

# DIB DIB DIB

ISSUE

27



"The Keen zine with the boyish charm!"

WITH SPECIAL MENTION TO ELAINE TILLSON WHO KINDLY HELPED WITH COLLATING AND DUPLICATING.

IAN HELPED WITH THE LABELS TOO.

This is issue 27 of Dib Dib Dib - the greatest zine since the fall of the Roman Empire some might think, but a rather thin issue this time nonetheless. But more about that later (don't know why I just don't stick this in the editorial). The cost of this issue, as is (as is?) every other issue, is only 34p - a bargain at twice the price. Those wanting to subscribe or trade should write to Tom Tweedy (me) at 29 Stanley Hill Avenue, Amersham, Bucks, HP7 9BD. Tel. 02403 4513

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#### EDITORIAL

Before I start let me just apologise for the lateness of this issue. Things have been so hectic in the Tweedy household of late I'm just surprised I've managed to get this much done. Most of my time seems to have been taken up with the puppies. With showing Dalmatians as a hobby, extra care was needed on my part to check for a possible show dog in this litter. It's not even my hobby, it's Jan's - but she hasn't a clue what to look for in a dog. Her idea of a nice dog is that it should have a head and a tail and a leg on each corner - even then she feels she's on shaky ground. Five puppies we had (3 bitches and 2 dogs) - after 7 weeks (God, is that all....it seems longer) it appears as though we have twelve!

Now it's coming to the time when we must part with them: you might be forgiven in thinking that this was the easy part; what with a lot of people ringing up to ask for one. Not so. It would appear that as responsible Dalmatian breeders (and that is what Jan wants us to be), we have a duty, a sacred duty, to grill potential customers using the latest Gestapo techniques. No-one, but no-one was going to take one of our poor puppies through that door unless they had the Janet Tweedy seal of approval. (I wouldn't mind so much, but under Jan's new ruling I'm not even sure we are good enough to own a Dalmatian! I daren't point that bit out to her though.) Already I've been given the dirty work of refusing three people. And she's not even that convinced with those she has already agreed on.

Still, I think we have all five puppies sold now - we've yet to vet one more couple. I must admit I have enjoyed having the litter - even though we didn't get one good enough for show. And certainly I think it's a good idea to be fairly strict on what kind of homes the dogs go to. If more breeders paid attention to the cutomers of their dogs, perhaps there would be less of them roaming the streets fouling the pavements (er, dogs I mean). Thank God the Dalmatian breeders and owners that I know are a responsible lot. With perhaps one exception....

Jan volunteered me for the job of producing the Dalmatian Hobby's own magazine, Spots of News, the other day - which has a ready-made list of 1000 subscribers. So much for Jan's hobby. I can thank my lucky stars that she isn't interested in breeding horses I suppos. The couple who used to produce Spots of News packed up and moved to Australia. Not a bad idea I think; perhaps that's something I could keep in mind.

But to my hobby. Other things that have kept me busy have been the visitors. Since the last issue I've seen John Keight, Will Shand, Dave Tottey (yes, THE Dave Tootey), Wink Thompson, Ian Tillson and .... ugh, Pete Mearns (who?). Pete came down for the weekend (he seems to be here every weekend eating me out of house and home, and wearing out my Wizardry disk), Ian pops in whenever he has a mind to (his wife, Elaine, is in the Dalmatian hobby - that's how we met), and Wink, Dave and Will dropped in unexpectedly one afternoon while John was here showing off his latest, unfinished, 3D Adventure program - a program he's doing on his Atari. Ah, such is the life of a zine editor.... Actually, talking of Pete Mearns (and why shouldn't we be, Pete's not that bad .... well, there are one or two hidious secrets which .... but more of that another time) I actually managed to collar him to write his own advertisement for the cereal poll. How the hell he managed to produce PTN I'll never know - it took him at least an hour for his single digit to complete the following. Mind you, his brain was free

from the Rennie' addiction that plagued him so whilst PTN was top of the Poll. What more need I say?

#### THE PETE MEARNS 1983 CEREAL POLL:

"Most of you will be aware of the Zine Poll run by Richard Walkerdine and the radish awards run by Mike Allaway (well - he always repeats himself...). Unfortunately, not all of you will be aware of the latest visionary poll which is being run by Peter U. Mearns, ex editor of Puppet Theatre News - the best zine ever to be published from Inverness. This has been plugged in some of the better zines, but has been blatantly ignored in some others. However, I am glad to say that Dribly Drably Dobly is proud to associate itself with this noble and far reaching probe into what makes Dibby players go ((You go too far, Mearns - no pun intended)). I therefore take great pleasure in announcing the rules for the 1981 Breakfast Cereal Poll... All you have to do is list all the breakfast cereals you have tasted and mark them from 1 (not bad) to 10 (really great). You must regularly consume at least two cereals to be eligible, and these must be standard UK produce, none of yer foreign muck or sub-cereals. Please note that cereal producers cannot vote for their own product, and neither can their wives. Votes should be sent to pete who can be found at 61, Meadowvale Close, Ipswich until the 24th March, and 33 Kincaig Terrace, Inverness thereafter (please note COA and the change from 53 Meadowvale to 61 Meadowvale). STOP PRESS: News soggy from the polls indicates an early lead for Kellogg's 'Coco Pops' - thanks no doubt to their recent pre-voting advertising campaign.) Votes by the end of March please!!!!!"

#### JOTTO Turn 8

I think a couple of you are about ready to take a guess, eh? If you do, don't forget the rules: When you think you know all six words you may take a guess at them (you must guess at all six) - but you must get ALL six right! Get one wrong and you're out.

I can accept anagrams for your final guesses. If you send in something like "I P S R E T" or "SPRITE" and one of my secret words was PRIEST the guess will be accepted. And may the best man win...

