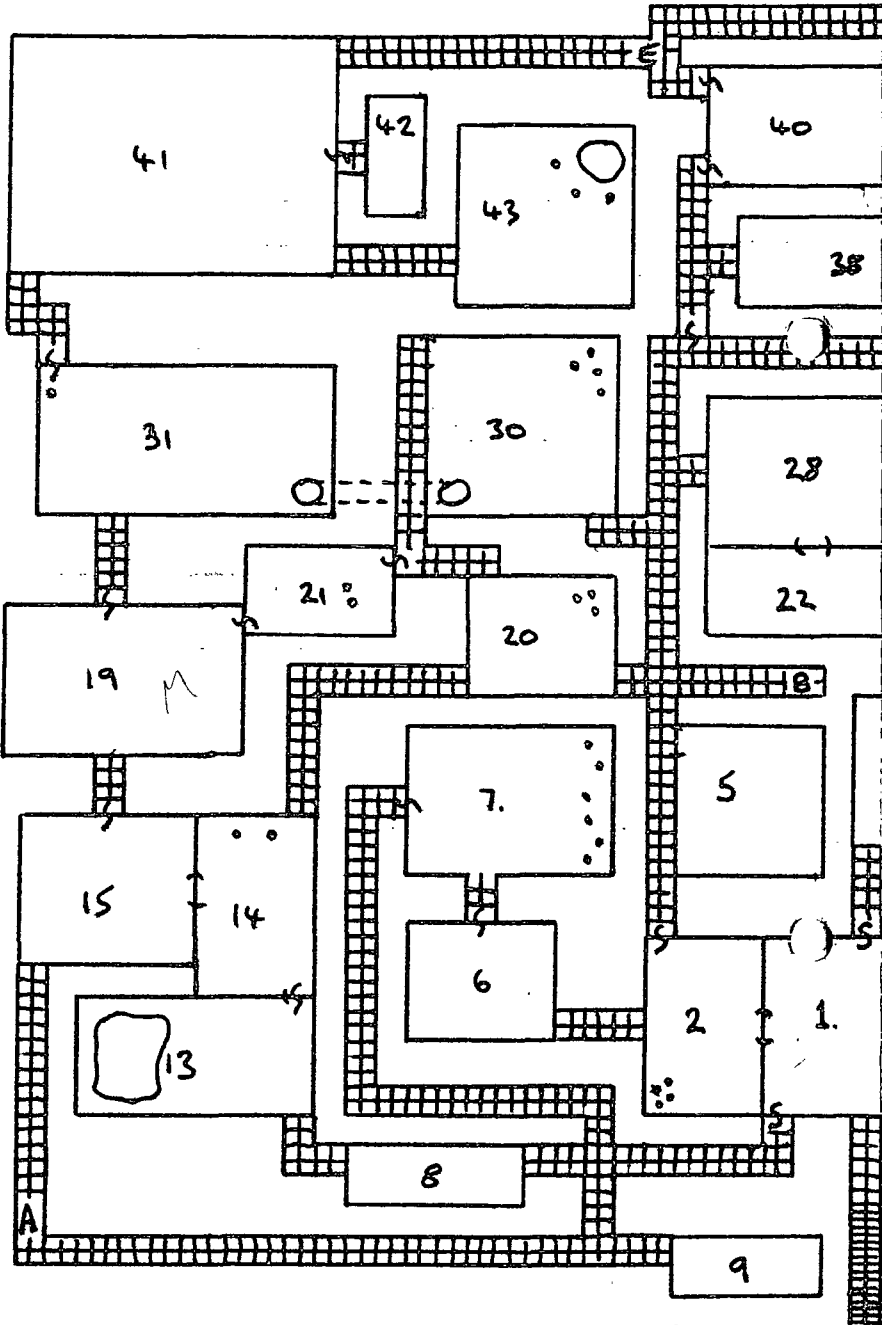
Room 16: 70'x40'. 3 doors. Torture Chamber - usual things eg. rack, iron maiden (containing body, human, 32 gps), chains on walls and from ceilings, giant metal hooks, thumb-screws etc.

