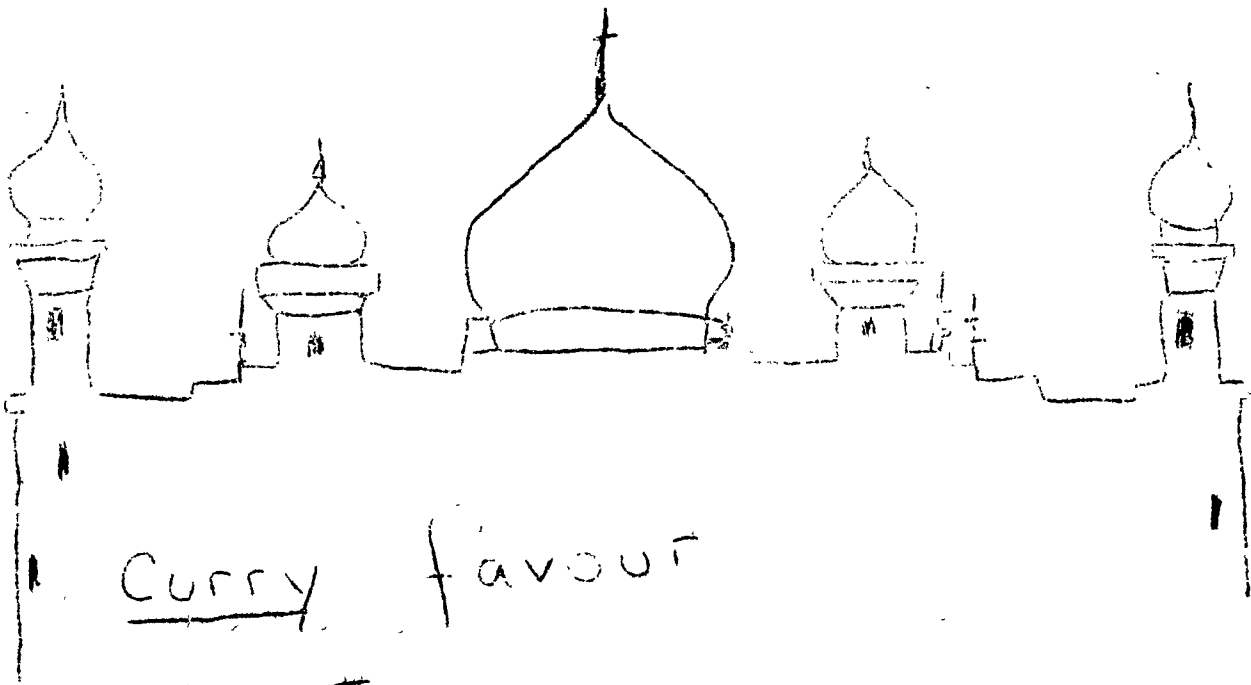


DIB DIB DIB

ISSUE

26



Curry favour

Take-away a

Dib Dib

Dib

Welcome to the 26th issue of Dib Dib Dib. A zine catering mainly for Diplomacy and all the other anti-social pastimes of our society. If interested in the unusual, then you can do no worse than subscribe to this mag (except perhaps subscribing to Chimaera), which will only cost you 34p an issue. Surprised at its cheapness eh? So are a lot of others. Just send the money (in £1 to £5 blocks) to Tom Tweedy, 29 Stanley Hill Avenue, Amersham, Bucks, HP7 9BD. (Tel. 02403 4513) and you will receive your issue of Dib by return post.

EDITORIAL

NOTICE: If you have made a request (i.e. for Sopwith maps, rules, CGS games, or whatever) and it appears as though I have forgotten please remind me, 'cos I probably have. I've a terrible memory and have had a lot of harrassment of late. Consequently I may have forgotten one or two things. Now where was I? Oh yes....

Before starting on anything else I'd like to thank all those that sent Christmas cards and good wishes for the New Year. Much appreciated I assure you. Actually my Christmas wasn't too good this year. It serves me right for saying something about it last issue. Everything started off okay. Then the car broke down. "New rocker arm and front discs," the man said. "Only cost you £550..." (Well, it WAS a BMW). Sod it - get rid of the car I thought and buy a new one. I'm still looking.

Then, it was Christmas Eve. "I'm not having the same problems with the little sod getting up at 4 in the morning like last year," I insisted. Jan agreed. We exercised Stuart the whole day, gave him a late bath and tucked him in at 10. One hour later he suddenly developes earache and keeps us both up with his crying until 7 in the morning - whereupon he suddenly falls asleep.

So there we were, Jan and I, bleary-eyed with nothing to do when all good children should be opening their presents. Where was the Christmas morning excitement? We stayed like that until about 4 in the afternoon watching TV until Stuart got up and friends and relatives started popping in.

New Year's Eve was much better. A couple of friends around - Ian and Elaine Tillson to name but two - with plenty to eat and drink. It was very enjoyable.

So 1983 it is, and things go ever on. Plenty to talk about hobbywise, so here goes...

I was surprised to read in Ode 40 that the glossy games magazine, The Gamer, is in trouble. As AHC Publications (its publishers) has "ceased trading". John's main worry seems to be that we are losing our only link with seperate groups advertised in there. And that the mag is, what he calls, our shop window. Possibly he's right. From what I can see, apart from the CGS flyers in the Diplomacy boxes, The Gamer is our only link with the general public anyway - it must attract a fair number of gamers to the hobby. Certainly I came into this hobby through the old Games & Puzzles. And through the CGS I know quite a few who were attracted by Geoff Challenger's article, 'State of the Art of Diplomacy'.

So what can the hobby do to rescue this magazine? In fact, should the hobby do anything? Well, that has yet to be decided. The points are obvious. It may well be that Nicky Palmer is still interested in editing such a magazine. If so why shouldn't he want to carry on. So much for that. Certainly the hobby could afford to back such a venture; moneywise and with articles, reviews, news and suchlike. The only question is does the hobby NEED such a magazine fronting for it? Oh I know it could survive, but would such a publication add an extra something to the hobby - I mean having a glossy for the combined hobby. Personally I think it would. And I for one would be willing to back it - with money and whatever else it would take. But who to organise such a thing? The same old stumbling block. (Oh don't worry, this very problem crops up later). Anyone any ideas? John?

[[The last paragraph is now out of date as I've since received Home of the Brave with details of the Gamer's fold and Nicky Palmer's letter. Nicky says that the magazine folded under the weight of debts up to £30,000. That's a hell of a lot of money by anyone's standards. It's definite the hobby has no hope of subsidising something like this. So it looks as though The Gamer has had it. A sad loss.]]

