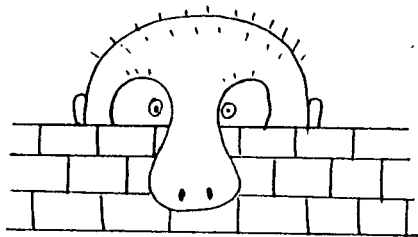


'ello squire, its

ISSUE ONE

4th MARCH 1979

The Fool Plays On



"I DONT LIKE FOOTBALL.....

I SUPPORT ARSENAL"

5/-

The Fool Plays On is a games fanzine brought to you by the prodigious talents of;
MALCOLM BROWN , 2 PARK STREET, DUNSTARLE, BEDFORDSHIRE (0582 602849)
and his able assistant

PAUL PREBBLE , 3 VICTORIA ROAD, LEIGHTON BUZZARD, BEDS (01 606 4455 x 361)

It is published by Willenbrook Ltd., and costs 25p per issue.

HIS MASTERS VOICE

Hello and welcome to the first issue of The Fool Plays On. Now some of you will be wondering how come you are reading this in the early part of March, when it wasn't due out until April 1st. A number of reasons combined made an earlier publication date favourable. Among these was the adoption of the Ferkin orphans, and the great interest shown in the 'zine already (two gamestarts in this issue!), plus the fact that the 1st April publication date made many people think it was going to be a hoax in the American tradition. Well it's not, and here it is for all to see (and enjoy I hope). Please note by the way that the second issue of the Fool will be published on all Fools days.

Well what have you let yourself in for? The message on the front cover will give you a good idea - this is a GAMES 'zine, not just a Dip. 'zine, and consequently you will find a number of different games being run and written about within these covers. Furthermore, although the Fool will contain news and gossip from the dip

world, GAMES will be the main reason for publication and the games service will be the main priority at all times.

This issue may well turn out to be an absolute disaster. I have done nothing like this since I left college many years ago, and I have therefore tried many ideas and layouts to see what they look like. I would welcome your comments and suggestions as to how things may be improved in the future. I think that I may have used too much Lettraset, and some of the headings may be a little out of line. However, like Avis "we may not be the biggest, or the best, but we do try the hardest".

Credit may be sent in any of the normal ways, but one way of avoiding bank charges etc is to send some of the new £1 stamps the GPO sell to pay telephone bills with. I will also accept 22 x 9p stamps as a £2 credit, thus saving you 2p. Please remember that the Fool costs 25p per issue, but £2 will buy you the next nine issues.

(continued over ...)

DEADLINE THURSDAY MARCH 29th.

GAMES 1, 2 & 3 PLUS THE BOURSE TO PAUL PREBBLE.
GAMES A & B PLUS ANYTHING ELSE TO MALCOLM BROWN.
NO LATE ORDERS PLEASE

WAITING LISTS

WAITING LISTS ARE OPEN FOR THE FOLLOWING:
STANDARD DIPLOMACY (£1) SEVEN WANTED.
STAB DIPLOMACY (£1) SIX WANTED.
CLINE DIPLOMACY (£1) NINE WANTED.
RAIL BARON (£1) FIVE WANTED. (GM = Fred Hemmings)

If its not there and you want to play it --- ASK !!

Contents are listed on page 15 (well where else do you expect to find them).

CREDIT

Credit is shown on your label. A number after your name is the number of the last issue your cash will buy. F means this issue is free; T means we are trading; C means you are a contributor. If none of these are on the label SEND MONEY OR YOUR ZINE if you want the next issue.

Well, here we are, it's Saturday night and the rest of the first issue is finished and pasted up. I ran out of Pritt (the non sticky sticky stuff) whilst doing the games, and had to use a real bad paper glue which may have left a lot of shadows on the page, we shall see. A good response to the games, but very suprising NMRs from Don Brown & Ian McIntyre, only a temporary lapse I hope.

I had expected the games to use three pages, but they only needed two. Therefore I now have to fill two whole pages with my first attempt at an editorial, what am I supposed to write about I wonder ?

Being the first issue I expect you want to know something about the editor (you're going to get it even if you don't).

I'm 26, and work for myself as a freelance computer programmer, a trade I have been involved in for about six years. The law defines me as a single person; in actual fact I live with my girlfriend Pat and two children, Andrea (13) and Jason (9), plus two cats, one of whom is gay and suffers from a kidney infection.

I have been playing games since I was about eight, but only discovered Diplomacy and postal play this time last year. I now play in about 12 Diplomacy games, 3 Soccer Leagues and 2 company chairman games. I sub at the moment to 8 zines, but I hope that after this issue goes out I shall be getting a few more.

I met Mike Jervis last week. Yes my friends he is a real person; in actual fact he's very nice.!!!! We shared a few pints of Rayments Ale (not Raymonds Mike) at St. Pancras bar before he leapt aboard the Nottingham express, cursing me for making him forget to buy the latest copy of playboy (so he could read about American Football - which proves that American football did make him forget about Ferkin), and threatening to return for a few days in April, during which we hope to get together with a few of the London hobby members for the second St. Pancon.

Soccer:- you'll get a lot of that in here. As will become very evident, (particularly if we win the Cup) I am a life long SPURS fan, and

was delighted to see little Ossie finally score today, the thought of him showing his talents off at Wembley in a cup final is a terrific prospect, and something I really hope you all get the opportunity to see. By the way, didn't you think it was very sporting of the Derby manager Tommy Docherty to accept Ossies first goals in England in such a sporting manner, him being a lover of good talented footballers. In case you missed it his words on being asked what he thought of the two goals that had had just beaten Derby were - "I don't give a fuck whether they are his first goals or his last", just the thing to teach the kids of Derby to respect good footballers eh Tom ??

