

The Cunning Plan - III

NEIL DUNCAN 10 ANSTEY CLOSE BASINGSTOKE HANTS RG21 3JG.

	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33					
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BARMY BATTLESHIPS



BATTLESHIP

O = MISS

O = MISS

game report page 2!

BATTLESHIP

EDS BIT:

Well, well, well, another TCP is upon us as inspite of what I thought was plenty of warning and lots of good planning the deadline is knocking on my door and there still seems to be a lot missing. Do I ring around to prevent people from NMRing? Do I hold on, and delay TCP which will delay AoR which will really annoy Andrew and Gary? Oh the woes of being a GM/ed. Regarding the waiting lists, I have had a couple of nibbles, but fear not small minions, you will not find me pestering you to sign up, I'm having enough aggro with what I've got!

As I sit here the Texas cult seige is well underway (and might be over by the time this comes out) and I am stunned. I am stunned, not because some crazed whacko from Waco claims to be Jesus and in view of what happened last time he was on the earth has decided to return heavily armed this time, but because the Texas police have claimed that they were not out-planned or out-manoeuvred, but they were out-gunned. Hang on a minute peeps - aren't the Texas police the most heavily armed force in the world? I had always understood their biggest problem to be this; they invented the nuclear hand grenade. The problem is, that the average officer can only hurl it 20 metres whilst the grenade leaves a 100 metre crater when detonated. I suppose this seige is just standard yank policy - wait until the buggers are heavily armed and then do something about it, Bosenia, Somalia.....

I think thats enough nonsense from me for now, you'll find plenty more over the next few pages. BB has maintained a good level of response, although I had hoped for a few more players. Still now all the NMRers are laid bare there are rich pickings to be had by everybody. I am very pleased to have a letters column, and even a surplus of material which I can use next time. I have tried a different approach to reviewing zines, I hope that you find it better. Still I'm not getting complacent, I still want your news, letters, articles and opinions.

FREE TCP AD

Mark Stretch would like me to tell you all about the OXFORD DIP CLUB. It meets every evening at 7.30 during term time, in the Nuclear Physics Building - off Keble Road. All are welcome and Mark is trying to get a team together for MANORCON. So if there in anybody interested they can get hold of Mark at; Jesus College, Oxford, OX1 3DW.

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BARMY BATTLESHIPS - ROUND 2.

NAME	CO-ORD	RESULTS	SCORE	OWN STATUS
Jonathan Barber	13,Q	Hit Steve Grainger	1	no hits
Dave Newnham	14,Q	Hit Simon Devereux	1.2	no hits
Andrew Davies	04,F	Hit James Thorpe	2	no hits
Michelle Duncan	32,Y	Hit Stewart Cross	2	no hits
Andrew Moss	10,K	miss	1	1 hit
Ludger Wilmot	14,Q	Hit Simon Devereux	1.2	no hits
Mark Stretch	14,Q	Hit Simon Devereux	0.2	no hits
Bob Holliday	21,X	miss	1	no hits
Andy Mansell	14,Y	miss	0	no hits
Chris Latimer	02,A	miss	0	1 hit
Mike Brian	10,L	Hit Andrew Moss	1	1 hit
Neil Dixon	04,N	miss	1	no hits
Graham Smith	14,Q	Hit Simon Devereux	1.2	no hits
Mark Kellett	15,P	miss	1	no hits
Kath Collman	19,G	Hit John Doughty	1	no hits
Martin Sanders	31,X	Hit Stewart Cross	1	no hits
Mark Nelson	07,Z	Hit Graham Toone	1	no hits
Simon Paley	27,I	miss	0	no hits
James Hardy	14,Q	Hit Simon Devereux	0.2	no hits

PRESS:

Sailor - Neil Dixon: Well, sunshine, I'm wearing my dinky sailor outfit in the hopes that someone will say, "Hello sailor, fancy a bit of fun?"!

Anon: I wonder how many of you greedy peeps have picked on poor Simon and gone for 14,Q? How unimaginative!

DN - MD: Just "skirting" around the edges, were you?

Anon: Come on Collman, stop hiding! This is where you get yours.

GM - Anon: I'm afraid that the very able Admiral Kath has taken command of the good ship BBS COLLMAN, and you may be eating those ill chosen words before the game ends!

Graham Smith: I would send in some press, but the recent arrival of a baby son has put me under a lot of pressure time-wise.

GM - Graham Smith: Heartiest congrats and I know exactly what you mean.

Mike Brian - Mark: I think my shooting is as accurate as the nodding donkey's.

Neil Dixon: "Fore...." oh, sorry wrong game!

GM - Neil Dixon: Re your co-ordinates question, the chart on the front page should make it clear.

GM - (Letter from Joel Hurst in AoR12): I would prefer orders to come to me. Suppose you wanted to send in the press; "Anon: Andrew is a complete git!" you might just end up NMRing that round!

GM - Mark Kellett: Your orders came to me via Andrew Moss, but you appeared to have fired at the same square as last time! Alas this counts as a miss.

Please send your BB orders to Neil Duncan, 10 Anstey Close, Basingstoke, Hants, RG21 3JG. (Rather than AoR - cheers)

GM: Below is a list of the dreaded NMRers! Their names are followed by the 'hit' segment, randomly selected. Now's your chance to pick 'grudge' targets. Good luck to the active ones!

PETER ABEL	11,0(3)	ANDREW MARRION	20,X(3)
DUNCAN ADAMS	23,D(3)	GARY MARSHALL	28,L(3)
STEPHEN AGAR	10,Y(3)	ROBERT MCLEAN	27,V(3)
DAVE ALLEN	01,J(3)	MIKE MEYRICK	27,T(3)
CHRIS ALLINGTON	25,X(3)	JAMES MILLINGTON	21,I(2)
SIMON APPELYARD	03,C(3)	PHIL MURPHY	13,Z(3)
MIKE BENYON	30,X(3)	JIM PILLING	22,Q(3)
SIMON BOUTON	05,U(3)	RICHARD POPPLESTON	29,E(2)
IAIN BOWEN	06,D(3)	STEPHEN QUY	32,J(2)
ANDREW CADDY	24,M(3)	RICHARD RAMSDEN	29,U(3)
KENNY CAMPBELL	13,C(3)	MARK RAWSON	12,L(3)
PAUL CLAYSON	30,O(3)	ANDREW REYNOLDS	17,L(3)
PHIL CORKER	05,S(3)	GAVIN ROBERTS	26,J(3)
CHRIS CORNWELL	30,A(3)	DOUGIE ROBINSON	05,J(3)
JASON COTTRELL	18,Z(3)	TIM ROBINSON	06,R(3)
STEPHEN COX	13,X(3)	DOUG ROOD	14,T(3)
COLIN DARRA	03,O(2)	TIM SCALES	14,A(3)
PETE DAVIES	05,Z(3)	ANDREW SCOTT	15,I(3)
DAVE DOBBIE	21,S(3)	RICHARD SHARP	23,I(3)
MICK DUNNETT	07,I(3)	NEIL SHIPHAM	30,I(3)
STUART EVES	10,B(3)	FRANK SLIGHT	22,F(3)
TIM FRANKLIN	01,E(3)	JOHN TRAKNIK	04,H(3)
RAY FURLONG	29,F(3)	MARK UNDERHAY	05,S(3)
JEREMY GILBERT	11,I(2)	DAVID VAN-CAUTER	11,D(3)
JAMES GOODMAN	24,N(3)	SEAN WEIR	02,R(3)
MARTIN HALLIGAN	14,E(3)	NICHOLAS WHYTE	22,X(3)
IAN HARMAN	15,A(3)	IAN WILLIAMS	18,I(3)
TOBY HARRIS	28,O(3)	TONY WILSON	32,Q(3)
JOEL HIRST	19,D(3)		
JONATHAN HOLLING	13,S(3)		
PETER HURCOMBE	07,M(3)		
JOEL HURST	26,D(3)		
JON JONES	25,Y(3)		
MICHAEL JORDAN	16,V(3)		
RICHARD KEMMISH	19,R(3)		
NEIL KENDRICK	32,U(3)		
PHIL KEOGH	10,U(3)		
SETH KING	13,H(3)		
TAGGART KING	27,H(3)		
ERIC KNIBB	18,P(3)		
JULIAN KNIGHT	10,Q(3)		
GRAHAM KOPPENHOL	22,O(3)		
GRAHAM LEACH	30,Z(2)		
RICHARD LEEVES	20,H(3)		
ROBIN LEVY	16,Y(3)		
DAVE LONDON	19,E(3)		
ALISTAIR MANNING	17,B(3)		
GORDAN MANNING	27,G(3)		

THE CUNNING PLAN WAITING LISTS

Holy Roman Empire: Bob Holliday, 6 wanted.

