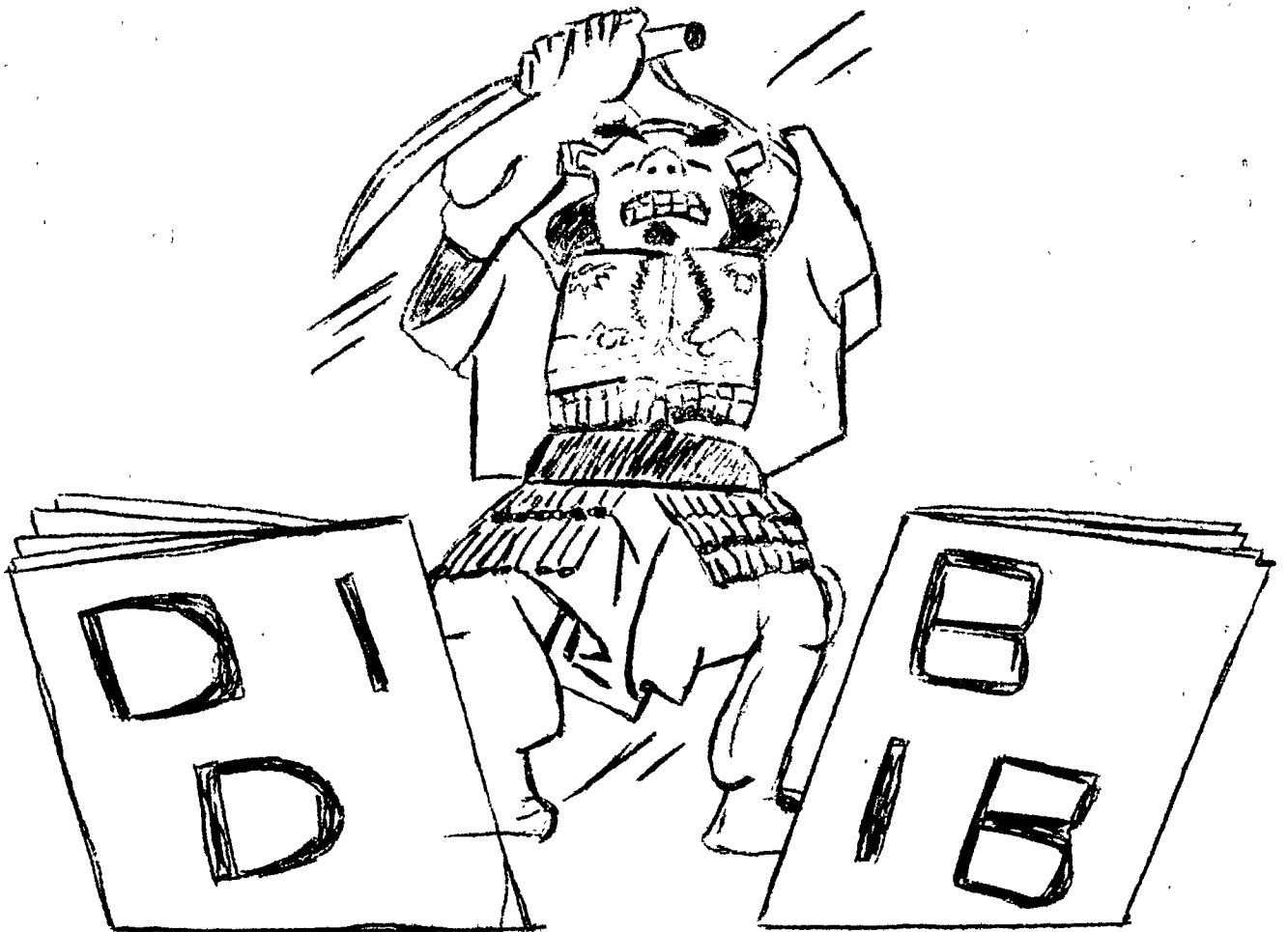


DIB DIB DIB

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!"

~~~~~

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.

THE NGC DIPLOMACY RATING SYSTEM
as explained by Wink Thompson.

1. CORRECTING RESULTS

Correction is necessary because some games are conceded before a final position is reached. The winner must have at least 18 centres. If he has less when the game ends the extra centres are deducted from the other players on the following principles:-

- (a) First from countries in anarchy
- (b) The weakest survivor
- (c) Next weakest, etc. BUT:-

No player must be "eliminated" by reducing his centres to zero (one centre minimum) AND:-

The finishing order of survivors must be kept as they were (including ties) e.g. a game is conceded to Austria. The S.C. count was:-

A13, E10, F4, G4, I2 (anarchy), R0, T1

First the two Italian centres are credited to Austria. Turkey cannot have his centres deducted as this would eliminate him. So the remaining centres must come from France and Germany and because they must remain level they must be reduced by 2 each making the correct result:-

1st Austria (19); 2nd England (10); =3rd France & Germany (2); Also-ran T,I,R.

If the game is an agreed draw, all surviving players must share in it, unless it is agreed that some player(s) will not share in it (in which case they are eliminated) .i.e. In a draw there is either =1st or nothing (save their 5%).

2. DIVIDING THE SPOILS

Won Games 1st - 30%; 2nd - 20%; 3rd - 15%; 4th - 10%; others 5% each. The remaining 10% is divided up in proportion to the number of converted S.C.s held at the end.

Drawn Games Eliminated Players 5% each. All others who it is agreed will be equal first share the remaining points equally.

3. GAME RATING

The game rating of each game is the sum of the ratings of the 7 original players at the time the game ends. (i.e. the time it is reported).

4. PLAYER RATING

A player's rating is calculated by the formula:-

$$R = \frac{x + 100}{n + 1}$$

Where R = New Rating

x = total points scored in previous games

n = the number of previously rated games.

Thus a new player has a Rating of $\frac{0 + 100}{0 + 1} = 100$

So a game where all the players are finishing their first game has a Game Rating of 700.

5. STANDBYS

No notice is taken of these - the original player is deemed to have played throughout.

GEORGE NORTH:

"Yes, I have resigned all United games after giving them a jolly good test run. In spite of the popularity and Alan Parr's insistence that VP's work, I disagree with him. At least they will never work for me because I like to buy young players and train them up and have them with me for a long time. It seems to me that in United games you buy levels and so long as the player on sale is aged three you get a high level player that you can discard the following season. There is no love of ones characters and no slow building up of a load of idiots into a decent team, because you have to have a team to win VP's in order to build."

((No need to answer this - it's just something that needed printing.))

oo000oo

There was a fair bit of interest from the NGC Diplomacy Ratings List last time, some of the comments which appear here...

ROB CHAPMAN:

"Thanks for Dib 32. Good to see some ratings appear at last - but where did they come from? You gave no explanation. The list is incomplete, anyway, the most notable omission being Mike Close who must surely feature in the top ten."

