



ALTERNATE REALITY NUMBER 9



ALTERNATIVES

This issue is liable to be a little short since Mike and Rich are both out of town and I received no outside contributions to fill out the zine. I'm not sure how much material I have on hand and Ron Roser is writing a last minute article for me to help out.

Of course, I have some Citex flyers and the Calhamer ballots to put in so that takes care of some of the pages.

By the way, ALTERNATE REALITY has been nominated for the Calhamer Award for Best New Zine. After we saw who else was on the ballot we had to go out and buy new hats, our old ones seemed too small.

I would like to urge all of our readers to fill out the ballot and send it in. Especially, if you decide to vote for us.

A further comment on that Best New Zine Nomination List, I have never seen a copy of DOMINATION, but each of the other four is in most respects a unique zine. DIPLOMACY WORLD is a service and newszine, the only offset produced one I know of. EL CONQUISTADOR has a broader range of game-related material than any other dipzine and a unique format. FIGHTERS' HOME is an offset letter zine with cartoons and photographs and the games are almost incidental. ALTERNATE REALITY is a combination dip-zine and SF fanzine with regularly appearing fan-fiction and art. AR is also the only one of the four produced mostly by mimeo and having a circulation under one hundred. It is also the only one I know of that is sold retail.

That last sentence is a lead in to a plug for the PACIFIC COMICS STORE at 5011 Cass Street in San Diego. Steve and Bill Schanes, the proprietors, asked us for copies of our zine to sell in their store and we happily obliged.

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Contributors receive a five issue subscription, please include a stamped self-addressed envelope if you wish your material returned. We are interested in game reviews, SF or fantasy book reviews, fiction, fantasy art, and articles of interest to Diplomacy, wargaming and SF fans. Letter writers receive three free issues if the letter is printed. We reserve the right to edit any material submitted.

DIPLOMACY was invented by Allan B. Calhamer and is Copyright by Games Research Inc.

ORIGINS OF WORLD WAR II was invented by Jim Dunnigan and is Copyright by Avalon Hill.

About the cover, two weeks ago a guy named Evan Wilson came into the bookstore here looking for Conan paperbacks. I didn't have any but we got to talking about Conan and Sword&Sorcery in general. At the time, my brother, Don, had been working on some drawings of barbarian swordsmen which may someday get printed if he ever inks them. I pulled out the drawings and was telling Evan about them, he mentioned that he was an artist and liked to do similar things. Showing him the magazine, (AR) I asked if I could see some of his art and maybe get a cover from him. Two days later he was back with a portfolio including the marvelous piece you see on our cover. Talented fellow, hope he sticks around.

TANK! Armored Warfare from the
40's to the 60's
A Review by Ron Roser

TANK is SPI's latest game on tactical war. It is included in S&T #44. TANK has 3 basic scenario plans, Meeting Engagement, Anti-Tank and Rearguard. There are 16 scenarios that fall under one or the other of these categories. There are two sets of pieces which are rather similar to SNIPER pieces. One set is ALPHA force and the other is BRAVO. Each piece represents either one tank, one anti-tank gun or an infantry squad. Each hex is 50 meters across in scale. Each turn represents from 20 seconds to 2 minutes, depending on the scenario. (SPI doesn't say which scenarios are which, though.) Alpha consists of tanks in every scenario, Bravo may be either tanks or anti-tank guns and infantry. The counters have generalized outlines with no factors printed on them, you have to look on a chart for individual characteristics for each type of unit. The rules are similar to KAMPFPANZER and SNIPER! and are clear enough and fairly well illustrated.

In the rearguard actions, Bravo must prevent most of Alpha's force from getting off the map. These are Tank to Tank scenario's with Bravo outnumbered but having the advantage of initial concealment. Preservation levels and Panic levels are very important in these situations. Panic levels reflect the training of your troops and command control. Preservation levels define how many losses you can take before abandoning the mission. In rearguard actions, Alpha's levels are high and Bravo's low, for instance in the last scenario, 4 Centurions are pitted against 20 T55's, each turn about half of the T55's panic and do not follow their orders but the Centurions panic level works out percentage wise to about 4%. On the other hand, the T55's can lose all but two of their tanks and continue the mission but if the Centurions lose even one tank they must withdraw from action.

