

HACKING TIMES

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The last right force in
Britain today.

Deadline —
HTA / January 1985
20th Feb

Dear Nick & Shaun,

One appalling & unreadable edition
of HT.

Dylan

Editorial

I have to admit that it came as quite a shock to find out that the last edition of Hacking Times has been awarded the Nobel Prize for literature. Naturally, I was expecting, and got, international acclaim, but this ultimate accord was beyond my wildest dreams. I haven't decided quite what to do with the money yet; however I will certainly not be using it to pay off my debts because I wouldn't have any left for other activities. I have, however, succumbed to my creditors pressures, and pawned the certificate I got to say I won the prize. I now share an honorary position in the pawnshop with the only other thing I have pawned, my Victoria Cross.

It is quite gratifying to be awarded in such a manner for your work, especially after all the troubles HT has received from a source I feel best not to name, except to point out that it has strong association with the mutilation of innocent animals; even calling itself after dead ones. You will be delighted to know that Mark's operation was successful, and he now gets a great deal of pleasure out of the simple things in life, like spending most of his time opening and closing his mouth, dribbling, and blowing bubbles. However, on principle, I feel that it is only fair that, as an example to others, I pursue the litigation I have started against his company which, if successful, will require them to spend the rest of their lives on a tiny desert island accompanied only by the cabinet of the current government (the alternative, death, is far too kind).

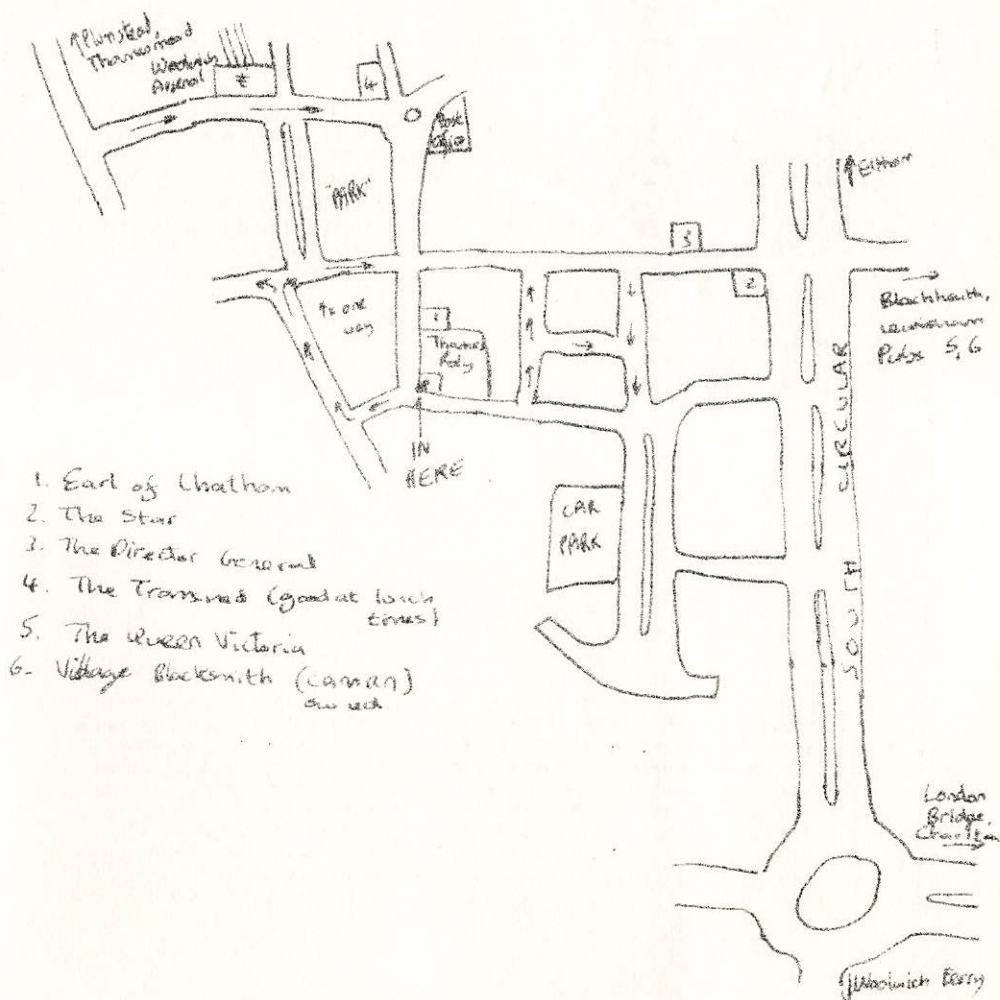
The only other thing I have to announce to you is that my parent company (Greenwich Young Liberals) is being privatised. The government has come to the decision that allowing an organisation such as Greenwich YLs to remain in the hands of its members is definitely a formula for inefficiency, so is going to transfer control to an elite of their friends instead. It is unfortunate that some members will be thrown out of the YLs for going to the wrong parties, but ratepayers need not worry, there is soon going to be a change in the law to ensure that people entitled to dole and social security are not allowed to claim it, enabling us to reduce the unemployment problem and the rates at the same time. They do, however, suspect that there might be public resistance to this latter measure, so they're going to get the GLC to run a campaign based around the slogans 'Starve the Scroungers and Shoot the Poor' first. The price for a Greenwich YL share will probably be £50,000 each, with a minimum purchase of 500,000, which I'm sure you'll all agree, enables anyone to buy lots of shares; at least, anyone who matters.

Now I've got all that official business out of the way, I can wish you all a large profit during the festive season. Indeed, the sights of the large amounts of money being generated selling shoddy goods to herds of suckers has always inspired me, and made me feel generous to my fellow capitalists to the extent that I'm often nice to them in the club until the new year. Yeah, for Christmestide is a season of giving, which means buying first, which is the bit I like to see others do. The products we'll be launching this year include a doll that breaks easily revealing large quantities of sharp metal spikes, aimed at those people who can't stand little children but have to give presents anyhow, a special pipe with room for a cyanide capsule for elegant spies or people who want to remove their spouse, and a large quantity of umbrellas obtained from a cheap source in Bulgaria, especially for those people who don't like crowds and want to do something about them. My only doubt is the launching date; due to a misprint in my calendar, I'll actually be putting the stuff on the market a week after this edition of HT is distributed. I suppose if I miss Christmas I can always nick some Chinese characters from the Chinese restaurant down the road, put them on the labels, dress up in a silly dragon suit and wait until February.

The weekend of fun, excitement and amusement provided in the variety of visiting to play Diplomacy, sit-back in 1941 & 20th January, 1971. It will be a chance to visit the students' trip, in addition, for people to visit in better places, sit-back. I suggest people arrive at about midday on the Saturday (i.e. 12 o'clock), and leave at about 4 o'clock on Sunday. I am not sure of some kind of well as on Saturday evening, even if it simply a lot of people.

To get to Thames Valley, you need to go to Aylesbury station. Trains leave Charing Cross, Waterloo East and London Bridge every half hour, and the journey takes about twenty-five minutes. There are four Charing Cross 08 and 12 past the hour, 08 and 12 at Waterloo East, and 08 and 12 at London Bridge for the same trains. The first one leaves at 08.15, 10.15, and 12.15 respectively.

Don't forget to let me know A.E. if you're one of the people coming, and especially if you want (extra) accommodation.



Main Feature

An editor of *Hacking Times*, I find I have a natural interest in history. It is interesting looking back and seeing if any publications in the past are remembered the way HT is going to be remembered in the future. It must be said that it is not definite that the current era will be remembered as the *Hacking Age*, as periods in the past are remembered as, for example, the *Branze Age* (after a publication which used Branze instead of Paper), or the *Iron Age* (the name of the editor of the *Neanderthal Clarion* was called Iron). We shall see, we shall see.

Anyway, I was particularly impressed with two concise histories of the universe, which I have managed to obtain permission to reproduce in HT. I was amazed with their completeness, in that somehow they managed to cover everything. I think you will be equally impressed. Open your mind, forget about the bath that you've just let overflow and the fact the the dog jumped into the oven when you weren't looking to pick the roast, but unfortunately became the roast. Just read these masterpieces of conciseness:

1. The Complete History of the Universe in One Word, by Dr. X. Sam Results B.A. (Borneo), Ph.D. (Fraud), G.C. (in suspicious circumstances), A.B.C. & Bar (Jir's): "There".
2. The Complete History of the Universe in One Letter by Professor Lotta Nerve, B.A. (Oxon heard), M.Phil. (but got divorced later), M.D., M.F., M.E.F., and anything else money can buy: "I".

I feel it is only fair to allow you, oh gentle reader, to see my inept attempt to write the history of the universe concisely. I can only admit that it is not nearly as good as the above examples, but I feel it does have its own place and a unique feel.

"In the beginning there was void. In fact there was so much void you couldn't really avoid it. Anyway, the only thing around at the time was this spirit called God, and God was getting a bit pissed off with this void thing, especially since there all there was (apart from God, of course). Being God, it could do anything it wanted, so it cheated and looked into the future and nicked a beginners guide to building universes.

So God looked at this book, and read it, and found it to be rather fun. The book said universes could be built with real intelligent beings in it which could be the source of endless fun and companionship, and anything else that was wanted. God looked at this, and realised that this could cure the loneliness caused by only having the companionship of void for an infinite period of time, and void was rather boring especially when it insisted on going on and on about inventing something called "The Guardian" so it could have tremendous fun going out and counting all the misprints.

