

# DIB DIB DIB

ISSUE

31



This is Dib Dib Dib 31. A rather rushed games magazine for which reasons I'll give below. If you wish to subscribe each issue will cost you 35p (UK rate) and 15p + postage (overseas rate). All money, cheques, etc should be sent to me, Tom Tweedy, 29 Stanley Hill Avenue, Amersham, Bucks, HP7 9BD. Tel. 02403 4613. Overseas Postage rates (printed paper 60 grams): America 55½; Europe 23p.

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#### EDITORIAL

This is a bit of a rushed issue this time, so, sorry if it appears a trifle late (I wanted to get it out for Manorcon). The problem's been that I had to get the Dalmatian hobby magazine, Spots of News out at the same time as Dib. Actually Spots had to go out first mainly because it goes to a wider audience (a 1000 and something copies, with 200 as overseas members). This means there could be more people complaining. Hell, who am I to take a chance!

? Saddest news of the month is that Chimaera has finally folded after all these years. Another good zine gone - and what to replace it? Certainly no new zines that are now on the market. Clive kept Chim going through thick and thin, and took an incredible amount of flak being a games-zine in a time, and hobby, that could think past nothing but Diplomacy games. Sometimes I think Clive only ran such games to buck the system and cause yet more of his delightful feuds. Sadly, at 102 issues (103 will be the last), there will be no more.

Good news however, for out of the ashes of Chim will rise a wonderous new zine - BOOJUM! Yeah great name, eh. This will be run by THE Richard Morris. At last he's given in to the pressure of editing (he must have forgotten to lie down till it wore off this time) and will be taking over the Chim games lock, stock and barrel. I have absolutely no hesitation in recommending this new zine to you. Richard has lots of experience GMing various games successfully. Has tested himself bit by bit, not taken on too much - so has got some idea how much work needs to be done in regards running a zine. And the clincher, I think, is the fact that he has his own duplicator. So far Richard has promised that Boojum will be: out in August; will be a games zine rather than a chat zine (rather like Zeeby I think); running games like Sopwith, Railway Rivals, Diplomacy, Bourse, and one or two others.

Whilst I'm on the bloody subject of Morris. I see in the latest Sopwith stats that he has actually had the nerve to use my good name and allocate "Tweedy Numbers" to Sopwith games. Yeuk! Let it be known that I disassociate myself entirely from what Richard knows to be an embarrassing choice of words. May you rot in hell, Morris! Better still, choreograph a ballet and we can call it Morris Dancers.

I keep getting these blasted 'Warboid World' flyers through my letter box, and, I've even had a letter from Roger Trethewey himself (calling himself 'The Balrog') asking for advice and a plug. Well I don't know why I should be the only one to suffer these ghastly looking flyers (they're an eye-ball-searing yellow - you can't miss them), so I've seen to it that you lot will be getting a flyer yourselves. There - that'll mean you should get the flyer with the next issue of Dib.

I don't know about Warboid World itself - I'll not go into it here because you'll get to read about it in the flyer - but Roger's approach to our hobby leaves a lot to be desired. Most of us take a pride in how friendly our hobby is: how many letters we need/can/have to write in regards Diplomacy and general chat. Roger puts this down. To quote an extract from his flyer:-

"Warboid World is the first multi-player, computer moderated, PBM game designed from scratch as a non-diplomatic game. No diplomacy means that you save money by avoiding the long distance phone bills and postage costs necessary in other PBM games."

Costs for WW are £10 for the starter package + £1.75 per game turn (£1 for rules only). Certainly not cheap. Comparing it to Diplomacy in Dib an average game lasting until Autumn 1910 will cost you £7 + £1 gamefee + £1 refundable deposit - but, if nothing else, you still get the zine. The flyer continues...

"As professional PBM game designers we can let you in on a secret. While diplomacy has a place in most PBM games, many use it as a 'crutch'." ((no comments needed from Booth))

This implies we are too stupid to recognise a crutch when we see one. Who cares - most of us play the games we want, for any reasons we want. I do hate being patronised. Other than the price being too high, and the rather supercilious attitude, WW doesn't sound to bad.

I thought the stats issue/debate was over now that Pete had released some stats. Apparently Pete doesn't seem to think so, and wrote in reply to one of my digs in Dib 30. Pete says:-

"Production costs not the issue? They're precisely the issue: you get no stats because I'm not going to keep them, publish them and pay for the privilege. ((Why not?)) If you're not convinced, how about putting your money where your mouth is and sending me some money to produce the next set with? For every £1 you donate I'll write £2 off the outstanding debt and I'll even change the format to suit you. If, as I say, the costs are the main problem you can then reasonably expect some stats back pretty quick: try it and see what happens.

