

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 Gamesmaster :

Jeff Richmond (1979CJ), 3111 Scenic Lake Dr. #33, Ann Arbor, MI 48104

It's D&L time again. 1980AJ has finally ended in a 4-way draw. For the next
 game, several people have asked me to sign them up but as yet I have received
 no moola.

Those of you who ordered the Shuttle pictures should have received them by now.
 If not, let me know. After a six week hiatus on simulations we have finally
 started up again in preparation for flight four, which will take place the
 latter part of June.

And this one is going to be tough. No longer is EECOM (me) responsible for
 APUs and Payload Bay doors and things like that. We're still responsible for
 the Life Support and Thermal systems, but now we must also become experts on
 the Orbiter power systems. And they gave us only 3 months to do it. It takes
years to become an expert in a critical system, and they give us only 3 months!

And guess who they stuck with handling the launch! Yours truly, again. This
 makes the third consecutive time I've had to launch this beast. I worked the
 power systems on Apollo and Skylab, so it's not as if I'm a complete novice.
 But the Orbiter power system is far more complicated than either of those two.
 Oh well, that's what we get paid for I guess. But only three months is asking
 a lot.

Well, we went to see "The Sword and the Sorcerer" a couple of weeks ago. It
 was OK. Lots of guts and gore. Not one that I'd care to see twice, however.
 "Conan" started here last week. We'll get around to seeing that one next week.
 Tom Italo has already seen it and he says it's gory in places. Gore I don't
 mind, as long as it serves a definite purpose to the film.

Next month "Star Trek II" is supposed to be out. Reportedly, this one has more
 action than the first one. And supposedly it leaves you with some doubt in the
 end as to whether Spock is really dead.

And next WEEK, "Star Wars" is supposed to be out on video tape. We're going to
 start a vigil at the rental store so to glom on to a copy when they first
 arrive.

Talk about bugs in the computer program finally surfacing, an interesting one
 came to light last issue. Let's see...the program has been in operation for
 about a year now. During all that time, the computer never knew that Albania
 was next to Serbia. A move from Alb-Ser would succeed, but a move Ser-Alb would
 not! In other words, it knew that Serbia was adjacent to Albania but it did
 not know that Albania was next to Serbia. Can't believe that in over a full
 year no one ever tried to move an army from Serbia to Albania. At any rate,
 that was a simple fix to make.

I have given up on trying to make the Apple generate game headlines. I sat
 down to generate a few trial cases, but it soon became obvious that it would
 require a LOT of memory space. It could have been done, but that would mean
 having the adjudication program in four parts instead of the current three.
 That in itself is no problem, but the execution time would have increased by
 about 25%. No headlines today.

AUSTRIA (LITALD) : F ALB-GRE, A SER (S) RUSSIAN F ROM-BUL(ec), A TRI-UEN
 ENGLAND (PYFROM) : F NTH-ENG, F NMG C A EDI-NMY, A EDI-NMY
 FRANCE (MOULOU) : F PIC-H, A BUR-MAR, A MAR-SPA
 GERMANY (RUSNAK) : A ROM-BEL, A KIE-DEN, F HOL (S) A ROM-BEL
 ITALY (BOUGE) : A PIE (S) FRENCH A BUR-MAR, A TUS-TUN, F TYR C A TUS-TUN
 RUSSIA (WOOB) : A UKR (S) A GAL-ROM, A GAL-ROM, F GOB-SWE, F ROM-BUL(ec)
 TURKEY (LINO) : a bul-rom(ny/con,otb), A ARM (S) F BLA-SEU, F BLA-SEU

SUPPLY CENTER CHART 1981

AUSTRIA:(6)VIE,BUD,TRI,[GRE],[SER],[UEN] +3
 ENGLAND:(4)LON,EDI,LPL,[NMY] +1
 FRANCE:(4)PAR,BRE,MAR,[SPA] +1
 GERMANY:(6)MUN,BER,KIE,[BEL],[DEN],[HOL] +3
 ITALY:(3)ROM,NAP,uem,[TUN] EVEN
 RUSSIA:(6)MOS,MAR,sev,STP,[ROM],[SWE],[BUL] +2
 TURKEY:(4)CON,ANK,SHY,[SEU] +1

Deadline for WINTER,1981 is SATURDAY,JUNE 12.