However, it was necessary to build a practice universe first, in which it didn't matter if mistakes were made. God was of course omnipotent, and did not make mistakes, but since the book came from a universe God would make, the advice was effectively from God, so it decided to follow it's own advice. The practice universe would be quick and easy, but unfortunately wouldn't have any intelligent beings in it at all, although there would be a few planets of wallies that thought they were intelligent. Anyway, God made the practice universe, and then went on and made the real one, and had lots of fun being in it. And that is why God ignores us completely, and why it isn't really worth continuing with the history of this universe, cos it isn't really worth it."

PRIZE COMPETITION

The circulation of HT is being threatened by a dementedly example of dour his-sult (recurritated) disguised as a Dead Animal. This mad mess announced a million pound competition in the last issue, but anyone with an ounce of intelligence, or even a reader of the dead animal, would easily spot that this was the most evil fraud ever perpetrated since Darwin implied that there was intelligent life on Earth. Hacking Times, however, does not fool its readers, but makes genuine offers and real competitions with proven prizes. Indeed, I, as the editor of this honourable rag, started a million pound competition as soon as I discovered the dead fraud. **WE ALREADY HAVE A WINNER!!** Before I announce the winner, here is the next competition. You can win a million pounds IF you can send Hacking Times a cheque made out to 'GYB Diplomacy' for two million pounds which doesn't bounce! This should be an easy competition, and we look forward to many winners.

The first competition, which was open to anyone, was to correctly guess the number of pages in this edition of Hacking Times, before it was produced. Our winner, a Mr. D.J. Harris, received his cheque last week, and we like to apologize to him because it bounced.

Here is the interview with our lucky winner. The interview is conducted by Dylan Harris, our editor, and we have to admit that, unfortunately, the fact that the two honourable gentlemen have the same name is not entirely a coincidence.

Editor: "I suppose I ought to start with the traditional question: do you think winning a million pounds will change your life?"

Winner: "I doubt it: I will still go to work on the bus, although I do intend to buy a bus to avoid the hour long wait at the bus stop in the rain. I use to curse the Tories for destroying essential services like this, but now, thanks to recent enlightenment, I realize that this kind of thing is essential for the economic survival of rich bastards like me and them."

Editor: "So you're going to keep your job?"

Winner: "Not quite. I'm still going to work at the same place, but I've decided to resign as Shop Steward and have bought the company instead. The previous owner was threatening to throw half the shop boys on the dole, something which I, as shop steward, fought tooth and nail, although I find that I, as the new Managing Director, may have to reduce some of my staff by, if possible, voluntary redundancy."

Editor: "About how many employees are you going to set rid off?"

Winner: "About half."

Reader By: "'Ere, are you a loony or summat, talking to yerself like that on the street. I'm gonna ring for the funny farm."

Editor: "Sorry about that rude interruption...."

Male Nurse: "Come with me...."

Winner and Editor together: "Here, let go, I'm doing this interview for the world's most prestigious magazine."

Male Nurse, grinning evilly: "No you're not, for I edit Dead Cost...."

Civilisation

These rules are based on those developed by Nick Kinzett, and used in his gamezine Zeeby. I am grateful to him, especially for the map!

1. The games shall be based on the Avalon Hill rules, except where modified below.

2. A Base Area is a province designated by a player. If that player has a city, then the base area must be a province containing one of the player's cities, otherwise it must be a province containing one or more of the player's tokens. A player may change her/his base area with any move. At the beginning of the game, the base area is the starting province of the player. If a player does not specify the new province for a base area when one is needed, it automatically shifts to the nearest province which qualifies.

3. The Base Area determines the NEAR (Nearest Area Rule) and FAR (Furthest Area Rule). When an addition is required, but the players orders are absent or inadequate, those areas nearest to the base (inclusive) are used. When the removal of cities or tokens is required but the players orders are insufficient, then FAR will be applied. Ties will be decided in alphabetical order (this also applies to rule two above).

4. A postal game may restart at any point between phases, as determined by the GM. Orders for a particular phase may be made conditional on earlier events in the same postal turn, but please keep things practical and simple.

5. Collect Taxation is simultaneous and automatic at 2bz ("Bozants") per city, except when a player with Coinage specifies otherwise (1bz or 3bz). Unspecified revolts use FAR.

6. Population Expansion is simultaneous and automatic at 2 tokens per province (except for those provinces which only started with one token), except when there is not enough stock. Inadequate orders use NEAR.

7. Census is automatic.

8. Construct ships is optional. Unless otherwise specified, the cost is taken from the treasury, unless there isn't enough there, whereupon they come from the province in which the ship is being built. In terms of treasury costs, ships are constructed before they are maintained.

9. Movement is in census order. Each player's commands may be conditional on a preceding players movement (fortunately, this is often easy to work out in advance, and in any case you can submit orders in case someone precedes you, or general orders to cover any incursion, etc.). You should write your orders in the following format:

n(fro)-Tar n=quantity of tokens, Fro is where they start from, and Tar is where they want to go. Example 2(Hun)-Bac means two tokens from Hungary to Bacia, etc.

SHIP I can best illustrate this with an example:

SHIP +3(Alex)-Siv(+2)-Lib-Cyr(-4)-Sidr(-1)

means a ship starts at Alexandria, where it picks up three tokens, then goes to Sivah where it picks up another two, continues to Libya, moves to Cyrene, where it drops four tokens, and finishes at Sidra, where it lands its last token.

Abbreviate province names how you like, but beware of ambiguities (eg Jerusalem and Jericho).

10. Conflict is automatic. A player whose cities are in danger of surrender through insufficient stock will have her/his other battles decided first, unless (s)he specifies otherwise (in which case the city surrenders after all. In all other cases, conflict is simultaneous).

11. Build cities is simultaneous. Unless a player specifies otherwise, any city site with six or more tokens, or non-city site with twelve or more tokens, will have a city built on it. If there are not enough cities in stock, then the sites chosen will be built in NEAR order.
12. Remove Surplus Population is automatic and simultaneous. Please note that according to the Avalon Hill rules, this stage also includes Reduce Unsupported Cities, as well as an identical action in the Calamities stage. Insufficient orders use FAR.
13. Acquire Trade Cards is automatic. The GM will inform the players individually which trade cards they receive. The trade card pack will be the modified Avalon Hill set, that is, including two trade items in all trade card piles.
14. Trade is fun! Players should negotiate, and may confirm a deal with the GM during the course of a round that a trade has actually taken place, although this will require that the player's trading partner also contacts the GM. When this happens, the order is irreconcilable. Please inform the GM of all trades you make when you make them. I will be sending out forms at the beginning of the trade phase to make both yours and my job easier. Players may send in orders in the form of conditional logic (such as programming languages, or flow diagrams), to determine exactly what trades occur.
15. Acquire Civilization Cards is in reverse AST order. Players may make their acquisitions conditional on those of preceding players. Players should specify which excess trade cards are to be returned to their stacks. When none are specified, lowest value cards (including calamities) go first. Players may attempt to cheat. If no other player instructs the gamesmaster to 'check' the players retained cards, then the cheat succeeds, otherwise the player attempted to cheat has to return another two cards to their stack.
16. Resolve Calamities is in ascending order of calamities. Most are fairly obvious and FAR is used when a player isn't sufficiently precise with her/his orders. No calamity will be 'passed on' unless specifically ordered, except Volcano (not earthquake) and flood which have automatic effect. If no nominee is named for Civil War, then the player with least cities is chosen (ties on AST order). Everyone should send in orders in case they are chosen, but if the eventual nominee doesn't, NEAR is used.
17. Alter AST is automatic.
18. The first set of postal orders shall normally consist of the first three rounds of the game (that is, three sets of population expansion, census, construct ships, movement and alter AST). The entire set of orders will be carried out unless conflict occurs or someone builds a city before round three (it must be said that the latter is difficult), whereupon that particular round will be completed, and the postal move will finish with Alter AST, and orders for subsequent rounds will be ignored.

Appeal for French speakers

Somewhat to my surprise, some friends from France have asked to play some postal games in Hackney Times. Whilst some are thoroughly bilingual, others are thoroughly monolingual. I would like to be able to give them all games, which means I need to ~~read~~ and play some games in French. I therefore need French writing players. If you speak French, and are willing to play in another time, please contact me and say so.

Definitive Mercator

Definitive Mercator was designed by Doug Wakefield. I would like to thank John Marsden (of Ode) for the copy of the rules upon which I based those below. I suspect they came from the U. Variant Bank.

1. Definitive Mercator is a version of the game Diplomacy based on a world map. It is played with thirteen players. The basic units in Mercator are (as with normal Diplomacy) armies and fleets, but these units may travel together for several moves, and the high mobility of the A/I (Army/fleet) is the central part of the game. The power of the A/I comes largely from its ability to operate in different TSs (TimeScales) from single units. This makes for a more tactical game, but one in which the need for diplomacy remains strong, since the provision is made for single, two or three way wins (would be outright winners have been spiked at the post by the formation of late two or three way alliances which void the victory criteria).

2. The game starts in January 1890, the second move is in February plus builds and renovats for March, the third April, the fourth May/June, and so on.

3. The following is the victory criteria of the game:

Single player: 39 centres. This overrides a simultaneously declared
Joint win: 39 centres, with the weaker power having the minimum of 23,
this overrides
Three way win: 60 centres, with the weaker power(s) having a minimum of 16
centres.

4. There are four timescales in Mercator compared to two in normal Diplomacy. These are TS 1, 'Board and Land', TS 2, 'Normal', TS 3 'Disembark and Embark', and TS 4, 'Ferries and Richochets'.

5. TS 1 ('Board and Land') consists of the following options:

5.1 An army boards a fleet at sea or in a canal province (the two must be in neighbouring provinces), whether for I/F (Fast/Ferry), Convey, or other operation. In the absence of written avoidance or error, boardings always succeed. In orders, a boarding is written using a 'B'.

