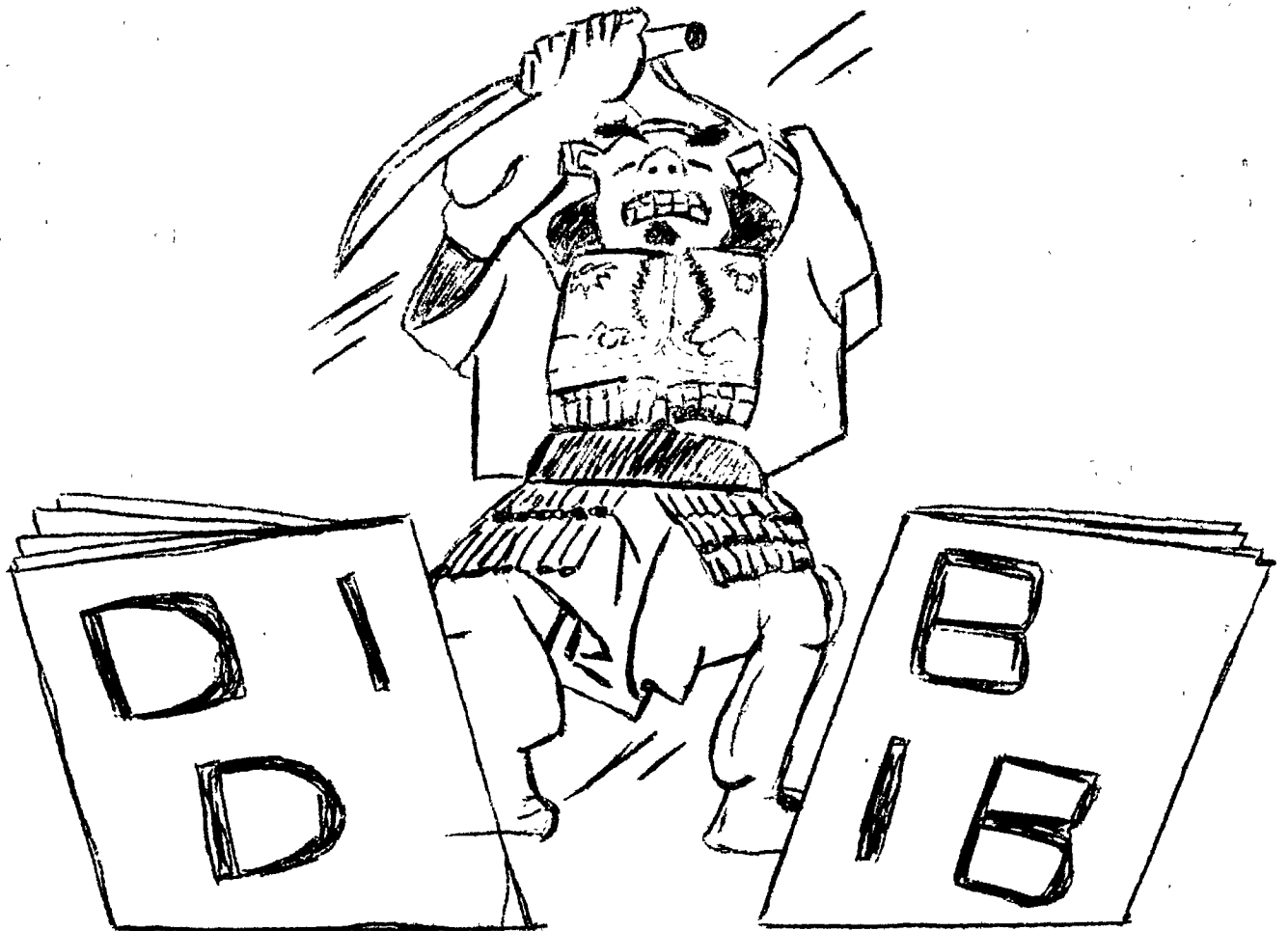


DIB DIB DIB

ISSUE

33



By the Sword divided

(as advertised on telly)

