

God Save The Zine

Issue 8 (September 2023)



DEADLINES

Friday 29th September 2023

Deadline for Late Orders! is Tuesday 26th September.

My Bit



A Visit To Trieste

We departed for a long weekend in Trieste late afternoon on Saturday 26th August. Living fairly near Stansted Airport (between London and Cambridge) we have easy access to the Ryan Air network, just about the only airline with a direct flight to Trieste. Unfortunately, our flight was the sixth flight of the day for that plane, so knock-on delays were inevitable. To cut a long story short, we ended up being 2 hours late. Now, you might think that 2 hours isn't so bad, but once you add on the 1 hour time change, it meant we were getting into Trieste Airport around 11pm - and Trieste Airport (as it is misleadingly called) is some 40km from Trieste itself. Our taxi driver had been waiting for two and a half hours and as the Hotel usually closed check-in at 9pm, they had someone waiting specially for us to arrive. So, getting there was a bit stressful.

On the trip we were accompanied by two very old friends (by which I mean we have known them a long time - not that they are very old). At least the Sunday was sunny and (if anything) too hot, so we just had a wander around. The Piazza Unita d'Italia (shown above) in the centre of Trieste is very impressive, it is right on the seafront. Being the home of the Austro-Hungarian fleet (of course), it has a very deep harbour which allows large ships to come in very close indeed. The city has a vibe of Victorian splendour and although not as prosperous as it was before 1914, it doesn't feel like a city in decay. After the assassination in Sarajevo, the body of Franz Ferdinand was brought through the Piazza Grande (as it then was) on its way back to Vienna.

Trieste may have been in Hapsburg possession from 1382 until 1918, but the post World War I history of Trieste is a little confusing. Effectively Trieste became part of Italy in 1918 (as a reward for Italy entering the war), although the formal

annexation wasn't until 1921. In 1943 it was taken by the Germans, then in 1945 it was taken by the Yugoslavs, who turned it over to the Allies. From 1947 until 1954 it was the Free Territory of Trieste, after which the territory was divided between Italy and Yugoslavia.

But Trieste isn't just all Austro-Hungarian extravagance, it had been a prosperous city in Roman times (called Tergeste). The remains of a Roman theatre are visible in the centre of the city (only discovered in 1814 under the foundations of medieval housing) and the restaurant we dined in on Monday was right next to the Arco di Riccardo which was one of the Roman gateways into the city (see photo below).



Monday was an unusual day though. It started normally enough - a great breakfast on the Piazza Unita d'Italia. And then the heavens opened. And it rained. And it rained. So, let's go to a museum we thought... the rain got worse. We sheltered in a doorway, and it soon became apparent that the street drains were no longer working. The rain was soon two inches deep, then three inches, then four.... Trying to get back to the hotel, some of the streets were over a foot under water. And I'd only brought one pair of shoes on the trip. We were absolutely

drenched. This was monsoon like conditions. We were so wet through we abandoned the day apart from a trip out for dinner.

Tuesday was our last full day. We enjoyed a brief visit to the James Joyce Museum (only two rooms, but it was free). Joyce lived in Trieste from 1904 to 1920 (on and off) and completed *A Portrait of the Artist* there (and started on *Ulysses*). The statue of Joyce in Trieste adorns the cover of this issue.



Afterwards we got the train to Miramare and walked down through the grounds of Miramare Castle down to the Castle itself. Once again, just as we got there, we heard two loud cracks of thunder and the heavens opened again – fortunately we managed to spend this rainstorm wandering round the castle. It is more or less a monument to Archduke Maximilian (remembered as the short-lived Emperor of Mexico – he was offered the throne in 1863, unwisely accepted, moved to Mexico where it all quickly went wrong, leading to his execution in 1867). Afterwards, rather than get the train again, we opted for a boat trip back to Trieste. Cocktails at Harry's Bar and then dinner was excellent and good value for money.

The trip back to the UK on Wednesday could have been worse. The trip to Trieste Airport was easy, an inexpensive 20 min train journey. However, as some of you may know, on the Monday the UK Air Traffic Control system went down, causing massive cancellations and delays, which didn't really dissipate until today (Friday). We got back only 2 hours late, which was a relief – we really were lucky.

I would go back to Trieste again – there were still things to explore, and the city is inexpensive compared to Rome or Paris. There are dozens of bars, cafes and restaurants. We were very unlucky with the weather as rain is really quite rare in the summer. If you fancy going, I recommend getting a train from the airport – which is very easy – just don't get there too late in the day.

Other Stuff

On other fronts, this issue is a little rushed due to the break in Trieste. I haven't had time to make a push on getting the waiting list moving – it would be nice to get another game started next time. So, if you have been putting off playing a game of Diplomacy, now is the time to join in! I'm not sure how many games I am willing to run at any one time – I reckon only another one or two.

You will see from the letter column and from the flyer attached that Mal Arky (great name) is starting a new Diplomacy zine called **34**. Mal already has a Diplomacy blog which you can see at www.diplomaticon.com. Please take a look and give Mal some support.

Below you will see that Alex Richardson is soliciting votes for the 2023 Zine Poll. OK, it is not the beast it once was, but recent years have looked fairly healthy, and Alex deserves a decent turnout for the effort he makes in keeping a hallowed hobby tradition going. The Games Zine Poll includes both Dip zines and Sports zines. Please vote!

Very few letters this issue – which I'll put down to the fact that it's the holidays. Put please do put fingertips to keyboard for the next issue – hate to think that I'm just talking to myself!

POETRY CORNER

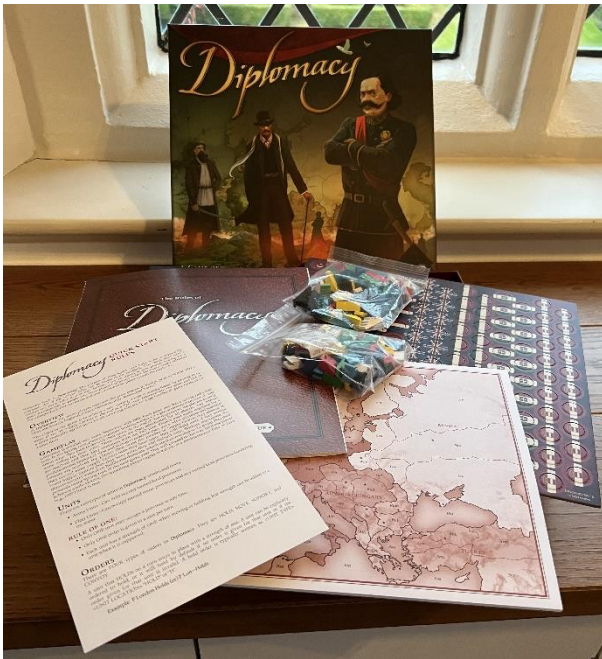
The Ballad Of John And Yoko

by Sandra Bond

To southern ports we voyage, to the sea;
To other lands we fly, but are turn'd back
By one clad in a cloak upon his back,
Whose ears are closed to every plaintive plea.
By devious means to France we still do come,
Where all seems fair, for we are newly wed.

What better than to spend a week in bed?
But none will give us peace there or at home.
Our ducats are stor'd up against hard times;
Sweetmeats and acorns rest within our purse.
If we go home, will things go well, or worse?
Will we be welcomed home from foreign climes?

Relax'd and easy ne'er my life will be;
What, will I next be nailed upon a tree?



The Renegade Edition of Diplomacy

It is quite rare for a new edition of Diplomacy to be published, so it was nice to see that the new Renegade edition of Diplomacy does not disappoint. The new artwork certainly looks far better than previous attempts, the box is substantial and comes with a new rulebook, a quick start set of rules, wooden playing pieces, markers to denote supply centre ownership, conference maps and a board that folds into six sections. The board, the supply centre tokens, and the conference maps are all taken from the previous 2008 Avalon Hill edition.



Compared to the old UK editions, this is luxurious indeed – we always looked across the Atlantic with jealousy as we never had wooden pieces, conference maps or supply centre markers. The one thing we did have in the UK was a better board. For years the US editions of Diplomacy used a geographical map board which made it very difficult sometimes to

distinguish what was what. In the UK we always had a “political” map board, which was far easier to play on. The Renegade edition uses the same board as the 2008 Avalon Hill edition which ditched the geographical map for a political layout, although the colours are more muted compared to the bright UK version, which can make some spaces very hard to distinguish (particularly in Germany and England).



The rulebook is marked “6th edition 2023”, so that is the edition I will use for GSTZ games from now on. I haven’t read the rulebook in detail, but the biggest change appears to be adopting the notion that a misordered unit can be supported to stand in place by other units. This is a reversal of the previous position, but something I much prefer (see GSTZ 1).

Given the discussion on Tournament scoring systems in the letter column, I thought it might be worth repeating what the new rulebook says is the “Object of the Game”:

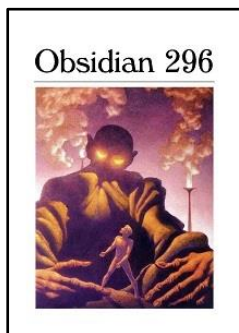
“A game of Diplomacy can end in one of four ways:

- 1. Control 18 supply centres.** *As soon as one Great Power controls 18 supply centres it is considered to have gained control of Europe.*
- 2. Draw Including All Survivors.** *All players who still have supply centres agree to share equally in a draw,*
- 3. Turn Limit.** *Game ends after a number of predetermined turns (e.g. after fall 1907) and the winner is the player with the most centres. Tied players share in victory.*
- 4. Time Limit.** *Game ends after a predetermined number of hours (e.g. 4 hours, 8 hours) and the winner is the player with the most centres. Tied players share in victory.”*

Well, that is at least clear.

I think there is no doubt that this 6th edition, is far better than the 2008 Avalon Hill edition with cardboard pieces, even if most of the contents is the same.

Some Zines Seen



Only four more issues until **Obsidian** turns 300, a rare achievement for a Diplomacy zine. Issue 296 is a fine example of the genre, as Alex is willing to go through the other zines he receives, to try and nurture a bit of camaraderie in our little hobby. A bit of discussion

on D&D in this issue and reading it reminded me of evenings spent playing AD&D in the mid-70s at Ian Waugh's place with the likes of Will Haughan and Richard Gooch. Wonder what happened to Ian? As I glimpsed the movie **Dungeons & Dragons: Honour Among Thieves** (2023) on the TV listings tonight, I almost felt compelled to watch it before I managed to get a grip and stop being so silly. If only we could dismiss **The Light** as something merely silly - Alex reviews this "newspaper" which is a home for cranks and far right groups, and it is scary stuff. We live in a post-fact age where everyone is entitled to their opinion on "facts" (however demented) and which when combined with distrust of authority and an entrenched sense of entitlement is a powerful poisonous potion indeed. As a senior Director at work once told me, when I was a mere youngster, "never underestimate stupidity." Alex can be reached at alex.bokmal@googlemail.com.

I love how the various people in this hobby are such an eclectic bunch. Take Tom Howell, publisher of the lovely zine **off-the-shelf** for example. Tom has a very different sort of life to me. He lives somewhere remote, at the mercy of the elements and killer wasps, has a real man sort of job, growing and chopping down trees and even built his own house. I am now in a post-work phase of life (but have always worked in an office), I am surrounded by modernity (Stansted Airport, M11, London etc.), avoid anything resembling a rural idyll for fear that I might be asked to walk somewhere and couldn't see a piece of wood straight to save my life. But we both love Diplomacy and postal games. Try **off-the-shelf** yourself by emailing Tom at off-the-shelf@olympus.net.



One of the first topics mentioned in **The Cunning Plan 295's** letter column is women's sport. Given the fact that the Women's England football team managed to get to the final of the women's World Cup, it is inevitable that the usual question of why don't the women get paid the same as the men has cropped up again. Putting aside the fact that successful male soccer players are paid obscene amounts of money that no one should earn, am I the only one who thinks it a scandal that in the one international sport where the women are paid the same as the men (Tennis), the women are very patronizingly made to play a game of best of three sets, while the men play best of five? Surely, equal pay for equal entertainment. We don't ask the women football players to play for 60 minutes instead of 90? Rant over.

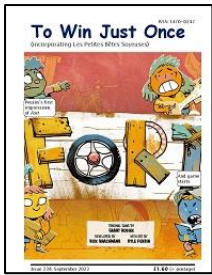


Sadly, Neil has now lost the bass player from his punk band, **Geezapunx**. Now, when I was a lad, I used to play Bass... I would probably be more successfully employed playing **Wordle**, like many **TCP** readers, but I have always boycotted the game as being a poor rip-off of **Mastermind**.

