

# LIFE OF MONTY

#10

JUNE 1981

KATHY BYRNE ACCEPTS  
DICK MARTIN'S CHALLENGE!

FOUR OPENINGS LEFT -  
SEE PAGE 11!

(ALSO: ADDRESS CHANGE SOON -)  
ALSO ON PAGE 11

YOUR SUB ENDS WITH # \_\_\_\_\_  
OR MAYBE YOU TRADE \_\_\_\_\_

OR IT'S A SAMPLE / COMPLIMENTARY

GAMES ENCLOSED:

ETC..:

It's time for another one of these things, isn't it? Let's see...this is LIFE OF MONTY, a postal 'zine dedicated to, among other things, anybody out there reading it. This thing is thought up by Don Del Grande from Priestley Hall #208, 2400 Durant Avenue, Berkeley, CA 94720. The credits: DIPLOMACY, KINGMAKER, THIRD REICH, SOURCE OF THE NILE, and GUNS OF AUGUST are copyrighted by the Avalon Hill Game Co., whereas EMPIRES OF THE MIDDLE AGES and SWORD OF THE STARS are copyrighted by Simulations Publications Inc. DAWN OF THE DEAD is copyrighted by Dawn Productions, although SPI puts out the game.

There was a fake LIFE OF MONTY last time. The real version had the small print, the table of contents on the cover, and the "Rubik's Cube" question in DIP BOWL. But I'll talk more about that later. First off, I'm going to talk about what Avalon Hill just did. I'll save the shocker for the end, though.

First, the new stuff...there are a few new computer games out: LORDS OF KARMA, which is a "solitaire dungeon" adventure much like DUNJONQUEST (these are always good); CONFLICT 2500, which pits the "Planet Pulverizers" against Earth, and ACQUIRE, which is a computer version of the AH game. (I've played ACQUIRE by computer under the name STARLANES - it's pretty good, if you've got two players.) The last two work on 16K TRS-80 Level II, PET, and Apple II, while LORDS needs 48K, 32K and 32K. (Just to be on the safe side, those names (the computer names) are copyrighted by Tandy Corp., Commodore Business Machines, Inc., and Apple Computers, Inc.) In the non-computer field, GUNS OF AUGUST is making an appearance; this is AH's second try at a strategic WWI game, the first being 1914. This one looks a bit better, now that they know what they're doing. Not bad for \$18. The new THIRD REICH rules and map are available for \$9; 3R now has a few new twists, including Luftwaffe removal for strategic warfare, free Russian replacements, new Convoy rules, and foreign aid. (Any 3R games starting in LOM from now on will probably use these rules.) For you COD fans, the SERIES 200 scenarios are available for \$4. Being a member of SEP, I remember playtesting a couple of these, and one of the scenarios they chose reminded me of one of the SEP ones which ended up totally imbalanced ("Sacrifice of Polish Armor"). I'm sure AH knows what they're doing. Anyway, AH is now deep into Sci-Fi with AMOEBA WARS, an introductory game which pits 2-6 players against each other and the Amoebas. Not worth the \$16 it's supposed to cost, if you're used to better things than WAR AT SEA and VITP. Finally, GLADIATOR completes the original CIRCUS MAXIMUS package. GLADIATOR can best be described as MELEE in the Roman era. Sells for \$9.

Now, the inflation bit (this isn't the shocking news)...DIPLOMACY now sells for \$17, with most of the bookcase games selling for \$16. I remember when they were \$10. In 3 1/2 years, prices have gone up 60% - that's over 14% annual inflation! The Diplomacy cost wouldn't be so bad - IF.

Here's the shocking news: in order to save a few \$\$, as it looks from here, and according to the AH price & parts list, Diplomacy now has - ready for this - PLASTIC PIECES! You heard me - it says that a complete set of plastic, color co-ordinated fleets and armies sells for \$4. Look it up for yourself! It's a sad day for Dippy when newcomers can't get a feel of pushing the wooden armies into Vienna or supporting at Berlin. (I suppose it was a question between plastic & price.)