Of course there's other things for the hobby to spend its money on. In the latest Mad Policy RJW backs up Alan Parr's idea - in some length - of a Novice Editors Package. When I say the hobby's money, I mean of course the money I collect through the CGS (a full £5 now!) and other similar sources. I don't know about the Novice Editors Package, but Richard certainly had a point when he said:-

"....there's certainly no need for any sort of a leader! On the one hand we've got several hobby services either being financed by individuals or waiting for money to be found for them, and on the other we've got a steady source of income already in existence. In fact we've got two. There's the £1 that arrives every time a Novice Package is bought and there's the other £1 that Tom Tweedy gets each time he issues a CGS gamestart (and for all I know John Wilman is doing the same with 1829 gamestarts). All we need is sufficient organisation to bring these different activities more closely together. Not in a way that means any of the people involved are in any way restricted in what they are already doing, but simply in order to pool the available resources and ensure that such money as is already there is fully used to the advantage of the whole hobby. The present chaotic state of things just doesn't make any kind of sense to me at all. I certainly don't think the hobby needs any sort of individual - or group - up on a pedestal dictating how things should be done, but I certainly do think it needs to pool together what it's already got and stop the ridiculous waste of resources we have at present."

Too true. I've always felt this hobby had the resources to do more than just passively sit by and play games. More than any other hobby it attracts people from all walks of life - but people with a higher I.Q. than most. Teachers, doctors, policemen, University students, civil servants, solicitors, servicemen, computer specialists you name it and we've got it. Seems to me if ever a problem crops up in the hobby, we should have someone capable of solving it. All we really need is someone with the know-how (charisma?) to put it all together. Will Superman (or John Piggott) please step forward. (See I told you the problem would crop up again - as it will in the future.) But, to other things...

I see in the latest Last Stand that I came 7th in 'The 1982 Diplomacy Player Poll'. Great eh? Unfortunately Mike Close came first. Which just goes to show you how wrong a Poll can get. Still Pete (Northcott) says the results were fairly conclusive, even though there was only 22 voters.

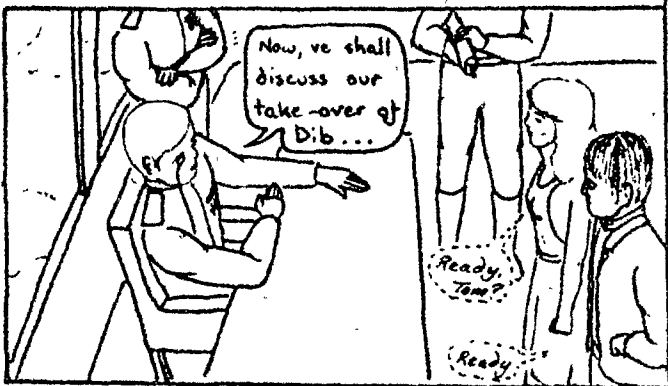
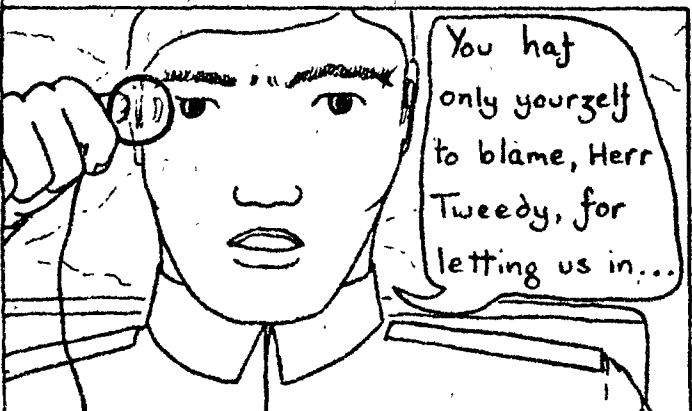
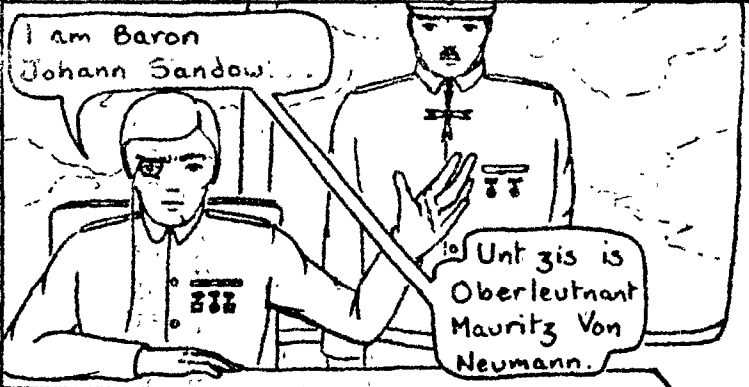
To tell you the truth, I didn't vote. It's terrible really. I wanted to - but my laziness/Dib/Christmas etc got the better of me. Every time I tried to vote the long list of names in the games I've played in seemed to roll ever on. At one point I couldn't figure out who I should leave in, and who should be left out (my memory for dates isn't too good). Then there was the problem of trying to figure out who was better than who; what criteria was I to judge them by. Players who lost by having others gang up on them were not necessarily bad players. It was all too much for my poor overworked brain, and eventually I gave up - I felt I couldn't make a fair choice on anyone. Sorry Peter - I tried. If you want me to participate in the next one - PLEASE make things simpler.

Just a couple of lines here for a quick spacefiller. So ... Jan passed her Open University exams. I have to push it in here so as not to make too big a thing of it - wouldn't do to give her ideas above her station. Don't worry though, I did remember to congratulate her.

ANGEL

by
Chris Sandow & Mark Newman

Episode 9:
Aboard The
Zeppelin.



The end is in sight, folks!
Don't miss the final amazing episode of

ANGEL

in
the next issue of
Dib Dib Dib
(We hope...)

HOBBY STATS

It seems the editorial in issue 25 of Dib caught the attention of the hobby statistician, Pete Calcraft. I was hoping it would. Anyway it sparked Peter off enough for him to write a letter in reply. Which I think it fair to reprint in its entirety. Pete began with: "RYODA one month, me the next." And followed on with: "Trying to establish a reputation as hobby busybody?"

Great eh? I send Dib for a whole year without getting any stats in return, and with one gripe I get branded a busybody. Anyway Pete continues...

"It will win neither zine polls nor popularity contests for you. It won't even earn you any sort of respect: hobby people largely don't want to know. We've been in the hobby almost exactly the same length of time, you and I (adjacent NGC membership numbers, wasn't it), and I did all my delving in hobby politics years ago. It ain't worth it, I tell you.

