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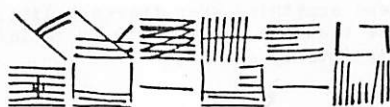
1984

1985

ANNUAL REPORT

Despite strong pressures on our traditional markets to change to Superloos or brushes, we can report a record year for sales and are very hopeful for the future. We are distributing free samples of our latest product with this report, which is made from recycled donkeys, which unfortunately we find will not sell.

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If you can read the hieroglyphics on the left then you don't need telling that this is HACKING TIMES 6, bought to you by those wonderful Young Liberals from Greenwich, and edited by Dylan Harris who hides from masses of enraged bank managers at 76, Haddo House, Haddo Street, Greenwich, London SE10 at the moment. This is the March edition, which will be followed by an April edition if I get my act together for a change.

Some people have been wondering why it takes me so long to put their material and ideas into actual HT print. The problem is that I tend to get so enthusiastic after printing one edition of HT that I sit down immediately and write the next (except for game reports!). So if someone comes along with an article, well, I've already got the next HT produced, so it'll have to wait until the one after at the earliest.

Talking about other people's material: how would you like to write something for HT? Write what you want, I don't care. I produce the thing, so I don't have to read it (thank God). Want an idea: well, I've written a biography of Mr. Bennett in this issue; has it ever occurred to you to ask what on Earth the original person named Wally was like to have given his name to the English language? The readers will probably be bored stiff by the whole thing, but, as I'm sure you realise from the material I produce, that's no problem.

I've been toying around with the idea of RFGs (that's Role Playing Games) by post, and, especially after consultation with squiggle, the editor of Vienna, I've come to the conclusion it's far too much work. If anyone out there wants to run one via HT, that'll be great but I ain't going to run it. What I am willing to do, however, is publish the results of an RPG session, where someone (preferably the GM) summarises the action in the session in the form of a story. Send what you want in. Indeed, who cares if your story has anything to do with RFGs; someone sending material in will give me just the excuse I need to inflict some of my own character abominations on you.

Actually, calling the editor of Vienna 'squiggle' is rather like the Militant calling the Tory fascist. My signature is even more unreadable. If people call me by what they read when they see my signature, I'd no doubt be known as dash-dot.

I don't know why I'm spending all this space trying to encourage you to write letters. All I get from almost everyone is 'Here are my orders' or 'Can I have my subscription back'. Occasionally one or two people send extra pieces of information here (eg 'Here are my builds') but it's so rare as to be worthy of a celebration. I've gone to the extent of attempting to provoke a response (eg certain aspects of the rules and write up of Executive), but, oh know, no one could be bothered to write. Thanks to Fred Davies, and squiggle, for their letters.

Seriously, I'm genuinely interested in receiving short fiction from anyone. I'm personally an SF fan, although I read and enjoy a great deal of other types of fiction as well, so it doesn't matter which setting you prefer.

Why is it I always end something when there's a little more space left on the page; space that is just too big to be left, and much too small to write anything intelligent in?

Croydon YLs --- An Executive Faction

This article was written by Mr 'Wonderful' (a member of Croydon YLs) to stop me informing them about certain of his more embarrassing political views. Executive is a variant designed by Dylan Harris, discussed in some depth in HT 4. If anyone wants to play, or see the rules, let me know.

Croydon YLs can hardly be categorised, as they have too many leaders making too many attempts to follow too many gurus. At a push, it is possible to see a class structure in existence. There are those who live in Addiscombe, who's blood, it is said, is richer than those who live elsewhere in Croydon.

This attitude has led to a situation where those not of the purest of blood have been banished to places such as Cardiff, Exeter, Hull, Hastings, Kingston, Leatherhead and HM Prisons. When faced with this analogy, the Addiscombe Tendency insist that they are only sending 'disciples out into the world' (('Wormwood Scrubs?' - dylan)). So far all Croydon YLs attempts to dominate have lead to nowhere. For a time, they fell heavily under the influence of Kingston. This period cam to an abrupt end when no YLs attended their parties, not even their own members. Since then, the Addiscombe tendency has concentrated on obtaining superficial power and spreading their supposed sphere of influence as wide and thinly as possible.

When success or supposed success comes, it is invariably down to just one individual. This causes jealousy amongst the others. The most destructive success is electoral success. When this starts to happen, one starts to see the elite even within the Addiscombe Tendency.

Croydon YLs love tokenism. They have a token woman, a token black, a token dog, a token multilateralist, a token megastar, and a token John Lamb. Every year they elect a ULS (Union of Liberal Students) infiltration officer. They have no links whatsoever with ULS. Croydon YLs do not have a political bible as such; however, each new member is invited to write their own, which they duly do, and it becomes the newest in a long line of irritations that have come squirting off the satsuma press.

Branch campaigns are still interesting enough for the really keen student of executive factions. True, of late they have tended to follow the same format, which in a nutshell can be classified thus:

1. Read Liberal News
2. Meet in pub to discuss Liberal News
3. Write a press release.
4. Go home for Christmas.

I believe in honesty, truth and eternal happiness. I will be honest enough to truthfully admit that I will seriously damage the eternal happiness of certain members of Stratford YLs if they do not produce an indepth article discussing their branch for the next edition of Hacking Times. And as for you, Mr. Holiday, if you mega-rag doesn't produce an article on the glories of Greenwich YLs (me), I'll tell everyone exactly how you suddenly inherited £100,000 from your poor grandmother.

Ox You - Yes, You. You'd Better
Play in another game - or else OK???

➔

Gordon Bennet

— a biography —

Gordon Bennet is perhaps one of the more famous sons of London, although he is not remembered in quite the way most people would like to be remembered. In case you do not realise, the name 'Gordon Bennet' is used by a large number of people as an explanation of surprise, in the context of someone being a right wally.

Gordon was born just after the end of the first world war, to Sid and Ethel in Hackney. When he was two, the family moved across London to Woolwich, where he was brought up. The first thing he is remembered for in what has become local mythology is sinking the Woolwich ferry. Naturally, these accounts, being based on local mythology, may not be entirely accurate (especially in those places where I was unable to check them), but the spirit behind them, if slightly overstated in places, is generally accurate.

On the evening of the ferry's demise, his mother had been forced to send him to collect his father from a pub on the opposite bank of the river Thames. His father went to this particular pub because it was the only one which had a regular lock-in from which he had not been banned. When Gordon collected him, he was exceedingly drunk. On their way back to the ferry, Gordon realised that he had lost his toy wooden soldier, which his aunt had given him when he was five and which he had kept as a good luck charm ever since. He put his father at the end of the pier, and said "Wait here until I tell you that the ferry's arrived". He went to look for the toy soldier, and, finding it a few minutes later, exclaimed "It's here". His father walked off the end of the pier.

The shock of the cold river rapidly sobered his father up. He yelled at Gordon, telling him to go to the bank, and find somewhere to help him out of the river. Gordon did so. In the meantime, the ferry, which had been approaching the pier, had backed off when the crew saw Gordon's father fall into the river. They were now searching for him. They heard Gordon's shouts, guiding his father to the bank and yelled, "hang on, we're coming to get you". Gordon, not hearing them and mistaking their intention, started moving along the bank, yelling, whilst his father got out at the steps Gordon had earlier found. Meanwhile, Gordon guided the ferry away, so that it hit a tug. Unfortunately, the damage was far greater than should normally have happened, and the ferry sank.

Gordon was involved in one or two other 'escapades' in Woolwich, before he was drafted. The consequences of these included demolishing the town hall; driving a bus off a bridge onto a train travelling on the railway below, closing the line for two months; damaging the lock gates of the Royal Albert dock in North Woolwich so they couldn't close for low tide, stranding and seriously damaging half a dozen ships that were in the dock at the time; and blowing up the Woolwich Arsenal. All these were the consequence of Gordon's peculiar inability to be aware of the side effects of his activities. At this stage, he was quite well-known in the locality.

Despite these incidents, it was Gordon Bennet's activities in the army which gave him his fame. For example, in a parade which occurred three weeks after Gordon joined the army, an unfortunate accident took place. As punishment for his involvement in an incident earlier in the day in which a Captain's best uniform had been covered in whitewash, Gordon had to personally ensure that the product of the latrines were removed from the camp. He successfully got it loaded into a suitable tanker lorry, but, discovering his lateness in the task, decided to park the lorry in the camp, attend the parade, and complete his task afterwards. Leaving the lorry on the side of a hill, he rushed to the parade and took his place just before the inspection started. Naturally, he had not parked the lorry properly, and it started to move downhill, towards the parade. All the soldiers concentrated on being inspected, or doing the inspection, and so did not notice the lorry hit a large rock, swing round, tip over, break open spraying its content over the parade. In unison, three sergeants and two officers shouted for Gordon.

By this stage, the term "Gordon Bennet" had become quite popular amongst the ranks at the training camp. It was therefore not particularly surprising that Gordon's reputation following him into the regular army, especially since he continued to live up to it. Gordon was (somewhat foolishly) transferred to the engineering section of the army, in the hope that this would keep him out of trouble. The consequences were unfortunate.

A design fault occurred with the new-fangled device called a tank; at least, in the model that Gordon was trained to repair. Although the chances of tanks failing in a particular mock battle coming up was felt to be relatively low, the government felt it was probably wise to correct the failure since the battle would occur under the inspection of some important foreign dignitaries. An engineer was detailed to get the modified design specification from the manufacturing company, but at the last minute he came down with influenza, and had to be replaced. The only person able to do the job was Gordon.

On the journey back from the company, having collected the modification specification, Gordon had a slight accident. Happy with himself for getting the spec back to the town near the camp in good condition, he popped into a pub and ordered a pint. He got the spec out and had a look at it. Unfortunately, he knocked the pint over the specification. The ink ran, obliterating some of the more important details. Gordon returned to the camp, and, thinking that he remembered the modification details before the accident, drew in what he thought was the originals. All the tanks were modified accordingly.

Initially, the practice battle went well. The blues and the reds pretended to kill each other effectively, with the reds slowly gaining advantage. The blues, pressed, felt it necessary to call in their reserves. The tanks came over the hill, rushing towards the red lines, and, almost in unison, blew up. The shock caused the capitulation of the blues, and some very embarrassed government officials. Incidentally, immediately after the event occurred, the entire lines of both opponents were heard to shout "Gordon Bennet". Gordon deserted, and the army seemed unusually reluctant to find him.

Gordon returned to civilian life in his native Woolwich. He found it difficult to get a job — even attempting to work underground in the Greenwich tin mine — but it was not until three months later that he finally found himself working in a Greengrocer. An innocent enough job, you might think, but if so, you have failed to take into account Gordon's rather peculiar talent. Gordon developed a fondness for bananas. It became an obsession, which ended with Gordon taking bananas home every day, until one July day. Gordon, as usual, took the tram home, sitting on the top deck near the stairs. With his usual foresight, he cast the banana skins onto the floor at the top of the stairs. It was not long before the conductor, intent on collecting fares, came up the stairs, slipped on the banana skins, tumbled down the stairs, out of the tram into the roadway in front of a heavy lorry. The lorry driver swerved, left the road and crashed into the buildings of Woolwich Polytechnic, demolishing the front of the building and knocking some chemists in the middle of a rather delicate experiment. The force of the collision knocked one of the chemists on to the floor, who lost consciousness. It also knocked over the experimental equipment, mixing chemicals which never should have been mixed, and breaking everything. The liqued chemicals flowed out of the broken glass, along the table, off the edge, into the open mouth of the unconscious experimenter. This caused a change in the experimenter, from the mind of a normal woman came the curse of modern Britain. Now perhaps you understand why a scientist became Prime Minister.

Gordon's life continued in this vein, until he eventually became so depressed at his failure to marry that he decided to suicide. This attempt was successful although unfortunately he demolished Lewisham in the process. A visiting American actor was injured in the process, and lost his marbles. Now you know why Maggie and Ronnie seem such good compatriots. They have something unique in common. Gordon Bennet!

More zines

In issue four, I told you lot about some other games' zines. From the response, I gather you were all so enthralled by the article that not only did you all instantly order all the zines in question, but also one of you actually read the article.

Just starting is Mellow Yellow, from Eddie Duraliski of 63 Alder Road, Coventry, CV6 7DN. He wants subscribers and is even willing to offer a few free issues to those who ask for it, as well as a distinct lack of game-fees and other payments. The only copy I've seen is really a lead-in, consisting of one sheet of A4. Eddie is aiming to produce a zine with fast turnaround, cheap price (less than 35p per issue) and lots of games.

Quartz is produced by Geoff Kemp, of 23, Raygill, Wilnecote, Staffs, which the more observant amongst you will notice is the same name and address as the person who runs the varient bank. The zines relatively new as well. Its most interesting feature is that it contains science fiction short stories, as well as games. If you like Sci-Fi, and don't mind the appalling amongst the unusual, then you can do worse than to subscribe to a Sci-Fi zine. If you've got publishing ambitions...

Rostherne Games Review is published by games designer David Watts, of "Rostherne", 102, Priory Road, Milford Haven, Dyfed, SA73 2ED. He informed me that RGR has a reputation of being the worst print quality zine in the country, although the edition I saw, whilst pretty poor quality, was not nearly as bad as the last edition of HT. The zine is packed with games, and I mean stuffed. The games include, as you would expect, Railway Rivals, and many other more well known and less wellknown games. RGR also offers discount on products associated with David's games.

The Thing on the Mat, produced by Pete Doubleday of a large quantity of addresses, currently Flat 907, King's College, Cambridge CB2 1ST is genuinely funny. It contains games, although I suspect that they are an afterthought, but the main attraction is definately Pete's hilarious accounts of his life's little problems (eg two sides of A4 on bedbugs in one edition, and about three on stalking cows at three o'clock in the morning from a punt on a river whilst (not surprisingly) exceedingly drunk).

