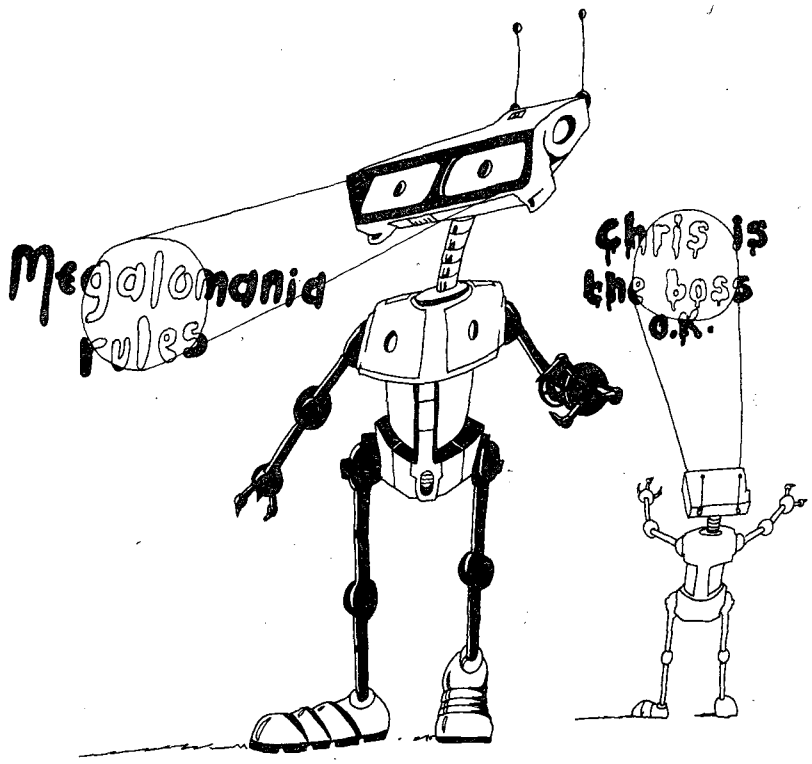


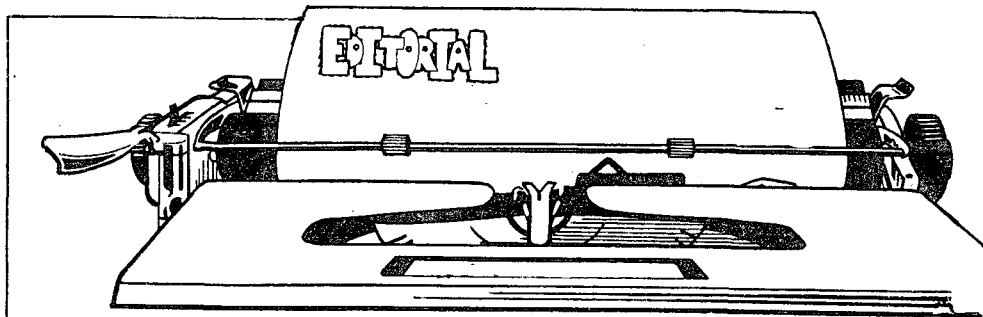
MEGALOMANIA

Meanwhile, in the ruins of the City of London robots search for signs of intelligent life...



Handwritten signature

They find none!!!



One of the more frustrating things about producing a zine is that when you get the zine back from the printers you remember all the things that you meant to put in, notice all the mistakes you failed to correct, and generally feel rather annoyed.

Well I do. And then, of course there are all the other problems that occur twixt typewriter and finished zine. Take last issue, for example: I wanted to get it out as quickly as possible, and so took most of the zine up to the printers on the Wednesday after the deadline, leaving the games pages to be photocopied later. Various difficulties made it impossible to complete it on Thursday, but never fear (I thought) I'll get it copied on Saturday, collated etc. over the weekend and posted on Tuesday. (The original idea was to get it posted on Saturday morning). However, when I got to Rank Xerox it was closed, in spite of large notices claiming that they opened on Saturday. I therefore had two-and-a-half days to wait before I could complete the zine, 80% of which was back from the printers. How frustrating. That is part of the reason why last issue was late.

However, when I finally got to Xerox, I managed to convince them that it was not liable to VAT, which saved me a few bob. Is there anyone out there who can tell me definitely whether this is the case or not? Incidentally, how much tax are they wrongly collecting for the Customs and Excise, I wonder.