~~YOU-CAN'T-HAVE-EVERYTHING-MY-DIPPY-SET-COST-\$5.50-AND-YOU-CAN-TELL-FR-FROM-ITALY--~~

Back to the fake. Okay, somebody faked LIFE OF MONTY. Two people have told me that the perpetrator confessed to them, more or less, and I'm sure I know who it is. To think he wanted me to help him put out a fake once. He must've gotten mad at my refusal (I had NOTHING to do with the fake). I'm NOT going to cut off his sub, though. On the contrary; this guy gets an EXTRA issue because Scott Hanson, who got the fake, decided to sub, and I have a policy that says if you can talk somebody into subbing, you get a free issue.

I might as well (here it comes) give my policy on fakes. There are two kinds: the kind put out in fun ("parodies") and the kind meant to deceive. There is nothing wrong with a good parody. If we get rid of those, then

what will be next? Black Press? Humor Magazines? Saturday Night Live?

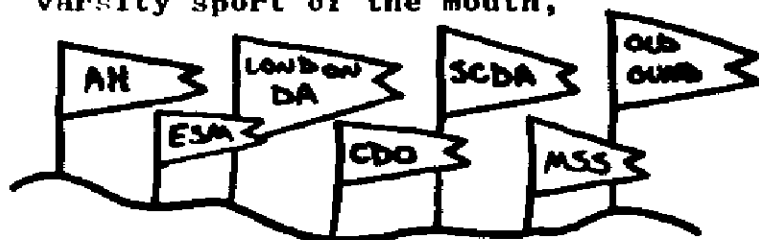
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Isn't Diplomacy ITSELF a sort of parody on pre-WWI? There were no armies attacking, nor were there fleets attacking, or convoying attacking fleets. As long as it clearly says that it's a fake then it's OK.

ON THE OTHER HAND, a deceptive fake is just as bad as the Oaklyn-Tretick thing or this Boardman-Blake fraud in 1964C claimed by Rod Walker (see EUROPA EXPRESS #3, from Gary Coughlan, 4614 Martha Cole Lane, Memphis, TN 38118). Anybody putting out one of these fakes with the LOM name is going to find out how quickly I can throw my sense of humor out the window.

-REAL-REAL-REAL-REAL-REAL-REAL-REAL-REAL-REAL-REAL-REAL-REAL-REAL-REAL-REAL-

AND NOW, the moment you've been waiting for! Let's get that radio tuned in...."Herb Barents, from Zeeland, MI....John Boardman, from Brooklyn, NY....Allan Calhmer, from La Grunge Park, IL....Robert Sacks, from New York, NY.....those are the varsity Dippers from the DIPLOMACY OLD GUARD.....Jerry Jones, from Pasadena, CA....Rod Walker, from Encinitas, CA ((Al Rodriguez couldn't make it))....Black Jack Masters, from Valencia, CA....Jane Proskin, from Burbank, CA.....and those are the varsity Dippers from the SOUTHERN CALIFORNIA DIPLOMACY ASSOCIATION!" (Whistle blast and appropriate music) "It's time to match stabs with the champions in America's favorite game with ~~wood~~ plastic blocks, the varsity sport of the mouth,



# DIP BOWL

The tenth game of the 1981 World Championship Tournament comes to you almost LIVE from the University of California campus in Berkeley..... The action is picked up in the second half, as it usually is.

"The Old Guard can tie it up with this tossup, behind 200 to the SCDA's 210. The next bonus is worth 20 points. The tossup: according to ARES #2, was it a happy ending, a sad ending, or no ending at all for the B.S.M.-" (BUZZZZ)

"SC, Walker"....."Sad"

"That's right, it was a wreck. Here's the bonus worth 20 points: SWORD AND THE STARS looks like EMPIRES OF THE MIDDLE AGES, but some of the words were changed to protect the Magnates, which were themselves changed to Outworlders. I'll give you four words from EMPIRES; for 5 points each, give me the SATS equivalent. First, rule."

(Talking, then Masters gives the answer) "Govern"

"That's one. Fortification?"

"Guardian Web."

"Social State?" "Tech Level."

"Year, as in Year Cards?" (Talking it over) "Captain?"

