



and now, a game apart:

10 - 10!

"DAVIDSON"

ITALY (2000) : Mark PINK

v

AUSTRALIA (2000) : Dave PINK

I have decided to name my games after famous Diplomacy players, and Andy receives the dubious honour in recognition of his achievement of winning the Colhamer Award prize for the outstanding player. Spring 1991 orders by the deadline please, gentlemen.

Orion 16 has arrived with the news that Steve Wyatt is getting married and emigrating to Australia. Congratulations to Steve and Lyne, and condolences to all readers of Orion, but I doubt MR PINK could take any of the games; I haven't got time, for one thing, and MR PINK is an MCC 'sine for another. However, if you're really desperate, Steve, I could run some games by carbon copy separately?

Enlarging on page 1; if anyone does drop out of a game, I will take his place if his opponent wants to continue as the game-fee is not wasted. Don't worry, I can be relied upon not to cheat.

Seeing as I'm interested in all variants, I've decided to do a review of one each month or so (or perhaps every issue if I have time). This issue, I've picked on Youngstown variant.

Youngstown is an excellent and popular variant for ten players with a board extended to admit Japan, China and India. It was designed by Ned Walker and is available from the Variant Bank (c/o Dave Pink, 6, Clayton Ave., Salford, Manchester, M23 0PS), price 5p plus postage.

A breakdown of the game is given below, the figures for normal Diplomacy in brackets:

Number of provinces	160 (78)
ditto land	131 (66)
ditto sea	49 (10)
Supply centres	78 (34)
ditto home	30 (22)
ditto neutral	38 (12)

The ratio of home centres to neutral centres is less than in the normal game, implying that countries would take longer mobilising, and would not attack until later. In fact this is seldom the case, particularly in the case of the European countries, since they are packed closely together and each country has a large number of neighbours. One fault in the game is that Russia appears to be too weak, having no less than seven neighbours.

The ratio of land/sea provinces is similar to the original game, suggesting that the importance of fleets is about the same. In fact, the method of convoy is the same, but units can move from the East edge of the board to the West edge and vice-versa by means of off-board provinces.

On the whole, Youngstown is a very good variant best suited to postal play, and I recommend it to anyone.

DAVE PINK. If you want to play a game of I.O. please send me a Preference list and pay your game-fee (this can be deducted from your MCC credit when your game starts. Remember, I've still got 5p that you sent for MR PINK sub.

MR PINK. If you want a game of I.O. please send me some cash and a preference list. If I don't get the cash you won't get MR PINK sub.

MR PINK. Please send some cash for your sub.

Richard PINK. Keep your nose out of this and go back to typing Helichrons.

MR PINK. If your credit is zero and you want to see MR PINK sub, send me some money. (Ain't I a necessary bloke?)

See you in MR PINK sub.