INFIDEL

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The cannonade has been going on for nearly an hour, and the losses have been heavy on both sides. The colonel went down with a full company of infantry, but only five badly wounded men returned from the fray. The claymores of the enemy are red with the blood of your comrades, but still you must stand back from the fight. The order to advance is given to the regiment on the right, but they fail to obey.

The front line baulks a second time, and as the officers ride along the front, a cannon ball lands amongst them, decimating them and ploughing on into the troops. The shock is almost too much for even the veterans of

that unit. They start to retreat in disorder.

An officer rides to the front of your regiment, and shouts the dreaded word "Advance!", and you start to tremble all over. You try to step forward, but no-one else moves. The officer turns in his saddle and opens his mouth to shout again, but is hit and falls to the ground.

The sound from the valley has dropped, and there's an ominous silence in the air. The company on the left breaks and runs back, straight into a motley bunch of highlanders, claymores swinging. You try to give a volley to break through the scots, but as you turn, a horrible sound reaches your ears. Bagpipes! All around you! You're cut off!

The Infidel clan has won again. You lose.

The Lairds of the Clan are:

Nick Russon 2503 Hurontario St. #353, Mississauga, Ont., L54 2G7 (416)279-2075 and

Clive Tonge 2402 Edenhurst Dr. Mississauga, Ont, L5A 2K9 (416)277-2638
Their clansmen are:

Vic Dupont 24 Old Mamaroneck Rd, White Plains, N.Y. 10605 Barry Hickey 679a St Clair Ave W Apt B, Toronto, Ont. M6C 1A7 (416)653-0666 Hugh Polley 314-20 Ave S.W. Calgary, Alta, T2S 0E6

and they're the meanest bunch of cattle-thieves as ever lifted a

sword! Guard your wallets, lock up your daughters!

This zine comes to you for the low, low price of 45¢ for 12-16 pp, and 65¢ for 20 pp. Our gamefee is \$3.25, and to date, games are always open. Regular Diplomacy, and variants are available, if you have a variant that you want to play, let me (Nick) know, and I'll see about running a game in <u>Infidel</u>.

Headlines

1) The constitutional proposals of Francois Cuerrier and Randolph Smyth are up for ratification by present CDO members. . .i.e. only Canadians can vote on the proposals, although if they pass, Americans may be members of the CDO.

Send your votes to John Leeder, 121 19th Ave N.E. Calgary, Alta, T2E

2) Eowyn starts this issue, see page 3 for details.

3) Gundabad is now open, it is a Deadman game GMed by Nick Russon. The gamefee is \$3.25, and I suggest that you send in a pref list.

4) Fornost Erain is also open. This is a regular Diplomacy game GMed by Barry Hickey. Gamefee is \$3.25, and it is open to all subbers. Send gamefee and pref list to Nick or Clive, not direct to Barry.

5) Henneth Annûn is now open, too. This game is open to new subscribers ONLY, and will be GMed by Nick Russon. Lori Jensen has signed up for

this one.

6) Important COA's:
Bob Albrecht Suite 17, #5 Acadia Rd, West Lethbridge, Alta, T1H 4C1
Trevor Baillie 576 Bedford Park, Toronto, Ont, M5M 1k3.
Steve Colombo 53 Copernicus Dr. Sault Ste Marie, Ont, P6A 6H5.
Francois Cuerrier Box 32, Station A, Ottawa, Ontario, K1N OT9.
Keith Mercer R.D. 6 Old Ask Rd. Mercer, Pennsylvania, 16137

Headlines continued

Bill Plante 24 39th St #7, Toronto, Ont, M8V 3G4 Hugh Polley 314-20th Ave, Calgary, Alta, T2S OE6

7) New Subscribers:

Lori Jensen 1094 Wellington St. #1306, Halifax, Nova Scotia, B3H 2Z9

Ben Schilling 24730 Roosevelt Ct, Farmington Hills, MI 48018. Torbjörn Ström Länsmansvägen 19, S-370, Bräkne-Hoby, Sweden.

8) Our Standby list has the following names on it: Acheson, Albrecht, Carter, Carroll, Cusack, Davies, Gauthier, Gautron, Hickey, Holley, Jensen, Lynch, Kelly, Mercer, Norton, Palter, Plante, and Ronald. Please volunteer for our list, as we're running low! If you want on or off the list, let me (Nick) know and I'll see to it.

9) And finally our quote of the month, as applied to the staff of Infidel:

". . . thing wanted always buried. . . "J.R.R. Tolkien.

LETMETAKEYOUDOWN 'CAUSEI 'MGOINGTOSTRAWBERRYFIELDSNOTHINGISREALANDNOTHINGTO

Game: Eowyn Season: ----Time Zone: E.S.T. GM: Clive Tonge Due: Aug. 29/80 Tel: 416 277 2638

THE GAME OPENS IN RECORD BREAKING TIME .

Bob Albrecht 5 Acadia Rd., Ste. 17, West Lethbridge, Alberta. TlH 4Cl A-**EFITRGA** John Davies RR #2, Hope, BC. VOX 1LO Trevor Baillie 576 Bedford Park, Toronto, Ont. M5M 1K3 Bob Arnett 1500 Waterway Circle, Chesapeake, VA. 23320 F____ GAIFTER Dave Carter 118 Horsham Ave., Willowdale, Ont. M2N 129 Hugh Polley 314 20th Ave. S.W., Calgary, Alberta. T2S OE6 Nick Russon 353 2503 Hurontario St., Mississauga, Ont. L5A 2G7 TGAIFER

Welcome to Eowyn gentlemen, you have all expressed some interest in this, our first game of 'Deadman' diplomacy. You are expected to complete your position in this game, since there are no NMR's you can't drop out.

You will be allowed 100 words of press apiece, for each season. Use your space

wisely, there isn't that much.

You are each playing the first country on your pref. lists; those that sent them. OK then! You all know the rules; they're in issue ten; so I want to see a really good game, with lots of sneaky tricks and plenty of fun for all. Faramir.

Good Luck and have a good fight.

GETHUNGABOUTSTRAWBERRYFIELDSFOREVERLIVINGISEASYWITHEYESCLOSEDMISUNDERSTANDING

By C. Tonge With Blood I Rest.

I had been tracking Parn Technos for almost a week. He had crossed the scorching Mohar desert and then the sea of Bendia, and I had followed. It had taken all of my skills as a hunter and all of my faith in my jarl to do so, but I had followed.

It was nearing midday, I would strike soon. My sword would reap my revenge, wielded as my Jarl had tought me. My sword would soon be wetted with human blood, with it I rest.

I drew closer to Technos, without him noticing. Thoughts about the murder of my clan brother Raphious filled my mind with hatred for Parn Technos. I crept closer to be within striking distance. Then I saw my opportunity to deal with him; to kill him.

