

LIFE OF #12 MONTY

AUGUST 1981

This is the **FIRST**
ANNIVERSARY
ISSUE

and hopefully not the last....

You have this **FIRST ANNIVERSARY**
ISSUE because:

Your sub ends with # _____ or

You trade _____ or

This is a **SAMPLE / COMPLIMENTARY** or
some other reason:

Let's see.....it all started back in 1975, when I brought home LUFTWAFFE. Little did I realize what I had gotten myself into! Anyway, I began buying all sorts of these games, mainly Avalon Hill. Trouble was, I couldn't find enough opponents for some of them, like BISMARCK. Then, in the July-August 1979 issue of THE GENERAL, I saw this ad: "Climax in North Atlantic - Bis Multi-player game openings. Also KM, Rail Baron, Dip and other "multi" game openings. Large SASE for details." What did I end up with for that 15¢ investment? Issue #9 of ENVOY. From that point on, my life had been irreversibly changed.

Anyway, I signed up for a KINGMAKER game. It was about that time when I happened to be in a bookstore and eyed a sign saying "On Sale, Was \$11, Now \$5.50." You guessed it - DIPLOMACY. Oh, BOY, had I walked into one. Now that I had another "interest," I looked into other 'zines, with a little help from the ZINE DIRECTORY (best thing I ever bought, next to the games). Being a D&D fan of sorts, I sent for some info about a PBM game I heard was running. It seems the game had disbanded, but that the person was running a DIPLOMACY game or two (actually, 5), and had an opening for a 2-week deadline game. Said person: Dick Martin - the guy responsible for RETALIATION. Oh, yes, the game I mentioned eventually became known as MANIACAL.

Being a newcomer, I was subject to the supreme penalty - taking a 3-center Germany to Kathy Byrne's Italy in R5 (Black Press), PRESS? My fingers would never be the same again.

Then, IT HAPPENED. I figured that if these guys could do it, then why couldn't I? Great....but what to call it? Being a typical Pythonmaniac, I combined two of their movie titles - LIFE OF MONTY was born! The first two issues were a total of eight pages, each printed on one side of the paper at a cost of 6¢/page. Ooooh, my wallet! Trouble was, nobody cared. I decided to increase publication to 50 or so, and tried mass mailings. I got two responses - from Glenn Overby and John Daly. Well, at least it was a start.

One day, while driving to Berkeley (I didn't have a dorm yet), I noticed a sign: "COPIES 3½%" - a miracle! Two sides of the page became a reality - each issue increased 100%! UNFORTUNATELY, John Daly, who had promised me one of the HAVOC orphans, forgot - no games. Slowly, I dug up players. It took 6 months for 1980LE to fill, but it finally began. It seemed that this famous lengthy start took notice in some of the larger 'zines, and popularity increased. Soon, games filled in Third Reich, Kingmaker, Empires of the Middle Ages, and Source of the Nile. It took THREE WEEKS to fill the Challenge Game - about 12% of the time it took to fill the first game.

Then, another IT happened. Tom Swider informed me that, for my unbelievable inability to fill games, I had become a member of the Endwellian Society of Mediocrity. Just what I always wanted. And then there was "Kathy's Korner" in WHITESTONIA. I noticed that her question column was drab and uninteresting, and I also noticed that the position of Chairman of Diplomatic Games in the American Wargaming Association was vacant, so I wrote a semi-serious (I didn't ACTUALLY mean it) question to Kathy's Korner, and my questions have appeared ever since. I never said they were any good.

One day, I ran out of things to write. This was around December 1. I thought to myself, "You're a COLLEGE BOWL nut, you never miss a show, so put some of these freaks together and see what you can come up with." In issue #5, DIP BOWL first appeared. It was an instant smash hit, so I expanded it into a series, complete with a WORLD CHAMPIONSHIP TOURNAMENT. Oh, by the way, if anybody out there cares, here's how the final standings came out for the 1981 COLLEGE BOWL season, unofficially based on the fact that a school was higher ranked if a team that beat it finished higher than other schools that won in the same round (note the #1 team won the national championship, #2 lost in the finals, #3 and #4 lost in the semi-finals, #5-8 lost in the quarter-finals, #9-16 lost in the first round of the tournament, and #17-24 lost in the pre-tournament eliminations): 1-Maryland (that's the one Dick Martin goes to), 2-Davidson, 3-Michigan State, 4-Marshall,

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5-Wisconsin-Eau Claire, 6-Harvard/Radcliffe, 7-North Carolina-Chapel Hill, 8-Princeton, 9-Chicago, 10-Temple, 11-Washington-St. Louis, 12-Brigham Young, 13-Vanderbilt, 14-Ohio State, 15-Wake Forest (another one Martin went to), 16-California State-San Francisco (better known as San Francisco State), 17-Berry (or was it Barry?), 18-Iowa, 19-Yale, 20-Idaho, 21-Tulane, 22-Illinois, 23-Wichita State, 24-Vassar. For anyone who CARES, the three previous champions have been: 1978-Stanford, 1979-Davidson, 1980-California State-Fresno. Anybody who's about to enter college, take notes.

Enough with the past history business....let's get to the

FIRST EVER LIFE OF MONTY AWARDS (also known as the Menties)

In the BEST 'ZINE department, there was some competition between a few top contenders, but, in the end, the fellow Californian prevailed - BLACK FROG, published by Jack Masters, 25711 N. Vista Fairways Drive, Valencia, CA 91355. For 50¢ an issue, BF has got some of the best stuff this hobby can offer - kind of like NATIONAL LAMPOON PLAYS. DIPLOMACY. Recently, some people have tried to discredit Jack by calling him Jacquie and pushing him/her for HOBBY QUEEN, but all hobbies have their maniacs.

It's a tough decision for BEST OPPONENT IN DIPLOMACY, but after MANIACAL, it's got to go to Madame Ruthless herself, KATHY BYRNE. Sure, she could've taken a win anytime she felt like it, and almost did, but from past events, I've noticed that that's her style - grab 'em and stab 'em. What happens in 1981CP remains to be seen.

BEST PLAYER OVERALL? I thought about John Caruso and his 6 center in 1901 Germany, but it wasn't good enough, as I seem to remember reading about somebody taking 8 in '01 as Russia! UNFORTUNATELY, I can't remember who it was, so this one will be held for a while.

As for BEST GAME, this is an easy one - the SQUAD LEADER series takes the prize. Someday, there'll be a EUROPA SERIES - SQUAD LEADER SERIES interface to create the infamous IT!, but we'll just have to wait. (So far in EUROPA, there's Norway, France, the Balkans, Poland, and Russia - it's getting there.)