IAIN SINGER: 8th (1,1,2,2,3,3)	ALAN PARR: 8th (2,1,3,3,2,2)
KEITH LOVEYS: 8th (0,2,2,2,1,1)	ROBERT LOZYSKYJ: 8th (1,1,3,1,0,2)
RICHARD BASS: 8th (1,2,2,0,1,0)	RICHARD MORRIS: 8th (1,2,2,4,1,1)
SANDY PETERS: 8th (- NMR! -)	GEORGE NORTH: 7th (2,2,2,2,1,1)
NICK MARSHALL: 7th (2,4,1,2,1,2)	8th (2,0,2,3,1,1)
	NICHOLAS CLIFTON: 8th (2,3,3,2,1,2)
TIM BALL: 7th (4,1,3,2,1,1)	RICHARD WALKERDINE: 8th (2,2,2,2,2,1)
	SIMON CRADDOCK: 7th (2,1,1,2,5,2)
MARK LIPTON: 1st (4,2,1,1,2,2)	8th (- NMR! -)
	DAVID HALL: 7th (1,4,1,1,1,1)
R.J. LAMPARD: 8th (1,3,2,2,1,1)	8th (2,1,3,2,0,2)
ALAN SHARPLES: 8th (2,4,0,1,0,1)	
LARRY TRASK: 7th (3,1,1,2,2,3)	
	8th (1,1,3,0,1,0)

Just room at the bottom here for a little chat. Some of you may have already noticed the absence of the Angel cartoon on page four. This is because Chris was very late getting the drawing in, and so, Jan didn't have time to drop it in at the printers to get an electric stencil cut. She quite often has this problem as she has to drop it in at High Wycombe, which is a good 7-10 mile from here. This gave me the idea of ringing up Rip Gooch to find out how much RYODA could do it for. And I was pleasantly surprised to find out they could do it far cheaper. "Right," I said, "you've got the job." Yes .... you've guessed it, if Chris

keeps sending in the Angel cartoons, part of Dib is going RYODA. Is this the start of the rot as Richard Walkerdine's funny article of 1983 predictions fortold? We shall see. You might ask first if Chris Sandow will produce another Angel saga - can anyone come up with a storyline?

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LETTERS

And who worse to start off this column than....

NICHOLAS CLIFTON:

"Dear Claire, ((Trust Clifton to spell my name wrong))

Please help me. I have no-one else to turn to. You see I'm a ... a ... a Dib addict! I can't help it. Every 4 weeks I have to have a regular shot of inane drivel or I start to become sane! ((Fat chance of that!)) I'm a desperate man whenever there is even a hint that I might not be able to receive the next issue. Indeed I am so far gone that I have arranged to GM one of these Sopwith games so that I need not worry about keeping my sub topped up.

Is there any help for me? Have I been totally corrupted by that madman Tweedy or is there a chance for recuperation.

Someone told me that I should announce to the world that I shot old Tweedy Pie down in a Sopwith game. Do you think this would help?"

((Dear Nicholas, I'm afraid there's no hope for you at all. Your only course of action is to take yourself and a loaded gun out into the back yard, put the gun to your head, and shoot yourself down like the rabid dog that you are.))

oo000oo

ANDREAS SARKER:

"Sir, are you mad? What has possessed you to let Nicholas 'Make mine a Strawberry' Clifton loose upon six unsuspecting innocent (?) bystanders as a GM? I hope you live to regret this rash move."

((I think I already do. But no, it'll make men of them. If I can survive in a game with him as GM why shouldn't others be made to do so?))

oo000oo

DANIEL A. WORTHINGTON:

"Dear Mr Tweedy,

Most humble college student sincerely apologises for not sending preference list and begs forgiveness."

((I should think so too - apology accepted. You see you lot; all it needs is the proper respect, that's due to a man of my station, to get things done.))

oo000oo

But to a rather IMPORTANT letter from...

IAIN SINGER:

"On the topic of Redwing: each turns movement I think must be simultaneous (or in a fixed order) otherwise people will start arguing whether Rob shot

Martin before he shot him and thus would still be flying or if you and Martin shot Rob before he shot Martin .... you get the drift: anyway you get 8 points, Martin gets 7 and Rob -10 for that little action. Rob does stay an ace but no thanks to Dib (after Dib 39 points but he shot Brian Dolton down in Acolyte).

New ace is Richard Turner. Richard Morris takes over at the top again. ((Rats!))

Now to the other topic on the phone. I'd like to hang up my stats tables. Not because I don't enjoy it (seeing you crash makes it all worthwhile) ((fat chance)) but because certain exams are looming large. If you could print this in Dib and also mention that person wanting to take over doesn't need a lot of time but he/she will require some time each week: I just can't afford this at present and it's not going to get any easier. Oh and another thing, the person must be willing to take Dribble on as a trade! .... na, most of 'em are buying it (what an amazing notion!) ((Watch it, Singer!))

I think that's covered everything ... ah no - could those people sending trades to me to include Sopwith in the stats still do so, I'll keep them going until I pass the stats over. And would all applicant (!) please write to me:- Iain Singer, 19 Rosefield Gardens, Edlington, Glasgow, G71 7AW (Tel. 0698 815006)

telling me in 10 words or less: why I think I'm the best man for the stats."

((Well there you have it. Thanks, Iain, for starting the stats off and doing a great job for as long as you did - I wondered how long it would take for your exams to catch up. Anyway all those interested should contact Iain at the above address - payment is free trading with all zines interested in having their Sopwith games rated. Iain will let you know which ones.))

oo000oo

DAVE TOTTEL:

"I'm still interested in taking over the Sopwith ratings."

((And.....))

RICHARD MORRIS:

"I've been thinking about Iain's ratings, and decided that unless he's already found someone to pass it onto, then I'll do it."

((As I said before it's up to Iain to choose who is most suitable for the job. Certainly getting all those zines free is an attractive prospect. All those interested should still write to Iain though.))

oo000oo

ROB CHAPMAN:

"Raven: what a pathetic way for the game to end - but I'm not going to quibble about it (.... I'd rather be brought down by a cloud than by Richard Morris!).

But it does raise the problem of the movement of clouds again. It is illogical that the clouds should be moving on a different time scale to the planes, and be able to 'bonk' the planes and cause damage. Pete Tamlyn's house rule provides the most sensible answer: clouds are simply not allowed to 'bonk' planes. This is, in effect, making planes and cloud movement simultaneous - the direction of cloud movement is announced at the end of a turn, but the movement actually takes place during the first movement phase of the following turn. This is more in spirit with the official Sopwith rulebook, which states: "One point of damage is taken for every Move that a plane is in a hexagon containing a storm cloud marker." Under the 'bonking' system (if you'll excuse the expression...) a plane does not have to spend any time (i.e. Move) in the cloud to incur damage (e.g. in the 3rd phase of movement in Turn 17 Herman Goering moves to hex 016, cloud moves south-west to 016, in the first move of turn 18 Herman moves to hex P16, and so has not spent any of the movement phases in turn 17 or 18 in the cloud). I will amend my house rules accordingly, and

suggest you do the same from now on."