5.2 The fleet part of an A/F at sea (not in a canal) can support the army landing and dislodging a unit in the target province (which is dislodged despite any TS 2 support). Only the carrying fleet can give support to the landing army. A landed army may be dislodged in TS 2. If the fleet does support the landing, it may neither attempt to take on another army in TS 4 nor order in TS 2. In orders, a landing is written using an 'L'.

5.3 A re-embarkation may occur in TS 1 if and only if two or more A/Is attempt to land in the same province.

5.4 If a fleet which lands an army does not give that army support, it may board another army in TS 1, and order in TS 2.

6. TS 2 ('Normal') consists of the following modifications to standard Diplomacy:

6.1 Landings from I/Fs (Fast/Ferries) or Convoys occur when no fleet in the Convey is moved.

6.2 If the landing fails, the the army is left on the last fleet on the chain (forming an A/FV). If one of the fleets in a Convey was dislodged, then the army is left on board the previous fleet in the chain, or, if

the dislodged fleet was the first in the chain, or the dislodged fleet was the fleet used in a F/F, the army doesn't move.

6.3 A fleet landed in TS 1, whether supported or not, may order.

6.4 Any unit which attempts to move (eg not stand or support) and is unsuccessful may be dislodged by an unsupported attack from any space except the one to which it was trying to move (this is known as the Key Rule).

6.5 Apart from the above, the normal Diplomacy orders for As and Fs apply.

7. TS 3 ('Disembark and Embark') consists of the following options:

7.1 An army can disembark to a land province, or another fleet, after a TS 2 order. In orders, this is written using a 'D'. No support is possible. TS 3 disembarkations to provinces which was subject to TS 2 stand if succeed.

7.2 A landing from a Convoy (on land, island, or a fleet), in which the last fleet in the chain moves, occur in TS 3. In orders, use a 'D'.

7.3 Disembarkations precede embarkations.

7.4 A Fleet or A/F may attempt to move into a sea space (not canal province), without support.

7.5 The options to fleets in this phase are available irrespective of TS 2 restrictions.

8. TS 4 ('Retreats and Disbandments') occur as follows:

8.1 Units dislodged during TS 1 and TS 2 are removed from the board until the end of TS 3. Those dislodged from TS 1 have a prior choice of retreat space. No retreats onto fleets are allowed.

8.2 A/Fs may retreat intact. The army has a prior choice in retreating to land or island, but the fleet may retreat its army to land or island and then move away.

8.3 If an A/F retreats intact, the army may not land (as well).

8.4 If the Fleet part of an A/F is disbanded, the army goes with it unless it has been expressly and previously retreated.

9. An A/F may only be kept intact for three consecutive moves (whereupon the army dies of scurvy, and the fleet sinks from remorse).

10. Mixed nationality A/Fs add spice to the game. Normally, both players would issue identical orders, but providing both indicate a boarding, either may attempt to modify the agreed orders to her/his advantage. The army's orders take preference but if the fleet succeeds in making a move that the army has not anticipated the army's orders are invalidated.

11. The map is a world map (elsewhere in this pack). Sardinia is an Italian province, and Hokkaido is a Japanese one.

12. There are two canal provinces, Panama (with the Panama canal) and Egypt (with the Suez) canal. A fleet may move to a canal province, and then, in the next month, to a space adjacent to the opposite coast. Likewise, an A/F may go to a canal province

(the only place where an A/F can exist outside a sea province), but while there, the defensive power is that of the army alone. While an A/F in a canal province may attack separate spaces from the canal, neither unit may support the other in such an attack. A single fleet in a canal province may defend itself as it is deemed to be on the coast. A premium build (see below) may be taken in a canal province, but not to convert an A or F already there to an A/F.

13. Units may cross directly between Spain and Morocco, and Denmark and Sweden. A fleet may not go from Spain to the Western Med, nor from Morocco to MAJ. Crossing moves (eg from Spa to Mor and CAN to WMS at the same time) succeed.
14. The Arctic and Antarctic Oceans are permanently impassable to F's and A/Fs, but fleets may attempt to dump passenger armies into ARC or ANT. Any number of armies may be dumped, and they may never escape, be rescued or disbanded. Thus a player who has, say, three armies dumped would play with three permanent shortages. Fleets may move along the coasts of provinces bordering the Arctic, eg F Cas-Sib, F Sib-Via, F Van (W)-Ala, etc..
15. Builds, after the opening quarter (eg not the first build season) may be taken in any home or special province (supply centre or otherwise). For the non supply centre province concerned, the last occupier (whether in a build season or not) is the 'owner'. Thus players and GIs should keep a track of who owns what. Special provinces are not subject to this rule, and they may always be built in, if vacant, by their original owners. A/Fs may never be built. Premium builds may be made in any owned land or island province. The premium is the withholding of another build until the next adjustment period. Thus for, say, France to build in an owned Karlsruhe or Munich, (s)he would need an entitlement to at least two builds and would sacrifice one of them until the next build period.
16. Germany and Russia both start the game with a spare unit which is placed secretly in any home or special province before the opening move. Both powers adjust to their supply centre holdings at their third adjustment (September). Players should state with their first set of orders whether the unit is an army or a fleet, and where it is to be placed.
17. Order codes: A=Army, F=Fleet, S=Boards (TS 1), C=Convoys (two or more spaces), D=Disembarks (TS 3), E=Lembarks (TS 3), P=Fleet, P/F=Fast/Terry (single space convoy), L=Lands (TS 1), MS=Mutual Support, S=Support, SI (or HOLDS)=Status.
18. The following is a sample set of orders. To assist the GM, players should clearly divide their orders into TS 1, TS 2 and TS 3.

(a) TS 1: Land B F ENG, F TRI S A TRI L Uis, A MAL L Joh

TS 2: A/F ENG-BIS, F MAL-Jav

TS 3: A BIS D Cas

(b) TS 1: A SAO L Rio, A Bue B F Sao (note landing is first)

TS 2: A Rio-Rec, A/F SAO S F Sao-NOR, A Tac-Bue

TS 3: A SAO D Nig, A Bue E F SAO (disembarkation is 1st), A Tac-Bue

19. Examples of timed nationality A/Fs follow:

FLEET

ARMY

(a) German A Bel B F ENG, A/F ENG-NTH A Bel E French F ENG, A/F ENG-WTH
A NTH D Lor A NTH D Den

If the move to NTH succeeds and Denmark is vacant, the army lands in Denmark, otherwise it lands in Norway, or, if that fails, it stays on F WH.

(b) German A Bel B F ENG, A/F ENG-BIS
A LIS D Gas

As (a)

If the fleet moves to HIS successfully, the army order fails. If the fleet cannot move, A/F ENG results (ie there is no move to NTH in any case).

(c) As (a) or (b)

A Bel-Lur

The whole fleet orders abort because an A/F was ordered which did not exist since the army did not board.

(d) English A Yor B F NTH, A/F NTH-NWG German F NTH F/F A Yor-Nor
A NWG D ARC

In this stab, A Yor has boarded and will get a cold and permanent bath if the move to NWG succeeds or to Nor if it fails. If Norway is tenanted, then A/F NTH (uneasily) stays where it is.

(e) As (d) plus A (StP)-Nor, a Swe-Nor A Yor B German F NTH, A/F NTH HOLDS,
A NTH D Nor, F ROC-ENG

Germany suspects a F/F attempt on Norway and does a TS 2 standoff. England guesses correctly, blocks the move to NWG, stands in IS 2 on the immobilised fleet and lands successfully in TS 3.

20. Starting positions (and home provinces, with specials) are as follows:

Argentina: F Bue, F San, A Tuc + Ata, Men, Pat, (Jor)	3
Austria: F Zag, A Vie, A Bud, A Tri, A Glu + Tyr, Boh, Gal, Cro, (Lcu)	5
Brazil: F Rec, F Rio, A Igu + Ama, Asu, Cco, (Alg)	3
China: F Can, F Shg, A Pek, A Han + Imo, Ksu, Sik, (Sud)	4
England: F Lon, F Edi, F Uls, F Joh, A Lpl + Cly, Wal, Ply, Yor, (Afg)	5
France: F Bre, F Mar, F Sai, A Par, A Lyo + Pic, Bgy, Gas, Sav, (Ala)	5
Germany: F Kie, F Tan, A Ber, A Mun, A Pos + Pru, Sil, Sax, Kls, Wut, (Lao)	5+1
India: F Cey, F Mdr, A Del, A Clc + Kas, Snd, Dec, Raj, (Alb)	4
Italy: F Nap, F Sar, F Lib, A Rom, A Bol + Pic, Ven, Tus, Apu, (Pap)	5
Japan: F Tok, F Osa, F Kob, A Nii + Fuj, Hir, Hok, (Cgo)	4
Russia: F StP(S), F Vln, A Mos, A War, A Sev, A Tkn, A Oms + Fin, Lvn, Ukr, Vol, Cau, Sib, (Bru)	7+1
Turkey: F Smy, F Dam, F Bag, A Con, A Ank + Ado, Arm, Kir, Mus, (Sak)	5
USA: F Nev, F Clf, A Kan, A Tex + Ore, Chi, Flo, (Sum)	4
	<u>59</u>

Special provinces are in brackets. Both Germany and Russia have an extra unit until September 1890.

21. Neutral supply centres are as follows:

Spa, Por, Bel, Hol, Den, Nwy, Swe, Rum, Bul, Gre, Ser, Mor, Tun, Cre, Agy, Lth, Hig, SAF, Mdg, Yem, Ira, For, Azo, Van, Que, Ice, Cub, Bog, Gui, Lim, Uru.