Looking at the rest of the league I'm afraid I can't see anyone catching Liverpool, their play this year is so clinically perfect that this may well be their year for the double. The chop I'm afraid for Birmingham, my bet to join them is Q.P.R. , with Derby or Chelsea for the third spot. In the second I reckon Stoke, Brighton and West Ham will take the promotion spots from Palace and Sunderland. Mind you, I should watch Fulham during the run in. No predictions for the third, but I would take Wimbledon and Barnsley from the fourth to go up, with two from another six or seven clubs.(wouldn't it be nice if Wigan were one of them ?)

My review copy of Richard Sharps book 'The Game of Diplomacy' turned up a few days ago, lack of both time and space prevent a full review in this issue. My first impression is that its very well written and produced, but vastly overpriced - I think that 'softback' would have been a better idea. One fault is that Richard is very dogmatic about what is right and wrong as far as moves are concerned, reading some of his advice about openings is like talking to Eric Willis about a game - you can feel afraid to argue with his ideas at times.

Despite this you should try and see a copy, and newcomers will find it very usefull indeed.

DON'T KICK A MAN WHEN HE'S DOWN

HE MAY GET UP!!

The publishers of the book have agreed to allow me to sell it by mail order through the zine, and are giving me the full trade discount. Due to the 'net book agreement' I am unable to sell it at a discount, and therefore I can only offer it at £7.50 post free. However what I will do is for every copy I sell I will put £1.50 of the profit towards the cost of the Diplomacy advertising campaign mentioned on the back page. Therefore you are only really paying £6.00 for the book, the rest is an investment in the future of the postal hobby. Send money now if you want a copy, it will be despatched by return.

Queens Lane Advertiser is having problems at the moment - financial ones mainly. QLA costs 25p for 12 pages, which is very expensive, the net result of which is they only have about 14 paying subscribers, a sure way of going broke very quickly. Both the editors, Jeremy Tullett and Ian Doherty, are students, and I feel they are to be congratulated for attempting zine production on the paltry income that most students get.

QLA & The Fool use the same production methods - Xerox 9200 photocopying, and I know how much it costs. I earn as much in six weeks as they get for a years grant, so I can afford to put money into the zine, they can't. Therefore if you're thinking of subbing to another zine I would ask that you support what I consider to be one of the nicest zines on the market at the moment. QLA is available from 121 Lime Walk, Headington, Oxford.

Another zine I recommend is the Snorwood Gazette, produced by Keith Loveys, 25b South Norwood Hill, London SE 25. Produced in Keiths very individual style it appears every 4 weeks, except when Bridge tournaments intervene. Snorwood is unlikely to ever achieve the high standard of litho zines or the best of the duplicated ones, but once again the style is friendly and non controversial. Keith is running standard and variant Dip games, along with a two (soon three) div. soccer league. He also includes some amazing quizzes, which I find impossible due to his addiction to science fiction. Buy it now.

Splashed out £3.75 On Eric Clantons album 'Backless' today. Despite my stereo being completely knackered it still sound great, high spot is a

blues number 'Early in the morning' on side two, plus his single 'promises'. Also got Manhattan Transfer live - both albums thoroughly recommended.

I understand that Don Brown, Rob Chapman, Nick Shears, Graham Box, Dave Parry and Steve Plater are all planning to start zine production in the next month or so. I expect at least a couple of them will be joining in the Diplomacy advertising scheme, if they want enough readers to keep going they'll need to. With the large number of zines running this year I expect to see a few casualties unless something drastic happens - a realistic pricing policy for the whole hobby would be a good start. This issue costs £28.50 for a print run of 100, but I dare not charge more than 25p per issue due to the price of other zines.

For the last six years I have been a Diabetic, and I plan to write an article about this peculiar disease (illness ??) sometime in the future. Since it affects about 10% of the population there should be a few more of us amongst the hobby, and I would like to hear about your experiences with it. It seems rather strange that there is no known cause or cure for something that affects such a large number of people - perhaps it would have been better if I had developed one of these very trendy things that popular personalities like to raise funds for, rather than something with no physical evidence, which forces you to inject yourself twice a day, whilst your kidneys, liver, eyesight and other important bits fade and rot away.

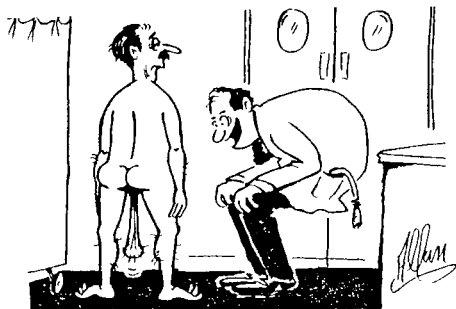
The end of the last page approaches so I guess I should leap into a round of thanks and appeals. I would be most grateful for any plugs other editors can give me, and I would like to trade with any editor who so wishes.

Thanks are extended to Chris Tringham and Richard Hucknall for listening to my long phone calls, to Keith Loveys for introducing me to the whole thing, to Mike Jervis for showing that even an idiot can run a good Diplomacy zine (joke !), to Paul for getting caught up with my enthusiasm and running games for me, but most of all thanks to Pat for putting up with all I've done to put this thing together, and for understanding the huge pile of paper in the front room for the last week. Thanks and bye.