The anti-tank scenarios use Bravo's infantry and anti-tank guns against Alpha's tanks. In TANK the infantry is not as helpless as in KAMPFPANZER. They can destroy tanks up to three spaces away. No, it's much better than nothing at all. The objective is for Alpha to destroy all of Bravo's AT guns. Bravo wins by preventing Alpha from winning. These are some of the best scenarios pitting German guns against Russian tanks or Russian guns against American tanks.

Meeting Engagements involve two columns of tanks that come on the board opposite each other in columns. These are the best balanced scenarios and are set mostly in WWII.

Map	8	The main fault in
Rules	7	this game is the
Complexity	4	lack of the expansion
Counters	7	kit which I
Balance	8	have not yet received.
Realism	8	This kit
Length	@30min	was left out of the
Overall	8	subscription game
		because of postage
		rates but it is

available to subscribers for a stamped self-addressed envelope.

The game is first class even if incomplete because of the lack of the extra counters, rules and scenarios in the expansion kit. One apparent fault is the lack of a rule of movement for infantry. If you order the game the expansion kit will be included and it should be well worth the price. There'll probably be another review here when I get the kit

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Anyone who owns Alien Space, Empire I, Triplanetary or other Space War Game, please send comments, we want to know if they are worth buying.

Also, anyone who would like to write a game review, by all means, do so and send it in, we will probably print it and you will get a five issue subscription.

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As I type this (Me, RM) everyone else is in the basement engaged in a hot game of Richtofen. O, the sacrifices an editor makes.

THE ADVENTURE IN THE MU

by Richard Knights

EDITOR'S NOTE: This story is a "prequel" to "The Stone" which appeared in AR3, if you enjoy it write and tell us and we'll try to have more of the series.

Daemion awoke under a large oak overlooking a green and fertile valley. He reflected to himself how quickly such beauty bores one if there is no one to share it with. It had only been three weeks since he had left Library in search of a dragon and already he was very lonesome for the sound of a human voice, the warmth of a human body or the wonderfully gentle touch of a woman. Being made uncomfortable by his thoughts he arose and made ready to continue his quest.

In the beginning, the idea of a dragon hunt had been an obsession with him. He'd carefully read as many books on the subject as he could find in Library, and then, aglow with the spirit they'd filled him with he spent three months digging himself out of those darkened corridors. And now, after three weeks in this accursed sun which parched his skin and blinded his eyes, he had discovered no trace whatsoever of a dragon. He was even beginning to doubt the existence of such a creature.

He snared a rabbit and cooked over a fire. He had learned how from a book in the Library but had found the practice more difficult than the theory. But rabbits were good, though small, especially if one burned part of the meat to an inedible cinder, and worth the trouble. He felt pleased with himself when he had finished breakfast and began the walk down into the valley with a little more hope.

He wandered aimlessly for awhile, having no real idea of how to track a dragon or even recognize its spoor. The books had been curiously deficient on that account. At any rate, by the time he came upon the building, he was downhearted again, and ready to accept the crumbling edifice in lieu of a dragon.

It was really a castle, he decided, probably a sorcerer's castle. The thing was so large that Damien felt dwarfed by it. And it was so old that it was crumbling from the weight of its own antiquity.

Just above the door, some carved stone letters still showed, a sign, or what remained of one. It had been a fairly lengthy word or two words, but only two of the magnificent marble letters were still legible, spelling out its cryptic identity.

MU.

Damien fingered the limestone handle of his sword nervously. He really shouldn't delay, he should try to find a dragon, slay it, and return to his home in Library. Still, it was an interesting looking old building, if a little frightening, and he had had nothing of real interest occur in several days. He drew a deep breath and entered the dark halls.

There were paintings on the walls, barely visible through layers of dust. They reminded him of the paintings that lined the halls of Library. Such artistic minds the ancients had had, so creative. Too bad they had all burned in Hellfire.

