Streenwich Tours

This edition of HT sees a slight change in direction, with the introduction of the opportunity to play lots more games, and also some more in-jokes as both myself and Mark Holiday take the piss out of anything that moves in Liberal circles. The two sames which are defire tely soing to run (if I get the players) are Bourse and Executive. The former is to fulfill Graem Feters' wish to be able to bet on games. and the latter is a varient designed by myself to take the piss out of Young Liber 1s. Incidently, if anyone gets sensitive, its not besed on an individual but who t I think is wrong with the movement as a whole! I've also put ar article in to help non-YLs understand what its = bout.

with this issue there should be a ballot paper for a varient poll, to elect four Diplomacy varients (or other games) to run in HT. Please vote, sending your ballot ma pers in with your next orders.

Letters

Sir.
It has come to my attention, that Associated Toiletpapers 1td., of which you are a subsidiary, has embarked upon a takeover bid for my hallowed organ.

Are you willing to refute this allegation, or are you willing to confirm as the case may be?

In the previous issue of HT, you printed the most evil, libelous malicious lies about DC.

My organ has never to my knowledge ever contaminated or caused any other form of harm to its readership.

Please explain yourself sir, lest I pass on certain details in possession concerning apparent 'irregularities' in corporation tax returns for the previous fiscal year.

How did you finance that monthlong fact-finding mission with your personal secretary to Monte Carlo?
Is your new software release

featuring an editor chasing and finally harpooning a small, incredibly handsome journalist, in the dead centre of the target, just mere coincidence?

1 feel that the public needs answers to these very important questions.

Yours, Mark Holliday.

P.S. You have one month before I ring the fraud squad.

Obviously, one is forced to reply to these ravings. There is an element of truth in them: I did indeed warn resders that Dead Droppings (or whatever its called) was lightly to go critical if one cory was placed in the vicinity of another. I gain the impression that this letter is an attempt to deny this fact.

Lete put it this way. 'Mark' (if thate your real name), I ne ture lly send copies of HT to all of HMG's government. who play in a couple of games using false names. I sent the copies of HT directly to Brighton this time. Obviously Sir Kieth and Maggie had a tectical discussion on what to do with France, Well, we know what he ppened next, don't we, Mark. I expect to see £100,000 in used notes in a plain brown envolope put through my door every month from now on, or I'll publish the rest of the story.

Incidently, how dare you slander my personal secretary with thet nesty lie about Monte Carlo. I am disgusted. It was Côte du Rhone.

Recipes

I enjoy cooking slmost as much as I enjoy eating. Some of you are starting to suffer college. So I put two and two together, got thirty eight and a half, and decided to print some of my favourite vegic recipes. The idea is that recipes will be published fairly regularly, and rince I know some readers of HT can define tely cook, on I ask them to send in the recipes that they like.

1. Lentil Hot Pot (from 'Whats Cooking' by Eva Batt (honest))

8 of Red Lentils (Sainsbury's sell them) 3 onions
1.51b potatoes 3-4 the oil

2 level tsp yeast extract (eg Marmite) 1 tsp dried herbs (your choice) Seasoning About 3/4 pints worm water

Into a greased oven dish put layers of sliced potatoes, sliced onions, lentils seasoning and herbs, finishing with potatoes. Dissolve yeast extract in warm water and pour over. Pour oil all over and bake for about one hour in moderate oven - 325 of (Gas MK 3).

Comments Not particularly quick (especially peeling and slicing those potatoral but easy. I tend to bung in tons of Thyme and sage, cos thats what I like. The Marmite isn't necessary; its simply a means to introduce B11 and B12 into a Vegan diet (I'm not Vegan, but the book is).

2. Fried Soybeans (from 'Mexican Vegetarian Cooking' by Edith Metcalfe de Plata)

11b cooked soybeans
2 the Sesemme cil (ordinary cil will do)
2 oz each of chopped onion, green pepper and tomato

1/2 tap of sea salt, garlic and onion powder, celery seed, cloves, oregano, mustard and chili powder.

1/2 fresh chili, chopped.

Combine and saute all the ingredients for 15-20 minutes or until golden brown (one of the best tracks from the Stranglers). Serve hot with wholmeal bread or rolls.

Comments Quick (ignoring cooking the soybeans, which you do by sceking them for 24 hours, and them boiling them for 2-3 hours with 2 the oil). One of my favourites. I once managed to get the whole dish to come out with a lovely sour liavour, but unforturately I me pretty poor cook and I've no idea what I did right.

Liberal Jokes

- 1. A contribution from Nigel Gordon:
 - Q. How do you get four Liberals on to a chair?
 - A. You Turn it over.
- 2. And from Masters of the Prime
 - Q. What do Jeremy Thorpe and Captain Kirk have in common? A .More thrust, Scottie.

(mind you, the editor apologised for it)

Lots more contributions welcome.

Diplomacy Varients

There are many services offered to both editors and players in the postal Diplomacy hobby in Britian, as well as the gamezines themselves. Before I discuss the varient bank, and the BT varient election, I will briefly mention some of the other things available:

27 Years On

lists all the UK gamezines, and many American and Luropean ones as well.

It is about to be handed to Ian Shaw, but currently is produced by Mark Billenness, 20 Winifred Road, Coulsden, Surrey, CR3 3JA.

Diplomacy CGS is the Diplomacy Central Gamestart Service, which gives you a quick start to a game in one gamezine or another. Send your name and address to Nick Kinzett, 11 Daleway Poad, Green Lane, Coventry, CV3 oJ1.

Zine Bank send a fit to the zine bank, and you will get a large sample of different zines back. Give a list if you like. It is run by Alan Parr, o Longfield Gdns, Tring, Herts., HP23 4DW.

Varient Bank contains a list and set of all rules of Diplomacy variations ever published in the UK, and many published elsewhere. I recently not a mailing from them (I asked for a big one). If you are interested in getting some rules, then write to Geoff Kemp, 23 Raygill, Wilnecote, Tamworth, Slaffs., B77 4JY. He has just taken over from Andrew Poole, whom I would like to thank for dealing with the massive order I sent.

My order from the <u>Varient Bank</u> was sent to me a couple of days ago. I not the rules for over thirty Diplomacy varients, and at least ten other games, all for postal play; and my order was incomplete! I am poing to hold an election to decide which varients should be run in Backing Tires. Bourse and Executive will both definately run; the former because I intend to run Bourse games based on elections and by-elections in the future; the latter because I already have enough players for one game. You should get a bailot paper with this edition of HT. Here is a brief description of each of the varients (on, before I forget, the election is for 4 new games, and will be carried out by STV).

Diplomasing is a game where supply centres become real ale pubs, and armies and fleets become (you've guessed it) drinkers. The tactical difference in this game is that players can vote to close down existing pubs (disgusting), or open up new ones (fantastic). Units can also be flung randomly around the board, when they get caught in a pub thats closing down (shock, you know).

Cline-9 player Diplmacy is a well established varient for nine players. It was designed in the early days, when such things were all the rage, and is the only ame player game to still be played nowadays. It attaempts to make the board somewhat more 'spherical', and adds the Barbary States (North Africa), and Persia. I have the rules for versions I, IIa, IV and V. I will run what seems to a the best version from the GMs point of view, unless I get a specific request otherwise (assuming it gets elected).

Range War is based on the American West in the cowhoy days. Each player represents a ranch, except one who is the 'Devil's hole Gang'. The main tactical difference is that herds of cows are supply centres, and can be moved around. It has its own map.

Railway Rivals, which is mentioned elsewhere in HT, is a game where players build up railway networks, and then hold races between towns on those networks. This is a game in its own right. There are lots of maps, but I only have the home counties one at the moment, although I will definately get others if it is elected.

Stab , Universal Stab, and Ultra Stab are hidden movement varients, whereby only the results of condicts are publically reported. In Ultra Stab, not even this is reported, instead each player has three spies and an assasin, which can supply information to the players. Players privately receive information on the state of their own forces. I will not both Universal Stab (version be) and Ultra Stab in the election.

Abstraction is one of the few varients generally regarded as being better than the original game. The main differences are more supply centres for each country, and the strengthening of the Italian tactical position, and the introduction of Army/Fleets. An Army/Fleet is a fleet correin an entry around the board, and makes the game much more fluid.

Mobtown II uses a new map of a city in the USA, dominated by mobs. Each player represents such a mod. The game introduces a Don, which can increase the strength of a unit, but which, if lost, results in the players units standing in civil disorder for a season. Movement between different sections of the real factor restricted by alignmys, which is the crossed by using subways, or by using support.

Vain Rats uses the normal game, except each player can secretly choose an extra power at the begginning of the game for her/his country. There are thirteen powers to choose from, including the ability to order someone else's units, being able to see another player's moves, having false moves reported in HT, and so on.

Scramble for Africa is a varient based on the celemisation of office. There are eight players using a new map.

North America 2020 is a varient using a new map, where Quebec has succeeded from Canada, California has sunk into the Pacific, and the USA has split into four separate states. A super-powerful new unit, the Hovercraft, is introduced. Random events can also occur, under an optional rule.

Downfall of the Lord of the Rings and the Return of the King is a middle earth varient, and generally reparded as the best of those available. I have versions I, II, III and IV. The game is played on a new map, and introduces garrisons, double and treble armies, and other features. The designer, has attempted to keep the structure of the game close to that of the book.

Sopwith is not a Diplomacy varient, but a game in its own right, based on first world war dogfights. Basically, the idea is not make sure all the other players get shot down, or crash. The game is run in quite a few 'zines, and a table of Aces is kept. You become an Ace if you do well in many games (not necessarily in the same 'zine), which gives you extra powers in the game.

Mah Jong is a classic game, and I've got some postal rules for it. I've never played it ,so if you want a postal game, you'll also have to find a GM.

Apposition is a varient set in space. The main difference between it and the original, apart from a new map, is that the planets move relative to each other, so the board changes with each season.

Envoy is a two player varient, where each player takes one major power, and attempts to control the others through the use of envoys. The map is slightly different, in that envoy movement bypasses certain seas.

Gesta Danorum in set in Britian during the dark ages. A new map is used. The Norse and the Danes start with off board supply centres, which slowly disappear, forcing toom to invade. There is also a great army, which has treble strength, whose movement is either random, or the result of a player bribe.

Vote in a varient which uses the normal rules, except that each country is run by eight players, and the actual movement of the country's pieces is determined by which order prooves most popular amongst the players. Fifty six players a game; Help!

Excalibur is set in Britian in the 5th Century. There are seven players, four of which start off the board and must invade to survive.

Miniec is an economic varient with completely diffurent rules to the original game; only the map is the same. Provinces yelld various different kinds of economic units (agricultural, industrial and gold), and the player has to use them in military activity. The rules run to 8 pages.

The Young Kingdoms is based on Michael Hoovcock's Elric of Melnibone novels. A new map is used, which is primarily sea, and the abstraction Army/Fleet rules are used. A new unit, a dragon, is also introduced.

Hyborean Diplomacy is based around the Gonan novels, using, as you can probably imagine, a new map. There can be up to eleven players. A tactical difference is that armics can cross sees (they carry their own boats around with them?).

Instellar Diplomacy III is a five player space game, which introduces simple economics. There is a completely new board.

Beleriand is a complessarient based around the Silmarillion. One of the tentacal counges is the effect different terrian can have on units.

India is a simple varient for five players set in India circa 1500. The main change is a new year.

Bual Space Diplomacy introduces the concept of ceraain sea spaces being part of two spaces. It is intended to make fleets movement more flexible, and open the board up to new possibilities (so it says here).

The Maya is set in the part of central America ruled by the Maya. There are eight players, who each start with one unit in their home city. The aim is to accumulate temples, which you get as a result of owning supply centres as well as armies (I think).

Hentaspherical Diplomacy is played on seven identical surfaces, each of which consists of three islands and some sea. Each province neighbours those surrounding it in the normal manner, and all identical provinces on the other six surfaces.

Revolution allows the play is in a normal game to provoke rebellions inside their opponents countries. When a successful revolution occurs, a new player enters the game to take over the new forces (those which rebelled).

Middle Earth VIII is a simple variant whereby the normal game is effectively played on a map of middle earth, with the changes that armies may become fleets (and vica versa), and sertain provinces have garrisons (which increase the number of units needed to take that province by one).