1939/III: zylch, 6 wanted.

Airstrike (Gunboat Airforce Dip, probably played on the 1939 III board); 1, 5 wanted.

Any offers?

well folks, I'm sorry
this page is a mess,
I hope you can make
sense of it. The deadline
for BB & AMEL is
Thurs 8th April.
I hope to be more
together
next time



LETTER COLUMN

Steve Harridge:

Thanks for sending me a copy of TCP II. Pretty good, though a little light on games wouldn't you say? Still its early days yet. An interesting article on the zine poll by Dave Newnham. He does make some valid points, though surely no one gets their relatives to send in votes do they? Lets have a 'proper' letter column please!

No sooner said than done Steve and you can have the honour of being the first victim - I mean contributor. Thank you for your kind words, but as for games; a couple with 17 odd players isn't too bad. Yep the zine poll bit was very interesting. "Does anyone get their relatives to vote?" I guess its possible, but I gather that Iain is pretty thorough in validating the ballots. SO whilst some might slip through, I doubt whether there are enough to really affect the final result.

Dave Newnham:

I was a little surprised that my zine poll article appeared without editorial comment. I would have thought that a short pro, anti or just a request for readers views might help to generate letters to the editor! But perhaps you felt it was controversial/complete enough not to require further comment. Just in case, one point that I will make, is that accepting articles from me doesn't preclude you from slanging the ideas expressed off something horrid if the mood takes you.

Others have asked me the same thing.. Er.. I must confess whilst wearing my editors 'L' plates, it didn't occur to me that I could or should have commented. I did feel that it stood on its own, even though I didn't agree with everything. I am in favour of the poll, but have insufficient understanding of its mechanics to say much more than that. Be assured however that I will feel free to trash your ideas, even on the flip of a coin if I wish!

more Dave:

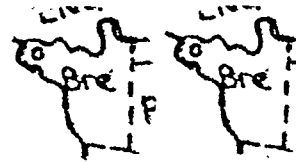
And onto nastiness mode! CAMEL, map on the front page - see game report on page 6! This is utterly unacceptable! Map and game report should be together boy!

Humble mode: I also believe that the map and the report should go together. But I found myself with less than an hour to go before posting the artwork deadline and a bloody great gap on the front page. So in goes the map, and out goes my credibility. Theres an insight to a highly trained planning abilities!

Bob Holliday:

Thanks very much for TCP2 (My computer won't do Roman numerals!) a very good read. Its almost up to full blown zine size already and I guess from the style that its exactly what you're aiming for. I'm so glad you are going to do a feature on Japanese Tapestry. Its without doubt one of the most underrated hobbies I know. People just don't seem to realise how riviting it can be.

Sorry to do this to you Bob, but my computer won't do Roman numerals either, so I just use capital 'I's instead! (I couldn't resist that). As for the Japanese Tapestry, if you read the sentence again you'll see that I said I was going to 'lay into it', just to start a scrap and you're fallen into my trap. Underrated? pah! Riviting? I am more rivited reading a 27 page game report for En Garde. So come on! Its the turn of you home jam makers next.



So much for the suggestion that a pair of breasts on page 3 would liven things up!

Fiona Campbell-Jack:

TCP is a good subzine, although the staples make it difficult to read over dinner. The ASTFSHB acronym was a bit of a mouthful even for a computer person like me. Why not shorten it to 'A Small Task'?

Thanks for the praise, (this is terrible! Won't somebody write in and complain?) Let me explain to the puzzled AoR readers who are looking at their A3 folded TCP's wondering where the smeg I put the staples. A few dozen extra copies get sent to some non-AoR interested parties, these TCP's are A4 stapled.... could become a collectors item. The ASTFSHB bit was just supposed to be poking a bit of fun at MFG and will probably be shortened to 'Zine Reviews' - probably, but not definately.

A SMALL TASK FROM SOME HOLY BLOKE FEEDBACK:

Ian Harris (BOREALIS):

Thanks for the review, great! Friendly and unassuming? Hmm....

Toby Harris (SMODNOC):

Thanks for the review of SMODNOC - one of the more favourable I have seen, many people give it a good grilling. I appreciate that the zine is not everyones cup of tea and do welcome constructive criticism.

Andy Key (ELECTRIC MONK and MISSION FROM GOD):

**To be brutally honest I didn't use all of Neils reviews because (a) They were about zines for which I already had one or more other reviews; (b) They were dull, consisting mostly of lists of games played - a topic covered elsewhere in MfG. (c) Neil seemed to be reviewing a single issue in each case rather than the zine over a period of time."

*[Shamelessly ripped off from SPRING OFFENSIVE #9]

Name withheld:

I liked The Cunning Plan, thought it was well written and laid out. It had an air of informality and liberalism (small 'l'), which is lacking in the other zines I've seen. I have a question though, what is 1939 III? I am also glad to see that you are offering HRE. Good luck in getting more players, you definately deserve them.

continued on page 4

.....letters from page 3.

Eds reply to Name Witheld:

More kinds words, thanks. If I get much more of this I shall become such a swell head, my ears will have to be vigorously greased if I am to get out of the door. To answer your question; 1939 III is a WWII variant, which has two new pieces in addition to the armies and fleets we are all familiar with. These are Bombers and Tanks. TCP IV will contain an article on the variant if you can wait until then. I can't help but notice that your HRE/gladness has not been translated to a name on the waiting list!

Kath Collman:

First of all, congratulations on starting up TCP. According to your 'Eds bit' there was a cock up over the launch of the subzine - well it must have been worse than you realised, because issue 2 was the first we've seen! We had AoR 11 where Andrew mentioned that you were about to start an as yet unnamed subzine and then nothing until AoR12/TCP2. So we didn't know anything about Barmy Battleships! However, I'll gladly play instead of sir, silly games aren't really in his line but I'm always ready for a bit of fun (take that as you will!) Orders enclosed and I shall try not to NMR, though when we receive up to two dozen trade zines its not always easy to keep track of things. I also have the impression that Andrew is one of those editors who still addresses the zine to just Danny, not both of us, which makes things even more difficult! Sigh.

Hopefully, when Andrew reads this, he will amend the label to both your names, or to just yours! I also hope that the distribution problems are all behind us now. I would also like to take this opportunity to thank you for a couple of 'memories' you have submitted. Alas there is no room this time, but I hope to be able to squeeze you in in the future.

Well thats it for this issue, my appologies for missing out anyone who has written, but missed this deadline. (This being a couple of weeks prior to the deadline for games.) I will try to fit you in next time. Well at least the letter column has finally taken off.

Below we have another article kindly donated by Dave Newnham. Following the many slaps I got on the wrist for not commenting on his last one, I will comment on this one. I agree with it. In fact I agree with it whole-heartedly. I can't really add any more to that. I would however invite comment from readers, players and editors.

Diplomacy: Time for Communicating.
a.k.a. Mind Reading

The titles say it all! The point is, Editors, that your diplomats aren't mind-readers and YOU, therefore, have to give them the time they need to communicate with each other between deadlines. I accept that Editors are people too, and have their own lives to live, but ...

Before I go any further let me give some definitions, applicable to this article:

Deadline = the date on which orders must be with the editor.

Turn-round = the period of time from deadline to receipt of the next issue of the zine by the player.

Game-time = the period of time from receipt of the zine by the player to the next deadline.

Note Editors, that the timings discussed in these definitions all relate to the players! It's no use you complaining that you have production problems; it's the players who are crucial to the success of your zine and you have to cater for their requirements. Equally, it's no good pointing out that a substantial portion the games you're running don't require much in the way of inter-player communication; in a diplomacy oriented zine the diplomats needs must take preference

So, why is Diplomacy different? Diplomacy is a very simple board war-game and the whole essence of the game is the inter-player communication between deadlines; and this is the major entertainment factor for most players. Thus game-time must be sufficient to allow adequate time for diplomatic activity.

What constitutes adequate diploming time?

I maintain that diploming consists of:-

1. Send letter (to another player) suggesting moves.
2. Receive answer, which may contain modifying suggestions.
3. Send confirmatory letter accepting modifications and send order changes to GM.

From receipt of zine/letter; consideration of contents, writing letter/response and postal delivery time eats up a WEEK! Thus the above sequence will take about three weeks.

The players themselves? Like editors, most players have full-time jobs, families, house, etc which take up their time. In some cases this may limit their diploming time to weekends. This is catered for in the above time scale but is a factor that effectively precludes reduction of the game-time below this figure.

If you accept the above, what we end up with is a 3 week game-time to which must be added the turn-round, to arrive at deadlines. All this is very fine in theory but production delays (both domestic and practical) do vary turn-round. What you must NOT allow to happen is for this variation to be counter balanced by varying the game-time allocation.

