

DIB ONA DIB

ISSUE

7



DEADLINE: 3rd APRIL 1981

This is issue 7 of Dib Dib Dib, a zine free from the enslaving influences of Chimaera and comes to you at the ridiculously low price of 1p a page (sorry, sheet) plus postage. And is published by Dibly Dob Enterprises, Tom Tweedy, 29 Stanley Hill Ave., Amersham, Bucks, HP7 9BD. Tel. 02403 4513 (And that's enough of the 'ands'...)

EDITORIAL

Well, this is it, I've finally decided to break out on my own. No turning back now. Just running a couple of Sopwith games I could've (and would've) stayed a supplement, but with people putting their names down for a Diplomacy game, I haven't really any other choice (duty to my public an' all that). I consider that any supplement which takes on a Diplomacy game automatically becomes an independant zine in it's own right. Anyway several people were even induced (or perhaps, reduced) to send me subs, and who am I to refuse money?

Hmmmm, ...resolution (1) On becoming an editor try and keep this a fun-loving enjoyable zine. (Is it one already?)

As you all know, I never make mistakes, so you can all sit content in the knowledge that you will have accurate, efficient filing. I have a fair amount of spare time which means you should also have quite a fast turnaround - tho' I'll have to see about that. I expect I'll achieve a high literary standard in some issues (well, one or two - I realise even the best zines sometimes struggle to find content). If I don't, my high standard of efficiency which is almost as high as Fall of Eagles - I'll be able to fall back on. So, resolution (2) Dib Dib Dib will try to be efficient.

That's all I can make my mind up about at the moment. For all the rest of the things; how many games I'll run, what sort of house rules I'll use etc I have yet to work these out. My biggest problem was working out what I ~~could/get/away/with~~ should charge and who I should charge. Some people wish to trade, some just want a free issue to see what it's like (which is fair enough, I suppose). And there are others (the twelve that started with playing Sopwith) which will get Dib free until their Sopwith games finish these last people will prove expensive I'm beginning to fear (they just don't seem to be able to shoot each other down). I suppose I'll have to get a card index....I'll have to dream up more excuses to prise Jan's purse open....more expense! (groan)

Actually, talking off cash (oh yes I was!), my first sub came from Iain Forsyth (one time editor of Scotch on the Rocks). He sent me his last dog-eared pound - telling me it was because he was so impressed with the quality of Dib Dib Dib. I had to agree with him of course, and took his money. I've now got it framed up on my wall, under the title of: 'My First Subscriber'. Brings tears to yer eyes, dunnit? Can't be true what they say about the Scots after all!

From what I've heard, I've picked a hell of a time to start up a new zine, as quite a few others are starting up at the same time. I wonder how Dib will compare with them. All the new zines seem to be edited by, relative, newcomers to the hobby - I wonder why none of the 'oldies' bothered to start zines? It's all a trifle worrying. I've been in this hobby for 5 years now, and have formed rather set ideas on the lines a zine/The Hobby should be run (due to my being exposed constantly to existing zines, I suppose) - but sometimes newcomers (not all of them) start up zines which differ quite radically from the 'norm'. And these differences, quite frankly, sometimes don't work. It worries me, not so much that they are different, but that the novices they have picked up, through the CGS gamestarts etc, will have widely differing views of how the hobby is run, and if the system their zine used was to fail, then the novices might become disillusioned and even drop out. Of course, the reverse could also be true. I suppose the big question is, should the structure of the hobby be changed, should things be done any differently. Personally I don't see any reason why they should; the hobby works perfectly well as it is. However, although the 'conventional' side of the hobby makes room for different ideas, it is often criticised for not encouraging them! Why should conventional zines show encouragement all the time - after all, the ~~new~~ 'new ideas' editors rarely show encouragement to zines other than those in a similar vein.

EDITORIAL (cont.)

Thought I'd throw in a bit of "hard core" commenting towards the bottom of page 2, good, innit? Now, what can I talk about to lighten things up...Maggie Thatcher?... the state of todays economy?....er, p'raps the likelihood of Russia invading Poland? Nah! all trivial stuff. I know, a funny thing happened to me on the way to the dog breeders the other day (not what you think, Jones!). Some of you may know that we've got a Dalmation. Anyway, the breeder invited us over for tea so that they could see how one of their puppies had turned out.(Jan visits them often, but I hadn't been before.) When we pulled up in front of the house, I happened to notice (it was practically shaking the 5-bar gate down) the biggest bloody alsation I've ever had the misfortune to meet (and which was just beating the 2 dalmations to the 'alert'). "Oh yes," Jan says. "I forgot to tell you about Rena. They have her to guard the house...but I can't remember now...wether Maureen (the owner) said Rena attacks moving targets, or anything standing-still.".....I felt just a tinge of apprehension. I never did find out what I should have done to please the dog - I just sat rigid (and shook a little). Was I still, or was I moving? You figure it out. Mike Allaway would have had a great time! Still it was an enjoyable visit - we're even considering getting a second Dalmation.