I gave the clan attack cry and brought my sword down to meet his head. But the cry had warned him of the attack and he rolled out from under my blade. As he started to stand I made a thrust at his heart. Again he rolled, but this time he brought up his fist and broke my wrist. The clatter of the sword was barely audible above my own scream.

I watched as he bent, picked up my sword and thrust at my chest. The last thing I thought was that; with blood I rest.

Game: 1976 NF Season: Post-Winter 1914 cm: Vic Dupont Due: 29 August, 1980.

This game is goig to have to take another month to get sorted out. Bob Albrecht asked for a delay, due to personal reasons. Vic, we have the adjudication that you sent in, but I imagine that you'll have to change it.

Bob, next time, tell Vic rather than Clive or me, because it is his

Hm. While I'm at it, I'd better print the corrections to the centre chart for last season.

Italy(7) nap, ven, tun, vie, mar, mun, par. Remove one. Turkey(13) home, bul, sev, bud, rom, mos, ser, rum, war, gre, tri. Build Three.((!))

Italian and Turkish retreats stay the same, and have no effect on builds and removals. "...the remaining players are not too affected (tho the skulking cavorter is -- mis her).

((Huh? Say wha!?))

And, finally, a light hearted look at housing: "The housing shortage was so bad that 'in 1905, 35 persons were found to be nesting in the trees of its public parks' (C.A. Macartney, THE HABSBURG EMPIRE 1790-1918 (London, 1968)-see also "Wino Park, San Francisco", in the 7 July issue of Newsweek)

P.S. Vic also should have an essay in the upcoming issue of Diplomacy World.

ALLYOUSEEIT'SGETTINGHARDTOBESOMEONEPUTITALLWORKSOUTITDOESN'TMATTERMUCHTOME

Game: 1977 AF Season: Winter 1910/Spring 1911 GM: Nick Russon Due: 29 August, 1980.

"WRITE SOME PRESS!" SCREAMS GAMESMASTER. "THIS IS GETTING BORING!!"

Austria (Gautron) Removes a vie. a sil-ber, a mun s a sil-ber, a war s Russian a mos h/d/.

England(Norton) Retreats f hol-hlg. f hlg-hol, f bel s f hlg-hol, f nth s f hlg-hol, f eng-mid, f por s f eng-mid, a bre-par. France(Kelly) a mar-gas, a spa-por, f mid s a spa-por.

Germany (Carroll) f ska-swe, a den s f ska-swe, a kie-mun, f hol h/a/,

a ber s a kie-mun/NSU/, a pru unordered, holds. Russia(Cuerrier) a nwy h, a stp s a mos h, a mos h.

Turkey(Jensen) Builds a ank, f smy. a bud-vie, a tri s a bud-vie,

a ser-bud, a ukr s a gal-war, a gal-war, a sev-mos, a rum-gal, f adr-ven, a ven-pie, f tyh-lyo, f tun-wes, f nap-tyh, a ank-arm, f smy-aeg.

Retreats: Austrian a war-lvn, sil, or OTB. German f hol annihilated.

Martin Holley has dropped out of the French position, so Ron Kelly has succeeded to it. A mistake cropped up on last season's adjudication, insofaras(no, I did that intentionally) the German order a ber-pru did succeed because it was unopposed. This error was a typo, but only one person picked it up, and seeing as it was so minor, I didn't delay the game. Sorry, Mike, but you should have noticed the error yourself, so it stands.

This season's orders were written on an amazing group of papers. One was on the back of an out-dated communique from Dr. Stuart Smith,

Game 1977 AF continued.

the supposed Leader of Her Majesty's ((dis-))Loyal Opposition in the Ontario Legislature. A second set was written on the back of a "get-

rich-quick" scheme from a Mr. Joe Scopellite.

The best set of orders that I received this season were undoubtedly the set that my sister took over the phone from "Claud Gauteronne". They were written on the back of two envelopes, a sheet of note paper, and a sales slip. This should serve as an object lesson to anyone who tries to give orders to a member of my family. I hope for Claude's sake that they are not too badly garbled.

Check your own orders, and if you spot a mistake in adjudication, let me know in time to correct it by ditto subzine, if necessary. I don't like to delay games any more than the players enjoy the enforced

idleness a delay causes.

LETMETAKEYOUDOWN'CAUSEI'MGOINGTOSTRAWBERRYFIELDSNOTHINGISREALANDNOTHINGTO

The Despatch Box

Well, kids here we go again(hey! that's a catchy title for a zine!) with the Ralph Morton Forum for the Printed Word, Chapter Three, Verses nine to twenty-seven. . . A reply to Ralph's letter in last issue(or was it the issue before?. . .) from Francois Cuerrier.

Nick:

I read with increasing alarm Ralph Morton's letter which appeared in the Despatch Box of Infidel #9. I kept saying to myself, "Is this really Ralph?" and had to keep flipping to the signature to make sure. Anyhow. . .

I would like to take the strongest possible exception to Ralph's statement, "'Mother Hens' they are definitely not. . . "This is ludicrous. While Ralph probably knows Randolph quite well, he obviously has a lot of things to learn about me. I am a "Mother Hen". Yes. I am even proud to be a "Mother Hen". I like being a "Mother Hen".

As for his "I've never seen him lay an egg. . . ", I don't see how that proves anything. Ralph only sees me in the evening, and sometimes in the afternoon; I lay my eggs in the morning, not unlike all other "Mother Hens". I lay several eggs (sometimes as many as five) in the morning.

I like laying eggs and take good care of them; I have laid eggs in the past, and will continue to do so in future, Ralph's comment notwith-

standing.

However, Ralph's statement that Randolph would probably wear a tutu is quite correct. Oh, and that reminds me of my visit to Medicine Hat, back in May. Randolph wanted me to take a look at his panties; I declined, of course. But I guess I've gotten a little side-tracked, so I'll sign off here.

(Signed) Francois Cuerrier (/Well, that certainly put Ralph in his proper place, didn't it? The next letter deals with Klickitat, of all places))

Nick.

Just thought of something ((ah ha! I thought that you'd expect a nasty comment in these double parentheses, so I'll disappoint you!)). If you and Clive are Imrahil and Faramir, Ontario is Gondor, Tretick is Gollum, Curtis Gibson is Gandalf, Mark Berch is Aragorn, and the steering comittee of the NADF are the Ringwraiths; I must be Sauron, Klickitat is Barad-Dur and everyone's trying to throw some crazy ring into Mount St. Helens!!!

Best.

(Signed) John Kelley

The Despatch Box Continued.

((And finally, a note from a local $y \neq y \neq 1$ player on several different unrelated matters.))

