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... mais ce n'est pas la guerre. (Marshall Pierre Bosquet)

ISSUE SIXTEEN ISSUE SIXTEEN ISSUE SIXTEEN ISSUE SIXTEEN ISSUE SIXTEEN ISSUE SIXTEEN ISSUE SIXTEEN ISSUE SIXTEEN ISSUE

HELLO, good evening and welcome to the sixtenth issue of C'est Magnifique, a zine of Postal Diplomacy and variants which has been Brought Into the Public Domain (as Mrs Thatcher might say) by Peter Sullivan of 36, Bushey Hall Road, Bushey, WATFORD, Herts., WD2 2ED. You can 'phone me on Watford (0923)38534 - I should be in most evenings.

NEXT DEADLINE NEXT DEADLINE NEXT DEADLINE NEXT DEADLINE NEXT DEADLINE NEXT DEADLINE NEXT DEADLINE NEXT

Orders for all games to reach me by FRIDAY, 14th FEBRUARY 1986 for a special Saint Valentine's Day CMag; telephone orders no later than 7pm that evening. The deadline for the intimate games is Tuesday (note change) 4th February.

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This issue of CMag costs you the pricly sum of 10p plus postage (i.e. 27p for players, 22p for non-players). Your credit level is on the back page ; those of you who might like to think about a renewal include those listed here. Those actually in negative figures will not be receiving the next issue unless you grease my palm.

Jon Batsford, Richard Cooper, Martin Lewis, Richard Preston-Whyte, Paul Turnbull.

WAITING LIST WAITING LISTS WAITING LISTS WAITING LISTS WAITING LISTS WAITING LISTS WAITING LISTS WAITING LISTS

Regular Diplomacy (Gamefee £1)

Paul Walker, John Piggott, Edward Ainsworth, Paul Leyland, Paul Dunning*, Bob Reeves*. (One more wanted - preference lists from * and hopefully a gamestart next issue)

Deluge Diplomacy (Gamefee 50p) - See rules this issue, page 12.

Andy Bate, Matthew Wright, Roberto Della-Sala, Alan Glaum. (Three wanted)

Downfall VI Diplomacy (Gamefee 75p)

Richard Cooper, Jon Batsford, Edward Ainsworth +1 other. (Thre to four more wanted)

Superbourse (10% gamefee)

Richard Sharp, Roberto Della-Sala, Matthew Wright. (At least three or four wanted)

CONTENTS CONTENTS CONTENTS CONTENTS CONTENTS CONTENTS CONTENTS CONTENTS CONTENTS CONTENTS CONTENTS

- Page 1 : Next Deadline, Credit, Waiting Lists, Contents, etc.
- Page 2 : EDITORIAL THE FIRST - THE FUTURE OF THE ZINE
- Page 3 : EDITORIAL THE SECOND - WATCON '86 and HOBBYNEWS.
- Page 4 : PROPOSED VARIANT PUBLISHING CODE OF PRACTICE by Steve Doubleday.
- Page 5 : NOT A VERY ORIGINAL TITLE FOR THE LETTERCOL starts.
- Page 6 : NOT A VERY ORIGINAL TITLE FOR THE LETTERCOL continues.
- Page 7 : NOT A VERY ORIGINAL TITLE FOR THE LETTERCOL concluded.
- Page 8 : THE GAMES - "GIRONDE" & "CALAIS"
- Page 9 : THE GAMES - "HARFLEUR"
- Page 10 : THE GAMES - "HARFLEUR" & "DUNKERQUE" & "BOULOGNE"
- Page 11 : THE GAMES - "BOULOGNE"
- Page 12 : Rules for Deluge and your address label.

HOBBY SERVICES HOBBY SERVICES HOBBY SERVICES HOBBY SERVICES HOBBYSERVICES HOBBY SERVICES HOBBY SERVICES

Central Gamestart Service : If you fancy a fast gamestart of Diplomacy and don't mind which zine you play in, write to NickKinzett of 11, Daleway Road, Green Lane, COVENTRY, CV3 6JF, enclosing a 17p stamp, and he'll place in a game that's just starting.

Diplomacy Variant Handbook : An invaluable guide to Diplomacy variants available for 50p from Andrew Poole at 27, Holmfield Aven-e, Braunstone, LEICESTER, LE3 3FD. Anyone interested in Diplomacy variar~~ts~~s should get a copy.

C'EST MAGNIFIQUE - BRITAIN'S ONLY GENUINE THREE WEEKLY ZINE - C'EST MAGNIFIQUE + BRITAIN

EDITORIAL THE FIRST - THE FUTURE OF THE ZINE

Why is it that every time I've decided I've written my last Editorial apart from small admin notices, I come up with a topic which positively begs editorialising? As it is, over the past few weeks, a combination of factors has led me to have a serious think about the way the zine is going - yes, it's one of those self-doubt editorials again, so let's get going, shall we?

Any games zine must exist primarily to provide a games service, and this, despite my occasionally erratic g.m.-ing (though not as bad as yours, Downes, so stop moaning) the zine does. However, as Jim Hacker would no doubt say, "Man cannot live by bread alone" - in the same way, a zine like CMag (or rather, my enthusiasm for it) cannot survive just on the games. Chat also has its role to play, both for editor and reader.

Thus, if I look through the zines I see, although most of them do provide a good games service, there's more to most of them than this. Mopsy/Junk Mail finds several fruitful fields of discussion such as F.R.P. and comics fandom to discuss. War & Peace has made a speciality of diplomacy and football articles. Pome of the Brave is more philosophical but is comparatively full of games anyway. Thing is just Thing, whilst Dark Ages is so fast & full of games that the editor can produce minimal chat with little guilt. Life seems to have become obsessed with those two great bores of modern life, the (non) existence of God and computer games. Vienna is full of peculiar Irishmen slagging each other off about their playing styles and choice of waterpistol, and Coyote is just silly. Bohemian Rhapsody lives a comfortable enough existence making rude remarks about Belgium and reprinting variants, whilst Mad Policy is just full of stats.