There are 49 neutral supply centres, 59 held by the 13 powers, giving a total of 108 supply centres on the board.

The next edition of Hackin Times will concentrate on the results of the variants and other games poll, printing the results in the traditional STV (eg printing the percentage transfers leading to the result as well as the actual result), and printing the postal rules of the games elected. You still have time to vote. There will also be another set of 'zine reviews, and some provocative letters and articles designed to encourage you readers to write letters.

Left Overs

This edition of HT has been printed and produced somewhat earlier than usual, like, er, about five days after HT 4 was produced. This is because of the commercial bonanza, Christmas, which once used to have some meaning, buffering up my printing plans. You should get the game reports on some separate pieces of paper. I have to delay the announcement of the results of the election of games and variants until the next issue, so all those who forgot to vote have got a second chance. The deadline for votes will again be the games deadline.

The deadline for all games is:

Last post, 20th Feb
Wednesday 17th January, 1985.

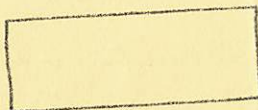
This should mean, with luck, I can give copies of HT 6 to those suckers who turn up to the game session at Thomas Polytechnic on 19th & 20th.

Unfortunately, I have to announce a price rise. The next edition of HT will cost 50p, as will subsequent editions. However, if you get your payments in before then, then I'll credit you at the old rate. In other words, the last post of Wednesday 17th January is the last time you can pay for 12 issues for £4. Incidentally, the old offer of two free issues of HT for each person you get to subscribe still applies.

With this edition of HT, you should get the following bits of paper:
4 sides game reports, 3 sheets Mercator maps with Civilization maps on the reverse. With luck, you'll also get a copy of Dead Elephant.
This edition of HT has got the following inside:

- | | | |
|-------------------------|----------------------|---------------------|
| 1. Front Cover | 4. Main feature | 8-11 Mercator rules |
| 2. Editorial | 5. Prize Competition | 12 This bit |
| 3. <u>Games Weekend</u> | 6,7 Civilization | |

I've put lots of rules in because I felt like it.



If the box on the left has got a rather nasty looking 'X' inside it, then this edition of HT will be the last one you get unless you send in some money (cheques to 'CYL Diplomacy')

This was hacking Times 5, produced by Dylan Harris for Greenwich Young Liberals of 76, Haddo House, Haddo Street, Greenwich, London SE10.

GYL/1 Spring 1905

Austria (Graem Peters): F Alb-Tri, A Vie s F Alb-Tri, A Ser-Bud.

England (anarchy): has A Yor, F NTH, F Nwy NRO disbanded, F Hel, F Den.

France (Paul Wiggin): NMR! has F Hol, A Bel, A Mun, F GOL, A Mar, F Nap, F Tun, A Par, F Bre.

Germany (anarchy): A Ruh, A Ber.

Italy (Nigel Gordon): A Pie-Ve, A Tri-Vie (FAILS) retreats Alb, A Ven-Tyr.

Russia (Robert Horrobin): A Swe-Nor, F StP(N) s A Swe-Nor, A Pru-Sil, F Sev unordered, thus NRO & zapped, [[A War HOLD]] (there isn't one).

Turkey (Clive Buckman): A Mos-Sev, [[A Bul s A Gre]] (it moved), F Rum s A Mos-Sev, A Gre-Ser, F BLA-Arm, F AEG-ION, F Con-BLA.

GYL/2 Spring 1903

Austria (John Murray): F Tri-Ven, A Bud-Ser (FAILS), A Vie-Tri (FAILS).

England (anarchy): had F Bel, A Nwy, F NRW.

France (John Denniston): A Bur-Pic, A Mar-Bur, F ENC-Wal, A Spa-Gas, F MAO-ENC (FAILS).

Germany (Graem Peters): A Mun-Ruh, A Ber-Mun, A Hol-Bel, (FAILS), F Lon-ENC (FAILS), F NTH-Edi, F Kie-Den.

Italy (Ralph Atkinson): A Tyr s F Alb-Tri, F Alb-Tri, A Tun HOLDS, F Nap-ION.

Russia:(Mark Holiday): A Rum HOLDS, F Sev unordered, A Ukr unordered, A Gal-Boh, A StP-Nwy, F Swe s A StP-Nwy, [[A War-Gal]], [[F BLA holds]], ((neither A War nor F BLA exist)).

Turkey (Robert Horrobin): A Bul s A Ser, A Ser HOLDS, A Gre s A Ser, F BLA HOLDS, A Smy HOLDS, A Con s A Bul.

GYL/3 'Monkey Nuts' Autumn 1903

Austria (Clive Buckman): A Ven-Rom, A Ser-Gre, A Bud-Ser, [[A Gal s RUSSIAN A Rum-Bul]], F ION-Nap. Builds F Tri, A Vie, A Bud.

England (anarchy): has F NRW, A Edi, F NTH. GM removes F NTH.

France (Kieth Edge): A Por-Spa, A Par unordered, F ENC-Lon, [[A Pic HOLDS]] (there isn't one), Builds A Mar (entitled to an extra build).

Germany (Kevin Elliot): F Den-NTH (FAILS), A Hol-Bel, A Bel-Pic, A Ber-Mun, F Kie-Hel. Builds A Kie.

Italy (anarchy): A Pie, A Tus, F Tun. GM removes A Tus, F Tun.

Russia (Phil Rimmer): F Nwy s F GOB-Swe, F GOB-Swe, A War-Gal (FAILS), A Ukr s A Rum, F Sev s A Rum, A Rum HOLDS. Builds A Mos.

Turkey (Becky Horrobin): A Bul HOLDS, F Con s A Ank, A Ank s F Arm, F Arm HOLDS.

See next page for the state of the game.

GYL/5 (continued)

Russia (continued): Builds F StP (N), A Sev, A War.

Turkey (John Lamb): F Con-Bul (E), A Smy-Con, A Bul-Gre. Builds F Ank, A Smy.

<u>Country</u>	<u>Centres</u>	<u>Changes</u>	<u>Total</u>
Austria	Tri, Vie - Bud + Ser	0	3
England	Lon, Edi, Yor + Bel	+1	4
France	Mar, Par, Bre + Spa	+1	4
Germany	Kie, Ber, Mun + Den	+1	4
Italy	Ven, Rom, Nap + Tun	+1	4
Russia	StP, War, Mos, Sev + Bud, Swe, Rum	+3	7
Turkey	Con, Smy, Ank + Bul, Gre	+2	5

Press

Russia-Turkey: Fleets built in Ankara or army manouvers in Armenia will be seen as a declaration of war.

Russia-General: Our first act on liberating Norway will be to campaign to bring the sophistication of the Czarist court to the people of Norway. In particular, we will outlaw the bourgeoisie habit of drawing the curtain before drinking at home. The Queen of All the Russias has graciously announced that she will loan England her adviser Rasputin to fill the gap left by Sir Kieth Joseph. We should like to congratulate France on taking the first steps towards Spanish membership of the European Community.

GYL/8 Spring 1901

Mark Stevens unfortunately lost his bits and pieces, so has requested a double deadline. Those who haven't got your moves in to me please send them ASAP. Moves already received will be accepted as they are, but can be changed if you so wish.

GYL/9 Gamesstart

Yet another game of Diplomacy, GMed by Dylan Harris, 76 Haddo House, Haddo Street, Greenwich, London SE10, England. Players are:

Austria: Mark Holiday, 85 Thornham Street, Greenwich, London SE10 9SB, England.
 England: Sabine WeBringhaus, 45 Rue de Beffay, 67200 STRASBOURG, France.
 France: Peter Davies, 21B Alexandra Road, Croydon, Surrey, England.
 Germany: Howard Cohen, 54 Brooklands Road, Frestwich, Manchester, M25 8ED, England.
 Italy: Jean-Luc Hilgen, 21 Rue Oberlin, 67000 Strasbourg, France.
 Russia: Peter Ladanyi, Flat M211, Llys Tan y Bont, PO Box 1, Cardiff, Wales.
 Turkey: John Wager, 5 Harold Gibbons Court, Victoria Way, London SE7, England.

Remember: (i) Use the game number when writing to me and your fellow players, (ii) do negotiate with your fellow players if you want to have a chance of winning, (iii) read the starters pack and make sure you understand it, and (iv) get your moves in to me by the deadline.

Bourse

The YL Chair election Bourse needs more participation before it can work properly. Please take part; and don't forget there's a large prize to the winner (the more players, the bigger the prize). If I don't get more players with the next set of orders, I'll have to cancel the game. Also, I strongly suggest you consider taking part in Mark Holidays football thing in Dead Duck.

'Monkey Nuts' continued

<u>Country</u>	<u>Centres</u>	<u>Changes</u>	<u>Total</u>
Austria	Bud, Gre, Tri, Ven, Vie + Nap, Rom, Ven	+3	8
England	Liv, Edi - Lon	-1	2
France	Bre, Par, Mar, Spa + Lon	+1	5
Germany	Kie, Ber, Mun, Hol, Den + Bel	+1	6
Italy	Tun - Rom, Nap	-2	1
Russia	StP, Mos, War, Sev, Rum, Swe + Nor	+1	7
Turkey	Bul, Ank, Smy, Con	0	4

GYL/4 Autumn 1901

Austria (Howard Cohen): F Alb s ITALIAN A Apu-Gre, A Se s A Gal-Rum, A Gal-Rum (FAILS), Builds A Bud.

England (Lisa Fordham): NMR! has A Edi, F NTH, F Lon.

