

# The BRUTUS BULLETIN

# V

Et Tu . Brute

The BRUTUS BULLETIN is dedicated to the promotion of Postal DIPLOMACY, its variants, offshoots, war games, chess, females, how to make money, how to meet girls, football, baseball, politics, and a whole lot more. Unfortunately, I haven't had the room for the stuff other than Diplomacy & filler, but if the postal rates ever go down, I will include some of the other items.

( To those of you in California especially, you no doubt recognize that the above snappy colophon has been blatantly plagiarized from Jerry Jones' witty new LIES, DECEIT, & NEFARIOUS SCHEMES #8, one of the most interesting of the new wave of zines around. Write him at 1854 Wagner St., Pasadena, CA 91107. )

Actually, BB is a newsletter of postal Diplomacy and assorted sundry filler brought to you as often as humanly possible by John Michalski, 913 NE Sixth, Moore, Oklahoma 73160. No calls. DIPLOMACY is a game invented by Alan Calhauer and copyrighted by the Avalon Hill Company, Baltimore, MD 21214. BB is still available this year for the ridiculous pittance of \$2, but for subs after 12-1-78, you can bet your sweet bippy that it will go up. Unless BB really drops drastically in quality, that is. Also, there are presently NO GAME OPENINGS, although at the current pace, at least one more will open up roughly around Labor Day. We'll see. Players in game one are subbed for their duration in #1 (77KN) or one year, whichever comes last. Entry into other games, if any, will cost more though. The \$2 represents sub-game fee-and non-refundable NMR deposit, which is my official way of saying that getting any refund out of me will be like getting payment from Elmer Drizzlebottom. (See bottom of last page of #4.)

JOHN'S NOTES :ABOUT THIS ISSUE: I might as well start right in on this, as the above is a combination colophon-letter-plug-and-notice. This issue, folks, is what I've long threatened: a raunchy one, just to keep you from expecting lots of issues like #4 which, despite the weak copying of some of it, was what I at least thought was the best issue to date. Even despite my cover artwork!

So, what do you do with this? First, tear off the back page and post it at work or school. Next, ask yourself if you have TSR's DUNGEON! game; if not, tear off the next three pages and chuck them too. Next,... well, to save yourself time and trouble, save the game and press pages (2,3, thereabout) and discard the rest. Now, why the new size this time? Just to give Walt Buchanan fits when he tries to file this one with his others. Secondly, to take advantage of different colored paper I bought from a local church which I noticed used different colors on its newsletter paper. And third, just for a change of pace. Have no fear, though; issue six will revert to the standard size, and will have some of the normal features back again. Let's get on to the games.

77KN

FALL 1902

"It's a long way to Tiperrary..."

SUMMER 02: ENGLAND F Nwy r BAR; AUSTRIA F Gre r ALB

ITALO-TURKISH HOTLINE FAILS IN COLD WEATHER! DUAL MONARCHY MANEUVERS AS CZARISTS TAKE LEAD! FROGS KEEP HIGH SEAS FLEET LOCKED UP IN JUTLAND. RUMANIA SURVIVES.

AUSTRIA (Kassel): F Alb-ADR; A Tyr-PIE; A Tri-TYR; A Bud-TRI; A SER S RUSS A Rum-Bul

ENGLAND (Scott): F BAR-Stp; F Nat-NWG; F NTH C A Lon-Hol; A LON-HolFRANCE (Ditter): A BUR-Bel; A PAR-Bur; A Bre-PIC; F Mid-PORGERMANY (Workman): F BEL S F Den-Nth; F DEN-Nth; A RUH-Hol; A MUN-BurITALY (Mirassou): A GRE S TURK A Bul (OTM); F ION S A Gre; F APU S A Ven; A VEN HRUSSIA (McElvaney): F NWY-StP; F SWE-Nwy; A UKR S F Sev; F SEV H; A Rum-BULTURKEY (Hueston): A ARM-Sev; A BUL-Ser/d/r Con,Otb; F Con-AEG; F BLA S A Arm-Sev

\*\*\*\*\*1902\*\*\*\*\*

AUSTRIA: Owns Vie, Bud, Tri, Ser, <del>StP</del>	(4) Remove one
ENGLAND: Owns Lon, Lvp, Edi, <del>Nwy</del>	(3) Remove one
FRANCE: Owns Par, Bre, Mar, Spa, POR	(5) Build one
GERMANY: Owns Ber, Kie, Mun, Hol, BEL, DEN	(6) Build two
ITALY: Owns Ven, Rom, Nap, Tun, GRE	(5) Build one
RUSSIA: Owns Stp, Mos, War, Sev, Swe, BUL, NWY	(7) Build two
TURKEY: Owns Ank, Con, Smy, <del>Byl</del>	(3) Remove one
Neutral: Rumania	(1)

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\*\*\*\*\*1902\*\*\*\*\*

OK, folks: BUILDS/REMOVALS are on file for everyone except AUSTRIA and FRANCE. IF these gentlemen get them in before FEB 8, 1978, and no one else objects, I will print the builds in the supplement going to everyone, and those will be final. Otherwise, make everything conditional on the builds. DEADLINE FOR SPRING, 1903, WILL BE MY MAIL RECEIVED HERE THURSDAY, FEBRUARY 16, 1978. Don't wait on or count on the supplement; use it only as a check. I'm requesting Turkey to send in his retreat as well, just in case we can get it included and thereby move the game along that much more smoothly for all concerned. All I can say is, thank goodness I won't be having to mess with anymore supplements after this one! I for one feel they're more trouble than they're worth. Next fall will be likely be 14-15 days later, March 2d (a Thurs) or 3d (a Fri), so keep on your toes. Next time around, I believe I'll call for builds WITH the fall orders, so I can print them then and there. I'd again like to thank those of you who have gotten your preliminary orders in by RETURN MAIL (3); unfortunately, there are 4 who didn't get anything in until under-24-hours of the deadline (at this writing, 1 in KS is STILL out and likely to NMR). Oh, well.

PRESS PRESS PRESS is one sheet back. It's not a volume, but it's good. I really appreciate it, and hope you will all keep up this fine job!

< 77 KS ON REVERSE >

# 77 KS FALL 1901

"Home before the leaves fall???"

WEATHER AND US NAVY FREEZE ITALIANS IN PLACE!

TURKEY PULLS A QUICKIE; RUSSIANS FACE LEAN WINTER AS WEST GROWS FAT!