Details: you would be rather better informed of the actual situation if you attended conventions. It's hardly your fault that you don't, but it isn't mine either. ((?)) There was a time when I thought that Tom Tweedy was someone who, if he had a complaint, would ring me up and ask me about it. Times seem to have changed; perhaps zine editing is getting to you? If you really want to feature news of the stats service in your editorial, an effective approach might be to reach for the telephone, since you have my home phone number and possess the initiative required to obtain my Birmingham number if necessary from any of those who are kept informed of it (like Richard Gooch, or Mike Benyon, or my parents...). Indeed, such an effort would probably be appreciated by all concerned (other editors, your readers and myself included).

Your memory of the period when Mick was in charge of the stats is less than entirely accurate, as is your idea of the extent of the service. Take a good look at the stats service as it exists on the other side of the Atlantic, and how it's set up: then take a look at the service you're trying to demand from me. At my own expense! "...a whole lot of something for nothing"? I'm not impressed.

The last set of published stats was sent out in January/February (('82)), having been compiled and printed for release at Stabcon. There would have been issues released at Easter had I not had to put a great deal more time than anticipated into Toucon in addition to coping with second-year exams. There might have been issues during the summer had I any money to pay the printing bills with (subscriptions extend to eleven paid copies at present) and no project to work on (one out of seven final year courses). As it was I usually wasn't even able to pay for my own drinks until the DHSS eventually came up with my benefit. There would certainly have been issues available at Midcon, had I the opportunity to write them or at least work on them, but until I changed lodgings a fortnight ago I hadn't.

All this, however, is irrelevant. I'm not running the stats for me, for the people who help me or "for the hobby" (which I take to be a euphemism for 'editors'). I am merely trying to keep the best set of stats possible in the circumstances, and I'm not going to let the task of publishing dominate this objective. ((Nor the hobby either it seems. But then, what's the point...?)) Once we put the Who's Where records out of commission - necessary in view of the extremely untidy way in which they were kept - any publication would simply lengthen the task of putting the new ones back into service. Without being able to complete the job of entering a new gamestart in the records we have a bottleneck in the system preventing any 1981 and subsequent games reaching TFT ((Pete's 'publication' The Finishing Touch)). Hence we've been working almost entirely on the WW records (Mark and I have been keeping the starts/1901 info up

to date as far as possible, while Peter Northcott put through as many pre1981 ends as he could find).

I think it's pretty evident that I've no hope of getting any sort of money in by way of subscriptions until Who's Where can be or is published, since this is the actually interesting (or even useful) part of the stats as far as most hobby members are concerned. I've spent £100 on this lot already, and I'm in no hurry to spend more until I've some chance of getting at least some of it back again. I'll do the job properly or not at all, and I don't think that means running around at the whims of editors. Hell, I don't have time to answer letters as it is."

Whims of editors? If it wasn't for us editors sending in our zines, Pete, how would you collect the information for your stats? But nomatter, let's take your points in order.....

I didn't enter this debate, or write the editorial last issue, to enter and win any popularity contest. To tell you the truth, I don't give a damn if it makes me unpopular or not. My idea is merely to gets things moving. It's not hobby politics I'm worried about, just a fair deal for all. Let's get one thing straight from the start, I'm not attacking you and saying that you haven't tried to do a stats service. I know for a fact that you are overworked, what with exams and whatnot. But I question the situation where you allow yourself to keep the position of "Hobby Statistician" while going through the problems of college life. You admit yourself that you find it hard to cope. Surely it would be better for the moment for you to suggest a replacement - just so that the hobby could make use of its own stats? It's just a suggestion mind - but is it so unreasonable?

I didn't bother ringing you up because I already knew the problem. I apologise if you expected me to react any differently, but you could only tell me over the phone exactly what you've put in your letter - and that doesn't solve the problem it merely gives reasons for it.

My memory of Mick Bullock's service is accurate enough. I do not need to bother with how the Americans do their stats. All I need to remember is how I used to get a regular stats zine - one that I was willing to pay for. Yes I subscribed to New Statesman before I traded. Might I suggest that if you published something at regular intervals, that you might attract more subscribers. To bring home the point: no-one wants to subscribe to a magazine they'll never receive. I say, if you want my magazine for a trade (which you yourself asked for) then why not trade something back.

It's of no use that you come out with excuses that there's too much expense (although I believe you when you say you've spent a lot), there are cheaper methods than litho for printing. And if nothing else you accepted the job as hobby statistician knowing just what it entailed. Other people wanted that job and were passed over.

But as you say, all this is probably irrelevant. I'd be greatly surprised to hear that other editors send their mags merely to supply you with your own, perfect, supply of stats. Personally, all I ask is that you give the hobby something back that it can use (e.g. info to Wink Thompson for his NGC Ratings and suchlike). Or, if you are overworked, recognise the fact that someone else could find more time (and thus be more suited) to do the job.

I apologise if I sound at all harsh, but to be fair, if I couldn't do the CGS job (hardly in the same category as stats I know) I'd hand it over to someone who could.

After typing up the above I've since heard from Richard Walkerdine that Pete has promised us some stats by the end of January. Richard says:

"As Pete Calcraft has now actually promised something by about the end of January, I think it's a bit unfair to get too irate with him before then. Of course, if he still fails to deliver the goods after that, it's a different story....."

That's good enough for me But continuing on the stats theme, I might as well include here a short piece from Wink Thompson. These are the games he has no details for - can anyone help? Pete?:-

1976: IW (NGC 195)

1977: BQ (NGC 205) GH, GN, GV, JB, JD, JR

1978: BE, BN, BR, BV /// DB, DI, DL, DS /// EJ, EV, EX to EZ /// GA, GF, GI, GK, GO to GR, GV, GX /// JH, JQ, JV, JW, JX, JT

1979: BD, BF, BJ, BK to BP, BS, BV, BW, BY /// DB, DC, DE, DG, DK, DO, DP, DS, DX, DY /// GB, GC, GF, GG, GK, GM to GS, GW to GZ /// JB, JD, JE

1980: All games except - BC, BF, BI, BP, BR, BT, BU, BY /// DE, DI, DN i.e. 93 games.

1981: All games (some at least should have finished)

1982: All games (still in progress I would think)

If anyone can help, Wink can be contacted at: 6 Waterbeach Road, Slough, Berks, SL1 3LB. Or phone Slough 34471.

ZINE REVIEWS

There's been quite a few new zines coming onto the market of late, making it a hard task indeed keeping up with them all. It's been pointed out that there may not be enough subscribers to go round them all. Well I dunno about that - certainly there may not be enough to fill many games - we shall see. Still, now that I finally have time to review some I better get them out of the way. This is not exactly the most favourite section amongst editors.)

