

DIB DIB DIB

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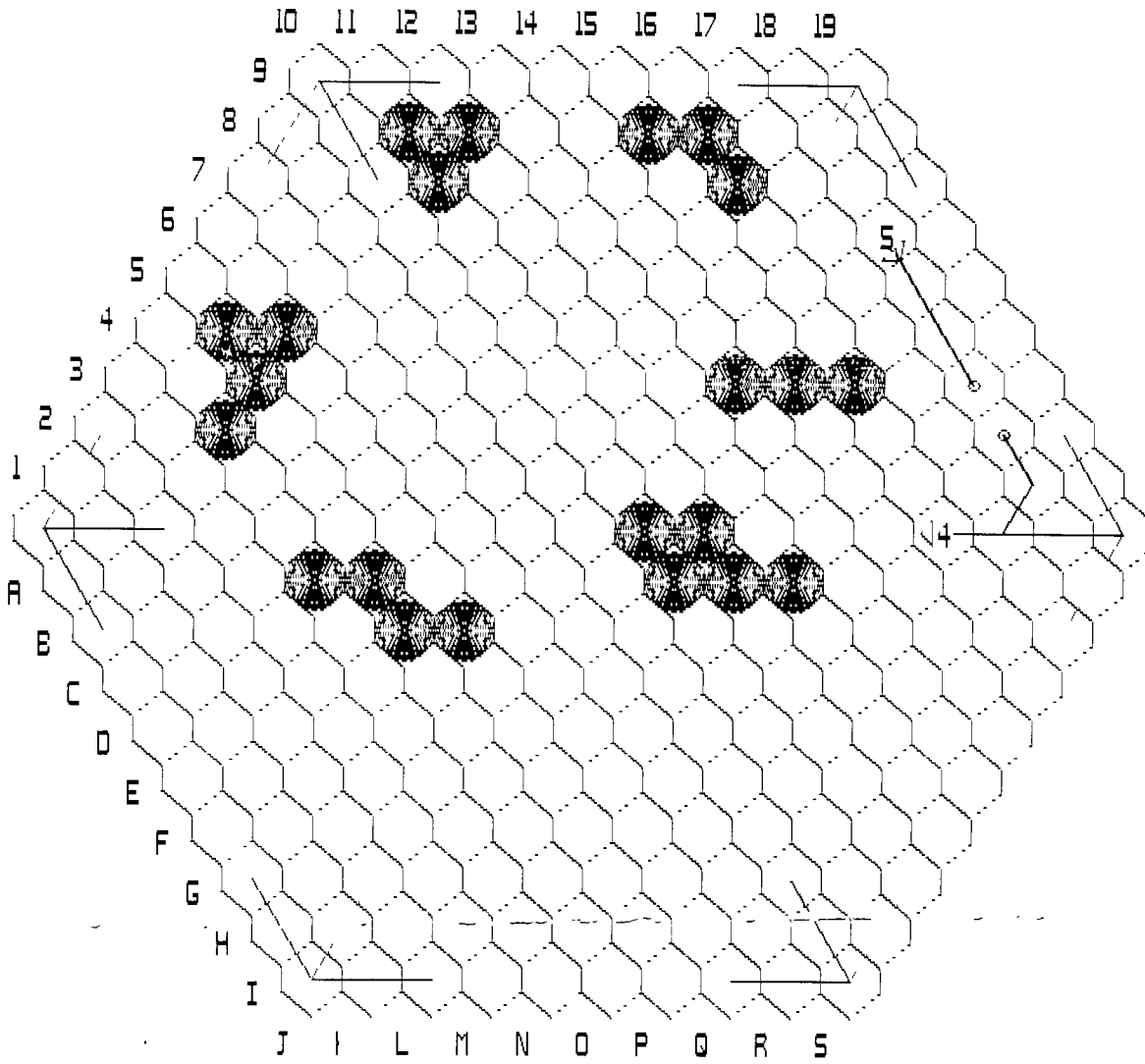
EDITORIAL: Oh, booger! It looks like Janet's photocopier has just packed in and I might have to run **all** these zine pages off on my printer! Good grief, what if my printer can't take the output? Would you credit it, eh? I have two working litho presses in the garage and a third one in parts + a giant photocopier and two PC printers and I'm having trouble getting this copy to you. Bring back my mimeo duplicator, that's wot I say!!

Anyway, this issue was supposed to have a **huge** lettercol, but Jan lost Allan Stagg's letter (sorry Allan, can I have it again?). I'm not kidding, she moved it just six feet to put it beside the computer and she lost it The day after she chucked Jed Stone's letter in the coal bucket and kept the envelope – if I hadn't seen her do it I'd've lost that as well. I wonder if I'm working her too hard? Well she is painting the place up because we're thinking of moving.

Hah, talking of moving – did anyone see the latest *Spoff* this issue? That stirring so-and-so, Steve Agar only went and advertised *Dib's* waiting lists, didn't he! (That's a bit below the belt, Steve.) Anyway, to help make things clearer here I'm taking on board the latest addition to *Dib's* houserules, kindly contributed by Jed, and comes under the heading... **The Waiting List Game.** By Jed Stone (please pay attention)

- This is a GM v Players / Subscribers game, for very small (one or two page publications).
- To start the (GM. sets up an initial Waiting List and the Players put themselves on it. It is now up to the (GM to avoid starting any game on the Waiting List and for the Players to get one started.
- Each turn either side may add to the Waiting List. Any game may be put on the list even if there are obviously too few subscribers to fill it.
- No player may enter a Waiting List more than once unless they fulfil the conditions given below. False names are not allowed
- Players living at two or more addresses have an advantage and may put themselves on a list twice provided that they also put in multi-subscriptions. One from each address. (The GM. may request proof from Landlords / Building Societies as proof of the multi domicile situation. Multiple Marriage Licences or Court Records showing conviction for Bigamy are also acceptable provided that they are current.)
- Each turn Players may provide a name of a game for the Waiting list that is fillable by the number of Subscribers. They may not enter this list until the following turn.
- The GM. must put requested games on The Waiting list. If they fail to do so within two issues the Player / Subscriber may claim the game.
- Players may also submit letters for the inclusion by the GM in an attempt to increase the size of the publication by a page. Extra pages of diagrams do not count.
- To counter this the GM may abbreviate incoming material though its sense and content must not be damaged by so doing. Failure on the GM's part will result in a loss of the game if the case is proved in the High Court
- Should a Waiting List fill the GM has three issues in which to find excuses for not starting the game. No excuse may be used twice in any Waiting List Game.
- Variations on the same excuse are allowable only at the discretion of a majority of the Player / Subscribers
- Should the GM provide three valid excuses the list is emptied and re-opened. Players / Subscribers must re apply for places.
- Should the GM fail to find three valid excuses the game has to start and the GM loses.
- If at the time that the GM's Pension Plan matures no game has started and the publication has remained at two pages the GM wins.
- The GM will also be counted as the winner should the Player / Subscribers all die of boredom or wander off to count blades of grass on some remote Scottish hillside for something better to do.
- The game will be counted as being a draw should the GM's spouse murder them or have them committed to the nearest 'Loony Bin'. (Divorce is to be considered an advantage to both sides as it will allow the game to continue without the threat of outside interference.)

GAME - TORNADO
TURN 15



CLOUD MOVEMENT - WEST