Now for a special surprise....I've got the nerve to give an award to the BEST THING JOHN BOARDMAN'S EVER SAID. I'm the only person who knows about this one - definitely his articles on "Dark Stars and Dim Hopes, or why we're not going to the stars" in ARES #1 and #5. I bet you thought it was something to do with Diplomacy or politics, didn't you?

To counter that award, here's one for the BEST FAKE; instead of giving it to the LOM fake, I'm giving it to the BANZAI FOR BONZO fake of RETALIATION. Why, I'll never really figure out, but I'm handing these things out, you know.

And now, just the thing to complement the awards - the FIRST EVER LOM BLACK PUDDING LIST (well, maybe it's the second, but this one is the official one):

1. Whoever did the LOM fake, not for doing the fake itself, but for not following official DIP BOWL rules;
2. The person who told me that Keith Sherwood confessed to him about the fake;
3. JERI & PAM OVERBY, for nominating Jacquie Masters for Hobbie (Hobby?) Queen;
4. JOHN CARUSO, KATHY BYRNE, ROY HENRICKS, GLENN OVERBY, MIKE BARNO, AL PEARSON, KEVIN SIEMBIEDA, and anyone else involved in this;

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a hurry to get some points). Keep in mind that the amount of time left, as well as the score, is in view of all players at all times. (By the way, a gong is not used at all in America; a whistle signals the beginning and end of each half.) All that talk took up most of the time, so let's get right to the action late in the second half, with the MSS leading the LDA by a score of 300 to 150.

"The next bonus is worth 25 points, here's the tossup: here's a mathematics quiz worth 10 points. Take two points, each located in the centers of two separate hexes. To get from one hex to the other, start at one hex, move 15 hexes along a grain (i.e. in a straight line), turn 60 degrees, and move 20 hexes along a grain to reach the other hex. What is the minimum number of hexes required to move from one point to the other regardless of how the hexes are laid? (The obvious lack of quick mathematical recall is made clear in this pause; the answer is the square root of $(20 \times 20) + (15 \times 20) + (15 \times 15)$) (Pause broken by a BUZZZZ)

"MSS, Hanson"....."30"

"Well, whaddya know, somebody answered that one! (By the way, the calculated number should be rounded down) Here's the bonus worth 25 points. Most SQUAD LEADER buffs can recall morale levels of each country's forces, but few seem to remember broken morale values. For 25 points, all or nothing, put these five forces in order from highest Desperation Morale value to lowest: an SS regular squad, a German 10-3 leader, an American 7-0 leader, and a British Gurka squad." (Discuss, discuss, discuss, then Michalski blurts out the answer.) "SS, American, German, Gurka."

"No, it's SS with 8, German with 6, American with 3, and Gurka with 2. No points on that one. (Michalski turns to Hanson and exclaims, "I thought you knew that game....or was it Perlmutter....I know it's somebody....I've been putting out too many BBs lately," to which the others exclaim, "You can say that again!") Anyway, if you can find time to get away from your personal lives, the next bonus is good for 30 points, here's the tossup: Joseph Priestley had a dorm named after him right here in Berkeley, but he's probably better known in Kearneysville, West Virginia-"(RIRING)

"London, Lee"....."Not only was he one of ours, but a bloody Liberal as well."

"Five point penalty, and the BBC censors caught that one. Here's the rest of the question for MSS: Kearneysville, West Virginia, where one of his discoveries helped propel the career of Al Pearson-" (BUZZZZ)

"MSS, Hanson"....."BLUEBERRY WHIP!" (Here, the crowd really brought on the cheers.) As most people should know, BW comes in an aerosol can which contains a propellant that can give a person a pretty good high.)

"No, we're looking for Nitrous Oxide, or Laughing Gas."

"Isn't everybody?" can be heard from the audience somewhere.

"I see we found Swider and Barno...."

"Call the vice squad!" exclaims another voice from the same area.

"VICE SQUAD? My son's a man at last!" another voice shouts out (Mom Swider's at it again).

"You're telling me!" a female voice, quite younger than the previous one (oh, I'd say born around January 1962 or so) adds.

Right about here, the final whistle goes off. (TWEEEEET) There it is.

"How did you do it, Tommy, my boy?"

"Well, you see, Barbara and I got down and-"

"PLEASE! We're on the air! Anyway, it's official. The final score is 150 for the London DA to 335 for the Michalski School of Subzining.

MSS is the winner! This ends the quarter-final round. In the semi-finals, the Canadian Dip. Organization meets the Southern California Dip. Assoc., while the Endwellian Society of Mediocrity meets tonight's winner. The winners move on to the world championship game!"

"Hey, you," shouts somebody from the audience, "shut up! We can't hear the fighting going on up here!"

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Right after that, ESM captain Tom Swider asks the Dip Bowl chairman to delay the next game. "For how long?" the chairman asks. "For about nine months or so." "What for??" "Well, one of our players is going to be a little busy, and besides, that'll technically give us five players, if you know what I mean." "I heard that!" yells out Mom S. "Cigars for everybody!" "Why are you so happy?" someone asks her. "For one thing, I'm not the mother of the bride." "Bride?" blurts out TS and BB. "Who's getting married? If Kathy and John can do it...." (live together, that is) The sound of a certain mother fainting can be heard....

I want all of you to remember that I, nor anybody else involved in LOM, have nothing against, nor are any statements intended as an attack against, any person mentioned in the preceding story. So don't come running to me. I didn't invent Mom Swider, you know. (Some Grandma and Grandpa did, I'm pretty sure....)

AND-NOW-THE-MOMENT-YOU-HAVE-BEEN-WAITING-FOR-THE-ONE-AND-ONLY-NEVER-BEFORE-TOLD---



PACIFIC ORIGINS

REPORT

What? 6:30 already? I thought I'd never fall asleep. (It's the opening day of ORIGINS, by the way.) After getting dressed, having a quick breakfast, and getting the car warmed up, I'm off to PACIFIC ORIGINS. At 7:00, I'm on Highway 101 going through the Waldo (Rainbow) Tunnel, and am soon crossing what is supposed to be the Golden Gate Bridge. I'll never know, since the fog happened to be in at the time. I fork over \$1.25 (RANT, RAVE - I still remember when it was 50¢, then 75¢, then recently \$1), and get off 101 to take a "short cut" through Golden Gate Park, then a slight drive on the Junipero Serra (I-280), cutting to I-380, then onto 101 again near the airport. What's this? The Hayward Bridge turnoff? Follow the Half Moon Bay road - the next sign says Delaware Boulevard (oh, great, I hope nobody gets lost following my directions), so I turn off, head right, and look at a long line. This must be the place. (It was 7:45 at the time.)

