

Colophon... "Tailpiece in old looks, often ornamental, giving information now placed on title page"... I notice Oxford Dictionary.

Hence, colophons should be stuck at the end so we are not going to waste our time telling you that this is the second issue of The Wonderful Thing About Tiggers brought to you from Geoff Challenger, 23, Priestnall Rd., Heaton Mersey, Stockport, SK4 3HR and Dermot Dwyer, 26, Belfield Road, Didsbury, Manchester, M20 6DH for the miniscule amount of 2p - we think.

You see, this is being typed Friday night as we have to have our front-page photo-stencilled on Monday (it takes a long time you see).

So that is why we are typing the easy stuff first. Like pointing out that this issue of Tigger will certainly contain the Decline and Fall game, discussion of Mastermind as a game for postal play and lots and lots of other goodies.

"Well, I've got an idea," said Rabbit; "and here it is. We take Tigger for a long explore, somewhere where he's never been, and lose him there, and next morning we find him again, and mark my words, he'll be a different Tigger altogether."

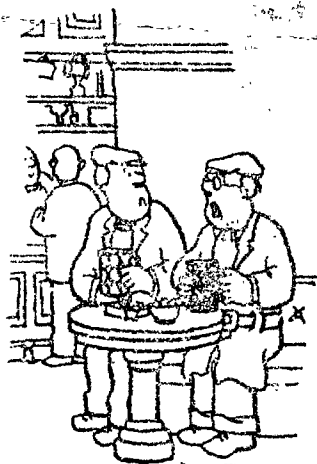
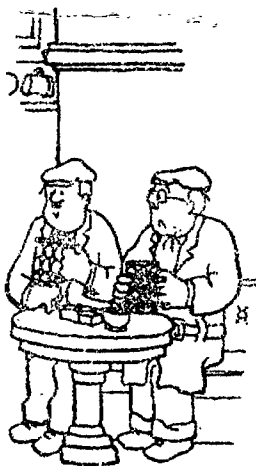
"Why?" said Pooh.
"Because he'll be a Humble Tigger. Because he'll be a Sad Tigger; a Melancholy Tigger, a Small and Sorry Tigger, an Oh-Rabbit-I-am-glad-to-see-you Tigger. That's why."

Tigger - Humble?, Sad! Small?! Sorry!

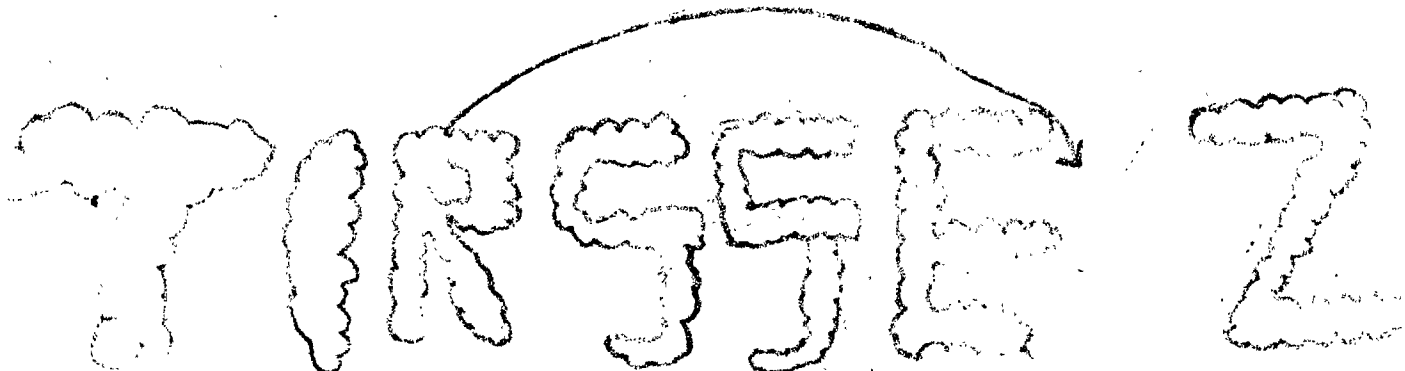
It has been pointed out to us that we are lowly reprinting the work of that little-known author, A.A. Milne without permission. Also the cartoon on your left is from a well known periodical specialising in such things. Our thanks to all the people who contribute these things - even if they don't realise it

...oOoCCCOo...

