



THE ARMISTICE DAY NEWSLETTER No.7

ARMISTICE DAY

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Subscriptions

80p per issue (UK), £1.50 per issue overseas. Alternatively register for free with the *Armistice Day* webpage (<http://www.armisticeday.com>) and you will be sent a notification telling you when a new issue is available to download from the web.

Waiting Lists

Diplomacy: Peter Berlin, Jimmy Cowie

Five Italies: 3 more needed. Rules in issue 5. Toby Harris, Jim Burgess. Does no one else fancy taking Toby on?

Editorial

Another issue, another format. If I have to print every issue out at home in future, I need to experiment to find the format which gets the most zine into the least number of pages. I have never tried printing booklets straight from my printer, so it will be interesting to see if this is a viable option. Of course, it makes stapling a bit of a bugger, but sometimes one has to suffer for one's art.

John Wilman has announced that *The White Cat* is to fold by the end of the year and it also looks like *BUM* may also be about to go to that Great Zine Archive in the sky. There really isn't many of us left now, which is why I am 100% certain that the transition to an electronic medium is the only way forward. As a game, Diplomacy is thriving now more than it has ever done before. The Internet has introduced a large number of people to the game, with more gamestarts than ever before. New variants are also being created and played more than at any time since the game was invented. It is a shame then that we still haven't managed to find a workable way of transposing the zine concept on to the Internet. Downloading PDF files just doesn't do it for me (though it does mean that

people see the zine as a whole, rather than as disconnected web pages). Any suggestions would be welcome.

The next few paragraphs were written a couple of weeks ago as an editorial to this issue – but I ended up putting them in the current issue of *Diplomacy World* as well (<http://www.diplomacyworld.org>) (Jim and I were in urgent need of an editorial!). So apologies if you've seen them before. While I'm at it – issue 87 of *Diplomacy World* is now out and can be read as a web zine or downloaded as a PDF file.

I have been playing Diplomacy on or off for 25 years, that's even longer than I have been having sex. While I would not say that Diplomacy has been as big an influence on my life as girls (and indeed there have been times when my Diplomacy has suffered unduly because of the distractions posed by the opposite sex), it has without doubt been a big part of my life. I was wondering what it was about this game which has kept my attention all these years, while games such as Monopoly, L'Attaque and even Ker-Plunk have long since ceased to hold any fascination for me.

The biggest attraction the game has for me is that it legitimises lying. If I am honest, I am by nature a deceitful person who does get a slight buzz by not telling the truth, and to find a game where this is a necessary skill is very attractive indeed. On top of this there is the added *frisson* of knowing that the person you are lying to will have the lie revealed to them very shortly. This is the sort of excitement normally denied you in real life: if you regularly tell lies and are immediately found out, then your credibility may well suffer (which in turn denies you the pleasure of deceiving others).

Another attraction is the underlying logic of the game mechanism - it is something which appeals to those who are well-suited to deductive thought: if A then B then C, but if D then E etc. I suspect it is my fondness for deductive reasoning, plus my general inclination to bend the truth which, one way or another, led to my career decision to be a commercial lawyer.

However, if it was just a game, it still wouldn't have taken such a big chunk of my life. What has monopolised my time is producing zines - a labour of love indeed. For me, zine production isn't really about Diplomacy itself, it is about the creative process. Whereas some people have produced zines (or GM'd games on the Internet) which consisted of nothing but game reports, zines for me were a way to write for a captive audience - a peculiar form of vanity publishing. Another outlet for creative play was designing variants, particularly historical variants - combing my love of history and fascination with maps. And there is also the feeling of control - if you GM a game you are important, others are depending on you and your decision is what counts. It is a position of responsibility. When you combine all these aspects with the healthy (or sometimes unhealthy) competition which used to exist between zines (especially in terms of winning the Zine Poll or some such) then you had a recipe for a very lively hobby scene indeed - a bunch of deceitful, logical, creative, egotists (or maybe that was just me?).

And to cap it all there was the technological aspects of producing a zine. Although, when I started publishing it was all stencils and mimeo correction fluid rather than DTP and laser printers, it was still a test of practical competence to actually get something put together which would eventually be put in an envelope. Today I might worry about the gaps between the columns, or the typeface (rather than worries about whether or not I had typed too far down the stencil) but the sort of satisfaction that I would imagine a craftsman feels when they finish making something, is still very real. The ease with which I have adapted to using a computer in my career comes from learning to type in order to produce a zine. So the trade I learned using my father's battered old portable Olivetti typewriter has stood me in good stead.

But I have to confess the buzz is not what it was. Lying by email is not as much fun as face to face, but with a young family the opportunity to attend cons is limited. I still like the logical deduction involved in planning strategies, but I think I am all dried-

up as far as writing strategy articles is concerned - I can't think of anything new to say. Producing a PDF file is not quite as much of a thrill as producing a real zine, while competition between zines has disappeared as quickly as the zines themselves have (there is no compensating competition between web sites as such - though I wish there was as I believe that competition tends to improve standards). I daresay Diplomacy will continue to have a hold on me for some time to come, but it is a waning passion.

Or maybe I'm just getting old.



It is rare to see a new zine, so that is all the more reason to plug *Infinite Threads* from Shaun Walker and Colin Forbes, issue 4 of which I have before me. A5 booklet, available as a traditional zine or as a download from <http://www.infinite-threads.co.uk> (much like *Armistice Day*). I see that they have much the same problem as me - plenty of readers download the zine - but there are very few willing to play. Issue 4 claims to be an En Garde! Special, with articles on aspects of En Garde! and professional PBM. This has the makings of a very good traditional zine - current games range from RPG to financial, to Downfall, with openings for Great White Hunter, Soapbox, Stockbroker, Diplomacy and Downfall. I notice that they haven't managed to secure many trades yet, so if anyone out there wants to trade, drop them a line. The postal address to write to for a sample is Infinite Threads, 9 South View Terrace, Exeter, Devon, EX4 6JF.

Neil Duncan is gradually inching towards the big 100 issues - still a landmark, despite the fact that over the years several zines have made it. At the risk of repeating myself, *TCP* is still not quite the zine it once was, though mainly thanks to Alan Frost *TCP* still manages to have a lively lettercol. If Neil could find a way to reinvent *TCP* it might

provide the much needed kick-in-the-pants that the hobby needs: but I am not optimistic at the moment. Still, good that one of the hobby's truly nice guys is still around. Neil Duncan, 25 Sarum Hill, Basingstoke, Hants, RG21 8SS.

Reading the music quiz in *The Tangerine Terror*, inspired me to dig out my CD of *The Rutles* and give it a spin. A classic TV send-up of *The Beatles* (though the originals were in a sketch for *Rutland Weekend Television* – anyone remember that?). The vinyl version of the original *Rutles* album featured lavishly reconstructed spoof *Beatles* art work, which were worth the price of the album in themselves. At the height of *The Beatles Anthology* releases (three double CDs of outtakes), *The Rutles* put out another parody CD called *Archaeology*, which is more of the same and very funny. Anyway – I did toy with the idea of trying to answer Howard's quiz with the help of some Internet research – but he has fiendishly put some questions in such a way that if you don't know the answer it is practically impossible to look it up (e.g. "Who's Best Of album was named after a Scottish town?"). *TTT* is only a small zine, printed on bright tangerine paper – but it features some weird and wacky games (anyone for postal tennis?) and could do with some more readers. Howard Bishop, 43 Guinions Road, High Wycombe, HP13 7NT. Oh, and the answer to the *Rutles* question is Dirk McQuickly. Obviously.