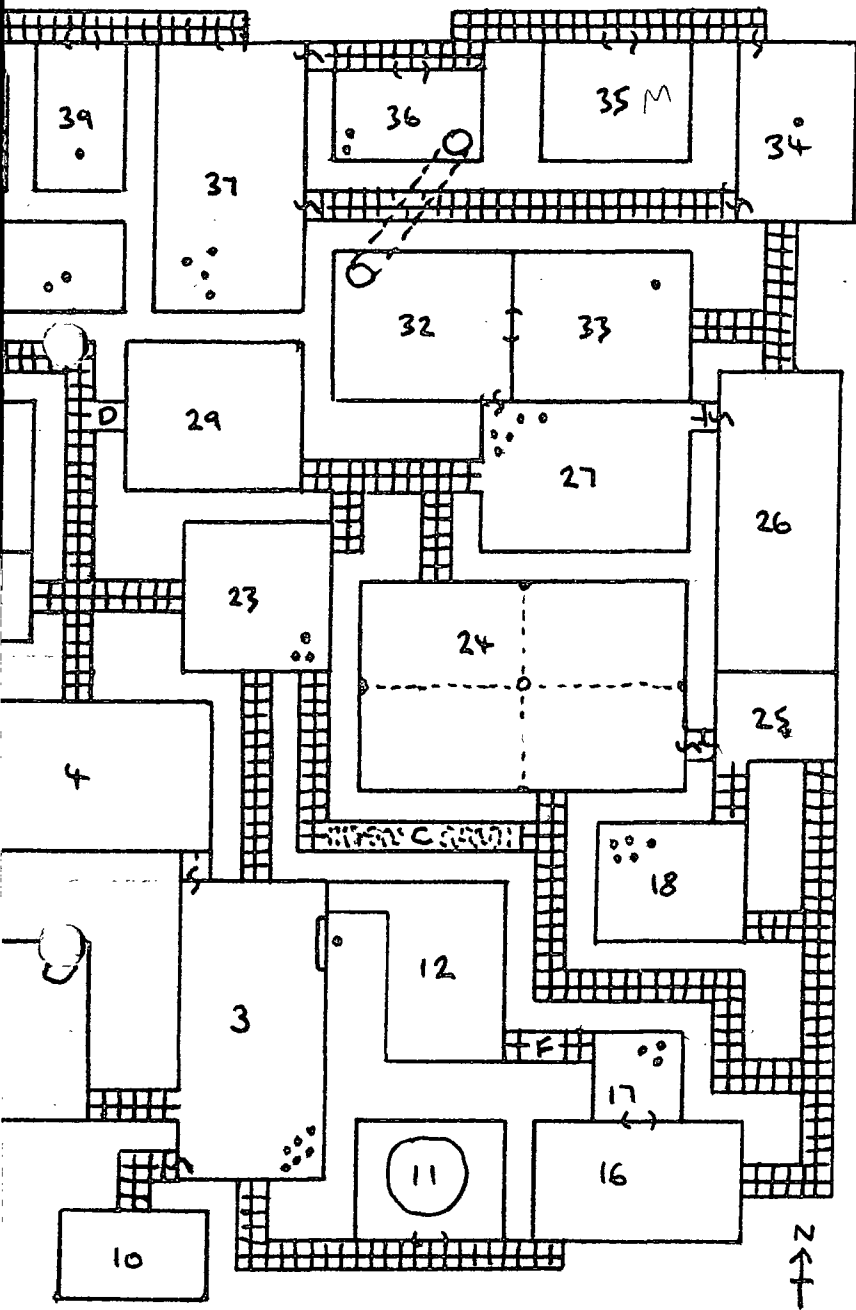
Room 17: 30'x30'. 2 doors. 3 Gnolls (5,8,13) sitting round fire in centre. Total of 6 gps on them.

Room 18: 50'x40'. 2 doors. 5 sleeping Goblins (3, 4,4,5,6). Short swords. Total 1 gp. All furniture broken up for firewood. Listening at doors hears snoring.

Room 19: 80'x50'. 3 doors (2 SD). Empty but dusty.







Room 20: 50'x40'. 3 doors. 3 Spiders (large) (2,5,7) in NE corner. Very, very dusty. Can't see clearly - spiders have initiative. 5% chance of sneezing = -1 on throws to hit. No treasure.

Room 21: 50'x30'. 1 magic SD (NE), one SD. 2 Kobolds having an argument over sharing dead Giant Rat. Kobolds (3,4).

Room 22: 70'x30'. 2 doors. Changing room: ripped up furniture. Ragged coats on hangers (in one is a coat spider, save against poison or arm useless). In lining of one cloak, scroll of fear.

Room 23: 50'x50'. 3 doors (1 secret). As soon as a door is opened, three Gnolls (7, 8,9) attack from SE corner. Armed with battle axes. In SW corner of room is mutilated body of young man (Vidal) and alive young girl (Grindel) (5). If girl unchained and questioned says she was kidnapped, with her brother, about 5 weeks ago by raiding Hobgoblins. When she woke up held by 6 Gnolls in this room. There were food supply. If girl asked where other Gnolls went will point to SD. Gnolls have 5 gps.

Room 24: 110'x70'. 3 doors. Mirror room. In centre of each wall is mirror, with a beam of light coming from each, crossing over central dias, on which stands a iron key. Around dias 4 square holes - if hand mirrors found in room 1 placed in holes will reflect back rays of mirrors. If this is not done, anyone putting his hand into beam to get key has his hand burned off. If hand put in single ray, just burning sensation. Iron key unlocks statue in room 1.

Room 25: 40'x30'. 3 doors. Empty.

Room 26: 40'x100'. 3 doors (1 SD). Very spooky chamber - aura of evil. 3 central pillars - inside middle pillar hidden gems (worth 80 gps). Wet walls - water seeping down from above - roof unsafe.

Room 27: 70'x50'. 2 SDs. 5 Hobgoblins (2,4,6,6,8) armed with morning star eating roast flesh in Nw corner of room. Small fire. Total treasure = 3 gps.

Room 28: 70'x50'. 2 doors. Bedroom - 4 poster bed = trap. When springs depressed top falls, delivering blow as flail x 2. Linen chest at foot of bed full of blankets, but cure serious wounds scroll hidden in lid.

Room 29: 60'x50'. 2 doors. Empty.

Room 30: 70'x60'. 2 doors. 4 Goblins (3,4,5,6) in NE corner of room - taken by surprise - discussing something (how to get out of dungeon). Short sword. Hidden locked trapdoor in SW corner of room. If questioned Goblins say used to stock treasure in treasure room and give rough guide to room 10.

Room 31: 100'x50'. 2 doors (1 magic SD). Empty except hidden in NW corner is Gnome (14). Seems friendly, but when within 10' of party goes berserk (plague) and attacks nearest creature. If bitten 25% chance of getting plague.

Room 32: 60'x50'. 2 doors (1 SD). Empty. Secret trapdoor in NW corner, unlocked.

