

DIB DIB DIB

ISSUE 32



DISCOVER THE
UNEXPECTED
READ DIB

This is issue 32 of the games cum-chat zine, Dib Dib Dib. An average to middlin' zine (according to the latest results of the Zine Poll) costing (to those who subscribe) 34p per issue - a little more for overseas rate (usually an arm and a leg). From the depths of Tom Tweedy's mind at 29 Stanley Hill Avenue, Amersham, Bucks, HP7 9BD. Tel. 02403 4513

EDITORIAL

Well, try as I might, I can't make this zine any later. I'm just going to have to push this editorial out at great personal sacrifice. Oh good ... Hang on a minute readers there goes the door bell..... (Well it will if I wait long enough)

Oh God, oh good, Booth has just turned up right in the middle of what would have been a magnificent editorial. Now he's actually asking to take control - "Gissago, gissago!" Oh well, I suppose one must humour ones subscribers, I just hope he can spull, er spiti, er spell.... Rats.

Clive's contribution:

STOP! That's enough of this drivel from Tweedy, I don't know how you lot put up with it month after month. I even moved house to stop the infernal DIB dropping through my front door month after month but the blighter still tracked me down. Oh yes, I suppose I'd better tell you who I am hadn't I? Well I am the world renowned ex-editor and GM, Clive F. Booth, one of the best things that ever happened to this hobby (since Sharp folded Dullstuff). I am presently in Amersham having come here as part of a hit squad to destroy that blot on the face of the present hobby known as DIB DIB DIB. I gained access to 29 Stanley Hill Avenue, Amersham by a clever ruse that completely fooled the pathetic Tweedy, i.e. I rang the front door bell, and glancing past his housekeeper as she opened the door I saw in the hall a pile of ancient, yellowing copies of DIB, obviously returned regularly month after month by harrassed subscribers. Evidently the hobby had remained more discerning during my absence than I had imagined..... Get off Tweedy, ouch, leave me alone I've not finished yet..... No, no, please not that, not Jan I'll go, I'll go, please not Jan AND the telephone it's more than a man can stand.....

Normal service will now be resumed... ((DIB normal! That'll be the day (I'm still here see, fooled you Tweedy)))... Should the 'Hunting of the Snark' be amongst you favourite bedtime reading (mine of course is 101 things to do with a pillow) ((Clive here, the only thing I can think of to do with a pillow is to lay me head on it)) (My God Booth, that's 102!!), you will no doubt be cognisant with the animal the Boojum. Which brings me neatly (I hope!) onto the subject of Richard Morris's new 'zine. Damn, Booth's activities have completely destroyed my chain of thought - I give up with this editorial. Just accept it's enough when I say that the first issue of Boojum was very good indeed - one of the best first issues of a 'zine I've ever seen. ((Did you ever see the first Chimaera?)) No. ((Well there you are then...)). Highly recommended.

Just to finish off a quick word about the NGC Rating List attached to the back of Dib (many thanks to Wink Thompson for supplying it). These latest ratings are calculated solely on the results of the latest batch of stats from Pete Calcraft. Nevertheless they give a fair idea of players abilities - best players at the top, etc. (That's why I'm at the top and Booth is at the bottom). ((Hold it, hold it, I'm not having that, I'm still reading over your shoulder Tweedy. I am not at the bottom, I am in the upper half. I tend to play fairly and can't bring myself to stab all and sundry like some, nudge, nudge, know what I mean.)) I give up!

((Good, Tweedy's gone, he's given up with me so I can do pages and pages of entertaining chat and amusing anecdotes to amuse you in your leisure hours and to give you value for money in this decrepit little magazine for a change. What shall I begin with? Just a minute come away from that plug socket Tweedy ... don't pull that, you'll qwpklll clhggfnm aamnbety))

JOTTO Turn 13

That's it! Finally, for his 13th guess R.J Lampard made a stab at all six words and got them right. Congratulations Richard, you get a £2 cheque added to your credit. And now, the six words:-

1. SAHZEN, 2. JURIST, 3. MONKEY, 4. BUNGLE, 5. PLACID, 6. FIXATE.

I made a slight mistake last issue having counted Robert Lozynskyj twice - I put him down as an NMR (which was wrong), and having unsuccessfully taken a guess. Sorry about that Robert, the first part of my report was right.