Deluge us a normal game, except provinces start disappearing under water, taking their supply centre powers with them. Eventually, Switzeland becomes available, and finally was the only province above water in the game. The winner is whoever occupies it at that stare.

Multiplicity II allows players to build and split multiple strength units, thus giving more concentrated power to armies and provide.

Geophysical Diplomacy II allows players to cause 'geophsical events' each move, and in affect move provinces around the map. Sea spaces can also be converted to land (and vice cersa), and land can be made into mountains (from which armies cannot escape, except to other mountains). Switzeland starts off as a mountain space.

Third Age II is another Tolkien verient, which introduces the concepts of a ringbearer, multiple strength armies (especially for Mordor), and, obviously, a new map. Flayers can win by destroying the ring, destroying Mordor's most powerful army, or occupying all the supply centres on the board (that'll be Mordor).

Intimate Diplomacy is a two player variant where each player starts off in on, country, and can bid for the control of other countries. This is rather popular.

Machiavelli is the only commercially produced Diplomacy varient, which is set in Italy. The game introduces quite a few new features, but is even more suitable for nasty Diplomatic surprises than the original.

Mercator is the mena-varient,. I have the rules for many versions, but intend to run the thriteen player version if it gets elected. (25)

Civilization is a game in its own right, set in the encirent mad (Page 24)

1829 is a railway game, where each player can buy shares in railway companies, and the player with the greatest proportion controls that company. The effect of this is that players can change the companies they control, or even control more than one company. It is even possible to win without controlling a company during the game.

Quantum Space is another space varient, with its own map. Each planet has eight provinces, four of which are supplt centres, one orbit, which contacts all surfaces on its own planet, and quantum space. Quantum space is an infinite number of areas each of which connect with all the planetery orbits.

The election will be counted using STV, to elect four varients and/or other games to be run in HT. A ballot paper has been distributed with this edition. Vote by putting a '1' by your first choice, a '2' by your second, and so on, until you have voted as far down the list of games as you wish. Any ballot paper which contains no digits, or more than one of the same digit will be deemed spoilt, and not counted in the election. Send the ballot paper to me (Dylan Harris), at Wo, Haddo House, Haddo Street, Greenwich, London SE10.

If there is a varient or game to which you have access to postal rules which is not on the ballot paper, you may vote for it by writing it in to one of the blank spaces provided and voting for it as above. Such a game is unlikely to be elected unless you persuade other people to vote for it. If such a game is elected, I shall contact one of these people who gave it a high preference, in order to ask for a copy of the postal rules.

Anyone is entitled to vote, but they may only vote once. For this reason, all ballot papers should be signed by the voter. Voters are asked to complete the section stating which games they would be willing to play if run; they may seperate this from their ballot paper in order to preserve their anominity.

The results of the election will be announced in the next edition of HT. The deadline for receiving ballot papers shall be the HT games deadline. If enough players are committed to playing an elected game, then it shall start immediately, otherwise openings shall be announced for that game. Rules for all elected games will (hopefully) be distributed in the next ed ion of HT. If a games is not elected, but a player can find enough people to play it, I shall consider running it.

STOP PRESS STOP PRESS clunk 'What??' 'I didn't mean' 'Get going!!' START PRESS STAR

Youngstown was the first enlarged Diplomacy varient, and is for ten pleayers, adding Chira, Japan and India. It was originally designed in the '60s, and has produced many versions, although it has now been effectively superseded by Mercator (see above).

HyperEconomic Diplomecy is perhaps the Diplomacy varient, which, in the only game being run at the moment, has over seventy players. It takes the basic game, and introduce many more factors, including the obvious economic ones, research, guerilla warfars, different factors of ownership, etc..

1, "Lord of the Things" JRR Tolkien.

Oh, Gordon Bennet, not another one of these silly war stories which would give Freud a field day. These latest is much like all the others. It starts with our hero, a hobo called Freda, in Luton, which is rather stupidly called hobotown, an analogy so simple as to be immediately obvious, in Bedfordshire (clearly the printers of this oversized monstrousity share my opinions, because they've missed out the theodord' wherever Bedfordshire should appear in the novel). Freda, a wizard called 'Grandad', another hobo mysteriously called 'Sand', and a couple of others start on a walking holiday to the 'Mauds Bore', a pub in London.

They rapidly run into trouble with the law, for stealing some 'magic mushrooms' from a local greengrocer. They escape by taking a walk in a local wood. Oh when, when will these modern novelist realise that they are corrupting the innocence of todays youth by publishing these simple minded novels about people escaping from the long arm of the law?

Why wan't publishers realise that the great British public doesn't want silly little stories like this one, they want novels with the depth, breadth and imagination of J.R. Pubblesucker, or Agatha Christie. No doubt this will go straight to the top of the best sellers list. This will be forgotton a week after it is published. Yuk.

2, "Arnold Peabody: the story of a hero" JR Puddlesucker.

The depth, breadth and imagination of this novel is beyond imagination. This must be JR Puddlesucker's best ever, even better than the classic "How to write whilst being sick on a morning rush hour train from Euston", his autobiography. The plot centres around a hobbit called Frodo, who has to overcome immense odds in fighting the evil in an imaginary world called Middle Earth. Frodo, a wizard called 'Gandalf', the evil in an imaginary world called middle Earth. Frodo, a wizard called 'Gandalf', another hobbit called 'Sam' and a couple more companions, set out on a hazardous journey to save the world from a dreadful evil. They are almost immediately threatened by these forces, and have to make a risky journey through a magical wood to escape. Well worth buying.

JPR Tolkien can learn a lot from Mr. Puddlesucker. Just as Mr.Tolkiens novel is simple an unoriginal, so Mr. Puddlesuckers is probably one of the literatury events of the year, if not the decade. Just as the morals of Mr. Tolkiens novel are, to put it mildly, questionable, so those of Mr. Puddlesucker are beyond redemption, with the heroes fighting evil beyond all else.

There is clearly a great deal of jealously in the literatury world. I hear that some masty publisher, clearly jealous of Mr. Puddleaucker's incredible abilities, is threatening to sue. Do not worry, dear reader, nothing can do anything to damage Mr Puddleaucker's achievement with this novel.

Deadline

The deadline this time is a bit tight, because of the Christmas post rush. In cose fou haven't noticed the bit on the front, the deadline is the last post on Saturday 22nd December. I strongly suggest you post your letters to me by the 17th, to allow most of a week for them to get here. The next edition of HT should be put in the post by the following week, assuming I can find some printing facilities over the Christmas week.

What is the general feeling of you, the readers, to the four weekly deadline? is it too long? Is it too short? I would like some feedback, please.

THE WEEKEND

In my job as a DHSS stormtrooper, I have noticed that worthless soum such as readers of Masking Times like to play games with themselves. For this reason, DHSS scientists have decided to organize a weekend long orgy of game playing, and we need volenteers. You can contribute to the development of superior Eritish science, and show the world that the egg and spoon race is superior to all others, by coming to south east London for the weekend of 19th 4 20th January, 1984. The fuhrer herself might be there (provided that you are using enough digits after the decimal point).

The games will take place in Woolwich, if I can book the students union, if its still standing, otherwise they'll take place in Greenwich at 76 Kaddo House etc.. Cames to be played will include Miplomacy, Executive (see the rules in this edition of HT), Emporer (a new game being devised by Ralph Atkinson, based on the downfall of the Roman Empire) and anything people want to play. If I get the student union, and if the bar is free, I will also organize some entertainment of Saturday evening if anough players want it. I would love to include a snooker tornment, but there isn't a table in the students union (yet).

Please let me know as soon as possible if you want to come, so I can get an idea of numbers. I will also need to know if you need (crash) accomodation. A warning to real ale poseurs (which includes me); there are tons of good pubs in both Woolwich and Groenwich, so brings lots of cash (the beer is very expension London).

BOOK YOUR FLACE NOW. PIACE YOUR BOOK NOW (in Dead Piranha). BOOK YOUR BOOK . .

Quick Reviews

I have to admit that I didn't intend to do any reviews this issue, since I haven't had a chance to play test the products sufficiently. Anyway, there are three Traveller bits and pieces, being Adventure 12. The Secret of the Ancients Alien Module 2. The K'kree, and edition 21 of the Journal of the Travellers Aid Society. The Adventure is different from many others in Traveller, in that this time the players take little part in the course of the adventure itself, for the most part, they are reluctant, if somewhat awed, observers. Its a good plot which would do any middle of the read hard S.F. novel good, but its difficult to describe my reaction to it without giving the game away. I suspect it would be very good for new adventurers, if it wasn't for the fact that its meant to be the follow to Research Station Gamma, and Twilights Feek (Adventures 2 & 3).

K'kree has a better backround that Aslan had, but on the other hand its going to be a lot more difficult to play K'kree characters. I like the concept, but I wouldn't want to CM it. Definitely for the experienced player. Anyway, each K'kree player character is act ally a fabily of these intelligent vedge tarians, with definite genocidal tendancias towards mest eaters. **AW have worked the paychology and associated atmosphere out very well, making this an interesting product. The 2ist edition of the Journal isn't particularly exciting, although it does contain a special supplement on missiles (the third, following one expanding the merchant service, and another on atmospheres), which I personally falt to be a slightly merch subject area. There also an interesting Amber Zone mini-adventure, an article on the K'kree, something on striker weepons and an arm lysis of Vargr cormain bands, as well as some of the usual columns.

A couple of issues ago, I said I was thinking of running postal Traveller. Well, now I'm not, If anyone is still interested in this, they should subscribe to Vience (see 'nine ževiews, on page 10 & 11).

ZINE REVIEWS

There are many amatuer postal Diplomacy Gamezines, running many gamen as well as Diplomacy. Generally, their style is different to that of Hacking Times, usually consisting of a number of game reports (often large), a section containing readers letters, often in the form of a written debate on a number of subjects, and an aditorial which almost always includes the latest hobby news.

Ode, edited by John Marsden of 17, Church Road, St. Leomands, Hastings, East Sussex TN37 6EF, runs many pure Diplomacy games, some varients including Bourse (without the tote), Diplomashy (see the varient poll), and Marcaton, plus other games, including After the Holocaust and 1829. In many ways, Ode is a purist's zine; including After the Holocaust and 1829. In many ways, Ode is a purist's zine; including After the Holocaust and the season of the letters pages seem dominated by puritan debates on whether certain zines should be sllowed/encouraged/dismembered etc.. Ode is good for postal gaming, and also contains some good examples of 'adjusted' cartoons (the Wizard of Id with suitably revised speeches).

Inflametory Material (aka Flame), edited by Simon Milleness (another Liberal) of 126 Paget Street, Loughborough, Laics., is in many ways the personnal 'zine which some letter writers in Ode Find most provocative. I missed the earlier editions which seem to have caused the trouble, however, the latest, edition sin, includes a full saction on pop music, including a debate by readers, and very faw games. Indeed, saction on pop music, including a debate by readers, are rather interesting; if I wasn't Alergic to letter writing I'd (try and) join in, especially wince of the letters are clearly miave. Overall, lots of potential for fun.

The Road goes ever on, which seems to be published irregularly, comes from Gary Piper, 4, Woodstock, Billing Hill, Northampton, NNI SDT. Gary is not, how shall I put it, the most subtle editor around. Its worth reading Road for the insults alone. There are many games, including a middle earth varient of Diplomacy, a 26 player Mercator game, and others. It also features a music section and a lyrics competition. As far as I know, Gary Piper is not a Liberal.

Dibbibbib is edited by Tom Tweedy, of 29 Stanley Hill Avenue, Amersham, Bucks., HP7 98D, concentrating primarily on Diplomacy and Sopwith (a popular postal game ironically withdrawn by its manufacturers years ago). A game players zine, which also contains interesting debate on such meaningful things as whether the American version of English is better than the English one. Its fun.

Reeby is published by Nick Kinzett, of II Daleway Road, Green Lane, Coventry, CV3 6JF, is another game players zine. I'm not too sure why, but I like this one. Its got a large number of games in, primerily Diplomacy, but also including Civilization (I got the HT rules from Zeeby). Nick is also very much in touch with whats happening where; Zeeby's very good for news. Nick also runs the 'Diplomacy Central Camestart', which guarentees people who want to play a game of Diplomacy a quick start, in one of a set of gamezines.

