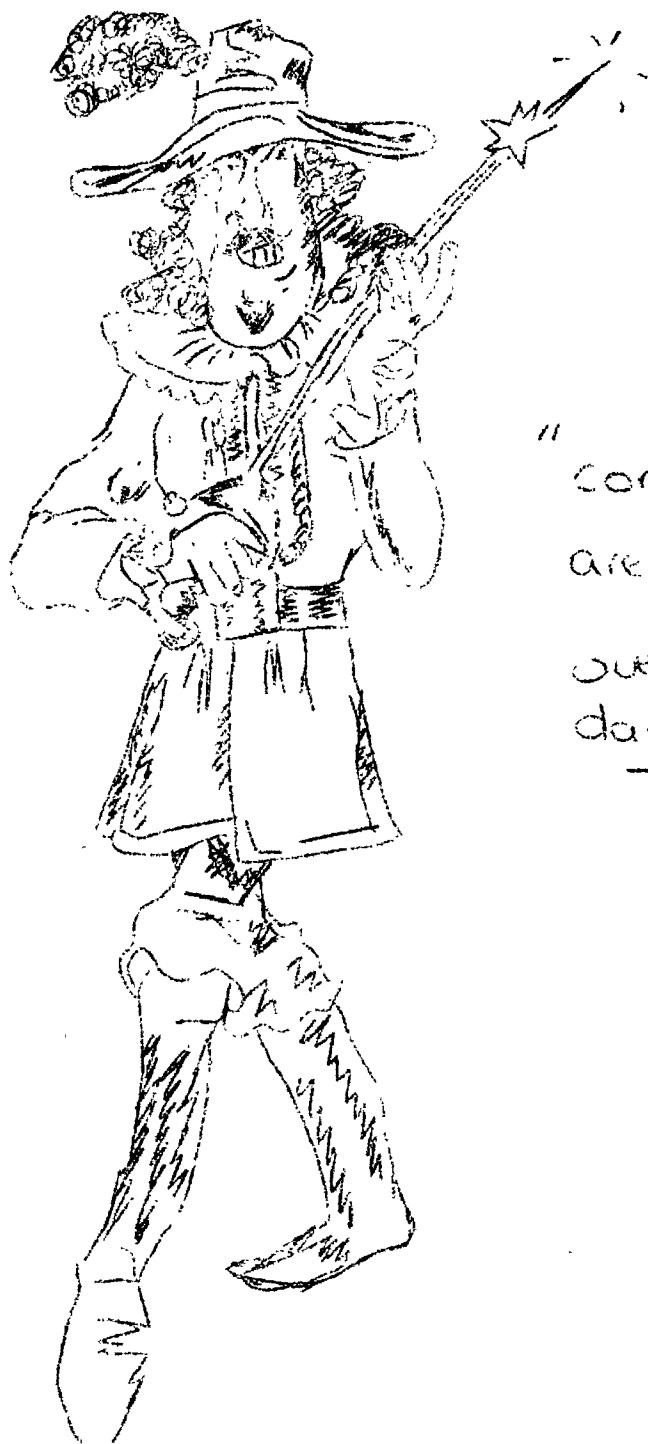


# DIB DIB DIB

ISSUE

17



"Come come chops  
are we going to quibble  
over a couple of  
days delay?"

Welcome to another issue of Dib Dib Dib -- this (for those that can't count) is my 16th issue....oops wrong, 17th issue. Well I never said I could count, did I? Places in the zine to steer clear of are: the editorial; the hobby news section; the letter column; Dibs and Drabs; an' if you can help it, the games section. Other than that the zine is okay. Unfortunately, because of the postal increase, the price of Dib will seem to go up. Nothing I can do about it, but it's old news anyway. Mind you, the price is still 1p per sheet + postage (I may send pure trades 2nd class). Anyone wishing to get in touch with me, for any reason, I can be found at:-  
29 Stanley Hill Avenue, Amersham, Bucks, HP7 9BD. Tel. 02403 4513

P.S. And I got Flu, laid me low for days. It did.

#### EDITORIAL

Well, to start with it looks as though this issue will be getting to you a little later than I intended. Two days after the deadline and I still have an impressive amount of NMR's - the majority from usually reliable people. I am left with the conclusion that the railstrike affected mail reaching this part of the known world. (I refuse to acknowledge that people could actually be getting fed up with the zine - Ridiculous.....) Anyhow, I feel it is only fair to hold up the production of the mag until at least the Tuesday - and see what the post brings then.