A successful game I think. It lasted longer than I thought it would, and it certainly attracted enough players. Anyone fancy another game? I'll start one if I get enough names.

**** DIB'S GALLERY ****

NAME: Mike Close (by his Psychologist)

"Mr Close is a most interesting subject, one I shall be making [a great deal of money out of] a deep study of for many years. When he first came to me (by order of the County Court following a conviction of cruelty to chameleons brought by the R.S.P.C.A.) he filled in the personal details for me as follows:-

STRENGTH	: 6	GOLD PIECES	: 140	
INTELLIGENCE	: 16			
WISDOM	: 10	HIT POINTS	: 12	AGE: 28
CONSTITUTION	: 4	EXPERIENCE	: 0	
DEXTERITY	: 14	ARMOUR CLASS	: 9	
CHARISMA	: 11			

LANGUAGES: ENGLISH, FRANGLAIS, BASIC, FORTRAN, COBOL, PASCAL, 6502 ASSEMBLER

SPELLS: CHARM PERSON, CHARM ANIMALS.

As you can see, he has very little contact with the real world - his only concession to this being to read the Daily Telegraph each morning.

Mr Close is intensely paranoid, has strange fantasies about chameleons, and enjoys watching the TV programme SOAP. Has a tendency to drink too much (any number of pints greater than his constitution above) usually when trying to delude himself that he can play cricket and snooker. Takes great pleasure in baiting a certain Tom Tweedy.

- Tends to live by only two rules:-
- RULE 1:) I AM ALWAYS RIGHT
- RULE 2:) IF I'M WRONG, RULE 1 APPLIES.

Annoyingly, this is far too often the case.

Signed: Erhart Schmidt."

((Free issue grudgingly given because I cannot think of any reasonable reason not to... "always right..!!".... damn his eyes... mutter mutter mutter...))