France (Nigel Gordon): F MAO-For, A Mar-Spa, A Bur-Bel, Builds F Bre, A Mar, A Par.

Germany (anarchy): has F Kie, A Ber, A Mun.

Italy (Dylan Harris): A Apu-Gre, F ION c A Apu-Gre, A Ven HOLDS. Builds F Nap.

Russia (anarchy): has F StP(S), F Sev, A War, A Mos.

Turkey (Peter Ladanyi) A Bul-Rum (FAILS), F BIA s A Bul-Rum, A Con-Bul (FAILS). Builds F Smy.

Press

Austria to world: Lookout, here I come.

Austria to Turkey: If I were you, I'd start trying to cheat at this point.

Austria to Russia: Who?

Austria to England: You could try moving Fleet to Switzerland.

Austria to Italy: Ain't this fun!

GM's comments: As was pointed out to me England does not have an army in London to move to Belgium and in any case this move would be impossible as England had in the Spring no Fleet in the North Sea or the Channel to convoy it. Thus the English fleet remains in London.
I am sorry Russia and Germany decided not to play after all, especially since neither of them had the decency to tell me and so other people waiting to play were not given the opportunity. I hope England feels confident to continue playing now she has a free field in Scandinavia.
All the best, Clive Buckman.

GYL/5 Autumn 1901.

Austria (Mike Harskin): A Boh-Mun (FAILS), A Ser HOLDS, F Tri HOLDS.

England (Ralph Atkinson): F NTH c A Yor-Nwy, A Yor-Nwy (FAILS), F ENC-Bel. Builds: F Lon.

France (Janet Redfern): A Spa s A Bur-Mar, F Pic- Bre, A Bur-Mar. Builds: A Par.

Germany (Paul Wiggin): NMR! Has F Den, A Kie, A Mun.

Italy (Phil Challis): A Pie-Mar (FAILS), A Ven HOLDS, F ION-Tun. Builds F Nap.

Russia (Dave Senior): F Rum HOLDS, A Gal-Bud, F GOB-Swe, A StP-Nwy (FAILS).

--- game report continued on next page ---

GYL/10

The first gamestart for Executive (for rules, see the last edition of HT). GM is me (Dylan Harris), see GYL/9 for my address and game notes.

Acton: Nigel Ashton, 87 Hampton Road, Southport, Merseyside. 051-951-4616 (W), 0704-35892 (H).

Croydon: Graem Peters, 54 Capri Road, Croydon, Surrey. 01-656-2368.

Greenwich: John Murray, 35 Thaxted Court, Murray Grove, London NW1 7QQ. 01-251-5877.

Kingston: Phil Rimmer, 17 the Willows, Wallasey, Merseyside, L4S 3JB. 051-639-6841.

Lewisham: Martin Powell, 20 Dawn Walk, Fuzakerley, Liverpool 10. 051-933-5555 x 237 (W), 051-523-7612 (H).

Stratford: David 'Digger' Powell, 51 Idmiston Road, Stratford, London E15. 01-640-5431

Wansworth: Howard Cohen, 54 Brooklands Road, Prestwich, Manchester M25 8ED. 061-740-4398

Westminster: Bob Bunting, c/o Youth Office, LPO, 1 Whitehall Place, London SW1 01-839-2727 (W).

Variant Election

11 Votes caste, leaving a quota of 2.1. The voting went as follows:

Game	1st	2nd	3rd	4th	5th	6th	7th	8th
Civilisation	1	1	1	1.3	1.3	Eliminated 4th		
Cline 9 man	1	2	2	2	2	2	2	runner up
Diplomacy	1	Eliminated first; see note 1.						
Geophysical	1	1	Eliminated 2nd, see note 2.					
HyperEconomic	1	1	1	1.3	1.3	1.3	1.4	2.4 Elected 4th
Machiavelli	2	2	2	2	2	2	2.1	Elected 3rd
Mercator	2	2	3	Elected first				
Railway Rivals	1	1	1	1.3	1.3	2.3	Elected 2nd	
Ultra Stab	1	1	1	1	Eliminated 3rd.			

Notes: 1. Diplomacy runs anyway, so eliminated here. 2. Eliminated by analyzing transfer Also, all games not receiving first preferences were eliminated at the first stage.

The following games will be played in Hacking Times: Mercator, Railway Rivals, Machiavelli, and, if enough players come forward, HyperEconomic Dippy. I will also open waiting lists for Cline 9 man, Ultra-Stab and Civilisation. Rules for Machiavelli and Railway Rivals will be published with the next edition of HT 6. I have also received a request from a fellow editor to publish the rules and try and run games of The Maya, which I will do in HT 6,

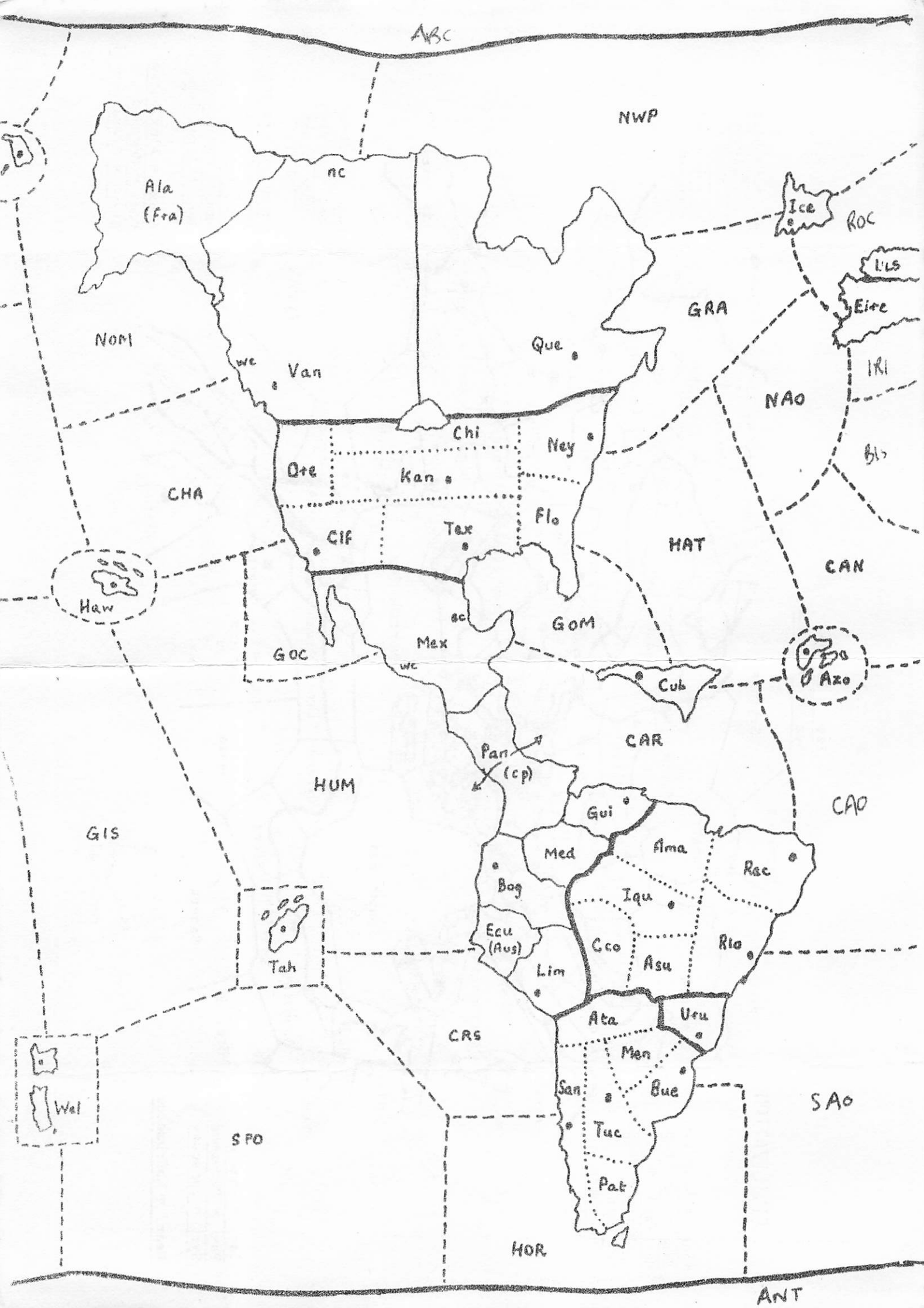
Sorry about the lateness and the grotteness of this edition of HT. This is due to three reasons: (i) the falibility of tedhnology when you depend on it, (ii) nasty letters from my bank manager, and (iii) my own incompetence. Sorry.