CMag has no real theme to its chat in this manner, and as a consequence tends to have little chat. At first, the discussion of variant stats helped to fill out the zine until I hived them off to their own zine (which should be available soon - see elsewhere). Then exam pressure was sufficient to excuse a few thin issues. But as I faced the typewriter this issue and last, I could still find nothing to chat about, despite my intentions to produce a few more articles in response to the questionnaire.

This lack of enthusiasm is particularly crucial - or at least it might prove so - at this point in time. I am rapidly approaching the traumas of 'A' levels and transfer to University which has laid many a schoolboy zine low over the years, although the zine managed to survive Oxford entrance exams, which will hopefully auger well for the future. However, if CMag is to survive this year, as I intend it to, I could really do with a bit more enthusiasm for the zine now to tide me over the comparatively barren months coming up.

Finding a suitable topic for general chat and articles is not as easy as it may seem. Politics is the one topic which would appeal to me, but it doesn't seem to interest you lot overly judging from the response which has greeted my brief incursions into this field so far; politics is, after all, only of interest to megalomaniac self-opinionated wind-bags. Request for games-related strategy & tactics articles would seem to indicate that these are popular, but I am such a poor player that any advice I might give would probably be either self-evident or wrong, which is also the reason why I don't comment on the games beyond writing the odd headline.

One alternative to writing chat yourself is, of course, to get someone else to do it for you. Eddie Duralski of Mellow Yellow has been explaining how he's been having the same sort of problem. His solution is to find a regular contributor in the shape of Jem Clarke; in the same way, Bruce has acquired Niall Litton's Fellow Traveller. But my experience with Paul Dunning and Edide's previous attempts at this suggest that this can't be a permanent solution - either the contributor runs out of things to say within a few issues, or he has so much to say, he floats off to start his own zine.

So what's the solution? Dunno, Brian. For the moment, I shall probably thrash around various subjects in the next few issues to see if there's anything which appeals to both you and me. And if any of you fall like putting pen to paper for the zine, I'd be more than willing to have a look at it.

Live long & prosper,

Peter Sullivan

EDITORIAL THE SECOND - WATCON '86

Due to the efforts of Martin Lewis, the longpromised Watford hobby meet is upon us. This first gathering of the clans for the Watfordmob will also double up as Viennameet 4, so there might be a few odd people from Bristol coming along too, but don't let that put you off. Previous Viennamets have seen attendances of approx 30, so if any CMag readers come along as well, we should have a sizable number of people there.

So, the date has been fixed for Sunday, 9th February, 1986 at the Ladbroke Mercury Hotel in Watford. We'll have one of the function rooms for our own use from about 11.0am to 10pm. With it being for a whole day, I think it deserves the tilte 'convention' rather than 'meet,' and of course means that there will be lots of time for playing games as well as meeting people.

First, the directions. By train : Take the train to Watford Junction (London terminus is Euston, & it's usually quicker to take a train to Milton Keynes which stops at Watford rather than the local service which stops all the way up the line). Outside the Junction station is a bus stop - take either a 311 or 312 going to Shenley. Get a ticket to The Game Bird pub, and the hotel is just next door. By car : From the M1, take the Junction 5 London side, and go down the A41 for about 200 yards. Go straight across the roundabout, and the hotel is just the other side.

As for nourishment, the hotel is right next to a pub if you fancy a liquid lunch - otherwise I reccomend that you bring something, since the hotel resteraunt's prices are what you'd expect from such a high class of place. If you need any more information, contact me (0923-38534) or Martin Lewis (0923-52430). The full address of the hotel is the Ladbroke Hotel, Elton Way, Watford, and its telephone number is 0923 35881, but I don't know why should sshould need to phone them.

And that's it, as far as I can tell. I hope that as many of you will come as possible, despite the rather short notice, as we've got to have some CMag readers there so we can stand up to the Viennamob. See you there ?

SEE YOU THERE ? SEE YOU THERE ? SEE YOU THERE ? SEE YOU THERE ? SEE YOU THERE ? SEE YOU

HOBBYNEWS

Hobbynews ? What Hobbynews ?

Due to the co-incident of deadlines amongst most of my trades, I've received very little in the way of other zines since last issue - just Home, Bohemian Rhapsody, Vienna and then this morning, Quartz, none of them containg any ne news. I've npt even had any Back to the Dark Ages from the People's Champion, Richard Downes, to enlighten the monotomy.

Speaking of Dark Ages, you might be interested to know that the next issue should be out soon. Due to the efforts of Roberto Della-Sala this Friday. Roberto selflessly gave up one of his free periods, cashed a £20 cheque for me, got me some stencils and the screen which Richard Downes has been waiting weeks for from somewhere else from the local duplicator shop, and drove it over to Amersham for Richard to pick up. (And no, I don't know what he was doing in Amersham either.) For thus rescuing two zines in one day, I think Rob is a worthy winner of the Hobby Hero of the Month Award. I believe that the first Dark Ages with the new Watford screen will be a reprint of issue 30 rather than just go on to issue 32, but we shall see.

The only other piece of information that I can possibly pass off as Hobbynews is the following message from Danny Collman : "To keep track of each season's positions in an on-going game, I use A4-sized maps which I have produced for my own benifit. It has occoured to me that others might like to try the same system (or already do). If you have got your own maps, then read no further. If you can-t be bothered to take such trouble, copies of mine are available at 1p each (preferably in larger quantities) plus a C4 envelope SAE to 14, Westover Road, Handsworth Wood, Birmingham, B20 1JG. A call on 021-554-9401 will give you more detailed information if you want it." Well, I already use maps to adjudicate the games and play my own, but there (sic.) only as cheap as I can get them photocopied (i.e. 5p) so I'll certainly be taking up Danny's offer.

No, tell a lie, there was some news in HOME of the Brave I hadn't seen before ; School for Scandel, the Hobby's news zine has now officially folded.

