

the Dragon

and

the Lamb



 ** Published by Steve McLendon, Box 57066, Webster, Tx 77598 (713-332-6620).
 ** Game openings are available. Gamefee is \$3.50 + a subscription of \$6/10
 ** issues. A \$2.50 deposit is also required (refunded if the player does not
 ** drop his position).

** Associate Gamesmasters:

** Jeff Richmond (1979CJ), 3111 Scenic Lake Dr, #33, Ann Arbor, MI 48104
 ** Pat Carson (1980T), PO Box 905, Stetson Univ, Deland, FL 32720

Greetings, Children of the Blade. At last we are back to a normal schedule. Well, almost. The month after a flight is almost as busy as the month before, but at least there are no 16 hour days (with NO overtime!).

Much has transpired in the past month, most of it good. First of all, SUPERMAN II and EXCALIBUR are out on video cassette. Of course, they were released by Warner Bros., which means you can't buy them--only rent them. But for enterprising individuals.....I've watched EXCALIBUR about four times in the past two weeks. Seems to get better each time I watch it.

Connie has watched SUPE II about that many times also. She feels the same way although I can't really share her enthusiasm for it. I also managed to finally see Hangar 18, as it was on the cable recently. Boy, what a dumb plot! Again, Connie liked it. But I was ready to throw it in the trash. What pathetic puke.

One of the really good things about owning a VCR is that you get to watch movies you've never even heard about. You know, while making the theatre runs it never gets around to your city. I've watched several I'd never even heard of before, and they were fairly recent movies too.

I was in the video store one day scanning the movies and ran across one called THE LAST VALLEY, starring Michael Caine and Omar Sharif. The cover looked neat so I rented it. Now that movie I really enjoyed.

Of course, the BIG, BIG news is that STAR WARS is finally going to be released to video cassette. Start looking for it in February. CBS has bought the commercial rights to SW. That's right, you'll be able to watch it on your plain old everyday tv as a Saturday Night Movie or some such. But don't start settling down in your easy chair too soon. The first showing will be in 1984. Why? Because pay tv will get it first, and they'll have to rake in some more megabucks from the cassette sales. But it will be on cable before summer arrives. Just remember, you heard it here in D&L.

And there are a few things new in the video game world. I got a new one from SSI (the ones who put out Computer Bismarck), computer game called The Shattered Alliance. It was designed by the same guy but its better than CB. It pits armies against armies in different scenarios: Carthage vs Alexander the Great, Xerxes vs Genghis Khan, Romans vs Vikings, Gondor vs Mordor, and several others.

And you have different elements making up your army. For instance, in Carthage vs Alexander the Great, the Carthaginians have an army 3117 strong--646 Heavy Infantry with shield and spear, 481 Medium Infantry with shield and spear, another unit of 478 Medium Infantry with shield and spear, 323 Light Infantry with shield and javelin, 305 Light Infantry with shield and bow, 402 Heavy Cavalry with shield and javelin, 242 Light Cavalry with shield and javelin, and another unit of 240 Light Cavalry with shield and javelin.

These are deployed against the army of Alexander, consisting of 488 Heavy Infantry with shields and pikes, 323 Heavy Infantry with shield and javelin, 484 Medium Infantry with shields and pikes, another unit of 486 Medium Infantry with shields and pikes, 322 Light Infantry with shields and javelin, 242 Light Infantry with shield and slings, 324 Light infantry with shield and bow, and 488 Heavy Cavalry with shield and bow--3157 strong.

Of course, you must know how best to deploy your forces and how to attack. Light Cavalry against Heavy Infantry stands no chance. It can be either a two-player game, or you can pick one side and the computer will play the other. And each scenario has a different map board with different terrain to spice things up a bit. Each game only takes about 30-40 minutes to play, so it moves pretty fast. You can even create your own scenarios. Pit Alexander against the forces of Mordor, or the Romans against Genghis Khan. It's a good way to whittle away some idle time.

Another breakthrough is a new game put out by Odyssey. It's called The Quest For The Rings and, yep, you guessed it, it's a D&D-type affair. I have owned an Odyssey for quite some time, but hadn't really kept abreast of the new games it had put out, mainly because I had been slightly disappointed by what it had put out so far. Oh, there were a few good ones, but after playing even these for a while I had just lost interest.

Then came the December issue of Video magazine which contained a review of this new game. That's how I first found out about it. To quote the review: "You are about to become a legend in your own time," begins the instruction booklet for Quest For The Rings (Odyssey). It could just as easily have read "you are about to play an instant classic" because this marvelous new cartridge for the Odyssey has "super hit" stamped all over it in gold letters. Quest For The Rings boldly ventures where no video game has gone before. For the first time, designers have blended aspects of the board game and the video game to produce a vigorous new hybrid unlike anything ever seen in home arcading.

This one-to-three player contest challenges gamers to find and capture 10 magic rings which the malevolent Ringmaster has hidden deep beneath some of the 23 castles shown on the beautiful colored mapboard that comes with the game. This Sauron-like incarnation of evil has not left his valuable treasures unguarded either. All manner of fell creatures from barbaric orcs to fire-breathing dragons inhabit the deep labyrinths where the rings reside, and the monster's only goal is to prevent adventurers from completing their quest. The idea behind the innovative hybrid format is to shift certain jobs that the Odyssey system would otherwise have to handle onto the shoulders of the players. Adding human brainpower to the equation makes it possible to create a home-arcade game more complex than previously attempted.

To insure that every session of Quest for the Rings is completely unique, a gamer assumes the role of Ringmaster. Using an attractive set of printed wooden tokens, the Ringmaster decides which castles will harbor rings and/or monsters. The monsters and treasures are represented by small tokens which fit invisibly under the larger ones symbolizing the citadels. The reverse side of each castle marker shows which of the four different kinds of labyrinth is beneath it. Enter the good guys. Two arcaders have free choice of any of four different heroes, each with a special power. They may be selected in any combination, but arcaders must take care to pick ones that work well together because 'Quest' is a game of teamwork. Players cooperate rather than compete against each other to complete the mission.