One zine which I don't seem to have plugged for a while is Richard Smith's *SMEG (Smiffy's marvellous Electronic Gamezine)*. This is one of my favourite UK zines, because Richard is prepared to go to depths that others would only dream about. For example the latest issue features half a page on explosive diarrhoea as a result of consuming Sharwood's Vindaloo sauce. However, as Richard managed to reach the loo in time, this was scarcely a drama or a crisis. Consider what happened to me at work some 8 years ago...

It was approaching lunchtime and my stomach had been feeling a bit dodgy all morning. Eventually I decided a quick trip to the loo on the way to buy a sandwich might

be a good idea. No sooner had I stood up behind my desk when an enormous fart let rip (I should add I had my own office so I was inclined not to hold nature back). And then I noticed it wasn't like a normal fart. It felt warm and then cold. It took me a short while to realise that I had managed to unload my bowels into my trousers. Well, I ask you – what would you do? I walked very slowly and stiffly to the loos, disposed of the underpants in a bin, cleaned myself up as best I could, and then went out underpants-less to buy some more. It is amazing that when you are walking around central Croydon wearing a suit, but no underpants, you can't help feeling that you have a tattoo on your forehead saying "I've just shit myself and I'm not wearing pants". Surprisingly, I got away with it, though I did get the suit dry-cleaned PDQ. You know, I'd forgotten all about that – isn't amazing what you can remember when prompted by a postal games zine?

That has to be one of the most embarrassing experiences of my life – though the time my trousers ripped right down the middle at work was fairly embarrassing as well (but that's another story). Anyone else got similar tales of mishap?

Where was I. Oh yes, *SMEG*. A5 booklet, lovingly presented, funny and game openings for odd games I've never heard of. Take a look at *SMEG* on the web at <http://www.fp.sholing.f9.co.uk> or write to Richard Smith at 106 Bracklesham Close, Sholing, Southampton, S)19 8RX.

I promised to plug Mike Dean's new look *Psycho* webpage (<http://www.psychozine.co.uk>). Basically, rather than distribute *Psycho* as a download, it is now a fully-functioning web-based zine. I particularly liked the *FREE PORN* link in his editorial. This site seems to be on a slow server, so you may need a little patience.

LONDON TROPHY 2001

This is a message from Gihan Bandaranaike (Gihan.Bandaranaike@tnsofres.com)

The London Trophy 2001 is planned to be held on Saturday 20th October. There will

also be a "GamesFest" held on Sunday 21st October. Below are the DRAFT details.

COSTS: There is no registration cost for anyone (as per London Trophy 1996 & 1997). Players travelling from abroad are guaranteed FREE accommodation (in single beds) on Friday and Saturday night (this will probably be in a shared room with another foreign player in a very cheap hotel or youth hostel). This offer is limited to the first 10 foreign players who confirm their attendance. Currently, there are five French players who've confirmed their attendance (Yann, Cyrille etc.) and many 'maybes'.

UK players not based in London who want to partipate both days and do not want to travel can try to get accommodation from London friends. Spare beds and couches are very limited. Floor space is not a problem (but is not recommended as it may require hoovering at my place!).

ORGANISERS: Be assured that I will NOT be Tournament Director (enough said). I will play but will be the first to volunteer to not play due to wrong numbers. The Tournament Director has yet to be decided. I was hoping to get someone respectable. Then again, I could always ask Stephen Agar. (**SA:** *Sorry Gihan, I wouldn't touch C-Diplo with the proverbial bargepole*) The joint organisers of this tournament are Vick, Simon, Chetan and myself. This may be news to some of them...

VENUE: London Trophy 2001 will be held in a pub (for a change). It will be a pub with its own upstairs/downstairs area dedicated to us with sufficient room. The actual venue has yet to be confirmed but it will be in Central London and hopefully near to either Waterloo or Euston station.

FORMAT: It is time the London Trophy grew up to 2 rounds. There will be 2 rounds of Diplomacy, both on Saturday, both scored using C-Diplo. Pub opens 11am; round 1 draw deadline 11.15pm; round 1 starts = 11.30am - 3.30pm; round 2 draw deadline 3.45pm; round 2 starts = 4pm - 8pm. You will be advised to eat and drink at the pub whilst diploming. Your tournament score will be 100% of your best score + 50% of your worst score. An outright winner scores

normally for that game end first position (ie. 18 scores 1+18+38 = 57) but he also scores 100% of BOTH games for tournament. Outright losers score 0 - and will be scorningly referred to as "Pascal" or "Christian" for the rest of the day.

DRAWS: Draws for both rounds will be OPENLY drawn from a hat We only anticipate 5 boards so you will have to re-meet players anyway. Everyone who is present at the draw deadline can be in the hat. If number of players is not divisible by 7 at the start of a draw, volunteers will be asked to drop out. If still lacking, random Londoners will be forced to drop out. There will be at least 6 Londoners present as players so, if you're not from London, you are guaranteed 2 quick 'Continental games' of 4 hours each. Those who play only one game will score 20% of their single game as their second game.

LOGISTICS: Hard central deadlines of 17 minutes per season (laptop timer) with "2 minutes to deadline" warning. Penalty for missed deadlines: for each 30 seconds missed, rounded up, 1 unit has no orders. The unit(s) that have no orders will be furthest from home centres, armies before fleets if tied, alphabetical if still tied, do not order. Round 1 scores will not be posted before round 2 (due to there being only a laptop there).

SUNDAY GAMESFEST: For Sunday, I propose a "GamesFest" in the same pub area between 12pm and 6pm. Plenty of short games from Londoners' games library will be brought to the pub. Players are encouraged to bring their own games for the GamesFest. All games played will be scored and placed in a scoring box. Game scoring will be something like.... +n points for each opponent beaten in each scored game; -n points for each opponent who beats you in each scored game; where n = number of complete 15 minute time periods that the game lasted. Socialising bonuses: +1 point for each different player played against in a scored game during the 6 hours +1 point for each different scored game played during the 6 hours. There will be single medium-size trophy for the "First London GamesFest Victor Ludorum".

LETTERS



Well, I can't say that I have received many this issue – which is to be expected as about half of the usual recipients won't have received issue 6 until it turns up with this issue. So what can I find if I have a rummage around? Well, browsing through the last issue of **GH** I noticed that Pete Birks mentioned having a copy of issue 1 of **Pyrhic Victory**, so knowing that Pete was tending to throw away old zines, I sent off an email asking if I could have his copy, as the Zine Archive has everything except issue 1. This was the reply...

Pete Birks

Ahhh, shit. Sorry, but it's been thrown away. If you'd asked me any time in the last decade...

*I think that a few years ago this would have really annoyed me, but my diminished concern for "completism" has left me less worried. Is this a sign of growing up? That I do not have a complete run of *The Simpsons on video* doesn't annoy me as much as it used to (in fact, it doesn't other me at all).*

I think that Cat was one of the women who cured me of this. She just throws stuff away and has hardly any books in her flat, despite reading about 200 a year as part of her work. She doesn't keep videos, doesn't seem to require any physical evidence of her past.

A second factor has been the auctions that I have gone to as house clearances. The entire history of a person gets knocked down for very little and is obviously of little concern to anyone still alive.

I haven't got round to throwing away my books yet, but I can see the point. If I'm unlikely to read them again, what's the point? To prove to other people that I have read them?

Oh well, sorry about that, but, when I think about it, does it really matter? Not really.

Mike Allaway might have a copy, and I'm sure that even if he doesn't, someone else will. Then, when you die, it will all get thrown in the bin anyway.

SA: All very good points. I have struggled to fight my urge to have complete sets of things, but I find it a very difficult impulse to break. Nearly all the people I know who exhibit this type of behaviour are female, so I wonder if it is genetic or some sort of conditioning. Even as a kid it was always the little boys who collected the bubblegum cards, not the girls.