After a long wait, the doors were opened, but the expected rush reminding one of a Pope-Who double feature didn't nappen. Eventually, I'm in. There's registration.... "What do you MEAN, my name's not there? It's filed under 'G' instead of 'D'?"

Okay, I'm registered, and I head up to the dealers' area. They're under starter's orders....THEY'RE OFF! First to the All booth. I'm glad to see they made it....there's Greenwood, the Shaws, A.E. Dott, and some others. "Where's GI: ANVIL OF VICTORY? DECEMBER?? How about GUNSLINGER? TWO MONTHS? (Delay while Roy Henricks says "I don't believe this" and/or "I just knew it") What DO you have? The new BATTLE OF THE BULGE?" It looks kind of like the original, but the counters and map are a definite improvement, not to mention the rules. Black for the SS again? I see the hexes have individual numbers.....

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Now over to the SPI booth - er, room. I wonder how many rules SPIES! has....Steve Jackson would be proud. SPIES! has ONE 8½ by 11 page of standard rules and TWO 8½ by 11s of "long game" rules. (Rules are on both sides of the sheets.) (By the way, Steve Jackson made ONE-PAGE BULGE.) This, plus a full-size map and 250 counters, plus counter tray, sells for \$15. Meanwhile, UNIVERSE, their role-playing sci-fi thing (like TRAVELLER), looks impressive, complete with star map and how to create planets - with moons, yet! Worth the \$20 it cost, considering that 2 percentile dice go with it (as well as three rules booklets, a tactical map, and 100 ship counters). Where's SINGAPORE? Oh, it was replaced here by ALAMO. For \$12, ALAMO is a good game, but I expected more than a full-size map and 100 counters. (Oh, and rules.) Two new GREAT BATTLES OF THE AMERICAN CIVIL WAR came out in one package - CORINTH and JACKSON AT THE CROSSROADS (Cross Keys / Port Republic). Haven't seen it yet.

For you COSMIC ENCOUNTER players, there are TWO new expansion kits, including a monetary system plus appropriate powers (the "LLOYD" can insure attacks, while the "HURTZ" (yes, it does) can loan counters from the warp). The new TRAVELLER stuff (Book 6, Aliens, and the Library supplement) isn't out yet, and UNICORN GOLD (METAGAMING's new \$10,000 adventure game - hide it better this time, guys; you had postcards in case the last one took 5 years, and it took 3 days) is being held until August, but you TUNNELS & TROLLS fans can cheer - Solo Dungeon 14 (SEA OF MYSTERY) is out, as well as the completely redone DARGON'S DUNGEON. (Nowhere in the latter does it say "You walk such-and-such north, go to the next paragraph," like it did all through the last one, and the former has a system where some choices are handled by die rolls, so the dungeon won't get worn out.)

Noticing that the Diplomacy seminar is a bunch of old news, I decide to skip it and head to the tournament after all. It's been moved to the HYATT? That's back near the airport! Anyway, I'm there, and meet some bigwigs - Jim Bumpas (LIBERTERREAN), Jack Masters (BLACK FROG - and whoever did that picture of him in JIHAD didn't capture him), and - that's funny, I thought Richard Kovalick lived in Massachusetts (he does THE TETRACUSPID). I'm in a game with Dan Kuszynski and Ron Brown (MURD'RING MINISTERS). I make a comment about the USPS's involvement in 'zines (my latest THE DOGS OF WAR came in a plastic bag with an apology from the Charlotte USPS office, and the 'zine was half missing, the left half (it read 'OGS OF WAR')) and how Ron's 'zine was done by Jane Proskin (PEEK - notice the same person wrote the addresses), and then have the honor of playing in the first DIPCON game to use PLASTIC pieces - not blocks, but stars and anchors. Humiliating, if you ask me, but at least it's possible (barely) to tell France and Italy apart. I draw Germany, and open up to 4, then 5, then 6 centers, only to fall to a French-Russian alliance (with Ron as Russia). While I'm here, I'll describe the Bumpas scoring system: there are two parts to scoring a game. Part one involves adding up each year's SCs (including the first "zero") and dividing by the number of years, then subtracting 0.1 per year. Part two involves place: non-draws score 16 for first, 9 for second, then 4, 0, -2, -4, and -6. (That 0 might be a 1, but I doubt it.) Draws get 10 for 2-way, 6 for 3-way, then 3, 2, 1, and 0 for a 7-way. Only those actually in the draw get the "draw" points. (e.g. each player in a 3-way draw gets 6) The two scores are added to get your score for the game. Your tournament score is the average game score, unless you only played one game, in which case it is 50% of that. At the end of the tournament, the top 7 play against each other, and 50% of this score is directly added onto each player's tournament score; the person with the highest tournament score wins the tournament. There's no best country award, but the winner at the "top board" gets a bonus. My SC count in the game was 4, 5, 6, 5, 3, 0, for an average of 3.833, minus 0.6 leaves 3.233; sixth place gets -4, for a total of -0.767. It was my only game, so it was halved, for a tournament total of -0.383.

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NOW for the tough part. I go back to the Dunfey to check in, with my CONFIRMED reservation in hand (I paid a \$30 deposit, keep in mind), and find out that my room was taken by a person who checked in a week back and wouldn't leave. I was offered a room at the Sheraton, but I decided to leave right after the auction and skip one of my adventures. That night, I walk into the room where my all-night EN GARDE! adventure takes place. Keep in mind that I hadn't had a chance to sit down since the Charles Roberts awards, and I hadn't rested since 6:30 that morning.

Speaking of the awards, I'm glad that EMPIRES OF THE MIDDLE AGES took Best Pre-20th Century Boardgame, and CRESCENDO OF DOOM took Best 20th Century game. Avalon Hill's four computer games lost out to TEMPLE OF APSHAI, and DRAGONQUEST took Best Role-Playing Rules over In The Labyrinth, Top Secret, Land Of The Rising Sun, and Space Opera. Too bad that ALARUMS & EXCURSIONS didn't take Best Amateur Magazine award (it went to HMS REVIEW), since I write for it. FIRE & MOVEMENT took Best Pro Magazine for Boardgames, and JOURNAL OF THE TRAVELLER'S AID SOCIETY took Best Pro Magazine for Role Playing. STREETS OF STALINGRAD won the Best Initial Release award, but one of the highlights was the standing ovation for Lou Zocchi when his BASIC/ADVANCED FIGHTER COMBAT took the All-Time Best Air Combat Rules award. Finally, the ultimate choice for the combined H.G. Wells / Charles Roberts Gamers' Choice award for 1980, as well as the CAMPAIGN Magazine award for Best Game of 1980, was the infamous Nova release, ACE OF ACES. (By the way, Nova released the AOA "Powerhouse Series" at ORIGINS.) Oh, E. GARY GYGAX of D&D fame was elected into the Hall of Fame.

