

# LIFE OF MONTY

#28

MARCH 8, 1983

50¢  
(Europe: 45p)

You would not BELIEVE how close I came to delaying this issue for a month and coming out with a 24-pager in March. However, now you can get your Pythonics, your DIP BOWL, your DIP WARZ, and all sorts of stuff on time (more or less), thanks to this issue of LIFE OF MONTY, live from the \$300-a-month cubicle of Don Del Grande, 413 Deutsch Hall, 2650 Durant Avenue, Berkeley, CA 94720, phone (415) 643-1806, phone any time you feel like it, but if my roommate answers, you're in trouble.

Certain people don't know what my sub fee is. The closest thing I have to a sub fee is 10 issues for \$5 - if you're lucky, since the publisher maintains the right to change the number of pages and/or the price at will. The game fee is ZERO (even for the guest GMS), as is the NMR fee. Actually, the GMS have the right to make their own fees, but none of them did. Besides, how does a Digital Equipment Corp. PDP-11/70 with Berkeley 7.3 UNIX collect? (For those of you not on the ARPANET or USENET/UUCP, that is.)

But now....

MONTY'S NEWS AND COMMENT is brought to you by the usual bunch of idiots. Or is that MAD Magazine?

I got issue #12 of ARES, complete with John Boardman's column. As usual, the counters had to be sand-blasted apart. Meanwhile, I'm still waiting for Victory Games. And what kind of a writer to ALARUMS & EXCURSIONS would I be if I didn't mention Fantasy Games Unlimited's upcoming role-playing release, Lee Gold's LANDS OF ADVENTURE. The unique (?) thing about this is, it's made to be played in ANY time period - from Stone Ages to Science Fiction, from Dragons to Desperados (huh?), etc. Look for it this spring in finer game stores near you (if you can't find it, make a nuisance of yourself; besides, that store's not worth patronizing anyway.)

As of this writing, the latest issue of THE GENERAL hasn't arrived, so Rod Walker gets a break this month. (At least for now....)

BERK MARCH DEPARTMENT: Stroke! Stroke! Stroke! It's been raining for a full week, with winds up to 60 MPH - a rarity around here. Just to let you Easterners know we're suffering too. Why, in Marin, there's major flooding in people's hot tubs, and the peacock feathers are all soggy - no wonder it's in a state of emergency.

~~99999999~~ ONE-TWO-THREE-FOUR-WE CAN'T TAKE IT ANY MORE  
~~99999999~~ FIVE-SIX-SEVEN-EIGHT-WE'LL JUST CROSS THE GOLDEN GATE

Doctors at the Medical Center of UC-San Francisco have not commented about the new "Kathy Byrne Disease", so named because she's the only person that's got it. This strange bacterial infection has all of the signs of cancer, but it's not as fatal (so far, a 100% recovery rate - another first for Diplomacy Players!) - we hope. The latest rumor is that there's no way to prevent the inevitable - Kathy will live on. To honor one of our more famous hobbyists, a LOM CANNON SALUTE.



Hey, it's another PAGE 1 down the tubes - howzabout that?

Do you STANTINOPLE-CON 2 types remember how I always stepped out of the room during the NUCLEAR HOLOCAUST game? Well, thanks to a case of the flu three weeks beforehand, my hyperacidity was acting up (it finally settled down a month after the con). Nevertheless, the con went on.

A similar situation arose in Flushing over New Year's Day Weekend. Seems that Kathy's pains had started just before ByrneCon. She had a choice - go to the hospital for surgery to get that lump removed, or live through the pain for two days worth of ByrneCon (and nobody was very certain that "live through it" was the appropriate term for a while). The choice was easy - a handful of hobbyists could live without a ByrneCon, whereas Kathy probably couldn't live without surgery. I would've taken the surgery. That's probably why I publish LOM and she publishes KK - ByrneCon went on as scheduled. I'd like to say that Kathy has completely recovered from her ailment. I'd like to say that, but I think she's still recovering, and there's always the chance of a relapse.

The hobby first - and her own life second? That's CRAZY!  
Then again, that's Kathy!