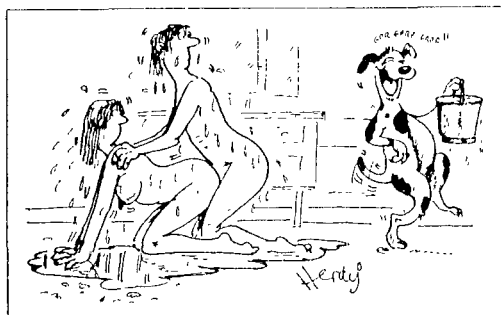
Malcolm

THE HOUSE RULES 1.4.1979

- 1; The rules of the 1971 Diplomacy rulebook will apply in all cases except where ammended below for postal play.
- 2; Deadlines will be noon on Thursdays. Orders posted First Class before deadline day will be accepted if they arrive late, but under no other circumstances will late orders be accepted.
- 3; Orders should be marked with the game ID, country, season and signed. They should be written on one side of a sheet of paper, with only one game on a sheet. Telephone orders will be accepted by me only (ie no messages) and no responsibility is accepted for misheard orders.
- 4; Logical abbreviations may be used but all orders must be unambiguous and untidy orders will be taken as the GM reads them. If you intentionally disorder units please inform the GM.
- 5; The orders Spa-Naf; Lon-Lpl; AEG-BLA are illegal. All split coasts must be specified. When ordering a convoy you do not need to order both the fleet and army ie F NTH C A Yor - Nor covers both the units.
- 6; Players not submitting orders for two consecutive seasons will have all countries they control in any games placed in anarchy (all units stand), and unless they can give me a good reason otherwise they will lose any remaining credit and be blacklisted. No standbys will be used.
- 7; Conditional builds, retreats and removals must be submitted where they may be needed. Failure to submit removals will result in the GM removing a) Fleets furthest from a home supply centre. b) Armies furthest from home supply centre c) equidistant units in alphabetical order.
- 8; Press is most welcome. The dateline GVMT may only be used by the player submitting that press. The GMs dateline is 'The Gaffer', GM comments are within double brackets(()).
- 9; Players must let the GM know in writing of any change of address (including term and holidays) and resignations should also be made in writing.
- 10; Your orders will not be allowed if you do not have enough credit to pay for the next issue.
- 11; At all times the GMs decision is final, and he will rule on anything not covered by these rules.
- 12; All outright winners of Diplomacy games in The Fool Plays On will be awarded a cash prize of £2.50.



Ye gods, you're right! The left one does hang lower!



LEARN POKER

WITH KEITH LOVEYS

This series of articles is intended as an introduction to Poker for those of you who have never or rarely played the game. Anyone who has played it before will find little to interest them until a couple of issues time when I will give sample hands and introduce some of the more popular variants.

Poker is basically a gambling game and cannot really be played without stakes. The main object of the game is to win money, though the process can provide a lot of fun. In the basic game, all the money bet on a hand goes to the owner of the best hand. Thus, the first important point is to make sure you the precise order of merit into which the hands fall. In the following list, and in all subsequent descriptions of hands, the following abbreviations are used; A = Ace , K = King , Q = Queen , J = Jack (or Knave if you prefer) , S = Spades , H = Hearts , D = Diamonds , C = Clubs. Thus KC stands for the King of Clubs , 9H for the nine of Hearts etc.

All hands consist of five cards, in some variations you will have more than five cards in which case you count only the best combination of five. The various types of hand are ranked as follows (best first):

1 Straight Flush: This consists of five consecutive cards in the same suit. e.g. QD, JD, 10D, 9D, 8D. If two or more people both have straight flushes the winner is the one with the highest top card. An Ace can count either high or low, thus A, K, Q, J, 10 of a suit is the best possible hand, while A, 2, 3, 4, 5 is the lowest straight flush since the 5 counts as the top card.

2 Four of a kind: This consists of four cards of the same rank together with any other card. e.g. 8H, 8S, 8D, 8C, 6S. Four aces are the best four of a kind, followed by the rest in normal order.

3 Full house: This consists of three cards of one rank and two of another. e.g. KS, KD, KH, 3H, 3C. The rank of a full house depends on the rank of the three cards - thus AAA22 beats KKKQQ.

4 Flush: This is any five cards of the same suit. The rank of flushes depends on the top card of each, if equal the second card and so on. e.g. A K 8 3 2 beats A K 7 6 5 since it has a higher third card, the first two being equal.

5 Straight: This is any five cards in sequence. e.g. 10, 9, 8, 7, 6 of any suits. As for straight flushes, an Ace may be high (A, K, Q, K, 10) or low (5, 4, 3, 2, A).

6 Three of a kind: e.g. QH, QD, QS, AC, 7D. Self explanatory.

7 Two pairs: e.g. KD, KH, 7D, 7C, 10S. The rank of the two pairs depends on the rank of the top pair, if equal the bottom pair and if equal again, the odd card. Thus AA322 beats KKQQJ

8 One pair: The rank depends on the pair, followed by the best other card etc.

9 High card: Rank depends on the highest card, if equal the second card etc.

The next basic to learn is the mechanics of the betting. The basic period of betting is called a round and any hand will contain at least two rounds of betting. Which player starts off a round of betting will depend on the variant being played. Whoever it is, he has two choices. He may 'check', which means simply that he is passing the buck to the next player clockwise round the table, or he may bet by putting a sum of money into the middle. If everyone checks,

that is the end of the round. Assuming someone makes a bet, the next player then has three choices;

- 1/ He may 'fold' i.e. throws his hand in and takes no further part in the deal.
- 2/ He may 'call' which entails putting in the same amount of money as the better.

3/ He may 'raise' by putting in more money than the better.

Any subsequent player has the same choices. A call always consists of putting in the amount of money required to make your total stake placed in the round equal to the total placed by the last person to raise. A round of betting finishes when a raise (or the initial bet) is called by everyone who has not folded.