I would imagine that according to the Diplomacy purists I've already sullied my hands by accepting Sopwith in my zine, so, I can't do any further wrong by talking about Dungeons & Dragons - can I? So I shall.....

Ever since being introduced to the postal side of D&D, I've had a yen to try it again (the first time being a bit of a failure, because the GM dropped out of the game). I never quite thought the criticism given to 'fairy games' as quite fair. It's true that some people make the game seem childish - but the general idea of the game is very good. I saw it as a kind of initiative test - the sort of thing you can be given in the army. I'd like to do an article sometime on the construction of a game in a similar vein, but more of that anon.....

THE 1981 ZINE POLL

Richard Walkerdine gives the date for the next Zine Poll as Saturday May 30th. This rather worthwhile (I think) event, suffered a little last year from not enough publicity. Hopefully this year will be different. I shall do my damndest to publish it anyway. The rules for the 1981 Zine Poll are as follows:

1. Eligibility of Zines: Any zine which carries at least one game of regular postal Diplomacy and which has published at least two issues since January 1st 1981.
2. Eligibility of voters: Any person who regularly reads at least two zines as defined in (1).
3. Method of Voting: Votes should be awarded to each zine in the range of 10 (top) to 1 (bottom), to no more than 1 place of decimals.
4. Assessment of results: These will be calculated on the basis of a preference matrix. A table of average votes will also be published.
5. Deadline for votes: Saturday May 30th 1981.
6. Votes sent to: Richard J Walkerdine, 43 Chapel Grove, Addlestone, Weybridge, Surrey.
7. Results:..... By the middle of July. Any voter who wants a copy should send a SAE.

Well that's that out of the way. So, you lot, get your pens and pencils (Tucker, your crayons) and start voting. Needless to say that I expect you lot to get me to the top of the Poll this year. (Secing as how I'm eligible - having 2 issues since January plus an imminent gamestart.) Funny life, ain't it?

As a matter of interest I'll publish the list of winners so far (as published in NMR!), no, on second thoughts I won't.....

I typed page 2 with a clear film (tha, Mike Allaway gave me) covering the stencil, and this page, without it. I can't wait to see the difference....

mail

RICHARD HUCKNALL: "Thanks for the copy of Dib Dib Dib an excellent first attempt at stencil duplication. You now have no excuse non whatsoever - for not expanding the zine and starting...wait for it...Dip. games."

((Glad you enjoyed it, Richard. I must admit, I was pleasantly surprised when the duplication turned out as well as it did I certainly seem to have a good duplicator.))

RICHARD (cont.): "In anticipation that you will be starting a game soon, put me down for a game eh? As an added incentive I shall offer to trade as soon as a Dip game starts - how's that for blackmail! I swore a mighty oath some time ago not to trade with zines that don't run Dip."

((Who am I to stand in the way of a sworn oath?, consider your name on the waiting list but only because I'll get my Fall of Eagles free, you understand!))

HUCKNALL (again!): "I'm pleased to see that the tradition for mis-spelling zine titles is continuing. I assume that 'Dib Dib Dib' relates to the Wolf Cub motto and not to what Clive Booth does occasionally with his trusty dibber in the garden? ((Your assumption is correct, sir - at the time of choosing my title, I had no idea what PC Booth did with his dibber in the garden!)) As I quite clearly recall, a very few years ago when I was a member of the Cubs (complete with short pants and my little woggle), the phrase was Dyb dyb dyb....short for 'Do your best'. You seem to be doing our best to shatter my childhood memories."



((The image of you in short pants with your little woggle would be enough to shatter anyones illusions! As for the wrong spelling...sōōts have changed since 192-, Richard.))

RICHARD (cont.): "What you really need (apart from some Dip games) is a Chim type letter col. ((Well....I dunno...)) I believe that you have a sense of humour as strange as Clive's and would be succesful in such a venture. ((Er...was I just insulted?)) In anticipation of such an event please let me put forward a topic for discussion that I intended sending to Chim about the time Clive closed the letter col:--"

((I think I'll break in here to let you know that I'll be using the whole page for this letter, because it's a little long ~~and involved~~. Those of limited intelligence are urged to turn to the next page before brain strain sets in.))

