



Deadline Saturday 10th July.

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Three pages to type in 55 minutes; a broken cheque guarantee card (they don't open doors, you know ...), no money, two essays, a party and a cricket match on the horizon. What do I do???

ZZZZZZZZZZ



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Yup, I take the easy way out. No speed, no smack, so it has to be meths. Less than a year to go to finals. Oh god, take another swig ...

This issue 20p. Last issue also 20p : that was not your credit.

OK, last page bar the rules, and I'm still cruisin'. In other words, I'm still way behind schedule. Let's take a look at Marsden and Watts.

Marsden: a small, hairless creature with severe astigmatism and a persecution complex. Don't worry, John, they're not after you: they're after me (yes, I've just read the latest Dib). Ode 34 comes with a near-catastrophe on page 8, where John claims that adverse criticism nearly caused him to fold. Thankfully I am not on the list of offenders that he prints lower down, because I'd hate to think that I'd come close to irritating him enough to do so; as I think I intimated last time, Ode is perhaps my favourite zine. Perhaps I shouldn't, but I agree with John; Pete Tamlyn's attacks on him in Acolyte were indeed pointlessly vicious. Tamlyn is always assertive. I cannot imagine having a rational argument with him, because when one disagrees he is liable to blow up, to resort to withering smugness which makes you feel that at base he knows he's right. This is most in evidence in the NMR! lettercolumn, but when he prints something like

"Not that I am normally the sort of person to go in for character assassination in editorials but when some sanctimonious arsehole starts telling me that I am unfit to edit a postal games 'zine my hackles tend to rise. The heap of excrement in question this time is John Marsden ..."

it is time to rise on one's own hackles and kick against the prick. If Tamlyn had more than a handful of braincells to rub together he would see that John was not claiming that Stick and fellow zines of execrable English should be forced to go under. Indeed, he was not as far as my feeble perception can make out criticising Tamlyn at all. Further, I have never heard anyone criticise Tamlyn, contrary to the spirit of his words above. John, in fact, was merely complaining that too many zines use their medium, English, in a way that is often irritating and not a little confusing. In his weedy, wet, Liberal way, he was simply wishing A) that the problem would disappear of its own accord, or b) that the editors concerned would do what little they were prepared to moderate their abuses. He was not, I think, angling for the modern equivalent of an UnAmerican Practices Commission. Thus, in his latest issue, he is prepared to praise the improvement in Stick.

John, of course, will not fight back, being too introverted. So I will. Now see here, Tamlyn, you squitty PVC-encased pimple, what makes you think you have any more business telling people what to do than John has? Has playing the pink oboe so warped your mind that you regard censoring John by your cornball nastiness more righteous than his measured complaint? I suggest you rectify the damage you've done by sending John a written apology, and not something typed on the lined bog-paper that springs from your soulless matrix-printer, either. And if you haven't got the guts to do this, then ES&D, CP&E, crawl back into your stinking hole and soil yourself, you cocksucking, ratbastard, snivelling fistfucker.

Gee, that feels better. Suddenly it's lonely up here on this hillock of mine. So who needs friends?

Despite that little outburst, I hope John will consider breaking his vow to cut all hobby matters bar news from Ode altogether; a policy which resulted in some horribly frustrating blanks after letters in the last issue where comment once had been. I enjoy the comment, John. If you have to cut anything, slash the waiting lists (the voice of a games-hungry editor speaks). After all, someone has to carry the banner of Miltonic English forth in the hobby! whatever Miltonic English is.

No time for David Watts, so let me just complain that he refuses to answer my, or anyone else's points on the topic of bad language. Instead, all we get is a restatement, disguised as an attack on Richard Walkerdine, on page 16. Isn't editorial control wonderful?

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Waiting Lists - NB Those below are the final lucky recipients of free games. OK?

Diplomacy: C Miles M Woodhouse I Ferguson P McDonald J Tullett P George and possibly one more - gamestart may be enclosed. Next list: £1.00

Bourse: Runs concurrently with above. Walkerdine, Morris and no others. Whaaat?

Come on you sods, this game is supposed to be popular! Fee: 50p Prize £3.00

RR (N): Richard Morris, Craig Miles 2 wanted Fee: 50p in map.

Maya II: Billenness, Grubb, Baskett, Ferguson, Gordon; if indeed I had two others, I can't find them now. Fee waived - this is an inept postal playtest.

Abstraction: Same 4 ; 3 wanted. NEW LISTS: Sonwith @ £0.75 Crusades @ £1.00.