((On my Hit List maybe, but not, according to Wink Thompson, who made him out to be 222.53 - which is 13th I think - best place for him an' all!))

DAVE TANT:

"Can't help wondering what the list attached to Dib 32 represented - it wasn't labelled and your editorial merely says it's an NGC rating list without saying what was rated. Obviously not Sopwith, 1829, Diplomacy, Railway Rivals or Business Strategy, as I have both completed and currently running games of all those, whereas my name doesn't appear!"

((Yes, the list was incomplete I'm afraid. As I explained (or tried to) last issue, it was only based on the last couple of issues of Pete Calcraft's stats - which never did arrive at a regular interval anyway. The problem was further compounded by the fact that Wink hadn't really got his hands on that many. Due to a minor detail of him being reluctant to subscribe to Pete's stats on the grounds that he too was a 'hobby service'. Naturally Pete didn't see things that way. I believe Wink will be taking out a subscription now though, and a more complete listing might even appear with the next issue of Dib))

KONRAD DOLATA:

"What are the criteria for the Dippy ratings? If you could tell me how it is calculated I could make up an additional one for BUMM which is the main Dip-zine here and we could then compare how far our German diplomats would rise/drop in the NGC listing.

Do you think this would be worth the work? As I promote international relations why not take up the work in the area of Dip?

Another project that might come off the ground is a United League in the British zine Psycho. I've already gathered seven of my Netroller ((?)) managers and if there are the same number of British/American players willing to take part in this game there could be a reasonable start for international hobby relations. I've already translated the rules for the British players and my fellow players from the NR have subbed to Psycho. Now it's the turn of the readers of Mike's zine to present their share. It's alright with me, all engines are switched on to adjudicate the first matches."

((Well the first part of your question should be answered on Page 7, Konrad. Certainly if your subscribers are interested it's worth the work on a German Ratings list. However it's not the kind of work I would care to take on - statistics not being entirely a field I'm interested in. I just like seeing my name near the top of a list. Plenty of players over here are interested in Ratings though, why shouldn't your German members be?))

oo000oo

PHILIP S. FERRIS:

"It looks like it is going to be some time before I can take part in The Catacombs of Copernica but I still enjoy reading Dib - but more importantly I LOVE receiving post. The Postman's Knock describes something of what I feel and go through except that in waiting for the post I usually have to run to catch my bus to work. I have one friend ((really?)) who delivers post in our area and he will make special efforts to deliver my post before I go to work but as for the others I have to take pot luck."

((What's all this bloody service that people seem to get? I very rarely get my post before 10.30am, and NEVER get my milk until lunchtime - which on a sunny day even next door's cat turns its nose up at. Glad you enjoyed PKI though, Philip.))

oo000oo

MIKE CLOSE:

"This girl at work, Blodwyn, came up to me the other day and asked if her letter had been printed in Dib 32. I was a bit taken aback until she told me that she had seen my copy of Dib 31, read the lettercol an so had decided to write one to you herself. She was extremely disappointed when I told her that you hadn't printed it. Aparently it was something to do with the Cardiff City Farm.

Anyway, she said that if you didn't print it this time, she would be around Amersham to sort you out. As she's just been expelled from the local labour party, and she is built like a cow, but uglier, I thought that I'd better warn you.....!"

((Thank you, Mike, for not diffusing the situation! To tell you the truth I don't remember getting ANY letter from such a vision of beauty as you describe. I'm sure I would have remembered a letter from someone going by the angelic name of Blodwyn - wouldn't I? You've gotta DO something, Mike - tell her I haven't been receiving my post for the last month or so! God I hate crawling to this man...))

oo000oo

MARTYN IVES:

"I find it fantastic how you get all of your page numbers at the top of each page, all following each other in the correct sequence. I really don't know how you find time to get so much detail into your work.

Now then, unless you want a quick bastinado ((bastinwhato?)) could you do me a little favour? I run a postal game of 'War And Peace' (Avalon Hill) - it has only just started, the trouble is I am one player short. Would it be possible to put a little piece in your zine asking for a sixth player (to play Spain). The game is still in its first month so nothing will have been missed by joining in now. If anyone is interested they could contact me on 0705 823993 or write, but I will need to know soon."

((I like this kid, he's got style - starts off by insulting me then asks for a favour. No, I won't give your rotten War and Peace game a plug - push off, Ives!))

oo000oo

BRIAN MOORE:

"I watched 'Flight of the Dragons' recently. It's a full length animated video film and can be recommended. It's set in a time when magic is dying out and science and logic are taking over. There are only 4 Wizards left (plus flights of talking dragons, of course) and these are the Wizards of the air, sea, earth and evil. The Green Wizard of the Earth works out a plan to create an

enchanted land where their magic can exist forever - but the Evil Wizard is against it, and would rather control man through 'The 7 Deadly Sins'.

So, as they cannot fight each other, it's decided that a Quest must be undertaken by three people to capture the Evil Wizard's crown; the source of his power. The choice of two of them is no problem - a knight from their own time and one of the dragons. After consulting The Temple of Antiquity, the 777th descendant of the man who taught the dragons to speak is chosen - a man who lives in the 20th Century. So the Green Wizard goes to fetch him through a board game that this man has invented called 'Flight of the Dragons'. The remainder of the film details the quest that is undertaken, which gets off to a bad start when one of the Green Wizard's spells goes wrong and the dragon and Peter (the 20th century man) get combined into one!

I've also watched 'Conan', which I enjoyed, 'Jennifer' which I didn't enjoy, 'Excalibur' which I didn't enjoy and I'm watching 'The Prisoner' on Channel 4 which I'm enjoying."