Dear Editor,

I'm glad to see Carn Dum finally get started. I was beginning to wonder if the game would ever get underway. I'm certainly looking forward to it since Carn Dum will be my first "real" Dippy game(that's right you guys, I'm a rookie). Which leads me to this letter. I was advised to write "articles" of some description so that the other players would get to know me-well, here it is.

Does anyone out there read <u>National Lampoon?</u> ((a magazine that does not cater to postal Dippy: you know, like the TV listings don't have any Dippy games either.)) I occasionally do as I occasionally play <u>Diplomacy</u> There was once a satire done in <u>NL</u> that reminds me very much of the Dippy players themselves.

For example, in the satire this American journalist is touring different countries and is gathering impressions about them. As he is at the Customs inspection in Japan, he is asked by the inspector, "Are you American?" "Yes, I am, "he replied. "Do not worry, my American friend," the inspector said, "We are your friends."

"Thank you, "replied the journalist and turned to leave.

"SURPRISE!!! "screamed the Inspector and attacked the American with

a samurai sword. Fortunately, he escaped.

Get my drift? Truth to tell, I've only played Diplomacy twice face-to-face. Both times with Clive and Nick plus some others (I hated like hell to do it to you, Nick, but things were getting a little cramped.), and I've done reasonably well both times.

One thing that I'm really looking forward to is the Black Press. I think Black Press adds a dimension that is unfortunately lacking in face-to-face Diplomacy. (I've got a whole series lined up, so watch out!)

I'm not really a back-stabbing type, but it is always good to remember that necessity knows no morals. Well, on to the game.

(Signed) Bill Plante

P.S. The address is 24 39th St, Apt 7, Toronto, Ont, M8V 3G4. BP.

I'll tell the story here of the first time I was ever stabbed in a game of Diplomacy. I played Austria in a game with Plante, Tonge, Ho, David, Ho, and Plaus. The game was uneventful for a couple of years, in fact it was quite boring. Tonge(Germany) incited a Germicide campaign by "mugwumping"-giving support to both sides E/F vs A/T and causing a temporary stalemate. He was rapidly reduced to 2 centres, and Plante(Turkey-how appropriate) and I were against the Ho brothers in central Europe.

Out came his trusty, rusty blade and down went Austria, torn and bloody, falling from 9 to 3 centres by game end. I don't think that I've ever forgiven him.

So, if you're a neighbour of this fine fellow, don't leave your home centres open for a second!

GETHUNG ABOUTSTRAWBERRYFIELDSFOREVERNOONEITHINKISINMYTREEIMEANITMUSTBEHIGH

Game: 1977 AR

Season: Fall 1912/ Winter 1912

GM: Hugh Polley Due: Aug. 29/80

STANDBYS ENTER GAME / GM MOVES

Austria(Cusack) Retreated a bur-gas. a gas-spa/Ann/, a ruh-kie, a mun s a pru-ber, a pru-

ber, a sil s a pru-ber, a gal s Russian a mos-war/NSO/, a sev-mos, a tri-ven, a tyo s a tri-ven, a tus s a tri-ven, f tyh-nap, f wes s a gas-spa, a boh s a mun. England (MacLellan) a stp s f lvp, f lvp s a ber-pru, a war-sil, a ber-pru, a kie-ruh

f hol-kie, f bel-hol, f pic-bel, f eng-mid, f mid-spase, a port s f mid-spase,

f spasc-lyo, a bre-gas.

France(Carroll) a pie-mar, f ven-apu, a bur-gas, a par s a bur-gas.

Russia (Gautron) a mos h.

Turkey(Jensen) f lyo-mar.

Retreats: Austrian a gas annihilated.

Center Chart and Builds: ((?))

A (15) Home, ser, bul, rum, ank, con, smy, sev, mun, tun, rom, ven, nap, war. Builds 3; f tri, a bud, a vie.

E (15) Home, nwy, swe, den, stp, hol, por, kie, bel, ber, spa, war, bre. Builds 2; f edi, lon.

par, mar, bre, wen. Remove 2. F(2)

R (1) mos. Even

T (1) gre, nap. Even

Note: If it is possible please send in spring 1913 orders conditional upon Frances

ORLOWTHATISYOUCAN'TYOUKNOWTUNEINBUTIT'SALLRIGHTTHATISITHINKIT'SNOTTOOBAD

No, this is not the Skulking Cavorter, this is Nick making excuses for his column not appearing this month. TSC was caught on his annual leave from the "bin" and was so unavailable to the Management and we were unable to track him down in time for the deadline.

As a filler, I offer the following little question: If Nature abhors a vaccuum, then why doesn't Francois Cuerrier's head collapse in on itself?

Francois to one of his "amours"- "I love you terribly, ma cherie." "Yes, you do," she replied.

While I'm in the mood, I'll relate a little story about Randolph Smyth, the famed publisher of Fol Si Fie.

RS to female staffer: "Would you like to go for a ride in the country?" Female Staffer: "Will there be kissing and fooling around and all that sort of nonsense??"

RS to FS: "Oh. no!"

FS to RS: "What are we going for then?"

The Skulking Cavorter to a girl in a bar in Hogtown: "I had a dream about you last night."

Girl to TSC: "Oh, really, did you?"
TSC to Girl: "No, you wouldn't let me."
Last joke, I promise! The Breakfast Kid to a beautiful girl in a bar who is surrounded by macho admirers. "C-c-c-can I-I have the next dance?" The girl gave an amused smile and said "I'm sorry but I don't dance with children." "Oh, I'm sorry, I didn't know about your condition!"

GAME: 1977AU SEASON: SPRING 1908

GM: BARRY HICKEY DUE: AUG. 15, 1980

ITALO-RUSSO ALLIANCE CONTROLS MED, RUSSIA LOSES IT'S NORTHERN PORT

England(W, Norton)F Bar-Stp(nc),F Nwy S F Bar-Stp,F Lva S F Bar-Stp/d/ F Swe-Fin/d/, F Nwg-Nth, F Eng S F Nwg-Nth, A Den H

France (J.Jensen) RET F Tun OTB, Build F Mar

A War H, A Sil S A War H, A Pru S A War H, A Mun S A Boh, A Boh S A Mun, A Spa-Por, A Bre H(UNO), F Wes-Spa(sc), F Lyo-Pie, F Mar S F Lyo-Pie,

Italy(Wiedemeyer)Build A Ven

A Ven S RUSSIAN A Tri-Tyo, A Vie S RUSSIAN A Gal-Boh, F Tun S RUSSIAN F Mid-Wes, F Tyn-Lyo, F Tus S F Tyn-Lyo, F Ion-Tyn, A Pie-Mar/a/

Russia(MacLellan) RET F Nwy-Ska, Build F Stp(sc)

A Gal-Boh, A Rum-Gal, A Ukr-War, A Tri-Tyo, A Bud-Tri, F Mid-Wes, F Stp(sc)-Lva, A Mos S F Stp-Lva, F Ska-Swe, A Fin S F

RETREATS: England F Lva to Bot, Bal or OTB F Swe to Bot, Bal or OTB A Pie anniki lated Italy

PRESS: France-England; Would you like me to send my 3 fleets north to secure Scandinavia for you!