One thing that I forgot to say last time was that I am currently in the process of updating the mailing labels and credit figures. For that reason, although the old mailing labels may have incorrect information on them I will correct it when I revise them. If I've still got it wrong next time, tell me what you think your credit should be and I'll try and sort it out. OK?

I should also apologize for various problems with mailing (again) - it seems that a number of people didn't receive issue 26. If this is the case, let me know and I'll send you one.

I must take this opportunity to deny the suggestions made elsewhere that John Lee might have lost his marbles. After all, only a totally sane person would start a Diplomacy zine a few months before going to a University hundreds of miles away.

No, I mustn't say things like that, or you'll start to think I agree with these people (It's OK, John, I won't print that, err.. interesting letter you sent me).

Most people seem to have misunderstood the basic point of my review of Voice in issue 25. I was trying to suggest that the general standard of zines is low, and that editors are trying to do the wrong things, or doing them the wrong way. I don't consider that Voice is particularly bad, though issue 8 was certainly worse than most, and if John perseveres it will become a "mainstream" zine, and very much part of the hobby establishment. That doesn't alter my opinion of Voice, but is a reflection, of the general fall in standards in the hobby. I was interested to be told by John that he can't cope with the influx of subscribers generated by the famous review - well, wasn't that one of main justifications for doing reviews, whether good or bad?

Well, having made my excuses for last issue, I suppose I should do the same for this one. Except that I've no idea what disasters will occur between my typing this and you reading it.

However, I already know that there's not going to be a letter column, and I bet you're just waiting to know why. Well, at least try to look enthusiastic! That's better. Fact is that there aren't enough printable letters, and there isn't exactly an excess of space, so no lettercol. Nevertheless, I will save the letters and use them next time (honest), together with all the others that arrive subsequently (hint). All letters are thrown away unopened unless they contain money, of course (as they say on Jim'll Fix It - or not, as the case may be). They keep the house nice and waram, thanks, so keep 'em coming.

What you will find in this issue is a new set of house rules. I've just spent an evening producing them, based on the old rules but expanded quite a bit. I don't think that any of the rules have been changed, but it should be a great deal clearer than previously. It's taken me a long time to realise that this business of house rules and GMing is really fairly complex - time was when I thought that John Piggott's one paragraph rules were quite sufficient. It would help me if all players could make a point of reading through the rules, and point out any obvious errors or omissions (not that there are any, of course). These rules apply to all games run by outside GM's as well, though I know that John doesn't really like them.

The changeover to new GMs seems to have gone reasonably smoothly, though only time will tell whether it works properly. My particular thanks to Keith Black, who has had the horrendous job of sorting out the 'Stab' game, and has obviously put a lot of time and effort into producing an adjudication. That game was driving me mad, and apparently the adjudications reflect this fact.

Talking of 'Stab', I still haven't heard anything about the game I was winning in The Fool Plays On. Pity that, and when you gonna give Steve Agar what you owe him, Malcolm?

Nick Shears, meanwhile, demonstrates yet again that it is quite possible to fold responsibly. All the games have been found new homes, subs are being refunded, and all without any delay at all. Surely it's so much easier to do it properly rather than having it hang over you for months? I have always said that editors must be able to fold before they can publish (if you see what I mean), and I'd far rather we had more zines with comparatively short lifespans than a smaller number that have long drawn-out deaths. I'm sure that a lot of people won't start zines because they're worried they'll have to fold in eighteen months or so - not a certainty, mind you, just a chance. Which is a pity.

The other reason that many people can't start zines is that it's too expensive. In effect, most editors subsidise their readers, by failing to charge them the true economic cost of their zine. They do that because it has become accepted practice, and because all editors are worried that they might price themselves out of the market. There's also the knowledge that some people already resent having to pay "to read all this trivial nonsense, when all I really want is my game report." It's my ego-trip, and why should other people subsidise it? Well, is it really an ego-trip pure and simple? No, of course not - the zine is written for the subscribers, and the editor inevitably compromises to do that - I would talk more about football, politics and TV if this really were an egocentric zine, but as it is I exercise restraint (and even then people complain). The financial lunacy of running a zine makes it totally impossible for a large number of people, and difficult for a lot more. Is this really sensible or logical I think not.

