

HOBBYNEWS

Nick Kinzett has been in charge of the Central Gamestart Service for a while and has now decided to introduce some reforms. So, if you want a quick gamestart of anything (Diplomacy, Variants, Sopwith, 1829, you name it) then send a 17p stamp and what sort of zine you'd like to play in (fast & small or slow & chatty) and, where applicable, country preference lists. Nick will gather together the names of several fellow loonies & send them off to an Editor who has a gap in his waiting list. If you want to play something really obscure he may not be able to help, but for most postal games, why not drop him a line at 11 Daleway Road, Green Lane, Coventry, WEST MIDLANDS, CV3 6JF. ((The difference from the old system is that the old CGS was Diplomacy only and Nick would wait until he had enough names to fill a whole list, and this was taking too long.))

The latest Home from Geoff Challinger included The Fat Lady Sings, an unusual title for a listing of all the people who play Diplomacy & Variants, and which zines they play in. So, if you want to find out what your latest ally/enemy is up to, send an S.A.E. to Geoff at 117, Shrubbery Toad, South Darenth, Kent, DA4 9AP. TFLS also includes some interesting figures compiled from the basic listing - thus of those playing in the most games, Richard Downes is 2nd playing in 14 games of Dip & variants, whilst Bob Reeves is jt 4th, with 12. The average Cmag player is playing in 4½ games, as opposed to a hobby average of 2.03, although much of this is due to the endeavours of Rich & Bob. Surprisingly, over half of the hobby overall (55.2% of 829 eligible players) are only playing in one game.

Omnibus is the new continental Regular Diplomacy statszine. Roland Prevot has been Europe's Boardman number custodian since 1976, and now feels that the volume of continental play is such that it warrents a regular zine. Issue one contains the results of the 315 European games so far. Its entirely in English, and should appear 2-3 tomes a year. Costs 20 French Francs for four (international money order or cash, not cheques) and comes from Roland Prevot, 70, rue de Chateau des Rentwers, boite 45, 75013 Paris, FRANCE.

Cmag Issue One announced the 'turning-inside-out' of NMR!/ABolFroB, as Brian Creese reduced his contribution, and Ken Bain took over the main editor's post. Well, now they've swapped over again, with NMR! Becoming the main zine again, instead of the sub-zine. It's 5-weekly and comes from Brian Creese, 256, Canbury Park Road, Kingston-on-Thames, Surrey, KT2 6lg.

EDITORIAL

Well, if that's all the Hobbynews this issue I may as well slot in a quick Editorial here and make this an eight page issue. This does mean that there will be no article from me this time, although Dunning's Drivel should be about somewhere, and no doubt I'll be sounding off in the lettercol.

Subscription figures are looking up, mainly due to a rash of applicants for the Rather Silly Diplomacy list - could other Editors please mention this, as I'd like to get this going within the next few issues if at all. Thanx v. much.

At the moment, I'm busy looking at colleges to apply for at Oxford. Top of the list at the moment would seem to be either Lincoln college or Merton - anyone know anything about either of these that I ought to know about? I want to try to sort this out in the next few weeks so that I can think about what university to try for if I don't make Oxford. Applications for Oxbridge have to be in by October, which means I've really got to sort everything out before the summer holidays if I want to go and have a look at any of them.

Speaking of the summer hols, it would be extremely convenient for me to have the autumn deadlines a week earlier than they would be on a strict 3-weekly schedule. So, I intend to 'steal' that week over the summer holidays by having three 19 day deadlines. Hopefully this won't be rushing the time for Diplomacy, as the fact that its the holidays for school students means I should be able to manage same-day turnaround. The time available for diploming should thus be about the same as for a 3-weekly zine with weekend turnaround.

Well, that would seem to be it. Thanks to all the letterwriters and gamesplayers for doing their bit, and anyone else whom I'm supposed to thank.