BB- England; It'll cost you. Note In last years SC chart I had Russia as being even or building 1, it should have read build 1 or 2 since he only had 9 units on the board due to an annikilation,

LETMETAKEYOUDOWN'CAUSEI'MGOINGTOSTRAWBERRYFIELDSNOTHINGISREALANDNOTHINGTO

This article appeared in the Toronto Star newspaper a few weeks ago, and was brought to my attention by a subscriber, Bill Plante. We are able to reprint this by the kind permission of the Toronto Star Syndicate. The author's name is Gary Lautens.

This Could Be The Peace To End All Peaces

It's becoming apparent to the most casual student of international affairs that the biggest single cause of tension and unrest in the world today is the peace movement.

This week, for example, President Carter ordered 400,000 young Americans to sign up for a possible military draft. He said he didn't like to do it but it was necessary to preserve peace in the world.

Also as a part of the U.S. peace effort, the president recently okayed a nuclear sale to India that could add to the world's stockpile of atomic bombs. Nowadays, unless a country has a nuclear device in its arsenal it isn't considered a serious supporter of peace. Just the other day, France hinted it would dearly love to have a neutron bomb as proof of its non-violent philosophy and peaceful motives. And that's only the tip of the iceberg.

Last November the Soviet Union invaded Afganistan, sending 100,000 troops across the border. Chairman Brezhnev was reluctant but he told the world that there would be no peace in that faraway country without the help of the Soviet army. In fact, we were lucky the job could be done by only the 100,000 Soviet peace-workers, supported by peace tanks, peace jets and peace gun bombardments. And so it goes down the line.

'This Could Be The Feace To End All Feaces' Continued

Ohina is dickering with the U.S. for up-to-date jets; King Hussein of Jordan has bought 200 tanks as his country's contribution to peace; President Sadat wants peace missiles the same as Israel's for Egypt; Castro employs Soviet bombers and other olive drab tidbits in Cuba's peace efforts.

Ronnie Reagan, if he becomes U.c. president in November, has promised an even greater peace effort that could include a new missile system for Europe and a more effective long-range bomber.

Even Canada has made a peace contribution by buying \$4 billion worth of U.S. jets as a deterrent to anti-peace forces.

It takes no super brain to realize that with so many nations pursuing peace with such vigor, it's just about impossible for an average person not to worry about a peace "accident". A few weeks ago the computer the United States counts on in its defence system flashed a signal that Soviet (peace) planes were on their way to attack U.S. (peace) positions. Naturally, there was a panic until a check indicated no peace attack by the soviets was in progress and that the U.S. computer was lying through its transistors.

Contined on page 12

GETHUNGABOUTSTRAWBERRYFIELDSFOREVERALWAYSKNOWSOMETIMESTHINKIT'SMEBUTYOUKNOW

Game: 1979 AE

Season: Winter 1902

GM: Nick Russon
Due: 29 August, 1980.

WHY IS THIS GAME ACCURSED ????? LET'S GET THE SHOW ON THE ROAD!!!!!!!!!

Austria(MacLellan) Even. Has a's vie, gal, bud, ser, f gre. England(Acheson) Even. Has a's nwy, fin, f's nth, eng. France(Davies) NRR! GM retreats a mar-gas. Has a's par, pic, gas, f spasc. Germany(Wilkie) Builds f kie. Has a's sil, ruh, mun, f's kie, den, bel. Italy(Cusack) NMR! Has a's ven, pie, mar, f's tyh, wme. Russia(Jensen) Even. Has a's ukr, sev, f's bla, stpnc, swe. Turkey(Carter) Builds a smy. Has a's smy, rum, bul, f's con, ank.

Press:
Turkey-World: Due to my approaching 30th birthday and the slowness of this game I have had instructions regarding 79 AE left in my will. In the event that I die of old age and this game is still unfinished my oldest surviving son will play it out.
Imrahil to Turkey: I can see it now. . . "Grandpa, why did you name daddy

Imrahil to Turkey: Toan see it now. . . "Grandpa, why did you name daddy Midhat?" "Well, Osman, it's a long story. . . "

Well, if nothing goes wrong, I'd like to receive Spring 1903 orders from everyone by the due date noted above. I now have orders on file from Austria, Russia, and Turkey. There were TWO requests for Winter only, and two NMR's, so I had to do so. Next time you request a hold to one season, give me a good reason, and, to be on the safe side, enclose tentative orders for both seasons.

If I get less than 4 NMR's next month, I will adjudicate, come hell or high taxes-get your orders in!!! Jan and Bob, check the adjusted position in Norway, I trust that it's right this time. (said he, peering upwards)

Would Barry Hickey and Kathy Lynch please submit standby orders for France and Italy. If I have to, I'll call seven standby's to get going on this game!

Dr. Who

By Mary Leppik

ASSISTANTS

At last we come to the people, who wihtout, the Doctor would get pretty lonely and into a lot more trouble. Every Doctor that I've talked about has had at least three or more companions or assistants to help him along the way in his fight against evil.

Some came into the Doctor's adventures by invitation and some just plunged head-long into something they knew nothing about, but looked promising.

The first Doctor had picked-up most of his assitants by misfourtune. We never do know where Susan came from, but she was there when we first meet the Doctor. Later she married a young freedom-fighter after the destruction of the Daleks in "The Dalek Invasion of Earth". Ian and Barbara were two of Susan's teachers who happened to stumble into the TARDIS one foggy night. You see the Doctor made sure Susan was educated so that she could help him in the different times of Earth's history. Ian and Barbara wanted to find out where Susan came from and consequently found the Doctor and the TARDIS which wisked them off to different adventures.

Other companions of the Doctor's were, Vicki, Steven, Polly, Dodo and Ben. Vicki was a survivor of a crashed spaceship, Steven was a spaceship pilot(not from the same ship Vicki crashed in) Polly was a scientists secretary, Ben was a cockney sailor and Dodo was a girl that the Doctor picked up in the episode "The Ark". She stayed only for a few adventures and decides: to stay in London after the adventure with "The War Machines" The other companions leave at different times and in various ways. Ian and Barbara used an empty Dalek time machine to transport themselves back to Earth after the episode "The Chase". Vicki decides to stay on Earth with the Trojans after Troy had been captured in the episode "The Myth Makers". Sten become elected leader of the Savages and the Elders on a distant planet in the episode "The Savages". Ben and Polly however do not leave the Doctor until he has regenerated into his second incarnation. They leave soon after they meet up with Jamie who was a Highlander the befriended during the Jacobite Rebellion. So Ben and Polly decide to stay in London after the episode "The Faceless Ones." and leave Jamie and the Doctor to continue their travels.