You are about to wend your way through the pages of yet another of Dib Dib Dib - a zine catering mainly for social misfits who like to play games, drink, debate, and generally make nuisances of themselves. This is issue 33, and it STILL costs you a mere 35p an issue (not 34p as I foolishly put last time) postage paid - overseas will cost a little more. The whole lot comes to you from me, Tom Tweedy, of 29 Stanley Hill Avenue, Amersham, Bucks, HP7 9BD. Tel. 02403 4513

EDITORIAL

Well, not so much an editorial really, more a collection of things needed to be said this time, should have been said last time, and things to generally just get out of the way. It seems my life, and my brain, is full of little snippets, little bits of rubbish that now and again needs attention to - in computer terms (the closest I can come to it), garbage disposal. First, as you might've already guessed, this is a cobbled together issue. I haven't really had much time to put it all together this month. To tell you the truth, as soon as I finished last issue of Dib I had to start on the bloody Dalmatian zine Spot?. No sooner was that finished than I had to start on this. I must admit, I'm getting a little sick of typing now. Actually I wanted to put out a games-only issue this month, to give me time to catch up. Unfortunately, Jan wouldn't let me. Hence, this rather rushed issue. (Does all this make sense? Who cares, get it done Tweedy.)

No Angel cartoon this time (Chris didn't have the time), and no Catacombs of Copernica newsheet, because players are still getting their characters equipped and sent in. Next issue should find Chris in full swing. Actually the booklet Chris made up for the Catacombs is very good indeed. I'm not into postal D&D play of course, so don't know if this is generally done, but there's an awful lot of work gone into it. For those on the waiting list, I think it's worth asking Chris for a copy to see how he's running things.

On the zine/hobby scene. I suppose I'd better mention some zines that have passed away (though to be frank, some are not worth the mention of their passing). A couple that spring to mind are Rip Gooch's Ripping Yarns and Mike Woodhouse's Blackmail. Rip Gooch split up from the RYODA (Martin LeFevre partnership) litho printing company and left a lot of havoc in his wake. Blackmail just passed away without so much as a whimper. Neither of these will be sorely missed I'm afraid.

A couple that WILL be missed are Pete Northcott's Last Stand and Paul Segal's The Drooling God. The former hasn't quite folded yet, but is keeping to the Fall of Eagles way of doing things and winding down gradually. Some editors have been a little unfair about Pete's decision to fold LS (John Wilman to name but one), saying that Pete was sulking because of his result in this year's Zine Poll. Can't understand why people say things like this in these situations. Is it because it feels good to kick a man when he's down? Everyone knows that Pete mentioned folding before the Zine Poll was produced - in actual fact he was mainly pissed off with the way some of his subscribers were treating him (dropping out of games because of GM decisions, etc), he had become disillusioned, that's all. My God though, with some of the comments, is it any wonder? I say leave the man alone and let him fold in his own way - at least it's a tidy fold... more than I can say for some.

But, talking of tidy folds, back to The Drooling God. Can't remember why Paul decided to pack it in now. I think it was because of overwork... other more important commitments. Anyway, everything of TDG was handed over lock stock and barrel to Richard Bairstow's Gazfinc. This is not as bad as it first seems, I hasten to add. Since Gazfinc has broken away from being a supplement to Richard Walkerdine's Mad Policy, it's dropped much of the Finchly Central rubbish that that wretched Walkerdine regrettably introduced to our hobby (yes Walkerdink has much to answer for there). Hence, apart from its ghastly title, Gazfinc looks good, and is a very interesting read indeed.

One zine I did want to mention was Steve Norledge's Rapscallion - a new zine

I've just started trading with. A very neat A5 litho'd booklet, with excellent fantasy artwork, catering mainly for FRP gamers. Well this might not be quite right. Steve does run a game called Dragonsong - which is identical to the Sopwith game in every way except, instead of planes he has dragons, and instead of firing, the dragons breath fire. You may think, why bother - why not just leave it as a Sopwith game. Well I think it's a good idea in the fact it will attract many FRP gamers to the game. Many that wouldn't even give a WWI hex game a second look, never mind playing it. The Dragonsong games can even be rated on the Sopwith Rating List if Steve wanted (and he traded with Boojum). Well worth a look if you like a fantasy flavour to your hobby.