NMR is one of the more well-known zines, from Brian Creese of 256 Cranbury Park Road, Kingston upon Thames, Surrey KT2 6LG, edited with Ken Bain from Nottingham. It is primarily a gamezine, but contains other chat as well. That chat is currently very depressed, so I am forced to recommend people not to send in subscriptions until NMR is known not to be folding after all. In the meantime its got not quite as many games as I thought without looking properly, interesting account of the editors' recent trip to Amsterdam, lots of letters and games of Diplomacy, a varient, 1829, Sopwith and others.

JAWZ (Just Another Warwick Zine, originally Swansea With Me) caught me completely on the hop by devoting seven pages to a translation of the philosopher Schopenhauer's view on religion. When I'm feeling in a heavy mood, I'll read it with a closed mind, since the summary and introduction imply a view I disagree with. Oh, incidently, JAWZ comes from Alex Zbyslaw, of B45, Allesley House, Rootes Residences, Warwick University, Coventry CV4 7AL. It intends to run Civilisation, Illuminati, Railway Rivals and good old Diplomacy. Get it for the typeface.

Denver Glont comes from Glover Rogerson, of The Basement, 11 Buckingham Place, Clifton, Bristol BS8 1LJ. My copy's got some pages missing. The zine's got a reputation for humour, but this edition was dominated by a philosophical discussion on violence, with Glover arguing a subjective anarchist's view. Whilst he is certainly capable of answering statist rants, he seems to be missing the essential social assumption of awareness existing in other places than himself. Lots of games mainly being Diplomacy and lots of varients. I'm left with the feeling that he's taking the piss, but what of? (where's the page going???)

Dolchstoss is from Richard Sharp of 27, Elm Close, Amersham, Bucks., the author of the only book that I'm aware of on Diplomacy. Although the zine shares the book's problem of being full of rather daft and rather simplistic right wing comments, it is, however, a good Diplomacy zine. There are 14 games of Diplomacy, a crossword, and a devilish quiz. There is also a variety of articles, included ones on Diplomacy, getting drunk (the editorial) and even a phone directory.

Gallimaufry, from Steve Doubleday, of 147, Howlands, Welwyn Garden City, Herts AL7 4RL, which was the subject of a section in Richard Sharp's book which was about some of the wierder Diplomacy tricks, is a small but good zine. There is a small section on the few games being played (only a few allowed at any one time), usually a completely new game invented for the issue, a regular chess column which, in the issue I have in front of me, talks about the good old days of Botvinnik and lots of other things. This issue also includes an intelligent Sci-Fi review column which knocks the HT one to shame partially because Steve has clearly thought about things before typing them.

Bushwacker, from Fred C. Davis, Jr., 1427 Clairidge Rd., Baltimore, Md. 21207, USA, is a good zine to get if you're like me, and into variants. There always seems to be an interesting variant under offer for play. I can't afford to join in yet (postal rates to the USA are ridiculous), but will do so when I'm rich(er). Fred controls the number of games in Bushwacker, and also keeps down the number of pages of script, making it a small but interesting zine.

STOP PRESS STOP PRESS STOP PRESS SOAP PLEASE STOP PRESS STOP PRESS

NMR and Inflammatory Material (reviewed in issue 4) have both folded. This means they ain't publishing anymore, so don't send your money to the editors, because they'll either return it or use it to sponsor a night at a variety of bars.

More Variants

Whilst HT is not going to open lists for games of any more variants at the moment (still got most from the election to get running), I've got hold of a few more which are quite interesting. If you want to get hold of any variant rules, contact Geoff Kemp (see Quartz, to your left unless I've cocked up the paging). There are also some different variants run by zines in the USA, which may be available from the North American Zine Bank, run by Rod Walker, 1273 Crest Dr., Encinitas, California 92024, USA.

MAD, which I couldn't fit into the reviews in HT 4 yet which made its way onto the ballot paper (something which only Martin Powell seemed to notice), is Diplomacy with nuclear missiles. Yes, now you can blow up entire provinces, destroying their contents, making them uninhabitable and impassable for the rest of the game.

1685-III is a nine man variant being run in the states. It adds Sweden and Spain, and uses the army/fleet rules which allow fleets to carry armies as they move, providing more flexibility for tactical nastiness. The map not only adds detailed provinces needed to make the two new player's countries playable, but also adds a quantity of new surrly bases, including Iceland, Ireland, Persia, and others. It gives me the impression of being well balanced and well thought out. If Cline wasn't running

If I could find the latest copy of Vienna in my files (despite hints, Father Christmas still hasn't put a filing cabinet in my stocking), I could confidently tell you about World Domination a large variant.

The polite and gentle lie

At first sight, Diplomacy seems to be a tactical wargame. It consists of nasty looking armies and navies wandering around a map of Europe. The winner is whoever imposes hegemony on half of the continent. Some brilliant military strategy may be seen, and a new Napoleon may be recognised in the living room.

Yet, what actually happens in the game appears to be the opposite. If a player starts off with a superb piece of military strategy, that player seems to loose. Another player, who may appear to make some of the silliest tactical decisions somehow wins. Why is this? Simple. The game is not about conquering, its about talking. The winner talks the other players into fighting each other.

It is very difficult to win a game of Diplomacy simply by tactics. It is so easy for other players to gang up against you and make victory impossible. Players have to prevent this, and the only way to do this is by talking their colleagues round. If you do not talk to your fellow players, you are doomed.

So there you are, sitting down with your copy of Hacking Times, which has just announced a new game (your first), and you are wondering what on Earth you should do. Diplomacy is a game of communication --- so write. Work out what you would like to neighbours on the board to do, and then consider how to persuade them to do it. If you ignore them, then they will probably get letters from only those players urging them to attack you; letters they are more lightly to consider if you couldn't even be bothered to write yourself.

Now, I'm not particularly good at negotiation, so its difficult for me to give useful advice. However, I will suggest that it is vital for you to find out about your potential allies and enemies: what are they like? Do not make assumptions about them, you will probably be wrong and would be too likely to accidentally insult them --- not the best method of persuading someone to ally with rather than attack you! On the other hand, if you can get other players to make incorrect assumptions about you, this strengthens your hand considerably. Make an idiot of yourself in your first few moves and, providing you don't go over the top and invite 'easy pickings', your opponents will not expect brilliant moves at the crucial moment. Known thine enemy, and keep yourself under wraps. However, you sin't gonna know your enemy if you don't talk.

The best Diplomacy player I've met is absolutely honest. I've seen him win games without stabbing an ally, yet his allies make few gains and he makes many. If you're worried about things, he will 'not wish to discuss it' or 'somesuch, making it clear you've got reasons to worry, yet at the same time not lying. Indeed, beware of alliances with him; he doesn't stab because he attacks in places where no agreement was made, leaving you thinking that the stab is your fault for not asking and thus finding out it might happen. He is a master of diplomacy, and so Diplomacy. He talks with everyone, and does not pass on secrets revealed; at least, if you get him to promise not to. I've no idea what he is like as a tactician, its never really seemed relevant to his game. His polite and gentle lie is the lie of omission, and he'll admit it if you catch him. Diplomacy is the art of communication --- SO WRITE!

Incidentally, would players let me know if they want phone numbers distributed with games as well as addresses. This should make communication easy for players with phones, but disadvantage those without (or too far away). Please let me have your opinions.



S.F. books

If you want to get a decent review column, read Gallimaufrey or Quartz (see zine reviews). In the meantime (or even meantime) here are some books I've read recently.

First of all is Operation Misfit, from Del Rey, by E. Hoffmann Price. The little I was able to read of this book was appalling. It seems to be written for adolescent boys with a severe macho complex who don't quite realise that other people aren't really machines to be toyed with. Yuk.

I finally found a copy of Mission of Gravity, also published by Del Rey, written by Hal Clement. Digging this book up was really annoying; most of Hal Clement's books have the advert on them 'written by the author of Mission of Gravity', yet this book isn't published in the UK. The story is a good, hard SF yarn, well told and scientifically workable, with average characterisation.

The next book I came across is Magician, written by Raymond E. Feist and published (in the UK) by Granada. This is a large, well crafted book, telling the story of an apprentice magician (Fug) living in what looks like a European middle ages culture, which goes to war with a strangely Japanese like middle ages culture, with Fug gaining power in both cultures. A good absorbing book, which I reread as soon as I finished it. A bit short at 830 pages, and strongly recommended.

David Brin is a new author, whose book Startide Rising is published by Bantam (in the states). A story of a starship hiding from fleets of nasty aliens & populated primarily genetically enhanced dolphins. I enjoyed this book a great deal, despite its seemingly corny setting, and got extremely annoyed when I discovered I couldn't get hold of his other book in the series, Sundiver (he he, Startide Rising is also unavailable now).

Ok, I'm going to have to admit it one day. I don't just, um, like it, er, I was introduced to SF by it, showing how impressed I was. Yes, I am willing to come out of the closet; I will admit it to the world and damn the consequences. I love Star Trek. There are lots of Star Trek novels about, and I'm going to devote the rest of this page to them. One thing I like doing in these books is discovering exactly which guest character is the author in disguise, a job made relatively easy since the main characters won't be the author.

First is Uhura's Song, in which a planet populated by catlike beings is threatened by a virulent plague, and the Enterprise has to try and sort things out. The story seems good, and believable, but things are wrecked by the unnecessary introduction of a 'super' little old lady, who ruins things by being better than Spock at chess, better than McCoy at medicine, indeed, best at everything, and who suddenly disappears without trace at the end of the novel. Ms Hagen, you ain't that.

The Academy Murders, by Jean Lorrah, is an average murder mystery set on Vulcan. Its a good story, but I do wish murder mystery writers wouldn't try to slant the reader against characters at the beginning, because its usually a dead giveaway as to who the murderer is and ruins the readers pleasure. I do not like working out who the murderer is at the end of the first chapter. Definately readable.

I've less space to mention Corona by Greg Bear and Black Fire by Sonni Cooper (both ok) or My enemy, my ally by Diane Duane and The final Reflector by John M. Ford (both recommended for their treatment of Romulan and Klingon culture respectively). The latter's unique; its about the Klingon Captain Krenn, fifty years before Kirk.

Setting

Like many people, I have a secret ambition to write (well, it was a secret until now). I would like to set my story when man is beginning to escape from the solar system, eg, in the period 2000-2020. However, I would like the setting to be realistic, which means extrapolating future trends from present events. In this article, possibly one of a few, I'm going to look at technology and in particular, the technology I'm familiar with, artificial intelligence.

It will almost certainly make economic sense to send out automatic probes to nearby stellar systems. These will survive best with (rather than without) some intelligence guiding them, to cope with problems. This intelligence will need to be that of a computer. What will it be like?

Artificial intelligence is obviously a form of intelligence, so before we look at the characteristics of the artificial side of the thing, let's look at the nature and problems of intelligence itself. Intelligence is a particularly effective technique of solving problems. In popular mythology, it is possible for an intelligent being (usually a computer) to become perfect at problem solving. If it were possible for an intelligence to be able to solve a problem perfectly every time, then it follows that the intelligence must have perfect knowledge of all things that make up the problem. Popular mythology usually enables the intelligence to solve any problem perfectly, implying that it has perfect knowledge of everything.

In order to have perfect solutions, you don't just need perfect knowledge of all that is involved in the problem, rather you need perfect knowledge of all that might be involved in the problem (unless you know the solution first!). Anything might be involved in a problem, thus perfect problem solving implies perfect knowledge of everything. The state of an atom might affect a problem (the feather on the donkey's back), thus the intelligence needs to have knowledge of the state of all atoms, and their inter-relationship. However, the intelligence, being part of the universe, will be made up of atoms, and can only use the complex relationship between the atoms which make up its memory to keep this information. It can only be impossible for complex inter-relationships between a small quantity of atoms (relative to the number in the universe) to hold all information on the state of all atoms. Perfect intelligence is impossible.

The consequence of some analysis of a problem will almost certainly affect the nature of the problem (hopefully to solve it), whether or not that solution is perfect. Thus the consequence of the deliberations of an intelligence can affect the problem. A perfect intelligence therefore needs to hold perfect knowledge about itself. This means that its memory is going to need to hold perfect knowledge about its own memory, and everything else that makes up the intelligence, which is necessarily more knowledge than it has got the capacity to contain. Thus it is impossible for an intelligence to hold perfect knowledge about itself, so it cannot hold perfect knowledge about all things which may affect a problem. Perfect intelligence is impossible.

And anyway, the universe is built on the fundamental chaos of Quantum Mechanics. Statistical order out of chaos. The behaviour of elementary particles is random. It is quite possible for the random behaviour of an individual particle to effect what goes on in the world with which we are familiar. Even if it were possible to hold perfect knowledge about all things, you still can't predict random events. Perfect intelligence is impossible.

To all those theological amongst you, I ought to point out that these arguments assume that the intelligence obeys the laws of the universe and the strictures of logic.

How do intelligent things get round this problem? They do so by generalized knowledge instead of specific knowledge. For example, instead of holding knowledge about the behaviour of each individual atom, one holds general knowledge

knowledge about the behaviour of all atoms. This is ok for simple things, but obviously generalized models create problems for complex things. For example, a generalized model of human behaviour will not tell you exactly how an individual will behave. Even worse, and generalized model of elementary particles will only tell you that their behaviour is random!

The problems with models gets worse when you consider even the most powerful intelligence may be one of large numbers of similar intelligences (eg the most brilliant person is one of numerous billions of people). Models of the behaviour of fellow intelligences can only be very skimpy. Not only is the modelling method a necessary shortcut to solve the problem of intelligence, it is also a rather bad solution. Still, we get by.