I've been thinking about the "State of the Hobby" and all that business. You may have read elsewhere that a \$25 000 Diplomacy Tournament was to be organized in Las Vegas (see Hobby News). Clearly any such tournament would generate a lot of free publicity, as the Scrabble, Monopoly and poker events have demonstrated, (The Las Vegas event is an April Fool by the way) Why not, I thought, have a proper British Diplomacy Championships along similar lines? It could take place over a weekend, with seven heats on the Saturday followed by a final on Sunday. Combined with a Gamesday-style exhibition by major games manufacturers it should attract plenty of spectators - certainly enough to make it financially viable.

For venues, there is a choice between large halls, such as the Royal Horticultural Hall or Seymour Hall, and hotels with conference/exhibition facilities. Both of these are clearly available in London or any other major city.

Organization is clearly a major headache, as any event of this type would need a great deal of work put in well in advance as well as on the day itself. How much will depend largely on the size of event, obviously - a straight Diplomacy tournament would be simple whereas a large exhibition would add greatly to the difficulties.

However, there has been fairly serious discussion on mounting an alternative to Gamesday (though that got nowhere at the time), so I'm confident that there are people who are interested in something along these lines. Whether they're actually prepared to do anything is another matter...

I'd very much like to hear from anyone who thinks that the idea is a good one and is prepared to devote some time/effort to the project, or even if you are of the opposite opinion. Anyone with particular experience/specialist knowledge/large amounts of money would obviously be an asset.

If there is interest in the idea, the next step is to form a committee and investigate the possibilities. Autumn 1981 is presumably the earliest feasible date, though that again depends upon the type of event,

This is a serious suggestion, though I'm well aware that it's likely to be shot down in flames by several people. The least that it deserves is a thorough examination before it is rejected.

I seem to have become rather sidetracked: I was actually trying to waffle on about this issue for a couple of pages without actually saying anything, then I get carried away like that.

Various people pointed out that it's rather a waste of money using an expensive printing process if I don't try and make use of it. This issue, then, is another one of those where I mess around with page layout. It's lines this time, as you will doubtless have already spotted. I really must get a straight ruler and a decent pen, though.

You are probably aware of the "Lamb hobbymeet" (1st & 3rd Wednesday of each month from about 6.30 or so onwards). Well, one of the problems we have is that the Lamb is extremely full. The other of the problems is that there is nowhere decent to eat within walking distance. I would therefore like to get it moved, but I don't know of any pubs that fit the bill (nothing difficult, really: a decent pub, with real beer, somewhere within easy reach of all the London termini and within walking distance of a few cheap but reasonable places to eat). Now, there must be at least a hundred pubs that fit that description - if you know of one, please let me know.

Bet nothing gets done, though: inertia rools OK?

Too late I realised that I had missed vital instructions off the Gladys Awards announcement. Not only did I omit Chimaera from the lettercol nominations (mainly because DAS didn't), but I forgot to say that you're supposed to list the nominations in order. It's too late, though, as the polls will have closed by the time you see this. (One day I'll get everything right. That'll shake you!)

A few things that I have been asked to say - they don't really fit into 'Hobby News' (which is why they're not there) - follow. Don't contact me about them (unless it says so), but right (write) directly to the person involved.

Steve Plater is looking for someone in UK to help him produce TOE, as he has been forbidden to use the Diplomatic Bag for posting copies in this country (he's a member of the British Embassy staff in Tokyo). Posting the thing by airmail from Japan is prohibitively expensive, so he is hoping to be able to post camera-ready copy to someone in this country, who will get it printed and posted. For this they will be paid about a fiver on top of all expenses. Further details from Steve, at 203 Homat Camelia, 20-1 Ichibancho, Chiyoda-ku, Tokyo 102, Japan (or c/o FCO, King Charles Street, London SW1A 2AH - UK postage, marked 'Tokyo'), or by phone on Tokyo 234-6035.

Well, I appear to have lost the next item. It's a list of zines for sale - ah well, I'm sure it'll turn up eventually. Meanwhile, I'll remind you that I am (for some reason) trying to run a Player Poll. The main reason for reminding you is the totally underwhelming response: it was deadline day (for the games) yesterday, and I have thus far received just one set of votes, and they're ineligible (thanks, John!). Unless I get at least 25 voters, with at least 20 players mentioned three times or more, I will abandon the thing.