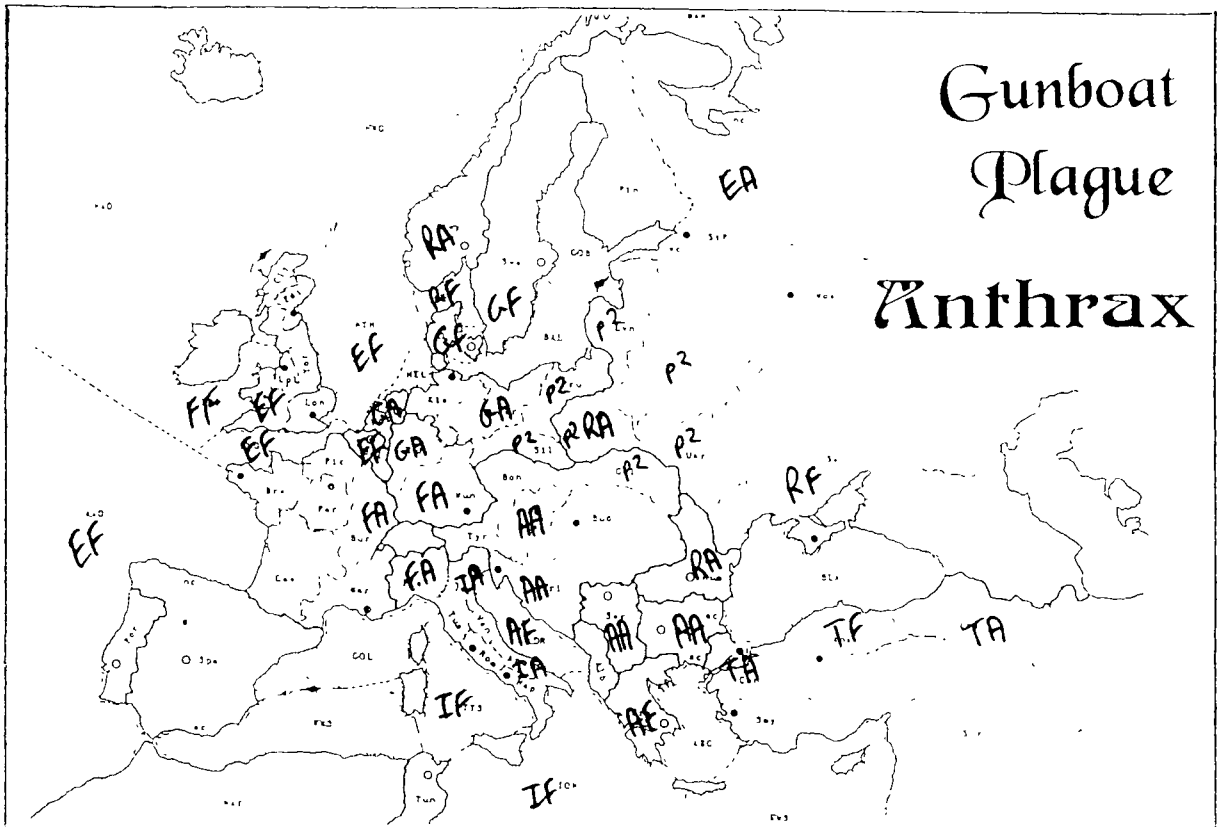
Zine frequency (number of issues per year) is a subject that many of you [Editors] appear to have a fixation about. "A five week deadline means that I MUST produce 10 issue a year" To achieve this, turn-round expansions are countered by game-time reductions. Whilst such game-time reductions may not be critical to other games, they are to the diplomats

A further argument used by some Editors is that to have too long a time between deadlines results in a drop in subscribers I would suggest that zine content and games quality (which in the case of Diplomacy includes game-time) are much greater influences in this respect.

Finally, to kill the old chestnut from the editors who say, "little communication takes place in my games anyway ..." Lack of communication by players should not be used to justify short game-time's. Non-communicating diplomats will always be with us but that doesn't mean that the communicators should be penalised. The only thing you can do about this situation is to try to select players that are communicators.

All the aspects that I have discussed come down to a requirement for an adequate game-time which in diplomacy oriented zines should be set by the diplomats requirements.

I suggest that this can be achieved by adopting the following editorial policy Set zine frequency targets but don't be mesmerised into following it slavishly. Leave setting the deadline to one of the last activities to be completed before publication. In situations where an extension of turn-round has occurred, set a later deadline which will provide the requisite game-time This may result in occasionally dropping below the frequency target but I would argue that having one fewer issues of the zine in a year is better than having a large group of frustrated players.



Gunboat Plague Anthrax

ANTHRAX - GUNBOAT/PLAGUE OPTION - SPRING 1993

- Austria: A(Vie) - Tyr, A(Tri) S A(Vie) - Tyr,
 A(Bud) - Ser, F(Alb) - ADR, F(Gre) - ION,
A(Bul) - Con.
- England: F(MAO) stand, F(Bel) S F(NTH), F(Bre) -
 ENG, A(Stp) - Nwy, F(NTH) S F(Bel),
 F(Lon) - Wal.
- France: F(ENG) - IRI, A(Ruh) - Mun, A(Pie) - Tyr,
 A(Bur) S A(Ruh) - Mun.
- Germany: A(Kie) - Ruh, A(Mun) S A(Kie) - Ruh,
 A(Hol) S A(Kie) - Ruh, F(BAL) - Swe,
 F(Den) S F(BAL) - Swe.
- Italy: A(Ven) S FRENCH A(Pie) - Tyr, A(Apu) S
 A(Ven), F(ION) S F(TYS), F(TYS) S F(ION).
- Russia: {A(War) rots}, F(Swe) S A(Nwy), F(Sev) -
 BLA, A(Rum) - Sev, A(Nwy) S F(Swe).
- Turkey: F(Ank) - BLA, A(Con) - Bul, A(Arm) st.
- PLAGUE AFFECTED AREAS: War, Lvn, Mos, Ukr, Gal,
 Sil, Pru - all intensity 2.
- Retreats: German A(Mun) - Ber.
 Russian F(Swe) - SKA.

Press:

Biggles - All: Well, sorry about the Spa no coast
 problem last time. I hope no-one
 feels too aggrieved by what happened. I have had
 no complaints about my clarification of the plague
 rules, so I assume that everyone is happy. On a
 heavy note, some of you got way too slack re the
 deadline, I accepted everything this time cos I'm
 a hell of a guy, (just a lousy GM), next time you
 could NMR!

ANTHRAX DEADLINE

MONDAY 5th APRIL 1993.

Aus - All: Why are you picking on Vienna?
 Aus - Tzar: Black press is where someone writes
 press pretending to be someone else.
 It seems to be happening a lot in this game.
 Austrian(govt) - Russia/Crusher: Very clever
 indeed, not only
 is he funny, but clever too! Apart from this, all
 real press from me will be from 'Crushed' ok?
 Biggles - Austrian(govt)/Crushed; Since you have
 the reserved
 dateline of 'country(govt)' and since using
 'Crusher' or 'Crushed' or whatever doesn't stop
 you from sending in press under other datelines,
 I'm not sure where the benefits come in?
 Crushed - Crusher: Er... very nice of you to
 offer, but as you can see, I'm
 already in Bul, and of course I left Rum alone. As
 far as I'm concerned we are an item! You have
 nothing to fear from me, promise!
 Crushed - Crusher(again): Thanks for sticking up
 for me - pity you got
 the plague. As to Turkey, hes only small fry, I've
 got to dispose of Italy first!! Sorry - I hear
 what you say to Italy, but unless France is a fool
 he'll be off to protect his homeland. Italy will
 just have to slog it out with me.
 Crushed - Italy; You can try supporting Turkish
 A(Bul) - Gre again if you like,
 ha ha!
 Crushed - Eng; Wot! No press for me?
 Crushed - Fra: What on earth are you doing?
 Crushed - Ger: Hello Chuck.
 Crushed - Tur: Bye bye Chuck.
 Crushed - World: Yes it seems to be happening a
 lot. There are 9 real bits of
 press from me this time.
 Aus - Ita: How kind you are NOT! Even though
 I will soon be riddled with plague
 juice, I shall still be coming your way!
 E - Biggles: I want a readjudication of the press!
 Biggles - E: Nuts!
 E - I: On my way!
 Eng - Fra; Its not that I want to win, I just
 don't like you.
 Eng - Ger: Frogs legs on toast, yummy!
 Lon - War: Atishoo, atsihoo! All fall down.
 France - World: Crusher owns lands between Serbia
 and Warsaw.
 Ger - Eng: Reference Scandanavia - one for you and
 one for me?