: 9 8 1 K F

I U W A R D E

F A L L , 1 9 8 2

AUSTRIA (FORD) : f gre-bul(sc), A SER (S) F GRE-BUL(sc), A ALB (S) A SER,
 a tyo-rom, A TRI-BUD
 ENGLAND (RUSNAK) : f nth (s) french a pic-bel, F BAR-STP(nc), a nmy-swe, F
 LON (S) F NTH
 FRANCE (LAWNICZAK) : F MID (S) F BRE-ENG, A PIC-BEL, A SPA-MAR, F BRE-ENG, F
 MAR-LYO
 GERMANY (MACKECHNIE) : a kie-mun, A HOL (S) FRENCH A PIC-BEL, F DEN (S) F HEL-
 NTH, A SIL-MAR, f hel-nth
 ITALY (BARNETT) : A APU (S) F UEN, A TUN-NAP, F ION C A TUN-NAP, F UEN-H
 RUSSIA (PYFROM) : A STP-MOS, A ROM-GAL, f fin-swe, f bla (s) f sev-rom, F
 SEU-ROM
 TURKEY (SLAUGHTER) : A BUL-H, A CON (S) A BUL, f ank-bla, F SHY-REG

SUPPLY CENTER CHART 1982

AUSTRIA:(5)TRI,VIE,BUD,GRE,SER EVEN
 ENGLAND:(5)LON,EDI,LPL,NMY,[STP] +1
 FRANCE:(6)PAR,BRE,MAR,SPA,POR,[BEL] +1
 GERMANY:(6)MUN,BER,KIE,HOL,DEN,[MAR] +1

ITALY:(4)UEN,ROM,NAP,TUN EVEN

RUSSIA:(3)stp,war,mos,seu,rum -2

TURKEY:(4)CON,ANK,SMY,BUL EVEN

Dan Barnett is the new player for Italy.

Deadline for WINTER,1902 and SPRING,1903 is SATURDAY,JUNE 12.

9 8 1 0 J J E D I F A L L , 1 9 0 4

AUSTRIA (BERCH) : F GRE-H, A BUD-SER, A GAL (S) RUSSIAN A UKR-WAR, A TRI
(S) A BUD-SER
ENGLAND (KURUCZ) : f eng (s) a bre, f nth-bel, F NHY (S) GERMAN F GOB-
STP(sc), a bre-h(r/gas,otb), f nat-mid, A BEL-BUR
FRANCE (AFFLERBACH) : F BRE R/MID, f mid-eng, A PAR (S) A PIC-BRE, A PIC-BRE,
a bur-bel(r/pic,gas,mar,otb)
GERMANY (T.ITALO) : a war-h(anni), A MUN (S) ENGLISH A BEL-BUR, A PRU (S) A
WAR, F GOB-STP(sc), A SIL (S) A WAR, A RUH (S) ENGLISH A
BEL-BUR
ITALY (MYERS) : A TYO-UEN, F SPAK(sc)-POR, F ION-ADR, F NAP-ION
RUSSIA (HACKECHNIE) : A BUL (S) AUSTRIAN A BUD-SER, A UKR-WAR, F AEG-SMY, A
LVN (S) A UKR-WAR, A MOS (S) A UKR-WAR, A SER-RUM, A RUM-
UKH
TURKEY (CARSON) : NMR! F EAS-H

SUPPLY CENTER CHART 1904

AUSTRIA:(5)UEN,GRE,SER,TRI,rum,BUD +1
ENGLAND:(5)ION,EDI,LPL,NHY,BEL,ear -1
FRANCE:(4)BRE,WAR,SPA,POR,[PAR] EVEN
GERMANY:(7)MUN,BER,KIE,DEN,HOL,SHE,[STP] +2
ITALY:(5)UEN,ROM,NAP,TUN,bul,[POR] +1
RUSSIA:(8)stp,war,mos,seu,ANK,CON,[BUL],[SMY],[RUM] +1
TURKEY:(8)smy OUT

604: Peter Kurucz, Box 9047, Reese AFB,TX 79489.

Deadline for WINTER,1904 and SPRING,1905 is SATURDAY,JUNE 12.