Neil recently upgraded to a Windows 11 PC and now finds he can't use the Diplomacy adjudicator which he has used for over 20 years. Funny thing is, I am using the same adjudicator on this Windows 11 PC. Very odd. Why do computers do stuff like that? You can commiserate with Neil and enquire about **TCP** by writing to him at issuepunkzine@hotmail.co.uk

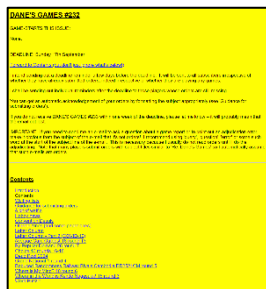


One of the things on my Bucket List (apart from visiting Easter Island and owning a mint condition copy of every UK David Bowie 45), is to play (and hopefully understand) 18XX. God knows, I have seen it being played enough, but everyone always looks so serious that the idea of joining in as a newbie is just too intimidating. That is a shame, as **Mais N'est-ce Pas La Gare?** does make it look quite interesting. Railway Rivals on steroids? The Waiting List is something to behold - no less than open lists for 49 different 18XX scenarios. If you are interested, contact Steve Thomas using maisnestce@btinternet.com



Issue 237 of **To Win Just Once** from Paul Evans maintains the usual high standard. Not only is it a smart, professional looking zine with some interesting non-game report content, Paul also manages to fill waiting lists, which is something I have failed to do for every game apart from Diplomacy. I must try harder. This issue Paul includes first thoughts on a deck-building card game called **Fort** and some SF reviews. During Covid I read quite a few retro 1950s SF novels, there was something about their simplicity that appealed to me. **TWJO** also carries Pevans's En Garde! game, **Les Petites Bêtes Soyeuses**, which has been running continuously since April 1986. En Garde! Used to be fairly popular, but I don't recollect seeing anyone else still running it. Email TWJO@pevans.co.uk

Dane's Games is a zine which is available as a webpage and issue 232 was a nice homage to **Cut & Thrust**. Old-timers will recall that Cut & Thrust folded at issue 232, so Dane has made this issue of **Dane's Games** the same garish yellow that Derek Wilson used for **C&T**. Dane strikes me as a very well-organised sort of person. Not only has he been very generous with helping me fill in some gaps in the Zine Archive, his compilation of games Con details and the contact details of all known zines is very helpful indeed. Lists are open for 6 nimmt!, Bier Börse, Outpost, Reduced Randomness Railway Rivals and Where in the World is Kendo Nagasaki? Email: games*OF*dane.me.uk



Top of the League 438 from Pete Burrows bemoans the fact that Notts County's return to the football league commenced with a 5-1 defeat at the hands of Sutton United - still, I suppose it doesn't help when your goalkeeper is sent off after 15 minutes. Sorry to see that Pete has been diagnosed with type 2 diabetes - I know what that feels like having got my diagnosis last December. The key seems to be to lose weight - I've managed 32lbs so far, but it is getting

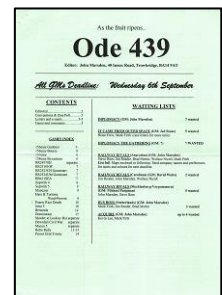
harder. I've given up so many of the things I like to eat, it is difficult to feel joy about going further. I found Pete's editorial this issue fascinating and almost intelligible - looks like playing in a football zine may have to go on my Bucket List alongside 18XX. Email Pete at PUMATOTL@NTLWORLD.COM

A favourite Dipzine of mine is **Fury of the Northmen** from Colin Bruce. Issue 122 features Colin's recent trip to Bristol, with an interesting account of Bristol's connections to John Cabot, Cary Grant and Darth Vader. I have a very dim recollection of going to a Con in Bristol in the late 70s organised by Pete Calcraft - wonder what happened to Pete? **Fury** usually has a nice historical bent to it, which certainly appeals to me. If you would like to receive a paper-only Dip zine, contact Colin using furyofthenorthmen@btopenworld.com



Nick Kinzett's work rate is incredible. I certainly can't compete. We are up to issue 8 of **Will This Wind** already. A bit of music this issue (who or what are Ozric Tentacles?) and mystical mystery mongering, which was a hoot. Definitely a zine for the well-read (which it appears I am not), I only understand a small proportion of the references. But I am learning, so it's all fun. Love the way Nick has his own contributions in a bright pink font colour. Definitely recommended. Email: nick.kinzett@gmail.com

Nice to see that Ode 439 is still flying the flag for Diplomacy variants, mainly due to the efforts of Jed Stone. Lists open for **It Came From Outer Space** (aliens colonising the regular board) and **Diplomacy The Gathering** (each Power has cards it can play to influence the game). I would play, but I fear I am at risk of over-committing myself. A reliable, polite and genteel sort of zine which oozes continuity, I would certainly recommend **Ode** to anyone wanting to branch out a bit more. Contact John at johnmarsden_ode@yahoo.co.uk



SA: *You make a valid point. If I were to walk under the proverbial bus tomorrow, not only would the zine disappear, but it is highly likely that all the boxes of Diplomacy material I have would end up in landfill. The site would stay up until the next payment was required and then it would be lost. No one in my family would have any interest in trying to salvage anything.*

Therefore, I do need a plan. First off, I think I need a partner to run the website with me, who could do some of the work and step in if anything should happen. How do I find such a person?

SCORING SYSTEMS

If Pete Sullivan doesn't still have copies of the Kinzettian ManorCon scoring system, I can at least remember its principles. Any win beat any draw beat any elimination. No great surprise there. It was the way the draws were scored that was important. Basically, some number of points were shared between the survivors in the ratio:

$f(N1) : f(N2) : f(N3) \text{ etc.}$

where $N1, N2, N3, \text{ etc.}$ were the number of centres the survivors held, and $f(x)$ was an appropriate quadratic equation, i.e., $f(x) = ax^2 + bx + c$ with suitable values of a, b and c . I'm afraid I have no recollection of what those suitable values were.

There were two important features of this scoring system. One was that it rewarded 'divide and rule'. The other was that it discouraged gratuitous elimination of weak powers. So, for example:

17 centres in a 17:17 draw certainly scored worse than 16 in a 16:3:3:3:3:3 one, and almost certainly also worse than 16 in a 16:9:9 one, the justification being that the power on 16 centres in the latter two splits had chances of promoting and/or exploiting divisions between its opponents to achieve a victory, whereas the powers in the 17-17 have no such chance.

An 11-11-11-1 draw scored better for the powers on 11 centres than a 12-11-11 draw did for them. The elimination of the weak power only benefited the player that got the extra centre. It hurt all the other players. Compare that to the Calhamer Points approach, in which it benefits everyone to see another power eliminated, irrespective of who gets the centres.

SA: *I think that the central difficulties of coming up with a good tournament scoring systems are:*

1. *You are ranking players in a relatively small number of games, which have not come to a natural end (most tournaments only go up to 1908 or so).*

2. *The fact that the data sample is small, means that you will have many players with almost identical outcomes (e.g. finishing on 5 centres). Therefore, you need a way of determining what constitutes a better result. However, no consensus exists.*

3. *Whatever the scoring system is, it becomes part of the game as players in a tournament will do what is necessary to improve their score.*

Therefore, I think you need to be very clear on the philosophy of how you rank results. You need to know:

1. *if you have more than one player in the tournament gain an outright 18 centre win, how do you distinguish between them?*

2. *If you have more than one player in the tournament top their board on the same number of centres, how do you distinguish between them? Do you look at the distribution of the results achieved by the players they defeated or not?*

3. *If you have several players equally top their board with the same numbers of centres (i.e., a draw), how do you distinguish between them and other players who draw on other boards? Again, do you look at the distribution of the results achieved by the players they defeated or not?*

4. *How do you rank players who don't top their board or are even eliminated?*

If we all agree that an outright win, should beat anything else, the really contentious issue is rating players who fall short of an outright win. In my head, I have always seen Diplomacy as a race to 18 centres and the way I would rank players who fail to get to 18 centres would be on the basis of how close did they get to winning - which for me is how many centres have they got and are they in the lead? I reject systems that award points based on the distribution of the centres held by other players or by how many other players remain.

If I am going to reject scoring a performance based on the distribution of the remaining players, then I probably do need an additional differentiation to be able to rank players satisfactorily - some sort of tie-breaker. For this I prefer "momentum" (i.e., are they getting bigger or smaller) as this is about the player concerned, not something to do about the

distribution of the other players. How you go about scoring "momentum" is a difficult issue though.

Finally, I can't help thinking that any zine containing a photo of John Colledge should have come with a public health warning. The same would of course also be true of any zine containing a photo of me.

SA: *Many a true word spoken in jest.*

LOST ISSUES

SA: *Last issue, all of the paper copies I send out (UK and International) appear to have disappeared. Sending out extra copies elicited a few comments:*

John Marsden

Only once in 44 years has that happened to me - back in the mid-80s. The missing copies were eventually found in a bag at the back of the Post Office I had taken them to.

These days I always post into the box outside the sorting office, the only one with a sensible clearing time.

Brendan Whyte

Shouldn't you go to a different country to lodge them?

Just changing POs is like going to a different crooked bookie in the same mob. You're still going to get screwed.

SA: *Of course this should never happen. The fact that the whole batch went missing suggests that the failure was very local - probably in the Post Office or during the collection from the Post Office en route to a Delivery Office. Somehow, a bag has gone missing, which really shouldn't happen. That said, the quality of service provided by Royal Mail is shocking - The Times this week even carried a story with the headline "Royal Mail's future in doubt after delivery targets missed in every postcode".*

Andy Lischett

Issue 7 was the first paper issue I've received and although I prefer 'zines on paper please send me **GSTZ** only electronically. I'm not concerned for the trees but feel guilty seeing you spend £4.20 on a stamp.

SA: *International postage has gone up massively over the past 6-7 years. The USA opting out of the UPU charging mechanism has given many postal carriers a great excuse to*

jack up prices. Thank you for being concerned for my finances - please just send me electronic copies also.

Brian Frew

Pete's description of the first Mercator game and all the other stuff around the ScotDipCon is a hoot. It reminds me that my first ever ftf Diplomacy game was at StanCon hosted by the late and much-lamented Dave Thomas. Pete turned up absolutely wasted. I certainly don't recall him actually playing any games.

I lived in Forest Hall in North Tyneside at that time, just a few streets away from Paul McGivern and my second ever postal game was in **Mercurius Aulicus**, his zine. Weirdly I never got to meet him. I called round a couple of times, but he wasn't in on both occasions. Good grief - that was 40 years ago!

A History of Cons (Part 3)

by Pete Birks

First published in **Greatest Hits**
200 (April 1996)

By the end of 1974 the idea of a "National Con" was beginning to take hold, under the aegis of the still-functioning NGC. We take these weekends for granted now, but at the time everything was "up in the air". Sharp's proposals were that it should preferably be held on licensed premises (hotel or university), and be in London or Lancashire

On 30th November 1974 there was a day-long con at City University. This was to become a fairly regular event. I attended this and for the first time avoided playing Diplomacy - something which was to become a bit of a habit. Norman Nathan, Tony Ball (then NGC Treasurer), Nicky Palmer, Craig and Ellie Nye, Brian yare and Duncan Morris were there. Seems that we had a game of poker at Handforth Road afterwards.

A Diplomacy game at Dave Johnson's house bears little relevance to the history of Cons but does have a couple of interesting tales attached to it. Dave was an American living in Chalfont, near Richard. He had a ferocious attitude to poker. Adrien Baird turned up for this game and managed to get his own name wrong. Thus

"Waird" was born. I also drove down to the local pub to buy some cigarettes, ordered a large scotch to pass the time, and was asked if I was eighteen. I said that if I were under eighteen then I was a very rich seventeen-year-old with a rather classy car outside. It seemed to work....

The Saturday con at Norman Nathan's in January 1975 was another hilarious event. Ron Rayner revealed himself to be the worst poker player we had ever met, and Speed Circuit (then a new game!) showed itself to be superior to Formula One. (Although with RJWs "Rather Nasty Formula One" the game may be ready for a comeback!). In the pub on Sunday Doug Wakefield asked for a camel sandwich, but the barmaid told him that they couldn't get the bread. Shortly afterwards he apologised to Norman, claiming that he had mistaken the broom cupboard for the toilet...

Another day-long con in January was at Dave Ross's. The Diplomacy game was forgettable, but after the pubs shut I see that we played our first ever game of 1829. So, there you are. I played an I 8xx game in January 1975. Richard didn't like it and hasn't played any such game since.

"It consists of sitting quietly for hours at a stretch watching Brian Yare laying cardboard track over a map of England. Every now and then he announces that he's running a train.... The suspense after four hours of this is literally killing. This game is for idiots."

By this time there seemed to be a con every weekend. However did I get a degree? James Hardy would have been in paradise. 7th-9th Feb 1975 was at Hartley Patterson's sisters, 15th February at Craig Nye's in Lindfield, Sussex, and 1st March at City University. The Lindfield Con was where I first met Paul Simpkins, who is not at his best without Karen to hold his hand. Lots of darts, pubs and Speed Circuit At City University I don't think we played any board games (the birth of the "hardcore"?) but we did manage four pubs (one of them twice), all of which served Youngs. The poker game was chez Birks again, finishing at half past-four.

I held a con of my own in April 1975. This was most notable for the first public appearance of Victor Logan and his plans for "Advanced Monopoly". He also watched Sharp and Piggott playing Scrabble, a game of which he was unaware. It was slowly explained to him, whereupon he dismissed it as being "sort of dominoes with letters..." Victor was later to become one of the intellectual leading lights in the National Front.

Much food was consumed by many people this weekend, but I don't remember that much else about it!

Of the summer of 1975 I have rather stronger memories. The National Scrabble Championship (Gyles Brandreth, organizer) attracted a number of National Games Club entries. Richard, as usual, was "unlucky" (no S's or blanks) but still managed 421, 39 behind Piggott on 460. The tournament leader got just over 500. In the end Piggott came fifth, and the winning total over three rounds was 1363 points.

