

God Save The Zine

Issue 7 (July 2023)



My Bit

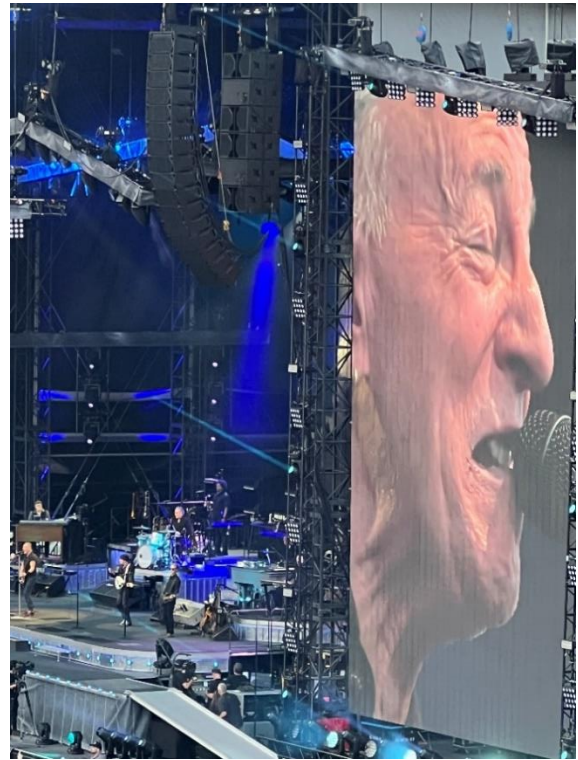
This has been a bit of a rush issue to pull together, as we are off to France for three weeks in a few days. Well, up to issue 7 and still no NMRs (which is quite an achievement), but a couple of you came damn close this time. I would always recommend sending some provisional orders in early, just in case. The death of Paul Milewski and the near-misses on the NMR front this issue have made me reconsider some of my House Rules - see the back page for details.



What a busy (and expensive) month this has been. We've had a couple of trips away - first was a few days in Buxton to visit the Buxton Festival.

A curious place, Buxton. It is fairly high up for England (300m above sea level) and in the winter it is a cold and secluded place (that cold, that I could not help but laugh at the graffiti on the approach road into the town centre: "Buxton Welcomes Global Warming"). In June 1975 a game of cricket was famously abandoned due to snow. Basically, Buxton is an early 19th century spa town - indeed, there is a well in the town centre permanently flowing with Buxton mineral water - very handy for filling up your water bottle. As no one comes to "take the waters" anymore, the Buxton Festival was founded in 1979 when the Opera House reopened, to attract culture and visitors.

Our main reason for going was because there was a new "opera" called *The Land of Might-Have-Been* being performed at the festival which was based on a book written by Rebecca's grandmother, using music by Ivor Novello. Personally, I thought it a little dull (maybe there is a reason Novello is out of fashion) and Rebecca certainly didn't approve of the liberties being taken with her grandmother's book



(basically making it into a gay love story). While in Buxton we did find the time for a trip to see Lyme Park, returning for a performance of Mozart's *Il Re Pastore* (a very early Mozart opera which is also rarely performed, and which was also a bit dull).

But the culture hasn't stopped there. Last week we enjoyed a long weekend in Munich, in the main to see Bruce Springsteen at the Olympic Stadium. But we also took the opportunity to eat a lot of sausage and drink a lot of beer. And then eat some more sausage. And then drink some more beer. You get the idea. Munich was of course the HQ for the Nazi Party and many of the key buildings are still there if you know where to look. There is very little mention of the Nazi period in the city - and even where there is the odd plaque or monument, it was interesting that they were only in German (with no translation). We also enjoyed a daytrip to Nuremberg, the highlight of which was going round the court where the Nuremberg trials were held. We ventured out of town to look at the parade grounds, but they are mostly "denazified" (i.e., demolished).

Bruce was a delight, as always, but he is certainly slowing down as the concert was a mere 25 songs and only lasted 2hrs, 45 mins. There was an emotional vibe to the performance, Bruce talking at length about lost friends and mortality. Made me wonder if this is the last time we will see him on tour - he is 73 after all.

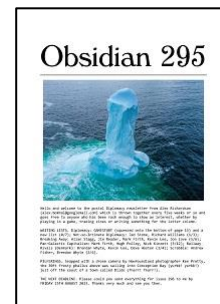
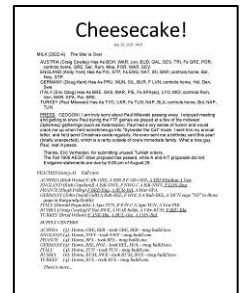
This month we are away to the incredibly hot south of France for a couple of weeks, back for a few days, and then off to Trieste for a long weekend to celebrate our wedding anniversary. This means that I will have to push back the deadline for issue 8 by a week, as I won't be around.

Whilst I was doing this issue today, I got a text which said "Hey dad, this is my temporary number, just add it to contacts pls xx." I immediately thought of my daughter Kate who I knew was about to get a new UK mobile number. But the "xx" was suspicious. We are not a "xx" family. I then got a text asking me to pay a bill and I would be reimbursed next week. Long story short, I called my daughter on WhatsApp and it wasn't her. It was a total scam. I guess they are playing the odds - if they send random numbers texts like that, a sufficient percentage will engage. They only need a handful and the chances of the police investigating are almost zero. Bastards.

Until next time...

[This issue's front cover is taken from **Gallimaufry** 25 (Feb 1979), drawn by Steve Doubleday. RIP, Steve.]

Cheesecake 419 from Andy Lischett is a lovely super-reliable little zine, currently carrying three games of Diplomacy (one just ended). There're often little snippets here and there which are interesting, sometimes about Dip, sometimes about books etc. E.g. I'd forgotten that the longest postal game was a **Dolchstoß** game (1985-GJ) which ended in a 3-way draw in 1944. And I love the continued use of old-fashioned linear separators (which I may have to copy). I think I first came across them in the original **Mad Policy**.



Obsidian feels like a zine reborn since Alex went back to the zine format. Alex's gentle wit made issue 295 as entertaining as usual and the lettercol works well. Reflecting on the interconnection between Diplomacy Tolkien and D&D/fantasy, I must confess

that my computer game of choice is the positively ancient Lord of the Rings Online (LotRO). I like the Tolkien world, but I suspect the real attractions are (1) I know the game so well there is no learning curve and (2) I get to keep all my potions, scrolls, weapons, costumes etc. perfectly organised in a way I cannot manage with my real-world equivalents. Diplomacy has always had a strong Tolkien fanbase as is evidenced by the number of Tolkien variants. Lovely article chronicling Alex's gradual introduction to the hobby in the 80s - great to see he was a Spectrum 48K owner, like me. And no, I don't understand the last page of the zine either. Contact: alex.bokmal@googlemail.com

Some Zines Seen

I think it is always important to find the time to reflect the broader zine-based world out there. The days of 40+ Diplomacy zines in the UK alone may well be long since gone - but there are still a few gems out there. The vast majority are free (or almost free), so why not drop an email to one of the zines mentioned below and take a look?



Nick Kinzett seems to be putting out two issues of **Will This Wind** for every issue I manage. He's already up to issue 6 and he only started in March. Very much a personal rambling zine, Nick is always interesting, and his choice of games is, er, unique. Wild Flower identification? The organisation of the zine can be described as a touch random. And while I will defer to Nick on most things, there's no way that I can agree with classifying Blue Oyster Cult as a Prog band. The only zine with a photo supplement! Email: nick.kinzett@gmail.com

Top of the League 437 is a very long established high-quality football management zine from Pete Burrows. In my youth I was far too dismissive of soccer games zines, y in the main because I wasn't a football fan, which in turn sprang from the fact that I was really bad at football at school. In fact, I was really bad at any sport. But over the past 10 years or so I have watched a lot of football and now appreciate what I was missing. An interesting editorial this issue, it must be very stressful running a zine



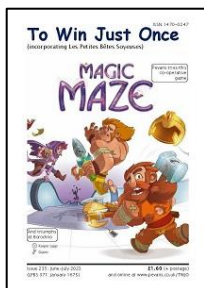
with a lack of reliable Internet connectivity and I totally get that as a society we are becoming far too dependent on continuous Internet access. The Swedish Civil Contingencies Agency even recommends that all citizens keep reserves of cash for use in the event of widespread network failures, in case people are unable to buy food with their cards or phones. Email: pumatotl@ntlworld.com



Ode 438, the longest running UK zine by some way, clearly has a successful formula. Although it is John Marsden's baby, John is supported by a team of eight others, which must help. John is wondering if we may have lost Geoff Kemp (the editor of **Quartz**), as his

subscription to Ode has lapsed and his emails now bounce - anyone any news? John is debating what variant to try and run - I sympathise, it is very difficult to get enough players to get a variant game going. I too would love to run Mercator, but would a list ever fill? I'm playing two games in **Ode** (one regular and one variant) and enjoying both! If you want to try an ultrareliable zine with an incredible record email: johnmarsden.ode@yahoo.co.uk

To Win Just Once is the only zine I can currently think of running a game of En Garde! (which you can join at any time). Lists also for Railway Rivals and Star Trader. Some interesting games reviews - I quite fancied trying out Commands & Colors: Napoleonics after reading the review of Borodino, though it did look a bit old school. Didn't fancy Magic Maze though. Letter column, book reviews, what's not to like? www.pevans.co.uk/TWJO



The Cunning Plan 294 is still suffering from a non-working Diplomacy adjudication program, which is puzzling as I am using the same program myself (that my friend Stewart Cross wrote for me in the early 90s) on the same operating system. Hope Neil can get it

fixed, as taking pictures of the boards doesn't work as well as a good map. Also Neil's punk band seems to be imploding, just as they were about to play a mini-tour in Holland. TCP has a great (if sometimes contentious) lettercol and it

is reassuring to see so many old familiar names there. It is also the only letter column which frequently makes me laugh out loud (usually at one of Neil's retorts). And of course, TCP has Alan Frost - the thinking man's Rod Liddle (who has an interesting take on metaphysical poetry in his subzine **Zeitgeist**). Email Neil at issuepunkzine@hotmail.co.uk

Fury of the Northmen 121 from long-time hobby stalwart Colin Bruce is a rarity these days as it is a paper-only zine. Usually has an interesting history article in each issue, this time on the lift of American Civil War historian Ed Bearss. Lists open for Diplomacy and chess (I guess you have to trust people not to cheat, given my phone can beat me every time?). Email: furyofthenorthmen@btopenworld.com.



It is a shame that Doug Kent's **Eternal Sunshine 170** is so clearly a zine that has almost run its course and a double shame that Andrew York is also folding his subzine **Out Of The Way**. Let's hope that both Doug and Andy are young and healthy enough to still

have another zine in them at some stage. Who can resist this quote from Doug in the current issue: "The real catch is the codpiece. They don't really make that style any longer, so I would need someone with some seamstress skills to create one for me."

Dane's Games 231 is an email-based multi-games zine from Dane Maslen with lists open for 6 nimmt!. Bier Borse, Outpost, Reduced Randomness Railway Rivals (?) and Kendo Nagasaki. This issue has a long and detailed editorial on the mortality statistics for Covid in the UK. Fascinating reading, even for a non-stats person like me. Dane has the most comprehensive list of zines still being produced that I have ever come across. And a great list of games conventions that I am sure he won't mind me plagiarising. Great letter column too - wonderful picture of Kath Collman with an inflatable giraffe that will feature in my dreams for weeks to come.

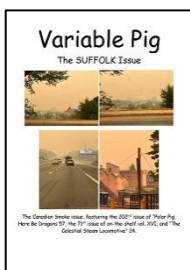


Hopscotch 362 was a zine beset by PC problems - transferring stuff over to a new PC is a bugger even when it goes smoothly, but when it doesn't it is such a pain. I loved the anecdote from the Caribbean Cup in 1994, but if you want to find out what that was about you had better ask Alan for a copy of issue 362. Lists open for Plot Counterplot, Half Nelson and Railway Rivals. Email: arparr@btinternet.com



S.O.B. 285 is a web-based gaming zine focused on multi-player board games by mail or email from Chris Hassler. Lists currently open for 10 different games, many nearly full (e.g. Terraforming Mars, 4000 AD, Dominion. Age of renaissance, Wingspan, Terra Mystica etc.). Looks like an ideal place to play if you want something a bit more diverse than Diplomacy. Chris's vacation in Sequoia and King's Canyon National Parks sounds splendid, but I'm pleased we don't have bears in our National Parks. www.sob-zine.org

Variable Pig 202 clocks in at 56 pages! A composite zine consisting of **Polar Pig** (from Jim Reader), **on-the-shelf** (from Tom Howell), **The Celestial Steam Locomotive** (from Richard Smith) and **Here be Dragons** (from John Walker). **Variable Pig** is running down to a close, after which **Polar Pig** will expire but the subzines will live on in some form, yet to be announced. A lot of discussion about the weather. Whereas weather was previously just the obsession of the up-tight English, it is now a universal interest as the consequences of the appalling human mismanagement of the planet become clearer. Be it unusual cold snaps, wild fires and smoke-filled air, record high temperatures, flash flooding, etc. etc. it is almost enough to make me content that I will not live to see the second half of this century. The second zine this month to mention Blue Oyster Cult - that's really spooky. Email: jim_reader@hotmail.com



Letters

Scott Camplin

Truly heartbreaking news to read. Paul only wrote to me last week and spent some time explaining that his lack of writing to me previously was due to a family bereavement in May and his own diagnosis of prostate cancer and upcoming surgery. It is very thoughtful of his son to write to you to share the news at such a sad time, and a tribute to how much joy and comfort he must have found in the game. Rest in peace Paul.

Kevin Wilson

Like many others in the hobby, I never really knew Paul but ran into him many many times in games over the decades. Definitely sad news to learn of someone repeatedly met in a friendly, but tough playing game. He seemed a great guy and was certainly a great player of our game. Sounds like his family enjoyed it with him so I suspect that was a great thing for him.

I fear this will unfortunately become more common in the coming years for those of us who've been doing this since before email was a general thing.

I'm sure his family will remember him well as will those of us who've played with him over the years.

Mark Nelson

I was intending to go back into hibernation mode, but I wanted to write a few words about the late Steve Doubleday.

I had the very good fortune to meet Steve twice. The first time was during the academic year 1986-1987, when work took him to Ilkely. The second time was circa 1993 when work took him to Leeds. Both times I had a very enjoyable afternoon with him. I don't remember the details of our conversations. Diplomacy variants, yes. Other hobby stuff, no. A wide range of other topics, yes. I remember that at the last meeting he was interested in the emerging PBEM hobby. To echo comments made on Facebook, Steve was extremely nice and a gentleman. I have very fond memories of those two afternoons.

I don't remember when or why I started subscribing to **Gallimaufry**, but it quickly became one of my favourite UK postal diplomacy fanzines and remains so to this day. (It was one of the few that I had shipped out to

Australia when I ended up settling here for the term of my natural life.) Steve and I both had an interest in diplomacy variants, but there was more to it than that. I can't put my finger on what made it so enjoyable. I've boiled it down to "Steve Doubleday" and "style". It didn't receive the appreciation it deserved, but that didn't bother Steve.

I almost played a game in **Gallimaufry**. This was some time in the academic year 1987-1988. This was a Tolkien variant, though I don't remember which one. I had a vague feeling that it was a First Age game, but I don't think it was Beleriand as that requires ten players and I feel sure that there were not ten players in the game.

I don't remember the line up, but I think the players were mostly from the "old hardcore". At least I remember Richard Sharp and Edwin Godfrey being two of them. A gamestart was announced, but for some reason there was a delay in adjudicating the first season and the game was abandoned.

Can I suggest that a suitable memorial for Steve would be to create a new page on the variant bank which listed all his variants with a link to the rules? Perhaps at a later date someone could write an overview of his designs?

SA: I think I definitely need to add the functionality to list variant designs by designer. I used to have that when the old variantbank.org site ran off a database. This site is completely manual, but it wouldn't be a difficult feature to add. I'll add an article on Steve's variants to my list of things to do - good idea.

This brings to me an indelicate point, which I will try to broach as delicately as possible. What is the long-term future for your site diplomacyzines.co.uk? A great deal of work has gone into it, is there a possibility that someday it will vanish?