Back to EN GARDE!. The objective was to find a princess that was taken by troops which resembled the Cardinal's Guard. Eventually, the princess was found in Bristol, and we had to return to the Queen with the news that the princess didn't want to come back. The Queen understood, and my character ended up 1000 Crowns richer. (Or was it 5000?)

The adventure broke up at 7 A.M., and I went down to my car to rest before the auction. I get out of the car, but my keys decided to stay in, and I paid a locksmith 36% bucks to coax the keys out. (I saved 30 by not going to the hotel.) Anyway, the auction passes by, but I don't sit down, and the sunburn lasts for a full week, especially in the back of my neck. I netted \$285, and I spent about \$70 on my new games.

I decided to head home and rest. On the way home, taking the Oakland road, I start swerving to the right. Somewhere between the Oakland Coliseum and the Bay Bridge, I overcorrect my swerve and hit the center divider, or at least the center curb. My left front goes flat, and I swerve across the highway. That's funny, now I'm facing south on a north road. Say, where's the side of the road? I just hit a curb....the car's on its side....now it's upright again. No injuries to me, and insurance will probably handle most of the \$2500 (11) damage. It never would have happened had I gotten into the Dunfey, you know.

Stars and anchors, huh?

~~WE-WANT-GUNSLINGER-I-CAN'T-WAIT-FOR-THAT-ENVOY-GAME-OPENING-ANY-LONGER-HIGH-NOON~~

Next month? Yes, I've been talked into an issue, but what to put in it? I've got a contest (see 2 pages ahead), but I'm holding DIP BOWL for the October issue (semi-finals in October and November, and the final in December). Maybe there'll be a TITLE BOUT replay of the upcoming Ray Leonard - Thomas Hearns match, and probably a look at a few 'zines I've recently received.

I've got some extra white space, so I'll tell you that LIFE OF MONTY is sold for 45¢ an issue, preferably by long-term subscription. As long as you get the 'zine, you don't have to pay game fees to play. This applies to subbers, traders, and complimentaries (although the only complimentary is Allan Calhamer, and I don't think he's interested).

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STARS & ANCHORS CHALLENGE (1981CP), SPRING 1901: RUSSIAN FLEET SEVASTOPOL TRIES TO JUMP THE GUN.

Well, I'm glad to see that everybody got their orders in. After the press vote, it seems that the players go for GREY press (see house rules in this issue), so GREY press shall be used. Here come the orders:

AUSTRIA (Martin): A Vie-TRI, A Bud-SER, F Tri-ALB

ENGLAND (Hanson): F Edi-NWG, F Lon-NTH, A Lvp-EDI

FRANCE (Michalski): F Bre-MAO, A Par-BUR, A MAR S A Par-Bur

GERMANY (Arnawoodian): F Kie-HOL, A Ber-KIE, A MUN-Bur

ITALY (Grabar): A VEN H (unordered), A Rom-APU, F Nap-ION

RUSSIA (Byrne): F Stp(sc)-FIN, A MOS-Sev, A War-UKR, F Bla-Rum (nsu),
F SEV H (unordered)

TURKEY (Lew): F Ank-BLA, A Smy-ARM, A Con-BUL

No, I am NOT going to say, "Well, I think Kathy meant F Sev-Bla for Spring, so that's what I'll allow," for two reasons: (1) maybe she meant F Sev-Rum or this "mistake" isn't really a mistake, and (2) unlike 1980LE, where Austria made a move based on false information, this "mistake" (if it was one) was completely Kathy's doing, so the order stands as written. Okay?

I've had some complaints about the vacation, so the vacation is off, and FALL 1901 orders are due on AUGUST 8, 1981. Unfortunately, the accident on the way home from ORIGINS wrecked my car, so this might be coming out a bit late; if it is, there'll be a personal note denoting when the actual deadline is. Here's the press:

ROME: This should be a fantastic game. Italy is being played by the Best Italian player in the hobby. Watch and learn. I SAY "WATCH AND LEARN."

NANOOK-CRUD: You saved Irk's life with this challenge. Bloodsucker would have stabbed him but now she'll take a draw so he won't hold a grudge in this game.

GM-NANOOK: Bloodsucker DID stab Scott, you know. Scott and I are members of "Bloodsucker's Suckers."

PARIS-VIENNA: No, I am NOT throwing the game to Kathy here. I am a loyal puppet of Italy.

SEDAN (France)-REMAGEN: A game like THIS and you ask me not to open to Burgundy? What do you think I am, some kind of Doomy?

PARIS: I'm glad Del Grande isn't in THIS game as a player. He always messes it up for us Normal people. I am a dealer in whips, chains, spiked heels, barbed wire (felt & steel), and other hobby paraphenalia. Will buy yours, sell mine, or accept on consignment. Write me at 112 Olympic, Moore.

JOHN MICHALSKI-CHALLENGE GAMERS: A lot of you have been writing me about this game, and I appreciate your thoughts. However, I don't understand your sending it to ME. After all, I'm not IN that game. Am I?

GM-JOHN: Aren't you?

NANOOK: I hope y'all don't object to cross-gaming. I was told that's what this game's all about.

CON-PAR: Ha Ha, Mr. Michalski. You didn't think Crud would make his challenge unless he had a shoo-in/puppet/~~shoo-in~~ too! But we planned ahead. Johnny Caruso told me Bloodsucker's pref list was IRT.... so Dick sent in AR..... and I did TR..... and we're all set, but you're way over there with Irk & Woody.

CON-BER: Who are you, anyway? A DeVries clone? Am I a Perlmutter clone?

GM-CON: Yes, and Grabar's a Del Grande clone (we're from CA, you know).

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It seems that Kathy Byrne didn't feel like drawing MANIACAL, so Scott Hanson and myself ended up on the losing end of that one. Because of this, this member of "Bloodsucker's Suckers" hereby presents the THIRD EDITION HOUSE RULES FOR DIPLOMACY, which supercede edition #2.