"Do you know that we only use one-third of our brain?"



"I wonder what happens to the other third?"



Today is the Tigger deadline and when I rang Sherbet to get his orders for Decline and Fall he said he would do them and ring Dermot. Now I'm off out to see a film.....

The film was WESTWORLD by Michael Crichton (ex-Andromeda Strain) and it is marvellous! I don't go and see many films but this one was the best I've seen in several years. It's about a kind of 21st century DisneyWorld which is split in three sections each representing an exciting period in history; Mediaeval Britain, Ancient Rome and of course the Old West.

These three are populated by robots who are all but indistinguishable from the guests. In Westworld the guns are specially rigged so that they will not fire at body-heat, but will at robots. Every night, the technicians come out, and pick up the dead bodies which appear back on the streets the following day. A perfect system until things start going wrong.....

I won't spoil the film for you - I'll just give it a very high recommendation. One great thing about the story is that the characters playing the robots can of course be killed several times. Yul Brinner dies about five times.....

Anyway, let me know if you do go and see it - I'd like to know people's estimates of when we'll have the technology to produce Westworld.

Well at least it hasn't got anything to do with Diplomacy. We will print just about anything which doesn't have Diplomacy in it so roll up. One topic which thus far has not received any space is wargaming. Well this is only a temporary hole. Not being wargamers with the largest amount of experience we will have to rely on contributions from our audience - so if any of you have played quite a few games of East is Red for instance, let us know and you can have some free Tiggers for a review of the game.

We've had three interesting responses to the last Tigger, two of which concerned Mastermind as a postal game. First from CLIVE BOOTH

"Mastermind? Well it's a very simple two player game that is in fact much more difficult than it sounds. To convert the game to postal play is no problem at all and no GM would be needed?...I would suggest that the coloured pegs be dropped and the letters A, B, C, D, E, and F. Scoring for each row I would leave the same, that is a black for each peg in a correct place and a white for each peg in an incorrect position...Play would be simultaneous, that is each player would be both challenged and challenger ((No wisecracks)) at the same time. Moves would be alternate with a player taking his guess at his opponent's code when advising his opponent of his success or failure at guessing his own code. Do you follow that?"

((Yes, I see. It looks very good. Also I must thank Clive who sent us a nice photo-copy of the Mastermind rules as we've not got any. I think your rules are ideal for 'non-zine' games. That is, ideal for playing it like postal Scrabble or something else which needs no publishing. Clive offers himself as a guinea-pig for his game and I shall instantly take him up on his offer.))

"Other games I'd like to try by post if rules are readily available are such things as Formula 1, The Game of Nations, Speculate and Soccerboss. "

Well, that's Clive's point of view. We also got a letter on Mastermind from MICK BULLOCK

"There seem to be two ways to play Mastermind postally, one where the GM acts as an impartial third party and the other one where several players play against the GM."

((Sorry, those were not Mick's exact words but I think they convey his meaning. I can see that both games are possibilities and we have pleasure in opening lists for both versions in Tigger. Mick also offers to be a guinea-pig so the first game will be between Mick and Clive - independent of Tigger if it's OK.))

Also received was a letter from Andrew Holt offering to produce postal rules for any game we can think of. Well, we could do with some more postal rules for the games which Clive Booth mentioned above. Formula 1 has been done by Brian Yare I think and we'll have to work on him to let us reprint them. Which leaves The Game of Nations and Speculate. Perhaps you'd like to try your hand at those two if you've got them Andrew.