A newspaper reporter was questioning Brandreth after the event on what kind of people play Scrabble.

"From Convicts to Queens" he replied.

"Really? Do you have any convicts or queens in this competition?"

"Well, no."

DessConTent was a notable first "national" event. It wasn't in London or Lancashire, wasn't on licensed premises, and wasn't at a hotel or university, so Richard's ideas of the previous year were not quite fulfilled. However, the marquee which was used was great fun, and luckily, we had magnificent weather.

Three cars' worth of us met up in The Lamb (I seemed to spend a lot of time in The Lamb between 1975 and 1985), picked up quite a Jot of booze on the way, and headed for Henley. Norman Nathan ran the bar and lost a fortune (indeed, the Con lost a fortune - businessmen we were not!)

The Saturday afternoon had a hilarious meeting of the NGC, with a drunken Barry Rudkin reeling round a tent post, and a short-trousered Alan Sedgwick storming off in a huff. Other notable events were a drunken Pete Cousins wearing Wink Thompson's floppy hat while playing darts, throwing a bad dart, and then throwing the hat to the ground and stamping on it. Les Pimley did nothing but sit and talk and drink beer (I suspect that this was the last time I met him)

Poker was played on Saturday evening. Apparently, the committee had had a motion to ban it (legal and moral problems). This was defeated, but it was agreed that players should be over 21. As was commented upon, people looked forward to Norman Nathan telling me that I was too young to play (I was probably the biggest winner at this time - I think I won about £200 in 1975...)

In the Diplomacy tournament (where Walkerdine and I carved up a game on the toss of a coin which he won) Nicky Palmer won a qualifying game with five units as Germany at five in the morning. All the other players fell asleep. And Doug Wakefield (also Germany) got carried away and started beating his fists on the table and screaming in German. Claire Walkerdine tried to drive a tractor (don't ask) and John Piggott was seen starting what was to become a curious con tradition - the playing of croquet.

Everyone who was anyone was there - Dave Alien, Mick Bullock, Rob Chapman, Pete Cousins, Steve Doubleday, Darryl Francis, Tony Crouch, Andy Davidson, Mark Gleeson, Peter Berlin, Edwin Godfrey, Willy Haughan, Craig & Ellie Nye, Bob Howes, Dave Johnson, Glyn Palmer, Ron Rayner, Paul McGivern, Alan Sedgwick, Paul Simpkins, Phil Murphy, Richard Sharp, Doug Wakefield, Richard and Claire Walkerdine, Andy Wright, Tony Sturt, Allan Ovens, Martin Hammon, John Piggott., Les Pimley, Hartley Patterson, Tadek Jarski. Indeed, a veritable history of the British hobby (with the exception of Don Turnbull).

Going through the list, I tried to find anyone there who still attended cons regularly (or, indeed, at all). It looks as if I am the only one. Sigh.

"NGC Committee Meetings" cannot really be described as cons, although there was usually a drink and a game of poker afterwards. Stakes in the poker were increasing dramatically - Sharp winning £96 one night.

And the cons kept coming. In September (yes, we are still in 1975) Martin Hammon had a Con in Deptford - a very strange event. I had worked that Saturday (St Leger Day) and backed the winner at 9-1. Roy Taylor had got lost on the way from Nuneaton (the West Midlands equivalent of Somerset) and had driven the wrong way up a one-way street by the Old Bailiey. John Piggott., Pete Cousins, Steve Doubleday and I went to Catford dogs where John Piggott followed the principle of backing the heaviest dog ("more traction" he said, sagely) and picking a 25-1 winner- unheard of at Catford dogs. Steve was more restrained, except that he had come straight from a wedding reception and was still in his morning suit (complete with top hat). Sharp and Palmer bumped into each other while relieving themselves in a local alleyway. All quite normal. Oh, and Tim Spanton fell asleep during a poker game: people who had folded amused themselves by aiming at his open mouth with bits of scrunched up silver paper.

ScotDipCon V (Oct 24-27, 1975) was, if anything, more amazing than ScotDipCon IV. I left Canterbury on Thursday afternoon intending to meet Richard in Amersham on Friday morning, but ended up hitching a lift to Manchester instead, which rather surprised Doug Wakefield. Yare, Morris, Pimley, Colin Bennett and Andrew Waldie were not in attendance, but they had been more than replaced by new faces. Roger Kitchener was a supernova who edited a rather good zine (Uriah's Heap) for a rather short time. Phil Murphy was there with Sharon, Martin Hammon and Barry McManus. Indeed, the whole con was rather less Scottish than English.

It was this weekend that Pete Cousins rather unwisely replied that he supported Rangers when asked a footballing question by a rather evil-looking Scotsman. "Queens Park Rangers!" Pete added quickly. Thus, we were treated to all eight verses of Celtic's notable 7-1 victory over Rangers in some silly cup competition. Apparently the two were playing themselves in the Scottish League Cup Final that day. Rangers won, so the Imperial Hotel was a gloomy place that Saturday night.

On the Sunday a young Greg Hawes staggered everybody by insisting on going to church. In the afternoon Ron Rayner, starting at the front in Speed Circuit, thought that he was on the A13 and began at 20mph. The mayhem that this caused behind him will be forgotten by few.

Once again, the journeys were perhaps more memorable than the Con itself. On the way there, we had stopped off for a Chinese meal in Glasgow (as one does) and Ron Fisher had ordered a couple of pancake rolls for starters. Unfortunately, the pancake rolls in this restaurant were the size of France. Once again, a zine gets its title from a hobby event, since "Pancake Roll" was launched shortly afterwards...

On the way back, after two hours in a Lancaster pub, we stopped at a service station because Richard had only a pint of petrol left. Unfortunately, the petrol station was shut. Since Sharp was well over the limit, I had to ask a nice policeman myself what had happened to the "24-hour" rule. He informed me that all we had to do was go to the petrol station on the other side of the motorway.

"You just go the wrong way up that slip road and look for a sign that says "No Admittance". Go past that and then go the wrong way down the slip road on the other side, reverse. and you're there."

Things like that just don't happen nowadays.

Richard Sharp's Volkswagen Variant died a sad death on the way to Dave Alien's con in Derbyshire in March 1976. As I sat casually in the front, with Piggott, Hawes and Steve Pratt in the back, I was only a little disturbed when Richard said:

"The car's gone dead. Oh my god, I'm on fire."

And it was. So, we hired a Hillman Avenger (and, yes, it was the worst car ever built), dented it, and had a good con. It must have been, since I recall very little of the weekend.

In April 1976 (a month before my Finals!) I still managed to make it to Roy Taylor's con in Nuneaton. I see from my notes that this was the first time I played "Koenigs", a poker variant which I had forgotten. In effect this game can be played at the same time as "ordinary poker", and instead of going "high-low", you go for the Koenigs half, the "ordinary" high half, or for both. In Koenigs ranking you ignore poker hands, and just add up the points, with clubs counting double and spades counting zero.

Also in April was a ScotDipCon (press interest had led Wink to run two within six months) but clearly, I was taking Finals seriously, since I didn't go. All the normal faces at the time did, though. Greg Hawes went up by train (madness) but he was in the throes of his first (and last) year at Oxford Sharp had assured him that if he got a blue for rowing he would never be thrown out, but he was.

The following weekend I did make it to Oxford for a poker game. We stopped at seven in the morning, but didn't stay for breakfast. Apparently, we were "too tired", although "too drunk" might have been a more accurate assessment.

Oxford proved very strange for me. I had never visited the place before 1976, but I kept meeting people who knew of me. And Baird met my tutor in a pub. I met an ex-girlfriend in another pub. Weird, or Waird

This was also a sad time. Les Pimley died, aged only 31, in May. He is still missed.

Come 1976 we enter the "second phase" of cons. Not only was it the year when the first MidCon took place, but it was when the idea for "Eurocon 77" was floated.

Pete Swanson Remembers

Geoff Challinger commented to me: "I know that Jesus College, Cambridge was a bit of a breeding ground for other zine editors, although I'm damned if I can remember who else."

I got into the hobby in 1972 through Graham Jeffery. We were at school together, and in the same class the whole way through. Graham published *Der Krieg*, which started in June 1972; he got the bug from Don Turnbull's *Albion*, as Graham was into Avalon Hill games. The first Diplomacy game in *Der Krieg* featured Andy Davidson, Greg Ward, John Piggott and Geoff Corker, amongst others.

Greg was another school friend, who came to some of the early cons; this is an excerpt from Peter Birks tribute to Richard Walkerdine:

"I think that I first met Richard at his own home, then a one-bedroom flat in Addlestone, called Cheriton. As was often the case in those days a Diplomacy player who edited his own 'zine decided to throw open a most impractical abode to all and sundry. I think that it was the summer of 1974, a summer of housecons... The housecons of earlier days were much more informal affairs. There were far fewer games around in those days. This meant that Monopoly and Formula One would still make an appearance. That con saw Pete Swanson, Greg Ward, John Piggott, Richard Sharp, Andy Davidson, Graham Jeffries, probably Brian Yare and I in attendance. We probably just slept on the floor in a sleeping bag, if we slept at all. I certainly recall a bargaining deal between Greg Ward and John Piggott at about 2.30 in the morning during a particularly competitive game of Monopoly. "How much will you give me for Regent Street?" "£635". "Give me £636." "Are you mad? I wouldn't give you £636 for that rubbish!"

Andy, John and Geoff were all at Jesus College, Cambridge about that time. I don't think they were completely contemporaneous, but I guess 1971-1975 would be their years. Andrew may be able to give more detail. Andy was the UK postal Diplomacy player nonpareil then, being in more games than anyone else (probably 20 or 30?), is a Cambridge Quarter Blue for Tiddlywinks, and the nicest person. I remember him visiting Graham at his house in Putney. John was publishing *Ethil the Frog*, the legendary

fourth postal Diplomacy fanzine in the UK and winner of the Zine Poll in 1973. I didn't really know Geoff Corker, but he published *Tales from the Black Forest* from 1973 to 1974.

Our school was an academic hothouse - in our graduating year, we sent ~45 students to Oxbridge. As a Double Maths & Physics student, I was earmarked for a Cambridge application. I was profoundly naive about Cambridge University; American born, I had no family history of past generations of Cantabrians. I think I chose Jesus College because of Andy, John and Geoff.

Remarkably, I was accepted; and so was Graham. It must have been a sign of our school's academic strength that it sent two pupils to the same college studying the same subject, Mathematics. There was a third, Phil, who studied English. We three arrived in October 1976, but which time Andy, John and Geoff had graduated and gone.

Graham had folded *Der Krieg* by then, but I was starting my zine publishing heyday, having waited until after my gap year when I would be travelling extensively. *Rats live on no evil star* was the highest new entry in the 1977 Zine Poll.

I wound down my hobby activities in 1979 as I was graduating - I had switched from Maths to Law. In the next couple of years, I donated my zine collection to Richard Walkerdine for the archives. I carried on subscribing to a few magazines - especially *Greatest Hits*, which was a cracking good read. When I left Cambridge, I immediately started a business and was pretty busy. In 1984, my wife and I got married in Jesus College Chapel. A few weeks ago, we celebrated our 39th wedding anniversary at Evensong in said Chapel.

ManorCon XXXIX

by Steve Jones

First, a little history. ManorCon, for those who don't know, is a boardgame convention which has been going since 1982. It was originally started by several Birmingham University students including Pete Calcraft. The first ManorCon took place at Manor Hall, Birmingham University (hence the name of the convention) and its original purpose was to hold a Diplomacy Tournament, although other boardgames were played outside the times set aside for the Diplomacy Rounds (there were

three, held on Friday night, Saturday and Sunday). It was held at Manor Hall for one year before moving to High Hall on the University Campus, and later on to Shackleton Hall (although it moved back to High Hall in one year when Shackleton was not available).

The last year at Birmingham was 2006, and we had to move because Shackleton became the Food Hub for the campus which meant that the Dining Hall, which was also the main gaming room, was shared with other groups; this made it incompatible for a boardgame convention - most of the tables having games in progress during meals. In 2007, ManorCon moved to Stamford Hall, Leicester University. Later on, it moved across the campus to John Foster Hall, and then to Stamford Court in 2018 and 2019, and back to Stamford Hall (renamed The Village Hub) after the Pandemic in 2022 and 2023. In every year, the main gaming room was the dining room, and accommodation was University student bedrooms. At Leicester, some of the bedrooms were en-suite rooms, with the remainder being standard student bedrooms. When we were at John Foster and Stamford Court, all the accommodation was en-suite rooms.

As indicated above, the main rationale for ManorCon was the Diplomacy Tournament. Over the years, other Tournaments (offering trophies) were added to the mix including 1830, Croquet, United, Acquire, Intimate Diplomacy, Outpost, Die Siedler Von Catan, Puerto Rico, Race For The Galaxy, Dominion, 7 Wonders and Tzol'kin. The 1830 tournament morphed into 18XX in 1996. Many of these dropped by the wayside following loss of interest, including Diplomacy which, in 2016 was reduced to seven players on one board prompting the decision to drop it in 2017.