Remember last issue, when I mentioned the DON MILLER MEMORIAL TROPHY? No, I am NOT saying that there should be a KATHY BYRNE MEMORIAL TROPHY (at least not yet) for very obvious reasons! The award goes to the person who did the greatest service to the hobby during the preceeding year. It is next to impossible to top the service of hosting a ByrneCon while suffering from a near-fatal disease - and then coming out with a KK immediately afterwards! HOWEVER, two things stand in the way of Kathy getting the award (actually, THREE): (1) Kathy has to nominate herself, (2) the Nominating Committee has to name her as one of the finalists, and (3) the hobby at large has to elect her.

Start with (1). You can always boycott KK until she sends in her nomination statement. (No good - we can't afford to miss even ONE KK - we're only human.) Well, there goes that idea.

Well, the 1982 Movie Season is over, so here come my revised OSCAR PICKS:

BEST SUPPORTING ACTRESS - I still say Carol Burnett for ANNIE. Fat chance, though, probably. She'll be lucky to get a nomination.

BEST SUPPORTING ACTOR - Lou Gossett, Jr., for AN OFFICER & A GENTLEMAN. Latest rumor: there's going to be a TV series featuring his AO&AG character - NBC won't show POWERS OF MATTHEW STAR next fall.

BEST ACTRESS - Dustin Hoffman in TOOTSIE! No, seriously....in true Academy form, they don't care how you acted - it's who you are. That's how Katharine Hepburn beat out Meryl Streep last year - so Meryl gets it for SOPHIE'S CHOICE.

BEST ACTOR - Julie Andrews in VICTOR VICTORIA? How about Ben Kingsley for GANDHI?

BEST PICTURE - half of the ~~20th Century Fox~~ <sup>Columbia</sup> votes will go to TOOTSIE, the other to GANDHI - that's how REDS and ON GOLDEN POND lost last year (although it was a different studio).  
By default....THE VERDICT. (I think)

That's five different movies for the major awards! Oh, sure. If we're lucky, the awards show will be timed so that the major awards begin right after the NCAA Basketball Final ends, like last year (although one of the Supporting Awards is always first, to make sure people watch the whole thing .....

Good night!

How about "The Powers of PAGE 2"?

# GAME OPENINGS

The PACIFIC ORIGINS and SLAPSHOT openings have been withdrawn. However, two games have been added.

DIPLOMACY....GM Dick Martin. No game fee nor NMR fee. Signed up: Michalski, Brawner, Gardner, Lucas.

MORE DIPLOMACY....GM Mark Keller. Signed up: Michalski.

STILL MORE DIP....GM Jim Meinel. Needs seven.

MASTERMIND....GM Digital Equipment Corp. PDP-11/70. There must be some intellects out there! I heard John Caruso isn't opening another game, so that leaves a bunch of you open to play here. How can a computer make mistakes?

ILLUMINATI.....Greatest game since NUCLEAR WAR (until NUCLEAR ESCALATION comes out, that is). With luck, house rules & PBM system for this game are in this issue.

~~WHY-DIDN'T-STEVE-JACKSON-CALL-IT-THE-MARK-BERCH-SOCIETY?-GET-THOSE-GAMES-FILLED-!!~~

# DIP WARZ

## CHAPTER II - THE DIPLOMATIC EMPIRE STRIKES

....and they refuse to go back to work until the Imperial Almighty All-Powerful All-Knowing All-Egotistical Emperor (Egotistic? I learned how to write, not how to use words) agrees to put a clause in their contracts guaranteeing them from Lord Sacks Fifthavenue (I wonder how he survived that blast last week? I know - those LOM game openings were with guest GMs, so they only neutralized the game starts) and his mobile choke-hold.

"Almighty All-etc. Emperor, how can we solve this problem?" asks one of the Emperor's believers.

The Emperor grins feindishly. He speaks! "They must believe in the One True Way! I'm not in the Hall of Fame for nothing!" Such magnificence! Such command!

"Such bull!" remarks Oboe-1 Caruso, looking over the tapes.