There would be a cartoon in this space but for the fact that Dave Pink has just run out with our stencil cutter so rather than use the hatty biro method we'll just have to do without a drawing on this page. So I'll leave you with Ogden Nash's comment on Scotsmen... No McTavish

Was ever lavish.

HANNIBAL ZEBU/TIGGER CEAS R

Decline and Fall

Vandal

375 A.D. Move IV

New Tribes: 9 Clear hexes occupied/4 = 2 new units: builds 1.2.'s on F13, E13

Movement before Conflict:

- (2x1.2.) (f13)-f12
- (2x1.2.) (g13)-f13
- 1.2. (e12)-f12
- 1.2. (e11)-f11
- 1.2. (d10)-e11
- 1.2. (c10)-d11
- 1.2. (c11)-d11
- 1.2. (d12)-d11
- 2.4. (d10)-e10-f11

Points Scores for 375 A.D.

- Roman.....0
- Hun.....18
- Goth.....Q
- Vandal.....0

Substitutions:

(4 x 1.2.) (d11) S 5.3.

No Conflicts:

Movement after Conflict:

- (2x1.2.) (f13)-f12
- 1.2. (e11)-f12
- 5.3. (d11)-e11-f11

GM note: Mike does not loot Trier on hex (e10) but the hex is now unfriendly to Gruff C. he cannot make any builds.

Second Substitutions:

(4x1.2.) (f12) S 5.3.

380 A.D. Move I - Roman:

Taxation: Roman increase taxes on Alexandria. GM rolls 3. No effect
Trier GM rolls 5 Taxes doubled.

8-0 Disbandment: Roman disbands 8-0's on C7 and G14.

Income and Expenditure:

Income.....40 Present Expenditure 8 x 8-0 @1 = 8
6 x 4-3 @2 = 12
20

Builds: 1 x 8-0 (Byzantium) @2 = 2
4 x 4-3 (") @5 = 16
1 fleet (") @2 = 2

20 - Present Expenditure = 40 Balance = 0.

Movement before Conflict:

- 4.3. (r29)-q27
- (2x4.3.) (k20)-k21-k23-L25
- (2x4.3.) (k20)-k21-L21
- (Fleet) (k20)-EMS GM rolls 5 Land q27
- (F+2x4.3.) (q27)-EMS GM rolls 4 Land m25

Conflict: (2x4.3.) (L25) + (2x4.3.) (L21) + (2x4.3.) (L21) attack Hun 8-4 (L23)
Odds 1-1. GM rolls 2. No effect.
(2x4.3.) (m25) attack Hun 8-4 (m23). Odds 1-1 GM rolls 5. Defender retreat - no space - eliminated.

Movement after Conflict:

- (F+2x4.3.) (m25)-EMS GM rolls 3 Land q27.
- Fleet (m27)-EMS GM rolls 1 Fleet sinks.
- 4.3. (q27)-r29
- 4.3. (L25)-k23-k21-k20
- 4.3. (L25)-k23-k21-L21-L20
- 4.3. (L21)-L20
- 4.3. (L21)-L20-k20-j19
- 2.4. (L21) awaits it's fate.

Press:

Byzantium: The Roman would like to complain about the poor performance of Dermot's Honest GM's Ltd. Out of seven fleet movements attempted there have been three drownings. Steps have been taken to avoid any more such accidents, all Roman sailors are being taught to swim and Emperor Gruff is changing his account to 'Never-A-One GMing services'

The pieces are at present aranged thusly:-

- Rome : 8.0.'s on hexes h12,h13, h15, i16, i17, j18, j19, i19, k20.
4.3.'s on hexes q27, r29, k20, (2xk21), j19, i09, h08, g07, i11.
2.4.'s on hexes l21, h14.
- Hun: 8.4.'s on hexes p31, q29,f21, g21, h21, l23.
2.4.'s on hexes h21.
- Goth : 1.2.'s on hexes c14, c15, c17, c18, d15, d16, e15, e16, g16 h16, i21.
5.3.'s on hexes d13, d17, d18, e14, (2 x e17), h16.
2.4.'s on hexes e14
- Vandal 1.2.'s on hexes f11, (2 x f12) .
5.3.'s on hexes f11, f12.
2.4.'s on hexes f11.