((This is fine by me, but, what do others think? I try play the postal game exactly as I play the face to face game. In that, the storm clouds are really supposed to be moved at the beginning of each Move - not Turn. I only move them once per Turn for ease of postal play. To my way of thinking a storm cloud is supposed to be unpredictable enough to bonk planes; it's the chance one takes. That's why they're called 'Storm Clouds'. But, if anyone wants it to be changed...?))

oo000oo

GEORGE NORTH:

"I have a Home Video Computer. So far the latest cartridges only play Mastermind up to about eight different pegs, but if they ever get it down to about twenty-six you can look out for yourselves in Jotto.

Not that I can get near the machine for ages yet as wifey plays space invaders for hours on end. No dinner for George, no washing up, no nothing until she has shot down these blasted alien space missiles.

In desperation I decided to watch the telly in the other room on our small set. You are never going to believe this - I turned the knobs to get the ITV 4 and went the wrong way and got Space Invaders straight from the other television set. Different mains and different ariel and no connection that I can see and yet we got the self same Space Invaders on both sets!

Also got nine levels of chess and so far the puny machine hasn't won a single game. Pah! At level one and two the moves come back like greased lightning and you get quite a few surprises, but at levels eight and nine the machine waits fifteen or twenty minutes and actually tries to fathom things out to beat ME! Of course it never wins, but what a fascinating contraption it is.

Now I am sending for a draughts cartridge and that really could be fun. Draughts is more my game than chess and I have been offered a chance to play for Essex County, which might even make me famous if I win a few, who knows.

I suppose Dib Dib is never thinking of branching out and trying another game of some sort? Apart from Jotto and the letter column this zine is one of my few non-participant ones and I would like to become more involved. Can't afford another Diplomacy game due to the flow of letters and the rising cost of stamps. The trouble is I write to everyone and you have to in order to win, don't you? ((Too true)) So Diplomacy is out and I am off Sopwith, so what else have you got to offer an anxious scribe? Nothing - I thought not.

In case you ever do start something my preference is D&D, Sorcerer's Cave, chess and draughts. So now you know.

Give my regards to Jan, you overwork that woman methinks. Why not treat her to Space Invaders and really give her a treat. Every so often I hear Peg call, "Make us a cup of coffee? Answer the door George, Pay the Milkman - money's on the side, answer the phone and if it's Flo tell her to hold on, I am just beating my own score". You would love it. Not even made the beds."

((Well there you have it in a nutshell George: first rule of owning a micro - keep the little woman off. Once they realise anyone can use one it ceases being a necessary MAN'S toy. It becomes instead 'a luxury that comes after fixing up the kitchen, living room, etc'. I'm afraid you've only made a rod for your own back, George - and perhaps learned a lesson too late. Drastic measures are called for, but I fear already you may be too late even then.

As for starting up different games in Dib: no can do at the moment as I don't have the space, time OR the money the extra pages would cost. Chess or draughts wouldn't take up much space I know, but take a look at NMR!; the chess ladder is hardly the most exciting thing in its pages. At times it is hardly noticable. Perhaps if I finally manage to get rid of the Sopwith.))

oo000oo

JOHN WILMAN:

"Don't know where Le Fevre thinks all this 'hobby money' will come from. He's the only one making any, and he keeps giving it away!"

((Yes, I mentioned something like this in a letter to Richard Walkerdine/Mad Policy. I've only £7 CGS money after that many months - giving £25 a time away each time wouldn't work out too well. Or is that perhaps an understatement?))

oo000oo

SANDY PETERS:

"Much as I dislike hobby wrangles I was pleased to see the Stats Service get an airing. I can't see that Peter can be held wholly to blame for the year of silence since there seems to have been little debate on the matter in the zines I receive. It wouldn't surprise me if a large proportion of those reading DDD 26 didn't know that there WAS a Stats Service. I'm very wary of criticising one of the many hobby members who work hard for little reward or thanks but I have to agree with you. Someone who doesn't have time to reply to letters is hardly in aposition to provide an adequate service.

Perhaps my own experience of the service might be of interest. Around mid '81 I sent off a quid as a short sample sub to SOTA ((Pete Calcraft's old zine Spirit of the Age )) and, of course, it folded. About a year ago I was surprised and pleased to receive In the Beginning 14 and The Finishing Touch No39 and 40. Very informative they were too, but since then nothing. I was left not knowing if I'd had my full quidsworth, if I should send any more cash, if there was a Stats Service any more. Not very satisfactory but not, as I said, completely Peter's fault since the rest of the hobby (and that includes me of course) didn't chase it up. I don't see that 'popularity' and 'respect' enter into it. The Stats are of great interest and importance to the hobby and you were right to re-open the debate.

I'm not sure that I'd like to see the above paragraph in your letter column, Tom. It seems a bit sour and po-faced. Mind you, as, perhaps, one of the only 11 subbers to the Stats Service I've a right to my say, even if it's only (by my calculations) 53p worth!"

((Too right you have Sandy, and thanks for writing in and saying so. This is the thing, it's so typical of our hobby these days, no-one wants to speak up in case they get slapped down for "getting on the backs of poor hardworking hobby custodians". This is silly. Fair enough, a couple of people went over the top when it came to Paul Simpkins and the Novice Package - but then they tried to wrest the Novice Package from Paul without his say so. Speaking your own mind when problems crop up is a different thing altogether. I only hope people get on to me if I ever start doing things wrong with the CGS.

But to answer one of your points, Sandy. I didn't leave Peter to get on with it and then suddenly remember something was wrong with the stats. I worried every time I sent out a copy of Dib, knowing that perhaps I was going to get nothing in return. It occured to me that I might have to do something about it when Jan suggested that I should cut back on some of my trades (I now trade with 34 zines). Who should I cut back on, I wondered. Pete Calcraft was first to mind - but how then could I get Boardman numbers for my games? It was clear I should try and do something about it first. Hence the editorial two issues ago when Wink thompson came to me.))

oo000oo

NIGEL BRADSHAW:

"Regarding hobby 'stats': Why bother? In passing I have glanced over figures for game ends. They seem to confirm a slight variation in probable results for different countries, but anyone with a little knowhow ((?)) could see that. Then so what do they matter in the microcosmic situation of the sole postal game? Are we supposed to use them as excuses for our own inadequacies?