Daemion walked the long-dead corridors for hours, allowing his eyes to rest in their darkness from the punishment they'd received from the sun. He studied the artifacts of civilizations that had been long forgotten, ancient when this building had been built. He marvelled at the simplistic majesty of the stone reliefs that he had seen pictured so many times in the books of Library. He would have liked to touch them but they were mounted in glass cages.

It was while he was peering into one of the crystalline containers that he became aware of another in the ancient halls of the MU.

A door somewhere close-by opened, and someone entered the room in which Damion stood.

Quickly Damion drew his sword and strained his senses to locate the other. Its footsteps approached him. (It had two feet he noted.) He felt its body heat and smelt its smell. (It did not smell frightening or frightened, in fact it smelt very nice.) He heard the other's sword slip from its scabbard, also. He pressed against the wall to wait until it came nearer. He heard a tiny click and suddenly light filled the room, blinding him with its brilliance.

Whatever had come into the room and caused the light, rushed across the room to attack him. It was only by luck that Damion was able to counter the first blow. Backing away, he slashed at his attacker but touched nothing. His eyes pained him, but he tried to feel for his attacker's body heat. The heat bombarding him from the light source however, made this impossible.

He could not tell where his adversary stood and he swung now this way, now that, spun around and slashed behind him. His blade whistled through the air but he hit nothing, until his blade sliced through a piece of glass or pottery. The shards exploded through the room and Damion's opponent took advantage of the noise to approach close enough to strike. Damion heard the footstep however and dodged the thrust.

Now he had a plan, though, still swinging his sword blindly, he felt the air for the point at which the heat was greatest. Finally, he felt himself to be directly under the heat-source, and ceasing his desperate defensive sword swinging, he leapt straight up and struck with his sword at the source of heat and light. Something crashed.

The room was black again. Daemion regained his sight first and what he saw startled him. In one corner of the room, stood a girl, a sword clenched tightly in her hands, ready to attack anything that moved. She was as blind in this darkness as Daemion had been in the light.

Daemion sheathed his sword and called softly, "Girl."

She snapped around to face the sound, gritting her teeth.

"I mean you no harm," Daemion continued.

She growled at him like a large cat.

"A truce, girl. Why are we fighting?"

She rushed at him, swinging her sword as Daemion had swung his when blinded. Daemion dodged the blade and stretched out a foot, tripping her.

He snatched the sword from her as she fell, "You'll learn what 'truce' means if I have to beat the word into you!" he shouted in rage.

The girl began to tremble and whimper, but, as Daemion watched warily, she calmed herself and began making quick precise patterns with her hands.

"You can't speak, is that it? You're mute?"

She made more hand signs, but Daemion understood none of them. Still, he was no longer angry.

"Here," he offered, pulling her to her feet and handing her the sword. Instantly, she assumed an attack stance. But realizing that she was not threatened, for Daemion had made no move against her, she lowered the blade and slid it into its sheath.

"Better," said, Daemion, softly. "Now, come. You must have a village near here and I want to see it."

He put his arm around her and she looked at him, curiously. They left the MU together and Daemion had to raise a hand to his eyes to shade them from the soft red glow of the setting sun.

In another hour it would be night.

THE BRIEFING ROOM

Games supplement to ALTERNATE REALITY. Send all moves, press, and correspondence concerning the games to the gamesmaster, Mike Ritter, 332 West J, Brawley, CA 92227. Phone number 714-344-1589.

At the moment, Mike is still in San Diego, but will be back in our gloriously hot Imperial Valley on August 5. After spending six weeks in the land of the sea breeze, is he ever going to regret coming home. Last week it hit 122 degrees with a humidity of about 50 then the temperature dropped to 106 and the humidity went up to 90+. It rained and it was so hot, the rain evaporated before it hit the ground. That's no joke, it really happened.

Oh, well, enough about the weather, on to the games.

AR74-1(74U)

AR 74-2(74AB)

Russia (Nozik) BFStP(sc)

Italy (Bleming) BFNap

Austria (Kelly) BFTri

BFRom

No other moves. Next deadline

England (Stevens) BFLon

will be Monday (that's right, Monday) August 12.