The greater the knowledge known, the more complex the memory of the intelligence. The more intelligent the being, the more complex the intelligent processes because of the greater quantity of knowledge processed. To put it another way, intelligence is slow. When it comes to passively analyzing knowledge, that's ok. However, the real world has an irritating habit of interrupting deliberations. For example, the heroine of Douglas Adams latest book had finally solved the problem of life, when the Vogons demolished the Earth. If intelligences are responsible for their own welfare, then they are going to not only need to ensure that their environment does not interrupt their well-being, but also be able to deal with any such interruptions effectively. Most problems will probably be solvable using reason, but what happens if a potentially lethal encounter occurs at a rate which is greater than the ability of the intelligence to produce a suitable reasoned solution? If the continued activity of the intelligence is important, it follows that a solution enabling the problem to be nullified is needed. Since speed is the essence, then something needs to be built into the intelligence to give it a suitably fast response. This something needs to be simple, to avoid the problems of speed, yet effective, to nullify the problem. It is the emotion of fear.

That emotion need not necessarily be simple, although it must be much more simple than the full reasoning powers of the intelligence. To make sense, it should really apply when something unexpected happens. Other emotions will also be necessary. For example, the chances are the intelligence will need an energy source in order to survive, thus hunger will be needed. The exact emotions necessary for an intelligent being depends upon the context of its existence. No matter what they are, I do believe that emotions are a necessary survival characteristic of any intelligent being dependant upon its own resources and no other.

The nature of an artificial intelligence guiding a relativistic starship will therefore depend on what it knows, and perhaps more importantly, not so much whether it has emotions, but which emotions it has. Let us consider which are going to be needed. To do that, we need to know what the problems are.

An automated starship will be travelling to find new information and knowledge for use by the human race. It needs to survive, investigate and communicate. These are forms of control. There is then the question of what other forms of control should be applied. Note I'm avoiding the debate as to whether controls should morally be applied, because I do not believe that this will be considered to any great extent by the people who launch the things. I want a realistic setting.

I have already mentioned hunger and fear. I think fear is relevant, because even though a computer is very much faster at reasoning than a human, it still has to face the relativistic threats of inter-stellar space; anything out there is going to be moving fast relative to the ship; the fastest possible reactions may be needed to survive. We are talking in terms of significant proportions of the speed of light.

Given that there is good reason for these two emotions, let's look at other human emotions and see if they are relevant in the context of an automated starship. You may have noticed that I seem to have confused emotion and

instincts. I would disagree; I regard them as different ends of the same scale. Anyway, back to the point. Clearly, important emotions would be curiosity, and the need to communicate. The survival instinct, which is related, I think, to fear in application, needs to be present. A respect for mankind would be instilled; a respect strong enough to guarantee machine subordination to the human race (required, I suspect, by human fear of machine potential!). A difference between man and machine would be concerning the need to reproduce: I suspect machines would be installed with the opposite to ensure that they did not build other machines with the improvement of the removal or changing of certain of the controlling emotions. As for the great emotions of love and hate, well, although it is quite easy to intellectualise possible reasons for these emotions, it is difficult to come up with justifiable reasons for these emotions.

Ok, I've tried to look at things the way 'objective' planners would look at things, so now I would like to consider what it would be like to be such a machine. This exercise is important to the planners as well, because it would be rather silly to come up with some ideal system which turns out to be very susceptible to artificial insanity. Machines are clearly capable of doing a lot more reasoning in the same time period as that possible by humans. Furthermore, they are going to have to spend a great deal of time between stars, travelling, not being able to gather a great deal of useful information. Mankind needs to communicate all the time (to quote David Attenborough, we are 'the compulsive communicators'). The 'communication drive' needs to be much weaker in machines than in man, or perhaps it needs to be modified so that machines only communicate when they've got a significant quantity of new information to communicate. On the other hand, curiosity are the main reason why these machines would be built; this would need to be stronger when a situation arises where it becomes relevant.

The driving force of these machines would be curiosity. This would conflict with the survival instinct, since a bad way to survive is to stumble blindly into new situations. Thus a machine would need to satisfy these conflicting drives, and a way to do it is cautious investigation. An investigation would be carefully planned, and carried out in such a way that the machine would have reason to believe that it remained in control of the situation. True conflict would arise in a strange situation which it can't fathom. This could be the basis of rather an interesting plot, told from the viewpoint of such a machine.

Within a few decades of the turn of the next century, it will be possible to scan the neuron state of a human brain, and copy the results into a computer. It should also be possible to use such a copy as the controlling influence in an artificial intelligence piloting a starship. It will not be possible to replace the human instincts with machine ones in such a mind, since the human mind is built upon the foundation of emotions and instincts, and to remove them would probably bring the mind tumbling down. It would certainly be necessary in these contexts to reduce certain human drives, but they could not be removed. Incidentally, it would be essential to send out more than one human mind in this manner to the stars; people need to communicate and listen, and I do not see that the delayed communication possible using radio waves between investigated solar systems and Earth would satisfy this desire; twelve years between replies to comments made is not conducive to intimate conversation. This is also a possible area for a plot, especially with the conflict within an artificial mind and in this way, knowing that the human mind which the artificial one was copied from is not only still alive, but still loving and being loved by loved ones, and many other causes for anguish. The scope for plot is tremendous.

A further plot conflict in a universe where both true artificial intelligence and copied artificial intelligence is the conflict between the two. Humans need love. Humans have an instinct to reproduce. I have postulated that true artificial intelligence would be given the opposite of a drive to reproduce: this would also imply that they would attempt to prevent one of their

associates which had somehow broken this instinct from reproducing in some manner (revulsion?). Thus there is a potential for conflict between true artificial and copied artificial intelligences.

Thus I feel there is a good opportunity here for a plot involving artificial intelligences in one form or another exploring new space. However, I have omitted discussion on the nature of machine intelligence on Earth. The question of relevance is whether or not machines should be made capable of independent action. If they are to be kept totally servile, then the justification for emotions in such machines is removed since they are no longer in control of their own survival. However, we have to consider the ethical question of whether a machine can advise a person to make a decision which interferes with the rights of another. Naturally, as a liberal, my views should be obvious (no one should do this), but in the context of this article I have to consider what is likely to happen, rather than what should happen. I suspect the result will be that machines can give advice to harm another person, but will also warn whoever they advise that this is the case. If machines are to be trusted with carrying out decisions, then ethics needs to be sorted out and built into them otherwise we are going to end up in one hell of a mess here on planet Earth.

This analysis has given me a good opportunity for a hard science fiction story all about 'wonderful' gadgets, yet which is also all about a really different character conflict. If I actually ever write anything, I think I could have some fun.

FEEDBACK

I want to know your honest opinion of Hacking Times (as long as its nice). How do you rate Hacking Times (remembering that it is an amateur publication done once a month while the pubs are closed). What do you think of Dead Centre (remembering that its done by a team of seventy eight people each devoting forty eight hours a day to it)?

What improvements do you think could be made to Hacking Times. What would you like to be included (alright, omitted). What would you like to see articles on in Hacking Times?

In other words, please give me your honest comments with your next orders. I will give two people who send in their comments two free credits for future editions of this zine (he he, that means only people who like HT will reply!)

The future of Economics

First of all, there was straight barter, and the exchange of goods. Then came gold, which can be regarded as the promise of goods. Then came pound notes, which is the promise of gold. Now we have credit, which is basically the promise of pound notes. But what comes after credit?

Why, the promise of credit! This, naturally, has to be 'the arrangement', as banks love to call it. Will there be, in the future, worried government statements on the number of arrangements made? Will we see legal controls on making arrangements?

What comes after arrangements, if not the promise of arrangements. This, of course, is extracted by grovelling to your local bank manager. The larger the promise requested, the greater the chances that such a deal will be made 'over dinner'. If society comes to depend on the promise of arrangements, will society be threatened by exploding obese bank managers?

HyperEconomic Diplomacy

One of the disadvantages of democracy is that the voters can often make the wrong decision. It is often the case that their inexperience means they ask their leaders to do something which the leaders, because of their position and education, know to be wrong. It is for this reason that many more sincere national leaders deny the population any voting rights, because the leaders know that the children of the nation are politically too young to make the decision the leader knows to be right. And anyway, since the leader is in the best position to make the best decision, why waste resources with misguided concepts like democracy anyway...

Well, kiddies, you've really done it this time. Out of the kindness of my heart, simply wishing to help you develop your right to vote, I let you vote on variants to run in HT. So what do you do? WHAT DO YOU DO?? You don't just vote for HyperEconomic Diplomacy, you manage to get it elected. It needs seventy plus players. Eleven people voted in the poll. Sixty people read the thing. And you vote for HyperEconomic Diplomacy. I am going to write to all your parents, and advise them to send you all to bed early without supper. (I bet IMAGINE believes all this).

Still, you're going to find out all about it. Actually, it looks an interesting variant. I haven't played it (never having got seventy people in the flat), so all I can do is give a flavour of the rules.

Someone has put a lot of work into this variant. I'm not too sure who this is, but I suspect they have something to do with Stuart, the zine that runs the game. The rules take 14 pages, with another 6 devoted to maps and tables.

The rules are divided into the following sections: Basic Economics, Territorial Provisions, Military, Trade, Research, Banking, Fishing and Miscellaneous. The military side of things is more detailed than Diplomacy with detailed rules deciding exactly who owns what province, under what conditions units may be built, what installations are needed to build which units, mobilisation, manpower, etc.. All the consequences of economics are also dealt with in depth, including the gathering of resources, the production of goods, trade, research, investment, and lots of other things. Invasion of a province does not necessarily give control of the economic features based in that province, such as banks, research teams, and so on. Provinces may be economically disrupted by Guerilla warfare. HyperEconomic is a major extension of the game of Diplomacy.

Actually, I am not sure how many players the game needs to start (it is clear that more players are needed as the game progresses), the rules are not clear. There is a table specifying 10 IPL regions (what IPL means I couldn't determine), but this cannot be starting positions since this would mean both Britain and Germany are neutral; a bit unlikely given that the game starts in 1914. The best thing I can do is write off to Stuart, & hope the editor(s) reply.

Overall, an impressive looking variant, but I am forced to have some doubts by either inconsistencies in the rules, or my failure to understand the rules.

If you really want to play, can I suggest you either get another sixty-five people to subscribe to Hacking Times, or subscribe to Stuart yourself. The address for Stuart is is! Gordon Bernet, I can't find any of my copies of BOYO. I'll try to remember to tell you next time.

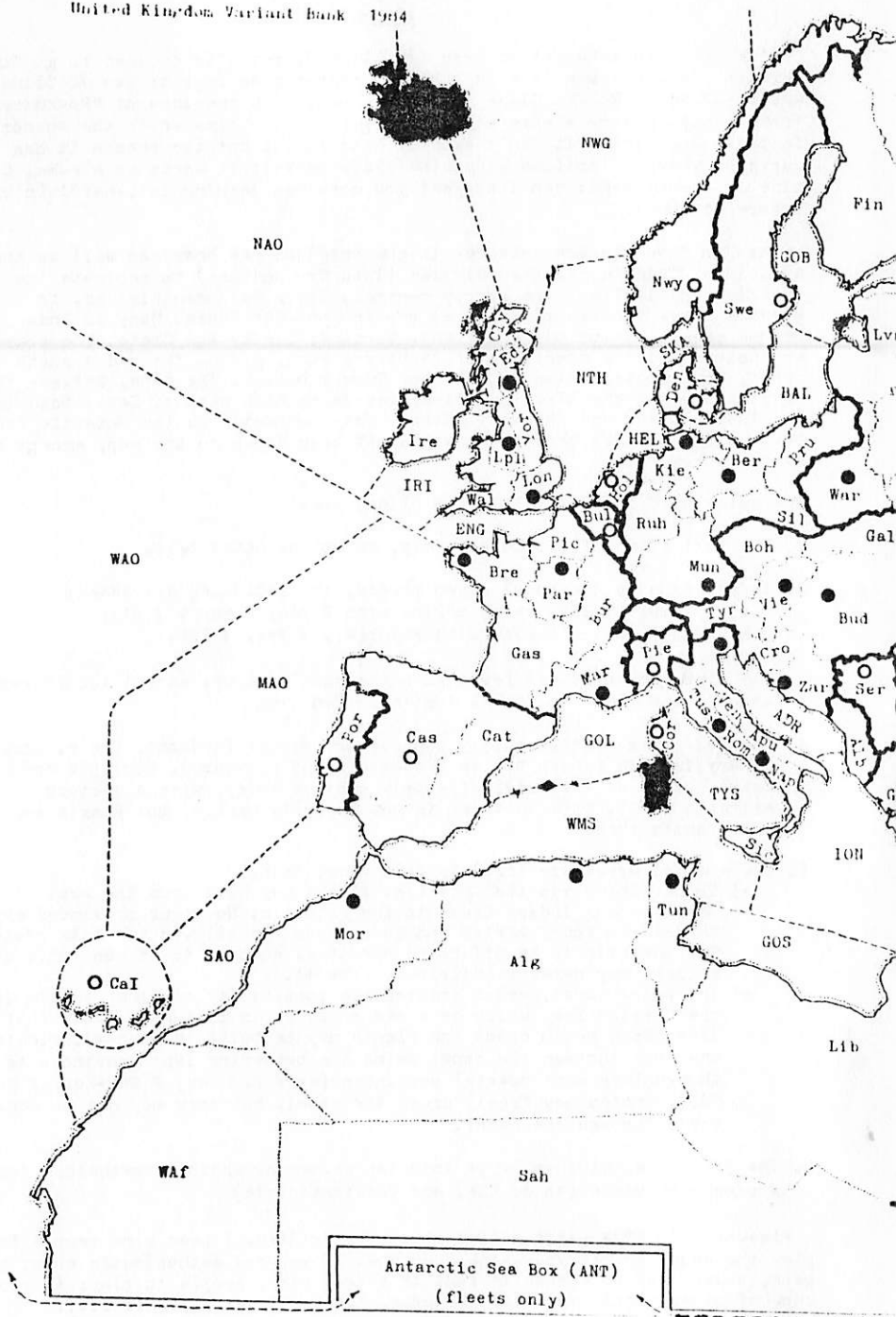
I've got a various set of maps for Cline-9, but I've decided to go for version five, because five is a higher number than four or two. A. Cline-9 was designed by Robert Cline many years ago, with the idea of "Rounding the board", i.e. giving a more circular aspect to the game which the author felt was too rigid. It isn't exactly historical, but the reason it has survived years of criticism since the 1960s is that it works as a game. Cline nine is a good game; can I suggest you consider joining in (what?! Oh well, ignore me then).