"Time Cards?"

"No, they're also known as Year Cards. (Moans from the audience) 15 points there, and you've opened up a 35-point lead. The next bonus is worth 30 points, here's the tossup: for a quick 10, name the only game in ARES-" (RIRING)

"Old Guard, Boardman"....."Barbarian Kings"

"You would get that one, like Martin and TSS. Your side can take the lead with this 30-point bonus. You had to know about ARES to get this far, so let's see how much you know S&T. For 30 points, ALL OR NOTHING, name any 6 consecutive S&T games which all have numbers 70-79; you get ONE chance, and the captain speaks for the team."

(Talking, then Calhmer answers the question) "The Crusades, Cassino, Armada, Panzer Battles, Ney Vs. Wellington, and Napoleon's Art Of War."

"That's right, numbers 70-75, and Old Guard has a 5-point lead. The next bonus is worth 30 points, here's the tossup: for 10 points, within 10 years, what's the spread between the end of EMPIRES OF THE MIDDLE AGES



11. The following each got one vote: BLOODSUCKER, Kathy Byrne's pet Italian deer (15-1), THE EXTINCT MOA (500-1), JOHNNIE THE GNOME (15-1), MASTERS the flea (100-1), THE UNKNOWN DIPPER FROM THE PLANET EO (9000-1), and CALHAMER, Dave Carter's Canadian Honker. There was a write-in for Martha Cole, and 3 votes were disallowed.

The results have been declared OFFICIAL in Las Vegas, Reno and Lake Tahoe, and here are the \$2 Mutuel prices:

WIN	11 (MASTERS)	7.20	3.80	2.60
PLACE	8 (CARUSO)		12.80	6.00
SHOW	2 (TROUBLE)			2.90

Say, Jack (Masters), how about the odds on some of the HOBBY QUEEN favorites, or at least the odds on all of the nominees (or most of them, and the "field") (for you British types, "field" means "bar those already listed" or something like that) as soon as nominations close.

-WELCOME-WAGON-WELCOME-WAGON-WELCOME-WAGON-WELCOME-WAGON-WELCOME-WAGON-WELCOME-WAGON-

ONCE UPON A TIME, there was a 'zine called RURITANIA. Also, there happened to be a game called 1980G. Unfortunately, RURITANIA no longer exists, but 1980G will live on RIGHT HERE beginning next issue. Winter 1906 will be the first season GMed here. Unfortunately, I haven't gotten the Fall 1906 results yet, so I can't tell you what's happening. (Sob sniff choke)

SPEAKING OF GAMES, the games will no longer be run as part of the 'zine but will be installed separately to the players and anybody else that's interested. The games currently being run are: DIPLOMACY SOLE, DIPLOMACY 81AS, DIPLOMACY 80G, KINGMAKER, THIRD REICH, SOURCE OF THE NILE, and EMPIRES OF THE MIDDLE AGES. If you are in more than one, then your copies of games you're in will be stuck on one sheet. If it takes more than 2 sheets, it'll cost you, either in terms of my having to take the press from your stuff to save space OR costing an additional 25¢ an issue, and you wouldn't like that, now would you? If you don't like this new system, tell me about it and I'll see what I can do. This way, the games can be printed in full-size, saving room in the 'zine for other things....if I only had any! Why is it that just about every other 'zine has other people writing for them? John Caruso's got Kathy Byrne (my roommate doesn't PBM, though), Coughlan, Linsey & Michalski have letter columns (I don't want a letter column - I write to them), and Overby, Henricks and Daly stick their games in their 'zines to eat the space.

About games.....in LOM #1, I did a review of ATLANTIC WALL. Since nobody complained about it, it's time for MORE REVIEWS.