France (Katzoff) BAPar

Turkey (Chamberlain) BFAnk

PRESS

Germany (Davis) BA BER

Rome: The Pope today announced a new prayer to be said as follows: Hail Nilbert (or whichever idiot is in power in Paris) full of _____ (they wouldn't let me print what I wrote but we all know what you're full of Backstabber.)

Austria (Smith) NBR

Russia (Melton) Nothing to build..

AR74-3

FALL AND WINTER 1901

Geneva- Our man at the front says that troops of the Glorious Empire entered the soil of Italy to dispose of the Venerable False Pope Venable and replace him with the Emperor's brother. The Emperor also claims that he means no harm to Italy itself only to the Pope.

Italy; ANap-Tun

FIon-c-Anap-Tun

AVen-H

+1BFNap

Russia; ASil-Mun

AUkr-Rum

FSev-S-AUkr-Rum

FGBot-Swe

+3 BAMos, AWar, AStP

U F
N O
D V
E E
R S
L F
I A
N I
E L
D

Moscow-The CZAR declares the following, all peoples who are now ruled by the illegitimate governments of Paris, Ankara, Berlin, Rome, London and Budapest, should throw off their chains and join the Imperium. Any other course means death. Please give this offer your fullest consideration.

Turkey; ABul-Gre

ACon-Bul

FAnk-Con

+1BFSmy

England; FNwg-Nwy

FNth-c-AYor-Den

AYor-Den

+1
BFLon

Austria; FAlb-s-ASer-Gre

Aser-Gre

Abud-Ser

+2
BFTri
BAVie

Game is postponed due to confusion. Any inquiries as to the fate of this game should be addressed to Mike as I don't know nuttin' about it.

France; ABur-S-RusASil-Mun

FMid-Por; ASPa-H

+2, BAPar, BABre

Germany; FHol-Bel

AKie-Den

ARuh-Mun

+1
NBR

CALHAMER AWARDS BALLOT

Ballots must arrive on or before 4:30 PM EDT, August 10, 1974; John Leeder, Box 1606, Huntsville, Ont. Canada POA 1K0 is the address; persons outside Canada are advised to use air mail to ensure arrival on time.

Eligibility: I am an active player in game _____ or a diplomacy publisher. (signed) _____ This section is included only to verify eligibility of voter

Publishers are requested to include a facsimile of this ballot in their publications.

Vote for One nominee in each category

1. Outstanding publication:

- Costaguana
- Diplomacy World
- Dolchstoss
- Ethil the Frog
- The Mad Policy

2. Outstanding gamesmaster:

- John Beardman
- John Boyer
- Mick Bullock
- Conrad von Metzke
- Richard Walkerdine

3. Outstanding zine devoted to variants:

- Blood and Iron
- Bushwhacker
- Hannibal
- Orion
- Rename

4. Outstanding single press release:

- "The French Cricket Team in Trieste" (Richard Sharp) 1973BG WAR BULLETIN, #50, p. 7.
- "Arrival in Kiev" (Peter Rosamilia) 1973BI, Diplomacy World vol. I, #2, pp. 22-23
- "Blemings" (Sofia deadline), (William A. Clumm) 1974C, El Conquistador, #9, p.46.

5. Outstanding Press release series:

- "The Dream Maker" (Leonard Lakofka) 1972CJ, IMPRESSABLE
- "James Bond series" (Richard Sharp) 1973DI, 1901AND ALL THAT
- "The French Cricket Tour of Montenegro" (Richard Sharp et al) 1973BG, WAR BULLITEN
- "Michigan Diplomacy series" (various authors) 1973AZds YGGDRASIL CHRONICLE
- "Rosmilenkof series" (Peter Rosamilia,) 1973BI, HOOSIER ARCHIVES and DIPLOMACY WORLD

6. Outstanding regular diplomacy game:

- 1971R(ATLANTIS)
- 1972DN(SERENDIP, STAB)
- 1971DP(SAGUENAY)
- 1973BI(HOOSIER ARCHIVES and DIPLOMACY WORLD).