The Drooling God: issue 6 edited by Paul Segal. A very neat looking A4 litho produced zine (I much prefer A4 than the litho reduced). Still although it looks good there's nothing much I can say about it yet as I've only seen the one copy - and I've had no contact with Paul before. Only 8 pages, but interesting enough (especially if you like a manic style of writing). Has openings for: Intimate Diplomacy (£1); Regular Diplomacy (£1); Kingmaker (50p); and Minieconomic Diplomacy (50p). Well worth seeing. Costs 30p (which could rise as the zine expands being litho). Just write to Paul Segal, 29 Heath Hurst Road, London, NW3.

War and Peace: issue 1 and edited by one of Dib's subscribers, Derek Caws. A4 mimeo produced - which is a big plus in W&P's favour, I think. Will probably run Diplomacy (£1.50), some sort of Diplomacy variant, Sopwith, United and Railway Rivals - it's up to you to ask. Simon Billinness will be guest GMing and contributing articles so Derek has help if it's needed. Could be a goodie this. Recommended that you see it. Costs 25p.

Derek R. Caws, Telford Hall, Ashby Road, Loughborough, Leics, LE11 3UA.

Lokasenna: Edited by Brian Dolton. Damn, I've mislaid this zine for the present

time, so I guess I'll have to just muddle through. Brian at one time edited Demonsblood and Deaths Dance Taken Slowly neither of which I've seen. If this new effort is anything to go by then they must have been very good. Well, lets not be hasty, it all depends what you think is good of course - personally I think a two page editorial on edible underwear (yes, that's what he went and did) is definitely food for thought (yeah I know ... groan). My only worry is what subject he's going to come up with next to top this one! Subscribe to this one at your peril. Don't know what it costs, but runs Diplomacy, Railway Rivals, Sopwith and should be including articles on Fantasy Role Playing.
Brian Dolton, 94 Waddington Avenue, Old Coulsdon, Surrey, CR3 1QN.

The Church Mouse now on issue 9. Produced by Dave Thomas, reduced photocopy, centre stapled, and is getting to be one of the best zines around. Costs only 25p and what with a printing medium for cartoons, photographs and letraset, makes for a very nice looking cheap alternative to a litho produced zine. (Damn you Thomas, I'm jealous.) Each Diplomacy game has its own little map (an idea that's nicely used all to the good in a couple of RYODA zines). You name it and this zine either does it, or could do it (apart from being able to introduce colour that is). Has openings for Diplomacy (50p), Excalbur (50p), Ace of Aces (free) and Scrabble (50p). One of my favourite zines. Strongly suggest you see this issue!
Dave Thomas, 16 Ballater Close, Burnside, Stanley, Co. Durham.

Certa Cito: Issue 1 from John 'Chiz' Chisholm. Once again a new zine so can't say much about it. This first issue was badly duplicated but that's nothing that can't be rectified later on. The surprise is that Chiz wants to produce the mag and run the games every two weeks! Good grief. I've heard about quick turnaround zines but never seen one in action. I hope Chiz manages it. We'll see - it's an awful lot of work. Has openings for Diplomacy (2&4 weekly at £1); 1829 (£1) and costs 25p an issue. Should be good if you like fast games but will carry no chat for us 'readers'/editors.

John Chisholm, 22 Edwins Avenue South, Forest Hall, Newcastle Upon Tyne, NE12 9AX.

Imagine: Should have been in another section I suppose. Certainly not a 'postal games zine' but a very, very glossy full blooded magazine. Not even issue 1 yet. I was flattered indeed to receive this durny issue (I think someone else said that?). Very Fantasy Role Playing orientated as you'd expect from a TSR mag, and similar to White Dwarf and Dragon. I can't judge the quality of the contents too much because I know very little about FRP gaming. But certainly as I, beginner I found it extremely helpful - and because it was easy to understand, very interesting. About time they brought out a British glossy catering for beginners and hardened veterans. I got fed up just seeing American mags; can't always relate to them. Well done TSR.

Launch date is March 1983. Imagine will be published monthly, with on sale date being the last Friday of every month. Single copies will cost £1, yearly subscription will cost you £12 inc. postage - making a personal saving of ... oh never mind.

Paul Cockburn, TER Hobbies (UK) Ltd, The Mill, Rathmore Road, Cambridge, CB1 4AD.

CGS WAITING LISTS

I now have a total of £6 in donations to the CGS. This will be kept - along with any other donations - until needed for hobby use. More money needed before games are allocated - I only have the £1 for War & Peace on my file. I hope money comes soon as I've nearly filled another game.

List Of Zines Awaiting Regular Starts:-

Perspiring Dreams, Watch Your Back, Panzerkreuser, Foiled Again, Home of the

Brave, The Drooling God, Mercurius Aulicus, War and Peace, Psychopath.

List Of Zines Awaiting F(Rom) Starts:-

Shellshock, Bohemian Rhapsody, Watch Your Back, Panzerkreuser.

I've cut some zines out of the list as being either unreliable, or just too expensive for novices to have their first game in. I hope no-one takes undue offence at this decision to put the interest of the novices first.

LETTERS

And we start the column off with a plea...

NICK KINZETT:

"Bring back Angel! Please? (Maybe Chris and Mark need another notorious subject in your letter column. This isn't an offer to provide one yet)"

((Hopefully Angel should grace the pages of this issue in its normal place on page 4. And why not supply a subject? Chris finds the artwork the easy part, it's the storyline that's the stumbling block. But then you must have guessed that, do you think they had to include George North and his Angel Dolls out of choice?))

oo000oo

And from a couple of new subscribers...

IAN MOSS:

"I've decided after months of thought to subscribe to your magazine and would also wish to be placed on any waiting list you may currently have for Diplomacy.

To date I've only seen issue 22 (after writing to the Zine Bank) and am filled with admiration at the obvious wit and lack of style by many contributors. I'm sure I'd fit in just fine."

((I'm sure you will also, Ian, because you sure have my subscribers pegged right! Welcome to Dib.))

oo000oo

DEREK ANDREWS:

"I was really amazed with your 'Zine'. I think I was expecting something a little amateurish having never read a zine before - what a shock - they're so good. I guess you know all your contributors personally, hence, the 'club' feeling your zine generates. How do I subscribe? ((Generally one just sends £1 to £5 in cash, or pays that amount by cheque.))

I should have some free time shortly, so I will contact those people you have kindly recommended. I would like to get in touch with a few F.R.P. gamers, so if you have any recommendations

I look forward to the postal Diplomacy. It should be a good experience as well as being entertaining - judging by the comments from players in your zine.

