

megalomania

MEGALOMANIA is a Postal Diplomacy fanzine, edited and published by Chris Tringham, 25 Auckland Road, London SE19 2DR (01-653 1532). It will be published every four weeks, and is printed by the Hanway Place Print Company, 1 Hanway Place, London W5 3HR. Megalomania is available free of charge to contributors, in exchange for other zines by arrangement, or in return for 25p an issue, £2 for nine. Send your money now!

Deadline
(for Issue One)
Friday 17th March 1978
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Megalomania is a brand new Postal Diplomacy zine, the first edition of which will appear shortly before Easter. My intention is to produce a lively and entertaining zine with enough interest for non-players to attract the number of subscribers needed to break-even. In order to succeed, I will need a fairly large number of subscribers and plenty of contributions to print. I am therefore taking a certain risk in this enterprise, particularly since Diplomacy players tend to be so lethargic, and could lose a lot of money on Issue One if people don't respond to this flyer. Send your money (and letters) now.

I'll be running several games of Diplomacy at the very reasonable price of £1.50, no deposit. Waiting lists appear on the right hand side of this sheet. Games of chance such as Man-Eater, Soccerdross, Risk and other games similarly unsuited to postal play will, of course, not be available. I am, however, prepared to devote a small amount of space to games such as Mastermind and Jotto, if there is sufficient demand.

The first section of the zine is the most important part as far as I am concerned: I'm convinced that a healthy letter column is an essential part of an interesting zine, and therefore free issues are offered for all letters published. The space between the editorial and the letters will be filled with what I hope will be varied and interesting articles: I hope that other people will also contribute -free issues are offered on a pro rata basis for everything I print. The range of subjects covered will wide, though obviously my own interests will tend to be emphasised. I doubt whether I'll print any tactical articles on Diplomacy, or indeed anything on how to play other games (Bridge, Bezique, Scrabble, D&D or whatever), since in my experience almost all of this type of material is both badly-written and unintelligible. Politics is a difficult subject, since some feel that it has no place in the hobby, whilst others (myself included) will happily discuss it at great length, mainly in Greatest Hits. I intend to print "political" material only if I feel that it would be likely to interest a fair proportion of the readership of a Diplomacy zine, and obviously I'd be interested to hear your opinions.

In Issue One, I'll be printing the House Rules, and an explanation of my decision to use litho printing for the zine. There'll also be some proposals for the future of the NGC (abolish Mick Bullock), a new variant, some zine reviews and whatever else seems interesting at the time. All I do now is sit back and wait for the cheques and letters to arrive. I hope I don't have to wait too long!

Cheers,

Chris Tringham.

GAMES

This is a Postal Diplomacy zine, and therefore waiting lists are hereby opened. As well as Regular Diplomacy, I'm prepared to run most of the decent variants on the standard board, subject to a maximum of three running at any one time. I will not be providing any of the large-board variants (Mercator, Youngstown etc.), since they're too much like hard work to GM. The variants which I am interested in running are listed below, but if anyone would like to suggest others, I'll certainly consider them. Tolkien variants are out unless I can find someone to GM them. Anyway, here's the list:

Waiting Lists

Regular Diplomacy (£1.50 no deposit)

2 season year, no standbys, 4-weekly deadlines. Full rules in Issue One.

Diplomacy with standbys (£1 +£1 deposit)

For those who think that the game should be played between seven countries, rather than seven people.

Multiplicity (£1.50 no deposit)

Multiple armies and fleets, and army/fleet combinations.

Vain Rats II (£1.50 no deposit)

Guaranteed to kill the GM, particularly with the addition of new rules listed in Dolchstoss 59 such as "King Key" and "Evil Eye".

Guerilla (Playtest -£1 deposit, no gamefee)

Partially hidden-movement, with fractional units. Full rules in Issue One, and then we need seven volunteers to test it.

Stab (£1.50 no deposit)

A relatively new variant in which only moves which result in conflicts are printed.

Well, that's just about it. I hope that you'll be sufficiently impressed by this flyer to send me money for both game-fees and the zine. If you're a zine editor, then I hope you'll plug the zine and be willing to trade your efforts for mine. Any publisher who could send out copies of this sheet with their zine should contact me, and I'll gratefully send you some. Perhaps most importantly, I need some interesting letters and articles to print, so if you want to avoid paying for your copy, then get out the typewriter and produce something. If in doubt, send me some money!