"If it wasn't for those Guest GMs," remarks John Poleo (pronounced Pole-O, not Polio), "we'd have dumped that Sacks character into bits of flying space dust."

"But what you must realize," remarks ILOM, "is that things do not so much fly in space as float, acted upon by the force causing the bits to separate, and remaining in said motion until other forces affect it, keeping in mind that all bodies in space exert gravity equal to GM over r-squared, where G-" (CLICK)

"Hey, Poleo," remarks Princess Luscious, "why did you shut him down?"

"He's been listening to the 'John B the PhD Hour' again. I heard he's offered a 10 megacredit reward for the persons who made that fake show a while back."

But on to other things....like the rendezvous of the Rebel Diplomats at the Ice Planet Ig-Lew.

"Turn up the heat!"

"It is up," replies ILOM, just before his circuits freeze. (First time he's been useful all day.)

"Where's the big guy?"

Out of the sky (direction about 390 mark 25) comes a thunderous noise. The sky fills with a bright light. The emotions fill the sky. No, I'm mistaken, it's rain, accompanied by thunder and lightning.

It's certainly not the thunderous  
applause over this PAGE 3 -  
may the Bourse be with you?

Out of the clouds comes a rather small ship. Wait a minute! Didn't I say there was thunder and - ZOT - lightning? The ship comes spiraling down onto the planet. "Duck!" No need to worry - a perfect 3-point landing! Too bad the three points where it landed were some 400 meters apart, or it would have been really perfect. Anyway, the hatch opened up. BONK. "##\$%!\*@?+44y" came from inside. Apparently, the hatch was frozen shut. "Who's the wise guy that ordered us to come here?"

"You give the orders - you did!"

"Oh, great. Put the entire responsibility of our movement on me, huh? Just get some blowtorches over here!"

Unfortunately, the blowtorches froze up. "How about phasers?"

Well, anything to get on with this story. The hatch came off, and out stepped a lone figure (no, it wasn't "6" or "324.5" or anything like that). The light just bounced off of him, radiating throughout the Diplomatic Empire.

"All hail the supreme Rebel Leader-" (this is what happens to people who don't read LOM, by the way) "-Baldo Calberchian"

The light didn't reflect off of all of him as much as it did off of his head.

"Can it, Poleo - can't you just say 'Hello' like everyone else?"

Meanwhile, in a distant corner of curved space.....

"Inform the emperor! We've detected the Rebel Stronghold!"

The emperor comes marching in, accompanied by a large assortment of troops and plenty of music about. "Cut it out!"

"All-powerful, all-"

"Get on with what you wanted to say...."

"We've detected the Rebels on the Ig-Lew planet!"

"How did you do that??"

"We've detected a heavily-reflected light source coming from there, and that could only be coming from one thing."

"That Calberchian does it again! One of these days, he's going to ruin us by getting a hat....Prepare our main strike forces - arm them with full weapons PLUS TOWELS!"

"Plus TOWELS? Looks like he's serious about this attack...."

Meanwhile, back on Ig-Lew...."Sir, we've just received word that a Diplomatic Empire Strike Force is approaching the planet - with towels!" Calberchian looks worried. "How did they find us?"

Oboe-1 fires up (literally) LLOM. "You heard him! How?"

"Well, my best guess is that they used analyses of our latest strikes, narrowed the perimeter down, launched mobile sensors, used random searches - or, they did the easy thing of looking for the reflection off of Calberchian's head...."

"That did it! Why doesn't he buy a hat? He's the biggest boon to their sensors since they first used radar!" (OK, enough bald jokes)

Suddenly, a voice booms through the skies. "Hey, Poleo, why don't you turn down your radio speakers?"

"Citizens of the planet Ig-Lew....Due to construction planned for that planet, we ask that you evacuate the planet as soon as possible, for the greater glory of the empire. Those of you just visiting the planet, stay there - we're coming to see you. Signed, the Almighty All-this and All-that, TS'R (get it - TS'R and One True Way?? I didn't think so) - what's the name again - TS'R ALEX I"

"That's a voice of doom if I've ever heard one...."