((Yes, I've seen 'The Flight of the Dragons' and enjoyed it myself. I especially enjoyed it because (a) I like animated films, and (b) there doesn't seem to be many good video films around that are suitable for the whole family. Surprised you didn't like Excalibur though.))

oo000oo

MATT QUARTERMAIN:

"Lack of time (caused partly by the colossal number of things I'm doing) ((I know how you feel)) forbids me to add anything dynamic to your letter column, beyond asking you to plug the fact that I intend to run Sopwith in my subzine ((Q.E.D. - a subzine to ODE)). Thanks.

Angel is so far excellent - wish I'd caught the original series. George North's spot struck a chord."

((That's it then; Matt, there's your plug - actually I meant to write to you about how much better the last Q.E.D. was (certainly the title is better than Diplidocus!), but as you say, I haven't had the time.

For those interested in starting a Sopwith game in Matt's subzine need only write to: Matt Quartermain, 138 Three Bridges Road, Three Bridges, Crawley, West Sussex, RH10 1JP.))

oo000oo

STEVE RENNIE:

"Reading the Dagda game statement I notice you mention that one player was ordering another players units. I have often wondered why GMs allow this in the postal game when it's quite clearly illegal in the face-to-face game rules."

((Ah, but there's the rub, Steve - it's NOT clearly illegal in the rulebook. If you check Page 9 '3. CIVIL DISORDER' you'll see it says: "...if sufficient persons are present, to allow a person who has not previously had a country (or who already been eliminated from play) to replace any player who has left the game. Players should decide what policies they will follow in this regard in advance of starting the game." And that's all.

This last bit is relevant. All house rules cover these points. It's been proved that a person can take over another players country (standbys), and it's accepted that all unambiguous, legible, dated and legally signed orders are permissible. So why not orders clearly stating that another man can control X country's units for a set time? X country has still written his orders out. Mind you, I ONLY allow this to happen while both players still receive the zine - a player must be kept in a position where he can take over ordering his own units at any time.))

oo000oo

KONRAD DOLATA:

"Mike Close's remarks on the French girl were rather macabre indeed but

with the British attitude towards "black humour" you probably don't mind it so much as we German's would."

((Hah! You Germans should talk - from what I've heard it's you lot that have a weird sense of humour. Most of the German jokes I ever heard made no sense at all - they all seemed to finish without a punchline. Finishing lines something like: "...and the man suddenly got up from his seat and stepped off the bus." It just doesn't make sense! It's an interesting subject though, the style of humour in different countries. I KNOW! - why don't you send in what you think is the BEST in German (or, any other European country) humour; jokes that are likely to make the average German laugh. And we'll try and match it with our brand of humour. Come on lads (Mike Close, George North, and like-minded miscreants), how about it - surely we can show these Germans a real joke or two? Anything goes...? but no jokes about Irish-Continental's with hair lips and wooden legs, please!))

That's for the letter column this issue I'm afraid. I have interesting letters still to do from a couple of people, but no time really - will include them next issue. Bye.