"Have you ever considered the weird way that evolution/God/nature (delete as you think fit) has created our bodies? Surely they could have been better and more efficiently designed? Take for instance the mouth. This orifice has to triple up to ~~make~~ take three seperate tasks. First of all it is the input system for fuel; fuel that then has to travel half way down the body before it starts to be digested. Surely a direct opening to the stomach would have been more efficient.*1

In addition to this, the mouth is vital to the art of communication. ((I'll say, how about trying to communicate with any other orifice!)) The contortions of which alligned with noises from the voice-box help us communicate. Thirdly the mouth is a secondary vent for the inhalation of air. Now to try to do all these three things in unison can lead to extreme discomfort."*2

((*1 Well, yes - but then a direct stomach opening would mean everyone would have to eat under the table. What about if you kept forgetting to open your shirt front?.... you'd keep getting porridge and suchlike all over your lap - ughh...messy!

*2 I've known some people that can eat, talk and breathe at the same time, without any discomfort. Mind you, it's all extremely uncomfortable for the "talkee" they have to keep wiping food from their face. And what about pubs? A direct opening to the stomach would make for extremcly furtive drinking under the bar!))

"Why do we need hair on our heads (not to mention other places)? Why do our teeth rot with use? Couldn't a more tougher composition have been arranged? ((You mean, hairy teeth?)) If not, why stick a bloody nerve in them so that we go through agony when they become decayed?

Why should the reproductive organs have to be combined with the body's waste

LETTERS (cont.)

disposal system? Indeed, why should man's (and womans or so I am led to believe) most pleasurable activity have to be linked with procreation?"

((Is it?! Oh well I suppose I'd better give up telephone conversations don't want any more little Hucknalls!))

"Why cannot we see in the untra-violet or infra-red? Why do we have such a limited range of smell and hearing? Why cannot we grow new limbs as many other creatures are able to do?"

((Ah ha, something I can answer at last! This has long been a pet theory of mine, and has given me long hours of enjoyment pondering its merits. It is my belief that man could possibly do all these things and more, but just hasn't learnt how to (or has forgotten). It is a well known fact that we only use 20% of our brains (some of us, even less), so what's the rest for, ballast?

Our bodies can heal cuts, grazes and broken bones automatically (although I must admit it's not perfect. eg. bones mending crookedly), so why should it stop there, why shouldn't the brain/body have the capacity to grow new limbs etc? This really takes us into the realms of ESP do you believe that the brain has the power to be telepathic, telekinetic etc?

It is my belief that the brain is the most powerful weapon man could ever possess - all we have to do is find the key. Mind you, my wife's voice could seriously rival this, but anyway, on to the letter.....))

"I'm sure that the wealth of talent subbing to DDD could design a much more practical and efficient human being. Why not give them their chance?"

((They did design one once I believe, but it was a failure they called it Pete Mcarns (just a joke, Pete!). Well you lot, it looks as though Richard has given you a challenge - could you design something better?))

KEITH LOVEYS: "Yes please! Break away and start a proper zinc! Why else did you buy the duplicator? Loved the Fred Bassett cartoon - I play darts several times a week and seven is a nice average score for me!!"

((After your shooting we can believe it!))

KEITH (cont.): "By the way, who are Liverpool?"

((Er um, well.....um, can anyone out there enlighten him?))

NICHOLAS CLIFTON: "Questions/Points of Interest:

1. Is movement simultaneous? ((Yes)) And if it is, why didn't Lady Penelope and Angelo Gabriel crash when they both moved into the same hex (F4) on the same move in turn 5?
2. Shouldn't the cloud positions for Turn 5 have started:
(1) B5, C4, C5, D4, D5? ?? ((Grrrr))
3. Are the above more incidences of your total failure as an editor & non mistake maker?"

((Mistakes? Certainly not! I have perfectly reasonable explanations for all my mistakes...er...your questions, h and felt I had to butt in here to put things straight. (1) Lady P. and Angie Gabe didn't crash because two planes moving onto the same hex are considered to be above and below each other. (2) I didn't bother putting C5 in Cloud 1 because it was fair weather that day and the C5 hex had thinned out! Question 3 is of course irrelevant.))

CLIFTON (cont.): "4. Seeing I am so thick, would you please answer your riddle on page 7. ((Er, um...))
5. Re football pools, what is football???"