The only trophy tournament still running is 18XX which is still going strong with between fifteen and twenty players typically playing. Some non-trophy tournaments were added to the mix (offering certificates for the winners), including Midnight Party (held at midnight on Friday, Saturday and Sunday nights), the Pop Quiz and the Treasure Hunt held between 2pm and 5pm on Sunday afternoon.

When the Diplomacy Tournament was still running, ManorCon hosted World Dip Con three times - in 1988, 1994 and 2004 - and had its peak year in 1988 when the Saturday round (which also doubled as the Dip Team Tournament - with seven players playing each of the seven countries on different boards) had twenty-four boards! For many years, ManorCon



also had a Games Stall (selling new games) and the Second-Hand Games Stall. The only non-trophy events still running are Midnight Party and the Pop Quiz. Unfortunately, there was no Treasure Hunt or SHGS this year because we could not find anyone to run them in time. For those who don't know it, Midnight Party is a fun game which is musical chairs in game form with Hugo the Ghost hunting down party goers in a haunted mansion as they desperately try to get into the refuge rooms where they are safe from the deadly Hugo. The Games Stall is still going strong, being run by Meeple Games in the last few years.

ManorCon has always run from 2pm on the Friday until 2pm on the Monday. Being part of the Organising Committee, I travel up to Leicester on Thursday afternoon to help with the setting up of the tournament; Thursday night is also the occasion for some of us to have a meal out at a local Chinese restaurant. This year ManorCon was held at the Village Hub (where the bar is located and The Village Point (where the main gaming area and dining room is located. The en-suite accommodation was in Bowder Court (with some overflow in John Foster), and the standard rooms were in the Lasdun Blocks. This year turned out to be the largest ManorCon outside the WDC's with approximately 270 people attending; in past years, the numbers have typically been between 200 and 220 people attending.

This ManorCon wasn't quite as hot as usual because of the rain, although it wasn't as bad as 2007, the year of the deluge when some people took 12 hours to get to Leicester because of over-flowing rivers. I managed to play ten games over the course of the weekend (although, disappointingly, I wasn't able to play my two favourite Vital Lacerda games: On Mars and Weather Machine). On Friday afternoon, I played Ark Nova (a Euro game where players run a modern zoo) with David Thornton, Kevin Lee and James Faulkner. On Friday evening, I played Periodic (a science-based game by Genius Games where players move about the Periodic Table of the Elements researching elements), again with David Thornton, Kevin Lee and James Thornton.

On Saturday morning, I played Brass: Birmingham (the economic game of the Industrial Revolution in the West Midlands between 1770 and 1870, and my favourite game) with David Thornton, Kevin Lee and John Marsden. At 1pm Saturday, I played Cosmogenesis (a Euro game where players build a solar system from scratch) with David Thornton, Kevin Lee and Benjamin Sherwood. This was an unusual game since it was filmed by Benjamin and his assistant; Benjamin is setting up a Utube channel called The Travelling Boardgamer; he will be going around different games conventions and filming people playing games - in my instance, after the game he interviewed me about the history of ManorCon

and how I got into the Hobby. Later on Saturday afternoon, I played Darwin's Journey (a worker placement Euro game where players travel around the Galapagos Islands in Darwin's footsteps) with David Thornton, Kevin Lee and John Marsden. On Saturday evening, I played Terraforming Mars (the Euro game on the human settlement of Mars on generation time scales) with David Thornton and Kevin Lee.

On Sunday morning, I played Mosaic (a Euro game on building a civilization in ancient times - this is more in the spirit of the original Francis Tresham Civilization where military does not dominate) with David Thornton, Kevin Lee and John Marsden. On Sunday afternoon I played Cellulose (another Genius Games product; this science-based game is a worker placement game set in a plant cell, and is an excellent game) with David Thornton, Kevin Lee and John Marsden. On Sunday evening I played De Vulgari Eloquentia (a Euro game set in Italy in the late Middle Ages whose theme is the development of the Italian language) with Nick Kinzett, Colin Evans and Pete Campbell.

On Monday morning I played Periodic with John Marsden.

In addition to my other Committee member responsibilities, I run the 18XX tournament, scoring 16 games involving 17 players and presented the trophies to the top three players at lunchtime on the Monday. In third place was Jon Draper with a score of 89.41, in second place was Richard Clyne with a score of 102.31, and the winner of the 18XX was Lyndon Gurr (with 4 wins out of 4 games played) with a score of 110.09.

On the weekend after ManorCon, I attended **Handycon 9** in Milton Keynes; since this was only half an hour from Bedford, I commuted in each day. Over the course of the weekend, I played eight games. On Friday, I played Brass:Birmingham (with four players), On Mars (with four players, a heavy Euro game on building the first base on Mars) and Cellulose (with three players). On Saturday I played Brass: Lancashire (with four players), Weather Machine (with four players, a heavy Euro game where players are assistants to Prof Latiff whose weather machine has a few bugs in it) and Cosmogogenesis (with Peter Miller, a friend from Cambridge). On Sunday I played The Gallerist (with four players; this is another heavy Vial Lacerda game where players run an art gallery) and Darwin's Journey (with four players).

Stock Diplomacy II

by Craig Nye

(with a few bits from Steve Doubleday and Stephen Agar)

1. Except where stated below, the current Diplomacy™ Rulebook will be used.
2. Although 7 players take part, they are not directly allocated countries. Instead, they receive £100 capital which they can use to invest/gain control of the countries. (The GM can vary the number of players which participate as he desires.)
3. Countries are, in effect, limited liability companies. Each has an issuable share capital at the start of the game of 100 shares priced at £1 each.
4. The GM has the additional job of controlling the Stock Market. He acts as broker in the purchasing and disposal of shares and decides how holdings affect the movement of each country's units each season.
5. In Winter 1900 players submit share requests. If any share is over-subscribed, the GM will allocate the available shares on a pro rata basis. The first game report will consist of the public notification of what shares are still available on the open market-and publication of who owns what and how much money they have left. This is repeated after every Autumn season.
6. Every move players will (a) submit orders in the normal way for any units belonging to powers in which they have an investment or (b) allocate their shareholding to support the moves submitted by another investor.
7. What actual moves are carried out in the Diplomacy game is determined by the votes each move is backed by (similar to shareholders voting at an AGM). Thus, if a player has a controlling interest in a Power (i.e., more than half of the purchased shares), their orders must be used. If a player receives the support of another player such that their combined votes exceed 50% of issued shares, then those orders will be used. In the absence of a controlling interest, the order with the most votes in its favour shall be followed. If there is a tie, the unit stands unordered. For the avoidance of doubt, a player cannot split their votes.
8. Builds and retreats are determined in the same way.

9. Every season players may offer to buy or sell stocks at whatever they feel is the price that the market will bear, or to sell to (or buy from) the Stock Market. Players can only offer to sell shares they have. All such offers will be made anonymously and must be honoured the following move - in the event of an over-subscription the GM will sell/buy pro rata. Transactions take place BEFORE moves. Offers to buy/sell take place AFTER all moves.

10. Shares may also be resold to the Stock Market at their original value (£1) during the transaction phase after the moves. If a country loses/gains any of its home centres the resale value of its shares to the Stock Market is reduced/increased pro rata. (Thus, if Russia loses Sev its shares are now worth 75p; Austria loses Vie and they're now worth 66p etc.). On the open market this obviously doesn't apply.

11. Depending on the game position dividends will be paid after each build period at the rate of 10% for each net gain of a supply centre (rounded up). This money is immediately credited to the player's account before the transaction phase.

12. If a Player drops out of the game, all their shares are returned to the bank.

13. Victory Criteria: A player has won if he controls a majority stake in up to three Powers which between them control 18 or more centres.

The idea behind Stock Diplomacy was to augment the bargaining aspect of Diplomacy. In return for some extra record keeping by the GM, players are forced to increase their negotiations with each other to a level far above that of the present game: which in most games is pathetically in-adequate. The strategies open to each player are much increased and quite Byzantine in nature. For instance, one could play a quite straightforward game: get control of one country and then use your surplus assets as bargaining counters. Alternatively, a player could go in for manipulating his assets, having little interest in the board in immediate terms.

What about owning 10% of Russia while the other players have 45% each? Or get a small holding in each country at the start of the game and sit on it... imagine what you could demand of a player that has 48% of a 10 unit power?

The original Stock Diplomacy was first published in Gallimaufry 30 (July 1979). This version is simplified and makes more information public to save the GM work.

Preventing The Stab

by Tom Hurst

We were good allies. We were sweeping the board together on our way to the draw, when suddenly he stabbed me and took the win all by himself. That untrustworthy SOB. I'll never ally with him again!

I have heard the above, or a similar statement more times than I care to think about. The speaker is, of course, bemoaning the fact that his chosen ally ended up being someone he couldn't trust. Can you blame the guy for being upset that all the hard work he put into the game has gone for naught? Well, in most cases, you can! I find that most stabs are caused by some failure on the part of the stabbee. Ah, let me count the ways (all five of them):

1. Failure to communicate with your ally. This can often happen from overconfidence late in the game when one ally thinks everything is in hand and stops writing. That person, then, is amazed that he gets stabbed, but he shouldn't be, because he was asking for it. In postal Diplomacy, most people stop writing their ally when they are planning to stab him. The reasons for this are varied. Some feel that they will ensure "surprise" if they tell their ally nothing. Some feel that it is a waste of postage to write anyone who's an enemy--even a future enemy. Others are uncomfortable lying and feel that not writing is technically not telling a lie. Well, you may not have intended to convey the impression of a pending stab by your silence, but Diplomacy players in general are a paranoid lot--and generally with good reason. Being paranoid, they tend to read sinister intentions in everything that happens (or fails to happen). Given your failure to write your good ally might well reason, "if this guy is preparing to stab me, why don't I get in first with a pre-emptive strike?" Don't blame your ally for being human. Write and continually reassure him, particularly if you are planning a stab. What have you to lose...only an ally and possibly the game.

2. Failure to understand an ally's legitimate needs. We are allied, you are Austria, I am Russia, and we have just co-operated in the conquest of Turkey. You then propose a deal whereby you attack Germany and northern Italy while I attack England and Italy. You are then surprised when I stab you next turn. Again, you deserved what you got! Just how far did you think I would get when I have to support two offenses from a single home centre each? A

Mediterranean and English offensive both require fleets, and your proposal would have made a large portion of my forces--armies--useless. Where is my future growth to come from? You! Be careful to ensure that you remain roughly equal with an ally in strength and potential. All of us like to feel safe, but don't try to make yourself safe at your ally's expense; treat him like an equal.

3. Failure to C.Y.A. C.Y.A., of course, stands for "cover your ass!" I also call it the Silver Platter Doctrine. Don't expect your ally to have the restraint of Job. Humans, and especially Diplomacy players, are not so constituted. Take, for example, the case of a Franco-German alliance. You have just knocked out England and are starting to turn east. You, as Germany, send everything you have east, leaving all your possessions in central Germany totally uncovered. Well, regardless of your alliance, you are handing the Frenchman the game--or at least all of your home centres--on a silver platter. Keep a few units back. A judicious use of garrisons is essential, but don't expect your ally to hand you the game either. He'll be keeping garrisons too. And if he doesn't, you stab him. He deserves it.

4. Failure to study the board dispassionately and plan accordingly. Here we get out of the purely one-on-one relationship between you and your ally and look at the game as a whole. Diplomacy is a board game, and it stands to reason that what a player intends is reflected by his position and moves on the board. Study it! Your ally can protest to high heaven that he is with you, but if his armies are heading toward your provinces, don't be surprised if they attempt to find a home there. Where can he move? If he can hurt you, take steps to ensure that it is more profitable for him to move elsewhere. Don't get blinded to reality, either by your ally's pretty phrases or by your own grandiose plans. Studying the board will tell you a lot that your ally won't.

5. Failure to communicate with the rest of the board. This is your D.E.W (Distant Early Warning) line. Who better to warn you of the machinations of a potentially dangerous ally than those whose best interest it is to do so? The other players will give you all sorts of warnings about your ally, but expect that you will have to sort through a lot of chaff to find a kernel of truth--particularly if you have a potentially winning alliance. But if you have statements from your ally against which to check other information, if you have looked out for your ally's legitimate needs, if your ass is

covered, and if you have studied the board position, such information does not exist in a vacuum. Again, you have no one else to blame if you get stabbed by another player who had it in his best interests to warn you, but who was put off by your failure to ask him.

There will always be stabs in Diplomacy--can you imagine the game without them? The important thing is to be sure that the dagger always points elsewhere. But if you are surprised by a successful stab despite every precaution, don't condemn the perpetrator as being "untrustworthy." Rather, praise him and learn from the experience. Enjoy!

*This article was reprinted from the US Novice Package **Masters of Deceit**.*

Munich: The Most Vital Centre On The Board

by Richard Hucknall

It sits there, almost in the geographical centre of the board. It is totally landlocked and borders on two other supply centres, five provinces, and impassable Switzerland. It is in the middle of the most regularly occurring stalemate line that runs diagonally over the board from north-east to south-west. It is Munich, often the key to victory.