For example, say the players in order round the table are A, B, C, D & E. A round of betting might go; A - check. B - bet £1. C - call, also putting in £1. D - raise, putting in £2. E - fold. A - raise, putting in £3. B, C & D all call, putting in £2, £2 & £1 respectively to make their total bets £3 each which is what A had put in.

There are many variations of poker which fall roughly into two classes. These are 1) Draw poker, in which all cards are concealed, and 2) Stud poker, in which part of everyone's hand is exposed face up in front of them.

I'll finish this time by describing the mechanics of a 5 card draw poker game, and giving an example hand.


The game commences by the dealer putting into the middle (known as the 'pot') a fixed amount of money, depending on the stakes. This is known as the ante and is a feature of most forms of poker. He then deals five cards (face down) to each player. There is then a round of betting, commencing with the player on the left of the dealer. When this is finished, each player decides still in the hand discards as many cards as he likes from his hand, receiving in exchange the same amount of cards from the top of the pack. There is then another round of betting, after which all those players left in show their hands and the winner takes the pot. The winning hand in this game depends on the number of players, but is normally about two pairs of Queens and another.

Now for an example hand. There are six players, A, B, C, D, E & F. F is the dealer, and puts in his ante of £1. He then deals the cards as follows;

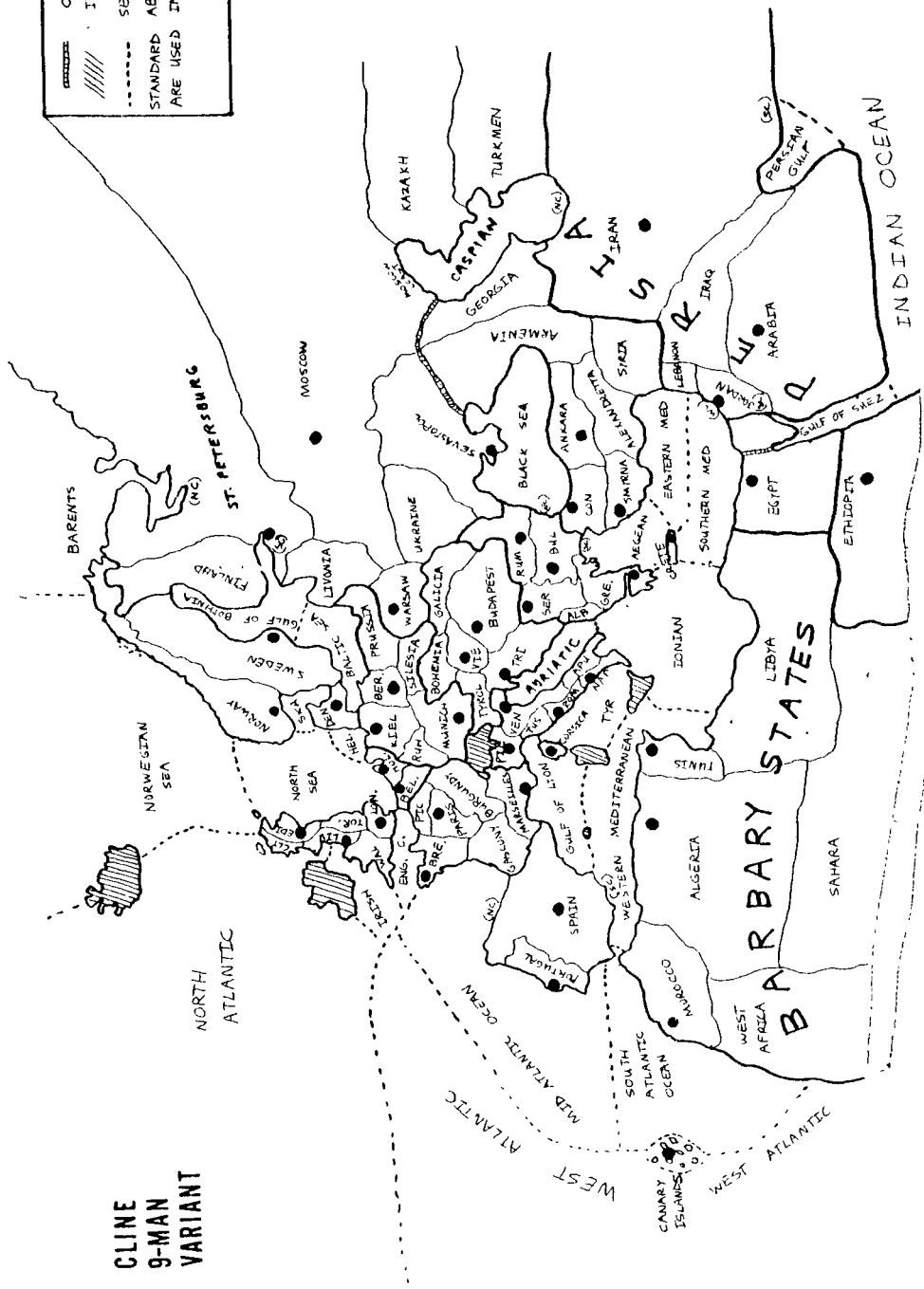
A gets AS, KD, 6C, 6H, 4S.
 B gets QH, QD, 10C, 8H, 3D.
 C gets AD, JD, 8S, 8D, 5D.
 D gets AH, KC, JH, 2S, 2D.
 E gets 9H, 9D, 9C, 7D, 4H.
 F gets KH, QC, JS, 5H, 3S.

