

THE BEHOLDER

#6

MFP

a Diplomacy
game zine
of low quality

A MIND FLAYER PRESS PUBLICATION

This is the August 4, 1979 issue of The Beholder, a zine devoted primarily to the play of postal Diplomacy (a registered trademark of an excellent game owned by Avalon Hill, invented by Allan Calhalmer, etc.,) and published by John Kelley, Box 35, Klickitat, Washington 98628 USA. Phone no. is (509) 369-4332, but no calls at odd hours. I am the game master for all games played herein, at the moment 1979-CG and 1978-Bulu, a WWI variant.

Diplomacy games are open, and begin as soon as seven imbeciles sign up. 'Signing up' is defined as paying a \$2.00 gamefee and submitting a preference list. Checks should be payable to John Kelley, and I will take no responsibility for any media used to convey any information or funds to me. (Like my new disclaimer, guys?) Subscribers are welcome to join a standbylist. Which currently consists of Cusack, Gibson, Kelly, Russon, Van Alkenade, and Watson, and Kreissl.

Subs are available for generally 30¢ per issue, but if the issue is not between 7-10 pages in length the cost is adjusted.

My god, guys, I've been publishing for six months. I'm still in a daze.

Headlines:

1. The demo game is well on its way to getting started. I have enlisted none other than Rod Walker himself to do the commentary for it. I plan to run it by carbon copy outside the zine so the commentary will be current, and I'll print it out in the zine whenever I want to.
2. I've bamboozled Nick Russon and Bob Albrecht into Bulette, the new game. Any other takers? I'm in no hurry to fill games, but don't intend to close them yet.
3. New subbers and COAs since last time:
Ron Kelly, #314, 603B Richmond Highway, Alexandria VA 22303.
Bill LaFosse, 126 Bay St. Apt 24, Trenton, Ontario K8V 1H8 CANADA.
(more or less) Rod Walker, "alcala", 1273 Crest Dr., Encinitas, CA 92024.
John Lipscomb, 1201 Osler ST., Saskatoon, Saskatchewan S7N 0T8 CANADA

NEW ZINE STARTS!!! Yes, John Lipscomb, address above, has begun a zine called Assorted Garbage (what a conceit, eh?) whose main emphasis is on variants. The rates are a giveaway and gamefees almost nonexistent. Write to him for a sample, and do it right now.

I wish people would send me variants. I like them. Especially one called Youngstown, which I have never seen.

Here's one for John Michalski: When the Oklahoma Sooners football team went to the Orange Bowl, the fans in Miami hung a banner: "OKLAHOMA-BEST TEAM MONEY CAN BUY."

Here are those playing D&D in this zine. Garry Fairbairn, Dave Grabar, Nick Chambers, Jay Chambers, Bob L. Albrecht, Blair Cusack, Dan Hall, and Werner Kreissl Jr. Addresses last ish.

And now, the moment even of you have been waiting for,

1979-CG (formerly 'Ankhag'), Spring 1901: IMMEDIATE FIREWORKS AS WARS START ALL OVER!

Austria (Nick Russen): A Bud-Ser, A Vie-Bud, F Tri-Alb.

England (Jerry van Alkenade): F Edi-Nwg, F Lon-Nth, A Lpl-Edi.

France (Clive Tonge): NMR: Anonymous neutral orders as per brand new HR revision: A Mar-Bur, A Par-Pic, F Bre-Mid.

Germany (Markus Rostig): A Mun-Bur, A Ber-Kie, F Kie-Hol.

Italy (Francois Guerrier): A Ven-Tyo, A Rom-Ven, F Nap-Ion.

Russia (R. Trevor Baillie): F StP(sc)-Bot, F Sev-Rum, A War-Gal, A Mos-Ukr.

Turkey (Bob Albrecht): A Con-Bul, A Smy-Arm, F Ank-Bla.

Now that's the way I want ya to play, guys! Kill, kill, kill!!

Germany-World: No comment.

Mind Player: Huh?

Paris: The President of France, M. Tonge, today failed to deliver his speech to the Chamber of Deputies, due to his amorous misadventures. While he was busy falling out of the Prime Minister's daughter's bedroom window, the deputies unilaterally swore to go to war, to avoid the notice of the Press. M. Tonge was later seen in hospital suffering from exhaustion.

Ankara: Sultan Albrecht, while on a tour of his navy in harbour, got lost on board the cruiser Infidèle. The Sultan's staff was not unduly worried about the loss. As the Vizier remarked: "We've been running the country for 3 years without that bumbling fool, so why worry now?"