What I forgot to say in connection with the bit about Steve Plater (whose zine is called The Orient Express, in case you didn't realise what the abbreviations mean) is that the poor fool is getting married, and will be over in this country in the Autumn on his honeymoon. The unlucky girl is Japanese, works in the Embassy, and is alleged to like games and TOE (well, somebody must) - her name is Keiko.

Agar has actually produced the second issue of Here We Go Again, just when we are all hoping that he might have given up and folded. He's done the next best thing, though, and is radically changing the nature of the zine: henceforth it will be a "monthly variant zine". This seems to be an altogether more sensible scheme than HWGA as originally envisaged, though it's very odd the way that he keeps changing his mind about what he wants to do. Cynics will have a great time commenting on all this - I shall wait and see what happens.

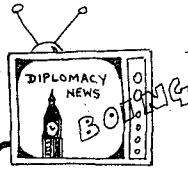
On page 1, Steve talks about how he is longing for September when he can resign from his job - by page 2 he's been sacked! Interesting. He manages to say more nasty things about Megalomania - though I must admit that there's an element of truth in his comments: the last two or three issues haven't been very good, and I'd be the first to admit it. Well, maybe John Lee would be the first, but I'd come a close second. Steve Agar, 3 North Road, Chester-le-Street, Co. Durham, DH3 4AQ.

Another editor who doesn't know when he's beaten is Steve Doubleday - having folded Gallimaufry a few months back he is now restarting it on a very limited basis quarterly, with a circulation limited to 25. If you've heard about it direct from Steve you'll already know, and I doubt whether anyone else will be able to subscribe.

Incidentally, before I forget, Steve Agar is wrong to suggest that John Dodds is about to start a new zine - though he will be an external GM for Spirit/Daedalus well as Megalomania.

Ah- found it! Don Brown, 61a Church Street, Old Basford, Nottingham NG6 0GA offers the following zines for postage only: Acolyte(The);13/An Taidhleoir; 19-30/ Baltic Battler(The);2, 4-6/Bron yr Aur; 33-39/Chimaera; 52-61/Demonsblood; 1-6 Dolchstoss; 51-64, 67-69/Down Alien Skies; 11-21/Fall of Eagles; 23-44/Ferkin; 1-6/ Filibuster; 22-36/Finnisterre; 1-11/Fool Plays On(The); 1-5/Gallimaufry; 30, 31/ Greatest Hits; 58-67/Griffin; 16-23/Knife & Fork; 1, 3-14/Lemming Express; 40-47 Mr Gladgrind; 18-33/Necromancer; 2-4 (inc. "Starn" FRP player guide)/New Statsman; 6-10/NMR; 1-5/Non Sequitur; 0-10/Ode; 1-5/Overkill; 53-56/Pigmy; 17-32/Puppet Theatre News; 40-67/Pyrrhic Victory 16-27 (No more room - continued on p.)

H&B NEWS



Zine Poll announced
DAS folds.
Geordiecon planned
Con in Oxford next month
American hoax exposed

Mick Bullock has bowed to pressure and announced details of the 1980 Zine Poll. Your votes are therefore solicited, to arrive at 14 Nursery Avenue, Halifax W. Yorks by 1st July. You should list the zines you receive in order of preference, assigning to them a vote from 1 (low) to 10 (high). Mick will then work out the results using the 'Preference Matrix' method, so it is the order not the actual vote that really matters: You must vote for at least two zines, each of which must

(i) have published at least three issues (ii) run at least one Diplomacy game (iii) be still publishing as of now, and (iv) be British. Subzines (or sub-zines if you're into hypens) are ineligible, though there aren't any around as far as I'm aware. Note that Pigmy, Mr Gladgrind, Down Alien Skies, Gallimaufry and others that have folded since the last poll will not be included. This is a change from previous years. As for zines that would seem to have folded, such as Rhubovia and Howay the Lads, I assume that they are, strictly speaking, still eligible. Dolchstoss hasn't appeared since the last Poll, so is presumably ineligible.

Micks asks that it be pointed out that he hasn't yet produced NS12, which I am happy to do. He also reminds voters that the issue of NS containing the results will be available for 20p, or the relevant pages will be provided free - if you send a large SAE.