In their next adventure, they meet Victoria who is the daughter of a 19th century scientist. She stays for a few adventures, but is adopted by a couple in the future, so she stays behind on Earth with them.

The last of the second Doctor's companions is Zoë. She was a computer operator from a space station. She and Jamie were the last to see the Doctor as he was in his second incarnation. After the battle with the War Lords, the Doctor was put on trial and exiled to Earth. Both Jamie and Zoë, courtesy of the Time Lords, were sent back to their own time and planet.

The third Doctor only had three assistants, and they all left with the exception of Sarah of their own free will. Liz Shaw was the first of the Doctor's assistants. Accually she was suppose to be UNIT's new scientific advisor, because the Brigadier couldn't contact the Doctor and he was getting a little tired of him galivanting off when he felt like it. Of course the Doctor turned up immediatly, but it was the Time Lords that had sent him back for his exile. Once the Doctor was back in control. Liz

Dr. Who The Assistants Continued

just had to settle with helping him. After a couple adventures, she left for London, not knowing of the Doctor's TARDIS, or of all the planets she may have visited.

His next assistant was Jo Grant. She was accually the Doctor's assigned UNIT assistant. The Brigadier had felt that the Doctor might need someone to help him and also to keep and eye on him.

Jo was very clumsy and short-sighted, so she never really saw what went on. Never-the-less she and the Doctor became good friends and he even gave her the blue crystal from Metebelis Three as a wedding present when she married Professor Jones in the episode, "Green Death"

Sarah Jane Smith was to be the Doctor's next and last companion in his third incarnation. They had met at a top secret research base for scientists but there was only one problem, Sarah was a free-lance journalist and didn't belong there. The Doctor discovered that she was there posing as her aunt, Lavinia Smith. The Doctor had been the only one to figure out her deception and this had intrigued Sarah. What intrigued her even more was the Doctor's TARDIS, so as soon she got a chance, she ran into it to see what it was like inside. Of course she got more than she bargained for, because as we all know the TARDIS is transendentally dimensional, which means that it's bigger on the inside than on the outside. quickly hid in a cupboard when the Doctor came unexpectantly aboard and without knowing it, took Sarah and himself back in time to fight Linx, a Sontaran Warrior. The Doctor dicovered Sarah and soon she wormed her Like Ben and Polly, Sarah also witnessed the Doctor way into his life. regenerating and also stayed with him into his next life.

The fourth Doctor, of course is still very much alive and as I said Sarah had stayed with him for many episodes, more than Ben and Polly had. Another person who was there for the Doctor's debut, was Harry Sullivan. Harry not really believing the Doctor, took him up on an offer to take a trip with Sarah and himself in the TARDIS. That was one mistake Harry will never forget. He only went on a few adventures with the Doctor, but that was quite enough for him. Upon arriving back on Earth, only to confront the Zygons, Harry decided to keep his feet on the ground, and never took another invitation from the Doctor to go travelling with him again. However Sarah continued to travel with the Doctor until the Doctor got a telepathic signal to return to Gallifrey for something of great importance. Reluctantly the Doctor had to return Sarah to Earth and continue to Gallifrey.

The Doctor's next companion, was a savage named Leela. She was a warrior of the tribe of the Sevateem. Leela's people were accually space travellers whom the Doctor had helped a long time ago, but something happened and they reverted to savages. Sevateem really means Survey Team, but the words were changed as they reverted. At the end of that adventure Leela realized that the Doctor was leaving, so to make sure she was with him when he left, she ran ahead of him and into the TARDIS, where she accidentally hit the dematerialisation button and thus started her travels with the Doctor.

Along the way, the Doctor and Leela stopped off at Titan, where a virus attacked the Doctor's brain. One of the scientists at the base had constructed a mechanical dog which he named K-9. Now K-9 was not only a companion, but a computer, and he came in very handy all through that adventure. Later Professor Marius asked the Doctor if he would mind taking K-9 with him, as he could not take him back th Earth. Before the Doctor

Dr. Mo; The Assistances Continued

could answer, K-9 had made up his own mind and rolled into the TARDIS without being asked. From then on, K-9 became the Doctor's second best friend.

Again the Doctor found that he must return to Gallifrey, but this time he took Leela and K-9 with him. This adventure was to be their last together. After defeating the Vardans and the Sontarans, Leela decideds to stay on Gallifrey and marry Andred, the Captain of the Chancellery Guards. K-9 also decides to stay, so that he can take care of the "mistress". The Doctor leaves much saddened by the loss of his two friends as he remembers all the adventures they had been through together. Suddenly a thought strikes him, he has new parts for K-9 that he had kept as spares, and busily he starts constructing K-9 Mark II. At least he won't be lonely for long and he isn't. Once the new K-9 is built the Doctor was ready to spin off into new adventures with his faithful dog. But much to the chagrin of the Doctor, the Time Lords decideto "dump" a newly graduated Time Lady into his keeping, so she could help him recover the six segments to the "Key of Time".

Although they didn't hit it off too well in the beginning, the Doctor, Romana and K-9 get along fairly well, as they confront evil and danger through-out the galaxy in the

Doctor's Police Box-shaped TARDIS.

IKNOWANDIT'SADREAMITHINKIKNOWOFTHEEAHYESBUTIT'SALLWRONGTHATISITHINKIDISAGREE

Game: 1979 K Season: Winter 1904 Time Zone: E.S.T. GM: Clive Tonge Due: Aug. 29/80 Tel: 416 277 2638

THE GAME CONTINUES; SLOOOWLY

Austria(Polley) Builds a bud.
England(Russon) Removes a hol.
France(Cusack) Builds f bre, f mar, a par.
Germany(Albrecht) Removes a mun, a ruh.
Italy(Colombo) Removes a tyo.
Russia(Hickey) Even.
Turkey(Kelley) Builds f smy, f con, a ank.

And now the notes: Hugh Polley has moved; Steve Colombo has moved; Bob Albrecht has moved; and their address changes are listed on page's 2 and 3, headline #6. And Blair Cusack has moved since the last game year was played. His new address is listed in the #9 issue of <u>Infidel</u>.

LETMETAKEYOUDOWN'CAUSEI'MGOINGTOSTRAWBERRYFIELDSNOTHINGISREALANDNOTHINGTO

'This Could Be the leace To End All Peaces' Continued from page 9.

Okay, so no trouble resulted as a consequence of the silicon chip error, but it's still difficult to sleep nights knowing there's so much peace equipment around, some of it obviously not that reliable.

Before a peace raid blows us all up, or a lethal peace weapon like nerve gas gets into the wrong hands, maybe we should de-emphasize the peace movement and let it cool off.

