

# LIFE OF MONTY

#30

Weren't you tired of the old logo just a little?

MAY 4, 1983

in N.A.  
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in Europe  
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Thirty issues - no big deal. At least there's a new ribbon for this one. Ahhhhhhhhh! Right out of nowhere comes yet another LIFE OF MONTY from yet another Don Del Grande, residing at yet another 413 Deutsch Hall, 2650 Durant Avenue, Berkeley, CA 94720, phone (415) 643-1806, electronic mail ...lucbvax!lucbcory;cc-04 (for UUCP) or ucbcory;cc-04@Berkeley (for ARPA). Note this is change.

Since this IS number 30, there are a few special surprises contained within. Remember, you have been warned. No feuds this time, though - just good clean fun & games herein. Speaking of which....

MONTY'S NEWS AND COMMENT is brought to you by people like me, who make people like you glad you're people like you and not people like me, especially since people like me are one step away from people like THEM.

I finally got the latest GENERAL, the one featuring CIVILIZATION. Where did that OH-WAH-REE article come from? And that's the CONTEST?? No CIVILIZATION contest? Cheap stuff....good articles on CIVILIZATION and THIRD REICH, though - I always did need a good Russian defense (I wonder what Mark Matuschak has to say about that), and there are a few new types of trade cards (e.g. Ivory, Dye, Olive Oil, Silver, Resin, and (HIC) Wine), plus errata:

6.3.3: Delete the NOTE - how can the original player take over the cities if he didn't have enough stock to pay the taxes in the first place?

15.7: Gold purchases take place before those players look at their trade cards. (In other words, once you look at your trade cards for that turn, you can't buy gold until the next turn.)

22.2.5: The grain cards used to relieve the famine must be revealed.

22.3.15: Law cannot be purchased at the same time as Democracy and/or Philosophy - Law must be purchased before the others.

Players cannot surrender trade cards if it would reduce a hand below 6 cards.

The trade card stacks may not be examined.

22.2.6: The two factions are (1) the 35 turned over units and (2) the units of that nation not turned over.

Clear now? Let's get to gaming.....NO, NOT HERE! Try ENVOY, via Roy Henricks, 128 Deerfield Drive, Pittsburgh, PA 15235. It's not exactly cheap for a warehouse (more or less) - about 70¢ an issue, plus 30¢ if you happen to be in any DIPLOMACY or KINGMAKER games (60¢ if you're in both) - but you tend to forget the cost if you're in a lot of games.

I almost forgot about Rod Walker's column...something to do with negotiations and plotting those kills in advance. So where's THE ASYLUM this time? It hasn't been there in a while - I'd rather read Moon than Walker.

Well, it's spring again, and it's time for the ANNUAL BASEBALL PREDICTIONS. I was laughed at last year when I picked the Angels to take the AL West. Well, here goes for 1983:

AL WEST.....They've still got that infield, and Reggie is approaching #500, so the Angels will repeat.

AL EAST.....It seems to me that whenever Billy Martin takes over a team, they do well - I'll hate myself for this, but give it to the Yankees.

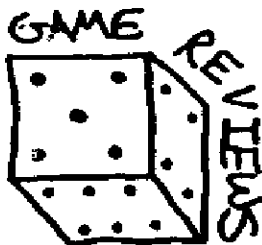
NL WEST.....I must be mad - San Francisco will nose out the Dodgers.

NL EAST.....It's time for a Canadian team in the playoffs - Montreal will make it.

I wonder how much white space I left at the bottom of this page? I'm testing out some larger pages this time....

Good night!

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I happened to pick up a couple of new games this month, so here come a couple of reviews to fill up some space. The second game will be preferred to those of you who happen to be hardcore gamers, but first things first...

#### PENNANT RACE (Avalon Hill, \$14)

Contents: 1" bookcase box, six dice (2 red, 2 white, 2 green), 2 pads (one for club records, one for team standings), 8 pages of rules/charts/pictures, and a booklet containing the 1982 schedule and ratings for the 26 teams of 1982.

Designer/research: Joe Balkoski.