1 9 0 1 A H H A R L O R D F A L L , 1 9 0 6

AUSTRIA (PYFRUM) : f gre-rom(r/bus,otb), A UEN-TUS, A APU-NAP, A PIE (S) A UEN-
TUS, a rom (s) a apu-nap, A MUN (S) RUSSIAN A BER-KIE, A
BOH-TYQ, A TRI-ALB
ENGLAND (LEH) : F DEN (S) F BAL-SHE, F BAL-SHE, F NTH (S) F NHG-NHY, f nwa-
mry
FRANCE (PORTENY) : A BUR-H, F WES-LYO, A BEL-H, f tyr-rom, a tus (s) f tyr-
rom(anni)

GERMANY (DITTER) : A MUN R/OTB. A HOL (S) A KIE, a kie (s) french a bel-ruh
 ITALY (TOWNSEND) : A MAR-SPA, F IDN (S) F AEG-GRE, F AEG-GRE
 RUSSIA (A. ITALO) : A UKR-H, A SHY (S) F CON, F CON (S) A SHY, f swe-nwy(r/fin, ska, sob, otb), A SIL (S) A PRU-BER, f nwy-nws, a ber-kie, F EAR (S) F NMY-NWS, A MOS-STP, a lun-fin(imp), a pru-ber

SUPPLY CENTER CHART 1906

AUSTRIA:(9)TRI,VIE,BUD,sre,SER,BUL,ROM,VEN,[NAP],[MUN] +1

ENGLAND:(5)LON,EDI,LPL,DEN,[SHE] +1

FRANCE:(4)PAR,BRE,spa,POR,BEL EVEN

GERMANY:(2)mun,KIE,HOL EVEN

ITALY:(4)nap,TUN,MAR,[SPA],[GRE] +1 (No Room)

RUSSIA:(10)STP,MAR,MOS,SEU,RUM,ANK,SHY,BER,CON,swe,NMY -1

We have a proposal for a A/R draw. Please vote on this for next time.

Deadline for WINTER,1906 and SPRING,1907 is SATURDAY,JUNE 12.

1979 C J

R U N E S T O N E

FALL, 1916

IT'S ALL OVER

FRANCE (Kendter): F Gas S F Mid-Bre, F Mid-Bre,
 A Par S F Mid-Bre.
 GERMANY (Kurucz): F NAt S F Eng-Mid, F Bre S F Mid-Eng(r Pic,Eng,otb),
 F Eng-Mid, F Nwy-Swe, A Bur-Par, A Ruh-Bur,
 A Mun S A Tyo, A Tyo S A Boh-Vie, A Boh-Vie,
 A Sil-Gal, A War S A Sil-Gal, A Pru S A War.
 RUSSIA (Lew): A Mos-Ukr, A StP-Mos, A Lvn S A StP-Mos.
 TURKEY (Beyerlein): F Spa(sc)-Por, F Wes-Spa(sc), A Mar S F Wes-Spa(sc),
 F NAt S French F Mid(otm), F Tyn-Wes, F Pie H,
 A Ven-Tyo, A Vie S A Ven-Tyo, A Tri S A Vie,
 A Gal S A Vie, A Rum S A Gal, A Ukr S A Gal,
 A Sev S A Ukr, A Bul-Ser, F Bla H, A Arm H.

SUPPLY CENTER CHART-----1916

France: (2) Par, ~~F~~, ~~Spa~~, Bre -1
 Germany: (12) Ber, Kie, Mun, Hol, Bel, Den, Lon, Edi, Nwy, War, even
 Lvp, ~~B~~, Swe
 Russia: (2) ~~S~~, StP, Mos -1
 Turkey: (18) Con, Ank, Smy, Bul, Rum, Gre, Ser, Bud, Sev, Tri, +2, WINS
 Rom, Tun, Nap, Ven, Vie, Mar, Spa, Por

I'd like to take this opportunity to thank the players, standbys all, for stepping in and playing this game to the end. And congratulations go to Doug Beyerlein for his fine win.

The final game report will appear in the next issue of D&L along with any player endgame statements. Deadline for endgame statements is Tuesday, June 8, to: Jeff Richmond, 3111 Scenic Lake Drive #33, Ann Arbor, MI 48104.

MAJOR POWERS SIGN TRUCE!!