The first round of betting starts with A who wisely checks - a pair of sixes is not much of a hand. B bets £1 with his pair of queens - a reasonable bet. C calls - he has the choice between trying to improve his pair of eights, or of throwing his 8S hoping for another diamond which would give him a flush. D calls - this is a bad call since his pair of twos is certainly nowhere near the best hand with two people already in. D should have folded. E raises, putting in £2. He has three nines which is a very good hand, well worth a raise. F folds as he has a load of rubbish. A now folds - he may have called if there had been no raise, but after E's raise he knows it would take a miracle for him to win. B calls, putting in a further £1 - a dubious call but not unreasonable. C also calls, intending now to go for a flush. D folds, having wasted £1 for nothing - at least he has enough sense not to waste another one. The exchange now takes place and, as is customary, B as the opener of the betting, receives first. He keeps his queens and draws 6D, 6S, 3H, giving him two pairs. C throws the 8S and receives the 4D, giving him a flush. E keeps his three nines and draws 10D, 10H giving him a nines full house - an enormous hand. B, as the opener starts off the second round of betting. He checks. C bets £8 - a good bet as a flush will nearly always win. E raises, putting in £16. B folds quickly and C calls, putting in a further £8. The cards are exposed and E takes all the pot, while A shuffles the pack ready to deal the next hand.

(thanks to Keith for the first of a number of articles, which should help to teach us all something about the game. One point I would make at this point, with the stakes Keith mentions I have no intention of ever playing with him!)



 CANAL
 IMPASSABLE
 SEA BORDER
 STANDARD ABBREVIATIONS ARE USED IN SOME SPACES
 L. PALLSTROMER



CLINE NINE MAN DIPLOMACY

Cline is a nine man Diplomacy variant designed in 1966 by Robert B. Cline, and the rules and map published here were printed in Diplomacy World in Autumn 1977. A waiting list is now opened in the fool, and all players will get a near full size version of the map to use.

The rules of the game are;

- 1; Unless otherwise indicated the 1971 rules of standard diplomacy apply.
- 2; In addition to the usual seven powers, the following are added;
 - A. BARBARY STATES. Begins with Fleet Tunis, Fleet Morocco, Army Algeria.
 - B. PERSIA. Begins with Fleet Jordan (West coast), Army Arabia, Army Iran (Note that Iran is double coasted for fleets)
- 3; The other seven powers start the same except Turkey, which has A Con, F Ank, F Smy .
- 4; The following neutral supply centers are added; Piedmont, Corsica, Canary Islands, Ethiopia, Egypt and Crete. Thus the total of supply centers in this game is 45, and a majority for victory is 23. Note that the Canary Islands province acts as a coastal land province.
- 5; Two special moves are legal in this game. They are;
 - A. Round Africa via the Antarctic. Fleets may move from W. Atlantic and Indian Ocean to the Antarctic. No other provinces may be used to round Africa, and no convoys are allowed via the route.
 - B. The Volga canal. This creates the possibility of fleet action in the Caspian, which province does exist in this game. (Note therefore that Iran has a North coast, and Fleets may be built in Moscow) Fleets may move through the canal, using the bordering land provinces as if they were coastal provinces. E.g. F Bla-Sev, f Sev-Mos, F Mos-Cas. Armies may freely cross over the top of the canal without impairment. Units may not move diagonally across the four-corner pattern set up by Mos-Arm-Sev-Geo. Armies may not be conveyed through the canal.
- 6; The Suez canal divides Egypt into two segments, which nevertheless form a single province (as do Kiel & Constantinople).

There, I hope that interests some of you enough to put your names down for a game. It certainly looks interesting, and I look forward to running a game very soon. Game fee is £1, and if we do get an outright winner in the game he will collect £3 prize money.

WORLD EXCLUSIVE

DURING 1979 PHILMAR LTD ARE RUNNING A PUBLICITY CAMPAIGN FOR THE GAME OF DIPLOMACY. AS PART OF THIS CAMPAIGN THEY ARE PLANNING SOMETHING WHICH WILL BE OF GREAT IMPORTANCE AND INTEREST TO EVERYONE IN THE POSTAL DIPLOMACY HOBBY.

FOR LEGAL REASONS WE ARE NOT ABLE TO PUT INTO PRINT THE NATURE OF THE THING THEY ARE PLANNING BUT FURTHER DETAILS ARE AVAILABLE BY TELEPHONE FROM MALCOLM BROWN, OR FROM COLIN WHEELER, CONSULTAD LTD, 50 CHEAPSIDE, LUTON, BEDFORDSHIRE (0582 39105). FURTHERMORE ALL PUBLISHERS ARE ASKED TO SEND COPIES OF THEIR ZINES TO MR. WHEELER, SO THAT WHEN DETAILS ARE ANNOUNCED HE CAN SEND THEM TO YOU FOR PUBLICATION.

THIS IS PROBABLY THE MOST IMPORTANT THING EVER TO HAPPEN TO DIPLOMACY, AND ITS EFFECT ON THE POSTAL HOBBY COULD BE TREMENDOUS. REMEMBER THAT YOU HEARD IT FIRST IN THE FOOL PLAYS ON.

STAB RULES (OK?)

STAB III (a revision by Stephen Agat, based on the original by Andy Evans. Stab III was published February 1979)

- 1; All the 1971 rulebook applies except where amended below.
- 2; The initial composition of forces can be chosen within the limits set out below.

	Maximum Armies	Maximum Fleets	Total Units
Austria	3	1	3
England	2	3	3
France	2	2	3
Germany	2	2	3
Italy	2	3	3
Russia	2	2	4
Turkey	3	3	3

These units may start the game in any home province (fleets in coastal provinces). Players may discuss where they intend to place their units, however this information will not be revealed by the G.M. Orders for SO1 should accompany the initial build orders.

- 3; Orders are adjudicated as in the regular game, however, only moves contested by a foreign power will be reported.