I've just realised that the end of page line I've just passed was for Quarto paper, not A4 as I thought, so I suddenly have a few extra lines to fill. Ah, the tribulations of an Editor's life. There's nothing for it but to have a ;

SPACEFILLER

Richard Walkerdine has produced some figures in the latest Mad Policy show that the average game lasts until 1909. Wins don't happen on average until,1910, whilst concession wins tend to happen in 1908. All very interesting I'm sure, but what does it signify?

DUNNING'S DRIVEL

My god, there's more ? Where does he get it from, and more importantly, why does he have it there in the first place?

Once again pushing back the boundaries of whatever it is I'm pushing back, more asinine garbage from the demon of Watford's sewer.

Dune : "Again?" cries the harassed reader, molested by the curse of Drivels past. "But yes," quoth I, "but neither the book nor the film. I'm talking board games." So why review a board game? Simple, this is a games zine, and it has Diplomacy in it, and a bit of Roleplaying in it as well. Dune consists of a board that has a circular map printed on it. This board is derived from the map in the first Dune book. It has areas marked on it, a bit like provinces in Diplomacy, but there are no oceans. Dune/Arrakis is 100% desert. The idea is to capture 3 strongholds (red on the board).

Each player selects a character. This can be one of the following: Fremens, the evil Harkonens, the House Atreides, the Space Guild, the Great Emperor and the Bene Gesserit. Each character has different advantages and disadvantages, and will have traitors in its ranks. If, in combat, the leader played is a traitor, then the battle is automatically lost.

Forming alliances is possible, but only when a worm appears. Cards can be bought with spice and are used in battle or for other purposes. Using a lasergun against a shield results in an atomic explosion and the destruction of everything in the province. And if that isn't enough, then wait for the storm, that destroys everything it moves over, except the pieces in the lee-side of the shield wall.

Combat is very complicated compared to Diplomacy. In the game, there are two wheels. Each player dials the number of soldiers he wishes to sacrifice out of the total in the disputed area. The leader is played, and any two treachery cards. The result is then calculated. If you are the Atreides player, you can ask your opponent to reveal one aspect of his battle plans ; if Bene Gesserit, you can order your opponent to use a certain card so your attack can be more effective.

A bit head-spinning, isn't it? Although not especially suitable for postal play, it's better than many games. Contact Richard Downes, Editor of Back to the Dark Ages. Details last issue. If you want to buy it, it is rather over-priced. All the pieces are card covered in plastic, and the board is rather small, about the size of D&D. A good one to play if you have a friend who has it. If you have a birthday coming up, drop a few hints. It is worth having bought for you, though overpriced at £17 !

2010 : With a stroke of a pen, I can destroy many years work. Yes, I did see 2010, Arthur C. Clarke's sequel for 2001 and, as with Dune, I noticed the total destruction of a good book. The film begins with the infamous and well-worn phrase : "My God, it's full of stars !" and continues with a brief resume of the story so far, or what happened in 2001.

For those who have read the book, please note that the Chinese do not play any part in the film, and for those doing it the other way around, there is no mention in the book of the break down of American-Soviet relations.

Now the good bits. If you are anti-Russian (shame on you), this is not the film to WATCH. Only four main characters speak without any accent. Helen Mirren's accent is good enough to fool the usual cinema-going public. The special effect were, in my opinion, no more convincing than your typical Star Wars Film, with harsh bright lights coming only from one source - the sun. The Hal 9000 computer has got over his problems and is less sinister. Watch for Lt. Chandra's face when he reactivates Hal's speech circuit. The set, if not original, is at least consistent and the same as in 2001. The black monolith is still the same as in 2001, with its sides in the ratio 1:1.9. No explanation of its origin is given in the film, but there is some more information in the book.