1980AJ. the Dragon and the Lamb (McLendon). A-Chris Bumcrot(Dro S04), ed. E-David Dyer. F-Jim Greenwood(Dro F09), ed. G-Mark Lew(Draw F11). I-Keith Mercer(Draw F11). R-Bill Hume(Dro S06), Bob Sergeant(Res S07), Chuff Afflerbach (Draw F11). T-Jim Rogers(Dro S10), George Pyfrom(Draw F11).

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	<u>09</u>	<u>10</u>	<u>11</u>	
AUSTRIA	<u>4</u>	<u>5</u>	<u>3</u>	<u>1</u>	<u>1</u>	-						
ENGLAND	5	5	4	6	6	5	6	5	5	5	2	
FRANCE	5	5	6	4	3	3	3	4	2	1	1	
ITALY	4	5	5	6	6	8	7	7	8	8	7	Draw
GERMANY	5	5	5	4	4	4	4	4	5	6	9	Draw
RUSSIA	5	4	4	6	6	6	6	6	6	6	6	Draw
TURKEY	4	5	7	7	8	8	8	8	8	8	9	Draw

From the side comments with your orders it appears that most everyone is glad to see this one end. From the game chart, I can see why.

Any player endgame statements are due by Saturday, June 12. Please limit them to 2 pages max, please.

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-----1982AG PRESS-----

Sofia: Due to the unexpected Turkish aggression, the Tsar's main southern task force wandered into unusually hostile Bulgarian waters. All hopes of ending this conflict were devastated when a group of Bulgarian liberationists made obscene gestures towards some Russian sailors. This was followed by a retaliation by the entire fleet. So far no casualties have been reported...

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

Moscow-Berlin: The Tsar wishes to inform the German gnats that are futilely swarming and polluting the Polish countryside that Mother Russia has grown weary of their buzzing irritation. Prepare to be swatted. Viciously.

Moscow-London: How do you manage to put up with the German vermin in such close quarters? The Tsar offers to send all unused cans of Black Flag, Raid, and Mouse-&-Rat Poison to the Queen to be used liberally on the hordes from Hamburg. And, in that regard, the Tsar offers some unsolicited advice to Her Majesty: even if an understanding with Mother Russia is not yet possible, working with Frogs against rats is decidedly preferable to the reverse situation. Think about it, your Majesty...As a token of my esteem, I enclose a complimentary proverbial fan (from the Tashtik collection).

Gascony: "Iff'n you don't lemme loose," said Brer Rabbit to the Tar-Baby, "I'll knock you agin." And with that, he fetch 'er a wup upside the head with the other hand, and that stuck too. Tar-Baby, she ain't saying nothin', and Brer Fox, he lay low...

From the French Harlequin to the Italian Punchinello: Did you come here to go fishing, or are you going to sit on the pier and cut fish all day?

London-Moscow: A formal detente sounds good, but it looks like you're doing well enough with Turkey.

England-France: You've put up a good fight. Too bad you won't be around much longer.

London-Munich: Take off--to the Great White North..!

Russia to England: Bravo. Enjoy the beautiful blonde wenches while you can, but don't get too comfortable for soon you will be fleeing.

Rome: Scores of Italian residents of Rome awoke to the sound of gunfire in the streets as a revolution swept the country for the first time since the garbage strike of six months ago. The revolutionaries, led by the infamous D. Barnett are sworn to implement the 1976 Democratic Platform through world revolution. They have announced the creation of a free and independent democratic peoples republic. They also have announced a program to repulse the unprovoked attack by the feudal hordes of the vicious Austria-Hungarian imperialist running dogs. Initial reaction is unclear since the first act of the revolution was to change all the road signs. Most people can not find their way home from the long weekend if indeed they still live there anymore.

Barnett, addressing the nation on the causes of the Austrian War repeated the long history of Austrian adventurism and reviewed the outstanding dispute about warm water shower knobs. Waving a copy of the contract he stated that the contract clearly shows only knobs manufactured by the International Knobbers Union (IKU). He stated his Shock and Outrage when he looked for the Union label and could NOT find it. "Italy wants no part of Austrian scab labour", Barnett stated.

Berlin: The Kaiser and the President of France have issued a joint communique expressing mutual disgust over England's recent foray into the Malvinas. "Falklands", indeed...I'm afraid, Iron Maiden Maggie, that while the fleet's away, the Frogs and Krauts will play. Tally ho, and all that rot...