If two units stand each other off, both moves will be reported as having failed. If one unit attempts to move, unsupported, to a province occupied by a foreign unit, then that move will be reported as having failed and the presence of the foreign unit will be revealed, however, any support being given to, or by that unit will not be reported. Support moves will only be revealed as a consequence of the unit receiving the support being attacked, and even then only when it is necessary in order to explain to the attacking player why his attack failed. For example, if a unit with one support attacks a unit standing with two supports, then only one of the defending supports will be revealed (if the defending player has not stated which support he wants revealing first then the GM will decide on an alphabetical basis). If an attack succeeds then obviously all supports for the defending unit must be revealed. Whatever the circumstances all supports for one unit attacking another will be revealed.

All illegal orders will be published. This includes units a player does not have, impossible moves and support for a foreign unit which does not conform to the support order

- 4; Retreats: If a unit is dislodged the controlling player will submit a list of desired retreats with the next seasons orders. The player causing the retreat may submit a coded list of retreats, the relevant code being published. (NB 'disbands' is not a valid code). Both players may make their orders conditional on where the unit retreats to.
- 5; Builds: If a country has builds/removals they will be submitted with the following spring orders, the units which are built moving immediately. Builds may be made conditional on retreats that the player concerned has a right to know about. The GM will not report how many builds each country makes, but will publish a list of the numbers of supply centres held by the seven countries, without indicating which number belongs to which country.
- 6; If a player loses a supply centre he will be told privately by the GM, but he will not be told who has gained it.
- 7; Players should keep copies of their orders. The GM will only tell a player where his units are orally. NMR's will be published.

GAMESTART

Game **A** 1979

STAB **ALYCIDON**
W1900

GM: MALCOLM
BROWN

AUSTRIA	Stephen Agar , 3 North Rd., Chester Le Street, Co. Durham.
ENGLAND	Mike Jervis , 19 Portree Drive , Rise Park , Nottingham.
FRANCE	Dave Parry , 132 Ramoth Rd., Wisbech , Cambs.
GERMANY	Keith Loveys , 25 b South Norwood Hill , London SE25.
ITALY	Chris Farmer , 3 Westborough Lane , Long Bennington, Nr. Newark, Notts.
RUSSIA	Ian McIntyre , Slains Schoolhouse , Ellon , Aberdeenshire.
TURKEY	Chris Tringham , 25 Auckland Rd., London SE19.

Gaffer : Megalo game 5 lives again, with 3 of the players and the GM. The line up also includes 3 editors, 1 ex-editor and 1 future editor - not a bad lot for my first gamestart. I suspect that given the relationships that exist beyond this game and the amount of debts that have to be settled Dave Parry could do well, and should certainly be a popular ally.
Opening Builds and Spring 01 moves by the deadline please, a double deadline is available if someone asks for it.

GAMESTART

Game **B** 1979

BORDERER

GM: MALCOLM
BROWN

W 1900

AUSTRIA Keith Loveys,
25b South Norwood Hill, London SE25.

ENGLAND Richard Prosser,
8 Sketchley Rd., Burbage, Nr. Hinckley, Leics.

FRANCE Paul Prebble,
3 Victoria Rd., Leighton Buzzard, Beds.

GERMANY Hugo Tyler,
Symi, Greece. ((see note below))

ITALY Roger Collins,
Three Oaks, 166 Pembroke Close, Banstead, Surrey.

RUSSIA Mike Jervis,
19 Portree Drive, Rise Park, Nottingham.

TURKEY Ken Williams,
Rivendell, Top Street, Northand, Leamington Spa.

Gaffer : Postage to Greece is (I think) 10½p and is fairly quick.
Hugo is in England for most of March, His London address is
43 Carthew rd, London W6 and the last day I know him to be
in England is March 23rd.
A Double Deadline will be allowed in spring 1901 if someone
asks for it.

THE QUICK COMPETITION

In common with other British 'zines The Fool will have names for all the games run within. Here is a list of the proposed names for the first 10 Diplomacy games. This months competition for a 50p first prize is to tell me what these names represent. The first correct answer opened will win the prize; if no correct entries are recieved by the deadline I'll print the next ten names in the next issue.

The Fool Plays On - Game Identifiers

Alycidon
Dibataq
Gwalior
Jervis

Borderer
Electra
Hotspur

Centaur
Fronisher
Iseult

Game 1 1978 GZ BIG ERN A02

Tringham bashers bash each other; Two misses may be important.

AUSTRIA (Don Brown) ; N.M.R. !! A Bud, A Ser, F Gre all stand u/o

ENGLAND (Malc Brown) ; F BAR - St.P nc, A Nor sups F BAR - St.P,
F NTH - ENC

FRANCE (Steve Agar) ; F MAO - WMS, A Gas - Mar, F Spa sc sups F MAO - WMS,
A Pic sups A Bur - Bel, A Bur - Bel.

GERMANY (Chris Tringham) ; F Den - Swe, F BAL[#] sups F Den - Swe, A Kie - Mun,
A Mun - Bur, A Bel[#] sups A Mun - Bur

ITALY (Chris Farmer) ; F WMS[#] st, A Tri sups Turkish A Bul - Ser,
A Tyr sups A Tri, A Tus - Pie.

RUSSIA (Rob Chapman) ; F GOB sups English A Nor - Swe, A Fin sups A Mos -
St.P, A Mos - St.P, A Gal - Rum, A Vie st,
F BLA sups Austrian A Ser - Bul.

TURKEY (Iam McIntyre) ; N.M.R. !! A Bul, A Con, A Smy, F Ank all stand u/o

RETREATS German A Bel - Hol; Italian F WMS - Tun.