P.T.O for more
 →

ARE YOU

World - Italy: Reference your plea for assistance?
Get Lost!

Italy - France: Why did you disband Tyr instead of
Pie? Get back there!

Biggles - Italy: He didn't. I did. NDO

Italy - Turkey: Get your act together and retake
Bul.

Italy - Russia: Unlucky.

Italy - Biggles: Thats close enough for me.

Biggles - Italy: and getting closer by the season

Italy - Austria: You've got me on one side and the
plague on the other side, If you
capitulate now, I'll leave Bud alone.

Tzar - All: There is only one leader of all the
Russias - the Tzar! And the Tzar
speaks for his country.

Russian(govt) - Austria: I'll give you an arm and
a leg if you help me,
theres plenty lying around in War.

Russian(govt) - Turkey: Still keen on invading
my plague ridden country?

Russian(govt) - England: Whats the matter? Mos
not clean enough for you?

Russian(govt) - Biggles: Could you please move the
plague to Lvn, Mos and
Ukr this time as I really don't want to win this
game!

Biggles - Russian(govt): Consider it done.

Danny - Russia: Don't lie... I'm Danny and you
know it!

All - Tur: Thats all right, darling. Go back to
sleep!

Tur - All: I take it back, I do hate Austria.

BP - All: Crusher crushed by contamination.

BP - All: Did you hear about the Gladys award?
Shes a game girl, she got up and
finished third!

Interested - Biggles: Is DEEP THOUGHT Black press?
Biggles - Interested: DEEP THOUGHT IS a std Dip
game in BOREALIS(yearly),
and it contains an unusual amount of Black press.

Duncan - All; Did anyone mention black press?
Puzzled - Biggles: Rule Query; If a player ends up
with 0 centres and 0 units
because of the plague, is he out of the game or
can he wait for the plague to pass and rebuild?
Biggles - Puzzled: Thats a good question. The
answer is no the player is not
out and yes he can rebuild.

Giggles - Biggles: Hes a new man he is!

Biggles - Giggles: Keep taking the tablets, the
cyanide tablets!

ANTHRAX DEADLINE: MON 5th APRIL 1993

SIX PHASES OF A DIP GAME

- (1) ENTHUSIASM.
- (2) DISILLUSIONMENT.
- (3) PANIC.
- (4) RALLY AGAINST THE LEADER.
- (5) FIND IT EASIER TO STAB
THE SMALL FRY.
- (6) EXCUSES/RECRIMINATIONS/SUICIDE

PLEASE SEND LETTERS, ARTICLES ETC
TO NEIL DUNCAN, 10 ANSTEY CLOSE,
BA-SINGSI OKE, HANTS, RG21 3JG.

THANKS!

IN 1992 Britain is set to join the EEC. But how ready are we for this monumental move?

Recent inflammatory remarks made by one well-known politician about our European neighbours have done little to smooth the way for our entry into the Common Market. Indeed, they have sparked accusations that some of us **DON'T WANT** to be part of United Europe.

How true is this? Have we got what it takes to be **TRUE** Europeans? Come 1992 will **YOU** be dashing through the Channel Tunnel ready to greet our new European partners with open arms? Or will you be staying at home singing 'Rule Britannia', still celebrating England's victory in the 1966 World Cup Final? The answers to these 16 questions will reveal exactly how **European** you are.

1. You plan to go shopping in the morning. What steps might you take to ensure that you find a parking space in town? Would you:
 - a. Leave the house early to beat the rush and hopefully find a free parking meter.
 - b. Leave whenever you're ready, and simply hope that a parking meter is available.
 - c. Sneak into town at midnight and hang a beach towel on the best parking meter you can find.
2. You pop into C & A to buy a bra, but when you arrive at the cash desk you notice there is a large queue. What would you do?

- a. Take your place in the queue and patiently wait to be served.
- b. Put the bra back on the shelf and return later when the queue has died down.
- c. Barge directly to the front of the queue and shout "Ich leber stomph das bustenholten!"

3. You are driving along the road when a car pulls out in front of you causing you to brake sharply. How would you react?

- a. Drive on, perhaps tutting quietly to yourself.
- b. Beep your horn at the offending motorist to let him know you're annoyed.
- c. Screech to a halt diagonally across the front of the other car, leap out and bang your fists repeatedly on his bonnet, shouting: "Bastardo! Bastardo! Mamma mia! Bastardo!!!"

4. You are walking along the pavement when a rather attractive woman passes by. What would you do?

- a. Look away modestly, and perhaps blush a little.
- b. Smile and maybe say "hello".
- c. Smear a tub of Brylcreem all over your head, pinch her backside then proceed to follow her around for half an hour, together with twenty of your mates, all riding on pathetic little scooters, making a variety of crude advances and suggestive remarks.

5. You're busy at work when suddenly you realise it's 12



U EUROPEAN?



o'clock. What do you do?

a. Have your lunch, read the paper, then return to work 45 minutes later.

b. Ignore the time and keep on working till you've finished what you're doing.

c. Sit down under a tree and go to sleep for six hours.

6. You're holidaying on the beach when you see a rather old and weary looking donkey giving rides to children. What do you do?

a. Pay no attention. It's a fairly common sight.

b. Pat the donkey on the head and offer it a sugar lump.

c. Goad it with a sharp stick, then get 100 of your friends to jump up and down on its back until it falls over and dies. Then go to sleep for six hours.

7. You wake up in the middle of the night feeling a bit peckish. What do you do?

a. Roll over and go back to sleep.

b. Pop down to the kitchen for a cup of tea and a biscuit.

c. Phone twenty of your friends and invite them to come round and spend the next five hours eating snails, frogs, onions and garlic, smoking 'Gittannes' and drinking 48 litres of wine.

8. You arrive for work in the morning. What is the first thing you do?

a. Sit in the toilet for twenty minutes reading the paper.

b. Start the day's work straight away.

c. Spend three hours shaking hands with your colleagues, hugging them and kissing them on both cheeks as though you haven't seen them for twenty years.

9. Your car is stuck behind a large, slow moving lorry which happens to be carrying live sheep. What would you do?

a. Slow down and wait patiently until a safe overtaking opportunity arises.

b. Immediately overtake the lorry at high speed and hope nothing is coming in the opposite direction.

c. Overtake the lorry, set a road block to stop it, smash the cab windows and then set fire to all the sheep.

10. There's a parliamentary election taking place in your constituency. On polling day who would you vote for?

a. A middle of the road candidate with moderate views on most issues.

b. A mainstream left or right wing politician. A socialist or a conservative perhaps.

c. A four foot tall, obviously mad, one bollocked Nazi dictator who shouts a lot and has a stupid little 'tooth brush' moustache.

11. You admire your next door neighbour's lawn which is particularly well kept. Which of the following would you do?

a. Nothing. You'd be quite happy with your own patchy area of grass.

b. Ask for his advice to enable your lawn to look as good as his.

c. After promising him that you won't, move your garden fence onto his land making his lawn part of your garden. And if he complains, shoot him.

12. You are walking down the street when you see an old lady being mugged by two youths. How do you react? Would you:

a. Wade in without a thought for your personal safety and try to fight the youths off.

b. Run to the nearest telephone to call the police.

c. Ignore the fracas completely, wave a white flag above your head, then run and hide in your underground nuclear bomb proof bank vault and try to work out how much money you've got.

13. Your local football team has won a game. How would you celebrate? Would you:

a. Go out and have a few drinks with friends.

b. Just stay at home. You aren't too bothered about football.

c. Drive round in circles in a stupid little Fiat car with six people on the roof, waving your hands out of the window and honking the bloody horn all night.

14. You are playing football. At half time it suddenly dawns on you that your team is losing heavily. What action would you take?

a. Encourage your team to do better, and make more effort in the second half.

b. Just go out and enjoy the second half. After all, it's only a game.

c. Hang the captain of your team from a nearby lamp post, then go out and change sides, joining the winning team for the second half.

15. It's Saturday morning, the lawn needs a trim and

the car could do with a wash. So what would you do?

a. Get up bright and early, get both jobs done, then go to a football match in the afternoon.

b. Have a lazy lie in, get up at eleven and try to do at least one of the jobs during the afternoon.

c. Buy a big box of Belgian biscuits and sit on your fat arse all day eating them.

16. It's Sunday evening, there's nothing on telly and you're bored. What would you do to pass the time?

a. Go down to the local pub, have a few beers and a sing-song with your pals, and perhaps buy a curry on the way home.

b. Rent a video, buy a few cans of beer and invite some friends round for a party.

c. Go out in your Volvo to buy some hard core pornographic magazines from the local chemists, then go home and have a wank listening to Abba records. Then kill yourself cos it's Monday tomorrow.