Ankara-Vienna: He who fights and runs away, lives to fight another day.

Ankara-Berlin: What happened? Your pen break down?

Armenia: Did you hear about the one about the Sultan and his Turban?

Mind Player: Yeah, he won the Constantinople 500 with one in his Porche..

Well, there ya go. What a bunch of backstabbers in this game. England and Austria were as inoffensive as can be, while everybody else is foaming at the mouth. Would Werner Kreisal please standby for France? You all have his address, but it's: 4952 Bassborough, Montreal, Quebec H4V 2S3 CANADA.

Note that the house rules have been revised. I will no longer refund gamefees and I now use anonymous neural orders.

The WWI game is delayed-no orders from Clive.

.....

"BEWARE, ye who read this. Take heed of what I write with trembling hand, for I write of the dread dungeons of Wormeg, that unspeakable haven of pestilence whose very walls of stone are infused with a brooding evil. Treasure there is beyond mortal ken, but it lies amid the mind-wrenching mazes that lead the unwary into a hundred obscene shrines and the Horrors that there perform their grotesque parodies of worship."

Thus begins a document of horror, describing the evils of Wormeg and signed with a truly awesome mark. You, however, have only glimpsed the opening paragraph of the two-page document. Yet it has kindled in you the burning desire to see Wormeg for yourself.

To enter Wormeg, send \$2 to the editor of this wretched Journal. ((JK here; that's me)) He will rade off \$1to cover the cost of printing this trash and will add the other \$1 to the account of the brilliant Gamesmaster of Wormeg, Garry Fairbairn. Your name and address will be printed here for all to sneer at and GF himself will then send you your player characteristics and more information so you can begin your first turn.

(cont'd on page two of Rebald, bottom)

Köbold is published monthly by Albrecht Publishing Co.,* 2308 9 Ave N., Lethbridge, Alberta T1H 1J5 CANADA. Diplomacy is a registered trademark of a game owned by Avalon Hill games and invented by Allan B. Calhauer. For home delivery, phone (403)328-7660 between 6:00-9:00 AM or PM.

— setting
sun as seen
through the
legs of a
sailor

HOW TO PLAY DIPLOMACY... SUCCESSFULLY!
((I better listen close))

In order to be successful at BIP you must do certain things. One of these is to enter a game or two. That having been done, during the initial two-eight or nine week starting period of negotiations is to write to everyone in the game regardless of the person or country.

Beware of those who seem overly anxious to ally and those who don't reply. The first will usually stab you (often just for sport of it) and is usually a beginner. Pick the person that best helps your interests and seems to be the most sincere.

In your first year (game year) as much attention as possible must be directed to establish who your real allies are. If you are relatively sure, then ally with that person. Never, no matter how much you trust that person, leave your forces in such a position that you don't have at least one or two armies guarding the home front. Otherwise you are asking for trouble.

You should lie low for the first few years as people might begin to give aid to your enemies if you grow too quickly. Your objective is to not seem too great a menace to others while growing large enough to adequately carry out minor conquests and to defend yourself. When you have reached 7-8 centres and have helped cause the demise or wounding of some ~~poor~~ hapless player who was "in the way", you can then go after an ally which is not very strong, but is large enough to have the centres to push you to victory (or close to it.)

Strategy, however, would fill volumes and in nice to write about, is also something everyone (with the exception of Oaklyn-Tretick) does differently. I can, however, write up all the strategy ever used in Diplomacy that everyone can tell me, but such a compilation would result in a 4000 page issue of Kobold and would be very expensive.

Anyhow, I hope you've enjoyed this month's issue of Kobold, and this ~~filthy garbage~~ fien magazine will be back next month. (Maybe). If John doesn't axe it in its birth.

T' END

*(A division of MFP)

* (read by clerics everywhere)

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Well, that was issue #1. I think it was alright, how about you?
(this is JK)

*(cont'd from page 2)

But beware indeed--Wormeg is, on the lower levels, unbelievably deadly. Some say the Elder Ones live there still, others whisper that the even more fearsome peoples of Maltha have moved in. You are highly unlikely to survive.

((That was Garry, taking me up on my subzine offer. I will tell you this much about Garry--he's reliable in the extreme, even with being yanked all round the world periodically on news trips. I will vouch for him, for sure.

New subbers:

Dennis Sulsberger, Box 65, Climbing Hill, IA 51015.