1. Orders should have the following: the date, the game ID, your country, the season(s), your orders, any press, and your signature. If it can't be understood what the orders are for, it's an NMR. If two or more sets of orders is sent in for one country in one season and I can't tell which came first, one will be drawn at random.
2. If a unit is unordered, it is considered to have a "hold" order. If no build is received when one is due, the country plays one short. If no retreat is received, the dislodged unit is disbanded. If no removal is received, unit(s) will be removed as per the CD rules. Note that the "shortest path" when removing CD units refers to the least number of moves including any possible convoys; a unit that cannot get to a home SC at all is considered the maximum distance away. Note that "least number of moves" assumes that all move/convoy orders succeed. If a unit is the maximum distance away, how far away (by a straight line) from an SC it is doesn't matter. (For example: A EDI would be removed before A LON, assuming these are non-English armies and there are no fleets adjacent to an English province, even though London is closer to Europe.)
3. Winter builds/removals are made with the moves for the following Spring season. EXCEPTIONS: Winter 1901 and when a separation of seasons is voted for; in these cases, Winter is a separate mailing. Any player may ask for a separation with a Spring set of orders; during the Fall season, each player votes for or against separating the upcoming Winter. A unanimous vote (not counting NMRs) is needed to separate. NVR (no vote received) counts as a "no".
4. Any retreats/builds/removals to be made MUST be listed; the GM will not assume anything. For example: if an army in Kiel is dislodged in a Spring season and the owning player orders A RUH-BEL in the Fall without ordering A KIE retreats to RUH, the army dislodged from Kiel is removed. See rule XI.2.
5. All units to be ordered must be ordered separately. For example, A BER S A HOL-KIE fails if you don't order A HOL-KIE. There's no "standard set of abbreviations for provinces" here, but you take your chances with ambiguities. Anything that LOOKS like an order to move (e.g. A SEV-TRO), even if meant as a joke, is considered an order to move, and the unit can't be supported in place. You should either spell out an ambiguous move or use the following abbreviations: those listed in the rules, section VII.7, plus TYO for Tyrolia, TYH for Tyrrhenian, LVN for Livonia, and LVP for Liverpool. Note the following new rulings, due to recent arguments: TRO is considered the same as TYO, and NOR is left up to the GM's decision as to its ambiguity.
6. The following abbreviations will be used in the adjudications:
Underlined orders do not succeed. A convoy succeeds if the fleet isn't dislodged; a support succeeds if it isn't cut.
d - dislodged (must retreat) ann - annihilated (removed)
nso - not so ordered otm - ordered to move
nsu - no such unit imp - impossible
otb - off the board

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Supply center chart symbols: "Tyo"-the country began and ended the year with Tyrolia; "KIE"-the country picked up Kiel; "Ldn"-the country lost London.

7. Orders should be signed, but there's no penalty for not signing them. Keep in mind that if you don't send in a set of orders and someone else sends in a set that looks like you did it, that set will be accepted.
8. The GM reserves the right to refuse anyone a position in a game if the GM has a valid reason to question the value of the player's ethics within Diplomacy and overall PBM play.
9. If a player NMRs, all units will hold. If any of those units are dislodged, a retreat will be allowed.
10. Orders will be accepted by phone provided you don't call collect. The phone deadline is 24 hours before the mail deadline, which is at 11 P.M. Eastern time of the deadline date.
11. Concessions may be made to a country which has a number of SCs greater than or equal to 75% of the number owned by the country with the most SCs. Concession votes are considered to be taken between Summer and Fall and between Autumn and Winter. A concession must be unanimous; an NVR counts as a "no" vote, but if you NMR during the same season, it counts as a "yes".
12. Draws may be declared between any two or more powers which control a number of centers greater than the largest individual country. ~~A country may not be left out of a draw if it controls a number of SCs equal to or greater than the smallest country in the draw~~ (Note "largest" ~~and "smallest"~~ refers to most and least controlled SCs.) A draw vote must be unanimous; NVR counts as a "yes" for draws. Concessions take precedence over draws. If two or more concessions pass, the country conceded to with the most SCs wins. In case of a tie, the tied countries draw. If two or more draws pass on the same turn, the countries named on the largest number of draws share a draw; if only one country has the largest number of passed draws, it shares a draw with the country or countries named on the second largest number.
13. It is illegal to support or convoy a unit that is ordered to move to a province/sea area occupied by a unit of the same country as the supporting/convoying unit, unless the unit in the area being moved into has an order to move. For example, given Turkish F BLA S RUSSIAN A UKR-SEV and a Turkish army in Sevastopol, the support fails unless the unit in Sevastopol is ordered to move. Note that if the movement order of the "occupying unit" (the unit in the province being supported/convoyed to) fails, the support/convoy fails because of self-dislodgment.
14. Summer retreats are due with Fall orders, and Autumn retreats are due with Winter orders. Conditional orders are allowed if the condition is for a season previous to the one the orders are for. For example, Fall orders may be made conditional on Summer retreats, since Summer is before Fall.
15. PRESS VOTING: Each player, with his/her Spring 1901 orders, casts a "press vote". The four types of press are these:
WHITE: Press must be datelined from a province in the home country, a player's residence (not a different player's residence, though), or a player's name or nickname (e.g. Nanook for Mark Lew, BRUX for Bruce Linsey). No, you CAN'T use another player's name/nickname!
OFF-WHITE: Same as above, except that any occupied center (occupied at the start of the Spring or Fall season, or the Winter season if

seasons are separated), province or sea area may be used. Note that both the original owner and the current occupier of a province in a major power's country may use that province as a dateline. All sea areas are considered neutral at all times.

GREY: Same as Off-White, except that any unoccupied neutral province (including Switzerland) or sea area may be used.

BLACK: You name it, it can be used, no matter who owns it. Yes, you CAN use other persons' names, addresses, nicknames, etc.

GUEST PRESS is always allowed; however, in WHITE, OFF-WHITE, and GREY press, the person's name will be divulged. In BLACK press, the dateline will be "GUEST 1", "GUEST 2", etc. Note that #1 during one season is not necessarily the same person as #1 in another season.

In a press vote, each player votes for ONE kind of press, and is considered to have voted for all of the "lighter" shades of press. No vote received counts as a vote for all types of press (i.e. it's as if the player voted for BLACK). The darkest press which receives at least 5 votes will be used.

The GM has the right to exclude press which contains obscenities or attacks a person outside of the game (e.g. Bruce Linsey, John Boardman, and even Bernie Oaklyn).

