

"Truly, I say and mean, he added with a glance at Sam, 'for twice now we have been in your power, and you have done no harm to us. Nor have you tried to take from me what you once sought. May the third time prove the best!"

So, as Frodo's voice fades away in the shadow of Cirith Ungol, TIGGER 3 begins it's travels. As most of you already know, Tigger is an anti-dippy zine as opposed to the inti-dippy zine. It is binged on paper, straightened out, whipped into shape and spewed out in foolscap-size sheets by Dermot (the worker) Dwyer, 26, Belfield Road, Didsbury, Manchester, M20 0BH and Geoff (the Gruff) Challenger, 23, Priestnall Road, Heaton Mersey, Stockport, SK4 3HR. This triangular issue will set you back the best part of 2½p. If it doesn't then you are receiving a complimentary copy and we invite you to subscribe.

I must apologise for the front cover of last issue. The cartoon came out beautifully but the typed bit didn't come out well on the photo stencil because my ribbon was very worn and it needed to be dark black to come out on the final product. A lesson learnt I suppose. We certainly won't make the same mistake again. Our front cover this time is slightly less ambitious being only a computer printout of Pooh, a bear of little brain. Would any generous person who can get us similar printouts in the future please let us know? This one was got off the UMIST computer at a recent Open Day.

Now on to the meat of things. We asked Andrew Holt if he could come up with some postal rules for THE GAME OF NATIONS. However, he wrote back saying:-

"Clive Booth has suggested to me a possible framework for postal rules, which is almost complete, and so I think he should get the credit for producing some rules (and I think he should complete them thus saving me any work)."

At time of writing, we have had one or two letters from Clive Booth but nothing which would imply he has completed his task. Gruff wrote to him recently to ask him if he would but since then nothing has been heard. If we get anything from Clive before Tigger is finished it'll be tacked on the end. If we do in the end print some postal rules for tGoN it'll mean one thing - we'll have to buy a copy !! So, does anyone know where we can get hold of a fairly cheap copy as the price I can get is £3.10. Anyone do any better?

Andrew also had some comments to make on Mastermind pointing out that it is simply an adaption of several old pen and paper games, most of which come under the name of COWS AND BULLS. I can't really see why people pay over £1 for something which can be played with an old pencil on the back of an envelope. I'm tempted to print the rules for it. Instead I'll give you Andrew's version of Cows and Bulls.....

- 1) One player chooses a four-digit number.
- 2) The other player has to guess this number by making four-digit guesses and getting a reply of x bulls and y cows where x is the number of the digits correct and in the right place and y is the number of digits correct but misplaced.
- 3) A time limit is agreed on. If the player has not guessed within that time then he has lost. A player guessing the correct number wins.
- 4) The roles are then reversed.

Andrew gives an example of a game played with words where the word has to be genuine. Of course this means that each digit now has 26 different possibilities instead of 10. However as the number of possible words decreases the number of permutations. If I were a statistician I'd work it out.

Tigger's own postal Mastermind contest is under way between Clive Booth and Mick 'Yossarian' Bullock, They have each given us three combinations and Mick says he'll let us know the outcome when they are finished. Until then we are keeping the combinations in our custody and we won't let any one see them ~~for less than £5~~.

All players wanting to take part in the all-versus-the-GM game of Master De Mind are welcome. There are already two people on the list and the more the merrier. Remember, all our games are absolutely free except for BIF, for news of which, see later

Hannibal 13 carried the news that Hannibal would, probably, in future be printed by off-set lithography. The next issue it said would be done in this fashion. Normally it is impossible to get subscribers to respond to anything. However, hit them in their wallet and they'll squeal. A price of 15p was quoted, although it was not mentioned that Tigger would probably be fused into one zine for that price. This isn't such a huge rise in price for Tigger subscribers. Last issue of Tigger/Hannibal cost 9p. Work it out for yourself.

Anyway, as I said, there was a response almost 100% unfavourable to the idea. Two of the letters wended their way to the Tigger offices. One from Clive Booth saying :

"I am afraid my finances would not run to 15p a copy and I would be forced to receive only one of Tigger and Hannibal. As I already receive a few dippy zines and Tigger is something special it would have to be Tigger."

And the other from Mick Bullock who quoth :

"On the subject of paying 15p for an offset Hannibal all I can say is I'm glad I don't subscribe ((he trades)). Offset is a totally unnecessary luxury, a craze, and it's up to publishers to find ways of keeping costs to a minimum (like finding where you can get 5p stencils from by reading Exchange and Mart!), not to indulge in fanciful, expensive fads."