TASK FORCE: Naval Tactics and Operations in the 1980s, by Simulations Publications Inc., 257 Park Avenue South, New York, NY 10010, Designed and Developed by Joe Balkoski. Cost: \$18. TASK FORCE consists of a collection of scenarios (ranging from Introductory to Tournament) dealing with naval combat in the Mediterranean (from Malta to Tel Aviv), the Caribbean, and the Norwegian Sea (from Iceland to the Shetland Islands), mainly Americans vs. Soviets, but NATO forces, Cubans, and Egypt/Israel are added. Included in the counter-mix are double-sized counters, each with a ship, and single-sized counters for use on the maps. Each player (there are two) gets up his ships and subs into task forces, and then sets up the task forces/subrons on their map, keeping it hidden from the other player.

The searching rules remind me of CITYFIGHT; the map is in 7-hex megahexes, and each player's task force/subron gets a number of "actions" equal to one die plus the task force/subron's "command rating" (ranging from zero to 2). Actions include moving up to two hexes, searching (active, ASW, or passive), and launching helicopter searches (increased range from the task force). Combat includes gunnery, torpedo, ASW,

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and SSM. Probably the most innovative part of the system is the tables - there aren't any! Combat, for example, is a die roll minus the firing ship's rating; if the roll is greater than the rating, the difference is the number of hits the target gets. Searching is a die roll minus the ship's search value; the result is translated to a search level, from "telling everything in the megahex down to the ship" to "making a false report (reporting a task force in an empty megahex, reporting an empty megahex when task forces are present, or telling the truth)" with levels in between.

The advanced game includes air units, air bases and carriers, and dropping bombs/launching SAMs and AA attacks. Air operations include Recon, Strike, EW, and Air Escort. Optional rules include extended range for helicopters and air units, coordination of units, special units (like the Tomahawk SSM), and Commanders (officers below Captain rank).

TASK FORCE is not as detailed as CITYFIGHT and AIR WAR, since individuality doesn't work as well at sea as on land and in the air. If it's detail you're after, try AIR WAR. For realism, however, this is the one for you. Somebody might even think up some scenarios for the Pacific and Indian Oceans, and maybe even a scenario outside of Iran, but don't get your hopes up.

DAWN OF THE DEAD, also by SPI, designed and developed by John H. Butterfield, cost \$6. 100 counters, 17x22 map. DAWN OF THE DEAD, which was designed after the movie of the same name, concerns four people vs. 50+ zombies. The map has no hexes; rather, it has squares representing the corridors and stores of a certain shopping mall (similar to the squares in CREATURE THAT ATE SHEBOYGAN). The object for the Zombie player is to destroy three of the four characters (or Fran and one other, Fran being the "weakest" character of the four), while the Human player must destroy all of the zombies and close the main doors to the mall (each turn, a zombie may enter through one of the main doors if it's open). Hidden and berserk zombies add to the human's troubles. The human's advantages are ranged combat and the fact that zombies can't stack.

The system works as follows: one stack of humans (1 or 2) moves and fires. Basically, each square costs 1 movement point, with the movement factors ranging from 12 to 20. Each character can fire from 2 to 5 times depending on the character (two have rifles and get 3 dice, two have shotguns and get 2). The zombie units' strengths are hidden; they range from 1 to 11, and are killed if any attack's dice roll is equal to or greater than the strength. Die modifications are 2 for shooting through a door and 1 for each square from the attacker to the target; characters may shoot zombies in the same square, but must first make a panic check.

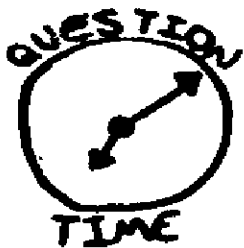
Zombie movement is one square per unit; one unit can go berserk per turn and move two squares. Only units that can see the characters that just moved can move, except that an additional number may also move, the number equal to a die roll. When a zombie and a character are in the same square, the character gets a free shot (if he/she doesn't panic), and if the zombie unit lives, it attacks the characters. Effects include stunned, infected, and no effect. A unit receiving a stun or infect result when stunned or infected is killed; an infected unit can become a "Super Zombie" which has a strength of 2 and may stack with another zombie unit.

Besides the 2-player version, there is a solitaire version which is also a four-player version (one player plays all four humans or each player takes one human), and the zombies' moves are determined in a certain sequence. Anybody out there know how the human player can win? I never even come close; some zombie with a strength of 9 or so always pounces on my guys and there goes the game.

