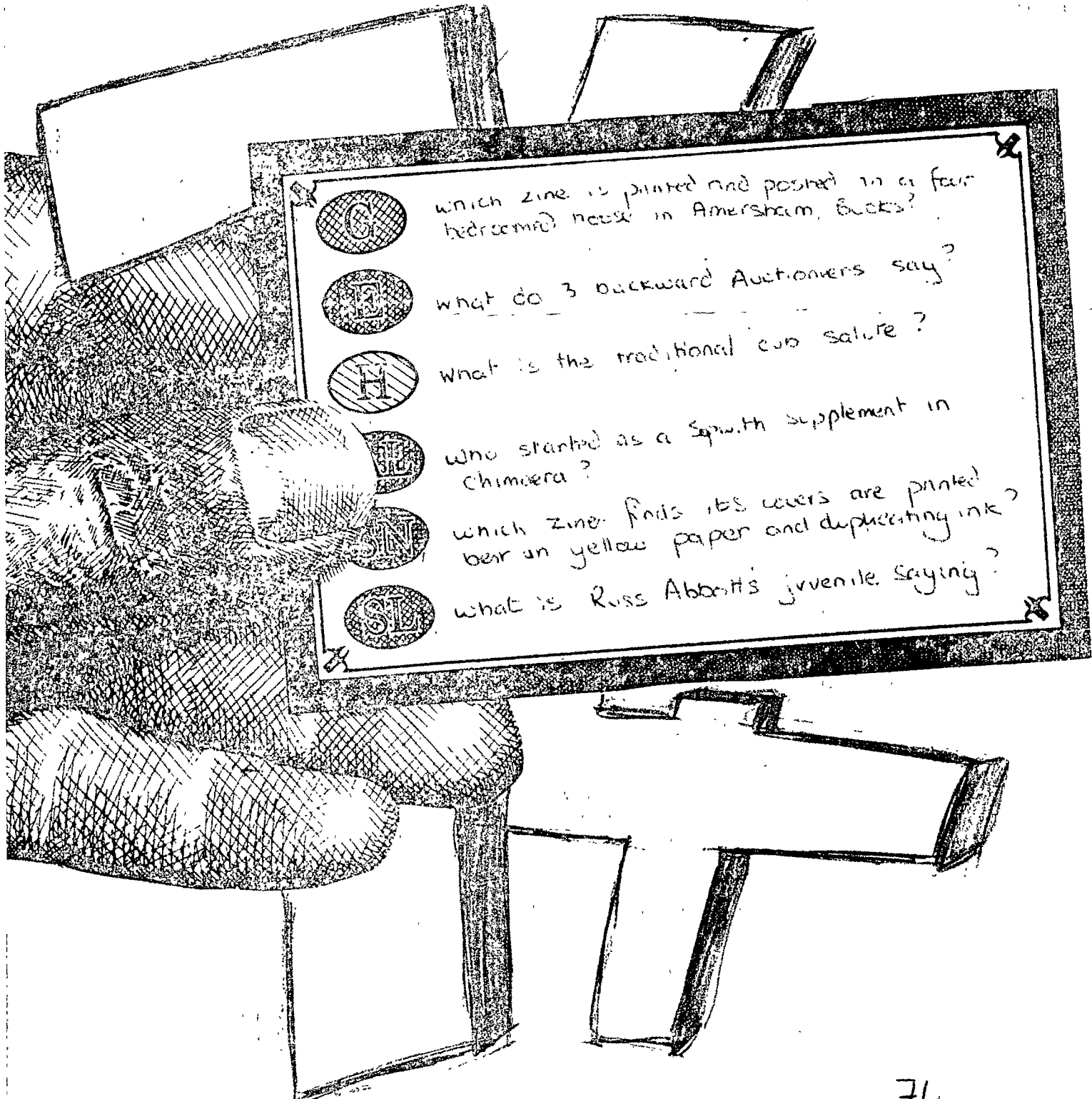


DIB DIB DIB



G

which zine is printed and posted in a four bedroomed house in Amersham, Bucks?