"Price difference between RYODA and mimeo is not great: RYODA charge £2.50 for 100x2x1, equivalent mimeo cost would be 4x40 (stencils) + 2x100x350/500 (paper) is actually £3.00 (it's actually more!) since you can only get half as much per page, unless equipped with the Booth/Bain typeface.

"Well?"

Oh dear, I can see I really will have to explain the difference, and therefore my grudge in the way Pete produces a stats service.

I see the stats (sheets? booklet?) as a sort of zine - they have to be produced, written and sold, like a zine. Mick Bullock put them out as a ZINE, others that wanted to take over from Mick Bullock (Mike Allaway, Pete Northcott to name but two) would have produced them as a zine. Now I wouldn't back, or try to carry, a failing zine with money (ESPECIALLY hobby money, if that's what Pete was thinking of) so why should the hobby carry a stats zine? If a zine fails, it folds. So for Christ's sake, if Pete can't produce it, why doesn't he fold! Turn the lot over to someone who CAN do the job. If no-one wants to take it, THEN I'll put my money where my mouth is. The main trouble with Pete has always been that he is reluctant to commit any money to his hobby in the same way most of us have. Pete says he has an £80 debt? ....well I say I have a £200 debt! That was the amount I invested in a duplicator when I first started doing my zine (of course, not to mention the stencils, paper, ink, staples, heavy-duty stapler, contact sheets, envelopes, labels, correcting fluid, etc). But £200 is not as stupid as it sounds. At least I can sell the thing afterwards if I ever have reason to fold. What I'm saying is it's the commitment that counts.

Fair enough, I have to say that the stats might be a special case - but I STILL don't see why Pete should dictate to us how we should have our stats other than the ways we are used to. Why model them on the American hobby (having hobby money funding everything) if some people are willing to do it for the FUN they might get out of doing it (not just doing it for themselves). The stats I am sure were started as a bit of fun, much the same way as the Sopwith stats were started. This might have developed into a hobby service as various editors backed it by sending in their zine. Pete doesn't want to produce a 'HOBBY SERVICE' - he's already put it in black and white that he wants only to produce

(Cont'd over...)

*Tweedy Productions*

PRESENT

A DUNGEONS AND DRAGONS POSTAL GAME

The Catacombs

of

COPERNICA



Produced  
and  
Directed  
by  
Chris  
Sandow

Based on the  
books by  
E. Gary Gygax

COMING  
SOON TO  
DIB DIB DIB

BOOK NOW TO AVOID  
DISAPPOINTMENT

them for himself. THAT is why I think Pete is doing a bad job.

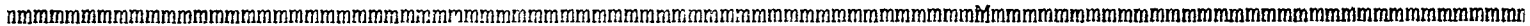
But onto lighter matters...

My 'playlist' at the moment is unfortunately "Marriage of Figaro". [Yawn yawn] Mainly 'cos it's Jan's essay this month, and apart from reading three brilliant books - "Children of the Bear Clan", "Vally of Horses" (2 of an intended series of 6) and "Firestarter" - my life is the usual ,intellectual desert. Still we have not been idle if anyone out there is interested, the greenhouse has been revarnished, my son's room redecorated and the lawn scarified. Not ones to let the grass grow under our feet!

Don't know about you, but the heat is not brightening up my day - over 78° and it's too hot even to consider roast beef and Yorkshire pudding. What's more it can do nasty things to the ink and stencil wax. (The zine's, not mine.)

Congratulations to Elaine and Ian Tillson on their second son, Oliver - whose birth unfortunately, my wife predicted to the day. (I'm just looking for a suitable broom for her to fly on.) Also congratulations and good luck to Pete and Kathryn Tamlyn on their forthcoming marriage.

And finally, congratulations to all those who are now possessors of certificates/diplomas/honours/degrees. I've now got a colour monitor, equivalent to a good 2nd class honours in my book anyhow.



JOTTO Turn 12

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JOTTO Turn 12

Another FOUR people panic and decide to chance their arm this time. Alan Parr, Alan Sharples, Robert Lozynskyj and Richard Walkerdine took their guesses ..... and got them WRONG (Alan Parr and Richard got the 1st word wrong, Alan Sharples got his 2nd word wrong, and Robert the last word). I dunno, some people just can't cut it. It's a hard battle to get this game done seems like - not many players left. In actual fact Richard had a 50/50 chance when detailing the correct, and incorrect word for his 1st guess - and chose the wrong one! Heh heh. I think that's very funny, don't you? Right roll up, who next for the chop? At this rate I'll be saving the £2 prize money. Only four left, and two of those have NMR'd.