Room 33: 60'x50'. 2 doors. Armoury: full of plain weapons etc. A suit of armour (plate) comes to life, attacking anyone who touches it, armed with x2 handed sword. 1 hit will demolish it. Nothing special.

Room 34: 40'x60'. 3 doors (2 SD). Empty, except drinking fountain in middle of room - when used water weird (11) appears.

Room 35: 50'x40'. 1 door. Forge - some partially completed weapons, bits of metal. One bit of metal = lump of gold, worth 38 gps. +1 magic dagger among bits of weapons.

Room 36: Tunnel up in SE corner. In SW corner 2 Goblins, short sword, (4,6). Only a few cps.



Room 37: 50'x90'. 3 doors (2 magic SD). 3 Trogs (8,8,11) taunting Goblin (4) who has chanced upon them. In secret panel have box with needle trap (sleep), containing 23 gps.

Room 38: 90'x30'. 1 door. Remains of broken up expensive furniture. 2 Giant Rats (3,4). Nothing of value.

Room 39: 30'x60'. 1 door (with barred window in it). Can see hungry Axe Beak (12). Friendly if fed - empty food basket. (Askoth's pet?).

Room 40: 60'x40'. 2 magic SDs. Once store room for food, but now empty. Two decaying Goblin bodies next to half drunk bottle of wine (poison).

Room 41: 110'x30'. 4 doors (1 magic SD). Assembly room. Littered with about 12 bodies, various sorts. Sitting on stone seat in centre is Askoth (dead). Several long tables and benches - bodies stripped of valuables. If use speak with dead scroll on Askoth answers two questions.

Room 42: Treasure Room. Contains gold and gems worth about 1,200 gps. Magic +1 x2 sword, speak with dead scroll and bless scroll. Note door is magically sealed and will only open when gateway to hell is closed - unless room identified by Askoth himself, in which case door opens. If door opens and room 43 not yet searched, 3 Lemures enter room 41 from SE door.

Room 43: 60'x60'. 1 door. Gateway 6' radius in NE corner of room. Standing around it are 3 Lemures (7,14,20). Can only be killed/got rid of if pushed back through gateway. If Askoth's body is thrown through Gateway it disappears.

Note 1: Statue contains speak with dead scroll and following rhyme:

THE FAIR WANDERER, BRINGING RELEASE,
WITH REFLECTION FIGHTS THE SAME,
BREAKS MY HEART TO GIVE ME PEACE,
DOES NOT STARE ON ALL THAT'S VAIN.

LOOK FOR THE POOL, LOOK FOR THE THREE,
THOUGH THE WAY MAY BE CONCEALED,
WITH THREE IN ONE I SHALL BE FREE,
UPON MY NAME, ALL IS REVEALED.

): This means: line 2 = fight mirrors with mirrors. line 4 = warning against looking in mirrors. line 3 = send body to hell to release him. line 5 = look for Gateway, look for three (Lemures). line 7 = put Lemures in one (pool). line 6 = way concealed by secret doors. Line 8 = Saying "Viskoth" opens all magically concealed secret doors.

Traps/Encounters.

A = 3 Trogs sleeping. Attracted by humming noise to room 15. (7,9,12).

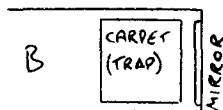
B = Mirror (well made - valuable = 30 gps) on E end of corridor, but carpet conceals pit, with poisoned spikes - death trap.

C = 4' deep, black murky water. Harmless.

D = Single Trog (8) sleeping.

E = Tripwire closes sliding door, blocking corridor.

F = Simple 6' pit.



Sorry if all this is a bit condensed, but I had to get it all onto 4 pages.



Roger Collins: I support your views on Calcraft's daft ideas - NCC was NBG, except as an introduction.

Robin Hood: Your reaction to Peter Calcraft's proposals on reviving the NGC is exactly what I expected from most, if not all, the "sensible" editors within the hobby. To put it into plane language - it's one great big bloody rip-off! From my own limited dealings with the old, and now thankfully dead and gone, NCC, it did not fulfil its intended aspirations. Why? It became too big and unwieldy, its officers were scattered too far apart, and that in turn made communications between them somewhat difficult to co-ordinate, which would bring about a lack of cohesion. When that was lost it faded away.

I don't want anything to do with flogging a dead horse to its knees, let alone its feet! I don't see the point of restarting something that is superfluous to the hobby or its needs.

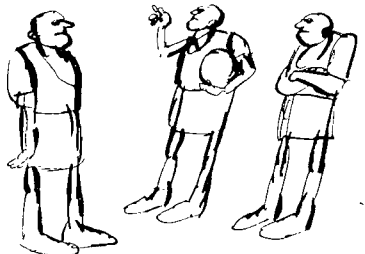
As I said in my recent "Idle ramblings" I believe that an informal and friendly, but informative, "Newsletter" can hold us all together, crossing all the diversified barriers within the hobby with the co-operation of most, if not all, the editors of the various magazines; whether they concentrate on Diplomacy, Kingmaker, Rail Baron, or even Tiddly-winks. I don't care, as long as they all get a fair share! Naturally, I expect the "Newsletter" to break even financially, despite my name I don't want to get involved in any rip-offs. If I had wanted to do that I would not have started up my own magazine, which is no longer losing money as it was, but then again is not making any!

JSA: Perhaps you are making a rather harsh judgement with respect to the old NGC. In the beginning things worked fine - the rot didn't set in till mid 1976. However, your summary of the value of Calcraft's proposals is correct. There might be scope for a general newsletter to be circulated among editors, but there wouldn't be that much to put into it really. It could only be financially viable if it was produced by a current editor who could circulate it with his trades. What we need more than anything else is an efficient introductory service for novices. I must talk to Richard Gooch about this.