Take any of the seven Great Powers and consider the most easily achievable 18 supply centres needed for victory based on virtually any workable strategy. You will find that Munich always comes into consideration and that no other centre attracts similar importance. For example, the possible 18 centres for Austria are the three home centres, four Balkans, three Turkish, three Italian, all the Russian except StP, and Tun. This is only 17 and assumes Austrian naval ability to take Tun against possible French or English opposition. Mar or StP could be the last centre, but Mun would surely be far more likely. Similarly, Turkey would eye the same basic 17 centres, and although would be far more likely to take Mar or one of the Iberian centres for the 18th, the fact that armies must have been used to push up to Vie & War would make Mun a very possible target.

France must invariably look to Mun if he wants to win. Unless an unusual French naval policy had been followed, in both the north and south, French armies would need to expand, and the

Pie bottleneck is hardly conducive to rapid deployment of forces. Although England is basically a naval power, unless he takes the Italian centres in addition to all the coastal centres in the north, he needs some inland centres to achieve victory and Mun is as achievable as Par. Similarly, Italy is usually a naval power, but Mun is so close to home that this is likely to be one of the centres included in the magical 18. Finally, Russia. Russia probably has more options than any other Great Power, but even so Mun is only two spaces from War and the centre nearly always falls in a Russian victory.

I have checked back over all the *FOE* games that have resulted in outright wins (excluding victory

by concession by player vote) and have found that in only two of these games has the winning country not held Mun. I suspect that the complete hobby stats would reveal that 90% or more games see Mun held by the victor.

What conclusions can be drawn? First of all I'm not advocating that your policy in every game should be built around a plan to capture Munich. However, with the winner likely to control that centre I suggest a watchful eye be kept on it, and an awareness maintained that you will probably need to control it yourself to win.

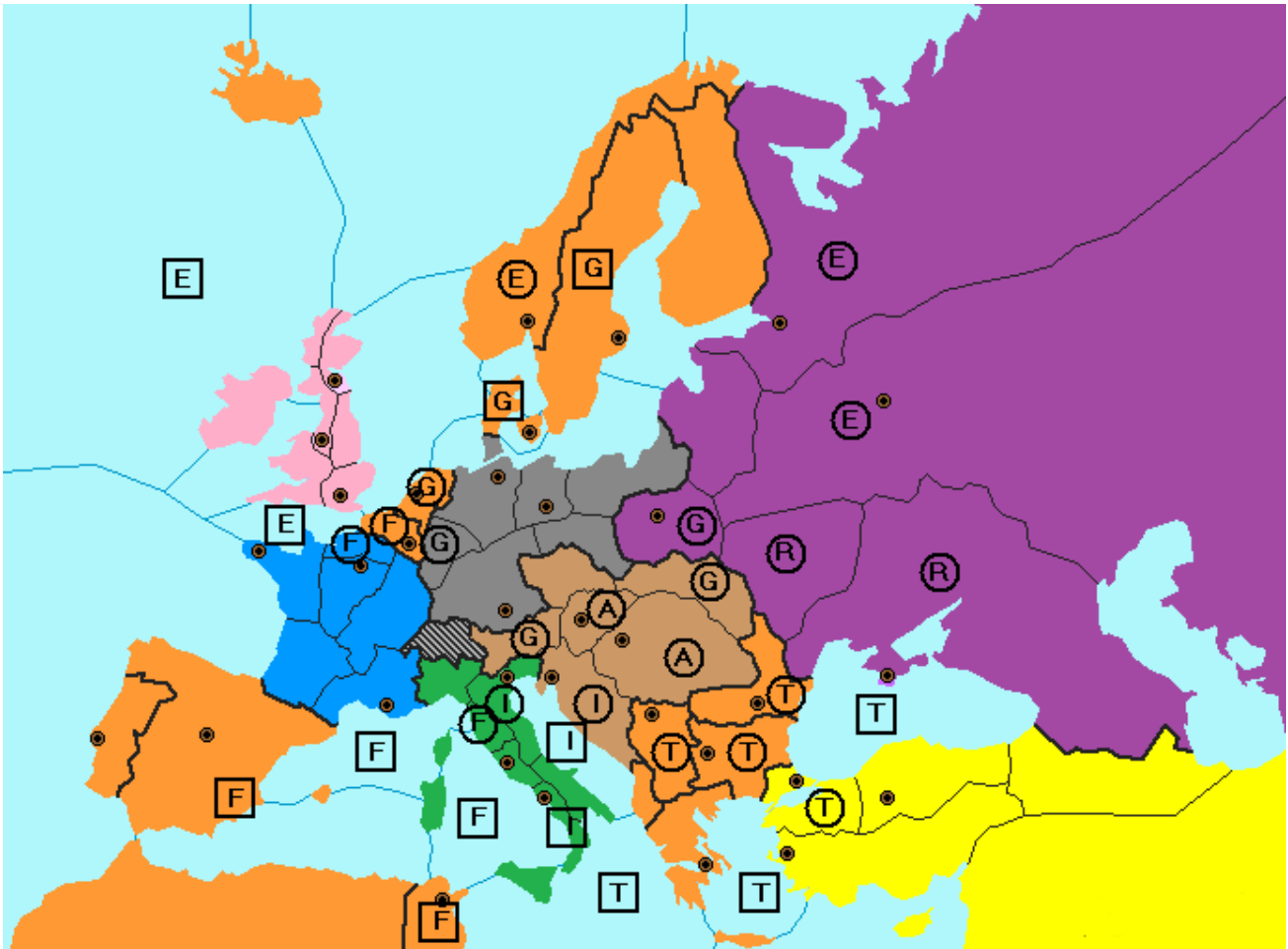
First published in Fall of Eagles No.64 (Jan 1982)

The Diplomacy Board

75 spaces, 34 supply centres, 22 home centres, 12 neutrals, 19 sea spaces, 42 coastal, 14 inland.

Number of Neighbours	Sea Spaces	Land Spaces	Total
11	NTH		1
10			0
9	MAO, ION		2
8	ENG	Gal	2
7	BAL, TYS	Nwy, Kie, Tri, Ven, Rum, Bur, Mun	9
6	NWG, IRI, WMS, AEG, BLA, GoL	Lpl, Swe, Lvn, Bul, War, Spa, Gas, Den, Bel, Sil, Smy, Tyr, Tus, Ser,	20
5	ADS, GoB	Edi, Wal, Yor, StP, Mos, Vie, Bud, Pie, Ukr, Sev, Bre, Pic, Mar, Rom, Alb, Hol, Ber, Ruh, Pru, Boh, Gre, Con, Arm, Apu	26
4	NAO, HEL, SKA, EMS,	Cly, Lon, Fin, Par, Nap, Tun, Ank	11
3	BAR, NAF	Syr	3
2		Por	1

Number of SC Neighbours	Sea Spaces	Land Spaces	Total
6	NTH		1
5	BLA	Ser	2
4	BAL, AEG	Ruh, Tyr, Bud, Gal, Bul, Rum, Ukr	9
3	MAO, HEL, SKA, TYS, ION,	Yor, Gas, Bur, Pic, Kie, Apu, Tri, Alb, Con, Arm, Mos, Lvn	17
2	NWG, ENG, GoL, WMS, GoB, BAR, ADS	Lpl, Cly, Wal, Spa, Hol, Mun, Ber, Sil, Pru, Pie, Ven, Tus, Rom, Nap, Boh, Vie, Nwy, Swe, Den, Gre, Ank, Smy, Sev, StP, Fin	32
1	NAO, IRI, EMS	Edi, Lon, Por, Mar, Par, Bre, Bel, NAF, Syr, War	13
0		Tun	1



2023BB All The Madmen (Spring 1904)

AUSTRIA-HUNGARY (Neil Kendrick)
A(Bud) s A(Vie); A(Vie) s A(Bud) (CUT)

ENGLAND (Lindsay Jackson)
A(StP) s A(Lvn) - Mos; A(Lvn) - Mos; A(Fin) - Nwy;
F(NWG) - NAO; F(NTH) - ENG

FRANCE (Mike Benyon)
A(Pie) - Tus; F(GoL) s A(Pie) - Tus; F(Mar) - Spa
sc; F(Tun) - ION (FAILED); F(TYS) s F(Tun) - ION
(CUT); A(Pic) s A(Bel); A(Bel) Stands

GERMANY (Toby Harris)
F(GoB) - Swe; F(BAL) - Den; A(War) s ENGLISH
A(Lvn) - Mos; A(Sil) - Gal; A(Tyr) - Vie (FAILED);
A(Mun) - Ruh; A(Hol) s A(Mun) - Ruh

ITALY (Colin Smith)
F(Nap) - TYS (FAILED); A(Ven) s A(Tri); F(ADS) s
A(Tri); A(Tri) s A(Ven)

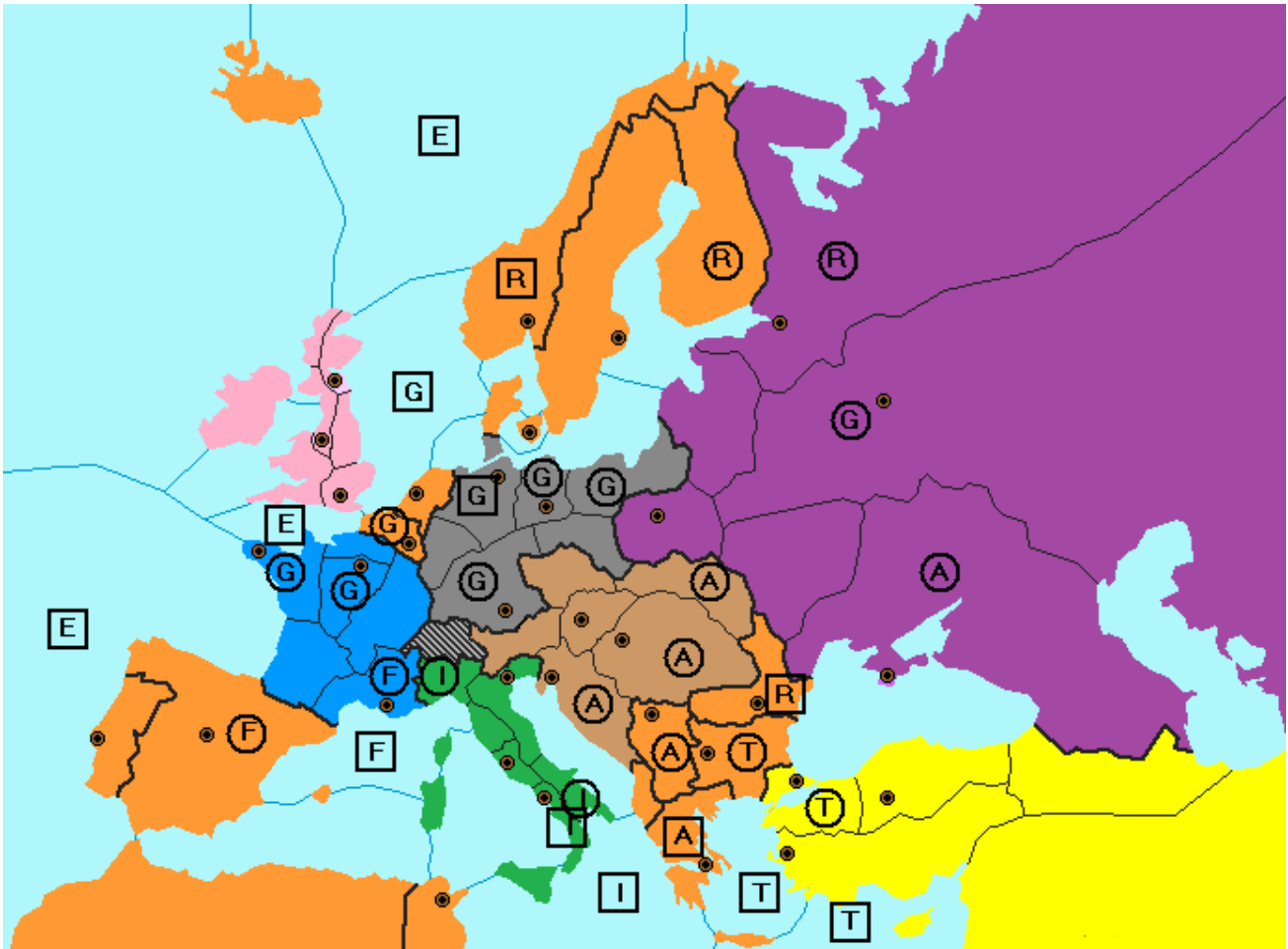
RUSSIA (Simon Billenness)
A(Sev) - Arm (FAILED); A(Mos) - Ukr

TURKEY (Neil Duncan)
A(Ser) s ITALIAN A(Tri); A(Rum) s A(Ser); A(Bul) s
A(Rum); F(Gre) - ION; F(AEG) s F(Gre) - ION;
F(BLA) c A(Con) - Arm; A(Con) - Arm (FAILED)

Press:

Vie (Govt): Thanks for the game guys .. know I screwed myself in Autumn 01 (due to rusty memory on Dip openings). No worries this end and good luck all 😊





2023BC Big Brother (Autumn 1903)

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

ENGLAND (John Galt)
F(BAR) - NWG; F(StP) nc - BAR; A(Nwy) s GERMAN
A(Mos) - StP* (MISORDER, DISLODGED -
DISBANDED NRP); F(IRI) - MAO; F(ENG) s F(IRI) -
MAO