Usually my urge towards completism manifests itself in the need to possess every album by a favourite artist, every single by a select few artists, to have every single issue of a particular magazine or even a copy of every single issue of the game *Diplomacy*. However, I really am trying to learn how to throw things away. Computer magazines are thrown out after a couple of months, packaging for software goes instantly, but household bills etc. tend to hang around way past their sell-by date.

I am unsure whether the Zine Archive is an example of a completist instinct or not – my initial attraction was a desire to find more about the history of this hobby with the side benefit of finding more material for *Spring Offensive*, but the thought of having complete runs of zines is intrinsically satisfying.

On the subject of the Zine Archive, Mark Stretch writes:

Mark Stretch

What is happening with this these days?

I have boxes of old zines in the loft which could do with being moved there.

The dip pouch has details of various FTF tournaments. However it is missing the various old results though I can fill in most of the gaps from the 90s. See the url below for details of what is online. I don't suppose any of you have details (full or partial) of any the results to fill in the gap?

<http://devel.diplom.org/Face/unitedkingdomdip.html>

SA: Well, the honest answer is not a lot has happened to the Zine Archive since I moved to this house three years ago. At the moment all the catalogued zines are in cardboard folders, which are in turn in cardboard storage boxes and on shelves in the cellar. There are approx. 11,000 UK zines catalogued and another 2,000 foreign zines. However, no current zines have been added to the catalogue since 1997, they are all stacked in numerous separate boxes in the cellar (a small selection of which can be seen below) – together with another 12 or so boxes of zines from other sources. That is one reason why I am not sure what I've got, as there must be at least 20 boxes of zines to sort through, catalogue and then merge with the sorted zines. Finding the time to actually do this will be difficult; though I am sure it will happen eventually. Part of my problem is that I need to audit the existing catalogue to make sure everything which is there actually is, before I start throwing away duplicates on the strength of it. So far I've audited about 25% of it. If anyone wants to volunteer to help...



In the meantime I have adopted a policy of taking more or less anything that people want to pass on, so that I don't end up missing out on something I'm after. Of recent zines I should have more or less everything – but there will be gaps (e.g. **Wimm?**) where an editor has refused to trade. So I will try and drop by sometime Mark. As it happens I get to Oxford fairly often, so maybe we could try and co-ordinate something.

Pete raises a good point about what the long term future for all the stuff I have collected really is. I suppose the ideal would be to find somewhere like a University library that actually wanted to keep them. If the British Library is going to ask for copies of **Cut & Thrust**, maybe I should offer them the whole Archive? But not before I write the definitive history of the UK Diplomacy hobby as an utterly pointless retirement activity... No doubt when I ploughed through all the old zines I could find FfF results going back to the first House Con in 1971 (prize for anyone knowing who the host was...)

One person who did find time to write was...

Richard Scholefield

A friend of mine, who was and still is an enthusiastic wargamer went to France and to the WWI trenches. He was the arrogant self opinionated well read person of about 30 circa 1980 when he went. A 6 foot, beer loving, blond architectural technician.

Anyway he told me of his visit to the steel turrets and concrete redoubts. They are all rusty, dank and decaying. He got himself up this ladder to look out at the trenches opposite and on looking out at the top his eyes watered up and a tear run down his cheek. In the quietness of the place he imagined the carnage that had taken place earlier that century.

I visited a similar trench myself and was angry at a friend with me who did not believe the trenches stretched from the English Channel to Switzerland. Similar trenches were on the Russian front. And did you know there is a cemetery in France where, in what ever direction you look in all you can see are grave stones.

The trenches are still there for those who wish to see them. Oh and don't jump when someone shouts at you for walking on the grass where the unexploded shell still lay.

SA: I read quite a lot of books about the First World War – both fiction and non-fiction. I have almost finished **1921** by Adam Thorpe (only available I Hardback at the moment) – which is set in the war's aftermath. A more of a thoughtful novel than, say, Sebastian Faulks' **Birdsong**– though the latter is far more evocative about the horrors of the war (and features a very raunchy sex scene). On the non-fiction side I am currently reading **1918 – The Unexpected Victory** by J.H. Johnson.

I have intended to have a long weekend visit to the trenches for some time – but the only person who has expressed any interest in accompanying me so far is an ex-girlfriend (and Esme may have a thing or two to say about that!).

Nick Parish

I can't agree with your comments about not wanting to live in a multicultural society. Non-PC? It makes you sound NF! There is absolutely no reason why different societies can't co-exist without "rubbing up against each other", as you put it. The alternative to multiculturalism is "persuading" non-whites to give up their own cultures and embrace our white Saxon Christian heritage, as has been tried in Europe over the past centuries in the Spanish Inquisition and many others. Aren't we beyond that? Multiculturalism means fore mostly respecting the cultures of others. That doesn't mean we have to promote it, but that is surely a good thing to increase understanding of other cultures - fear of and violence towards other cultures often stems from ignorance.

SA: In a historical context sometimes different cultures have co-existed fairly well (though not to the degree of tolerance that western liberalism would expect), on the basis that the "majority" culture didn't actually persecute the "minority" culture. But society can be more fragile than you think. I remember at school we were taught to appreciate Sri Lanka as an example of a multicultural ideal – the teachers held it up

as a model to be followed here. And look what happened to Sri Lanka.

I don't mind what consenting adults do in private – but I do think that once the State starts to take a blind approach to differing cultures, treating them all as equally deserving of promotion, then you have a very confused society indeed. How do you then react to a culture which despises the very tolerant western "Christian" ethos which underpins the desire to be tolerant?

I suppose I would like a similar approach to culture as we have adopted towards religion. We have survived OK for most of the 20th century on the basis that the "official" religion is C of E, but that everything else is OK as well.

I'm inclined to agree that increasing state-funded religious schools may not be a good thing, but the situation up till very recently - where the state funded Christian and Jewish schools but no others - was clearly unjustifiable. If you're not to fund Muslim etc schools, then you must also stop funding Christian ones.

SA: Too true. I regard state funded religious schools with a degree of abhorrence. I am disappointed that this Government takes the opposite view .

Your argument that many people didn't vote in the election because the result was a foregone conclusion doesn't hold water, because it was also a foregone conclusion in 1983 and 1987, and the turnout in both those years was far higher than this year. I think it's a combination of the two events: foregone conclusion, BUT no fear of the opposition even if they should get in. That's why the turnout was still high in the 1980s- because people were scared of Labour and a way that the Tories don't inspire fear now, despite their ridiculous policies. Of course, declining turnout is a feature all over the world so it's not just a British phenomenon.

Didn't it serve the anti-globalisation protestor right? Well, no matter what you may think of the protestors, I personally have never been in favour of the death penalty for throwing a fire hydrant at a police van. Call me a pinko if you like...

SA: He was undoubtedly unlucky. But if you go to that sort of event determined to be violent, then you take your life into your own hands. I can only say that if someone was going to throw a fire extinguisher at my head and I had a gun, I would shoot them.

As for Iain Duncan Smith, I do hope he wins! The best description I've heard - William Hague without the wit. There's no danger for Labour if he wins. Actually, I have a feeling he won't - I simply can't see the Tory Party voting for its own annihilation. Mind you, although Ken Clarke is a formidable opponent, I think he would split the Tories in two, so Labour don't have much to gear from him either. I think the only candidate who would really have stood a chance was Portillo

SA: It appears that Ian Duncan Smith is a sure fire thing. I just can't see the Tories coming back from this. At least the Labour Party only had one Michael Foot.