Then as for Who's Where, what use is this? Is one supposed to search out neighbouring players and enter games with them in the hope that personal contact

will bring some success otherwise elusive to one? I personally consider meeting other game players could be disappointing in the extreme. Certainly if anyone met me they would not see what they expected.

Finally are there stats just for Diplomacy? With so many other games now being played will they truly reflect the hobby? So I hope Pete is not offended by my remarks, who I can sympathise with. Also may it not be said I am knocking statistics generally, after all I am a mathematician, or so I tell the local education authority."

((The hobby Diplomacy stats may not be useful as such, but they certainly are of an interest to most Diplomacy players. You will find the names of all our best players at the top of most any rating list. This being the case some people - people like myself interested in getting a good game - will make note of these good players for perhaps another time. You must remember, good players get to the top of the list by paying attention to the game - it's very unlikely they'll ever drop out. Believe me it makes a difference playing against someone that's actually interested in making it a good game. But, everyone to their own I suppose.

As for actually meeting people ..... well, that's up to you. Mind you if everyone thought as you did, Nigel, people probably wouldn't bother with hobby meets and Cons. Which would be a pity, wouldn't it? I say meet people, and make the best with what you find.))

oo000oo

FRANK DUNN:

"Jupiter Ace: a very disappointing micro. The case is really cheapo and the TV display mediocre. Anyhow I've just bought FORTH for my ZX 81 so its appeal diminishes considerably."

((I can't just crow when someone goes out and spends good money on a micro and then finds things wrong with it. I could say it's yet another reason to go the whole hog and buy a well-known machine like the Apple, but .... well the fact of the matter is, apart from having no colour and only 40 column text, I've yet to find any fault with my Apple.))

oo000oo

The beginning of this letter was CENSORED for no other reason than I like cutting up Mike Close letters. Unfortunately after I was finished there was still some left.

MIKE CLOSE:

"FORTH programs are crap. ((A plain talkin' man is our Mike)) Anybody writing one for public use ought to be forced to sign an agreement whereby they have to maintain the program for life. It's a real smart-assed language, I agree, but it teaches potential programmers some extremely bad habits - like making their programs completely undecipherable by anyone else.

I see that you've managed to keep George North from the zine for a couple of issues. This is very bad. Bring back George North!"

((Hush. Do you know what you're saying? I received two letters from George this Month. I wouldn't mind so much, but both letters were almost identical. I think he has it in for me.

Can't say much about your comment on FORTH as I've never seen it used. It will be interesting though to see Frank's reaction.))

oo000oo

BRIAN MOORE:

"The Pyramid Game mentioned in your letter column is the one that Clive (and I) have, and it has the worst maze I've come across in an adventure program. (Apart from 3D mazes of course - none of which I've solved yet!) The maze itself is only a couple of areas from where the snake is, the entry being



6ft off the ground. Once in, you can only get out down an abyss, when you find the abyss. I've heard that the maze is the crux of the adventure, but its twisty passages really baffle me. If you go 'S' for instance, you have to go 'W' to get back to the same point!"

((Hmm. The game sounds far too complicated for me - I'm not that keen on 'jigsaw' and 'text' type games anyway. I have heard though, that the only way to find your way around is to drop things in the passages, to see where you are, and pick them up afterwards. It's worth a try I suppose.))

oo000oo

IAN TILLSON:

"A few lines about the game of Adventure. I have played the game quite extensively and find it very interesting, although being a narrative game it is limited. Obviously it doesn't compare with computer games that use graphics but once you get away from home toys microcomputers with good graphics tend to be designed for specific applications. Also, I don't know of any excellent computer games that run under the CP/M ((Control Program for Microcomputers)) operating system which I'm stuck with. Considering CP/M is the de facto industry standard for microcomputers this omission is very frustrating.

So, I've wandered about the cave and got in and out of the maze - by the way, who said there was only one? - and fought off dwarves and dragons. So far the only adversary I cannot catch is the pirate but I live in hope."

((The main reason it's unlikely you'll find CP/M-based games software is because, as you well know (and as you said) CP/M is mainly used because it's a compatible (to most machines) business system. Serious programmers want to sell their programs (naturally). This being the case they're bound to go for the most popular, most widely used, languages; those that are used in the home and for entertainment. It makes sense - there can't be much of a market in games for business type users. Serves you right for mucking about with 'serious' - a opposed to 'toy' - machines! I've no sympathy.))

oo000oo

MICK ANTROBUS:

"Thanks for No.26, another astonishingly good read. ((Astonishingly good read, eh? Yeah. Well, er, think nothing of it)) Thank you also for publishing my query regarding the Adventure disk, I had a considerable amount of letters all full of tips, one in particular from a zine editor who wishes to remain anon was particularly helpful. Thank you all."

((What more needs to be said....?))

oo000oo

NICK MARSHALL:

"Did you know that Oxfam have a use for used stamps? (they sell them to a firm of stamp dealers who put them into packets of approvals). It struck me that the hobby could make a substantial contribution, if everybody (especially editors) saved their stamps. There must be around 100,000 letters posted every year by the hobby as a whole, the stamps from which would surely be worth at least £50. They should be cut from the envelope with a quarter of an inch of paper all round, and it helps if they are sorted into UK definitives, UK commemoratives, and foreigners. Anybody who has no local Oxfam office could send their stamps to me for handing in."

((There you are you lot, a good cause. Personally all my stamps are already used for something like this. Anyone that wants to take up this good cause and doesn't live near an Oxfam office should write to: Nick Marshall, 63 Beechill Park East, Belfast, BT8 4NY. Nick also makes a request for other editors to publish this. And why not.))

oo000oo

And to finish (just thought I'd slip this in for Pete Mearns' benefit)...