I am still seeking gamers locally - without success. Do you have any Warringtonians (or refugees from other areas now residing in this fair town), on your readership list, who would not object to me contacting them, as regards arranging a few games?

Thanks for showing an interest, and please let me know the details regarding subscription.

I would like to take this opportunity to wish you and your fellow gamers a very MERRY CHRISTMAS and a HAPPY NEW YEAR."

(Cont'd from Derek's letter...)

((A very pleasant letter there I think. Thanks for the letter Derek, and welcome to Dib. To take your points in order ... I don't know all my contributors personally, I'm sorry to say. With my subscriber list now at 104 and with the students and wotnot changing address every now and then, I find it hard to keep track of some people. Maybe when my subscriber list settles down I'll get more of a chance then.

If you are interested in FRP gaming, the only zine to be seen in is The Acolyte, edited by Pete Tamlyn. What Pete doesn't know about FRP gaming isn't worth knowing (he'll also put you in touch with other FRP zines). Just write to: Pete Tamlyn, 6 Broughton Close, Bierton, Alesbury, Bucks, HP22 5DJ.

I can't think offhand of any gamers living in or near your area, but just in case (Anyone wanting to start a hobby meet in this area should contact Derek at 18 Hume Street, Warrington, Cheshire, WA1 3QR). Hope that does the job for you, Derek.))

oo000oo

DAVE TOTTEY:

"I hope you, your family and all subscribers to this quality zine had a pleasant Christmas and New Year with much carousing (toadying if you're an En Garde player), merry-making etc throughout.

However, in case any of the folks out there have outstanding hangovers to be cured, I thought I would write and suggest a few remedies. Although they're not paying me to do so, I can thoroughly recommend a book entitled 'The Hangover Handbook' (Pan publications) to all fellow sufferers.

While some lucky people won't get a hangover until they're at the point when they can't lie on the floor without having to hang on, most of us aren't so resistant, so here are a few possible cures:-

1. For the continental people try Assyrian Paste: a mixture of crushed swallow's beaks and myrrh.
 2. Fried Canary: this remedy has the added bonus of shutting that bloody bird up for good. ((A wise move))
 3. Roman: for this, one needs one small room (which the Romans called a Vomitorium), one large feather and as an optional extra, one slave holding a bowl. ((Think I'd rather keep the bloody hangover))
 4. My favourite, the Haitian Voodoo: all you need to do is to stick thirteen pins into the cork of the bottle from which you were drinking.
- If none of these work, then use Dean Martin's remedy - stay drunk."

oo000oo

DAVE TANT:

I hope Father Christmas brought you what you wanted. I got one thing (a shooting jacket) which I had specially requested, but apart from that it was all rather a waste of time. More gloves to add to the 4 pairs I already have (plus 2 airs unworn), ties, after-shave, cigars and such like which I'd manually buy myself as necessities. Each year my wife ges me to write out a list of books, games, records and models and each year I do and nobody ever buys me any of them.

Perhaps the answer is to buy myself what I want, then let my relations buy them off me on Christmas Day. Somehow it doesn't seem the same now.

However, Christmas these days seems to mean overeating and drinking too much, and I've certainly succeeded there. Any suggestions on how to lose one and a half stones?"

((Yes, a bit drastic though. I recommend swimming and judo - both my favourite sports. Mind you, it only works if you're unmarried. Married men don't stand a chance of losing weight. Nice to hear you enjoyed Christmas.))

oo000oo

ANDREAS SARKER:

AAH

ANDREAS SARKER:

"I never got a chance to believe in Santa - my parents never even pretended that he existed (Sarker aged .5 accomponaying parents on shopping expedition: "Please Mum, can I see Santa?". Mother: "Shut up and carry the turkey."). I did try and play it up for other people, but most of them took it The Wrong Way, ((?)) so in the end it would have been better if I hadn't bothered. At least three of my Christmas cards got misinterpreted, and so relations between me and the people concerned got rather strained. Sigh.

I didn't get a letter from George North. Phew!"

((A sad case indeed; doesn't believe in Santa, and didn't get a letter from George North. Okay George, how come Sarker was the only one to get away with it?!

But to be serious... "misinterepreted"? Surely sending someone a Christmas card can't be judged as cissy? Perhaps I'm missing something but it sounds as though it's the other people might be odd, Andrcas. You'd do well to steer clear of them anyway.

Er, this is getting a bit like a 'Dear Claire...' column - must pull myself together.))

oo000oo

DAVE BIRD:

"Your zine arrived in time to cheer me up as I've been unwell recently - too much Christmas spirit I'm afraid! I shall certainly be voting for Dib in the Gladys awards.

I'm viewing the scene outside somewhat apprehensively at the moment wondering whether the weather (copy) will hold - so I can get home for Chrimbo. ((Hope you made it, Dave - not nice not getting home for the festive season))

Bye the bye I must object to this Cathy Cunning refering to you as Mr Tweedy BIRD. Hah, what an insult to the name of Bird! Damned Americans - is nothing sacred or safe from them?"

((Too true mate, it's an insult to the name of Tweedy as well! Damn Yankies. Er wait a minute, was I just insulted? You wanna watch what you say Birdman.))

oo000oo

GRAHAME MACLENNAN:

"Thanks for the two copies of issue 25. They were greatly appreciated as they prevented an argument between my girlfriend and myself as to who got to read DDD first (she usually wins as hand-to-hand combat is not my forte!). ((No wonder I had none left - Jan sent two to Cathy Cunning in America as well))

Could you put me on the Diplomacy waiting list....

P.S. Since writing the above I've received a letter from Denver Glont informing me of a game of F(Rom). Therefore could you please NOT put me on the Diplomacy waiting list, as I do not want to take on too many games at once."

((A letter from a typical Dib subscriber that. Grahame must take a long time writing his letters. Still, it IS better than taking on too many games. Mind you, I wouldn't mind but I run the F(Rom) CGS so I did myself out of a player...))

oo000oo

ALAN FROST:

"I found issue 25 of Dib to be a profound spiritual experience. Before I read it I was one of those who hated Christmas. Then I got to the letters.

There was the geography lesson about the location of Bolton where I live. Then there were three seperate letters about (a) Orcs (b) A medical column and (c) The Oxford English Dictionary. In the last, I had just looked up my doctor's diagnosis of my current illness, Orchitis. (From the Greek 'Orchos', a testicle - You try walking around with a wheelbarrow all the time Oh, you do anyway.

Sorry.)

This combination is so unlikely that there is only one interpretation: It was a Message from God. Fired by this revelation, I searched for other parts of the message. And there it was! A load of orchos (old balls, get it?) ((No...)) by John Lee.