VARIANT PUBLISHING PROPOSED CODE OF PRACTICE

1. All Diplomacy Variants are, and remain, the copyright of their Designer(s).
2. Therefore, if it is wished to reprint copies of any variant(s), reasonable steps should be taken to get permission from the designer(s). If their current address is not known, you should consult the Postal Gamesplayers' Yearbook, compiled by Steve Doubleday, 147, Howlands, Welwyn Garden City, Herts, AL7 4RL, UK. who will attempt to locate and provide the information.
3. If permission is not granted then the variant(s) must not be reprinted.
4. If the designer cannot be contacted (e.g. their address cannot be traced) or has not replied within six weeks (this deadline should be mentioned in any correspondence) then the variant(s) may be reprinted.
5. If permission has been given or the designer has not replied within six weeks, the variants may be reprinted. In which case, a copy of the reprint (even where there are changes or updating - see point 8) should be sent a) to the Designer b) to the Variantbank.
6. Individual designers may decide to waive these conditions for any one or more of their designs. Where this is the case, it will be clearly indicated as such in the Variantbank's catalogue. Only then is there no need to either write for permission or send a copy of the reprint to the designer. Even so, a copy of the reprint should be sent to the Variantbank (even where changed/updated - see point 8).
7. Whenever any variant is published (either for the first time or reprinted), the proper title of the game should be shown - including the name of the original designer (if known) and any Roman numerals which indicate a particular mark or version.
8. If a variant is modified, changed or improved in any significant way (that is, more than merely improving the English and trying to make the original meaning of the rules clearer) it is important to differentiate this from the original. The number of the new mark/version should be shown along with the names of both the original designer and the person responsible for the change(s).
9. All those receiving copies of variants from the Variantbank should abide by this code. It is not possible to supply those who will not. If approached directly, individual designers are free to decide whether or not they wish people to accept this code if they are asking for copies of variants or permission to reprint.

Notes :

- a) This code could also be extended to cover all or any other types of game rules which are physically reprinted.
- b) This code is not an attempt to be heavy-handed or bureaucratic, merely to "ensure that some standards are maintained which gives the designer something back for their efforts." Something that will be welcomed by all responsible gamers.
- c) This code was proposed and devised by Steve Doubleday (a variant designer) with additions by Andrew Poole.
- d) It is proposed that some form of code be agreed on, the points above are presented as suggestions open to discussion.

((Umm. A couple of minor points occur to me, but let's consider the main issue. Up until now, this is more or less what I have been doing with variants not from the UKVB. However, I've assumed that if a designer sends a variant to the Bank, then he doesn't mind it being reprinted and played. Personally I wouldn't object to giving 6 weeks notice, although any fixed time period is of course going to discriminate against more frequent zines. However, there's little point in having a code of practice if it's not going to be observed, and there may be quite a few people in this Hobby who would either object on grounds of principle or just ignore it through laziness. So, no objection in principle, just wondering if it can work out in practice.

On to the minor points. Obviously, getting people to put the correct mark on variants they run will help me in issuing Miller numbers. (You'd be surprised how many editors don't) Also, will this code apply to American designs as well? Or European designs, come to that? Finally, I somewhat object to calling it a 'code' if receipt of stuff from the UKVB is to be made conditional on accepting it.))

NOT A VERY ORIGINAL TITLE FOR THE LETTERCOL

((Another issue, another lettercol, another silly bit from Jilks ...))

STEPHEN JILKS : For any CMag readers who are wondering if I've seen next door's cat Braunton since Arthur attacked it the answer is Yes. The poor thing has a urine problem now. I just thought you might be interested ...

((Aren't you glad we got that over quickly ? On to more sensible matters :))

MALC SMITH : Interesting to read your comments about Durham University. Being from Antwerp Darlington ((That'd make a good SF title, wouldn't it ?)) I know Durham exceedingly well and I love the city very much. The university has an excellent name for itself, and going there, rather than Oxford, won't be so bad at all. If you're getting to like hard rock, or any form of rock at all, then going to Durham won't be such a bad idea at all, as the NE, particularly on Tyneside, is noted for its passion for Rock Musick. Anyway, if you go, you'll have to listen to the excellent Metro Radio's Friday Night Rock Extravaganza - "The Hot 'n' Heavy Show." The show is really well produced by perhaps the top DJ, Alan Robson, in the country. Indeed, in the Sounds Annual Poll, in the DJ category, Robson's the top local radio DJ - and even beats a lot of the national radio jocks. For music - you'll be heading for paradise. If you do get there - drop Rip Gooch a line and get him to lead you astray in many a Newcastle bar. Hell, if I could, I'd love to do the job myself !

((And why do you assume I'm not perfectly capable of leading myself astray? And isn't it the decedent South that's supposed to be corrupting ? Some more comments on the questionnaire back in CMag 14 now, methinks.))

COLIN GRUBB : My reasons for not voting are simply that I do not like the way the Slaithwaite Conservative party are doing things - they seem to have no finesse or they simply don't care how they are seen in the media so I could not vote for them.

((Indeed. This was written before the Westland affair broke - today (Thursday) we've had the remarkable spectacle of Mrs. Thatcher explaining that it was thought better by her Press Office to 'leak' part of a letter rather than release it in full in the normal way. Truly the ship of state is the only ship which leaks from the top.))

COLIN GRUBB : The Labour Party still strikes me as being in disarray, as is their close ally the TUC. If they can't get things together on this level what hope is there for running a country.

Liberal/SDP I still don't know what their Joint Policy would be, assuming they patch up their differences. (I saw the Liberal party political broadcast - what was said I could agree with, but no alternatives were put forward.)

((The fact that the Alliance's policies are not as well known as they should be is as much the fault of the media as the parties themselves. The truth is that at the last election the two parties produced a common manifesto, which was full of the Alliance's plans for Britain. In a sense, because the Alliance only expects to hold the balance of power, it is more prepared for forming a coalition and will thus not dogmatise on policies which it might have to forsake in order to ensure that a coalition could be secured. However, to say that the SDP has no policies was only true in the early days and has never been true of the Liberals.))

COLIN GRUBB : Green party (ecology) in this area at least form a cosy little coffee circle who discuss wood burning stoves and haven't a clue how to run anything.