Alan Parr

Sorry to hear of your troubles. I find it intolerable to retype even a single paragraph that gets deleted by mistake. I don't know how I'd be able to face doing a whole issue for a second time. Every sympathy and I hope things pick up for you.

SA: I'm pleased it isn't just me. For a few hours I felt like folding the zine out of pure frustration. I had to really force myself to re-adjudicate the games – and if I hadn't found a hardcopy of the Abstraction adjudication I may have completely flipped. Still, it seems like a long time ago now.

Steve Cox

Commiserations on your recent loss. My whole day goes down the toilet if I lose even half an hour's work in Word or Excel so I can't begin to imagine the annoyance and frustration caused by the disappearance of 700Mb. I don't suppose I'll change my ways though. I don't print my e-mails, or back them up either (I'm not even sure I know how one does it), and my Explorer Favourites folder also has a very precarious existence. At work I only back stuff up because it's just drag-and-drop to the server. When I had to hunt round for a spare floppy

disk and then zip up the new files before they would fit, it rarely got done. Perhaps you should get a second HD for backups, or use the 30Gb one for this when the 60Gb arrives? There must be utilities that will copy all modified files at the click of a button.

SA: I am using the 30Gb drive as my "main" drive, but I am using MS Backup to backup all the data on to the 60 Gb drive every couple of days or so. I also put lots of music files and games on the 60Gb drive as well. I've even taken the precaution of installing Windows 2000 on both drives, so if one fails I can boot from the other.

Anyway, if the PC is out of favour at the moment and you fancy a relaxing evening of German games, my Burgess Hill group is meeting tonight at 8:00pm at Grove Road. We've had a few Saturday sessions recently, which is why I haven't been keeping you up to date (for some reason I've been assuming that Fridays are easier for you than Saturdays), and the current schedule runs out today so I can't advise you of future dates yet. Just tum up if you like, or ring me - assuming I remember to plug the phone back in.

SA: I would really like to come – though oddly Saturdays are probably easier for me than Fridays – I rarely get home from work before 8.30pm these days – and by then I'm knackered anyway.

*You might have been as unsurprised as I was to read that **BUM** might be folding. If it does, would you be interested in fostering the game of Hoplite Wars that I am playing in there? It will inevitably take more time than a regular game but, as I have just been unaccountably stabbed, I could be out soon and I will happily take the GM'ing off your hands if that happens, if only to ensure that my views on sorting out the Multiplicity rules prevail. I will sound out the other players when I write to them this season.*

SA: I did email Malcolm and offer to re-house all the Diplomacy and variants, but I don't think he has made any final decisions yet. I could do with a few more games to give this zine more of a reason to exist. I must try harder to get some more players.

Bruce Edwards

A real blow to hear about your computer crash. I must admit I rarely back up the data on my computer, but I soon did after issue 6 arrived. I suppose it's just laziness really. There are so many other things to do instead, and you've got to dig out the files to back up to, select the file to save etc etc.

SA: It's just like insurance – you never need it until you need to make a claim – until then it is a waste of money. I am now a complete convert to backups!

Actually the chocolate bars are usually King Size. What I'd like to know is... how'd they become king anyway? I didn't vote for them!!

SA: I assume King Size started with cigarettes or condoms?

Paul Reeves

PC warranties. I own an HP PC, which is 2 years old, and which started to warn me that the Smart controller reported imminent failure. I phone HP, who explained that it was out of the 1 year onsite but inside the 3 year parts cover, but they would send me the part free to fix it myself. I duly received a drive, copied the data over and returned the old drive prepaid. I think this is 'warranty worth the paper it is printed on'. NB (I had already opened the case to install DVD drive, CDRW, more RAM.....). NB I didn't even choose to buy HP. I won it in a competition, along with a Samsung Plain paper fax machine (boxed and unused, SF3100, all reasonable offers considered (must put it on ebay sometime.....))

SA: That's good service. Maxtor (the manufacturers of my Hard Disk which failed) have a system whereby if you give them your credit card no., they will send out a replacement disk on trust and provided you return the faulty one within 1 month they don't charge you for it. Seemed to work quite well as it got me a replacement disk ASAP.

Commuting from Brighton. How long does it take door to door? I looked at moving to the South Coast about 4 years ago, with all the thoughts about occasional teleworking, and didn't do it - as you can see I still live in East Croydon. I just get the feel that such a plan

is still a little ahead of it's time. (Or do you have some predicted teleworking and eSubstitution statistics that the rest of us don't?)

SA: Well, Royal Mail does have some detailed work on the effects of e-substitution on mailflows (it is a distinct overlay on our volume project model), but I'm afraid I can't reproduce it here. Door to door the journey is taking about 2 hours, of which approx. 1hr 15mins is on a train – though I choose to take the train to Farringdon and walk. I find the commute in the morning to be fairly relaxing – coffee, croissant, newspaper etc. – but the return journey always seems more crowded (though there is never a problem getting a seat unless the previous train has been cancelled).

The main reason why I commute is standard of living – my five bedroom house in Brighton is probably the cash equivalent of a 2 bedroom flat in London! I suppose the other reason for living out of London is the quality of the schools.

Tony Dickinson

Sorry to hear that you have been having troubles with your PC ... damn things they are. I am thinking of getting a new machine soon myself ... and suggestions re places to buy from? I am thinking of going to some local independent people this time.

SA: The only problem with small independent dealers is that they go bust and then your warranty is not worth anything. I quite like Evesham as they have an on-site warranty as part of their standard price. <http://www.evesham.com>. See Paul Reeves' letter above for the benefit of a decent warranty.

*Actually just thought of something, what ever happened to the Kirsty MacColl B sides thing that you were putting together?! I gather the machine problems put paid to it no? I certainly have not received anything *shrugs* ...*

SA: The CDs are made – but with the HD crash I have lost both the CD covers (which weren't printed out) and (more importantly) the list of who to send them to! CDs will be

on their way to yourself and John Wilman ASAP – who else ordered one?

John Boardman

Thanks for the kind words about Graustark in Armistice Day. I think that the preference of the American armed forces for war by remote control is a reaction to public opinion about the invasion of Vietnam.

Those casualty counts were a major factor in destroying popular support for that war. Actually, the U. S. came very near to sending ground troops into Yugoslavia in 1999. On 28 May 1999 the New York Post, a strongly pro-war newspaper owned by Rupert Murdoch, reported that the Department of Defense had ordered 9,000 Purple Heart medals and ribbons from the Texas firm which manufactures them. These were to be delivered over the period from November 1999 to April 2000. (The Purple Heart goes to every American serviceman who is killed or wounded in action.) It was the first time in 20 years that this firm had received an order for Purple Hearts. The manufacturer, himself a combat veteran, estimated that about 10% of a ground combat force would qualify for the Purple Heart. This agrees with a report at about the same time in the London Times, that the U. S. was going to send in 90,000 troops, along with 75,000 from other NATO nations.

Three days earlier, a conservative editor named William Kristol had claimed that US troops would be in Kosovo by November. About a year later it was revealed that it had been a very near thing indeed. Newsday of 9 June 2000 revealed that, on the night of 2-3 June 1999, National Security Adviser Sandy Berger wrote a memorandum to President Clinton claiming that the bombing campaign had failed and that the only thing left to do was to send in ground troops. But on the next day, President Milosevic capitulated to President Clinton's ultimatum to withdraw Yugoslavian troops from Kosovo. But the real reason for not invading Yugoslavia might have been a series of votes that were taken in the House of Representatives on 28 April 1999. For the first time in American history, a declaration of war was introduced - and defeated, 427 to 2! Then a vote to require the approval of

Congress before sending in ground troops was passed, 249 to 180. Even a resolution of support for the bombing campaign was defeated on a tie vote. And I do not see that it would have helped the peoples of the Balkans to be killed by Americans rather than by one another.