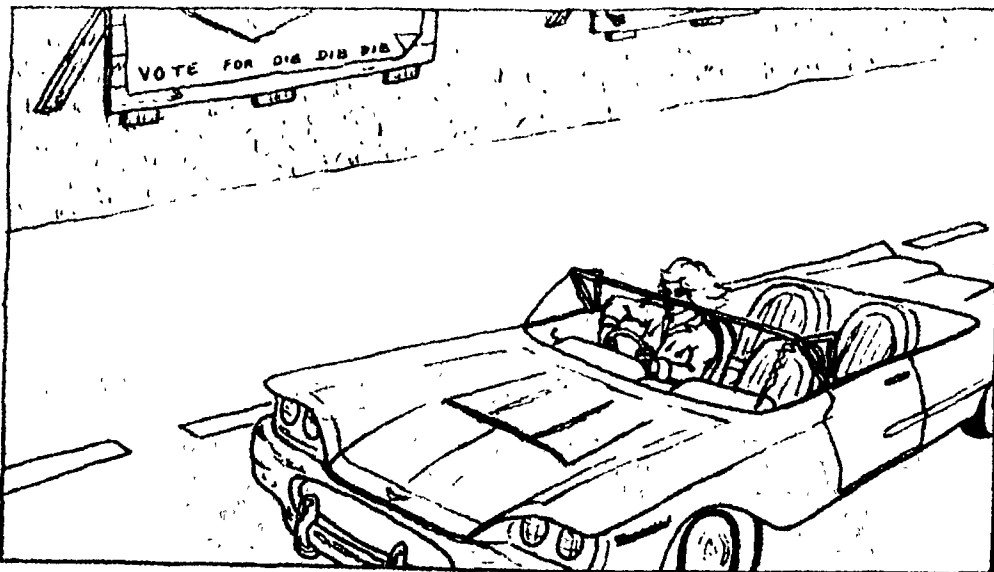


THE RETURN OF

DAGEL

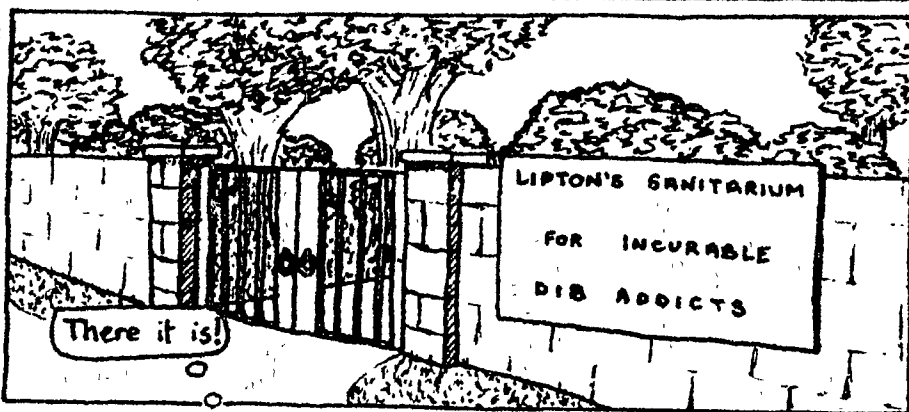
by

Chris Gandow

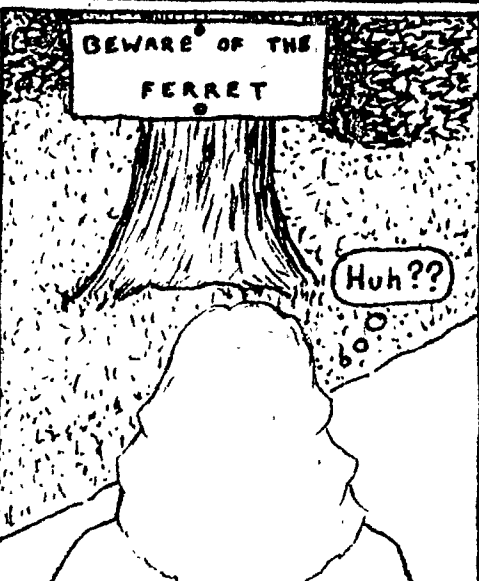
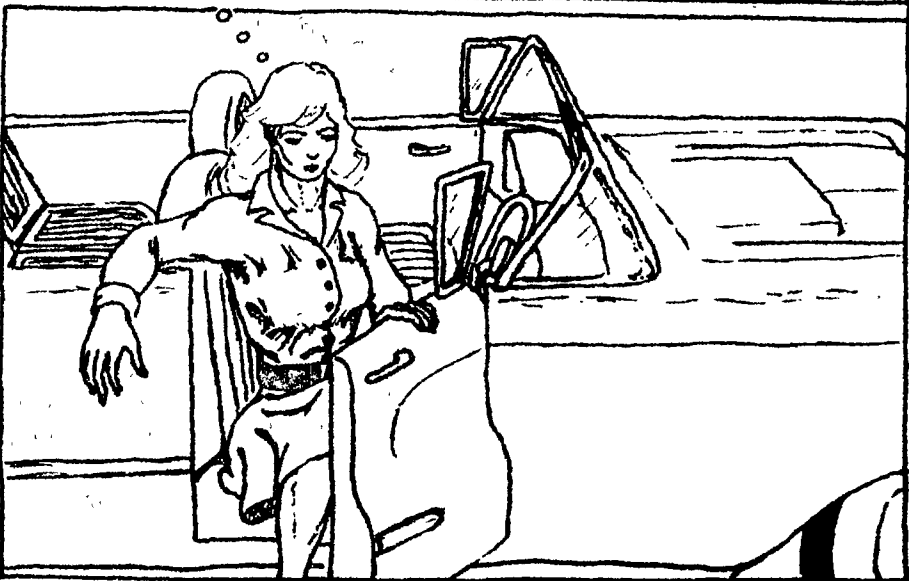
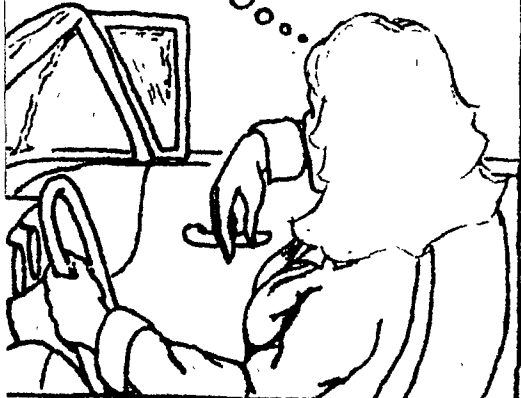