That's it I think. ((Communist ? Screaming Lord Sutch ? Or for that matter Cerebus the Aardvark ?)) If it was a local election, I would vote Liberal since they do care about this area, I just don't think they are ready for government.

((Well, if that's what you think, so be it. But then, the Alliance isn't seeking to form a government by itself anyway, just to create some sort of coalition, with no more than a handful of Alliance cabinet ministers.))

((Do you really think I'm going to start another letter in this small space ? Turn over the page, and I might think about it .))

ANDREW POOLE : A Downfall VI map will be available eventually, it doesn't take too much Merseyside to change them. I was (tongue-in-cheek) promoting my own maps & the Downfall series which has been gradually extended (So far Downfall I, II, III, IV, V, VI, VII, VIII and Middle Earth VIII).

As to your spelling, I entirely forgive you for spelling I'm not being Finnicketty (and that's probably spelt wrongly) it's just that some spellings seem to be collapsing. You friends who publish Life, The Universe... also spell it variant. Perhaps it's a variant form of variant ! (Joke)

((Indeed, and I can thoroughly recommend the Poole maps for many of the Variants in the UKVB. As Richard Egan wrote to me in the variant zine, the map quality of the bank has done much to boost the image of the UKVB. Andrew also tells me that he still has quite a few copies of Diplomacy Variant Handbook left - I would urge all of you who haven't yet got a copy of this invaluable guide to Diplomacy variants and rules for simple variants to send 50p (say, one of those 50p stamp books if you can't be bothered with a cheque) to Andrew at 27, Holmfield Avenue, Braunstone, LEICESTER, LE3 3FD.

As for spelling, I think that it does have a role to play, along with correct grammar. The number of mistakes in Life... is quite astounding - whilst I wouldn't claim that CMag is particularly a depository of literary standards, to produce 20 mistakes of grammar and spelling in a short two paragraph editorial would be bad enough in a typewritten zine without corflu - for a zine produced on a word processor it is quite unforgivable. If you're going to use high-technology, you may as well make the best use of it. There is no excuse for gross illiteracy (sic,))

((Zine Poll news. I am pleased to announce that I've managed to get a change to the proposed rules for the zine Poll next year :))

JOHN PIGGOTT : I wasn't aware that there are zines which run variants but no regular Canvey Isl. Diplomacy games, but it certainly wasn't my intention to exclude them and I'll come up with a suitable form of words when I announce the Poll.

((I'm not actually aware if there are any variant-only zines at the moment, but on the standard two-games-of-dip rule, CMag wouldn't have qualified last year. Any zine running Dip variants only is certainly a part of the postal Diplomacy hobby, and I applaud your recognition of this. But don't weaken any further and let the fairy gamers in as well ...)) ((Meanwhile, talking of time travel ...))

MALC SMITH : Honestly, I can't believe Paul Dunning's letter about the Spielberg Antwerp production, "Back to the Future." The plot, I'm afraid, Paul, is foolproof. Foolproof, why ? Simple, the plot is supposed to be easy to understand for children of all ages and to be thoroughly enjoyed by all. It isn't supposed to be an explanation of Professor Steve's theory of temporal matters - it's supposed to be a fun, well produced film. Which of course it is.

If Spielberg wanted a full blown account of time travelling - well I'm sure that he could, but it wouldn't fit in the "Back to the Future" format. I wish Paul could see the film in its correct perspective and then he'd appreciate why it's a blockbuster. The film's been here about 4 months (again before the UK) showing several times a day, seven days a week and still there's 100 yard queues outside the cinema trying to get in.

If Paul wants to read an excellent book on time travel then I could not do better than to recommend John Varley's "Millennium" (ISBN 0-7221-8939-0, Sphere Books) which I reviewed in BR Vol II No III. But, still, one of my favourite T.T. books has been HG Wells' "The Time Machine" which is still a classic. Am I right to believe that this is the first T.T. book ? Perhaps someone will correct me in the next CMag.

((And now, onto the Great Houserules Debate.)) ((Firstly, Stand-bys :))

MARK CAMPBELL : I especially agree strongly with the proposed changes on stand-bys. Belfast

((Sorry about this awkward space - spacing error on my part.))

BRUCE MACLEAN : I must say I would support the use of stand-bys in the games, for the reasons you give and also because drop-outs can cause such imbalance (in one game I'm in as Austria, France dropped out in 1902 and an Anglo-German alliance is now overrunning the rest of the board). As you say, the two NMR's necessary would probably be disastrous, so your method of immediately appointing a stand-by if an NMR occurs seems very good. B. Stortford

COLIN GRUBB : This must have caused more arguments than anything else in the hobby's history. If you do decide to use them, and I would vote for them, may I suggest that you adopt the system of publishing the stand-by name and address after the first NMR!, and should the guilty party NMR! again, hold the game over for a season to allow a greater flow of letters to the new player, or at least adopt a system whereby any player (including the stand-by) can request a holdover conditional on not sending in new orders, I know this will slow the game up by one issue, but at your frequency this would not be disastrous and would be fairer to all concerned.

PAUL LEYLAND : On balance I think I'm against the use of stand-bys once a game has started. I would prefer the anarchy of other forces in the game I'm playing in to having an outsider step in, possibly breaking an alliance with me in favour of another player with no excuse other than not knowing the previous arrangements. An ally going into anarchy is bad enough, to become an enemy is worse in my view. As for the stand-by being involved after a single NMR!, I don't like that at all. Even the most conscientious and reliable player is at the mercy of the post office. How would you like it if you were replaced as soon as the P.O. loses your letter? If the player tries to regain control, that causes enormous confusion to all concerned. The other players don't know how much to entrust the stand-in, the stand-in doesn't know whether all his effort will result in a place in the game. I certainly would not like to be a stand-in under such a system. Why go to the time and expense of writing to all the players when there would be a fair chance that it would be wasted?