7. Outstanding variant game:

_____ 1972Abu Youngstown variant (BOAST)
_____ 1972DCx Lord of the Rings (JASTRZAB)
_____ 1973/5V Third age (GRAFETI)
_____ BDC-33V Third age (FIFTH COLUMN)

8. OUTSTANDING PLAYER:

_____ Edi Birsan
_____ Walt Buchanan
_____ Andy Davidson
_____ Ronald Kelly
_____ Mike Rocamora

9. McCallum Award for Meritorious Service to the Hobby:

_____ Edi Birsan
_____ John Boyer
_____ Walt Buchanan
_____ Conrad von Metzke
_____ Richard Walkerdine

10. Outstanding variant design:

_____ Intimate Diplomacy
_____ Middle Earth V
_____ North American Diplomacy
_____ Third Age II
_____ Westphalia

11. Outstanding new zine:

_____ Alternate Reality
_____ Diplomacy World
_____ Domination
_____ El Conquistador
_____ Fighters Home

There it is the 1974 Calhamer Awards Ballot. Some other zines I have noted in the recent trade arrivals, have been making recommendations on how to vote on it but frankly, I didn't feel I ought to. I've only been in the hobby a little over a year and don't even know who some of the people on the ballot are.

I am, however very pleased to be listed on the ballot, or rather my zine is listed. I did not really expect any such thing, partly because I have not accomplished many of the things I intended to do. We have not had a great deal of consistency in the running of our games, not Mike's fault, all of us are pretty inexperienced. We have not always been on time, this issue is going to be late also, and that is my fault.

But we've had a lot of fun in the past seven months and we intend to keep enjoying ourselves and we hope you will too.

***Some of you who have subscription copies will find a CITEX flyer EL CON furnished only about 50 and we have a sub list of 60 plus trades and retail and free copies so some people will not get the flyer. Xin Loi ma khong co du nhu the.

My profoundest apologies for the lateness of this issue, no excuses, it's my fault and when Mike gets back you can be sure he will have something to say about it.

MULTIVERSE has also been delayed, partly due to the tardiness of contributors and partly due to my having failed to get in contact with the printer, yet. Pete Cortez and I intend to take it down south of the border where printing is much cheaper.

We have had several new zines come in and will review them next issue. Also we will have a report on the San Diego Comic Con, game reviews of Invasion of Sicily (Rand) and The First Indo-Chin War (Battle Flag.) Not to mention stories by James R. McDermott, Rich Knights and myself and a cover which we have yet to extort from someone. Also, of course, The Briefing Room.

It is quite possible that next issue will be printed but I'm not promising anything. I am however, getting very tired of cutting stencils.

ALTERNATE REALITY
694 Broadway
El Centro, CA 92243



Pandemonium Post
4067 Jackson St.
San Diego, CA 92103

*Rod, will be happy to trade. Don't think I
can make Jonki con. Rm*



GAME AR74-3 I APOLOGIZE FOR THE CRUMMY MISTAKE I MADE. i know that from now 10 stands for Oct and not Sept. I know that 10 stands for Oct and not ~~SEPT!!!~~ Ger did not get to build Army Berlin. His moves were changed to FBel-Hol, ARuh-Mun, AKieSARuh-Mun. Fra ABur-Ruh succeeds. Rus AMun retreats to either Boh or Tyo and moves may be made conditional on this. The Deadline for Fall 1902 moves and hopefully conditional builds will and is be 11/21/74.

Game AR74-2 DELAYED. Moves from England only are on hand. Get em in. Pieces are as follows/

ENG (Stevens) FMid, FEng, FNth, ANwy	FRA (Katzoff) ABur, APar, APic, APor
GER (Davis) ABer, ARuh, AHol, FDen	RUS (Melton) AMos, AUkr, FSev, FBot
AUS (Smith) ABud, AGal, ARum, FTri	
TUR (Chamberlain) FBla, FCon, AGre, AArm	
ITA (Bleming) FIon, FTyr, FWes, ATyr, AVen	

AR74-1 Fall 1903/ There is no press!!