AUSTRIA (PRICE): A SER S TURK A Arm-Rum; A Vie-GAL; F Alb-GRE

ENGLAND (HUNT): F NWG C A Edi-Nwy; A Edi-NWY; F Nth-BEL

FRANCE (GRABAR): A MAR-Bur; A Gas-SPA; F Mid-POR

GERMANY (REGES): F DEN-Swe; A Kie-HOL; A BUR-Mar

ITALY (CHARNLEY): NMR! (Hiss-Boo) A VEN, F ION, A APU H

RUSSIA (KASSEL): A UKR S F Sev; F SEV H; A War-MOS; F GOB-Swe

TURKEY (KENDTER Jr) A Arm-RUM; A BUL S A Arm-Rum; F BLA C A Arm-Rum

1901 looking like this:

AUSTRIA Has Vie Bud Tri SER GRE	(5)	Build two
ENGLAND Has Lon Lvp Edi NWY BEL	(5)	Build two
FRANCE Has Par Bre Mar SPA POR	(5)	Build two
GERMANY Has Ber Kie Mun HOL DEN	(5)	Build two
ITALY Has Ven Rom Nap	(3)	Build none
RUSSIA Has Stp Mos War Sev	(4)	Build none
TURKEY Has Ank Con Smy BUL RUM	(5)	Build two
Neutral SWE TUN	(2)	

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*Just arrived!*

BUILDS are on file here for everyone ~~except ENGLAND~~. BUILDS ARE DUE HERE WEDNESDAY, FEBRUARY 8, 1978, at which time a Winter '01 Supplement will be sent to everyone. Those of you with builds on file need write in only if you want to CHANGE what you first sent. SPRING 1902 WILL BE DUE WITH MY MAIL RECEIVED HERE THURSDAY, FEBRUARY 16, 1978, IN ANY CASE. Please do NOT wait on the supplement for sending in your spring orders, for the time limit is pretty tight! I suggest sending in your spring orders ASAP, after a little thought and/or negotiation--i.e., like NOW. You can always send in a change later if nedessary, but cover yourself by sending in something now. And remember that while conditional orders are always welcome, you should always list one set as "all other cases", for I'd hate to list someone as NMR while holding an eleven inch sheet of conditional orders that just happened to not list the conditions that did materialize!

PRESS PRESS PRESS is on the next page back. May Budda's face always smile on those who send some in to me!

Will BILL SHAFFER, 2812 Kings Road, Moore, Oklahoma 73160, please submit standby orders for ITALY if he chooses to accept the position? Mailing list below, Fluff:

P  
Rick Price  
4724 Denton St  
Boise, ID 83704

P  
David Grabar  
4346 E Armel Ct  
Las Vegas, NV 89110

P  
David Hunt  
538 Lexington  
East Lansing, MI 48823

P  
Craig A Reges  
16 W 761 White Pines Rd  
Bensenville, IL 60106

P  
Rick Kassel  
984 Erie St Rd  
Macedon, NY 14502

P  
Lee Kendter, Jr  
4347 Benner Street  
Philadelphia, PA 19135

John Michalski  
913 NE Sixth St  
Moore, Okla 73160

GAME ONE PRESS (77KN)

\*\* Fall 1230

All Praise be to Allah for the success of the spring offensive. It was with sorrow that the northern campaign was ended, but gladness accompanied the news of the landing of the Italians. I even stirred from my soft couch to rejoice with the others.

The Cadi in Istanbul has formally declared that a Jihad has been called against Austria and that it is the duty of every muslim to bend every effort to the destruction of the so called empire. No effort is too great, no expense too great and no privation (lack of women and wine) too great to be borne in the interests of victory.

The victory in Greece has, Praise be to Allah, provided me with a new supply of tentmates. I have little love for Greece's ancient beauties, but only praise for its young and nubile ones. It also has greatly eased the shipment of my necessary quantities of hemp and juice of poppy. No war is all bad.

\*\* BERLIN--- Who brought the spoons and forks? Everyone I see is carrying a knife.

\*\* PARIS---Now that my fellow countrymen have seen the light (thru the smog), I will go on my merry way. Now, who's the merriest?

\*\* FRANCE-GERMANY: I will not contest Belgium, but I will protect it. Sovereign German suburb it ain't.

\*\* FRANCE-POLAND...er, POTASH...er, GAMESKI. We defy anyone to question the spelling of Marygold, umm, merrygold, uhh, marigold. Oh, what the hell, just address to David the Dagger, the Post office will do the rest.

((That couldn't be addressed to me; I use the spelling off your label. *fm*)

\*\* MUNICH -- News reports filtered up from Austria tell of an essay recently written there by a Dr. Freud. Based on an analysis of the English foreign policy in the Spring of 1902, the paper is entitled, "The Compulsion to Fail: A Look at the Need to Exchange a Superior Tactical Situation for a Watery Grave". Copies of the article may be obtained in the States from the exclusive distributor in Albany, Calif.

\*\* SYRIA: Yolumu kaybettim!

GAME TWO PRESS (77KS)

\*\* LONDON-- Prime Minister Hunt expressed "profound indifference" today when told of the German invasion of Burgundy. "I'm sure the Germans have their reasons--perhaps to enjoy the autumn vacation in Belgium so magnanimously offered by the French." At this point the Prime Minister broke into uncontrollable laughter.

\*\* What a shame. Germany did not trust France. Well, maybe now you can trust that what I say, I will do. Write and we can discuss your opening moves.

\*\* BERLIN TO PARIS: Ah, to hell with it! I'll go for the throat!

BERLIN TO MOSCOW: Sorry, just have to block you. You'll just have to suffer, you scum!

\*\* BURGOSTRASSE: Well, so I lied about my blocking "mistake". What are you going to do about it? My informed source better be sending me the straight dope or I will be plenty mad!

\*\* VIENNA-MOSCOW It has nothing to do with 1976JH--HONEST!! Nothing personal.

LETTERS AND SUCH

"Again?" *Last time, I promise!*

FRED C WINTER, editor for now of MAGAZINE, DIPLOMACY, POSTAL, ONE EACH: issue of Jan 14:

Finally. John Michalski asks why I couldn't publish from Greece. Well, perhaps I could, but to me at this point it ain't worth the effort. Besides, I'm not getting there until November, 'cause I'm going to Airborn School at Ft. Benning, Georgia and then back to Ft. Sill for some TDY first, not to mention that I'll be on leave the last half of June and most of July with the Fourth Annual Adventure (TM reg.). So with four address changes in five months coming up, it will be a challenge merely to keep up in my games (although I will try to do this).

((Editing a Dipzine, esp. watching the games go along, seems to be a lot of fun to me; I for one get more enjoyment watching these games unfold, watching the changes, blunders, incoming press, etc., than I do from the overwhelming majority, if not all, of the games I'm in. (About a dozen in various states of activity or inactivity). But as it appears from above, not everyone is so interested. Fortunately Fred is only carrying one game, though.)) *JM*

GALEN WORKMAN In a brilliant move I left the latest BB either in a McDonalds in downtown Long Beach or in a rain-glutted gutter. Would you please send me another copy when you get a chance? Fortunately the turn sheet sent separately remained safe. I just did not get a chance to read the complementary words of wisdom!

((You would ask for a copy of #4; I only did up 26 copies, and fell far short of demand by publication time. Then I did six more, and they went fast. Oh, well. I'm always ready to serve my players, so you'll be getting a xerox of a xerox under separate cover; double sized though, as I was too lazy to do it up right. I am glad that the "security" copy came in handy for at least one case. Until the company complains that my contributions don't approach my use, I'll continue to send those to players. I hope you enjoy #4 when it arrives--by third class, it will reach you about the time #6 does, I'd guess! Personally, I thought it was my best issue to date, and probably for some time to come.)) *JM*

DIPCON NOTICE from Jerry Jones' LIES, DECEIT, & NEFARIOUS SCHEMES: The next DipCon will be held June 23-24-25 on the campus of California State University in Northridge. This DipCon XI will be held in conjunction with GLASC III. ((Someone warming up for a bid for Origins V or VI?)) The DIPLOMACY tournament will be run by Conrad von Metzke. For details, write Russell Fox, 5160 Donna Ave, Tarzana, CA 91356.