Version five has some changes in the original map board as well as the additions. Trieste has been divided (into Gro and Zar) to separate the Austrian and Italian home supply centres. Spain has been divided, to provide a new (non-supply centre) province of Catalonia. Many islands become passable, including Ireland, Corsica, Sicily and Crete. The board extensions add the countries of Barbary states, giving the med a south coast, and Persia, giving Russia and Turkey a back. The canal between the Caspian Sea and the Black Sea links Persia to both sets of Seas. Note that the Indian Ocean and the West Atlantic are connected by the Antarctic Sea Box, which is a sea province that hasn't been drawn on the map, except as a symbolic box.

The rules of Cline-9 (by Robert B Cline) are:

1. The 1971 rules of Diplomacy apply, except as noted below.
2. In addition to the usual seven powers, the following are added:
 - a) BARBARY STATES, which begins with F Tun, F Mor & A Alg;
 - b) PERSIA, which begins with F Jor(W), A Ara, A Ira.
3. The other seven powers begin with the usual set up, except for Turkey which has a fleet in Smyrna instead of an army.
4. The following neutral supply centres are added: Piedmont, Crete, Corsica Canary Islands (which act as a coastal land province), Ethiopia and Egypt, bringing the total of supply centres to 45, with a victory criteria of 23. Note that Ark is not a supply centre, but Russia may build units there.
5. Two special moves are legal in this game, being:
 - a) Round Africa via the Antarctic. Fleets may move from the West Atlantic and Indian Ocean to the Antarctic. No other provinces may be used to round Africa and no convoys are allowed via this route. The Antarctic is an off board province; no move to it can fail, and a fleet may never be displaced from it.
 - b) The Volga Canal, which creates the possibility of fleet action in the Caspian Sea, which is a sea province in this game (note that Iran has a north coast and fleets may be built in Moscow). Fleets may move through the canal using the bordering land provinces as though they were coastal provinces (eg F BLA-Sev, F Sev-Mos, F Mos-CAS). Armies may freely cross the canal, but they may not be conveyed through the canal.
6. The Suez Canal divides Egypt into two segments, which nevertheless form a single province (as do Kiel and Constantinople).

Elsewhere in HT a waiting list should be printed. I need nine people to play the game, so get your name down now. If you are enthusiastic about the game, a good way to ensure it runs is to get other people to play; if you know of other people who like the game, but don't get HT, well





DEAD CENTRE

4.

Editor:
Mary
Whitehouse, esq.

Coffee Break

Simon Yoggart talks with Sir William Collarfelt, Chief Constable of Nottinghamshire constabulary.

Yo: "First may I congratulate you on your new knighthood sir."

Co: "Yes you may Mr Yoggart."

Yo: "Sir William, county councillors in the area have said that your knighthood at this time is an inflammatory gesture designed to place the police publically in the affections of the public. Is this true in your opinion?"

Co: "Of course it is you pillock."

Yo: "Some county councillors have gone as far as to suggest that you have personally instructed officers to physically injure pickets as a deterrent against future actions - is this true?"

Co: "Only when a day ends with the letter Y."

Yo: "Do you personally feel that you deserve the award?"

Co: "My missus does."

Yo: "Do you feel that there are certain members of the NUM that should get knighted?"

Co: "Certainly do - though I'd like to question your pronunciation."

Yo: "Sir William, is there any truth in the rumour that you will be entering politics at a later date?"

Co: "Er...well I think it's rather premature at this juncture to comment on my own ambitions."

Yo: "What precisely are your own political persuasions?"

Co: "Oh come on Mr Yoggart, you know that I cannot possibly answer that provocative question."

Yo: "Why exactly?"

Co: "Well I know that I only have to utter a word about my own convictions, and your paper will put two and two together and make four."

Yo: "But I was informed that you hold a party card."

Co: "Look, the fact that I wear Union Jack underpants and have 'BNP' tatooed on my chest is my

(cont p61)

COMMENT

It has come to my attention that the editor of Hacking times, MR Dylan Harris 65, is planning to counter my glorious enterprise game 'CENTRE SCCRES' with one of his own.

The game entitled 'Hacking crime figures' details techniques of eroding the circulation figures of other better quality 'zines, by poisoning the minds of the loyal readers.

Needless to say that I have every confidence in your level of discernment. The intellectuality of the DEAD CENTRE readership is beyond reproach - I have the assurance of writing for readers with impeccable good taste.

Therefore I look forward to a rewarding and enjoyable 1985 with you - happy new year to you all.

inside

Name the surrogate child and win a Sierra. Page 41.

Uranus and Jeremy Thorpe - new insights. Page 42.

Pass the I.Q. test and win a new East Midlands Liberal Association chipped mug. Page 43.

Complete the crossword and win an inflatable Alex Carlile doll. Page 44.

Win an evening with Clement Freud. Page 45.

Win a dream trip to HAWAII with the editor (if you pay). Page 50.

"My painful shyness problem" - Faith Brown tells all. Page 51.

Joke overheard in the William IV pub in Greenwich recently:
"What's got 6 legs and a big black cunt?"

"The A-Team."

This pub, needless to say is the regional watering hole for right-wing supporters of the darkest nature.

Definitive Dictionary @ 2.

PARADXX

Airborne medics.

TURF TIPS

Cheltenham.

- 12.30 Ladbroke's for Lolly.
- 1.00 Tote for taxation.
- 1.30 It's a Ringer.
- 2.00 Earbiturate Boy.
- 2.30 Positive Specimen.
- 3.00 Brown Envelope (NAP).

The Trout chipped in with a double yesterday on 'Save Your Money' and 'It Fucking Fell again' at sandown. No SP's were returned.

As a powerful champion of human and animal rights over the year, I must give mention of my new campaign venture that I hope will be of interest to many of you loyal DEAD CENTRE readers.

As liberals, you're probably not used to being the oppressors, so now's your chance.

If enough support is forthcoming in the future, I plan to start a garden gnome assassination squad.

Funds are limited, so if YCU or anyone you know owns a catapult or an air-rifle, please let me know.

One need not be worried about being an expert marksman. There will still be an opportunity to kick them to pieces slowly.

So if YCU detest gnomes as much as me, get in touch. We can then form a broad front from all wings of the party, aimed at smashing them forever.

Good hunting.

Agony

With Anna Hagburn

DEAR ANNA,

I am a married woman of 26, with 5 children including twins of 6 and 8. Whatever method of contraception we use, it seems not to have any effect whatsoever.

The doctor once put me on the pill, but everytime I took it, it kept falling out again.

I'm at my wits end - can you help?

ANNA SAYS,

Fear not; the contraceptive of the future is now available from all leading chemists shops in London.

It's known as the wonder sponge. It comes in five varieties, including strawberry, vanilla and chocolate. The fresh cream sponge is a little more expensive than the others, but it does tend to be more enjoyable.

I believe that Bejams' will be selling them shortly, along with their new line in frozen embryo's.

Failing this, I believe that my beloved editor-in-chief plans to market them by male order (I'll go into this later).

Watch this space.



DID YOU KNOW?

Firemen have the largest helmets.

The average young socialist has more hairs on the palms of his hands than any other social group member.

Recipe's

Quickfire Casserole.

Serves 2.

- 1½LB Red Lentils,
- 1½LB Tomatoes,
- 1½LB Potatoes,
- ½ LB Gunga Peas,
- 4 cloves Garlic,
- 1 tsp Marmite,
- 2 tbsps Gelatine,
- 2 tbsps Yeast,
- 2 sticks fresh chili,
- ½ tsp mixed Mustard,
- 1 small can Guinness.
- 4 tbsps cooking oil.

Fry the sliced potatoes with the tomatoes for 15 minutes untill brown. Place these with the ready cooked lentils into a large pan. Add gunga peas, garlic, marmite, chili, mustard. Bring to boil, then simmer in oven (gas mark 2) for 1 hour. Add Guinness and gelatine and leave for another 1 hour. Remove from oven, and leave to cool for about 2 hours.

Comments.

This is one of my own favourites. If left in the fridge, the dish matures quickly. Deffinitely a cold dish, never quite the same when eaten hot. Rating: 9/10. Please note: yeast is not to be added untill casserole is placed in the fridge.

London Loaf.

Serves 4.

- 1LB bag plain flour.
- 4oz caster sugar,
- 4oz raisins,
- 2tsp coffee,
- ½ pint apple juice,
- ½ pint prune juice,
- 1 grapefruit,
- 3 cups all-bran,
- 6oz brazil nuts.

Roll out the flour after having been mixed with 2 eggs and a little water, onto a floured board. When stiffish, sprinkle the all-bran onto pastry, then roll up leaving bran in the middle. Leave for an hour untill the bran absorbs moisture, then unroll and add the raisins, brazil nuts and grapefruit. Make hot cup of coffee and pour into deep dish. Drop mixture into coffee dish, then bake in oven (gas mark 4) for 1 hour or untill coffee has evaporated. Pour prune and apple juice into the dish and sprinkle caster sugar on top. Bake untill juice is evaporated, then remove and serve piping hot.

Comments: really wonderful. I tried loads of recipes for my reviews, and this was the best. Rating 10/10.

Escort 1979, X-reg., only 6 owners, ex-fleet vehicle, only 10,000 on the clock. Must be seen to be believed. £9,000 o.n.o. Ring Enn Reitel on: (0303)62525.

RAVISHING luscious female required (bit of a goer) by upstanding pillar of society, in return for cheap accommodation in Whitechapel. Ring Costas on: 626-3464.

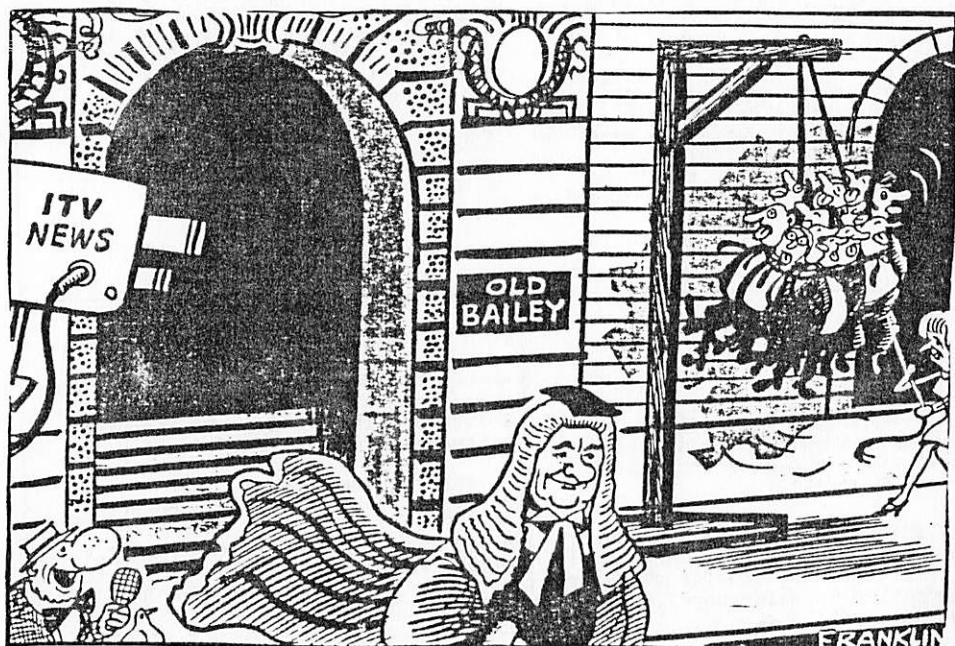
In a letter from Mr J.P. Gruntfuttock of Dartford, he suggested that not enough material of a scientific nature goes into this organ. To correct this, I list a valuable piece of computer software of use to many of you.

```
10 REM "CENTRE COURT"
20 PRINT "Do you want this rubbish?"
30 INPUT A$
40 IF A$ = "YES" THEN PRINT "Blimey,
what a walley"
50 IF A$ = "NC" THEN PRINT "GCOD"
60 IF A$ <> "YES" OR A$ <> "NC" THEN
ASK DYLAN and good riddance, after
all he knows the game better than me.
```

Pop whizz kids hit gold



ANKSTRAD Chairman Alan Sugar demonstrates its latest innovation. Easier to beat Japanese competition, the music system was produced in record time. "I'm confident the Japanese will not match this," he said.



"PONTING GOT OFF, BUT MAGGIE'S HANGING THE JURY..."

FRANKLIN

CENTRE SCORES

Well everybody, the response for CENTRE SCORES was abysmal.

The fact that so many skinflints exist among my readership is beyond question. Of course there are some notable exceptions to this, but for the majority - shame on you.