Of the thirty zines in last year's poll, no less than fourteen have folded. Well, that's not exactly true; three haven't been sighted for a long time, and are assumed to have folded, and two seem to have disappeared but may still be around somewhere, for all I know. According to my calculations, nine new zines have arrived to fill the gaps, making a grand total of 25. This doesn't seem very many, and is certainly down on both the previous years I've been publishing. The most worrying thing is the lack of quality; though: there are very few zines that deserve to win the ZP. I struggled to produce a 'Top 10' list, whereas in the past I've had difficulty deciding what to exclude. The top three are easy, since they are well clear of the field: Putty Riffo, Filibuster and Greatest Hits. Next comes Fall of Eagles, which I don't personally find anywhere near as fascinating, but which is undoubtedly very good. Then a group of good zines: NMR, PTN, Spirit of the Age, Knife & Fork, Chimaera and Pyrrhic Victory. Incidentally, neither of the groups are in order - I'll save that for my votes.

Megalomania is presumably in with a chance, as are last year's winner, Greatest Hits, and runner-up, Puppet Theatre News. Chimaera is always likely to do well, and Filibuster can rely on some high votes from its small band of followers. Fall of Eagles, though, looks the most likely of last year's top 10 to move further up the list.

The new zines are unknown quantities, but I doubt if any will overhaul that lot, so I'll predict that those six will make up the top six in some order. Do I stick my neck out and tip a winner? No.

DAS FOLDS.....DAS FOLDS....SHEARS AS SICK AS A PARROT....DAS FOLDS.....

Yes, the zine that started life in Sarth Efrica - er, I don't quite mean that, do I? Talk amongst yourselves whilst I rephrase it.- Yes, the zine that first appeared in Sarth Efrica, folded, then reappeared whilst its nomadic editor made his unsteady way around London's suburbs has gone again. Ashen-faced Nick Shears, 39, seemed very emotional (can you say that?- Ed.) (I just have.) as he told reporters that he was quitting in order to become a proper writer. It seems that someone has told him that when you get as rich as Fredrick Forsyth or Harold Robbins you can move house every

and in part two....
The Elephant that thought it was a London bus.
Mrs T. patronises the workers
An amazingly sycophantic interview with a World leader
And 500 foreigners die in an air crash. Join us again.

7.

few weeks, and this appeals to his nomadic instincts. Having folded, he is now going to start attending Diplomacy cons. Never conventional, this one.

(Interesting that; I managed to write that piece without ever mentioning the name of the zine!)

I gather that Howay the Lads has gone, since a replacement zine is being planned by the same group. Richard Gooch is in charge now, which should be interesting as he is a draughtsman (or something similar). His contributions to HtL suggest that this will be a well-produced zine, and a bi-monthly schedule tends to suggest that more care will be taken with each issue than is usually the case. Willy Haugan will continue to run the Diplomacy games, and presumably other regular features of HtL will be transferred to the new zine. The title? (Thought I'd forgotten again. Not far wrong!) RIP, which by a strange coincidence are also Richard Gooch's initials. It'll cost 50p, and money should go to Richard at 110, Tynemouth Road, Howdon-on-Tyne, Wallsend, Tyne & Wear NE28 0LQ.

The same address applies to Geordiecon II, details of which appear on the back of the RIP flyer. Did I say details? Well, this is what he says: 'Venue: Newcastle, Durham or Whitley Bay. Date: September 5/6/7 or 12/13/15.' Tony Hetherington, not content with that, wants it moved back (or is it forward) a week, to the last weekend in August. That isn't really on, as people will probably still be on holiday then.

After last year's event, we can be sure that it will be properly organized again, and I'm glad that we do at least have a national con. More details when I have them.

LATE CON NEWS... NOCCON II AND ONE IN OXFORD... ARE THESE PEOPLE MAD?

You will, by now, have realised that Noccocon takes place from the 6th to 8th of June at the Northolt Community Centre. I'm sure that it'll be OK for you to just turn up on the day, and pay any con fees to Graham or Mike. I'll be there, and quite a few others will as well - I know that Ken Bain, Keith Black and Brian Williams are trekking down from the hostile North, so the least you can do is make a bit of effort yourself. All-night Rail Baron is not compulsory, by the way.

A fortnight later, and Tom Strickland is holding a con to "celebrate his release from academic life" at Merton College. Beer at 32p a pint is promised, and the presence of Richard Sharp is threatened. I would doubt whether I'll be there, but you never know. For reasons which escape me, I'm afraid, Tom claims to be 'Lucifer' from Dolchstoss. This sounds most unlikely. Further details from Tom at Merton College, Oxford, OX1 4JD.

HOAX EXPOSED... AMERICAN SUSPECTED OF HAVING SENSE OF HUMOUR.....