FLASH! LATE NOTE: As you know, I occasionally run ads in BB as both filler and to add a unique feature to what might otherwise be just another Dipzine. Since I occasionally get lazy, though, I thought I'd kill two birds with one stone and write some letters. I wrote to four companies and said that if they would send me three dozen flyers at their expense, I would run them as filler/ advertising, free. Last night, (Jan 23) I received a PACKAGE from the Avalon Hill Co. containing 50 or so BOOKLETS telling all about their stuff, including a business reply envelope with each. Since they weigh individually close to what an entire issue of mine weighs, I will be sending them out with the Winter supplement for KS, and will send one to everyone on my list, rather than just the players. Hope you like 'em.

HOW ABOUT ANOTHER LATE NOTE? With all of 24 whole hours to spare, TSR Hobbies sent me a humongous package of about 150 flyers (3 kinds) in response for my request for 36 to go with this issue's DUNGEON! article. So, not only do you get that nicely printed insert among my own poor typing and scribblings here, but you can also look forward to others somewhere down the road. (Yay? Boo? Let me know.) Probably not in #6 though, for unless I drop Ron Mazurkiewicz' insert of 2 or 3 pages, #6 is virtually full already. One of these days I'm going to start cutting down on the size of this thing, but I can never quite get there...darn. *JM*

JOHN MIRASSOU has adopted two orphans and is ready to get his zine SAYA DASTI SYA NASTI SAYA DAVAK TAV YASKA going, as soon as he gets 3 standbys for the games. Positions are virtually all good, as the games are in about 02-03 stage. Send \$3.50 to John at Rt 2, Box 623AC, Morgan Hill, CA 95037 (or his UCSC address). ONE BIG ATTRACTION IS THAT YOUR GLORIOUS GM IS IN THEM BOTH, SO HERE'S YOUR CHANCE TO TAKE OUT ANY GRIPEs ON ME!!! (Note: This does NOT apply to David Scott, whose stabbed me often enough already!) *JM*

## STRATEGY IN DUNGEON!

TSR has an excellent product for the boardgamer in their Dungeon! game. (available from TSR or Don Lowry). Not only is it easily learned, but primarily, it is a fast-moving fun game which will appeal to the non-wargamer in your life. The wary girlfriend or hostile wife who wouldn't touch a CRT with a ten-foot pennerfaust may well enjoy moving through a maze and taking on assorted trolls and noogoblins. As such, it is an important asset in the wargamer's collection.

The simple fun of Dungeon! perhaps overshadows other aspects of the game, however. One of its less obvious advantages is that with the sole exception of the inter-character ambush option, this game pits each player against the game system (represented by the hidden monsters), rather than against each other. I think a major aspect of its wide appeal is this ~~me-against-the-Green-Slime~~ system instead of ~~me-against-you~~. In so far as it is a game of player vs. game system, it is also a game which readily lends itself to a semi-mathematical analysis of that system opposition. With the various tables presented here, I hope to offer the gamer some tools for charting an optimal dungeon path.

The strategies to be followed are dictated primarily by the character that the player chooses or draws. Thus my strategy suggestions will be categorized by categorized by character, starting with the strongest.

**WIZARDS** The spell abilities of the Wizard allow him to operate on any level, but the 30,000gold piece victory level force him to the higher levels. Broadly, the wizard has three general options: (1) Go directly to the Sixth Level and go for a couple of big prizes per venture, turning back to deposit prizes and get new spells. (2) Adopt a "predatory" stance of hanging around near the Main Gallery, either physically or staying within range via transference ability, and ambushing Superheroes et.al. coming back loaded down with prizes; or (3) going to the Fourth Levels, gaining reasonably valuable prizes and occasionally going into bordering Fifth Level rooms. Strategy One is safe but slow; you could lose to a Hero scouring the Second and Third Level in two sweeps. Strategy Two is risky in that first, other wizards following (1) or (3) may readily win while you're picking up gold pieces from Heroes and others at 500/turn; and secondly, Superheroes aren't pushovers, especially with Magic Swords (which are common). They'll often get by you with a loss of a couple of First or Second Level prizes, and its not impossible for you to lose to them. Other wizards are, of course, extremely difficult to successfully

ambush. I recommend (3). The fifth and sixth levels are risky for Superheroes to operate on, as shown on the charts; by using spells and clearing out what you can of the fourth levels, you force the Superheroes to either try for those same prizes, risk the deeper levels, or spin their wheels on the upper levels. By working the Fourth levels, you will likely be near when someone gets seriously wounded, and you can make a beeline for the heap of prizes left for the taking. Perhaps you can pick up an ESP medallion from some adjacent fifth level room, or get one from a weaker character who finds one on the adjacent third level. An ESP medallion is well worth going after; it effectively doubles your supply of spells. If you're trying to get one from another character, I don't believe there's anything in the rules saying you can't announce to that player that you'll drop the ambush and move on IF he will drop the ESP medallion for you. By working the fourth levels, then, you will either force the Superheroes, your main competitors, into riskier ventures deeper, or divert them into sweeping the Third levels to the detriment of the Heroes who are trying to make their bread and butter there. Personal risks are at probably their best compromise level, while the rewards are more certain. After all, even spells have sharply declined effectiveness on the Sixth level, as illustrated on table six. Finally, you have readier access to the Main Staircase for renewing your supply of spells and dropping off accumulated prizes from Four than if you had to fight your way back through the King's Library from below.

**SUPERHEROES** The Superhero is perhaps the best all-around character to work with. He is strong enough to operate almost anywhere, especially with one of the many magic swords available. The optimal levels to work are the Fourths, where relatively valuable prizes exist while the opposition, excepting those pesky Trolls, isn't all that bad. Occasional sorties into the adjoining Fifth levels can be rewarding, especially through the secret door below the Torture Chamber, which will give you a crack at the fifth and sixth levels without wasting effort in a chamber. The Torture Chamber is a drawback, however, for in order to readily move through the Upper Fourth level, you'll probably have to clear this chamber out. That may be a help to you, but it is

an even bigger break to your arch-enemies, the Wizards. They can walk down to the Sixth level through the King's Library, pick up sixth level prizes until their spells are gone, then walk into a fifth level chamber for transference to that empty fourth level chamber and a short, quick walk straight to the Main Staircase. Maybe you'll luck out, though, and find them blasting it clear with spells on their way DOWN, giving you the break. In any case, you'll at least know that this is an excellent avenue to watch if you're going for an ambush. That may sound foolish at first, but a Superhero with a magic sword has enough of a fighting chance against even a Wizard that it is worth considering. Remember too that a returning Wizard is heading for that Main Staircase precisely because his spell supply is low or zero. If the Superhero has scoured every door he's passed, as he should, he'll have enough junker prizes to dispose of in a drawn out battle. That Wizard may be willing to drop one of his good prizes (and they're ALL good, since he can't take the risks or waste spells on the First level) just to break off the battle and run. With a mixed company of characters in action, the Wizard faces a severe time constraint, so he's all the more likely to opt for breaking off. That one prize that a Wizard drops may well be  $\frac{1}{4}$  of everything you the Superhero need to win this game. Try it. After all, what do you risk other than  $1/36$  shot at maybe getting Killed?