MIKE SHARPE:

"Waddya mean 'Eagles are rubbish'??? I have recently acquired two Eagles albums and they are some of the best in my collection - after the Thin Lizzy of course. Hawkwind: ((who?)) can be very good indeed (Shot down in the Night, Motorway City etc) but are all too often very variable. Black Sabbath: with Dio -- brilliant; with Ozzy - awful. 'Mob Rules' was better than anything Sabs did with Ozzy. The only Ozz one I like is 'Paranoid'. Listen to Thin Lizzy if you want to hear some proper music - you won't be able to for long as they're breaking up after this tour (goes off and weeps in a corner)."

((And weep you should. And I'm supposed to believe all this? ... this from a man renowned for his bad taste in heavy metal? I rest my case.))

Anyway, that's all the letters I can print up this issue. I have loads more interesting ones but no time to include them. Sorry about that - they'll be carried over in the next issue. My thanks to all those that wrote.

#### CENTRAL GAMESTART SERVICE

I have money for a game from: Derek R. Caws £1; Mike Sharpe £2; and John Wilman £1. I've deleted all zines from the CGS list and I'm starting again. If you wish to be included on the list just send £1 for every game you wish to be put down for - it's all in a good cause. On the list so far I have:-

#### List Of Zines Awaiting Regular Starts:

War and Peace, Panzerkreuser,

#### List Of Zines Awaiting F(Rom) Starts:

Watch Your Back, Panzerkreuser

'Anu' (1981DQ)

Autumn 1909

THE STOMP OF GERMAN JACKBOOTS ECHO THROUGH THE STREETS OF ST PETERSBURG  
("Jus' one of those things" said Chancellor Lee. "He 'ad it coming!")

AUSTRIA (Rob Chapman)	A(Pie)-Ius, A(Ven) S A(Pie)-Ius, F(ADS) S A(Ven), <u>A(Tyr)-Mun</u> , A(Gal)-Sil, A(Boh) & A(War) S A(Gal)-Sil, A(Ukr) S A(War), <u>A(Sev)-Mos</u> , A(Vie)-Gal, A(Ser)-Bud, F(ION)stands, F(Alb) S F(ION)
FRANCE (Colin Bruce)	A(Bel) S A(Bur), A(Bur) S GERMAN A(Ruh)-Mun, A(Mar)-Pie, <u>F(ENC)-Lon</u> , F(GOL) S A(Mar)-Pie, F(WMS) S F(TYS), F(TYS) S F(Tun), F(Tun) S F(TYS)
GERMANY (John Lee)	<u>F(Lon)-ENG</u> , F(Nor) S A(Lvn)-StP, A(Lvn)-StP, <u>A(Ruh)-Mun</u> , <u>A(Mun)-Sil</u> , A(Ber) S A(Mun)-Sil, A(Pru) S A(Sil)-War, <u>*A(Sil)-War</u> , <u>*A(Tus) S FRENCH</u> , <u>A(Mar)-Pie</u>
ITALY (Keith Loveys)	F(Nap) S A(Rom), A(Rom) S F(Nap)
RUSSIA (Richard Hucknall)	<u>A(Mos) S A(StP)</u> , <u>*A(StP) S A(Mos)</u>

('Anu' cont.)

Retreats: GERMAN A(Sil) dies; (NRP); GERMAN A(Tus) dies (NRP); RUSSIAN A(StP) dies (NRP)

GAME-END PROPOSALS: Both game end proposals last season were defeated. Five (!) new ones have been proposed:-

(a) 4-way draw A/F/G/R.

(b) 5-way draw A/F/G/I/R.

(c) 4-way draw A/F/G/I.

(d) 2-way draw G/A.

(e) 3-way draw A/F/G. ((Should be enough there for everyone. Votes for next time please - failure to vote counts as 'YES' with votes taken in the order as printed))

Winter 1909 Adjustments:

AUS: Vie, Bud, Tri, Ser, Bul, Rum, Con, Sev, Ank, Smy, Gre, Ven, War	No Change	for 13
FRA: Par, Bre, Por, Spa, Bel, Lpl, Mar, Tun	No Change	for 8
GER: Mun, Kie, Ber, Den, Hol, Swc, Nor, Edi, Lon + StP	Builds: A(Kie)	for 10 (2 short)
ITA: Rom, Nap	No Change	for 2
RUS: (StP), Mos	No Change	for 1
		34

PRESS:

GERMANY - RUSSIA:

OK, I give up trying to make deals with you - out you go. ((Heartless this man...))

GERMANY - AUSTRIA:

Well, you can't say I didn't try. ((Yes, I found you trying in my games as well, John))

'Brigida' (1981DV).

Autumn 1908

RUSSIA AND FRANCE BATTLE IT OUT - WITH ITALY AS PIGGY IN THE MIDDLE

FRANCE (William Fisk) A(Lvn)-Mos, F(NWG)-Edi, F(SKA)-Den, A(Kie) S A(Mun)-Ber, A(Mun)-Ber; A(Hol)stands, A(Yor)-Lon, F(MAD)-Spa sc, F(NAf)-Tun, \*F(GOL)-Mar, F(Mar) stands unordered

GERMANY (Anarchy) Has: \*F(Ber)

ITALY (Chris Bartrum) F(WMS)-Spa sc, F(Tun)-NAf, F(ION)-Tun, F(TYS)-GOL, F(Tus) S F(TYS)-GOL, A(Pie)-Mar, A(Tri)-Tyr, F(Bul sc)stands

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

Retreats: GERMAN F(Ber) dies; FRENCH F(GOL) dies (NRP)

Game-end Proposals: Both proposals last season were defeated. A new proposal has been put forward.

3-way draw Russia/France/Italy.

((Votes for next time please - failure to vote counts as 'YES'.))

Winter 1908 Adjustments:

FRA: Bre, Par, Mar, Por, Spa, Bel, Hol, Mun, Lon, Lpl, Edi, (War) + Kie, Ber	Builds: F(Bre), A(Par)	1SHIT for 13
GER: (Ber)	No Change	(OUT) for 0
ITA: Ven, Rom, Nap, Tun, Tri, Gre, Scr, (Kie), Bul	No Change	for 8
RUS: Sev, Mos, StP, Bud, Vie, Den, Swc, Ank, Nor, Smy, Con, Rum + War	Builds: F(StP nc), A(Sev)	for 13
		34

PRESS:

FRANCE - RUSSIA:

Liberte, Egalite Fraternite, I fight for the free world.