If you enjoyed CREATURE THAT ATE SHEBOYGAN, you should like this one, since the games have similarities, although CREATURE is a better game.

**CHANGE OF ADDRESS!**  
**SEE PAGE 11**

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A lot of people have recently asked me, "Say, Don, what are your sub fee and game fees?"

\*\*\*\*\* The sub fee to this thing is 45¢ an issue. If you subscribe to, or trade for, this thing, the game fees are absolutely FREE, GRATIS, NO CHARGE. This counts for as many games as you want to enter.

I have a feeling somebody wants to ask me this one: "are you going to work on a PBM system for THE GUNS OF AUGUST?"

\*\*\*\*\* I am going to TRY to work out a PBM system for TGOA. Nothing is guaranteed. I mean, even John Boardman couldn't work out a PBM system for SPI's WORLD WAR I (or was it WORLD WAR II? I keep forgetting).

The same person(s) that asked the last one might also ask, "After your selling spree at the PACIFICON Auction, do you intend to match that effort?"

\*\*\*\*\* If the fee is still 50¢ a lot, I intend to BETTER that effort. Here is a PARTIAL list of what I'm selling: DUNE, YALU, SUBMARINE, COMMANDO, MACHIAVELLI (after what happened in JIHAD!, I'm getting rid of that one), SPI BASEBALL/DALLAS (the SPI version), FLAT TOP, GLOBAL WAR, KNIGHTS OF CAMELOT, TOP SECRET, BASKETBALL STRATEGY, PANZERBLITZ, PANZERLEADER, ARAB-ISRAELI WARS, YEOMAN, GETTYSBURG (1977 edition), OGRE/GEV/LORDS OF UNDEREARTH, ANZIO, PEARL HARBOR, BATTLE OF BRITAIN and KING ARTHUR'S KNIGHTS. There might be a few more, including some S&T games (sorry, but I keep the mags) (also sorry, no ARES games included). That's 21 plus the S&Ts and a few others I'm probably forgetting about - my previous record was 28. Some of these are almost new. (OOPS-add NUCLEAR DESTRUCTION to that list.)

-YOU-CAN'T-GET-THE-NEW-THIRD-REICH-STUFF-AT-STORES-YOU-HAVE-TO-ASK-AVALON-HILL-FOR-

**GAME**  
**OPENINGS**

Let's see what I'm offering this time.....

**BYRNE/MARTIN CHALLENGE GAME - PLAYERS NEEDED - SEE**

DIPLOMACY.....~~no, NO DIPLOMACY, I'm filling my spots for the~~ **AGE II!**  
~~moment. Standbys are needed, though.~~

TEXTBOOK DIPLOMACY....7 players, each of which attends some college OR HIGH SCHOOL. Signed up: P. Overby, Harger, Hanson, Wilson.

SECOND CHANCE DIP.....7 players, a variant involving two sets of orders per player per season. Signed up: Barno, Carlson, Carter.

SWORD AND THE STARS....? players. The GALACTIC CYCLE will be played. I'll need at least 6 players confirmed, eventually, although less than that are needed to start.

SOURCE OF ~~JANE~~ THE NILE.....You can enter this one at any time. Do you honestly believe that the guys that started will all finish with the guys they started with? Even if your explorer gets killed, you immediately start again with a new one.

THE GUNS OF AUGUST.....It won't be definite until a PBM system is developed, but let me know if you're interested.

THIRD REICH.....The THIRD edition rules and map will be used. The 1942 scenario will be played UNLESS I decide to run the Campaign Game. (The players get the choice.) Signed up: Pack.

MAGIC REALM.....Pay attention to this one. This is a combination MAGIC REALM and D&D (Horrors!). It's like normal MAGIC REALM, except that instead of working with the Avalon Hill map tiles, I'll devise a set of map tiles that only I know.

