



THE Bolshevik Star ?

TRACTOR PRODUCTION UP !!

RECORD WHEAT PRODUCTION !!

GREAT PIMLEY SCANDAL EXPOSED !!

HUGE SPACE AT BOTTOM OF NEW ZINE !!

As you may have noticed, this is the first issue of THE Bolshevik Star, which has just become Scotland's first zine. While a certain person is away on holiday we had decided to say something nasty about him to boost our circulation; unfortunately, we can't think of anything original. You probably won't yet have noticed that this is being produced by two people; besides lightening the work, this has this added advantage: can you prove which one of us is guilty of libel!

The Star is produced jointly by John Lettice and Gordon Neilson, and in a vain attempt to prise you away from Comrade Piggottski's pseudo-fascist, crypto-capitalistic rag, you may have received this issue free. However, in future, you will be given the privilege of paying a bargain of 60p for ten issues. For those of you with shaky arithmetic, this works out fractionally cheaper than Ethil. The rest of you had better skip it.

Perhaps we had better humiliate ourselves by printing our waiting lists so far.

Regular "A": Andy Davidson ? , Les Pimley (now a naturalized Scotsman).

Regular "B": John Piggott (BO).

Imperialism IX: John G. Robertson.

Foundation: John Robertson.

Mordor v the World IV: J. Robertson.

Allah Akba'ar: Les Pimley.

We intend to charge 60p for regular games, whilst variants will be charged according to complexity. Money should be sent to Gordon.

No doubt, all of you (especially a Mr. Pimley) are eager to learn all about Allah Akba'ar; this is the latest, or was the latest yesterday, of John Robertson's variants, and is set in and around Palestine immediately prior to the sixth Crusade (?). It includes, among other things, a special Saladin unit with increased movement, defensive armies and multiple armies. Shut up Pimley, we saw it first.

We are also willing to run ~~out with the money~~ any other variants, including a reduced cost game of Democratic Diplomacy, a variant of Gordon's, the rules of which should be included with this issue. In following issues, we intend to use glorious technicolour carbons.

This special cheap issue is dedicated to J.G. Robertson, bottle collector and sporrans merchant, who has kindly ~~as~~ loaned us his super-duper duplicator (ten times quickly, please).

This issue is brought to you by:

John Lettice, 69 Craigie Drive, Dundee. DD4 7PD.
& Gordon Neilson, 28 Kingsway Place, Dundee. DD3 8JY.

DEMOCRATIC DIPLOMACY

1. All normal rules of diplomacy will be followed except as outlined below.
2. 5 Players will each submit one set of orders for one particular country. This means that there are 35 players in the game.
3. The majority order for each unit will be the one used by the GM. If there is no majority for one particular order then the unit ~~concerned will not move during that season.~~
4. 35 separate sets of orders must be received by the GM. i.e. Orders may not be collected by one person for a country who then sends them on to the GM.
5. Only the resulting order for each unit will be printed.
6. If a player does not wish to submit orders for a unit or units in one season then he must state that he is abstaining or a standby player will be used next move.
If no standby system is in operation then a country is not regarded as being in anarchy until the last of the five players has ceased to submit orders.
7. Unless indicated otherwise by the GM, separate orders will be required from the players concerned for retreats and builds.
If there is no majority for a particular build order, then no unit will be built.
If there is no majority for a particular retreat order, then the unit is eliminated.
8. Any orders arriving after the deadline will be ignored. Orders which have arrived before the deadline will not be affected.