Another new zine (well it's now on issue 2) on the market is David Messenger's Oink - another ghastly name. Where do people get all these bad names from? Hell, I thought Dib Dib Dib was bad enough. A4 double-sided photocopy, neat, and interesting to read. I remember liking it, but unfortunately that's all I can tell you about it at the moment because I seem to have misplaced my copy. That's Jan tidying up again - she hates me leaving my zines lying around all over the place.

Talking of women though, Cathy Cunning has finally sent over her promised first issue of Cathy's Ramblings - and quite good it was too. It's strange to see the American approach to their hobby - they seem to take it so seriously! Cathy was talking about a con she went to recently - something similar to out MidCon I guess - were everyone had to sit around single tables like in these bridge tournaments. And when Cathy and a friend started mucking about, trying to get some fun out of the event - apparently there was "disproving glances" from the umpires. Yeuk, you can keep it - give me a nice friendly housecon any day. Oops, but I see I've strayed from the point - CR is worth a look if you can stand the cost - with postage the price of American zines are horrendous. How Cathy managed to subscribe to all those British zines I'll never know. But enough of this, I'm not supposed to have any time to do zine reviews (that's why, yes you've guessed it, there's no 'Reading Between the Zines' section this issue). Hell, I don't even have time to insult Booth this issue, which just goes to show you how pushed I am.

Most of you should find flyers for Pete Calcraft's new Stats zine, Diplomacy Quarterly and Nicky Palmer's Flagship included in your envelopes. I say most of you because I grossly underestimated the number of subscribers I've picked up over the years doing this zine - I've just never bothered counting them seperately from traders. Oh well, if you haven't got a flyer for either and are still interested, get in touch with me for the addresses (Nicky's was in last issue's letter column). But, getting back to the new Diplomacy stats-zine. The latest issue (No.4) was very well done indeed. A4 litho corner stapled, instead of that horrible reduced A5 booklets that I always associate with RYODA zines like Bohemian Rhapsody and Shellshock. Yes, if Pete keeps on with the way he presented this issue - editorial, newsbits, and stats included under one heading - then I think he's on a winner, and it'll be well worth subscribing to. Well done, Pete.

Before you lot start moaning by the way. (e.g. Allaway, Parr, Field), what Gary Piper laughingly refered to as a Tweedycon was what I refer to as a 'Piper self-invited free bed an' board let's give Tweedy a cold and don't let those nasty may flies get me, Steve, Sunday'. Mind you, I must admit, we did play Abandon Ship (the intellectual version), and I managed to ward off the cold, thanks Gary. Mind you it might have seemed like a mini-con in the end because not only was Gary and Pete here, but also one of Gary's friends, and Chris Sandow (who was working over the weekend in London). Now, when I have a con, I'll TELL people about it (if I get the chance).

The last few weekends I've spent learning Ivernessian courtesy of Pete Mearns. Useful phrases, for those about to journey to the wilder regions of Britain, are as follows: (in English) "I am going to London tomorrow morning." (in Ivernessian) "I shan't get up till 12.30 at the earliest." (English) "I'll just spend another 45 minutes on the Wizardry game before going to bed." (Ivernessian) "I shall stagger up to bed about 4 in the morning."

Pete's job in Ipswich is certainly turning him into a mature young man. Sunday morning he could be heard having an equal conversation with my son: "Hey

CENTRAL GAMESTART SERVICE

Started June '81

Zines That Have Received Gamestarts:-

Home of the Brave, Puppet Theatre News, Duel Purpose, Last Stand, Bats, Diplomat, Perspiring Dreams, Dib Dib Dib, Bohemian Rhapsody, Match Abandoned, Home of the Brave, Stick the Knife in, Walamalasia Gazette, Ode, Dib Dib Dib, Stick the Knife in, Perspiring Dreams, Bohemian Rhapsody, Panzerkreuser, Mad Policy, The Church Mouse, Denver Glont, War and Peace, Watch Your Back, Watch Your Back, The Drooling God, Panzerkreuser, Foiled Again (7th Aug '83), Watch Your Back (26th Aug '83),

List Of Zines Awaiting Regular Starts:-

Gazfinc, War and Peace, Perspiring Dreams.