Twenty Years On is published by Ian Shaw, of (I gather), er..., I can't find his address (see next issue of HT!). It publishes a full list of all gameszines devoted to Diplomacy (and fantasy gaming), as well as the 'hobby services', which are designed to make things easier for both players and editors. I mentioned 2070 in issue two (its changed editor since then).

Boojum, from Richard Morris of I, Mighland Ville, Lightcliffe, Haligax (thats an 'f' and my Tirex is all lumpy) is an all games zine. There are a great number of games on offer, including Diplomacy varients, many games of Sopwith (Richard keeps statistics on all Sopwith postal games), quite a few games of Railway Rivals all using different maps, a treasure hunt, and lots of other things. Having whetted your appartite, I should also tell you that Boojum is not starting any more games for the time being, because so many are being Tun.

Infernal Desire is from Matt Harrison, 6E Whitefields, University of Warwick, Coventry, CV4 7AL. It is built around a Civil War version of En Guarde (see the short article on other postal games), called King's War. It is also starting a 'Victorian campaign', a postal FRP and includes an article on skills in RPGs (in issue three), as well as other RPG articles. A relateively small (most new 'zines are small, as NT readers will know) but jolly 'zine, with a particularly good line in white spaces (one lasted half a page!). Good.

Hopscotch from Alan Parr, 6, Longfield Gardens, Tring, Herts., HP23 4DN, has just won the "'zine poll", in which readers vote for their favourite 'zines. It contains many games. including United (a football game). mathematical games, Railway Rivals, Rail Baron, Source of the Wile, Circus Maximus, whose acted Plag, etc.. The effect is that it is over-subscribed, which means its probably rather silly me mentioning it here. However, the 'zine is good, and seems to have a creative atmosphere.

Howay the Lads is edited by eack, I've lost my copy; hang on a sec. Can't find it, I'll have to review it from memory. It is edited by Will Haughan, S Windsor Terrace, Whitley Bay, Tyne & Wear, NE26 2NS. Its a large 'zine, and includes a massive En Guarde campaign, as well as many other games. I distinctly remember multi-tinted pages, including one which I would swear was produced by an offset litho (an expensive printing system, unless you're talking about a distribution of thousands).

Mad Policy, which has just passed its hundreth issue, is edited by Richard Walkerdine of 144 Stoughton Road, Guildford, Surrey, GU2 6PG. Its got lots of games, including Bourse, Diplomacy and Formula 1. Its also got something which looks to me like a postal version of Mastermind (not the TV quiz show). Its also not a lively letter column, and usually publishes articles from an extensive set of archives that Richard's got. Its not just 'cos he thinks HT is "very amusing" (I have to admit thats mainly Mark's Dead Centre), that I recommend this one to you.

Vienna, from Richard Egan, 64 Rookery Rd., Knowle, Bristol, BS4 2DT, is a relatively new zine specifically designed for people new to postal gaming. The latest edition (3) is full of articles on various games, including the causes of WW1, what is Railway Rivals, something on Empires of the Middle Ages, reviews, the start of a postal Traveller scenario (which is why HT is not going to run Traveller after all; if you want to play, contact Vienna), and rticle on how to play Austria, access to some Tipex, rules for Downfall III (a middle earth varient), and for postal Cluedo, and lots of games.

School for Scandal, produced by Trevor Mendham of 53. Towncourt Crescent, Petts Wood, Kent BR5 1FH runs no games; as its name implies, it is the postal Diplomacy hobby's equivilent of a gossip sheet. Well, perhaps not; its aim is to publish the latest news in whats going on in the postal gaming world. It also includes reviews, details of new game products (including the prices to shops!) and some interesting revalations: did you know that kids under sixteen cannot be done for priracy of computer software. Nows, herea my tipex, but wherea by birth certificate?

Mesters of the Frime, from Bryan Betts, of 36 Ingestre Road, Hall Grees, Birmingham, B28 9EG is a games sine; almost all of its contents is eithergame reports or game rules. The last edition includes a good book review column (the column's good; as opposed to all the books producing the reaction 'good'). The games run include the usual Diplomacy, a quit, quite a few Diplomacy varients, Baseball Wars (postal baseball *1), Ace of Aces, Judge Dread, and a large En Guarde campaign.

Hacking Times Came Guide

Here are some pames that I (the mere editor of NT) thought that an occasional one of you might like to play (no partigular order);

United

In United, you are the manager of a football team. You have to buy and sell players, as well as sort out tactics for matches. Full leagues are often run, as well as FA Cup championships. Contact Hopscocch for a game; Alan'll probably refer you to another 'zine to actually play.

1829, Railway Rivals

These are two games based on railways. The former involves starting somewhere (often hondon) and building a better network than your fellow players. The latter I know nothing about, except that it was invented by David Watts, and that it has just won an award in Germany for being a very good game.

1829 0de

Howay the Lads

Railway Rivals Zeeby

Rostosrue Game Review c/o David Watts,

c/o David Watts, "Rostherne", 192 Priory Read., Milford Haven, Dyfed, SA73 2ED

Sopwith

This is a very popular postal game, which was ironically withdrawn by its manufacturers many years ago. Each player is a WWI fighter pilot ace, and the game is based around an almighty dogfight. If you want a game, try bibbibbib.

AD&D

Actually, I was quite surprised to see this being run. Contact <u>DibDibDib</u>, who run a game, and Tom'il pass you on to the GM. Some other 'zines run fantasy scenarios, but not as AD&D.

En Guarde

This is almost a role-playing game, in which the player is a gentleman in 17th century France. The aim is to win duels, be seen in the right company and so on. If you want to play, try Howay the Lads. A Civil War version is being run in Infernal Desire.

Dune

This is a game based on Frank Herbert's books. Each player plays one of Paul Atreides, Baron Harkonnen, the Bene Genesserit, the Emporar, and so on. It is running in <u>Gut & Thrust</u>, c/o Derek Wilson, 321 Headly Road East, Woodley, Reading, Berks, RG\$ 4SE. It costs 25p + postage an issue.

American Football

I don't know anything about this game, but I know some HT readers like the real thing, Contact: The Games Master, c/o Dave Keyte, 92a Dickens Road, Coventry, CV6 2JR, which costs 40p per issue.

Scrabble

It says here contect House Police, c/o Rob Wilson, Shorefields, Benfleet, Essex. It also says 20p an issue, which I don't thinkI believe,

chess

Contact NMR*, c/o Brian Creese, 256 Cadbury Road, Kingston-upon-Thames, Surrey, KTZ 6LG.

Professionally run games

There are quite a few professionally run games in the UK, but I'm afraid that in general I don't like them as much as the amatuer ones. No, this isn't just to protect a vested interest, but is actually because while the games themselves are sometimes quite good, they do not have the atmosphere associated with amatuer games through the gamezines. When you play Starlord, that all you do, play Starlord. You might, if you're lucky, get to talk to other players. What you don't do is see what is going on in the other games, nor do you get the gossip and arguments found in gamezines. This is the great strength of gamezines, you don't just get the game, you get a lot more besides. Its also true that professional games are far more expensive (but what do you expect; they've got to live off something!), but on the other hand their usual maximum turnsround period (the time between the announcement of the results of moves) is two weeks.

Starlord is the first professional postal game, and is played from I Rake hey Close. Moreton, Wirral, Merseyside, L46 6EW. I'm afarid I personnally don't like it; it seems to me to be not much more than Space Invaders by post. However, lots of other people do like it, so perhaps theres something I've missed somewhere.

Crasimoff's World is a postal fantasy game, a sort of huge AD&D scenario, run by hand from KJC Games, 5 Vicarage Avenue, Cleveleys, Blackpool, Lancashire, F75 2dD. This is a good game, with lots of atmosphere and potential, Each player represents a party of ten characters, which are fighters, mages or priests. Basically, you wander around the world getting rich, or powerful, or whatever successful characters in Crasimoffs World get. There is clearly some high level diplomacy going on in the gare amongst experienced players, but I never found it (unfortunately),

Earthwood is also operated by KJC Games (see Crasimoffs World) above. They've raly just started running it, so its difficult to give a good report of what its like. However, each of the twenty-five players in this computer moderated game represent a force in a magical world. Basically, its the usual combination of wargame and diplomacy bhat is the mark of most postal games run by professionals; I think it will be better than the rather poor average. Apperently, its very popular in the states, although whether that is a good or bad sign, etc..

Vorcon Wars is a wargame (with some Diplomaty added), and doesn't pretched to be anything eise. It seems to be a souped up Starlord, but I found this pame has atmosphere. Each player is an inveder on a planet whose dictator has just snuffed it, trying to become the next dictator (Liberal stuff, buh!). Patentially quite enjoyable, although the turnaround is terrible. It is operated by JN Nicholson, 59 Juniper, Birch Will, Bracknell, Berks...

The Keys of Bled gives you a free rulebook and four free turns. Unfortunately, they took so long following my initial request to get me in a game that I've only played one round, so I can't give much of a review. Each player is the remaining crew and passengers of a created spaceship, struggling to survive on an alien world. Its a sort of mixture between SF and fantagy, with 'technology so advenced that its teem like magic' (say with six million dollar man accent). They are run from 93, King Street, Ramagate, Kent CTII 8NZ.

Life, a mather poor game run by God, who reputedly lives at 10. Downing atrect. London SW1 (or at least, the occupent 'elaims' to heGod) is a mather masty little game with no apparent aim. No matter what you do, you and up loosing to which ever player has to luck to be 'Death'. Having amalyzed the strategy in some depth, there is no way you can avoid Deaths eventual occupation of all your supply centres. You cannot even avoid this with skill; death's best strategy is to strike in conjuntion with enother player, buck, and all the remaining players can do is try and reduce the chances of this happening. The best strategy for players is simply to scoapt what'll happen. I think. Still, I'm no classy games player, so theres probably some strategy I can't think of. If you mant to play this game, I sugest you concentrate on getting 'Fun' points and leave it at thet. I'm sticking to Diplome cy.

Press is very common in most Diplomacy gamezines, but has never been seen in HT. To be honest, I believe the main reason is that most of the HT players are new to postal Diplomacy, and have simply never thought of it. However, with a little paranois, I can invent far more interesting reasons, like you're all out to force mate fill all those spaces in HT with helf thought out instant rubbish, because the game reports haven't taken up nearly as much space as I thought, or parkaps there is a conspirity to do as little sa possible in Diplomacy games, or even that I've been played a masty trick by MID, and all you so called players are actually bored MID agents, recording my every breath (most of which consist of complaints to British Telecom about the terrible phone service heresbouts).

The heart of the game of Diplomacy lies in the communication between players, which is often lies. Real countries do not simply communicate by ambassadors, they also tak through the press. That way they can talk to all governments at once. After all, how many Russian announcements come through Fravda? Equally, in the game, countries and players can issue press releases to be printed with the game adjudication; indeed they can issue them on behalf of other countries as well! I both ack and encourage players to issue press releases.

Fress can and does vary a great deal. Most press in most games from most countries is of the quick single sentance variety. Looking through a couple of gamerines, I see examples including 'Turkey-Avatria: You don't really expect me to believe all this crap, do you?', 'Russia-World: stitch that, World. Ughh!' (he won that move), 'All together now: Rule Britannis....' (when England didn't quite get destroyed), and, somewhat more obscure, 'Zebadge-Florence: Time for bed!!' (je ne seis pan).

However, press can often take up more space than a single sentence. About one in three games, it seems, have some joker who insists on issuing a paragraph or three. This grample, chosen for reasons of convenience, not brilliance, comes from the latest edition of DibDibDib:

*Brest: Fierre Bonel, recently appointed Admiral of the newly created French Fleet, stood staring at the water. He did not feel well at all. "Dawn it", he thought to himself, "I knew I should have missed lunch" as each wave of the ship cought the ship. The churning in his stomach grew more and more violent. "Chim down Pierre", he thought to himself, "set ees only nerves. You are bound to feel nervous in your first command. And why not when there is so much to remember, such as the pointed bit at the front, the round bit at the back". He tried in vain to remember the words for left and right and made " mental note to check them as soomeas he returned to the stateroom." (this continues in the same vain for another couple of paragraphs).