**HEROES** The Hero is in a good position in a game having a fair spread of Wizards and Superheroes. They will largely cancel each other out in intermural fighting; the Hero can take advantage of this by moving in a straight line for the Third level, and by making at least a couple of trips back to drop off prizes. A Hero with more than 4000 gold pieces becomes a target in a hotly contested game, so head back as you approach 3000. A Second or First level prize on your return trip should make hardly more than three trips necessary. Just keep an eye on Elves trying this same strategy, and race to the scene of a Seriously Wounded character here in the same way that the Wizards and Superheroes in the neighborhood will come running if YOU get Seriously Wounded.



ELVES      Elves are in the same boat as Heroes without the strength of the latter. The only advantage is the ease of passing through secret doors, and this counts for little in view of the high number of Secret Entrance Cards scattered about. Still, you've got to make the best of it, so I'd suggest heading out of the Main Gallery toward the Sixth Level, passing through that secret door and using it as a shield to cover your tail. There are three First level prizes there for the taking, since the secret door will tend to divert opposition into other directions. Also, of course, you have a  $1/3$  shot at finding the First level magic sword, a badly needed piece of equipment. Make frequent trips to the Main Gallery to drop off prizes, for an Elf is fair game even to a Hero. By returning after taking those three "shielded" prizes, you will be able to then go after whatever First prizes were left by the other characters now well down into the dungeon. Take only a few with you, dropping the rest off before going to the Second level. Dropping off prizes often will minimize your risks. And don't forget to just simply pray a lot.

OVERALL      The strategies designed into Dungeon! are an excellent blend, since each character has his own unique abilities and victory turn, while the overlap of these areas provides interesting as well as necessary conflicts between characters. The spread between the highest and lowest is not so great as to put even the ends of the player spectrum out of each other's reach altogether. The four charts included with this article provide both an overview to, and a guide through, the play suggested. Tables One and Three give a picture of the objectives and opposition; Tables Two and Four illustrate numerically your means of overcoming that opposition and reaching your objectives. For speed of play in the game, I recommend dropping the Wandering Monster rule, and for greatest fun with the least animosity, avoid using ambushes and intercharacter battle except as a last resort. Ambushes may win you the game, but cost you the war, insofar as it will turn people off to the game. Remember that a prime asset of Dungeon! is its ability to lure people into gameplay who are completely turned off by wargames proper. Don't lose your opponents for that wheelbarrow full of gold pieces.

# DUNGEON! Analysis

## Table One

### Prizes Available by Level

	1 <sup>st</sup> Level	2 <sup>d</sup> Level	3 <sup>d</sup> Level	4 <sup>th</sup> Level	5 <sup>th</sup> Level	6 <sup>th</sup> Level
# Prizes	7	7	14	14	15	10
# Equipment	2	2	2	4	1	2
Total Prize Cards	9	9	16	18	16	12
Low Price	250	500	750	1000	2000	4000
High Price	1000	2000	3000	6000	8000	10000
Average Price Value	571	1036	1804	3286	4533	5500
Median Price Value	500	1000	2000	3000	5000	6000
Total all prizes / level	4000	7250	25250	46000	68000	64000
Equipment avail. on this level	Magic Sword → Secret Entrance → Card		ESP Medal →	2 Magic Swords → Crystal Ball	ESP Medal	Magic Sword Crystal Ball

## Table Two

Chances of Rolling a Result Needed	Given Number Chances in 36	(or Higher) Out of 36 %	Result Needed	Chances in 36	%
2	36	100.00	8	15	41.67
3	35	97.22	9	10	27.78
4	33	91.67	10	6	16.67
5	30	83.33	11	3	8.33
6	26	72.22	12	1	2.78
7	21	58.33			

## Table Three

### Survey of Monster Opposition by Level

(Average of all non-spell numbers. Dash equals "13")

	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Toughest Monster	4.50	6.50	9.25	11.00	11.75	12.25
Easiest Monster	3.50	4.00	5.25	8.00	8.75	9.75
Average Monster	4.17	5.09	7.31	9.08	10.24	11.11
Median Monster	4.50	5.25	7.75	8.75	10.00	11.25
No. of Traps	0	1	2	2	1	0

## Table Four

### Breakdown of Opposition by Character, Level, and Spell

Number represents figure needed to overcome level opposition, averaged

	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Elf	4.44	5.71	8.40	10.18	10.96	12.51
Hero	4.11	5.35	7.90	9.68	10.92	11.50
Superhero	2.56	3.64	5.85	7.81	9.22	9.83
Wizard	5.56	5.64	7.10	8.63	9.48	10.50
Lightening Bolt	4.11	3.21	5.22	6.92	8.20	8.91
# effective / total cards	9/9	14/15	18/22	14/24	20/28	12/18
%	100	93	82	58	71	67
Fireball	2.11	3.14	5.00	6.00	7.70	8.43
# effective / total cards	9/9	14/15	17/22	19/24	23/28	16/18
%	100	93	77	79	82	89

YES, MORE LETTERS

The letter below is from old silver-penned Fearsome Freddy, continuing our running gunfight shown on these pages in earlier issues. I'd challenge lots of this, but since publishing is becoming too much a bore and hence he-throwing in the towel, it becomes a futile gesture. I think the 'govern-least' quote is from Thoreau, "On Civil Disobedience" rather than Jefferson, however....

2LT FRED C. WINTER  
Box 1062 Co C DLI  
Presidio of Monterey, CA 93940

5 January 1961XVII

Dear John,

Thank you for the advance warning on your comments. Of course, you are entitled to your wrong opinion, just as anyone else is. And it was decent of you to send me the copy, considering I'm not on your regular mailing list.

In fact, if I were planning on continuing publication, we could even agree to disagree in the form of a fude to build circulation, and so on. However, since I plan on quitting publication ASAP in order to devote more time to playing the game, it really doesn't matter. (Also, of course, is the problem of publishing in Greece. My employer does not provide me with free stamps and xerox services.)

I do have a minor complaint. You say that "I didn't pay enough attention to the sample issue I sent him, and took the enclosure of Saya 3 $\frac{1}{2}$  as a sample itself, which it was not." Question: When is a sample not a sample? Further, talking about not paying attention, I made it perfectly clear in in MDP #fifteen that "my impression [of Saya] is based only on issue #3 $\frac{1}{2}$ " and that we were told "that issues 1,2,3 were very funny." As for being hypocritical, well, all I can say is that first, I have published regularly over the past nine months, something Saya apparently has not done, second, that the article you refer to was intended mostly for Scott, Payne & Melucci. In particular, Scott & Payne entered when I had only one game opening and they were the eighth and ninth persons. They were put on my mailing list in return for their gamefees. The new gameopenings were a favor to them, and technically they have not entered because their fee has been used up in subscriptions. As for Melucci, he sent me \$2.00, unsolicited and uninvited, at a time when I had no game openings, and I put him on the mailing list as well. Subsequently, I've heard nothing from him (except a single letter with only a photocopy of his canceled cheque). Since it is my policy to offer subscriptions by invitation only, I was in no way obligated to send him more than \$2.00 worth of issues or to refund his \$2.00 (something he did not request with him photocopy letter, or lack of letter). This has been done. Furthermore, it really isn't any of your business how or who I decide to send my 'zine to anyway, so long as I do not operate a fraud. Every single issue of MDP has carried the ~~WXXXX~~ warning that "subscription is by invitation only", and several issues have stated that I don't keep track of funds, just that my players should send me a ~~XXX~~ 13 $\frac{1}{2}$  stamp per move. Frankly, I don't have the slightest idea which players have and which havent, nor do I care. Third, you are a fool for taking me seriously, either in my front page article, in my review, or in fact, in this letter.

