

Quiz Answers

The quiz listed several de_tectives and the films in which they appeared. Your job was to Identify the stars who played the de_tectives.

DETECTIVE	FILM	STAR
1. Nick Charles	The Thin Man	William Powell
2. Philip Marlowe	Murder, My Sweet	Dick Powell
3. Philip Marlowe	Farewell, My Lovely	Robert Mitchum
4. Philip Marlowe	The Long Goodbye	Elliott Gould
5. Philip Marlowe	The Big Sleep	Humphrey Bogart/Robert Mitchum
6. Philip Marlowe	Lady in the Lake	Robert Montgomery
7. Philip Marlowe	The Brasher Doubloon	George Montgomery
8. Philip Marlowe	Marlowe	James Garner
9. Mrs. North	Mr. and Mrs. North	Gracie Allen
10. Tony Rome	Lady in Cement	Frank Sinatra
11. Sam Spade	The Maltese Falcon	Humphrey Bogart
12. Sam Spade, Jr.	The Black Bird	George Segal
13. Flint	Our Man Flint	James Coburn
14. Matt Helm	Murderers Row	Dean Martin
15. James Bond	You Only Live Twice	Sean Connery
16. James Bond	The Spy Who Loved Me	Roger Moore
17. James Bond	Casino Royale	David Niven
18. Inspector Clouseau	The Pink Panther	Peter Sellers
19. Hercule Poirot	Murder on the Orient Express	Albert Finney
20. Hercule Poirot	The Alphabet Murders	Tony Randall

#4 the Big Sleep was made twice. Either answer sufficed.

#17 Casino Royal included '7 James Bonds.' Only one of these was the detective.(spy)

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Next Quiz: MORE Detectives!

1. Sherlock Holmes	The Seven-Per-Cent Solution
2. Sherlock Holmes	The Hound of the Baskervilles(1939)
3. Sherlock Holmes	The Hound of the Baskervilles(1959)
4. Harper	The Drowning Pool
5. Nancy Drew	Nancy Drew, Detective
6. Charlie Chan	Charlie Chan at the Opera
7. Charlie Chan	Charlie Chan in Panama
8. Charlie Chan	Chinese Ring
9. Mr. Moto	Think Fast, Mr. Moto
10. Bulldog Drummond	Bulldog Drummond Strikes Back
11. Bulldog Drummond	Bulldog Drummond Escapes
12. Bulldog Drummond	Bulldog Drummond Comes Back
13. Perry Mason	The Case of the Velvet Claws
14. Perry Mason	The Case of the Black Cat
15. Perry Mason	The Case of the Stuttering Bishop
16. Philo Vance	The Canary Murder Case
17. Philo Vance	The Garden Murder Case
18. Philo Vance	The Dragon Murder Case
19. Ellery Queen	Ellery Queen's Penthouse Mystery
20. Ellery Queen	A Desperate Chance for Ellery Queen

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I received 2 answer sheets from you guys. The first one that arrived was from Gary Coughlan, who admitted to using a book! Now really Gary, ANYBODY can use a BOOK! It did'nt help him anyway. He missed #6 saying 'The Camera itself' and #9 and #17. The second sheet was from James Woodson. He said in his latest issue of RAGING MAIN that he was going to win this thing. Congratulations James, you answered every one of them correctly (Which book did YOU use?).

Prizes for these things are now 3 issues for 1st place, 2 for 2nd and 1 for 3rd. Deadline will be 12th of October, unless I can't get your mail, in which case it will be the 12th of November.

LEXICAL PILLAR (Letter Column)

Steve Knight(Minnesota)'Ah, comics! I haven't collected for years, but my brother and I were fortunate enough to be living in one of the few areas where Howard the Duck #1 got distributed, so we have a complete run. Brings back lots o' memories...'

Gary Coughlan(Tennessee)'Do you collect any of the "Classic" comic books - you know the ones where a classic like Ivanhoe or Ichabod Crane are illustrated? I'd like to get a hold of some of those now. They were always enjoyable.'