This is NOT your ordinary baseball game. If you're looking for a game which contains cards for every player where you can set your full lineup and have your players hit home runs, put the infield in, steal home, etc., try STATIS-PRO BASEBALL. This is more of a managerial/general managing game - i.e. you're not as much Billy Martin as George Steinbrenner.

Each team's ratings consist of team ratings in batting, endurance, strength of pitching rotation, how much the park affects longball hitting, minor league strength, strength vs. right/left-handed pitching, and how likely a rainout is (not quite totally accurate - on May 1, the chance of rain in Texas drops from 1/3 to 1/9, and it never rains in Oakland from June 1 on, despite the fact that a 1972 World Series game in Oakland was rained out). Each team also has 25 players, separated into (non-pitching) starters, bench, starting pitchers, and relievers (some pitchers can do both). Non-pitchers are rated on batting, power, speed, and fielding; pitchers are rated on starting strength, endurance, rest, and relief ability.

Here's how a typical game goes: NEW YORK METS at LOS ANGELES.... Starters: Swan vs. Valenzuela. Mets roll 4 Red, 3 White, 2 Green. No doubles, so no power/speed/bench bonuses. The sum is less than 11, so relief and/or fielding ratings can apply. Sum of 9 means that no relievers are needed if Valenzuela's endurance is 5 or more - it's only 3. The red die is 4, so 4 relievers come in. They weren't used yesterday, so no additional adverse affects apply; the four best relievers for the Dodgers are Howe, Stewart, Forster, and Niefenfuier, whose ratings add up to +1. For fielding, a die roll indicates that Cey's rating is used - it's a 0. Mets' batting rating is 23; Valenzuela has a starting value of 5, multiplied by 3 (white die 2 + relief 1 + fielding 0), for 15. 23 divided by 15, when rounded down, is 0. Dodgers at bat: 6 red, 4 white, 6 green. Sum greater than 10, so no fielding/relief. Red and green dice match, so speed/bench ratings may come into play. According to the chart, the Dodgers' best outfielder (in terms of power or speed) is used - Rick Monday, whose power is 4, plus 0 for Dodger Stadium, is used. Dodgers' batting is 27 plus 64 (6+4+6 multiplied by Monday's 4), or 91; Met pitching is 16 (white die 4, Swan rating 4). 91 divided by 16, rounded down, is 5. Final score: Dodgers 5, Mets 0. Had the dice been reversed, the final would have been 4-2 Dodgers. (New York has a very weak bullpen.)

Also included in the game: rules for rainouts, injuries (every player is equally likely - except Garvey, who can't be hurt), effects of left or right-handed pitching, power ballparks (it's easier to score in Wrigley than at the Astrodome), pitching rotation, trades, and minor leagues.

This game is designed to be played so that a season takes no more than 10 days of casual playing ("season" means that ALL teams play 162 games), so it's not for everyone, but you can compare teams of different years (a past ALL-STAR REPLAY listed one of the old-time Dodger teams).

Whether or not it's worth all of the \$14 is questionable, but the team charts are the only thing that needs to be bought in future years, and they can't be that expensive (or can they?). Since there aren't that many of you interested in this kind of stuff, I won't go into it any further - you can decide for yourself.

Don't go away - there's another review on the next page, and this one is for you BIG-TIME gamers....a big surprise is in store, with loads of gamers awaiting the news....here it comes....the one....the only.... what's that? No, I will NOT finish up the white space first.....

GULF STRIKE (Victory Games, 43 West 33rd Street, Suite 603, New York, NY 10001, or phone (800) 638-9292 for mail orders and information)

Cost: \$30

Components: 60-page rules booklet, 18-page book of charts/tables/examples, 910 counters, two 22 x 34 mapsheets, two 17 x 22 mapsheets, one 10-sided die (NOT a 20-sided - the die has 10 sides), and a counter tray (1) in a 2" box.

