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T	U	U	RRRR		N	N	N	O	O	FFF	R
T	U	U	R	R	N	NN		O	O	F	S
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TTTTT	H	H	EEEE		SSSS	CCC	RRRR	EEEE	W	W	
T	H	H	E		S	C	C	R	R	E	T
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This is the very first issue of Turn of the Screw (alias TotS), an NGC magazine which will run on four-week deadlines, except Intimate Diplomacy games which will be run on a two-weekly carbon-copy basis with two game reports appearing each issue. This comes to you free (just the first issue, he added hastily), from:

Greg Hawes: 16, Crescent Road, Sidcup, Kent, DA15 7HN. Phone 01 300 0521

But from October 8th, a change of address, to:

Corpus Christi College, Oxford, OX1 4JF. Phone Oxford 49431

PLEASE note that the College number is, I think, the number of the porter's lodge, and should only be used in cases of extreme emergency and only to leave a message that I should ring you back. If it isn't, and you find you're connected to the President's office, then say you've got a wrong number and for Heaven's sake don't mention my name. In fact, during term time, write. Phoning just isn't worth the trouble.

Why turn of the Screw? Good question, and one I'm not going to answer, cos I'm going to throw it open to my readers as a competition. If you think you know the significance of such a title, let me know. There is a prize of £1.50 to the person who gets it right. To break any ties, you have also to try and name the person who suggested it. You are allowed three guesses, which must be listed in order of preference. Deadline for entries is the end of October, which gives you plenty of time to think, and I look forward to receiving some really spicy ones. Just a couple of little clues to help you; it wasn't my idea, and the person who suggested it turned down the proffered 50p prize money. He is a prominent personality on the British Diplomacy scene (there's a lot of them about).

Now to list my aims as a publisher. The first is to provide an efficient and enjoyable service in running Diplomacy games, variant games, and especially Intimate Diplomacy games, the rules of which appear herein. Next comes my wish to extend my influence and fame (notoriety?) among hobbyists. Then there's my desire for a "mouthpiece" so I can air my views to a wide audience. I intend to produce something that is as wide-ranging as Greatest Hits, as efficient as 1901 and all that, as legible and "pretty" as Toad, as literate as wot Dolchstoss is, and as well GM-ed as Fifth Column. Them's me aims, now let's see how I can live up to them.

What do we have so far? I'm running two Intimate Diplomacy games, one of which (the Sharp - SESAME battle) doesn't move this time due to lack of orders from both Richard and the SESAME player, and an ID gamestart. Regular waiting lists are open - apply to Pete Birks, and Steve Doubleday has promised me the next Youngstown gamestart, as well as any other variant that fills soon - Mercator III is a good bet.

For the benefit of those of you who have never heard of me (and there may be a few), I've been running a carbon-copied Intimate Diplomacy zine for the NGC, called Betelgeuse, for 11 months, and Turn of the Screw is the result of yearning for higher things. I hope you'll want to go on receiving the zine; I believe I'm qualified to be a reliable publisher, having been in the hobby for 18 months, and I hope you think so too.

And now, the game!

ID - 'D' (1975??fs)

'HAMMON'

WINTER 1900

Paul Willey (FRANCE)

v

Dave Ross (RUSSIA)

This game is hereby started, and I would like New Year 1901 bids by the deadline, please. You both have your first preference countries, of course, and I think France-Russia should be an interesting match. Lets have lots of lovely slanging, rumour-mongering press for next time please. Meanwhile, I already have one release, from Paul Willey:

Paris: At the time of writing, I don't actually know who I'm playing against. (...against whom I am playing - that's what an education does for you. Though I could be wrong - I always had trouble with that sort of thing. Why isn't English logical, like if X equals the number that....) I cast down my gage (that means gauntlet, Dave) in front of Dave Ross, but I didn't want him to strain himself so I had to pick it up myself.

Sara's Sloazy Swedish Sauna: This is the GM's dateline in this zine, and is reserved exclusively for my use, as are double brackets (( )), as used above. It will sometimes be abbreviated to SSSS....! This game is being named after Martin Hammon, in anticipation of a fantastic FTP weekend chez lui this weekend (12-14 October).