Torbjörn Ström: I have some suggestions on how the zine poll could be run in the UK. Instead of just voting for the whole zine, voters should submit votes for each zine they receive, but within different categories. For example, Editorials, Press, Articles, Hobby news, Dip. articles, Reproduction, Efficiency etc. This way the best zine could be calculated from the combined results. On the other hand, almost every publisher can probably say that the zine he is producing did well, because every zine will do well in some category. It follows that as every editor has a different idea about what makes a good zine, most editors will be able to say that his zine did well in the most important category.

JSA: I can see the advantages in such a system, but I shudder to think what it would be like for the poor sod who had to work out the results. Richard Sharp used a similar system for the 1978 Dolchstoss Player Poll and instantly regretted it. If Bullock can produce 10 sets of results on a single 1-10 vote, your system may encourage him to invent 70 different results tables... Things would get a bit complicated when you're talking about 150 voters. I don't think the poll is that important.

By the way, Torbjörn is Swedish and has recently started to publish his own zine - review inside.



John Lee: How come, as I'm now playing in your zine, my copy still comes second class? Is this general policy, or am I being victimised for sending mine first class to you (thus forcing you to look at it sooner than you would otherwise have to)? Diplomacy time is scarce anyway, so I would appreciate not having it limited any further, particularly at such an important stage in the game.

JSA: Apologies. My policy with regards to postage is all players (including editors) go first class, non-players receive theirs second class. However, when I came to sorting the envelopes into two piles last time, I think I missed a few players due to my unfamiliarity with Malcolm's waiting list.

Mike Wassall: Your ideas on banks are naive and ill-conceived. To be basic, why do you suppose that banks have a rights issue periodically? To raise more capital. Yet they plough back in 5.6 times the amount they pay out in dividends. In times of inflation every commercial concern needs more capital just to stand still. We must get rid of inflation for this reason and because its too expensive to borrow when inflation is high. Hence expansion is put off by industry. Is there any point in the individual saving when inflation is eroding the actual worth of his savings. As the amount saved decreases, interest rates rise to attract. The cost to locked in borrowers rises higher and further fuels inflation. With increased spending you have more money chasing the same amount of goods - result inflation increases.

The town councils have no incentive to be cost efficient so they have to be taught the hard way. By British industry I presume you mean the likes of B.L. Surely you can see that overmanning is a disaster. Better get to the root cause rather than throw in further millions into the sponge.

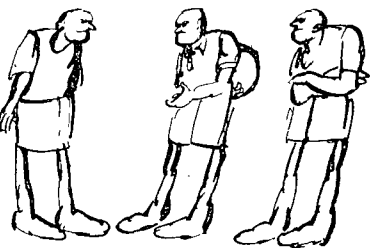
Let's hope Maggie's got the guts to keep going! ((I quite agree, a 15% mortgage rate is ridiculous - let's hope Maggie keeps going and teaches those people who voted this government into office the folly of their ways. 20% would be far better.))

JSA: Far enough, that is a quite nice little summary of the effects of inflation on our economy. Pity you didn't discuss the nationalisation of banks, though. Your whole argument is a non-argument. It is the likes of you who believe the best way to cure inflation is mass unemployment - it would work, I admit. As for councils having no incentive to be costs efficient, remember they are elected, and if they have to make cuts due to their own extravagance, they might not be re-elected. I'd call that a pretty good incentive.

I believe that Capitalism is bankrupt. No medicine will work - it is time to change the system.

Bob Lowndes: I am not, and will never, produce my own zine (I haven't got the time or the ability), but I would be very interested to know how you set about producing your zine. Things like: compiling and collating all of the orders you receive; how long it takes you; and how the hell can you do all of this in such a short time?! This may sound nose, but I am genuinely interested and, I think, several other people may be.

JSA: Hmm. Is there scope for an article in there somewhere? Let's see, I'd guess that I spend about 36 hours of solid work to produce one standard issue of Pigmy. I should spend a lot more time on it, I know, but I do have other things to do.



On top of that I reckon I must spend about 20 hours on the hobby spread out over the intervening 4 weeks. I have the capacity to handle much more, but sadly I just can't find the time. Adjudicating games isn't much of a problem - about 10 minutes a game is average for a spring season, though I'm always having problems with the two inch layer of paper that coats the carpet surrounding my typewriter. I kid thee not!

John Marsden: Ah hah! You saw through me. Critical letters to three zines last month was partially (only partially, though) for publicity! Seems to be working, too.

Nick Shears congratulated me on my letter, anyway. I can't let you get away with tearing me up like that, so I'll have to reply to your reply. The first sentence of your DAS review was "DAS just doesn't conform - I think that's what I've got against this zine." You then go on to talk about its alleged "anachronism", but in a separate sentence; it wasn't clear to me that this was the "non-conformity" to which you were referring. The implication of that first sentence is that zines should "conform" (to what?), and that is what I objected to, and still do. Are you now saying that zines need not conform, so long as they conform to your ideas of what they should contain?