Anyway, I'll not let this dampen my ardour (you should try a little ardour). The game still runs with its limited number of players.

The draw was made fairly (honest) by my good self. The line up is as follows:

Glen Wilson	Everton.
Jeremy Cox	Luton.
Phil Challis	Rotherham, Man.Utd.
Clive Buckman	Tottenham, Man.City.
Joy Holliday	Eury, Blackburn, Bradford, Peterborough.
George Hobbs	Chesterfield, Oxford.
Mark Holliday	Hull, Birmingham.

Competition commences saturday 23rd of february. A full progress report appears in each issue untill completion on final saturday of the league season.

Just to remind you that any team not playing on saturday will be awarded one goal. Sunday games will count. Friday games will not, one goal will be awarded to teams playing on friday's.

The prize money having been reckoned up, means that the winner will receive £25. The runner-up (the one with fewest goals) receives the sum of £12.50.

A reasonable prize I'd say. This just goes to show how much the prize would've been if more people had stuck their hands in their pockets.

I wish every competitor the best of luck, and would ask players yet to have paid to drop a cheque in the post within the next week or so.

The television highlight for me has to be 'Wish you Were Here' (Thames 7pm).

This week Chris Kelly rakes up some sun-bronzed tit in Tenerife, while it has been implied that they plan to show some holiday's as well.

.....And they say the camera never lies.

Ms Lolita Longbottom, 26 of Chorley, is reputedly earning £100,000 as the girl they drive from one beach to another to walk topless up and down, thus making it look as though everybody goes topless.

Sun TELLY
LONDON

KEEPING IN TOUCH

With Greenwich Borough Liberal Association.

Isn't rate-capping terrible? I came to that conclusion last week - the thing is, I don't really know why. Still, it has its compensations; I mean my rates will be down a bundle.

Still enough of the high-powered soul-searching. Here's some dates for your diary: Fred Randy is leading a door-to-door canvassing campaign designed to save his own bacon and to hell with winning other support. Ring 230-1212. Jumble sale on Saturday 2nd February from 1200-1700 in the Abery Street hall on Plumstead High Street (Opposite our beloved Conservative club). The berk in charge is Bob Smiff (ring Sydenham Mortuary). Goods need to be nicked from C&A Lewisham well before the day. The rest can be scrounged from Carrington House at any time of day. If you would like the honour of lugging shit by the truckload until your back goes, then contact me and I'll pass your name on to Bob.

EXECUTIVE COMMITTEE meeting is on Wednesday 6th February in Shrewsbury House which we chose because we knew nobody would find it. If you would like to attend meetings, then tough shit. Wonderful being a member of the inner sanctum isn't it?

Annual General Meeting is planned for Wednesday 13th March. Some boring old fart will be invited.

The Young Liberals will be running a fund-raising competition based on the goals scored by football teams throughout the year. The rules don't at present seem to call for any of the brilliance one might expect from a conceited creep of a pseud like myself, but what do you expect considering that it's organised by a common little turd like Mark Holliday. Still as 'Liberals' we must be charitable to those less evolved.

I wish to start a membership drive by delivering the MENSAs magazine to all the inhabitants of Pleb Ward. Any lecturers, teachers, barristers or computer analysts interested in canvassing, please ring 200-0200.

Edited and produced by Algernon Cumbria.

£ & \$

EDITORIAL

In case you were wondering about my plans to sell my intellectually snobbish leaflet: 'Greenwich Moan Times', I must add that nobody on the committee felt that it was worth tuppence. Ron Backyard thought it was worthy of a Booker prize at least, before he was sick in a bucket; but never mind.

I must remind readers that KiT is produced by an unpaid busybody egotist, and does not reflect the corporate views of Liberals within the party. This brings me on to some juicy feedback from last month. The Association's secretary has received a letter of complaint outlining objections to the previous article referring to the proposed funding of 10 full-time workers @ £9,800 p.a. at the London Lesbian & Brown Hatters Centre. In my view, the parties support of minorities in need of salvation is tantamount to saying that we care about small and medium social groups. This of course is a poor means of winning votes. And after all, votes are far more important than blacks and wooly Woofers aren't they?

There is a known term for this - it's called 'selling outus Principalus'. This means that if a cause is just, but potentially embarrassing; you drop it like a Bruce Grobelaar save and tell everyone to piss off. Unfortunately some naive politicians fail to see this. The fact that I don't have any experience is beside the point.

The problem we need to overcome is weeding out the namby-pamby, effeminate poncy snobs and deviants from the association. This we can do by holding monthly gatherings at my place over a cup of Earl Grey tea.

I am thinking of drafting a motion for the assembly. This motion concerns the lack of state financing for people wishing to purchase shares in BT, but cannot afford to do so. This is a gross scandal for greedy bastards. Being one myself (and a greedy bastard), I resent being unable to capitalise on units made prosperous by penniless little toerags like Mark Holliday. This brings me to my final point, I would like to run a sponsored custard-pie throw at YL's on Friday. 10 pence buys YOU a throw at the YL of your choice. Ring David on Selkirk 1976 for details.

Edited and produced by Algernon Cumbria.

charts

New Year Video & record charts.

Video.

1. I Fart on Your 3 piece suite.
2. Wexford Hacksaw Fiasco.
3. She Voted In A Parish Council Election.
4. He Won A Seat In A Parish Council Election.
5. Kremilins.
6. Conan Gets His Legover.
7. Delia Smith's 1,001 things to do with whipped cream and a cherry.
8. Gerry Adams Encyclopaedia of death and destruction.
9. Joan Collins book of DIY.
10. Duran Duran in Upper Volta.

Singles.

1. Feed the Record Companies.
(United Ponces).
2. Last Easter. (Splat).
3. Auld Lang Syne. (Black Joke).
4. All Sound Just The Same.
(George Benson).
5. Even More of The same Thing.
(Geoffrey Osborne).
6. All Slash Together (Slade).
7. Red Red Wine (George Best).
8. Love is The Drug (Stacy Keach).
9. I Repeat My Name To Sell My Disc (Chaka Khan/Mellie Mell).
10. I'm A Wonderful Thing.
(Simon Le Bon).

Waiting to play in Diplomacy game 400 are: Mark Holliday, Dylan Harris, Emperor Hirohito, Queen Beatrix, Sid Vincent, Duke of Beaufort and Ronnie Lee.



"He won first prize at Crufts for best mongrel - his dog came second"

LP's.

1. George Michael's Teeth in Chicago.
2. Andrew Ridgeley's Nose in Chicago.
3. Ozzie Osborne Rocks for Animal rights in Vegas.
4. Cliff in Lourdes.
5. Tina Turner Live in Swanage.
6. Jonathan Kings Greatest Hit.
7. Rockin Rubbish (K-Tel).
8. Without a Synthesizer (Eurhythmics).
9. You Fuck Me Up (Thompson Twins).
10. Vomit Wrenching Racket (Pink Floyd).

Books.

1. First Among Sequels (Jeffrey Archer)
2. Murder in the Bookies (Dick Francis)
3. Samanth and the Cement Mixer
(Barbara Cartland)
4. Come Home 'yer Dinner's Getten Cooled
(Catherine Cookson).
5. Rampant Rumpo in Rotherham.
(Evelyn Waugh)
6. Rampant Rumpo in Rotherhithe.
(Danny Baker)
7. Your Mum 'n Dad Aren't That Bad
(Ted Hughes)
8. Ted Hughes is a Wanker
(Kingsley Amis)
9. Brains on Toast (Billy Beaumont).
10. Mounting Two Year Olds
(Willie Carson).

In light of the fact that one Dylan Harris aims to run a snooker tournament, I myself will help to increase the incentive to play.

DEAD CENTRE guarantees that the subsequent winner of this title (unless I hope) will receive the accolade of challenging yours truly.

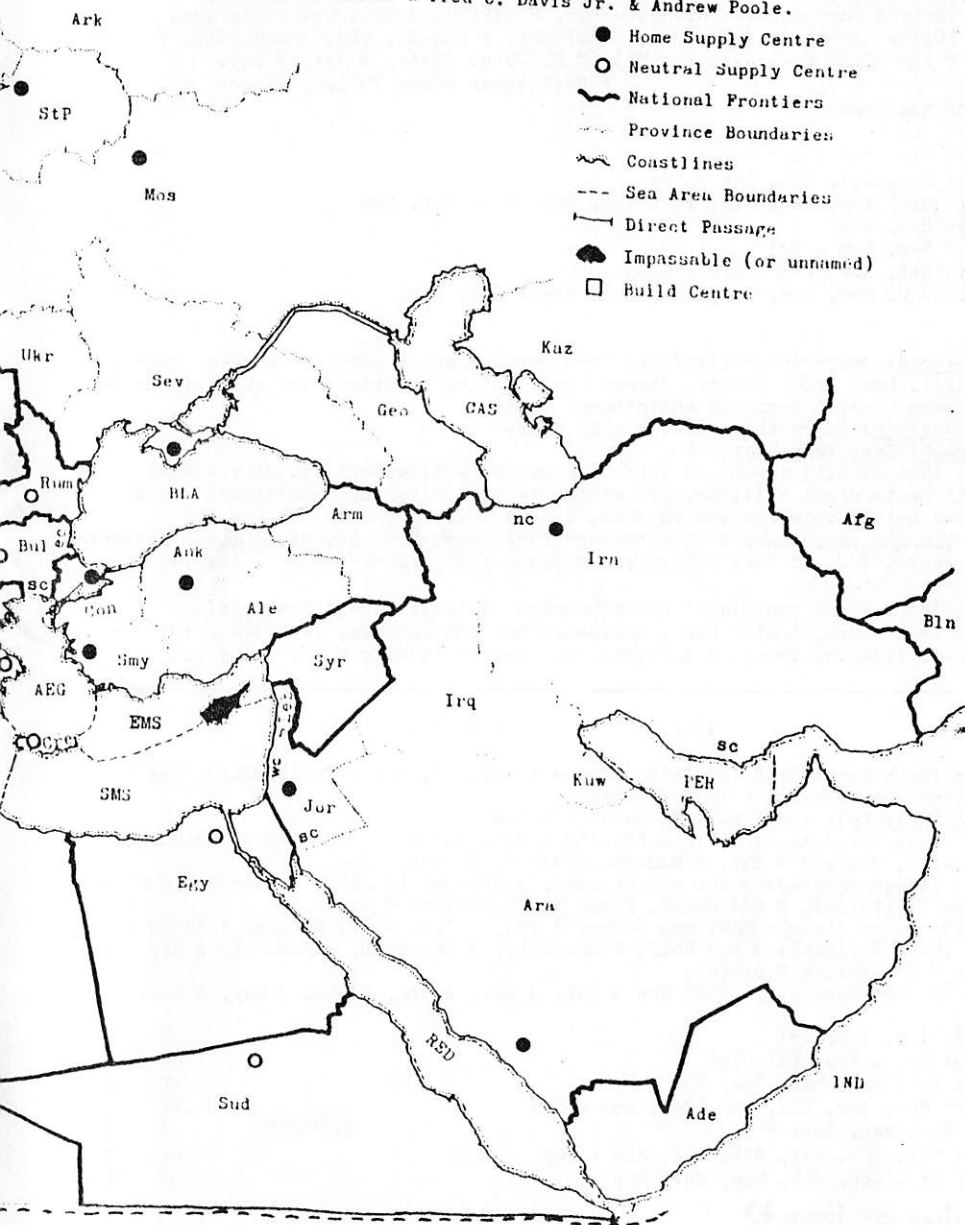
Now don't go getting trampled in the rush will you.

THIS SPACE COSTS SOD ALL.



Cline 9-Man V

by Robert B. Cline & Fred C. Davis Jr. & Andrew Poole.



FRENCH AND TURKS IN FLEET ACTION

Austria (Graem Peters): F Tri HOLD, A Vie-Tyr (FAILS), A Bud s F Tri.
 England (anarchy): has A Yor, F NTH, F HEL, F Den.
 France (Paul Wiggin): F Hol-HEL*, A Bel-Hol*, A Mun unordered, F GOL-TYS, A Mar-Pie
 F Nap s F Tun-ION, F Tun-ION, A Far-Pic, F Bre-ENC. Builds F Bre.
 Germany (anarchy): A Ruh, A Ber.
 Italy (Nirel Gordon): A Ven HCLDS, A Tyr-Vie (FAILS). **See note below.
 Russia (Robert Horrobin): NMR! has A Nmy, F StP(N), A Sil. One build due.
 Turkey (Clive Buckmen): A Ser-Alb, A Bul-Ser, F Rum-Bul (E), A Sev HOLD, F Arm-
 BLA, F ION HOLDS (retreats to EMS), F BLA-Con. Builds A Ank, A Smy.
 * Both these moves FAILED, France.

State of the game:

Austria: Vie, Bud - Ser + Tri	0	3
England: Lon, Lpl, Edi, Den - Nwy	-1	4
France: Bre, Par, Mar, Spa, Por, Tun, Bel, Hol, Nap, Mun	0	10
Germany: Ber, Kie	0	2
Italy: Ven, Rom - Tri	-1	2
Russia: StP, Swe, War - Sev + Nwy	0	4
Turkey: Ank, Smy, Con, Gre, Bul, Rum, Mos + Sev, Ser	+2	9

Fress:

France-World: Anarchic infiltrators from Germany and England have been roundly repulsed. Law, order and the French civilization flourish: the rest of Europe will soon benefit from our enlightened regime.

France-Austria: Sorry about last night, dear.

Austria-GM: Dear Baby Goat,

Sorry that it will reach you late. I hope you will accept it. If you will permit me to crawl a little, you will note that after much deliberation, I decided not to vote for you as AHQY, indeed I wish to add that you are possibly the reason why I came through 1984 unscathed. You are a truly wonderful person. I would like to buy you a pint of Stones next time I see you in the NLC bar.