SA: Now that is a good question. It would be nice to know that the site and resources would live on, but I am not really sure how to achieve that. Ideally, I would have a partner in running the site, who would know how to manage it etc. Maybe someone who could help track down missing resources and add them.

Regarding the use of punched cards for programming. A researcher I know at UNSW (University of New South Wales) took his PhD at UCL in the early 1960s (PhD 1964). The programs he was writing were too large to run on the computers at UCL so he had to *post* his

punch codes to the University of Birmingham where they were run overnight and the results posted back to him. Is this the ultimate example of a batch job? I guess the postal service was more reliable in those days.

SA: I think that was more common than you'd expect, I also know someone who was doing that in the 70s. Everyone thinks that the postal service used to be a lot better in the past. In the UK it isn't really true. The quality of service for letters steadily improved right into the 21st century (though deliveries progressively got later in the day). However, in the UK, since Covid the quality of service provided by Royal Mail has been shockingly poor. Anyone remember the 1971 postal strike - no deliveries at all for seven weeks!

I did mention in my loc for your first issue that I was thinking of publishing a diplomacy zine when I retire. I am happy to report that although with each passing day the reality of retirement approaches the appeal of running a diplomacy zine recedes. In the pre-COVID era I was able to go the main exhibitions at both the National Gallery of Australia (in Canberra) and the Art Gallery of New South Wales (in Sydney). However, I did very poorly at going to Melbourne to see the big exhibitions at the National Gallery of Victoria. Although these run outside of teaching sessions, there always seemed to be a reason why I couldn't visit. Rather than running a diplomacy zine, a more major interest for me in retirement is to have the wherewithal to attend all the "local" exhibitions of interest.

All blockbuster exhibitions are described as being a once-in-a-lifetime opportunity. Strictly speaking that's true, the precise combination of art works in any blockbuster exhibition are not going to be assembled again. Still, many blockbuster exhibitions seem to be a variation on a theme. Having said this, I am envious that you were able to view the Vermeer exhibition. This is exactly the type of "once-in-a-lifetime" exhibition that I hope to be able to travel half-way around the world for in my retirement.

SA: Well, maybe you can do both? Fit producing a zine in between your various trips and then pass on your reflections on what you've seen to your eager readers?

It's amazing what I've forgotten but given the right stimulus I can recall. For instance, I'd forgotten that I'd read the article you reprinted from **Dolchstoß** 50 (The Department of Dirty Tricks). I know I read it because my collection of

Dolchstoß started at issue 48. Now, the combination of reading that article and your frequent mentions of Mercator reminds me of an article that I read in **Dolchstoß** about Mercator. The article is about the first game of Mercator. Now, this wasn't a postal game run in **Dolchstoß** (perish the thought). It was not in fact a postal game. No, the first ever game of Mercator was run at a (house) con which I believe was organised for the express purpose of playing the game. I think that the idea was to have a FTF game to find any obvious flaws prior to offering it as a postal game (not in **Dolchstoß**).

SA: By an eerie co-incidence, in this issue I am publishing the second part of Pete Birks's History of Cons, which is exclusively about ScotDipCon IV, which was the con in question. I've also reprinted a short article by Doug Wakefield on the first Mercator game from Dolchstoß 25.

I'm not sure that you should be worrying about finding a GM for Mercator. No, you should be worrying about finding the players. I never offered Mercator as I knew I'd never find the players. I have in the back of my mind that somewhere I saw a 5-player Mercator variant, that seems like a contradiction in terms, which I considered running.

SA: As you raised the issue of Mercator, it reminded me that the Variant Bank doesn't have all the various marks even though they have been given ARDA numbers. So, I thought I would try to track them down. I emailed Steve Jones, who suggested I try Stuart Dagger, a name I hadn't seen for many years. Steve had an email address, so I tried that...

Stuart Dagger

You're a blast from the past! It is 30 years since I last played any version of Diplomacy and almost that long since I drifted away from the pbm hobby and the world of zines. I am surprised you managed to track me down.

I lost contact with Doug when he stopped playing, the result, if my memory serves me right, of some major health problems. I am fairly sure that he is no longer alive.

SA: Yes, Pete Birks thinks Doug died around 2001 - but he is very vague. Everyone seems to have lost contact with him before he died.

A search at the back of a wardrobe turned up some folders labelled Mercator and dating from the late eighties. They contain master copies of

the rules rewrite that Doug, Steve Jones and I did in the mid-eighties. Also, there is a sheet of paper dated July 1989 and labelled "Mercator -- The Marks". A summary follows:

Mark 1 was a prototype, played FTF but never published.

Mark 2, Mark 3 and Mark 3.5 were forerunners of Mercator Definitive and rendered obsolete by Definitive.

Mark 4 was likewise made redundant by Mark 5. These are for 14 players.

Mark 6 is for 15 players and remains a front line Mark.

Marks 7, 8, 9 and 10 are for 19, 21, 24 and 26 players respectively. They form a set and all come with a health warning, as two or three of the countries get a raw deal.

Marks 11, 12 and 13 are for 16, 17 and 18 players respectively. They are almost as well balanced as one would hope, apart from the position round the North Sea. Two solutions were proposed for this: Marks 13a and Mark 14. The former made some map adjustments; the latter removed Scandinavia from the list of major powers to give a 17-player game. The 13a adjustments were fed back into Mark 11 to give Mark 11a. The live Marks from this set are 11a (16 players), 13a (18 players) and 14 (17 players)

Mark 15 belongs to the same set as 7-10. It is for 20 players and has the same problems as the others in the set. It is numbered out of sequence because it got overlooked and wasn't published until later. To add to the confusion, it was originally labelled Mark 14, because Doug forgot about its existence when assigning a number to the real Mark 14.

Mark 16 is for 26 players and is the replacement for Mark 10.

Finally, there are two one-off Marks: Waterways is for 18 players, and 5-Up is a special "stripped down" version for just 5 players.

On your site I noticed that you have question marks under the authorship of several of the Marks. All the Marks were the creation of Doug, with the exception of Mark 14. That began as a suggestion from me that the best way to fix the Britain/Scandinavia problem in Mark 13 was to remove Scandinavia from the list of major powers. Doug gave me the go ahead to do some tinkering, which I did, after consulting some of the other regular Mercator players. Doug then gave his approval to the result. 95% of the map for Mark 14 is the same as that of Mark 13, and,

of course, the rules are identical. The most accurate authorship description for Mark 14 would be "Doug Wakefield and Stuart Dagger" (in that order), but I don't mind in the least if you leave it as just Doug. Mercator was very much his baby; enthusiastic players such as myself just chipped in with suggestions from time to time. which he then either adopted or not.

I have posted you a package of Mercator rules. Having seen that your copies of some of the earlier Marks are a bit scruffy, I have included everything I have, apart from Mark 14, where your online copy is the same as my master copy. So, you should find Marks 2 to 16, plus 5-Up, Waterways and the rules appendix that covers all the bells and whistles such as aircraft etc.

As I said before, I don't want the stuff back. It is 30 years since I last played, I am now in my late seventies, and so I'm not about to rejoin the postal hobby. (Is it still postal?) Games for me are now tournament Bridge and FTF board games with friends.

SA: Stuart - many, many thanks! Once I get this issue out of the way, I will scan and upload all the marks of Mercator, hopefully preserved for posterity. With all this material, I think I must work out how we can go about reviving it.

Mark Nelson

I was intrigued by the following comment in GSTZ:

"Finally, I try to ascertain the month and year of publication - often difficult because few editors thought to put the date on their zine. If you can find a deadline, you can make an informed guess."

Imagine that sometime in the future someone is scanning in back issues of **God Save The Zine**...

SA: OK, from now on I'll put the date on the front!

Alex Richardson

It's possibly more "pop" than "chanson", but I do love Jake Thackray's "La Di Dah", especially the line "I shan't lay a finger on the crabby old bat-face". The repeated claim that "I love you very much" is somehow not quite so reassuring by the end of the song.

There was (and possibly still is) a folksinger called Jon Benns who wrote a tribute to Jake. The first verse went something like:

I wish I could fish for lyrics like Jake,

*He can make every other word rhyme.
Invincible, he'll battle with each syllable,
Incredible!*

The clever bugger does it every time.

If you can find it online, I think there's film of Benns playing the song at the 1983 Cropredy Festival, as he was one of Fairport's support acts that year.

SA: The problem with a snippet of information like that, is that the good old Internet soon sends you on cascade of interesting information which ends up wasting nearly an hour. Did you know that Jon Benns produced a charity LP on which is the last recorded Jake Thackray song? Of course, I have a copy!

How easily do the little lids open on your pill container? Some of them are so stiff and fiddly that the pills end up on the floor anyway. Hope you've got one of the good ones.

SA: I am pleased to report that my little lids pop up when I press a button. Obviously, a very superior pill box!

John Webley

A very interesting read for me. I may be a bit of an outlier but while I greatly enjoy the hobby history bits, I have no interest at all in the Diplomacy strategy articles. I was never very good at the game, far too trusting, and haven't played since the mid 80s.

I was marginally involved with the **Denver Glont** crew when I lived in Bristol in the early eighties. I still remember the surprise on people's faces when Glover first turned up at Midcon in 81 or 82. Few people from the hobby had ever met him, they only knew him from the zine, and were expecting a big tough biker, the mild-mannered accountant that actually turned up didn't fit their preconceptions at all.

My abiding memory of Keith Loveys is also from a Midcon in the eighties, we were playing in an 18xx game, and he challenged me to a side game of Trivial Pursuit. All well and good, but people kept coming up and whispering to him. It took some time before I realised that he was also playing in the Diplomacy Championship, and judging by what I could hear from the conversations, doing very well. There was also a Midcon quiz where I teamed up with him and Mick Haytack. Our biggest rivals were overheard saying that their only chances were if they could get Webley drunk or keep Loveys sober!

I never really rated Van der Graaf Generator, and my opinion of Yes has slowly moved from

fandom to seeing them as the prog rock equivalent of Rossini's alleged review of Wagner. "Some wonderful moments but some terrible half hours". Seeing them on the Tales of the Topographic Oceans tour was two hours of my life that I will never get back. But I would argue long and hard that King Crimson remain peerless.

SA: I must try harder with King Crimson. In the Court Of... sounds very dated now. Which of their later albums would you say is the one to go for?

James Hardy

I confess I'm a concert singer. But the concerts I go to (or used to) I wouldn't think that mattered to my neighbours, as I know I could never hear anyone else around me singing along! What always irritated me, most notably when at non-rock concerts, was how most of the audience needed to hear actual lyrics before they seemed to know what tune was being played. This really hit home at a T'Pau concert - they'd been playing the intro to China In Your Hand for 15 seconds to a non-reactive audience, but as soon as Ms Decker blurted out "It was a theme she had..." the crowd went bananas - really, you can't recognise their biggest hit without hearing the first line?

I think this is part of a musical preference or ear which controls what part(s) of a song individuals actually listen to? I used to work with a young lad who was raving about some new rap toon and when he played it on YouTube my boss and I looked at each other and said "That's Sailing by Christopher Cross, but with some different and spoken lyrics. Christopher Who? What? So, we dug out the CC version and he just could not hear it was the same song at all - he was listening to the words and melody (not that there was one as such with the words being spoken) and the old farts were listening to the music. It was the same with Hammer Time, a rip off of Rick James's Super Freak, where the tune our young colleague whistled was different to the one we did - he heard a bass/keyboard hybrid (dummm dum dum dum, der, der, can't touch this) and we heard the bass line only (dummm dum dum dum, dum dum, dum dum can't touch this). Personally, if there's a rhythm guitar or a guitar simply going "chug chug" in the background, that'll be where my attention on a song will be focussed!

SA: My ex-wife maintained that she couldn't listen to music and lyrics at the same time, so she only listened to the music and paid no attention to lyrics at all. As a consequence,

she only listened to classical music as she just found contemporary music too dull. I am more of a lyric person - but that doesn't get in the way of me identifying a pop tune from the intro.

Often, I would have to make a real effort to learn words to songs I liked as I just wouldn't get past the instruments. I'd know every drumbeat, guitar kerrang and bass boing but then not have a clue about the words unless they were super repetitive!

Classical music - the heavy metal of the pre-electric guitar years! 1812 by a mile for me. Then Carmina Burana (all of it, not just Fortuna). Part of the attraction of CB is I have no idea what they're singing as it's mostly Latin/German so you can make up your own words. Altogether now - Veiny, veiny veiny veiny arse veiny veiny veiny arse, HAIRCUT! Haaaircut, HAIRCUT! Etc etc

SA: I have always preferred early classical music - particularly composers such as John Dowland, William Byrd, William Boyce, John Stanley (who was blinded in an accident at the age of two, but still rose to be Master of the King's Music) and of course Handel and Bach. Post-Beethoven I kind of lost interest.

I was looking at your Dip map on the Intimate adjudications and I spotted that yours, unlike the similarly coloured boards we use at conventions, shows Alsace Lorraine in black ie belonging to Germany. I'd not really thought about it before but yours is correct! Kudos for your attention to detail. Having said that after a quick trawl of t'internet it appears that it's only the old Aerial/Philmar/Gibsons board that has France jutting into western Germany like it has since 1919?

SA: Well spotted. Yes, the old UK political Diplomacy board uses the post-WWI boundaries for France. Elementary error.

Will Haughan

Thanks for issue 6. Yes, it did have much less of you in it and was the weaker for it. Absolutely not a criticism just an observation. I'm impressed by anyone who puts the effort in to produce a zine. It is the personality idiosyncrasies of the editor which provides the interest for me.

You certainly went old fogey in replying to me last issue - "who's Sam Fender" etc. Never mind the pill box, do you wear a cravat? At 60 I too felt the beginning of the end now over 70 my view is "fuck it" I'm doing what I want until I

can't. Bollocks to being the oldest person at all kinds of events and places. I'm not trying to be down with the kids or pretend to be young(er) I'm just doing what I want to do. Bit like the purple hat poem.

SA: Music is a difficult one. Everyone (assuming they like music at all) seems to like the music of their youth. I managed to get into a few indie bands in the 2000s just due to what my kids were listening to. I always got them to give me a CD they thought I wouldn't know for every birthday etc. Tubelord are still one of my favourite groups (and no one I know has ever heard of them). But, I must admit I struggle to seek out new music, I have to stumble over it, accidentally see a review or something on TV that is sufficiently distinctive to make me think I'll give it a go.. So yes, I'll check Sam Fender out (great name).

Oh, and yes Sam Fender is a Geordie musician, best-selling, hugely popular so faint praise is misplaced. Springsteen is his biggest influence, and it shows. Check out the song *Hypersonic Missiles* as a taster.

SA: Will do. [6 mins later] Yes, great song - I'll try it out on Rebecca who is the big Springsteen fan!

How is your house renovation going. Stressful? Why King's Lynn? I liked the old bits seen on my only visit saw us staying in a B&B where I had an altercation with the shower (which often happens in hotels). After much crashing about and cursing I emerged into the bedroom and Jill said "you think you've got problems Gorbachev has just had a coup against him". That's a quiz question to date the visit. Remember how Gorby was the darling of the west?

SA; I remember I was driving down the M1 when I heard about the coup attempt in Russia. But I have no recollection at all of where I was driving to or from. So [quickly checks Google...] 19th August 1991? Compared to Putin, Gorbachev was a saint.

At breakfast who should be sitting there with his partner but that fine Geordie gentleman Paul McGivern. Memories again people? He ran a subzine to **Dolchstoß**, was a real English civil war buff, beer drinker and excellent darts player. Very sadly no longer with us. The irony was we lived only 6 miles apart at the time but saw each other only occasionally for a beer and a game of darts. We were more likely to meet x hundred miles away at a con.

It's raining ergo I'm writing you a letter. A short one this time as I have get full use of my bus and meet in Newcastle with a group of like minded old men (mostly 70's, a couple of youngsters still in their 60's and one very game 81 year old). So for once I'm not the oldest person. The focus of the day is an appointment with several pints of ale.

SA; I hope to be up there in Sept/Oct - would be good to meet up for a beer. I'd like to see Ian Harris (of Borealis fame) as well. Any other old duffers on Tyneside?