Last year Dr. Condoleeza Rice, who is now National Security Adviser, said that "We are not the world's 911 number." (In British usage this would be a "999 number," I believe.)

SA: Perhaps so – though I am beginning to think that the British are, given the number of peacekeeping or similar operations we have been involved in over the past few years. Personally I am quite pleased by what we managed to achieve in Sierra Leone. I don't think that the US can just shrug its shoulders and ignore the influence it has which could be used for good (e.g. the Middle East).

The World War I "Victory Girls" poster reproduced in Armistice Day #4 reminded me of a quite different meaning which that term had here during World War II. Then, "Victory Girls" were what we would now call "war groupies". They hung around the embarkation ports, giving it away to military men out of sheer patriotic enthusiasm. Some of them were quite young, and many of them became major vectors of venereal disease. There was also brawling between the military men, and the teen-aged civilian boy-friends whom the "Victory Girls" had deserted.

I am currently reading Lindsey Davis's Ode to a Banker, which I will review in one of the next few issues. The hard-cover British edition of the next book in the series, A Body in the Bath House, is showing up in specialized mystery book shops here.

SA: My wife – Esme – has already read it (and all the others). Maybe I should try and persuade her to submit the odd book review.



A Diplomacy Player looks at the Townsend Harris Negotiation with Japan, 1858

By Allan Calhamer

About the year 1600, Japan adopted a policy of isolation from the rest of the world. This policy included executing shipwrecked sailors who were washed up onto the shores of Japan. In 1853 the United States sent a fleet to Edo Bay to induce the Japanese to sign a treaty agreeing to return shipwrecked sailors. The U. S. also gained the right to send a consul to Japan. The man sent was Townsend Harris, New York merchant, Board of education President, founder of the first free college in the U. S. A. (now City University of New York), briefly emissary to Siam.

Harris arrived in Japan in 1856; only got to see the high Japanese council in 1857; and concluded the first trade treaty with Japan in 1858. Harris' mission is portrayed in the movie, "The Barbarian and the Geisha", starring John Wayne. The grand council is portrayed as reversing its 250-year-old policy after a brief speech by Harris; essentially a globalization speech. The diplomacy player might suspect that there was a little more to it. Prof. Reischauer states that Harris used "the threat of British naval power then engaged in war with China to persuade the Shogun's government to comply". So, the balance of power had at least something to do with it. An American alliance might help to forestall the British.

After a meeting with the Grand Councillor Hotta Masayoshi in December, 1858, Harris wrote out his comments at the time. Selections from these are encountered on the Internet. This material appears in eleven

short paragraphs, which I would analyze as follows:

In the first paragraph, "The United States have no possessions in the east and do not desire to have any, as other countries do..." This line serves to undercut all the other Western powers. Also it is much like the situation at the start of the Game when, say, Italy tells France that he has no intention of going west, and if France stays out of the Mediterranean, they can work together over the long term. It is broader than a neutralization agreement and is a unilateral declaration, hence a strong bid for friendship. A difference is that Harris was seeking a trade treaty, which we don't have in the Game; not a security treaty.

The second paragraph is globalization; by telegraph Washington can reply to Edo in an hour; steamboats can go from California to Japan in 18 days. "By means of steam communication all the world will become as one family".

In the third paragraph, "The English Government... is ready to make war with Japan." The British are coming, the British are coming.

In the fourth paragraph, England and France have been fighting China for years; China has become greatly weakened; England will be strengthened by the outcome; China will have to pay all the costs of the war. Sounds like China is losing supply centres. Actually, little territory was lost, but China lost control of its own Customs Service, and was thus opened up to European trade. One might wonder why Britain wanted the trade of Japan so badly, when it already controlled one-quarter of the earth's surface, and was forcibly opening China to trade. Possibly Britain had been using its fleets to gain control of trade, using the trade to make money, taxing the money, and using the taxes to expand the fleet. Diplomacy players will recognize the process, except that in the Game of Diplomacy physical occupation is the only goal, unmixed with trade. As long as the thing keeps expanding, very many Brits up and down the line are likely to be for it, substantially without limits.

He points out that war will be decided by "steamships and improved arms". He is somewhat in the position of a Diplomacy player warning that the expanding Power has fleets in the area, not armies; and where do you think the fleets will go next? Not to Mongolia, certainly. Why has Japan been safe until now? "The great distance between the countries is the reason why peace has been preserved thus long". As in a diplomacy game, the situation keeps changing; the threat is getting closer; you have to think ahead. Harris then states that if Japan makes a treaty with the United States to outlaw opium, "England cannot change this... when the ambassadors of other foreign countries come to Japan to make treaties, they can be told that such and such a treaty has been made with the ambassador of the United states and they will rest satisfied with this..."

This argument is seldom used in the Game; you can reject a proposal by saying that it violates a pre-existing agreement. Hinting that you have the strength of another alliance can cut both ways- the other player may back off because you seem to be strong diplomatically, but, on the other hand, he may guess which alliance you're claiming to have (there are only a few choices) and then may start organizing against it. The argument does hint that you take your agreements seriously - but you might be bluffing about the whole thing. Why would the other ambassadors "rest satisfied" with this explanation? Possibly because they don't want to incur the wrath of the United States (even as early as 1858) for too small a reason. The matter may be at a lower level at which agreements are frequently kept and respected. In security matters at higher levels, though, one would want to be very careful indeed.

In the next to last paragraph, Harris tells the Japanese of the contents of letters he has received from the English governor of Hong Kong. There is no suggestion that he showed them the letters. Of course, in postal Diplomacy games, the letters themselves may be passed around, and forged letters have been known. In this case, however, Harris seems to have contented himself with verbal descriptions of the English letters. He

represents the Englishman as intending to send fleets to Japan; they would have been there already, but the war with China has delayed them.

Finally he argues that if Japan will agree to make commercial treaties with the other Western countries, in all likelihood the fleets will not come. This is something outside the Game, because all our treaties and concerns are with security, not trade. It is difficult to concede anything of a security nature in order to palliate a threat, because the resulting change in the balance increases the other party's interest in following through on the threat. Trade concessions, however, might have been used to palliate a security threat, at least for a time; while Japan raced to modernize her army and build a fleet. Although there were almost certainly some losers in the ensuing globalization, nevertheless, since European Powers were coming anyway, the Japanese were probably smart to listen to Townsend Harris.