Finally, one other goodie. Perhaps your stamps and postage are, as you claim, a legetimite fringe benefit. Now, though, you'll have to show me your written permission to reproduce copyrighted materials before I'll withdraw my statement that "the only thing wrong with being on the right is the questionable nature of your allies". William F. is such a funny person, anyway, and this quote ranks right up there with some of Jefferson's remarks on individual freedom while owning slaves and governing best when governing least and increasing the federal government by leaps and bounds while in office. Oh well, I digress.

Oh yes, one last thing. Baseball is a sport. Football is a wargame. The two ~~XXXX~~ are not comperable except in terms of their professional aspects being organized along similar lines. We could go into the differences alot more but I'm almost out of page, and 400 years from now, no one would know the difference anyway. Besides, I don't usually watch either, but do participate in both regularly, and baseball is much more relaxing and develops skill, not broken bones and trick knees.

Oh well,

Freddy

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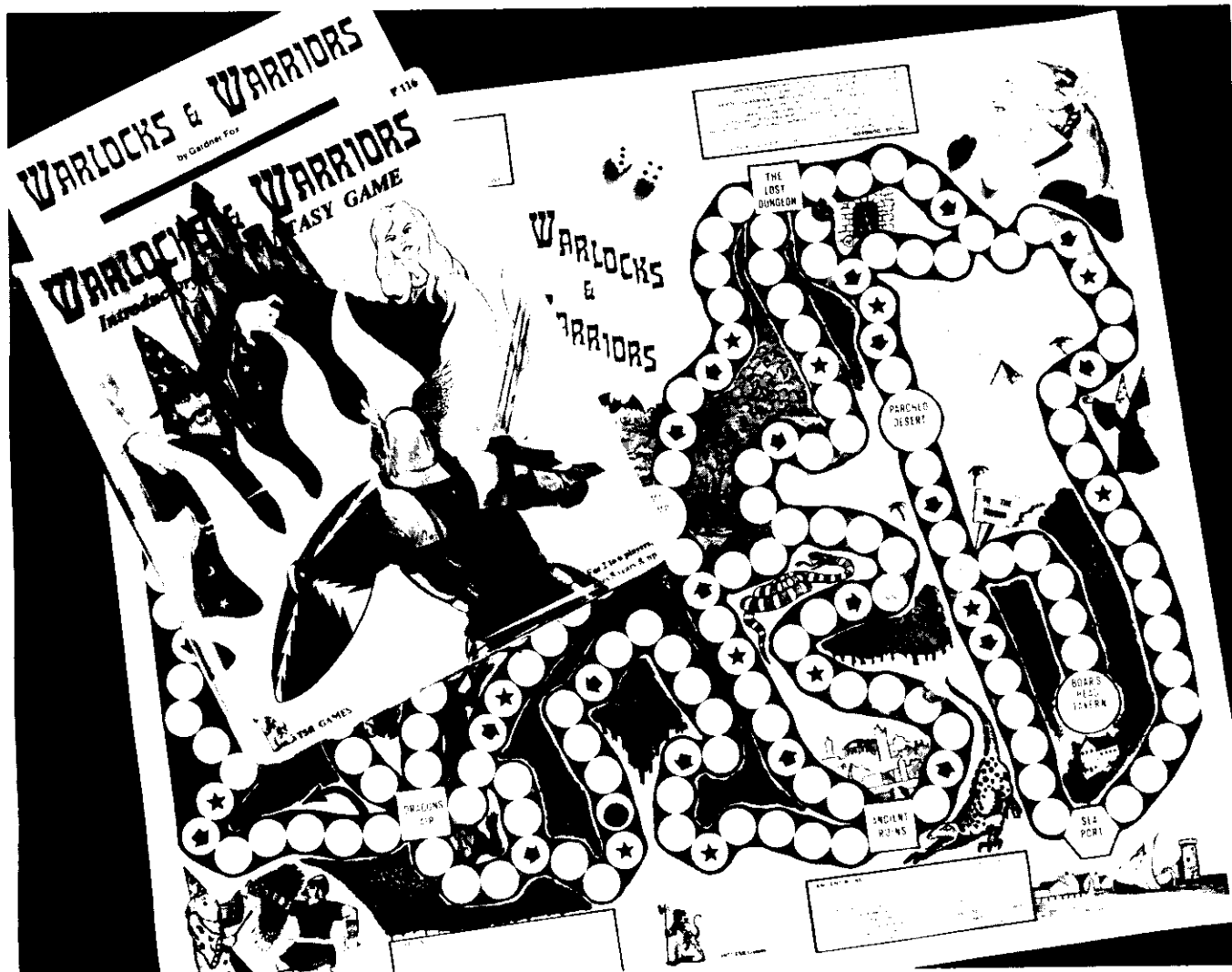
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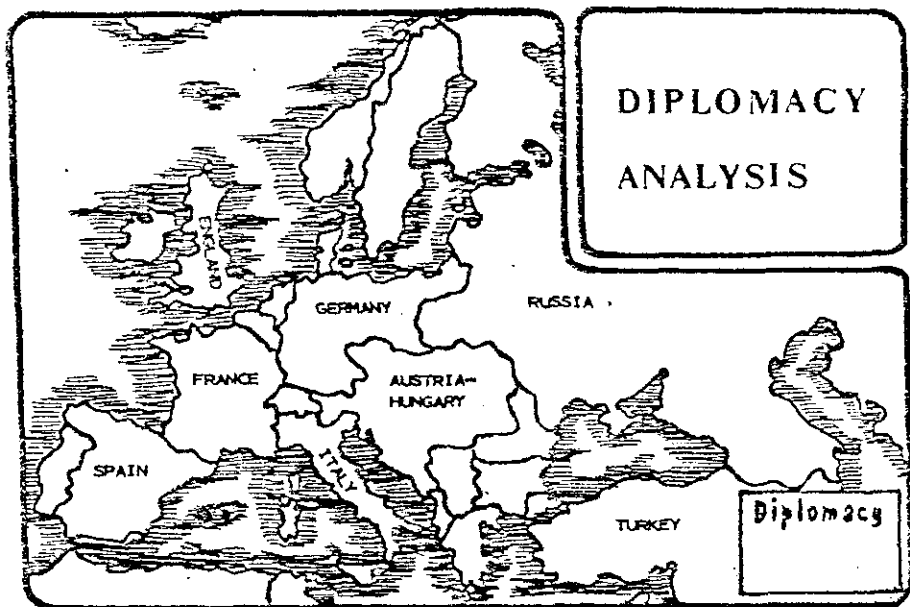
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## LETTERS