E

what do 3 backward Auctioneers say?

H

What is the traditional cub salute?

JL

who started as a growth supplement in chimera?

IN

which zine finds its covers are printed on yellow paper and duplicating ink?

SL

what is Russ Abbott's juvenile saying?

Welcome to the 74th issue of Dib Dib Dib - a zine dedicated to games, games players, and to the civilised game of Diplomacy. The cost is a fixed rate of 45p per issue in the UK and 28p + postage overseas. Send money, to Tom Tweedy, 29 Stanley Hill Avenue, Amersham, Bucks., HP7 9BD. Tel. 02403 4513.

 * EMAIL: I can also be reached via bulletin board on (net 503, node 60) *
 * 'PDSig HQ TBBS' on Tel. 01 864 2633 (1200/1200, 1200/75 or 300/300 baud - *
 * No parity, 8 data bits, 1 stop bit), where all orders and articles can be *
 * sent to me in the Diplomacy section reached via the <M>essage Rooms, *
 * <O>ther message areas. Also, on the much more friendly (read wacky) multi- *
 * user 'GODS' board Tel. 01-994 9119 - reached via the bulletin board *
 * 'Diplomacy section' (1200/75 or 300/300). *

QUOTE OF THE MONTH comes from Alex Richardson in the very well produced Obsidian issue 13: "There are women in the hobby, it's just that they seem to prefer the 'animal magnetism' of the 'older man' like Tom Tweedy and Richard Walkerdine."

((Very true, Alex, very true.....))

EDITORIAL

It's always difficult to start off an editorial or article - at least the first couple of paragraphs anyway - especially as I'm not the valuable type who like to stick everything down on paper. However, to heck with it, down it goes, as it comes out. Yes, I had a very nice Christmas, thank you. Thank you for the HUNDREDS of cards and Christmas greetings you sent, well, about 195 actually. In the end we were having difficulty finding places to hang them all. All four walls in the living room were festooned with them. Which looked quite nice really. Our festivities actually started off one week before Christmas Day with our annual Christmas party. Jan thought to invite 27 people over for a Trivial Pursuit party (boys against the girls), thinking some of them might not turn up. When 27 people turned up we had a somewhat difficult time with the seating arrangements. If it wasn't for the mountain of food set out on a groaning dining room table and serving trolley it might have been worse. At least we could move them around in shifts; one set on the game, one on the food, and some on the drinks! An excellent time was had by all though with the men winning at Trivial Pursuit once again while the women fell back on to the same old cry that we were cheating. It all broke up about 1 o'clock with people going home with carrier bags instead of doggie bags. Jan always does overdo the food.

Bernard Emblem says: "Let us know what you all got for Christmas." Hah! and I tell you, hah again. The main things I got were screw drivers, tool box and a Black & Decker jigsaw thingy. I never USE them! It's Jan who has taken up the DIY stuff at a weekly night class, not me! (Have you noticed that more and more women seem to be attracted to this heathen pursuit lately? Is it the fault of us laid-back men who prefer to see things stay as they are, or is there some other more sinister reason?)

The truth of it is that Jan, having got her quota of smelly stuff and things, still wanted the work tools anyway - so she puts them down on my list and I get them. Where was my necessary stuff? Where was my computer games? Where was my hardback copies of Homer's Iliad and Odessey? Or where, even, was my pair of multi-coloured Argyle socks that has been a tradition up till now? Nowhere, that's where! If it hadn't been for the food and cigars, the odd box of chocs and bottle of sparkling wine, I'd have been truly let down over the Christmas period - bereft of my usualy spoilt and enjoyable time the man of the house is normally accustomed to. It's nothing to laugh about!