I can't really hold it up any longer - the post is getting through. So if orders don't, or haven't, reached me by 2nd post Tuesday, then all I can say is, sorry, but you should have sent your orders in earlier - or at the very least phoned to check your orders have arrived.

Many hours later and it's nearly a week over the deadline. Not my fault, guv (Tweedy ready with yet another excuse), I had a lot of undesirables visiting me over the week-end and they kept dragging me off the typewriter. My troubles started actually on Friday when Pete Mearns and Gary 'I'll Kill Anything That Moves' Piper turned up to stay for the weekend. Barely had I got over the shock of meeting these two notorious troublemakers again, when I received a call from Brian Creese. His wife had to come this way for an open air museum auction (I kid you not), and, Brian wanted to call in (actually Margaret wanted to keep him out of trouble and asked me to look after him). Well in for a penny in for a pound I thought. "Certainly" I said to Brian, taking great pains to warn him that Piper and Mearns were here. When this didn't deter him it became obvious to me that Brian had never met them before; or he would have shown a little more caution. Anyway Saturday dawned (as it always seems to do after Friday), breakfast was barely over (it took Gary a long time to consume his order) when Brian turned up. Why is it always said that hobby members never look anything like you think they should? About 5'8", glasses and moustache - a bit like John Miller in a way. A couple of things happened: we talked a bit; then Brian showed an interest in my Apple II (not that you could blame him really, it was right under his nose, sat on the coffee table), but this didn't last long when Gary pointedly remarked that he had no interest in computers at all. No he didn't like cutting down trees, or playing Formula 1, and didn't I know rugby was on T.V.? Well Brian wasn't going to argue with him (Gary is 15 foot four), and who am I to go against a guest ~~that/size~~? It was decided then, watch rugby, have a few beers and have a shot at playing ~~the~~ Game of Nations and Hare & Tortoise (I don't remember in which order). I hate rugby, I won't talk about bloody Hare & Tortoise (even Stuart beat me there) and I started winning Game of Nations but then Margaret returned to drag Brian away. Bloody typical that is, I bet he wouldn't have left if he had been winning! Come back Creese, I want a return match at Hare & Tortoise! (Not that I'm one to hold a grudge)

Saturday night (and Sunday morning!). After beating them out of sight on nearly every game available (apart from one or two I don't wish to talk about) I managed to con Mearns and Piper into playing 'Escape From Colditz'. This is my kind of game, where I play the German guards, behaving real mean an' nasty (a role I like to play in all my games....except my current Diplomacy games of course), Gary and Pete playing escaping POW's. We started the game at 10.30 pm - and didn't finish until (when they finally escaped) 4 in the morning! I couldn't believe it. So intent they were on actually beating me (making a change) they even started getting up and going into the corridor to diplome. Clearly they were no match for me....and I had to let them escape in the end just to get to bed. (Who can argue when one player, who shall remain nameless, spends 3 hours saying: "I'm going now...no....not just yet - perhaps in a minute, yes I'm going to escape now...well, not just yet.....!")

## EDITORIALS

A few hours later that morning (Jan dragged me screaming from the bed because we had other guests coming) found us once again in the familiar situation of having breakfast when John (quieter than one expects) Field arrived -- my ordeal was not yet over (and they still wouldn't let me near the typewriter to get this magazine to you -- they are all to blame!). John fitted in with Hearn and Piper very well, and proceeded to thrash me at H & T -- but I don't want to talk about it.

Sunday lunch was a nightmare. Not only was I the last to get a look-in at my own roast Turkey and Yorkshire Puds (?) -- need I tell you who got in first? -- but Mike Allaway and Marie turned up and proceeded to eat me out of house and home. Things were not looking good.....and I still wasn't allowed onto my typewriter. Games played were: Game of Nations (which I won); Formula 1 (I came 4th out of six); Colditz; H & T (which I don't want to talk about); Microdot (a hilarious game which I won); and Sopwith (which, er....Marie won -- though don't ask me how!).

I had an excellent time -- enjoyed myself tremendously. Thanks to all those that came, by all means come again. Yes, I really must do it again.

Now to get back to the typewriter.....