All in all, a good film, just my usual annoyance of how books are treated. It isn't a laser-blasting-trigger-happy-Buck Rogers film, it underlines more the peace and tranquility of space. Will there be another ? I don't know. You can get too much of a good thing, and I don't honestly see an opening for 2100, or whatever.

by Paul Dunning

((Hello, this is me again. Not much to add this time, as I've not seen 2010 yet, although I keep on meaning to read the book. I know that Arthur C. Clarke originally stated that he would never write a sequel to 2001, since he felt it was like Butch Cassidy & the Sundance Kid - a film that it was impossible to go any further with. However, in all of Hollywood, money talks, and if they're going to pay him enough, who can blame him ? The original film of 2001 was nothing like the book and at least 2010 seems to be slightly more faithful to the original.))

THERE'S - always a space, isn't there? Wish I could think up a good spacefiller.

NOT A VERY ORIGINAL TITLE FOR THE LETTERCOL

((Here come the angry letters from the Viennamob...))

RICHARD EGAN : Oh dear! So you're another one of the boring "lets all write cliquey press" crowd are you? You disappoint me. It's pompous comments like this driving many novices away from the hobby. OK, so some people enjoy press of a self-indulgent and "exclusive" nature ; so long as they find amusement in it, their press serves its purpose.

However, not everyone's tastes are the same : "trivial" the Vienna press may be, but then we're discussing an adjunct to a game - it's there to amuse, not as a matter of any great consequence. You may not enjoy it, but the Vienna players keep writing press, and a couple of other zines have quoted it on occasion - maybe they enjoy it or something?

((No, I do not enjoy trivial press. However, I did qualify my statement in CMag 4 and I emphasize again that this is a personal view - I accept that there will be some misguided souls who prefer trivial press. Yes, all press is trivial in the sense that it is an adjunct to a trivial hobby. However, I like to feel that the players have taken some time over their press rather than scrawl down the first insult that springs to mind.))

MARTIN LEWIS : What's wrong with trivial press anyway? A lot of the enjoyment I get from playing - and ruining - games in Vienna comes from the press. I also play in ABolFroB/NMR! Where press is different and longer which is a contrast ; but why does 'good' press have to be of deep meaningful significance and half a page long ? I am very wary of that sort of press because it can easily turn into something pretentious and boring, though I'm not deriding all of it. I agree that the press in Vienna tends to be short and sweet - and, if you like, trivial compared to say Mad Policy (Your words), but a lot of it is fun to read and extremely inventive at times.

((I have just realised the rather splendid typo at the start of that letter - sorry, Martin. I have nothing against short press, only trivial press. I share your dislike of 'arty' press loaded with retentions ; however, such press tends to be concentrated at the personal zine end of the Hobby, and can thus be ignored in the hope that it'll go away.

Surely a good, unpretentious saga is more entertaining to read than a page of players slagging each other off ? My objection to trivial press is a personal one - unlike most hobby editors I am unwilling to make the intuitive link from "I don't like X" to "X should not exist," which is extremely dubious and the basis for, amongst other things, racism. How did we get on to that? Let's get back to Richard :

RICHARD EGAN : Your claim that "much" of the Vienna press is of the "You're a wally" type is ridiculous : I even sat down with V-10 and counted it up. There were 315 items of press over the 20 or so Vienna games. Of these, all of 17 items at most could be associated with this genre. Indeed, much of even this small amount was either self damming, grey press or from one or other of the 'bad guys' in Downfall games. Given that what remains is largely sponsored by novice players, I think it's a small price to pay to encourage press-writing ; editing press is the easiest way to put people off trying, to the loss of the game. Press is NOT an artform, and I most certainly reject your claim that any press in any zine I've seen has been of a truly outstanding "literary standard." I'm sure that no-one expects it to be. We're playing games here.

((Literary standard is of course a subjective term - you'll never find a collection of the press releases of Oscar Wilde, for example. But there's a difference in, for want of a better phrase, 'literary standards' between different forms of press, and there's no denying it. I just prefer more developed press to its trivial equivalent.))