Ah, but it has been good to ignore the computer and zine stuff. In actual fact I frittered away most of my time catching up on all the books I've meant

to catch up on. Tim Lomas very kindly lent me his copies of Asimov's 'Foundation Trilogy + one' (Foundation and Earth being the fourth), which I reread with some surprise, because although I've always said how excellent the series was to other people, it wasn't ANYTHING like I had remembered it! Plus I good through his 'Stars Like Dust', 'The Naked Sun' and the superb 'I Robot'. This still left me time to read a collection of short SF stories which was kindly sent to me (with message on flyleaf) from Kris & Michele Morris, as a Birthday present! Michele's birthday has actually passed this January, and Kris' is on the 30th, but I haven't sent them anything back because, wheras I am tight, they still love me! Cheapskate though I may be, I'm not heartless - no expense spared - HAPPY BIRTHDAY YOU TWO!

~~~~~

DIB DIB DIB - TOP THIRTY

|                     | <u>Pld</u> | <u>DO</u> | <u>PS</u> | <u>Total</u> |                      | <u>Pld</u> | <u>DO</u> | <u>PS</u> | <u>Total</u> |
|---------------------|------------|-----------|-----------|--------------|----------------------|------------|-----------|-----------|--------------|
| 1. Mike Close       | 2          | -         | 5600      | 5600         | 16. Alan Sharples    | 2          | -         | 1575      | 1575         |
| 2. Steve Gregory    | 2          | -         | 3875      | 3875         | 17. Jon Moss         | 2          | -         | 1375      | 1375         |
| 3. Martin Allen     | 4          | 1         | 4000      | 3600         | 18. Robert Lozynskj  | 2          | -         | 1320      | 1320         |
| 4. Victor Hall      | 2          | -         | 3300      | 3300         | =19. Nicholas Whyte  | 1          | -         | 1300      | 1300         |
| =5. Rowland Goodman | 1          | -         | 2800      | 2800         | Alan Frost           | 1          | -         | 1300      | 1300         |
| John Piggott        | 1          | -         | 2800      | 2800         | Richard Downes       | 1          | -         | 1300      | 1300         |
| Martyn Ives         | 1          | -         | 2800      | 2800         | Bill Haygarth        | 1          | -         | 1300      | 1300         |
| Chris Bartrum       | 1          | -         | 2800      | 2800         | Rob Chapman          | 1          | -         | 1300      | 1300         |
| Luke Clutterbuck    | 1          | -         | 2800      | 2800         | Colin Bruce          | 1          | -         | 1300      | 1300         |
| Paul Finch          | 1          | -         | 2800      | 2800         | John Lee             | 1          | -         | 1300      | 1300         |
| 11. Frank Dunn      | 2          | 1         | 3100      | 2790         | Martin Clifford-King | 1          | -         | 1300      | 1300         |
| =12. Steve Rennie   | 2          | -         | 2120      | 2120         | 27. Dave Bird        | 2          | 1         | 1375      | 1237         |
| Ian Winstanley      | 2          | -         | 2120      | 2120         | 28. Gary Piper       | 3          | 1         | 1320      | 1188         |
| 14. Alan Powis      | 2          | -         | 1900      | 1900         | =29. Pete Northcott  | 1          | -         | 1075      | 1075         |
| 15. Richard Lampard | 5          | 2         | 2370      | 1896         | Sandy Peters         | 1          | -         | 1075      | 1075         |

These are the latest figures sent in by James Cowie of Dib's Top Thirty Diplomacy players (thanks James - please accept this issue free). From left to right the headings are: Pld = games played; DO = Dropped out; PS = points scored; and Total... speaks for itself. I'm glad to see James has penalised the drop outs this time - I think it makes for a much fairer score. Don't see too much into the results though, some players (like Mike Close and Martin Allen) get to the top by sheer luck, while others, not so high, may well have the skill.