~~~~~

'Anu' (1981DQ)

Autumn 1912

FRANCE BRAVELY LEAVES PORT OF MARSEILLE OPEN WHILE AUSTRIA EDGES SOUTH

AUSTRIA (Rob Chapman) A(Mos)stands, A(Ukr) S A(Mos), A(Sev) S A(Mos), A(Boh)-Sil, A(Gal) S A(Boh)-Sil, A(Tyr)-Mun, A(Bud)-Vie, [[A(Pie) S FRENCH A(Bur)-Mar]], F(TYS)-Tus, A(Rom) S F(TYS)-Tus, A(Ven) S F(TYS)-Tus, F(ION)-TYS, F(Nap) S F(ION)-TYS, F(ADS)-ION, F(Alb) S F(ADS)-ION

FRANCE (Colin Bruce) F(MAO)-NAF, F(Tun)stands, F(WMS) S F(Tun), F(GOL) S A(Tus), \*A(Tus)stands, A(Mar)-Spa, [[A(Bur) S GERMAN A(Mun)]], A(Bel) S A(Bur)

GERMANY (John Lee) F(BAL)stands, F(Lon)stands, A(StP)-Mos, A(Lvn) S A(War), A(War) S A(Mun)-Sil, A(Ber) S A(Mun)-Sil, A(Pru) S A(War), A(Mun)-Sil, A(Kie)-Mun, A(Ruh) S A(Kie)-Mun

Retreats: FRENCH A(Tus) dies (NRP)

GAME-END PROPOSALS: John Lee has a standing vote against all proposals. The proposal last season was defeated - but has been repropoed:-

3-way draw A/F/G ((Votes for next time please - failure to vote counts as YES))

Winter 1912 Adjustments:

|                                                                         |                |                        |           |
|-------------------------------------------------------------------------|----------------|------------------------|-----------|
| AUS: Vie, Bud, Tri, Ser, Bul, Rum, Con, Sev, Ank, Smy, Gre, Ven, (War), | Rom, Nap + Mos | No Change              | for 15    |
| FRA: Par, Bre, Por, Spa, Bel, Lpl, Mar, Tun, Hol                        |                | Builds: F(Mar), F(Bre) | for 9     |
| GER: Mun, Kie, Ber, Den, Swe, Nor, Edi, Lon, StP, (Mos) + War           |                | No Change              | for 10    |
|                                                                         |                |                        | <u>34</u> |

'Brigida' (1981DV)

Spring 1911

FRANCO-ITALIAN ALLIANCE STRONG - CAN RUSSIANS STAND AGAINST IT.

FRANCE (William Fisk) A(Ruh)-Mun, A(Tyr) S A(Ruh)-Mun, A(Par)-Bur, A(Hol) S ITALIAN A(Mun)-Kie, F(WMS)-MAO, F(ENC) S F(NTH), F(Edi) S F(NTH), F(NTH) C A(Yor)-Den, A(Yor)-Den

ITALY (Chris Bartrum) F(ION)-EMS, F(TYS)-ION, F(Tus)-TYS, F(MAO)-NAO, F(GOL)-WMS, A(Tri)-Ser, A(Ven)-Tri, A(Pie)-Ven, A(Mun)-Kie, F(Bul sc) stands unordered

(Brigida cont.)

RUSSIA (Martin Allen) F(NWG)-Cly, F(Nor)-NWG, F(SKA) S F(StP nc)-Nor, F(StP nc)-Nor, A(Ber)-Kie,  
A(Den) S A(Ber)-Kie, A(Sil)-Ber, A(Boh)-Mun, A(Gal)-Bud, A(Vie)-Tyr,  
A(Rum)-Bul, F(Con) S A(Rum)-Bul, F(Kie)-HEL, A(War)-Sil, A(Mos)-Sev

Retreats: ITALIAN F(Bul sc) dies (NRO)

PRESS:

RUSSIA - IMPUDENT SWINES WHO DARE ATTACK ME:

Now look old beans, all this bloodshed isn't really worth it is it, eh? Let's save any further bloodshed and just surrender to me now. You'll be treated honourably, they say that Siberia is very pretty at this time of year... ((Hellfire, they say Phyllis Diller looks fairly pretty this time of year but who's gonna take the chance!))