Pete Sullivan

Call me an old fuddy-duddy sentimentalist if you will, but I feel it would be right for the NDC to stay with its traditional home at Midcon if possible - always assuming that the current Midcon committee want it, of course!

As you say, the big job will be getting the publicity blitz out in advance. You probably have similar contacts to me in terms of online (i.e. aware of it but not really involved). One issue that probably needs addressing early is making sure that the Virtual Tour of Britain guys are happy that we are not "muscling in."

I know that there are several Diplomacy-based Discords. And the reddit group /r/diplomacy is also a potential recruitment area. I'm not aware of much Diplomacy presence on Bluesky, Threads or Mastodon yet, but it may come.

Like you, I can see benefits to both a one-round and a multi-round event. Maybe start with one round the first year, then review the situation? "Best single score counts from multiple rounds" was of course how Manorcon operated when I ran it (ties broken by 2nd best result if any). Although this was partly to reflect the somewhat uncertain impact of the Team Tournament creating an influx of players for the Saturday round.

SA: I formed a Whatsapp group with as many interested parties as I could find - but there really is no consensus on format. At the moment I am a bit stumped as to what to do. I think any attempt at a tourney needs to be based around a con to have a chance of success. Ideally it will be one where there are drinks on site and you can have the premises into the evening.

I'm not going to wade in on scoring systems, as my ideas are different to yours, and are basically neo-Kinzettian. In the end, the TD must use a system they are happy with - one of the few perks of an otherwise often thankless task!

SA: Do you still have copies of the ManorCon scoring systems? I would love to look through them!

Toby Harris

I remember that at an Italian hosted Diplomacy event last decade, Marco Ferrari very kindly invited about 12 guests to his home. Mostly French & English, with a well-loved Russian and a few other Diplomacy reprobates. Marco was the absolute perfect host. White wine flowed, along with the pasta. But (and here is the point) as each fresh bottle of quality Italian white wine was brought out, Marco held it out, showed it to me and explained how good it was.

There is absolutely no secret in the Diplomacy hobby that the only 'label' I look at with wine is the ABV% and Cyrille Sevin (sat next to me) was under no illusion either.

By contrast, Cyrille is both French and well educated in matters such as wine connoisseurery (love that word!) Eventually Cyrille had had enough, he became "outspoken", so he tapped me on the shoulder and asked the (very obvious) question "why the F*CK is he asking YOU to look at the labels?" It was funny. Any "normal" person would ask Cyrille for a good wine choice ... not me!



I attach for you an enchanting photo of Marco and one John Colledge at the UK's Manorcon (2014 I think). This was the one and only time this pair met, and I hope you don't mind my mischief in ensuring they were finally photographed together.

SA: You'd certainly think they were brothers...

In May 2024 the World Diplomacy Championship will be hosted by the Italian Diplomacy hobby. I urge you ... go to WDC in

Italy in May 2024. They are so good with the food & wine thing. Far better than the Brits ever were. The hosts are decent folk who love to play Diplomacy, but also love food & drink, love their families and have fun. They are Europeans. Y'know ... that place Boris encouraged us to leave in 2016. These folk are our friends, neighbours and decent people.

I will never vote Conservative again.

*SA: Me neither. Not that I ever have 😊
And yes - I'll be there!*

Caetano Darwin

Being that I had been thinking for a good while on how to incorporate the Russian Revolution into Diplomacy lore, the appearance of a set of rules meant to do exactly that is something I found really nice. The rules are interesting, too - the Revolutionary can serve as an information middleman and make dealings from the early game onwards.

My only concern with the game is that, in terms of maximizing the power they get after revolting, the Revolutionary would wait until someone was close to soloing (or at least stalemated in a position of strength) to launch their rebellion. This would mean, that after powers have reached a sizable level of strength (6-8 centres), they will always want to be the second, not first, power, so they don't get revolted against.

In other words, I worry that a draw-situation will become practically enforced by the threat of revolution itself, and therefore the revolutionary wouldn't get to play in the attempt to optimize their launch. I can think of a few patches to fix this, but I am curious about your perspective.

SA: Yes - you could be right. Like you, I can think of a few additional rules to cover this. Maybe get the Revolutionary to write down the season in which he will join the game before the game starts, but keep it secret from the players?

I would also like to say that if the zine ever hosts a Bolshevik game, I'd be eager to play it.

SA: My experience of trying to get zine-based games of minor rule change variants is that most people would prefer to invest the time in something truly different, rather than a bit different - so it is difficult to get a gamestart. It could be interesting game for a FtF event with 8 people though.

Andy Lischett

A few disagreements on your Hit Parade. I would dump Tunis. Tunis may be important in stalemate lines, but how often are games actually stalemated? In my experience, Tunis is not attacked any more than most spaces. Is that because it is considered too hard to crack, or because it's not worth the effort? Probably not worth the effort, as it doesn't seem to be occupied all that often either except by an army waiting for a convoy.

SA: Yeah – good point. Maybe Bohemia would have been a better choice?

I would instead add Rumania to the Hit Parade and rank it just above or below St. Pete. Rumania is the doorway to most everything on the eastern half of the board, or at least the doorway to the lobby. Rumania is argued and fought over early and late and in between.

The North Sea is more important to me than the Mid-Atlantic or the Ionian Sea. The North Sea can be quiet, but mostly because it is so valuable that once it's been taken it is protected. It leads to lots of supply centres and trying to cover them without the North Sea is tough.

SA: But how often is Rumania (or even the North Sea) argued over after (say) 1904? Some centres don't feature much in middle and end-game and I think Rumania is one of them. I guess a Hit Parade for the early game is very different to a Hit Parade for the end-game. I was less bothered about how often a space was occupied and was thinking more of the potential effect the space had on the result of the game.

We agree on Munich! And Switzerland.

SA: Excellent.

DIPLOMACY VARIANT

Tri-Tactics

by Stephen Agar

This is a simple rule change variant for Diplomacy which aims to increase tactical choice, with the aim of producing a potentially more fluid game. The name Tri-Tactics is a homage to the excellent board game of that name that I played as a child.

0. All the usual rules of Diplomacy apply, save where amended below.

1. In Diplomacy units move and support with a value of one. This variant aims to create a situation where units can do multiple things at the same time and thus influence the game in multiple ways. Therefore, a player has the option of splitting the orders for a single unit into supports/movements of a value of one-third, two-thirds or one. This means that a unit can in theory influence up to three spaces around it.

2. The only restriction is that there can only be a single movement order (not two or three), so it is always clear where a unit is attempting to move to.

3. When a fleet convoys an army, that takes up the full capacity of the fleet, thus a convoying fleet cannot also simultaneously support action in the spaces around it.

4. For the avoidance of doubt, units do not split up and occupy multiple spaces. These rules simply permit units to influence up to three spaces around them.

5. All units defend themselves with a value of one. If a unit is attacked (whether that be a full-strength attack of a 1/3 or a 2/3 attack), all supports the unit is giving are cut.

Example 1:

In regular Diplomacy a French A(Bur) could be ordered A(Bur) S AUSTRIAN A(Tyr)-Mun or it could be ordered A(Bur)-Bel – but not both.

In this variant a player could order A(Bur) 1/3 S AUSTRIAN A(Tyr)-Mun; A(Bur) 2/3 – Bel. This creates the possibility that the Austrian attack on Munich might succeed and the unit in Bur might still be able to take Bel. The Austrian attack on Munich would have a value of 1 1/3, enough to dislodge an unsupported unit (but not a supported one). However, the move to Bel would only have a value of 2/3, thus it could fail if there was a GERMAN F(Hol)-Bel with a value of one but would succeed if the Germans ordered F(Hol) 2/3 S F(Den)-NTH; F(Hol) 1/3-Bel.

Example 2:

An Austrian A(Gal) could be ordered as follows: A(Gal) 1/3 S TURKISH F(BLA)-Rum; A(Gal) 1/3 S GERMAN A(Sil)-War; A(Gal) S 1/3 A(Ser)-Bud Thus A(Gal) adds some support to the moves to War, Rum and Bud which would all succeed against a single unsupported unit. However, any attack on Gal would cut all three supports.

A History of Cons (Part 2)

by Pete Birks

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from **Greatest Hits** No.1 (November 1974).

To Rhu and Back

(ScotDipCon IV, held from
18th to 20th October 1974)

At around 1.00 pm I wandered soberly into The Lamb, expecting to meet "Tricky Dicky" Sharp and Duncan "Two-faced" Morris. Imagine, then, my joy when none other than Steve Doubleday caught my eye. Overcoming my surprise at seeing Steve stoop to drink with a crook like Duncan, I cannily timed my entrance so that Morris had little option but to buy me a drink. Thus began a weekend of total inebriation.

Within ten minutes Sharp showed his balding pate, and Morris forced me to show my wallet. Upon glancing his eyes on a fistful of £5 notes, he suddenly remembered that he "needed" some money.

"How much?", I asked, trying not to show pain at the arm-lock he had me in. "Oh, I should think about a tenner would do, you squirt."

By now I was doubling up in agony as a result of one of Duncan's playful kicks to my groin, so I was in no mood to argue.

Eventually we decided to get under way. Sharp offered me 3 to 1 odds that he would have a parking ticket. I naturally accepted, winning 50p as a result. The truth can now be revealed about Sharp's car. Yes, folks, Richard's Volkswagen is a variant! I suppose one could say that about the owner as well.

It was not until 5.50 p.m. that we arrived in Nottingham to collect Ian Noble from a Nottingham pub. We left town at seven, Sharp having regained 20p of the 50p he owed me by finishing on double 18 in three darts. Grrrrr. The journey north now became a little boring, and even more cramped. It was not until 10.30 p.m. that we arrived at some obscure town near Lancaster called Galgate, kind of a cross between Colgate and Calvary. Upon entering the

local imbibing house, it caught our eye that the local peasants threw at a dartboard from six feet, as opposed to the eight feet thrown in London, and, as it turned out, Scotland. Determined not to be put off, however, Sharp and I soundly trounced one pair, and were only just beaten by the best two players in the town. We had to decline an offer to play in their local league the following Wednesday, stating that "travel commitments" made it impossible. During the time that we were playing, Steve enquired of the barman,

"Have you got any pies?" Unsuspectingly, the barman replied,
"Well, there's three or four left..."
"Right, I'll have them," said Steve.

Dumbfounded, the poor man served up three fair-sized pies, one of them huge. Steve gave the remaining two to the four of us looking on in amazement.

Eventually we staggered out, only to be accosted by some northerner, who insisted that we direct him to Lancaster. My reply is not printable.

The journey continued. In Carlisle we stopped at the house of one of Duncan's ex-university friends. These charming people insisted on stuffing us full of food. Nobody objected, and Sharp paid my bill, thus cancelling out his debt. And so, at 4.30 am., thirteen unbelievable hours after we had set out, starry-eyed, from London, we arrived at Wink Thompson's abode. Immediately Wink demanded 60p and got it.

Walking into the lounge, we perceived Messrs. Herd, Sherrad, Walsh and others playing Formula One. Sharp immediately started what was to be a long series of sarcastic digs. "Oh look" he said, "children playing games!", which seemed a good point to fall asleep, so I did.

Next morning, I slowly emerged from unconsciousness, only to be shanghaied into a regular Dippy game. Preference lists were used, so of course I gained France. Sharp got England, Dave Allen Germany, Doug Wakefield Italy, Steve Doubleday Austria, Richard Donaldson Russia, and I just cannot remember who got Turkey. Sharp, of course, moved to the English Channel in Spring 1901, thereby violating our agreement.

This was the beginning of his downfall, since I immediately allied with Dave Alien, and thus eliminated Sharp by 1903. While all this was going on, Austria and Italy were dismembering Russia and Turkey. By 1905 it became clear that

my alliance with Germany and Steve's alliance with Doug were both, of necessity, permanent. A stalemate line was set up, and the game ended as a four-way draw. I gained my second consecutive equal first, and Sharp gained his second consecutive seventh. His comment at the end of the game was, "What about my rating?"

Meanwhile, Waldie, Morris, and the other kiddies were playing Formula One. Heavens! I haven't mentioned Brian Yare! Yes, this archaeological remnant of the Jurassic era was indeed present. Somebody actually spoke to him; one can only assume that the poor soul was not aware of Yare's identity.

Lunchtime finally came, and Wakefield, Allen, Noble, and I visited a local inn. Their pies were unbelievable (on the good side) and the spirit measures were 50% more than English ones! This is the one good thing about Scotland that I can remember.

About an hour later, and somewhat less sober, we returned to Doug's car. Doug immediately proceeded to drive the wrong way up a one-way street. His excuse was, "So? I'm only going one way."

Finally returning to Lineside Walk, the meeting got down to business, and the poker game started. The players were Richard Sharp, Brian Yare, Ron Fisher, Duncan Morris, Dave Allen, and myself. Stakes were nowhere near the last meeting at Amersham, where losses and gains were in excess of £100, but there were still some exciting moments. Sharp immediately started winning, and Dave Allen seemed to be losing. Yare and I were progressing quietly. After about an hour, I was six or so pounds in the black, as was Sharp.

Then came a hand of "Silly Buggers", an incredible game where one places one's card on one's forehead, so that everybody can see your card, except you. The highest card takes the pot. Well, there were six players, and the highest card I could see was a seven! Naturally I thought that I was on to a good thing and started pushing up the pot. Finally, there were three of us left, me, Yare, and Fisher. Fisher went two pounds. Yare raised to six and I called Ron stacked and I looked at my card, which had only to beat a seven to scoop a £15 pot. What was my card? The two of clubs! Ah well, easy come, easy go.

The game never seemed the same after that, and I came out about £5 down. Sharp won £15, Yare about the same, and Ron Fisher around £7 or £8. Dave Alien lost about £19, and Morris

about £13, which he paid for in the form of a cheque to me.

That night we played the locals at darts, and Sharp raked off yet more money. Colin Bennett kept on about how playing poker was a sin against God. On being asked what money was for anyway, he replied, "Drinking, (hic)". So much for Godliness. We finally returned home, (as it was beginning to become) and I, to my immense surprise, won first prize in the raffle, i.e., a single bed! Needless to say, I immediately retired to my well won sleep, only to find that Willy Haughan had stolen my pillow. I just didn't have the heart to wake him up, since T might have disturbed his teddy bear, so I made use of a blanket.

Next morning, I was wangled into a game of Mercator, Doug Wakefield's great new thirteen player variant. I got Argentina, and Sherrad got Brazil. Presuming (quite correctly as it turned out) that these two countries should always ally, Sherrad thought otherwise, and I achieved my greatest ambition, that of coming 13th in a Diplomacy game! This lasted until it was time to go home, with Sharp, Wright, Doubleday and Morris all stabbing each other on the last move. So typical, I thought.

That, you might think, was it. We set off from Rhu to multitudinous waves and abuses, at about four o'clock. Morris had somehow persuaded Sharp to drive back via Ochil Hills, so that we could pick up his duplicator and transport it to London. The road from Rhu to Kinrossshire takes you right across Scotland, and we did not arrive until seven. Sharp and I soundly trounced Doubleday and Morris in a game of team chess, quite a victory when one considers that Sharp was trying to drive the car at the time (trying being the operative word). Doubleday's excuse was that "his bladder failed him".

Arriving in Sir Alec Douglas-Home's constituency (or should I say ex-constituency) I could not help but notice the slight differences between the acres and acres of farmland and the slums of Glasgow, but one mustn't let that prejudice one. We had a marvellously enjoyable meal at Duncan's fiancée's parent's house (notice that my typewriter has an acute. Other unique goodies will be shown later) and it was not until about 8.30 that we were allowed to leave.

And so, the great trek home continued, or should I say started, since our journey to Duncan's had taken us yet further north! The road south from Edinburgh was unspeakable,

and we only just managed to reach England in time for a drink. Morris, of course, thought we were still in Scotland, which says a lot for his geography. I was under the impression that everybody knew what country Otterburn was in. It was in this pub that we started our game of "Mental Diplomacy" a new variant. Since only four of us were playing, we took Austria (Steve), Russia (Richard), Turkey (me) and Italy (Morris). No board was used, and the largest player gave his moves first (largest in terms of pieces, that is) and so on. We got up to Spring 1905, when victory was ceded to Sharp, with Steve second, me third, and Duncan fourth. If you think that game sounds difficult, you should try playing it.