You may have read elsewhere that a \$25 000 Diplomacy Tournament was being organized in Las Vegas. Much speculation has taken place about this, and John Piggott is just one of the people to say how interesting it is. Well, I'm here to tell you that it won't be taking place, and therefore won't be covered by ABC's Wide World of Sports or whatever it was that was anticipated. Mark Berch appears to have been responsible for this, though the account I have in front of me doesn't make this clear - whoever it was has done a good job, and fooled quite a few people. It even makes me wonder whether Americans do have a sense of humour (though any country that elects Nixon, followed by Carter, and eats millions of McDonalds must have a sense of humour, albeit a very strange one!).

It's an interesting idea, though, ignoring the \$25 000 prize money. Its main virtue is, of course, that it would generate a lot of publicity - the Monopoly and Scrabble championships certainly have, and the National Poker Championships were featured on Nationwide in 1970. This is an idea worth thinking about, I feel - more in the editorial or elsewhere.

1985 by Anthony Burgess (Arrow, 95p)

1985

I don't review many books in Megalomania, but this is one that fully deserves/demands such treatment.

You will gather from the title that it owes a great deal to Orwell's "1984". The first hundred or so pages are, in fact, a long critical essay on 1984, and the latter part of the book is a short novel "1985" that owes a great deal to Orwell's earlier work. In fact, it almost seems like a satire on 1984 - right down to the "Worker's English" and the notes thereon at the end of the book.

The critical essay utilises a variety of styles, including discussions between Burgess and himself, to discuss all manner of subjects. Like all the best critics, he uses the review as an excuse to talk about whatever he wants, but in doing so both informs and entertains the reader. Presumably everybody has read 1984 at least once, in which case they will follow the references that Burgess makes to it, and should be able to make more sense of it next time they read it. The most important point he makes (though Burgess is by no means the first to say it) is that the book was originally to be titled "1948", since that it was it's about. That should be borne in mind by all those who scream hysterically about 1984.

The main part of the book, though is the fairly short novel "1985" that occupies the last 136 pages or so. The similarities with 1984 are obvious, and presumably entirely intentional. Both are exaggerating the world in which they live in order to make their points. It is possible to recognise most of the institutions that appear in both works, though Burgess has made it easier - England has become Tucland, for example, and 1985 is generally less subtle, more direct. The Unions have taken over, and strikes are commonplace - even the firemen, police and army withdraw their labour. - The main character, Bev Jones, loses his wife when the hospital burns down during the fireman's strike. No subtlety there, just straightforward anti-union hysteria. I find the book rather less impressive than 1984 for just that reason - Burgess is quite unashamedly using it to engage in another bout of union bashing. Fortunately he gets over it fairly quickly, and settles down to presenting a frightening picture of a Britain dominated by syndicalism, in which everyone has to belong to trade unions or starve.

The difference between the anti-union drivel that Burgess and others peddle in the Daily Mail and Daily Express and his picture of a country ruined by Trade Unionism in 1985 may seem fine, but is quite definite. The rights of trade unions to organize, and of everyone to withdraw their labour are fairly well established. They are, of course, balanced by responsibilities, and in practice (whatever the Daily Mail/Express/Sun/Telegraph may say) union members are very conscious of these. The dangers of increased union powers and the threats that closed shops pose to "liberty" are very real, and it is a major weakness of the Left that it seems to have ignored them and left the right-wing Freedom Association and the Tory party to pick up votes from pointing them out. The irony in all this is that the Trade Unions are actually fairly right-wing, and probably the natural allies of the Tory party rather than the Labour party. Certainly the capitalist system requires trade unions, and communist countries have them in name only. The contribution that the unions made towards the Tory General Election victory also tends to support this theory. Anyway.....

The state, in its many forms, against the individual is the basic story of both this and 1984 - and indeed the TV series 1990 starring Edward Woodward. It's a very familiar plotline, and made all the stranger in this case because Bev Jones believes that being able to teach history and Greek as he wishes are the most important goals. The problem is that "freedom" is a rather abstract concept - you can't eat it or drink it or enjoy it - and as such most people aren't particularly bothered about it. It's the quality of life that really matters. Fortunately, Burgess has a great deal to say about this as well. He makes constant references to the decline in standards of food, popular

culture, literacy and so on. In many ways I agree absolutely with what he says, and the thought of a future dominated by TV, junk food, white bread, lager, illiteracy and The Sun is probably more worrying - and more real - than either 1984 or 1985's visions of totalitarianism.