There is no alternative!

This must be the right area



There it is!



Huh??

DAGEL

TO BE
CONTINUED

READING BETWEEN THE ZINES

Hopscotch: (Issue 34) Edited by Alan Parr. It's difficult to explain the attraction of this zine and why it seems so popular with everybody. Yet popular it is. To describe it I would have to say that its appearance is quite scruffy; editorial, letters and games are very closely packed together. Alan doesn't believe in wasting an inch of space. Cannot be classed as a 'chat' zine as such (in fact Alan would be disgusted if you said so) because he generally only talks of games and/or hobby-related material. Even so, he makes the hobby news seem more interesting than most (important for us editors because we read the same news over and over again in other zines). I suppose if one HAD to find a category for this zine, it would be a games zine. Alan will run anything you care to mention. This being the case I can say it's attractive to games-players - but this doesn't explain why readers (i.e. subscribers who don't play the games in it) find it so interesting. I guess it can only be put down to Alan's friendly approach to his subscribers, and his willingness to give everyone their moneysworth. At the moment runs: Politburo, Hare & Tortoise, Eleusis, Railway Rivals, Up and Under, 221B Baker Street, Mystic Wood, Sopwith, etc, etc; but as I say, will have a go at running anything. Does NOT however run Diplomacy. I like it - definitely a zine I'd recommend.

Alan Parr, 6 Longfield Gardens, Tring, Herts, HP23 4DN.

The Acolyte: (up to issue 50) edited by Pete Tamlyn. This latest issue makes zines like Dib seem like mini-issues and sported an amazing 60 pages! Done at a time when Pete should have been on honeymoon (having just got married - naturally), this shows dedication very rarely seen in our hobby nowadays. Obviously his wife, Kathyryn, is letting him get far too much of his own way (no doubt time will improve this). Acolyte is a chat zine dedicated to what used to be a dirty word in our hobby - FRP gaming. Not a thing I go in for much myself (I don't seem to get the time to learn the various rules) but nevertheless, makes interesting reading. Mind you, he does get a lot of practice; apart from putting out his own zine Pete also writes a regular column in TSR's new glossy, Imagine, called 'Tavern Talk'. Anyway, Acolyte has plenty of chat (though he can be a bit vitriolic at times when attacking some poor unfortunate in print); articles on Role-Playing, long letter column, etc; and has openings for Regular Diplomacy (£1), F(Rom) Diplomacy (£1), Snits Revenge (£1), Sopwith (£1), Origins (50p), Cline 9-man (£1), Utrecht (£1), and Machiavelli (£1). Reported to be one of the best FRP postal hobby zines around. Having only seen a couple of others I can't really say, tho' it's the best of the bunch I've seen, and was also tipped hot favourite for winning this year's Zine Poll. What more can I say. I like this one also. Highly recommend if you don't mind getting your zine in two parts. (When are you going to get a bigger stapling machine, Mr T?)

Pete Tamlyn, 2 Poplar Road, The Coppice, Aylesbury, Bucks, HP22 5BN.