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### JOTTO      Round 6

Nicholas Clifton: 6th -- missed --	Richard Bass: 6th (3,1,1,0,0,1)
Martin Allen: 6th (1,1,1,2,2,4)	John Miller: 6th (2,1,1,4,2,1)
John Lee: 6th (1,4,2,1,1,1)	Keith Loveys: 6th (2,1,1,2,6,1) !!
George Davies: 6th -- missed --	John Field: 6th (2,2,1,2,3,2)
Sandy Peters: 5th (3,1,2,3,2,3)	William Fisk: 5th (3,2,3,0,1,2)
6th (3,1,2,1,2,2)	6th -- missed --
George North: 5th (0,1,1,2,0,1)	David Huson: 6th (2,5,2,0,1,0)
6th (1,0,3,2,1,2)	

That's it then....Keith has one word, will he take a guess at the rest next time? We shall see. A couple of you missed again, but that's okay. If you want to carry on... as normal, just send in two words next go.

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### CGS LISTS

The regular CGS list trundles on -- there's been quite a change this month. The last seven players went to Bohemian Rhapsody, which meant the next on the list should have been Fall of Eagles. Richard says however that he's suddenly received many requests for a game (he should be so lucky) that he hasn't room for a CGS game, and would like to be put on the end of the list. So, the list now stands as: Match Abandoned, Home of the Brave, Walamalsia Gazette, Ode and Fall of Eagles. (Oops, Walamalsia Gazette) In fact, I think I've enough players to fill MA now. Outposts was down for a game but being unable to contact Andrew. I'd be grateful if anyone could confirm whether he wants to stay on the list.

The other CGS list I have is for the "F(Rom)" variant. So far I've not heard from any players wishing to go on the list, but it's early days yet; Simon Billness still has to publish a F(Rom) flyer. The zines on the CGS F(Rom) list so far are: Shedshock and The Acolyte.

Perhaps if editors could publish the fact there is a CGS list for this, I may get some players writing in. Otherwise I'll just have to rely on whoever reads Dib.

'Ere! We got something  
we wanna discuss  
wiv you!