The gamesmaster * lmost always issues Some press as well. Some of this is to clear up problems, other is often to answer the immoral slander players seem to love to release. The GM will sometimes join in as well. The only golden rule with press is that players cannot issue press 'on behalf of' the GM. Often, the GM takes a known pseudonym when issuing press; I shall follow tradition and issue press from Gordon Bennet in all the games I adjudicate.

Occasionally, press takes on life of its own. In Mad Policy (see 'zine reviews), a game started in 1982 is accompanied by press which tells a story. Mach game report comes with the latest wild wanderings of the players imagination, which has apprent continuity with the previous report, and, as far as I can see, no relationship to the game itself. The latest edition had one third of a side for the game report, and another side and a third for the press. It often contains a lead in for another players press (in other words the press is plotted between players along with the moves), and almost always determines what the cover of Mad Policy will be, the latest being a 'Special Ulrike Meinhof Pin-Up Issue'. It comes out like a poor mans version of 'The Illumizati Trilogy', except it seems even more confusing to poor folks like me who missed all the early bits.

- Games 4 Spring 1901

Austria (Howard Cohen): A Bud-Sar, A Vie-Gal. F Tri-Alb.

England (Liss Fordhem): F Edi-NTR, A Lpl-Edi, A Lon-Dal.

France (Nigel Gordon): A Mar-Pie (PALLS), A Par-Bur, F Bre-MAD

Cormony (Phil Mexander): NMR (**/TONE(!), has F Kie, A Ber, A Hun

Italy (Dylan Harris): F Nec-ION, A Rom-Apu, & Ven-Fiz (FAILS)

Russis (Martin Horwood): NMB (& DG/"4**7!!). has F StP(S). F Sev. A Mog. A War.

Turkey (Feter Ladenyi); F ank-BLA, A Con-Bul, A Smy-Con

Press ((typist here, see page 14)).

Italy-World: I invite the rest of the world to join me on a crusade to convert the French to Pasta.

REMEMBER TO SUBMIT YOUR BUILDS WITH YOUR NEXT MOVE otherwise you don't get them (GM Clive Buckman)

Game 5 Spring 1901

Austria (Mike Harskin): A Vie-Boh, A Bud-Ber, F Tri HOLDS.

England (Relph Atkinson): F Ed1-NTE, F Lon-ENC, A Lp1-Yor,

France (Janet Bedfern): A Mar-Spa, F Bre-Pic, A Par-Bur,

Germany (Foul Wiggin): F Kie-Den, A Ber-Kie, A Mun HOLDS.

Italy (Phil Chellis): A Ven-Pic. A Rom-Ven. P Ner-ION.

Russis (Dave Senior): F Sey-Rum, A War-Gal, F StP(e)-GOB, A Mos-StP

Turkey (John Lamb): P Ank-Gon, A Smy HOLDS, A Con-Bul.

Gordon Pennet (your glorious GM): I have received a request to reprint the players names and addresses. Since John Lamb has moved, and Janet Redfern's address was slightly wrong, I advise all players to consult this bit.

Mike Herskin, 31, Newton Ave., Acton, London (or care of Youth Office, 1 Whitehall Place, London Swi),

Halph Atkinson: 177, Greenvole Road, Elthem, London SE9. Janet Redfern: 15 Grisedale Drive, Langley, Middleton, Greater Manchester,

M24 3QS.

Psul Wiggin: 124 Mexandra Road, Croydon, Surrey, Phil Chellie: 96 Well Hell Roed, Elthem, London SE9.

Dave Senior: 25 Rutland Street, Colne, Lencazhire, EBB CQT.
John Lemb: 16b Steint Hilarian, 27 Portland Road, Exmouth, Davon RXS 2 M (term)
17 St. Cawalda Road, London SW16 (westion).

REMEMBER TO SUBMIT BUILDS WITH YOUR NEXT MOVE --- IT'LL BE AUTUMN.

Geme 1 Autumn 1904

- Gordon Bennet: Richard Stringer (England) has been forced to resign because of work pressure, so England is now in enerchy.
- Austrie (Graem Peters): F Alb-Tri (FAILS), A Bud-Vie, A Ser a A Rim (COT),
 A Rum & A Ser; NRO disbended. See adddress change with
 Game 2 report.
- England (enerchy): hee A Yor, F NTH, F Mwy, F Hel, F Den.
- Frence (Paul Wiggin): F Hol ms A Bel, A Bur-Mun, F Mer-GOL, A Gee-Mar, F ITS-Map, F Tun-ION (FAILS) Builds A Par, F Bre.
- Germany (ensuchy): Miles WMRed again, so by the rules Germany goes to amerchy.
 has A Ruh, A Ber (mistake in last issue said that was A Mun;
 I notified all the players at the time. Sorry).
- Italy (Nigel Gordon): A Pic EOLDS, A Tyr-Tri, A Ven & A Tyr-Tri.
- Russia (Robert Horrobin): all pieces ordered to stand (1); has F B.A. (see below)
 F Sev. A Pru, A Swe, F StP(N). F B.A. distanced by CM.
- Turkey (Clive Buckmen): A Ukr-Mou, A Bul s F BL A-Rum, A Gre-Ser (FALS), F BL A-Rum, F Con-BLA, F AG-ION (FALS), Builds F Con-See change of address in game 2.

 The current state of things:

 Changes Total

	0.000,500	C 001.
Austries Vie, Ser, Bud, looses Tri	none	3
Englands Lon, Lpl, Edi, Nwy, Den	None	3
France: Bre, Par, Mar, Spa, Por, Tun, Del + Hol, Map, Mun	A Par, F Bre	10
Germany: Ber, Kie looses Mun. Hol	попе	2
Itely: Ven, Rom, looses Nap 4 Tri	none	3
Russia: StF, Swe, War, Sev. loomes Mos	F BAL disbends	4
Turkeys Ank, Smy, Con, Gre, Bul, Rum + Mos	P Con	7

Gordon Hennet (seepage 14): France was entitled to an extra build, and ordered it, but also plonked on army in Marseilles expected an Italian atandoff, I suspect. Italy's getting tricky.

Game 2 Autums 1902

Austria (John Murray): F Alb-Tri, A Ser s F Alb-Tri (CUT) NRO disbanded, A Bud s P Alb-Tri, A:Gel-Vie.

England (enerchy): Colin Warner NMHed again; hea F Bel, A Hwy, F NEW.

France (John Dannieton): LTA Bur a ITALA A Tyr-Munjj, A Mar HOLDS, F M.O-ENC, A Por-Spa, F Spala)-M.D.

Germany (Greem Peters): A Kun s A Ber, A Ber s A Mun, A Hol-Bel (FAILS), F NTH-Lon, F Den-NTH, builds F Kic.

Itely (Relph Atkineen): A Tri unordered; NHO disbended, A Tyr-Tri (FALLS),
FION-Alb., A Tun unordered. Builds F Wep.
ELA Ven a A Tyr-Tri32 (there is no I Ven).
Russia (Mark Holiday): A Russ-Ser (FALLS), F Sev HOLDS, A Ukr-Rum (FALLS),
A War-Gel, A StF HOLDS, F GOB-Swe.

Turkey (Robert Hornobin): A Con-Bul, A Bul-Ser, A Gre g A Bul-Ser, F HLA
HOLDS (unordered), A Smy HOLDS (unordered),
Builds A Com.

Game 3 Spring 1902

Austria (Clive Buckman): A Ven HOLDS, A Tri-Ser, A Vie-Bud, C A Gal & TURKISH F BL A-Rum/J, F Gre-ION.

England (anarchy): Peter Cook NMRed again, leaving F NRW, A Edi, F NTH.

Frence (Kieth Edge): A Sps-For, A Per HOLD, F ENG BOLD.

Germany (Kevin Elliot): F Den-NTH (FAILS), A Hol s A Ruh-Bel, A Ruh-Bel, A Ber HOLDS, F Kie-Den (FAILS).

Italy (enerchy): Richard Stringer had to resign due to work pressure, leaving A Pie, A Tus, F Tun.

Russia (Phil Rimmer): F Swa-Nor, F StP(a)-GOB, A War a A Mos-Okr, A Mos-Okr, F Sev ms A Rum,

Turkey (Rebecca Horrobin): A Bul HOLDS, F Con s A Bul, A Ank s F BL A-Arm,

DONT FORGET TO SUBMIT BUILDS (AND REMOVALS) WITH YOUR NEXT ORDERS.

Game 6

Two people have changed their minds about playing. Other players MKRed. This game is abandoned, and those players who still want to play should contact me immediately and I'll put them into another game. I don't know what went wrong, but I'm not particularly happy.

Game 2 continued

GM Sorry this is slightly disorgenised, but it is lete at night.

The current situation is as follows:

Country	Centres	Changes	Total
England	Edi, Lpl, Nwy, Bel looses Lon	. 1 build due	, 4
Austria	Bud, Tri, Vie looses Ser	none	3
France	Bre, Fer, Mar, Spe, Por	none	5
Garmany	Mun, Ber, Kie, Hol, Den + Lon	F Kie	6
Itely	Ven, Rom, Nap, Tun	none	4
Russia	Mos, Sev, War, StP, Swe, Rum	none	6
Turkey	Smy, Con, Ank, Gre, Bul + Ser	A Con	6

Lots of players have changed their address:

John Murray to 35, Thaxted Court, Murray Grove, London NW1 7QQ Graem Feters to 37, Vanderville Road, London N14 until 13th December Robert Horrobin to 177, Greenvale Road, Eltham, London SE9.

To all players in all games

Fed up with impersonal numbers to identify your game? Give your game a name. Send in suggestions with your next order, and then all players can vote from amongst those suggestions to name the game.

Bourse.

Pourse is a Diplomacy varient with eny number of players, based around the currencies of countries in an actual Diplomacy game, and is run in conjunction with that game. Players are currency speculators (never let it be said that HT doesn't give you the opportunity to fulfill all of your nesty capitalist fantasies). Each currency is associated with a country, except for the standard by which all countries are measured, the Icelandic Krone.

When a country in the Diplomacy game looses its lest supply centre, the value of the associated currency becomes zero. As a result, Bourse players will tend to invest money in the currencies of the more successful countries, pushing up the purchasing price (and, incidently, lowering the price of the less successful country's currencies).

Each player starts with 1000 units of all currencies in the game. Players may join in at any stage during the course of the game, although obviously good players who start at the beginning have the advantage. A player's currency rating is measured in 'Victory Points' (it is 1984, after all), and the game report will include a players current holdings and their current rating in VPS. VPs are calculated by combining the current value of the currency and the number of supply centres held by the country in the corresponding Diplomacy game (for the exact formula see the rules). At the end of the Diplomacy game, the player with the most VPs wins the Bourse.

Since Bourse was designed, it has gone on to be applied to many situations, including other games, outside events, and even the F.A. Cup (there is such & Bourse running at the moment in Ode). Many of these Bourses have to be modified from the original to fit the system with which they are associated.

To add spice to the game, Bourse will be run for real money in HT. Each player in each game will be charged £2, which will go towards a pot. When the game ends, half the pot will go to the winning player, a quarter to whoever comes second, and a quarter to cover costs. Because of this element of the game all players must use a pseudonym (they may, of course, play may then once and use more than one pseudonym if they pay the game fee enough times).

The next game of Diplomacy run in HT will also have a Bourae game running alongside. Anyone may play. It will start when the Diplomacy game starts.

· I am also going to run a Bourse on an outside event, in particular the election for the next chair of the Young Liberels (I apologize for all reeders of HT who cannot take part in this game because they ain't YLs). The standard currency will be Roubles, with each Bourse player running a department in the Russian KGB attempting to outbid each other to gain control of the YLa (after ell, The are nesty commie pinko soum). Each player starts with 5000 roubles, which can be invested in any candidate of their choice. When the TL returning officer ennounces who is standing for the post, all money held in other candidates is lost. If a cendidate who was nominated drops out before the election, all money invested in that candidate is lost. The Victory Points will be celculated using the same Bourse formula found in Diplomacy Bourse, except the number of supply centres will be replaced by the percentage of the vote the cendidate receives in the election, as declared by the returning officer. As a result, the VPs will not be given in game reports. The YL returning officer is not allowed to take part in the game. The last two rounds of the Bourse will be played on the Friday and Saturday evenings of YL conference at YL conference, with the winner and runner up (hopefully) being announced at the pies-up afterwards, if I can persuade the YL returning officer accordingly.