Of course, there are those of little faith who would say that all this is coincidence and if you go looking for it you're bound to find it. Such people don't believe in God in the first place, so He'd hardly be likely to vouchsafe a Sign to them, would he?

Anyway, as John Lee says: "I do have first hand experience" now, so I have no doubts at all. But then I never did."

((A little bit of irreverence creeping in there - Dib certainly does affect people in funny ways.))

oo000oo

And now for something completely different...

IAIN SINGER: ((Well how different can you get?))

"On the stats front some gloomy news - two new aces, Dave Tant and Tim Tweedie; damn you Tweedy, I've forced to admit you made it. ((Tarrah!))

On a different tack I've written (about a couple of months ago) to Thing and DSM and heard nothing. I'm forced to assume they don't want their games included in the stats."

((It's up to Pete and Mike I suppose - it does surprise me though. I'll see if I can find out what's up. Anyone else any idea?))

oo000oo

ANDREAS SARKER:

"Re Mick Antrobus' query. I played that particular game of Adventure on the PET at school about three years ago, but I gave up on it (a) in protest at the fact that the computer kept eating my disks and (b) I discovered more interesting things to do before school. I never sussed out the maze; while I usually managed to bop loads of dwarves in there, eventually the batteries of my torch ran out and I fell down a bottomless pit. I usually tried to avoid the maze. As with the snake if it is the snake I remember, you've got to get the bird into the cage, and then when you get to the snake type in Free Bird (at which the computer churns out a Lynyrd Skynyrd impression worth it just for that) and the bird chases the snake away. Good eh? Some friends of mine nicked my disk and spent a whole term trying to finish the game off; I think they almost managed it.

What's a polar bear doing on page 8?"

((And where, pray, do you suggest I put a polar bear?

I think I recognise the Adventure game now. It sound like the one I started playing (about a year ago) on Clive Booth's TRS 80. If it's the same one you're right about the bird and the snake. Don't remember any maze though...))

oo000oo

FRANK DUNN:

"Sorry the Jupiter Ace isn't very similar to the Spectrum at all as far as the user is concerned. For one it's got FORTH as the resident language, a most unusual and trendy step. I'd go as far (gosh) as to say that in some reports that it's less modest than made out. Mainly because of its use of FORTH: a very fast and portable (transferable) language. I'd be interested to know what John ((Harrington)) makes of it."

((Yes, mistake on my part. I'm afraid I was mixing the Jupiter Ace up with the new Orac.))

Page 13

oo000oo

SIMON CRADDOCK:

"Have you ever considered Railway Rivals in Dib Dib Dib ?"

((Not really, I've seen the game played once and wasn't impressed. Certainly I couldn't GM a game.))

oo000oo

KARL PIPER:

"By the way, have you ever thought of running 'Downfall' in Dib ?"

((I've never heard of it, Karl - fancy doing a review of it?))

oo000oo

ANDREAS SARKER:

"Hawkwind is the epitomy of good taste in music, rivalled only by Black Sabbath. The thing about both of these groups is that if the uninitiated hear their music in the background they are bound to hate it, while if they actually take the trouble to listen to it they should end up being Converted. Noise indeed! Pah!

What's a mental aberrant?"

(("ABERRANT: having characteristics not strictly in accordance with type". Which sums up over half (nearly all actually) of Dib's subscribers I should say.

Admit it, Pete Mearns paid you to say nice things about Hawkwind, didn't he? I mean, the only decent album they ever did was 'Quark, Strangeness & Charm' - which is good I must admit. But hell, next you'll be telling me you like that 'Eagles' rubbish.))

oo000oo

DAVE TANT:

Your mention of getting fast women for 34p on page 2 last time reminds me of the story of three of my comrades-in-arms who clicked for 1d. each.

In Korea, as in Germany, we used British Armed Forces Vouchers (BAF's for short) for spending in the NAAFI and such like. They came in all denominations apart from 1d: they even had notes for threepence and a tanner.

And in Korea the Yanks had much the same sort of thing in their own currency. The local tarts were happy to accept Yank money, cigarettes or even bars of soap - the going rate being a dollar a go.

Well, these three managed to convince the madame in charge of one hoochi that a 3d note stood for 3 dollars!"

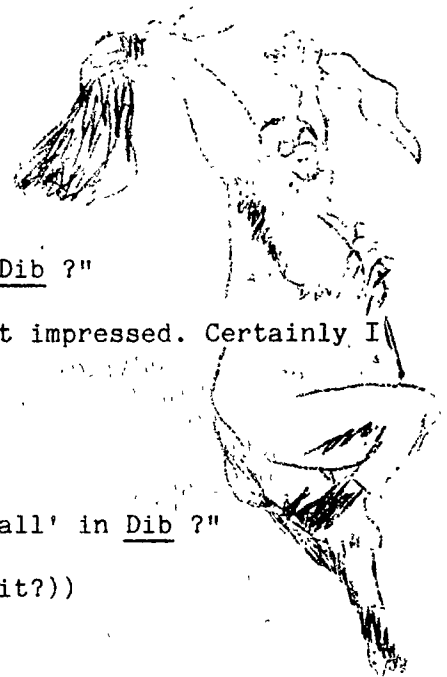
((Listen, I said FAST women for 34p, not stupid women. Anyway, the offer has since been dropped due to lack of interest.))

oo000oo

NIGAL BRADSHAW:

"I know I don't sub to your zine, but I thought the following letter may be of interest. By the way I have just read issue 24's debate on the CGS. My first game was through the CGS, and I was put in Stick the Knife in. My experience through its expense, lack of content and eventually drawn-out supernova did not endear me to the hobby. Fortunately I am now playing in The Acolyte [or I will be when I pay him some more credit] which is a much better zine. Anyway I think you should decide yourself on the zines eligible for inclusion in the CGS."

((Yes, I can see I'll HAVE to be stricter. It'll probably bruise a few egos, but placement and protection of the novices must be the ultimate consideration. Might as well start now by culling some from the CGS waiting list in this



CATHY CUNNING:

"Dear Mr Tweedy de dum, ((Okay Ms Cunning, now you've done it, see below!))

OK now I can understand why you must be confused sometimes, but now you're getting me confused! Two copies of DDD 25? I mean one issue is bad enough, but two issues?"

((And what better place to palm them off onto than some poor unsuspecting American - where else should I get rid of them? You brought it all on yourself. This time you get three issues sent to you - and an anonymous note sent to the local constabulary, stating that you have subversive, almost pornographic, literature on the premises from one, Martin Allen. That should see you get from 5-10. Don't say I didn't warn you.))

oo000oo

And I'll just sneak this in here hoping no-one will notice...