In general, the response was that Hannibal is perfectly all right as it is and there's no need to put the price up for what would be a fairly insubstantial increase in quality. I can't vouch for the Hannibal staff but Tigger is going to stay mimeo - for the present.

If/when I go to university in about a years time, I will be going to a college where I can get a litho zine printed for about 5p so watch out for full-colour Tiggers instead.

The ever-expanding publishing house of Hannibal/Tigger/Pandora/Game Openings/Variant Review/Polaris is about to increase again with the latest addition - Hyperion. Hyperion is to be run by Geoff the Gruff and is only going to run one game. However, this game is Hypereconomic Diplomacy which is the most complex variant ever designed. The rules run to 30 sides of A4 with an extra two-sheet map. There will soon be a British reprint of the rules and they will cost 20p + postage. If you are curious then write to Gruff sending about 25p and he'll rush you off a copy of Hyperion 2 which will contain the rules. Hypereconomic Dip. is the only variant which Tiggers like!!

I (Gruff) have just received a copy of the rules and accompanying blurb for which the airmail postage for the bundle was \$1.60. However it's all interesting reading and if you are interested in joining the American game then write to Steve Norris, 1161, Greenland Ave, Nashville TN 37216, USA.

One person has asked why there isn't a contents list in Tigger. Well, Tigger isn't a fat hulking zine; this issue probably being only 10 sides long, and really, you can find your own way around. This issue contains the now rapidly-moving D&F game with moves from Hun and Goth. Also the Sleuth game where Mick 'Yossarian' Bullock has taken over from Steve Doubleday. Dermot is threatening to outdo John Robertson for PanzerBlitz articles and we reprint the postal rules for D&F.

Next issue will contain an analysis of World War II (the game!) more PanzerBlitz ruminations and a review of Drang Nach Osten (I know I've spelt that wrong) provided I can get someone to write it in time.

Another plug for a new zine. This time it's ORBIT coming from Paul Cook 1, Stonepits Close, Ryde, Isle of Wight (Wight??), England. It gets a plug in Tigger because it contains a good deal on non-Diplomacy topics. In the first issue is an article on the battle of Verdun along with several other insane ramblings - even cartoons !!!

This is Gruff, typing a few days after these first two pages were done. As the production of Tigger is geared to Hannibal; and Hannibal shows no sign of being finished for a bit yet I've been leaving Tigger. In the meantime I've finished off the rules for HyperEconomic which are now available (see above).

Dermot has gone on holiday until August 26th, I think he said. I have managed to get pages 1, 2, 3 and 5 of the book in time but I'm afraid that his

DECLINE AND FALL HANNIBAL/ZEBU

Romans rushed by hurracain Huns,
Goths gloat.

380 A.D. Move II Hun

New Tribes: 18 points/8 = 2 new units: builds 8-4's on l23, h21.

Movement before Conflict:

- 8-4 (q29)-p27
 - 8-4 (p31)-q31-q29
 - 8-4 (l23)-k23
 - 8-4 (l23) stands
 - 8-4 (g21)-f20-e19
 - 8-4 (f20)-e20-d19
 - 8-4 (h21)-i21*-h21-g20-f19
 - 8-4 (h21)-g20-f18-e18
 - 2-4 (h21)-g20-f18-e18
- * Goth 1-2 i21 overrun.

Conflict

- 2-4 (e18) attack Goth (2x5-3) (e17) GM rolls 4 DR.*
- +8-4.
- ~~(8-4)-(e19)+8-4-(d19)-attack-Goth-5-3(d18) odds 1-1 GM rolls 3 DR*~~
- 8-4 (k23) attacks Roman (2x4-3)(k21) odds 1-1 GM rolls 5 DR*
- 8-4 (l23) attacks Roman 2-4 (k22) odds 4-1 GM rolls 3 DE.
- 8-4 (p27) attacks Roman 4-3 (q27) odds 1-1 GM rolls 6 DE.
- 8-4 (q29) attacks Roman 4-3 (r29) odds 1-1 GM rolls 6 DE.

Retreats*

Goth (2x5-3) (e17) 1-e16, 1-d16, 5-3 (d18)-c18.
 Rome Units retreat to Byzantium.