Next time, another big battle takes place - those of you who don't like loads of high-tech weaponry can skip over those parts, I suppose. The rest of us can watch the action right here....but only if you get the next installment of DIP WARZ!!

Page 4 PLUS TOWELS! A weapon  
if ever I saw one

"Here's the question....they didn't call it the Mark Berch society, but Steve Jackson Games' ILLUMINATE-" (RRRRING)  
 "FDR, Martin.....Which one?"  
 "There's only one ILLUMINATI"  
 "Which MARTIN, you idiot!"  
 "Uh, Dick, I guess"  
 "Fred"  
 "Fred Martin?"  
 "No - Fred BIRCH!"  
 "There's no Fred Birch on the team....Oh, that's the answer!"  
 Could you have answered that question? With less confusion?  
 It's time to match stabs with the champions in America's - and Canada's - game with a mapboard you can play it on (unlike CIVILIZATION), the varsity sport of the mouth,

# DIP BOWL

Let's meet the teams....."Randolph Smyth, from Medicine Hat, Alberta....  
 Ron Brown, from Low, Quebec.... John Leeder, from Calgary, Alberta....  
 Dave Carter, from Willowdale, Ontario.....those are the varsity dippers from the CANADIAN CLUB OF DIP.....John Daly, from Rockwell, NC....  
 Julie Martin, from Rockville, MD....Dick Martin, from another Rock - er, Rockville, MD, just like her....Jack Brawner, from St. Petersburg, FL..... those are the varsity dippers from the FLYING DOGS OF RETALIATION...."  
 Now for the fast scan...."Now - points - KING - dice - GALAXY - (RRRING) - 65 - wrong - bonus - what? - Halftime - oooooohhh - aaaaahhh - enough - (TWEEEEET) - close - DIPLOMACY - etc. - etc....."  
 "Here's the tossup: in DIPLOMACY, a 2-way draw occasionally ends in a Syria-to-St. Petersburg, or vice-versa, convoy-(BUZZZZ)"  
 "CC, Leeder....7 fleets, and think up some new questions!"  
 "5 points off, and this IS a new question! FDR, for 10 points, what is the minimum amount of time it would take an army to get from Syria to St. Petersburg via Denmark?" (RRRRING)  
 "FDR, J. Martin....3 Spring/Fall seasons"  
 "No, just 2 - convoy to Denmark, then convoy again. No points there-"  
 "It's not fair to use trick questions"  
 "Complaint department is upstairs on the roof - here's the next tossup: if a card is chosen at random from the crown deck of a KINGMAKER game, for 10 points, what's the most likely combat result?" (RRRRING)  
 "FDR, D. Martin - no result; combat uses the event deck"  
 "I'm glad to see somebody on that team looking out for these questions! Here's the bonus: add up the issue numbers of the last S&T and the last ARES to be sent out by SPI. For 20 points, what's the sum?"  
 "How should we know? I never resubbed since they ripped me off a few years back."  
 "Anyway, the answer is S&T 89 plus ARES 11, or 100 ((this is from memory, so I may be off on the S&T number - it might be 90)), so no points there. With time running out, the score is very close - here's the tossup: for 10 points, how many convoy routes are there that use all-" (BUZZZZ)  
 "CC, Leeder....how can all of the sea areas be used? The Black Sea can't"  
 "Hey, that's (TWEEEEET) right, and that ends the game.....more or less. Seems the final score is 195 for the FLYING DOGS OF RETALIATION to 195 for the CANADIAN CLUB OF DIP....Time for sudden death!"

And time for a sudden turn from  
 this PAGE 5

"And, since the handgun ban is illegal, guns to the ready!"  
(Click click clickclick click) "New rules - you have to answer questions to get bullets!" Having had enough of this, the FDR team throws their guns at the CC team. With amazing accuracy, the guns find the heads of the targets, scoring four concussions. "Looks like the FDR team is the new champ!"

Be back next time when the FLYING DOGS OF RETALIATION face the SOUTHERN CALIFORNIA DIPSY-DOODLERS on DIP BOWL.....