The character choices are the warrior, who wields a magic blade; the wizard, who can cast spells; the changeling, who can become invisible and undetectable to the monsters when he dons a mirror cloak; and the phantom, who can walk through walls at will. The heroes move around the map board roving from place to place in search of the 10 mystic prizes. Whenever the pair land on a castle, the Ringmaster consults the tokens on that spot and keys in the appropriate information as indicated by a special overlay which fits on top of the Odyssey's diaphragm keyboard.

Even this lengthy description barely scratches the surface of 'Quest for the Rings'. If you only buy one Odyssey cartridge this year, this is definitely the one to get."

Well, I went out and bought one. The artwork on the gamebox and in the rulebook is just fantastic. Along with the game, I got two T-shirts. Each has the cover artwork on the front, underscored in bold letters with 'DRAGONSLAYER'. I wore one to my D&D game a couple of nights later and everyone wanted to know where they could get one.

The game itself is very enjoyable (and cute). And those monsters are really tough. Makes for an enjoyable evening. I guess pretty soon Atari will come out with something similar. What I was really happy to see, though, is someone finally come out with a game that's more than just a shoot-em-up arcade game. Maybe this will pave the way for.....who knows?

With all the games I have described in this and preceding issues, however, I still believe improvements can be made. As soon as I become more proficient at machine language I have three game ideas I would like to try.

One is similar to chess or, more accurately, to the game jetan, described in Burrough's John Carter series. Each piece would have weapons, armor, some would have bows or magic bows, swords or magic swords, etc. Each would also have its own number of "hit points". In order to move to a certain square, one would have to defeat the opponent already on that square, if there was one. In other words, Knight takes Bishop doesn't automatically happen. The knight would actually have to defeat the bishop (or wizard). And of course the strategy of

chess would still be there, it would just add another dimension.

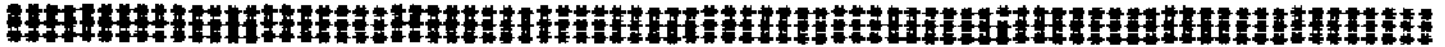
Another idea is D&D itself. I see no reason why the complete game cannot be incorporated into the home computer. Yeah, I know it has been computerized, but it's usually on some university's 100 megabit computer. It should be possible to fit a true D&D game, to handle up to 7 or 8 players, on a home computer. It would probably take two disc drives, but that is no great drawback to empower the computer to act as a true DungeonMaster. And I'm talking about using all the spells, magic items, etc., that one would encounter in actually playing D&D.

The third idea I had in mind is a war game. Battleships, subs, destroyers, air power, harbors, coastal defences, the whole nine yards. A real Battle Royal. On one side: a city with a harbor, shore batteries, and airfield, four Iowa-class battleships, two destroyers, 3 or 4 P-T boats, 2 or 3 cruisers, a minelayer. Defend the city.

On the other side: the Bismarck, Graf Spee, Yamato, Tirpitz (all four of them battleships, except the Graf Spee which was a pocket battleship), 2 or 3 carriers, 3 or 4 subs, troop transports, 3 or 4 cruisers, some amphibious assault transports carrying tanks, and maybe a minesweeper. Take the city and harbor.

Just three ideas I've been toying with.

As mentioned last time, later in this issue is a rundown on how the Apple conducts Diplomacy business. And with that...the games.



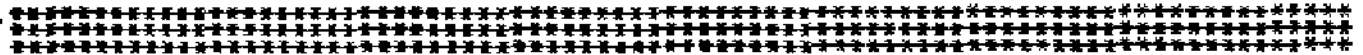
1979K1

ANDROMEDA

SPRING, 1981

- ENGLAND (RICHMOND) : F NAT (S) F MID, F BRE (S) F MID, F MID-H, a UKR (s) Turkish a arm-seu(nso), F NTH-ENG, A GAS (S) A MAR, A MUN-H, A MAR-H, A BER-H, F GAL C A DEN-PRU, F NWG-NTH, A WAR (S) A UKR, A SIL-H, A BUR (S) A MAR, F IRI (S) F MID, A DEN-PRU, A LUN-MOS
- FRANCE (BEVERLEIN) : a Pic-mar
- RUSSIA (CONNER) : F SEU (S) TURKISH A RUM
- TURKEY (KOUALCIK) : BUILDS A CON. A TYO (S) A VIE-BOH, A VIE-BOH, A RUM (S) A GAL, F MES-SPAK(sc), F SPAK(sc)-POR, F TUN-MES, F ION-TYR, f naf-mid, A BUD (S) A GAL, A GAL (S) A VIE-BOH, F LYO (S) F MES-SPAK(sc), A BUL (S) A RUM, A ARM (S) RUSSIAN F SEU, A CON (S) A BUL

Deadline for FALL, 1982 is SATURDAY, JANUARY 9.



1981CJ

JEDI

WINTER, 1982

- AUSTRIA (BERCH) : HAS F GRE, A SER, A TRI, A VIE
- ENGLAND (KURUCZ) : NMR! HAS F ENG, F NTH, F SWE, A PIC, F MID
- FRANCE (AFFLERBACH) : BUILDS A WAR. HAS F POR, F BRE, A SPA, A PAR, A MAR
- GERMANY (T.ITALO) : HAS A SIL, A BUR, A DEN, F BAL, A PRU
- ITALY (MYERS) : REMOVES F LYO. HAS A ALB, A VEN, F MES, F ION
- RUSSIA (HACKEHNIE) : F SWE R/OTB, BUILDS A MOS/A SEU/A WAR. HAS A ANK, A BUL, A BUD, A WAR, F BLA, A STP, A MOS, A SEU
- TURKEY (CARSON) : HAS F AEG, A CON

Will JOHN MASTERS, 25711 N.VISTA FWYS, VALENCIA, CA 91355 please submit standby orders for ENGLAND.