The major weakness of 1985 is that it is set in the foreseeable future, with King Charles III on the throne, making it all too easy to dismiss the storyline as unlikely as events overtake the book - the revolution in Iran, for example, destroys part of his hypothesis. The strengths of the book are the observations about 1978, the "Worker's English" that is universally used (even, to great comic effect, by the King) and the critique of 1984.

However, it's a book that you should read, because it will make you think. And I can't think of a better reason for reading any book!

The Great Rock'n'Roll Swindle/Sex Pistols(Virgin Records)

The Undertones and Hypnotised both The Undertones (Sire Records)

The Age of Plastic/Buggles (Island Records)

Reality Effect/The Tourists (Logo Records)

An odd selection of records. I've had the Pistols record for many months, but the much-delayed release of the film will presumably result in more sales for it, so I'll have my say. There's perhaps a single albumsworth of decent material there, but the sheer drivel that makes it up to a double is scattered throughout, and is hence difficult to avoid. I believe that most of the best tracks appear on a 'Greatest Hits' compilation, and if so that must be a better buy. I'd far rather have the soundtrack to 'Rude Boy', but there's no sign of it being released - seems that my tape from the John Peel show will have to suffice.

The Undertones are played continuously by John Peel, which may or may not be a recommendation, but are without doubt a band with a great future. Their first two albums are good without being brilliant, but are consistently good - the type of song that sticks in the brain and won't go away. 'My Perfect Cousin' seems to have been a reasonable success in the singles chart, and I have no doubt that they'll release a string of hits from the album over the forthcoming months.

'Video killed the Radio Star' was one of the most original and memorable hits of 1979, and I would think that most people expected the Buggles to disappear just as rapidly to join the ranks of the One-Hit wonders. However, the 'Age of Plastic' album suggests that their demise will at least be delayed until all the tracks have been put out as singles. For every one of the songs is good enough to be a hit single, and at the last count three had already made it. They have a talent for writing clever lyrics and catchy tunes that should stand them in good stead - though I'm sure there's more money in TV and radio commercials than making records. If you liked their hits, you'll like the album. Simple as that.

The Tourists are loved by Derek Jewell (Sunday Times Jazz and Pop writer) and loathed by John Peel, which I certainly don't regard as very promising. The album is nevertheless fairly pleasant - basically a good pop record, which is no bad thing. The two singles ('I only want to be with you' and 'So good to be back home') sound the best, but that's probably only because they're the most familiar, but overall it's a pretty decent album. Give me the Clash anyway, but this ain't bad, I suppose.

Talking of the Clash, their possible new single, 'Bank Robber' is very reggae-influenced, and very good. They are recording their new album in Jamaica, so I presume that the whole of it will be similarly inclined. I see that two members of the band flew all the way back to England to be fined £50 by Sussex (?) magistrates. The life of a rock star, what. I've just bought the new Beat album, and jolly good it is, too. That's a first impression, by the way, and I'll probably change my mind after hearing it again.

- 1.1 These rules govern the conduct of all Diplomacy games running in Megalomania.
- 1.2 The rulebook supplied with all Diplomacy sets however, is the ultimate authority, and these rules simply cover particular circumstances that occur in the postal ^{game}. They are not intended to contradict the rulebook.
- 1.3 The GM's job is to adjudicate the game to the best of his ability, and let the players have the adjudication as soon as possible.
- 1.4 The players must submit orders (s. 4) by the stated deadline (s. 3), and must inform the GM of any mistakes as soon as possible.
- 1.5 Relations between players are governed only by the laws of the land.
- 1.6 The players must not deceive the GM in any way, whether constructively or by omission. To do so renders the player liable to be expelled from the game.
- 1.7 The GM will not, of course, deceive the players, but it is accepted practice for a player to impersonate the GM. In this case, as a matter of courtesy, the GM should be informed - he will neither help nor hinder in this deception, and will treat such information as confidential.

- 2.1 Games of Diplomacy are available at the current gamefee (£2). All players are additionally required to subscribe to Megalomania (or any other zine to which the game is transferred). Orders will not be accepted from players with negative sub credits.
- 2.2 Players may submit a preference list, stating the countries they wish to play. The GM will attempt to satisfy these requirements, but will also do his best to frustrate suspected cartels.
- 2.3 A gamestart announcement will then be published in Megalomania, giving the names and addresses of all players. A deadline will also be printed.
- 2.4 All Spring 1901 orders must arrive on or before that date. If there is an incomplete set of orders the GM will appoint a replacement player and set a new deadline.