LUTON AIRPORT - CHRIS:

Thanks for an amusing letter explaining my mistake - Bartrum with a 'U' indeed - the itch to tell me must have been unbearable at times. At first you probably thought that it was YOU that was wrong. It's understandable I suppose, after all you might have been correct in thinking I NEVER get things wrong.

RUSSIA - GERMANY:

Don't worry, help is on its way (in theory if not in practice).

'Clota' (1981DY)Spring 1908

## ALLIANCE PUTS UP A SOLID FRONT, BUT AUSTRIA INCHES FORWARD

AUSTRIA (Peter Northcott) F(TYS) S F(Apu)-Nap, F(AEG)-ION, F(GOL)-Tus, F(Apu)-Nap, A(Ven)-Rom,  
A(Pie)-Mar, A(Tyr) S A(Boh), A(Sev) S A(Ukr), A(Ukr)stands,  
A(Boh)stands, A(Gal)stands, A(Vie) S A(Gal)

ENGLAND (Karl Piper) NMR! Has: A(Yor), F(Edi), F(ENC)

FRANCE (John Wilman) A(Bre)-Gas, A(Par)-Pic, A(Spa) S GERMAN A(Mar), F(MAO)-WMS

GERMANY (Sandy Peters) A(Sil)stands, A(Ber) S A(Sil), A(Mun)stands, A(Kie) S A(Mun),  
A(Har)stands, A(Bur) S A(Mar), A(Bel)stands

ITALY (John Field) F(Tun)-ION, A(Rom)-Apu, \*A(Nap)-Rom

RUSSIA (Alan Sharples) A(Mos)stands, A(Lvn) S A(Mos), A(War) S GERMAN A(Sil), A(Pru) S A(War),  
F(NWG)-NAO

Retreats: ITALIAN A(Nap) dies (NRP)

Endgame Proposals: Peter Northcott has a standing vote against anything above a 3-way draw including him. So, unless you can convince him otherwise, all other proposals above this will be ignored.

(a) 3-way draw A/G/R:

(b) 2-way draw A/G: ((Votes for next time please.))

PRESS:

AUSTRIA - ENGLAND:

As you are going to lose anyway I would have thought you would have preferred me to win rather than the others get a draw...

ITALY - AUSTRIA:

Any more maligning of my name and my forces will rise up and swarm all over you.

AUSTRIA - GERMANY:

And what did Wilman say to you about me??

AUSTRIA - WORLD:

I will accept ant 3-way draw with Austria included.

ITALY - FRANCE AND ENGLAND:

I say chaps could we have a few fleets in the Med to help force back the red splurge. I've done quite well up to now but I can't hold on much longer.

'Dagda' (19816C)Spring 1907

## FRANCE FINDS NO OPPOSITION AT ALL - IT'S JUST A MATTER OF TIME

AUSTRIA (Anarchy) Has: A(Bud)

FRANCE (Frank Dunn) F(NWG)-BAR, F(NTH) C A(Yor)-Den, A(Yor)-Den, F(Bre)-ENC, A(Par)-Pic,  
A(Ven)-Tyr, A(Mar)-Gre, F(GOL) C A(Mar)-Gre, F(TYS) C A(Mar)-Gre, F(ION) C  
A(Mar)-Gre, [[F(Gre)-Bul ec]], A(Rom)-Ven, A(Gal) S GERMAN A(Sil)-War

GERMANY (Andrew Moore) F(Mor)-S, A(Kie) S FRENCH A(Yor)-Den, A(Lvn)-Mos, F(Ber)-BAL, F(Pru) S  
F(Ber)-BAL, A(Sil)-War

ITALY (Anarchy) Has A(Vie), A(Tri)

RUSSIA (Karl Piper) NMR! Has: A(StP), F(Swe), \*F(BAL), A(Mos), \*A(War)

TURKEY (Anarchy) Has: F(BLA), A(Sev), A(Rum), A(Ser), F(AEG), A(Con), F(Smy)

Retreats: RUSSIAN F(BAL) dies; RUSSIAN A(War) dies

\*LUTON AIRPORT: Frank, it's impossible to go from Gre to Bul ec.

PRESS:

GERMANY - RUSSIA:

We have no further territorial ambitions. P.S. Thanks for Denmark.

('Dagda' cont.)

FRANCE - RUSSIA:

Thanks for the letter, but...

FRANCE - GERMANY:

Entente cordiale? Mever heard of it mon amis!

'Epona' (1982BE)

Spring 1906

ENGLAND MAKES IT TO BERLIN AND HOLLAND

AUSTRIA (Martin Allen) F(Con)-Ank, A(Gre)-Ser, A(Ser)-Rum, A(Bud)-Gal, A(Rom)-Ven, A(Nap)stands, F(Tri)-Alb, A(Vie) S A(Bud)-Gal, A(Bul) S A(Ser)-Rum

ENGLAND (Joe Gibbons) A(St?) S RUSSIAN A(Mos), F(BAR) S A(StP), F(NAO)-IRI, A(Lon)-Den, F(NTH) C A(Lon)-Den, A(Kie)-Ber, F(BAL) S A(Kie)-Ber, F(HEL)-Hol, F(Bel) stands unordered

FRANCE (Dave Fish) F(Spa sc) S F(WMS), F(WMS) S F(Spa sc), A(Bre)stands, A(Bur)-Bel, A(Hol) S A(Bur)-Bel, A(Ruh) S A(Bur)-Bel, A(Gas) S A(Bre), A(Mun)-Sil

RUSSIA (Richard Weirnick) A(Mos)stands, A(Lvn) S A(Mos)

TURKEY (Ian Tillson) A(War) S A(Sev)-Mos, A(Sev)-Mos, A(Arm)-Ank, F(AEG)-Smy

Retreats: None.

End-game Proposal: 1st A; 2nd T/E; 4th T; 5th R. ((Votes for next time))

PRESS:

HIS SERENE HIGHNESS SULTAN ABD-AL-HAMID II - HAPSBERG PIMP:

Q. What are Camel cigarettes made from?

A. Five wool old Austrian socks.

The Empire shall strike back so I am prepared to graciously accept your unconditional surrender now. ((Sounds a reasonable request to me...))