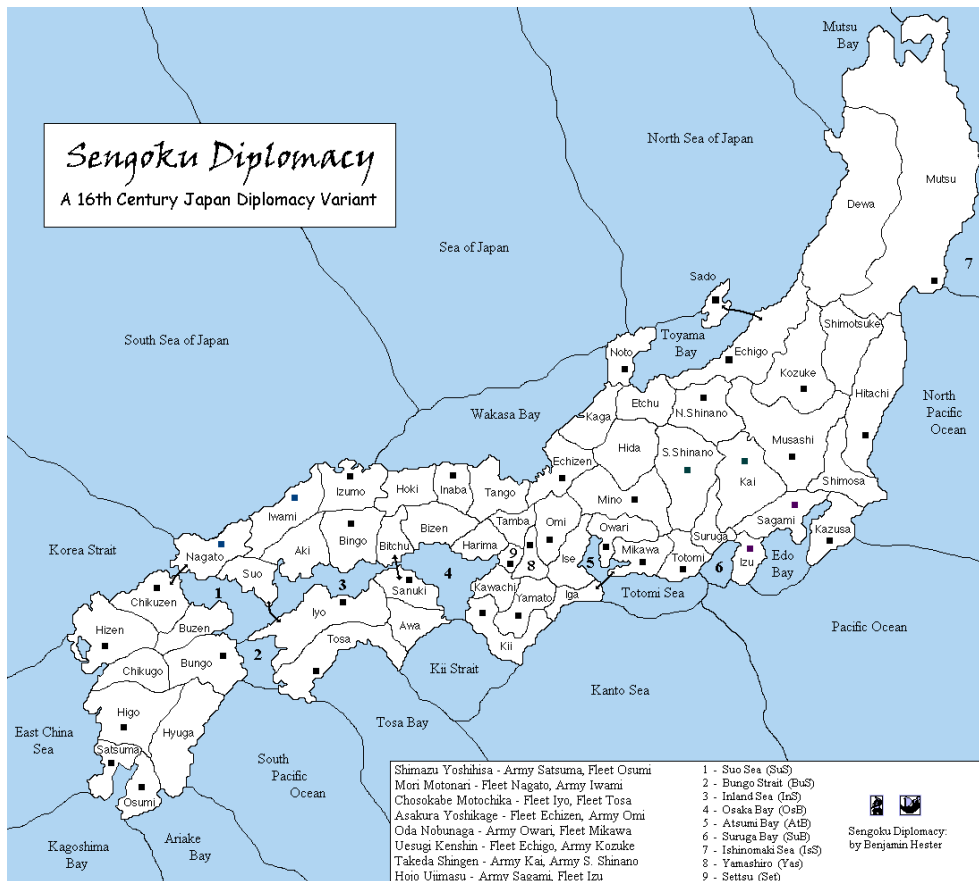
The Harris material may be found at <http://web.ijay.cuny.edu/~jobrien/reference/b76.html>

Text of the treaty entered into is at <http://web.ijay.cuny.edu/~jobrien/reference/b58.html>



Sengoku

by Benjamin Hester



The Sengoku Variant is a historical transplant of Hasbro/Avalon Hill's Diplomacy to medieval Japan. The Sengoku Variant conforms to the standard rules of Hasbro/Avalon Hill's Diplomacy in most every way, with the few exceptions listed below.

The Players

Shimazu Yoshihisa: A(Satsuma), F(Osumi)

Mori Motonari: F(Nagato), A(Iwami)

Chosokabe Motochika: F(Iyo), F(Tosa)

Asakura Yoshikage: F(Echizen), A(Omi)

Uesugi Kenshin: F(Echigo), A(Kozuke)

Takeda Shingen: A(Kai), A(S. Shinano)

Hojo Ujimasa: A(Sagami), F(Izu)

Calendar: Turns move from Spring to Fall just like standard Diplomacy, and the first turn is Spring 1570.

Builds: Units may be built on any vacant supply centre that you have held for a fall. (i.e. all SCs controlled by players are

considered their "home supply centres" for the purpose of building units.)

Special Movement: Bitchu and Sanuki are considered land contiguous, as are Echigo and Sado, Nagato and Chikuzen, Owari and Iga, though they all appear separated by water on the map. Both Armies and Fleets may cross from one of these territories directly to the other. Movement by fleets through the surrounding sea zones is unaffected. Dark arrows indicate these "bridges" on the map.

Armed Neutrals: In addition to the 8 players of this variant, there are neutral territories, namely: Hizen, Bungo, Izumo, Yamashiro, Mino and Musashi. Each neutral territory is occupied by a neutral army that never does anything but hold.

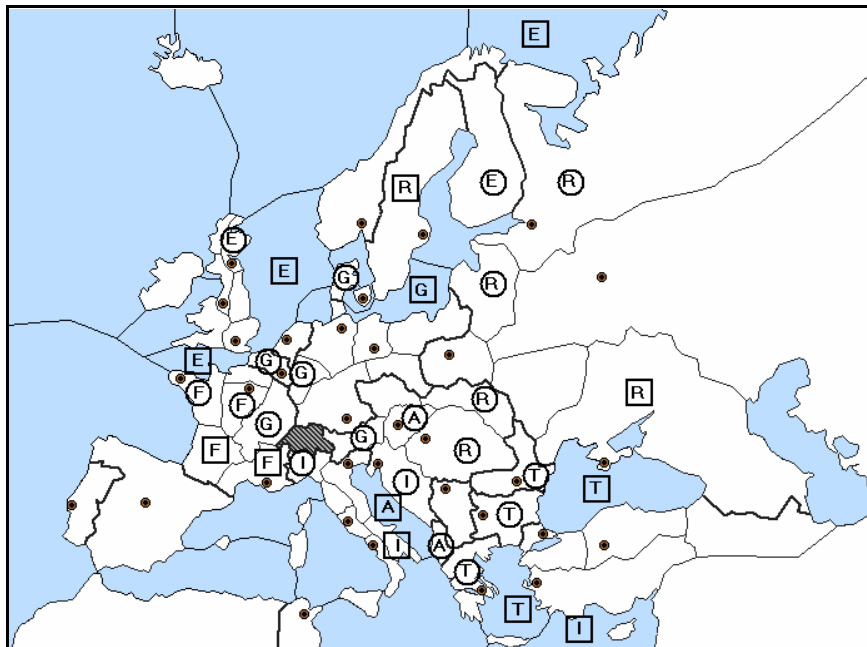
These armies may be supported by other players. They are disbanded immediately if dislodged, but rebuilt at the end of the year if the territory is not occupied. Treat neutral units like armies in Civil Disorder. Once occupied, the territory becomes a standard SC, and never reverts to a neutral again. Other non-home SCs are not neutrals, they function as normal unoccupied SCs.

Victory is declared when one Daimyo has control of 25 SCs, or all other players concede defeat. There are no draws or shared victories allowed. If the players agree to a draw, the GM chooses a winner. There can only be one Shogun.

Territory Names

(numbered spaces are labelled on the map)

1 = SuS = Suo Sea	Hyu - Hyuga	Owa - Owari
2 = BuS = Bungo Strait	Iga - Iga	PaO - Pacific Ocean
3 = InS = Inland Sea	Ina - Inaba	Sad - Sado
4 = OsB = Osaka Bay	Ise - Ise	Sag - Sagami
5 = AtB = Atsumi Bay	Iwa - Iwami	San - Sanuki
6 = SuB = Suruga Bay	Iyo - Iyo	Sat - Satsuma
7 = IsS = Ishinomaki Sea	Izm - Izumo	Set - Settsu
8 = Y $\text{\textcircled{a}}$ = Yamashiro	Izu - Izu	Shs - Shimosa
Aki - AkiSetsu	KaB - Kagoshima Bay	Sht - Shimotsuke
ArB - Ariake Bay	Kag - Kaga	SoJ - Sea Of Japan
Awa - Awa	Kai - Kai	SPO - South Pacific Ocean
Awj - Awaji	Kas - Kanto Sea	SSh - South Shinano
Bin - Bingo	Kaw - Kawachi	SSJ - South Sea Of Japan
Bit - Bitchu	Kaz - Kazusa	Suo - Suo
Biz - Bizen	Kii - Kii	Sur - Suruga
Bun - Bungo	KiS - Kii Straits	Tam - Tamba
Buz - Buzen	KoS - Korea Straits	Tan - Tango
Chg - Chikugo	Koz - Kozuke	Tos - Tosa
Chz - Chikuzen	Mik - Mikawa	Tot - Totomi
Dew - Dewa	Min - Mino	TsB - Tosa Bay
Ecg - Echigo	MuB - Mutsu Bay	Tsu - Tsushima
ECS - East China Sea	Mus - Musashi	TtS - Totomi Sea
Ecz - Echizen	Mut - Mutsu	TyB - Toyama Bay
EdB - Edo Bay	Nag - Nagato	WaB - Wakasa Bay
Etc - Etchu	Not - Noto	Yas - Yamashiro
Har - Harima	NPO - North Pacific Ocean	Yat - Yamato
Hid - Hida	NSh - North Shinano	
Hit - Hitachi	NSJ - North Sea Of Japan	
Hiz - Hizen	Omi - Omi	
Hok - Hoki	Osu - Osumi	