Jerry and Pat Jones, 1854 Wagner St., Pasadena, CA 91107

Laurence Gillespie, 23 Robert Allen Drive, Halifax, NS B3M 3B9 Canada.

Randolph Smyth, 275-3rd St., SE, #314, Medicine Hat, Alta. T1A 0G4 Canada.

By the way, I have a couple signups for the blind game, but you all are now invited. OK?

NUCLEAR HOLOCAUST: WORLD WAR III

Excitement! Thrill! Romance! Lust! Fun Things!

Now that you are paying attention, I will tell about the creation of this exciting game. One night, 11 PM I was in bed thinking about games in general. I thought, every game I play has something I like and something I don't like. Therefore, let's take the good things, and put them together in one game. I like a game of SKILL. I don't like games where the die decided the final outcome of important events. It is up to the player to win or lose on his own. I want a player to outguess and outmaneuver a player. I want the strongest country still able to lose against a coordinated and well planned effort by the other players. Thus, I jumped up and began writing. 3AM the next morning, I had my rough draft. 3 days later, I had workable rules. This was in 1974. Now, I have the result of an excellent, wellbalanced competitive game.

The game has armies, tanks, navies, carriers, destroyers, fighters, bombers, gold, oil investment and antiaircraft. This allows the players a variety of things to do with a variety of items. And, each nation, all 16 of them, has a totally different objective. Some will want oil producing, some will police world actions, some will try power plays, some will process gold and some will beg for help from the Superpowers. The countries start uneven. I've taken the largest countries in the world(basically) and tried to give them more power. Thus, the little countries ally with a big country, or form blocs of multipower.

There is no need for war. Things can be solved successfully without it. But, generally, war breaks out over something. Usually, the war is localized and support from the world pours in for both sides.

There are Nuclear Bombs available. Funny though, in every game, the most areas every bombed were 18 out of 152 land areas. This is because of retaliation. Even small countries can load bombs and drop them. The use of Nuclear Bombs is available, but is carefully used. Generally, a country will notify a large group of countries he is dropping a bomb and solicit support for the bomb drop.

Also, I included something new. Something unheard of. Contracts! Players can sign contracts, if they want to, and the contract is binding. The GM will see to that. If you create a contract with loopholes, that's life. But, if you try to break a contract, the GM will not let you. Backstabbing still exists. Because, you can have a non aggression contract with a country, but secretly pay another country to attack this country. Even if he finds out, he can't do anything about it.

Victory--when everyone agrees to the same thing, the game ends. It doesn't matter what it is or what it says. Just total agreement.

If this sounds interesting write to Rick Shatto

1635 E. San Jose #112
Fresno, Calif 93710

(he has 4 positions open).

If Rik has filled up, you can write to me; David Graber, 817 Dunn Dr., Las Vegas, Nevada 89110. I keep posted on games opening across the USA. There are 5 GM's in the USA who run these games.

Sounds great to me, Dave. How much does it cost? I'd like to buy a copy. But please don't use this dratted onionskin paper any more, because my type is going right through it. How the thermofax machine is going to react to the stuff God (not ghod) knows.

I got Youngstown map from Dave, but am not too enthused. There is very little chance it will ever be run here.

THIS IS MEANT FOR ANYONE WHO HASN'T THE SLIGHTEST INTEREST IN D&D. SEVERAL OF YOU HAVE BEEN TELLING ME YOU AREN'T INTERESTED IN D&D, AND HERE'S YOUR CHANCE TO AT LEAST GIVE IT A ONCE-OVER.

Dungeons and Dragons is like no other game you've ever played before. It breaks every long-time wargaming/Diplomacy tradition (except for stabbing which is much easier here). Why? Because there are no winners. There are no losers. There are no set sides. It is set more or less in medieval times. The brunt of the game falls upon a certain individual known as a Dungeonmaster. (Hereafter DM) This person creates the labyrinths in which the players will loot, stab and slay. He takes a piece of graph paper and maps out corridors, rooms, secret passages, stairways, different levels. Then he painstakingly looks through the monsters he knows (some DMs have a monster manual describing 357 different monsters) and places monsters secretly in whichever rooms he chooses. Now he places treasure in hard-to-get places, mostly behind monsters. Now the intent of the DM is not to kill and slaughter, but to use his imagination to the fullest to make it as interesting for the players as he can. Does DMing sound like a lot of work? You bet it is. But it is the facet of the game I enjoy most. The DM is more or less expected to be impartial, but none are. Except that they try to a man try to make the game fun for every player. Well, not always. One time this smart-aleck guy named Russ got to acting libertarian and wanted to have as his character (character being the role he's playing) an ankhkeg. For the uninformed, that's a giant praying mantis who can spit acid. So I let him. He went about the dungeon spitting on people. I mean, think of the damage a chaotic evil ankhkeg could do in one hour. He was eating every monster he came across. And being pretty uppity about it. So he was on his way out of the dungeon with lots of plunder (in saddlebags) when he got as a wandering monster six barrow-wights. Those immaterial ghostly creatures can kill a weak character just by touching it. Sure enough, he got it and was all ticked off. But the point of D&D is to work for what you get. Some DMs give out too much treasure and not enough danger; others kill without mercy; others provide a medium of the above. I don't know which I am. That should describe the DM for you.