)Steve, if you were a true collector you'd know that Howard the Duck is still in print, therefore you cannot possibly have a complete run! However I know what you mean, and even I am not a 'true' collector by that definition. HD new is in a magazine format, like 'Conan the Barbarian' and 'Vampirella.' Unfortunately Gary, Classic comics are no longer in print. Your local Comic Store (Store specializing in buying, selling and trading comics) will most definately have some, but at over-inflated prices. They definatly were enjoyable, I first aquired my tast for Science Fiction by reading Jules Verne's From the Earth to the Moon in a Classic Comic.

Bill Highfield(New York)'What the HELL is En Garde? I've heard of it but never seen it. Can you explain?'

James Woodson(Florida)'I'll play En Garde! I recently ^{BOUGHT IT AND} plan to enter the PSYCHO ((Psychopath, a British (well actually Scottish) zine published by Mike Dean))) game.'

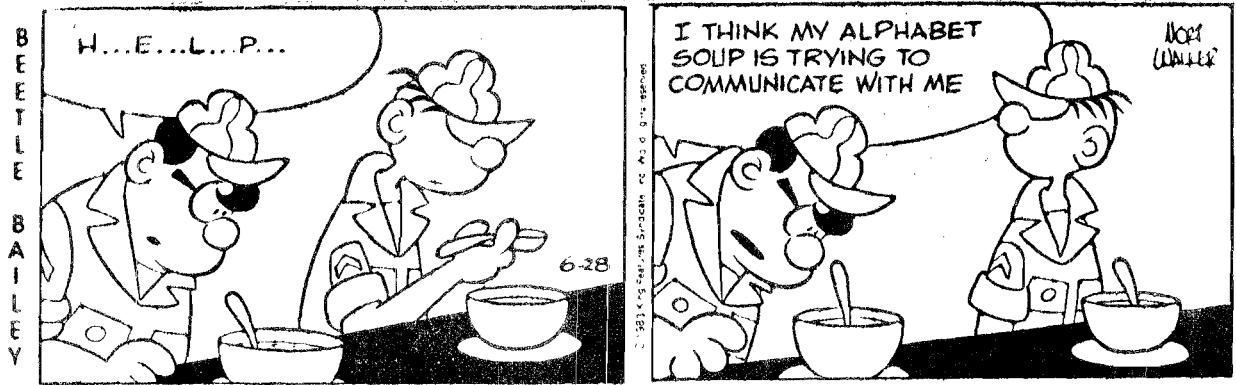
Steve Knight(Minnesota)'I'd ... be interested (very!) in En Garde! if you get enough interest.'

)Well I guess there IS some interest out there! You mean to tell me Bill that you 'Swabbie' types don't stick together? A quote from the rules tells us En Garde! is "Being in the Main a Game of the Life and Times of a Gentleman Adventurer and his Several Companions." This is a role-playing game set in Paris prior to the French Revolution (16th-17th centuries). It was originally designed as a fencing system, with background added in order to allow players to set up duels. It was later found that the background was more fun than the duels, and hence En Garde! was born. It looks like people are interested, so if I can get 7 to 10 players we'll start this up.

Steve Arnawoodian(Pennsylvania)'That's a pretty good issue, in fact if you take in to account it's your 1st, it's terrific.'

Gary Coughlan(Tennessee)'Yours will be a very good zine I predict. I really enjoyed this first issue.'

)I couldn't go without printing these ego boosters. These words of wisdom come from the two people I respect most in the hobby. Thanks guys, you made my day!
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DER FUHRER, Suggested Strategies:

These strategies were outlined in the original Der Fuhrer rules.

THE CHANCELLOR:

The Chancellor is in a unique position. First, he has immense power, being endowed with 5 extras that none of his opponents have: He has extra government propaganda, can call the sequence of play, use the Army to protect himself against Street Mobs, ban other players in select provinces, and seek to obtain extra delegates through use of Action.

On the other hand, he is also potentially the weakest player. That's because his opponents, while seeking to further their own causes, will all be trying to undercut him at every turn. In essence, the Chancellor is a hot seat.

The best strategy for a Chancellor is to try to obtain the biggest possible Political Fund, meaning he will probably have to go with a Conservative or Law & Order platform.