-AND-NOW-FOR-THE-"GAME"-IT-COULD-BE-DOWN-TO-ONE-PLAYER-WHAT-IS-GOING-ON-HERE-ANYWAY

PARLIAMENT'S OVER -  
I suppose.

Well, Larry Reagan was the only player to send in orders this time. As a result, GREY becomes Marshal of England. Nobody seems to care who the Earl of Westmoreland is (Larry can't use it), so it goes to Chancery, since nobody else can use it either! (All nobles in play are titled at the moment)

CURRENT NOBLE LOCATIONS:

BARNET - Grey, Greystroke, Herbert, Holland, Nowbray, Neville, Stafford, Stanley, Talbot

W 31 - Beaufort, Courtenay

CALAIS - Berkeley

SHIP LOCATIONS: LeRose (controlled by Grey), Le George and Le Trinity (controlled by Talbot) are in Rye; Le Lucas (Holland) is in Calais; Le Swan is in Caister (Neville)

NOBLES: The only two living nobles are Margaret and Edward (Lancaster), controlled by Berkeley.

NOTE VERY WELL: I'll say this again - in KM, there is ONE winner - the person owning the noble controlling the sole king. (Until otherwise notified by the owner(s), that would be Berkeley)

CURRENT STRENGTHS: At Parliament, the NEVILLE-MOWBRAY-TALBOT-HOLLAND-STAFFORD faction has 440 (with BERKELEY's 120 in Calais); the HERBERT-STANLEY-GREY-GREYSTROKE faction has 320 (with 60 in W 31)

YOUR CROWN CARD FOR TURN 10:

EVENT CARD DRAWS (there are 4 per turn from now on): SCOTS ARCHERS GO HOME (none in play); STORMS AT SEA (no effect); CATASTROPHE - 2 rounds (YES effect!!), SCOTS RAID - Warden of the Marches (no effect)...

As a result of the catastrophe, the faction strengths are 240/120 (Berkeley 40, W 31 with 60) for two turns. This coming turn (#10), there is KING'S PEACE in Barnet.

By the way....Larry: NO, Parliament does NOT have to be called to implement the victory conditions.

TURN 10 MOVES ARE DEFINITELY DUE BY FEBRUARY 22, 1983!!

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LEFT IN SUB

TRADE

XENOLOGIC

## HOUSE RULES for PBM play of Invicta's MASTERMIND

1. The size of the solution and the number of colors available are determined by the GM before the game begins. The size can range from 4 to 8, and the number of colors can range from 6 to 9. The colors used are RED, YELLOW, BLUE, GREEN, BLACK, WHITE, ORANGE, BROWN, GRAY. (The actual ones used, if less than 9, are the ones beginning with Red and taken left-to-right.)
2. Each turn, each player (supposedly) sends in a guess of the solution. A guess consists of a number of colors (possibly including "Blanks", although blanks are never part of the actual solution) in order; for example, in a 4-size 6-color game, a possible guess is RED-BLUE-BLUE-YELLOW. If a guess has more positions (a larger size) than the solution, the part of the guess farthest to the left which is the correct size is used (e.g. in a 4-size 6-color, RED-BLUE-BLUE-YELLOW-GREEN(-BLACK-WHITE....) is considered RED-BLUE-BLUE-YELLOW. If a guess has a smaller size than the solutions, blanks are attached to the right to get the guess to the correct size. Any guessed color which cannot be part of the solution (e.g. GRAY in an 8-color game, PINK in any game) is considered a blank.
3. The result of each guess is printed as follows:  
X.....indicates one guessed color is in the correct spot  
O.....indicates one guessed color appears in the solution, but in a different spot (note, however, that each spot in the solution can only generate one X or one O, and Xs have priority over Os). Example:  
  
SOLUTION: RED - BLUE - WHITE - BLUE - RED - GREEN  
GUESS: BLUE - BLUE - BLUE - GREEN - RED - ORANGE  
  
The BLUE in 2 and RED in 5 generate Xs; this leaves RED - X - WHITE - BLUE - X - GREEN in the solution and BLUE - X - BLUE - GREEN - X - ORANGE in the guess.  
The BLUE in 4 (solution) and GREEN in 6 generate Os (from guess 1 and 4). Despite the appearance of another BLUE in the guess, no BLUE is now in the solution (they were removed by previous guesses). The result is "XXOO".  
  