How did you do?

Tot up your final score by awarding yourself 1 point for each answer a, 2 points for a b, and 3 for a c.

47 or less — You're so typically British. Obstinate, old fashioned and reluctant to change. You view all foreigners as inferior beings. Basically you're a racist. You're obsessed with past history, things like the war, which happened many years ago, and wasn't really Germany's fault anyway. You refuse to move with the times, and come 1992 you'll be well on the way to extinction, just like the dinosaurs.

48 — Well done. You're a true European, always prepared to broaden your horizons, make new friends and co-operate fully in the formation of a new Europe. The future of Britain, Europe and indeed the whole world lies at your feet.

A Small Bask From Some Holy Bloke!

ODE 141 (08/01/93); John Marsden, 33 Weston Road,
Strood, Kent, ME2 3HA.

The first zine I have had this year, and another interesting issue from John. I am pleased because it looks like my first game of Machiavelli is about to start. Anyway there is alas a shorter letters page this time, game reviews of Quo Vadis and Elfenroads. Players are wanted to complete a list for Mercator and a new Bourse game is due to start soon. The word is that its a great zine for Std Dip, but the maps are a tad small.

LIES 4 (11/01/93); Bill O'Neill, 57 Britten Drive,
Great Malvern, Worcs, WR14 3LG.
I'm never sure which eds address to use when I mention LIES, but hopefully Bills' will do. Remains technically impressive, but suffers from the lack of a letters page this time. I'm gutted that the waiting list for the original 1958 version of Dip has been dropped, I was looking forward to giving that a go. The high spot of this issue has to be the essay on the state of the hobby by Richard Egan. The review of 1992 was a grin with a high proportion of contributors hoping for more (or indeed any) nookie in 1993.

SIDEWALK 12 (11/01/93); Mike Clark, Auchtydore,
Longside, Peterhead, Grampian, AB42 7LY
Bang on time as ever, a zine recommended for those who want a bloody swift turn-around. This is the zine with strong musical overtones. The editorial contains a tale of woe about a mail-order mob, zine reviews, hobby news and a couple of pages of letters. It also contains a gamestart for the new PLAGUE OPTION designed by yours truly! (What an astute ed). It has another good non-Dip article, presumably by Mike, this time it is Jimi Hendrix, last time it was Dr Who. I was stunned that it carried a review for this next zine, even though I received them both on the same day! Does Mike have a crystal ball or what?

U-BEND 17 (11/01/93); Harry Bond, 13 Merrivale Rd,
Stafford, ST17 9EB.

A bumper issue this time, but alas another very short deadline - thank god I'm only playing in the non-serious Chaos II game! Contains a very funny review from the archives of ManorCon 1983 by Will Haughan. The letters page pretty entertaining with the emphasis on whips and leather. Loads of games and a good dose of hobby news/zine reviews too. The humorous bit on 'irregular verbs' as featured in an episode of YES PRIME MINISTER, also served to make me glad that I decided to sub to this pillar of the hobby.

SPRING OFFENSIVE 8 (15/01/93); Stephen Agar, 79
Florence Road, Brighton, East
Sussex, EN1 6DL.

Hobby organisation is still very much the flavour of the month following MidCon, so there is a fair amount about it in both the hobby news bit and the letters column. There are some zine reviews which include a couple of digs at (Crazie)Mark Nelson, which if reputation is anything to go by should merit a broadside. The variant this month is the Napoleonic wars, a good piece on why Dip is such a good game, the UK variant waiting lists and the games of course.

BANDERSNATCH 10 (18/01/93): For me, one measure of
of a zines worth is
the amount of time it takes me to read it. This
one notched up 0.03 nanoseconds.

C'EST MAGNIFIQUE 122 (21/01/93): Peter Sullivan,
55 Brunton Street, Darlington
Co Durham, DL1 4EN.

A zine with plenty of good stuff, with a major piece on a new and improved Dip rule book from the States, due out very soon. There is a hobby quiz, a sale of a load of back issues for only 1p each!! (plus postage). Letters, games and 3 pages of zine reviews and hobby news. With a 3 week turn-around it has much to recommend it.

CUT AND THRUST 113 (22/01/93): Derek Wilson,
6 Caldbeck Drive, Woodley,
Reading, Berks, RG5 4LA.

On time, very reliable as ever. Jam packed with games, more games and even more games. There is a review of the game 'Elfenroads' which I saw played at Midcon and looked quite interesting. 'Chaos Mauraders' also gets a mention but I've never heard of it. Too much space given over to En Garde is my major criticism. Probably one of the best zines for pure games playing.

FROGGY? IT'LL BE CUT NEXT WEEK 46/4 (23/01/93):
From Andy Bate, 4 Channel Road, Clevedon
Bristol, BS21 7DR.

This was the November 1992 issue so it was a tad late by my reckoning. It is a bit of a bumper issue at 38 pages with a sod of a long deadline (09/02/93). Lots of hobby news, letters and a stack of waiting lists. Rather too much space given over to football and cooking - theres just no pleasing me!

GALLIMAUFRY 127 (25/01/93): Steve Doubleday,
Norton House, 46 Whielden Street,
Amersham, Bucks, HP7 0HU.

A very good issue to kick off the year with; the editorial recounts the joys, woes and sundry expenses of being a zine ed. SD also outlines all his deadlines for the year! There is a SF quiz, a letters column features a blast of stats and the morality of war. There is some hobby news and a fair number of games. There is also a kind of promise about the next (long awaited) issue of THE NUMBERS GAME, which I haven't seen for ages.

SMODNOC 47 (25/01/93): Toby Harris, 6 Durham terr,
Silksworth, Sunderland,
Tyne & Wear, SR3 1BW.

I'm pleased to see that Toby is introducing a bit more chat into the zine, and a good read it is too! The editorial has an 'apres Xmas' atmos about it. A few pages of letters, a couple of zine reviews, some hobby news and a very interesting piece by Iain Bowen on the zine poll. There are loads of games, just about everything you can think of, (except postal strip poker).

ARFLE BARFLE GLOOP 48 (29/01/93): Kris + Michelle
Morris, 293 Barn Mead, Harlow
Essex, CM18 6SY.

Due to pressures of 'life' no letters page this time, but there is a fair editorial from Michelle, a couple of pages of hobby news, a page of humorous one liners. The games are mainly Sopwith and Dip. Apparently the photocopier has been repaired and the print quality is greatly improved. A very relaxed zine all round.

SPINGBOARD 64 (30/01/93): Danny + Kath Collman,
14 Westover Road, Handsworth Wood,
Birmingham, B20 1JG.

Quite chunky as usual, with plenty of games and letters and a very good article by Nicky Palmer on well..... the ethics of postal Dip. SB64 is notable for the price rise to around 95p. (Its a pity Danny can't compress the text a bit and do away with some of the pages.) About 75% of the zine is taken up by a bunch of end-game statements that would probably make a good plot for a prime time Aussie Soap Opera.

BOREALIS 12 (30/01/93): Ian Harris, 3 Abbotside Cl
Urpeth Grange, Chester-Le-Street, Co
Durham, DH2 1TQ.

Frustratingly late again, but its a good laugh when it eventually arrives. There is lots in it, hobby news, letters page, the toolbox feature, (which was mainly on an Indiana Jones variant!) - there is a bit of a festive influence there I feel. Games include Dip, Sopwith, Backgammon, Airforce Dip and the fun Sea of Despair. Ian, please crank the turn-around up a bit!

THE LAUGHING ROUNDHEAD 7 (30/01/93): Duncan Adams,
5 Hedge End, East Hunsbury,
Northampton, NN4 0SW.

WHAT! Another zine ed announcing a price rise?! Bloody hell theres a lot of it about. The zine was launched with the promise of being fun and frolics, but the best bits are the serious historical bits. There are a few pages of letters, a page of zine reviews then the games. I'm impressed that TLR has been as regular as it has considering each has been produced from a different address - or so it seems!

DOLCHSTOB 171 (01/02/93): Richard Sharp, Norton Ho
Wheilden St, Amersham, Bucks HP7 0HU

A bit of a trimmed down issue as I gather there have been hard-disk problems. After the editorial he had a Stephen Agar column - oops I meant to say the letter column, which is one of the main reasons why I sub. No articles or hobby news alas. I really must get around to playing a game in it sometime, it'll be a novel experience to play against people I have never encountered before.

YER TIZ 14 (02/02/93): Neil Kendrick, 679 Wolseley
Road, Plymouth, PL5 1JL.