2. Deadline for SPRING, 1983 is SATURDAY, JAN 9

- AUSTRIA (PYFRON) : BUILDS A BUD. f bul(sc)-aes, A GRE (S) A SER-BUL, A TRI (S) A VIE-TYO, A VIE-TYO, A UEN-APU, a ser-bul, A BUD-VIE
- ENGLAND (GILMORE) : f hel-hol, F DEN (S) RUSSIAN F SWE-BAL, A LON-YOR, F NTH-LON, F EDI-NTH
- FRANCE (PORTENY) : BUILDS F BRE. A HAR-PIE, A GAS-HAR, a bel-ruh, F ENG-BRE, A BUR (S) A BEL-RUH, F BRE-HIG
- GERMANY (DITTER) : REMOVES F HOL. a ruh (s) a kie-hol, f ber-bal, a kie-hol, A MUN (S) A RUH
- ITALY (TOHNSEND) : REMOVES A BOH, A ROM-UEN, F POR (S) A ROM-UEN, f eas-aes
- RUSSIA (A.ITALO) : BUILDS A HAR. A ARM-ANK, A SEU-ARM, F BLA (S) A ARM-ANK, a pru-ber, F SWE-BAL, A HAR-SIL
- TURKEY (DYER) : NMR! a ank-h(anni), F CON-H, F SHY-H

Deadline for FALL, 1984 is SATURDAY, JANUARY 9.

- FRANCE (HOOD) : NMR! F TUN-H, F NAP-H, A EDI-H, A BUR-H, F TYR-H, F LON-H, A PIC-H, F ROM-H, F LYO-H, A TUS-H, A PIE-H
- GERMANY (OLSEN) : A BER-PRU, a ruh-mun, F DEN-H, F HOL-NTH, a mun-tyo
- RUSSIA (COOPER) : A MOS R/LUN. REMOVES A SIL. a sil-war(nsu), A STP (S) A LUN-MOS, A LUN-MOS, a ukr-sev, F SWE-KU/O
- TURKEY (A.ITALO) : BUILDS A CON/A SHY. F APU (S) F ION, F ION (S) F APU, F TRI (S) F UEN, F REG (S) F ION, F UEN (S) F APU, A MOS-HAR, a sev-ruh, A VIE-TYO, a gal-ruh, F GRE (S) F ION, A BOH (S) A VIE-TYO, A CON-BUL, A SHY-ARM

Will DON DITTER, 910 HOPE ST, #12A, STAMFORD, CT 06907 please submit standby orders for FRANCE.

Deadline for FALL, 1989 is SATURDAY, JANUARY 9.

- ENGLAND (DYER) : NMR! A PAR-H, A GAS-H, F BRE-H, F IRI-H, F ENG-H
- FRANCE (GREENWOOD) : a bur-mun, A SPA-K(U/O)
- GERMANY (LEW) : a bel-bur, f mid-sea(sc)(r/mat,otb), A KIE-HOL, a mun-tyo
- ITALY (MERCER) : F MID R/POR. a tyo (s) a vie-boh, a vie-boh, A BUD (S) TURKISH A GAL, F NAP-MID, F POR (S) FRENCH A SPA, a pie-mar, F TYR-TUN
- RUSSIA (AFFLEBACH) : a war-gal, a sev-ruh(r/mos,otb), A SIL (S) A HAR-GAL, A UKR (S) A SEU-RUM, F NTH-DEN, a boh-vie
- TURKEY (ROGERS) : A ARM (S) A RUM-SEU, F BLA (S) A RUM-SEU, f lyo-mar, A SER-RUM, a gal (s) a ser-ruh, F HES (S) ITALIAN F NAP-MID, A RUM-SEU,

SUPPLY CENTER CHART 1989

ENGLAND: (5) LON, EDI, LPL, BRE, PAR EVEN

FRANCE: (2) HAR, POR, BEL, SPA EVEN

GERMANY:(5)BER,HOL,KIE,MUN,(BEL) +1

ITALY:(8)VEN,ROM,NAP,TUN,UIE,TRI,BUD,(POR) +1

RUSSIA:(6)MOS,MAR,STP,SME,DEN,NWY EVEN

TURKEY:(8)CON,ANK,SMY,SER,BUL,GRE,RUH,SEV +1

Will PETER KURUCZ, 13125 WILCOX RD, APT.14B4, LARGO,FL 33548 please submit stand by orders for ENGLAND.

Deadline for WINTER,1989 and SPRING,1990 is SATURDAY,JANUARY 9.

1980T	ATLANTEAN	WINTER 1908 SPRING 1909
-------	-----------	----------------------------

A GAME OF GUESSING BOUNDS!

- ENGLAND (Henry) : NMR! Removes F-Bar, A Nwy-H, A StP-H(r/Fin, otb).
- FRANCE (Montonaro) : F Edi-Nwg, F Nth S Russian F Swe-Nwy, A Yor-Wal, F Eng-Wal, A Bel-Bur, A Den-Kie, F MAO-Wes, F Mar-Spa(sc), F GoL S F MAO-Wes, A Tyr-Ven, A Pie S A Tyr-Ven, F Tun-Tyr(r/Naf, otb)*.
- ITALY (Kurucz) : A Bud retreats Vie, Remove F Gre, F Lon-Nth, F Wes-GoL(r/Naf,otb)*, F Tyr-Tun, F Ion S F Tyr-Tun, F Nap-Tyr, A Tus-Ven, A Vie-Tyr, A Mun-Ruh.
- RUSSIA (Ezzio) : A StP retreats Liv, Build A-War, F-Sev, A Bul-Ser, A Ser-Bud, A Bud-Gal, A Smy-H, A Ank-H, A Gal-Boh, A War-Sil, F Swe-Nwy, F Aeg-Bul(sc), F Sev-Bla, A Liv S A Mos-StP, A Mos-StP.