16. Any mistake on my part not corrected before the following deadline will stand.
17. A draw is automatically declared among all survivors should the SC count for each player remain unchanged for three Winters (i.e. three Winters have each player's SC number unchanged).
18. The GM is never wrong.
19. If the GM is wrong, look back at rule 18.
20. Rule 21 is false and shouldn't be believed.
21. Rule 20 is true and should be believed.
22. In order to participate in a game of Diplomacy within the confines of this 'zine, you must have been born on either Earth or the planet Honestinjun (this is a change; now Ieapo STABO is welcome).
23. In order to etc. etc., you must be of sound mind and intellect. EXCEPTIONS: 'Zine publishers and D&D players.
24. No color picture press - it's a black & white copier. If you want color, see Jack Masters.
25. If you don't like the no-sub-fee rules, feel free to send me any sub fee you wish.
26. Any complaints about the house rules must include each of the following: (1) Three copies, typed, double-spaced, no copies, of an 8235-word (exactly, if you don't mind) or 9334-word (if you do mind) report on the first complete campaign game of THE CAMPAIGN FOR NORTH AFRICA (the Campaign Game which starts with no Germans) that you played, complete with a list of every die roll made and supply point moved, plus the ratings of EVERY fighter pilot under your command along with the model of plane he flew and the number of hexes flown per trip, along with how many tanks broke down on each specific turn (types, number of hexes moved before breaking down, and fuel used), how much water the Italian player lost due to spaghetti cooking, and the exact distance that Rommel moved for the entire game as a whole. If said report is not included, the original complaint will be sent to John Caruso's fireplace because I know how cold it gets near NYC. (The other 2 things needed are tougher)

(Like an 8 1/2 x 11 color glossy photo - autographed - of Kathy Byrne and the first 18 issues of S&T)

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TIME for a game review or two.....these reviews represent the opinions of the reviewer - mainly, me. I'm not a judge of play balance, especially after one week, so try MOVES or THE GENERAL or FIRE & MOVEMENT.

UNIVERSE, from Simulations Publications, Inc. (SPI), 257 Park Avenue South, New York, NY 10010, for \$20. Contents: a 34x22 map of the star system (with our sun in the center), a 76-page Gamemasters' Guide (how to create characters and planets), a 24-page Adventure Guide (encounters and a sample adventure), 16 pages of space combat rules, 4 8 1/2" tactical combat maps (similar to AIR WAR, except for the color), 200 ship counters, 2 20-sided dice (mine are blue & yellow), and a counter tray (for 200 COUNTERS?).

UNIVERSE, like its GDW counterpart TRAVELLER, can best be described as combination of D&D and STAR TREK, insofar as the players represent one or more characters who travel through space, meeting all sorts of THINGS on the way. I see that no less than nine attributes are used for each character (Strength, Dexterity, Endurance, Agility, Intelligence, Mental Power, Leadership, Empathy, Aggression), each of which is a combination of Potentials (Physique, Coordination, Intellect, Social), Study (one of eight fields), and, of course, a percentile dice roll (aka 1D100 for DRAGONQUEST types). Also determined are Habitat, Environ, appropriate Skill Levels (33, one for each possible Environ), gravity and temperature on the character's home planet, and "Urban Skill" Level.

Once the characters are (eventually) made, the decision is made where the adventure takes place. Anyplace within 30 light years of Sol (the sun) is shown on the star map, along with distance from Sol, spectral class, and planet potential. There are 12 possible planets: each position is rolled for separately. If a planet exists, it can have from 2 to 82 separate Environs (environments). Believe it or not, a provision is made for planets' moons in this thing. A world can have any of 27 separate resources, ranging from metals such as Iron, Gold, Platinum, Cesium, and Titanium, to organic chemicals and edible game.

Naturally, in order to get from one planet/star system to another, you have to go by spaceship, and there's always the chance of attack. The attack system is presented in ARES #9. It uses a "twelve-point" movement system in which a unit can point toward a hexside or a hex "Corner" (similar to AIR WAR). There's also hyperjumping, which is a fast way to get from one star system to another. Hyperjumping requires the manipulation of magnetic monopoles of the navigator's mind and the location being jumped to; one slight mistake can result in the ship becoming lost or the navigator's death.

It's hard to describe a role-playing game since the GM can make it anything he/she wants to. However, I'll show you what has to go into making a character.

First, a name. What's in a name? You've heard of Dr. Who - this guy's name is Mr. What.

Next up: determine Potentials. Rolling 1D10 (one 10-sided die) per characteristic and applying the chart, we get a Physique of 2, Coordination of 3, Intellect of 2, and Social Background of 1. (The numbers range from 1/2 to 4.) The sum is 8, so Mr. What gets 4 Study Points.

Mr. What's "bringing up" is rolled for. He was brought up in a Mountain-Jungle area with a gravity of about 2.2G and a temperature of around 16° C on the average. His Environ Skill Level is 5; this means that is skill level in a Mountain-Jungle is 5, and is one less for each difference in environ type. The types are: for altitude, peak, mountain, hill, flat, inland water, surface, and submerged; for type, volcanic, crater, barren, light veg, woods, forest, jungle, marsh, and ice. Thus, in a barren flat area, since barren is 4 from jungle and flat is 2 from mountain, the skill level is 5-(4+2), or -1. The gravity levels are Near Weightless, Normal, Heavy, and Extreme. Mr. What is

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an "extreme". Each character begins with a "gravity skill" of 1 in his/her "familiar gravity" and subtracts 2 for each gravity level away. Mr. What's gravity level is -5 in a near weightless gravity. Finally, looking at Mr. What's social history, he's an unfostered orphan, so he only gets .003 Tran (a Tran is the universal monetary unit - he's in trouble), but got a lucky roll and has 5 Skill Points.

Professions are very useful, and Mr. What's 5 Skill Points will help. In his studies, Mr. What decided to take a heavy concentration of military studies, plus body studies and general studies. His skills are longarms, handguns, survival, unarmed combat, and gambling.

Now for the meat of the system - characteristic development. Each of the 9 characteristics is based on a D100 roll plus certain modifications for Potentials. The ratings range from 1 to 12. Mr. What gets a strength of 11, an endurance of 4, a dexterity of 9, an agility of 10, an intellect of 8, a mental power of 2 (note mental power ranges from 0 to 6), a leadership of 6, an empathy of 2, and an aggression of 7. In other words, a "gorilla".

Mr. What decided to be a military man for the maximum 20 years, but was discharged after 16. Being a member of the Astroguard, he picked up 25 Trans plus .75 per year as pension, as well as 10 Skill Points.

That was easy, wasn't it? I'm sure that a computer can click through these things (with appropriate pauses for skill and profession choices, of course) without any trouble.

I don't have to tell any of you that you have to be a role-player and have lots of role-playing friends to pay \$20 for this. The tactical space combat system can be bought separately with ARES #9 for \$3.50 or so.