AUTOCRAT OF ALL THE RUSSTAS, KING OF POLAND, DUKE OF COURLAND, GRAND DUKE OF FINLAND - ALL:

It is better to have fought and lost than not to have fought at all! ((There speaks a loser - the words that SHOULD have been said should've been: "Better to have fought and won than not to have won at all!"))

FRANCE - AUSTRIA:

I agree to your proposals.

SUBLIME PORTE - BUCK HOUSE:

The worthy Turks do not understand this new ploy - supporting a unit that is attacking you. Is this the infamous game of snookered.

AARDVARK 5:

And then there were 5 (I don't understand it either).

DC ENTERPRISES:

Who is Aardvark 5?

'Fergus' (1982BT)

Autumn 1904

KNIVES DRAWN AND GERMANY GETS HIS... TOUGH GAME

AUSTRIA (Robert Lozynskyj) A(Rum) S A(War)-Ukr, A(War)-Ukr, A(Vie) S A(Tri), A(Bud) S A(Tri), A(Tri)stands, F(Apu)-Nap

ENGLAND (Richard Bass) F(Den)stands, A(Nor) S RUSSIAN F(Swe), F(NTH) S F(Den), F(Lpl)-Wal, F(Cly)-NAO, \*F(IRI) S F(Cly)-NAO

FRANCE (Mick Antrebus) F(MAO) S F(NAO)-IRI, F(NAO)-F(IRI), A(Pic) S A(Bur)-Bel, A(Bur)-Bel, A(Mar)-Bur

GERMANY (Jaap Jacobs) A(Hol)-Bel, F(SKA)-Den, A(Kie) S F(SKA)-Den, F(BAL) S F(SKA)-Den

ITALY (Gary Piner) A(Tvr)-Mun. A(Ven)stands. F(ADS) S A(Ven). F(ION)-Nap

('Fergus' cont.)

RUSSIA (Julian Shepley) A(Mos)-War, \*A(Ukr) S A(Mos)-War, F(Swe) S ENGLISH F(Den)

TURKEY (Anarchy) Has: F(Con), F(Smy), F(BLA), A(Sev), A(Bul), F(Gre)

Retreats: RUSSIAN A(Ukr)-Mos; ENGLISH F(IRI)-ENC

Winter 1904 Adjustments:

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

PRESS:

FRANCE - ITALY AND AUSTRIA:

As you have both urged me to Pic, I consider it prudent to stay out.

'Goibniu' (198206)

Autumn 1903

ENGLAND TAKES A PASTING

AUSTRIA (Steve Gregory) A(Con)-Ank, A(Bul)-Gre, A(Ser) S A(Bul)-Gre, F(Alb)-ADS, A(Vie)-Tyr

ENGLAND (Simon Ratcliffe) F(Lon)stands, \*F(Nor)-SKA, F(NTH) S F(Swe)-Den, \*F(Swe)-Den, A(Wal)stands.

FRANCE (Ian Tillson) F(ENC)-NTH, A(Bel)stands, F(MAO)-IRI, [[F(Bre) S F(ENC)]], A(Mar)-Spa

GERMANY (William Fisk) A(StP) S F(SKA)-Nor, F(SKA)-Nor, F(GOB)-Swe, F(BAL) S F(GOB)-Swe, F(Kie)-Den, A(Hol)stands, A(Pru)-War, A(Sil) S A(Pru)-War

ITALY (Chris Sandow) F(ION)-TYS, F(WMS)-GOL, A(Pie)-Mar, A(Ven)-Tri

RUSSIA (Anarchy) Has: \*A(War), F(Sev)

TURKEY (Anarchy) Has: A(Gre), A(Arm), F(BLA)

Retreats: ENGLISH F(Nor) dies (NRO); ENGLISH F(Swe)-Fin; RUSSIAN A(War) dies; TURKISH A(Gre) dies

Winter 1903 Adjustments:

AUS: Vie, Bud, (Tri), Ser, Rum, Bul + Ank, Gre	Builds: A(Vie), A(Bud)	for 7
ENG: Lon, Edi, Lpl, (Nor), (Bel)	Disbands A(Wal)	for 3
FRA: Bre, Par, (Mar), Por, Spa + Bel	No Change	for 5
GER: Mun, Kie, Ber, Hol, Sve, StP, Den, Mos + Nor, War	Builds: F(Ber), A(Mun)	for 10
ITA: Ven, Rom, Nap, Tun + Mar, Tri	Builds: F(Nap), A(Ven)	for 6
RUS: (War), Sev	No Change	for 1
TUR: Con, Smy, (Ank), (Gre)	No Change	for 2
		34

PRESS:

LILY PAD BASHER - ITALY:

I need your help soon. Keep trying.....please.

Damn spaces! What's the good of me using smaller print so I get enough games per page if I've got to waste all these blasted spaces, eh? Hah, what do you lot care, you won't read this bit anyway. This is the whole point I suppose: leave the space and the zine looks untidy; fill the space in with an important message and the message gets missed. Come home Peter Calcraft all is forgiven...

'Herne' (1982D0)

Autumn 1903

## ITALY MAKES SOME USEFUL GAINS

AUSTRIA (Tim Ball) F(Tri)-ADS, A(Ukr)-Mos, A(Gal)-Ukr, A(Rum) S A(Bul), A(Bud) S A(Rum),  
\*A(Bul) S F(AEG)-Con, F(AEG)-Con

ENGLAND (Mark Lipton) \*F(MAO)stands, F(Lon) S F(ENC)-NTH, F(ENC)-NTH, F(NTH)-SKA, A(Swe)-Den

FRANCE (Anarchy) NMR!! Has: A(Por), A(Pic), A(Par)

GERMANY (Dave Tottey) A(Bel)stands, A(Bur)-Par, A(Gas)-Bre, A(Ruh) S A(Bel), F(Hol) S A(Bel),  
F(Den)stands, F(Kie) S F(Den)

ITALY (Martyn Ives) F(WMS)-MAO, F(Spa sc) S F(WMS)-MAO, A(Mar) S F(Spa sc), A(Tus)-Ven

RUSSIA (Anarchy) Has: A(StP), A(War), F(GOB)