((Paul gives the standard arguments against stand-bys, but I hope that the way I would use them would work better. As I said last time, I would envisage the g.m. giving the stand-by player adjudications of the previous moves, so he can get a feel for what's going on - provided that an alliance is working well and the ally writes to him, he's probably going to continue the previous policy, and if either of these conditions isn't met, who's to say that the original player wouldn't have done the same? I do agree however, that it's confusing to appoint stand-bys for every NMR!, so I'd probably use a variation of Colin's system and do nothing on the first NMR!, but if I receive no orders from the guilty party next time, I don't adjudicate, but appoint a stand-by and hold the game over an issue. As Colin says, at three-weekly frequency, a break just when a player drops out won't cause the game to slow down too much.))

((On to other suggestions : Telephone call-back.))

COLIN GRUBB : Fine by me, but if you do bring it in I would add the proviso that this is not a guarantee, and if you forget or you have difficulty reaching the player then you will NMR! them, with no appeal. This would mean that you do not have people who were out when you phoned, or who you forget making life difficult for you. (Of course, everyone in the Hobby is so nice they wouldn't hassle you would they?) So I would vote for this as a method of reducing NMR!s.

BRUCE MACLEAN : I am certainly very much in favour of the call-back method, although I obviously don't know how much this would affect the amount of work you have to do over the deadline. If you are going to do this on an individual basis, then I would certainly want you to phone me if my orders haven't arrived, mainly because it would avoid post office-induced NMR!s.

PAUL LEYLAND : I don't like this either, for exactly your reasons. Only being on the phone at work is quite a disadvantage as it is.

MARK CAMPBELL : I hate your idea for telephone call backs - it's all very well if you live in Watford, but for me, my credit would be demolished. I personally know that I will not miss a deadline and if the post doesn't arrive then it's the office's fault ((Provided you post it early enough, yes.))

((I'm beginning to move away from this. As I couldn't do it for all players, it would discriminate against those not on the phone. More importantly, when I go to University, I can think of better ways to spend an evening than feeding lops into a coin-box phone.))

((Continued on page 11))

THE GAMESSpring 1902 (85GD)'GIRONDE'Regular Diplomacy

ITALY BITES THE HAND THAT FEEDS HIM - Is the Balkan Gambit set to claim another victim ?

AUSTRIA (Andrew Glynn) : F(Alb) S ITALIAN F(ION)-Gre, A(Vie)-Bud, A(Tri)-Ser.

ENGLAND (Richard Preston-Whyte) : F(Nwy) S F(Eda)-NTH, F(Edi)-NTH, F(Lon)-ENG,
A(Wal)-Yer.FRANCE (Matthew Wright) : A(Par)-Bur, A(Bel)-Hol, A(spa)-Gas, F(Mar)-SpaSc, F(Bre)-ENG.GERMANY (Mark Campbell) : A(Kie)-Hol, A(Mun)-Ruh, A(Ber)-Mun, F(Den)-NTH.

ITALY (Neil McCulloch) : A(Ven)-Tri, A(Tyr) S A(Ven)-Tri, F(ION)-Gre.

RUSSIA (Andy McLoughlin) : F(GOB)-Swe, A(StP)-Nwy, A(War)-Gal, A(Rum) S AUSTRIAN...
...A(Tri)-Ser, F(Sev)-BLA.TURKEY (Bruce Maclean) : F(Smy)-AEG, F(BLA) S A(Con)-Bul, A(Con)-Bul, A(Ser)*S...
...A(Bul)-Gre, A(Bul)-Gre.

RETREAT : TURKISH A(Ser) disbands, no retreat possible.

PRESS :

Turkey - Russia : Well, you didn't write, so I haven't ordered the support. Offer's still open.France - England : Look if we're going to have a fixed link, how about letting me into the channel to build it !Watford - Richard Egan : F.A.CUP ROUND 3 : Coventry 1-3 Watford; Birmingham 1-2 Altrincham.Tukray - Russia : Okay, buster, you're next.France - All : How about a bit of press ?Bernard Matthews - All : Anyone for a slice of Turkey ?Germany - England : I really do regret the action which I am coerced to take. I received no confirmation from you of the alternative plan, and Russia and France are in a position to exert a lot of pressure. No hard feelings ?Spring 1906 (85AK cd03)"CALAIS"Intimate IA DiplomacyAUSTRIA (Paul Finch) : A(Mar)-Pie, A(Mun)-Ruh, A(Tyr)-Boh, A(Gal) stands, F(ADR)-Alb
(nsu), F(Apu) stands unordered.ENGLAND (Colin Grubb) : F(Hol) S F(Bel), F(Bel) S F(Hol), F(ENG)-MAC, F(IRI) S F(ENG)-MAC,
F(Edi)-NTH, A(Kie)-Mun, A(Lon) stands, F(NAO) S F(ENG)-MAC.FRANCE (Paul Finch) : F(Bre)-ENG, F(Por)-MAC, F(Gas) S F(Por)-MAC, F(Pic) S F(Bre)-ENG,
F(Nap)-ION, A(Rom)-Ven, A(Bur) S F(Pic).RUSSIA (Colin Grubb) : A(Pru)-Sil, A(Ber) S ENGLISH A(Kie)-Mun, A(War)-Gal, A(Ukr) S...
...A(War)-Gal, A(Mos) S A(Ukr), F(StPSu) stands.TURKEY (Paul Finch) : A(Tri)-Ser, A(Rum) S AUSTRIAN A(Gal), A(Syr) & A(Smy) & A(Con) &
A(Bul) & F(Arm) & F(BLA) all stand.No RETREATS.1903 Bids (85BB cd03)"ETANG DU BERRE"Intimate IA Diplomacy

AUSTRIA (Matthew Wright) : Paul bid £3 Matthew bid £4

ENGLAND (Paul Rhodes-Manning) :

FRANCE (Matthew Wright) :

