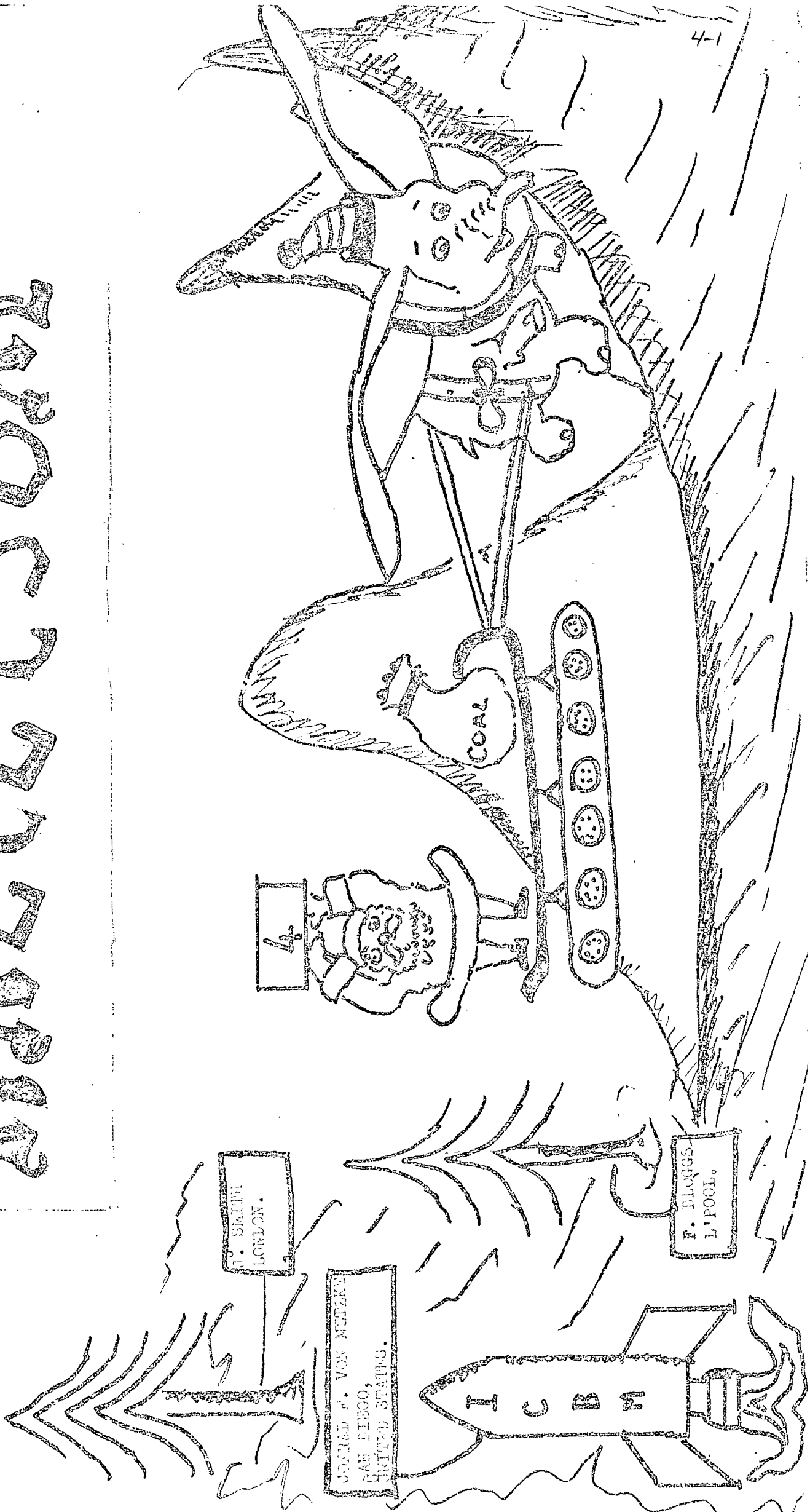


THE BATTLE



F. SMITH
LONDON.

GEORGE S. VON MEYER,
SAN DIEGO,
UNITED STATES.

F. BLOGG
L. POOL.

TUBE

EDITORIAL

As usual, the first page is being typed last! Which means that I can now look forward to page goodness knows what at the end, and apologise for the hasty conclusion of this issue, especially if it ends on an even numbered page, as it has done.

This bumper sized issue will never be repeated at the same price. I hope you lovable lot out there realise that WE yes, we the editors are being exploited. The paltry 2½p you are paying, barely covers the cost of the two photocopied drawings which are tagged on at the back and front of this rag. When you add on the cost of the paper, stencils, ink, labour, trades, address labels etc etc, you can see the sort of loss we are making.

Was it you Haven who said that the only reason people started new 'zines was to get other 'zines cheaply; you must be; sorry; you are mad.