FRANCE (Civil Disorder)
A(Spa) Stands ; A(NAf) Stands ; F(GoL) Stands ;
F(MAO) Stands* (DISLODGED - DISBANDED BY
GM); A(Mar) Stands

GERMANY (Hans Swift)
A(Pic) - Bre; A(Bur) - Par; F(HEL) - NTH; A(Pru) -
War (FAILED); A(Mos) s AUSTRIAN A(Ukr) - Sev;
A(Ruh) - Bel

ITALY (Derek De Rooy)
A(Ven) - Pie; A(Rom) - Apu; F(Nap) s F(ION);
F(ION) s AUSTRIAN F(Gre) (CUT)

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

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

Autumn 1903 Adjustments:

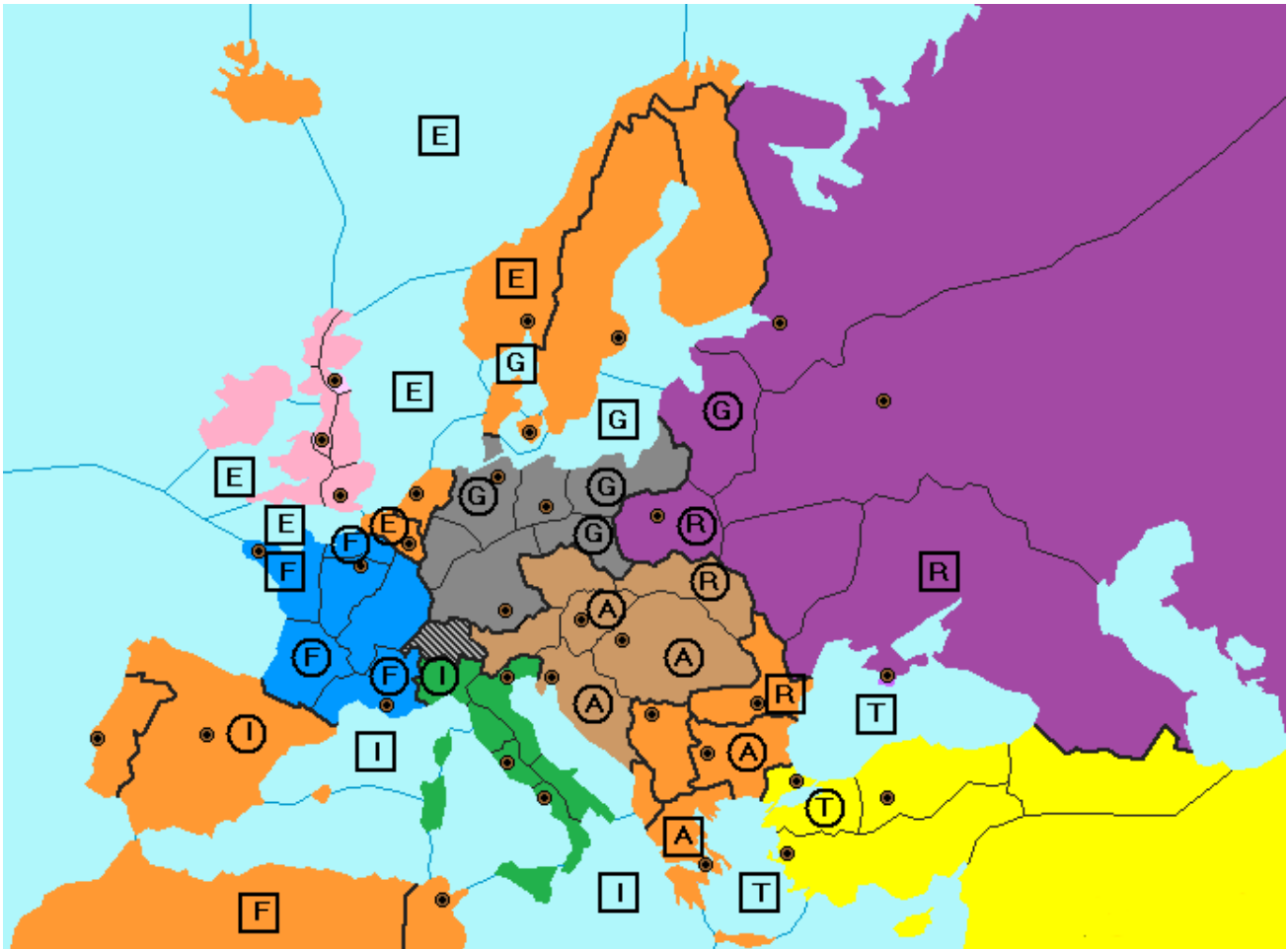
A: Gre, Ser, +Sev, Tri, Bud, Vie = 6; Gains 1.
E: Edi, Lon, Lpl -StP, -Nwy = 3; Loses 2.
F: Spa, Mar, Por, -Bre, -Par = 3; Loses 2.
G: +Bre, +Par, +Mos, Bel, Den, War, Ber, Mun,
Hol, Kie = 10; Gains 3.
I: Nap, Ven, Tun, Rom = 4; No change.
R: +Nwy, Rum, +StP, Swe, -Mos, -Sev = 4; No
change.
T: Bul, Con, Ank, Smy = 4; No change.

Builds/Disbands:

A: Builds A(Bud).
E: No disbands ordered, GM removes F(BAR).
F: GM removes A(NAf).
G: Builds A(Mun), A(Ber), F(Kie). 1 short.

Press:

Anon: A majority voted, no, to Civil Disorder
moves. Such a vote was very pro-E/G.



2023BE Candidate (Spring 1903)

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

ENGLAND (Paul Simpkins)
F(StP) nc - Nwy; F(BAR) - NWG; A(Bel) - Pic
(FAILED); F(ENG) - IRI; F(Lon) - ENG; F(Nwy) - NTH

FRANCE (Richard Jackson)
A(Pic) - Bel (FAILED); A(Gas) s A(Mar); A(Mar)
Stands; F(Naf) - Tun (FAILED); F(MAO) - Bre

GERMANY (Jason Finch)
F(Swe) - SKA; F(BAL) c A(Kie) - Lvn; A(Kie) - Lvn;
A(Hol) - Kie; A(Ber) - Pru; A(Mun) - Sil

ITALY (Dominic Braithwaite)
F(ION) - Tun (FAILED); F(GoL) c A(Pie) - Spa; A(Pie)
- Spa; A(Ven) - Pie

RUSSIA (Joseph Stark)
F(Sev) s F(BLA) - Rum; A(Gal) s F(BLA) - Rum
(CUT); F(BLA) - Rum; A(War) s A(Gal)

TURKEY (Paraic Reddington)
F(Ank) - BLA; A(Con) - Bul (FAILED); A(Bul) - Rum*
(FAILED, DISLODGED - DISBANDED NRP); F(AEG)
s AUSTRIAN F(Gre) - ION (MISORDER)

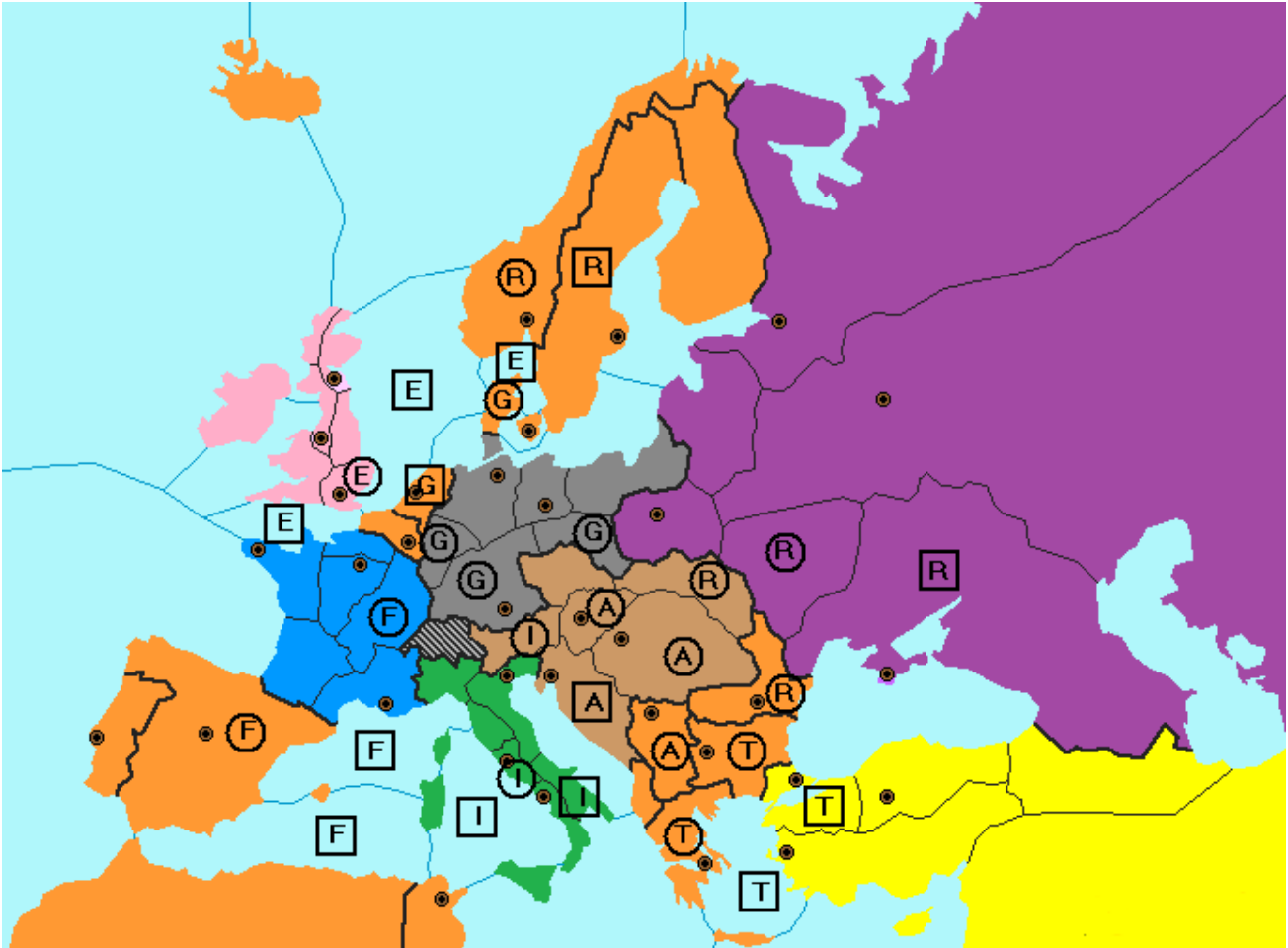
Press:

Anon: Labdien, Rīga?

France to All: Stranded in Portugal due to flight chaos. No work email available to get in touch.

Russia to All: It is now clear how alliances have been formed to take over the world. Can they be stopped?





2023BF Diamond Dogs (Spring 1902)

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

ENGLAND (Jack McHugh)
F(Lon) - ENG; A(Yor) - Lon; F(NTH) s F(Nwy) - SKA (CUT); F(Nwy) - SKA

FRANCE (Martin Davis)
A(Bur) Stands; A(Spa) Stands; F(WMS) Stands; F(Mar) - GoL

GERMANY (Alexandre Marcondes)
A(Kie) - Ruh; A(Mun) s A(Kie) - Ruh; A(Ber) - Sil; F(Hol) - NTH (FAILED); A(Den) - Swe (FAILED)

ITALY (Caetano Darwin)
A(Rom) - Ven (FAILED); A(Tyr) s A(Rom) - Ven (CUT); F(Tun) - TYS; F(Ven) - Apu

RUSSIA (Vick Hall)
F(Swe) s GERMAN A(Den) (MISORDER); A(StP) - Nwy; A(Mos) - Ukr; A(Rum) s A(War) - Gal (CUT); A(War) - Gal; F(Sev) s A(Rum)