Design: Mark Herman

Development: Bob Ryer

From the ashes of the once proud, self-sufficient SPI, now owned by TSR (SPI, that is - not these guys) comes VICTORY GAMES and their first release, GULF STRIKE. The game features a detailed land/sea/air treatment of a near-future conflict after Iran supposedly beats Iraq in their current war. The counter sheet includes forces of Iran, Iraq, USSR, USA, Kuwait, Saudi Arabia, Qatar, Pakistan, Israel, France, Oman, UAE, Great Britain, and Bahrain. However, Kuwait, Saudi Arabia, Qatar, Pakistan, Oman, and Bahrain are only used in one scenario, and Israel, France, and Great Britain only appear through Random Political Events. Iran can be controlled by either side, depending on the scenario; Iraq, when in play, is always on the USSR side (and only when Iran is on the USA side). The scenarios are: USSR/Iran vs. USA/Kuwait/UAE/Qatar/etc.; USSR vs. USA/Iran; USSR/Iraq vs. USA/Iran; Iraq - Iran; USSR - USA.

A rather unique system is used in GS; there are two kinds of maps - strategic (each hex = 280 miles) and tactical (each hex = 28 miles). The strategic map covers from the Black Sea to Mozambique, and from the eastern tip of Egypt to the eastern tip of India. The area of the tactical maps include all of Iran plus parts of Turkey, Iraq, Kuwait, Bahrain, Saudi Arabia, Qatar, the UAE, Oman, Pakistan, Afghanistan, and the USSR. The tactical map also contains very large hexes (1 large hex width = 10 small hexes width); these are the same as the strategic hexes they represent. Units arrive on the strategic map and are moved (slowly) to the tactical areas, where they enter and perform like in most wargames.

Well, I wouldn't go that far. The sequence of play goes something like this: (1) Political Events and Strategic Map Arrivals; (2) Units Assigned Modes (air modes are Offensive/Interception, ground modes are Frontline/Reserve, plus Special Operations for USA Green Berets); (3) Initiative (the same side keeps initiative until it takes a number of combat losses in a single turn, after which it shifts until the other side takes too many losses in a turn, and so on); (4) Initiative player moves frontline units; reaction (non-initiative) player can move units in reserve to a combat declared by initiative player; (5) Initiative player moves reserve units; reaction player moves same as 4; (6) Reaction player moves frontline units; initiative player moves remaining reserve units (in 4 through 6, both players move naval and air units); (7) Naval units can be put in port for next turn. Did you understand that? At first, neither did I.

As I expected, there's no difference between VG maps and SPI maps, except for the company name. The numbering and type styles are the same. The hexes are numbered! The counters are also similar to old SPI; they can easily be taken apart, and the sheets are slightly misaligned so that some colors may extend slightly into the wrong counters. However, these counter sheets seem to be a bit thinner than SPI usually did. Maybe all 910 will fit into the counter tray now. The colors must have been randomly selected - yellow-orange for the USSR, brown-red for the USA, light brown (dark tan?) for Iran, khaki for Iraq, purple for Qatar, brown for Pakistan,....I count 11 colors, plus black for markers.

The CRT is attacking losses/defending losses with odds-columns; however, between 1-2 and 2-1 are five columns for -2, -1, 0, +1, and +2. (Note: if an odds column and a difference column both apply, the odds column is used). Combat is not required; however, it must be "declared" (only by initiative player in phases 4 and 5 above; only by reaction player in phase 6) before it takes place, so that the other player can react.

Speaking of rules....none of this case system business like SPI used to do - no more "legalese". The rules are pretty clear, with a few complexities expected in a game of this magnitude. When the index is looked at, there are no paragraph numbers - just things like "24L-8" and "37R-0". Each page of the rules is numbered down both sides from 0

I don't care what you say - this is NOT  
a fake

③

to 9; the rules have two columns on a page, and the top of each page has the page number and an L or an R depending on the side (22-R means the right column of page 22); to find 24L-8, turn to page 24, go to the left column, and look next to the number 8 in the margin. It looks stupid at first, but it works.

All in all, a good game, if you like the subject of near-future fighting. Given the stalemate in Europe right now, this doesn't seem too far-fetched; there are no biological or nuclear warfare rules, but rules for Soviet chemical warfare are included (the effects of chemical attacks decrease as the time since the first attack increases; attacks against USA units get no benefit from chemicals except up to two turns following the first chemical attack).