Rules for playing 1829 in Thing

1. All rules as published by Hartland Trefoil as of 15/6/82 apply except as below.
2. The game will be run in batches of rounds; the following schedule will be usual:
Phase 1 : OR, SBR, OR, SBR Phase 2 : OR, OR, SBR
Phase 3 : a) OR, OR then b) OR, SBR Phase 4 : a) OR, OR then b) OR, OR, SBR
(OR is Operating Round; SBR is Sharebuying Round)
3. Sharebuying rounds :
 - a) Share-buying orders, provided by the player, may be conditional upon the state of companies at the end of the previous OR, or upon the actions of the other players within the SBR.
 - b) An SBR consists of a series of turns. In each turn a player may buy one certificate and sell any number of others. Buying and selling the shares of any given company in the same turn is illegal. A player may not buy shares of any company whose shares he has sold in an earlier turn than SBR.
 - c) Standing orders are possible as protection against NMRs.
 - d) If a player exceeds the shareholding limits but has not indicated which shares he will sell in such circumstances, the GM will make the choice for him. The GM will never allow him to buy over the limit in the first place.
4. Operating Rounds :
 - a) Players should submit orders for companies they control, or may gain control of in an earlier SBR.
 - b) Orders in ORs may be made conditional.
 - c) Orders for each company consist of the following, in order:
Token Movement ... Tile Placement ... Trains run ... Dividends, paid or no ... Trains bought ... Garrisons placed. All these may be conditional on each other, or on the operations of other companies.
 - e) Orders for tile placement should give the hex on the map and the orientation. eg 8:45:4 - tile 8 placed on K5 with the number on the tile pointing to orientation 4.
 - d) Orders for running trains should be as precise as possible. Please, please refer to stations by grid reference, and not by town name. Orders worded "Run for maximum" are acceptable, but the GM accepts no responsibility if he is too damn' thick to work out what the correct maximum is.
 - f) The following guidelines will be used in the case of illegal OR orders:
If the intended token movement is illegal: the token will be placed on the first legal hex in the intended direction of movement. Where necessary, the GM will move the token on the player's behalf to a GM-chosen hex.
If the intended tile placement is illegal: the GM will attempt to lay the tile in a legal orientation, or, if the intention is clear, lay another tile to achieve the same result. Failing this, no tile will be laid.
If no orders are received at all, the GM will choose a tile placement.
If no indication of dividend/credit payment is made: GM will pay dividends
If the train requested is not available; no train will be bought
 - g) Standby orders for any company may be sent by any other shareholder.
5. NMRs : if a Director fails to order for three consecutive sets of ORs, or a player with no directorship fails to order in two consecutive SBRs, that player is considered to have dropped out of the game. His private companies are auctioned; his shares are sold back to the bank in the first turn of the SBR following his exit's announcement by the GM. The shareholding limit will then be adjusted to the number of players remaining.
6. The end of the game will be signposted by the GM. No precise details can be given, but the end appears to be usually at or around the end of the first quadruple OR following the OR in which the last '7' train is sold.

These rules were compressed with thanks from Keith Thomasson's original.

Thing Postal Rules for Sopwith Copied with ex post facto thanks to Dib Dib Dib Tweedy.

- 1) Rules will be as the Gametime box rules unless stated otherwise by the GM.
- 2) Abbreviations will be as used on the player's display unit enclosed in the box.
- 3) Players are welcome, nay encouraged, to pick a handle to fly under ((name it, else))
- 4) Clouds will be set at the start of the game by the GM, who will notify the Gplayers of cloud positions. They will be moved by the GM at the end of each turn.
- 5) Each airfield has three runways: alpha, beta, gamma (from left to right). The player must specify which runway he is to take off from; this will be his 'home' runway, and the only one on which he may land to reload ammunition.
- 6) Orders are to be written in clear 'RN' style, eg 1a) A b) LS c) LS for a plane flying ahead, left-slip, left-slip. Firing is to be indicated in brackets after the move, eg 1a) A(k,A,L) b) LS c) LS. The airstrip runway must be clearly indicated on turn one.
- 7) An asterisk (or % sign, depending on my typewriter) will bracket any shot that hits a plane. Underlining indicates that you have been hit that move.
- 8) All ambiguous firing orders will be centralised: if three bursts remain, the player will fire L, A & R ; if two, then L & R ; if one, then A.
- 9) Any player winning will fly straight ahead three turns. His plane will crash if it flies off the edge of the board.
- 10) If a player accidentally flies off the edge of the board, and the GM cannot avoid this by altering his orders to 'null' moves ('0'), he is taken to have crashed.
- 11) A player may repair his plane by landing at his airstrip runway; for each complete turn on the ground may repair two points of damage, up to a maximum strength on the damage scale of eight points.

- 12) Ace Pilots: a player inflicting 40 points of damage on other planes, including bonus points, becomes an ace and is allowed to use the immelman. If after being shot down the player's 'kill' drops below 40 points, he loses his ace status. Any aces playing will be so advertised to the other players.
Bonus points: Enemy plane shot down:- ± 5 pts Self shot down:- -5 points
" ace " " : ± 10 pts " " " as ace: -10pts
If a plane crashes, his remaining strength points will be shared out evenly as bonus points for the remaining players, rounded down.
- 13) The last surviving plane is the winner, awarded a measly five bonus points.
- 14) In case of dispute, the GM's dispute is final.

PMD: The original game can be explained, for anyone amoral enough to ask.