GM-Austria: Because you didn't grovel enough, I shall accept that pint.

GM-All: Last round, I mistakenly retreated the Italian army in Trieste to Albania. This was wrong. I informed the players immediately I found out.

GYL/2

Autumn 1903.

Austria (John Murray): F Ven-Tri, A Bud s F Ven-Tri, A Vie-Tyr (FAILS). One build due (and the above line is too short).
 England (anarchy): has F Bel. GM removes F NRW.
 France (John Denniston): A Pic s ENGLISH F Bel, [[A Bur s RUSSIAN A Boh-Mun]],
 F Wal-Lpl, A Ges s A Bur, F MAO-ENC (FAILS). Builds F Bre.
 Germany (Graem Peters): A Ruh s A Hol-Bel, A Hol-Bel (FAILS), A Mun-Bur (FAILS),
 F Lon-ENC (FAILS), F Edi HOLDS, F Den HOLDS. Builds F Kie.
 Italy (Ralph Atkinson): NMR! has A Tyr, F ION, A Tun. F Tri NRC, so 1 build due.
 Russia (Mark Holiday): A Rum HOLD, F Sev HOLD, A Ukr HOLD, A Boh-Gal, A Nmy HOLD,
 F Swe HCLD. Builds F StP(N).
 Turkey (Robert Horrobin): NMR! Has A Bul, A Ser, A Gre, F BLA, A Smy, A Con.

Austria: Bud, Vie, Tri	0	3
England: Bel - Nwy, Edi, Lpl	-3	1
France: Bre, Par, Mar, Spa, Por + Lpl	+1	6
Germany: Mun, Ber, Kie, Hol, Den, Lon + Edi	+1	7
Italy: Rom, Nap, Tun, Tun	0	4
Russia: Mos, Sev, War, StP, Swe, Rum + Nwy	+1	7
Turkey: Smy, Con, Ank, Gre, Bul, Ser	0	6

Map on Page 22.

GYL/3 "Monkey Nuts" Spring 1904.

GERMANS ASSAULT EXPOSED BREST
Russian Bear behind

Austria (Clive Buckmen): A Rom-Tus, A Gre-Bul, A Ser s A Gre-Bul, A Gal HOLDS,
F Nap-ION, F Tri-Alb, A Vie s A Gal, A Bud s A Gal.
England (anarchy): has F NRW, A Edi.
France (Kieth Edge): A Spa HOLD, A Far HOLD, F Lon HOLD, A Mar-Bur (FAILS).
Germany (Kevin Elliot): F Den s F HEL-NTH, F HEL-NTH, A Bel s A Mun-Bur, A Mun-
Bur, A Pic-Bre, A Kie-Mun.
Italy (anarchy): A Fie.
Russia (Phil Rimmer): F Nwy-SKA, F Swe-BAL, A Wer HOLDS, A Ukr s A Rum, F Sev s
A Rum, A Rum s AUSTRIAN A Gre-Bul, A Mos-Liv.
Turkey (Becky Horrobin): NMR! has F Con, A Ank, F Arm. A Bul obliterated, NRO.

Press:

Russia-Turkey: Paxo!

Russia-Germany: Best wishes for your campaign against the imperialistic and
aggressive French pigs.

Russia-Austria: Much Grovelling.

GM-Russia: Is that a town up north?

Russia-England (or should I say Scotland): tough!!

Russia-France: ...but the French are supposed to win!!

GYL/4 Spring 1902.

Austria (Howard Cohen): A Ser s A Bud-Rum, A Bud-Rum (FAILS), A Gal-Ukr, F Alb
HOLDS.
England (anarchy): Lisa Fordham NMR! again, leaving A Edi, F Lon, F NTH.
France (Nigel Gordon): F Por-MAO, A Spa-Gas, A Bel-Hol, F Bre-ENC, A Mar-Bur,
A Par-Pic.
Germany (anarchy): has F Kie, A Ber, A Mun.
Italy (Dylan Harris): A Gre HOLDS, F ION-AEG (FAILS), F Nap-ION (FAILS), A Tun
HOLDS.
Russia (anarchy): has F Stf(S), A Mos, A War, F Sev.
Turkey (Peter Ladanyi): F BLA-Rum (FAILS), A Bul s F BLA-Rum, A Con s A Bul,
F Smy-AEG (FAILS).

Press:

Turkey-Austria: Remember Tirancu.

Turkey-Russia: Thanks a lot.

Turkey-England: Invade Austria.

Turkey-Italy: Listen to England.

Turkey-France: Want to swap countries?

Turkey-World: Remember the Alamo!

GM-World: Italy has offered a draw with France and Turkey. Votes with next set of
orders please.

GM-all: The following have been nominated as the name of the game:

1. The Five Player Variant.
2. William Rogers.
3. Dylan's ego trip.

Can all players, and any other subscriber of HT who feels like it, vote for a
name for the game before the next deadline. Naturally, write-ins will be allowed.

Have fun

If you enjoy playing in Diplomacy games, then you can be sure that you'll enjoy
playing in some other games. Yes, now you can join in lots of different games in
that wonderful games magazine, Hacking Times. Just look on the waiting list page
to see what games you can play, and sure as sure can be, it'll take your breath
away!!

NOT A STANDOFF IN SIGHT!!

Germany gets cheeky.

Austria (anarchy): Mike Harskin has resigned. A Boh, F Tri. A Ser. obliterated NRO
 England (Ralph Atkinson): NMR! has F NTH, A Yor, F Bel, F Lon.
 France (Janet Redfern): A Spa-For, F Bre-Gas, A Mar HOLD, A Far-Bur.
 Germany (Paul Wiggin): F Den-Swe, A Kie-Hol, A Mun HOLDS.
 Italy (Phil Challis): A Fie-Tyr, A Ven HOLDS, F Tun-WMS, F Nap-TYS.
 Russia (David Hewitt **See note below): F Rum-Sev, A Bud s TURKISH A Gre-Ser,
 F Swe-Nor, A StP s F Swe-Nor, A Sev-Ukr, A War-Gal, A Mos-War.
 Turkey (John Lamb): F Bul(E) HCLD, A Con HOLD, A Gre-Ser, F Ank-BLA, A Smy HOLD.

Press:

Germany-World: Just giving you all a start --- you need it.

Austria-World: Austria sees Diplomacy as simply another round in the endless class struggle. We reject this mindless lack of consensus and call on all nations of Europe to get together over a bowl of meusli and discuss peace. Austria's unilateral action is declaring perpetual neutrality, at least until the NLYL elections.

GM-all: The NLYL elections are over the Easter weekend.

Russia-all: We have the greatest pleasure to announce that the queen of all Russias has been overthrown. Rasputin has been appointed Lord High Executioner. He announced today that the imperial household will be managed on Gilbertian principles, and that St. Petersburg has been renamed Baratavia.

GM-all: Dave Hewitt is Dave Senior's lodger, and has apparently been involved in most if not all of Dave Senior's tactics and strategy. Since Dave S has had to reluctantly give in to work pressures, Dave H has taken over the running of Russia. The address for the Russian player remains the same. Please also note that I made an error in the last adjudication, in that I wrongly assigned Russia a build in St. Petersburg, something made illegal by the fact that there happened to be an army there at the time. I was only told about this just before the deadline, and since I felt that this did not make a major difference to the game, I have adjusted the Russia position accordingly by putting the build as an army in Moscow.

Russia-Turkey: We have given you fair warning about troop movements in Ankara.

Any attempt to occupy the Black Sea will be met with an immediate reaction.

Turkey-Russia: I don't give a damn what the infidel says!

GM-Russia and Turkey: CCCCohhh.....

GYL/6

I've allocated this number to a game of Mornington Crescent. The players are:

Rose Petal, "Cn Guard", 31 Newt Avenue, Acton, London.	NB
Felix the Cat, "OldGuard", 31 Lamarke Avenue, Acton, London.	FRIDAY
Mike Magazine-Rack, "Fireguard", 31 News News, Macbeth, Kinnockshire.	11.57am
Ollie the Owl, "En Guard", 31 Barnes Avenue, Hacton, London.	SUNNY
Andy Gross-Misconduct, "Braggard", 31 Nuisance Avenue, Inaction, London.	NORMAL
Sir Henry Devaux-Cathcart-Wheeler KEE, 31 Newton Avenue, Acton, London.	RULES

Mornington Crescent is just one of the many new games being run in Hacking Times. If you want to make Hacking Times more interested, and you would like to expand your consciousness so you can travel the Underground or invade the world, the join in and help make Hacking Times a varied games magazine. Yes, whilst I can sit here in the centre of things, I can be patronising to you and pretend Hacking Times has your interests at heart when all it is is a very good way to gratify my ego. Now you can show everyone how good you are: play lots of games and win them all!



GYL/7

This is the second Mornington Crescent gamestart. The players are:

Janice Snodgrass, Colonel Gaddafi's Best Penthouse, Alyesbury Mall, Dublin.
Jo Lesbian, c/o Womens Centre, 1 Asbestos Road, Islington, London.

(GMs note: only women may write to this address).

Patrick O'Bomb, The Maze Frison No.5 Tunnel, Belfast.

Mike Magazine-Rack ... see address in GYL/6 gamestart.

Mike Managua, 13 Macho Street, Appendage, London.

Chris Rich-Bastard, c/o Rich-Bastard and Alyesbury Enterprises Ltd., Rich-Bastard House, Threadneedle Street, London SE8.

NB.
MONDAY
1:47pm

HEAVY
RAIN

NORMAL
RULES

GYL/8

Between HTs 5 and 6, Spring 1901 of GYL/8 was adjudicated. For anyone who might be interested, here is what happened:

Austria (John Redfern): F Tri HOLD, A Bud-Ser, A Vie-Gal (FAILS).

England (Mark Stevens): NMR! has F Lon, F Edi, A Lpl.

France (Des Reilly): F Bre-MAO, A Far-Bur, A Mar-Spa.

Germany (Derek Jackson): F Kie-Den, A Ber-Kie, A Mun-Ruh.

Italy (Dave Philips): NMR! has A Ven, A Rom, F Nap.

Russia (Bob Champion): F Sev-Blä (FAILS), F StF(s)-GOB, A War-Gal (FAILS),
A Mos-Ukr.

Turkey (Gordon Prest): F Ank-BLA (FAILS), A Con-Bul, A Smy-Arm.

And here is the adjudication for Autumn 1901:

Austria (John Redfern): F Tri-ADS, A Ser-Rum (FAILS), A Vie-Bud. Builds A Vie.

England (anarchy): Mark Stevens NMRed again. F Lon, F Edi, A Lpl.

France (Des Reilly): F MAO-For, A Bur HOLDS, A Spa HOLDS. Builds F Bre, F Mar.

Germany (Derek Jackson): F Den-Swe (FAILS), A Kie-Hol, A Ruh-Bel. Builds F Kie,
A Ber, A Mun.

Italy (anarchy): Dave Philips NMRed, leaving A Ven, A Rom, F Nap.

Russia (Bob Champion): F Sev s A Ukr-Rum, A Ukr-Rum (FAILS), F GOB-Swe (FAILS),
A War-Ukr (FAILS).

Turkey (Gordon Prest): F Ank-BLA, A Bul s AUSTRIAN A Ser-Rum, A Arm unordered.
Builds F Con.

Press:

Austrian army likes spaghetti!

Austria-Russia: Watch out for Icelanders!

* Map on Page <>

The state of the game is:

Austria: Vie, Bud, Tri + Ser	+1	4
England: Lon, Lpl, Edi	0	3
France: Far, Mar, Bre + Spa, For	+2	5
Germany: Kie, Ber, Mun + Den, Hol, Bel	+3	6
Italy: Rom, Ven, Nap	0	3
Russia: StP, Mos, War, Sev	0	4
Turkey: Ank, Smy, Con + Bul	+1	4

GYL/9

I have received a request to delay this game for a month. Please note the following address changes:

Sabine WeiBinghaus is at Rue de Bellay, not Rue de Beffay.

Jean-Luc Hilfen has moved to 16 rue Massnel, 67000 STRASBOURG, FRANCE.

I have received two requests for delay in adjudicating this game. If anyone has any problems in understanding the rules and mechanics of the game, please do not hesitate to contact me. My home phone number is 01-305-0604.

GYL/11

GAMESTART

Will all players submit a set of provisional Autumn 1901 orders with their Spring 1901 orders. Don't forget that you build in Autumn.

Austria: R.J. Reeves, 2 Harptree Close, Nailsea, Bristol BS19 2YT.

England: Kevin Elliot, 19 Edward Road, Clevedon, Avon.

France: Mark Jordan, 7 Cheltenham Road, Orpington, Kent BR6 9HL.

Germany: Jean-Claude Graux, Résidence des Ombrages, App^t 104 Avenue des Bois, 95220 HERBLAY, FRANCE.

Italy: Ian Musgrove, 40 Mauritius Road, Greenwich, London SE10 0EQ.

Russia: Brien Millington, 68 Malpas Road, London SE4.

Turkey: Mike Edgar, 18 Lime Road, Erith, Kent.

GM: Tony Ross, 110 Leamington Road, Coventry, CV3 6JY.

WAITING LISTS

Diplomacy: Teresa Christie, Paul Tyler. Five wanted.

Clire-o (GM: Pete Mason): RJ Reeves, Geoff Kemp, Dylan Harris. Six wanted.

Civilization: Martin Fowell, Clive Buckman, Bob Champion, David Hewitt. I had

hoped to get a gamestart, but one player dropped out. One to three wanted.