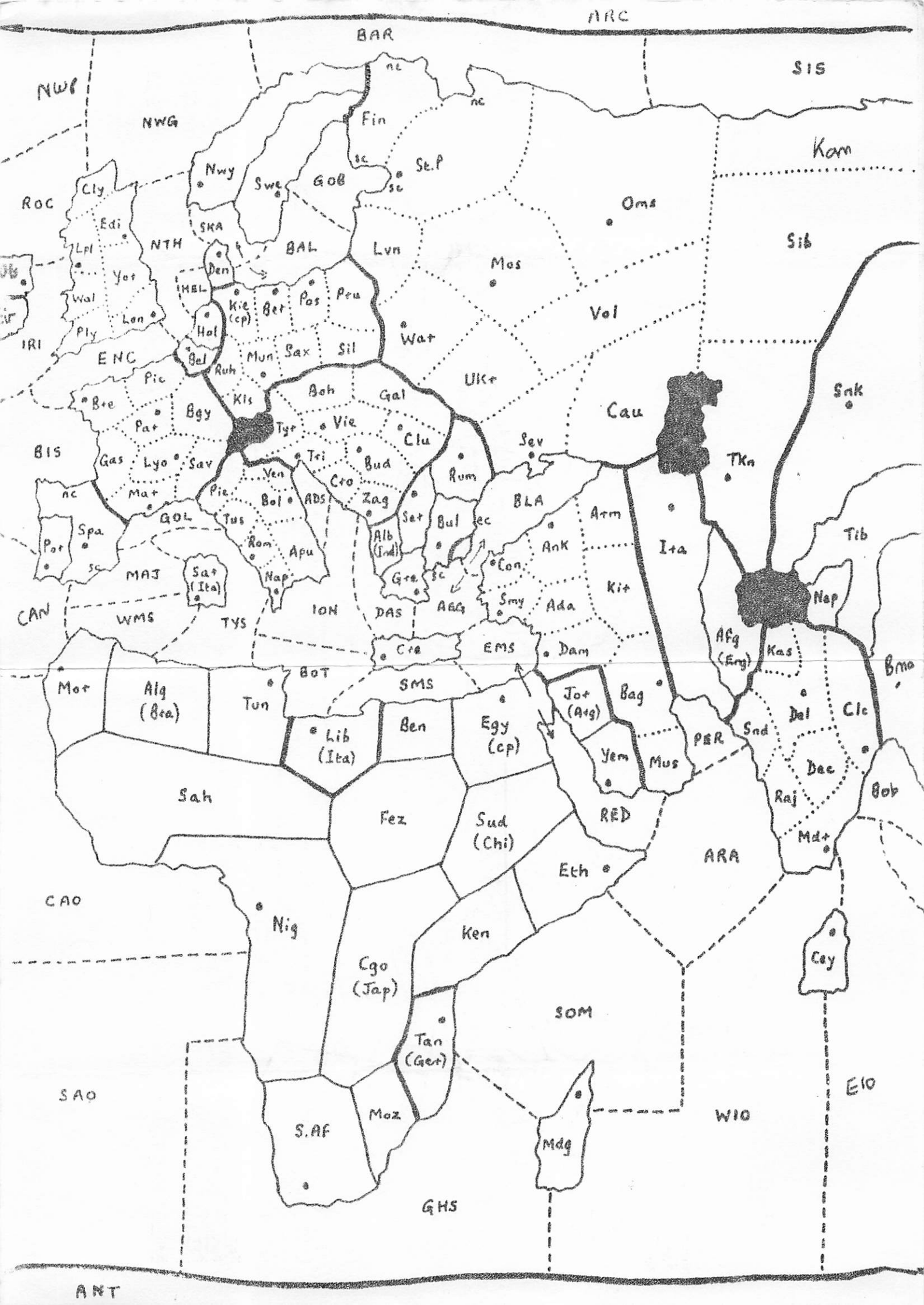
The unreadable article in HT 5 discusses the Diplomacy weekend, which promises to be an utter disaster, since this edition of HT hardly gives anyone enough time to get to it. However, it will take place on Saturday and Sunday 19th & 20th January, in the Students Union in Woolwich (the map is readable). WE're charging £1 for subscribers to attend.

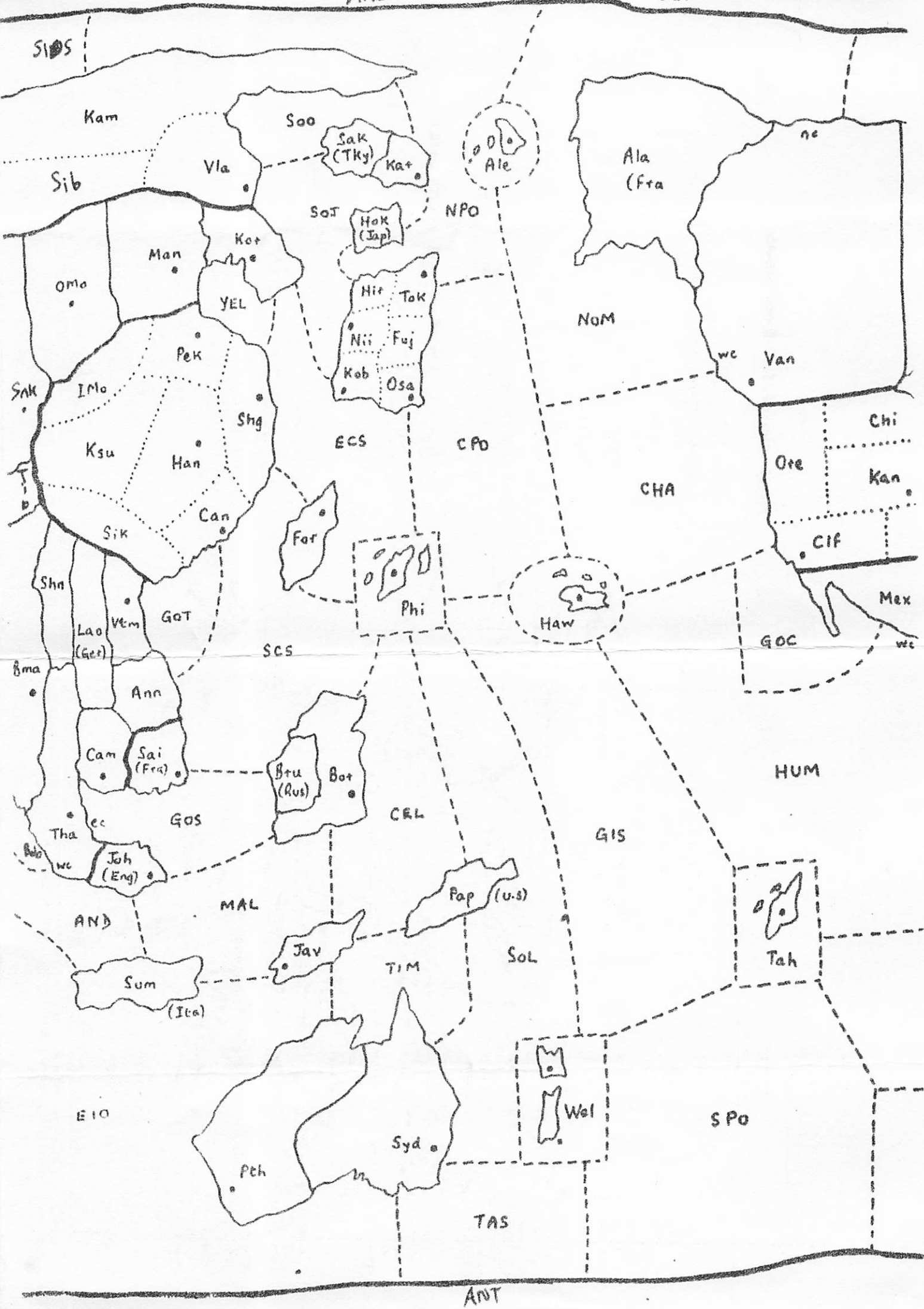
Please PLEASE P*1E*A*S*E take part in Dead Camel's football game. The fees to play are not chep because the prize is going to be genuinely very good. If enough people join in (about one third of the readers of HT), we could have a winner gaining in the order of a hundred pounds. Do you really want to miss this wonderful change of glorious riches?

Due to the lateness in sending out this edition of HT, the deadline is now:

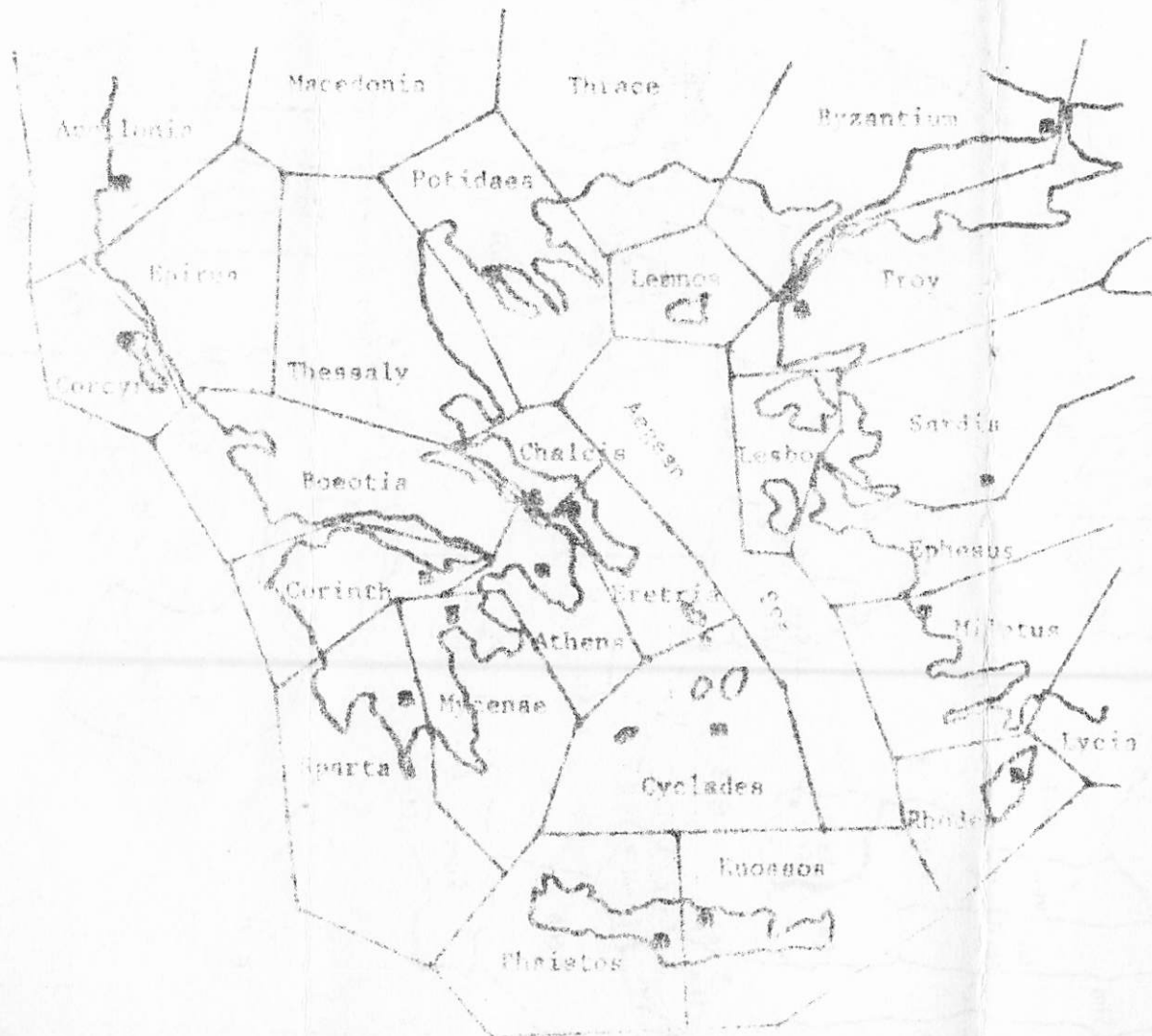
LAST POST 20TH FEB 1985







Closeup map of Greece and the Aegean:



AREAS USED IN FIVE PLAYER SCENARIO

EVERYTHING EXCEPT WEST OF THE SCYTHIAN LINE, IS

SCYTHIA

DAGIA

CALLATIS

PARONIA

MACEDONIA

FRIGIA

CAULTRA (NOTE IS NOT A CITY SITE)

IONIAN SEA

CYPRUS

CANIS

THAT IS THE ABOVE AREAS ARE USED FOR A FIVE

WARRIOR OF THEM

CIVILIZATION

Neap. = Neapolis
 Tar. = Tarentum
 No. Sard. =
 North. Sardinia
 So. Sard. =
 Southern
 Sardinia

Zan. = Zankle
 Pan. = Panormos
 Syr. = Syracuse

Hadr. = Hadrumentum

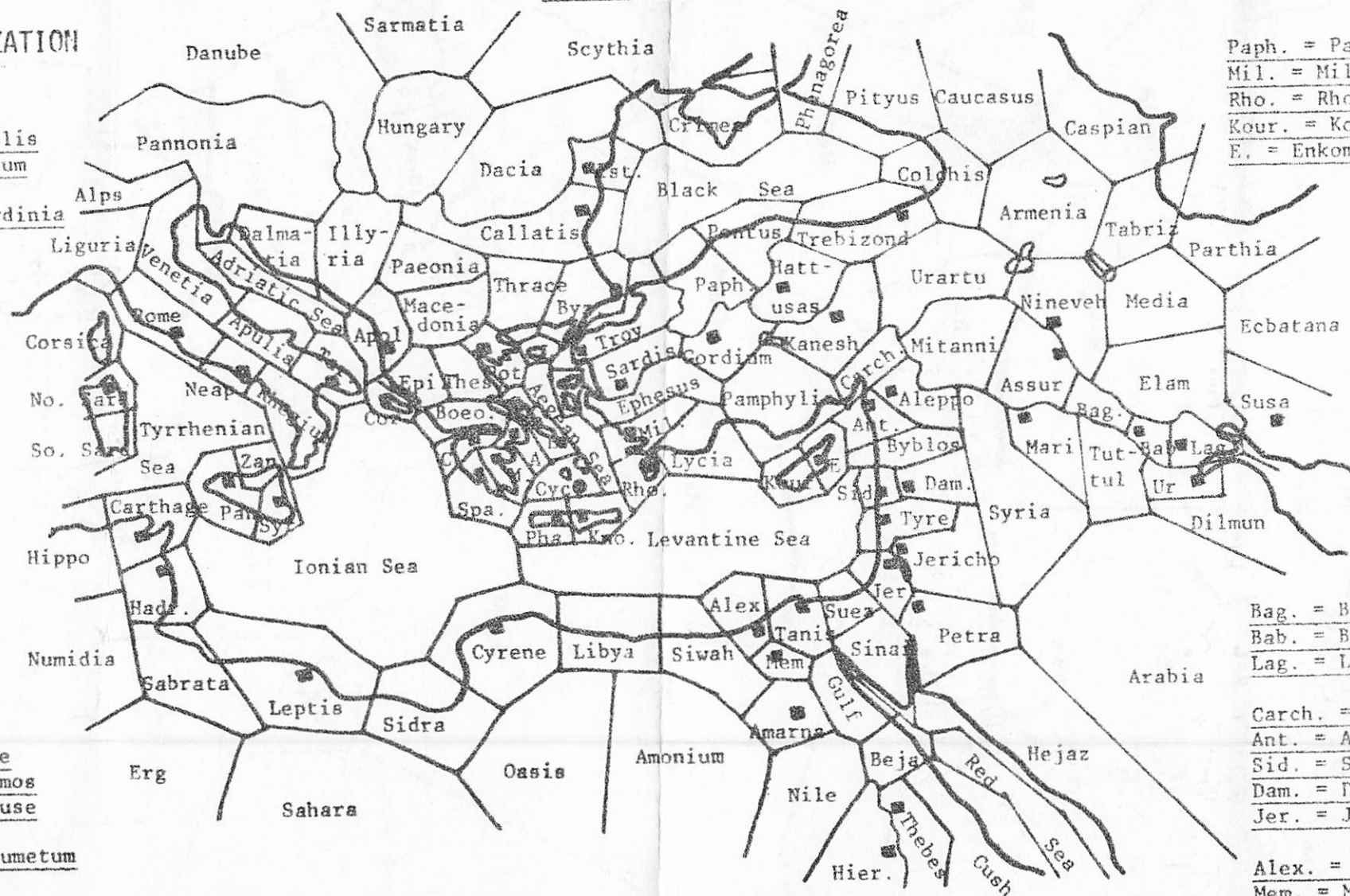
Ist. = Istrus
 Byz. = Byzantium

Paph. = Paphlagonia
 Mil. = Miletus
 Rho. = Rhodes
 Kour. = Kourion
 E. = Enkomi

Bag. = Baghdad
 Bab. = Babylon
 Lag. = Lagash

Carch. = Carchemish
 Ant. = Antioch
 Sid. = Sidon
 Dam. = Damascus
 Jer. = Jerusalem

Alex. = Alexandria
 Mem. = Memphis
 Hier. = Hierakonpoli



DEAD CENTRE

Comment

In issue 2 of DEAD CENTRE, I publicised what promises to be the media game of this millenia.

In view of this fact, I was amazed to find that my magnificent organ is read by so many skinflints.

Is there no person left in the world shamelessly in pursuit of Mammon?

So far I've received my own cheque, with the promise of one from big D (who he?) and Clive Buckman.

It's a fun game that gives a good long run for ones money, with the added thrill of a possible return - a GOOD return. But of course the amount will depend on you the readers.

So come on cheapskates, pull 'yer fingers out - better still, pull 'yer chequebooks out.

Rates: 1 team £5
2 teams £7.50

I have decide to make a special deal for all you real gamblers with cash to sling around. You can have 4 YES FOUR teams for a straight £10 (just a tenner) - how does he manage it I hear you ask?

You will have read details of the game in issue 2 (previous), but if you did not see this, please request details when ordering your teams.

I will be happy to let you know anything you want to know.

As far as I'm concerned, everybody's money is the same colour. So please enlist the patronage of any friends or family that can chip in.

After all, the more money that you raise for the game, the more money that YOU can win.

**£'s to be won,
fun to be had.**

A word from your proprietor.

My £1,000,000 game which was announced last month, has had to be suspended pending a writ from Associated Toilet-papers.

The consortiums largest shareholder Mr Dylan Harris, 65, has alleged that the proposed sum of money does not exist.

This of course is an absolute lie.

The money rests in safe deposit box number 326, Heathrow Airport.

It's easy to spot - it has a rather odd pile of gold bars in it.

If Mr Harris decides to check this up, he will find that some nice young men in blue uniforms will be craving his company.

There again, I have heard that he has this peculiar habit of walking up to strange (cont.p61)

Scientists have established that a turd can travel at speeds of upto 16,000 m.p.h.

Assuming that this is so, why can't James Hunt?

Mark Wright speaks of his bust-up with Lawrie McMenemy.

"The things the boss said were out of order. If those eight players had not been there, I don't think that I could account for my actions. I think that I will go around to his home on Christmas day, and ram the turkey right up his.....(cont.p61)

SURVEY

The Grauniad newspaper recently conducted research into the perks being offered by major political parties in return for new membership. Here's how they compare on the main points:

Labour -----	Liberal -----	Conservative -----
a months free subscri- ption to Labour Weekly	a months free subscri- ption to POCUS.	a free copy of the SUN.
a trendy new haircut.	a dreadful new beard.	pot of Brylcream.
free Joe Stalin wall - poster.	free David Steel wall- poster.	free John Selwyn - Froggatt bible.
a vasectomy.	chromosome supplement.	a good lawyer.
ferocious pressure gr- oups.	Claire Brooks.	Adam Smith Instit- ute.
Newts.	Alex Carlile.	Norman Fowler.
liberated wimmin.	YCND.	Lady Olbag Maitla- nd.
free bricks.	free leb.	expensive crap fr- om Harrods.