----- 1980T PRESS -----

Paris: Due to the recent Chess Championship arranged to be played in Paris this year, the French government has rallied by the call of "Peace without honor" and desires a cease fire on all fronts.

The French Press quoted official sources today saying "we never wanted to murder all those pretty Italian virgins but we got caught up in all the excitement of the coming chess match! Now we seek peace." The press went on to say that the filthy dung eating Italians won't know peace if it hit them square in the face.

For those of you who are interested World Chess Champion L.W.A.V. Paragon won his first match against Vasly Mocktov using the Rudy Lopez. Vasly blundered in the 38 move and was heard to say "shiiiiit" as he resigned. Oh well, better luck next game.

France votes for a draw anytime between 1908 and 2001. (I guess that gives you all a lot of time to decide what to do. Ha!)

* Before retreating I advise all players involved to check page 7, section XI, subsection 2 involving conflicting retreat orders in the 1976 Diplomacy Rule Book.

Fall 1909 moves are due Tuesday, Jan 5.

All players please vote on a proposed F/I/R draw.

Send moves to: Patrick Carson (301) 774-0311
17617 Prince Edward Drive
Olney, Maryland 20832

ALL PLAYERS, PLEASE NOTE THAT FOR THE X-MAS BREAK I'LL BE AT MY HOME ADDRESS. DON'T SEND YOUR MOVES TO MY SCHOOL ADDRESS.

GERMANS HIT FROM TWO SIDES
SUPPER MINOR LOSSES

FRANCE (Kendter): Removes F Bre, F Mid S F Por, F Por S F Mid,
A Mar H, A Gas S A Mar.

GERMANY (Kurucz): Builds A ber, F Nat S French F Mid, F Cly-Nwg,
F Lvp-Iri, A Wal-Bel, F Eng C A Wal-Bel, A Ruh-Mun,
A Ber S A Ruh-Mun, A Mun-Boh, A Sil S A Mun-Boh,
A Ukr-Gal(anni), A War S A Ukr-Gal.

RUSSIA (Lew): A StP-Mos, A Lvn-War, A Mos-Ukr.

TURKEY (Beyerlein): Builds A Con, F Smy, A Pie-Mar, A Spa S A Pie-Mar,
F Naf-Mid, F Wes S A Spa, F Lyo S A Spa, F Ion-Tun,
A Tyo-Mun, A Boh S A Tyo-Mun, A Vie S A Boh,
A Gal-War, A Rum-Ukr, A Sev S A Rum-Ukr,
A Arm S A Sev, A Con-Bul, F Bla H, F Smy-Aeg.

Four draws have been proposed: G-T, F-G-T, G-R-T, and F-G-R-T.
Please vote on each with your Fall, 1914 orders, which are due Tuesday,
December 29. Your GM is Jeff Richmond, 3111 Scenic Lake Drive #33,
Ann Arbor, MI 48104. Phone: 313-971-7793.

-----1979CJ Press-----

Germany to Turkey: Face it, you're not going to win this,



NEW GAME STARTS AT LAST!!!!

AUSTRIA: Emery Ford, Box 702, NSGD, Presidio of Monterey, CA 93940

ENGLAND: Russ Rusnak, 8002 S. Nagle, Burbank, Ill. 60459

FRANCE : Jim Lawniczak, 6103 Lyman, Downers Grove, Ill. 60515

GERMANY: Russell MacKechnie, 34 College Place, Brooklyn, NY 11201

ITALY : Pat Carson, Box 905, Stetson Univ, Deland, FL 32720

RUSSIA : George Pyfrom, 2085A Redwing, Kirtland AFB, Albuquerque, NM 87118

TURKEY : Rick Slaughter, Holiday Estates #3, Flora, Ill. 62839

Let's see. Russell, Pat, and George all owe GF and deposit. Gee. I can already
hear the knives being drawn. Good luck one and all.

Deadline for Spring, 1901 orders is Saturday, January 9.



Succedaneum still has not been filled, one player is lacking. I will not run
the game with only six players, unless there is just an overwhelming cry to do
so. I have already received monies from only one person--James Goods. James,
let me know what you want to do if this game is scuttled. I would be more than
happy to put you in a regular game.

But unless I hear otherwise, or get a seventh player very quickly, you can
consider Succedaneum not to be.



GAME OVER AS PLAYERS YIELD TO FRANCE!!!
(Pant, pant, pant...)

80Kfh. The Dragon and the Lamb (McLendon). A-Eugene Paulson (Dro S57), ed.
E-Lee Kendter, Jr. G-Roscoe McPherrren. F-Fred Hyatt (Wins F57). N-Joe Grailey.
O-Gene Paulson. P-Phil Cooper. R-Walter Blank (Dro P55), ed. S-Al Rodriguez
(Dro S53). Dan Mathias (Dro F56), ed.

	<u>50</u>	<u>51</u>	<u>52</u>	<u>53</u>	<u>54</u>	<u>55</u>	<u>56</u>	<u>57</u>	
AUSTRIA	10	11	11	11	12	12	9	3	
CHINA	8	10	12	15	18	22	25	27	
ENGLAND	10	14	14	15	16	15	11	6	
FRANCE	9	12	13	17	21	24	29	35	Wins by concession
NETHERLANDS	10	13	14	16	14	13	17	21	
OTTOMANS	10	15	17	17	17	17	16	18	
PORTUGAL	9	13	15	14	13	15	15	15	
RUSSIA	14	17	16	13	11	7	4	1	
SPAIN	9	14	15	10	6	3	2	2	

Congrats got to Fred Hyatt. Any player endgame statements are due by Saturday, January 9.

-----1981CJ PRESS-----

Sweden: Swedish officials have ok'd the release of the Russian fleet despite rumors of it carrying a load of "proverbial fans". Says one Swedish official, "This is the greatest violation of our neutrality since God knows when."