Definitive Mercator: Kevin Elliot, Tony Ross, Clive Buckman, RJ Reeves. 9 wanted.

The Maya: None yet. Eight wanted.

Ultra-Steh: Mark Holiday, Howard Cohen, Tony Ross, Phil Challis. Three wanted.

Machiavelli: Mark Holiday, Phil Challis. Six wanted.

Railway Rivals: Peter Ladanyi. Four wanted.

Executive: Clive Buckman, Mark Holiday. Six wanted.

Mornington Crescent: None (but two gamestarts!): Six or seven wanted.

Bourse

In issue four (I think), I told you the rules of Bourse. Well, I'm going to get a game going. It'll be based on the Diplomacy game started above (GYL/11).

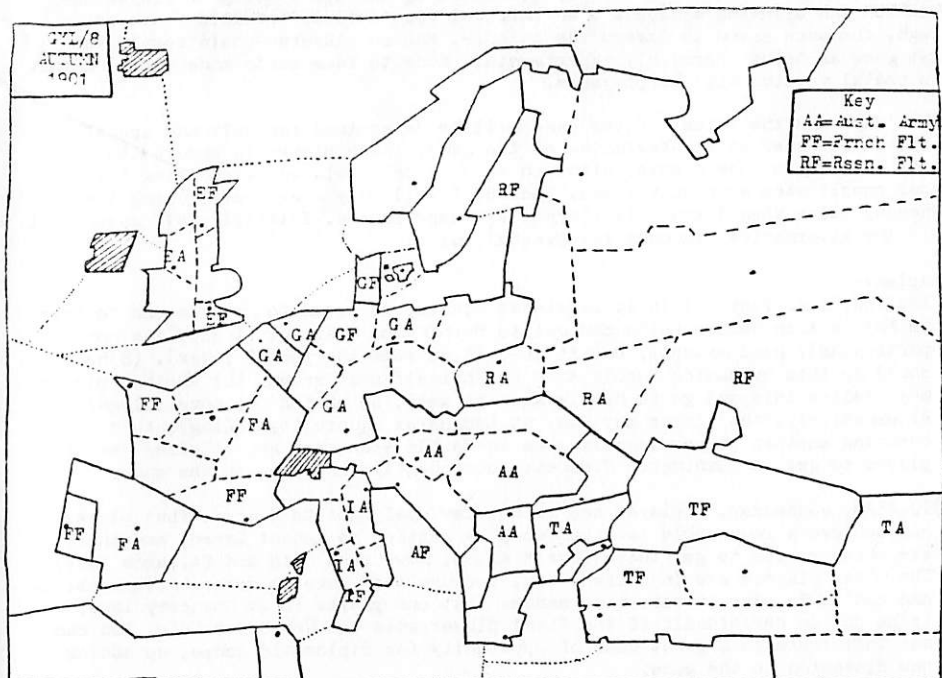
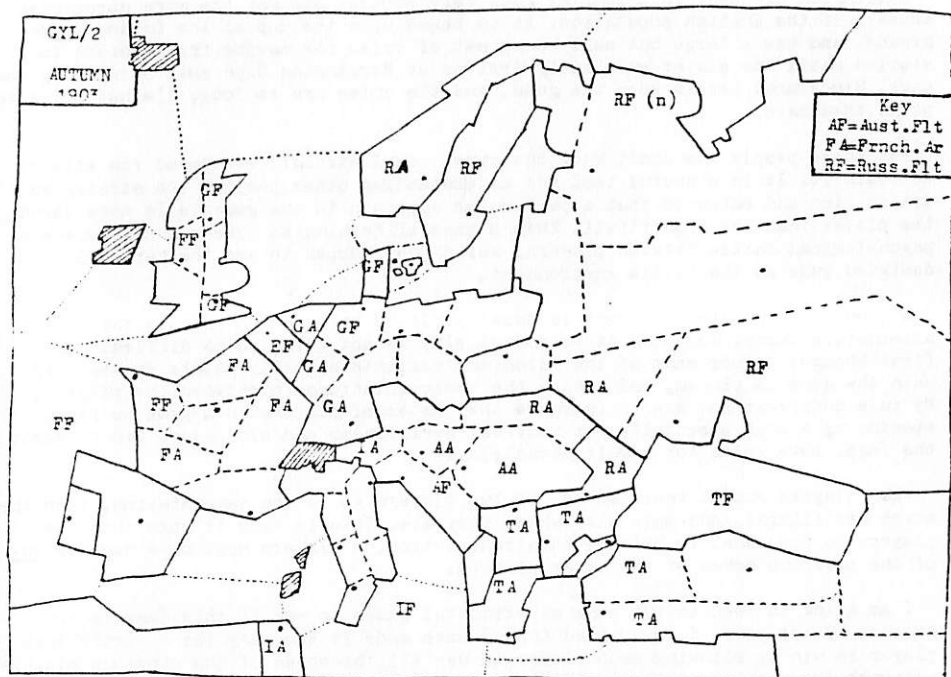
Remember, you start off with 1000 units of the various countries' currencies. You should use a pseudonym, which you need to give me with your first set of orders. Anyone may play, not just people in the game. Please also enclose £2.00; of which £1.00 goes in the pot for whoever wins the game, £0.50 to whoever comes second, and £0.50 to HT for putting up with such mecenary instincts.

Deadline

Just in case you haven't found the relevant bit on the back page, the deadline for all games is:

WEDNESDAY. 20TH MARCH 1985
27

SUPPORT HT! PUT YOUR NAME DOWN FOR ANOTHER GAME!
NO EXTRA CHARGE, JUST PAY YOUR DEPOSIT!!!



Mornington Crescent

Mornington Crescent is a complex game very popular amongst the more streetwise members of the English population. It is based upon the map of the London Underground, and has a large but well known set of rules for moving from station to station until one player eventually arrives at Mornington Crescent, so winning the game. Since most people know the game, and the rules are so long, I'm not going to print them here.

For these people who don't know the game, can I strongly recommend you attempt to learn it. It is a useful tool for understanding other people; its strategies are so rich and balanced that a particular approach to the game tells more about the player than the game itself. Thus a game of Mornington Crescent can become a psychological battle between players, which just happen to use the very well designed game as the battle environment.

A game of Mornington Crescent is usually played between two players taking alternative turns. Adapting it to postal play is not going to be difficult as I first thought, since many of the rules and variants actually relate to where and when the game is played, and not to the basic relationship between the players. My rule modifications are to increase the number of players in a game to five, opening up a rich opportunity for tactical deviousness and diplomacy, and to adapt the legal move rules for simultaneous play.

When players submit their moves, if two players go to the same station, then the moves are illegal, and both stay where they are. This is true if more than two players do the same. To balance this restriction, a players next move may use any of the previous moves of the other players.

I am going to need to run some experimental games to see if this damages the balance of the game. I am worried that I have made it too easy for a particular player to win by allowing each player to use all the moves of the previous players although I suspect that this will be countered by the opportunity of player co-operation and allowing a decent time interval for tactical thought. There is, though, too much scope to damage the balance, and so players should regard the first game as being thoroughly experimental. Face to face tests made me think that this postal version will be playable.

The 'day' and the 'time' of the game will be determined randomly and specified by the gamesmaster at the beginning of the game. Each player is assumed to take thirty seconds to make a move, although this is only relevant when using the rather complicated Wednesday rules. Indeed, I will only start games using the Wednesday rules when I know all players are experienced. Initially, all games will use the alternative diagonal transversal rules.

Examples:-

- i) PM, Thursday: Player I is at Leicester Square, so needs to get someone to move to Marble Arch before (s)he can get to Mornington Crescent (I know its not a particularly good example, but it does illustrate the postal rules). (S)he could do this by naming Marble Arch her/himself next round, but another player may realise this and go to Marble Arch as well, so making the move illegal. Alternatively, the player may stay at Leicester Square (by NMRing), thus ensuring another player legally goes to Marble Arch next go, allowing the first player to get to Mornington Crescent subsequently, and so win the game.
- ii) 10.15AM, Wednesday. A player has rather deviously got to Hendon. That player can achieve a remarkable tactical coup by getting to Kensal Green, and there are three routes to get there (North Acton, New Cross Gate and St.James Park). The other players are in a right fix, because they have to cover three stations and can't. To make it more fun, assume that one player is at Chancery Lane, so (s)he can do her/himself if the first player goes via New Cross Gate. You can see that there is a great deal of opportunity for diplomatic coups, so adding a new dimension to the game.

Railway Rivals

Railway Rivals is a game designed many years ago by David Watts, and produced by his own company, Rostherne Games. Its story is a condemnation of modern British capitalism, with the game being rejected by all the major games companies without even being looked at, seemingly because it was new (the general view of such companies as Waddingtons etc. seems to be that 'games are for children, you know, adults don't play them'). However, this situation has now being changed by Games Workshop, a newer company mentioned before in HT, who are publishing it later on this year.

RR is a simple game played on a board representing the country. Each hex is open, a hill or a town, and there may be rivers between hexes. The game is divided into two stages, first, the network building stage in which players attempt to build up the best railway network, and second, once most if not all towns have been connected by railways, a series of races between towns in which players may or not take part.

When building their network, players take turns to throw a dice, and adds railways accordingly. Different countryside uses differing amount of such resources to construct the railway --- its more difficult to build across hills and rivers than to build on plain old countryside. Special rules also exist for joining your network to that of another player, and building your line in the same hex as another player's line.

Having built your network, you now compete with other players for carrying traffic. Each race occurs between two towns on the board. At least part of the players route must be along part of their own network. Players can use other players networks (this can't be refused), but have to pay to do so. The winner is the player who offers the most effective routes between towns from all those raced --- the one who payed least and got payed most, overall.

Rostherne Games offer many maps on which to play the game. These are: A. S. Wales Coalfield (east), B. London and Liverpool, C. Western USA, D. New York and Chicago, F. Southern Scotland, G. Central Scotland, J. Mersey and Humber, K. London and South Eastern, N. New England, O. S. Wales Coalfield (west), R. Rumania. Out of print are I. Ireland and L. France. Just produced is M. London and Midlands, and coming at some stage are E. Atlantic and L. Erie, F. Alpine Passes, S. Spain, and H. Western Canada. Since RR has won a major prize in Germany, and is mass produced over there, I suspect there are some German maps I don't know about. When the GW edition is produced, it will come with maps B & C.

The game is popular in postal play, second only to Diplomacy in number of postal games played in British gamezines. This no doubt explains why it did so well in the HT games election. Players who want to join in a game should let me know if they already own the game, and if they do not, they will be charged £1.00 gamefee, to cover purchase of suitable quantities of ordinary rules and postal maps from Rostherne Games. I want to run the first game on map M, since it is the newest produced and I already have a copy of it.

If you want to buy maps, RR rules, RR Sets or anything else from Rostherne Games (they do a good line in Games Books), then contact them at "Rostherne", 102 Friary Road, Milford Haven, Dyfed, SA73 2ED. Complete game sets cost £4.50, spare game maps cost £1.60 (printed on heavy paper and laminated with vinyl) and postal maps cost 52p (on cheap paper and not laminated at all). The rules cost 25p. There is a standard postal charge of 30p.

Railway Rivals postal Rules
(from Rostherne Games Review 64, by D. Watts).

General

- X1. Except where stated, these are based on "Tournament Rules" C2, RR rules 4th edition published 1983.
- X2. The GamesMaster (GM) decides all disputed points. Rules may be modified but major changes depend upon players votes. The GM may, in exceptional circumstances, make changes on appeal.
- X3. Players may correspond, make & break agreements, as in "Diplomacy".
- X4. If players agree and promise to buy the GM a pint, the GM might accept her/his orders for up to 24 hours after the printed deadline. Late moves are fined points and hexes, and always run the risk of being ignored (especially if the GM is in a bad mood). Erroneous or misleading moves may be accepted if the GM can understand what was intended, but will usually be fined.
- X5. A player missing 2 successive rounds, without good reason, is removed from the game. Players who are forced to miss a move by circumstances out of their control may request a double deadline, provided they tell the GM of their request before the deadline to be ignored. Track built by players who subsequently drop out may be sold off, in sections to the highest bidder before the next round. The GM may invite players to vote on alternatives (eg 'to wipe out track' in rounds 1 & 2, or 'to allow players to use track at half cost' in rounds 11 & 12), but these alternative should not be imposed without player agreement.
- X6. There are normally 12 twelve playing rounds, plus a preliminary round in which players give a preference list for start town and colours.
- X7. Players may go into debt at any time. Interest is 20% per round.
- X8. Players orders to the GM must include game number, round, name (or initial) of company, colour, player's name, and date. Moves must be clearly set out and helpful to the GM (eg including details of payments to other players in runs).
- X9. Orders for different games should be on different sheets, or distinctly spaced on a large sheet of paper so the GM can separate them. Don't write on the back. The GM may fine awkward players.
- X10. If a players builds mean paying over 15 points to another player in one round, (s)he pays in full, but the other player receives only 15.
- X11. Where both sets of tracks are built in the same round, parallel tracks cost 1 per half-hex, The 1 for junctions in every hex is unchanged.

Building stage

- Y1. There are normally six building rounds. The GM sets three die roles for each (eg 3,6,4) so all players have the same building allowance (there will be no ones and not many twos). Moves by all players are simultaneous so that the first hexes are built and the same time, then then the second hexes are built at the same time, and so on. This means even if you are one hex behind a rival and building parallel, you must pay her/his.
- Y2. Builds should be written by the players by separating each build with commas, enclosing the start location in brackets and naming the end location. Use town names wherever possible. No conditional moves are allowed.