Now you ask: Well, what do the players do? Oh. There are six categories each player's character has. Each is rolled (there's that luck element.) with three six-sided dice. They are strength, intelligence, wisdom, constitution, dexterity, and charisma. A guy who rolls a bad charisma is in rough shape because all the players will call him things like 'pizza face', or say flattering things such as: "You look like you lost an acid fight" or "Your face looks like a bag of melted caramels" or "You look like your face caught on fire and someone stomped it out with a track shoe". But it's in fun. When you have rolled your character, you look over his characteristics and choose his race and class (ie, warrior, wizard, etc.). The races are: Human, elvish, dwarf, halfling, half-elf, half-orc, or gnomish. Or others, if you can con your DM. The basic classes are: cleric, fighter, magicuser, thief, or monk. Clerics need wisdom; fighters strength; wizards intelligence; thieves dexterity; and monks need about everything to be high. There are very few of them because it's so hard to roll up a monk. Humans can have more or less any statistics; dwarves and gnomes need constitution; halflings need dexterity and constitution; elves have to have intelligence and charisma; half-elves need charisma; half-orcs CAN NOT repeat CAN NOT have much charisma (but that's all right; who'd want to be a half-orc anyway?) and need constitution. Now the dice come into play more prominently. This game utilizes a new type of dice called polyhedra dice. There is a 4-sided die, a six-sided die, an 8-sided die, a twelve-sided die, a ten-sided die, and a 20-sided die. Each character can absorb a certain no. of hits before dying. This number varies from class to class. Fighters

get a 1-10 spread; clerics 1-8, thieves 1-6, magicusers 1-4, monks 2-8. Here are the advantages and disadvantages of each class:

Fighter: Well, a warrior has an excellent point spread for hits. The average hobgoblin is usually a match for a warrior, but not always. I would encourage anyone who rolls a decent DX and high strength to consider this class. They don't go up in levels too quickly, though.

Cleric: Clerics are more or less a priest. They wear armor and fight like normal men, although their inability to use bladed weapons is their handicap. Clerics get spells and hand rays, but not at first level. On the other hand, they go up in levels quicker than fighters.

Magicuser: Very weak to start with, with only one spell, no armour, no weapon other than a dagger, and an alarmingly low hit point spread. As I'm basically a fighter-type character, I dislike sitting back waiting to pitch magic missiles at ocs. Some like it, though, as even though it takes a loooooong time to get up in levels as wizard, high-level wizards are extremely powerful. I've never done it, though.

Thief: Ooooh, these are fun. They can hide in shadows, backstab, pick pockets, climb vertical walls, etc. Once Russ had a dwarf of 3rd level in my home dungeon and fought a shadow (evil ghostlike creature) one-on-one, and got a sack full of platinum pieces. He was on his way out and another guy had a thief come up and rip Russ off for all his platinum. God, I almost laughed myself into Russ's fist. But anyway-being a thief is by far the most fun, because they go up so fast in levels.

Monk: This is usually to hard to roll up, but the most deadly of them all. I can't speak from experience about monks, but if you ever manage to roll one up, guard it with your life.

Also, each character chooses an alignment. An alignment is simply a declaration of evil intent, good intent, or neutrality.

Lawful Good: L/G characters are the lone ranger type. They can't do anything evil, but do accrue certain benefits as most dungeons are somewhat prejudiced in favor of good (not DMs though; they're chaotic evil to a man).

Chaotic Good: This is your average person, more or less. Chaotic good characters are generally ok, but have lapses of selfcenteredness and (as in my case) downright cruelty.

Neutral: These are totally self-centered and not above treachery if it'll gain them wealth.