To play in either Bourse, include £2 and a suitable set of orders (including your pseudonym) with your next set of orders.

Bourse

This game was originally devised by Don Miller, I adapted this version from one published by John Marsden in Ode.

- A Diplomacy Equrse is associated with a Postal Diplomacy game, and runs in association with it.
- 2. Any number of players may participate. Each begins with 1000 units of currency of each country in the game: Austrian Crowns, English Founds, French Francs, German Marks, Italian Lire, Russian Roubles, and Turkish Piastres. All currencies are equal in value at the start, each being worth one Icelandic Krona (100 Oras to the Krona). Throughout the game the values of currencies are expressed in Krona.
- 3. Orders are in two parts, buying and selling. Players may never sell more than 500 units of any one currency at any one time, but may buy as much as (s)he can afford. Any surplus after purchase may be retained as a Krona balance against future putchases. There is no limit to the number of Kronas that may be withdrawn from this balance at any one time, but it may never go into deficit.
- 4. Each time 100 units of a currency are sold its value in relation to Krona drops one Ora. Thus, if, in the first season, the total or all orders results in 500 more Marks being sold than bought, then the p-ice of the Mark for the following season would be 95 Oras. Each time an aggregate of 100 units is bought, the price rises by one Ora. Only complete multiples of 100 affect the value; this if 299 more Marks were bought than sold, its price would only rise by two Oras.
- Each season the CM will list who bought and sold what, old and new prices, players' holdings, and Krona surplaces, and their net worth.
- 6. When a country is eliminated from a Diplomacy game, when its winter supply centre bolding is zero, the value of its currency drops of zero, and all trading in that currency ceases. Other than this, the lower limit on the value of a currency is one Ora. There is no upper limit to the value of a Currency.
- 7. Players shall play Bourse using a pseudonym.
- 8. When the associated Diplomacy game ends, each Bourse player's "Victory Points" will be calculated as follows: for each country in which (s)he has a holding, the number of blocks of 100 units of the currency multiplied by the number of supply centres owned by that country in the Diplomacy game. Thus if Turkey wins with 18 centres, with France on 14 and England on 2, and a player has 6800 Pounds, 10000 Firstres and 4000 France, then her/his VPs would be 120 + 1800 + 560 = 2480. The game,
- 9. Orders may not be conditional. If orders are incorrect or illegal, the GM will adjust them in accordance with what (s)he believes were the player's intentions. Players are asked to check adjucations for errors, since the Diplomacy game will not normally be delayed on account of Bourse errors. Players are also requested to include details of their calculations with their orders.
- 10.A game fee shall be fixed for the game. Players may join at any time. When they do so, they should pay the game fee to the GM, who will put it towards a pot. When the game ends, fifty percent of the pot shall go to the player with the most victory points, twenty-five percent to the runner-up, and twenty-five percent to Backing Times.

Next Edition

The next edition of hT (up to 5 already; amazing) will announce the results of the warient/other games poll, and publish the rules for playing the winning games by post. There will also be an exclusive expose of the mind of Romald Reagan, if I think I can get every with publishing a blank mage

Executive

Hacking Times has a significant non-political readership (& not all politics are Liberals), so it is important for me to explain Executive. The skills you need to win Diplomacy are the skills you need in any situation where you need to work in the same environment as others, yet with conflicting interests. The overall aim of the group might be, for example, the unification of Europe (Diplomacy), the good of the company (in a boardroom), the good of the country (the civil service(T)), the good of the party (internal party politics), and so on, However, most individuals will have a secondary aim, usually the good of that individual, and this self-promotion will often clash with others' (whats good for Fred Bloggs probably won't be good for Bert Scroggins). In cases where this self-promotion is acceptable (ag Diplomacy), thats ok. However, in Britain, self promotion is regarded in a bad light, so it is always necessary for people to pretend that their power seeking is for the good of the company, for the good of the party, for the good of the country, or whetever. Interestingly, in Italy, it is perfectly acceptable to admit that you're interested in power, so all the duplicity necessary in British politics on this level is absent, and Italians can get very confused when British pretend that what they're doing is for the good of others (in politics).

In politics, this power seeking occurs in the form of factions. The faction leader is aften power crazed, but (s)he has to appear to be otherwise. Her/his aides will also also be power crazed, having decided that it is better for them to throw their lot in with an existing faction rather than starting their own new one (often with the aim of taking that faction over). Usually, the grassroot membership, and some aides, will genuinely believe in the movement, and will believe the leader's lies. It is not too ususual, incidently, for the public leader of a faction to be one of this kind of aide, with the actual leader sitting in the background pulling the strings.

Factions need support to succeed. In politics, they need to present popular politics to gain support. A classic example of this is the Militant Tendency (which, for some reason, always reminds me of MacDonalds), which calls itself socialist, yet is full of bigoted policies. There successful faction leader will pretend to ganuinally believe in whatever contradictory mixture of policies happens to be popular at the time; eg popularism (incidently, this doesn't work with people who have thought things through). They will need to be seen to win arguments: not to win them, but be seen to win them.

The faction's flunkies have made a decision to support the faction. Since it is not particularly nice for an individual's self esteem to admit that they're wrong, it is in the flunky's interest not to listen to people not in the faction. This is achieved by lapping up what the faction's leader says (not directly, incidently, but by letting themselves be 'convinced' in 'arguments'), and, in onjunction, not listening, and generally telling other people 'where they are wrong'. This feature is generally the surset sign of a faction.

Politics is particularly suited to factions because it has very few facts. There ere, as a result, few facts to trip up the silly things faction leaders say ('The Daily Mail' is very good at this kind of thing) Indeed, inconvertant facts, being rare, can be ignored. A 'bible' of some kind is very useful; the faction leader can state that "they've" got it wrong because "they've" interpreted the "bible" incorrectly; only the faction's leader has the perfect interpretation, and who can proceed him/her wrong? The labour Party has more convenient bibles than any other, which is probably why they suffer from factionalism more than others.

In order to keep within the spirit of executive, a player really needs to:

- (i) when they make a stab, produce some press saying why they're not doing it for their own self-interest, but why it is in the interest of the game as a whole (eg "The rules needed testing"). The election at the end really makes this kind of thing more necessary;
- (ii) the referee could nominate a book to be the 'bible' of the game, and players could endessur to show why their moves are the only true interpretation of the book; furthermore they could produce some silly and contradictory policies based on this book.

Executive

Executive was designed by Dylan Harris for Hacking Times, using a map based on one designed by Andrew Poole and Steve Agar.

- I. Executive is a Diplomacy Varient based upon the activities within a certain Youth Movement. It uses different terminology for similiar concepts to Diplomacy. & Dictionary (should) appear at the end of these rules. The games shall be played according to the rules of Diplomacy, bearing in mind the revised terminology, except where these rules, or the general rules of postal gaming, conflict.
- 2. Each of the eight players represents a faction, which consists of a mega-vally and any number of flunkies. The players mega-vally is an efficer of the movement. In the interests of realism, the mega-wally's responsibilities and her/his inability to fulfill them, as well as the policies of the movement, take no part in the game.
- 3. The aim of the game is for the player's maga-wally to be elected 'chair' of the movement, whereupon the game ends (because the movement collapses). The game starts in May 1983, and continues monthly until April 1984. Every second month includes recruitment and defections as a result of branch visits. A final, special move follows April 1984, and is called Conference. The winner is determined by the result of this last move.
- 4. Each player represents one of the following fections: Acton, Westminster, Kingston, Crovcon, Lawisham, Stratford, Wandsworth, or Greenwich. Each faction is named after an active branch within that faction.
- 5. At the beginning of the game, players must give their mega-wallies and flunkies names. Whenever a flunky is recruited, (s)he must be named. Players must give their flunkies and mega-wally unique name amongst their own wallieg although one player may have a wally with the same name as snother player.
- Executive uses a non-standard map, designed to highlight the personalities of the players.
- 7. The player's mega-wally, who is apolitical, has the strength of two flunkies in ideological disagreements (to reflect the size of her/his ego). If a mega-wally defects, then the player is out of the game, and her/his remaining flunkies enter a state of mental disorder (because they no longer have anyone to tell ther how to think). Subsequently, if any active branch still loyal to the discredited faction receives a branch visit, and there are not enough active branches to support the flunkies in mental disorder, then a flunky furthest from an active branch of that faction defects, ties being decided in the alphabetical order of the flunkies' names.
- 8. At any stage during the pame, a player may make a wild accusation against another (this has no effect at Conference, because everyone will have made up there mind how to vote before listening to the arguments). To be valid, this accusation must include one (and only one) of the following terms:

When I went to Libya
Its wonderful to see you
Where's the bar?
I hate men
eats babies for breakfast
I've just bought a horse, well, part of one
Dr.Owen said
I know, I did (and failed) an A'level in the subject

The accusation must also include a number. If the number is equal to the total number of units on the board, including recruitment and defections, if there had been no wild accusations, then the victim's flunkies have their strength halved in any conflict involving the accusing player, otherwise the player's flunkies have there strength halved in the same conflicts

- 9. Conference is the final move of the same. Each player must make a wild accusation against every other player still left in the game. Bach player's mega-wally is a candidate in the election for 'Chair'. Each player gets one vote for each active branch they control. Any branch not controlled by a player still in the game does not vote (because they are aghast at the apalling quality of the candidates). The election is counted using the Alternative Vote system, and the player whose mega-wally wirs the election wins the game. The GM will publish full details of the election, so that players may determine the loosing order of the remaining players.
- 10. The Alternative Vote is a form of the Single Transferable Vote (STV) for use when there is only one candidate to be elected. It is a form of Proportional Representatio. When voting, each player pute's 'i' (one) by her/his first preference, a '2' (two) by her/his second preference, and so on, voting as far down the list candidates as they so wish. When counting the election, the GM does the following:
 - counts the number of first preferences for each candidate, spoilt ballot papers, and 'non-transferables' (those ballot papers which have no vote for any candidate left in the election);
 - declares any candidate who has more that half of the votes remaining in the election (eg, excluding spoilt and non-transferable votes) to be the winner if there is one, otherwise
 - the candidate with the fewest votes is eliminated from the election, with the ballot papers being transferred to whichever candidate is the next choice of the elector (or, if there is none, to the non-transferable pile), and goes back to the instruction above.

The GM should keep a record of all this, to publish in the next edition of 'Nacking Times'.

11. The following in an alphabetical list of the names of the branches in Executive. The branches are of the following types: 'a' = active, 'd' = derelict, and 'p' = political.

Abb D Abbey Food	CPL A Central London Polytechnic	FIN P Finchley
Act A Actor Add A Addiscombe ATL A Actor Polytechnic	Cro A Croydon Cry D Crystal Palace	Gre A Greenwich GRI P The Griffin Gun A Gunnersbury
Ser D Sermondaey	Dep A Deptford	HAI P Hainhault
Rex D Rexieyheath BRI P Prixton	EAC P Lastcote EAH P East Ham	HAR P Harrow Hat D Hatton Cross
BRK P Barking BRN P Barnet	Eal A Ealing	HAY P Hayes HEA P Heathrow
Bro D Promley	EDG P Edgware Elt A Eltham	HEM P Hendon HIT P Hither Green
Cam A Camden Town Cat A Catford	EPL A East London Polytechnic	Ham A Hammersmith Hou I Hounslow
Chi D Chiswick Cit D City	ERI P Erich	
Cla A Claphan	Far D Westminster	KPL A Kingston Polytechnic

HER IT MEN	UNA P USKWOOD	Ste D Streatham
KID P Kidbrooke	OLD P Old Shades	SIN P Stanmore
Kin A Kingston	ORP P Orpington	Sut A Sutton
Knu D Kennington	OUT P Outside London	
Kns D Kensington		Tab A The Table
	Pec D Peckham	Tha D Thamesmead
LAL P Lord Alyesbury	PIN P'Pinner	Too A Tooting
Lew A Lewisham	PLU P Plumstead	Tot D Tottenham
	PRI P Prince of Wales	TPL A Thames
LPL A Ladbrooke Polytechnic		Polytechnic
LSA P Lord Salisbury	QUE P Queensbury	UXN P Uxbridge
Mle A Mile End	Ric A Richmond	Vau D Vauxhall
MLL P Mill Hill	Rot D Rotherhide	Vic D Victoria
MOR P Morden		
	SEV P Seven Sisters	Wal A Walthamstew
NLC P NLC Bar	SHE P Sherlock Holmes	Wan A Wandsworth
MOR P Northolt	SITI T Ship and Shovel	Wim D Wimbledon
NPL, A North London	SID P Sideup	WOD P WOODFORD
	Sou A Southwark	Wol A Woolwich
HMC P New Cross	SPI, A Southbook	Wah D West Ham
NUB F Newbury	Polytechnic	
	Sta A Stratford	

Please note that apolitical flunkies can only go to active or develot branches, whilst eclifical flunkies can only go to political branches, or those branches which border political branches.