CGS/Hobby Development Fund

CREDIT

<u>Game filled:-</u>	<u>Game unfilled:-</u>	<u>Donations:-</u>
Dave Thomas.....£1	Derek R. Caws.....£1	John Harrington...£2.00
Derek R. Caws.....£1	Derek R. Caws.....£1	Ian Winstanley....£7.33
John Wilman.....£2	John Dodds.....£1	Ray Miller.....£3.93
Paul Segal.....£1	Richard Bairstow..£1	- - £0.00
Mike Sharpe.....£1	- - £0	- - £0.00
Alec Winton.....£1	- - £0	- - £0.00
TOTAL £7.00	TOTAL £4.00	TOTAL £13.26

* CREDIT: £24.26 *

DEBIT

Nike Sharpe.....£ 1.00	F(Rom) fee returned
Richard Bairstow....£ 1.00	F(Rom) fee returned
Pete Calcraft..... £10.00	Diplomacy Stats
TOTAL £12.00	

* BALANCE: £12.26 *

The Three Wise Men hope that the donation for the Diplomacy Stats (along with £5 from me and £5 from Nick Kinzett) will go a fair way into helping Pete out (he did promise to match any donation with his own money).

Also, some of you may have noticed I'm returning fees for F(Rom) games. I've decided to drop the fleet in Rome idea altogether as being unpopular. It takes so long for me to actually fill one of these games, the first players to put their names on the list generally get fed up with waiting, and just fade away. There is no more F(Rom) CGS. I hope other editors will pass the word around.

I notice in the latest NMR! Brian Creese takes a case concerning the 'darker side of our hobby' in which the CGS was involved. To be more specific he refers to Bohemian Rhapsody receiving CGS games. Mind you he doesn't come to any conclusion how the 'bad zine' problem could be solved - which sort of puts a bad spotlight on the CGS for no particular (or even constructive) reason. I've said before that it would be better for novices (our hobby's future?) to be placed in mainstream zines. You can see above which zines came forward. Sadly NMR! isn't among them.

Well, this is the sequel to the George North article I promised you. Boot, for those that don't know, was the Wonder Dog that used to do Clive Booth's editorials in Chim - at that time no-one wanted to write to Clive; they preferred to send everything to his dog (it certainly made more sense).

THE POSTMAN'S KNOCK II

Dear Boot,

In reference to the article in issue 40, 'The Postman's Knock' by George North. I thought it was very, very good. In fact, it was the best thing I have read in a long long while. Surely George could be persuaded to write a sequel? After all, the tension doesn't quite end where he left it - what he had written is just the start of a month's, perhaps years, extreme torture; if one could last that long. I mean, take us novices for instance...

We start off all smug, thinking that we have made the right moves - nobody can really harm us on this turn. Then, as you say, the zine plops through the letter box and the tension really starts! We open the envelope with trembling hands - damning the editor for sticking it down so hard - until at last, the zine manages to break free and drops to the floor. Our eyes pop with excitement, tongue hangs drooling (the dog thinks it's a new game... come to think of it, so does the wife). We turn to the games, but what's this? @!*/?! Some of the moves haven't made it? Impossible! And look what's bearing down on me! We cannot stop that lot. Oh God! *snivel* we're going to lose. What can we do? - the dog crawls into the corner thinking it's done something wrong to his beloved master. The wife just thinks we're acting normally.

I know - we think, managing to fight the panic down - I'll call Phil, he'll help us, good old Phil. Somehow we stagger to the phone, ring and find he's just left for work. The phone drops from our numbed fingers, well I wonder what we can do with the rest of the day?

After most probably getting the sack for crying in the office (and for kicking the bosses door down when he asked you into his office to find out why), we return home to make that all important phone call.

"Hello, Phil?" we manage to say, trying to sound confident. "Seen the moves, eh?" we continue with a smile. "Well, it's not as bad as it seems but I just thought I'd ring anyway to find out if you could possibly see your way..... if you could probably support my move.... WHAT DO YOU MEAN A LOST CAUSE??!! Why you....!!! Phil, please. Why you... you... you couldn't support a dropping ball... and the same to you!"