Victory Games has come out with two other games - HELL'S HIGHWAY (World War II) and CIVIL WAR (guess what that covers?), with other games planned for the future (including Vietnam and a solitaire WWII France 1944 game - sort of a SQUAD LEADER-type game, from what I've heard). Looks like TSR may be in for some stiff competition - not to mention Avalon Hill, especially since their parent company owns VG. Has AH created a monster? Will VG create a monster? Is the NMS listening??

~~AND-NOW-FOR-THE-SAN-DIEGO-NEWS-FROM-THE-INSTITUTE-FOR-DIPLOMATIC-STUDIES-HERE-GOES~~

**DON MILLER MEMORIAL AWARD** - The committee to oversee the Miller Memorial Award has been established, consisting of Kathy Byrne, Bruce Linsey, John Kador, and Fred Davis Jr., with Mark Berch and Rod Walker as members ex officio. Nominations are being solicited for this award. The award is named for Don Miller, long-time hobby archivist and founder of the Miller Numbers, as well as being a member of the International Diplomacy Hall Of Fame. The recipient of the award is elected by the hobby at large and stands for the most significant contributor to the hobby in the past few years, similar to the Les Pimley award in Britain. Nominations can be made in two ways: (1) the person in question can nominate himself/herself by making a statement indicating what he/she has contributed and sending it to Larry Peery, Box 8416, San Diego, CA 92102, by May 1, or (2) the nominating committee can nominate anyone, who must then give consent to be nominated. The recipient of the award will also receive a permanent plaque, possibly to be presented at DIPCON.

**INTERNATIONAL DIPLOMACY HALL OF FAME** - In 1981, seven men were elected to IDHOF: Edi Birsan, Walt Buchanan, John Koning, John McCallum, Hal Naus, Conrad von Metzke, and Don Miller. Any person who has made a lasting contribution to the hobby, past or present, alive or deceased (how many people made contributions while deceased?), is eligible. There are two IDHOF committees: nominations and elections. Anyone active in the hobby for at least one year can be a member of either or both committees; the final committees consist of volunteers drawn from the hobby's most experienced players and publishers. Four or five more volunteers are needed for each committee; contact Larry if you're interested in a position.

~~SO-MUCH-FOR-THE-BORING-STUFF-AND-NOW-THE-STUFF-THAT-MAKES-LOM-FAMOUS-THE-ONE-AND~~

"Here's the tessup:" (BUZZZZZ) "Uh, Kathy, I haven't read the question yet."

"Look, I know that, and you know that, and the audience probably knows that by now, but I should get some sort of handicap!"

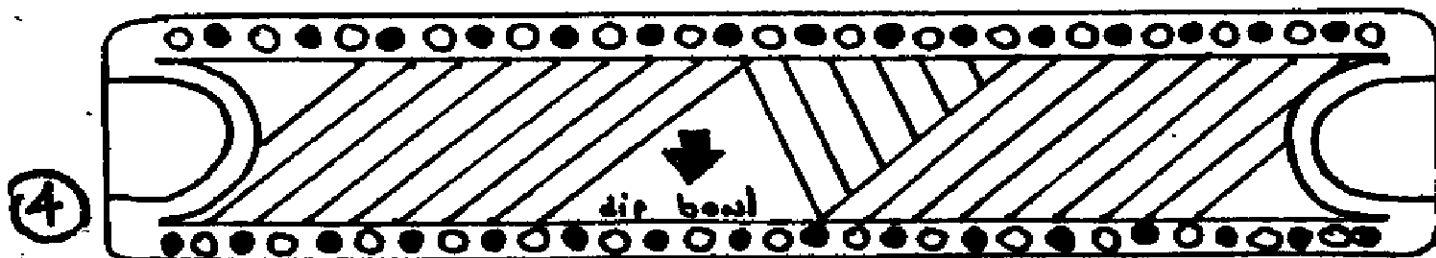
"What for?"

"I've got Grabar on my team!"

Would YOU have questioned that answer?

"Of course not! Not unless you want to be my next contest...."

It's time to match stabs with the champions in America's favorite game with wooden blocks, if you can find them, the varsity sport of the mouth,



Let's meet the teams....