RICHARD EGAN : In short, sir, I demand a retraction ! If not, it's waterpistols at the at the first Watford Hobbymeet...

((You'll get no apologies from me. If I don't like trivial press (which I don't), why shouldn't I express that view? I'm not suggesting that trivial press should be stopped, merely that it does not provide the sort of reading matter I enjoy. So, waterpistols it is, although I'm afraid you'll have to provide the weapons - being a mature, sensible seventeen-year old I do not possess such an item...))

((Speaking of the Watford/Viennameet...))

MARTIN LEWIS : I had no idea the problem of age was going to come into consideration for a hobbymeet : being 24, it's not something I worry about any more. I would suppose you would know of a pub which would allow under-18s in - I don't.

((A reply to this should be overleaf. Turn the page, turn the page...))

((As I said, legally pubs are allowed to serve soft drinks to anyone over 14 (I think). However, some landlords prefer to bar under 18s completely in order to avoid problems. The only one I know that does this in the Watford area is the Sir Robert Peel opposite Woolies. If you're going to use a private room, there will probably be no trouble ; its just something to bear in mind and check.))

MARTIN LEWIS : The Viennameets have tended to be games and light chat type things - certainly games must be played - 'Empress' must continue ! I've been to one or two hobby pub meets - Bristol, London - and they work if you've got good people, but they can get too heavy at times. I certainly prefer the Vienna style ones - and there's plenty of opportunity to chat as well ; its just everyone gets out the games ! I'm sure the Bristol mob will come up if we get it organised.

((I'll definitely sound out my Watford subbers - what do you think, lads? I've also been keeping an eye out in other zines for Watford & district hobby members to invite along if Watford gets established as a regular meet.)) ((Let's talk about Cambridge...))

COLIN GRUBB : Funnily enough I like Cambridge as a place to visit and don't find the colleges grey and miserable at all put quite interesting in their own right, although they do look better when cleaned. I am also fatally attracted by bookshops ! Did you notice while you were there some of the waistcoats sold in small shops ; it is quite an education in bad taste, but only recommended for those with strong stomachs.

((I also saw a wonderful shop sign - "Hire your robes now for graduation!")

ALAN GLAUM : Well, Oxford and Bristol at least both have no parking zones for bicycles mainly due to students. Actually the Politics course at Bristol is well worth looking at with some of the finest lecturers around according to the people I know who do it. Also Bristol isn't dominated by the University so there is plenty of outside night-life, but it is expensive.

((Bristol is actually on my first shortlist, which I compiled basically by going through all the Politics courses in the country and then whittling them down. Worth considering.))

RICHARD DOWNES : Heh heh, cut back on waiting lists ? Not me, matey. Look at issue 17 ((of BttDA)) - 6 game openings, two more than CMag. Neh, 'spose I'd better cut down soon and give you some of the business !!!

((Actually, Back to the Dark Ages and CMag aren't really in competition. Dark Ages seems to be concentrating on games which require little or no diploming and can thus cope with the two-weekly deadlines. (With Diplomacy, it's a bit of a rush - I speak from experience.) The real counterpart to CMag is Mellow Yellow, which is apparently 3-weekly, not 4 as I thought. Maybe I should send off a trade offer...)) ((More on the Observer Mace Debates...))

RICHARD DOWNES : I keep looking at the front cover of issue four and reading "...final issue !!!" - Oh no, you're folding already? ((No chance.))

COLIN GRUBB : Congrats on reaching the final of the debating competition and better luck next year if you enter.

RICHARD SHARP : Ha, you lost to Kingston Grammar School, did you? I was there long ago (1953-1956), not that I really care to remember it.

((Actually Kingston were probably the weakest in the comp. Indeed, if they'd been a bit better, we might have had a better chance. This sounds silly, but in Debating terms it makes perfect sense. You cannot debate effectively if your opponents aren't good enough to oppose you and provide points you can come back on them with. See, I knew it was all Sharp's fault...)) ((I do like triple dots, don't I ...))