It was on this short run that many secrets were revealed; Ian Noble's bladder is the weakest in England (and Scotland) and Duncan Morris....no....I can't say it. It's just too cruel. By midnight, then, we reached Newcastle, and luckily found an Indian restaurant with a Chinese waiter, that actually served booze. The other four all chose exotic Indian dishes, unpatriotic sods, but I, in a fit of Sharpian patriotism, had Steak and chips, and delicious it was too.

Eventually, about six pints later, we got going again, and the rest of the journey was relatively uneventful. We dropped Ian Nohle off at his doorstep at a mere forty miles an hour; he seemed uninjured though, and at 5.30 am we staggered into 27 Elm Close for about two hours deserved sleep. Tiptoeing up the stairs so as not to wake the children I collapsed onto the bed.

I was disturbed after what seemed to be about ten seconds, but was in fact nearer two hours, by Richard yelling,

"Mr Birks, sir, this is your early morning call."
"Piss Off", I replied, only to be forcibly ejected by a well-placed boot.

I struggled into sanity and my trousers, and we prepared for breakfast, only to discover that it was no longer being served.

By nine we were on the London train. Sharp and Doubleday polished off the Times crossword. while Morris was beginning to look decidedly ill. Thus, we came to Baker Street, and "The Breaking of the Fellowship" to quote Shakespeare, took its final turn. I returned home, Sharp went to Red Lion Square, Steve returned to sunny Staines, and Morris went to the lavatory. A fitting end to an unfitting weekend.

I was intrigued by Pete's mention of the first ever game of Mercator - so here is some more detail courtesy of Dolchstoß 25 (Nov 1974).

"13 UP" Monster At Large In Scotland

by Doug Wakefield

ScotDipCon IV saw the very successful playtesting of my Mercator variant, the mammoth combining a "world" board and Abstraction-type movements. Play lasted until January 1890 to June 1891 (six Diplomacy years) at the end of which three powers were pushing close to victory.

Highlights included: Pete Birks (Argentina) becoming the first man to come 13th in Diplomacy (Pete saw the advantages of a Brazil-Argentina combine, Mike Sherrad didn't). The Yanks took Liverpool in February 1890; the Eyeties took Constantinople in the same season. Indians swarmed in Osaka.

A very good Austria/Italy partnership (Sharp/Doubleday) was drastically slowed down by beleaguered Turkey (Dave Allen) slipping into Naples. USA (Ron Fisher) was also doing very well until France (Ian Noble) with two units and no home centres took New York from West Africa. This ruined Ron - and Ian, still with two units, ended in control of Texas, Cuba and New York.

The Austro-Italian camp finished with 18 and 19 centres respectively, but victory was given to Andrew Wright (China) by virtue of some last-minute lunges at Japan (Andrew Herd). Other notable efforts were: England (Richard Donaldson), 10; Brazil (Mike Sherrad) 9; Japan (Andrew Herd) 12.

After the game Richard Sharp and I put together a few modifications, including mixed A/F rules, which will make the game, we hope, a real winner. The NGC list is filling up and my only regret is that I'll probably never play it, as I'll inherit the first postal game in **Misteimer**.

Mercator is certainly an excellent variant which needs to be revived. It is the connoisseur's Diplomacy - but as it would be a pain to write adjudication routines to automate it, I don't think it exists in the online world. Something needs to be done - so in the near future an issue of GSTZ will be Mercator-themed!

Superpower!

by John Wilman

Reprinted from
Watch Your Back! 74 (May 1985)

I first came across the Austro-Italian Superpower opening in an article in **Diplomacy Digest**. The theory is appealing - Italy and Austria play as one country, but instead of wasting time with the silly "three fleets" opening (Italy moves to Trieste in spring 1901, is dislodged by Austria and disbands the army in Fall 1901) or courting disaster for Austria with the notorious Key Lepanto (Italy moves to Trieste in spring 1901 and on to Serbia in Fall 1901), all forces of both countries are deployed with maximum efficiency right from the start. Austria gets stuck into the Balkans and Galicia; Italy plays a standard Lepanto but throws in the lightning advance army Venice to Tyrolia to Bohemia in the first year of play. The arrival of this extra army on Russia's Western Front overloads his defences, which are adequate against the typical Austro-Italian alliance if Russia and Turkey see the danger early enough and form a defensive alliance. The practical difficulty is that Italy must be able to trust his Austrian ally implicitly. His forces are quickly scattered, and his home centres are vulnerable to an Austrian stab. I know from bitter experience that most Austria's are just not that trustworthy. So, I resolved not to play this opening as Italy.

Sometime later, I had the chance to see the theory in action in a postal game, Ode 15eme. Italy was Julian Shepley, a strong alliance player; Austria was Keith Loveys, an enterprising if erratic player. This game started quietly and with a standoff in Trieste (the delayed superpower?), but by Fall 1902 the peripatetic A(Ven) had wandered through Tyrolia and Bohemia into Galicia, and a Turkish NMR had allowed Italy to take Smyrna while Austria annexed Bulgaria. By Autumn 1905 each country owned eight centres. The split came next year when Austria stabbed Italy. Initially he made rapid progress, but the Italian position proved to be surprisingly resilient. The game was finally wound up as a four-way draw A/G/E/I after Spring 1915. An inveterate Italy watcher, I reckon that if Italy had been able to stab first, his stab would have been more effective although his forces were scattered, they occupied key provinces, and could have been coordinated for an attack on Austria. I

liked the alliance because it was dynamic and gave winning chances to both partners. If Austria had delayed his stab a couple of years, I feel that a winner would have emerged from this game.

Which brings us to MidCon 84, round two. Here am I playing Austria, after a zero score with Russia in round one, so I have nothing to lose. Russia is Shaun Derrick, a devious and formidable opponent. Turkey is Ted Kendrick, whom I lied to unconvincingly and repeatedly in the first round. Italy - my one ray of hope - is Bob Lozynskyj. Good old Bob, loyal subscriber, let me buy you a drink, how about an alliance? Then we hit with the A(Ven)-Tyr idea. He can hardly refuse the offer to go there, when I tell him that as Germany is moving there, there is not much point in ordering the follow up move A(Rom)-Ven - far better to move to a Apulia, keeping the Lepanto option open. Only a complete nutter will be prepared to move A(Tyr)-Boh in the Fall in a tournament game - but Bob is a player like myself; he doesn't try to play in safety first "tournament" style; he just plays diplomacy in his natural style. Thereafter, our alliance prospered slowly but steadily. Bob was kept sweet by the lure of centres - at one stage he had 9 to my 5, but I wasn't too bothered as he only had one army in Russia holding down two centres - Moscow and Warsaw. Russia tried everything to stay alive - holding me back while allowing Italy to advance, and eventually stabbing his ally Turkey, whose units he was controlling. But his fate was never in doubt as I just kept tightening the screw. When he finally broke, I built three in one season.

At this stage Bob and I were looking for a three-way draw - a good one would have given Bob the championship. We offered it to England (Derek Caws), but he wasn't interested. I can only assume that he was still asleep, because the game was under a guillotine (1908) and it was mathematically impossible for us to even reach all his centres without his active help - let alone force their capture - in the few seasons of play remaining. In a proper game I would not have broken ranks with Bob - who had passed up several good chances to stab me - but tournament diplomacy has its own ethics. I withdrew from the stalemate line and we shortened the draw to A/G/I/E. Play to a finish would have produced A/G/E with me on 15 centres behind a minority stalemate line. So I was well pleased with the experiment and the result.

Superpower - you'll believe A(Ven) can fly!

Imagine this. You are a relative novice playing Germany - indeed, you are so inexperienced that you forget to order any builds in 1901 and are thus not able to build the two units due to you! By the end of 1902 you're down to four centres and by the end of 1904 only two units remain. You stay on two centres until 1909, but you've nowhere to build, so you don't get back up to three units until 1910. Would you have written this game off? Signed your units over to someone else? Dropped out, disillusioned? Bob Kendrick didn't - he took a two centre Germany in 1908 and turned it into an 18 centre winner by 1921, and this is the story of how he did it. Bob Kendrick was a great player - he won the National Diplomacy Championship not once, but twice. Sadly, Bob died on 26th February 1997.

1979JD - FOE 29

One of the Greatest Recoveries Of All Time?

Game: FOE 29. GM: Richard Hucknall.

Started: FoE 39 (December 1979). Finished: FoE 84 (August 1983)

Supply Centre Chart

	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21
A	5	5	5	3	1	1	1	-													
E	3	3	4	5	3	2	1	1	2	3	3	4	4	5	6	7	9	9	6	6	5
F	4	5	4	4	3	5	6	10**	8	10	10	11	9	10	8	7	6	4	3	3	4
G	5**	4	4	2	2	2	2	2	3*	3	4	5	6	7	8	8	9	12	17**	17	18
I	4	3	3	3	4	4	5	6	7	8	9*	7	6	3	3	3	1	1	-		
R	7	7	8	9	12***	12***	10	7	6	5	4	3	3	3	1	1	1	-			
T	4	5	6	8	9	8	9*	8	8	5	4	4	6	6	8	8	8	8	8*	8*	7

* = number of units short

Power Graph

	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21
1st	R	R	R	R	R	R	R	F	F	F	F	F	F	F	F	G	G	G	G	G	G
2nd	A	A	T	T	T	T	T	T	T	I	I	I	I	G	G	T	E	E	T	T	T
3rd	G	F	A	E	I	F	F	R	I	T	T	G	G	T	T	F	T	T	E	E	E
4th	F	T	E	F	E	I	I	I	R	R	R	T	T	E	E	E	F	F	F	F	F
5th	I	G	F	A	F	E	G	G	G	G	G	E	E	I	I	I	I	I			
6th	T	E	G	I	G	G	E	E	E	E	E	R	R	R	R	R	R				
7th	E	I	I	G	A	A	A														

Germany's recovery. This chart puts the seven powers in order of relative size as the game continued. As you can see the game had three distinct phases: Russian dominance (1901-1907), the rise of the French (1908-15) and the German dash for victory (1916-21)

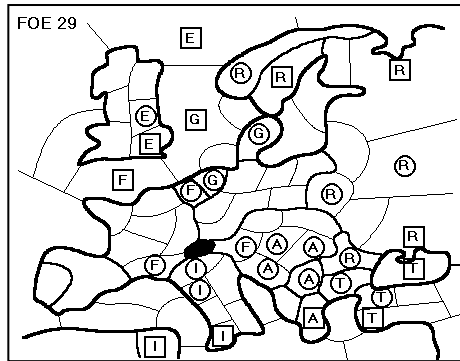
The Players

Austria: Malcolm Whytock (dro A04, out A08, 7th);
 England: George Foot (3rd);
 France: Shaun Derrick (4th);
 Germany: Bob Kendrick (Won);
 Italy: Barry Ibbeson (out A19 - 5th);
 Russia: John Jackson (out A18 - 6th);
 Turkey: John Clarke (2nd).

A. Early-Game: The Juggernaut

John Clarke (Turkey)
 As everyone all too quickly worked out, Russia and I embarked upon the "Steam-roller" strategy from year one. Well, I was planning to run the steamroller, and Russia said he was keen too, but the way he split his forces and sent more troops than was really necessary towards the

Balkans made me more than a little suspicious of his real intent. Anyway, we did persevere with a semblance of a deal but I don't think either of us trusted the other sufficiently to let the machine really rip through Europe as it should have done .



Autumn 1901

Of course, I was trying to convince Austria and Italy that I hated Russia and it was merely a question of timing: Looking at Austria's excellent opening moves you will realise that Austria had not bought this at all - but I thought he had. First mistake! So, very early on I had a pretty bad position. I had a suspicious half-alliance with Russia, which obviously wasn't working; a north-western neighbour who was clearly in a superior position; and no real chance of much help from Italy, whom I had tried the same trick I had laid on Austria. The only glimmer of hope was that whilst Austria too, was playing a double game with myself and Russia, she looked very threatening when looked at from inside Russia. Eventually, and with not a little help from other "friends" this proved to be Austria's "undoing" and before too long Russia and I engineered the destruction of the Austrian army in Rum.

By 1903, things were looking decidedly brighter for Turkey. Nobody really had any firm alliances at this time, the occasional unilateral deal could be struck, and I found that Austria wanted to help me move to Ukr and simultaneously Russia wanted my BLA fleet to dock in Rum. Both suggestions were gratefully accepted, but down the line screw-ups in communications to my field commanders saw my forces move elsewhere, and a gain of two bases in 1904.

At this stage I fancied my chances early though it was. Russia and I still had something of an understanding despite local skirmishes; Italy and Austria looked decidedly shaky and England and Germany (in particular) were making a total pigs ear of things in NW Europe and France was nowhere near the point of

thinking about the Med. So Russia was totally confident. He even wrote me a letter in S05 which began..."Well, we have won!" What say you now, JJ? Russia was my only problem at that time - and I decided to try for the soft underbelly whilst Russia was distracted by gains and glory in the north and west! By 1905 I had got Sev and Russia had promised total bloodshed, unless a good reason (i.e. a throat from else-where) indicated we should to friends again. Yes, by 1905 I fancied my chances.

Bob Kendrick (Germany)

The opening year was marked by myself and France agreeing to the Sealion plan suggested by Russia. I was a novice in those far off days and I welcomed anything that provided a framework for German orders; not only did I have Sealion in the north but there was also an Axis agreement with Austria and Italy. Thus in 1901 the game seemed simple - this was quickly to change due to my failure to order builds in the Autumn of that year. I had allowed Russia to become powerful, antagonised England in the process, and now did not have sufficient units to fight off their advance. The expected Russian attack arrived, and I spent the next few years desperately defending, and watching the minor powers squabbling amongst themselves whilst they ignored the growth of Russia and Turkey. The only bright spots were Russia continually ordering non-existent fleets, but the optimism generated by this was dampened by the Austrian anarchy in 1904. Throughout these early years I continually wrote to England pointing out the utter folly of his alliance with Russia - the few replies that I did receive were very bitter as he placed the whole blame for the Sealion upon my shoulders and blindly ignored the part played by Russia. It was only when Russia actually landed in Edi in S05 that England finally saw the truth of my warnings. In the Autumn of that year England and I started to cooperate and with his help I was able to avoid the disaster of being reduced to one centre.

Shaun Derrick (France)

I recall that pre S01 was fairly active diplomatically, with Russia putting forward the suggestion to me and Germany that we should form a three-way alliance against England. I found this a reasonable suggestion, but I don't know about Bob even though he carried it through. Why did I go to Pie in S01? Perhaps just to be different, giving me the option of standing Italy out, attacking Italy, or moving to Tyr to further my options such as a backdoor into Germany or even the chance to pick up an

Austrian centre. Spain and Por could be left until 1902 as it is difficult for any other country to gain them before 1903 unless England has a lucky break or Italy starts anti-French.

The game was almost abandoned in, 1901 due to John Clarke, flying off to Manila, but he was persuaded to continue. Autumn 1901 saw Germany in the NTH, Russia in Nwy, and Germany not submitting any builds. I was in Tyr - this was to be a weird and wonderful game. England hung on despite the pressure, but Russia was getting well ahead having allied with Turkey. Italy didn't take too kindly to my initial move to Pie so began turning .his forces against me. In 1904 Austria resigned as he was going to America and wasn't sure where he would be living, this enhanced Russia's chances no end, and with us western powers bickering over morsels he plunged into Germany leaving him on two centres.

Barry Ibbeson (Italy)

In the beginning my general strategy was to maintain peace with France and Turkey, and ally with Russia and wipe out Austria. Well, post-FOE 12 feelings stopped that. John J would play with me and Shaun quite clearly didn't trust me and it took me a further 5 seasons to establish a rather uneasy peace with him.

A rather interesting picture emerged in 1902. France was attacking on three fronts, Austria was attacking on three fronts, and only the home territories of England and Turkey were not under attack. The situation in the Balkans altered almost daily. Rum belonged to Russia in 1901, Austria in 1902, and Turkey in 1903.