ID - 'B' (1974 BBfs)

'SHARP'

SPRING 1907

Dave Ross (France)

Dave Brown (Austria)

- FRANCE: : F(Nor) S A(StP) A(Par) S A(Bur) F(Bre)-MAO A(Swe)-Den E(ENC), A(Pic) & A(Bur) S GERMAN F(Hol)-Bel A(Mar) S A(Pie) F(GOL) & F(Tun) S F(WMS)-TYS
- Germany : F(Hol)-Bel
- AUSTRIA : F(ADS)-Apu F(Rom) S F(Nap)-TYS A(Kie)-Den A(Ber)-Kie F(Tri)-ADS A(Ruh)-Bel A(Mun)-Bur A(Tyr)-S A(Ven)-Pie A(Vie)-Boh A(Bud)-Tri A(Con)-Smy A(Bul)-Rum A(Mos) S A(Lvn)-StP
- Turkey : F(ION) S AUSTRIAN F(Nap)-TYS
- Russia : F(AEG)-EAS

No retreats.

SSSS: Both players seem to share the opinion that this game must be a draw eventually, but I think it's definitely worth carrying on for a bit longer yet. Autumn orders by the deadline, please.

Now we have a section which explains why you received this issue of Tots, and what you have to do if you want to go on receiving it.

Your name is: Walt Buchanan Your Tots credit stands at 0

You are an NGC bigwig and will receive Turn of the Screw free .....

You traded your zine Diplomacy World for Betelgeuse and are invited to continue to trade for Tots .....

I am offering you a fresh trade for your zine, .....

I hope you will want to subscribe to Turn of the Screw. Please send some cash by the deadline if you wish to do so: .....

All cheques should be made payable to "G. V. Hawes", please. Duncan Morris markers will not be accepted.

Regarding sub rates: These will be 3p per side plus postage, so a 16-side issue, for instance, will cost 6p plus postage. Any fractions of less than 1p will be rounded in subbers' favour.

My thanks to Pete Birks for a very favourable review of Betelgeuse in Greatest Hits 14. GH is one of the most interesting zines to read, and I never fail to be entertained by Pete's Poker column.

## INTIMATE DIPLOMACY.

((These rules are condensed from the house rules of Orion (R.I.P.), which incorporated the rules of ID and were published by Steve Wyatt. This version, edited by Greg Hawes, contains the full rules plus some explanation of the game. Intimate Diplomacy was invented by Adrien Baird and Steve Doubleday and was voted Outstanding New Variant in the 1974 Calhamer Awards. Before Orion folded, there was a lot of controversy as to whether the credit allocations listed below were fair, but to the Editor's knowledge all postal games to date have used this allocation, and it is the Editor's belief that the actual allocation is unimportant since the method of choosing countries allows the individual to make his own estimate of the relative strengths of countries with the given allocation of credit.

The rule concerning overbidding is not the original, which stated ~~that the offending player forfeited all his credit and allowed his opponent to gain control of all countries he bid for at the price he bid.~~ This was amended in a later Orion to the rule as given here.

There have been many suggestions for variants of ID, which lends its rules quite easily to almost any Diplomacy variant. The most popular and widely-played (especially PTF) of these is probably Intimate Multiplicity, which combines the rules of ID and Richard Walkerdine's variant 'Multiplicity', and which can be both hilarious and tactically exciting.))

### RULES - Introduction:

At the start of the game the two players write preference lists. If the seven countries listed are in identical order, the GM draws lots to decide who gets which country. Each country is allocated so much credit (£) according to their relative positions. The following list is used:

£20 group - England, France, Russia, Turkey,

£22 group - Germany,

£24 group - Austria, Italy.

After each player has received his 'home' country, he receives the credit due and puts in bids for the 'mercenary' nations. The higher bidder in each case secures control of that particular mercenary country for the following game year, including the build period following. Where bids are equal neither player controls that country, which is then treated as though in anarchy. The players are allowed to bid more than their credit will cover. (For overbidding, see rule 7) All successful bids are then deducted from the players' credit balances.