Personally, I've always been a great fan of peace, but I'm not sure after seeing the efforts of people like Mr Carter and Comrade Brezhnev and others that peace is really worth it. If they keep on making peace plans at the rate they're going, we could all wind up dead.

((a postscript by Bill: Arthur C Clarke-who claims to be an optimist-

gives us a 51% chance of survival.))

Science Fiction Book Review

As I mentioned last column, as I can't afford to splurge on new books every month, even to try to save you some money. This is the second time that I'm going to give you a look at one "new" book and one old classic. If you want me to review new books, send me some! I wouldn't mind taking in your hard-earned cash, and saving my own at the same time.

The new book this month isn't really new, but a re-release of a book from several years ago. It is <u>Bug Wars(Dell,\$2.25)</u> by Bob Asprin (Yang the Nauseating, in the Society for Creative Anachronism), who is

a frequent visitor to Toronto, it seems.

In the opening pages, the song "Reminder" is printed, and it gives a fairly clear idea of the background of the story. It is credited to Buck Coulson, but I must confess my ignorance by saying that I've never heard of him.

The story is something straight out of Darwin's Origin of Species as applied to the universe as a whole. A race of intelligent beings rose back in the dim mists of time, and spread out across the universe. Their home planet was in the system of Centaurus. Their greatest invention was the stardrive, with which they travelled to other star systems, aiding other races to build ships and to colonize uninhabited worlds.

One of the planets that received aid was a planet inhabited solely by insectoid races. They were hive entities, rather than individuals, and had a natural instinct to spread out. The spaceships of the original race were adapted by them for the insects to use, and the insects then turned on their benefactors, who knew nothing of war, and destroyed them and their planets were occupied.

The reign of the insects lasted many millions of years, and no other intelligent race was allowed to stand in the way. There were several sub-races of Bugs; the wasps, leapers, and the ants, with the latter

being the most intelligent.

In an undiscovered stellar backwater, a reptilian race, the Tzen, evolved far enough to be able to examine and use the artifacts left by the first people. They knew of the Bugs, but managed to remain hidden from them. The Tzen also managed to re-build the stardrive from the other artifacts, which gave them a decided advantage over the Bugs.

We join the Tzen forces just prior to their first attack on the Bugs. The story is told in a first person(first tzen?) style by Rahm,

a member of the warrior caste.

The only beef I have about the book is actually not something that is wrong in the writing, but shows the writer's understanding of his subject. Throughout the story, Rahm seems to come across facts and relationships which lead him almost into quantum jumps in understanding. It is the intellectual equivalent of running a race with your shoelaces tied together, and when you try to stretch your legs a little too far, you are brought up short by the laces. It is frustrating, yet it is a likely state of affairs, so Bob did right to do it that way.

The old classic this time is Arthur C Clarke's <u>Tales from the White Hart(Sidgewick & Jackson, \$2.25)</u>. It is one of the best collections of inter-related short stories ever written(Callahan's Crosstime Saloon,

although very good, is not quite as good as the White Hart).

The White Hart is a pub(bar) in London. The stories told in the pub are all slightly-technology oriented, as you might expect from the crowd that gathers there. The White Hart is located just off Fleet street, and in the region of two of the Scientific Institutes, which always harbour mad scientists, it seems. They always gather on a Wednesday afternoon, in the back room, or snug, of the pub.

Several of the stories are on the verge of becoming outdated by

The Science Fiction Book review Continued

advances in technology or theory, but the stories are still very workable

and amusing in their own way in spite of that.

The opening story is a realized dream for most students at one time or another. The story is told by Harry Purvis, and the ending is a good indicator to how most of his stories end. It is also fairly typical in how Harry manages to get someone to ask the right leading questions to let him get away with his outrageous stories.

Harry Purvis; now there's a man after my own heart(if only I could write a story like he can tell them!). He is the resident raconteur of

the White Hart, and can rarely be out spoken.

My favourite story is Armaments Race. It is so much like my own view of most of Hollywood's producer/director type that it hurts. The story is also one of Harry's most believable efforts: I think they really operate like that.

I think that Tales from the White Hart is Arthur C Clarke at his very entertaining best. The stories are a little offbeat, but therein

lies much of the charm.

GETHUNGAPOUTSTRAWBERRYFIELDSFOREVERSTRAWBERRYFIELDSFOREVERSTRAWBERRYFIELDS

Game: 1979KL Season: Fall 1902 Time Lone: E.S.T.

GM: Clive Tonge Due: Aug. 29/80 Tel: 416 277 2638

THE WEST BATTLES AS THE EAST SLEEPS AND SLEEPS AND...

Austria(Falter) NMR! Has f gre, a ser, a rum, a gal, a bud. England (Carroll) f nwy s German f den-swe/NSO/, f nth s f nwy, a edi-yor. France(Lynch) f eng s a bur-bel, f por-spase, a pic s a bur-bel, a bur-bel, a spa-mar. Germany (Schafer) f den-nth, a mun-bur, a kie s a mun-bur/imp.//NSU/, a bel h/ann./,

a hol s a bel h, a ruh unordered h. Italy(Carter) a pie-mer, a tus-pie, f tyr-lyo, f wes-mid. Russia(Ho) MAR! f swe, a stp, a lvn, a sev, a mos. Turkey(Holley) NHR! a bul, a con, a arm, f bla.

Retreats: German a bel annihilated.

Center Chart:

A (6) Home ser, gre, rum. (Build 1)

E (4) Home, nwy. (Even)

F (6) Home, por, spa, bel. (Builds 1)

G (5) Home, den, hol. (Build 1)

I (4) Home, tun. (Even)

R (5) Home, swe, ran. (Even) T (4) Home, bul. (Even)

Notes:

Thanks to Kathy Lynch and Tony Schafer for noting that mun could not go to bur. Thanks also to Mike Carroll, who has assumed the position of England.

And now the standbys --

Bob Albrecht Suite 17, #5 Acadia Rd., West Lethbridge, Alta. TlH 4Cl Bob Acheson c/o Echo Bay Mines, Port Radium, NWT. XOE OXO Keith hercer R.D. 6 Old Ash Rd., Mercer, Pennsylvania. 16137

Standby for Austria Standby for Russia Standby for Turkey

79 LL Continued

lress:

Italy to France: I must take exception to last season's move of f por-spase which I consider an act of not-niceness on your behalf. It was fortunate that I had taken counter-measures to defend my territory. I will only be doing defensive measures from now on and will retreat from your borders when you have proved yourself a person of honour. Failing an hourable settlement I will be willing to meet you on the dueling field at dawn, come alone.

Italy to World: 2 week holiday tours of the French southern coast can be arranged by contacting the Italian 2nd fleet c/o Harseilles Harbour. Bring your own ammunition.

Faramir to Italy: You wouldn't happen to have an economy package for under-paid Ga's;

Paris to Berlin: Is that any way to treat a lady?