This is a rebirth after what has to be one of the longest lunch breaks in zine history. There is some interesting chat on the lack of girls in the hobby. I must confess to having wondered about that myself. It does seem strange that a hobby with thousands boasts only a few dozen females... Neil lists a few prominent females in the hobby but misses out Joy Hibbert?

NERTZ 499.99 (02/02/93): William Whyte, 107
Windmill Road, Oxford, OX3 7BT.

For the uninitiated NERTZ is basically a letter column with a few other ziney bits thrown in as a garnish. I wouldn't say that this letter column was 'heavy' but I needed a block and tackle to get it on to my table - it makes the letter column in A LITTLE ORIGINAL SIN look like Noddy in Toyland. Anyway, with games reviews, hobby news, Dippy games and a bit of quantum physics it is definately not a zine you'll finish reading in one session.

SCORPIO 61 (03/02/93): Dave Carter, 2 Crawford
Village, Upholland, Lancs, WN8 9QP.

Strictly a 'sportszine' I guess, but its running a game of Dip which has had its fair share of dirty tricks. The principle reason for my sub is the subzine EGGBERTS ZINE. Its always got a lot of good stuff and letters. The Roger Rose rant re royalty, rates and Reading remand centre was a riveting read.

Y DDRAIG GOCH 69 (03/02/93): Iain Bowen,
5 Wigginton Terrace, York,
North Yorks, YO3 7JD.

I was under the impression that YDG69 was to be a mega issue, full of life, the universe and every thing. It isn't and the news is that for the next 9 months or so it'll be a games only publication. This is a real pity and as it has been brought about by a lack of cash, one has to assume there has been an impact on Iains' real life. I hope that the situation improves soon and I look forward to seeing YDG later in the year.

ELECTRIC MONK 44 (03/02/93): Andy and Madi Key,
144 Perrinsfield, Venymore,
Lechlade, Gloucs, GL7 3SE.

Having been in the Antipedies for a month or so its not surprising that EM44 has a high Aussie content. I'd have expected this to have been a more meaty issue, with lots to catch up on, but I guess everyone knew they were going to be away and didn't write. There is an interesting conundrum raised by Richard Walkerdine on retreats, but I feel they are worth a mention on there own.

SIDEWALK 13 (03/02/93); Mike Clark, Auchtydore,
Longside, Peterhead, Grampian, AB42 7LY

Another super issue, which I enjoyed despite the faded print. [Who are you to talk? - Ed] Some weird hits from hell, a lively letters page, plus the usual timewarp feature, with music from 1988. Mike had the very good idea of running a 'press only' winter 1900 move in the Gunboat game and I shall certainly bear this in mind for the future. There are 4 pages of games, some hobby news and zines reviews including a mention of TCP II, gosh fame at last!

ODE 142 (06/02/93); John Marsden, 33 Weston Road,
Strood, Kent, ME2 3HA.

The second CDE this year, John must have a New Years resolution or something. Theres the usual editorial, hobby news and a few pages of letters, (not too exciting this time). There is a review of the game SANTA FE. The regular '100 issues ago' feature I really enjoy and just wish that I could have a little more detail. Theres a 'know your opponent' Dippy article and then the games. Well at last I have joined a game in this prestigious zine. It is the variant MACHIAVELLI and I shall let you know what happens.

VARIANTS & UNCLES NOT! 1 (10/02/93); James Nelson,
49 Glenwood Avenue, Hayes,
Middlesex, UB4 0AW.

I hadn't seen V&U for a while and now all is revealed. James has been unable to resist the lure of the mainstream and has launched this new bi-monthly zine. Games are to be run by flyer to 3 week deadlines. If No.1 is anything to go by I am quite happy to transfer my V&U sub across to this new effort. It contains an intro to both zine and ed, a bit on the zine poll controversy, zine poll preview, the perils of fandom and a letter re AirForce Dip - [!]. My only reservation is the name, what about SIMILARITIES AND AUNTIES?

A LITTLE ORIGINAL SIN 16 (10/02/93); Vick Hall,
49 Vartry Road, Stamford
Hill, London, N15.

A bit late, but well worth the wait. ALOS is one of the best zines around in my humble opinion. This time Vick reveals that he played AXIS AND ALLIES and enjoyed it, which sounds right to me. The letters pages very interesting again, if not a little lifeless due to no Joy Hibbert. My first attempt to play GOVERNMENT has started and I'm floundering so badly that I could qualify for the SDP... hang on a minute, I am playing the SDP!

C'EST MAGNIFIQUE 123 (12/02/93): Peter Sullivan,
55 Brunton Street, Darlington
Co Durham, DL1 4EN.

Kicks off with a flipping good editorial on the budget, grief is it that time of year again already? Another selection of letters from many exotic corners of the globe. I was gutted that yours truly did NOT win a free copy of C'Mag for spotting an error in the Dip Quiz last time - I wonder how much it'll cost to send a horses head to Darlington! In addition to all the games and excellent hobby news there was a funny 'Are you a Turbofreak' self-test. I do enjoy these quizzes.

AGE OF REASON 12 (12/03/93): Andrew Moss, 5
Meadow Rise, Littlers Cross,
Winsford, Cheshire, CW7 2NT.

A very good issue and that is with no reference to TCP II. Soap Box raises the issue of the dreaded NMR. The long letter column covers a variety of topics and has been one of the best. Other bits include a live review (Faith no More and L7), some Con results and an article on the Bulgarian Gambit. I felt that the zine does lack something with the games only going to players, but now may be the opportunity to change all that. I urge all those who are eligible to vote, to vote for a fully integrated zine.

SPRING OFFENSIVE 9 (12/02/93): Stephen Agar, 79
Florence Road, Brighton, East
Sussex, BN1 6DL.

Another fine issue from the house of Agar. There's certainly no shortage of reading material here. Hobby news, zine reviews and the rules for a couple of variants. The letter column also covers a number of hobby issues. The answers for the brutal new years quiz are given - I didn't even attempt this one. Then there are the games and alas SpOff is starting to pick up the inevitable cancer of NMRs, its a great pity really. The only bit I don't like is the Gary Glitter cartoon. Some bitchy political satire would seem far more at home.

ASSASSINS HANDBOOK 5 (15/02/93): John Morgan, 40
Millside, Culvers Avenue,
Carshalton, Surrey, SM5 2BQ.

A little late, but worth the wait I feel. John has got his first gamestart after much struggle, so congrats to him. His Dip list is almost full, but I'm a bit uneasy about man and wife playing in the same game. A bit of the assassination of Tzar Alexander II and a very long article on the global deception conference. It was very entertaining, (if not a little whacky) and I tend to agree with John; yes there are probably conspiracies going on all the time, but that doesn't mean they are connected.

IES 5 (15/05/93): Bill O'Neill, 57 Britten Drive,
Great Malvern, Worcs, WR14 3LG.

This zine is beginning to grow on me, I was a bit overwhelmed in the early days by its high-techness. Now I concede that there is some damn fine writing within. There is a wonderful hobby quiz, namely a page of 'Mr Men' to which you have to match the names of certain hobby celebrities. I believe this is the only zine in which you can play 'Vallee des Mamouths' if you're interested.

40PSY 92 (16/02/93): Bryan Betts, 5 St Francis Rd
Denham Green, Middlesex, UB9 5JS.

A pleasing publication, with editorial, hobby news, and a very, very small letter column. (Who am I to talk!) There is a fair selection of games, way way too much En Garde; (given that even the words 'En Garde' are two too many.) On the plus side there is a nice mix of Dippy variants.

THE GROSSE DAMPFMASCHINE 15 (16/02/93): From,
Paul Norris, Top Flat,
Ashley Hill, Montpelier,
Bristol, BS7 9BE.

Gets the TCP award for the worst zine name of the moment, its a pain and I hope Paul changes it, soon! There is an editorial with tales of moving house and a holiday, theres a fair bit on postal (INGMAKER which I am interested in. I have the game and would like to give it a try. Aswell as Dip and variants there is also, 'Awful Green Things' and 'Snowball fighting' (do wot?) Hang on a mo, wheres the bloody letters page?

U-BEND 18 (16/02/93): Harry Bond, 13 Merrivale Rd,
Stafford, ST17 9EB.

Maintains the trend of very good U-Bends recently, plenty of stuff to read and theres an end-game statement for the '5-Italies' variant JACK. I'm surprised that it didn't get a better write up as I thought it a great idea for a truly balanced game. The D&D stuff didn't grab me much, but the bit about the zine poll by Iain Bowen was very enlightening. I also found that the piece on silly variants struck a note, and reminded me of why I don't really like them. There is also the usual collection of games, but yet another zine missing its letter column, isn't Harry being controversial enough?