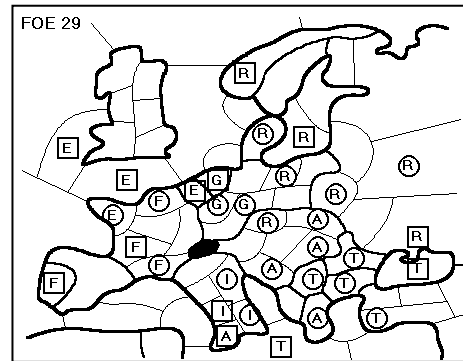
During 1903/04 I made peace with Shaun but was attacked by both Austria and Turkey and was still only on 3 units in 1905 but by that time Austria was in anarchy and Germany down to 2 and my friendship with Russia developing. Russia probably encouraged by the ill feeling between England and France, and England and Germany, attacked England when he should have protected his eastern front and concentrated on taking out Germany and obtaining Austrian territory.

B. Mid-Game - France Prospers

Shaun Derrick (France)

1905-6 was a turning point as Italy wrote to us all bringing our attention to the fact that if we didn't do something then Russia would win, so I also wrote pledging support for England and Germany against the bear, at about the same

time Turkey and Russia started to squabble enhancing our chances that our little minnow alliance would work.



Autumn 1904

I realised that I was now in a strong position behind the front lines, but just as I was to take advantage of my situation Italy supported Russia into Mun against me, this began my war with Italy which was helped by a timely Russian NMR and the fact that Turkey was also Italy's enemy. Because of my war with Italy I allowed my generous heart to run wild watching England (once without a centre in a Spring season) and Germany grow at the expense of Russia, this is where my fatal mistake occurred. I was winning the Italian war so wondered who out of England or Germany should I stab? In Autumn 1912 my golden opportunity was there, I ordered A(Sil)-Ber and A(Mun)-Kie, this would have seriously weakened Germany and allowed Russia to stay alive, and hold England, but for some uncanny ridiculous reason of faithfulness I changed my orders at the last minute, I didn't stab Germany. I knew I should have done it when I received the next copy of FOE.

Italy was destined to fall with Turkey coming back from the Russo-Italian onslaught helping me to divide the spoils, so with England and Germany together matching me in strength but having a strategically better position against me I tried to get one to ally against the other, well both actually. They both declined, as ever since the demise of Russia I was the centre of attention as being the strongest country on the board.

John Clarke (Turkey)

Then it all became very complex. France suddenly got lucky in Mun and elsewhere and used the extra pieces to come steaming into the Med instead of mopping up England with Russia as I would much have preferred him to do. Italy got it right, again, and whilst not a major threat, was certainly not looking as moribund as in

1904/5. And of course, I had just let my "steamroller" ally know my real plan. So, no friends, a bit of bad luck in the Med. and suddenly I was faced with a hostile Russia and French and Italian connivance (I don't think it was ever a true alliance) in the Med. Nevertheless, I managed, and by pure force of numbers gained control of the Balkans by 1907 despite a very worrying combination of alliances being struck without my participation. If I am right, the links went something like Italy and Russia vs. Turkey and France, France and Italy vs. Turkey, England and France vs. Russia and Germany. But that set-up did not last long - thank goodness.

1908-1910 saw Turkey's fortunes change again. France was finally, in 1908, persuaded to rat on Italy; Russia stretched herself way too far into ENG, with no serious support, and then missed with an NMR. France turned (briefly) to Germany for support and with Russia's NMR gained four centres. So, some good, some bad news. My strong neighbour had been cut down nicely, I had the beginnings of a solid alliance with France and was looking to expand both west and north and what did I do? NMR! I lost 3 bases and could no longer direct traffic to my own advantage. Italy and Russia seized their opportunity to repay old scores, and whilst France was friendly, she was not providing help and was happily building power bases throughout Europe and then Med. But slowly, through the Turkey / France alliance I was able to recover to 8 bases by 1915.

Meantime France had prospered to 11 bases in 1912 (from 3 in 1905!). Fortunately, Russia and a resurgent Italy managed to slow and finally stop France by 1915, but Italy's efforts allowed me back into the Balkans and my recovery was able to continue. France and I were still allies at this stage but as the English / German duo got rolling France had to divert more and more attention to the problem and was less useful to me. However, our combined efforts were just enough to achieve the final break-through into Italy - or so I thought.

Bob Kendrick (Germany)

The second stage of the game began in Spring 1906 when I sent the same letter to England, France and Italy in a final attempt to organise resistance to Turkey and Russia, I suggested a detailed plan which gave all parties some prospect for growth and the suggestions were followed with pleasing results. During the next few years we gradually pushed back Russia and Turkey; this improvement being highlighted by

the growth of France. I was able to develop a good alliance with France but this did mean that there were French units camped in my homeland as this was the only way to evict the Russians. My balancing act with France was further complicated by the ever-present embers of France/English suspicion and I was continually having to defuse the situation as the Eastern threat was still too strong for open warfare to break out in the west. Fortunately, the growth of Italy up to 1911 always posed a threat to France and this factor enabled myself and England to convince France that he must concentrate upon the south. By the close of 1912 all three of us had benefited from the alliance, France had reached his peak whilst me and England had returned to respectable positions. The situation in the east was also much more favourable with Russia being on the way out and Turkey still trying to recover from his disastrous NMR of 1910.

Barry Ibbeson (Italy)

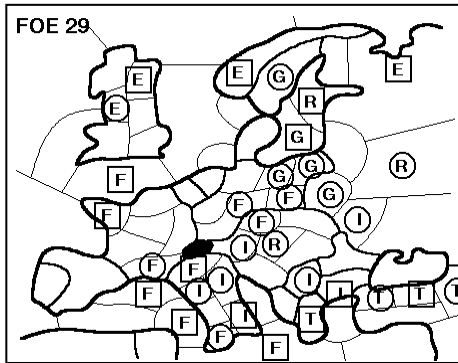
In 1906/07 it all changed as England and France, England and Germany, kissed and made up and Russia was far too stretched defending a front stretching from corner to corner. This, by the way, was back in April 1981. England was down to one fleet in 1908 and France turned to German and English centres for rapid gains. Italy stabbed France and accelerated the deteriorating situation. I stabbed far too early although Shaun was going to go after me anyway, but I should have concentrated on crushing Turkey.

Russia rather stupidly NMR' d in 1909 and out of the blue rang me up and offered his units so it was now me against the rest as France was helping Germany and then when others would have taken all English soil with him still only on one unit, made peace and allowed George back into the game. Also the situation between me and Turkey was almost irreparable although I attempted. I was therefore the meat in then sandwich.

Now ordering two countries units is not a easy as you may think. You have the fear that if you advance your ally quickly, he might come back and take over, he can also pass the units onto someone else and it is not always possible or desirable to arrange to change centres from him to you. Bob managed to run two countries successfully in FOE 39 but he didn't have any opposition.

During 1910/11/12 both France and I were relatively strong but blinkered ourselves to what was happening elsewhere and concentrated on

fighting each other. I should have tried to secure my frontier and finish off Turkey key whilst he should have done likewise and wiped out England and Germany. But as France swarmed over me an England/German alliance developed and moved on France. By 1914 France occupied all Italy but had lost all his gains in England and Germany. Turkey advanced in the Balkans.



Autumn 1912

C. End-Game - German Dash for Victory

Bob Kendrick (Germany)

1913 marked the start of the final stage of the game for me and communications really buzzed in the spring of that year. I had been hoping to postpone my stab on France until at least the autumn, but Shaun was insisting that I support his attack upon England. My lack of naval power meant that such an attack would have seriously damaged my expansion and so the timing of the stab was set by Shaun himself. Even though the decision had been made it was still obvious that I was about to embark upon a very risky enterprise, but unexpected help was at hand.

Italy informed me that he had been ordering the Russian units for some years and he agreed to my plan for the attack on France. The stab worked perfectly, and the end of the year saw the French growth checked and the Anglo/German alliance still quietly expanding. During the next few years our alliance continued to flourish though it must be admitted that this process was greatly added by the continuation of the Franco/Italian hostilities. Italy was having a rather hard time as he was being squeezed by France and Turkey, thus allowing me to offer my assistance and pick up some of the pieces. This does bring me into conflict with Turkey by 1916 but that was inevitable, and not particularly daunting in view of then static Turkish play.

Following my stab on France I had two possible game endings in mind i.e. an Anglo/German

draw or an outright German win. In normal circumstances I would not have considered the former but the fact that England and myself had together risen from the dead did tend to cloud the issue. From 1913 up to the close of 1918 England had never attacked as vigorously as I would have wished, and he seemed to be continually looking over his shoulder at my expansion. He started to seek greater safeguards and the crunch came at the end of 1918 when, following the return of Italy to my clutches after his brief flirtation with Turkey, I managed to make three quick gains. England was now lagging three centres behind and, even though I built all armies as I had promised, he demanded that he must occupy NTH and Bel. I believe that the English aim was defensive but with only one fleet I could not take the gamble. I stabbed England the following season. The stab was very successful, I also stabbed. Italy at the same time, and the closing years were merely taken up by my ensuring that I gained that final vital centre.

That is the story of the German victory but what of my opponents? I have a great deal of respect, and a certain amount of sympathy, for Shaun. Possibly his only real mistake was in not negotiating peace with Italy, had he done so he could have used the corridor that he had already made into Austria, Russia etc. and still have been able to attack England. Had there been no Italian pressure upon France then there would have been little that I could have done to prevent Shaun gaining victory.

George is so rigid and defensive that his fate in this game must be his usual reward. Once he has made a decision, to ally or to punish a stab (real or imaginary!) he allows the feelings generated to cloud his tactical judgement.

Barry flattered to deceive, perhaps lack of application was the main cause of his downfall but he also tends to throw in a totally unexpected twist on occasions, fine in an opponent but not very reassuring in an ally!

That just leaves the two Johns in the east and I deliberately lump them together because of the number of errors that they both committed. J.J. reached 12 centres in 1905 and somehow managed to leave himself no room to make three builds, mitigating circumstances perhaps that year but he then compounded the error by repeating the situation in the following year. I do not know when he actually handed control of his units to Italy (an act I fail to understand in such an interesting game) but it seems likely that his interest started to wane following those disasters. What of J.C.? Well, he made the effort

to stay in the game when he went abroad and he did not shirk his diplomatic duties. After those plus points it is downhill all of the way as he made tactical blunder upon tactical blunder and seemed to learn nothing from our four year course in the do's and don'ts of Diplomacy. I lost count of the number of units that he was forced to disband due to a lack of retreat orders and his orders in the last couple of years, when he could have ensured a draw, must have driven Shaun and George to distraction.

Oh! I nearly forgot Malcolm who played Austria. He got off to a good start, sent perhaps the most interesting letters of all my opponents in this games and I was sorry to see him depart our midst. What would have happened if he had stayed the course -: would we be anticipating the start of the fifth year?

John Clarke (Turkey)

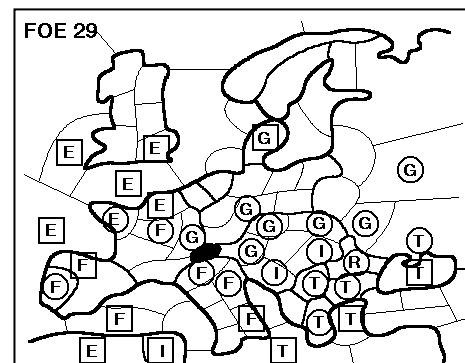
1915 was a perfect year for Turkey. France lost bases to what was looking an irresistible England / German alliance; I "misorder" in the Med. and both Italy and France lost influence; Russia was now virtually out and only England and Germany looked dangerous and I thought they couldn't stay friends for much longer! In 1915 I again felt the future outlook was good! So my strategy was clear. Mop-up and expansion against Italy and Russia, with even now, some French help, and split the England / German alliance.

Then a shock. Who is ordering the Russian pieces? Germany tells me France is. Italy says he is. Who cares? I didn't and regretted it immediately. Italy and Russia combine or were one - who knows - and I lose Sev. I tried and tried, as did France to break the England / German alliance to no avail. Russia And Italy became spent forces And no one except England could stop Germany. 1918 saw a German breakthrough and still the English stab didn't come. 1920, and England realised he had waited too long as the German knife slipped smoothly in. A few weak moves from me and the end soon became inevitable.

So, well done Germany. An amazing recovery, Did R. Sharp aid your renaissance or was that claim a hoax? Did Italy or France play the Russian pieces? Who sent me the forged letter purportedly from Germany? Great stuff, all the way through! I obviously would have enjoyed it mere had I been able to make a few telephone calls and really know who was lying to whom. There were some brilliant moves - England and France's rapid decimation of Russia in England; Austria's opening sequence as well as

Germany's efficient ending. There were also some spectacular cock-ups and NMR's but on balance it ranks as the most fascinating game I have ever been involved in.

My best regards to Italy for never giving up and being remarkably inventive (dammit) just when I thought he was down and out. Also, to Austria who was totally professional in his double-handed moves and to Russia who's early advance; north & west was probably one of the most rapid I have ever seen. Many thanks to France for being a good ally at a crucial point for Turkey, the game would have been a shadow of what it was without it. England? What. can I say? I only wish you had been my ally. Why did you not heed our advice and get Germany when you had the chance? Congratulations Germany - you well deserved your win. Richard, many thanks for doing your normal totally excellent job as GM and thanks to everyone for putting up with my moves around the Far East and correspondence complexities.



Autumn 1916

Shaun Derrick (France)

From then on, they started wearing me down and Turkey joined in half-heartedly. Desperately I wrote to all in an attempt to stop the plunder, I said I would "throw the game" to Turkey, but I couldn't even if I wanted to, he was too incompetent to take advantage. of such gifts, and German letters to him must have had the desired effect. I even sent some signed sheets of paper to England hoping that he blundered his moves by falsely handing my units over to him, it helped but he was not to be the danger. Germany slowly encompassed Russia and Austria, pushing the Turks back and inevitably stabbed England. I had warned him it would happen - so George then handed his units over to me. I was very sceptical at first thinking he was trying to give me a taste of my own medicine, so I cautiously sent in both sets of orders, it was no hoax! It was far too late though, even Turkey realised that something

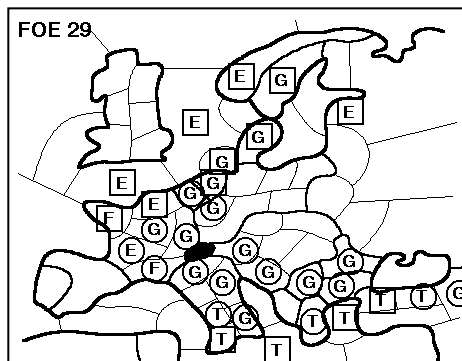
had to be done, but again his incompetence or inexperience let the side down, I moved into Swe hoping to establish an elongated front against Germany but only succeeded in holding up the inevitable win for a year.

Congratulations to Bob, you rat, despite not building in A01 and NMRing three times. This I feel is a very good example of how Diplomacy should be played and I thoroughly enjoyed it. Thanks also to Richard whom I'm sure also enjoyed the game, even believing the game to be a hoax at one stage.

Barry Ibbeson (Italy)

During the next few seasons a pink / black line moved down the board and I attempted to organise Shaun but ;the mutual mistrust aspect was against this. By 1916/17 I attempted to hang on to Germany's shirt tails in hope of survival whilst encouraging England to move east though he really had too many fleets. I disappeared in ignominy in 1919.

This was an absolutely fascinating game. Each country in its turn appeared to be in a strong position and several picked themselves off the floor after being down and out (or let off the hook). Many thanks to you all for the game. Many thanks to our GM for his excellence - you will be sadly missed. Sorry for all the errors and bad play - FOE 29 has convinced me that Diplomacy is just not my game so I'm joining my son in the computer game field. Congratulations to Bob, a worthy winner who proves the point that you can only win if you communicate. A special word for John C. who survived and came 2nd (if there is such a thing) although he travelled the world. Hope business picks up Shaun. John J.- you're weird and shouldn't be playing; and to George - your one and only letter will live in my memory for over!