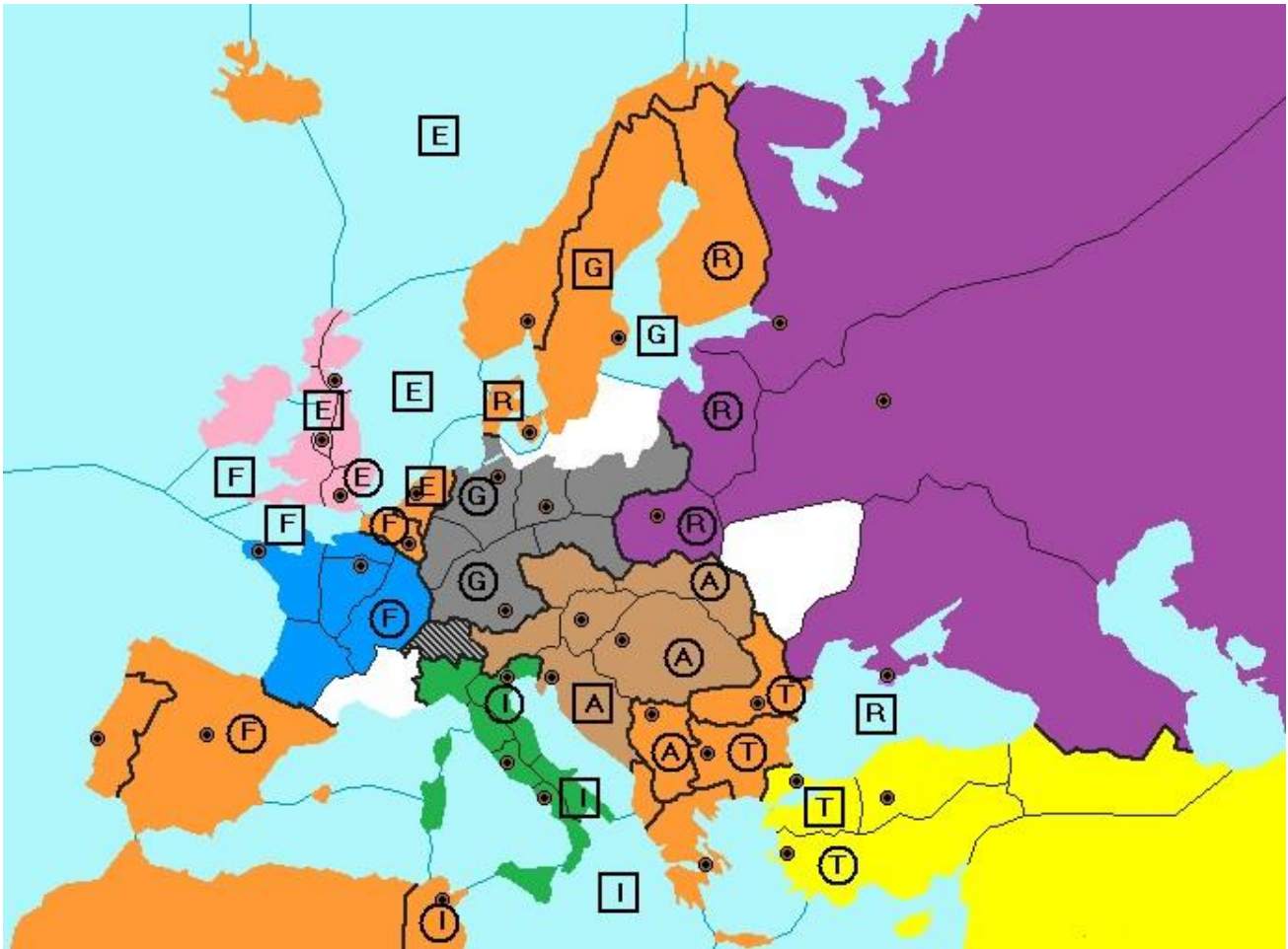
TURKEY (John Trevor-Allen)
A(Con) - Bul; A(Gre) s A(Con) - Bul; F(Ank) - Con; F(Smy) - AEG

Press:

France - All: My apologies for the small amount of correspondence. I'm afraid that my wife had a nasty fall, and I've been heavily preoccupied in places other than in war torn fantasy Europe!

Vienna: Austria facing 3/1, looks grim! As usual I will try to shaft the small power foolishly helping out the large powers. If possible!





Black Hole Dip II Everyone Says Hi! (Spring 1902)

AUSTRIA-HUNGARY (John Tait)
A(Bud) s A(Vie) - Gal; A(Vie) - Gal; F(Tri) - Alb
(FAILED); A(Ser) - Alb (FAILED)

ENGLAND (Christian Dreyer)
F(Edi) - NTH; F(Lpl) - Wal (FAILED); A(Lon) - Wal
(FAILED); F(Hol) - Bel (FAILED); F(Nwy) - NWG

FRANCE (Alexandre Marcondes)
F(IRI) s F(Bre) - ENG; F(Bre) - ENG; A(Par) - Bur;
A(Bel) s A(Par) - Bur (CUT); A(Por) - Spa

GERMANY (Kevin Wilson)
A(Kie) - Lvn (FAILED); A(Mun) - Kie (FAILED);
F(Swe) s F(Ber) - GoB; F(Ber) - GoB

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

RUSSIA (Philip Murphy)
F(GoB) - Swe* (FAILED, DISLODGED TO Den);
A(Mos) - Lvn; A(War) s A(Mos) - Lvn; A(StP) - Fin;
F(Rum) - BLA

TURKEY (David Partridge)
A(Bul) - Rum; A(Con) - Bul; F(Ank) - Con; A(Smy)
Stands

True Random Number Generator

Min:

Max:

Result:

37
Min: 1, Max: 75
2023-09-02 13:54:21 UTC

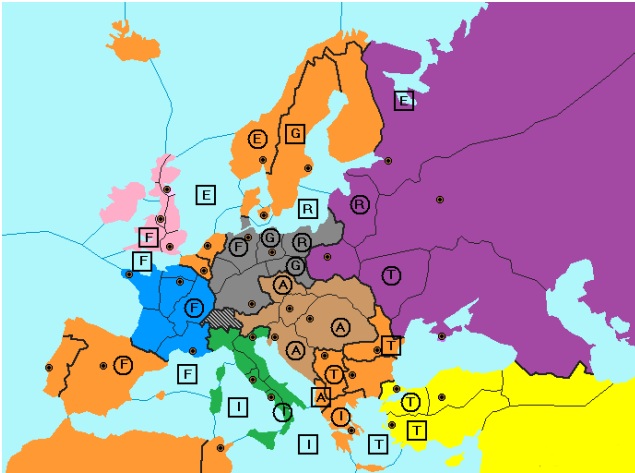
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37 = Marseilles! So, Marseilles is now a Black Hole and no longer a SC. Gascony now has two coasts (ec and wc).

Intimate Diplomacy Tournament

Game One (Spring 1902)

Will Haughan (TURKEY) vs. Alexandre
Marcondes (FRANCE)



Will has Austria, Germany and Russia.
Alexandre has England and Italy.

AUSTRIA-HUNGARY A(Bud) s TURKISH A(Bul) - Ser; F(Gre) - Alb; A(Tri) s F(Gre) - Alb; A(Gal) - Boh

ENGLAND A(Nwy) s F(BAR) - StP nc; F(BAR) - StP nc; F(NTH) - Den (FAILED)

FRANCE (Alexandre Marcondes) A(Por) - Spa; A(Par) - Bur; A(Mun) - Kie; F(Mar) - GoL; F(Lon) - Wal; F(Bre) - ENG

GERMANY A(Sil) s AUSTRIAN A(Gal) - Boh; A(Pru) - Ber; F(Swe) - Den (FAILED)

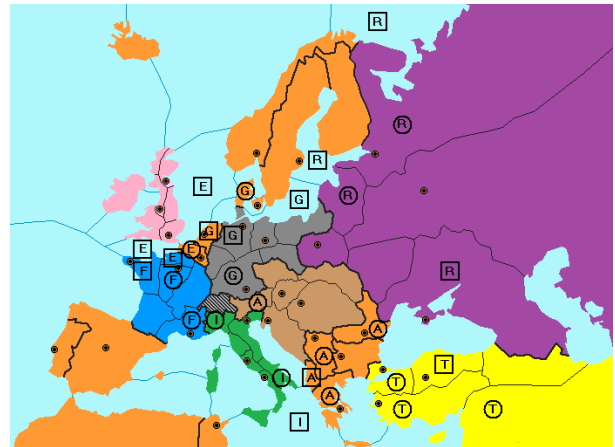
ITALY A(Ser) - Gre; F(Rom) - TYS; A(Nap) Stands; F(ION) s A(Ser) - Gre

RUSSIA F(BAL) s GERMAN A(Pru) - Ber; A(War) - Pru; A(Lvn) - StP (FAILED)

TURKEY (Will Haughan) A(Sev) - Ukr; F(Con) - AEG; F(Smy) s F(Con) - AEG; A(Ank) - Con; F(Rum) Stands; A(Bul) - Ser

Game Two (Spring 1902)

James Hardy (AUSTRIA) vs. Edward Richards
(ENGLAND)



James has Germany, Italy and Turkey
Eddy has Russia

AUSTRIA-HUNGARY (James Hardy) A(Vie) - Tyr; A(Bud) - Ser; F(Tri) - Alb; A(Ser) - Gre; A(Rum) - Sev (FAILED)

ENGLAND (Edward Richards) F(ENG) - Pic; F(NTH) - ENG; A(Bel) Stands; F(Edi) - NTH

FRANCE (Mercenary - Unaligned) F(Bre) Stands ; A(Mar) Stands ; A(Par) Stands

GERMANY (Mercenary) A(Tyr) - Mun; A(Den) Stands; F(Ber) - BAL; F(Kie) s F(Hol); F(Hol) Stands

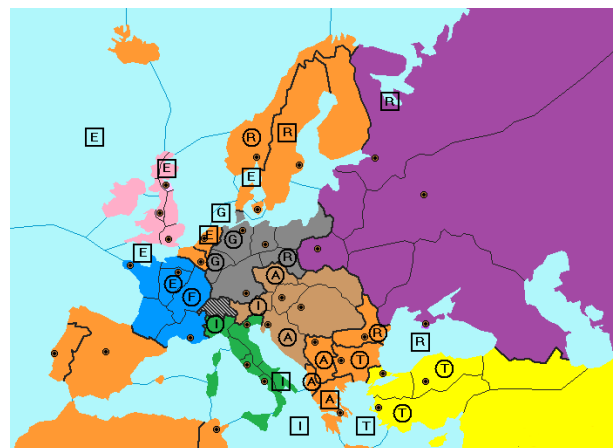
ITALY (Mercenary) A(Ven) - Pie; A(Apu) Stands; F(ADS) - ION

RUSSIA (Mercenary) A(Nwy) - StP; F(GoB) c A(Fin) - Lvn; A(Fin) - Lvn; F(Sev) - Rum (FAILED); F(StP) nc - BAR

TURKEY (Mercenary) A(Smy) - Syr; F(Ank) Stands; A(Con) - Smy; A(Bul) - Con

Game Three (Spring 1902)

Richard Williams (ENGLAND) vs. Brian Frew
(RUSSIA)



**Richard has Italy and Turkey
Brian has Austria and Germany**

AUSTRIA-HUNGARY (Mercenary) A(Vie) - Boh; A(Bud) - Tri; A(Tri) - Alb; A(Ser) s
RUSSIAN A(Sev) - Rum; F(Gre) - AEG (FAILED)

ENGLAND (Richard Williams)
F(Bel) - Hol; F(Nwy) - BAR* (FAILED, DISLODGED
TO SKA); F(Edi) - NTH (FAILED); F(Lon) - ENG;
A(Bre) - Par; F(Lpl) - NAO

FRANCE (Mercenary - Unaligned)
A(Bur) Stands

GERMANY (Mercenary)
F(HEL) - NTH (FAILED); A(Kie) - Mun (FAILED);
A(Ruh) - Mun (FAILED)

ITALY (Mercenary)
F(Nap) - Apu; F(ION) s TURKISH F(Smy) - AEG;
A(Mar) - Pie; A(Tyr) - Mun (FAILED)

RUSSIA (Brian Frew)
F(StP) nc - BAR (FAILED); F(Swe) s A(Fin) - Nwy;
A(Fin) - Nwy; A(War) - Sil; A(Sev) - Rum; F(Rum) -
BLA

TURKEY (Mercenary)
F(Smy) - AEG; A(Con) - Ank; A(Ank) - Smy; A(Bul)
- Rum (FAILED)

FRANCE (Mog Firth) F(Bre) - ENG; A(Par) - Bur;
A(Spa) - Por; A(Ven) - Rom; F(Mar) - GoL

GERMANY (Mercenary) F(Kie) - Hol; A(Ber) - Mun;
A(Mun) - Ruh

ITALY (Mercenary) A(Rom) - Apu; F(Apu) - ION

RUSSIA (Geoff Wilde) F(Swe) - Den; F(StP) nc -
Nwy; A(Rum) - Bud; A(Bud) - Ser; A(Mos) - StP;
A(War) - Gal; F(Bul) ec - Gre (MISORDER); F(Sev) -
BLA

TURKEY (Mercenary) F(Ank) - Con; A(Smy) - Syr;
A(Con) - Smy

UK Games Conventions

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.