- 3.1 In each subsequent issue, a deadline will be published. All orders should arrive by then, though they may be accepted after the date if the game has not been adjudicated, and entirely at the GM's discretion.
- 3.2 Deadlines will normally be either four or five weeks apart, and the zine should be posted within two weeks of the previous deadline.
- 3.3 If you don't receive the zine in that time, please contact me. If you don't, I am unlikely to hold the game over for you.

- 4.1 Orders must be written (or preferably typed) on one side of a sheet of paper, no smaller than A5 or larger than A4. They should be headed with the game name and number, the season, and real date. Each unit must be separately ordered.
- 4.2 Phoned orders will be accepted if I feel like it, but you are asked to use it only as a last resort.
- 4.3 Although the type and nationality of units do not need to be specified, it is helpful to do so.
- 4.4 Orders can be changed, but you are advised to number or date all orders - if you don't, I will simply pick one set at random.



- 5.1 The game may be held over, at the discretion of the GM, and only in exceptional circumstances. I will not hold the game over simply because the zine has not arrived (see 3.3)
- 5.2 The GM will adjudicate the game as soon after the deadline, using all available sets of orders.
- 5.3 Unordered units stand in position, and can receive support in doing so.
- 6.1 Retreats immediately follow each move season,
- 6.2 Retreat orders should be submitted with move orders. They can be conditional on events in the preceding move season, and will usually be in the form of a list of provinces in order of preference.
- 6.3 If orders are submitted, but no retreats, then the GM will retreat the unit to the first available province in alphabetical order. If no orders are submitted, retreating units are disbanded.

= House Rules =

- 7.1 Build and removals (Adjustments) immediately follow the Autumn moves and retreats.
- 7.2 Builds or removals should be submitted with Autumn orders. They can be conditional, and will usually consist of a preference list.
- 7.3 If builds are due, but none (or an insufficient number) are ordered (or possible), then the country will be listed as 'one (or two etc.) short.'
- 7.4 If removals are due, but none (or an insufficient number) are ordered, then the GM will follow the rulebook. Note that distance from home supply centres is calculated by the most direct feasible route (ignoring convoys).

- 8.1 Any player may propose an ending to the game at any time. This must specify the position of each country which still has units.
- 8.2 This proposal will be published with the game report, and players requested to vote on it.
- 8.3 If all players vote for the proposal, the game will end as suggest. If not, the proposal fails.
- 8.4 If no-one votes against, but one or more players fail to vote, then the GM may re-propose the ending. In this case, abstentions count in favour.
- 9.1 Mistakes will inevitably occur in adjudications.
- 9.2 It is the player's responsibility to inform the GM of these mistakes, and the GM's duty to inform the players, in each case as soon as possible.
- 9.3 If a mistake is not noticed until the following adjudication, the GM will do his best to sort out the position without holding the game over.
- 9.4 If a mistake goes un-noticed for longer, then the position must stand as published - unless that would produce an illegal or impossible position, in which case the GM must make an arbitrary decision to resolve the problem.
- 9.5 Notation: Underlined moves fail (or in the case of a supporting unit, the support is cut) Broken underlining indicates an illegal or impossible order
~~Units do not exist.~~
An * indicates that a unit is dislodged
- 10.1 Any player can nominate another player to take his place temporarily. This permission can be for one or all of his units, and for a fixed period of time or indefinitely. Note that the original player remains officially in charge of the country.
- 10.2 The original player must inform the GM of any such arrangement in writing.
- 10.3 The GM will not confirm that such an arrangement is in operation, even to the player authorized to submit orders
- 10.4 The original player can cancel the arrangement at any time, without giving any notice.
- 10.5 The player appointed to submit orders, as well as the original player, must subscribe to Megalomania (or any other zine etc.)
- 11.1 Press will be accepted, but will be published subject to usual editorial discretion.
- 11.2 There will be a special dateline reserved for official GM announcements only. Currently it is 'London Calling' for my own games.
- 12.1 If you are in doubt about anything concerned with the game, ask the GM. He will attempt to answer any queries, and will treat such information as strictly confidential.