...ooo000ooo...

Loz Gill can I have your orders please as soon as possible, and I can get them off to Paul Barker...Ta!

Sleuth.....Move ISleuth Poststicks

Steve Doubleday has missed his orders so we will take a card randomly and ask it to another player.

<u>From</u>	<u>To</u>	<u>Questions</u>	<u>Answer</u>
S Biggs	A Holt	Reds	Three c
A Holt	S Doubleday	Diamond Pairs	Poored You (None)
A Herd	S Doubleday	Opal Clusters	One
V Dwyer	S Doubleday	Green Pairs	Missed ! (None)
S Doubleday	V Dwyer	Red Diamonds	One
D Pink	S Doubleday	Greens	Hard Luck (None)

The results of this are that Andrew Herd gets to see Steve Doubleday's Opal Cluster and Steve gets to see Vince's Red Diamond(s). The new question cards are

- Steve Biggs: Green Opals
- Andrew Herd: Opals
- Vince Dwyer: Blue Solitaires
- Andrew Holt: Diamond Clusters
- Steve 2xDay: Clusters (F.C.)
- Dave Pink : Diamonds

I wonder why Steve's so popular? Please note that Andrew Holt has changed his game-name to Magnus Riddolph. "I've considered other names but rejected them for various reasons: James (Slippery Jim) Bohvia di Griz - but then there would be 36 missing jewels - all in his possession! Sir Dennis Nayland Smith was too busy looking for Fu Manchu or Mack Bolan - but the Mafia aren't involved so he isn't interested."

Apolgies to everyone for the layout of the game report due to changing typer halfway through.

...ooo000ooo...

Please can we have some more press for next time, please ?

...ooo000ooo...

Game Start TIGGER MASTERMIND 1 (TM1).....Game Start TIGGER MASTERMIND 1..

<u>Game1.</u>	Challenger..Mick Bullock.	<u>Game2.</u>	Challenger..Clive Booth.
	Challenged..Clive Booth		Challenged..Mick Bullock.

Could we please have reports on the progress of this game for publication in Tigger please?

If anyone is interested in a multiplayer game as suggested earlier this issue could they please drop us a line? I think that Mick Bullock has expressed interest in this ide. but can we have some more volunteer guinea-pigs please?

Watergate Games

And all the people gathered themselves together
as one man into the street that was before Watergate....
And Eato the priest brought the law before
the congregation both of men and Women.....

It all began on the night of 17 June 1972 when a security guard named Frank Wills noticed that the latch of a basement door had been taped open in the Watergate Hotel in Washington....And now for more than a year various American business firms have been flooding the market with Watergate games, gadgets and paraphernalia. Those who like to relax at home with a good scandal can brood over a Watergate jigsaw puzzle, or test their aim at a Watergate Dartboard, or even write to their friends on Watergate stationery, as well as secret service note paper headed Polish Internal Secret Service, Arabic Secret Service or just plain F.I.B.

If you like you can listen to recordings of country-and-western Watergate ballads, like-'At the Watergate-the Truth Came Pourin' Out'. Satiric Watergate posters are also available. And it has been reported that their is soon to be published a 'Watergate Cookery Book' written by 'people deep in the soup'.

One inventor has created a slick card game called 'The Watergate Scandal': 'A game of cover-up and deception for the whole family'. The instructions state: 'To Win: nobody in the Watergate scandal wins. There are just losers. Once the cards are dealt, however, the object of the game is to lie and cheat as much as possible...'