Robert Lozynskyj:	12th ( - NMR! - )
Richard Bass:	12th (1,6,0,1,1,2)
Tim Ball:	12th ( - NMR! - )
R.J. Lampard:	12th (2,1,1,2,2,3)

It's been decided then, Chris Sandow will be running the D&D game in Dib (you may have gathered this by now from the advert opposite). Chris certainly seems eager to start, and has been on the ball each after each issue ringing me up to chat about it. I've tried to warn him off, but he seems adamant. I'd like to thank the others that asked to DM this game, it was much appreciated.

The game should start next time, the players on the waiting list (printed in Dibs and Drabs at the back) are ready, and Chris is ready. Presumably Chris or I will contact all players before the next issue. Chris?

Actually I was getting a bit worried about the number of players for this. Pete Tamlyn gave the game a damn good plug in his 'Tavern Talk' column in Imagine - thanks Pete. Should be enough players to be going on with, eh Chris?

READING BETWEEN THE ZINES

Well, this is it then - Jan has finally talked me into doing some zine reviews. Not that she got ALL her own way mind - I've agreed to do three or four at a time, and work my way down the list of all the zines that I trade with. That is all. It's a relief in a way because my main reluctance to do reviews of this kind was because (a) I'd only repeatedly get to do the best ones (which gets me nowhere) and (b) I just didn't have the time to review all my trades in one go.

Why bother doing them at all, I hear you ask. Well the fact of the matter is - newcomers. This might be the only way they get to hear of other zines. Now is as good a time as any... Remember though, nomatter what I say, editors generally put a tremendous amount of work (in their spare time) towards doing their zines - if nothing else they should be praised for even tackling such a hair-brained job. To newcomers, all zines are worth a look, as tastes differ (naturally) and the following opinions are prely my own.

War and Peace: Issue 7 (18 pages) edited by Derek Caws. For some reason this zine has never really appealed to me. It's not a bad zine, it's well printed and has the odd Diplomacy article which is more than Dib. But it never seems to impinge itself onto my memory - well, not for long. Even though I've read through the zine a couple of times it's hard to write about it, because the zine seems to lack any character of its own. Tries to be a purist zine but somehow lacks the 'concentration' and shipshape feel of zines like Fall of Eagles, Watch Your Back, and Last Stand. It's still quite small, as you might expect being a young zine, and though Derek spouts off a lot about his far right political views (anyone that likes Maggie can't be all bad) and suchlike, he comes across as immature. As I say, W&P has Diplomacy articles and a small but strong letter column (where most of the politics rear their ugly head). W&P has quite a ways to go yet so there's plenty of time for Derek to settle down and find his 'niche' in the hobby. (I don't think Dib gained much character until after issue 10.) W&P runs only two games, Diplomacy (£1.50) and Bourse (50p). And costs 25p per issue. Not a magazine I'd recommend if you want a zine with a personality of its own.

Derek Caws, 94 Mill Hill Road, Cowes, Isle of Wight.

Foiled Again: issue 7 (12 pages) edited by Alec Winton. Like War and Peace Foiled Again is a small zine, but this one has plenty of character. Can be badly printed but somehow reminds me of an early Mr Gladgrind - I like this zine. Always chatty and runs plenty of games, though I think this could be classed as a games zine rather than a chat zine. Even so surprisingly it has no letter column. FA comes across as friendly bot not silly. Runs: Diplomacy (£1 gamefee + £1 deposit); Sopwith (50p gamefee + 50p deposit); Cricketboss; Railway Rivals (50p); Kingmaker (50p + 50p) and Lap. Well worth a look for newcomers. Costs 35p an issue.

Alec Winton, 42 Lansdowne Avenue, Orpington, Kent, BR6 8JU.

Perspiring Dreams: Issue 36 (42 pages) edited by John Dodds. Normally this zine is very good - this issue of PD was superb. I've always liked this zine; reading it (it's definitely a chat zine) and certainly playing in it. It's always clearly printed and well produced and very reliable - though there was a time when John was doing his exams he turned PD over to a litho format. It didn't improve it, but then I don't think litho improves anything but print. Using litho turnaound times lengthend and quality actually seemed to drop. It was to be expected, exams take first place of course. Thankfully John is again back at the helm - and back with a vengeance - PD is again controversial (John has just started up the Hobby Organisation and Central Hobby Zine debate) and A4 mimeo. Long editorials, long letter columns that are hobby related and interesting (John has a flair for writing), and many well-run Diplomacy games, Railway Rivals, and a rather large United game make up this excellent zine. Recommended. John Dodds, Moberly Towers, Burlington Street, Manchester 15.