**Regular Diplomacy
MONS (Spring 1903)**

AUSTRIA - HUNGARY (Steve Ade)
A(Vie) - Gal (FAILED); A(Gre) - Ser*
(FAILED, DISLODGED TO Alb); F(Tri) -
ADS

ENGLAND (Dave Clark)
A(Fin) - Swe (FAILED); F(NTH) c A(Edi) -
Nwy; F(ENG) - MAO (FAILED); F(StP) nc s
A(Edi) - Nwy* (CUT, DISLODGED TO
BAR); A(Edi) - Nwy (FAILED)

FRANCE (Jimmy Cowie)
F(Gas) - MAO (FAILED); F(Mar) Stands;
A(Pic) - Bre; A(Par) - Gas (FAILED)

GERMANY (Richard Scholefield)
F(Den) - BAL; A(Kie) - Den; A(Ruh) s A(Bel)
- Bur; A(Bel) - Bur; A(Hol) - Bel; A(Mun) - Tyr

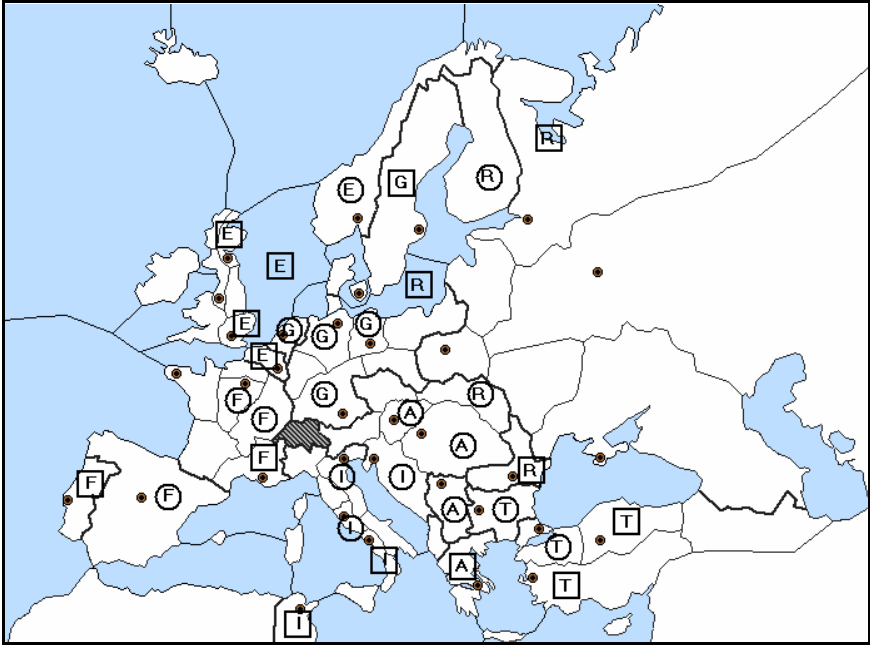
ITALY (Nick Parish)
F(ION) - EMS; F(Apu) - ION (FAILED);
A(Pie) - Mar (FAILED); A(Ven) - Tri

RUSSIA (Bruce Edwards)

A(Lvn) s A(Mos) - StP; A(Mos) - StP; F(Swe)
- Nwy (FAILED); F(Sev) - Bul (MISORDER);
A(Bud) s A(War) - Gal; A(War) - Gal

TURKEY (Tim Deacon)
A(Ser) - Gre; A(Bul) s A(Ser) - Gre; F(BLA) c
A(Con) - Rum; F(AEG) - ION (FAILED);
A(Con) - Rum





**Regular Diplomacy
MARNE (Autumn 1901)**

AUSTRIA-HUNGARY (Howard Bishop)
A(Tri) - Vie (FAILED, DISLODGED TO Bud);
F(Alb) - Gre; A(Ser) s F(Alb) - Gre

ENGLAND (Garyth Wright)
F(ENG) - Bel; F(NTH) c A(Yor) - Nwy;
A(Yor) - Nwy

FRANCE (Tim Deacon)
F(MAO) - Por; A(Mar) - Spa; A(Bur) s
ENGLISH F(ENG) - Bel

GERMANY (Neil Hopkins)
A(Mun) Stands; A(Kie) - Hol; F(Den) - Swe

ITALY (Jeremy Tullett)
A(Ven) s A(Tyr) - Tri; A(Tyr) - Tri; F(ION) -
Tun

RUSSIA (Mike Dean)
F(GoB) - BAL; A(StP) - Fin; A(Gal) - Vie
(FAILED); F(Sev) - Rum

TURKEY (Ellis Simpson)
F(Ank) Stands; A(Con) - Bul (FAILED);
A(Bul) - Gre (FAILED)

Autumn 1901 Adjustments :

A: Bud, +Gre, +Ser, Vie, -Tri = 4; Gains 1.
Builds A(Vie).

E: +Bel, +Nwy, Edi, Lon, Lpl = 5; Gains 2.
Builds F(Edi), F(Lon).

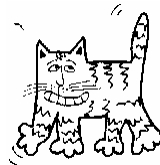
F: +Por, +Spa, Bre, Mar, Par = 5; Gains 2.
Builds A(Par), F(Mar).

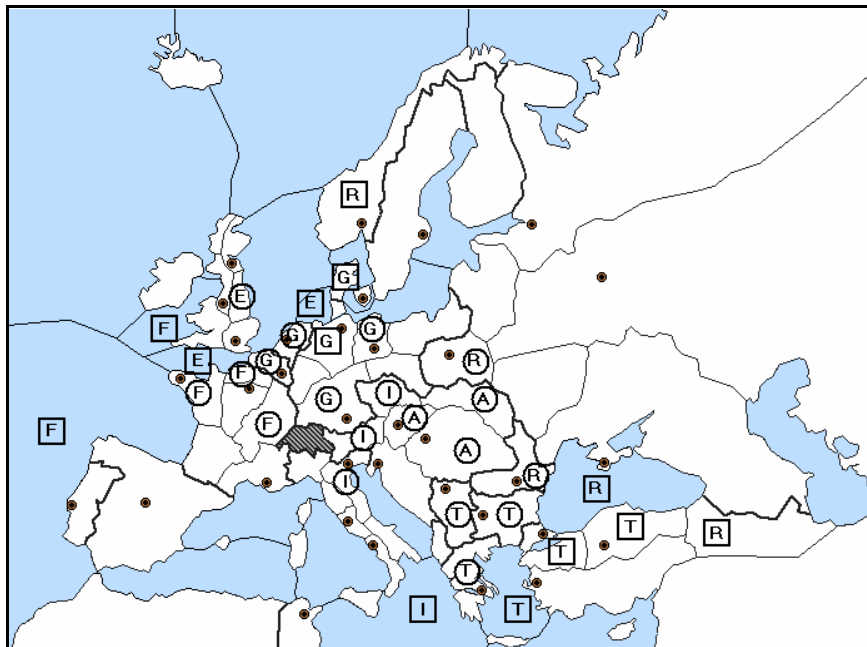
G: Mun, +Hol, +Swe, Ber, Kie = 5; Gains 2.
Builds A(Ber), A(Kie).

I: Ven, +Tri, +Tun, Nap, Rom = 5; Gains 2.
Builds F(Nap), A(Rom).