12. The factions start off in the following positions:

Faction	Mega-Wally	Apelitical flunky	Political flunky
Acton	Acton	Ealing	Hammersmith
Croydon	Groydon	Sutton	Addiscombe
Greenwich	Greenwich	Woolwich	Eltham
Kingston	Kingston	Richmond	Gunnersbury
Lewisham	Lewisham	Catford	Deptford
Stratford	Stratford	Mile End	Walthamstowe
Wandsworth -	Wandsworth	Tooting	Clapham
Mestminster	Westminster	Southwark	Camden Town

Alternative by, the GM may announce at the beginning of the game that whilst the mega-vally must start in the branch which has the same name of the faction, the player has the choice in which active branch in the faction (s)he places the apolitical and political flunkies (one per branch), for May 1983 only.

13. Dictionary of terms:

Executive	Diplomacy	Executive	Diplomacy	Executive	Diplomacy
branch apolitical flunky branch visit	оссиру	flunky ideologica	al conflict	mental	
defection	removal	disagre	ement		
political flunky recruitmen		recruits sensible branch	builds impassible province	wally	unit (includes mega-wally)

Llections to the Commuttee

- 1. This care has been designed for two reasons. The first is to explore ways of extending the final stage of Executive (see elsewhere in this edition), to enable for more repotiation in the final round. The second is to give anyone interested an opputunity to learn how to influence elections.
- The pare represents seven years worth of elections at a conference to the committee, hach name year is one round.
- Fach player has a random number of delegates to each conference, determined by a throw
 of a normal six sided dice carried out by the CH. A new figure shall be determined for
 each conference.
- 4. The players shall send in two sets of orders for each round, which shall be the votes for each delegate under her/his control at the next conference, and the nominations for candidates for the subsequent conference. For the first round only, the player shall send in perinations for election with the votes for the election. Players may nominate any delegate attending conference to any post, provided that they do not make nore nominations than there are posts for election in a particular election.
- 5. The following elections shall occur at each conference:

The thair
the for each officer, where there are walf as many
officers as players in the game (rounded up).
One election for general committee members, where
there as as many general committee members as
players in the jame

- 6. Elections will be counted using STV, as defined by the Electoral Reform Society.
- 7. Points will be calculated by the following method:
 - (a) Each post is worth the following: The Chair, 3, each officer,2, and each general constitute member 1. Points are awarded to the player according to the delegates elected to the relevant posts.
 - (b) This sum is multiplied by the total number of delegates at the conference, and divided by the number of delegates the player has at conference-
 - (c) If the player has the majority on the committee (the chair has a casting vote), the points are doubled. Players should include suitable orders just in case; if none are included, the GM shall assume that the chair castes the vote against.
- 8. The pare is wen by whoever has the most points at the end of the game.

Civilization

Civilization is somewhat unusual; one of the quickest ways to loose is to attack your fellow players. The aim is to build up a small, wendering tribe into a fully fledged civilization. The game is set around the Meditarranean during the eons before Christ.

Each 'round' in fact-to-face play consists of a number of phases. Flay starts with only three phases; movement, breeding and 'Alter AST' (the first person to complete the AST track wins the game), unless you're stilly enough to start a fight. As the game progresses, so each round becomes more complex until there are thirteen phases, and players own cities which produce goods for trading, which helps build the civil-ization and provide (soms) immunity against calamittes, slowly moving the player towards the completion of the AST and the ultimate civilization.

General Rules

- These rules apply to all games and varients in this Starters' Pack, unless the other rules contradict them. They are meant to cover generally postal things.
- A copy of the rules used for each game in this pack shall be kept in the home of the editor of Hacking Times. These rules shall be available for inspection.
- 3. A deadline shall be given for each session, and orders sould reach the GM by this date. Phoned orders will not be accepted, except at the GM's discretion. The GM will not accept orders received after the deadline, unless there is a very good reason.
- 4. The period between deadlines shall normally be four weeks. Players may request a 'double deadline'. If the GM agrees, then the deadline shall be extended for another four weeks. If one player requests a double deadline, then the GM shall consider it. If more than one player requests it, then it shall occur.
- 5. Written orders should be signed and dated, and should specify the game and move to which they refer.
- 6. A player failing to submit orders before the deadline shall be credited with an NMR ('No Move Received'). Two NMRs in succession, or three during one game, will result in that player forfeiting net/his deposit.
- 7. Any errors in adjucation should be bought to the attention of the CN immediately. Players will be notified of any change in the adjucation, but the game may be held over at the discretion of the GM. Any errors not bought to the attention of the GN before the following deadline shall be allowed to stand onless they can be corrected without undue disruption of the game.
- 6. Any player may propose an ending of the game at any time. The game may end as an agreed draw between any of the player's remaining active in the game, or as a conceded victory to one player. A two thirds majority of all players in the game is needed for a game end proposal to be accepted. Voting shall occur using option 'Game to Continue' shall always appear on the ballot, and abstentions be repeated in the subsequent session if no new proposals are put at the discretion of the GH or at the request of a player, in which case abstentions are not included as votes, and the victory shall go to which ever proposal
- 9. Any proposed alterations to rules shall be published in an edition of 'macking times', and they shall come into effect with the publication of the subsequent edition of 'macking Times', unless the majority of players in those games which are directly effected by the change object.
- 10. The GMs interpretations of these rules are final.

Mercator

There are a number of large Diplomacy varients, but by far the most successful processes the various versions of Mercator. It is player on a world map, and players can travel round the world from east to west (although not north to south; there's mather a lot of ice in the way). There are tactical changes in the game, with combined army/fleets playing an important part, no stalemate lines on the map, and lots more players. If Mercator is elected in the AT varient poll, I shall run whats known as Definitive Mercator, generally recognised to be the best version, which is for thirteen players.

"King Kong eats Fido" - Sir Kieth

.It is with areat sorrow that Greenwich Young Liberals have to annouuce that macking Times is not to be published any rore. The last edition is the last one ever to be sent out this edition will be consored and, as a result, not sent out. This is because of two disgusting things in M1; the extremely silly places where the e editor splits words to make things fit into columns and especially because to that nasty nasty game 'Lxecutive'. Of course, the latter reason was not the rain reason why we are baiming hT; it just so happens that we believe in protecting the English language, and the fact that Greerwich is reant to be full of 'Mega-Dodos', or whatever that nasty editor called them, is beside the point.

Of course, it must be said that the YLS, like LIYS (Labour Party Young Socialists) and lots of other organisations, is full of silly factions. However, Greenwich YLs are different. Factions come up with

simplistic ideas to solve the worlds problems at an instant stroke, where as Greenwich YLs have made a renuine contribution to Liberal party philosophy by prooving that the world's economy will be instantly revitalised by the banning of sex. Not only will the unemployment figures be reduced, but people will no longer wish to waste their money doing silly things in the evenings; thus wantes can be reduced without any social harm. Sexism and rascism will dissappear overnight, and gays will be cured.

If everyone were intelligent enough to recognise this. everything would be fantastic, but unfortunately some people arc simply not radical enough and so should be shot when we start the revolution next week. Of course, we don't believe in violence, un'ess it isn't against us. 50 we want a nonviolent means of revolution, and a non-violent means of shooting those people too sensi-

ble to agree with us. Never let it be said that we don't like new ideas, although strangely without exception anyone else's new ideas are wrong; but they can't help not being enlightened. So long as they eventually realise that we are always right, we won't put them against the wall.

Of course, sometimes we make mistakes, but since we are human and have a few of the human weaknesses, they should be ignored. Any attempt to attack ús because of them is simply pure misguided opputunism. Of course, if they do something we disagree with, they should be hung drawn and quatered, slowly.

We believe in encouraging new people providing they agree with us. Obviously, they don't have the necessary intelligence to do anything. because they're not us. This is why we are banning HT: the editor got his punctuation marks in the wrong place when quoting our glorious leader so he must be insane.

Kingston YLs: on Executive faction

In order to help players get into the spirit of Executive, I've decided to look at one faction in some depth. Why, you may ask, have I chosen Kingston instead of my other faction, thy Kingston to pull to bits, reveal to the core, endgenerally be honest about? Its got quite a lot to do with the fact that certain members of that faction often say hasty lies—about me at parties (chorus of "Masshhhh"), so I'm getting my revenge by revealing the nasty truth about them.

Kingston YLs are divided into two groups, the outcastes and the elite. The outcastes have little control over the activities of the branch, so are not really relevent to this analysis. In order to be a member of the elite, an individual has to be a middle class wally. Indeed, the Kingston elite is so over the top middle class that its embarressing for ordinary, working class Liberals to be associated with them. Of course, being over the top middle class, they know nothing at all about politics, which is particularly relevent since the only member of their branch who does have any political nouse has been outcaste for not being invited to the right parties. This means their choice of ideological bible is not restricted to those books concerning politics; instead, they've chosen a book that they consider to be very relevent to the social problems of today's society: Teach Tourself polite manners for excrutiatingly middle class parties" (published by Shoot Depoor, £7,95, from most branches of Harrods).

Kingston is the part of London where people live if they want to live in Hampstead, but can't afford it. This means almost everyone is very very rich, but not
very very very rich. All the members of the local Yla' elite therefore have rich
murmies and daddies who have given them—very pampered lives indeed. The elite
are therefore forced to believe that they can gain a greater insight into the problems
of the poor because they are not affected by them. They can carry out experiments
on the poor without being affected by the consequences. So, for example, to proove
that the governments attitude to social security payments is heartless, they kidnapped
a working class couple and left the children of that couple to fend for themselves.
They then released the couple once the kids had been taken into care, and have fully
supported the couple's attempts to have the kids returned to them from social security
care. The SS, of course, are fighting tooth and nail to stop this happening. Kingston
Ile are somewhat hurt by suggestions that their actions were wrong, because, being
middle class wallies, they cannot accept that they might be wrong.

One odd thing about Kingston YLe is their total ignorance concerning food. You would have thought that a group of people so used to snatching food from the hands of the starring millions (the rich, not Kingston YLs in this case), would know good food when they saw it, yet this lot don't. This is the reason why they always try and drink in a Courage pub, and, as if to confirm their bad taste, order pints of lager.

The Kingston faction has an aversion to IL conference, because they believe the conference does not discuss urgent social issues, like the misprints in the last edition of "Brudite things you can do at excruciatingly middle class parties" (published by Fidgeon Fress, available from most stationers in Hampstead). It is therefore important for a politically ambitious Kingston maga-wally to encourage Kingston VIs to attend (to get the votes), perhaps with promises of lots of excricuatingly middle class parties, or perhaps with the promise to convert the IL movement to the political ideal of "good manners, especially at excruciatingly middle class parties",

Odds and Sods

- Appeal one: I desperately need artwork. Some of you might perhaps have noticed that, despire strong Liberal tradition, HT contains no artwork. There are three reasons for this: (i) I can't draw; (ii) I'm too lexy and too ignorant to find suitable artwork myself, and (iii) a certain nameless individual promised to get me suitable artwork yonks ago, and forgot.
- A pread two: How would you like to GM some games? It doesn't matter which part of the country you live in, because you can always send your adjudications to me by post. All you need is a copy of the rules of the game, which usually means a copy of the game you're adjudicating. If you'reinterested, then please contact me.
- Appeal 3: comes from Brizn Dolton, 6b, Elliston Road, Redland, Bristol, BS6 6QE, who is running a bobby crarity appeal to funds to be contributed to Oxfam and VSO. Given the current disaster in Ethiopis, and many other third world countries, which are primarily due to the intersational debt crisis, with countries funds going to pay interest instead of feeding the amarving peoples, I felt it was useful for me to ask you to done to money to charities through Brian. Give directly, or buy cheaper christmas cards and done to the money saved, or buy goods from Oxfam through Brian, or do something to help relieve the squalor and misery suffered by the third world peoples. Another contact is Rosie Dodds, of 3t Newton Avenue, Acton, London, who can get you Oxfam goods, although, as far as I know, she is not organising a obstity appeal.