"-----"  
The teams aren't talking to each other....this is the biggest feud since Paul Shafer stopped talking to David Letterman! Anyway, over there, we've got Larry Peery, Ron Brown, Rod Walker, and Jack Masters, from the SOUTHERN CALIFORNIA DIPSY-DOODLERS (the current champs), and over in the other direction, there's Kathy Byrne, Steve Heinowski, John Caruso, and Dave Grabar, from the WHITESTONIA INSTITUTE OF NUCLEAR HOLOCAUST. (TWEEEEEEET)

"There's the whistle to start the game - you're playing for a 20 point bonus, here's the tossup: the greatest game since NUCLEAR WAR is ILLUM-" (BUZZZZ)

"WINH, Heinowski....sounds like Steve Jackson's dirty work"

"For a rather clean 10 points. Here's the bonus: In--"

Kathy stands up. "TIME OUT! TIME OUT!"

"What for?"

"The smoke is driving me crazy! Who's smoking? Walker? He would try something like that - I'll fix him - don't go away, I'll be right back!"

Kathy runs over to the fire extinguisher, grabs it, points it at Rod, and SPRITZ. "If I can't smoke, nobody smokes!"

"I protest!" says Masters; "Illegal spritzing on Kathy! I know the rules - I think - Larry, what are the rules on this?"

"In Spanish or Farsi?"

"It's Grabar's fault for being a Northern Californian!"

"That's a lie - I have no-fault insurance!"

Audience boos at this point - and they're right! Grabar deserves it this time.

"You've got to take the blame for that joke!"

"5 points off! 5 points off! That was cruel and inhuman!"

Enough about that joke - time's running out, and....

"Here's the tossup: for a fast ten points, what colors are used in RAIL BARON pieces?" (BUZZZZ)

"WINH, Heinowski....Black, White, Blue, Red, Yellow, Green"

"That's right, and here's the 30-point bonus: for 30 all-or-nothing-type points, name the nine CIVILIZATIONS!"

"Greece, Italy, Thrace, Asia, Illyria, Africa, Crete, Babylon, Egypt"

"No Greece - Assyria - no points for all that hard work, either. The score's tied, so here's the tossup-" (BANG!)

"Foull! Foull!" yells Caruso. "Rod Walker fired too early!"

"Now now, Rod, it's not Sudden Death yet-" (TWEEEEEEET)

"Well, the game's over, but the score is tied, so get these guns ready, and we've even got bullets this time....reach!"

BANGBANGPOWBANGBLASTPOWBANG - the smoke clears - "It's still tied? At least I thought Kathy knew how to shoot....we'll break this tie! Captains, think of a number from 1 to 10, and whoever's closest to my number wins! Rod Walker?"

"Twelve"

"Twelve....John Caruso?"

"I like twelve too"

"12 2?"

"Not 2 - too, as in also!"

"Well, the number was indeed 12, so we'll toss a coin. John, representing the challengers, calls it."

(TOSS) "Heads"

"What do you say, Rod?"

"It's a toughie....I'll side with tails"

"Seems that neither of you are right-" (RRRRING)

"SCDD, Peery....It must be torsos, then"

"I wouldn't say that-" (BUZZZZ)

"WINH, Grabar....I know! It's standing on edge!"

"Is that close enough? It is, and the official final score is 50 for the Southern California Dipsy-Doedlers to 50.01 for the Whitestonia Institute of Nuclear Holocaust - the WINH is the NEW CHAMP!"

Be sure and be with us next time when the WHITESTONIA INSTITUTE OF NUCLEAR HOLOCAUST meets the NEW YORK NEW YORKERS in the quasi-annual "Byrne vs. Byrne" slugfest on the one and only DIP BOWL....

While I've got some extra white space, I'd like to remind you that the THIRD ANNIVERSARY ISSUE is coming in a few months....this note is too small; nobody will notice. Besides, I'm behind on space, so.....

**NOT**

the first....not even the second....this is the big one, the one and only, never to be repeated, too big to be true, but it is, amazing, incredible, fantastic, remarkable, outstanding, in-sitting-down,

**THIS IS**

ANNIVERSARY ISSUE of LOM. It's still a few months away (two, to be exact - LOM first appeared in June of 1980), but I'm giving all of you plenty of warning so you don't have any excuses when that issue doesn't have any super-deluxe big-name top-billing articles. All you readers - especially you pubbers, who can spread the word - I want articles!! The usual rates apply - \$1 credit per page of stuff. If you want, especially for you traders, the credit can go to other 'zines - just name it. All I want is a chance to have somebody else fill up some of these pages! Or would you rather see more of this garbage filler?