Autumn 1921

Richard Hucknall (GM)

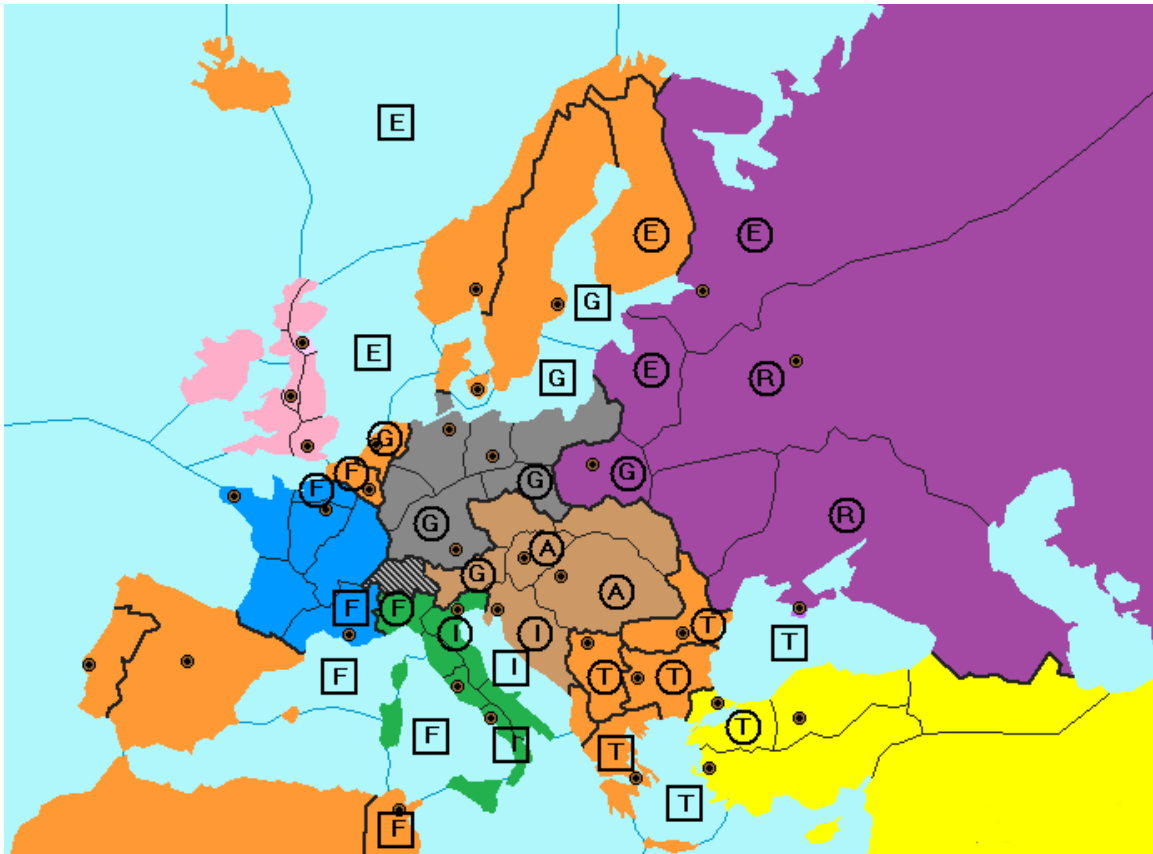
I confess that it is games like this that I shall miss GMing when FOE finally folds. As Bob points out, there were many mistakes but these did not detract from the most enjoyable aspect of the game - the fluidity. One only has to look at the supply centre chart to see just how many changes there were in the game.

At one stage England was down to one centre (and in fact was at one point without any units!) but still recovered to a peak of 9 centres before the German stab. France climbed from 3 centres in 1905 to 11 in 1912 and then fell to 3 again before finishing on 4. Italy struggled for the early years barely getting above 3 centres, but he in turn reached 9 centres in 1911 before the rot set in and elimination arrived in 1919. Russia got away and was on 12 by 1905, an incredible performance, but he was the second player to be eliminated reaching his end in 1918. Turkey grew steadily and was on a respectable 9 by 1907. before he was cut down to 4 in 1911, ending of 7 units.

The German story was just as remarkable. Off to a good start he failed to order any builds and so was cut down to 2 centres from 1904 until 1909. His recovery to win this game ranks alongside past great wins in FOE such as Bob Tucker's win as Russia when he didn't get his first build until 1903, and Robin Wilkins' feat in taking his Turkey from 2 centres to a win.

I don't intend running through the events of the game as these have been fully documented in the previous reports. However, there are one or two points which need clarification. It was Italy that was ordering Russia's units for about half the game, and I felt that Barry did not use them to the most useful effect. Towards the end of the game the English units were ordered by France. I never believed this game to be a hoax although Shaun tried to make it out as one in the later stages.

So, it's goodbye to this long-running game. I make no apologies for saying that I'm sorry it has finished as I have really enjoyed running it. I hoped it would be the final FOE game to end but that was probably a liittle hopeful. Congratulations to Bob on his win, and grateful thanks to all the other players for such an enjoyable game.



2023BB All The Madmen (Autumn 1903)

AUSTRIA-HUNGARY (Neil Kendrick)
A(Tri) s A(Vie) (CUT, DISLODGED TO Bud); A(Vie) s A(Tri)

ENGLAND (Lindsay Jackson)
A(StP) s A(Lvn) - Mos; A(Lvn) - Mos (FAILED);
A(Nwy) - Fin; F(NTH) - Den (FAILED); F(BAR) -
NWG

FRANCE (Mike Benyon)
A(Bel) - Bur (FAILED); A(Pic) - Bur (FAILED); A(Mar)
- Pie; F(GoL) s A(Mar) - Pie; F(WMS) - TYS; F(Tun)
s F(WMS) - TYS

GERMANY (Toby Harris)
F(GoB) Stands; F(BAL) - Den (FAILED); A(Hol) - Bel
(FAILED); A(Pru) - War; A(Sil) s A(Pru) - War;
A(Mun) - Tyr

ITALY (Colin Smith)
F(ADS) s A(Tyr) - Tri; A(Ven) s A(Tyr) - Tri; A(Tyr)
- Tri; F(ION) - Nap

RUSSIA (Simon Billenness)
A(Sev) s A(Mos); F(Rum) Stands* (DISLODGED -
DISBANDED NRP); A(Mos) s A(War) (CUT); A(War)
s A(Mos) (CUT, DISLODGED TO Gal)

TURKEY (Neil Duncan)
A(Alb) - Ser; A(Ser) - Rum; A(Bul) s A(Ser) - Rum;
F(BLA) s A(Ser) - Rum; F(Gre) Stands; F(AEG)
Stands

Autumn 1903 Adjustments:

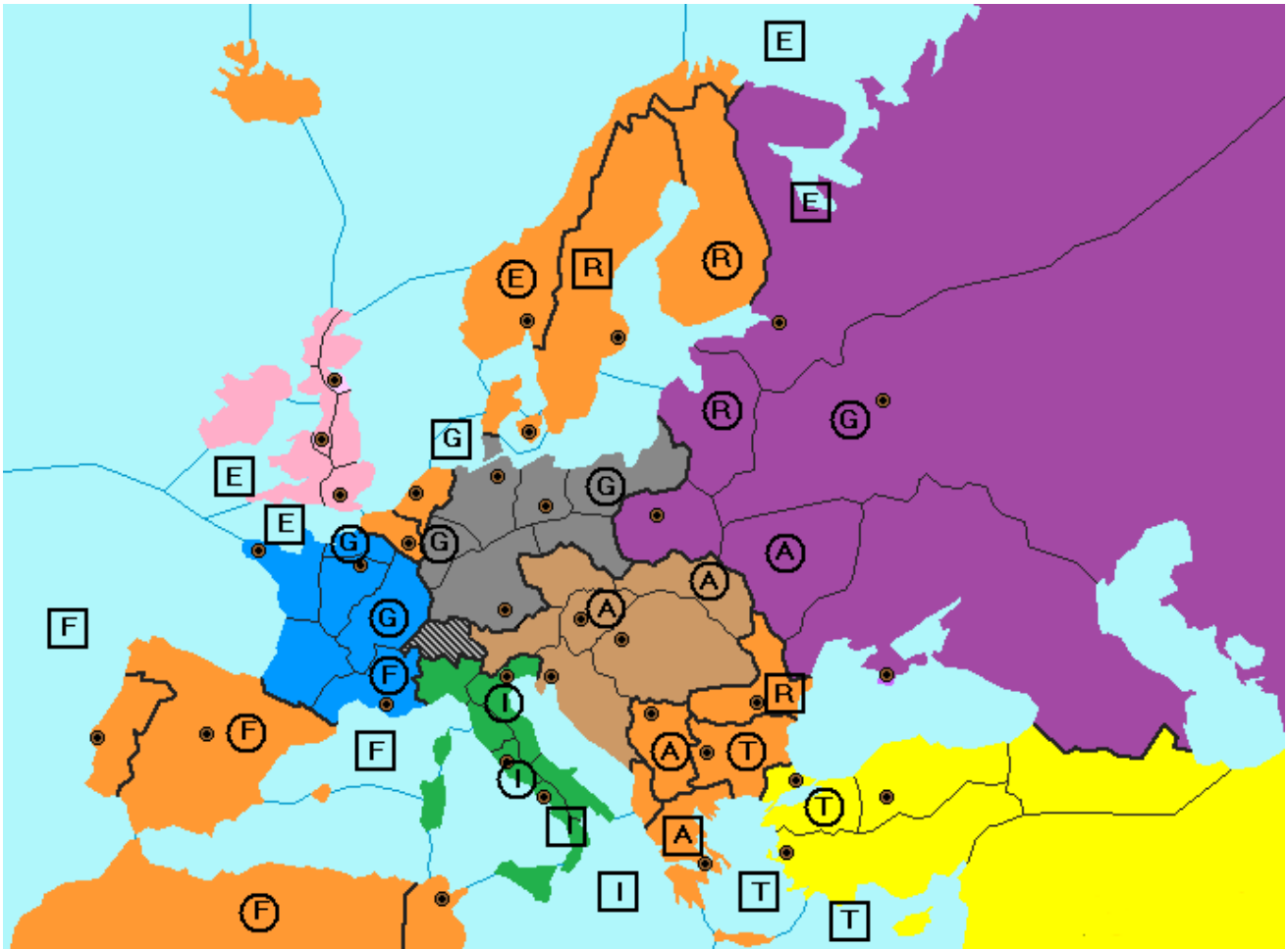
A: Bud, Vie -Tri = 2; Loses 1.
E: StP, Nwy, Edi, Lon, Lpl = 5; No change.
F: Bel, +Tun, Por, Spa, Bre, Mar, Par = 7; Gains
1. Builds F(Mar).
G: Hol, +War, Swe, Ber, Den, Kie, Mun = 7; Gains
1. Builds A(Mun).
I: Ven, +Tri, Nap, Rom, -Tun = 4; No change.
R: Sev, Mos, -War, -Rum = 2; Loses 2. GM
Removes A(Gal).
T: Ser, +Rum, Bul, Gre, Ank, Con, Smy = 7; Gains
1. Builds A(Con).

Press:

Italy - the rest: I didn't realise this was now
Gunboat, I know I messed up, the trouble with
being in a cottage in the middle of nowhere,
realising you haven't done your dip orders, and
trying to do then on a mobile phone on a bad
connection, I hope we can speak again.

Italy to France: such a shame we could have
worked together.

Italy to anyone who will listen: I would like to
have a game of diplomacy.



2023BC Big Brother (Spring 1903)

AUSTRIA-HUNGARY (Scott Camplin)
A(Bud) - Gal; A(Gal) - Ukr; F(Gre) s ITALIAN F(ION)
(CUT); A(Ser) s F(Gre); A(Tri) - Vie

ENGLAND (John Galt)
F(StP) nc s A(Nwy) (CUT); F(BAR) s F(StP) nc;
A(Nwy) s GERMAN F(Den) - Swe (MISORDER);
F(Wal) - IRI; F(NTH) - ENG

FRANCE (Civil Disorder)
A(Spa) Stands ; A(NAf) Stands ; F(GoL) Stands ;
F(MAO) Stands ; A(Mar) Stands

GERMANY (Hans Swift)
A(Bel) - Pic; A(Kie) - Ruh; F(Den) - HEL; A(Ber) -
Pru; A(Mun) - Bur; A(War) - Mos

ITALY (Derek De Rooy)
A(Ven) - Rom; A(Pie) - Ven; F(Nap) s F(ION);
F(ION) s Austrian A(Gre) (MISORDER - NO SUCH
UNIT)

RUSSIA (Hugh Polley)
F(Swe) - Nwy (FAILED); F(Rum) s TURKISH A(Bul);
A(Lvn) - StP (FAILED); A(Fin) s A(Lvn) - StP

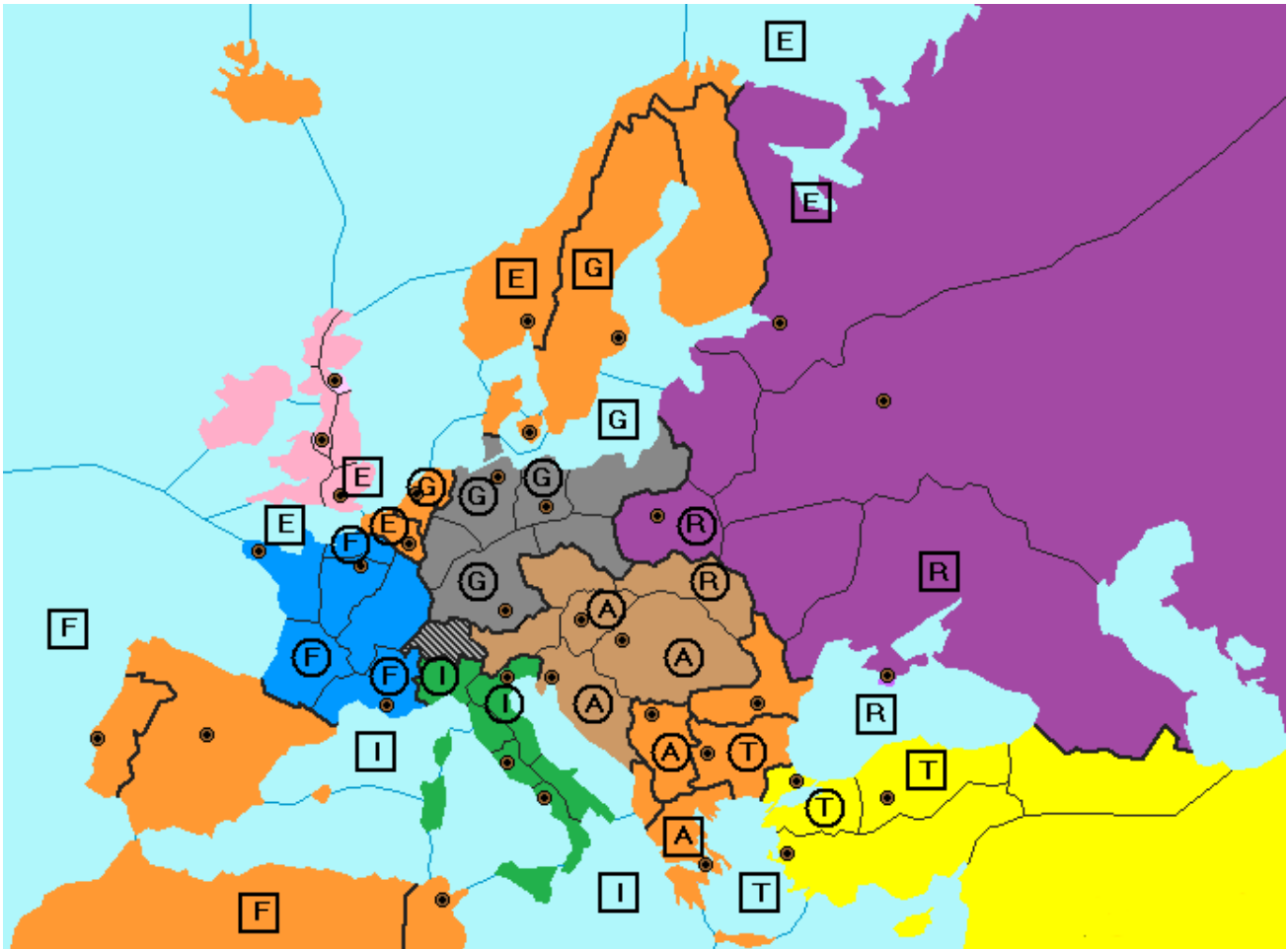
TURKEY (Kevin Wilson)
A(Bul) s F(AEG) - Gre; A(Con) s A(Bul); F(AEG) -
Gre (FAILED); F(EMS) - ION (FAILED)

By common acclamation it has been agreed that the record will show that Paul Milewski is proclaimed the victor in the game "Blackstar". Long live Big Brother.