- ✓ BERNIE OAKLYN Would you be so kind as to advertise game openings for regular Diplomacy in my zine, LA GUERRE, and possibly send me the addresses of those who write to you—those players that you cannot use because your zine games are filled?
- I do appreciate the courtesy copies you have been sending me. And, I like your style. Wish I had a xerox available like Buddy Tretick had when he published LA GUERRE.
- LA GUERRE also runs simple variations of regular Diplomacy which are called: Krigsspeil Diplomacy, Air Sea Diplomacy, & Hyperspace Diplomacy.
- I do wish a Happy New Year to you and yours, for 1978 and for those years to follow. ((781 Quince Orchard Blvd., Apt 12, Gaithersburg, Maryland 20760))
- ✓ CAL WHITE, BN Custodian By the way, BB is really an excellent zine. It is one of the zines I really look forward to getting. Also, too bad about the Orange Bowl. I was pulling for Oklahoma.
- ((Thanks. So was I. Unfortunately, a team that almost never throws the ball can't compete with a competent team such as Arkansas when the latter team is 'hot', as they so obviously were for the Orange Bowl. // Glad to see you're getting EVERYTHING back on its feet. It's been needed.))
- ✓ from Cal's latest EVERYTHING (#36): "Just in from Roger Oliver—Apparently the rumors about William Clumm's being in jail are correct. What I didn't know is that it's a life sentence. William is at the S. Ohio Correctional Facility in Lucasville, Ohio. Roger is going to be picking up about seven RegDip games as well as some variants and possibly some wargames. Roger's address is POB 452, Denville, NJ 07834. If you should wish to write to William, his address is: William Clumm #148 716 c/o S. Ohio Correctional Facility, PO Box 45699, Lucasville, Ohio 45699."
- ✓ CRAIG REGES You are quite correct, in order to get people to join the IDA/NA, I offered a free game to anyone who would join before January 1. The response has been less than overwhelming. Zero, in fact. But the offer still stands although we'll see if anyone takes me up on this. Jerry Jones runs it also. Alan Rowland wrote me a long note about my being, in his opinion I guess he would say, an idealistic chump. He said the IDANA can't work, won't work, and should be buried along with several other worthless organizations, which he named. (He forgot the Democratic Party, but that's beside the point). He continued on with a barrage of reasons why he had no interest but, of course, I would soon find out. Maybe, but I do hope not. But he also enclosed a few very instructive comments and ideas for my zine for which I am grateful. ((One of the problems I can see with the IDA is quite basic: "What's in it for me?" The only tangible output I've seen is DR, and frankly, that's not much. It's kind of like the AWA in wargaming, which puts out a bi-monthly newsletter as I recall, but which contained nothing but trivia and organizational notes. If you lived near MIT, you could save a dollar off the annual doorfee for the con there, but the rest of it was nothing but a big blow. A nice egoboo for the "officers" who enjoy acting out Robert's Rules of Order, writing constitutions, holding elections, etc., but hell, who gives a damn? An organization trying to EXIST can hardly do much for the hobby, can it? I'll wait and see, but I'm not optimistic.))
- ✓ CAL WHITE (again) I did realise that BB#2 already had a B#. But I really appreciate it when someone tries to make my job easier. Thanks. Will you be going to DipCon this June? I'd like to meet the promising editor of...uh,uh...Oh, yes! Bullus Brutetin! Whatever... ((Bullus Brutetin indeed! Actually, I ought to title one of these that, just to see if anyone noticed it. I doubt if I'll be at DipCon this year. I'll be staying home just to do the organizers & hobby a favor.))
- ((JOHN LEEDER wrote a nice review of BB in his RUNESTONE 185 for which I'd like to thank him here. I just wonder from his wording, though, if he thinks I wrote up all that stuff (filler) myself, rather than just copied odds and ends going through my or my wife's office, which is in fact the case? The only original material in these things is the JOHN'S NOTES column and occasional reprints of articles/reviews I've done myself earlier for other zines. ALAN ROWLAND wrote to criticize me for that very point: lack of original, creative stuff. Well, if you want that, try SAYA NASTI.. or LIES, DECEIT, & NEFARIOUS SCHEMES. Ed Sullivan had no talent, but everyone watched his show for years; I in turn claim no originality, but DO hope to chug out some amusing filler items to liven up what could otherwise be put on a tri-weekly postcard: "F GoB--Swe", etc. In regard to John L. above, he may have been thinking of my AFRICAN CAMPAIGN review in issue 1...? ))



## THE GOOD ALLY

BY: Len Lakofka

Walt Buchanan has told me that many people, mainly newcomers, are asking that "how to" articles be printed in DIPLOMACY WORLD. This is, of course, understandable since newcomers are the soul of the hobby and esoteric articles in a major publication like DIPLOMACY WORLD will turn them off, initially. As time passes, they might go back and reread those articles that make no sense now and get a great deal out of them.

This brings to mind some of the attitudes taken by some new players when they embark upon their Diplomacy career. New players today are exposed to much more real and potential material than players had been in the past. The IDA Handbooks are one good example of this material; the many articles available in such quality publications as DIPLOMACY WORLD, IMPASSABLE, THE POCKET ARMENIAN, etc., etc., are another. With this wealth of material available, it is bound to influence player styles. IT HAS.

Today a new playing style is beginning to emerge. It is the "Good Ally" style. Basically it says, "I will never tell a lie". Thus, if you plan to attack, you announce it. If you plan to be an ally, you become one. Note that this philosophy is not the "Holy Alliance", or the "Mortal Alliance", and thus you may attack...but you must announce it.

The fact that the "Holy Alliance" (sort of a death-do-us-part) or the "Good Ally" alliance has nothing to do with the simulation or the real world...does not seem to prevent these two styles from being in vogue.

Diplomacy is a WAR simulation on the diplomatic and gross tactical levels. Since economics and political philosophy do not enter the simulation, any country may ally with any other country. Diplomatically, then, you attempt to create an atmosphere in which you can accomplish three things: (1) survive, (2) draw, and (3) win. Note that winning is not the first goal. If you play to win (without securing your position first) and then something goes wrong with your first alliance lattice...you may have doomed yourself.

At the beginning you wish to grow by usually taking your neutrals first and then attacking your neighbors. Attacking in 1901 is only feasible when you have a complete knowledge of the overall diplomatic and tactical picture (i.e., the strategic overview). Countries that plan attacks in 1901 often do not live to see 1905 if they do so alone or if they forget that 2 countries in alliance can not defeat 5 countries. Thus you move slowly at first. You establish relations with everyone in your sector and at least introduce yourself to everyone else. Perhaps you may ask what a sector is and even what neutral(s) you are entitled to. Let me digress...you say that is all I ever do?...and explain those terms.

I. The Belgian Sector of the board is composed of England, France, and Germany. England will normally take Norway and has an interest in Belgium. France will normally take Portugal and Spain and has an interest in Belgium. Germany will normally take Holland and Denmark and has an interest in Belgium. This interest is the key to the sector's name. Everyone wants Belgium. For France or Germany to take it in 1901 could call attention to their 6 centers and thus they just might wish to avoid a 1901 grab. England would like it in

1901 but a 5-center England is stronger than a 5-center Germany or France. Thus we have a dilemma both diplomatic and tactical in the Belgian Sector.

II. The Balkan Sector of the board is composed of Austria, Russia, and Turkey. Turkey normally gains Bulgaria, Austria takes Serbia and Greece, and Russia gets Rumania. While everyone gets something...there is still an imbalance. Russia, Turkey, and Austria can not conveniently go their separate ways without crossing over each other. Thus, two usually ally against the third in the Balkan Sector.

III. The Iberian Sector is composed of Italy, France, and possibly England. Italy gets Tunisia and France gets Iberia. If the area is peaceful, both countries can have a chance to grow. If the area is violent, the balance of power can shift in the opposite direction. This is because Italy is the balance of power nation between the Balkan and Belgian Sectors. These two major sectors always activate (i.e., have a war in them). Thus, if Italy causes a 2-on-2 situation to occur in the Iberian Sector/Belgian Sector, two countries in the Balkan Sector could profit.