Home of the Brave: (issue 29) edited by Geoff Challenger. Rather a strange magazine this. Considered one of the zines that form the backbone of our hobby. I wouldn't argue with this, Home is a fine zine. However it does get rather staid and stuffy at times. Plenty of chat, hobby news, articles, large and healthy letter column make up the content of what seems to be mainly politics, finance, accountancy and stuff like that. Interesting maybe, but unfortunately lacks any traces of humour. Don't let this put you off however, as I'd say Home is required reading; reporting much of the up to date hobby news that zines like Dib might miss out. Runs many games of Diplomacy, Cline 9-man and Mercator - but I can't find any open waiting lists! If I didn't trade I would subscribe to this zine, but I can't say that I enjoy every issue. Picking up the sub-zine, Serendipity by John Webley hasn't exactly done anything for it either - but then again sub-zines very rarely do. Worth a look if you prefer a more serious approach to your hobby.

Geoff Challenger, 100 High Street, Swanscombe, Kent, DA10 0AH.

THE CATACOMBS OF COPERNICA

A Dungeons and Dragons Postal Campaign (by Chris Sandow).

Slowly, ponderously, the heavy, iron-hinged doors creak open to reveal a long, dark-stoned corridor, dimly lit by the fluttering light of innumerable torches. Echoing down the length of the corridor comes the sound of insane, cackling laughter as the DM is carried off to his padded cell...

Yes, the campaign is about to begin - the Catacombs of Copernica are now open to the public! Listed at the end of this article are the names of those lucky (ho, ho, ho!!) people who will be first into the Catacombs, but don't worry if your name doesn't appear there - the waiting-list is still open, and as soon as I am sure that I can cope with the extra work I shall admit more people in. And of course there is always the FAINT possibility that one of the players MIGHT get his party killed off, unlikely as that may be (would I lie to you? Heh, heh, heh...!)

If your name IS on the list below could you please write to me to confirm that you still want to enter, and if so enclosing your address and (where possible) telephone number, plus the gamefee (at last I'll be able to pay the gas bill...) and in return I will send you a mind-boggling, eye-opening 'introductory package' which will be worth the gamefee all by itself, and which will tell you everything (I hope) that you need to know to enter the game.

In the meantime, and also for those who are still on the waiting-list (patience, patience!), here are a few notes about how the game will be run:-
I will be using the standard AD&D rules (modified where necessary), so anyone who wants to play will have to have access to the AD&D Players Handbook. However beginners to Dungeons & Dragons are very welcome, and I will be glad to answer any queries, either about the game in general, or about this campaign - my address and telephone number should appear at the end of this article. ((And the back page Waiting List))

Each player will have his own character plus a party of six companions and henchmen (who the player can give orders to, but who will actually be under the final authority of the DM - me!), and each of the players will start at different entrances to the Catacombs. Players whose parties meet up will be quite free to work together, exchange information, etc, but exchange of information between players whose parties have not met WILL BE SEVERELY FROWNED UPON, and will result in slapped wrists all round. So there. Apart from if they meet up the only way in which the players - and everyone else, for that matter - will know anything about what is happening to the other players will be in the 'summary' which should (!) appear in each issue of Dib (and which won't give very much away!)

Hopefully that should be enough to whet the appetites of the first entrants, and to keep the rest of you interested...!

AND NOW...!

GAMESTART GAMESTART GAMESTART GAMESTART GAMESTART GAMESTART GAMESTART GAMESTART

The Catacombs of Copernica

The Lucky Six: Clive Booth	DM: Chris Sandow
George North	2 Coronation Avenue
Dave Tant	Keynsham
Derek Andrews	Bristol
Nick Clark	BS18 2PT
Simon Craddock	Tel: (027 56) 68874

Gamefee: £3.00 (cheques, P/O's payable to C.J. Sandow); plus a SSAE to be included with each set of orders.