ADJUSTMENTS

Austria ; BUD : SER : + GRE : - TRI : = 3 no change

England ; LON : EDI : LPL : + NOR : = 4 + F Lvp

France ; BRE : PAR : MAR : SPA : POR : + BEL : = 6 + A Par

Germany ; KIE : BER : MUN : HUL : DEN : + SWE : = 6 + A Kie

Italy ; ROM : VEN : NAP : TUN : + TRI : = 5 + F Nap

Russia ; MOS : SEV : WAR : VIE : RUM : ST.P : = 6 no change

Turkey ; ANK : CON : SMY : BUL : - GRE : = 4 no change

PRESS

Berlin : Sorry Rob (tell Malcolm to make the rest up !)

G.M. An endgame proposal has been submitted; 1 = A,F,G,I,R,P. 7 = E
Votes for next time please, if you don't vote it counts yes.

Game 2 1978 JC BILL CURRY | S 03

Two out; one more to go ???

AUSTRIA (Steve Agar) ; A Vie - Tyr, F Tri - Ven, F AUS sups F Tri - Ven,
A Bud - Gal, A War stands.

ENGLAND (anarchy) ; A Yor, A Lpl, F NWG.

FRANCE (Chris Farmer) ; F Spa sc - WMS, F Por - Spa sc, A Ven[#] sups
German A Tyr, F ENC C A Bel - Bre, A Bel - Bre,
A Mar - Pie, F Bre - MAO.

GERMANY (Roy Eggington) ; F Lon - NTH, A Swe - Nor, F BAL - GOB, A Hol - Kie,
A Tyr sups French A Ven, A Mun - Boh, F Kie - HEL.

ITALY (anarchy) ; Has A Rom, F ION. ((Dave Pratt has Resigned from
this game)).

RUSSIA (Colin Johnson) ; N.M.R. A Lvo, A Mos stand u/o

TURKEY (Tony Mitchell) ; A Sev sups A Bul - Rum, A Bul - Rum, F Rum - BLA,
F AEG - ION, F Con - Bul sc, F Smy - EMS, A Ank - Con.

RETREATS: French A Ven - Tus.

Game 3 1978 JJ JESSIE MATTHEWS A02 GM: PAUL PREBBLE

French miss helps England, Germany a little confused !

AUSTRIA (John Foulger) ; F ADS - Ven, A Tyr sups F ADS - Ven, A Rum - Bul,
A Ser MS A Tri.

ENGLAND (Arthur Gilbert) ; F NWG - Nor, F ENC stands, F NTH sups F ENC,
A Bel - Pic.

FRANCE (Kevin Stanley) ; N.M.R. !! F Bre, F Pic, A Por, A Gas.

GERMANY (Bob Brown) ; F BAL - Ber, F Den stands, A Hol - kie, A Bur - Mun,
A Ruh sups A Bur - Mun ((no such unit)), A MUN st u/o.

ITALY (Mike Jervis) ; A Ven# - Tri, A Alb sups A Ven - Tri, F ION - Tun.

RUSSIA (Bruce Foster) ; F GOB sups A Swe, F Sev st, A Ukr sups F Sev,
A Sil - Ber, A Swe st.

TURKEY (Keith Loveys) ; F Bla sups A Arm - Sev, F Con - Bul sc, A Gre st,
A Arm - Sev.

RETREATS French A Ven disbands - NRO

ADJUSTMENTS

Austria : BUD : TRI : VIE : RUM : SER : + VEN : = 6 + A Bud
 England : EDI : LON : LPL : BEL : + NOR : = 5 + F Lon
 France : BRE : MAR : PAR : SPA : + POR : = 5 1 short, no build ordered
 Germany : BER : KIE : MUN : DEN : HOL : = 5 no change
 Italy : NAP : ROM : + TUN : - VEN : = 3 + A Rom
 Russia : MOS : SEV : STP : WAR : + SWE : - NOR : = 5 no change
 Turkey : ANK : CON : SMY : BUL : + GRE : = 5 + A Con

PRESS

G.M. to players; Thanks to those of you who sent SAEs !
 No thanks to those of you who didn't !

LA BOURSE (Game 3) | A02

GM: PAUL
PREBBLE

TRANSACTIONS:-

	CROWNS	POUNDS	FRANCS	MARKS	LIRA	ROUBLES	PIASTRES
Malcolm Brown	-500	+154	-500	-	+2000	-	-
Del Cwmturch	+877	+1000	-500	-500	-	-50	-500
M.C. Inc	-500	-400	-435	-500	+4794	-500	-500
Cats Res	-500	+909	-500	-500	+1000	+750	-
Chris Farmer	-1	+2593	-499	-499	-499	-1	-499
E. Halfyard	-	-	-	+778	-	-500	-500
Stud Holdings	-	-	-	+635	-500	-500	-
TOTAL DEALINGS	-624	+4256	-2434	-586	+6795	-801	-1999
OLD VALUE	1.35	0.94	1.82	1.26	0.72	0.88	1.08
NEW VALUE	1.29	1.36	1.58	1.21	1.39	0.80	0.89

HOLDINGS:-

	CROWNS	POUNDS	FRANCS	MARKS	LIRA	ROUBLES	PIASTRES
MB \$17228.18	= : 3820	: 154	: 5893	: 0	: 2000	: 0	: 0
CR \$14773.00	= : 632	: 1985	: 5089	: 750	: 1000	: 1150	: 0
CF \$12113.55	= : 0	: 4593	: 1752	: 1	: 1	: 0	: 3479
MC \$11675.97	= : 1617	: 0	: 0	: 600	: 4994	: 400	: 1800
DC \$11424.02	= : 3777	: 3984	: 50	: 500	: 0	: 0	: 505
SH \$ 8042.75	= : 0	: 0	: 0	: 2835	: 3000	: 553	: 0
EH \$ 6832.04	= : 0	: 0	: 0	: 4324	: 0	: 2000	: 0

TOTAL VALUE OF HOLDINGS IS \$82,089.13

Well my loves, it's eyes down and brains into gear for a game of :-

MASTERMIND

Right, this is what happens. I have selected 6 x 4 digit numerical codes. These codes contain no blanks, zeros or double numbers. All you have to do each month is to submit 6 guesses, one for each code, which I will mark as per normal mastermind - X = black peg (right number in right position), 0 = white peg (right number, wrong position).