Moves after Conflict

- (2-4+8-4) (e18) - - -d18
- 8-4 (e19)-d19
- 8-4 (d19)-c19
- 8-4 (f19)-e18
- 8-4 (k23)-k21-l21-m23-m25
- 8-4 (l23) Stand
- 8-4 (p27)-q27(loot loot)-q25-p23
- 8-4 (q29)-q27

Points:

10 due to conflict, 3 for Alexandria = 13. + 1 for overrun = 14

380 A.D. Move III Goth.

New Tribes are created on hexes g16, c17, c18.

Movement before conflict:

- 5-3(d13)-d12
- 1-2(c14)-c13
- 1-2(d15) Stand
- 1-2(d16)-d15
- (2x1-2)(c17)-c16
- 5-3+1-2(h16)-g15
- (5-3+2-4)(e14)-e13-c12
- 5-3(d16)-e16-e15-e14
- 5-3(d17)-d16
- 1-2(c14)-c13
- 1-2(e15)-e14-d13
- 1-2(c15)-d15
- 1-2(e16)-d15
- (2x1-2)(c18)-c17-c16
- (2x1-2)(g16)-g15
- 5-3(e16)-e15-e14
- 5-3(c18)-c17-c16-c15

Conflict:

(5-3+3x1-2)(g15) attacks Roman 8-0(h15) odds 1-2 GM rolls 4 DR*

Retreats:

8-0(h15) cannot retreat, therefore, it is eliminated.

- (2x5-3)(d12)-d11-d10
- 1-2(d13)-d12
- 5-3(d15)-d14
- 5-3(c16)-d16-e16-e15
- 5-3(e14)-f14
- 5-3(g15)-h15(loot loot)
- 1-2(c13)-c12
- 5-3(c15)-c14-c13
- 5-3(d16)-d15-d14
- 5-3(e14) Stands
- 2-4(d12)-d13
- (3x1-2)(g15) Stand

Press Reports - as yet unconfirmed - are coming in of a possible massacre in Zagreb. It is not yet known which side was on the receiving end.

whether a recount will be necessary.

EXIT. Strains of 'Goth save our gracious king' heard in back ground.

...ooo000ooo...

Waddingtons are manufacturing a new game called 'Ratrace', does anyone know anything about it? If so drop me a line.

We have just heard from CLIVE BOOTH who writes thusly:

"...O.K. you asked for it. Here are the Clive Booth postal rules for 'The game of Nations'." "... In case you do not know the game ((I don't)) I'll tell you that rules vii and ix are not in the official rules and are my own innovation..The fact that players cannot tell who is behind each coup d'etat regardless of what their opponents may tell them should add some intrigue to the game.

The blurb on the box says ' Skill and nerve are principal requirements in this amoral and cynical game in which there are niether winners nor losers-only survivors. The first objective of any player is to keep himself IN THE GAME. My rule concerning sabotage of pipelines should keep this uppermost in the players minds, even during the later stages of the game.'

Well, that's as far as Dermot got. As I haven't got the remainder of Clive's letter, I can't carry on the quote. However I do have

THE GAME OF NATIONS - - Rules for Postal Play

1. The arms of the circles in each country are numbered 1 to 8 in clockwise sequence with the Capital being No. 1.
2. Players commence the game as normal with 7m and 1 tanker. A pipeline is placed connecting U.O.R. and Abu Akar before commencement of play.
3. Placement of leaders is done by bids with minimum bids of 1m for a Dictator or Guerilla and 2m for a King or Politician. The highest bid gets the placement and the cash is paid to the bank.
Any cash involved in losing bids is forfeited and also paid to the bank.
If two or more bids are equal, none is successful and the cash is forfeited.
4. Movement is simultaneous and at the same cost as in the normal game. i.e. Guerillas and Dictators 1m per space moved, Kings and Politicians 2m.
All pieces move the first space, then the second, then the third and so on. If two pieces then reach the same space at the same time they stand each other off at the spaces preceding.
5. A piece moving onto a capital receives preference to one being placed there regardless of the bid. The bid is lost and paid to the bank.
6. Secret Agents always move first.
7. PLAYERS WILL BE ADVISED OF THE POSITION OF EACH PIECE, INCLUDING SECRET AGENTS AFTER EACH TURN BUT NOT OF THE CONTROLLING POWER. Players will therefore be in the dark about which of the other super-powers is behind the latest coup d'etat.
8. Placement of tankers and pipelines remains unchanged. Tankers may move from one country to another but must put out to sea for one move first. Movement from the North coast of Kark to the South and vice versa is only possible through the Great Eastern Merchant Ship Canal. Movement through the canal takes one turn and may be either deep sea to deep sea or from one coast of U.O.R. to the other.