HOUSE RULES FOR POSTAL PLAY OF "SWORD AND THE STARS", which happens to have been designed and developed by Eric Smith and is produced by SPI

1. The rules for SWORD AND THE STARS, along with any errata to the game, will be used except as modified below.
2. The scenario to be played will be chosen by the GM, taking into account the number of players. Empires not played are considered Independent Areas.
3. Once the players are notified that the game is about to begin, each player lists the Empires in the scenario in order of playing preference. These lists, as well as conditional Intercept orders for any Outworlder/Raider actions in the first Round of the first Game-Turn. (Sample Intercept orders: "No Intercepts against Outworlders/Raiders", "Intercept Outworlder/Raider conquests/raids which have an Effectiveness Rating of 7 or more before the Interception", "Intercept the first, if any, raid/conquest made against any of my systems with two or three planets.")
4. The first Round begins as the GM executes phases a, b, and c of Round One. Any Outworlder/Raider conquests/raids are conducted, and Interceptions are done according to the orders in rule 3 of these rules.
5. When the results of the Outworlder/Raider phase are mailed, each player will be dealt an Event Chit. If it is not a holding chit, the results are announced and applied immediately. If it IS a holding chit, only the player drawing it will know what it is.
6. After receiving the previously mentioned mailing, each player sends in a set of Operations. There should be a minimum of 5 orders in any combination of Conquest, Raid, Govern, Stargate, and Guardian Web orders. Also, one Intercept Operation will serve for all raids/conquests made by other players or, in the next Round, Raiders and Outworlders. Note that only one card is needed for all of these Interceptions, but each separate Interception must be paid for separately; if it can't be paid for, it doesn't happen. Also, Interceptions cannot be augmented by Resource Points as per 11.4. Along with the orders, players should send in Tax Orders and conditional Parley votes (see house rules 7 and 8).
7. Taxes are collected after all Operations are concluded. An arma may not be taxed if it doesn't belong to the taxpayer's Empire after Operations. Tax Orders should include which area(s) are to be taxed and for how much, as well as which areas are to be Exploited.
8. If any player called for a Special Session during the previous turn, each player should send in his vote(s) with the next Round's moves. If a Special Session depends on a player's initiative (e.g. 9.22), other players will send in votes just in case a Special Session is called. The votes are not printed if the Session does not take place. Special Sessions are adjudicated before any Operations.
9. All Operations are simultaneous. Guardian Webs take effect the Round after their construction. Tech Levels and other determinatives for Effectiveness Ratings are calculated as of the beginning of the Player-Turn as far as Operations by other players are concerned. EXCEPTION: If a player changes the Tech Level of a certain area, whether enemy or friendly, by one of his/her Operations, that player must use the modified Tech Level when he/she undertakes an Operation

I'm on the lookout for 'zines with reports on EASTCON (after it occurs, of course.)

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later in the Player-Turn that involves the area. (Example: the Atjayan player conquers Nelldon, but Nelldon's Tech Level drops to 1. If Nelldon is involved in an Operation later in the Player-Turn by the Atjayan player, either as the target or as the Base of Operations, the Tech Level used is 1. If Nelldon is attacked by a different player, the original Tech Level (the Tech Level at the beginning of the Player-Turn, which was 2) is used.)

10. A player may send in more than 5 Operation orders, and indicate conditions under which some orders may be ignored. The orders should be numbered; the GM executes them in order until 5 have been executed. Orders which cannot be fulfilled due to a lack of Resource Points are ignored. If less than 5 valid orders are received by the GM, 5 Year Cards are still drawn (for 6.22).

11. SAMPLE ORDERS:

- OPERATIONS** - 1. Govern Ordar, with additional 1 RP expenditure.  
2. Govern Ordar if it is still in Unrest.  
3. Use Ordar as a Base to conquest Radix.  
4. Communicate with Mudlow.  
5. Communicate with Mudlow. (This is ignored if order 4 is successful unless the orders state to attempt a bloodless conquest.)  
6. Govern Radix.  
7. If Unrest exists in Radix, govern Radix.

If order 1 is successful, 2 is ignored. If 1 and 2 both fail, 3, 6, and 7 are ignored because Radix isn't controlled. If 5 is successful, 7 is ignored.