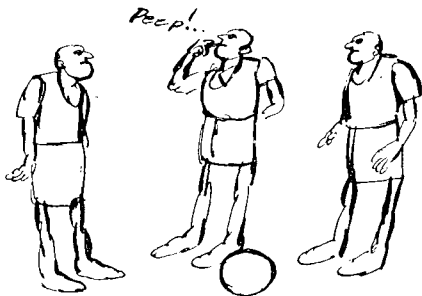
I shall now have to go through your review line-by-line to see whether I agree with you or not. "All the silly variants" - no sillier than many of those in Figmy. ((Ah, but that was before I adopted a facade of respectability!)) The American articles on press actually contained some quite contentious points to which I tried to reply - I doubt if many people read them, though. Mark Berch's quiz caused a very active controversy, so obviously it "struck a chord" with some of the readers. The thing on the political power of SF readers was connected to SEACON, and thus had a valid reason for being there. So far as reprinted American articles are concerned, remember that 95% of the hobby haven't seen them before; if an editor thinks they are still interesting, then there is nothing wrong with reprinting them. Also, one or two per issue is hardly "wholesale". To me the least interesting recent DAS was the one that contained page after page of con reports - original material, but boring in vast chunks.

"Pseudo-intellectual literature". I had to get out my pile of DAS's to see what you were referring to. The short story in number 14, I presume, which I'd forgotten about. Actually I didn't like it either, but: it's only one item in eight issues ((not so, see below - hey, that rhymes!)), hardly worth a paragraph of a review, I would have thought, and hardly indicative of general "non-conformity". Printing letters from Palfrey is definitely conforming...

I agree with you, though, on Nick's House Rules, which are rather pedantic. However, so far as the practice of signing one's units over to another player is concerned, I feel you do it far too much - certainly more than any other player I've come across. The purpose, as I understand it, of the practice is to permit a player who is out of the country or unusually tied up, to remain in a game, although temporarily unable to participate. So far as I can gather you do it simply because you are momentarily tired of a game and can't be bothered to participate, which is, in my view, an abuse of the system. Since having two countries controlled by one player presents the other players with a monolithic bloc that they have little chance of breaking down and is, I suspect, contrary to the inventor's intentions, it is a practice that should only be permitted begrudgingly, and not abused. Certainly the fact that you have done it twice (at least) in The Tinamou "Odium" has had some very odd effects on the game.

My main objection to your Litho/Mimeo article wasn't that I particularly disagreed with you, but that I felt it would be better left unsaid. Having said (correctly) Having said (correctly) that a lot of rubbish had been spouted on the subject, you carried on (which you shouldn't have) by implying that mimeo editors don't use their imaginations, which may be true in a few cases, but is not in most. In doing so you may have inflamed a "controversy" best buried as quickly as possible.

So far as holding games over is concerned, maybe you have one or two awkward players whose unreasonable requests should be ignored, but for the most part I doubt if you'll change things much. It was the unpleasant, bullying tone I



objected to. If a player has a valid reason for asking for his game to be held over he shouldn't be put off by a fear that the editor will reject it out of hand.

Figmy 31 was rather better, although you are too inclined to be vitriolic. The fires of youth, I suppose.

JSA: quite a hefty contribution, that - thanks John. I don't want to say much about DAS, but I feel you are wrong about some things. Firstly, I would count two American articles an issue as "wholesale" republishing. Secondly, the "literature" I was referring to also appeared in issue 16, though since my review it has been noticeably absent from the pages of DAS.

Your point about my habit of signing my units over is really quite funny. Contrary to your suspicions I have only used this tactic once in Odium - with the result that I am well placed to get a part of a three-way draw, whereas you are reduced to a couple of units! I tend to sign my units over to someone else when I am reduced to a few (three or less) units, with no hope of winning the game. I prefer to give those units over to someone who can hurt the person who stabbed me most - this doesn't create a monolithic bloc, as you say. Giving up control of your own units is a legitimate tactic in my eyes.

What's this? Me vitriolic? Never.

Peter Doubleday: Re the 'joint orders' problem ((mentioned on page 23 of last issue)):

I think that in the case you quote you should allow the phoned orders to supercede the post-dated ones, since otherwise the player concerned is losing his right to change orders as required, which is surely an integral part of the game. Ideally, of course, all orders should be dated as postmarked by the GM as they arrive; but this causes too much work for the GM, so it would seem better in practice to cover such cases as the one above, saying that you will accept amended orders unless you forget which takes precedence, in which case hard cheese.

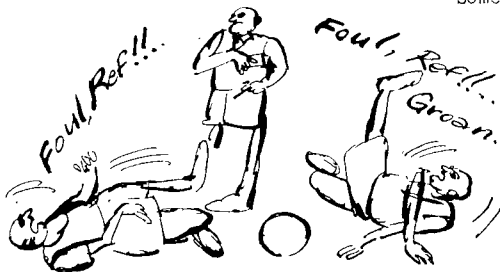
Who were the two idiots who voted for Italy as their best winning chance? And I thought I was being dumb voting for Turkey...

Now - Democratic Anarchy. I have in fact used this variant in many of the games I have GM'ed at school, in case of absence on the deadline day. It seems to work quite well - it certainly acted as a spur to diplomacy, rather than a wet blanket, when we used it. I don't consider your general objections as put at the foot of Michael Moreton's letter at all convincing. The argument based on the existence of a one-unit country could equally well be applied to exclude or restrict that country's influence on endgame proposals, while the argument based on distance is silly - all countries are on the same board, and any innovation which gives (eg.) Turkey any influence in the north-west is only to be welcomed: he is likely to trade it for concessions in his immediate area, which can only add interest to the game. The specific example of the "Juggernaut" is hardly more convincing - the essence of Diplomacy is the persuasion of enemies that it's in their interests to co-operate, and if Russia can't do this to, say, Italy, he doesn't deserve to prosper.