Good God, an Index. Bet I get it wrong.

1. Silly cover

2. Letters 3. Recipes (what?)

4.5.6.7 Varient poll

A,5 ,5, / varient poil

9. let to be decide

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13 Professional games

14 What is Frees

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21-23 Executive rules

24 Committee elections

25 Ceneral postal rules

26 Greenwich YLs statement

27 Inside a faction

49 This bit.

Waiting lists: Diplomacy lots of people; should get a game going soon.
Bourse Grasm Feters (or else).

Executive Phil Rimmer, Nigel Ashton, Martin Powell, Bob Bunting.
Remember to vote in the varient/other games poll, and start lots of other games

This box says how many editions of HT you've got to come. If its an 'X', you're in imminent danger of never receiving HT again (don't you dare think thats locky you've no idea what'll get instead).

This should have been Hacking Times 4, produced by Greenwich Young Liberals, and edited by Dylan Farris, of 76 Haddo House, Haddo Street, Greenwich, London SE10, but isn't due to an almighty cock up in the hairdressing department, so you've been given a dead donkey instead to get on with. To cook, boil three tons of water (you'll need a large kettle), infuse with five hundredwight of tea for three minutes, marriagte donkey for three months, drain off tea and boil donkey in stock, cut meet and extract top left of right liver, throw rest of meet away, and serve on a small thate to whoever you want to make sick.

agony WITH ANNA FAGBURN

Dear Anna,

I wish to apply for an operation to make me sterile. My reasons
are numerous and after seven years of marriage and seven children, I have
some to the conclusion that contraceptives are totally useless.

After getting married, I was advised to use the 'rhythm' method. Despite enthusiastic use of the tango and the samba, my wife still fell pregnant and I ruptured myself doing the cha cha.

A doctor suggested using the 'safe' period. At the time we were staying with the in-laws, and we had to wait three weeks for a safe period when the nouse was empty. Needless to say this did not work.

A lady of several years experience informed us that if we made love whilst breast feeding, we'd be alright. It's hardly Newcastle Brown, but I did and up with a clear skin, silky hair and felt very healthy. But my wife was pregnant again.

Another old wives tale we heard was that if my wife jumped up and down after intercourse, it would prevent pregnancy. This she did but after constant breast feeding, my wife ended up with two black eyes and eventually knocked herself out.

So I asked the chemist about the sheath. The chemist demonstrated how easy it was to use, So I bought a packet. My wife fell pregnant again which did not surprise me. I fail to see how a Durex stretched over the thumb, can prevent bables.

She was then supplied with the coil and after several unsuccesful attempts to fit it, we realised that we had got a lefthand thread, and my wife is definitely a right-hand screw.

The dutch cap came next. WE were very hopeful of this as it did not interfere with our sex life at all. But alas, it did give my wife several headaches. We were given the largest size available, but it was still too tight across her forehead.

You must appreciate our problem. At present we have reverted to oral sex but as you will agree, just talking about it is no substitute for the real thing.

Can you please help ?

Dick Inagen, Liverpool.

Dear Dick,

Well, I've always had an answer for everyone in the past, but
your letter really stumps me. You seem such a sensible fellow - I really
can't see what you're doing wrong. The best that I can suggest, is that
you see your local priest, he can teach you the book method. All you do is
place a bible between your legs and keep it there. I used this method
myself, and although I had trouble when the book opened at the page
where Joseph went to Kount Olive, I found that it worked well.

KWIK KWIZ

The England test team to

ANSWERS.

l) what does Joan Collins put behind her ears before . making love?

2)What does Auberon Waugh put in front of his ears before making love?

3) What does Britt Ecklund put in front of herself before making love?

The England test team to meet India next friday:

meet India next friday:
Rachel Heyhoe-Plint
Peter Carter-Puck
Lord Stockton
Lord Stockton
Lord Harris of Greenwich
Giles Brandreth
Ned Sherrin
Baroness Seears
Annika Rice
Illtyd Harrington
Frances Korrell
Robert Laxwell (capt) extra thrust.

PIMPIFGATE'S HOT TIP. Save Your Money (december all month).

CHESS UPDATE.

Game 25.Kasparov v Karpov 1.p-k4,p-q4. 2.p-kb4,p-qb4. Both players agreed a draw. Saturday 8th december sees Golders Green Synagogue's annual bring and borrow sale.Admission negotiable.

IN MY VIEW

Australian Covernor-General, Sir Bert Billabong speaks of his lifelong friend Bob Hawke.

In all my years of knowing Bob, I've found him without fear of contradiction, to be the most fine, upstanding person one couldn't know.Anyway, he's put Aus' on the map since becoming Mr big down-under. Some pommie bastards are inferring that he has these underworld connections - cobblers; true he's a great salesman, in fact he could sell salt to a heroine dealer, but that's another matter. The thing is, Australia will soon become a republic, then Liz and Phil can go get stuffed as far as I'm concerned. We can't stress enough, that if BBC say anything more that's libelous, we'll take legal advice in Rio forthwith.

THE SUN SAYS

The Chancellor of the Exchequer, Mr Lawson announced yesterday that aid to thirdworld countries would be restricted next year.

The neccesity for this is quite obvious.

how can Britain get back on its feet when we're having to give well over £19.90 every year to the wogs?

We've already given them £750,000 worth of Johnnie Walker, what more could they want?

YES. THANKS NIGEL - WE'RE ALL PROUD TO HE BRITISH AND CARING ONCE AGAIN.

Beware of cheap imitations, read the real McCoy - not subversive piffle. Dead Centre is written and produced by Mark Holliday.

KINGSLEY AMIS ON POETRY

ANSWERS.

FILTHY FERNANDO.

BY WILLIAM REES_TIDDLES (1898-).

There was a young man from Brazil, whose habits would make people ill, he farted a lot, was covered in snot; and did terrible things with a quill.

It was this piece in particular, that gained him his reputation for being one of the great sensitive poets of our time.

His presence is sadly missed.

3.0-SILVER BIRCH STAKES 12 131yds 8 (6) 13-000 (ST VOLGA BOLTTIME (VAX.) (15 Med.) 1. 8 J. - And Bayes

8 (7) 60-0 (SM CHOICE (15 Mannester) 4. 5 7 W. S. Peter

9 (7) 60-0 (SM CHOICE (15 Mannester) 4. 5 7 W. S. Peter

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10 60-000 (CRITIC ADDRESS (VAX.) (16 Med.) 18 V. S. S. S. S. S. Peter

10 60-000 (CRITIC MATTER) (17 P. Secoli, 5. 4 Med.) 18 Destroy

10 60-000 (CRITIC MATTER) (17 P. Secoli, 5. 4 Med.) 18 Destroy

11 (17) 5-4 SOURCE (CRITIC TERT CHOICE (17 Med.) 1, 5 S. Med.

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18 (18)

DAILY EXPRESS Thursday October 18 1964

An interesting piece above. Notice horse number 18. Are there sinister implications from the Jockey Club? I think we should know.

For all our wealthy arab readers, please remember that there are only 31 more shoplifting days left to christmas.

DID YOU KNOW

Beresford Spit of Bury St.Edmonds, was hit by the Flying Scotsman and lived - for .5 of a second.

SLUMP.

Robert Maxwell revealed that due to the Mirror Groups slump in profits to just £199m this year, 5,000 jobs must go in an attempt to halt the slide. The new editor in grovel is to be Joe Haynes, 98, known mostly for his speech writing for lowly SDP hacks on World in action.

A MULLAH WRITES.

Some people come up to me and ask:
"why do you wear that bandage on
your head?"The reason for this of
course is simple; when you spend half
your day praying to Mecca, you get
a bloody sore bonce. Anyway, it helps
mop up the blood when slitting the
throats of purely spiritual sheep.
Why people should take such exception to such a deeply moving act is
beyond me; my own Dewhurst Mosque in
willesden fully supports my desire
to market the moslem faith in its
true caring form. Anyway, the jews do
it, so send your stinking letters of
protest to Rabbi Julia Neuberger.

A rape victim from Peckham managed to crawl her way to the local police station yesterday. She later informed the detective in charge that she had been raped by a British Rail porter. The detective inquired as to how she knew of his occupation, Her reply was that she had done all the work.

CLASSIFIED SECTION

LADIES.
Now's your chance to get into the film business.
Hundreds of opportunities exist for the right people.
Send s.a.e.with photo to
P.Raymond, Kneetremble Productions, Brewer Street, Soho.

DEAD CENTRE requires a financial backer. Such a person would be required to provide financial assurity of fl0,000. The person would preferably be over 30 male, white, public school education with father being MP or peer. If you feel that you have what it takes, then write to: Mark Holliday, Hotel Corrupto, Easy Street, Nassau, Bahamas.

Dead Centre is an equal opportunities employer.

START YOUR OWN IMPORT/ EXPORT BUSINESS. No capital required.We can supply all contacts. Good commission.Plenty of chance to travel. Write to:Ahmed Stashit, Hashish Holdings.Rocky Road, barakesh Moć.

Just to remind readers that Dylan Harris will be running his shove-ha'ppenny weekend on saturday 1st december 1984.

He also has intentions of running a tiddlywink festival if enough supp-ort is forthcoming.

Watch this space for fur-ther details.

dead centre



COMMENT

es, it could only happen in Dead Centre.

As from this month, I will be intro-ucing your special £1,000,000 game to e played by all my readers.

All you have to do, is imagine 10 numbers from 1-999 in correct sequence, and if they match up with the numbers have chosen, then you should consult our local medium, as you are extremely sychic.

The Times gave its 'Portfolio', the tabloids gave you bingo, but my mame is altogether more challenging.

I would never dream of insulting by loyal readers by debasing the paper ith down-market 'special offers' of ree copies of another paper in lieu of new subscribers.

I would never consider plastering cage three with boobs unlike my rival you know the one), who displays boobs in EVERY page - his typography has losens of them.

Remember, we are winning the cir-culation war. We are now matching the level of that grotty gamezine with 2,000,000 copies a day, with Liberator bushing hard on our heels at 17.

Finally may I give deepest sympathy to the staff of the Liberal-News.lt sadly went under 12 years ago, and I promise I will pluck up courage to tell them before very long.

We were due to feature Dr Egon Priedbred this month, but sadly he said that he had received a better offer.

Though unconfirmed, it seems that a rival publication has muscled in with a ridiculously big offer for his services.

There seems to be no end to what some publishers would do to raise their circulation.

Simon Yoggart talks with Nigel Lawson.

Nigel Lawson, do you feel that the Governments economic strategy is working? La:I am sure that given my various sontraints on the reply to certain areas to your question, I could in some circumstances answer your question. Yo.What exactly does this mean sir?
La:A very good question Mr Yoggart, and one that I have insufficient time to answer. answer.
Yo.Do you feel that by the end of the present period of parliament,inflation will be down to the prescribed target of 3%?
La.Well.we've had this under analysis by our experts at the treasury for 2 years now. They have concluded by saying that if and when this occurs, they will be able to forecast this with precise accuracy. Yo.Do you know anything at all about your job sir? LaiFr..well.... I read the Economist once, and tha helped a lot with my (cont.

THE DISCUSTING WORLD OF REVEREND JIM - full expli-cit details p.44.

Agony aunt anna - p.2.

MICHAEL PAGEN'S CLIMBING SECRETS - p.44.