Deadline for payment: September 23rd

THE 1983 ZINE POLL RESULTS

Greatest Hits wins the Zine Poll yet again! My congratulations go to Pete Birks for an outstanding achievement - doing what no other zine has done in the history of the Poll; winning 4 times. To tell you the truth, I thought Mad Policy would get it this year (it came close), which would have somewhat embarrassed Richard, I think, if it had actually won. Still, Richard must be well enough pleased with the turnout for the Poll - no fewer than 224 people voted! That's 70 more than the previous high Poll turnout. Not bad. Anyway, including the latest results, the Poll history so far looks something like this...

Poll No.	1	2	3	4	5
Pos.:	Jan 1974	Jun 1974	Mar 1975	May 1976	Apr 1977
1st	Ethil The F.	Dolchstoss	Dolchstoss	Chimaera	Chimaera
2nd	Mad Policy	Mad Policy	Mad Policy	1901 a.a.t.	1901 a.a.t.
3rd	Dolchstoss	Orion	1901 a.a.t.	Mad Policy	Jigsaw
4th	1901 a.a.t.	1901 a.a.t.	Fifth Column	Jigsaw	Dolchstoss
5th	War Bulletin	Frigate	Hyperion	Trojan Horse	Rats...
6th	Grafeti	Fifth Column	Greatest Hits	Ad Nauseam	Mad Policy
7th	Frigate	Comet	War Bulletin	Bumm	Greatest Hits
8th	Our 'Enry	Hannibal	Relief	He's Dead Jim	Ad Nauseam
9th	S of Bellicus	War Bulletin	Lemming Expr	Rocinante	Trojan Horse
10th	Hannibal	Ct. Circular	Frigate	Dolchstoss	PTN

Poll No.	6	7	8	9	10
Pos.:	Apr 1978	Jun 1979	Jul 1980	Jun 1981	Jul 1982
1st	Dolchstoss	Greatest Hits	Greatest Hits	Greatest Hits	Ode
2nd	Ethil the F.	PTN	F of Eagles	PTN	Greatest Hits
3rd	Chimaera	Chimaera	PTN	NMR!	F of Eagles
4th	Lemming Expr	Megalomania	NMR!	Chimaera	The Acolyte
5th	New Statsman	Mr Gladgrind	Chimaera	F of Eagles	NMR!
6th	Tinamou	F of Eagles	Putty Riffo	Persp Dreams	W Your Back
7th	Jigsaw	Filibuster	P. Victory	Ripping Yarns	Dib Dib Dib
8th	1901 a.a.t.	Pigmy	Megalomania	Putty Riffo	H of the Brve
9th	PTN	Gallimaufry	Tinamou	Ode	Chantecler
10th	Greatest Hits	Tinamou	Filibuster	P. Victory	Chimaera

And now... the 11th Zine Poll

Pos.:	Aug 1983
1st	Greatest Hits (I placed this 2nd with a vote of 9.5)
2nd	Mad Policy (The zine I considered the best - relative no-hoper?)
3rd	The Acolyte
4th	NMR!
5th	Denver Glont (STILL haven't seen a copy yet - must ask to trade)
6th	Hopscotch (Excellent games/non-Diplomacy zine - first time eligible)
7th	Ode (Last year's winner? - what's it doing down here?)
8th	Home of the Brave
9th	Lokasenna (New litho zine - surprised me it got this high)
10th	20 Years On (Non-Diplomacy zine listing others - first time eligible)

So what happened to Dib, I hear you ask. Well it actually came 15th out of a list of 47 zines (16th in the 'Ratio Listing'; =12th 'Points Listing'; and 15th 'Apportioned Points Listing'). Not too bad considering the zines above me - but slightly disappointing nonetheless. My own fault I suppose, I've been letting Dib slip of late; letting it just truck on without giving much thought as to content. Should I try and do better job for next year? Maybe. But if I can't shift myself out of the rut and gain inspiration through normal channels - I can't see the Zine Poll spurring me on.

I was shocked to see the low positions of both Watch Your Back (22nd) and Last Stand (39th!) - surely they don't deserve these positions? Last year WYB beat Dib... I don't think it has deteriorated in any way over the past year at all, and certainly not to the extent of reaching 22nd position. I knew this year's Poll would be different because of the eligibility change - but hell,