JSA: I am inclined to agree with you on the joint orders problem - would the two people concerned please note that I will not consider post-dated orders binding.

Somewhere in this issue you will find my new House Rules - all players would do well to note some rather radical changes.

Okay, I admit that I'm irrationally bigoted against any system that implies extra work for the GM. Things are hectic enough as it is - still your point about persuading allies, fails to take into account that Russia may have already stabbed Italy in the game, thinking that his help would not be needed. This is one of the standard objections to standbys.



Bachbit. (Yes, I'm in a Welsh mood at the moment!)

In typical Agar fashion, I'm typing the last page first, over a week before the deadline, with all the dangers that entails. I could make some devastatingly brilliant observation about the Diplomacy hobby, only to find it contradicted or outdated before the issue is finished. Then I'd have to retype the back page. No fear! Let's talk about things that don't change...

Last week I completely cocked up the Oxford Entrance Exam, despite the fact that I went to the hitherto untested extreme of actually revising beforehand. I always find that when I revise for something, I am set questions on the couple of topics that I missed out of my revision - I worry more about what I don't know, instead of concentrating on what I understand. Yet if I do no revision at all, I never worry - because I know I won't be able to do it anyway. There must be some logic in that somewhere. Anyway, the point is that I will be going to Sheffield University next Autumn. Of course, all this brings fears of folding, á la numero vingt-neuf, so I'll probably make it economically impossible for me to fold by ~~throwing away~~ investing £230 (+15% VAT) on a nice new portable roneo duplicator within the next few months. () Like several other editors (notably litho) I am experiencing a horrific price rise, which will combine with the new 12p postage rate due in January. Hence, prices must rise. In order to keep the cost down to a reasonable limit, I intend to charge 25p for the zine (including postage), with the games going in a stencil supplement (as in this issue). With this price I should be able to absorb the new postal charge without too much trouble. Believe it or not, Pigmy will still be excellent value for money (the likes of Megalomania costing 40p, while several plain mimeo zines already cost 25p).

Still, money's a boring subject, isn't it? I think I'll talk about something interesting - like how impossible I'm finding it to get a job, despite my academic qualifications. I don't suppose you lot have noticed, but employers either want 16-17 year olds that they can train, or 20-25 year olds that are already trained. Being 19 I'm in a sort of no-man's-land, no one wants me!?! Gloomy predictions about being on Social Security for the next 9 months seem to become more likely every day. It's no wonder I like the Welfare State...

Finally, a plea. Has anyone out there got any "Monkees" albums or singles? If so, I know of one attractive young lady who might actually go as far as to offer you money for them! Monkee magazines are also sought after - let me know if you can help.

DEADLINES

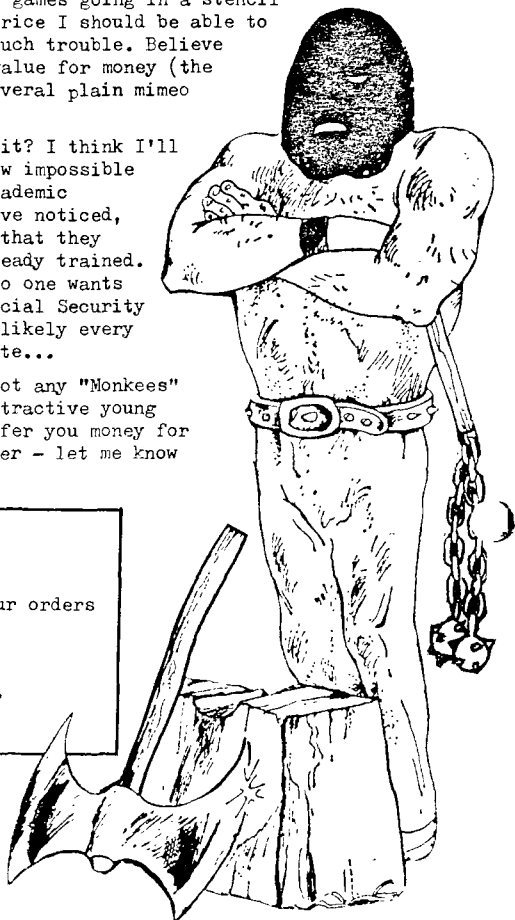
If you have any doubts whatsoever about your orders arriving on time, phone them in!

MAIN ZINE DEADLINE : FRIDAY 28TH DECEMBER.

EXTERNAL DIP. GAMES : FRIDAY 21ST DECEMBER.

KINGMAKER DEADLINE : MONDAY 24TH DECEMBER.

Steve Agar,
3 North Road,
Chester-le-Street,
Co. Durham,
DH3 4AQ.
Tel. (0385) 883309.



Pigmy 32 Games Supplement

Page 2 - P/14, P/13, Dibatag & Frogisher.

3 - P/6, P/12.

4 - Borderer, P/15, P/8, P/16.

5 - P/4, P/3.

6 - P/11V.

7 - P/10V, Big Ern, Bill Curry, Jessie Matthews.

NB: Errata:

P/6: Two endgame proposals accidentally omitted.

a) 4 way draw. F/I/G/T. b) 2 way draw. F/I, 3rd G, 4th T.

Votes please.

P/3: Last season's proposal was heavily defeated. For next time please vote on
1st T, =2nd E/F/G/I/A/R.

Borderer: Just found some amended orders from Paul Prebble. They are:

F(Edi)-Cly; F(Bel)-ENG; F(Bre)-MAO; F(MAO)-Por; A(Par)-Bur; A(Gas) S A(Mar);
A(Yor)Std.;

No change for anyone else.