Permission for use of the canal must be forwarded to the GM by the owning power of the U.O.R. stating which powers have the right and for how long (!).

If this permission is not given, any power attempting to enter the canal with a tanker will have the tanker immediately siezed upon entering U.O.R. waters and it's ownership will be transfered.

As the players will not necessarily know wjo the owner of the U.O.R. is, their intelligence systems must work overtime to try and discover him.

9.....Any piece in either of the countries connected by the pipeline (not necessarily the one in control but excluding secret agents) may put in a bid to mercenaries for the disruption of the pipeline. This 'bid' is paid to the bank regardless of whether the sabotage attempt is successful or not.

Pipelines may be defended against sabotage by the employment of security forces. The power of these forces is directly related to the amount of cash invested in them. The amount invested in a security force may be added to or reduced at the commencement of each turn.

A player may therefore have 12m worth of security on a given pipeline but this fact is known only to the player concerned and the GM. Should there then be a sabotage attempt of 12m or less on the protected pipeline, the attempt will fail.

Should the sabotage attempt be of 13m or more however, it will be deemed and the security force will be lost to the bank and the pipeline disrupted.

Disruption of a pipeline lasts for three full turns. i.e. a pipeline disrupted on the eighth turn of the game will not become operational again until the 12th turn.

Sabotage attempts take place at the end of a move. It is therefore possible for oil to be moved through the pipeline on a turn prior to any sabotage.

10. Players may finance each other in any way they wish provided it is made clear to the GM.

11. Co-ownership of pieces including ships is not allowed. Players may however pool their resources for the purchase of any piece provided it is made clear which super-power will be controlling it on the board.

12. Transfer of Dictators, Guerillas, Kings and Politicians is not allowed. Tankers may however be sold freely and transferred providing the GM is advised by both parties concerned.

13. Owners of inland countries may pipe their oil to coastal countries under ownership of a different power on terms agreeable to the two powers concerned. The GM must be advised by both players concerned as to the details of the agreement.

Again, as the identity of the owning powers will not be known to each other their intelligence systems will once more be working overtime.

14. Should a player fail to submit a move for his secret agent, the agent will simply move in a clockwise direction in the country he is in at the time.

15. Should a player fail to submit moves by the deadline or submit illegal moves he will receive no production for that turn and will be fined a sum equal to 10% of his cash on hand rounded up to the nearest 1m.

16. The four international incident cards marked, 'Guerilla offensive is successful', 'Dictator mounts full attack', 'Kings subjects rally to support', and 'Politician sweeps to victory' are removed from the pack and are not used in the game. As this creates an imbalance between good and bad cards in the pack; four new I.M.F. loan cards are introduced, value 7m each.

Should a player have either two politicians or two kings on the board he should advise the GM which is to be removed should he be unfortunate to lose one due to an International Incident Card. If he does not forward this information the GM will decide by some random method which to remove.

17. Submitted moves should take the form:

e.g. Income 8m (subject to conformation by GM)
Total on hand 23m
Increase security on Bedafa-Hashim pipeline by 4m to 9m
Decrease security on Kurut-Hashim pipeline by 8m to 0m
Secret Agent.....Kurut 4 to Bedafa 3
Dictator.....Kurut 8 to Rabala 4
Kings at Hashim 1, Kurut 1
Politicians at (none)
Guerilla at Zulfi 3
Dictator at Rabala 4
4 Tankers off Hashim
1 tanker off South Coast

Published information should take the form:

Financial status...A 13m, B 7m, C 16m, D 24m,
 New Pipeline: U.O.R.-Elika
 New Tankers : 1 at Rabala, 1 at Elika.
 1 tanker from Zulfi out to sea. 1 tanker off South Coast.
 Guerilla on Zulfi 2 killed in ambush.
 Sabotage on Bedafa-Hashim pipeline....failed
 Sabotage on Zulfi-Rabala pipeline.....successful, supply is disrupted till turn 14.
 Politician on Elika 1 overthrown by guerilla.
 Positions: Secret Agents..Bedafa 3, U.O.R. 2, Rabala 3 Rabala 7
 Politician.....Bedafa 1.
 Kings.....Hashim 1, Kurut 1, U.O.R. 1, Rabala 1
 Guerillas.....Elika 1, Zulfi 2, Zulfi 3, Abu Akar 1
 Dictators.....Rabala 4, Kurut 4, U.O.R. 4

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Many thanks for them Clive. Of course there is now a waiting list for tGoN with Clive on it of course. He has also offered to GM the game for us. This would save us £3 and as I've just bought three new games this is probably what will happen.