The result is always printed with Xs first, then Os. Location of the Os/Xs do not refer to positions in the solution or the guess!
4. The winner is the first person to get the correct solution in its entirety. If two or more persons get the solution on the same turn, it is a draw.
5. Press is allowed - and encouraged, since only so much space is used up by the results. Press must include (in the pressline) the author (if it doesn't, I will put it there). The publisher (ME) has the right to edit press.
6. In computer-run games, I have the right to ask for a prize fee, which can be taken from your sub if necessary. The winner gets the whole thing; draws are split evenly, with any remainder going to me. (BOY, I'm a nice guy, aren't I?)

FREEBIE



NOTES : ♪♪♪♪♪

PAGE

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## HOUSE RULES for PBM play of Steve Jackson Games' ILLUMINATI

1. The Illuminati are distributed one to each player, either randomly or based on preference lists (or a combination of both).
2. The game begins with each Illuminati having twice its income and the "uncontrolled pile" holding a number of cards equal to 4 plus the number of players. (This is to reflect the fact that the PEM sequence of play is slightly different from the FTF one.)
3. PBM SEQUENCE OF PLAY:
  - a) GM publishes all power structures (with treasuries) and asks for next orders.
  - b) Players (theoretically) send in orders. Orders consist of:

Actions, numbered in order of preferred execution. (You may put down more than two; the first two down the list which can be executed are executed, and the rest are ignored.)

Free actions (which take place before, during, or after the action phase) - note that the use of a Bribery card must be included among the regular (numbered) actions. (The player explicitly states when a free action is to take place - otherwise, it takes place at the end of the phase.)

Money Transfers (including free distribution for the Gnomes)

Bermuda Power Structure Rearrangement

Orders can be made conditional based on the results of previous phases (e.g. "Transfer 5MB from the Bavarian Illuminati to any groups added to the power structure adjacent to the Illuminati").

Actions may also be made conditional on an event to happen in that Action Execution Phase; however, if the conditional event has not occurred by the time the action order is reached, the order is ignored and not come back to, even if the event takes place later in the phase. (For example: "Attack the Democrats with the Bavarian Illuminati unless the Democrats is not in the uncontrolled pile" - if the Democrats are taken out of the uncontrolled pile, the order is ignored if it is reached; if the order is passed and the Democrats return to the uncontrolled pile, the order is not executed.)

In other words, any order can be made conditional on events occurring at any time before the execution of the order. (This includes "#3: If #1 is executed,...") There is one exception: orders may not be conditional on the way other players' orders are written, if those orders haven't been executed. (In other words, the order "If (a different player) has ordered an attack against me for this turn,..." is illegal, as is "If (a different player) ordered an attack against me, but it was passed over by this time,..."; however, "If (another player) has attacked me,..." is legal.)
  - c) Orders for actions and free actions are executed as follows: the players, in the order determined in the previous turn, execute one non-free action. The order is then reversed for the second action. Free actions are executed when their conditions for execution arrive (if the conditions don't take place, the actions are not executed). NOTE: as an exception to 1b, free action conditions may be based on events that may happen at any time in the action execution. (For example: "If the I.B.S.

decides to take PAGE 8 and -oops,  
that shouldn't be there (rule (c)  
should still be there, though)



is placed in the uncontrolled pile, use Bribery to immediately take it...."; this would count as an action toward the turn it is used on - the turn begins with the Income Collection Phase, as in FTF, for this case.) Remember that some free actions don't take place in the action execution phase.