Silesia: In an absolutely selfless act designed to uplift the entire free world, crack German troops departed camp here today on a mercy mission of the highest and most noble order. The German High Command announced that the troops were assigned the nigh-impossible task of liberating Lech Walesa...

L E T T E R S

From Mark Berch:

You're page 2 discussion of the launch was TOO SHORT!! One of the reasons I get D&L is for that kind of stuff. Such a dramatic episode was worth a lot more detail! Try again!!

//I stand properly chastised. I just didn't want to spit out a bunch of technical jargon people wouldn't want to read. But I shall do my best here.

You are aware that 5 engines lift the Orbiter off the launch pad--the 2 solid rocket boosters (SRBs) that provide thrust up until 2+10 (2 minutes, 10 seconds after liftoff) when they separate from the external tank and fall back into the ocean; and the 3 Main Engines on the Orbiter itself, which provide thrust constantly all the way from liftoff to orbit insertion. If a Main Engine is lost (fails) during that first 2 minutes, 10 seconds the Orbiter cannot make it into orbit. There is not enough thrust available. In such a case, the Orbiter just turns around and returns to Kennedy.

Now, the Main Engines do not provide maximum thrust throughout ascent. There is a regime, which occurs about 1 minute after launch, when the vehicle goes through maximum aerodynamic pressure. This regime is called "Max Q". In this region, the engines have to throttle back to 65% of full thrust. The orbiter is travelling at such a high velocity through the still rather dense atmosphere that, if it did not back off on the thrust, the vehicle would virtually be torn apart. Once it gets out of this region the engines again throttle back up to 100%. It can throttle back up because the atmosphere has thinned out quite a bit.

In addition to throttling, the Main Engines also have to gimbal. This is how the Orbiter "steers" on its way up--by changing the direction of thrust. (Hey, did ya think it went just straight up?? NO! It goes up in a precise arc.)

The APUs provide hydraulic power for the Main Engines--both to throttle and to gimbal. There are 3 APUs, one for each engine. If an APU goes down the engine being driven by that APU can neither gimbal nor throttle--it is "frozen" in the

position it was in at the time. Such an event is not catastrophic, but you're hanging by a thread.

With that background, I'll go over the actual launch events again. We start the APUs at T-5 minutes. This is to make sure the APUs are all in perfect working order before we commit to launch. They were started per schedule, and everything was perfect. The Orbiter launched, and all was still perfect. But then, about 1 minute after launch, APU #3 started heating up--its cooling system ceased operating. I told the crew to switch to the backup cooling system, and they did. But even the backup system did not work. At this time (T+4 minutes) the temperature of the APU was up to about 300 degrees. (It normally runs at 260 degrees). When the backup system didn't work was when everyone turned to look at me, as if to say, "Well, what are you going to do NOW, sport?" I had a choice of either shutting it down to keep it from burning up, or staying with it to try to keep its Main Engine from locking up. I let it ride.

Now, the manufacturer of the APUs guarantees its operation up to 325 degrees. If it gets hotter than that, all bets are off. The temperature climbed up to 330, and I still let it ride. It still climbed, up to 350, and I still wouldn't shut it down.

Now, there comes a time when we reach a certain altitude that, at that point, the Orbiter can lose a Main Engine and make orbit on the remaining two. This point is called "Single Engine Press to MECO". MECO stands for Main Engine Cutoff. That point was reached about 8 minutes after liftoff. It was then that I ordered APU #3 shutdown. The temperature was 355 degrees.

I had pushed the APU well past the limit it was designed for, and I knew that once I let the temperature get above 325 I had nobody in the world standing behind me. Had the APU seized up and failed, I'd probably be out on the streets right now looking for a new job. APUs are important, not only during launch but for entry as well. They provide power to the wing elevons and rudder speed brakes--they provide the power to maneuver the vehicle through the sky during descent. And NASA would not have taken kindly at all to the destruction of a \$500,000 APU.

I had taken a gamble and, since I had won, everyone gathered around to pat me on the back and say, "Great job!" It could have turned out very differently, but that's what this job is all about. Ya never know what's going to happen next.

That enough detail for you?//

From Chuff Afflerbach:

My apologies for not renewing my subscription. I simply overlooked the note on the last issue. Enclosed is a check to keep me going another year. I've thoroughly enjoyed the Dragon and the Lamb and encourage you to keep up the good work.