'Epona' (1982BE)

Spring 1908

TURKEY NMR'S - AUSTRIA WALKS INTO SUPPLY CENTRES

AUSTRIA (Martin Allen) F(ION)-TYS, A(Tyr) S A(Boh), A(Boh) S A(Gal), A(Gal) S A(Ukr), A(Ukr) S  
A(Rum)-Sev, A(Rum)-Sev, F(AEG)-Smy, A(Con)-Ank, F(BLA) S A(Con)-Ank,  
A(Bul)-Con, A(Nap)-Rom

ENGLAND (Joe Gibbons) F(NAO)-NWG, A(Lon)-Den, A(StP) S RUSSIAN A(Mos), A(Ber)-Sil, A(Pru) S  
A(Ber)-Sil, F(IRI)-ENC, F(Den)-HEL, F(NTH) C A(Lon)-Den, F(Kie)stands

FRANCE (Dave Fish) [[A(Par)-Pie]] ((ILLEGAL)), F(GOL)-TYS, F(MAO)-WMS, F(Bre)-ENC,  
A(Hol)stands, A(Mun)-Boh, A(Bur)-Mun, \*A(Sil)-Gal, A(Mar) stands

unordered

RUSSIA (Richard Wernick) [[A(Mos) S TURKISH A(Sev)-Ukr]]

TURKEY (Ian Tillson) NMR! Has: F(Smy), \*A(Ank), \*A(Sev), A(War)

Retreats: FRENCH A(Sil) dies (NRP); TURKISH A(Ank) dies; TURKISH A(Sev) dies

End-game Proposal: Ian Tillson has a standing vote against anything having Austria in 1st place. Dave Fish has a standing vote against any proposal not having France in 1st, or equal 1st place. YET we have a new proposal, even though it looks to be defeated by the standing votes:-  
1st A; 2nd F/E; 4th T; 5th R. ((votes for next time please - failure to vote counts as YES))

PRESS:

NOBLEMAN - AUSTRIAN EMPEROR:

The Turks are revolting.

AUSTRIAN EMPEROR:

Tell me something I don't know.

AUSTRIA - TURKEY:

Nothing personal, I hope you realise, purely business.

'Fergus' (1982BT)

Autumn 1907

ENGLAND LOSING GROUND - FRANCE AND RUSSIA SQUARING UP

AUSTRIA (Robert Lozynskyj) A(Vie)-Tyr, A(Gal)-Vie, A(Ser)-Tri, A(Rum)-Bud

ENGLAND (Richard Bass) \*F(Lpl)stands, F(Edi)-NWG, F(Lon)stands, F(BAL)-Den, A(Kie) S  
F(BAL)-Den

FRANCE (Mick Antrobus) F(IRI) S A(Wal)-Lpl, A(Wal)-Lpl, A(Bur) S A(Ruh)-Mun, A(Ruh)-Mun,  
A(Hol) S ENGLISH A(Kie), F(NTH) S ENGLISH F(BAL)-Den, F(ENC) S F(NTH)

ITALY (Gary Piper) F(Gre) S TURKISH A(Bul), F(Alb)-ION, A(Tri)-Alb, A(Ven)-Tri, F(ADS) S  
A(Ven)-Tri

Cont'd over.....

(Fergus cont.)

RUSSIA (Julian Shepley) A(Arm)-Ank, A(Swe) S F(Den), F(Nor)-NTH, F(Den) S A(Mun)-Kie, \*A(Mun)-Kie, A(Pru)-Ber, A(Sil) S A(Pru)-Ber, A(Mos)-War

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

Retreats: ENGLISH F(Lpl)-Cly; RUSSIAN A(Mun)-Boh

GAME-END PROPOSAL: 1st F; =2nd I/A; 4th R. ((votes for next time please - failure to votes counts as YES))