← THE (SQUIP!) PIPERS! →

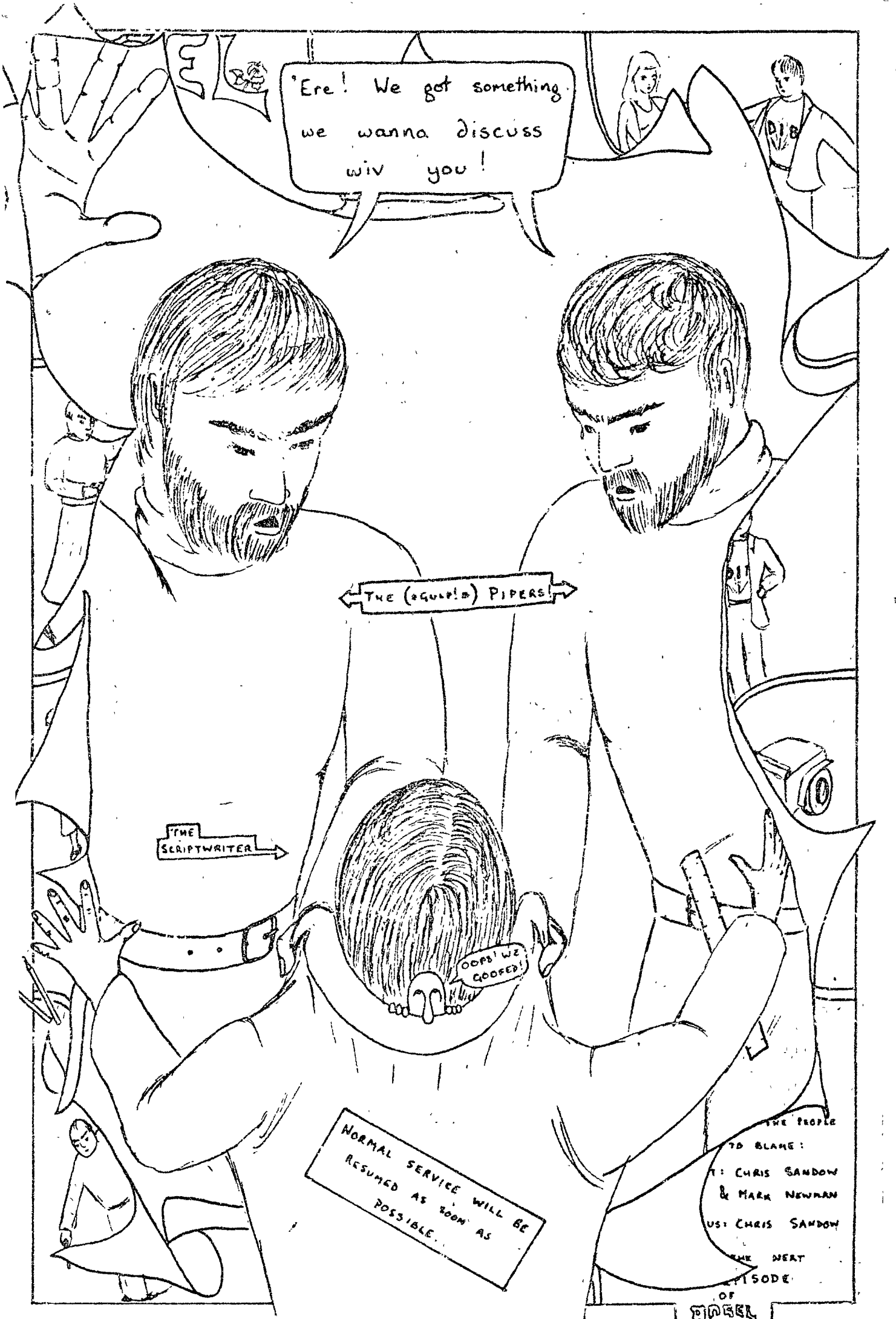
THE  
SCRIPTWRITER →

OOPS! WE  
GOOFED!

NORMAL SERVICE WILL BE  
RESUMED AS SOON AS  
POSSIBLE...

THE PEOPLE  
TO BLAME:  
T: CHRIS SANDOW  
& MARK NEWMAN  
US: CHRIS SANDOW

THE NEXT  
EPISODE  
OF  
DABBL



The letter that follows just wouldn't be right anywhere else but here. And just helps to prove what happens to those that antagonise the Piper brothers (please take note Mr Birks).

CHRIS SANDOW: "Here is the next, um, 'episode' (?) of 'Angel'. I am writing this from Ward 4 (Accident, Emergency & Grievous Bodily Harm Dept.) of Bristol Royal Infirmary. You will be glad to know that the doctor says I will be out in time to draw the next episode. Whether I will be capable of drawing the next episode is quite another matter.... I'll say one thing for those Piper brothers, when they do a fellow over they really do him over. Here I am, broken arm, cabbage-eared, knee-capped.....

But enough of the sadistic violence. I mean, what with this and George "Antonioni" North's 'Blow-Up' doll your zine is well on the way to getting an X-rating ("Buy Bib Bib Bib, the zinc Mary Whitehouse tried to ban!"). Ah, Tom lad, you didn't know what you were starting when you let Angel into Bib. I didn't know what I was starting... Where will it all end? (Who said "When will it all end?" Come on, own up...)

Oh, excuse me, this 5'2", blue-eyed, blond haired nurse has just walked in. Time I got back to work..."

((Ah yes, there lies a broken man. What with the Piper's, George North, and the blue-eyed nurse....there can't be much left. Thank God Gary and Karl left one arm unbroken as they promised - it should help to keep his pecker up if he has a means of drawing the next Angel! Take this issue free and get well soon, Chris - I hate to see a man suffer...))

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HOBBY NEWS

TOUCON 1: (The West Midlands Gamesmeet) Friday 2nd - Sunday 4th April. Organised by the Birmingham University Diplomacy Society. The costs will be:-

- Attending membership (necessary to book accomodation etc).... £2.00 to £3.00
- Supporting membership..... £1.00
- B&B Accomodation (on site, so to speak) per night..... £7.00 to £8.00
- Entry on the door (no accomodation, no membership)..... under £1.00

Attending membership includes entry to all competitions etc. Late bookings will be limited to those taking out supporting membership before the deadline (some extra rooms can be booked, but not many). Games/Competitions played:- Dungeon based fantasy role-playing competition, for fifty or more entrants. An inter-Universities Diplomacy Tournament. An open section consisting of many different games, aiming to produce an overall winner. Help is needed to set up ~~up~~ combined teams (if necessary). So, if you can help, or wish to register, then write to:-

Birmingham University Diplomacy Society, c/o Guild of Students, Birmingham University, Edgbaston Park Road, Edgbaston, Birmingham, B15 2TU. OR....  
Peter Calcraft, 42 Warwards Lane, Selly Oak, Birmingham, B29 7RB.