TURKEY (Richard Lewis) A(Sev)-Rum, A(Con)-Bul, F(BLA) S A(Con)-Bul, F(Smy)-AEG

Retreats: AUSTRIAN A(Bul)-Gre; ENGLISH F(MAO)-ENC

## Winter 1903 Adjustments:

AUS: Vie, Bud, Tri, Ser, Rum, (Bul), Gre + Mos, Con	Builds: A(Vie)	for 8
ENG: Lpl, Lon, Edi, Nor, Swe	No Change	for 5
FRA: (Bre), Par, (Spa), Por	GM disbands A(Pic)	for 2
GER: Kie, Mun, Ber, Den, Hol, Bel, (Mar) + Bre	No Change	for 7
ITA: Ven, Rom, Nap, Tun + Spa, Mar	Builds: F(Nap), F(Rom)	for 6
RUS: StP, (Mos), War	GM disbands F(GOB)	for 2
TUR: Smy, Ank, (Con), Sev + Bul	No Change	for 4
		34

## PRESS:

ENGLAND - GERMANY:

I hate attacking you, can't we please come to an arrangement?

ENGLAND - GERMANY:

That wasn't a very nice thing to say about our Italian friend.

QUESTION:

What goes peck, peck, peck, BANG!

ANSWER:

A chicken in a minefield. ((I was always chicken in a minefield - but then that's the strong Tweedy survival trait coming to the fore.))

GERMANY - ITALY:

Friends, Romans, Countrymen, lend me your units.

FROM THAT ITALIAN POET: ((Good grief...))

I've got a feeling about that other poet,

And that is he's rubbish

(( He's rubbish?!))

But doesn't he know it?

What, no merry banter for us moribund throng?

I think he's an idiot....

And I'm never wrong! ((I think I'll go for a lie down....))

ENGLAND - ITALY:

You don't really trust the Kaiser do you?

GERMANY - ENGLAND:

Hmmm...you may be right.

'Iuchar' (1982EP)

Autumn 1901

STRANGE GAME THIS - ALMOST AS IF ENGLAND AND GERMANY KNEW THAT FRANCE WAS GOING TO NMR  
(should prove interesting though....)

AUSTRIA (R.J. Lampard) A(Gal)-Vie, A(Ser) S F(Alb)-Tri, F(Alb)-Tri

ENGLAND (J. Mills-Hicks) F(ENC) S A(Yor)-Bel, A(Yor) Bel, F(NTH) S A(Yor) Bel

('Iuchar' cont.)

FRANCE (John Bycroft) F(MR!) Has: F(MAO), A(Pic), A(Spa)

GERMANY (I. Winstanley) F(Den)-Swe, A(Kie)-Mun, A(Bur)-Mar

ITALY (Will Shand) A(Tyr)-Pie, A(Ven)stands; F(ION)-Tun

RUSSIA (Peter Hall) F(GOE)-Swe, A(Ukr) S' F(Sev)-Rum, F(Sev)-Rum, A(StP)-Nor

TURKEY (Steve Ronnie) F(Ank)-BLA, A(Arm)-Sev, A(Bul)-Gre

Retreats: Nora.

COA: Steve Ronnie (after 5th April), 7 Caernarvon Drive, Hazel Grove, Stockport, Cheshire.

Winter 1901 Adjustments:

AUS: Vic, Tri, Bud + Ser	Builds: A(Bud)	for 4
ENG: Lon, Lpl, Edi + Bel	Builds: A(Lon)	for 4
FRA: Par, Bre, (Mar) + Spa	No Change	for 3
GER: Kie, Mun, Ber + Den, Mar	Builds: A(Kie), A(Ber)	for 5
ITA: Ven, Rom, Nap + Tun	Builds: F(Nap)	for 4
RUS: Str. Mos, War, (Sev) + Rum, Mar	Builds: A(War)	for 5
TUR: Smy, Ank, Con + Sev, Gre	Builds: F(Smy), A(Con)	for 5
Neutrals: Bul, Por, Hol, Swe		for 4

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PRESS:RUSSIA - CHEETAHS:

Thanks for the letter. Will do.

TURKEY:

What is a chameleon anyway? ((stony silence))

AUSTRIA - WRITER OF OBSERVATION:

Try calling some All Star. This may not cure your verbal constipation, but it might stop you worrying about it. ((How I ask you, is that fair? .... who cares as long as it gets a good feud going, eh?))

GERMANY - LUTON AIRPORT:

Tut, tut, inviting subscribers to commit grievous bodily harm. Threatening to censor press. Not telling us what the exams were which Jan passed (congratulations Jan). Anymore of this and I won't be sending any funds to the Tom Tweedy Now Car Appeal (all money c/o the Treasurer, Mr I. Winstanley, 400 Billinge Road, Highfield, Wigan). Oh how are the puppies doing?

LUTON AIRPORT - GERMANY:

Why, are you trying to figure out a way the make money on them? Ye Gods the lowlife troublemakers Dib attracts! Be off with you, Winstanley, or I'll send your address to George North and Martin Allen - then you'll know something about trouble... And if you must know, Jan passed her exams on 17th Century English History.

CARDIFF - CHEETAHS:

Look forward to seeing you - but you have a surprise coming - we've moved to the Aberconway Building in Colwyn Road!!

CHEETAHS - CARDIFF:

Sorry about that, in the near future perhaps?

ITALY - AUSTRIA, GERMANY:

I'm not really an expansionist (much).

GAMESTART GAMESTART GAMESTART GAMESTART GAMESTART GAMESTART GAMESTART GAMESTART

'Jade' (1903??)Pre-Spring 1901

AUSTRIA: Steve Gregory, 45 Herbert Road, Nottingham.

ENGLAND: Simon Craddock, 34 Woodfield, Parkhill Road, London, NW3.

FRANCE: Pete Macrns, 61 Meadowvale Close, Ipswich. (Till 24th march then: 33 KinCraig Terrace, Inverness!)

GERMANY: Jon Moss, 2 Lodge Court, Heaton Mersey, Stockport, SK4 3HZ.

ITALY: Dave Bird, 13a Roman Vale, Priory Avenue, Old Harlow, Essex.

RUSSIA: Daniel A. Worthington, 59 Thornhill Park Road, Bitterne, Southampton, Hampshire, SO2 6AR

TURKEY: Martin Allen, 15 Ragley Crescent, Broom Park, Bromsgrove, Worcs, B60 2BD