Winter 1907 Adjustments:

|                                                          |                         |           |
|----------------------------------------------------------|-------------------------|-----------|
| AUS: Vie, Bud, Rum, Ser                                  | No Change               | for 4     |
| ENG: Lon, Edi, (Lpl), (Ber), Kie                         | Disbands F(Cly), F(BAL) | for 3     |
| FRA: Mar, Par, Bre, Por, Spa, Bel, Hol + Lpl, Mun        | Builds: F(Bre), A(Par)  | for 9     |
| ITA: Ven, Rom, Nap, Tun, Tri + Gre                       | Builds: A(Ven)          | for 6     |
| RUS: StP, Mos, Swe, War, Nor, Sev, Den, (Mun) + Ank, Ber | Builds: F(Sev)          | for 9     |
| TUR: Smy, (Ank), Con, (Gre), Bul                         | Disbands F(BLA)         | for 3     |
|                                                          |                         | <u>34</u> |

PRESS:

OBSERVER:

Were there four 'stabs' last turn?

LONDON - VIENNA:

Thanks for your letter, Good Luck.

AUSTRIA - RUSSIA:

I am all there is.

NEGATIVE! PRIMITIVE! LIMITED! I LET YOU LIVE!

But I gave you life

WHAT ELSE COULD YOU DO?

To do what was right

I'M PERFECT! ARE YOU?

ENGLAND - EUROPE:

See you all at MidCon.

AUSTRIA (GOVT) - ITALY:

Confusion will be my epitaph.

LUTON AIRPORT - MICK:

Your second set was definitely illegal.

'Goibniu' (1982DG)

Autumn 1906

ENGLAND AND ITALY OUT OF THE GAME

AUSTRIA (Steve Gregory) A(Ber) S A(Gal)-Sil, A(Boh) S A(Gal)-Sil, A(Gal)-Sil, A(Tyr) S A(Pie), A(Pie)stands, A(Rum)-Ukr, A(Bud)-Rum, A(Smy)-Arm, A(Rom)stands, F(ADS)-ION, F(TYS)stands

ENGLAND (Anarchy) Has: \*F(Lon), \*F(Edi)

FRANCE (Ian Tillson) F(Cly)-Edi, F(ENC)-Lon, A(Mar)stands, A(Naf)stands, A(Bur) S GERMAN A(Mun), F(Por) S GERMAN F(MAO)-Spa sc

GERMANY (William Fisk) F(Nor)-SKA, F(Hol)-Kie, A(Sev)-Ukr, A(War)-Gal, F(NWG) S FRENCH F(Cly)-Edi, F(NTH) S FRENCH F(ENC)-Lon, A(Ruh) S A(Mun), F(MAO)-Spa sc, A(Mun)stands

ITALY (Chris Sandow) [[A(Pie)-Ven]] ((NO SUCH UNIT)), F(GOL)-TYS, F(Tun)stands, A(Tus) stands unordered

Retreats: ENGLISH F(Lon) dies; ENGLISH F(Edi) dies

Winter 1906 Adjustments:

AUS: Vie, Bud, Ser, Rum, Bul, Ank, Gre, Tri, Con, Ven, Nap, Smy

|                                                          |           |                                  |        |
|----------------------------------------------------------|-----------|----------------------------------|--------|
| ENG: (Lon),(Edi)                                         | + Ber,Rom | Builds: F(Tri),A(Vie) (1 SHORT)  | for 14 |
| FRA: Bre,Par,Por,Bel,Lpl,Tun + Edi,Lon,Mar               |           | No Change                        | for 0  |
| GER: Mun,Kie,(Ber),Hol,Swe,StP,Den,Mos,Nor,War,Sev + Spa |           | Builds: A(Par),A(Bre) (1 SHORT)  | for 9  |
| ITA: (Rom),(Spa),(Mar)                                   |           | Builds: A(Kie) (1 SHORT)         | for 11 |
|                                                          |           | GM disbands F(GOL),F(Tun),A(Tus) | for 0  |
|                                                          |           |                                  | 34     |

'Herne' (1982D0)