The Watergate game itself, is just a glorified race game. Any number can play. All that's needed is a pair of dice and you too can be a little bugger. The object of the game is to stay out of jail for as long as possible. The game ends when only one player is left out of jail, that player is the winner (relatively speaking).

The 'Game Plan': The game begins when one player is elected Commander-in-Chief. The Commander-in-Chief then selects the order in which all players take their turns. All players assemble their 'markers' at the start position. Each player rolls the dice and moves his marker on the corresponding number of spaces, and follows any instructions printed in that space....

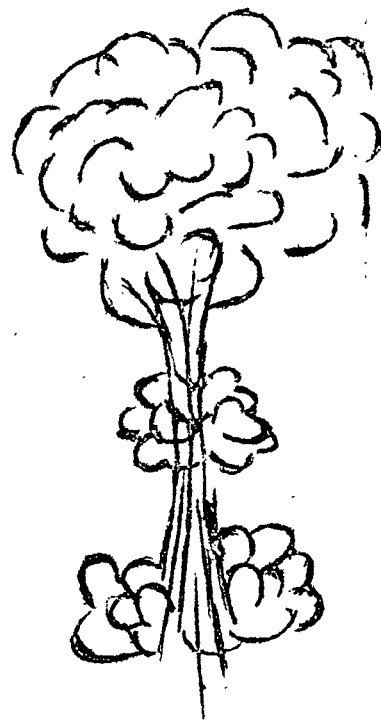
NOTE: Cheating is permitted if it is not seen by the Commander-in-Chief, OR, if the Commander-in-Chief says he didn't see it.

Should players wish to identify their playing pieces a list of suggestions is provided. ~~This list includes:~~ Nick Dixxon, Fred Bugwin, Fritz Goldenstern, James m' Caught and Spiral Igloo(*).

(*)- Spiral Igloo cannot actively participate like the other players. He must be positioned outside the playing areand look better...and better.. ..and better...andbetter ...

...ooo000ooo...

Ten little soldier men standing in a line,
A sniper came and shot one and then there were nine;
Nine would-be statesmen working very late,
One had his car blown up, so then there were eight;
Eight youthful choristers singing songs to heaven,
One was hit by flying glass so then there were seven;
Seven 'with-it' school girls looking round for kicks,
One got a big surprise, so then there were six;
Six loyal policemen hoping to survive,
A bullet hit one in the back and then there were five;
Five busy housewives shopping in a store,
One picked a parcel up and then there were four;
Four Long Kesh prisoners trying to get free,
One made his get-away and then there were three;
Three old-age pensioners with nothing much to do,
One went up to Coleraine and then there were two;
Two happy pub-crawlers having lots of fun,
Bomb went off behind the bar and then there was one;
One worker wondering when the war would cease,
A booby-trap exploded and then there was peace.



WAITING LISTS:

Origins: Ken Jones, P. to Bushern,

Decline and Fall: Ken Jones, Dave Pollard, Dave Pink

Sleuth: Steve Doubleday.

Risk: Silvano Woronycz, Vince Dwyer.

4000 A.D.: Clive Booth

Monopoly: Clive Booth ((!)), Mike Sherrad

Mastermind: Mick Bullock, Clive Booth

Empty lists include:-

- Cluedo
- Sigma File
- Strategy I

- Satellite
- PARLIAMENT
- Blitzkrieg(multi-commander).
- Contraband
- Acquire

Any other suggestions would be much appreciated. Parliament may, now well start, thanks to the help of its invetor, Hartley Patterson, who has promised to help us with the setting up of party profiles, voting systems etc.

Tigger is looking for people willing to write articles on gaming of any kind. Anyone ~~foolish~~ willing enough to edit a regular wargames column should drop him a line at 'Pooh Corner'. Payment for articles is in good Tigger/Hannibal credit !

We would also like ideas for future front covers and rules for postal play of any games you would like to see open.