Thing Postal Rules for the Bourse ... After HJ walkerdine

- 1) Each player commences the game with 1000 units of each currency (AEFGIRT : crowns, pounds, francs, marks, lire, roubles, piastres). All currencies start at \$1. The dollar is a neutral, stable currency that may be bought at any time.
- 2) Every time 100 complete units (~~any~~fractions of 100 are ignored for this purpose) are sold by a single player, the value of that currency relative to the dollar drops 1¢. When 100 units are likewise bought, the value rises 1¢.
- 3) Each turn a player may transact in as many currencies as he wishes, first selling and then buying. However, a player may never sell more than 500 units of a given currency in any turn.
- 4) Each turn the GM will list in a table purchases, sales, old price, net change, new price, new holdings and dollar surplus, together with the net worth of each player.
- 5) The lower limit of a currency whose country is not eliminated from the parallel Diplomacy game is 1c. The upper limit is as high as the currency can be pushed.
- 6) In the turn after a country is eliminated, its currency drops to zero.
- 7) Players may enter the bourse at any time on the conditions given in 1).
- 8) The Bourse ends when the parallel Diplomacy game ends; each player's worth is computed from a total of (sc holding of country) x (blocks of 100 of currency held).

THING ON THE RAILS

Welcome y'all to the third zine to run your games of Rail Baron, and with luck this one will be the last. My thanks to Nick Kinzett who rescued these games from Mike Lean; muted thanks also to Mike for carrying on where Keith Thomasson left off. Did I say zine? I meant sub-zine, of course; in future this will be produced parallel with the ever-glorious Thing on the Mat, presently in it's eighth incarnation, and should any of you want a look at it, you're welcome. I'm not putting the RB games in the zine proper for two reasons. One, you may not wish to receive Thing, in which case it's easier for me to send you this; and two, I don't think RB is a sensible game to play by post, and I'm not polluting my zine with it. Before I move on to the games, I should point out to players in kb27 and kb29 that I haven't got your latest orders; Nick is holding on to them, because I'm playing and should therefore, at least in theory, not GM. I have three options. One, I close the games down completely; two, I find a replacement player for my position (anyone else reading this, perhaps?); or else drop out gracefully; or three, I write my own orders immediately after the previous adjudication, and then use those orders to GM the game myself. I prefer the last idea, because I don't wish to drop out and have absolute confidence in my integrity; but, if you have a niggler regard for kb's suitability as a postal game, let me know. If no-one objects, I shall follow option three.

RB35 Ex Griffin, ex Luel Purpose

Snorwood Armoured Vehicles (Keith Loveys : white)

Turn 22 PA to Indianapolis -1T(B) -14T(buy C&NW) &6T(P-U) &5T(GIGU) :6.5T
Turn 23 PA to 1 w of Pittsburgh -1T(B) &5T(GIGU) :10.5T
Turn 24 PA to Washington -1T(B) &6.5T(P-U) &5T(GIGU) -10T(buys T&P):1T

Gary In Griffin out (Gary Watson : red)

Turn 22 AP&SF to 3w of four way jn. 21T -5T(SAV) : 16T
Turn 23 AP&SF to four-way junction 16T -5T(SAV) : 11T
Turn 24 AP&SF to Kansas; CH&P to 1n of KC 11T -1T(3) -5T(SAV) : 5T

Interstate Apple Track Truckers (Robin Hood)

W&R and is no more
 offers please for ... an, sorry. All track sold to bank

Chicago-Hartland Automated Mail- Giro Express (Mike Woods : black)

Turn 22 SP to Phoenix 19T -1T(B) &9T(P-U) : 27T
Turn 23 SP to 1 se of El Paso -1T : 26T
Turn 24 T&P, CH&P to Oklahoma -1T : 25T

Great Railways Ending Everywhere Network (Brian Moore : green)

Turn 22 SP to 2e of Phoenix 23T -1T(B) : 22T
Turn 23 SP to 2e of Paso -1T : 21T
Turn 24 SP to Shreveport -1T &26T(P-U) : 46T

Note to all players: I have no moves for Brian. However, this could well be a case of Mike Lean making a cock-up, so I've moved the obvious route for GREEN, and will allow Brian to purchase whatever he wishes as a result of reaching his destination. If you wish to make your moves conditional on this, please do so.

<u>BARON</u>	<u>RAILROADS</u>	<u>DESTINATION</u>	<u>PAYOFF</u>	<u>2ND DESTINATION</u>	<u>PAYOFF</u>
SAV	AP&SF B&M Box Lean	Denver (P1)	18000	St Louis (NC)	9000
	PA C&NW (1/4)	3rd; Albany (NW)	10000		
GIGU	D&RW NYC NYNH&H	St Paul (P1)	22500	Rapid City (NW)	5000
		3rd; New York (NW)	18000		
CHARGE	CH&P&P GM&O 1/4	Memphis (SU)	17500	Phoenix (SW)	10500
	WP	3rd; Chicago (NC)	19500		
GREEN	C&M, MP	Casper (NW)	12500	Fargo (P1)	15000
		3rd; Mobile (SE)	14500		