Chaotic Evil: The scum of the earth. Yasser Arafat and Nikita Khrushchev are/were chaotic evil. Most DMs are that way too, and I'm not kidding. In my dungeon (which is strongly oriented to Tolkien) one guy was hiding in the bushes to bushwack passerby (he was neutral) and I promptly sent Gandalf, the lawful good wizard, walking by. When he saw who he'd killed he was terrified. I had a fit of mirth.

Lawful Evil: This is like Hitler. Strict discipline, but very nasty and to be avoided.

Of course, thieves can't really be good. Usually they are neutral. Monks have to be lawful, but can be good or evil.

I hear another question: What do the guys do after all this? Well, they are allotted a certain amount of initial gold pieces to buy armour, weapons, etc. and maybe hire out a few mercenaries. Then they go into the 'dungeon'. I better explain about the use of that term. The dungeon is not simply an underground jail cell (although it can be). It is the generally used term for the labyrinth of passages and rooms the DM creates. Use of the term 'level' is also confusing. There are several ways of using it: 1. The level of experience a character is at; 2. The level of a spell, the higher the level the increased potency of the spell;

3. The toughness and ferocity of monsters; 4. The level of the dungeon, eg. first level is ground level or whatever, second level is the next one down, etc.

I don't intend to printout all the tables and stats for use in D&D. Suffice it to say that you can do anything you want. It's not a case of your turn, then my turn, then Horace's turn, etc., but a simulation. There are sufficient descriptions in the rules to give the players something to experiment with, improvising as they go along. That's what the DM is there for-to improvise if necessary. If you are in melee (slang for a battle) with an orc, and tell the DM that "I'm diving upon the orc and attempting to carve an obscenity on his forehead.", he will say, "Ok. There is such and such percentage of this happening." He then takes two ten-sided dice and rolls a percentile. One of the dice is the tens dice and one is the ones. This will generate a random number from 1-100. That's the beauty of the D&D system: you can simulate ANYTHING with it. The only limits are your imagination. I find postal D&D to be (as DM) quite a task, but it's easy and fun when the players are doing their best to make it easy for me. Players that ask too much (well, that's not exactly what I meant to say, but so be it) make me crazy. It's the ones who write out their orders at length, but don't waste a lot of time with bs, and get to the point by saying what they're doing, that make it all worthwhile. However, if I'd 'a known how tough it could be, I'd of charged ten-dollar gamefees.

To sum up the 2.45 pages I've borrowed from the mine to do this, D&D is not for the unimaginative. It's not for the sore loser, because characters do get killed and it's sometimes a disappointment. It is for anyone who likes the thrill of adventure and battle-glory.

TRIVIA TRIVIA TRIVIA TRIVIA TRIVIA TRIVIA TRIVIA

Each correct answer earns you \$.10 in sub credit. Traders can participate just for fun.

1. What was Vladimir Lenin's middle name?
2. Which Diplomacy game was rejected from all the records because it was voted a concession to a power in Civil Disorder?
3. In what country is the city of Shiraz?
4. Why is the Miller designator for Colonia V (fb) a coincidence?
5. What two planes took part in the first jet dogfight in history, what nationality were they, and who won?
6. At Pearl Harbor, what obsolete battleship was mistaken for an aircraft carrier and sunk?
7. Which battleship (at Pearl Harbor) bravely attempted to leave the harbor and fight the Jap strike force, but was ordered run aground?
8. In the 1973 Arab-Israeli war, how many planes were shot down by Arab SAMs?
9. How long did the Hundred Years' War last?
10. How many Finns and Soviets died in the 1939 Winter War, to the nearest thousand?
11. In WWII, how long did Holland, Luxembourg and Belgium hold out?
12. How many furlongs in a mile?

I hope I get some participation.

6

Announcing the first bi-yearly Beholder evaluation poll:

1. Do you think that the D&D to Diplomacy ratio is good?
2. Is there much humour?
3. Is the editor immature (I'm braced)?
4. Is he too outspoken?
5. Rate his use of the English language from one to ten, ten being excellent.
6. Do you like the tactics articles?
7. Will you resub, if all the issues are done with the present quality, when the time comes? (Players take this to mean when your game is over)
8. Rate each issue of TB you have individually. (optional)
9. Rate them overall.
10. Do you think my harsh reaction to Tretick's crimes is foolish?
11. ~~Rate the zine from 1-10.~~
12. Are you sorry you subbed/traded?
13. Rate the typing from 1-10.
14. Do the same with the repro.
15. Did the 2.5 pages spent explaining D&D interest you?
16. What, in detail, are the problems with this zine?
17. " " " " " " " " its editor?
18. Don't you just hate zine polls?