Then, he should try to keep the other players off balance, hopping from the less important provinces to the more important without falling into a pattern. He should take every opportunity to use Action, checking to see how many players have the capability to catch him on it and, for the most part, using it on non-provincial issues. Though the use of Action means the Chancellor gets only 1 extra delegate in each province (providing he isn't caught), that additional delegate can usually place him among the 3 provincial leaders.

He should conserve his Political Fund for what he considers key provinces and use it then to attempt Rally Bans on those players who represent the greatest threat to his office. The Army should be used only when the threat of Street Mobs appears imminent. One or two successful Rally Bans on the same player will usually ruin his election campaign.

NAZI PARTY:

The Nazi Party player's clearest road to the Chancellor's office is via the Demagoguery Platform. Successful use of this can gain him immense numbers of delegates. However, it takes patience, planning and luck.

The Demagoguery Platform is one of extremes. If a player rolls consistently low on the die, his campaign will founder. If he rolls high most of the time, he should have little trouble outdistancing his opponents.

This means a Nazi Party player should use most, if not all, of his Political Fund on Propaganda points. Then, he should pour most of these into his beg vote-getting issues: The New Order and the Big Lie.

Use of Nazi S.A. points (Street Mobs) should be judicious. A Nazi Party player who throws them around with seeming abandon will make enemies quickly and invite retaliation. S.A. points should be used only against the chief opponents and in retaliation.

If elected Chancellor, the Nazi Party player is extremely difficult to unseat. In fact, just about the only way to do it is through joint action by all the other players. The Army and Rally Ban rules work best for the Nazi Party. A Nazi Party Chancellor can best keep his job--and win the game--by running his next election campaign on a Conservative or Demagoguery Platform.

COMMUNIST PARTY:

The Communist Party player can generally expect to be the bridesmaid, but rarely the bride. Unless he mishandles his election campaign, he stands a better chance than anyone of being among the top 3 finishers (usually second or third) in any election campaign. There are reasons for this:

1. Players familiar with Der Fuhrer tend to gang up on the Chancellor. The Chancellor tends to be preoccupied with the Nazi Party player. The Nazi Party player, feared by most of the others, usually has his hands full with everyone. Thus players tend to overlook the Communist Party.

DER ENDREK, Suggested Strategies(Cont.):

COMMUNIST PARTY:

- 2. Because he receives Worker points, the Communist Party player does not have to spend much of his Political Fund, if any, on Street Mob points.
- 3. The Communist Party player generally is poorer in campaign funds in comparison with his opponents because political considerations limit his choice of Political Platforms. He doesn't have much money to spend, so he is generally not freed.

On the other hand, point 3 tends to work against the Communist Party player. He is impoverished and must spend his Political Fund more wisely than most players. Therefore, his basic strategy, more than anyone, is not to alienate his opponents, with the possible exception of the Chancellor, who has his hands full with everyone else anyway.

Should he be elected Chancellor, the Communist Party player is likely to just barely sneak in. Holding onto the office is more difficult for him than anyone and to keep his grip on it he must take risks at every turn: Wide use of Action, Rally Bans and Street Mobs--the latter as offensive and defensive weapons.

THE OTHERS:

The road to the top is very difficult for the Centre, Nationalist and Coalition players--and the Social Democrat after they are ousted from office.

Their weakness is a lack of extras: The benefits of being Chancellor, the Automatic Street Mob points allocated to the Nazi and Communist Party players.

However, this weakness can be converted to an extent into strength: These parties have a wide range of Political Platforms from which to choose. Also, they are far less likely to be targeted by players gunning for the Chancellor, and the Nazi and Communist Party players.

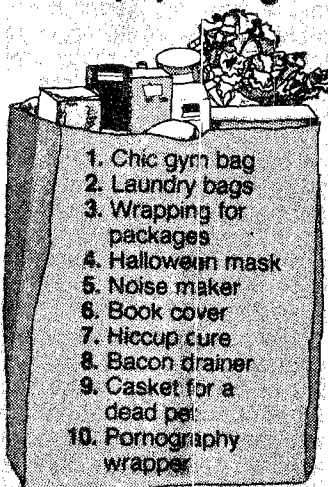
In essence, they are shrouded with a sort of anonymity that can work in their favor.