Alex Higgins speaks of his recent defeat by world champion Steve Davis at the Lada classic.

"Yeah, I'm not taking anything away from the guy, I mean he's a great player and a great ambassador for the game, but you've got to admit that he's a jammy bastard. Surely you don't mean to try and tell me that those nine maximum breaks he made last seasons were not lucky. I mean take todays match for instance, I know he won 16-1 but he was really lucky.

He always seem to fluke the odd 70 or 80 break when I managed to forge a lead at any time.

Anyway, whatever smartypants Davis may say, I know that he rates at no more than about 655th in the world at best."

Alex Higgins is 9.

RANDY PERVERTED male, 40, seeks young vibrant beauty under 18, for corporal punishment sessions. Discretion assured. Write: W. Somerset-Ward, BEC, London W1A 4WW.

Mildred Cunningham of Wirral YSD's explains how she managed to double branch membership in twelve months - her husband Ron joined.

Next month, Simon Yeggart speaks with Simon Gaston de Rothschild Robert de Gencourt et Lumierre Fincklestein, of YSD (membership 3).

Agony

With

Anna Fagburn

Dear Anna,

I am a 38 year old husband with three children. My problems originate from my wife's reluctance to have any variety in the bedroom.

We have worked our way through 16 sex manuals, and the Kama Sutra, but still we cannot solve our problems.

There are only 69 ways that she will consider bonding in. This means that she will not perform my favourite.

This is the Caracas contortion. The woman has to stand on the fingertips of one hand while lodging a violin between buttocks. She then plays the violin with the free hand whilst doing the samba at the same time.

The man then proceeds to balance on one of her upraised feet by his chin.

Not only have I got a brilliant sense of timing, but I can play a violin every bit as well as yitzhak Pehrlman.

Is there any way that I can persuade her to succumb to my irresistible good tastes in the boudoir?

Yours P. Ennis, Cannock.

Anna Says,

What I would like to know is why you seem to feel that a good healthy relationship depends upon whether your wife can rival Nadia Comaneci.

My good friend Katie Acne reckons that men like yourself are rather like Arab oil sheikhs. They know there's a purpose for it all, but know not what (Koran ch.19).

So, I would never wish to show any insult but really.

Next time you get the old hard on, walk to your letter rack. Sort out all the unpaid bills that you can find - this is the best antaphrodisiac in the whole world.

Dear Anna,

I am a pleasure loving human being with a deep desire to contribute financially to a really worth cause. Something such as Greenwich YL's would fit the bill.

The trouble is that I know not how to go about this. I have this £10 cheque going begging, and I must find a good home for it. Please can you help?

Yours H.-D. Genscher, Dortmund.

Anna Says,

A nice easy one to solve. All you do is send a cheque for £5, £7.50 or £10 to Mark Holliday at 85, Thornham Street, Greenwich, London SE10 9SB.

Not only will you feel better, but you might multiply your money.

Good Luck.

LETTERS

Dear Mr Holliday,

May I say what a magnificent paper DEAD CENTRE is.

It features all the things that I and all my friends enjoy in a read.

I can't help suggesting that you feature a wine and cheese column to make the masterpiece complete.

Also, can you give an update on all the Sloane gatherings in the London area.

Lastly, my good friend Grunhild Green wellies, says that Hacking Times was dishing out harsh treatment to the members of Kingston YL's.

I wonder if he will explain the reasons for purchasing a pound of BOURSIN in Wheellem & Dealem in Knightsbridge last month. I doubt it.

Yours Sincerely, Roland Riley-Snooker table, Kingston YL's.

News is trickling in my direction concerning young conservative hack Howard Palmer, a member of Tower Hamlets Council.

A source close to me has begun to impart certain information relating to his school days.

Apparently, he was expelled for an incident involving a brawl.

In the heat of the moment, Palmer picked up a compass and rammed it in the other chaps back.

And they say that this only happens at YL conferences.

Watch this space for further update information.

PLAY

CENTRE

SCORES

the big money game
from GYL now!

Dear Mr Harris,

I have a problem in tracking down my orders for game 99. I sent them in with the orders for the others, but you did not publish them in Hacking Times last month. Is there a problem here, or is there a mass conspiracy to knock out my match-winning moves?

Yours truly Ralph Atkinson.

Dear Mr Atkinson,

First may I applaud your excellent moves in game 99 - they are as good a set of moves as I have ever seen. However there is a slight problem. To start with, I'm not Mr Dylan Harris. Secondly, I'm not involved with your game. Thirdly this is not Hacking Times, and what is more there is no game 99.

Sorry for the anguish caused, but I'm sure there are other games for you to exercise your mastery in.

Yours truly Mark Holliday.

In answer to the harsh letters of Mr Dylan Harris, editor of Hacking Times and other rubbishy rags, I must say that your challenge of a duel with me was the final confirmation of the type of individual that I had come to assume that you were.

My investigative staff inform me that you are a member of both Forum International and CND.

In light of this fact, I would appreciate knowing your reasons for trying to justify grievous harm.

I also require an answer concerning your lobbying of certain extremely affluent MP's for the purpose of raising the parliamentary deposit to £1,000; a sum that people less fortunate than yourself cannot afford to cough up in order to exercise their democratic rights.

Far be it for me to cast aspersions regarding your proportional endowments, but your behaviour does seem to suggest that you're out to get the little person.

Kindly enlighten us dear sir.

From Ronay was supposed to have done a review of vegetarian butchers shops in and around London this issue, but sadly he wanted free teams in our CENTRE SCORES game.

This demand is totally intollerable in its entirety.

We cannot have teams allocated to greasy french pseuds whose sole knowledge of aut cuisine is a bowl of porridge.

Knowing that YOU want YOUR teams so badly, I would not deprive you of the right to have some.

DEAD CENTRE announces a new first in the annals of commerce.

As from this month, DEAD CENTRE will be offering ridiculously cheap accident insurance to its readers.

This insurance scheme promises some amazing guarantees.

1) Any person involved is guaranteed not to suffer the effects of severe violence.

2) The said person is protected from any acts of criminal damage to the home.

3) The scheme eliminates all risk of bombing, gas leaks and the like.

Premium costs are reasonable.

A minimum of 1 team in the CENTRE SCORES competition secures your immediate cover.

No medical certificate required.

A non-bouncing cheque will be deemed to be a certificate of suitability.

Kings Fricasse of Salmonella.
(serves a geriatric unit)

1lb stewing beef dipped in sawdust,
6 large onions, kicked around,
4 carrots from laboratory rabbit cage,
1tsp Schwartz Swine Vascular season.
Leave to stand for 4 days, then give to tory health beurocrat for reduction in number of patients. The full benefit is received when diners start to drop like flies - give it to your granny.

PLAY
CENTRE
SCORES

Yes folks, December 1984 is upon us. Now is your chance to cast your vote for the 1984 AHGY award.

AHGY means 'arsehole of the year'.

It's free to cast your vote, with your order for the CENTRE SCORES game, or when sending in your instructions to a certain person for the diplomacy games.

Either address will suffice, but I must emphasize the fact that your vote is desperately needed. That means YOU.

In true democratic tradition, each voter will be given the chance to 'write in' a candidate of their choice if their main choice does not appear on the ballot paper.

I must add however, that the winner of the award is likely to be one of the listed candidates.

The voting will be by stv., with '1' being your first preference AHGY.

Continue to list preferences untill you have reached a level of indifference on the list.

This poll holds much excitement for you the reader, as I seriously intend to write to the winner informing them of their victory.

Doubtless this will be of great interest to those really vicious readers who love a good stab.

Your ballot paper appears in this magazine - USE IT PLEASE.

AHGY 1984

Vote now !



Coffee Break

Simon Yorgart speaks to Sir Benjamin Augustin P.A., M.A., K.G., N.M.E., P.D.S.A., N.S.U., L.F.B., C.B.F., P.C., B.E.M., the british press relation officer for Anarchy International.

Yo: Sir Benjamin, What prompted top people like yourself and Sir Geoffrey Boycott (the news is always quickest in DEAD CENTRE) to become anarchists?

AU: Er, we; that is I thought it would make a jolly wheeze to write blooming great capital A's on toilet walls in undwopple market in Rutland.

Yo: Is there any intellectual significance in this?

AU: That's intellectual mean?

Yo: Er, they wear funny coats with peculiar types of drinking company. They generally live in Kingston. You can always spot them by their idiotic exhibitionist grin.

AU: Oh you mean like Penny in Crossroads?

Yo: Er, not really. I think you're trying to flatter them just a little. They generally hold SDP cards (occasionally American Express Gold cards) and write cheques for tins of peas in Safeways.

AU: Tell me Yorgart, what the bloody hell are we jabbering about?

Yo: Search me.

AU: Well I'm off to the pub, your's a larges one is it?

Yo: None of your fucking business you old git.

P&P

**Mark Holliday,
85, Thornham Street,
Greenwich, SE10 9SB.**

DEAD CENTRE

AHOY BALLOT PAPER.

The ballot will be by stv.place choices in order of preference with the biggest arsehole gaining a '1' vote.

Here they are.

[illegible]

Arthur Scargill

Sir Keith Joseph

Cliff Thorburn

Max Bygraves

Simon Le Bon

Ted Rogers

Selina Scott

Miss World

Miss Anywhere

Lady Olga Maitland

Dame Elizabeth Sidney

Clement Freud

Editor DEAD CENTRE

Editor HACKING TIMES

Pia Zadora

William Somerset-Ward (spanker)

Sid Vincent

Ian McGregor

Rupert Murdoch

Robert Maxwell

Kerry Packer

?

?