~~ND-NOW-IT'S-TIME-FOR-THE-LATEST-NEWS-FROM-THE-HOBBY-AND-OTHERWISE-DUM-DA-DUM-DUM-~~

Dateline: KALKASKA, MI.....A rumor has been spreading around claiming that PLAGUE TIMES publisher, fellow AWA member, and all-around good guy MARION BATES died of cancer. NO, this is NOT the case, according to the latest VOICE OF DOOM, although Keith Mercer and Dick Martin claim that what Marion is suffering from is indeed cancer. And now for a moment of silence.

There. Now, on with the rest of the news.

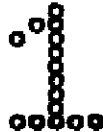
Dateline: CANADA.....Yes, there's a postal strike in Canada, and one of my letters to Canada was recently returned stamped "SERVICE DISCONTINUED". Since games 1980G and 1981AS have Canadian players, they will be temporarily suspended.

Dateline: NORTHERN CALIFORNIA.....Well, Governor Brown was talked into aerial spraying in order to combat the Mediterranean Fruit Fly (Medfly) in the Santa Clara area. Fortunately for us Cal-Berkeley types, the first area to be hit contains Stanford University. Unfortunately, Cal has a game at Stanford in November.....

Well, that's all for now....and now for the SPECIAL TREAT:

Most of you have never seen the ORIGINAL two issues of LIFE OF MONTY, which were put out in June and July of 1980. Well, while I was searching through some old papers about a month ago, I happened to stumble across the originals, so I've reduced the original sheets and added them to this issue of LOM. So now, without any further delay, LOM proudly presents THE ORIGINAL TWO ISSUES IN THEIR ENTIRETY (almost). Said issues run for a total of 7 pages, beginning on the next page.

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FRONT LINE

SAY, THIS IS the first issue, isn't it? Hey, this may be a collectors item someday, like the first two copies of the RUSSIAN CAMPAIGN rules. (What, there's a third edition?)

By now, you're probably saying to yourself, "What, another 'sine? Aren't there enough of these things flying around? What games is this guy going to carry? With my luck, it'll be strictly straight Diplomacy--probably even have Boardman numbers!" Well, I'm not so sure about the Boardman numbers, but I do know this: In LIFE OF MONTY, there'll be (if the interest is there) the following:

- DIPLOMACY (regular and variant)
- KINGMAKER (again, regular and variant)
- THIRD REICH
- SQUAD LEADER/COI/COD (preferably the latter)
- CITYFIGHT
- and a variation of IN THE LABYRINTH (i.e. D&D with MELES/WIZARD combat)

Plus, although don't count on it unless the interest and the money is there, MAGIC REALM, MACHIAVELLI, DAUNTLESS, and the new RED STAR/WHITE STAR. I'm taking suggestions for others (but DON'T SAY "DUNE"), even such things as NEXT WAR, CAMPAIGN FOR NORTH AFRICA (!) and IF! (see GENERAL 13/6).



LIFE OF MONTY is the work of PYTHONICS UNLIMITED UNINCORPORATED Published every month by Don Del Grande, 142 Eliseo Drive, Greenbrae, CA 94904. Subscriptions are \$ per year, provided LOM lasts that long. LOM is not in any way, shape or form related with a certain FLYING CIRCUS.

As soon as there are some back issues, they will be available for a nominally modest fee. Meanwhile, for you college types, there'll be a 10% discount for anybody appearing on the radio COLLEGE BOWL series, or 20% if your team makes it to the National Championship tournament. This is to make you academic lunkheads get out and sharpen up the old intelligence.

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GAME
OPENINGS!

DIPLOMACY 801 - Fee \$1.50, 7 players.

KINGMAKER 801 - Fee \$1.50, 5 players.

THIRD REICH 801 - Fee \$1.50, 6 players. Campaign game
with second edition rules.

CRESCENDO OF DOOM 801 - Fee \$1.00, 4 or 6 players. Each
player will take a portion of an
overall force (DYO with a specific
point value for all players) and
fight their way in.

CITYFIGHT 801 - Fee \$1.00, 4 players. I'm not so sure about
this one, so don't send in the fee until I
verify this.

MELEE/WIZARD 801 - Fee unknown. Anybody interested?

DIPLOMACY 802 - Fee \$1.50, 7 players. PYTHONIC variant
with things like seperatable unit strengths
as in WAR AND PEACE.

ANYTHING NOT LISTED ABOVE.....just ask.

GENTLEMEN & LADIES IN WAITING.....This space will be
reserved for those people who wish to take over
the spots of anybody who happens to leave their game(s)
for any reason. No fee needed.

OH, by the way, on page 1, add WAR AND PEACE, RAIL BARON,
and even REGATTA for you sailors out there.

BOY, this is certainly getting boring, but then again,
this isn't costing very much, is it?

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WORDS OF PARTING

WELL, THIS BRINGS TO AN END the first issue of LIFE OF MONTY. I admit it wasn't much, but there wasn't much to put in it. However, if any of you can think up some things to say (like reviews, comments about the last ORIGINS, maybe even a "series replay" sans the expert neutral commentary, I'll reward the author with a partial sub to LOM if it's printed. If not, you can get it back for a SASE.

REMEMBER, the more people that get those subs and game applications in as soon as possible, the sooner LOM can open new games for the pleasure and enjoyment of the readers.

ALSO INCLUDED in this issue as well as to all game-players is a copy of the general house rules. However, I left a few things out:

All orders will be sent to me at the address listed on page 1 unless otherwise noted.

Any press in by the deadline will be printed; however, I have the right to edit, censor or in any other way change the content of the press if it is deemed so necessary.

Letters to the editor will be welcomed and printed unless I am asked not to. However, letters printed don't warrant sub extensions.

That about does it for the opening issue. Next time, if there is one, there'll be the opening of some of the LOM games, some idle chat, PLUS (if you're good) a sample from MONTY PYTHON'S FLYING CIRCUS!! Until then, this is rookie 'zine-editor Don telling you (on one knee) to subscribe. I'm begging.....

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OPENING GAMES

WELL, let's try again, shall we? For those of you out there that have issue 1 of LOM, you probably said to yourselves, "Boy, is this guy nuts! He's got nerve charging 50¢ a shot for this thing-and THEN tacking on bloody game fees to boot! And did you see those RMR rules? Oh, boy! So where's the bit about Python?" Of course, if you didn't say these things, the censor must have had a field day with the things you DID say before throwing it away or burning it (I hear it's getting cold out east) or whatever. Nevertheless, I have the nerve to come out and spread LOM across the country once again. However, there are a few changes in store, as you will see once you turn these pages.

IN THE MEANTIME, here's the latest news (the Two Romnies and Saturday Night Live can do it, so why can't I?).....