After the bidding season, moves are carried out as in normal Diplomacy for the next year, players ordering the mercenary units under their control as well as their home country's units. At the end of that year, the number of supply centres controlled by each player's home country is totalled, and £1 for each of these is added to his credit balance. Bidding then starts afresh for the next year's moves.

The game ends when one player occupies one of his opponent's home centres with one of his own home country's units. If this happens to both players simultaneously the one with the largest credit balance wins, supply centres being counted in at £1 each. This can happen in any Spring or Autumn season.

---ooo0ooo---

1. Game Rules. The 1971 rulebook will be used at all times except as amended below.
2. Deadlines. ((One to two weeks is the recommended deadline, but most British postal games to date have used two week deadlines, as will I - G.H.))
3. Seasons. The game year consists of three seasons, namely;
  - a) New Year Bids.
  - b) Spring moves and retreats.
  - c) Autumn moves, retreats and adjustments.((Retreats and adjustments are always submitted with the previous season's moves, and may be made conditional on the outcome of those moves. Although this practice may be alien to US GMs, it is used by many British GMs in regular and variant games, and is particularly suited to ID, in which

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retreats and adjustments are made conditional on only one opponent's moves, instead of having the possible hostility of six opponents to contend with when writing conditional orders. A separate retreat or build season in this game would be ludicrous, since 90% of builds, removals and retreats are obvious even before the results of the moves are known.))

4. Retreats. These are taken with the previous season's moves, and should be made conditional on the outcome of them. If a neutral unit is forced to retreat, it is annihilated. If a home unit is forced to retreat and no retreat space is given, it is annihilated. If a mercenary unit is forced to retreat and no retreat space is given, the GM will retreat the unit at his own discretion, though a player may order retreating mercenary units to disband. ((This is not the original version of the rule, which stated that the GM could retreat 'home' units at his own discretion, and made no mention of voluntary disbandment of mercenaries, but I think the rule as I have presented it is fairest. The simple answer, of course, is to remember to submit retreats for every possible situation.))

5. Removals. These should be made conditional on the outcome of the Autumn moves. Rule XIV 4 in the 1971 Rulebook applies if removals are not specified.

6. Builds. These should also be made conditional on the Autumn moves. Failure to submit builds for a mercenary country will result in the GM building units on the principle of armies in alphabetical order of supply-centre name, with the exception of England who would get fleets. Home and neutral countries will not receive any unordered builds owed to them. ((This, too, is not as the original rule, which permitted the GM to build units for home countries, but again I think my method fairer. Once again, the simplest solution is not to forget your builds.))

7. Overbidding. If a player's "successful" bids exceed his credit, his ~~opponent gains control of all countries he bid for at~~ half-price (rounded up), and the offender forfeits half his credit.

((ID is the ideal medium for a harmless slanging match between two players, so press should be welcomed from everybody, even those who aren't playing! The reason for the surge in ID's popularity in early 1974 was Steve Wyatt's willingness to accept challenges from anyone on anyone, and the challenge to settle a matter of honour in public combat, one-to-one, resulted in some quite lively press. Quoting Steve Wyatt: "Anyone refusing a challenge on grounds other than overloading, cowardice or sanity will come under the Curse of Eddore (a dreaded thing)."))

((For anyone interested in Intimate Multiplicity, to my mind the best 2-player Diplomacy variant yet devised, it is simply a combination of the rules of ID and Multiplicity, which is available from the NGC Variant Bank.))

And that's that. Anyone wanting a game of ID or Intimate Multiplicity should write to me, ensuring also that they have enough credit with the NGC to cover the 50p gamefee. It is also best to issue a challenge to a desired opponent.

I now look forward to meeting many of you at Martin Hammon's con, where most first issues of this zine will be distributed. Contributions, letters, guest editorials, orders from Richard Sharp and SESAME, and cash to cover subscriptions are all hereby solicited. Don't forget the prize competition to guess the reasoning behind the title, plus three guesses at the person who suggested it.

Bye for now. Greg.

((10th September 1975))

DEADLINE DEADLINE DEADLINE DEADLINE DEADLINE DEADLINE :

Friday 26th September for all ID games.