IV. The Ionian Sector is composed of Italy, Austria, and Turkey. The prize is usually Greece but Turkey itself can be the target if this sector activates. Italy gets Tunis and Austria gets Greece. Again note that if Italy goes into the Ionian, then the Belgian Sector could profit. If in the Ionian or Iberian Sectors Italy causes a 3-on-1 situation to be created (the target being France in the west, Turkey in the east (not Austria), then Italy could go with the majority and gain. (Why not Austria? It is too easy for Russia and Turkey to stay allied and just keep going...right over Italy. The tactical situation heavily favors that alliance).

V. The Tyrolian Sector is composed of all the countries that border on the neutrals Tyrolia, Bohemia, Silesia; i.e., Russia, Germany, Austria, and Italy. This sector, if activated early, is almost always at the expense of some

center(s) in the classic Belgian/Balkan Sectors and is thus often ill-advised. When a country bypasses his basic neutrals, he is toying with instant death! NEVER give up your classic neutrals without a fight. Rarely bypass one classic neutral in 1901 for activation of the Tyrolian Sector...although it is possible and can pay dividends if you know the entire board and have formed good alliances.

VI. The Scandinavian Sector is composed of German, England, and Russia. Germany gets Denmark, Russia gets Sweden, and England gets Norway. Everyone gets one and everyone CAN go their separate ways for a few game years. The problem is to disentangle the pieces in Norway, Sweden, and Denmark. Everyone is afraid to move out and everyone hates to waste a piece guarding the place. Another interesting tactical/diplomatic problem.

Taking all this information, let's again look at the "Good Ally"...remembering that we are playing a war simulation. When a player negotiates his heart out in 1901 without backing up the negotiations with sound 1901 tactical play, he has failed to accomplish the very goals of negotiation he has set for himself!

Let's say that Russia, for example, does nothing about Rumania, playing instead F StP(sc)-Bot, A War-Sil, A Mos to StP, F Sev H, while also saying he is allied with Austria versus Turkey. Tactically he has blundered (1) by not tak-

ing Rumania, (2) leaving his "ally" to forge off Turkey alone, and (3) allowing his "enemy" to gain the Black Sea and/or Armenia and perhaps even bounce him in Rumania in Fall 1901. Do you see the incongruity between the diplomatic and tactical portions of the 1901 play?? If not...then reread the sector analysis. If you still don't see it...then your days in Diplomacy could be numbered.

Now let's go further and say that you are a "Good Ally" player. You will tell Austria you are Allied with him and tell Turkey that you will attack. How long do you think it will be before Turkey AND Austria attack you? Will Austria tell you of this attack? Likely he will not. If he is a good player, he will surely abandon you as an ally because of tactical incompetence. Some "Good Ally" players become piqued when someone actually attacks them without warning. What has upset them is their own error...but they do not see it that way. Diplomacy is irrevocably connected with tactics. The simulation is DESIGNED that way. If you screw up the tactics...all the Diplomacy in the world will not save you. If you then compound the error by being upset with your

"ally" who attacked you, you are not aware of the way that the game is played.

I have emphasized the word play twice now because Diplomacy IS ONLY A GAME. It is a game for people who enjoy thinking. It is a game for people who have golden tongues who also know how to command armies. One asset alone will not be good enough. When you are stabbed, you must ask, "Was it a good stab...did I have it coming?" If the answer is "yes", then fight to the death and chalk it up to experience. Do not say, "I'll never ally with you again in this or any other game". First, this game is not over, and second, vendettas profit no one. A vendetta player not last long nationally because he gets the reputation for playing the players and not the game. That reputation is far more onerous than one of stabbing when it is CORRECT AND NECESSARY.

If the answer to the stab question is "no", then you have been stabbed by someone who does not know how to play well and allying with him should again be considered for a long period of time. My point is that the "Good Ally" concept is all wet from the point of view of the way that the game is designed. The game is designed for stabs. The rules clearly imply that a stab is possible...you can SAY anything but then DO whatever you want. To throw that ability away is folly!

When is a stab a good stab? A stab should do one or all of the following: (1) increase your holdings, (2) insure a draw or win, and (3) cripple the country being stabbed. If a stab does not give the prospect of LONG TERM GAIN...then it is almost always a bad stab. If you only wound and opponent...you have not accomplished a thing.

A "Good Ally" can not stab because he can not tell a lie. Do you usually go into a fight with one hand tied behind your back? We top players...Birsan, The Beyerleins, Buchanan (yes Buchanan) (Lenard! WB), Power, Eller, Pitsch, Vagts, Rocamora...et.al...will ALL stab to draw or win. Does this mean that others will not ally with them? It does not. Quality begets quality. To prevent yourself from being stabbed you must always keep your guard up...never let it down. If your back door is open, someone will walk in. Don't blame him for it, it is your poor play.

Now be sure that this does not mean that you should become an outright liar. That does not work either. You tell the truth to the best of your ability, being candid and evasive as the need demands. One of the most valued tools in a good player's arsenal can be evasion. Imply as much as you can without saying

anything. Henry Kissinger does it all the time (too much, me thinks...but that is another story). If you must lie to accomplish something, then be sure the result of the lie will be almost certain death to the player you are lying to.

There is NOTHING immoral or even dishonest about lying in a GAME DESIGNED FOR LYING!! Some of your best plays result from stringing a player out and then leaving him/her there to hang all by himself. That is how the game is played. A "Good Ally" is too worried about being "lily white" (and I don't mean that ethnically) and is missing out on hours of good play. When I get stabbed, I scream and yell for a while, especially if it is a "bad" stab. But if it is a good one, I can enjoy and apply the expertise that got me out on the limb to be stabbed. THAT is what the game DIPLOMACY is all about. You are PLAYING to win...not to be a good guy. Good guys only win in cross-game alliances and are reprehensible.

What's this? Well, I got my semi-annual issue of Diplomacy World, and found a "memorable" entry. As slow as PD is though, they may have another from Len in their next issue (about the 4th of July). PD's editorial/business office is c/o Don Johnson 7331-C Normandie Ct, Hazelwood MO 63042.



## SOME MORE REVIEWS

Some time back, I said I'd review the hobby-wide "classics" separately. Let me make good on my word here.

**DIPLOMACY REVIEW** "This is the official journal of the one International Diplomacy Association/North America. Published by the Periodicals Editor, Ben Grossman. Annual Dues are \$2, and should be made payable to IDA and sent to Bob Hartwig, 304 Slater Hall, U of I, Iowa City, Iowa 52242"((from the masthead))DR is in fact an erratic newsletter giving an inkling of the grave problems in the IDA today. In its defense, of course, Ben Grossman has been making and sending it for nothing, but that too tells a story. The last issue I received was "DR VI,4" in late November I believe, talking about upcoming elections. Nominations for IDA offices appeared with acceptance & statement deadlines up to Dec 10 when the "next" DR would come out, carrying final candidate list, statements, and ballots. Ballots would be counted by Ben & friends during Xmas break, "up to Jan 15". I'm typing this Jan 11 and have not received any further issues, so I guess either my vote isn't wanted, or the IDA election is postponed, or the whole mess has gone down the tubes. Maybe the Spring 78 issue of DR will tell the story, if it comes out, and if anyone cares.