RICHARD DOWNES : Er- running in DRAT ((Richard's live action FRP group)) isn't essential - one member is about 18 stone (i.e. fat) and cannot run further than a few steps. Therefore he plays a sorcerer.

We have two character classes which never fight (hack & slay that is) and both are popular. I'll probably go along with what you say about live FRP making hack & slay players more so as well as role players more so. An interesting point is that of our nine character classes, 8 are supplemented with magic. The total all-out hack & slay fanatic guild which uses no magic but it is far superior in fighting has not yet had any members at all!

MARTIN LEWIS : If I might put a question concerning the live Fantasy Role Playing debate - has either you or Richard read Dream Park by Larry Niven and Stephen Barnes. Its based on a game park where 'experience' gaming takes place ; and to interest non-gamers there's a neat 'whodunnit' aspect involving a murder.

((There you are, I told Richard that live FRP was dangerous.))

MARTIN LEWIS : If you haven't read it, I'd recommend it. That's the book that first got me interested in FRP and thus onto the postal gaming. ((Pee Tee Oh...))

((I suppose we'd better talk about the Variants Stats Service.))

RICHARD EGAN : I think you overlooked the emphasis of my last letter, which suggested stats - both player and game - related only to particular variants. If you are going to tailor your MNC-ship to producing general variant player ratings, then surely you'll want something more than the "ruff-and-ready" output you say you expect.

((I don't think that its fair to say that I see general all-variant ratings as the core of a variant stats service - it would be like you say Vienna press is - trivial but entertaining. The main ratings would be for specific variants or close families of variants - Downfall is the obvious choice. As well as Vain Arts and anything else there's sufficient games to do player ratings for.))

RICHARD EGAN : After all, player ratings are likely to be a touchy subject, especially in some (serious gaming) circles - but then maybe you're the sort of masochist who enjoys the flak ?

((Anyone who takes any form of ratings seriously ought to be carted off to the funny farm. Rating is not an exact science, even in Regular Diplomacy. If you've a good rating, well done, but otherwise, who cares ?))

RICHARD EGAN : May I point out that the system suggested last time (one point for each person who finished below you) gives a player who finishes 6th in one seven player game as good an average as a player who wins 100 games of Intimate Diplomacy ? It's a difficult subject, made still more difficult by its nature - should a player who wins at Downfall playing Mordor, or the Elves with the Ring, be rated as highly as a player who wins playing Rohan - a great achievement, you must admit. After all, many variants are very unbalanced and Downfall is hardly an inconsequential example - there are currently 3 times as many Downfall games in progress in Britain as any other variant.

((In fact, the system as I envisage it would not have the problem you envisage - I thought it meant having a number of 'Calhamer Points' equal to the number of players for each game, which would be awarded to the winner or shared amongst those who draw - why should a sixth placed player get anything ? The Downfall ratings would obviously have to take account of relative country strengths - I could probably adapt the Diplomacy Quarterly Ratings System for regular Diplomacy, which was outlined in DQ 6.))

RICHARD EGAN : As an alternative ((all-variants)) rating system, I've suggested to Andy Poole a %-age related formula. Establish a %age for each players' "performance" at the end of a game (no. of players in game - the number who finished above you) as a %age of the total players. A winner always gains 100%. This may seem unfair to a player who wins a large variant, but the only way to give such a player credit is to award more points for a large game, which in turn persecutes smaller games. The latter is more dangerous, surely.

Under this system, a player who finishes 2nd in a 12-player game gets $11/12 \times 100\% = 92\%$, whilst a player who finishes 2nd in I.D. gets $1/2 \times 100\% = 50\%$. In other words, there is an advantage in playing a larger variant - you're more likely to get a good score if you are a good player. Get beaten in I.D. and you only get 50%. You could get more than that from 3rd place in a 5-player game ! Its also easier to understand - an unbeaten player has a "100%" and this is obvious in its meaning. It's hardly a complicated system -easier to work than it is to explain - and a bit less arbitrary, I think. Yes?