Faramir to Paris: I think he's a womens libber. He docen't see any difference. ie: Is that any way to treat a Gentleman?

FOREVER**PENNYLANETHEREISAPARBERSHOWINGPHOTOGRAPHSOFEVERYHEADHE!SHADTHE

GAME:1980 DURIN

SEASON: WINTER 1914

WWI MADMAN

GM:BARRY HICKEY
DUE:AUG 29/1980

RESERVES BROUGHT TO THE FRONT

ALLIED POWERS(NICK RUSSON)

England; builds F Lon & A Edi

France: builds F Bre, Mar & A Par

Russia : builds A War

AXIS POWERS (BILL PLANTE)

Austria: builds A Vie Turkey: builds A Con

PLEASURETOKNOWANDALLTHEPEOPLEWHOCOMEANDGOSTOPANDSAYHELLOCNTHECORNERISA

Spider at Harbourfront

Yesterday, Clive, Bill Plante, Madlyn McBride, and I made our merry way down to Toronto's Harbourfront complex to hear a reading by Spider Robinson. Spider is the author of several good books including Telempath and Callahan's Crosstime Saloon, and co-author with his wife, Jeanne of the book Stardance.

This was the second in a series of readings by science fiction authors at Harbourfront, last week's guest having been Frederick Pohl. Clive and I missed out on that for two reasons, first, the charge was \$5, second, neither of us has any particular enthusiasm for Pohl's work. This turned out to be a problem for the organizer, Judith Merril (Survival Ship and other stories), because Spider's reading was free and something like four times as many people snowed up for Spider as for Fred. unfortunately, the two "big names" that she could get (the ones who charge \$5 per head) are not too popular in the Toronto area, while Spider was a real drawing card.

Next time, the guest is Theodore Sturgeon, and the same reasons as I gave for missing out on Fred Pohl's reading can be applied to Ted Sturgeon.

Anyway, I've thrown myself right off the subject at hand. The four intrepid (or should that be 'idiotic') wanderers arrived at York Quay

Spider at Harbourfront Continued.

at sp.m., and the crowd was quite large. By 8:30, there were easily 200 people waiting to get in to the hall. The doors opened, and the suicide squeeze was on. We somehow managed to get front row seats, and defended the seats against the onslaught of SF fandom.

Spider is one of the best speakers that I've heard/seen in the past couple of years. The inevitable question was put, "What is your real name, and why do you call yourself Spider?" and the answer was basically the answer that I expected. No, I'm not going to divulge his original name for one good reason-I still don't know, and I don't particularly care! Spider suits him, somehow.

He read two stories, one of which has been sold to Omni, and one which hasn't been typed yet! The first story was good, but not something to write the folks at home about. It's a well-written story, but it just

doesn't go anywhere. A fogettable, but obviously saleable story.

His second story is everything the first one isn't and more. He said that he'd been reading a lot of Damon Runyon lately, and had written a story in that style. He offered to read that, or one of the Callahan stories. I voted for Callahan, and I lost.

I myself haven't read anything by Runyan, but I recognized the style, because the characters only speak in one tense-the present. This means that you get lines like:

". . . so I pulls out me Roscoe, and I says to the guy, 'Guy', I says,

'You gives me all of ya potatoes, or I ventilates yer suit!'"

which look like gibberish on the page, but spoken out loud are quite funny. Spider also has the voice to pull off the various voices and accents of the period.

This story, as I said has not sold yet, but I heartily recommend it as soon as it appears. During the intermission. I nearly managed to get myself killed by Madlyn, accidentally of course.

I spotted a copy of <u>Stardance</u> lying on the floor, beside Madlyn, and next to another group of fen. I asked aloud, "Is that book one of Bill's, or does it belong to the people behind us?"-wrong question.

If looks could kill, and so on. I began to wonder about taking the next express for Whitehorse, Yukon Territory, because the atmosphere would have to be much warmer!

Imrahil.

BANKERWITHAMOTORCARTHELITTLECHILDRENLAUGHATHIMBEHINDHISBACKANDTHEBANKER

Wargame Review Michael Manning

Role-playing games; we are surrounded by them and inundated with them. There are space games, wild west games, and the unending procession of mediaeval-fantasy games. For many, the novelty of battling harpies and orcs and vampires has worn off. Their aggression is no longer worked off by shaking down passive villagers for their last copper pieces. Most of all, they are sick of rolling fistsfull of dice. To you I say abandon the slime-covered walls of dungeons for the mist-enshrouded backstreets of London by the Victorian gaslights. Come play Elementary, Watson(Phoenix Games)!

"There's an east wind coming, "blowing a fog off the Thames. Holmes is back; Dr. Watson's back; Professor Moriarty and Colonel Moran are back; the Ripper's back. The famous and infamous once again stalk the East End. Sarah Bernhardt is at the Royal Albert; Raffles is playing cricket and stealing diamonds again. Gregson and Lestrade are back at Scotland Yard. The old Queen, God bless 'er, is in mourning at Windsor, while her son is enmeshed in "A Scandal in Bohemia". The Strand is still publishing and Simpson's still serves a hearty Victorian supper.

The wargame review by Like Hanning Continued.

Elementary, Watson, unlike the other role-playing games, does not depend upon luck of the dice but rather on the individual player's skill as a detective to solve a baffling crime. Can you as Sherlock Holmes explain the disappearance of the Crown Jewels from the Tower of London? Or, can you, as a rival, beat the Great One to the punch and solve the crime? True skill of crime detection lies not just in logic but also in a right amount of hunch playing, bullying, encyclopaedic knowledge, and fast thinking.

Perhaps you are of a more criminal mind and would prefer to plan the Crime of the Century. You can have the official detective force going in circles and Sherlock Holmes properly stumped for once. You can be

another Moriarty, another Raffles, another Jonathan Small.

Despite its large box, <u>Elementary Watson</u> is a simple game to learn. There is not volume after volume of rules to learn, no spells to memorize, and best of all, no dice to roll. The game gives the judge the same pleasure of creation without taking nearly as much time either to play or to devise. The game includes a rulebook with nine small pages of easy-to-understand rules and two example crimes; one good and one bad, a mapboard of Victorian London showing major streets and buildings and a list of

player characteristics, nothing else!

The game is simple to play and yet deep. Although it is designed for three or more players, a fine two player game can easily be played. One player acts as the moderator or judge, and has a copy of the crime in front of him with all the details. This crime may have been devised by him or by one of the active players. Each day is divided up into five turns of three hours each. In any one turn a player may move anywhere on the map, or ask a question. Questions are asked on paper and handed to the judge who answers them verbally with a "yes" or "no" or some other short answer to keep the other players in the game from guessing at what the first detective may have learned. Movement is secret or can be shown by markers. As none are provided in the game, suitable markers should be scrounged. Two excellent examples are the top-hat and doctor's bag from your Monopoly set. Carefully selected 25 mm Wild West figures would do nicely, but for the sake of space, 15mm figures might be better.