GERMANY (Matthew Wright) : Paul bid £7 Matthew bid £10

ITALY (Neutral) : Paul bid £0 Matthew bid £0

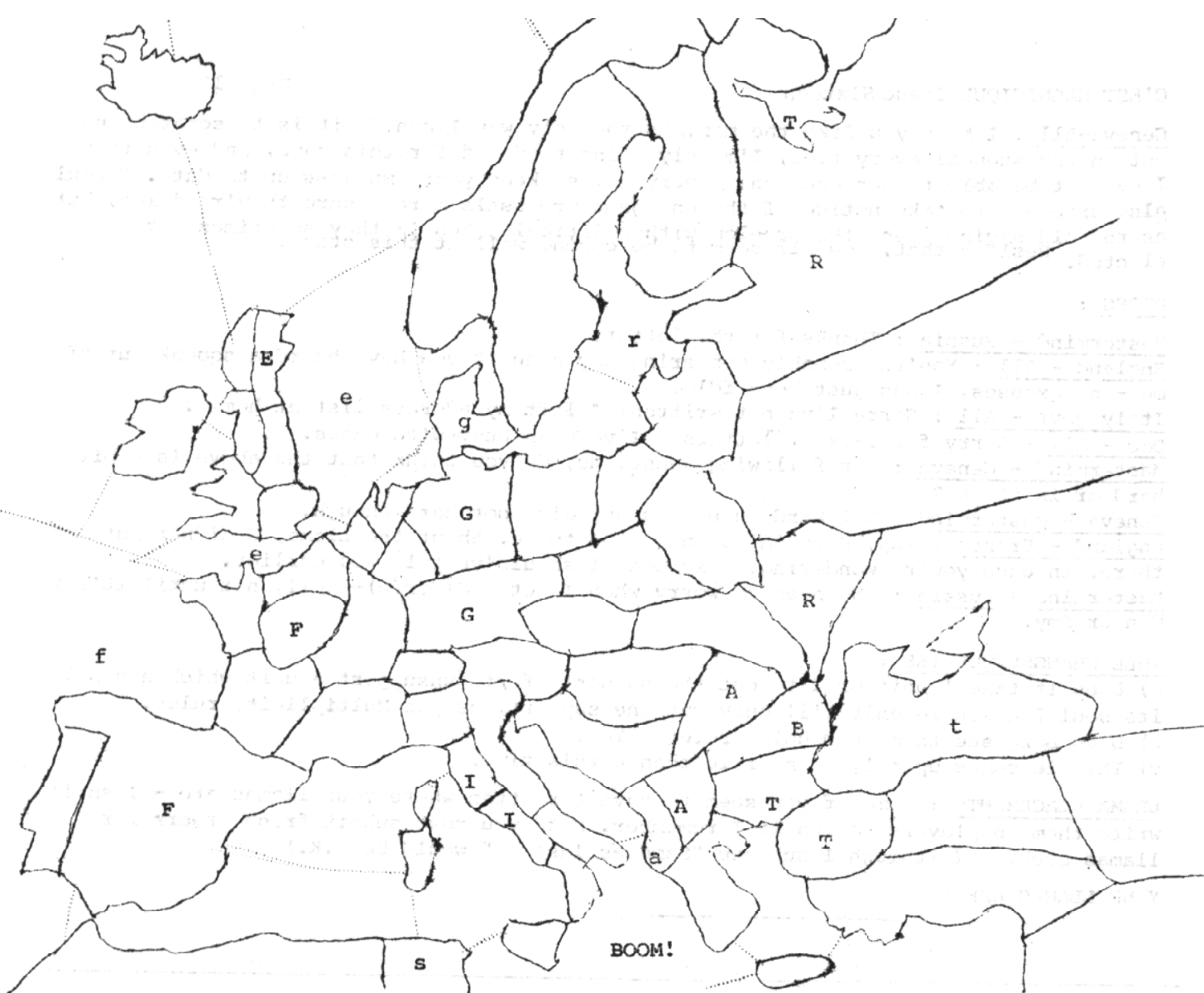
RUSSIA (Neutral) : Paul bid £0 Matthew bid £0

TURKEY (Paul Rhodes-Manning) : Paul bid £6 Matthew bid £0

SPACEFILLER :

"It is one thing for the human mind to extract from the phenomena of nature the laws which it has itself put into them; it may be a far harder thing to extract laws -ver which it has no control. It is weven possible that laws which have not their origin in the mind may be irrational, and we can never succeed in formulating them." - Sir Arthur Stanley Eddington.

"If the law supposes that," said Mr. Bumble, "The law is an ass."-Charles Dickens.



Spring 1901 (85BM vj??)

"HARFLEUR"

Rather Silly Diplomacy II½

I THINK I'M GOING TO ENJOY THIS - Some of you might not be so happy, however.

AUSTRIA (Paul Rhodes- Manning) : F(Tri)-Alb, A(Bud)-Ser, A(Vie)-Bud.

ENGLAND (Richard Cooper) : A(Lpl)-Edi, F(Lon)-ENG, F(Edi)-NTH.

FRANCE (Colin Grubb) : F(Bre)-MAO, A(Mat)-Spa, A(Par)-Bur.

GERMANY (Richard Downes) : A(Ber)-Kie, F(Kie)-Hol, A(Mun)-Tyr ((see JESTER)).

ITALY (Andrew Glynn) : F(Nap)-ION, A(Ven)-Tus, A(Rom) U AUSTRIAN F(Tri)-Ven ((nsc)).

RUSSIA (Alan Glaum) : A(War)-Ukr, A(Mos)-Stp, F(StPSc)-GOB, F(Sev)-Rum.

TURKEY (Jon Batsford) : F(Ank)-BLA, A(Con)-Bul, A(Smy)-Con.

THE DOCTOR (Paul Dunning) : Tardis(HYP)-Nwy ((fails - to BAR)).

SOOTHSAYER (A.N. Other) : Predicted Gal ((wrong)) and I guess short.

MASTERMIND (Stephen Jilks) : Has no units.

JESTER (Paul Turnbull) : GERMAN A(Mun)-Bur.

BORG : Absorbs RUSSIAN F(Rum) ((5 neighbours))

LLAMAS : GERMAN LL(ION) explodes.

SEA MONSTORES : gains 2F(Tun)

SPACE MONSTORES : has no units.