Circulation this issue is up as we open up trades with Mick Bullock and Steve Wyatt and have recieved subscriptions from Andy Davidson, Craig Nye, Clive Booth and Bernard Clarke, we hope you like Tigger ~~and send us lots of votes~~.

The more observant of you may have seen a programme on the Independant Television network supposed to be about games. Most of it was taken up by discussions about card games and Backgammon but there hiding away in one corner was our own 'agly face of Capitalism' Mr G. Levin(e). A quick plug for G&P and for Dippy in general, a brief word on Sigma File and then back to oblivion.... He didn't even mention Tigger!

Richard Sharp, the Scrabble Champ, who plays in five languages doesn't play in Tigger!!

...oooo0000ooo...

This issue will contain a few sets of postal rules for Speculate and Monopoly at least. The Speculate rules are from Our 'Enry 9 and we would like to thank Sherb for letting us reprint them. So add Speculate to the empty lists list. Oh no.. On a real list - Sherb is down for a game. Also put Andrew Holt on the Acquire list.

Next issue will probably contain postal rules for D&F (reprinted from Hannibal 1) and after that we hope to reprint Risk (reprinted from Son of Bellicus), Cluedo (John Boyer), Sleuth (Hannibal 4), Contraband (ours) and Acquire. This last one is interesting as Hannibal at the moment has a set of postal rules from Andrew Holt - somewhere. When we find them they will appear in Tigger.

You may notice a dearth of cartoons this issue. Two pages typed so far haven't had cartoons on so can we please have any good, but not too complex, drawings or cartoons that our readers can dream up. If you have something which is really good but too complex to be cut by hand then let us know in advance and we should be able to have it thermo-faxed.

Hmmm. It looks as if you're going to get hardly any cartoons this time, but, depending upon contributions from outside, next issue should return to the usually large crop.

So he went home with Pooh and watched him for quite a long time. Meanwhile Tigger was tearing round the Forest making loud yapping noises for Rabbit. And at last a very Small and Sorry Rabbit rushed through the mist at the noise, and it suddenly turned into Tigger; a Friendly Tigger, a Grand Tigger a Large and Helpful Tigger, a Tigger who bounced, if he bounced at all, in just the beautiful way a Tigger ought to bounce.

"Oh Tigger, I am glad to see you", said ~~Davidson~~ Rabbit.

RULES FOR POSTAL SPECULATE

1. The normal rules of 'Speculate' will be used except as noted below.
2. The currency is in £'s

Objective Cards will be abbreviated by first giving the total value of the card, then the various stocks and their equivalent values, eg a £500 Objective card consisting of £250 Engineering shares, £150 Stores shares and £100 Property shares would be abbreviated thus: 500 - £250E, £150S £100P.

The various stocks will be abbreviated by their initial letter in each case ie, Engineering = E, Transport =T, Mining =M, Property =P, Stores = S.

The Market Influence (MI) cards will be abbreviated thus: Engineering up 2 = EUp2, Stores Down 1 = SDown1, All Shares Down = ASDown3, Stores Dividend = SDiv.

The players shall be called ALPHA, BETA, GAMMA, DELTA, EPSILON for convenience.

3. At the start of each round the GM will inform each player of the following: his balance, the identity of his three MI cards, the identity of his objective cards, the position of each stock on the market price index and the number and type of shares owned by that player.
4. Each player then carries out phases 1 and 2 of his turn. He also must inform the GM of any shares he wishes to buy or sell. He may make these conditional on the positions of the MPI. eg, Sell 12T unless MPI:T is below 14.
5. The GM publishes all of the information from each player plus the new positions of the MPI. He also informs each player of the identity of their new MI card.
6. The players must then state which shares, if any, they are prepared to buy or sell. eg, sell up to 6P to DELTA, Buy up to 5M from ALPHA etc.
7. The GM decides the order of priority for Buying and Selling shares, this will be operated on a rota basis or something similar. He then publishes the final transactions. eg OMEGA sells 7P to ALPHA, 2T to BANK. Should a player need to buy from/sell to the bank to complete his requested transactions, it is assumed he will do so unless he cannot afford it or specifically requests not to.
8. Should a player forget to complete one phase of his turn, the GM will complete it for him where possible.