Autumn 1906

## AUSTRIA ESCAPES NMR WITHOUT A SCRATCH

|                        |                                                                                                                                          |
|------------------------|------------------------------------------------------------------------------------------------------------------------------------------|
| AUSTRIA (Tim Ball)     | NMR! Has: A(Mos), A(StP), A(Sev), A(Rum), A(Bul), A(Gre), F(AIb), F(Tri), A(Tyr), A(Ser), A(Vie)                                         |
| ENGLAND (Mark Lipton)  | <u>A(Nor)-Swe</u> , <u>F(HEL) S F(Kie)</u> , <u>*F(Kie)stands</u> , <u>F(NTH) S F(Swe)-Den</u> , <u>F(Swe)-Den</u> , <u>A(Lpl)stands</u> |
| GERMANY (Dave Tottey)  | F(Den)-Kie, F(Ber) S F(Den)-Kie, A(Mun) S F(Den)-Kie, <u>A(Fin)-Swe</u> , F(BAR)-NWG, A(Bur)-Bel                                         |
| ITALY (Martyn Ives)    | F(Bre)stands, F(Bel)-Hol, A(Mar)-Bur, A(Ven)stands, A(Pie) S A(Ven), F(ADS) S F(ION), F(ION) S F(ADS), F(Apu) S F(ADS)                   |
| TURKEY (Richard Lewis) | A(Ank)-Arm, A(Con)stands, F(AEG) S ITALIAN F(ION)                                                                                        |

Retreats: ENGLISH F(Kie) dies (NRO)

COA: Dave Tottey, Room C45, Kingswood Hall, Cooper's Hill Lane, Englefield Green, Egham, Surrey, TW20 OLG.

ENDGAME PROPOSAL: Proposal last season was defeated. A new proposal has been put forward:-  
1st I; 2nd A; 3rd E; 4th G; 5th I. ((votes for next time please - failure to vote counts as 'YES'))

## Winter 1906 Adjustments:

|                                                  |                |        |
|--------------------------------------------------|----------------|--------|
| AUS: Vie,Bud,Tri,Ser,Rum,Gre,Mos,War,Sev,Bul,StP | No Change      | for 11 |
| ENG: Lon,Edi,Nor,(Bel),(Kie),(Hol) + Den,Lpl     | No Change      | for 5  |
| GER: Mun,Ber,(Bre),Par,Swe,(Den) + Kie,Bel       | No Change      | for 6  |
| ITA: Ven,Rom,Nap,Tun,Spa,Mar,(Lpl),Por + Bre,Hol | Builds: A(Rom) | for 9  |
| TUR: Smy,Ank,Con                                 | No Change      | for 3  |
|                                                  |                | 34     |

## PRESS:

## VOTE OF THANKS TO TURKEY:

We the free speaking people of Europe give their humble thanks for the resistance against that usurper Tim Ball. Keep going Richard we couldn't do it without you.

## GERMANY - ENGLAND:

Words fail me. ((Ah what you need is something to keep the doctor away - forget apples, try: guns, parcel bombs, fake letters to his colleagues containing slanderous lies about him, etc.))

## ENGLAND - GERMANY:

Sorry!; it's an evil world when you can not trust your own Doctor. Don't vote S.D.P.

## GERMANY - AUSTRIA:

Don't sulk now Tim.

## LUTON AIRPORT - AUSTRIA:

Sorry, your orders were posted on the Friday and arrived on the Monday - far too late I'm afraid.

## 'IUCHAR' GAMESTEMENT: Cont. from last issue.

## AUSTRIA (R.J. Lampard):

"After Russia and Italy dropped out, I was left with Turkey as a single opponent (and a strong one who only had me left to attack!) and Germany as a single ally, whom it would have been demented for me to attempt to stab. Italy's withdrawal was particularly disappointing for me as I had corresponded fairly successfully with him, but, once he had gone, I was in no position even to get Venice easily. Since I was the weakest of the four main countries left I proposed a draw, as I could