**TAXES** - (NOTE: Each of these is a separate order; players may send in one or more Tax orders.)

Tax Postnovo 1 RP if it's not in Unrest

Tax all controlled areas that are Feudalistic for 1 RP

If the Unrest in Barnz has been put down, tax Barnz 2 RP, otherwise Exploit Barnz

**PARLEY** - (Assume a player called a Parley in the last turn to reinstate the Avians into the Confederation) Vote to allow the Avian Empire back into the Confederation.

12. Treaties must be submitted to the GM. Either identical signed texts or a single text signed by all parties concerned will be accepted. If the treaty does not call for expulsion or the aggravated party doesn't call for a Special Session for this purpose, then expulsion cannot occur.
13. The following things are required in your orders: your name, the Empire you're playing, the Game-Turn/Round, Parley votes, Tax Orders, Operation Orders, any treaties, whether or not an Interception order is wanted, and your signature. (By "whether or not...", I mean that each player tells the GM if one of the player's Year Cards be held for Interception.)
14. After publishing adjudications of Operations, as well as the Colonization record, the GM executes (a) through (c) of the next Round. This continues until the game ends, either by vote or by time, at which time a winner is determined.

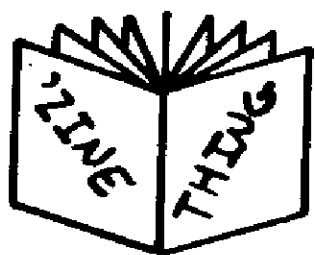
Only 2 months until the FIRST ANNIVERSARY ISSUE. (I never thought I'd get past #3, myself.)

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AND NOW IT'S TIME FOR THE ZOOH - NO, ZOTH - MAYBE IT'S XPH - HOW ABOUT



Yes, after a long absence, the 'ZINE THING returns with your favorite 'zines in two-color (black & white) listings. Here goes:

**BLACK FROG**, by Jack Masters, 25711 N. Vista Fairways Drive, Valencia, CA 91355. Subs are 50¢ an issue (10 issue minimum); runs Diplomacy (fee unknown), Cosmic Encounter (\$3). **BLACK FROG** is, in my, and a lot of other people's opinions, one of the best 'zines in the hobby today. You'll never expect what's going to be inside any one of them! Past issues have included "the astrological guide to Diplomacy," "the Black Jack / Golden Frog awards," "the Pug Bocarsley story," and "the **BLACK FROG** Christmas Catalog." Even a couple of fakes have been made under the **BLACK FROG** title.

**ENVOY**, by Roy (Slick) Henricks, 128 Deerfield Drive, Pittsburgh, PA 15235. Subs are on a per-issue basis, costing 3.15¢ per digest-sized page plus postage (issue #26 cost about \$1.05). Runs Diplomacy (\$4), Kingmaker (\$4), Rail Baron (\$4), Richthofen's War (\$3), Source of the Nile (\$2.50+18¢/turn), WS&IM (\$2+18¢/turn), Wizard's Quest (18¢/turn) and AREA-rated Machiavelli (\$4). Diplomacy and Kingmaker are also AREA rated as well as non-AREA rated. This one's a good one if you own a lot of games like I do (I've owned 84 separate titles, not including 23 S&T and 7 ARES games), otherwise it's not too interesting. Strict Diplomacy-types should look elsewhere.

**THE AMERICAN WARGAMER**, from the American Wargaming Association. New memberships (the only way to get the AW is to be a member) are available for \$8/year from Stuart Smart, R.D. 2, Lyons, NY 14489. The AW contains articles on Wargaming, Miniatures, and Role-Playing, as well as an En Garde! campaign. This one can best be described as a combination of MOVES and THE DRAGON as well as WARGAMER'S DIGEST.

**WHITESTONIA**, by John Caruso with a little help from Kathy Byrne, both of whom reside at 160-02 43rd Street, Second Floor, Flushing, NY 11358. Sub fee \$5/10 issues. Openings in Diplomacy (\$2), WS&IM (\$2), and Mastermind (50¢). John's stuff is usually a lot of boring commentary and his games, but the meat of this one is "Kathy's Kornor" featuring "Kathy's Answers to Stupid Questions", which features questions by (guess who?) me (thank you, thank you) and a few other people (if we can be called that). Also in the Kornor is another of my famous named things, the Kathy Byrne Seal Of Approval, which LIFE OF MONTY got first. (Mainly because I needed it first.)