-WHAT-DO-YOU-MEAN-GARBAGE-FILLER?-I-HAPPEN-TO-LIKE-THIS-STUFF-DON'T-YOU?-WHAT-?

**KINGMAKER**

TURN 11....  
WHERE'S BOB  
WYATT WHEN WE  
NEED HIM?

\*\*\*\*\*Last turn, Pele began at Wingfield and moved Royston-h25-h22-Warwick-Coventry. Also, Courtenay is the Admiral of England.

PRE-MOVEMENT: A Writ is used to send Greystroke to Blackheath in place of Grey (the Marshal's strength on the card is zero during a catastrophe); Talbot and Le Trinity go to Pevensey. Berkeley, in Calais, cannot respond.

BEAUFORT, COURTENAY, GREY, HERBERT, STANLEY, and POLE (Coventry)-  
Warwick-Warwick-Warwick-Warwick-Coventry(c)

BERKELEY remains in Calais

GREYSTROKE (Blackheath)-Windsor-St. Albans-h22-Warwick-Coventry(c)

HOLLAND, MOWBRAY, NEVILLE, and STAFFORD remain in Barnet

TALBOT remains in Pevensey

LeROSE, LeMARGARET, and LeCHRISTOPHER remain in s26. Remember, according to the map errata, Calais borders s26.

LeGEORGE remains in Rye

Le TRINITY remains in Pevensey

LeLUCAS remains in Calais

LeSWAN remains in Caister

Still no combat! The Catastrophe is over - back to full strengths. To remind the players, here are the strengths:

BERKELEY - Earl of Kent, Captain of Calais, Coventry, ~~Burg, Xbowmen~~ (90, plus 300 in Calais)

GREY - Earl of Essex, Marshal, French Foot Soldiers, (140 plus 100 in Calais  
LeRSC or the Continent)

GREYSTROKE - Earl of Salisbury (40)

HERBERT - Earl of Wiltshire, Chancellor of Lancaster, Archbishop of Canterbury, Burg, Xbowmen, Ipswich (120)

BEAUFORT - 30

COURTENAY - Admiral of England (80)

HOLLAND - Earl of Richmond, Chancellor of England, Archbishop of York, Cairsbroke, Shrewsbury, Le Lucas, Burg, Xbowmen (140)

MOWBRAY - Steward of the Royal Household, Bishop of Durham, Flemish Xbowmen (120)

NEVILLE - Chamberlain of Chester, Leicester, Le Swan (100)

POLE - 30

STANLEY - Duke of Exeter, Chancellor of Cornwall, Bishop of Norwich (120)

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TALBOT - Warden of the Cinque Ports (80)

Here is a list of the cards you have in hand:

TURN 11 CROWN CARD:

TURN 12 EVENTS: Parliament may be summoned (to discards); FRENCH RAID - Admiral and Warden of the Ports, BOTH with 2 ships, to Rye; PLAGUE - Norwich, Lynn; PEASANT REVOLT - Neville to Raby, Scrope to Masham, Roos to Helmsley, Mowbray to Wressle, Archbishop of York to York, Marshal to Wakefield.

TURN 12 orders are due by APRIL 22, 1983. (Certainly not 1982 or 1984, if you were wondering.)

\*\*\*\*\*IMPORTANT! Keith Sherwood has resigned in order to let his sub lapse. Bob Wyatt had better come up with some orders, or I just might declare the game over with Larry as the winner (that's a bit lame, though).

.....And now time for a slight break.....

ONLY IN BERKELEY....Whatever happened to the good old days of \$20 textbooks? Nowadays I can't find one for less than \$30. And on top of this, my "Contemporary British Government" class requires 100 pages of reading (those are 8 1/2 x 11 pages) per week for 10 weeks. I never realized that so much could be said about labor strikes....

.....Enough break!.....