As for the Italian jokes, they get a bit redundant. It's sort of like nuclear weapons overkill...why use a dozen when one achieves the same purpose?

Aggie jokes, on the other hand, I can't get enough of. I have a sister there now and a brother who graduated in landscape architecture. Four years, and he learned just three little words: "Green side up." At least they remembered that when they put on the AstroTurf on Kyle Field. Seems they had a problem with the Homecoming Queen eating the grass....

See what you started? Well, until next deadline, don't give up the ship.

//Glad to see there's another Aggie joke lover out there. I could listen to 'em all day. I don't like Aggies, especially at sporting events, so I'll listen to any Aggie joke around. Fortunately, there are a few Aggies who work for NASA, so we're never at a loss for entertainment around the office.//

From Dan Barnett:

Before you get too far down on Italians you should consider certain things. First, everyone's favorite Roman Empire was in fact run by a bunch of Italians. This includes such generals as the Scipios, Caesars, Vespasian, and Marcus Aurelius. In poetry, Dante still ranks among the world's greatest. In politics Cato, Seneca, and Michivelli all hailed from Italy.

In modern times look at the Italian exploits of WW I. The concept of the Patrol Torpedo Boat is essentially Italian as is the concept of "Frogmen". Italians served overseas in WW I including Salonica and the French theaters. The Italian fleet kept the Austrians bottled up in port for the four years they were involved in the war. As for WW II, I can think of only one Austrian involved in that war and I doubt anyone would claim him now.

//Yes I agree. The Italians really have gone downhill since their glory days. How many battles did the Italians win in WW II? Even when they outnumbered the enemy two to one.

Let me tell you one of my favorite stories about Italians in WW II. Germany was bombing the hell out of Britain, and Italian pilots were getting a little resentful that they weren't getting in on any of the action. So they decided to stage a raid of their own and show the Germans they could do a little shooting as well.

They assembled 12 or 15 of their crack pilots, climbed into their planes and winged across the Channel. The British Spitfires couldn't believe what they saw coming: a squadron of WW I biplanes, beautifully painted and real shiny. The pilots had on their finest--bright gold caps and white scarf around their neck, blowing beautifully in the wind.

The British pilots started laughing so hard it took them awhile to organize for an attack. Only one Italian plane made it back across the Channel--the British suffered no losses.//

From Pete Kurucz:

I, too, have an interest in the Space Shuttle, but of a different kind. One of my ambitions is to fly with one of those babes, and now that I've started pilot training in the Air Force, it's not that far-fetched anymore. My best chance would probably be in a military capacity, although I have no qualms about being a NASA civilian pilot. I've gotten my aerospace engineering degree at UF last year, so that leaves open different ways of getting involved in the space program.

Having been a member and an originator of the UF chapter of the National L-5 Society (if you're interested, I can send a couple of recent issues of their magazine), I can tell you that not all is lost with the future of the space program. There are some powerful lobbyists now in Washington working in our favor, who happen to be connected with L-5. Although they don't exactly have Congress wrapped around their finger, they are making progress in saving most of what would have been doomed scientific programs. As far as military programs go, well, the Pentagon can take care of itself; that's not what the L-5 is there for.

It's true that all of Atari's home games are cheap looking, and Apple's is probably better. But the original PACMAN can't be beat. My impression of home video games is the same as that of home movies. It takes the fun out of getting out of the house and living off of someone else's air conditioning, and it gets old. You end up going out to the movies and playing newer video games anyway.

//If you're really aspiring to get on the Shuttle, the best advice I can give you is to get to know 4 or 5 Senators on a first name basis. Believe me, you don't have much of a chance unless you do. Your qualifications may be absolutely perfect, but there are about 5,000 others who have the same idea you do. And many of them DO know a bunch of Senators.

I am aware of the lobbying efforts going on in DC on behalf of the space program. It's been going on for a couple of years now. I hope their efforts bear some fruit eventually. NASA has had only one new program on the boards for the past year--a space station or base. But we just got the word that the Administration will not go along with it, nor will they approve any new program start for NASA until at least 1985.

I used to be a real avid moviegoer. But I don't go nowadays unless it's something I REALLY want to see. I don't like standing in line for over an hour to buy a ticket. Once you get in they really stick you for popcorn, cokes, etc. Then when you get to your seat, there's popcorn, spilled coke, candy wrappers, etc. all over the floor. And nowadays you can't go to a theater with just one

big screen--it's usually 4,5, or 6 little theaters with little screens in one building. It's almost gotten to the point where the "big" theater screen is scarcely bigger than my big screen tv at home.

