

Fanzines

Another look through our monthly collection of assorted publications from the amateur end of the hobby. Other editors should note that the only thing stopping their zine being similarly exposed is the fact that they never send us a copy.

Mad Policy 85 announced a price rise. Richard Walkerdine, 144 Stoughton Road, Guildford, SURREY GU2 6PG has had to put the price of later issues up to 18p. Has the Zine Poll cost so much? It seems to have dropped Richard into trouble over the eligibility rules he announced for the poll. Mad Policy runs Diplomacy, Formula 1 and Finchley Central (sic).

Gazfinc 2 came in the same envelope, although it is now independent. This is the place to play Finchley Central, and the place to find out what the game actually is.... 10p from Richard Bairstow, 20 Queen's Drive, Guildford GU2 6PP.

Acolyte 48 arrived on time, even though Pete Tamlyn found himself writing it and his column for this magazine on the same weekend. His article on paganism in 47 has stirred up some flak; in fact the letters column is great reading. This is the issue where Ian Marsh showed that he is a TSR lackey in the making. Diplomacy, Sopwith, and many other games from 6 Broughton Close, Bierton, Aylesbury HP22 5DJ.

Take That You Fiend 8 has stolen the Acolyte style of having the games material in a separate section, clearly a sign of a weaker stapler, since Acolyte is thicker. The election post-mortem and FRP ideas are separated by a swiping review of IMAGINE™ magazine, particularly the bits that say ™ and ®. John Harrington, The Porch, 82 Hacton Drive, Hornchurch, Essex RM12 6DP sent it to me; send 35p and help him buy the rest of his house.



Walalamaysia Gazette 31 is pretty thin. An En Garde zine with only 5 pages of reading matter from Dave Thorby, 200 Lavender Hill, Enfield, Middlesex.

War Machine 19 continues its useful service to the micro-fans. Reviews, tips and programs from Mike Costello, Emjay, 17 Langbank Avenue, Rise Park, Nottingham NG5 5BU; £12 annually for 12 issues. A useful zine. And from the same address....

Wargame News 6 tries to offer the same service to wargamers. £7 for 12 issues. Joint subscriptions are available.

Psychopath 7 shows continuing style. An En Garde, El Nabisco zine from Mike Dean, Rm38b West Park Hall, 319 Perth Road, Dundee DD2 1NN for 35p. The letters column is spicing up nicely, and the GamesDay North review was neatly done. Worth a look.

Zine To Be Believed 14 concerns itself most with developments in the hobby, and with its myriad Diplomacy, 1829, and others from Nick Kinzett, 11 Daleway Road, Green Lane, Coventry CV3 6JF.

Greatest Hits 108 wins the award for journalistic coup of the month with 'Irving Goes To GamesFair', a blow-by-blow account of the Reading event, and very funny. The coup? Well, as I remember, Irving didn't arrive until the middle of Sunday afternoon, so he missed 80% of it. Pete Birks, 39 Handforth Road, London SW9 0LL knows how he did it.

NMR 40 arrived from Brian Creese, 256 Canbury Park Road, Kingston, Surrey KT2 6LG. Brian is the latest recruit to our posse of contributors and the results of his labours are on page 36. If you were that impressed NMR has hobbynews, the pub guide part 10b, reviews, letters and Diplomacy and Railway Rivals among the games.

Hopscotch 32 comes from Alan Parr, 6 Longfield Gardens, Tring, Herts HP23 4DN, the latest recruit to somebody else's posse of contributors. Alan is going to be writing for **Games Gazette**, which must prove a good step for that magazine. Why didn't we get him?

Astradyne 60 closed off a successful Soccerboss season. Just like Jimmy Hill, Ian Lee (49 Fleet Avenue, Upminster, Essex) will be back before you know he's gone.

Ansible 33 shows that gaming fanzines aren't the only ones to have polls where outsiders can't understand any of it. If you're interested in the fan end of SF, contact Dave Langford, 94 London Road, Reading, Berkshire RG1 5AU.