((Not bad. I prefer a revised version of what I thought Andy's system was, as I said above. Still, there's no reason why we can't have several competing all-variant ratings - it'll share the glory amongst those who head each list. That should be suitably anarchic enough to suit the rest of the hobby.))

((Dunning's Drivel seems to have had some reaction. Colin wrote to Paul to say this :))

COLIN GRUBB : I liked your Drivel in the latest CMag. I've read the Dune book some time ago and liked it, though I haven't seen the film. As for Peter's comment about 3 hours being too long for a good film, that is rubbish, you only have to look at 'Gandhi' to realise that the film kept up the interest throughout and with a storyline as complex as that provided by Frank Herbert the same should have been possible with 'Dune.'

((Paul tells me he couldn't agree more with Colin. I actually think that longer films are better as a rule, but apparently the Hollywood moguls don't. 'Gandhi' is probably the best film I've ever seen, and certainly didn't suffer from being 'overlong' by Hollywood standards.))

RICHARD EGAN : Maybe Martin Lewis, Richard Downes and I could stage a take-over of the Cmag letters column next time? Mind you, Richard doesn't get Vienna, so he can't argue with you about trivial press can he?

((What do you mean, next time ? Please, someone else write and keep CMag's lettercol going strong. More letters next time, hopefully...))

THE GAMESFall 1901 & 1902 Bids"CALAIS"Intimate IA Diplomacy

AUSTRIA (Neutral) : F(Tri), A(Vie), A(Bud) all stand.
 ENGLAND (Colin Grubb) : F(NTH) C A(Yor)-Nwy, A(Yor)-Nwy, F(Lon)-ENG.
 FRANCE (Paul Finch) : A(Mar)-Spa, F(Bre)-ENG, A(Bur)-Bel.
 GERMANY (Neutral) : F(Kie), A(Ber), A(Mun) all stand.
 ITALY (Colin Grubb) : F(TYS)-Tun, A(Ven)-Pie, A(Tus) S A(Ven)-Pie.
 RUSSIA (Paul Finch) : F(GOB)-Swe, A(Mos)-Lvn, A(Ukr)-Rum, F(Sev)-BLA.
 TURKEY (Colin Grubb) : A(Bul)-Gre, A(Con)-Bul, F(Ank)-BLA.

WINTER ADJUSTMENTS

AUSTRIA	: Vie, Bud, Tri.	=3	no change
ENGLAND	: Lon, Lpl, Edi, +Nwy	=4	+F(Lpl)
FRANCE	: Par, Mar, Bre, +Spa +Bel	=5	+F(Mar), A(Par)
GERMANY	: Ber, Kie, Mun.	=3	no change
ITALY	: Rom, Ven, Nap, +Tun	=4	+F(Rom)
RUSSIA	: Mos, War, StP, Sev, +Swe +Rum	=6	+F(StPnc), A(Mos)
TURKEY	: Con, Ank, Smy, +Gre +Bul	=5	+F(Smy), A(Con)
NEUTRAL	: Den, Hol, Por, Ser.	=4	-

AUSTRIA (Paul Finch) :	Colin bid £1	Paul bid £2
ENGLAND (<u>Colin Grubb</u>) :		
FRANCE (<u>Paul Finch</u>) :		
GERMANY (Neutral) :	Colin bid £5	Paul bid £5
ITALY (Paul Finch) :	Colin bid £2	Paul bid £6
RUSSIA (Colin Grubb) :	Colin bid £8	Paul bid £3
TURKEY (Colin Grubb) :	Colin bid £2	Paul bid £0

REMAINING CREDIT : Colin has 18-10=£8 ; Paul has 21-8=£13. Spring 1902 orders by 26th June.