Malcolm hasn't sent me any adjudications for Stab, Ultra Stab or Cline. Don't
blame me! Neither has he sent me the TFPO credits yet either...

(P/14) Regular Diplomacy GM: Steve Agar

Autumn 1901

AUSTRIA (Peter Doubleday) F(Tri)--Alb; A(Vie)--Tri; A(Ser) S ITALIAN A(Nap)--Gre;
 ENGLAND (Graham Tunncliffe) F(NTH) C A(Yor)--Nwy; F(Lon)--ENG;
 FRANCE (Russell Harris) A(Spa)--Por; A(Fic)--Bel; F(Bre)--MAO;
 GERMANY (Peter McDonald) A(Sil)Std.; A(Ruh)--Hol; F(Den)--Swe;
 ITALY (George Foot) A(Ven)Std.; F(ION) C A(Nap)--Gre;
 RUSSIA (David M. Gray) F(GB)--Swe; A(War)Std.; A(Ukr)--Sev; F(Rum)--Sev;
 TURKEY (Glen Binnie) A(Bul)--Gre; F(BLA) S A(Con)--Bul;

Winter 1901 Adjustments:

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

Press: Movement of F(Lon): The unexpected (English) Channel.

Urgent message from London to F(Nwy): Come in number two, your time is up.

(P/13) Regular Diplomacy GM: Steve Agar

Autumn 1902

AUSTRIA (Joan Phylactou) A(Ser)--Gre; A(Bud)--Gal; A(Vie)--Tyr; F(Tri)Std.;
 ENGLAND (Mick Robson) A(Lon)Std.; F(NTH)--HEL; F(Nwy)--NTH;
 FRANCE (Rob Chapman) A(Bel) S F(Hol)*S ENGLISH F(NTH)--HEL; A(Bur)--Ruh; A(Gas)--Spa;
 GERMANY (Nick Hoyle) A(Mun)--Bur; A(Ruh)--Bel; F(Den)--NTH; A(Kie) S F(HEL)--Hol;
 ITALY (Peter Berlin) A(Ven)--Tri; F(ION) & F(EMS) C A(Tun)--Syr;
 RUSSIA (Andy Malcolm) A(War)--Ukr; A(Mos) S A(Sev) S A(Gal)--Rum*; F(Swe)--Nwy;
 TURKEY (Larry Edgar) F(BLA) S A(Rum) S AUSTRIAN A(Bud)--Gal; A(Ank)--Arm; F(AEG)--Smy;
 A(Bul) S AUSTRIAN A(Ser)--Gre;

Retreats*: French F(Hol) disbands. Russian A(Gal)--Vie.

Winter 1902 Adjustments:

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

Press: Andy-Larry: I was desperately grateful for your letter as it was the only one I got last move, but are you sure it was P/13 you were discussing?

To darling Mickey: Remember what you said last letter but one? I agree.

To Italy from Joan: Get in touch etc.

Dibataq & Frobisher GM: Steve Agar

Regretfully, both these games must be held over. Willy Haughan claims to have received neither of the two copies of issue 31 that he has been sent, while Colin Grubb didn't receive issue 31 until very late due to address change that Malcolm didn't tell me about. Apart from these two I have orders on file from everybody else, these may be changed if you wish.

(P/6) Regular Diplomacy GM: Steve Agar

Spring 1908

ENGLAND (Anarchy - Malc Brown) F(Lon)Std*; F(HEL)Std.;
 FRANCE (Richard Brockington) A(Edi)-Lpl; F(ENG) S F(NTH)-Lon; A(Mar)-Pie; A(Hol)-Ruh;
 A(Ber) S A(Ruh)-Mun; A(Sil)-War; F(MAO)-Spa sc; F(WMS)-GoL; F(Tun)-WMS;
 GERMANY (Martin Styler) A(Kie) S FRENCH A(Ruh)-Mun; A(StP) S RUSSIAN A(Mos);
 F(Nwy) S FRENCH F(NTH); F(Den) S A(Kie);
 ITALY (Graham Tunncliffe) A(Pie)-Mar; A(Tyr)-Boh; A(Boh)-Gal S by A(War);
 F(Rom)-Tus; F(ION) S F(Nap)-TYS; F(Gre)-ION; A(Tri)-Tyr;
 RUSSIA (Keith Black) A(Mos) S FRENCH A(Sil)-War;
 TURKEY (Ian Phillips) A(Ukr) S ITALIAN A(War); F(Sev)-BLA; A(Arm)-Sev; F(EMS)Std.;
 A(Smy)-Ank;

Retreats*: English F(Lon) dies.

Press: Con-Par: It's no use talking to Berlin. He's deaf, illiterate, demented and blind!

Supercilious-Supercilious: How dare you use my heading, you big head.

Rome-Paris: I expect you to have vacated Tunis by this season and just to make sure I've sent a fleet or two along.

Ber-Con: O.K. but you must stop putting me last in your draw proposals.

Par-Con: Try losing occasionally and relax.

Kie-Mos: Pretty mobile go, what?

World-Turkey: You really are a stupid moron!

Germany-France: This is my 43rd letter and you still haven't agreed to my agreement of your proposal following my agreement to your approach to my proposal etc.

Rome-Con: Ain't I a good boy, doing what I'm told.

Con-Par (again): My plans for a draw doesn't even include you.

Con-Rom: Your press should be censored. ((It is.))

Exasperated-Berlin: What on earth are you doing, you silly little man?