In the past three issues, I've had the Buying A Bed bit (where the salesman puts a bucket over his head when somebody says "mattress"), the Barber Shap sketch (with the Lumberjack Song), and the one about the Spanish Inquisition (eh, no....NOOOOOO one expects the Spanish Inquisition). I've also done the Pet Shap back in #25, and there was the one about that Box of Chocolates (with e.g. Crunchy Frog). What punishment should I inflict on you now? Get some discipline into them, Sergeant-Major.

"Right!" (The S-M is addressing a bunch of privates in Self Defense)

"Good evening, class - where's all the others, then?"

"They're not here" replies the class.

"I can see that - what's the matter with them?"

"Perhaps they've got the flu."

"Hmpf - flu, eh? They should eat more fresh fruit! Right - now, self-defense. Tonight, I shall carry on from last week, when I was showing you how to defend yourself against anyone who attacks you armed with a piece of fresh fruit." (Means from the privates)

"You promised you wouldn't do fresh fruit!"

"What do you mean?"

"We've done fresh fruit for the last nine weeks! Can't we switch to something else, like someone who attacks you with a pointed stick?"

"Pointed sticks? Oh, oh, oh - we want to learn about defending ourselves against pointed sticks, do we? Get it all high and mighty, eh? Fresh fruit not good enough for you, eh? Well, I'll tell you something, my lad - when you're walking home tonight and some great homicidal maniac comes after you with a bunch of leganberries, don't come crying to me! Now - the passionfruit! How to defend--"

"We've done it already - we've also done oranges, apples, grapefruits, whole and segments, pomegranites, grapes, lemons, plums, mangoes in syrup--"

"Have we done cherries?"

"Yes."

"Red AND Black?"

"Yes."

"All right then - the banana. We haven't done them, have we?"

"No."

"Right - Bananas. How to defend yourself against a man armed with a banana. Here, you! Come at me with this - catch!" (Throws a banana)



"Now, it's quite simple to defend yourself against a man armed with a banana. First of all, you force him to drop the banana. Second, you eat the banana, thus disarming him. You have now rendered him helpless."

"Suppose he's got a bunch?"

"Shut up."

"Suppose he's got a pointed stick?"

"Shut up! Right - now you, Mr. Apricot!"

"Harrison."

"Sorry - Mr. Harrison, come at me with the banana - hold it like that - that's it. Now, attack me with the banana - come at me!" The sergeant major pulls out a gun and fires. Harrison falls to the floor. "Now, I eat the banana! The deceased Mr. Apricot is now helpless."

"He's dead - you shot him!"

"He was attacking me with a banana!"

"But you told him to."

"Look - I'm only doing my job. I have to show you how to defend yourself against fresh fruit."

"And pointed sticks?"

"Shut up!"

"Well, suppose I'm attacked by a man with a banana and I haven't got a gun?"

"Run for it."

"He could always scream for help."

"You try that with a pineapple down your windpipe!"

"A pineapple?"

"WHERE?! WHERE!?"

"Nowhere, I just said pineapple."

"Blimey, I thought my number was on that one."

"The pineapple?"

"WHERE!? WHERE!?"

"I was just repeating it."

"Oh, all right - that's bananas then. Now, the raspberry! Here we are - harmless looking thing, isn't it? Now you, Mr. Tim Peach--"

"Thompson"

"Mr. Thompson, come at me with the raspberry - be as viscious as you like."

"No - you'll shoot me!"

"I won't."

"You shot Mr. Harrison!"

"That was self-defense. I promise I won't shoot you."

"You promised to tell us about pointed sticks!"

"Shut up! Come on with that raspberry!"

"Throw the gun away."

"I haven't got a gun."

"You shot Harrison with it."

"Oh, that gun. All right..." (Throws the gun away) "How to defend yourself against a raspberry without a gun."

"You were going to shoot me!"

"I wasn't - now, do your worst!" (ROOM CRASH AAAGGGH)

"If anyone ever attacks you with a raspberry, just pull the lever, and the 16-ton weight will fall on top of him!"

"Suppose there isn't a 16-ton weight?"

"Well, that's planning, isn't it? Foresight!"

"How many 16-ton weights are there?"

"Look, Mister Know-it-all, the 16-ton weight is just one way of dealing with a raspberry killer - there are millions of others!"