MARTIN ALLEN:

"I'm back to normal now and am in a position to plague you once more (it took me 2 weeks to undo the straight jacket, it did).

As to these accusations of 'infamous activities' I have been greatly distressed. I thought my activities have been a touch of inspiration, held forth to further the greater ends of the lovable chameleon. Only last week I was visited by Mr Snodgrass himself - or so he claimed. A rather short man, with a Hitler-type moustache, bowler hat and dirty raincoat. ((Yep, that sounds like Mike 'Snodgrass' Close alright - alias Mack-The-Knife, Dirty Dick Duggen and Pongo; son of the son of the son of that great rape and pillager, Attila the Hun.)) He stared at me, a benign expression on his face and asked in a deadpan voice:

"Mr Allen?"

"Such is my name" I replied.

"Well, Mr Such, I have reason to believe that you have been indulging in sado-chameleon activities."

"Moi!" I exclaimed, acid dripping.

"Well, can you explain this" he said, examining the black holes in the carpet. Snodgrass then held up a chameleon with a string around its neck, purple faced and an over-long tail.

"That's my doorbell" I protested.

I asked him in, sat in my favourite armchair picked up a chameleon and stuffed its mouth with Benson and Hedges, lit it and took a deep intake of smoke and demanded evidence of such activities. He found none. The chameleons sellotaped to the wall were there merely to hold up Christmas decorations, to hold up candles or even as conversation starters (e.g. "Why have you got a chameleon sellotaped to your wall?").

He left, disappointed nearly tripping over my collection of stuffed parrots as he did."

((The last bit of Martin's letter had to be censored so as not to cause widespread severe cases of brain damage. I only hope his casual mention of parrots doesn't spark off the other loonies ... the chameleon rubbish was bad enough and that started with less.))

STOP PRESS WE'VE HAD FIVE PUPPIES THANKS
TO ALL THOSE WHO ENQUIRED

'Anu' (1981DQ)

Spring 1909

EVERYTHING STANDS STILL - HAS THE AUSTRIAN ADVANCE BEEN STOPPED?

AUSTRIA (Rob Chapman) A(War)-Mos, A(Ukr) & A(Sev) S A(War)-Mos, A(Boh)-Sil, A(Gal) S A(Boh)-Sil, A(Tyr)-Mun, A(Pie) MS A(Ven), A(Ser)stands, F(ADS) MS F(ION), F(Tri)-Alb, A(Bud)-Vie

FRANCE (Colin Bruce) A(Bel) S A(Bur), [[A(Bur) S GERMAN A(Mun)]]], A(Mar)-Pie, F(ENC) S A(Bel), F(GOL) S GERMAN A(Tus), F(WMS)-TYS, F(TYS)-Rom, F(Tun) S F(WMS)-TYS

GERMANY (John Lee) F(Lon)-NTH, F(Nor)-NTH, A(Ruh)-Mun, A(Mun)-Tyr, A(Pru)-War, A(Lvn) S RUSSIAN, A(Mos), A(Sil) S A(Pru)-War, A(Ber) S A(Sil), A(Tus) S FRENCH A(Mar)-Pie

ITALY (Keith Loveys) F(Nap) S A(Rom), A(Rom) S F(Nap)

AUSTRIA (Richard Hücknall) A(Mos) S A(StP), A(StP) S A(Mos)

Retreats: None.

GAME-END PROPOSALS: All game end proposals last season were defeated. But two new ones have been proposed:-

- (a) 3-way draw A/F/G.
 (b) 2-way draw A/G. ((votes for next time please - failure to vote counts as 'YES'))

'Brigida' (1981DV)

Spring 1908

FRENCH UNITS PUSHED BACK

(meanwhile Italy forgets he has two extra units)

FRANCE (William Fisk) F(MWG)-BAR, *F(NTH)-Den, A(Edi)-Yor, A(Hol) S A(Ruh)-Kie, A(Ruh)-Kie, A(Mun)-Tyr, A(Pru)-Lvn, *A(War)-Gal, F(MAO)-NAF, F(Spa sc)-GOL, F(Mar) & *F(WMS) S F(Spa sc)-COL

GERMANY (Anarchy) Has: F(Ber)

ITALY (Chris Bartram) F(GOL)-WMS, F(TYS) S F(GOL)-WMS, F(Tun) S F(GOL)-WMS, F(Rom)-Tus, A(Ven)-Pie, A(Tri)-Tyr, *A(Kie)-Den, F(Bul sc) stands unordered, F(ION) stands unordered

RUSSIA (Martin Allen) A(Mos) S A(Ukr)-War, A(Ukr)-War, A(Rum)-Gal, A(Sev)-Rum, A(Smy)-Arm, F(HEL)-NTH, F(Nor) S F(HEL)-NTH, F(StP)nc)-BAR, A(Den)-Swe, A(Arm)-Sev

Retreats: ITALIAN A(Kie) dies (NRP); FRENCH F(NTH)-SKA; FRENCH A(War) dies (NRO); FRENCH F(WMS)-MAO

Game-end Proposals:

- (a) 1st Russia. 2nd equal France/Italy.
 (b) 1st Russia/Italy. 2nd France. ((Votes for next time please - failure to vote counts as 'YES'.))

PRESS:

RUSSIA (GOVT) - FRANCE:

Surrender now with honour to the Italians and Russians; it's only a matter of time y'know.

'Clota' (1981DY)

Autumn 1907

AUSTRIA HITS BRICK WALL - TOUGH GAME THIS...

AUSTRIA (Peter Northcott) A(Boh) S A(Tyr)-Mun, A(Tyr)-Mun, A(Gal)-sil, A(Sev)-Mos, A(Ukr) S A(Sev)-Mos, A(Vie)-Tyr, F(GOL) S F(ION)-TYS, A(Ven) S F(ADS)-Apu,

ENGLAND (Karl Piper) A(Yor) S F(Cly)-Edi, F(Cly)-Edi, F(ENC)-NTH, F(Wal)-ENC
 FRANCE (John Wilman) A(Bre)-Spa, A(Gas)-Bre, F(MAO) C A(Bre)-Spa
 GERMANY (Sandy Peters) *F(NTH)stands, A(Kie)-Mun, A(Bel)stands, A(Sil) S A(Kie)-Mun, A(Bur) S
A(Kie)-Mun, A(Mar) S FRENCH A(Bre)-Spa
 ITALY (John Field) A(Rom)-Apu, A(Nap)-Apu, F(Tun)-ION
 RUSSIA (Alan Sharples) F(NWG) S ENGLISH F(ENC)-NTH, A(Mos) S A(War), A(Lvn) S A(War), A(War) S
A(Mos), A(Pru) S GERMAN A(Sil)

Retreats: GERMAN F(NTH) dies (NRO)

LUTON AIRPORT: The proposals last season were defeated.