Actually, we met Will at Les Pimley's place over 7-9th December, and believe it or not, he turned out to be quite a nice person (except that he beat me at Staligrad, which should be made illegal). Because of this, plus the fact that he offered to show me his complete set of rules for Hypereconomic Diplomacy (which covers two years of publishing and well over 200 pages) we declare this a special! be nice to Will! issue (mainly because the whole thing is typed now, and there aren't any anti-Will jokes in it).

Anyway, enough of the aimless mauldering, and on to the contents, which promise to be absolutely useless, as with one thing and another; there aren't any page numbers beyond P5 this issue!

HANNIBAL "AARDVARK"P4
HANNIBAL "ZONURES" -P5
HANNIBAL "ASTATIC SALAMANDER" START.....P3
WAITING LISTS.....E3
CHESS - Vince Dwyer..... Post P 6
MATHEMATICAL GAMES..... " " "
LETTERS - Typed and comments by Andrew Herd..... " " "
DRIVEL - Typed and written by Andrew Herd, " " "
BUILD UP LOGICALLY Typed and adapted by Geoff Challinger " " "

Supplements should fall off this issue by the dozen.

- You should receive:- Militarism II - an American variant.
- Rules for postal Sleuth - Andrew Holyt.
- Rules for postal Decline and Fall - Dermot Dwyer with Hannibal staff.
- Rules for postal 4000A.D. - Dave Pink.
- Hannibal house rules - just about everybody who plays Diplomacy and lives within 3 miles of Didsbury.
- Anything else that we can find enough stencils and paper to print.

D E A D L I N E 23rd J A N U A R Y 1 9 7 4 D E A D L I N E

Two sets of missed orders this time, and one set of missed builds. Tut tut, the new years eve spibits (the liquid sort) seem to have caused one or two problems for Dippy players. Next year (if our hankrupcy case isn't causing embarrassment to the Turnbolls, Piggotts and Pattersons of this world (we had to get good review somehow didn't we?) we will leave you a clear fortnight to clear your hangovers before sending in you orders.

Designs for front covers are solicited. Payment is by Hannibal credit. Unfortunately, the cost prevents us photocopying covers for every issue, but we will be doing another cover in three or four issues time.

This is:-

HANNIBAL ISSUE 4 5th January 1974 CIRCULATION 48

It is

available, @ 2½p + a stamp, from : Andrew Herd, 35, Austin Drive, Didsbury, Manchester, M20 0FA. ^{Dermot} and VinceDwyer and Dave Pink are also partially responsible for this monstrosity, as is Geoff Challinger who had a hand in this issue.

WAITING LISTS

- Regular (2 Deadline/game year):- Lawrence Gill. 6 wanted. 50p.
- Regular (3 Deadline/game year):- Ingrid Swanson, Steve Biggs. 5 wanted. 50p.
- Jihad:- Roger Sandell. 6 wanted. 70p.
- Mordor vs the World IV:- Colin Walsh, Steve Plater, Richard Scott, Andrew Holt. 1 wanted. 55p.
- Viking Diplomacy:- Roger Sandell. 4 wanted. 55p.
- Abstraction:- Steve Plater, Roger Sandell. 5 wanted. 50p.
- Cline-9-Man:- Geoff Chalinger. 8 wanted. 55p.
- Invasion 44:- Mike Sherrad. 6 wanted. 50p.
- Twin Earth:- Andrew Holt, Mike Sherrad. 5 wanted. 50p.
- Wars of the Roses:- Mike Sherrad. 6 wanted. 50p.
- Atlantica:- Roger Sandell. 6 wanted. 50p.
- Hyperspace Diplomacy II:- Geoff Chalinger, Andrew Holt. 5 wanted. 60p.
- D.o.t.L.o.t.R.a.t.R.o.t.K.:- Geoff Chalinger. 7 wanted. 60p.
- Decline and Fall: Mike Sherrad, Geoff Chalinger. 2 wanted. 50p. The deposit idea has now been scrapped; the game fee is 50p, which includes the cost of sending results to individual players. Let's have two volunteers for the playtest please.
- 4000AD:- Paul Barker. 3 wanted. 40p.
- Sigma File:- Andrew Holt. 3 wanted. 30p.
- Sleuth: Player:- Andrew Holt. 3, 5 or 4 (?) wanted. ca 20p.
- Observer:- no one. ca (that was supposed to be an infinity sign) wanted. ca 5p.

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There are also openings for every variant ever published in Britain, and some that haven't yet been published. A complete list was published in issues 1, 2 and 3, the latter two being still available @ 3p + postage from Andrew. The only additions are: Militarism I (Hannibal supplement) and the Circle Variant (Ronson revision) (Logenbeek, now available @ 1p from Colin Bennett, 29, Manor Road, Gt Crosby, Liverpool 23.)