((....(4) I don't think I'll answer the riddle yet, I'll leave it for another issue to see if anyone gets it. (5) Well, as I always understand it, you need two groups brought together. Then each group jeers, swears, spits and suchlike, before coming together in a final clash. The object being to 'take out' as many of the opposing

LETTERS (cont)

supporters (and policemen) as possible before the spectators (a small group of brightly-coloured people in the middle of the arena) get too bored and walk off.

When doing the pools you have to find out whether a certain game is a draw, a home, or an away. i.e. If they were playing at home, more pools of blood at the opposing team end, means a home win. If they were playing away, more pools of blood at the opposing end means an away win. If the pools of blood were about equal, then there's a draw. Then there are the odds and sodds, eg. Game Postponed (presumably because of lack of support) and Late Kicking.))

NICHOLAS (cont): "Re splitting from Chim etc. Firstly for your first attempt at stencils, the results were excellent (not that I'm any judge...), and if you make a U.D.I. (!) -I will be glad to tag along and support you."

((Yes, it looks very much as though I'll be splitting from Chimacra (he was lowering the tone anyway). You are obviously a man of impeccable judgement and I would be all too pleased to ~~take your money~~ have you for a subscriber.....er, wait a minute... you get DDD free anyway, don't you? RATS!))

LYNN JONES: "With all this talk about having to use maps over and over again, I must tell you about my invention. For once Tweedy I took your advice and covered our board with Fablon whatever it is but, (and here's where I go one better) with the use of that great invention Blu-tack I've got movable aeroplanes and clouds, which then stay in position until the next move. Ingenious ain't it, I have patented (is that right) the idea but I suppose I could be persuaded to divulge my secret. (I might even tell about the Sopwith board too.)"



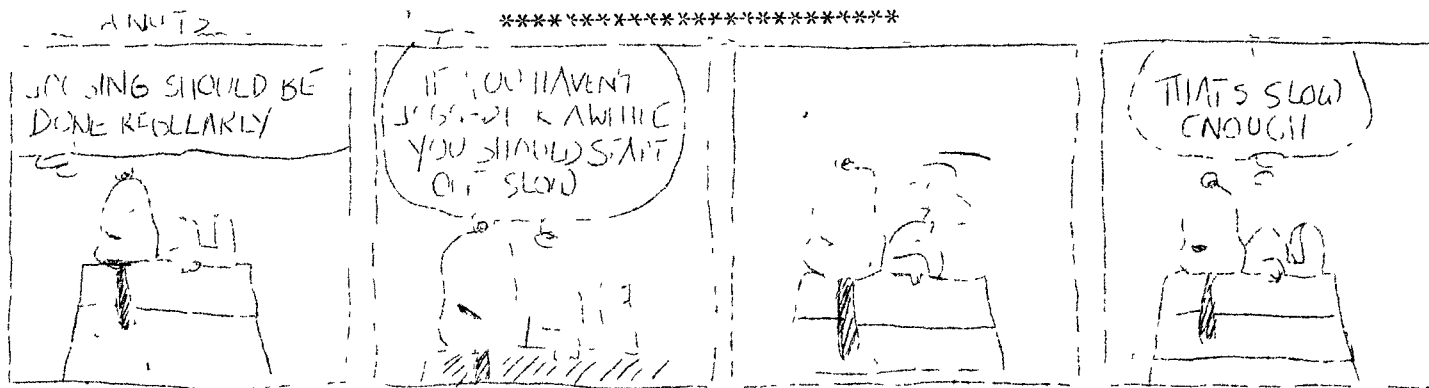
((Cor, gosh and jolly whizz, Lynn - you're too good for just this zine; you should be in something like NMR!, a zine which is well acquainted with intelligence. As for your new invention...I dunno...sounds a bit dubious to me...it's a trifle DIFFERENT, isn't it? What happens when you have two or three games, how do you file them away? All the Blu-tack could be knocked off. No, I'm afraid it's back to the old drawing-board, Lynn!))

DAVE TANT: "If some call you 'sir', I'm not going to be left out of the grovelling stakes."

((Too right minion, too right.....(here is a man of exceptional class awareness) glad to have you with the zine!))

DAVE (cont.): "I've seen a lot of talk in the postal hobby about buying these home computers, but if you're looking into the possibilities perhaps you can tell the rest of us - how much are they?"

((How much? I don't bother about prices, I'm too busy paying policeman's wages to ever get a computer, but I expect Clive could tell us the price - knowing him I expect he got discount as well.))