We'd very much like to hear from anyone who has got tGoN as to whether they think the rules are viable. One or two points which I'd like to know

- 1) How long will it take?
- 2) How many players are needed?

W A I T I N G L I S T S

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

Sleuth: Steve Biggs (Observer)

Risk: Silvano Woronycz, Vince Dwyer, Dvc Polard

4000 A.D.: Clive Booth, Vince Abbott

Campaign: Steve Brown

Monopoly: Clive Booth, Mike Sherrad

Mastermind: Mick Bullock, Clive Booth

Acquire: Andrew Holt

Speculate: Mike Sherrad

Empty lists include:- Cluedo Parliament
 Sigma File Contraban.
 Strategy 1 Blitzkrieg
 RS/WS (multi-commander)
 Sniper (multi-commander)

We wrote a letter to Hartley Patterson asking him to help us set up our Parliament game and sent it with Tigger 2. However I've heard from an unknown source that his Tigger 1 never turned up so I'll have to try again. In the meantime would anyone who wants a copy of the rules write to Hartley at 'Finches', 7, Cambridge Road, Beaconsfield, Bucks, UK. I guess they'll cost about 2/3p + postage. While you're writing you could do worse than subscribe to Hartley's War Bulletin which carries a subzine Benjamin Disraeli which carries the only British Parliament game (except the one in Westminster).

While we're on such political topics, I dutifully stayed up till 2.15 on Thursday night to see second-hand car dealer Nixon trade himself in for a new Ford. Everyone knows it was the press that broke him. That article by Dermot last issue must have been the last straw.

...ooo000ooo...

The observant among you (and Sherb) may have noticed that there are three new waiting lists - RS/WS, Sniper, and Campaign while Satellite has been dropped. A little explanation; Andrew Holt offered to let me have his multi-player Sniper rules which are already tried and tested by the N.G.C., multi-player RS/WS is my own idea - I'm working on it and I'd appreciate if anyone can let me have any ideas they have on the thing.

Steve Brown wrote asking if it was possible to play Campaign by mail. My response is the same as it was to Clive Booth's GoN proposal. If you can come up with some postal rules then I'll print them and open a list in Tigger. However any game played in Tigger would have to be rid of the rule disallowing attack on the turn in which you stab an ally.

Congratulations to Steve who, all things being well, got married on August 10th. Best of luck for the future, Steve.

Although part of the good thing about Tigger is that it's games are free, I'm afraid that we'll have to make an exception for D&F which will in future cost 50p. If anyone wants to drop off the D&F list just let me know.

TIGGER POOHSTICKS SLEUTH GAME

'We have a problem at this moment in time'. I have questions from everyone but I don't know the answers! Dermot has the list of cards locked away in his house. So what I'm going to do is print the questions and ask all of you to send the answers to any questions you have been asked to me as soon as possible and I will then send all the answers out to everybody so there will be no delay in turnaround. My apologies, but it can't be helped now. Anyway here are the questions:

- Mick 'Yossarian' Bullock - Andrew 'Dr. Watson' Herd ?Red Pairs?
- Andrew 'Magnus Ridolph' Holt - Steve 'James Bond' Biggs ?Pearl Clusters?
- Steve 'James Bond' Biggs - Mick 'Yossarian' Bullock ?Blue Clusters?
- Vince 'Columbo' Dwyer - Mick 'Yossarian' Bullock ?Blue Solitaires?
- Andrew 'Dr. Watson' Herd - Steve 'James Bond' Biggs ?Opals?

MESSAGE SPACE

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MESSAGE SPACE

That was Tigger 3, produced by Dermot Dwyer, 26, Belfield Rd., Didsbury, Manchester, M20 0BH and Geoff Challenger, 23, Priestnall Rd., Heaton Mersey, Stockport, SK4 3HR. The date today is August 11th and if you think I'm going to reveal my circulation you've got another thing coming.

"Let me tell you something you just couldn't be more wrong..."
"From my experience, it just doesn't seem to make sense..."
From Still, You turn me on. off Brain Salad Surgery...ELP.

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HERE
IS A
STAMP

Mick Bullock