We slam the phone down and think of someone else. Fred! Good old Fred, he'll help.

"Hello, Fred?" once again the forced smile. "Just ringing.... oh, you've seen the moves as well... I just thought... YOU WILL? Good old Fred, I knew I could count on you for support."

With a great sigh of relief, we sink back into the chair. Once again the world is put to rights.

But then, once again, those wretched worms of suspicion start to burrow deep into our brain.

"He gave in too easily, Fred. Good old Fred has given in too easily." *GROAN...* "He's going to stab us, I know he is!" We wring our hands in torment. "I'm going to lose, I know it. Oh God, if I lose I'll be disgraced, heads will turn away in scorn *snivel*, Richard Sharp won't let me play in Dolchstoss. Worse still, my GM might not take my bribe money for fear of becoming contaminated." (My wife looks up from her electronic 3D Scrabble set, and shakes her head sadly.) It is this pitiful look that generally turns us white with rage.

"Drat that blasted Fred. It's all his fault. I'll get even with him!"

With that we ring around a couple of other players asking for help to stab

(Cont. over...)

good old Fred, just in case he's playing dirty. So with that done, making sure that good old Fred is going to get his just for helping us - we make out our orders, knowing that the right moves are being made. We send them off and then we sit back with relief. The smugness is just starting to come back. Nobody can harm us next move. We turn around and say to the wife: "I'm glad you made me join the games club. It's nice to wind down and relax with a nice game of Dippy!"

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THE PUTTY RIFFO HOBBY PERSONALITY POLL

Well, this is it! This MUST be the poll of the year. What an idea - rats to you Chapman, I should have thought of this first. As Rob says, let's drag in all the egomaniacs who don't publish zines - why should only us editors suffer. Who is the most famous? Who is the most popular? Well, me, actually, but I suppose you lot better vote on this subject first. The rules:-

1. Eligibility: The definition of 'hobby personality' is a matter of opinion. Make up your own mind.
2. Voters: You must vote for more than one personality, but for no more than you think is appropriate (let's keep the numbers within reason). Personalities may not vote for themselves. ((Wot about wives, Chapman?))
3. Voting Method: Votes should be given to each personality in the range 10 (superstar) to 1 (shithead). Grudge voting is positively encouraged.
4. Assessment: Results will be calculated by a system much too complicated for Rob to try and explain (or even understand).
5. Inclusion: Personalities must receive votes from a significant proportion of the voters to be included in the results (we'll have to rely on Rob's discretion here to FIX things).
6. Deadline: Wednesday 17th November 1983. This is the Wednesday following MidCon and will thus allow personalities to canvass votes at the hobby's premier event. ((Fer Crissake Chapman, how do you expect all my admirers to get their votes in on time! You know perfectly well I'm not going to MidCon.))
7. Results: Will be published in the issue of Putty Riffo immediately following MidCon.

That's it then, do your best - if I end up as No.1 Shithead you lot will have a lot to answer for! Oh nced I say that this is NOT a poll to be taken seriously - how can it be if Chapman's doing it.

Oops nearly forgot. All votes should be sent to: Rob Chapman, 7 Baymount, Paignton, Devon, TQ3 2LD.

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(Editorial Cont. from page 3)

"Hey Stuart I killed twelve running gobrotters in the twelvth level."

"Cor, I found a lovely sword with special powers in the second level, Pete!"

"Where was it Stuart? Go on give us a clue, give us a clue." Scotland's answer to Irving Tedious has been found! Unfortunately it was getting me the same way before he left, luckily a sharp left hook to my head by my trusty wife sobered me up and brought me back from insanity!

Actually, talking of the Wizardy game (for those who don't know, it's an Apple computer D&D game from 'Sir-tech!') I meant to do some articles on this at one time - still might - now that I've finished, after 2 years, both scenarios. I'm very tempted to go for the 3rd scenario, now that it's out. Priced about £35 I believe. Mind you, that's if I can talk Jan into buying it for me! Definitely value for money though - I've never yet seen a better 3D adventure game for a home micro.