MASTERMIND'S QUESTIONS : Poul Anderson's prize-winning book was "Goat Song." Correct answers from FRANCE (+½s.c.) and JESTER. This turn's question : Legendary SF magazine publisher Forrest J Ackerman made a cameo appearance in Joe Dante's The Howling (1981). Where did he appear in the film ?

THE GREAT GAME END PROPOSAL GAME : Last turn's proposal was narrowly defeated with 2 votes for, 1 against and 8 abstentions counting for. We have two more to vote on :
 A) A five-way FRENCH/ENGLISH/GERMAN/RUSSIAN/TURKISH draw.
 B) An ENGLISH win
 Votes with next orders please ; no vote = yes and in the unlikely event of both being passed, proposal A takes priority.

More overleaf ...

Geneva-All : I hope you like the map. As the only way I can do it is to scratch one out on the stencil every time, I'm only going to do it for this game, and even then I may not be able to get one done every go, so keep your own maps up to date. I would also urge you to take notice of the end-game proposals more - sure they're jokes, but as the old saying goes, the problem with political jokes is they sometimes get elected. Besides that, you all seem to be coping well at this stage.

PRESS :

Mastermind - Russia : Thanks for the letter.

England - All : You're probably wondering why none of you have heard a squeak out of me - no excuses, I was just bone idle.

Italy govt - All : Sorry I've not written; I left my address list at home !

Doc - All : Sorry for lack of letters - I've been busy with exams.

Mastermind - Geneva : For following questions, do you think that the above is a bit hard or is it ok ?

Geneva - Mastermind : Not hard enough, sonny Jim, not hard enough.

England - France : Yup, Plan 'A' sounds good to me. About the Llama, I didn't put one there, in case you're wondering. I suppose I should've told you earlier.

Mastermind - Russia : No need to worry when I get a F(Corfu)- well, not until it's in Con or Smy.

RULE CHANGES/QUERIES :

a) Does it take 1 unit or 2 to cut the support of /to unsupport a unit which has sold its soul ? A single unit will only cut one support, as per Multiplicity rules.

b) Does Borg see them as Double armies ? Yes.

c) The die comes up a 1, so no rule change this time.

LLAMA PLACEMENTS : Some of you seem to have forgotten where your llamas are - I shall write them on players copies if I remember. Note you must submit fresh orders for llamas each go (although I suppose "Same as last go" would be O.K.)

YOUR LLAMAS ARE : _____

Spring 1905 (85 DT)

"DUNKERQUE"Regular Diplomacy

GERMANY MAKES NO PROGRESS DUE TO SUPERIOR FRENCH TACTICS - will he yet stab his puppet?

AUSTRIA (Edward Ainsworth) : A(Tri)-Alb, A(Gal) S GERMAN A(Mun)-Sil, A(Ser) S A(Tri)-Alb, A(Bud) S RUSSIAN A(Rum),

ENGLAND (Matthew Wright) : A(Lon) stand, A(Pic) S GERMAN A(Bur)-Par, F(Tun)-WMS, F(MAO) S GERMAN A(Bel)-Bre.

FRANCE (Richard Sharp) : F(Mar) stands, F(WMS)-MAO, A(Par)-Pic, A(Bre)-Pic.

GERMANY (Paul Finch) : A(Bel)-Bre, F(ENG) C A(Bel)-Bre, A(Bur)-Par, A(Ruh)-Bur, A(Mun)-Sil, A(Der)-Pru, F(SKA)-NTH, F(GOD)-Lvn, A(StP)-Mos.

ITALY (Paul Schofield) : A(Pie) S GERMAN A(Bur)-Mar ((nsc)), A(Rom)-Tus, F(Nar)-ION.

RUSSIA (Roberto Della-Sala) : F(Sev)-Arm, A(Ukr)-Sev, A(War)-Mos, A(Rum) stand.

TURKEY (Richard Downes) : A(Ank)-Arm, F(BLA) S A(Ank)-Arm, A(Bul) stands, F(Con)-AEG, F(Gre) S A(Bul).

No RETREATS

GAME-END PROPOSAL : 1st GERMANY, 2nd TURKEY, 3rd ITALY, =4th FRANCE/RUSSIA. Votes with next orders please, No vote = YES.

PRESS :

Doc - Pete : Get well soon, I'm fed up with you being SIC all over the place.

King Dong - King Rob : Gulp! Bye Bye, the mighty yellow peril strikes again.

July 1915 (85AJ cd03)

"BOULOGNE"Abstraction II Diplomacy

GERMAN NMR! SEES THREE UNITS DISLODGED - Austria loses Rum but gains Ser.

COCK-UP CORNER : The scene, the g.m.'s bedroom, approx one week after the last issue.

Thinking on matters Hobbyish, he suddenly remembers that FRANCE ordered some removals with his May orders. He jumps out of bed, and checks feverishly through the file -

FRANCE ordered exactly the same removals as the g.m. took anyway - A(Cas), F(Ast) (Not the non-existent F(And) which confused no-one).

AUSTRIA (Bob Reeves) : F(ADS)-Alb, A(Pec) S A(Tra)-Ser, A(Rum)*-Bul, A(Tra)-Ser.

ENGLAND (Roberto Della-Sala) : F(Por) S ITALIAN A(And) stand, F(MAO) S F(Por), A(Dre)...
...S A(Lor)-Par, A(Lor)-Par, A(Lon)-Hol, F(Swe) S F(Den),
F(ANG) FF A(Lon)-Hol, F(Bel) S A(Lon)-Hol, A(HEL) D Kie,
F(HEL) S A(HEL) D Kie, F(Den) S A(HEL) D Kie,

FRANCE (Civil Disorder) : A(Gas) & A(Par) stand unordered. NMR!

GERMANY (Richard Downes) : F(Hol)* & A(Kie)* & A(Ber) & A(Dre)* & A(Boh) all stand unordered. NMR!

ITALY (Colin Grubb) : F(SAO)-Por, A(And) S F(SAO)±Por, F(Mar) stands, A(Eur) S A(Lyo),
A(Lyo) S FRENCH A(Par), A(Ven)-Cro, A(Vie) S A(Ven)-Cro,
A(Rom)-Ven, F(Nap)-TYS, A(Sic)-Nap.