Italy-England: Thanks a lot, Malcolm. I hope to do the same for you one day.

Con-All: That corner was becoming too small for my head.

Kie-GM: Hey, Steve! Why does everyone play me for a sucker? It has happened all through this game and is happening at work now as well! I await your answer with baited breath. ((Try using a new deodourant...))

(P/12) Regular Diplomacy GM: Steve Agar

Spring 1907

AUSTRIA (Des Phillips) NMR! A(Tyr)Std. u/o*;
 ENGLAND (Nick Clennett) F(Nwy) S F(Den)-Swe; F(MAO)-NAF; F(NTH)Std.; F(BAR) S A(StP);
 A(StP) S F(Swe)-Fin; F(BAL) C A(Kie)-Pru;
 FRANCE (Ian Shearer) F(WMS) & F(GoL) S F(Tun)-TYS; A(Pie)-Tus; A(Mar)-Pie;
 A(Sil) S ENGLISH A(Kie)-Pru; A(Bur)-Mun; A(Ruh)Std.;
 RUSSIA (Don Brown) A(Vie) S TURKISH A(Ven)-Tyr; A(Gal)-Boh; A(Lvn)-War;
 A(Mos) S F(GoB)-Lvn;
 TURKEY (Richard Brockington) F(Rom) S F(TYS)-Tus; F(ION)-TYS; F(AEG)-Con;
 F(ADS) C A(Alb)-Ven; A(Tri) S A(Ven)-Tyr; A(Ser)-Bud; A(Con)-Bul;

Retreats*: Austrian A(Tyr) disappears off the face of the earth.

Press: Russia-Turkey: O.K. but don't forget to move on to Gal in the Autumn.

Abdul-Ivan: A fleet in BLA should speed up the movement of my armies westwards.

Turkey-World Leaders: Death to the stooge.

Borderer Regular Diplomacy GM: Steve Agar Spring 1904

AUSTRIA (Keith Loveys) F(AEG) S ITALIAN F(Bul sc)-Con; A(Sev) & A(Gal) S A(Rum)-Ukr;
 A(Ser)-Rum; A(Bud)-Vie; A(Boh)-Sil;
 ENGLAND (Richard Prosser) F(MAO) pulls the plug; F(Wal) takes a nostalgic trip to
 Aberystwyth;
 FRANCE (Paul Prebble) F(Edi)-Cly; A(Yor) stands and waits for England to move;
 F(Bre)-MAO; F(MAO)-WMS; A(Par)-Bur; A(Gas) S A(Mar); A(Mar) stands and spits
 fury at the Italians; F(Bel)-ENG;
 GERMANY (Hugo Tyler) F(Hol) & F(Nwy) S F(Den)-NTH; A(StP)-Mos; A(Mos)-Ukr S by A(War);
 A(Pru) S A(Mun)-Sil; A(Ber) S A(Kie)-Mun;
 ITALY (Roger Collins) F(GoL) S A(Pie)-Mar; F(WMS)-Spa sc; A(Tyr) S AUSTRIAN A(Boh)-
Mun; F(Bul sc)-Con;
 TURKEY (Ken Williams) F(BLA) S A(Con)-Bul; A(Smy)Std.;

Press: Germany (GVM): COA to 43 Carthew Rd., London, W6 ODU.
GOD-Austria: Page 48, line 6 onwards.
Cassandra: Can anyone tell me what is the earliest recorded exit by Russia?
France-Germany: OK, if you get 'em, I'll hold your coat.
Goodies-Turkey: Hold on, Ken, help is on the way.

(P/15) Regular Diplomacy GM: Steve Agar

A double deadline has been requested. Orders on file from A/R/F/G/T. These can be changed if you wish.

(P/8) Regular Diplomacy GM: Steve Agar Spring 1906

AUSTRIA (Peter Berlin) A(Mos)-Sev; A(Nap)-Rom; A(Vie)-Gal; F(Ven)-Apu; F(Tri)-ADS;
 A(Alb) S A(Ser)-Gre; A(Bud) S A(Ukr)-Rum;
 ENGLAND (Peter Doubleday) F(MAO)-WMS; F(Bre)-MAO; F(Lon)-NTH; F(NWG) gets chilly;
 FRANCE (Anarchy - John Foulger) F(BAR), A(Mar), F(Por), A(Bur) Std. u/o;
 GERMANY (Dave Gray) NMR! A(Mun), A(Den), A(Bel), A(Hol), A(Ruh) all Std. u/o;
 RUSSIA (Dave Parry) A(Fin)-StP; A(Nwy)-Swe; F(Swe)-SKA;
 TURKEY (George Ashworth) F(Smy)-AEG; F(Gre)Std.*; F(ION)-Apu; F(Tun)-TYS; F(BLA) &
A(Sev) S A(Rum); A(Rum) S A(Bul)-Ser;

Retreats*: Turkish F(Gre) dead.

Press: The Austrian Government would like to express its astonishment at the gall of the Turks in asserting that the Austrians acted in anything but self defence, and successfully so.

(P/16) Regular Diplomacy GM: Steve Agar

As I have heard nothing from Colin Cherry and Robin Lester I have replaced them. David Walker had the decency to tell me that he didn't want to play, hence the new Austria.

AUSTRIA : Bob Watson, 33 Westfield, High Hugheth, Gateshead, Tyne & Wear.

RUSSIA : Hugo Tyler, 43 Carthew Rd., London, W6 ODU.

TURKEY : David Gray, 15 St. James Avenue, South Anston, Sheffield, S31 7DR.

The addresses of the other players can be found in issue 31.