Fantasy Advertiser 79 is excellent value for comic fans at 40p. Forthcoming comics, reviews, news and a RPG column; from Martin Lock, 3 Marlow Court, Britannia Square, Worcester WR1 3DP.

Lastly, our new membership of the British Science Fiction Association (£7 pa) has brought us **Vector 114**, the critical journal of the BSFA, **Paperback Inferno vol 6, no 4**, a review vehicle for SF paperbacks and **Matrix 47** which itself proved that gaming fanzines aren't the only ones with funny names. **Fandom of the Opera?** Details of the association from Sandy Brown, 18 Gordon Terrace, Blantyre, Lanarkshire G72 9NA.

♣ Paul Cockburn

EUROPEAN ILLUMINATI™

New ideas for the popular game, by Geof. Hogan and Cathy Pash



Illuminati, the game of world conquest by stealth and guile has become quite a successful product for Steve Jackson Games of Austin, Texas. It offers just the right mixture of good old-fashioned competition and plain stupidity that enthral gamers everywhere. But for us cultured Europeans it contains a problem. All those Americanisms.


It isn't cards like *Democrats* or the *FBI* that cause the problem — I mean, we all read the *Grauniad*, don't we — but what is the *Fred Birch Society*? What happened to the Unions, the Railways, the Game Companies?

Geof. Hogan and Cathy Pash have come up with the answer — the European **Illuminati**. Completely compatible with the existing game; these new cards give a new flavour to the complex chains of control that typify any session of world domination. We don't claim that these offerings are the complete answer, nor do we claim that Steve Jackson has lost sleep worrying about their effect on Trans-Atlantic relations, but you can give them a try in the privacy of your own bunker, and perhaps you can think up a few ideas of your own. We were disgusted that the GLC weren't allowed to give money to Weird groups anywhere on the table and that TSR wasn't even mentioned! Let us know what you think they missed.

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THE SAMARITANS
R=0 for weird groups


Resistance 4
Income 1



Peaceful
Straight


THIRD WORLD
Communist or Govt. attack at +4

Power 4
Resistance 6
Income 4



TRAINS


Power 0/2
Resistance 4
Income -1



Government

THE VATICAN
+4 to control/destroy I.S.A.


Power 6/4
Resistance 6
Income 6



Straight
Peaceful
Conservative

GAY LIBERTARIANS
+2 on any attempt to control moles


Power 2
Resistance 4
Income 1



Liberal
Weird

LIONS OF LONGLEAT


Resistance 1
Income 3



Weird

THE MOLES
+2 on any attempt to control Govt.

Resistance 6
Income 2




Communist
Fanatic
Liberal

SPECIAL EVENT
Royal Wedding/Birth/Anniversary

All other players miss one turn and pay player of card 2MB for souvenirs

ETHNIC RIOTERS
+2 to destroy Govt. (any attempt)


Resistance 4
Income 0



Violent
Criminal


CHARITIES
Money on card may be used to finance another card's attack

Power 0/2
Resistance 4
Income 1MB from each player



IRISH SECTARIAN ARMY
+2 to influence Republicans or Democrats (any attempt)

Power 4
Resistance 6
Income 4




Fanatic
Violent
Criminal

SPECIAL EVENT
Recession

All other players reduce income by half for one turn. Oil multi-nationals disassociate

BRITISH FILM INDUSTRY

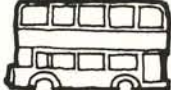
Power 1
Resistance 4
Income +3/-5 (50% chance)



Liberal
Peaceful

THE G.L.C.


Power 4/3
Resistance 3
Income 4



Government
Weird
Liberal

LANDED GENTRY


Power 3
Resistance 6
Income 6



Conservative
Fanatic

LOBBYISTS
+2 on any attempt vs. Govt.


Power 2/2
Resistance 5
Income 2



Peaceful
Straight

OLD SCHOOL TIE
+2 on any attempt to control Govt./Straight


Power 2/2
Resistance 6
Income 4



Conservative
Straight

DR. WHO
+4 on any attempt to destroy Trekkies without need of Whispering Campaign

Resistance 1
Income 1



Peaceful
Weird
Fanatic