**DIPLOMACY DIGEST**, straight from Mark Berch, 492 Naylor Place, Alexandria, VA 22304. Sub fee is 10 for \$3.50. This doesn't run games; rather, it has articles on Diplomacy playing, publishing, GMing, and the occasional controversy.

**DIPLOMACY WORLD** - I'm probably the only pubber in the west that doesn't subscribe to it. Look elsewhere.

~~I-INTERRUPT-THE-'ZINE-THING-TO-BRING-THE-HOBBY-A-VERY-SPECIAL-ANNOUNCEMENT-HERE----~~

# BYRNE - MARTIN CHALLENGE GAME!

IT'S NO JOKE - KATHY BYRNE ACCEPTED DICK MARTIN'S CHALLENGE - IT'LL BE RIGHT HERE!

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# BYRNE...MARTIN

IT'S OFFICIAL! KATHY BYRNE and DICK MARTIN are signed up for what could be my last Diplomacy opening for a long time. For that matter, Steve Arnawoodian is signed up, as well as a possibility from Scott Hanson. However, I need THREE OR FOUR PEOPLE (depending on Hanson) to sign up for this one. As per the standard operating conditions, there is NO GAME FEE! If you sub/trade, you can get in for FREE! The FIRST FOUR PEOPLE who sub/trade to get LIFE OF MONTY and who send me (1) a preference list and (2) a "press vote" (see my house rules) are IN! If, for some strange reason, Scott Hanson joins at any time before June 1, he's automatically in. HOWEVER, if Steve Arnawoodian doesn't verify his spot by June 1, then his spot will be replaced.

REMEMBER: Preference list and press vote are needed. (This includes Kathy and Dick, if you two don't mind.) Also note my upcoming address change below.

~~COA-COA-COA-COA-CHANGE-OF-ADDRESS-MAINLY-MINE-COA-COA-COA-CHANGE-OF-ADDRESS-MINE--~~

# CHANGE OF ADDRESSES

As of JUNE FIRST, my address will be:

142 ELISEO DRIVE  
GREENBRAE, CA 94904

Any mail mailed after MAY 25 should be mailed to the new address. Any stuff mailed to the Berkeley address that gets here AFTER June 1 will take a few extra days in transit. If you're not sure, mail it to Greenbrae because even if I'm still at Berkeley, I pick up the Greenbrae mail every weekend and take it back to Berkeley. This ESPECIALLY applies to people in any of my games and people who trade 'zines! ALSO, the chances are about 700,000-1 against my getting this room (208 Priestley) next semester (i.e. September). (In September, in order to save trouble, I'll probably have all of my stuff mailed to Greenbrae anyway.)

~~BACK-TO-BYRNE-MARTIN-BACK-TO-BYRNE-MARTIN-BACK-TO-BYRNE-MARTIN-BACK-TO-BYRNE-MARTIN~~

Better hurry up - this one should fill fast! Nobody gets special priorities to get in, other than Byrne, Martin, Arnawoodian, and Hanson. If you're late, I don't care if you're Allan Calhmer or even Don Greenwood! As soon as all of the spots are filled, THE GAME WILL BEGIN! I'll have to print this game in the 'zine itself instead of as an insert. If I'm lucky, this game should fill fast. Don't just stand there - get in on this one! This may be the LAST meeting between these two! (Then again, SPI may have put out its LAST game on the Battle of the Bulge game - why stop with 5?)

NEXT MONTH will be the special PRE-ORIGINS issue including COMPLETE DIRECTIONS ON HOW TO GET TO THE DUNFEY (I don't know where the Hyatt Burlingame is, though) FROM ANY NEARBY AIRPORT OR BY CAR. Also, the next DIP BOWL match (ISM vs. AH), and maybe even the start of the BIG CHALLENGE DIPLOMACY GAME.

ANNIVERSARY/POST-ORIGINS ISSUE IN JULY.....

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