1992 ZINE POLL RESULTS - (TAKEN FROM SIDEWALK 14)

Position, (Last years position), name, score.

1 (1)	DOLCHSTOSS	90.24%
2 (2)	Y DDRAIG GOCH.....	81.30%
3 (20)	NERTZ	76.09%
4 (--)	SPRING OFFENSIVE.....	75.59%
5 (12)	TAKE THAT YOU FIEND.....	75.36%
6 (8)	C'EST MAGNIFIQUE.....	75.11%
7 (33)	AGE OF REASON.....	68.97%
8 (11)	BLOODSTOCK.....	66.09%
9 (23)	A LITTLE ORIGINAL SIN.....	66.07%
10 (3)	ELECTRIC MONK.....	65.78%
11 (4)	GREATEST HITS.....	65.04%
12 (10)	CUT AND THRUST.....	62.34%
13 (5)	ARFLE BARFLE GLOOP.....	61.87%
14 (19)	BOREALIS.....	61.40%
15 (--)	THE MARK NELSON EXPERIENCE.....	58.40%
16 (13)	SMODNOC.....	56.93%
17 (--)	SIDEWALK.....	54.10%
18 (28)	ODE.....	52.10%
19 (6)	REALPOLITIK.....	51.77%
20 (9)	SMALL FURRY CREATURES PRESS....	51.04%
21 (27)	HOPSCOTCH.....	50.06%
22 (17)	MASTERS OF PRIME.....	48.69%
23 (29)	AC MONG	44.64%
24 (21)	GALLIMAUFRY.....	44.50%
25 (7)	A STEP FURTHER OUT.....	44.28%
26 (--)	SHADOWPLAY.....	44.10%
27 (--)	OBSIDIAN.....	38.49%
28 (32)	PHYRRIC VICTORY.....	30.33%
29 (--)	THE LAUGHING ROUNDHEAD.....	29.19%
30 (31)	VARIANTS AND UNCLES.....	25.27%
31 (25)	U-BEND	20.68%
32 (30)	SPRINGBOARD.....	20.39%

There you have it folks, congrats to those at the top of the table, most get my seal of approval. I am glad to see three of my favourites having made a huge leap up the charts, NERTZ, AoR and ALOS. I am surprised at the number One slot.. in my opinion its good, but not THAT good. If I were forced to cut all my subs but one... Dolchstoss would not be the zine I kept.

At the other end of the chart, I know somebody's got to be at the end, but I can't help feeling that U-BEND and SPRINGBOARD do deserve more recognition than they got here. I have heard that Haz Bond of U-BEND fame was aiming for the bottom spot, it looks like he'll be disappointed. Never mind better luck next year!

The biggest slaps on the back must go to Stephen Agar, who has come from no-where, mid way through the year to grab a top slot. Other newcomers Mike

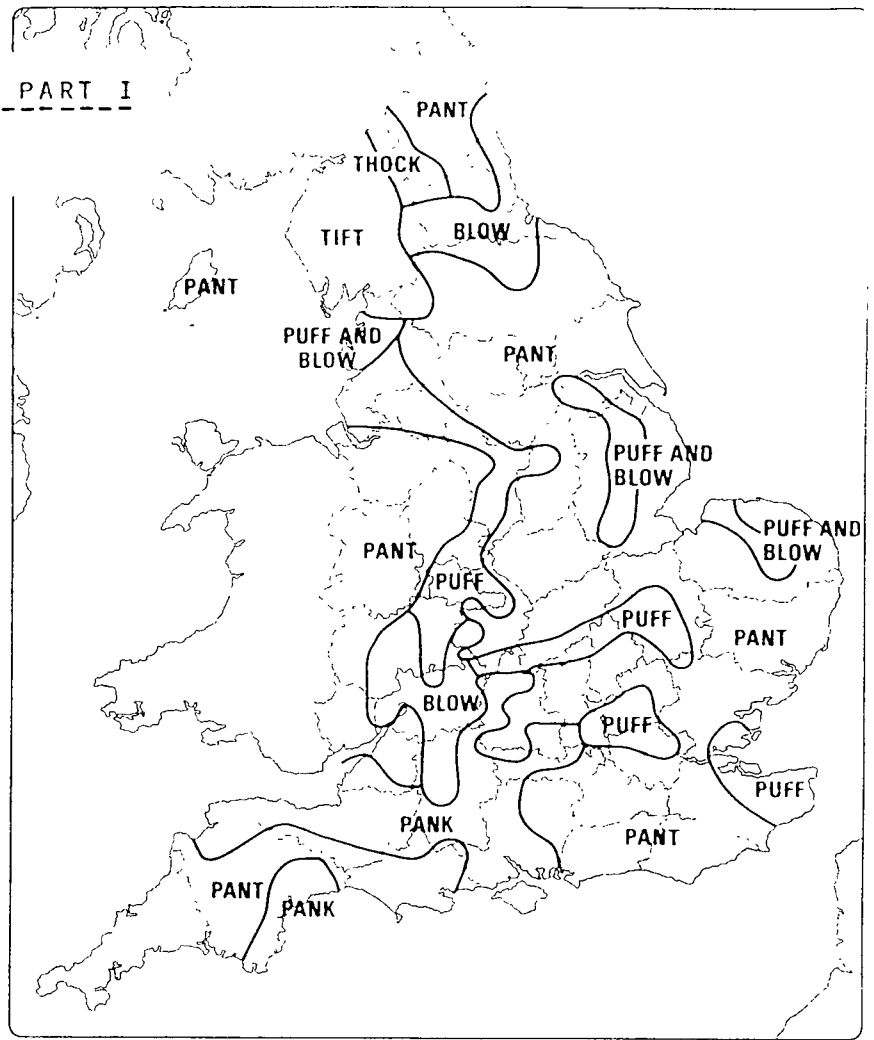
Clark (SIDEWALK) leapt in at number 17 and Duncan Adams (THE LAUGHING ROUNDHEAD) at number 29. I am pleased that Mark Nelsons' EXPERIENCE got a decent placing (15) as its a very interesting read. There's not a lot else to say really.... are you lot happy with the results?

BOOKS I GOT FOR CHRISTMAS - PART I

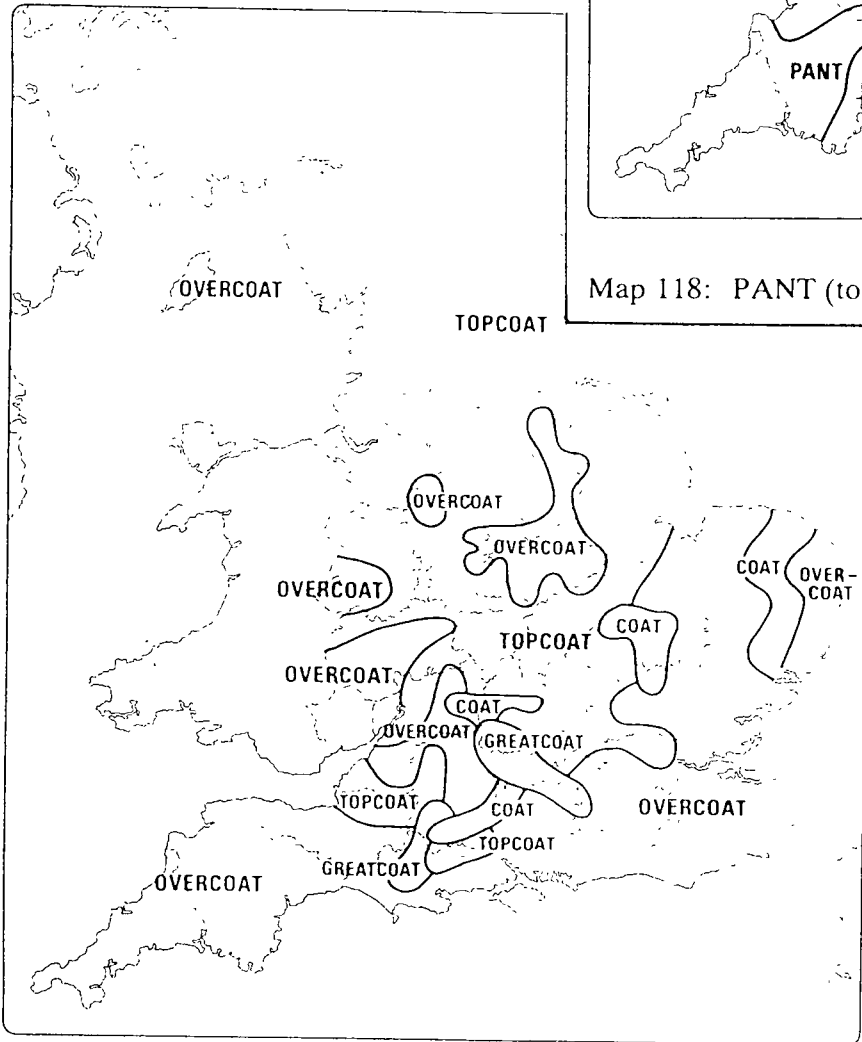
WORD MAPS

As I am interested in the meanings, origins and usage of words and I like pouring over maps, a book entitled 'WORD MAPS', was sure to be a winner with me. Unsure how best to describe it I will quote a couple of sentences from the cover:-

"They say AFRAID in the South, but FRIT in the Midlands. In Northumberland an ARMPIT is an OXTER. FALL is AUTUMN not only in America, but in many regions of England as well. A FLEA is a LOP in Yorkshire, but a FLEN in Shropshire and a FLECK in Lancashire. Have you puzzled about the difference between GORSE, FURZE and WHIN? Between FURTHER and FARTHER? Between COCK-EYED, CROSS-EYED and BOSS-EYED?"