- d) Money is transferred as per the FTF rules.
  - e) Special-power actions are taken.
  - f) Income is collected.
  - g) A number of cards equal to the number of currently surviving Illuminati are added to the Uncontrolled Pile (any special event cards are randomly given to the Illuminati - maximum one per Illuminati per turn, however).
  - h) The order of play (see 1c) is determined.
- 4. Victory conditions are checked immediately before phase (f) of each turn. A game ends in a draw if two or more Illuminati simultaneously meet their victory conditions. (The draw is among the "winners", not everyone.)
  - 5. Concessions and draws may be proposed. There are no restrictions to concession or draw proposals. They must be unanimously passed by Illuminati in the game at the time of the vote; NVR always means NO. If two or more concessions simultaneously pass, those players conceded to share in a draw; if two or more draws simultaneously pass (and no concessions, since concessions always take precedence over draws), the players on the most draws share in a draw. If one player is on more draws than any other, he/she shares a draw with the player(s) on the second-highest number of draws.
  - 6. If an Illuminati NMRs, it is considered a pass (see page 18), including the 5MB bonus. (Thus, if you just want to pass, save yourself the cost of a stamp.)
  - 6. Ignore the last sentence of the rule "Trades" on pages 18-19.
  - 7. Giving away cards ALWAYS counts as a non-free action, no matter when it's done (similar to playing a Bribery card).

If anyone has any other ideas for house rules to be added to this list, tell me about them. (Maybe I'll be lucky - and they'll be used in a game in LOM, if one ever fills up.) WAIT - I just thought of an important one:

- 8. DETERMINING CARD PLACEMENT - to avoid controversy, each player's power structures are considered to be on "graph paper". Coordinates are denoted as (x, y), where x is left-to-right (increasing to the right) and y is up-and-down (increasing upward), so (2,3) is down and to the left of (3,4). (Note that the lines are numbered - not the rows and columns of boxes - so each coordinate is where two lines cross and NOT a box!) Each card is considered 4 boxes wide and 6 boxes long; the player's Illuminati is placed so that its corners are (-3,2), (3,2), (3,-2), and (-3,-2). Cards are added to the structure such that they correctly touch the adjacent cards and no overlapping takes place. (CORRECTLY means the arrows align - the arrows are considered to be in the middle of the appropriate edges; two cards OVERLAP if any box in the graph is simultaneously covered by two or more groups.)

9. That's the page number, because there is no rule 9

10. That's on the other side

Since you've all been so nice, here's an EXTRA-SPECIAL treat for you this issue - not just the same old MPFC, but one of the classics.....

"Excuse me, but is this the barber shop sketch?" asks a man waiting to get a haircut.

"Yes, sir, b-b-be with you in a m-minute" stutters out the barber, washing blood stains off of his hands. "Um, how-how would you like it, sir?"

"Short back and sides."

"How do you do that?"

"Just ordinary short back and sides."

"It's not a razor cut - RAZOR RAZOR RAZOR CUT BLOOD ARTERY SPURT MURDER!"

"No, no, just an ordinary haircut."

"Thank goodness....it's just s-s-s-scis-scissors."

"Yes, just--"

"You wouldn't rather have it just combed?"

"What?"

"You wouldn't prefer to forget all about it?"

"No, no, I want something cut off."

"CUT CUT CUT MURDER BLOOD ARTERY PSYCHO COURT CASE.....right."

The barber snips the scissors behind the man's head, not cutting off any hair. "Finished."

"What?"

"I've finished cutting-cutting-cutting-cutting-cutting-CUTTING YOUR HAIR."

"You haven't done any cutting yet!"

"ALL RIGHT - I'm sorry. I confess I haven't cut your hair. I hate cutting hair. I can't do it any more. I have this terrible uncontrollable fear whenever I see hair cut! I can't bear cutting it. Ever since I was a kid I hated seeing hair being cut. My mother said I was a fool! She said the only cure would be to become a barber - so I spent five years at the Hairdresser's Training Center. Can you imagine what it's like working for FIVE YEARS on the SAME HEAD? I didn't want to be a haircutter....I wanted to be....a lumberjack! Leaping from tree to tree as they float down the mighty rivers of British Columbia - the Giant Redwood - the Larch - the Fir - the mighty Scot's Pine - the smell of fresh-cut timber - the crash of mighty trees - with my best girl by my side - we'd sing - sing - sing!"