Berlin-Stockholm: What's a "proverbial fan" anyway?

Stockholm-Berlin: It's a fan made in Proverbia, stupid!

Germany-Proverbia: Yes, the (deleted) has hit the "Proverbial Fan...."

-----1981AR PRESS-----

Russia to World: This seems to be a very low key game. No letter writing, no press, no alliances and, for Germany and Turkey, no friends. Let's go guys.

-----1980AJ GN COMMENTS-----

Many thanks to James Goode for submitting standby orders for Turkey. I received a set of orders for Turkey, but they were unsigned and I could not read the postmark. Had I not accepted them, Rogers would have been out of the game per the House rules on NMRing. So be warned, I will NOT accept such orders in the future.

-----1979HK ENDGAME STATEMENT-----

From Keith Mercer (England):

Coming into this game as a standby in '04 I had to decide on siding with either Germany or France and as it shows I went with Jack. We first concentrated on position and as time went on we came out ahead.

I did allow too many open centers towards the end of the game and Jack apparently could not keep his word as to a 2-way split and went for an easy victory. This I can understand but from the way the press in the last season read it appeared that Jack hit due to a response of another game we're in. I hope I'm not correct in my assumption but it would appear Jack let other games affect this one. How much truth is there to this, Jack?

In any case, congrats go to Jack and 1981C will not have the same outcome. Kathy told me so.

Fred Townsend would like to announce that he is collecting the results sheets from Diplomacy Tournaments for a statistical analysis of the strengths of the countries in PTF play. He especially wants the year by year center count if you have them. He will pay copying costs and postage and send the results to anyone who helps. Fred's address is 3709 35th St. NW, Washington, DC 20016.

He would also appreciate it if other publishers spread the word.

The following article was being passed around the office the other day; I don't know where it came from, or in what magazine it appeared. It's not really common fare for a Dipzine, but I found it very humorous.

to see your child being born is to know the true meaning of yucky

a father who was in the delivery room strips the romanticism from 'natural childbirth'

by Dave Barry

Let's take just a quick look at the history of baby-having. For thousands of years, only women had babies. Primitive women would go off into primitive huts and groan and wail and sweat while other women hovered around. The primitive men stayed outside doing manly things, such as lifting heavy objects and spitting.

When the baby was born, the women would clean it as best they could and show it to the men, who would spit appreciatively and head off to the forest to throw sharp sticks at small animals. If you had suggested to primitive men that they should actually watch women have babies, they would have laughed at you and probably tortured you for three or four days. They were real men.

At the beginning of the 20th Century, women started having babies in hospital rooms. Often males were present, but they were professional doctors who were paid large sums of money and wore masks. Normal civilian males continued to stay out of the baby-having area; they remained in waiting rooms reading old copies of "Field and Stream", an activity that is less manly than lifting heavy objects but still reasonably manly.

What I'm getting at is that, for most of history, baby-having was mainly in the hands (so to speak) of women. Many fine people were born under this system. Charles Lindbergh, for example.

Things changed, though, in the 1970s. The birth rate dropped sharply. Women started going to college and driving bulldozers and carrying briefcases and freely using such words as 'debenture'. They just didn't have time to have babies. For a while there, the only people having babies were un-wed teenage girls, who are very fertile and can get pregnant merely by standing downwind from teenage boys.

Then, young professional couples began to realize that their lives were missing something--a sense of stability, of companionship, of responsibility for another life. So they got Labrador retrievers. A little later, they started having babies again, mainly because of the tax advantages. These days you can't open your car door without hitting a pregnant woman. But there's a catch: Women now expect men to watch them have babies. This is called "natural childbirth," which is one of those terms that sound terrific but that nobody really understands. Another one is "pH balanced".

At first, natural childbirth was popular only with hippie-type, granola-oriented couples who lived in geodesic domes and named their babies things like Peace Love World Understanding Harrington-Schwartz. The males, their brains badly corroded by drugs and organic food, wrote smarmy articles about what a Meaningful Experience it is to see New Life Come Into The World. None of these articles mentioned the various other fluids and solids that come into the world with the New Life, so people got the impression that watching somebody have a baby was just a peck of meaningful fun. At cocktail parties, you'd run into natural-childbirth converts who would drone on for hours, giving you a contraction-by-contraction account of what went on in the delivery room. They were worse than Moonies or people who tell you how much they bought their houses for in 1973 and how much the houses are worth today.

Before long, natural childbirth was everywhere, like salad bars, and now perfectly innocent civilian males all over the country are required by federal law to watch females have babies. I recently had to watch my wife have a baby in our local suburban hospital.

First, we had to go to 10 evening childbirth classes at the hospital. Before the classes, the hospital told us, mysteriously, to bring two pillows. This was the first humiliation because no two of our pillowcases match and many have beer or cranberry stains. It may be possible to walk down the streets of Kuala Lumpur with stained, unmatched pillowcases and still feel dignified but this is not possible in suburbia.

Anyway, we showed up for the first class, along with about 15 other couples consisting of women who were going to have babies and men who were going to have to watch them. They all had matching pillowcases. In fact, some couples had obviously purchased tasteful pillowcases especially for the class; these were the northside couples, wearing golf and tennis apparel, who were planning to have wealthy babies. They sat together through all the classes and eventually agreed to get together for brunch.

The classes consisted of sitting in a brightly lit room and openly discussing, among other things, the uterus. Now I can remember a time, in high school, when I would have KILLED for reliable information on the uterus. But having discussed it at length, having seen actual full-color diagrams, I must say in all honesty that although I respect it a great deal as an organ, it has lost much of its charm.

Our childbirth-class instructor was very big on the uterus because that's where babies generally spend their time before birth. She also spent some time on the ovum, which is near the ovaries. What happens is the ovum hangs around reading novels and eating chocolates until along comes this big crowd of spermatozoa, which are tiny, very stupid, one-celled organisms. They're looking for the ovum, but most of them wouldn't know it if they fell over it. They swim around for days, trying to mate with the pancreas and whatever other organs they bump into. But eventually one stumbles into the ovum, and the happy couple parades down the fallopian tubes to the uterus.