Dateline: EDWARDS STADIUM, UNIVERSITY OF CALIFORNIA, BERKELEY.....It was announced that the planned Berkeley Invitational Track and Field Meet to be held here just before the Moscow Olympics has been cancelled because of political troubles. The meet, nicknamed the "Alternative Olympics" because only countries boycotting the Olympics can compete, was a sellout within 48 hours after tickets were put on the market. When asked what he would do now, the head of the O.A.S. (Organization of Amalgamated Scalpers) said, "We'll pray that they can be moved to Stanford; that's about all we can do."

Dateline: STANFORD STADIUM, PALO ALTO: It's no go for the big show here, either; "There just isn't enough time to pull it off" said a spokesman. The head of the O.A.S. is recovering nicely in San Francisco's Mission Emergency Hospital.

Dateline: GREENERAE.....In order to use up space and increase circulation, the news bit will continue..... Today, the High Python announced a set of Rules for Reading LIFE OF MONTY. They are as follows:

Do not read anything else except MONTY PYTHON'S BIG RED BOOK or THE BRAND NEW MONTY PYTHON PAPPERBOOK when reading LIFE OF MONTY. Between pages, you may read the script from any of the PYTHON movies or from RIPPING YARNS, which was written by M. Palin and T. Jones (two non-

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You know the number,
now don't you?

NEWS continued

subscriber-types whose only credit to life is that they're members of Monty Python, three cheers and a run-on sentence for that!)

That ends the early news. Now on BBC 1, there's:



Here's the next surprise: although subscriptions are remaining at a steadfast \$6 per year (assuming a 5-page-plus-cover format), until further notice any subber can enter up to three games running simultaneously absolutely FREE! THAT'S RIGHT, NO CHARGE! Can you believe that?

Here are the games currently open:

DIPLOMACY (regular and/or variants)
 KINGMAKER (again, your choice)
 THIRD REICH
 CRESCENDO OF DOOM (CROSS OF IRON will be considered)
 CITYFIGHT
 IN THE LABYRINTH (combined D&D/MELEE/WIZARD)
 MACHIAVELLI
 DAUNTLESS
 RED STAR/WHITE STAR
 WAR AND PEACE

Naturally, not all of these games will be open at the same time unless I can persuade some guest GMs out there.....

If you don't act now, I may be forced to up the charges to as much as (horrors) \$1/game. Even worse! I might be tempted to up the subbing price to \$7/year (would I do a thing like that? It takes a sharp DIPLOMACY player to tell whether that last bit was true or a stab....).

Or on BBC 2, there's the series HOW TO.

Last time on HOW TO, we told you HOW TO be a gynecologist. (Is that how it's spelled?-Ed.) This time, HOW TO play the flute. Blow into the small hole and run your fingers up and down the row of keys. Next time, we'll show you HOW TO saw your wife in half and hide the evidence.....

(spouse; betrothed or
 whatever - Ed.)



In order to get this issue out to as many people as I possibly can, this issue of LIFE OF MONTY is going to be a little shorter than usual. There's also another very good reason: there aren't any games going yet! You really don't expect me to fill that extra space with garbage (there was enough in the last issue), so it'll stay out of the 'zine for now. When some of the games get going (er, that's IF-Ed.), I'll add the extra page(s).

Meanwhile, I did promise some M.P.F.C. (no names please) for this issue, so here goes:

ARTHUR and the Knights are near Camelot riding home. They are happy and triumphant, basking in the glory of their victory over the French. They approach the walls of Camelot, where the townsfolk stand, cheering and waving banners of greeting, support and welcome, including "CAMELOT SALUTES KING ARTHUR", "WELCOME TO KING ARTHUR AND HIS KNIGHTS", and "HAIL TO THE GRAIL FINDERS". The people give shouts of "Hail King Arthur" and "Hail Sir Launcelot", and as the Knights acknowledge the cheers, "Show us the grail! The grail!"

"Do show them the grail, Galahad," orders Arthur.

"The grail, Launcelot," says Galahad, "if you don't mind."

"I," Launcelot answers, "thought you had it."

"What! I gave it to you."

"On the contrary, I gave it to YOU, remember?"

"Well, yes, but I gave it back."

This went on for a while. They finally realized that it was back in the French castle. Meanwhile, the crowd grew impatient. Arthur finally told the crowd that "The grail is coming; we are merely the advance party to tell you that it is coming." And with this, they turned around and sped off.

"Why don't we go back and tell them the truth?" asks Galahad, to which Arthur answers, "Go ahead and tell them, Sir Galahad-with-your-head-still-on."

"Er, uh, I've changed my mind....."

Stolen (oops) from the original "Monty Python and the Holy Grail" script (not the one the movie was made from, but a slightly different one). The good script is available from the BBC for £5.95, and failure to purchase this could be grounds for a £5000 fine or 6 months in prison.

THE "LIFE OF MONTY" LIST OF THINGS THAT NEED TO BE KNOWN

LIFE OF MONTY, edited in a most unusual way by Don Del Grande at 142 Eliseo Drive in Greenbrae, CA 94904. Telephone (415) 461-2692, although there are a few things in the way of fines you have to know.....

FIRST NMR.....NONE
SUBSEQUENT NMR.....\$1.00 each
COLLECT PHONE CALL.....\$2.00 plus cost
PHONED-IN ORDERS.....\$5.00 (plus collect call cost if made that way)

NOTE: If you owe any money at any time and you don't pay up at first opportunity, you NMR until you pay up. The NMR fee DOES build up this way, and it DOUBLES if you owe on a phoned-in set of orders.

GUEST GMS: (Anybody interested in the job?)

SUBSCRIPTIONS: \$6.00 per year (12 or so issues), includes 3 simultaneous game fees. Additional fees \$1.50 per game.

ADDITIONAL GAMES THAT GET THE MENTION THIS TIME AROUND:

*****ENVOY, Roy Henriks, P.O. Box 34277, Richmond, VA 23234. For only \$7.50 a year (12 issues), ENVOY has Knigmaker, Bismarck, Machiavelli, Rail Baron, War & Peace, and Gunslinger as well as everybody's favorite, uh, it's, uh, Diplomacy.

*****RETRALIATION, Dick Martin, 26 Orchard Way N, Rockville, MD 20854. Slightly less expensive (\$5.20/year, 13 issues), but only runs Diplomacy, including a 14-day-per-turn version that needs some players in a hurry.....

Lemon curry?

Copies of the HOUSE RULES are available on request and are mailed free to anybody in their first game in LOM. Additional copies are 10¢ each.

Back issues sell for 10¢ per page (including covers); individual upcoming issues sell for 75¢ a shot (that way, you'll subscribe).

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FIRST CLASS MAIL