Generally, Centre, Nationalist, Coalition and Social Democrat players who are not incumbent Chancellors should choose a good mix of Propaganda and Street Mob points, with an emphasis on the former.

The Nazi player, the Chancellor and their wealthier opponents seek to win in the smaller provinces while trying to finish second or third in the larger ones.



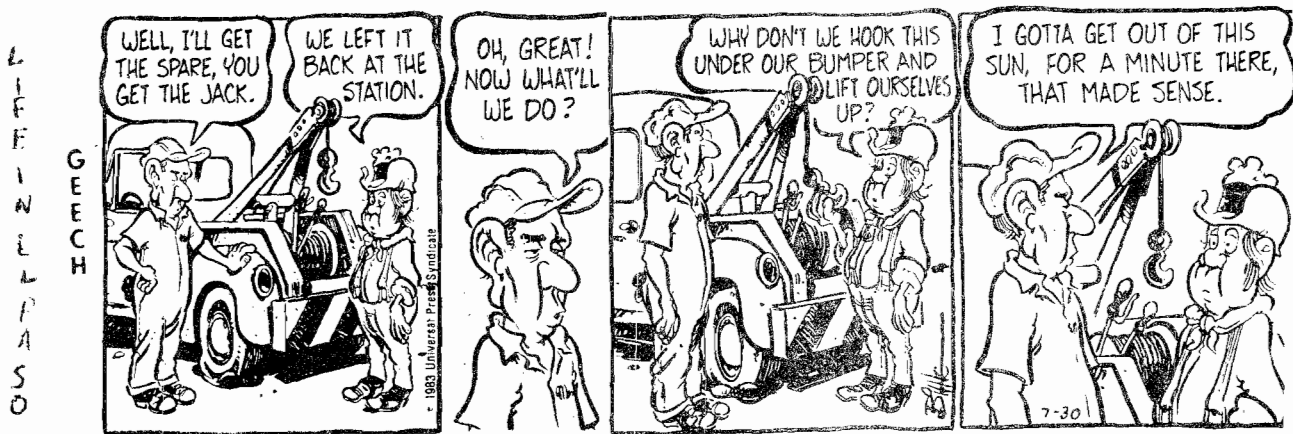
10 ways to recycle those paper bags



By Julie Stacey, USA TODAY

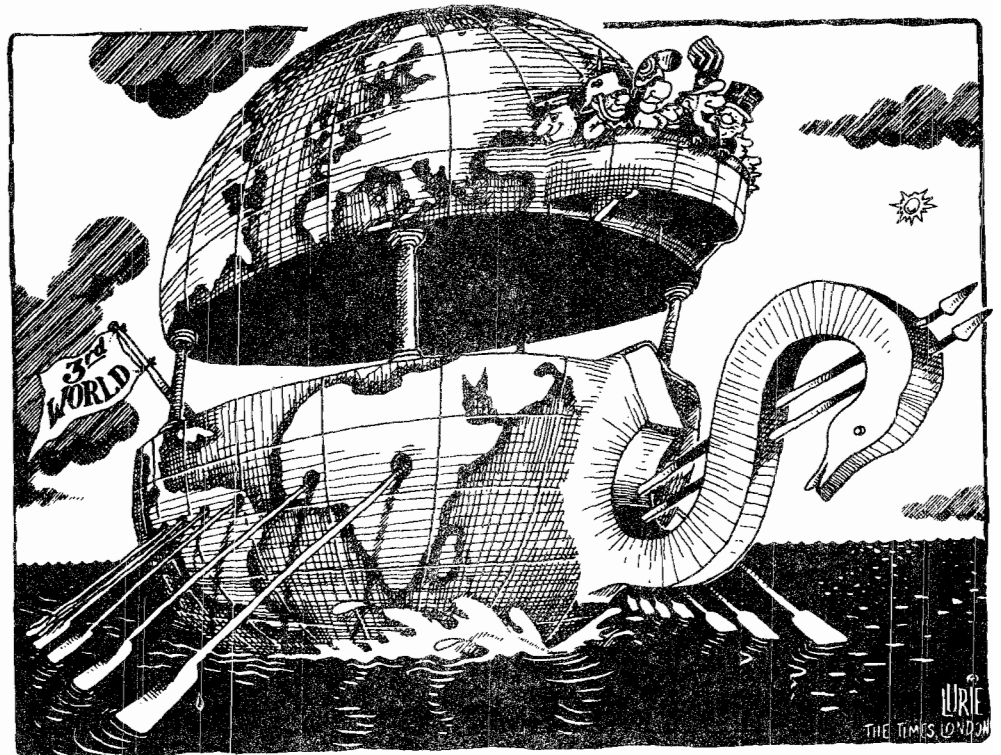
WRAP: Pleated brown paper bag is 100 years old this year.