In the uterus, the Miracle of Life begins, unless you believe the Miracle of Life does not begin there, and if you think I'm going to get into that, you're crazy. Anyway, the ovum starts growing rapidly and dividing into lots of little specialized parts, not unlike the federal government. Within six weeks, it has developed all the organs it needs to drool; by 10 weeks, it has the ability to cry in restaurants. In childbirth class they showed us actual pictures of a fetus developing inside a uterus. They didn't tell us how these pictures were taken, but I suspect it involved a great deal of drinking.

We saw lots of pictures. One evening we saw a movie of a woman we didn't even know having a baby. I am serious. Some woman actually let some moviemakers film the whole thing. In color. She was from California. And another time, the instructor announced, in the tone of voice you might use to tell people that they had just won free trips to the Bahamas, that we were going to see color slides of a Caesarian section. The first slides showed a pregnant woman cheerfully entering the hospital. The last slides showed her cheerfully holding a baby. The middle slides showed how they got the baby out of the cheerful woman, but I can't give you a lot of detail here because I had to go out for 15 or 20 drinks of water. I do remember that at one point our instructor cheerfully observed that there was "surprisingly little blood, really". She evidently felt this was a real selling point.

When we weren't looking at pictures or discussing the uterus, we practiced breathing. This is where the pillows came in. What happens is that when the baby gets ready to leave the uterus, the woman goes through a series of what the medical community laughingly refers to as "contractions"; if it referred to them as "horrible pains that make you wonder why the hell you ever decided to get pregnant", people might stop having babies and the medical community would have to go into the major-appliance business.

In the old days, under President Eisenhower, doctors avoided the contraction problem by giving lots of drugs to women who were having babies. They'd knock them out during the delivery, and the women would wake up when their kids were entering the 4th grade. But the idea with natural childbirth is to try to avoid giving the woman a lot of drugs so she can share the first, intimate moments after birth with the baby and father and the obstetrician and the pediatrician and the standby anesthesiologist and several nurses and the person who cleans the delivery rooms.

The key to avoiding drugs, according to the natural childbirth people, is for the woman to breathe deeply. Really. The theory is that if she breathes deeply, she'll get all relaxed and won't notice that she's in a hospital delivery room wearing a truly perverted garment and having a baby. I'm not sure who came up with this theory. Whoever it was evidently believed that women have very small brains.

So, in childbirth classes, we spent a lot of time sprawled on these little mats with our pillows while the women pretended to have contractions and the men squatted around with stopwatches and pretended to time them. The northside couples didn't care for this part. They were not into squatting. After a couple of classes, they started bringing little backgammon sets and playing backgammon when they were supposed to be practicing breathing. I imagine they had a rough time in actual childbirth, unless they got the servants to have contractions for them.

Anyway, my wife and I traipsed along for months, breathing and timing, respectively. We had no problems whatsoever. We were a terrific team. Really.

The actual delivery was slightly more difficult. I don't want to name names, but I held up my end. I had my stopwatch in good working order, and I told my wife to breathe. "Don't forget to breathe," I'd say, or, "You should breathe, you know." She, on the other hand, was unusually cranky. For example, she didn't want me to use my stopwatch. Can you imagine? All that practice, all that squatting on the natural-birth classroom floor, and she suddenly gets into this big snit about stopwatches. Also, she almost completely lost her sense of humor. At one point, I made an especially amusing remark, and she tried to hit me. She usually has an excellent sense of humor.

Nonetheless, the baby came out all right, or at least all right for newborn babies, which is actually pretty awful unless you're a big fan of slims. I thought I had held up well for the whole thing when the doctor, who up to then had behaved like a perfectly rational person, said, "Would you like to see the placenta?" Now, let's face it. That is like asking, "Would you like me to pour hot tar into your nostrils?" NOBODY would LIKE to see a placenta. If anything, it would be a form of punishment.

JURY: We find the defendant guilty of stealing from the old and crippled.

JUDGE: I sentence the defendant to look at three placentas.

But without waiting for an answer, the doctor held up the placenta, not unlike the way you might hold up a bowling trophy. I bet he wouldn't have tried that with people who have matching pillowcases.

The placenta aside, everything worked out fine. We ended up with an extremely healthy, organic, natural baby, who immediately demanded to be put back into the uterus.

All in all, I'd say it's not a bad way to reproduce, although I understand that some members of the flatworm family simply divide into two.

=====

LETTERS

From Doug Beverlein:

I will be interested to read your account of how you have the Apple set up. I have been looking ~~at~~ at home computers and noticed that they are very limited in the number of characters that can be placed on one line of the terminal. The Atari 800 looks good, but only ~~has~~ has 40 characters per line before you ~~x~~ wrap around to the next line. Is this a problem with the Apple? Also, what type of printer do you have?

I can understand why you don't want to give away your adjudication program to others, but have you thought about selling it on a cassette tape for ~~\$229~~ \$29 to \$50? If so, I would be happy to mention it in California Reports. And speaking (or actually writing) of CR, do you have any readers of The Dragon who might be interested in the computer discussion in CR? If you can think of anyone send me their name and addresses and I will send them a sample copy of CR #21.

Thanks for publishing the info on the BPP. I hope to get good returns.

The Berth vs McLendon letter column is getting boring real fast. I used to read the stuff, but I totally skipped it in #59. How about something more interesting?

I hope that you know that dabbling in D&D is dangerous to your Diplomacy health. Take it slow or you will be up nights changing The Dragon and the Lamb into The Dragon and the Elves.

//The Apple also can display only 40 characters per screen line. I have not found this to be any drawback, however. Indeed, I don't know how I would utilize more characters/line. The important item is the printer and, as you can see, it will display a full 80 characters across. But I really see no need for more if you're doing just screen work.