And, the Mind Flayer awards. For each category write in one name.

Who deserves:

1. The Blade award, for most treacherous?
2. The Ham-Hand award, for clumsiest GM? (You realize, of course, what will happen to your sub credit if you put me down)
3. The Loudmouth award, for most outspoken?
4. The Richard Pryor award, for most vulgar?
5. The Donkey award, for least openminded?
6. The Tretick award, for most lies?
7. The Kendter award, for least nasty person?
8. The BS award, for most verbose press?

Now guys, before you say, "Not another stupid poll.. just got done with that Leader one." please hear me out. I really want to get answers to this, for fun and improvement. You can say anything you want, and I won't hold it against you. Don't be shy, or worry about offending me. I would consider it a big personal favour if you'd fill out the poll and get it back to me. To cover postage costs, anyone who responds gets the next issue free. And if enough people respond, it'll be a 20-pager. I can't stress the fact enough that I've gotta get your opinions. After I tabulate them, I'll be able to isolate deficiencies and correct them. Also, if there's anything else you feel like commenting on, yell. I want to make this zine worth your money! Also, I am setting a goal of 8.8 for myself in the Leader poll next year and this will help me do it. I can't figure out how to reward traders for responding, so they'll get a stamp.

How would you guys like to see a new variant? No? Tough. I have just designed (ta daa) Pandemonium I! This would be just your everyday bs variant, because it uses few variations on the rules, but I used an interesting method to get the space names, country names, etc. I used the names of various pubbers, players, and zines. The most renowned got to be countries, ie. Walker, Beyerlein, Smyth, and the rest got to be space names. Now, I suppose you are all itching to see where you and/or your zine are, whether you're a supply center, etc., so look on the next page and you'll find out. Note: if you aren't listed, don't feel bad. I did the naming on a random basis, and I'd like to thank Scott Martin. I found a lot of zine names in U1's 1 & 2.

1. Baillie is a sc in the NW corner of the map. It is in Calhoun.
2. Watson, Cusack, and LDNS are in Beyerlein. Cusack overlooks the breathtaking Bay of Baumeister.
3. The Sea of Mickalaki separates Berch and Beyerlein.
4. Utopia Ltd (sc) (supply center) is in Northern Buchanan.
5. Arrakis and Guerrier are neutral scs.
6. Urf Durfal borders on Arrakis and is in Ver Ploeg (its a sc).
7. Ruritania, Lischett and Folsie are in Von Metzke (Fsf is sc).
8. Italiano Pribe is a sc in central Leeder.
9. Of course, Beholder is a sc in Verheiden.
10. Grabar is a coastal center in Lakofka. (Brutus Bulletin is in the south.)
11. Tretick, Laguerre and Oaklyn fittingly are a 'barren line'. Unfortunately, they are mostly in Smyth, poor guy.
12. Swlabr is a neutral sc.
13. Kelly is on the Boardman border of Birsan.
14. Smyth is in between Boardman and Walker, so if they want to settle things they'll have to go through Laguerre and Tretick (both parts of Smyth). (Sorry, Randolph!)
15. The only weird rule is that in special scs (represented by a hexagon) anyone who owns them can build. Besides the fact that Flying Orphan is a canal like Kiel. If you want a ditto copy of this variant send me 50¢. If you want a nice beautiful photocopy send 80¢. You get a 20¢ discount either way for sending a SSAE. Please allow 1-2 weeks for delivery, or 2-3 weeks if you're Canadian. I would run this 14-player game in the zine, if you want, but you had better express an interest, soon, if you wish me to run this. There are 72 scs and I don't particularly wish to GM such a monster, although Fred Hyatt does fine with four or five games of 127-centre Colonia. He knows more about this than I do, though.

Well, that wraps it up. Deadline is September 1, 1979 for all games. By the way, copies of TB#1 are now available. Tell.
 Personal notes:

Dem. should begin next month.

John Kelley
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PRINTED MATTER
 PRINTED MATTER
 PRINTED MATTER

Rob Walker
'Alcala
 1273 Crest Drive
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FIRST CLASS MAIL
 FIRST CLASS MAIL
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RETURN POSTAGE GUARANTEED

RETURN POSTAGE GUARANTEED

Your sub credit

Sample

Trade

☒ Complimentary

See page

2-24 Your code No.

You are signed up for the blind game

☒ You are a standby Player for the Demo game if and when it gets going.

You won the 50¢ press prize this ish.

(Commentary)

THE RECORD