Operating Stage

- Z1. Each key number normally comes one in rounds 7 to 9, and once in rounds 10 to 12. Normally, there are six operating rounds, each with six races and players may enter in up to four of the six. Some boards have seven or eight races; players may still only enter in a maximum of four. I desired by the players, GMs may speed up a game by running 9 races, in which players may enter six.

Railway Rivals postal rules (continued).

22. Each sector (defined by the first digit of a key number) occurs twice in each round, and there should be two runs between each sector in the game. On some boards, runs between towns in the same sector are impossible since a minimum run is six hexes by the shortest available route, meaning that in some cases there will have to be three runs between sector pairs. GMs must keep a fair balance of runs.
23. If a run is not entered, it is offered next time as an extra. If two runs become extras, players may enter five runs instead of four, etc..
24. Routes to be followed in races must be clearly indicated to the GM, by listing some towns and hex number passed through. Do not list every hex simply those needed to show the route unambiguously. All payments to other players should be given with your instructions. For example:
run 13 Philadelphia-Charleston: (Phil) Washington G38 on own track, pay CVR (blue) 4 for G38-F35, and NBG 5 for F35-E31, own track E31-Charlston.
25. There are four types of runs: a) solo on own tracks, b) solo, partly on other players tracks, c) joint, with one other player, and d) exchange of running powers. For joint runs, either both players must submit identical orders for that run, or one may specify "as ordered by the other", or else the run does not take place. Exchange of running powers will normally be for the same race, but may also be for another race in the same round. The players need not follow the same route. Both must give the conditions for the exchange to occur; if the conditions set by one player is not agreed by the other, the exchange does not take place. In the case of joint runs and exchange of running powers only, players may give alternatives in case the other player does not agree. In no other situations are conditional orders accepted.
26. Players may submit orders for track to be built at the end of the round, up to the limits set by the GM. The limits are usually up to a set number of points, which will include payments for junctions and parallel lines building to rivals where the rival track was built in the previous round. Typical limits will be 14pts for round 7, decreasing by 2 each round, but the GM may adjust this according to the number of players, how much empty space remains, how much the players built last round, etc.. Alternatively, GMs may limit the number of hexes built on, eg 12 hexes decreased by one each round. GMs may curtail excessive builds, particularly when an ill-judged build gives a large advantage to one other player.
27. Actual racing is done by the GM, using an "average" die (in effect, 1 counts as 3, and 6 counts as 4).
28. Changes may be made from time to time, but all players will be notified of such changes by the normal means. Remember, the game is for fun!

Toys and Hobbies

I managed to get a ticket for the trade only Toys and Hobbies Exhibition in Earls Court last week, and I had a couple of pleasant surprises. Sopwith players will hopefully be delighted to know that the game is finally being re-released, around March/April time. If your local shop doesn't stock it, get them to contact Quantum Games, who are distributing it, and who seem to want to avoid contact with the public.

I also had a chat with Jack Jaffe, designer of the new game receiving lots of publicity, Save the President. The game is about an attempt to assassinate the US president, with players secretly playing KGB or CIA agents. It seems jingoistic, but this was rapidly dispelled in my mind when I discovered Jack seemed to have some sympathy with the KGB agents task. I didn't play the game, so I can't review it, but it looks like it has a lot of potential for fun. Certainly I'm going to consider buying it (read that in a Russian accent).

Stab

At the time of typing, I haven't counted the result of the HT variant election, but I have reason to suspect that Stab, in one of its incantations, might be elected (I peeked at the ballot papers). These rules were supplied to me by Andrew Poole, who ran the UK variant bank, which contains details of many Diplomacy and other variants. It has recently been taken over by Geoff Kemp, of 23 Raygill, Wilnecote, Tamworth, Staffs.

(1) Universal Stab (designed by Steve Agar) Version IIbe.

1. All orders are adjudged as in the regular game, however only moves contested by foreign powers (not units of the same country) will be reported. If two units stand each other off, both moves will be reported as having failed. If a unit attempts to move, unsupported, to a province occupied by a foreign unit, then that move will be reported as having failed and the presence of the foreign unit will be revealed, although any support being given to the foreign unit will not be revealed.
2. Support moves will only be revealed as a consequence of the unit receiving the report being attacked, and even then only if it is necessary in order to explain to the attacking player why the attack failed. For example, if a unit with one support attacks a unit standing with two supports, then only one of the defending supports need be revealed. If the defending player does not state in which order he would like defensive supports revealed, then the GM will do this on an alphabetical basis (eg Albania before Budapest). If an attack succeeds, then obviously all defending supports must be revealed. Whatever the circumstances all supports for one unit attacking another unit must be revealed, even if all supports were not necessary for the attack to succeed.
3. All initial placements are as in regular Diplomacy.
4. Builds and retreats are moved over to the following seasons orders. In the case of retreats, the GM publishes which units must retreat. Their owners, and the player causing the retreat are invited to send in coded retreat lists, so the GM can publish the code to say what the retreat was to those players. Their moves may be made conditional on the retreat. The GM informs the players how many units are to be built with the autumn adjudication, and the players include builds with the following spring moves.
5. The GM provides players with a full list of all the s.c.'s they control privately each autumn. Players are informed immediately if they lose a home supply centre. From Spring 1903 onwards, the GM will publish the seven supply centre totals of the seven countries of the seven countries without indicating which total is for which country.
6. NMR's are published. Orders for non-existent units are published, and labelled as such. If a country is in anarchy, all 'retreats' equal disbandments and are published.
7. Examples:

Orders: England: F(ENG) s F(IRI), F(NTH) c A(Lon)-Bel, F(Pic) s A(Lon)-Bel, A(Yor)-Lon.
France: F(MAO) s F(Bre)-ENG, F(Bre)-ENC.
Germany: A(Hol) s A(Bel).

The GM will publish:

England: F(ENG) retreats, F(NTH) c A(Lon)-Bel, A(Lon)-Bel (FAILS), F(Pic) s A(Lon)-Bel;
France: F(MAO) s F(Bre)-ENC, F(Bre)-ENC.
Germany: A(Hol) s A(Bel).



(ii) Ultra-Stab (by Malcolm Brown and Paul Prebble)

1. All the rules of universal stab apply, except where they contradict the below.
2. The GM will not publish any adjudications at all, instead (s)he will adjudicate the game as for Universal Stab and send the results of each players moves to that player only. Each autumn, the GM will publish a list of the supply centre totals of each of the seven countries, without showing which supply centre belongs to which country.
3. Each player starts the game with three spies which may start the game in any of the named provinces on the board. Spies can move over land or sea, unhindered by usual units or other spies. Every season, they will report to the player who controls them what sort of unit (if any) of which nationally is occupying the province they are moving into. Once eliminated, spies are not rebuilt.
4. At the beginning of the game, each player is given one assassin which starts the game in any named province. Assassins move like spies, but if an assassin ever shares the province with one or more spies, all the spies thus met are eliminated. If two assassins end up in the same province, they eliminate each other. Once an assassin is lost, it is not replaced. If an assassin is built in 1900 in the same province as a spy, the spy survives. Indeed, no assassinations are possible until after the Spring 1901 moves.
5. If a player forgets to build assassins and/or spies at the start of the game, they can never be built.

Playing stab and stabbing players

In case you haven't noticed, stab is all about attacking other players without them knowing about it. Moves are not announced. Your opponent does not know when you stab her/him; you can go for her/his jugular without her/him even being aware of the fact. If you thought Diplomacy gave too many opportunities for not quite telling the entire truth

Universal stab is easier on the GM ((s)he doesn't have to write out seven sets of moves individually), but I suspect Ultra-Stab is going to appeal to the machiavellian streaks in all of you. As I announced in the last issue, waiting lists are now open for Ultra-Stab (I'm a masochist).

Machiavelli

Machiavelli came third in the variants poll, and I promised in the last issue that I would print the postal rules this time round. Close examination of those same rules showed beyond all doubt that I would need a copy of the commercial product to run a game. This I haven't got, and I can't afford at the moment. I will print the rules when I've got the game, which probably means waiting a few months. Apologies to those who wanted to play. On the other hand, if one of those who voted for the game wants to GM it, I'd be more than grateful. I assume, of course, that one of the fans of the game who voted for it actually owns the thing (or even thing). What??? Oh well....

Anyway, it looks a quite fun variant (ok, so I'm space filling). Its got lots of pieces and things, and this nice pretty map with provinces in, and even some rules. The game is named after this Italian biscuit manufacturer, see, who invented a time machine and returned to the 14th century, and is all about the fun he had selling modern biscuits he made to the locals.

The Maya

Fete Doubleday, producer of The Thing on the Mat, asked me to put this variant in, and try and run a game of it. Well, here you are.

0. The rules are as standard Diplomacy rules, except as modified below.
1. The Maya is played on a map which portrays that portion of central America ruled by the Maya; land provinces on the regular map are with cities linked by trails.
2. The game is played by eight players, each of whom own one of the home cities marked on the map with a double circle. Players start the game with a single unit in their home city.
3. There are no armies and fleets; rather, each players units may move on both land and sea.
4. Temples remain stationary on the city in which they are built. They may not participate in combat, except insofar as they add an automatic garrison strength to any unit(s) standing in their city. One to five temples provide a garrison strength of one, six to ten provide two, and eleven to fifteen, three. Temples are considered to be owned by the player who owns the city in which they stand.
5. Any number of temples may stand in a given city, although only one unit may be in a city, with or without temples. However, there is no restriction on the number of units which may exist in the player's own home city.
6. All units may act as fleets by moving from a coastal city to a sea province, or vice-versa. Any number of units, of any nationality, may occupy the same sea province. No units may be dislodged from a sea province. Units may give support from a sea province to a coastal city, each unit of support may be cut by another player ordering one of her/his units to attack an opponents seaborne units, specifying both the nationality and the city being supported. This may be done from the sea province or from an adjacent province (sea or city), in all cases the cutting unit moves into the sea province, if it is not already there.
7. The game is divided into Spring and Summer seasons. During summer builds players may construct either units, which must be built in their home city, or temples, which may be built in any city, or some combination of both. Temples are not counted for any future totalling of units for the purpose of the Summer adjustments, since they do not automatically belong to the player who built them. Thus, in one year a player may be entitled to two builds; if that player builds two temples, and does not gain any new cities in the next year, (s)he will still be entitled to two builds for that years summer adjustments.
8. The game starts in Spring 601. The game ends as soon as one player gains control of 15 or more temples; placement order is determined by the number of temples owned, not by the number of units. In the case of a tie, then the winner shall be the one of the tying players who had the most temples in the previous season (and so on).

Comments: I think tactically, this game looks quite interesting (otherwise I wouldn't have printed it). Lets look at opening moves. Consider Yachaguila and Mixco Viejo (Miv): if one player goes to Lacantun and the other to Goban in Spring. Does a player retreat to cover her/his back in autumn and so make no builds, or fail to do so and discover her/his enemy taking the city in Summer, or does (s)he go for the opponents home city instead?



Gulf of Mexico

Yucatan Bay

Caribbean Sea

THE MAYA

John Boyer & Pete Doubleday

John Boyer &
Pete Doubleday

Odd Sods

Heyyyyy, I've got a job. This means I'm going to move sometime, though not before the next deadline. I'll also have less time to work on HT, which means that this is your big opportunity for fame and fortune. Does anybody want to run a subzine? HT already has one, although I've forgotten its name; something to do with members of the SDP? You'll need to produce a set number of sides of A4 each month, which I'll fit into HT. The vital thing, however, is that you get your completed artwork to me before HT is printed, each month and every month. If you're interested, contact me. Incidentally, thanks to Kevin Elliot, Tony Ross and others who volunteered to GM some games. I'll certainly be taking you up on this.

HT 4 was not easy to read. HT 5 was illegible. I'm going to change printers and printing techniques, but I need to investigate things first. One possibility is to use Emjay, who specialise in postal games rags, but who have a turnaround period of two weeks. This would mean six weeks between issues. Anyone got any comments?

If you look inside, you'll see that HT has got waiting lists for lots of games. Please consider playing, especially if you voted for any of the games which are running. A game will only cost you the £1.50 deposit, if you already subscribe to HT. Get some of your friends and associates to play, after all, you'll be credited with two free issues of HT for each extra person you get to subscribe.

I've put two extra games in this edition which weren't in the election. The Maya is included at the request of its codesigner, Pete Doubleday. I've also included my version of some postal rules to Mornington Crescent, since its a game I like playing.

Steve Doubleday, editor of Gaullimaufry, is attempting to produce a postal Gameplayers yearbook. The idea is to list as many players as possible, to make it easy for anyone who feels like it to arrange a seven player game of Diplomacy, or anything else; names of players will simply be a fingertip away. Its in your interest to register. His address is with that of of Gallimaufry, in the zine reviews section.

I don't really want to tell you whats in this edition of HT, but I suppose I'd better:

1 Annual Report	9 SF Books	20 Games 5 & 6	24 Mornington Crescent
2 Editrant	10-13 Setting	21 Games 7 - 9	25-27 Railway Rivals
3 Croydon YLs	14 Hypereconomic	22 Games 10,11	28,29 Stab, Machiavelli
4,5 G. Bennet.	15-17 Cline ?	+ waiting lists	30,31 The Maya
6,7 More zines	18 Games 1 & 2	& Bourse.	32 Odd sods.
8 Why write?	19 Games 3 & 4	23 Game maps	

The deadline for the next moves is:

WEDNESDAY 27TH MARCH

HT 7 will be available at YL Conference. I've allowed two weeks for production to give time for experimental printing. YLs going to conference will get HT 7 there.

HT6, produced by Dylan Harris, 76 Haddo House, Greenwich, London SE10.

If there is something nasty looking in the box below, then you run a risk of never getting HT again.