I may get around to selling my adjudication program to others. But it is not yet ready for that. Some little things I still have to work out; not problems, just mods I need to make so it will be easier to use. I have to go through some gyrations to get the games ready for the computer, but this is transparent to you guys. Just little nits I need to fix.

If any readers are interested in the computer discussion in CR, they can (and should) write to you. Doug's address is 640 College, Menlo Park, CA 94025. I hope you will keep me on your mailing list for that.

Yes, I know the Berch vs McLendon arguments can try even the most patient, but it's just so much FUN (for me anyway). Mark and I both are individuals who just can't resist a good debate, pointless though that debate may be. We could probably go on for weeks arguing the relative merits of growing rutabagas in Montana.

And you're definitely right about D&D. My big thrill of the week is Friday nights. We play from 7pm until 3-4am Saturday morning. And even then we don't want to go home. It is definitely highly addictive. Not helping the situation is the fact that we have a top-notch DM. He's one of my fellow flight controllers. The DM can make SO much difference in D&D, good ones are hard to find.//

From Jeff Richmond:

I'm not surprised that you've never come across that GMing situation, and I won't be surprised if you never do. But I for one would rather be prepared with a rule to point to than face the wrath of an irate player who feels injured. I would agree with you if it would really take a large number of houserules to cover the rulebook ambiguities, but I don't think that this is the case.

Thanks for your help in obtaining ULTIMA for me. You'll find my check enclosed. Someone at work made a special trip to Detroit just to pick up a copy of ULTIMA. Unfortunately, he works in a different department and doesn't know me, or I would have had him buy one for me. But I did get to look at the game briefly, and it looks pretty interesting. If you come across a game called "Zork", I would recommend getting it. It's an "adventure" game I found quite entertaining.

//Well, if you think about it, it would probably take 2 or 3 pages just to cover the convoy ambiguities alone. In my houserules I have tried to cover (1) items which seem to happen frequently, and (2) there is widespread inconsistency among GMs on how they rule on that item, ie., writing A Tri instead of F Tri, not specifying nationality when supporting or convoying the unit of another Power, etc.

I have seen "Zork" in the store, and I remember someone else telling me it was a pretty good game. I'll have to check it out, thanks. Hope you enjoy ULTIMA.//

THE APPLE CORE

In the 2+ pages I have left here, I'll try to describe as best I can how the Apple conducts Diplomacy business. There's not just one program, but several. At this stage everything can be placed on one disc but soon, unless I do something drastic like write everything in machine language, two discs will be required. Let's start with a "listing" of everything on the disc:

DISK VOLUME 254

A 002 HELLO
 A 027 ORDERS
 T 011 O&L DIRECTORY
 *A 038 ADJ
 A 063 PART 2
 T 018 PROVINCES
 T 002 PLAYER SUBS
 T 007 TRANSITION
 T 008 PRINTER
 T 009 ORDERS FOR 1980AJ
 T 008 POSITIONS/CENTERS FOR 1980AJ
 T 004 GAME LIST
 T 008 ORDERS FOR 1979KI
 T 008 POSITIONS/CENTERS FOR 1979KI
 T 008 ORDERS FOR 1980CH
 T 008 POSITIONS/CENTERS FOR 1980CH
 A 006 GAME PREP
 T 008 ORDERS FOR 1980HC
 T 008 POSITIONS/CENTERS FOR 1980HC
 A 064 PRINTOUT
 T 009 ORDERS FOR 1981AH
 T 009 ORDERS FOR 1981CJ
 A 007 GAME TALLY
 T 015 LISTING
 T 008 POSITIONS/CENTERS FOR 1981AH
 T 008 POSITIONS/CENTERS FOR 1981CJ
 A 005 STANDBY LIST
 T 002 STANDBIES
 T 002 DEADLINE

To the left is a "catalog" of everything on the disc. The letter "A" in the left column means that that title is a BASIC computer program (there are several types of BASIC, but I won't get into that); "T" means that it is a file containing data, not a program.

The number following the identifier tells how many sectors of disc space it requires (ie, ORDERS takes up 27 sectors of disc space). Last is the title of the program or data field as the computer knows it.

A disc can store 496 sectors of programs or other files. This disc has 360 sectors in use so far, or 77% of its capacity.

Let's talk about the programs first. ORDERS is just that. It is the program I use to store your orders for a game. ADJ is the first part of the main adjudication program (remember I told you I had to break it up into 3 parts). The "*" means that it is "locked" and cannot be changed unless I specifically unlock it. PART 2 is just that.

PRINTOUT is the 3rd part of the main program, and it is the subroutine for the printer to print the adjudication in my desired format.

GAME PREP let's me tell the Apple when the deadline is to be. Also, whether any game has a separation of seasons. Lastly, it scans each game to see if orders are missing for any country not in cd, and prints out

each occurrence, if any. This let's me know if phone calls need to be made, or if I simply forgot to input that player's orders when they came in. Very handy.

GAME TALLY lets me add or delete games as they start or end, and stores the total number of games (as well as the Boardman Number for each) in the data file called GAME LIST. If I "run" the program GAME TALLY, here is how it looks:

```

JRUN GAME TALLY
*****
* <1>  ADD GAME *
*
* <2> DELETE GAME *
*
* <3>  GAME LIST *
*
* <4>   EXIT   *
*****
  
```

First on the screen appears a menu, and I may select one of four items. 1 and 2 are obvious. So I ask for item 3, and then the Apple asks if I want the list output to the screen or to the printer. Normally, for only 5 games I would just look at it on the screen, but you guys can't see my screen so I had to specify the printer.

Finally, the Apple tells how many games I have going, the Boardman Number of each, and the next seasons due.

As you can see, this is a fairly short program, requiring only 7 sectors of disc storage space. Again, it got this data from the data file GAME LIST.