The winner will be the person who gets all six codes in the lowest number of guesses (please note there is no bonus for being the first to solve them). Game fee is 25p, the winner will get a first prize of all the game fees recieved. First orders and game fees by the next deadline.

Onwards my friends, another game I would like to run is :-

COMPANY CHAIRMAN

Two games are currently being run, a new one in Fall of Eagles and one in Jigsaw which is now six months old. If there is enough interest I will start a game when the Jigsaw one ends (or at least my interest in it), so I would like to start collecting names now.

The game involves buying, producing and selling material units in a very restricted market, combined with the development of new factories and the paying of overheads every month. Please let me have your name if you are interested, giving me your name at this stage will not commit you to playing.

And finally, with hand on heart, guts in a twirl and brain in neutral he announces :-

I WILL RUN A SOCCER LEAGUE

Once established I will be opening a list for a 1 division, 10 team soccer league. This will be based on the rules used in Jigsaw and Snorwood Gazette. These rules do depend a fair amount on luck, but make it easy to run, which is essential if I am to run a large number of games but still produce the thing on time. Rules will be published in a few issues time, but anyone interested may give me their names now.

A few other suggestions have been made about games that could be run in The Fool. One of these was Mercator, and if someone could send me a copy of the rules and a map I will think about it. I will consider any other ideas you may have, particularly new or adapted games that have not been played by post before. I will also consider allowing external GMs to run games in the zine if they want to.

C O N T E N T S	C O N T E N T S	C O N T E N T S
Page 1 is a wonderful front cover	Page 9 A WORLD EXCLUSIVE	
Page 2 has various important info &	Page 10 is the rules of stab for the	
Page 3 the start of the editorial	Page 11 STAB GAMESTART game A	
Page 4 which ends here	Page 12 Gamestart game B & a quiz	
Page 5 is the House rules	Page 13 has BIG ERN & BILL CURRY	
Page 6 is the start of the Poker	Page 14 has game 3 & la Bourse	
Page 7 by Keith Loveys thing	Page 15 is this one &	
Page 8 is a cline map the rules of	Page 16 has a letter from Chris	
which are on P9 along with	Tringham and some news.	

And finally, for the back page, we have

A LETTER

CHRIS TRINGHAM, First, best of luck with TFPO : you deserve success, if
25 Auckland Rd., only because of your determination to succeed - its obvious.
Upper Norwood, that The Fool will be the result of many months of thought
London SE19. and discussions with other zines. It just better be good,
thats all !! ((thanks guv, see page two about trying harder)).

On the planned publicity drive for the hobby. I am convinced that we must do something in the next few months, with Richard's book already published and the Philmar (*CENSORED*) some time later this year. Both organizations should be able to offer help - after all it is in their interest. That, however, needs to be arranged. It seems that your idea of advertising has met with general approval. I would therefore like to offer some proposals/suggestions.

I enclose a draft of the sort of of letter to be sent out to anyone who replies - I'm sure you can improve upon it, but its a start. It is designed for people who know something about Diplomacy, as it is these people to whom the adverts will be directed (I assume). There are obviously thousands of people with Diplomacy sets who have played the game once or twice but have been thwarted by circumstances, and we want to get at them. I would suggest that two or three copies of zines should also be sent out.

I suggest we advertise as widely as possible (a few suggestions; Private Eye, Spectator, G & P, a music paper, a national paper (The Guardian?)). If people are interested they will respond, so more than 1/2 these insertions will be wasted. Thats my view, and I realise you may disagree, but with limited resources I feel its best to get maximum coverage.

((My first letter - terrific. I think a few words of explanation are needed about the contents, so here they are;

There exists a group of zine editors who agree with my feeling that the postal hobby has in the past been very insular, and furthermore feel that there is a vast number of FTF Diplomacy players just waiting to be discovered by the postal hobby. With these ideas in mind we have decided to place a number of adverts in various special interest and general publications such as those mentioned by Chris. So far eight editors have expressed interest in the scheme, and if any more want to discuss it they can give me a ring.

The whole thing will be financed by the editors themselves, a slight difference from the NGC, which involved the players paying for the privilege of being given the names of zines they could then pay to subscribe to. To assist in the funding of the scheme I have agreed to pay some of the profits of my sales of Richard Sharpe book 'The Game of Diplomacy' into the very small fund we have collected.

The scheme could be a very important developement for the hobby, and in view of the number of new zines about to start (and the number of existing ones seeking both readers and players) there is a desperate need for a large number of newcomers to the hobby . I therefore hope that everyone will support the spreading in both this and any other way possible through the coming year.))

This has been the first issue of THE FOOL PLAYS ON, and I hope you all enjoyed it. Before its torn to pieces in the zine reviews I should like to apologize for the following; Spelling errors (never my good point); Bad layout (I'm still learning); Lines around headings (the copier picks up the shadows from the paste up, and there's nothing I can do about it at the moment); The rude jokes on page 5 (not the last I assure you); Anything else that turns out wrong (its too late now to correct them, even if I could see them).

One last point, a number of you owe game fees. PLEASE SEND THEM, this is not a charity zine.

Goodnight and goodbye till next time. MALC.