**DIPLOMACY DIGEST** Mark L Berch, 492 Naylor Place, Alexandria, VA 22304. Monthly, 10/\$3.50. DD is a unique creature in this hobby, a READING magazine. No games or such, just reprints of Dippy articles from all over and everywhere/when, sometimes a potpourri of articles, other times a "theme" issue. DD is great to get in that you can open it and read, rather than just open it, check the game results, curse, and chuck it. It's been going for 6 months and is fairly regular. Highly recommended.

**DIPLOMACY WORLD** Walt Buchanan, Conrad von Metzke, et.al., \$4/yr/4 issues. I review this just "for the record". I'm sure everyone is familiar with DW. It was the original hobby-wide general zine, rather like the GENERAL in wargaming. Like the GENERAL, it is attacked by many as too simple, too bland, etc. However, it is big, regular, and established, and therefore in a very small club. Recommended.

**EVERYTHING** "the official journal of the BNC", Cal White, 1 Turnberry Ave., Toronto, Ontario M6N 1P6, CANADA. 8/\$2, monthly. I can review E now because I have received 2 copies since Cal White took over the numbers, an exceptional record compared to what I'd seen earlier. E is a stat zine, listing game starts and finishes, with some editorial commentary. The best use I've found for it is to eyeball it for pairings of people I'm playing with, starting together in other games. ((Or finishing!)) The problem is, it takes me more time than I think its worth. It's good to see my OWN games in there, though. Cal is doing a really good job, chugging out numbers, EVERYTHING, and his own ELECTRA GLIDE BLUE dipzine. If you can use the starts and finishes info, I recommend it. ((Late note: I have yet to see two game conclusions I've read of elsewhere. One was the hobby's first seven-way draw, another was a successful concession vote to a one-center Germany in Civil Disorder! As E is the "official" listing, I'm eager to see them get on the record)).

\*\*\*\*\*OTHER REVIEWS AND UPDATES\*\*\*\*\*

**THE PODUNK NEWS** Bob Hartwig, 304 Slater Hall, Univ of Iowa, Iowa City, Iowa 52242 30¢/ issue, 25¢/Issue for standbys, monthly. Carries Dip, variants, Dungeon stuff, some articles. Bob is also big in the IDANA business. HAS OPENINGS.

**AGAINST THE ODDS** A new zine put out by our own Craig Reges (77KS), triweekly, \$3.50/10, +\$2 gamefee, \*deposit. HAS OPENINGS last I heard. Looks good. Currently running orphans. Write for details to 16 W 761 White Pines Road, Bensenville, IL 60106.

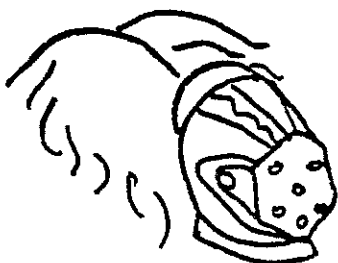
**RURITANIA** Tony Watson, 201 Minnesota St., Las Vegas, Nevada. 89107. Tony has lately pushed to get Ruri on schedule again, and, to counteract rumors of its demise, has launched a subscription drive! I must say, of late Ruri HAS been coming out better than it did, and I'm glad to announce it. Ruri is also strongly SF oriented. 4/\$1, 0 gamefee, \$2 deposit. Currently has variant openings. Write for details. Now recommended without qualification of BB Issue 2.

**BLACK HOLE** Doug Reif, 67 Grosvenor Rd, Kenmore NY 14223. 11/\$2, no openings. Earlier I'd recommended BH despite its slowing & skimpiness of late, but it has been getting more so instead of less with time. Recommendation withdrawn.



Below is a movie review taken from Bob Sergeant's excellent ST George & the Dragon. ST&TD often carries something regarding SF, among other things. I include it here because I thought his UFO comments were particularly accurate. (And, of course, filler always helps an issue). SG&TD is available @ 10/\$2 from Bob at 3242 Lupine Drive, Indianapolis, IN 46224. No game openings at the present time. Monthly, and quite regular.

Saint George and the Dragon - No. 24 page 2 January 15, 1977  
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## SAINT GEORGE SPEAKS

### Close Encounters

Let me begin by saying I do not believe in flying saucers. Anything one has to "believe in" is automatically suspect. If something exists, one doesn't have to "believe in" it. When's the last time someone asked you if you believe in Pittsburgh?

This is relevant because the effect of this movie is greatly diluted if you are not a believer. The plot is virtually non-existent. The movie asserts that there ARE flying saucers and they are going to land. And that is the sum total of the plot.

Much is made of the message of the saucers, which is revealing where they are going to land, but no attempt is made to explain why the saucers have been spending all this time playing peek-a-boo in our atmosphere, why they are here, why they have chosen the people they have to meet their ship, or indeed much of anything.

However, it is a curious thing that most "believers" don't really require explanations for these questions in the movie, as indeed they don't ask for them in real life.

However, every time I tell this to someone, they say, well, I don't think I'll go see the movie. This is a wrong attitude. The movie is definitely worth seeing, for the special effects which are quite well done. The aliens from the ship are satisfyingly alien. This was one complaint I had about Star Wars--the aliens in Cabaret were not convincing. Although some ingenuity was shown in their design and in the execution of the make-up of some, on the whole the aliens' faces did not move or give the impression of anything other than a mask. I suppose money and the amount of time needed to apply make-up had something to do with that.

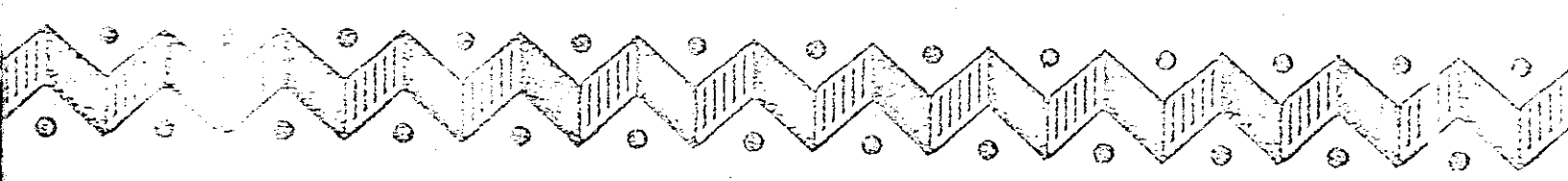
Close Encounters is meant to be taken seriously as a story, unlike Star Wars which was never intended to be. On this account, CE fails. Unless you are already convinced that saucers are real, CE never comes across as convincing. I would like to see this kind of special effect used in dramatizing a good story, perhaps Hal Clements' Mission Of Gravity. But do see this movie. It is worth seeing.

You may have noticed that I did not review Damnation Alley when it was playing. There's a reason for that. Some things will go away if you ignore them. If Damnation Alley is still playing in your neighborhood, and you're wondering whether to spend your money...forget it. You'll never miss this movie.

The good news is that apparently, Ray Bradbury is working on an adaptation of his Martian Chronicles for television. One can only hope that for once they will let the author handle his own work without telling him how to do it....I also hope for peace in the Middle East.

\*\*\*\*\*

# IMPORTANT NOTICE



The management regrets that it has come to their attention that employees dying on the job are failing to fall down.

This practice must stop, as it becomes impossible to distinguish between death and natural movement of the staff.

Any employee found dead in an upright position will be dropped from the payroll.