SOPWITH GM Tom Tweedy

'KESTREL'

TURN 6

7th March '81

	<u>MOVE 1</u>	<u>MOVE 2</u>	<u>MOVE 3</u>	<u>HEX</u>	<u>facing</u> <u>HEX</u>
FLT/CDR CRASHBARRIER WALTZER: John Jones	RT fire O,	RT fire O,	RT fire A+R	016	015
LADY PENELOPE: Lynn Jones	A - fire O,	A - fire O,	RT fire O	B1	A1
ANGELO GABRIEL: John Miller	<u>LS</u> fire R,	<u>LS</u> - fire O,	<u>LS</u> fire O	F8	G9
MAJOR I. SWOTTER R.F.C.: Davo Tant	<u>A</u> - *fire R,	<u>LS</u> - fire A,	A fire A	H4	G3

SNOOPY: Keith Loveys	<u>RS</u> fire O,	<u>RS</u> fire A,	<u>RS</u> - fire A+L	G7	G6
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BARON BEETLE: Nicholas Clifton	RT *fire R,	LT - fire O,	LT fire O	N13	014
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DAMAGE (DGE): Oooo, a lot of blood this time - Angelo Gabriel takes 2 points of damage after being hit by Major Swotter. Swotter takes 2 points of damage by flying through 2 hexes of cloud (brave lad), and Snoopy takes 2 points of damage because of some brilliant shooting from the Baron. Well done lads.

	<u>AMMO</u>	<u>DGE</u>		<u>AMMO</u>	<u>DGE</u>
John Jones.....	13	20	Lynn Jones.....	10	16
John Miller.....	13	14	Davo Tant.....	17	18
Keith Loveys.....	10	16	Nicholas Clifton.....	12	17

CLOUD POSITIONS NEXT TURN (beginning of turn 7): All move North

(1) A5,B4,B5,C4,C5	(2) G11,H11,I11	(3) G5,H5,H6
(4) G13,H14,I14	(5) K10,K11,L11,M11	(6) A8,B8,C9,D9

PRESS:

BARON BEETLE - LUTON AIRPORT: You mean there are rules for this game!!! You had better send me a copy. ((Why? You're doing better than all the rest who have copies!))

BARON BEETLE LUTON AIRPORT (again): By the way, who is Paul Tucker? ((My sentiments exactly...who is this Tucker!))

REST OF CLOUD 1 THE BIT ON C5: O1! Come back, you can't leave the game yet, there's lots of juicy planes around! ((Yes, well now we have a DDD subscriber talking to clouds - it was to be expected really.))

SNOOPY - LUTON AIRPORT: What's this comment about our shooting? Haven't you realised that we've formed a 6-way alliance and are trying to shhot down the clouds before they kill us off!

LUTON AIRPORT - SNOOPY: Considering you lot, that's asking for trouble; clouds can put up a hell of a fight you know!

SNOOPY AGAIN: If I manage to hit 5 of the ((Ho ho ho...impossible!)) clouds before they get me, can I become an acc? If you don't let me, I'll continue to fill the press column with this rubbish!! ((I see, a troublemaker, eh? Right, for that the clouds are programmed to converge on you!))

PENNY ANGLE: We really must stop meeting like this, I think the other players are getting a wee bit suspicious. Sorry though I'll have to leave you for a while I need to land for supplies, I'm right out of nail varnish and eye shadow and lipstick and while I think about it I might just pick up some more ammo (if there's room).

((This game isn't called 'Freight Carrier' you know!))

LUTON AIRPORT LADY PENELOPE: Re Sopwith postal rules 5&6....

PENNY LUTON AIRPORT: I notice that as well as taking no part in this game whatsoever Major I. Swotter has now started talking to himself. ((Yes, a sad state of affairs.....))

PENNY MAJOR SWOTTER: Come out from behind that cloud, I know you're there.

MAJOR I. SWOTTER LUTON AIRPORT: About those clouds old bean how come that little gap on C5 suddenly opened up? A little local turbulence, eh what? ((Correct)) And that lady (') on the cover last time how many strings does she have on her bow?

LUTON AIRPORT MAJOR SWOTTER: Ah yes, I bet you're the one who ticked...(cont. over)

....Pete Birks up on one of his weapon drawings. Was it you who said: "...in my thirty years of dealing with weapons..."? The lady in question had two strings to her bow, since a bow does exist which has more than one string. The idea being that this enables a greater force (because a stronger bow is used) to be exerted on the arrow. But by arranging the strings to take the strain, the archer does not have to physically exert the total amount of tension.