A win can be achieved by collecting enough evidence to convict the culprit: this is usually half of the available clues. The first player to do this is the winner. If no-one solves the crime, then it is a draw, unless one of the players (other than the moderator) planned the crime, then he is the winner by virtue of his cleverness. In a case when one of the participating players planned the crime, then the player's detective wanders about the board going to places of no consequence and asking misleading questions in an attempt to throw the others off the scent.

Each player creates his own detective. This is done by choosing six traits from the player Characteristic Chart and recording them on a file card. These characteristics include everything from Accounting to Zoology. The Sherlock Holmes character has nine traits but must have a specific nine. These traits are: Anatomy, Chemistry, Disguise, Fingerprints, Footprints, Geology, Medicine, Street Contacts, and Tobacco. These traits are really areas of knowledge and expertise; aiding in the gaining of information. When asking a question, you might mention one or two of your fields of expertise that you think might be of use, and the judge takes this into account when answering your question.

All in all, this is a very good game which can be played for laughs with the moderator mugging his way through Cockney accents for light amusements, or for a heavy exercise of the mind. In the next issue I hope to provide a sample mystery to illustrate how the game works. At the end

The wargame review Continued

of this next article I have no doubt that there will be many intrepid detectives champing at the bit, anxious to solve the myriad crimes that infest Victorian London.

. . . this could be a three pipe problem. . . Michael Manning

NEVERWEARSA"MAC"INTHEPOURINGRAINVERYSTRANGEPENNYLANEISINMYEARSANDINMYEYES

Game: 1980 AM

Season: Winter 1901

GM: Nick Russon

Due: 29 August, 1980.

RUSSIA MAKES KING-SIZED ERROR!! CAN TSAR RECOVER FROM THIS DISASTER??!

Austria(Martine): Builds a bud. Has a's tyo, ser, bud, f gre. England(Jensen): Builds a lon, f edi. Has a's nwy, lon, f's nrg, nth, edi. France(Carroll): Builds a bre, a par. Has a's spa, bur, bre, par, f por. Germany(Gautron): Builds a ber, a mun. Has a's bel, kie, ber, mun, f hol. Italy(Albrecht): Builds f nap, a rom. Has a's vie, ven, rom, f's tun, nap. Russia(Gauthier): NBR!! Will play two short. Has a's sil, ukr, f's swe, rum. Turkey(Lynch): Builds f ank. Has a's con, bul, f's bla, ank.

I have spring orders on file from Austria, England, France, and Turkey. Would Dave Carter please standby for Russia.

THEREBENEATHTHEBLUESUBURBANSKIESISITANDMEANWHILEBACKINPENNYLANETHEREISA

A Few Moments For The Future

C. Tonge

Have you had a chance to think about the future lately? Maybe you've been planning your vacation or thinking about the new car or easy chair you've always wanted. Have you ever thought about some of the other things that could be in your future? Some of the things, and maybe ways of life that aren't available today, such as woice controlled lights, or a television that can answer questions.

There are a lot of things that will be around in ten or twenty years that aren't available today. Just as there are alot of things that are available today that weren't around ten or so years ago. Consider for example the typewritters of twenty years ago many of them were manual, and those that weren't were large cumbersome machines. Today we have Selectrics with correctable ribbons and interchangeable balls. Tomorow we'll have mini computors that will be able to type as you speak ie: No keyboards.

Along the same lines there will be computers that will double as telephones, televisions and teachers. They will help keep your bank book and remind you when your car needs gas or oil. They'll be as common place as a stereo and as useful as a slave.

And television isn't going to be quite the same either, thanks to the home computer, and a small style change. Did I say small? The home television will be about the size of a picture. As a matter of fact when the TV isn't on it will look like a picture. This change is accutually available today, because of a special type of LCD that can change colour. An LCD is one of those little displays in the digital watches that are popular today; Another item not around ten years ago.

The TV will be hooked up to the telephone and a home computer. This way it will be part of your videophone and the display for the computer. The computer will have access to memory banks of large corperation or government computers; via the phone. Some of the Information that will be available will be the news, statistics, educational courses and games for you and the kids.

It looks like a nice place to live, ten or twenty years from now. And for the time being we can enjoy the luxeries that we have. The TV, the air conditioner, the stereo and of course your dippy games and copies of <u>Infidel</u>

THE PUBLISHERS NOTES

Well it has been one heck of a busy week for me. I spent one night at Harbourfront two nights working on Infidel, another night preparing for a friends wedding and I worked late on another.

In this issue Eowyn; the deadman game; starts, on page three.

On page five the Despatch box can be found, the Sculking Cavorter is away, but we have a bit of a substitute. And on page nine there is the article 'A leace to End all leaces' (Slightly paraphrased, but basically correct)

Doctor who and his assistance are visiting thanks to Mary Leptik.

And we have the Science Fiction Book review back again recommending some good reading material. And a special WarGame review by Mike Hanning.

Finally we have The New beholder a cover that just would never be published anywhere else.

I have here a bit of news for the players of Carn Dum. Your game is now 1980 HM.

Have you got anything that you would like to say about Infidel. Well now is the time to speak up, because next Issue Infidel will be I year old. And we are planning to allow you to sound off, in a coloumn just for you.

Speaking of next issue, all of the games are due on August 29. The GM deadline is Sept. 5 and Infidel will appaer on Sept 8.

I seem to have some space left!!??? A worlds first. ((?))

(THATS MONTH) BYE! Have a good moth!

Plive Jonge Clive Tonge (Fublisher)

FIREMANWITHANHOURGLASSANDINHISPOCKET

Note: This Months Linear Seperators are Some of the HISFIREENGINECTRANPENNYLANEISINMYEARSANDINMYEYESFULL OFFISHANDFINGERPIESIN SUMMERMEANWHILEBACKBEHINDTHE HELTERINTHEMIDDLEOFTHEROUNDABOUTTHEPRETTYNURSES SELTINGPOPPIES FROMATRAYAND THOUGHSHEFEELS AS THOUGHSHE'S INAPLAY SHE IS ANYWAY PENNY TANETHEBARBERSHAVESANOTHERCUSTOMERWESEETHEBANKERSITTINGWAITING FORATRENDAND THENTHEFIREMANRUSHESINFROM THE POURINGRAINVERYSTRANGE PENNYLANE ISINMY EARSANDIN MYEYESTHEREBENEATHTHEBT-UESUBURBANSKIESISITANDMEANWHILEBACKPENNYJANEISINMYEARS ANDINMY EYESTHEREBENEATHTHEBT UESUBURBANSKIESPENNYTANE*******************

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