Winter 1907 Adjustments:

AUS: Vie, Bud, Tri, Ser, Gre, Bul, Smy, Ven, Con, Ank, Sev, Rum	No Change	for 12
ENG: Edi, Lpl, Lon, (Bel)	Disbands F(NTH)	for 4
FRA: Spa, Por, Par, Bre	Builds A(Par)	for 4
GER: Kie, Ber, Hol, Mun, Mar, Den + Bel	Builds A(Ber), A(Mun)	for 6
ITA: Nap, Tun, Rom	No Change	for 3
RUS: Mos, Swe, StP, Nor, War	No Change	for 5
		<u>34</u>

PRESS:

AUSTRIA - RUSSIA:

Much as I agree with the sentiment expressed therein, last times "AUSTRIA - RUSSIA" press did not originate from me - I suggest Field as the culprit.

ENGLAND (GOVT) - FRANCE:

F(Wal)-ENC is (a) for my protection (b) for the further use of the Alliance.

GERMANY - THE ALMIGHTY: (No, not you, Tom)

Please let Wilman be right about Northcott and I'll believe in you all year. ((Hah! selling your soul now, eh Sandy?))

ENGLAND (GOVT) - AUSTRIA:

Sign my units over to you?!!! A certain gesture springs to mind, consisting of the use of the middle finger of the right hand... ((Yep, that seems a firm enough gesture of refusal to me, Peter, don't you agree?))

GERMANY - ENGLAND:

Nice to see you back, now don't do anything rash - like move! ((Oh very good...))

'Dagda' (1981GC)

Autumn 1906

FRANCE LOOKS SET TO WRAP UP THE GAME

AUSTRIA (Anarchy) Has: A(Bud)
 FRANCE (Frank Dunn) F(ION)-Gre, F(Tun)-ION, F(TYS)stands, F(GOL)stands, A(Tus)-Ven, A(Rom) S
 A(Tus)-Ven, A(Boh)-Gal, F(ENC)-NTH, A(Yor)stands, F(NWG) S GERMAN F(Nor)
 GERMANY (Andrew Moore) F(Nor)stands, F(Ber)-Pru, A(Sil) S F(Ber)-Pru, A(Lvn)-War, A(Mun)-Kie
 ITALY (Anarchy) Has A(Vie), A(Tri), *A(Ven)
 RUSSIA (Karl Piper) A(StP)-Lvn, F(Swe)-Nor, *A(Pru)-Sil, F(Den)-BAL, A(Mos)-War
 TURKEY (Anarchy) Has: F(BLA), A(Sev), A(Rum), A(Ser), F(AEG), A(Con), F(Smy)

Retreats: ITALIAN A(Ven) dies; RUSSIAN A(Pru) dies (NRP)

Winter 1906 Adjustments:

AUS: Bud	No Change	for 1
FRA: Bre, Par, Mar, Por, Spa, Bel, Lon, Lpl, Tun, Nap + Gre, Ven, Rom	Builds A(Par), A(Mar), F(Bre)	for 13

GER: Kie, Mun, Ber, Hol, Edi, Nor	Builds F(Ber)	for 6
ITA: (Ven), (Rom), Vie, Tri	No Change	for 2
RUS: Mos, War, Swe, StP, Den	Builds A(War)	for 5
TUR: Con, Smy, Ank, Bul, Sev, (Gre), Rum, Ser	No Change	for 7
		<u>34</u>

PRESS:

FRANCE (GOVT) - GERMANY:

What's all this back chat then?

RUSSIA - FRANCE:

I still don't know, but I think it's almost making sense now.

FRANCE - RUSSIA:

Yes, it's more like a you VS us field now. ((?))

'Epona' (1982BE)Autumn 1905AUSTRIANS DESECRATE SACRED TURKISH SOIL

AUSTRIA (Martin Allen)	F(AEG)-Con, A(Gre) S A(Rum)-Bul, A(Rum)-Bul, A(Ser) S A(Rum)-Bul, A(Tyr)-Vie, A(Nap) S A(Apu)-Rom, A(Apu)-Rom
ENGLAND (Joe Gibbons)	F(MAO)-NAO, F(ENC)-Bel, F(NTH) S F(ENC)-Bel, A(Den)-Kie, F(HEL) S A(Den)-Kie, F(BAL)-Ber, [[A(StP) S RUSSIAN A(Mos)]], F(NWG)-BAR
FRANCE (Dave Fish)	F(Spa sc)stands, A(Mar)-Bur, F(Tun)-WMS, <u>A(Mun)-Ber, A(Hol)-Bel, A(Ruh)-Bel, A(Bre)stands, A(Gas) S A(Bre)</u>
GERMANY (Anarchy)	Has: A(Boh)
ITALY (Anarchy)	NMR!!-Has: F(TYS)
RUSSIA (Richard Wernick)	<u>A(Pru)-Lvn, A(Lvn)-Mos, A(Mos)-StP</u>
TURKEY (Ian Tillson)	A(Con)-Sev, F(BLA) C A(Con)-Sev, A(Arm) S A(Con)-Sev, A(Ukr)-War, F(Bul sc)-AEG

Retreats: None.Winter 1905 Adjustments:

AUS: Bud, Ser, Tri, Rum, Ven, Rom, Gre + Con, Bul, Vie, Nap	Builds A(Bud), F(Tri) for 11
ENG: Lon, Lpl, Edi, Nor, Swe, Den, (Bre), StP + Bel, Kie	Builds A(Lon) for 9
FRA: Par, Por, Spa, (Bel), Hol, (Kie), Tun, Mar, Mun + Bre	No Change for 8
GER: (Vie)	GM disbands A(Boh) for 0
ITA: (Nap)	GM disbands F(TYS) for 0
RUS: Mos, (War), Ber	GM disbands A(Pru) for 2
TUR: Smy, (Con), Ank, Sev, (Bul) + War	No Change for 4
	<u>34</u>

PRESS:

FRANCE - RUSSIA:

I am attacking Berlin because I think England might do the same.

GLORIOUS AUSTRIAN EMEROR (FROM HIS FLAGSHIP IN THE AEGEAN) - TURKISH MUDCRAWLER OF A SULTAN:

How dare you insult me you animated slug-trail. I make you suck my five week old pair of dirty socks, oh thou with a face like a baboon's bottom.

AUSTRIA - RUSSIA:

Comrades, help is on its way! (weather obliging, of course).

ARMY ST PETERSBURG - ALL:

Aren't Turkeys supposed to be ready for Christmas?