(Cheques made out to B.U.D.S. or Pete Calcraft)

CANALCON II: If crasing round the Cheshire Ring for a week in a 60ft narrow boat with a band of like-minded loonies appeals to you, then this is the Con for you. Thoroughly enjoyed by those that went last year. If intersted and want more particulars, then write to, or phone:-

Jeremy Tullett, 11a Longflect Road, Poole, Dorset, BH15 2HN.  
Tel. (weekends and evenings): Poole 82026  
(office hours): Dorchester 63111

DUNGEON & DRAGONS: TSR Hobbies (UK) Ltd are looking for an EDITOR. Anyone interested will have to establish and supervise/organise production of a new magazine. Applicants should be adaptable, conscientious and imaginative, and have organisational ability and an eye for detail. An ability to write good English is essential and journalistic experience is desirable. ((Ah, that lets me out then, I'm not adaptable and I don't have journalistic experience - will Superman please step forward.)) Seriously though, if you think you can do the job, and you're interested then contact:-

(Mrs) Danielle Kaye, Personnel Department, TSR Hobbies (UK) Ltd., The Hill, Rathmore Road, Cambridge, CB1 4AD. Tel. (0223) 212517

DEVIATIONS & DIVERSITIES by John Keight

I recently borrowed the 'Advanced D&D' books, read them and returned them and got rid of my own books. Not that I had decided to drop the whole thing, but it seemed better to join in a collaboration in order to produce an interesting and exciting dungeon complex. Single preparation can be very time consuming. Here though are some suggestions for bearing in mind when making the master map.

Explorers will accept simple descriptions, so a map need not be complicated as their own imaginations will suffice. But it is useful to have a geological basis so a continuity of terrain may be maintained. Barrow downs rising to granite hills gives medium hard rock, capable of containing an occasional large room, but with gradually narrowing tunnels due to more difficult digging. A vein of crystals may be encountered crossing two parallel passages. Explorers should experience a change in surroundings when pursuing a direction, and feel a return to the original strata if coming back on a different level. Softer rock will allow natural cavities and potholes, and a stream may occur a half level down - this permits a well-hole in each room above the stream. An underground lake allows a complete change of monsters on the other side. And a feature I like is a deep ravine in a ~~tunnelled~~ tunnelled fold of hills - crossing is easier at the narrowed ends, but the centre may allow an 'outside' creature to enter as a change, and a convenient rope-walk could be part of the web of a Giant Spider.

A theme for the expedition is greatly useful as an incentive. A God may wish to recover an article from an area he cannot enter personally. A cleric of his following may have certain advantages; one more on die rolls against undead, or better resistance to fire, cold, or poison, or even an extra spell or two at the start. A Wizard whose body is in a catatonic state in a preserving tomb, has his spirit in a crystal box, and offers a few articles if the party will re-animate him - this, if successful, will provide the party with quite a powerful ally when deep down. The box 'speaks' and must be carried carefully from his abode to the tomb. More popular perhaps, could be a 'Middle-Earth' feature. My latest is an expedition to Carn Dum, which is mostly deserted but extensively peopled underground. Before departing South to serve Sauron, the Witch-King had captured a symbol belonging to the old High-Elves. It may be useful against Sauron. Naturally it is contained in something which entirely suppresses 'good' emanation. Players have certain advantages in that there are volunteers willing to act as unpaid henchmen, provided the quest is vigorously pursued, and a few extra spells and magic items are available. This is to partly offset the certainty of never encountering a good random monster in such a place.

I've never been too serious about food, water and light. As long as a party had some supplies, then timing did not matter too much - but an occasional review of who has what does help to keep players careful. Again, I do not count turns in order to roll to see if a random monster is due. Before the adventure begins I will have prepared my own random table for monsters in each area; some logic in the type of monster turning up is essential. A sand egg-timer is useful for deciding when to roll, and if a six is required then I add one for each ((add 1 - Ed.)) previous failed throw. Death has a finality to it, so while combat is a chance which everyone takes, I do not have any poison potions - but do have poisoned potions. A character failing to save against poison will lose 1 hit point, be incapacitated for a turn or two, or suffer some unpleasant effect. A nice one is a 'Haste' type potion which is poisoned; the drinker rushes about swiftly while vomiting over all and sundry.