Press:

London to world: The king orders all flags at half-mast to honour the passing of the French president, and we hope that the riots in Paris will be brought under control soon.

Turkey to all: I didn't jump in on the discussion on proceeding after Paul's death. I was fine with where the group seemed to be headed so additional input didn't seem needed.



2023BE Candidate (Autumn 1902)

AUSTRIA-HUNGARY (Gavin Begbie)
A(Bud) - Vie (FAILED); A(Ser) s F(Alb) - Gre; F(Alb) - Gre; A(Tri) s A(Ser)

ENGLAND (Paul Simpkins)
F(BAR) s F(Nwy) - StP nc; F(Nwy) - StP nc; F(NTH) - Nwy; A(Bel) Stands; F(ENG) - Pic (FAILED)

FRANCE (Richard Jackson)
F(MAO) - Naf; F(Bre) - MAO; A(Pic) - Bre (FAILED); A(Gas) - Bre (FAILED); A(Bur) - Mar

GERMANY (Jason Finch)
F(BAL) - Den (FAILED); F(Swe) - Den (FAILED); A(Sil) - Mun; A(Kie) s A(Hol); A(Hol) s ENGLISH A(Bel)

ITALY (Dominic Braithwaite)
A(Pie) Stands; A(Ven) Stands; F(TYS) - GoL; F(ION) Stands

RUSSIA (Joseph Stark)
A(Gal) - Vie (FAILED); F(StP) sc Stands* (DISBANDS); A(Ukr) - War; F(BLA) - Ank (FAILED); F(Sev) - Rum (FAILED)

TURKEY (Paraic Reddington)
F(Ank) - BLA (FAILED); A(Con) - Bul (FAILED); A(Bul) - Rum (FAILED); F(AEG) s AUSTRIAN F(Alb) - Gre

Autumn 1902 Adjustments:

A: Bud, Ser, +Gre, Tri, Vie = 5; Gains 1. Builds A(Vie).

E: +StP, Nwy, Bel, Edi, Lon, Lpl = 6; Gains 1. Builds F(Lon).

F: Mar, Por, Spa, Bre, Par = 5; No change.

G: +Swe, Mun, Kie, Hol, Den, Ber = 6; Gains 1. Builds A(Ber).

I: Ven, Tun, Nap, Rom = 4; No change.

R: War, Sev, Rum, Mos, -StP = 4; Loses 1. No change.

T: Ank, Con, Bul, Smy = 4; No change.

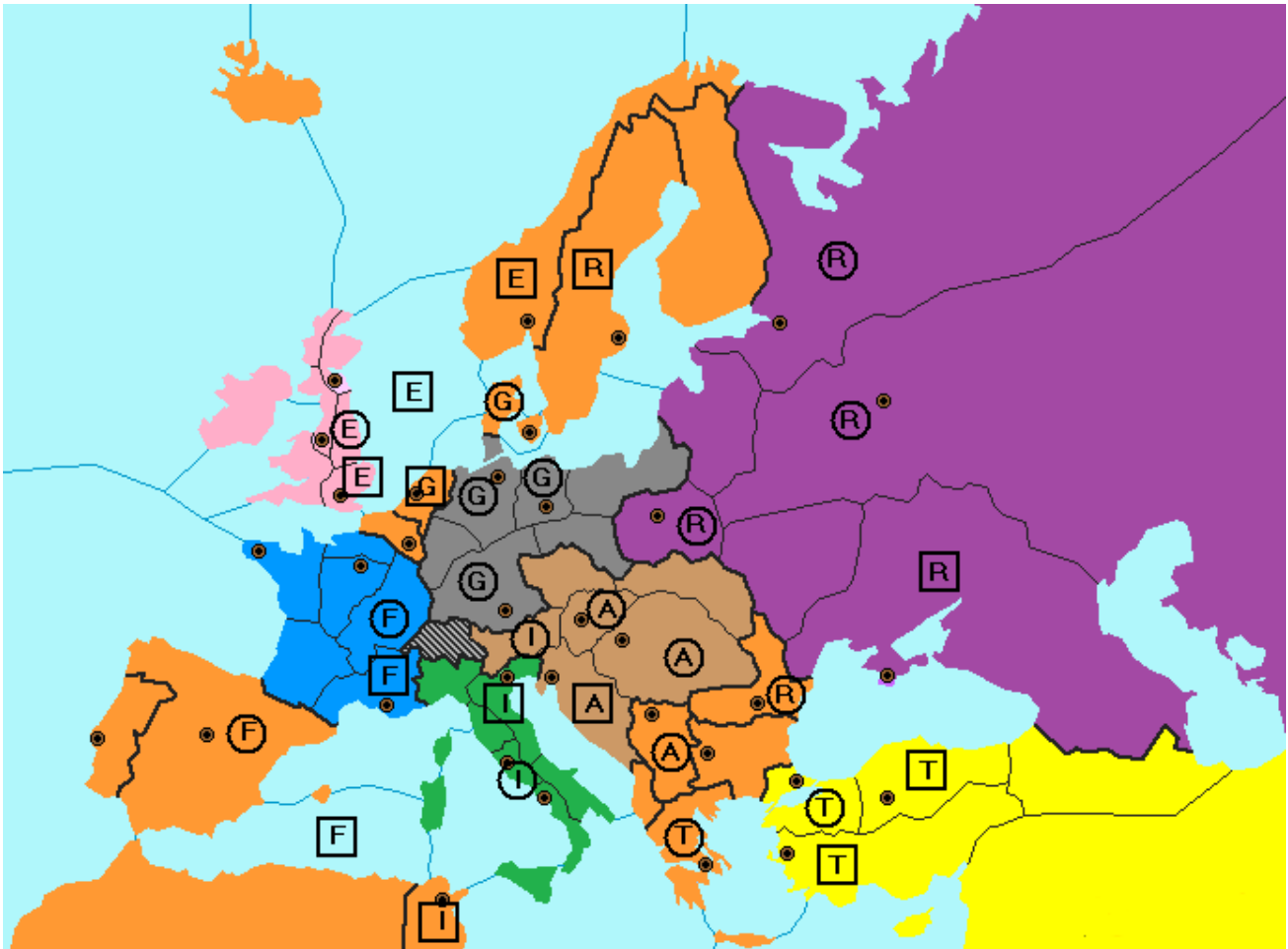
Press:

France - Italy: Really!

France - Germany: Freunde?

France - England: C'est la vie

GM: Note from Turkey - I am travelling between 24/7 and 7/8 and will likely have no internet.



2023BF Diamond Dogs (Autumn 1901)

AUSTRIA-HUNGARY (Hugh Polley)
A(Vie) - Gal (FAILED); A(Ser) - Bul (FAILED); F(Tri) - Ven (FAILED)

ENGLAND (Jack McHugh)
F(NTH) c A(Yor) - Bel; A(Yor) - Bel (FAILED);
F(NWG) - Nwy

FRANCE (Martin Davis)
F(MAO) - WMS; A(Mar) - Spa; A(Bur) s ENGLISH
A(Yor) - Bel (CUT)

GERMANY (Alexandre Marcondes)
A(Kie) - Den; A(Mun) - Bur (FAILED); F(Hol) - Bel
(FAILED)

ITALY (Caetano Darwin)
A(Ven) - Tyr; A(Rom) - Ven (FAILED); F(ION) - Tun

RUSSIA (Vick Hall)
F(Sev) s A(Ukr) - Rum; A(Ukr) - Rum; A(War) - Gal
(FAILED); F(GoB) - Swe

TURKEY (John Trevor-Allen)
A(Bul) - Gre; A(Con) - Bul (FAILED); F(Ank) Stands

Autumn 1901 Adjustments:

A: Vie, +Ser, Tri, Bud = 4; Gains 1. Builds A(Bud).
E: +Nwy, Edi, Lon, Lpl = 4; Gains 1. Builds F(Lon).
F: +Spa, Bre, Mar, Par = 4; Gains 1. Builds F(Mar).
G: +Den, Mun, +Hol, Ber, Kie = 5; Gains 2. Builds
A(Ber), A(Kie).

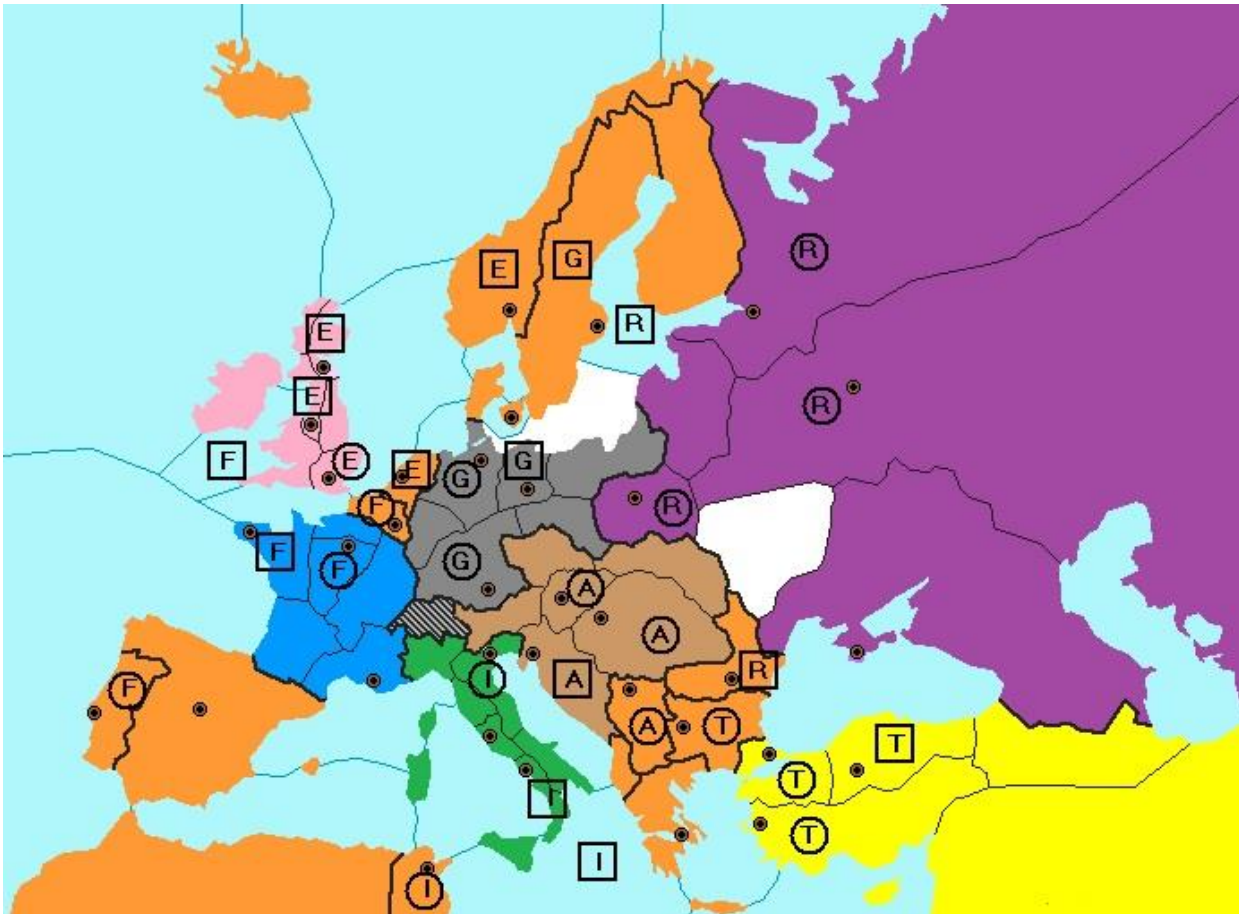
I: Rom, +Tun, Nap, Ven = 4; Gains 1. Builds
F(Ven).

R: Sev, +Rum, War, +Swe, Mos, StP = 6; Gains 2.
Builds A(Mos), A(StP).

T: +Gre, Con, Ank, Smy = 4; Gains 1. Builds
F(Smy).

Press:

Anon: Double stab on Spring '01, always a sight to
behold.



Black Hole Dip II Everyone Says Hi! (Autumn 1901)

AUSTRIA-HUNGARY (John Tait)
A(Vie) - Gal (FAILED); A(Ser) - Gre (FAILED); A(Tri) -
Ser (NO SUCH UNIT); F(Tri) Stands u/o

ENGLAND (Christian Dreyer)
A(Yor) - Lon; F(NTH) - Hol; F(NWG) - Nwy

FRANCE (Alexandre Marcondes)
A(Bur) - Bel; F(ENG) - IRI; A(Spa) - Por

GERMANY (Kevin Wilson)
F(Den) - Swe; A(Ruh) - Mun; A(Kie) s F(Den) - Swe

ITALY (Mog Firth)
A(Ven) - Tri (FAILED); A(Apu) - Tun; F(ION) c
A(Apu) - Tun

RUSSIA (Philip Murphy)
F(GoB) - Swe (FAILED); F(Sev) - Rum; A(War) - Gal
(FAILED); A(Ukr) S F(Sev)-Rum

TURKEY (David Partridge)
A(Bul) - Gre (FAILED); A(Con) - Bul (FAILED);
F(Ank) - Con (FAILED)



Space 69 = Ukraine. Therefore, **Ukraine is now a Black Hole!** Which means **Russian A(Ukr) is destroyed!** (Russia can immediately rebuild as it is an Autumn season).

Autumn 1901 Adjustments:

A: Vie, +Ser, Tri, Bud = 4; Gains 1. Builds A(Bud).
E: Lon, +Hol, +Nwy, Edi, Lpl = 5; Gains 2. Builds F(Edi), F(Lpl).
F: +Bel, +Por, Bre, Mar, Par = 5; Gains 2. Builds F(Bre), A(Par).
G: +Swe, Mun, Kie, Ber = 4; Gains 1. Builds F(Ber).
I: Ven, +Tun, Nap, Rom = 4; Gains 1. Builds F(Nap).
R: +Rum, War, Mos, Sev, StP = 5; Gains 1. Builds A(StP), A(Mos)
T: +Bul, Con, Ank, Smy = 4; Gains 1. Builds A(Smy)

Intimate Diplomacy Tournament

Game One (Pre-Spring 1902)
Will Haughan (TURKEY) vs. Alexandre
Marcondes (FRANCE)

1902 Bids	Will (17)	Alexandre (12)
Austria	7	5
England	0	1
Germany	5	1
Italy	0	5
Russia	5	0
Remaining Points	0	6

Game Two (Pre-Spring 1902)
James Hardy (AUSTRIA) vs. Edward Richards
(ENGLAND)

1902 Bids	James (21)	Eddy (13)
France	2	2
Germany	5	4
Italy	7	2
Russia	2	3
Turkey	5	2
Remaining Points	4	10

Game Three (Pre-Spring 1902)
Richard Williams (ENGLAND) vs. Brian Frew
(RUSSIA)

1902 Bids	Richard (14)	Brian (13)
Austria	4	5
France	1	1
Germany	4	5
Italy	2	1
Turkey	4	3
Remaining Points	8	3

Game Four (Pre-Spring 1902)
Mog Firth (FRANCE) vs. Geoff Wilde (RUSSIA)

1902 Bids	Mog (22)	Geoff (17)
Austria	5	2
England	8	1
Germany	5	8
Italy	2	1
Turkey	2	7
Remaining Points	7	2

UK Games Conventions

28th-30th July 2023:
HandyCon, Delta Hotels by Marriott, Milton
Keynes. See www.handycon.co.uk for details.

23rd September 2023:
Raiders of the Game Cupboard, Waterside
Community Centre, Burton upon Trent. See
www.raidersofthegamecupboard.co.uk for
details.