RUSSIA (Paul Dunning) : A(Sil)-Dre, A(Pru) S A(Sil)-Dre, A(War) S A(Pru), F(GOR)-BAL,
A(Ode) stands.

TURKEY (Paul Turnbull) : F(ION)-ADS, F(Gre)-ION, F(WES) S A(Ser)-Rum, A(Alb) S A(Mac)-Ser,
A(Bul) S A(Ser)-Rum, A(Con)-Mac, A(Ser)-Rum, A(Mac)-Ser.

RETREATS : All by Just's Right Hand Rule, we have AUSTRIAN A(Rum)-Tra, GERMAN A(Kie)-Ruh,
A(Dre)-Mun and F(Hol) disband, no retreat possible.

PRESS :

England - Turkey : He who dares wins; I'll be talking to you soon so keep driving north !
Life, the Universe and a Pair of Fetid Dingo's Kidneys Part Three : Arthur Dent and Ford
Prefect were walking along the surface of the mythical planet of Droftaw when they fell
down a hole. A surprised Paladin turned around and grabbed his sword. "Oi, mush, wot
do yer want?" said Robert of the Sala. "I'm sorry," said Arthur, desperately trying
to remember how to address a Paladin, "But we fell down this here hole." "Wot ear 'ole?"
said Robert. "Anyway, I suppose yer'll wanna see the Great Cee-Mage, Sultan Sulicman?
Kum witz me." And before they could protest, he was leading them off to meet the great
man himself.

Geneva - Sagawriter : Well done, carry on, I'll see if I can get you a knighthood...

Life, the Universe, and a Dowl of Dogsdross : Slartifartfast confronted Drahcir the
Blunt with his Kil-O-Zap pistol in one hand and in the other a knife which he was
waving in a rather pretty pattern.

"Blunt!" he cried.

"Yes," replied the drunken wreck.

"Not you, the knife," replied Slartifartfast, throwing the useless article away.

Blunt sprawled across the floor.

"I'll come straight to the point," said Slartifartfast in a straight to the point
sort of voice. "I want your book."

"Well, you can't have it," said Drahcir, pulling himself up.

"Then I'll shoot you," said Slartifartfast in a very reasonable voice.

"Oh yeah?" said Drahcir, wagging his Pan Galactic Gargle Blaster spilling most
of it in the process, the majority somehow managing ((sic.)) to find its way down his
throat.

"Yes," said Slartifartfast, and he shot him. Drahcir was so surprised that he had
to be shot again before he fell down.

"Slarti...fart...fast," mumbled Drahcir passing out, and he did!

England - France : I can't say that I've enjoyed attacking you, but victory over you
is sweet, maybe you'll get your own back some other time - maybe in In Between Days!

Geneva - All : And that, gentlemen, concludes the entertainment for the day. Note that
although France did not NMR! last go, he's still gone into Civil Disorder as he's in
debt on his credit, and so James Steele gains the distinction of being the first one
onto the CMag missing persons blacklist, unless I hear some explanation from him.

((Continued from Page 7)) ((I don't think we'll squeeze in comments on the new gamestart
procedure, so I'll hold that over until next time, along with any further comments anyone
wants to make on stand-bys and telephone call back. Just room for a quick joke from :))

PAUL WALKER : TEACHER : What is the meaning of 'indifferent'? JOHNNY : Marvellous, Miss.
Belfast TEACHER : Why do you think it means that? JOHNNY : On Sunday morning, I
went past my parent's room and I heard mum say 'Oooh, that's marvellous !'
and my dad said, "Yes, it's indifferent.!"

DELUGE DIPLOMACY

((This variant designed by Tim Sharrock - Arda number ru02. First printed in CMag in issue 7))

- O. All the regular rules of Diplomacy (1971) apply, except as modified below.
- 1. Any army in a supply centre which is neither moved, attacked, convoyed or ordered to support may turn into a fleet.
- 2. Rising sea level results in the submergence of provinces according to the following Table 1. Submergence occurs after adjustments in winter. Submerged s.c.s are not usable for the following year's builds or maintenance.
- 3. Armies in provinces which submerge become fleets, submerged provinces counting as sea spaces.
- 4. The population move inland resulting in the formation of new supply centres, Table 2.
- 5. Switzerland becomes passable in winter 1904.
- 6. The Abstraction A/F rules all apply. These basically allow fleets to carry armies 'piggyback' for several turns, and will be supplied to players before the game starts.
- 7. When new s.c.s are formed, they are owned by : 1) the country occupying the province, 2) the country within whose borders they lie, 3) the last country to have a unit in that province, 4) neutral.
- 8. The winner is the survivor after winter 1908.

Table 1 (Submergences)

- W 1901 : Lon, Hol, Del, Gas, Ven, Lvn.
- W 1902 : Lpl, Yor, Pic, Apu, Rum, Sev, Fin, Syr, Den.
- W 1903 : Bre, Par, Tus, Nap, Bud, StP, Arm, Kie.
- W 1904 : Mar, Por, Rom, Vie, Gre, Pru, Mos, Ber, Ruh, Gal, Ukr, Bul.
- W 1905 : Wal, Cly, Swe, Tri, Alb, Con, War.
- W 1906 : Edi, Spa, Tun, Ser, Smy, Sil, Boh.
- W 1907 : Nwy, Mun, Pie, Tyr, NAF, Dur, Ank.

Table 2 (Ne Supply Centres)

- S 1902 : Wal, Ruh, Tyr.
- S 1903 : Ukr.
- S 1904 : Pie.
- S 1905 : Boh, Swi.
- S 1906 : Sil.
- S 1907 : NAF.

((Andrew Poole has done a series of maps showing the board at the end of each year which I'll get for players.))

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Special "Let's give Martin Lewis something to read during the Superbowl" issue of :

C'EST MAGNIFIQUE
Issue Sixteen

from :
Peter Sullivan,
36, Bushey Hall Road,
Bushey,
WATFORD,
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WD2 2ED.

I take the Patriots by about 3 points.