A chorus of lumberjacks joins the scene for the LUMBERJACK SONG

BARBER: I'm a lumberjack and I'm okay  
I sleep all night - I work all day

CHORUS: He's a lumberjack and he's okay  
He sleeps all night and he works all day

BARBER: I cut down trees, I eat my lunch,  
I go to the lavat'ry  
On Wednesdays I go shopping  
And have buttered scones for tea

CHORUS & BARBER repeat verse

CHORUS: He's a lumberjack and he's okay  
He sleeps all night and he works all day

BARBER: I cut down trees, I skip and jump,  
I like to press wild flowers  
I put on women's clothing  
And hang around in bars

I cut down trees, I read PAGE 10,

I play Dip-lo-ma-CEE  
When I'm not L-O-Ming  
Then I read A & E

CHORUS: He cuts down trees, he skips and jumps,  
and He likes to press wild flowers

BARBER He puts on women's clothing  
And - HANGS AROUND IN BARS!!?

CHORUS: He's a lumberjack and he's okay  
He sleeps all night and he works all day

BARBER: I cut down trees, I wear high heels,  
Suspendies and a bra  
I wish I'd been a girlie  
Just like my dear papa

CHORUS: He cuts down trees, he wears - high heels?  
Suspendies - AND A BRA?  
(The chorus scatters off the stage)

BARBER finishes: I wish I'd been a girlie  
Just like my dear.....papa!!

Excuse me; I've just been handed a letter....Dear sir, I wish to  
complain about the sketch just presented about the lumberjack in  
women's clothing. Some of my best friends are jumberjacks, and only  
a few of them are transvestites.

You know I'd forget that I've got Canadian subbers.

~~-I'VE-RUN-OUT-OF-MATERIAL-AND-I'VE-GOT-THIS-MUCH-LEFT-FOR-THIS-ISSUE-I-NEED-HELP-NOW~~

I've been taking a look at all of the quizzes and contests lately.  
The one thing wrong with them is that they're all one-shot affairs...  
they last a short time because all of the questions are given to you  
at once. I remember a year or two ago when somebody ran the ALL-  
AMERICAN ULTRA QUIZ (based on an annual Japanese TV event), in which  
over a thousand people began in Dodger Stadium, whittled down to about  
80, then down to 8 in Washington, 6 in London, 4 in Rome, 2 in Greece,  
and the finalists went back to Los Angeles. The winner got \$115,000.  
The loser got nothing! (As did the other losers.) But that wasn't it!  
That loser was lucky! The losers at LA Airport carried the winners'  
luggage. At Little Rock, the losers took a bus back to LA. In Washington,  
they had to run 60 miles to the airport. In Rome, they were put in  
caves while the winners ate in a fancy restaurant. Needless to say,  
after the complaints, it wasn't repeated.

This gives me an idea.....an INTERNATIONAL PAN-DIPLOMATIC SUPER QUIZ!  
(It's only an idea....) The contest lasts a full year; in each issue,  
one or more questions are asked (some based on Diplomacy, some on other  
games, some on the hobby, some general knowledge, some super-trivia,  
and some extra-tough nailbiters (example: what nine computers are  
connected to "ucbvax" via the USENET?)). Whoever does the best gets  
the goodies (the best combined, that is - no individual per-issue  
awards - this is a SUPER QUIZ) - the prize is based on how well the  
person did, just to make sure no half-hearted effort takes a full-  
hearted prize. There may even be a small entry fee (most, if not all,  
of which would go to the winner, as an added incentive!!), but I'm  
working on the details at the moment. Send in your comments. (Maybe  
if it was in DW or DD or VOD or something big....you're lucky if it  
stays in LOM, since it lowers the competition)

Well, that ends another issue - and in LESS THAN A MONTH this time.  
(ACTUALLY, it took me THREE DAYS to type the entire issue up, but  
the other 3½ weeks were spent finding time to do it.)

This is PAGE 11, and it's okay -  
this 'zine doesn't end any other way

DON DEL GRANDE  
413 DEUTSCH HALL  
2650 DURANT AVENUE  
BERKELEY, CA 94720  
UNITED STATES OF AMERICA



LARRY PEERY  
P.O. BOX 8416  
SAN DIEGO, CA 92102

FIRST CLASS MAIL