GER (Lagerson)	RUS (Nozik)	AUS (Kelly)	ITA (Venable)
ADenSFHel-Kei	FBalsFBot-Swe	ATyr-Pie	Civil Disorder
<u>FHel-Kei</u>	FNwysFBot-Swe	<u>AMunSRusFBal-Kie</u>	AVenH ASyrH
<u>AKei-Mun</u>	FBot-Swe	FTri-Adr	FIonH FEash
ARuhSAKei-Mun	ABERSAHAMun	ASerSFGre	OWNS-Ven, Rom,
FBel-Nth	AAnk-Smy	ABohSAMun (Forgot	Nap (-1) re-
OWNS-Kei, Den	FConSAAnk-Smy	to list last time)	moves ASyr
Hol, Bel (-1)	AArmSAAnk-Smy	ABulSRusFCon	
	OWNS-Nwy, Swe,	<u>FGreSIFEas-Ion</u>	TUR (Lakofka)
FRA (Neiger)	StP, Mos, War,	OWNS-Vie, Bud, Rum,	Civil Disorder
FNAf-Tun	Sev, Con, Ank,	Bul, Gre, Ser, Tri,	FAegH OWNS-
FWes-Tyn	Smy, Ber (+3)	Mun (+1)	(-1) removes
ASps-Mar			FAeg
ABurSGAKie-Mun	Underlined moves fail. Winter 1903 Builds are due 11/21.		
FEngH			
OWNS-Bre, Par,	ENG (David, Griggs) 1012D Foster St, College Station, TX		
Bun, Mar, Spa,	FWal-Iri		77840
Por, (+1)	<u>*Lon-Eng</u>		
	FSweH (-Ska)		
	AYorH		
	OWNS-Lon, Liv		
	Edi (-1)		

* * * * *

Did you know that only two people on the planet earth comepletely understand the world Monetary crisis (situation as high government officials refer to it) and that they disagree?

* * * * *

ALTERNATE REALTY is late as you may have noticed. It will be out next week barring a printer's strike or something equally disastrous. We have a lot of material for it this time and a backlog we will use in the next issue. We are however short of articles by people outside the local group of --- whatever they are. So send those contributions in. We give a five issue sub to every contribution accepted.

A call for volunteer replacements seems necessary right now as we have been plagued with whole platoons of NMR's. Part of this problem has been our fault but to correct the mess we need to receive the orders, so please send them in or notify us of your resignation. In the meantime anyone who desires to be on our replacement list need only send a card saying so to to Mike Ritter. Please specify if you are willing to substitute for OWWII, also. Thank you.

The Briefing Room
% Mike Ritter
332 West J St.
Brawley, Ca 92227

First Class Mail

T H E B R I E F I N G R O O M

LISTEN YOU GUYS! IF YOU DON'T WANT TO PLAY IN THE OWWT GAME JUST SAY SO, IF YOU DO GET YOUR MOVES IN. I'LL JUST CANCEL THE GAME IF NO ONE PARTICIPATES.

Announcing a new diplomacy game opening up--No more in the foreseeable future. This will be known as AR74-4. Deadline for SOI moves is 11/21/74.

Austria Hungary--David Hertz, 451 Harrison Ave., Harrison, NY 10528.
England--Cameron Shaffer, 2418 Park Pl., Evanston, Ill., 60202
France--James Thomas, 1145 Oakheath Dr., Harbor City, CA 90710
Germany--John F. Baker, Gradyville, KY 42742
Italy--Ronald Fischman, 6340 Darlington Rd., Pittsburgh, PA 15217
Turkey--Steve McLendon, Box 57066, Webster, TX 77598
Russia--Harry McAlister, 1532 Sandalwood, El Centro, CA 92243

COMIX--Swamp Thing came out, more cliched than usual. The story was really very bad. Art was pretty good though. The Specter was the best to come out in the last few months only rivaled by Detective which was marred by a very bad Elongated Man story. Another good comic was The Spirit, but that is and always will be good.

Some good SF to come out is the re-issuing of Ray Bradbury's collection of short stories. "The Golden Apples of the Sun" and two others came out, and they are good. Ray doesn't have a reputation for being a good short story writer for nothing.

Mark Twain--A classic is something that everybody wants to have read and nobody wants to read.