1902 Bids & Spring 1902"AUDIERNE"Intimate IA Diplomacy

AUSTRIA (Neutral) :	Richard bid £0	Colin bid £0
ENGLAND (Richard Downes) :	Richard bid £11	Colin bid £10
FRANCE (<u>Richard Downes</u>) :		
GERMANY (<u>Colin Grubb</u>) :		
ITALY (Richard Downes) :	Richard bid £11	Colin bid £0
RUSSIA (Neutral) :	Richard bid £0	Colin bid £0
TURKEY (Neutral) :	Richard bid £0	Colin bid £0

AUSTRIA : F(ION), A(Alb), A(Ser), F(Tri) all stand unordered.
 ENGLAND : F(Edi) S F(Lon)-NTH, F(Lon)-NTH, A(Lpl)-Yor.
 FRANCE : F(ENG)-Bel, A(Bur)-S.A(Bel)-Ruh, A(Bel)-Ruh.
 GERMANY : A(Mun)-Bur, A(Ruh)-S.A(Mun)-Bur, A(Kie) S A(Ruh), F(Hol)-Bel, A(Den) stands.
 ITALY : A(Mar) S A(Bur), F(GOL)-WMS, F(Rom)-TYS, A(Tus)-Ven.
 RUSSIA : F(BLA), A(Arm), A(Rum), F(StPsc), F(Sev) all stand unordered.
 TURKEY : A(Con), A(Smy), F(Ank) all stand unordered.

REMAINING CREDIT: Richard has 23-22=£1 ; Colin has £10. Fall 1902 orders by 26th June.

PRESS:

France: I hang my head in shame, what pathetic bidding !

To Richard: I challenge you to a game! Paul Finch.

Gamestart"DUNKERQUE"Regular Diplomacy

AUSTRIA : Edward Ainsworth, 85 Eastlea Avenue, Garston, WATFORD, Herts.
 ENGLAND : Matthew Wright, Cedars, The Avenue, Bushey, WATFORD, Herts.
 FRANCE : Richard Sharp, 27, Elm Close, Amersham, Bucks, HP6 5DD.
 GERMANY : Paul Finch, 24, Chestnut Road, Shirley Warren, Southampton, S01 6BR.
 ITALY : Paul Schofield, College Hall, Knighton Road, Leicester, LE2 3TR. ((Term, ie now))
 1102, Middleton Road, Chadderton, OLDHAM, OL9 9RN. ((Hols))
 RUSSIA : Roberto Della-Sala, 1, Farraline Road, WATFORD, Herts., WD1 8DO.
 TURKEY : Richard Downes, 2, Brisbane Avenue, Sittingbourne, KENT, ME10 1XZ.

Welcome to you all for Cmag's first regular Diplomacy game. You should all have copies of the houserules - shout if you haven't. Gamefees have now been deducted - note that this puts

some of you in the red, so could I please have a top-up by next time. With regard to the Watfordians, Roberto knows neither Edward nor Matthew. These last two do know each other but they've been placed far apart. I've already waited several weeks without getting an alternative name, and can see little prospect of getting another soon. I hope that this is alright. A double deadline is available, and with forthcoming exams, probably likely. Still, can I have Spring 1901 orders, or a request for a double deadline by 5th July, please.

August 1914"BOULOUGNE"Abstraction II

COCK-UP CORNER: I informed most of you of the error last time. I allowed AUSTRIA's A(Bud)-Tra despite the fact that the Austrian army starts in Tyr. Thus, AUSTRIA's order should have read A(Bud)-Tra ((no such unit)), A(Tyr) stands unordered.