After hit points are determined, extra points may be magically obtained before the expedition starts. A neutral cleric dispenses a potion and a personal spell is cast to give an extra hit point per 1000 in gold pieces - or equivalent. I'm all for people losing money, and so this cleric could turn up elsewhere. It may help keep a game going, and gets back treasure. I do like a 5000 gp gem being handed over before its special magic properties have been discovered. Any amount of points may be obtained by an individual in the same treatment, but it is vital to note that the treasure is magicked irretrievably away, and if the cleric is forced to give free treatment then a temporary rejuvenation only occurs - there could even be a contagious disease to which only the cleric is immune. Killing the cleric cancels everything of course.

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Thanks John - please accept this issue free. Part II of D&D will continue next issue.

AUSTRIAN HORDS OVERRUN TURKEY...  
(they left no survivors)

RUSSIA F(BLA)--Sev, A(War)--Mos, A(StP) S A(War)--Mos, A(Lvn)--War  
Richard Hucknall

ENGLAND F(Lon)stands, A(Yor) S F(Lon), F(SKA)--Den  
Mike Allaway

TURKEY F(EMS)--ION  
Gary Piper

AUSTRIA A(Gal)--War, \*A(Mos) S A(Gal)--War, A(Sev) S A(Mos), A(Con)--Ank,  
Rob Chapman A(Smy) S A(Con)--Ank, F(AEG)--Bul sc, A(Vie)--Boh, A(Tri) S ITALIAN  
A(Tus)--Ven

GERMANY F(NTH) C A(Hol)--Edi, F(Swc)--Den, A(Nor)stands, A(Hol)--Edi,  
John Lee A(Kie)--Den, \*A(Ven)--Rom, A(Mun)--Tyr, A(Boh)--Gal

ITALY A(Tus)--Ven, A(Nap)--Rom, F(ION)--Gre, F(GOL)--WMS  
Keith Loveys

FRANCE A(Wal)--Lon, F(LNC) S A(Wal)--Lon, F(Lpl)stands, F(Bel) S F(ENC),  
Colin Bruce A(Spa)stands, A(Mar)stands

\*Retreats: GERMAN A(Ven)--Apu; AUSTRIAN A(Mos)--Ukr

Winter Adjustments:

RUS: Mos, War, <del>Sev</del> , Ank + StP	Disbands F(BLA)	for 3
ENG: <del>Lon</del> , <del>StP</del>	Disbands F(SKA), A(Yor)	for 1
TUR: <del>Any</del>	Disbands F(ION)	for 0 OUT
AUS: Vie, Bud, Tri, Ser, <del>Sev</del> , Bul, Rum, Con + Sev, Ank, Smy	Builds: A(Bud) 1 SHORT	for 10
GER: Mun, Kie, Ber, Den, Hol, Swe, Nor, <del>Any</del> + Edi	No Change	for 8
ITA: Rom, Nap, Tun, <del>Any</del> + Ven, Gre	Builds: F(Rom)	for 5
FRA: Par, Bre, Por, Spa, Bel, Lpl + Mar	Builds: F(Bre)	for 7

PRESS:

GERMANY - AUSTRIA: Tell me, Rob, why is it that I don't believe you?

ENGLAND - ALL: Didn't want to play the silly game anyway.

THE BITTER END:

1. 'Twas Aut 04 in Europe,  
On a sad and miserable day,  
That the Turkish Empire came to an end,  
If I, perchance, should say.
2. What evil, merciless cretin,  
Delivered the final blow?  
If you keep reading this poem,  
You may find out below!
3. Back in the Middle Ages,  
When mercy was said to be rife,  
This lowdown, devious cess-pot of a man,  
Would have been slower plunging in the  
knife!
4. So what, if anything deprived this man,  
Of compassion and a heart?  
What evil influence corrupted him  
Into a despicable little fart?
5. As you keep reading this poem,  
You'll notice the lyrics get worse,  
If I could think of something to say,  
You'd be honoured with a 5th verse!
6. But back to this tale of treachery and  
woe,  
A tale that I'd better tell,  
A tale of a man who has sunk to the depths  
And is pleading to go up to hell!
7. But once again we stir the mire,  
To delve inside this man,  
To locate the evil influence,  
Who makes the devil look like an  
also-ran (wince!)
8. As this poem progresses,  
And words are harder to find,  
You'll notice a rather awful lot of  
horrible lines,  
That are terribly hard to make rhyme!
9. Digressions aside, I must press on,  
Names must be revealed, for sure,  
But as I struggle through the 9th verse,  
Do you really want to suffer any more?!
10. Do I hear a chorus of masochistic assent,  
Saying "Pray -- do go on",  
Just the inspiration I needed,  
After all, it's far better than 'non'  
(more wince) ((You ain't kidding!))