Well, well, what have we here? You see, it's this way ... a slight miscalculation of space required left me with the decision of stuffing envelopes or giving a page of Cartoons. Therefore, enjoy ...



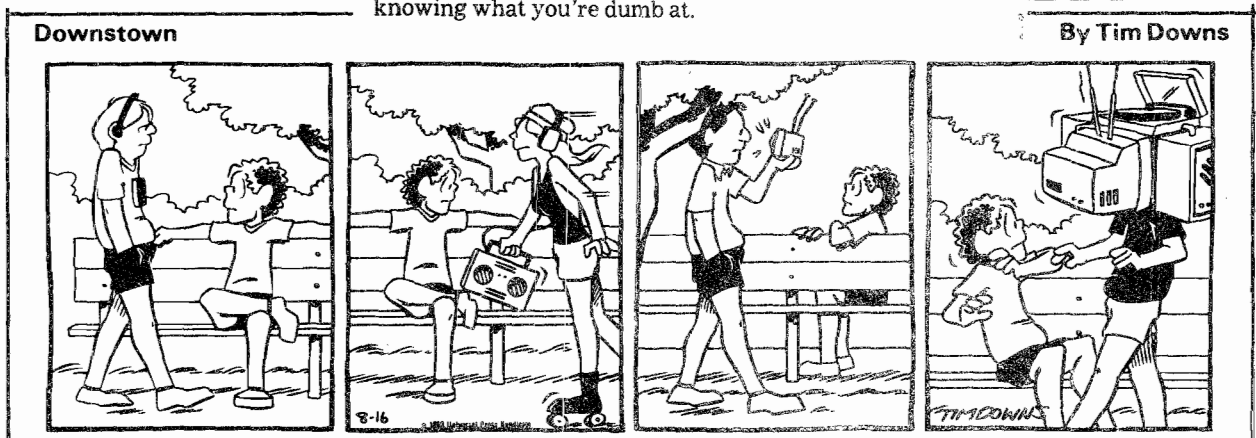
—Peter's Humility Principle: It is wise to remember that you are one of those who can be fooled some of the time.

—Peter's Agreement Principle: I'm not always right, but those who disagree with me are always wrong.



"After all, we're all in the same boat!"

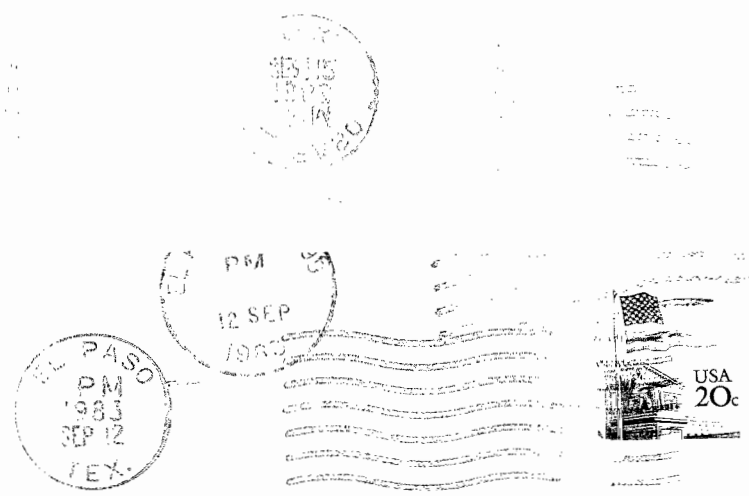
—Peter's Intelligence Rule: Half of being smart is knowing what you're dumb at.



—Peter's Equalization Theory: The only place here you can be on dead level with others is in a cemetery.

The End Justifies the Means
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