AUSTRIA (Bob Reeves) : F(Alb)-Gre, A(Ser) stands, A(Tyr)-Vie, A(Gal)-Rum.
 ENGLAND (Roberto Della-Sala) : F(IRI)-Ire, F(NTH)-Nwy, F(ENG)-Bel, A(Ply) stand unordered.
 FRANCE (James Steele) : F(MAO)-Por, A(Pic)-Bre, F(Cat)-GOL, A(Gas)-Mar.
 GERMANY (Richard Downes) : A(Kie)-Cou, F(BAL) FF A(Kie)-Cou, A(Pru) S A(Sil)-War, A(Sil)-War.
 ITALY (Colin Grubb) : F(MAS)-Tun, A(Rom) E F(TYS), A/F(TYS)-WMS, A(WMS) D Mor, A(Pie)-Ven.
 RUSSIA (Paul Dunning) : A(War)*-Pru, A(Lap)-Swe, A(Ode) stands, F(GOB) S A(Lap)-Swe,
 F(Rum) stands.
 TURKEY (Paul Turnbull) : A(Bul) S A(Con)-Mac, F(WBS) S A(Bul), F(EMS)-Egy, A(Con)-Mac.

RETREATS : RUSSIAN A(War)-Ukr. (Just's RHR - no valid retreat ordered.)

September 1914 Adjustments

AUSTRIA	: Vie, Bud, Zar, Pec, +Gre +Ser	=6	Builds 2
ENGLAND	: Lon, Edi, Lpl, Ply, +Ire +Nwy +Bel	=7	Builds 3
FRANCE	: Par, Bre, Mar, Lyo, +Por	=5	Builds 1
GERMANY	: Ber, Mun, Kie, Dre, +War	=5	Builds 1
ITALY	: Rom, Ven, Nap, Sic, +Tun +Mor	=6	Builds 2
RUSSIA	: Mos, War , StP, Ark, Ode, +Swe +Rum	=6	Builds 1
TURKEY	: Con, Smy, Sin, Dam, +Bul +Egy	=6	Builds 2
NEUTRAL	: Den, Hol, Zur, Cas, And.	<u>=5</u>	-
		46	

September builds by next deadline please. I already have builds on file from England, France, Italy and Turkey - these may of course be changed, if you so desire.

PRESS :

Another joke ? : This deadlines' killing me !

England - Whoever it concerns : Kawasaki and Suzuki forever. Long live Knight and Central. Be in touch soon. // France - Italy : Was it something I said ? Why the silence ?

Germany - France : Watch out I'm coming to get you !!

Russia - Geneva : Is it possible for an alliance between a great power and Geneva ? This is only a small query from a humble beginner who wants to know the ins and outs of the game. If it is possible, how about us two getting together and wiping out a few pieces of my choice? In return, I will protect you or arrange protection. I think the answer is no, but I would like it confirmed.

Geneva - Russia : Sadly, the answer is no. Might make a good variant, though...

Bedbug Island July 1914 : Having only just arrived, I've not yet had time to unpack my bags. However, looking at the start of this game, things seem to be moving at a fast pace already.

A big vacuum has opened up in Central Europe, with G/I/A going their separate ways. Russia seems to be in a vulnerable position and Warsaw looks sure to fall already.

To the west, England seems to be making a beeline for France who at least is under no pressure from Germany.

This game seems to be very interesting already and there are lots of units already on the board - I can see why you can't find a game of this in the glorious (vote for me in the Zine Poll) Dolchstoss (advt.)

Russia to all players : Sorry about the lateness or lack of letters, but I have been busy with exam revision which has rather dominated my life since half term.

England - France : I agree, and I'll w/b/s o.k. ?

England - Italy : THE NIGHT IS YOUNG.

England - Turkey : Afternoon, gerbil - how about a non-aggression pact? It's something to do though, isn't it.

Spacefiller : The world record for constipation is 102 days. Not a lot of people know that.

England - g.m. : How much do I owe you ?

Geneva - England : See front cover.

Geneva - "Yet another joke" : I regret that CMag's standards do not permit me to print your disgusting joke. Why not send it to DibDibDib. (Or for that matter, Vienna.)