R: +Rum, Mos, Sev, StP, War = 5; Gains 1.
Builds F(StP) nc.

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





GUNBOAT DIPLOMACY
Heligoland (Autumn 1902)

AUSTRIA - HUNGARY (Emperor Franz Josef) F(ADS) - Ven (FAILED); A(Tri) - Vie; A(Bud) s A(Tri) - Vie; A(Gal) s A(Tri) - Vie

ENGLAND (Caveat) A(Bel) - Hol* (FAILED, DISLODGED - DISBANDED NRP); A(Lon) - Yor; F(ENG) - NTH (FAILED); F(NTH) - HEL

FRANCE (Petit Chou) F(MAO) - IRI; F(Bre) - MAO; A(Gas) - Bre; A(Bur) s A(Pic) (CUT); A(Pic) s A(Bur)

GERMANY (Visigoth) A(Hol) s A(Ruh) - Bel; A(Ruh) - Bel; F(Den) - NTH (FAILED); A(Ber) - Mun (FAILED); A(Mun) - Bur (FAILED)

ITALY (Greenslade) F(ION) - ADS (FAILED); A(Ven) s A(Vie) - Tri (CUT); A(Tyr) s A(Vie) - Tri; A(Vie) - Tri* (FAILED, DISLODGED TO Boh)

RUSSIA (Agar) F(Swe) - Nwy; A(Ukr) - War; F(Sev) - Arm; F(BLA) c A(Rum) - Ank; A(Rum) - Ank (FAILED)

TURKEY (The Great Panjandrum) A(Alb) - Ser; A(Bul) s A(Alb) - Ser; A(Gre) s A(Bul); F(AEG) - Con (FAILED); F(Con) - Ank (FAILED)

Autumn 1902 Adjustments:

A: Vie, Bud, Tri, -Ser = 3; Loses 1. GM removes F(ADS).

E: Edi, Lon, Lpl -Bel = 3; Loses 1.

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

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

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

R: +Nwy, War, Rum, Mos, Sev, StP = 6; Gains 1. No build ordered.

T: +Ser, Bul, Gre, Con, Ank, Smy = 6; Gains 1. Builds F(Ank).

Press:

Italy-France: I am glad you are impressed with my action, but I do not understand why you are baffled. All I have done is started the trans-European line of little green shells. Or I would have done if my Austrian friend had not proved difficult.

F-E: Move over then if you're taking the ball home

Italy (Govt) - Turkey: Division of Austria: Ser and Bud can be yours, if I can have Tri and Vie.

F-I: It doesn't look so nice now for Austria as you do your squid impression

StP(govt) - Ber: thanks a lot for Sweden, enjoy your bash at the Frenchies.

To England: Do keep up. It's simple, write the orders, and post or e-mail them.

F-T: Don't trust the Russian, buy your battleships in Marseilles instead

StP(govt) - Lon: just protecting StP here, nothing else.

F-A: Goodbye Austria, though I never knew you at all, you had your...

StP(govt) - Ank: let's have some fun!

F-G: You want to ally with England - why not ally with me. Order to the North Sea, and let's take England out. I will leave you Belgium, and evacuate Munich

Ber(Govt.)- Stp: There you go, Swe as requested ... now how about helping me against the snoozing English?

StP(govt) - Vie: hold tight and don't lose your head & you'll get through this

F-R: Why go for the Turk? Did he threaten to expose your disgusting practices and huge credit card bills?

StP(govt) - Rom: I admire your style, I have to admit. Nevertheless I'm a little preoccupied elsewhere...

F-G: Yes, help me, and I'll give Munich back (if I got there)

Paris-Bonn: Munich is historically French - if only we knew it.

F-G: Go away, and bully the Slavs - they aren't even looking at you. Livonia is an underrated holiday destination

ank-st pete: ok ok your move was better than mine. where did you get that fleet? I swear it wasn't there last time I looked. can we agree not to waste our time attacking each other? f bla- sev or rum will be ok and a neutral bla sea?

**WORLD DipCon XI Results
Paris, FRANCE**

Top 10

1. Cyrille Sevin; 2. Brian Dennehy; 3. Chetan Radia; 4. Edi Birsan; 5. Leif Bergman; 6. Doug Massie; 7. Thomas Sebeyan; 8. Fearghal O'Donnchu; 9. Pierre Malherbaud; 10. Chris Martin

Top Team

The Champions: Toby Harris, Shlomi Yaakovovich, Cyrille Sevin, Bruno-Andre Giraudon

Top Country Awards

- A: Chetan Radia (18); E: Brian Dennehy (17); F: Chris Martin (13); G: Vincent Mous (13); I: Leif Bergman (15); R: Erlend Janbu (12); T: Greg Alexopoulos (12)

**ManorCon 2001
Diplomacy Tournament**

Individual Tournament

1. Nicolas Perez (T); 2. Yann Clouett (E + R); 3. Richard Orme; 4. Gihan Bandaranaike (A); 5. Dave Wreathal; 6. Simon Bouton (G); 7. Andrew Greco; 8. Toby Harris (I); 19. Lief Bergman (R)

Team Tournament

1. Super Heroes; 2. There's Only One "F"; 3. Fat Bastards; 4. Flies in the Ointment; 5. TCP; 6. Help; 7. Viva La Reine; 8. Blue Helmets; 9. There's Only One "F" (2)

**Mind Sports Olympiad 2001
Diplomacy Tournament**

- 1st. Demis Hassabis (E Board 1) 85.62
- 2nd. Nick Parish (A Board 2) 48.40
- 3rd Vick Hall (E Board 2) 48.40
- 4th Jeremy Tullett (T Board 1) 7.82
- 5th Tony Niccoli (F Board 1) 5.17
- 6th Tony Easton (A Board 1) 5.17
- 7th Piers Shepperson (T Board 2) 3.80
- 8th George Hassabis (F Board 2) 3.80
- 9th Gabriel Rozenburg (I Board 1) 1.72
- 10th Jon Marks (G Board 2) 0.90
- 11th Greg Mostyn (R Board 1) 0.70
- 12th Russell Bannister (R Board 2) 0.60
- 13th Konrad Scheffler (G Board 1) 0.50
- 14th Stephen Agar (I Board 2) 0.50

Backpage

A personalised backpage for everyone – the wonders of modern technology. Well, according to my records you are , and on my database your credit status is . Please check the address details below and make sure they are correct. If you are down as receiving this as a **Sample**, it means I have got your name from somewhere as someone who might be interested. If you're not, just throw it in the bin and I won't trouble you again. This looks like being one of the very few advantages of printing the zine myself – no more address labels of any sort!

Yorkshire Trophy

Saturday 6th October 2001. One round Diplomacy competition to be held at the Headingley Community Centre in Leeds. Contact: John Stratford, 27 Farrar Court, The Old Schoolhouse, Leeds, LS13 3SP or john.stratford@dial.pipex.co.uk for more details.

COAs

Michael Meyrick can now be reached at MichaelMeyrick@aol.com

Colin Bruce has moved to 22 Alliance Court, Hills Avenue, Cambridge, CB1 7XE.

Playlist: *Heaven and Hull* by Mick Ronson; *Home Thoughts From Abroad* by Clifford T Ward; *Because We Love You* by Stephen Duffy; *Archeology* by The Rutles; *Blood & Chocolate* by Elvis Costello; *Ron Sexsmith* by Ron Sexsmith; *Positive Touch* by the Undertones; *Country Life* by Roxy Music.

THE ARMISTICE DAY NEWSLETTER No.7

From: Stephen Agar, 47 Preston Drove, BRIGHTON, BN1 6LA.

stephen@armisticeday.com

DEADLINE: Saturday 29th September 2001

Space for personal messages::