.....00000000.....

I hope that makes more sense for you than it does for me. I haven't got the game but if a list fills I will buy it. This is true for quite a few of our lists notably BlitzKrieg, Acquire and Strategy 1 so we won't mind if they don't fill; but don't let that put you off sticking your name on the waiting lists.

RULES FOR POSTAL MONOPOLY

1. The normal rules of Monopoly apply except where specified below.
2. At the start of the game all players will have their addresses printed next to which will appear their throw for go 1. Thus all players will know the position of all other players when they send their orders in.
3. The players must send in orders for the actions of their piece for that turn. If they land on occupied property they must send in a bid for that property. If no orders are received they will be assumed to be uninterested and have bid £0. All other squares involving paying out of money do not require orders and will be taken care of by the GM.
4. Players must also submit orders for building any houses, hotels (or removal of them) or 'doing swaps' (see later) any time they want to perform such operations.
5. Obviously if two players are scheduled to land on the same square they will have to compete for it. The property will go to the highest bidder - by Dutch Auction. If both players bid the same amount for a property there will be a re-bid the following turn, even if both players are moving on round the board.

6. Each turn the GM prints all the actions of all the players, along with the dice rolls for the following turn. This process continues until the end of the game.

7. If a player is scheduled to land on a Chance or Community Chest square then that player alone is informed of what the card says and acts on it as if it were a move - eg, if it were 'Take a trip to Marylebone Station' then the player might bid for the station. If another player was landing on Marylebone then the Chance-card holder has an advantage.

8. All unsold property created by people either failing to send in bids or just not being interested will be thrown into a pool. The contents of the pool will be Dutch-auctioned each turn.

9. Players are at liberty to work out agreements where joint bids may be made for any property in the pool auction but these joint bids must be agreed to by all participants when they send their orders in. Failure to do so will mean that no bid is received from any of the players.

10. The lowest price which may be bid for a property ((bidded for -Ugh)) is the face value of the property.

11. All such actions as building/removing houses and hotels, mortgaging and demortgaging properties take effect with the next turn.

...ooo000ooo...

If you can see any flaws in either set of rules or have any other suggestions to make then let us know and we'll print them along with our comments. So far only Mike Sherrad has put himself on the list - the game's free so come on everyone -roll up for the playtest.

One game which we might have to charge for is Decline and Fall, if another game starts. We have to send the orders round in rotation to the players and we are not prepared to pay 15x4x4½ = £2.70 ourselves. There might have to be some kind of s.a.e. system but we'll see if a game does actually start.

Don't forget that we are noth on the phone so there's really no excuse for not getting your orders in. Dermot - 061-445-0469. Geoff - 061-432-5959. Just ring up for a chat any time you want too.

I've just discovered that this issue is going out on blue paper which you've probably discovered if you've bothered to read this far. So maybe it's just as well that this issue is cartoonless as they come out best on white.

MESSAGE SPACE

To have a tigger I've got one spare Song about the SD 4/writing

3.7

MESSAGE SPACE

D
E
A
DEADLINE = J 40g 1st
L U
I JULY 24th
N Y
E

or thereabouts

That was Tigger 2, produced by Dermot Dwyer, 26, Belfield Rd., Didsbury, Manchester, M20 OBH and Geoff (the Gruff) Challenger, 23, Priestnall Rd., Heaton Mersey, Stockport, SK4 3HR. The circulation this issue is very difficult to work out and today's date is 7th July (Printed 9th July).

In this issue:

- Mick Bullock and Clive Booth write.
- See the shrinking Vandal.
- See Andrew Holt revealed as a red.
- See the Mensa mastermind start.
- Listen to a great new Watergate tape.
- And lots more.

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