MICHAEL PAGEN'S 10 BEST WINES - p.45.

PRIZE CONTEST. WIN ONE OF RUDCIPH NUREYEVS' EGGBO.ES.

WIN A BRITISH TELECOM SHA-RES PROSPECTUS - p.47.

Cactus farmer Mr Don Davies of Leeds, yesterday spoke of the awful prick he end-ed up with in the line of duty.Mrs Thatcher spoke of her very similar plight. More on page 48.

Your Letters

Dear 'Dead Hampster' (or whatever you call your foul rag),

I was shocked to discover that the last edition of that glorious example of modern journalism, Hacking Times, was distributed with some used toilet paper. I believe you were responsible for this outrageous act. I shall meet you tomorrow at dawn with weapons of your choice on Woolwich Common, if you have the courage, which I doubt.

Dylan Harris, Editor, HT.

In light of the allegations of local corruption, I would like to say that at no time have I or any of my staff entered into underhand business dealings with building firms seeking contracts in lieu of 'gratuities'. The Zurich account that I control is operative purely for charitable purposes. The yacht moored in Cannes is used only for the purpose of nature study (especially with binoculars on the beach). The three homes I own are in my possession only because they were builders imperfect cast-offs, and I've no wish to see our environment decline further. I have been called a pillar of society by my social club P2 colleagues, and feel that I do not need to justify my actions.

M.Bezzler. Chief of Town Planning.

M.Bezzler, Chief of Town Planning, London Borough of Hackney.

4.45 Countdown.
Richard Whitely bores us stiff
as usual, with more pointless
words and calculations.

Richard Whitely bores us stiff as usual with more pointless words and calculations.

5.15 Alice.
Alice stops the show with her sparkling personality, in this rib-tickling script.

5.45 Pamous buildings.
Sir Peregrine Worsthorne looks at another gothic off-licence in gloucester.

6.15 Well Being.
Pam Armstrong discusses Angina, just as we eat our dinner.

6.45 Gallery.
George Melly hosts another round of the great arts quiz for monotonous old pseuds.

7.15 Channel 4 News.
Trevor McDonald, Peter Sissons and Sarah Hogg delight us with pulsating insights to the news.

8.00 Happidrome.
Screen version of the war-time comedy by popular demand.

9.00 Film Mon Premier Legover.

(1979) French deeply thinking movie concerning a typist seeking to expand her mind while working her way through the Marseilles rugby team.

10.30 Eleventh Hour.
Report from the Lisbon gay sardine collective, detailing plans to introduce democratic government for Anchovy paste and cheap wine.

11.30 Look Forward.

Look ahead to the wonderous things on 4 in the coming week.

11.45 Close (thank gawd).

CHANNEL 4.

0 Greed

FRENCH NOTE.

In answer to the inquiry of A.B.of Stroud, we planned to feature a series of french letters this month but sadly the printers say the technicalities of this are too numerous.
They say that rubber cannot be reproduced with normal facilities.

DEAD CENTRE

Dear 'Dead Rat' (or whatever you call your foul gutter liner),

I knew you did not have the courage to appear this morning. Thanks to your cowardly absence, I was forced to take my unarritandable anger out on a 122 bus. I subsequently explained to the police that you were responsible for the three buses, five lorries, petrol tanker, seventeen cars and dead comel that blocked the south circular. Iney were unsympathetic until I informed them of your foul deeds, whereupon they assured me that they would deal with you immediately. I understand you are now an unwilling guest of the Herr Genscher home for Honest Politicians, the local hospital for the criminally insame, awaiting an operation to replace your brain with that of a goldfish. I wish you luck, for it can only be an improvement.

Dylan Harris, Yours, Editor, bl.

telly Pick

BBC1.

BBC1.

6.00 News.
6.30 Magazines.
7.00 Dukes of Hazzard.
Boss Hogg tries to find the culprit who stole the film they use of the car flying through the air.
8.00 Terry and June.
Terry comes home to his "nice' semi-detached home in Croydon, to find that June has used his Barclaycard without his permission. The usual original material.
8.30 Panorama.
Pred Emery in another back-slapping interview with the prime minister.
9.00 News.
9.25 Vigilante UK.
Kick Ross & Sue Cook give you more opportunities to drop your unwanted neighbours in the shit.
10.15 Cagney & Lacey.
Limbering up for an undercover mission to crack the mystery of the man seen stealing milk from doorsteps.
11.15 The World of Cooking.

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11.15 The World of Cooking.
Derek Cooper looks at Dung
kedgeree with locust shells
from Uganda.
11.45 kaking the kost of

11.45 Eaking the kost of the kicro. 65th repeat series, giving lessons in what a micro looks like. Advanced stuff like cassette tapes will be shown next week.

THAMES.
5.15 Diff'rent Strokes.
Cute little show about sugar coated
black kids, adopted by filth-rich white
man, trying to show the world how
wonderful white people are in the way
they treat black people.
5.45 News. With Michael Mounttumbledown.
6.00 Thames News.
Andrew Gardner, tina Jenkins and Jack
Scott making his usual cock-up of the
weather. Scott making his usual cock-up of the weather.
6.30 Help.
Viv Trendy-Gee shows how middle class mothers can arrange natural childbirth groups before an invited audience.
6.35 Crossroads.
Need we say more.
7.00 Knight Rider.
Michael Knight trys to prevent a rival TV tough-guy from learning the formula for his false teeth and contact lenses.
8.00 Rising Damp. 8.00 Rising Damp. 65th re-run. 8.30 Shelley. Ditto. Ditto.
9.00 Minder.
Terry suffers a relapse, after discovering that Arthur has nobbled the script they have used for 39 episodes.
10.00 News at Ten.
Sandy Gall and 'Sir' Alastair Burnet.
10.30 TV Films Unlawful killing.
(1980) A Los Angeles cop chases a man who obviously murdered her. Sophisticated script.

(1980) A los angeres cop change a man who obviously murdered her. Sophisticated script. 12.00 Crying out Loud. Bunch of posh kids discuss how tough life is with 8 'o' levels, and an architect for a father. 12.30 Sit up and switch off.

PLEASE READ. 1 I REALLY DO MEAN THIS.

11.45 Close (thank gawd).

CELEBRATION TODAY.

Crusty the BR Travellers Pare sausage roll celebrates 25 years with age roll celebrates 25 years with southern region today. Commissioned in november 1959, he proudly stood in the Charing cross buffet untill may 1981, being made redundant by Casey Jones. But his remarkable career didn't end there. His highlight came in june 1982, when the tea bar at Charing cross was raided by 4 victious thugs. They battered counter staff making off with the nights takings of £1.46. Crusty was able to walk outside and raise assistance from passers-by - he later received a police commendation. His friend of years, Twang the teabag said: he's amazing. I've been in service for 10 years now, but I don't think I'll survive as long as him."

I wish to start running a long-term fund raising game, with decent cash prizes.

The idea is that each punter would have a football league team. The scores that each team registers from each saturday match, will accumilate. At the end of the season, the team with the most goals will take first prize; the team with the least goals will take second prize.

Teams that for any reason, do not play on any saturday will be awarded one goal.

Regretably, entry fees for such a game, would need to be paid in an advanced lump sum. Administration, collection etc. would mean such measures were imperative.

The suggested contribution is around the level of £5 for one team,£7.50 for two. The cash prizes would be very good indeed. The game would end on the final saturday of the season.

Progress reports would be given in each issue of DEAD CENTRE.

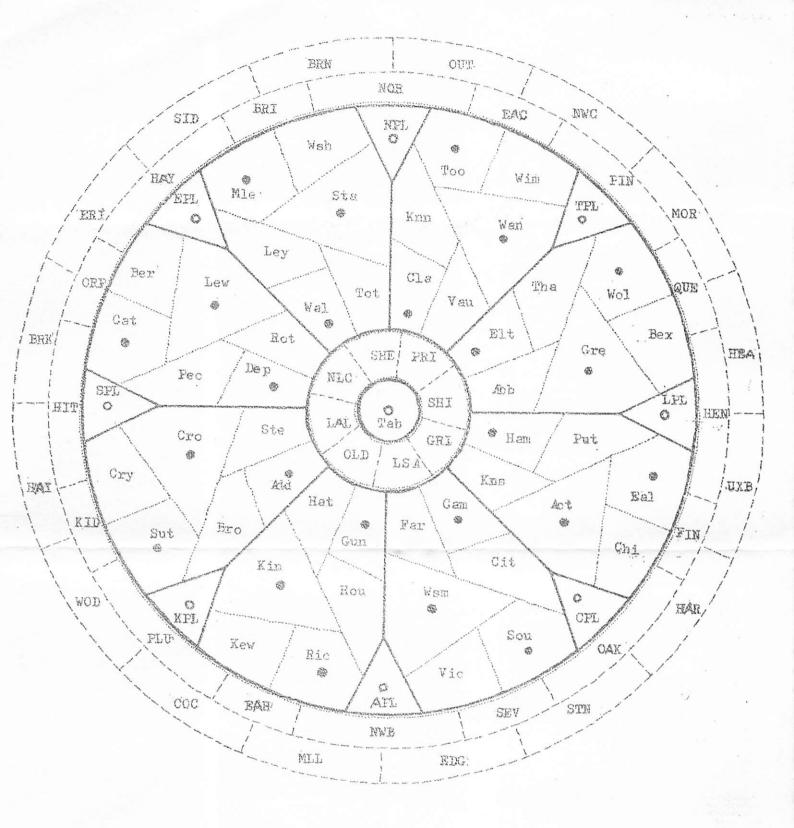
Teams will be allotted by open draw,under the supervision of Dylan Harris. The team/player pairings will be published in DEAD CENTRE.

INTERESTED? Then send cheque for correct amount to Mark Holliday, 65, Thornham Street, Greenwich, London SE10 98b.

BBC2.

5.45 Rowan & Lartins
Yawn-In.
Goldie Hawn delights
us with yet more of
her rator-sharp wit
and intellect.
6.35 Deep Thought.
Bryan Kagee's guests
are Hon.Jocelyn Pocelyn,Davina holestraelyn,Davina holestratian Pseud,dean of St.
Vitus Dance School in
6.35 Deep Thought.
6.35 Deep Thought.
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6.37 Deep Thought.
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6.37 Deep Thought.
6.38 6.35 Deep Thought

8.05 Date at Eight.
Discusses the unpublished poetry of Bert
Boggis, whose most renowned work was 'yet
anuver bloody toilet.'
10.05 FilmiDer Bluden
Glockenspeil Fuckt (1980)
with Horst Schitt.
Vincent Hanna talks to
the barman at the Dog
and Duck.



Mep for Executive

Executive is a Diplomacy Varient designed by Dylan Harris for Hacking Times, based on a map by Andrew Poole and Steve Agar. There are two mistakes in the branch list COC (Cockfosters) is omnitted, and Far should be Farrington, not Westminster.



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you wish. Four to be elected.

Signed

pap Greenwich Young Liberals, 76 Haddo House, Haddo Street, Greenwich SE10

VARIENT FOLL ballot paper

MOVES FORM

In order to encourage you lot to return the varient/other games ballot paper nice and prettily filled in, here is a convienant form to put your brilliant moves on, suspiciously located on the back of the desired bellot paper.
My name is (at the moment). I'm in game , playing
(much to my regret). I'd like the game to be named
My moves are:

2 a 4 a 4 4 a 4 a 4 a 4 a 4 a 4 a 4 a 4
I'd also like to join in the game of Bourse on the forthcoming YL chair election (delete if not true). I enclose my £2 gamefee. Since I start with 5000 Roubles, I would like to invest the following:
Invest In Amount Invest In Amount
5 4 5 4 5 5 4 5 5 5 5 5 5 5 5 5 5 5 5 5
Since I have to use a pseudonym, I hereby choose
I have filled in my ballot paper, and also asked to play in lots more games. I have also completed the address section with my full postal address, so the HT editor can definately blame the post office when post goes astray.
Doodle competation: The best doodle (drawn in black ink without any blocks of black; shade by drawing lines) will be printed in HT and the winner will get a couple of free editions and an ego boost at that.

I do/do not want to attend the Diplomacy weekend. I do/do not want crash accommodation. I do/do not want to buy the organiser a pint.