~~~~~

JUST A COUPLE OF ZINE REVIEWS

IN BETWEEN DAYS 23 is a huge 44 page A5 booklet edited by Richard Downes, Steve Gregory, Paul Johns, James Steele and Sam Emmett. IBD consists of a collection of sub-zines collecting together all Richard's old zines it seems to me called 'Back to the Dark Ages', 'Shadowplay', '90 Minutes' etc, and has about 8 pages of Cricket Boss, about five pages of United and a scattering of other games. It's beautifully photocopied but has a rather confusing layout that one comes to expect with multi-editor zines. I don't know how reliable it is - Richard was once reknowned for his ultra-fast two week turnarounds a couple of years ago, but for some reason it all came to a head and he dropped out of things for a year or so, games and all. IBD has openings for: United; Diplomacy; Space Invaders; Off Board Diplomacy; Random Power Diplomacy; Objective Diplomacy; Broadside; Spellcaster Arena and Railway Rivals. All gamefees are £1 as far as I can see. Cost per issue is 50p. If interested write to Richard Downes, 2 Brisbane Avenue, Sittingbourne, Kent, ME10 1XZ.

And..... cont'd over...

THE YORKSHIRE GALLANT 24 is another photocopied A5 booklet edited by Mark Nelson with sub-zine editor James Nelson. This reports to be a well run zine coming out regularly every 4 weeks. If this is true you can't say fairer than that. It's 48 pages are filled with 7 Diplomacy articles on Russia (reprinted from popular zines), the games, and a rather confusing, I think, letter 'column' which seems dotted over wherever there was a space. I can't help feeling these complex A5 zines are in the Morrigan mould, and are perhaps the way new zines are going. I hope not, because, for a simple man like myself I find flitting between pages for the bits I like rather difficult. I much prefer the games in one section, letters in another and so on. Still, apart from the poor printing of the sub-zine, a well turned out zine. TYG has openings for: Diplomacy; En Garde; Railway Rivals; WOTR; MVain Rats and Cline 9-Man. Gamefees I think are £1.50 and the zine costs 60p per issue. If interested write to Mark Nelson, 11 Lancaster Grove, Kirkstall, Leeds, West Riding, LS5 3DY

ENDGAME STATEMENTS ENDGAME STATEMENTS ENDGAME STATEMENTS ENDGAME STATEMENTS EN

'COBOLT' (EMAIL) GAMESTATEMENT

GAME: 1987BX ZINE/BULLETIN BOARD: DIB/West London TBBS GM: Tom Tweedy

Game Commenced: Issue 68 (May 87) Game Ended: Issue 74 (Jan 1988)

	00	01	02	03	04	05	06	
AUSTRIA (Nick Simpkins)	3	4	3	2	2	1	0	Drop-out A04
ENGLAND (Tim Lomas)	3	4	5	6	7	8	8	2-WAY DRAW
FRANCE (Michele Morris)	3	6	5	6	7	9	9	2-WAY DRAW
GERMANY (Stuart Tweedy)	3	5	5	3	0	-	-	Out A04
ITALY (John Cavanagh)	3	4	5	6	6	3	2	Drop-out S05
RUSSIA (Simon Jones)	4	6	6	6	7	7	8	
TURKEY (Stephen James)	3	5	5*	5**	5	6	7	

(* denotes number of units short)

A 2-WAY DRAW WAS PROPOSED AND ACCEPTED PRE-AUTUMN 1907

'ELECTRA' (EMAIL) GAMESTATEMENT

GAME: 1987BE ZINE/BULLETIN BOARD: DIB/West London TBBS GM: Tom Tweedy

Game Commenced: Issue 66 (Mar '87) Game Ended: Issue 74 (Jan 1988)

	00	01	02	03	04	05	06	07	08	
AUSTRIA (Rod Chamberlin)	3	5	8*	6**	2	1	0	-	-	Out A06
ENGLAND (Kris Morris)	3	4	5	6	6	7	7	7	9	2-WAY DRAW
FRANCE (Stuart Tweedy)	3	5	5	7	8	9	9	9	8*	Drop-out S09
GERMANY (Simon Jones)	3	5	8	8	9*	6	5	7	8	2-WAY DRAW
ITALY (Monty Trent)	3	3	1	0	-	-	-	-	-	Drop-out A02
RUSSIA (Carl Kuttelwascher)	4	4	1	0	-	-	-	-	-	Drop-out A02
TURKEY (John Cavanagh)	3	5	6*	7	9	11	13	11	9	Drop-out A07

(* denotes number of units short)

A 2-WAY DRAW WAS PROPOSED AND ACCEPTED PRE-AUTUMN 1909

PLEASE NOTICE.....