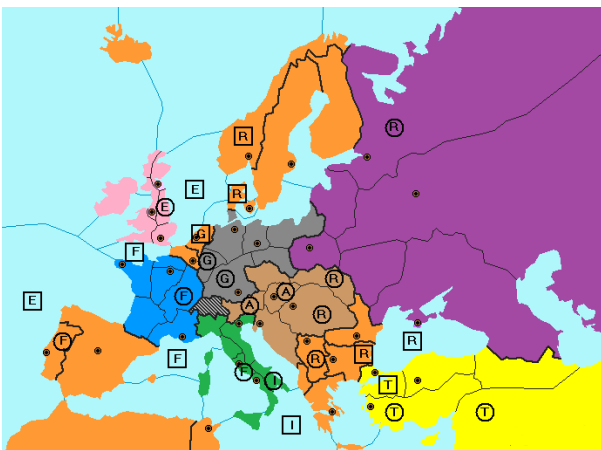
23rd-25th February 2024:
SoRCon, Holiday Inn, Basildon. See
www.sorcon.co.uk for details

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]

Game Four (Spring 1902)

Mog Firth (FRANCE) vs. Geoff Wilde (RUSSIA)



**Mog has Austria, England and Italy
Geoff has Germany and Turkey**

AUSTRIA-HUNGARY (Mercenary) A(Vie) - Tri
(FAILED); A(Tyr) - Tri (FAILED)

ENGLAND (Mercenary) F(ENG) - MAO; A(Wal) -
Yor; F(Lon) - NTH

The 2023 UK Games Zine Poll

from Alex Richardson

a) WHO MAY VOTE? Anyone who sees at least one eligible zine.

b) WHICH ZINES ARE ELIGIBLE? Any zine published in the British Isles which has produced an issue in 2023 (up to and including the Poll deadline); is distributed by post, as an e-mail, as an attachment to an e-mail or as a download from a website; and runs games that we would recognise as 'postal' ones (e.g. Diplomacy, Railway Rivals, 18xx, En Garde! or United, to name only a few). Please note: The zines should be from the UK but the voters can come from anywhere -- all that matters is that you are a regular reader.

c) HOW TO VOTE. List all of the eligible zines that you see and give each one a mark between 1.0 (low) and 10.0 (high), to one decimal place if you wish. Editors may vote for their own zines. Votes should be sent by e-mail from the voter's own account to alex.bokmal@googlemail.com. The Poll deadline will be midnight on **TUESDAY 31ST OCTOBER 2023**. Results will be sent by e-mail to each voter and (I hope) published by a zine editor near you.

Up for consideration this year will be: Astradyne, Astro, Capricorn, The Cunning Plan, Dane's Games, Devolution, Extra Time, Ford Super League, Fourtrack Mainline, Fury of the Northmen, God Save The Zine, Hopscotch, In Off The Post, Last Orders!, ...mais n'est-ce pas la gare?, Minstrel, Ninety Minutes, Obsidian, Ode, Open Management, Puma, Striker, Top of the League, To Win Just Once, United Side of Hopscotch, Variable Pig and Will This Wind/Outbreak of Heresy. (As usual, though, please let me know of any folds or glaring omissions.)

I have never liked the fact that editors can vote for their own zines. We are all gamers at heart, so there is a strong compulsion to give your own zine a "10", if only to cancel out all the other editors who gave their own zine a "10". Then again, what does it really matter at the end of the day? It's only a bit of fun... but still the competitive urge itches.

World Diplomacy Championship 2023

Congrats to Jamal Blakkarly, the 2023 World Diplomacy Champion who claimed his victory in Bangkok, Thailand.

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.

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?. Brian Frew only 16 wanted.

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



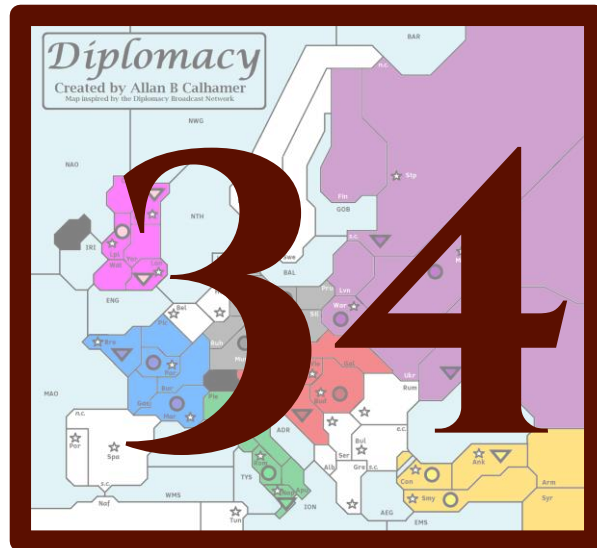
Email: godsavethezine@gmail.com

DEADLINE

Friday

29th September 2023

Deadline for Late Orders! is
Tuesday 26th September



A new Diplomacy zine from
Diplomaticon Publishing.

I'm looking to publish articles about Diplomacy, whether that's discussion, strategy, reports... anything relating to the Diplomacy Hobby.

It doesn't matter *how* you play your Dip, if you've something to contribute I'm happy to publish it.

You can contribute by emailing me at diplomaticonpublishing@gmail.com

Issue #1 was published 9 September 2023 and can be downloaded from the publishing site

[34+](#)

Incorporating the subzine aimed at novices

SEND NOOBS.

Give it a try!

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 51. August 2023

Next deadline: **2000 BST 25th
September**

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

Welcome to Late Orders! Issue 51. Things
are really running down now as we have
the end to Intimate Diplomacy game
Groom. It seems likely that all Dip games
will be completed in the next issue,
which will just leave the Election game.

Intimate Diplomacy Games

LO22 A Scarcity of Miracles

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

Winter 1906

Brian (50): F-25; I-0
Leif (21): F-21; I-0

So Brian has France and retains 25 in his
treasury. Leif stands alone and has 21 in
the treasury.

Spring 1907

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

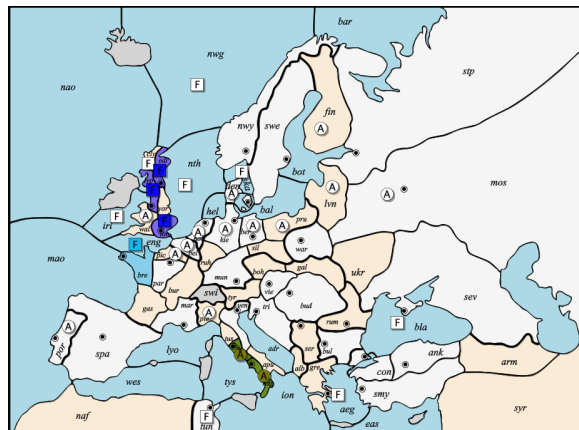
Russia: F aeg Holds, F bar -> nwg, A bel
Holds, A ber Holds, F bla Holds, F cly
Supports F bar -> nwg Support cut by
Move from Edinburgh. A den Holds, A fin
Holds, A hol Holds, A kie Holds, A lvn
Holds, F mao -> iri, A mos Holds, F nwy ->
nth, A pic Holds, A pie Holds, A por Holds,
A pru Holds, F ska Supports F nwy -> nth,
F tun Holds, A wal -> lon
Bounced with lon (2 against 1).

Russian mercenary

France: F eng Supports A wal -> lon

Neutral power

Italy: A nap Holds, A rom Holds



LO23 Three of a Perfect Pair

Alexandre Marcondes (Germany) plays
Leif Tviberg (Turkey).

Fall 1906

Sadly I have not heard from Alexandre for
the second month running. This means
that the game comes to an end with a
forfeit. **Leif takes the win.**

LO25 Groom

Geoff Wilde (Italy) plays Kevin Stokes
(Turkey).

Fall 1904

Italy: A bul -> con, F ion -> gre, F nap ->
apu, A pie -> ven, A spa -> bre Convoy
path taken: spa→mao→bre. F tys -> ion,
A ven -> tri

Turkey: F adr Supports A alb -> tri, A alb -> tri Failed. F con Holds Dislodged from bul (2 against 1). A tri -> bud Bounced with rum (1 against 1). Dislodged from ven (3 against 1). Unit destroyed.

Italian mercenaries

Austria: A boh -> tyr, A rum -> bud Bounced with tri (1 against 1). A ser Supports A ven -> tri, A vie Supports A ven -> tri

England: F bel Supports A kie -> hol, A lon -> yor, F mao Convoys A spa -> bre, A wal Holds

Russia: F ank Supports A bul -> con, A kie -> hol, A mos Holds, F sev -> bla, F stp/sc Holds, F swe Holds, A war Holds

Neutral party

France: A hol Holds Dislodged from kie (2 against 1). Unit destroyed. F lvn Holds, A ruh Holds

Autumn 1904

Turkey: F con-smy

Winter 1904

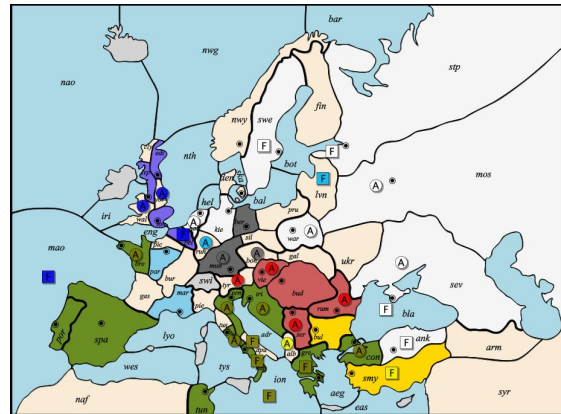
Italy: Builds F nap

Italy: Builds A rom

Russia: Builds A sev

Turkey: Removes F adr

Kevin's orders stated that if Turkey occupied Constantinople and he had been unsuccessful in Budapest he would resign. I have checked this with him and he has confirmed that he is conceding the game. So, we have a winner! **Congratulations to Geoff on a very fine victory.**



LO26 A Sailor's Tale

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

Fall 1902

Sadly I have not heard from Alexandre for the second month running. This means that the game comes to an end with a forfeit. **Mark takes the win.**

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 8

The Approval Index is static as the parties focus on securing the support of postal voters. The Social Democrats remain mobile and focused on the north. The other parties stay in place and the southern districts are a focus for the Green and Free campaigns.

 **SOCIAL DEMOCRATS (John)** Moves to District 4.
Places one standard voter in D4.
Places one postal voter in D14.
Buys an attack advert.

 **ANGELIC UPSTARTS (Andy)** Stays in District 2.
Takes three postal votes

 **GREEN (Mark)** Stays in District 10.
Places two standard voters in D13.
Places on postal voter in D10.

 **FREE LOLANDERS (Leif)** Stays in District 12.
Places one standard voter in D12.
Places one postal voter in D13.
Places on postal voter in D14.

The position is updated on the board.

Note that we are now at a stage in the game where some orders will not be processed due to a lack of free space on the board (see rules on how clashes are resolved). Players may wish to order conditionally to protect against losing a move. It is quite likely that we will hit Election Day at Round 10, looking at the current position, so it would be useful to look ahead to that section of the rules.

Instructions For Next Round

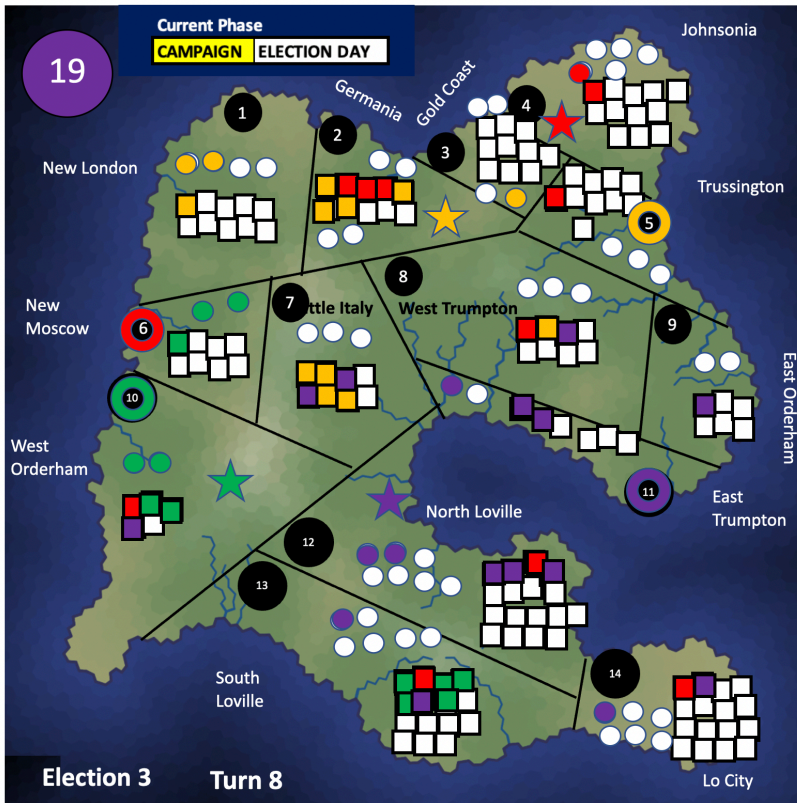
1. At the start of the turn, the players select a District to be their Campaign Base. They can stay where they were on their last turn or move to any other District.
2. Perform 3 actions, which can be any combination of the following. Each of the actions is resolved by the GM in the order presented.

- 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](#)



APPROVAL INDEX					
1	2	3	4	5	6
1	1	1	1	1	1
2	2	2	2	2	2
3	3	3	3	3	3
4	4	4	4	4	4
5	5	5	5	5	5
6	6	6	6	6	6
7	7	7	7	7	7
8	8	8	8	8	8
9	9	9	9	9	9
10	10	10	10	10	10
11	11	11	11	11	11
12	12	12	12	12	12
13	13	13	13	13	13
14	14	14	14	14	14
15	15	15	15	15	15
Start	Start	Start	Start	Start	Start

- 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.

District	Seats
1	22
2	20
3	21
4	24
5	20
6	18
7	18
8	17
9	15
10	13
11	15
12	35
13	30
14	33

Party	Unused attacks	Attacks used		Postal votes		Forces vote	
		used	unused	used	unused	used	unused
SD		2	4	6	1		
AU		3	1	7	1		
G		3	1	5	1		
FL		5	0	3	1		

- Campaign base for turn
- District number
- Home district bonus vote
- Postal votes remaining
- Postal vote slot
- Standard vote slot