29th September-1st October 2023:
Shake, Battle and Roll (formerly Stabcon:
South), DoubleTree by Hilton Hotel,
Southampton. See
www.shakebattleandroll.com for details

7th October 2023:
TringCon, Marsworth Millenium Hall,
Marsworth, nr. Tring. See www.tringcon.org for
details. I hope to attend TringCon. Would it be
possible to get a game of Diplomacy going?

27th-29th October 2023:
HandyCon, Delta Hotels by Marriott, Milton
Keynes. See www.handycon.co.uk for details.

3rd-5th November 2023:
MidCon, Derby Mickleover Hotel, Mickleover.
See www.fbgames.co.uk/Midcon for details.
My plan is to attend MidCon, hopefully with my
son Freddie.

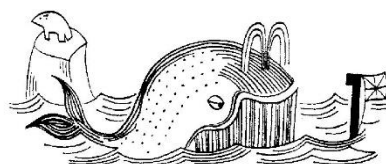
11th-13th November 2023:
GridCon, Holiday Inn, Taunton. See
gridcon.co.uk for details

19th-21st January 2024:
HandyCon, Delta Hotels by Marriott, Milton
Keynes. See www.handycon.co.uk for details.

23rd-25th February 2024:
SoRCon, Holiday Inn, Basildon. See
www.sorcon.co.uk for details

3rd-7th April 2024:
BayCon, Exeter Court Hotel, Kennford. See
www.facebook.com/groups/baycon/ for details

[Thanks to Dane Maslen for compiling all these
events]



Changes to House Rules

A Version 2 of the House Rules is now available. The substantive changes are in the excerpt below.

4. No Moves Received (“NMR”), Civil Disorder and Replacement Players

4.1 Failure to submit orders by the deadline will usually result in an NMR (“No Moves Received”), subject to rule 4.6 below.

4.2 I will not start a game with a NMR, even if it means holding the game over and finding a new player.

4.3 Two successive NMR's means that the offending player has left the game. The general rule is that if this happens the country will be placed in Civil Disorder, subject to rule 4.6 below.

4.4 When a country goes into Civil Disorder all its units will stand unordered but may be supported by other players.

4.5 **NMRs ruin games.** I will endeavour to remind all players once or twice before the deadline. I reserve the discretion to prompt a potentially NMRing player to send in some orders in order to protect the integrity of the game, but I don't guarantee that I will, it depends how busy I am.

4.6 **If a player NMRs up to and including Spring 1902, then I will advertise for a replacement player to send in orders to take over in the result of a dropout.** If the player does indeed dropout, I will hold the game over for one season to enable the replacement player to get into the game. A similar process will be followed if a person resigns from the game (or sadly dies) up to and including Spring 1902.

4.7 In the very unfortunate event that a player were to die whilst a game is in progress, the protocol will be to declare that player to be the winner of that particular game, but for the game to continue from its existing position under a new designator. I doubt any games player would ever want their own untimely death to stop a game of Diplomacy.

There are also some other minor changes. The full House Rules are available on www.godsavethezine.com or on request.

Waiting Lists

Regular Diplomacy (Game “F”) (2 wanted): Doug Kent, Joseph Stark, Lars Huth, Pete Doubleday, Leif Kjetil Tviberg. Would be nice to get this game going.

1958 Original Diplomacy (5 wanted): Rules in issue 4. Martin Davis, Alexandre Marcondes. A rare opportunity to find out what the original game was like. Last call for this one...

Sail Ho! II (3 wanted – rules in issue 6): John Tait. This is a 4-player variant. No one else – only 3 needed? Last call.

Mercator XIV (17 wanted): Anyone want to join an expression of interest list for Mercator? It does require 17 players though, or we could find a version for fewer?

Bus Boss (Cyprus): Brendan Whyte. To be GM'd by Jed Stone.



Email: godsavethezine@gmail.com

DEADLINE

Friday

1st September 2023

Deadline for Intimate Diplomacy
is **Friday 18th August**

Deadline for **Late Orders!** is
Tuesday 22nd August

LATE ORDERS!

A sub-zine constituting
The last earthly remains of the zine
formerly known as Last Orders!

Compiled by Simon Langley-Evans
Email for all orders lastordersdip@gmail.com

Issue 50. July 2023

Next deadline: **2000 BST 22nd August**

Note that there will be no reminders sent out. Meeting the deadline is the responsibility of the players.

We start this issue with the very sad news of the death of **Paul Milewski**. Paul was quite recently diagnosed with prostate cancer and sadly passed away following some surgery at the end of June. Paul was a very thoughtful player of Diplomacy and won the respect of many of us with his negotiating skills and intelligence. He was always the GM's favourite too-as his orders would always come in well ahead of the deadline and very clearly presented. Paul was a player in several Last Orders! games, including both remaining standard Dip games that were carried over to Late Orders.

Standard Diplomacy Games

LO21 Warsaw (2022BC)

The players have agreed, by a majority, to concede the game to Paul Milewski (France).

LO24 Starless (2022BD)

The players have agreed, by a majority, to concede the game to Paul Milewski (Turkey).

Intimate Diplomacy Games

LO22 A Scarcity of Miracles

Brian Frew (Russia) plays Leif Tviberg (England).

Fall 1906

England: F lvp -> wal Bounced with wal (2 against 1). F lon Supports F lvp -> wal, F nth -> edi

Russia: F aeg Holds, F bar Holds, A bel Holds, A ber Holds, F bla Holds, F cly Supports A wal -> lvp, A den Holds, A fin Holds, A hol Holds, A kie Holds, A lvn Holds, F mao Holds, A mos Holds, F nwy Holds, A pic Holds, A pie Holds, A por Holds, A pru Holds, F ska Holds, F tun Holds, A wal -> lvp Bounced with lvp (2 against 1).

Russian mercenaries

France: F eng Holds

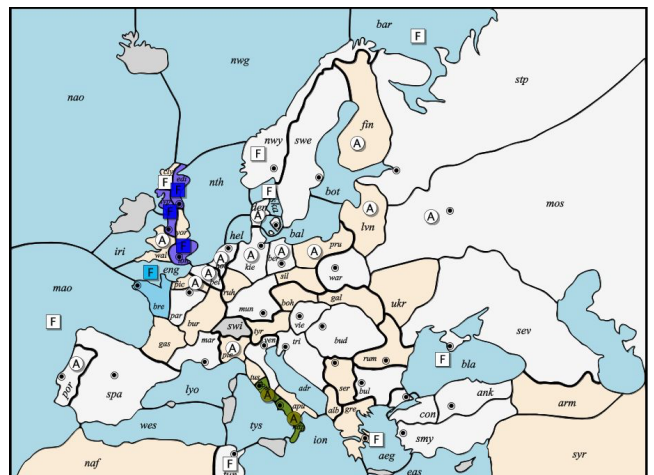
Neutral power

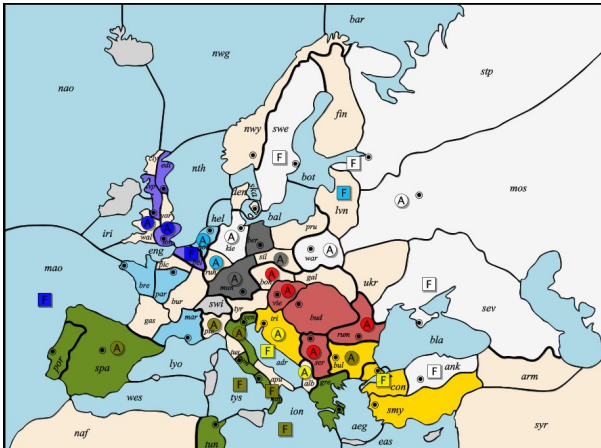
Italy: A nap Holds, A rom Holds

Winter 1906

No builds ordered. Russia is 4 short.

Your next action is to bid for the mercenaries. Leif has a treasury of 21 and Brian has 50 to spend. **Please send your bids no later than August 9th.**





LO26 A Sailor's Tale

Mark Firth (Italy) plays Alexandre Marcondes (England).

Winter 1902

Mark (15) **A-1, F4-, G-4, R-5, T-1**

Alexandre (6) **A-0, F-0, G-0, R-6, T-0**

Alexandre spends 6 and gets Russia. Mark spends 10 and gets Austria, France, Germany and Turkey. He retains 5 in his treasury.

Spring 1903

Sadly, I have not received any orders from Alexandre having waited 48 hours beyond the deadline). His units therefore stand unordered. If he misses the next move, then the game will be forfeit.

England: F den Holds, F eng Holds, F lvp Holds, F lon Holds, F mao Holds Dislodged from wes (2 against 1). A swe Holds

Italy: A bud -> rum, A gre -> bul, A mun -> kie, F nap -> ion, F naf Supports F wes -> mao, F rom -> tys, A spa Holds, A ven -> tri, F wes -> mao

English Mercenary

Russia: A mos Holds, F sev Holds, F stp/sc Holds, A war Holds

Italian Mercenaries

Austria: A ukr -> gal

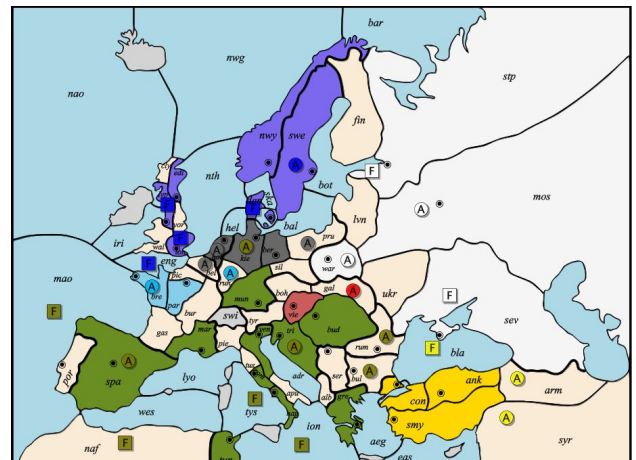
France: A bre Holds, A ruh Supports A mun -> kie

Germany: A ber -> pru, A hol -> bel, A kie -> hol

Turkey: A(Ank) – Arm, F(Arm) – BLA, A(Syr) s A(Ank) - Arm

Summer 1904

England: F mao Disbands NRO



Who Am I- Round 5 of 5

So, we all knew that **Mark Firth** was the winner. The final round determines who gets second place and reveals the identities of the mystery folk for those who haven't got them yet.

Final Round 5 clues (answers for 1 point)

Person 1 Everyone has already identified him as **David Hockney**

Person 2 Everyone has already identified her as **Keira Knightly**

Person 3 Was **Jacinda Aderne**, correctly identified by Niall Litton, Andy Lischett and Paul Smith to complete their sets.

Person 4 Everyone has already identified her as **Margaret Atwood**

Person 5 Was **George Harrison**, as identified this round by Kevin Stokes.

Points

Mark Firth- 16

Niall Litton- 15

Andy Lischett- 14

Paul Smith- 13

Kevin Stokes-11

Incorrect answers offered so far:

Person 1: Banksy, Rembrandt, Turner, Constable.

Person 2: Simon Pegg, William Shatner, Cate Blanchett, Benedict Cumberbatch, Sean Connery, Robert De Niro, Judi Dench, Jodi

Comer, Glenda Jackson, Olivia Colman, Sally Hawkins.

Person 3: Joseph Stalin, Adolf Hitler, JFK, Mao Zedong, Donald Trump, Boris Johnson, Theresa May, Tony Blair, Gordon Brown, Nicola Sturgeon, Matteo Renzi, Sanna Marin, Nancy Pelosi, Queen Elizabeth II, Angela Merkel.

Person 4: Dean Koontz, Kazuo Ishiguro, Salman Rushdie, Tana French, John Irving, Hilary Mantel.

Person 5: David Bowie, John Lennon, Ian Curtis, Janis Joplin, Kurt Cobain, Chris Squire, Jimi Hendrix, Sting, Jeff Beck, Mick Jagger.

Round 1 (answers for 5 points)

Person 1. Is a painter. *Mark Firth guessed their identity.*

Person 2. Is an actor.

Person 3. Was a world leader.

Person 4. Is a novelist.

Person 5. Was a musician.

Round 2 (answers for 4 points)

Person 1. Is a British man. *Niall Litton and Andy Lischett guessed their identity.*

Person 2. Is a British woman. *Kevin Stokes guessed her identity.*

Person 3. Is still alive and in politics.

Person 4. Is a woman who has won the Booker Prize. *Niall Litton, Mark Firth, Andy Lischett and Paul Smith guessed their identity.*

Person 5. Played the guitar. *Niall Litton guessed their identity.*

Round 3 (answers for 3 points)

Person 1 Is generally associated with the north of England. *Kevin Stokes and Paul Smith guessed correctly.*

Person 2 Has had two nominations for Oscars but is yet to win. *Kevin Stokes and Mark Firth guessed correctly.*

Person 3 Is a centre-left politician.

Person 4 Invented a device for remote handwriting. *Kevin Stokes and Paul Smith guessed correctly.*

Person 5 Had a career with successful bands and as a solo artist. *Paul Smith and Andy Lischett guessed correctly.*

Round 4 Clues (answers for 2 points)

Person 1 Is in his eighties.

Person 2 Got her breakthrough role in a film about football. *Niall Litton and Andy Lischett guessed their identity.*

Person 3 Is a woman. *Mark Firth guessed her identity.*

Person 4 Is famous for writing about dystopian futures.

Person 5 Famously embraced Indian culture. *Mark Firth guessed their identity.*

Election

The players and their parties are:

John Langley: leader of the Social Democrats (■ Home District 6).

Mark Firth: leader of the Green Party (■ Home District 10).

Andy Lischett: leader of the Angelic Upstarts (■ Home District 5).

Leif Tviberg: leader of the Free Lolanders (■ Home District 11).

Round 7

Note that I have updated the board to include the SD voter in District 5 which I missed off last time.

The Greens come under fire from the Social Democrats and the Angelic Upstarts. Still campaigning in the south, the Free Lolanders match the Upstarts progress on the Approval Index.

■ **SOCIAL DEMOCRATS** (John) Moves to District 12.

Plays and attack ad against the Greens in D13.

Places one standard voter in D12.
Takes one postal vote.

■ **ANGELIC UPSTARTS** (Andy) Stays in District 2.

Attacks the Greens in D7.

Places one standard voters in D2.

Places one postal voter in D3.

As the Upstarts have reached point 5 on the Approval Index, they gain 4 additional postal votes.

■ **GREEN** (Mark) Stays in District 10.

Places one standard voter in D13.

Places one standard voter in D10.

Places one postal voter in D6.

One voter removed from D13 due to SD attack.

One voter removed from D7 due to AU attack.

As the Greens have been knocked down to 12 and then regained point 10 on the Approval Index, they gain 2 additional postal votes.

■ **FREE LOLANDERS** (Leif) Moves to in District 12.

Place a standard voter in D10.

Place a standard voter in D13.

Places one postal voter in D6 (fails as slots all full and placement by Green has priority).

As the Free Lolanders have reached point 5 on the Approval Index, they gain 4 additional postal votes.

The position is updated on the board.

Instructions For Next Round

1. At the start of the turn, the players select a District to be their Campaign Base. They can stay where they were on their last turn or move to any other District.
2. Perform 3 actions, which can be any combination of the following. Each of the actions is resolved by the GM in the order presented.

- Buy a new attack advert.
- Play an attack advert to remove voters in current or adjacent Districts.
- Place a standard voter in current or adjacent Districts.
- Take one postal voter from the pool.
- Place a postal voter in any District.

The GM will process attack adverts before voters are placed on the board. This allows a player to remove an opponent's voter and replace it with their own. A party which moves up to/or beyond points 10 or 5 on the Index can take postal voters as a bonus (4 votes at '5' and 2 votes at '10'). If they are knocked below the bonus points by an attack advert, they can claim the bonus again when they regain points 10 or 5 on the chart. There is no bonus for landing on or crossing the bonus line when voters are removed by an attack advert.

Don't forget that if you are playing one of your two fake votes, you should let me know. I will otherwise assume that the 14th and 15th votes you place are the fakes.

The [full rules are here](#)