The EN GARDE is held over until next issue because Jake doesn't have all the orders. Actually, Stuart was one of the culprits - but his excuse was that he was doing his mock GCSE's. The deadline and Jake's address is on the back page. Try and get your orders in. Or, if you've lost interest, please let Jake know.

GAME REVIEW - BARRICADE
by Michele Morris

This was the Christmas Mathew decided that he wanted board games instead of toys. "Yipee!", we thought, "what shall we buy ourselves?" As luck would have it a W.H.Smith brochure arrived the very next morning and was instantly collared by Matthew. He drew up a list of half-a-dozen of the games he wanted. Luckily for Kris and myself we couldn't find any of them in the shops. (We did try very hard to find them... honestly!!!) Instead we bought a couple of games we liked the look of. Find of 1987 must be Barricade.

Barricade is one of those deceptively simple games which takes only a few minutes to learn but can become a compulsion. Although it is die based, (so Danny Collman can stop reading now), it has elements of strategy too. The box contains the gameboard, eleven barricades, twenty playing pieces in four different colours and a die. The board is made of stout card, folded in the middle. The barricades and playing pieces are coloured wood.

The board is a symetric maze, with locations marked as a circle on a pale background. Eleven of the circles are dark brown and mark the starting positions for the barricades. The barricades are squat brown mushrooms of a rather phallic nature! At the top of the board is the goal. At the bottom of the board are four home bases. Each player has five playing pieces which begin in their home base.

The object of the game is to get one of your pieces to the goal before anyone else. Players take turns to roll the die and move a piece through the maze. Moves can be made in any direction, including backwards. Players use their own judgement in deciding whether to move a piece forward or to start another piece. There are many paths through the maze and players can choose a route freely. Pieces can jump over each other. If a piece lands on an occupied location, the piece already there is sent back to its home base.

If a player encounters a barricade he cannot jump over it, but a throw which lands a piece on top of a barricade allows that player to remove the barrier and to replace it on any free space on the board he chooses! The barricade can be used to block an opponent or to protect your own pieces. Good tactics include bringing as many pieces into play as possible, placing barricades one space in front or behind of opponents, and allying with other players against the leader. If a player is blocked in, and cannot throw a score enabling him to free a piece, he forfeits his move.

I can see this game going down well at Cons. Just the sort of game to work over old grudges between Diplomacy opponents! The tactical element lifts the game above a simple children's game, and yet it is simple enough for family play. You'll be glad to hear that Matthew loves it. (He plays a mean game too!) The game is produced by 'Ravensburger', but distributed by Fisher Price, and if memory serves me well it costs just £7. Give it a try.

((Thanks Michele - a good review which earns you yet ANOTHER free issue of Dib (I'm just TOO good to you). Actually the game sounds basically like a rather good two-player game I used to have called 'Cul-de-Sac', so I might just go out and buy it myself.))

JOTTO Turn 6

ROSIE ROBERTS : 6TH 132242	KATH COLLMAN : 6TH 222233 ((Oh dear))
STEVE THOMAS : 6TH 411101	PETER HAUKE : 6TH 253423
NICKY JOHNS : 6TH NMR!	STEVE KIRK : 5TH 221012
CHARLES SMEDLEY: 6TH 222003	6TH 110011

KATH writes: "If I get all 1, 2, 3's again I shall SCREAM!" ((Heh heh))