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GAME START GAME START GAME START

HANNIBAL "ASIATIC SALAMANDER" GAME. ('C' GAME FOR SHORT).

REGULAR (With prophetics).

- AUSTRIA:- Les Pimley, 345, Livesey Branch Road, Blackburn, Lancashire.
- ENGLAND:- Paul Barker, Shillingford Road, Bampton, Devon, EX16 9AD.
- FRANCE:- Steve Wyatt, 5, Bideford Close, Edgeware, Middlesex, HA8 6DB.
- GERMANY:- Gus Ferguson, 23, Dalwhinnie Ave, Blantyre, Lanarks, G72 9NQ.
- ITALY:- John Coombe, Luney Barton Farm, Sticker, St Austell, Cornwall.
- RUSSIA:- Richard Scott, Desscot, Kingswood Common, Henley-on-Thames, Oxon.
- TURKEY:- Pete Swanson, 6, Welford Place, Wimbledon, SW19 5AJ.

Spring 1901 orders by 23rd JANUARY please. AS always, the best of luck to you all, I hope you enjoy the game. One or two old enemies here, there should be some really nasty diplomatic subterfuges.... Game fees have been deducted from everybody's credit... except Richard.

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As a sign of Hannibal's growth, I can now say; to the games.

THE GAME OF MATHS

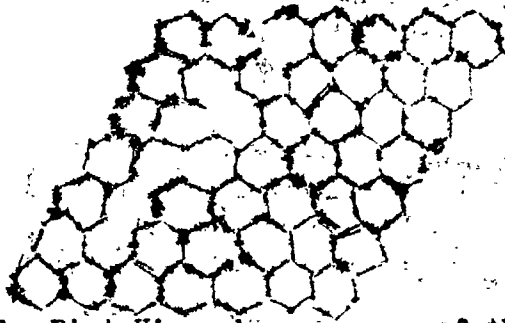
This article was inspired, if that's the right word, by a quote in ALBION 45. Don Turnbull wrote ".....On Rod's (Walker) last definition, Mathematics is a wargame.....". It is the purpose of this article to show that Mathematics is a wargame and that, indeed, most children's games are based on the basic idea of mathematics.....topology.....the mathematics and symmetry of shapes and solids. In the article I have included a two-dimensional projection of a three-dimensional projection of a four-dimensional hypercube and if you don't understand that..... you're better off than I am. Furthermore if any of you have the derivations and rules of any other simple mathematical games then send them to us for publication. No doubt I will get lots of letters telling me that I have misinterpreted Don's comment and that this article does not show maths has any basis in game design at all but the quote was an excuse for and not the cause of the article.

One point I think I should have mentioned that Icosian Calculus was the forerunner to modern Vector Analysis.... No I don't think it makes anything clearer either. For those of you who are wondering.... yes, I did write this after the article..

The Royal, but not so ancient, Game of Hex

It is unusual for someone to come up with a mathematical game which is both interesting and playable. Such a game is 'Hex'. It was introduced at Niels Bohr's Institute of Theoretical Physics in Copenhagen nigh on fifteen years ago and may be one of the most widely played and well thought out of the 'new' mathematical games of the century!

The actual game is played on a diamond-shaped board made up of hexagons. The actual number of hexes varies although it usually is 11 on each edge. Two opposite sides of the board are labelled 'black' and the other two sides 'white'. The hexes at the corners of the diamond belong to either side. One player is given a supply of black pieces the other a supply of white ones. The object of the game is to complete an unbroken chain of pieces between the sides of the board which are given the same colour as the pieces. Players take turns to place a piece on any unoccupied hex. Chains may twist and turn freely. There can never, of course, be a draw because one player can only block the other by completing his chain.



Hex was invented by Piet Hen who was one of the most remarkable men in Denmark. He began his career as a student at the Institute for Theoretical Physics; then his industrial inventions lead him to an interest in engineering, where he remained until the Germans invaded Denmark in 1940, and the materials for manufacturing his inventions disappeared. He twice had to go underground because he had been president of a pro-democratic/anti-Nazi union that was discovered when the Nazis invaded his country. During the occupation he wrote epigrammatic poems under the pseudonym of Kumbel. They appeared in 'Politiken', the leading Danish news paper. The game of Hex occured Hen while he was contemplating the famous four-colour theorem of Topology. The theorem, as yet unproved, is that four colours are sufficient to make any map so that no two countries of the same colour have a common boundary. . . . introduced the game in 1942 during a lecture to students at the Institute. On December 26 of that year 'Politiken' published an account of the game under the name of 'Polygon'. Pads on which the game could be played with a pencil were sold, and for many months 'Politiken' published a series of 'Polygon' problems. The game aquired the name 'Hex' in 1952.