ANGIE: Apathy will rule OK just as soon as it gets round to it. ((At least you sent your orders in, John.))

SOPWITH GM Tom Tweedy

'OSTRICH'

TURN 7

7th March '81

	MOVE 1	MOVE 2	MOVE 3	HEX	HEX facing
F. HAUPTMAN A.V.ATUR: Lee McNeil	NMR! A,A,A	no firing		F9	D9
REV. C W J JOHNSON: Paul Tucker	NMR! A,A,A	no firing		I12	H12
BIGGLES: Frank Dunn	R -- fire O, RS	fire O, O	fire O	L15	L14
CAPTAIN PARLIE JUTE: Gary McNeil	NMR! A,A,A	no firing		Q15	Q14
ALBERT ROSS: Clive Booth	A fire A, LS	fire A, RT	fire A	F8	F7
MAGGIE THATCHER: Mike Allaway	A fire O, A	fire O, O	fire O	LANDED!-	

DAMAGE (DGE): Albert Ross fires frantically, and hits nowt (but what can one expect?) Rev. Johnson, sitting mesmerised at his joystick, blindly attempts to reach his maker by hitting a cloud (taking 1 point of damage), then the clouds hits him back (inflicting another 1 point of damage), ho ho ho. Captain Jute is hit by clouds (taking 1 point of damage).

	ALMO	DGE		ALMO	DGE
Lee McNeil.....	19	16	Paul Tucker.....	12	17
Frank Dunn.....	12	15	Gary McNeil.....	19	16
Clive Booth.....	14	12	Mike Allaway.....	20	19

CLOUD POSITIONS NEXT TURN (beginning of turn 8): All moved South (see DAMAGE)
 (1) I9,J8,J9,K8,K9 (2) O15,P15,Q15 (3) O9,P9,P10
 (4) O17,P18,Q18 (5) S14,S15,P15,P15 (6) H12,J12,K13,L13

PRESS:

BIGGLES REV. JOHNSON: As long as I can commune simultaneously with you I don't mind.

BIGGLES ALBERT TATLOCK: Do you know who this Ross Abbott fellah is? Beats mc for sure. ((QUIET, DUNN!.....Anyway, anyone could beat you....))

BIGGLES LUTON AIRPORT: Who is Ross Abbott?

LUTON AIRPORT - BIGGLES: And if I might may retaliate, who is Baggles? --

AMERICA

"I don't feel we did wrong in taking this great country away from them. There were great numbers of people who needed new land, and the Indians were selfishly trying to keep it for themselves."

JOHN WAYNE

DIBS AND DRABS

Mike Allaway and Marie came a couple of weeks ago. Mike thought he'd give me a nice surprise by litho copying 2 hundred sheets or so of Sopwith maps (the small ones). Much to his disgust however, he found that I'd duplicated 2 hundred sheets of my own (hence the sopwith map on the back of issue 6, and this issue 7).....sad, innit? Thanks though, Mike the thought was there!

While Mike was here, I thought I'd give him an opportunity to solve my Rubik Cube (some hope). After Marie and he had fiddled and cursed at it for about 2 hours, I promptly took it off them and worked out one side he wasn't amused, to say the least (bad sportsman sec). In fact, it wouldn't surprise me if he tells everyone he'd solved it!

Nick and Audrey Shears (ex editor of Down Alien Skies) came last weekend as well they've just bought a house about 4 miles away. We had an enjoyable argument about buying houses and the state of unemployment in the North East. I bet those northerners feel greatly comforted by the fact that us "Southerners" talk at great length about their problems and how they should be solved! Anyhow, seems like pretty soon we'll have half the hobby down this way. RATS.....looks like I'll have to find somewhere else to live!

SOPWITH WAITING LIST: Game fee 50p. Keith Loveys, Paul Tucker....4 wanted.

REGULAR DIPLOMACY WAITING LIST: Game-fee £1 + £1 deposit. Richard Hucknall, Gary Piper, Mike Allaway.....I thought there was four, but can't remember who the other one was (well I can't help it, the requests were verbal!). Anyway, 5...er, make that 4 wanted.

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Your credit is.....
 Your copy is free till you finish your game....
 We Trade.....
 SEND ME SOME MONEY.....



DEADLINE: 3rd APRIL 1981 * DEADLINE: 3rd APRIL 1981 * DEADLINE: 3rd APRIL 1981.....

GAME