STANDBY LIST is self-explanatory. I can add to or subtract from, as well as get a listing of everyone on the standby list and who is next in line to be called.

WHICH ONE WOULD YOU LIKE (1-4)?3

SCREEN OR PRINTER (S/P)?P
 GAMELISTING

NUMBER OF GAMES = 5

1980AJ:FALL,1980
 1979KI:FALL,1912
 1981CJ:SPRING,1983
 1981AH:FALL,1984
 1980CH:FALL,1983

EXAMPLE:

```

JRUN STANDBY LIST
          STANDBIES
          -----
LIST      1
ADD       2
DELETE    3
EXIT      4
  
```

```

* OF STANDBIES=9
DAVID DYER
GEORGE PYFROM
MARK LEW
LEE KENDLER
JOHN HASTERS
AL RONDEROS
RICK SLAUGHTER
DON BITTER
PETER KURUCZ
  
```

WHICH ONE WOULD YOU LIKE (1-4)?1

And here is how it looks when I run ORDERS:

```
JRUN ORDERS
ORDERS TO BE INPUT/CHANGED FOR WHICH GAME?1981AH
```

ORDERS FOR 1981AH

COMMAND	NUMBER
LIST	1
CHG SPLY CTRS	2
CHG POSITIONS	3
CHG ORDERS	4
CHG PLAYERS	5
GM TEXT	6
EXIT	7

CHOOSE NUMBER (1-7) 1

COUNTRY (A-T)? A

AUSTRIA

UNIT LOC		ORDERS
F BUS	1	F BUS-H
A GRE	2	A GRE-H
A TRI	3	A TRI-H
A TYO	4	A TYO-H
A APU	5	A APU-H
A SER	6	A SER-H
A VIE	7	A VIE-H

SUPPLY CENTERS

TRI,VIE,BUD,GRE,SER,BUL,VEN
COMMENTS:

The Apple first asks which game I'm interested in. Here, I typed in 1981AH. It then outputs a menu (I really love menus), asking what I want to do. Here, I simply hit "1". Then it asks which country do I want to do it to. On typing "A", it spits out the complete scoop on Austria in game 1981AH--where the units are presently located, and their current orders. All of them are holding now, because I haven't received George's orders for next season yet. How could I? I mean, George just now received the zine just like you did. The Apple automatically assumes all units hold unless instructed otherwise. Makes for easy handling of NMRS.

Next comes the list of supply centers currently owned (George is doing quite well!). The COMMENTS are for things like builds, removals, etc (or any snide comments I may wish to inject).

Item #2 changes the supply center count for a particular country. This is to handle cases where a unit retreats into a sc owned by another Power after a Fall turn. This item will eventually disappear as I plan to incorporate a subroutine where all I do is input the retreat and the Apple checks to see if the space retreated to is another country's sc and, if so, make the adjustments automatically.

CHG ORDERS is just that. I change those "hold" orders to whatever orders you send me. And when you send in a change of orders.

CHG POSITIONS I don't use much anymore. It was a "CYA" subroutine when I was debugging the adjudication program (the Apple wouldn't recognize a move as succeeding and I would have to tell it otherwise).

CHG PLAYERS is for when some joker drops his position and a standby takes over.

GM TEXT is for my owns comments such as draw proposals, vote results, etc.

For the data files:

D&L DIRECTORY contains all you guys' names and addresses.

PROVINCES is the mapboard. The Apple uses this data in the adjudication to tell it which provinces are adjacent to which, which ones are sea spaces (Nth is adjacent to Hol but an army can't move from Hol to the Nth), etc. A must for any computer.

PLAYER SUBS contains your sub information, or whether you are a trader. This one, along with D&L DIRECTORY, is used by the Apple to generate my mailing list. That program, since it doesn't have anything to do with adjudicating games, is on another disc.

TRANSITION is just that. Since I had to break the program up into 3 parts there had to be some means for the various parts to communicate with each other. I mean, one part can't go off stupidly worrying about only convoys while another part, oblivious to everything going on around it, worries only about supports. This data field is how ADJ tells PART 2 what he has discovered so far.

PRINTER takes the results of the adjudication (from PART 2, who had help from ADJ) and prints it out. It is here that it is decided whether or not to print an order in small letter, converts BUS to Bul(sc), etc. (Well, PRINTOUT actually does the muscle work, based on the data in this file).

LISTING...gee, I don't know what this one is. Let's see...that shouldn't be in there. Thought I took that one out awhile back.

DEADLINE...even the mentally anemic should be able to figure this one out.

Well, I think that just about covers everything on the disc. You will notice that ADJ requires 38 sectors of disc storage, while PART 2 requires 63--almost twice as much. Don't let this fool ya. PART 2 is indeed a much longer program than ADJ, but it is ADJ which is most likely to cause a "OUT OF MEMORY" error message. You see, ADJ is devoted almost exclusively to looking for convoys and validating them. That really chews up memory, especially if multiple convoys are concerned. At one time, I believe, England (in 1979KI) had 3 different convoys going at the same time. That one took the memory to its limits. But I plan on streamlining ADJ so it does its job much more efficiently.

With that, I'm tired of typing, so I'll come up with something to fill out this page.

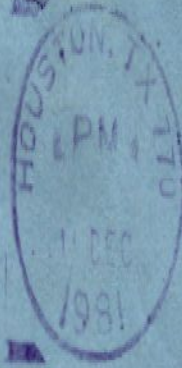
COAs:

George Pyfrom, 2085A Redwing, Kirtland AFB, Albuquerque, NM 87118
Fred Townsend, 3709 35th St NW, Washington, DC 20016



ED ASHLEY
Courtesy Toledo Blade

Steve McLendon
Box 57066
Webster, Texas 77598



 Please standby in game

 Your sub expires this issue

New game starts!

*Russ Rusnak
8002 S. Nagle
Burbank, Ill. 60459*

FIRST CLASS MAIL

FIRST CLASS MAIL