Video games? I haven't even touched my Odyssey in months. But my Apple--ya can't keep me off it.//

Here's a neat little article that oughta set off Mark Berch:



Mike Royko

Welcome, strangers

© 1982, Chicago Sun-Times

AMERICANS are supposed to be warm and open and generous to strangers, especially the less fortunate. We're not stuffy like the English, or snippy like the French.

But are we really that nice to others? I have a way we can prove it. Here is my proposal:

I'll begin by asking you what you do when someone knocks on your door or rings your bell.

Chances are, you say "Who's there?" Or you look out a peephole or a window.

And if it's a stranger, you probably ask what that person wants before you open the door.

Even when you know what the person's business is, you might not invite him into your home. You might keep him on the doorstep.

Now, I ask you, is that behavior friendly, warm, open?

Of course it's not. So this is what I suggest that all Americans do: When someone rings your bell or knocks on your door, don't ask "Who's there?"

Just fling open the door and say "Hi! Welcome!"

And even if it's a stranger, immediately invite him in. Offer him a chair. A drink. Maybe something to eat. Ask him if he has any money. If he doesn't, offer him some.

If the person wants to stay awhile, that's OK, too. Offer him the guest room. Or give him your room and you take the couch.

Now, that's what I call being open, warm and friendly. And that's what I say we should all do.

What? You say I'm nuts and my idea is the craziest thing you ever heard?

Well, I guess it is kind of strange. But it's no more strange than the things I've heard lately from those who say this country is being too tough on illegal aliens.

These good-hearted souls are upset because federal agents made raids recently and arrested several thousand illegals where they work.

Some are angry because Congress is considering a new law that would tighten immigration procedures and make it harder for an illegal to get a job.

And there are those who believe that even the present procedures, which permitted millions of illegals to slip into this country, are too strict. They believe that illegals should be given almost full citizen rights -- including welfare, Social Security benefits and voting privileges -- just because they're here.

What they're saying, in effect, is that this country should hold a permanent "open house."

In other words, all a foreigner has to do is knock on our national door and we should let them in. The more the merrier.

With all due respect for the kindness of their hearts and their love for their fellow man, I think they are a little soft in the head.

There's not a country in the world that has borders as sieve-like as ours. No other country in the world has anything close to our millions of illegal aliens.

And in no other country would do-gooders be crying that proposed laws that would simply control illegal immigration are discriminatory, cruel and even unlawful.

But that's what we're hearing from the ACLU, various Hispanic organizations, and other groups. What they dislike most is the Simpson-Mazzoli bill, which, if Congress passes it, would make sweeping changes in the immigration laws.

To hear the opponents talk, you'd think the bill called for laser guns at the borders and dungeons for illegals.

Actually, it's a sensible and humane bill and would be a good deal for most of the illegals who are already here.

The main points of the bill are these:

- Any illegal who was here before 1978 would be given permanent alien status. So would most of the Haitians and Cubans who came in 1980.

- Everyone in this country would eventually be issued a national work identification card. You'd need the card to get a job. If an employer hired an illegal without the card, he could be fined or sent to jail.

That doesn't sound repressive to me. Especially when you consider that those with permanent alien status would be eligible for most forms of welfare.

The main idea of the bill is to discourage illegals from coming here in the first place by making it difficult, if not impossible, for them to get jobs.

That might sound cold-hearted if this country had more jobs than it had people to fill them. But it doesn't. And things are going to get worse before they get better.

The NAACP knows that, which is why it is in favor of the bill.

The Hispanic groups are the most vehement opponents of the bill. They say it's rougher on Mexicans than anyone else, since Mexicans comprise at least half of the present illegals.

They're probably right. It will be rougher on Mexicans than anyone else. But whose fault is that?

I guess there just haven't been that many Swedes and Norwegians swimming across the Rio Grande.



GLENN BERNHARDT

"Cheer up, Glibby, we're close to civilization!"



MARTIN GIUFFRE

"... shovel, Jim Kenney; pick, Phil Pacony; sledgehammer, Ed Harkins—"

Steve McLendon

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