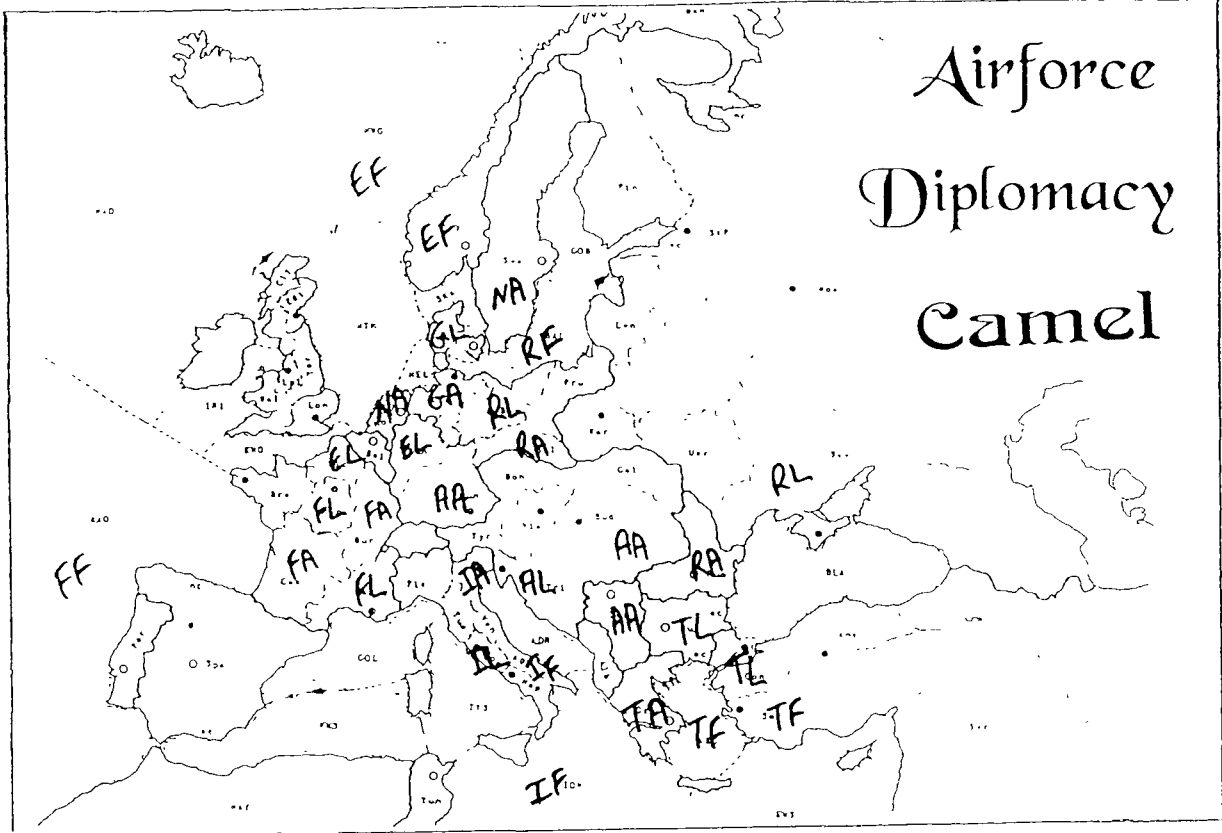
Map 118: PANT (to ...)



Map 117: OVERCOAT

Basically the book consists of a brief introduction of dialects, pronunciation and how to use the maps. This is then followed by 200 distribution maps of words and sounds. Apart from general interest I hoped the book might be useful for another of my hobbies - family tree research. (Knowing how a word might be misspelt or pronounced in one part of the country might improve my chances of locating a particularly elusive relative.) I guess that I might yet make use of the book in the postal Dip Hobby, (apart from using it to write articles for zines!) Now when writing to a player in a certain part of the country I can slip in a word like UPSTRIGULOUS and he'll know exactly what I am talking about!

Word Maps, a dialect atlas of England by Clive Upton, Stewart Sanderson, John Widowson and David Brophy. Published by Croom Helm, ISBN 0-7099-5409-3.



Airforce Diplomacy Camel

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| CAMEL - AIRFORCE DIPLOMACY - SPRING 1940 |
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Austria: (Andrew Moss)

A(Tyr) - Mun, L(Tri) S A(Tyr) - Mun V Tyr,
A(Ser) S A(Bud) - Rum, A(Bud) - Rum.

England: (Andy Mansell)

F(NWG) S F(NTH) - Nwy, F(NTH) - Nwy, L(Lon) - Pic
V ENG, L(Bel) - Kie V Ruh.

France: (Chris Latimer)

F(Por) - MAO, A(Spa) - Gas, A(Bre) - Bur, L(Par) C
A(Bre) - Bur, L(Mar) S A(Bre) - Bur.

Germany: (Richard Poppleston)

NMR! has L(Den), L(Ber), A(Mun), A(Kie)

Italy: (Andrew Davies)

F(Tun) - ION, F(Nap) - Apu, A(Ven) hold, L(Rom) S
A(Ven).

Russia: (Ludger Wilmott)

A(Rum) S L(Sev), L(Sev) S A(Rum), L(War) - Ber V
Pru, A(Sil) S L(War) - Ber, F(BAL) S L(War) - Ber.

Turkey: (Jonathan Barber)

A(Gre) S L(Bul), L(Bul) S L(Ank) - Sev {nsu},
L(Ank) - Sev V BLA {nsu}, F(AEG) S A(Gre), F(Smy)
- Con, L(Con) stands puzzled.

Retreats: German A(Mun) and German L(Ber) disband
no retreats ordered.

PRESS:

Biggles: Well I'm gutted, my first NMR - sob!
Biggles - England: Note that your move to Kie only
partially worked.

Biggles - Chris; Congrats on being the first to
Convoy an Army with an AirForce
in any of the three current AirForce Dip games!
Moscow - Wicked Witches: What do you propose using
Broomsticks?

Russia - Germany: Too true. I read your piece
'Mein Kampf' with interest.

Sorry about the lebensraum. I am sending my
blockbuster, 'War and Pieces'.

Vienna - Rome: You see I don't mean to attack you.
Things they never said part two: Austria - I'll be
honest with you.

Turkey - Italy: Fleet Number two is purely for
coastal defence.

Turkey - Austria: What a Cunning Plan.

Biggles - Turkey: At least it would have been a
cunning plan, but for one small
detail, you don't have an AirForce in Ank, its in
Con! Sorry Jonathan!

Turkey - Russia: It was so tempting to pay you a
visit though I'm not sure if I
shall be enjoying any Russian hospitality.

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| THE DEADLINE FOR CAMEL AND BARMY BATTLESHIP
ORDERS IS - THURSDAY 8.TH APRIL 1993 |
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The following appeared in the CAMEL flyer which
was sent out with TCP11, but I know that not
everybody got it. So I am reprinting it as I feel
it is an interesting rules/GM query and I would
like some feedback on it.

NOT MAD POLICY 162

In the above titled, which is a subzine within
ELECTRIC MONK. An interesting GMing dilemma was
raised regarding retreats. Apparently a player
said "If I have 4 centres retreat to x, if I have
5 centres retreat to y." Richard Walkerdine
disallowed this order on the grounds that centre
ownership is decided after retreats and you could
not have orders conditional on what had not yet
happened. I disagree with this disallowing of the
retreat order because although the FINAL ownership
of centres is decided after retreats, up to that
point a player owns SOME centres. I accept that
this is probably NOT what the player intended, but
then Richard is right that orders can not be
conditional on a future event. So does anyone out
there have any thoughts on this matter?