"Like what?"

"How about shooting him?"

"Well, what if you don't have a gun or a 16-ton weight?"

"All right, smarty-pants, come at me with raspberries, a whole basketful!"

"No gun? No 16-ton weight? No pointed sticks or rocks in the ceiling?"

"None of those."

"Promise you won't kill us?"

"I promise I won't kill you."

"OK, we'll attack."

"Don't rush me - do it properly. Stalk me! Come up close, and then - in with the raspberry! Class, the first thing to do when you're being stalked by a man with a raspberry is to - release the tiger!" (ROAR)

"The great advantage of the tiger in hand-to-fruit combat is that the tiger not only eats the fruit-laden foe, he eats the fruit as well. Tigers, however, do not relish the peach. The peach assailant should



be attacked with a crocodile."

The other men seem to have disappeared.

"Right - now the rest of you, where are you? I know you're hiding somewhere with your nectarines and prunes. Well, I'm ready for you! I've wired myself up to 200 pounds of TNT, and if any of you so much as moves, we'll all go up together....Right! I warned you!"

DIP BOWL

You knew, I'm surprised that I haven't received any letters from people claiming that I didn't write this stuff but, er, uh, "borrowed" it from a certain Flying Circus. Look, did I ever say that this was mine? DIP BOWL is mine. DIP WARZ is mine. Two out of three is enough! And speaking of DIP WARZ....

DIP  
WARZ

CHAPTER IV - I've run out of dancy titles....

"WHAT?" shouts Lord Sacks Fifthavenue. "How can the Diplomatic Empire crush the Rebel Diplomats if we don't have any fancy titles for this stuff? Say, where did that Rebel ship go?"

"We lost it when it headed for that melten rock planet, O Great Almighty Master Of All Things--"

"My Lord' will be sufficient next time. I want full-scale highest-magnification beginning immediately! Every cubic centimeter is to be examined - every planetary surface dug up - anything in the way is to be blasted without mercy!"

"We've got the Imperial planet on the screens--"

"Belay that last order!"

Meanwhile, heading toward the melten rock planet....

"Two seconds to contact."

"John Poles, won't you shut up--"

WHOOOSH - the Linoleum Falcon plunges into the surface - and right through it! "What happened?"

"If you ask me," Princess Luscious answers, but Oboe-1 Caruse interrupts with "Another one of your theories? You're just along for the ride, you know. I say that the surface is some sort of camoflague to keep the Empire away."

"Oh, sure, Mister Know-It-All, always with the stupid ideas! And what do you mean, just along for the ride? I happen to be well-equipped for these missions."

"I know...."

You still have dirty minds!! Not to mention these characters.

"If you don't like it, go back to DIP BOWL."

They forgot again - I'm in their future.

"Big deal! I think Oboe-1 is right," says Baldo Calberchian, "and I should know because my picture appeared on the cover of DIPLOMACY GALAXY. But who put this thing here?"

"Okay, ILOM, no funny stuff, and no boring works of Shakespeare this time - get to the point! Who's in charge?"

"Obviously, there's only one person on our side who has this much energy, this much time, this much devotion, and, most importantly, this much hot air!"

"Did I hear my name?" comes from a voice nearby.

Calberchian is stunned. "It couldn't be-oh, NO!"

"Oh, YES - it's me - Earl of Peericlees, at your service. Emperors eliminated, lords lacerated, dukes demolished, planet-busters broken, and all sorts of other neat things done - and, just for my old friend Calberchian, double trading stamps with every order!"

"How generous can you get? Anyway, where did you--"

"Hold it, Baldo - where did you get the hat?"

"Oh, this thing - well, it keeps the sun out of people's eyes."

"And out of the Imperial radar screens, no doubt. Anyway, you were asking something about this place?"

"Yeah - why the crazy cover, Perriclees?"

"Well, when I was a member of those idiot Imperials, they always complained about how hot it was around me, probably because I happened to live in the hot area of my local planet. Anyway, when I refused to continue serving that Sacks Fifthavenue guy, he blew up my planet, and ever since then they've been looking for me by 'searching for the heat'."

"And the only way you could camouflage all of that hot air of yours was to disguise yourself as a molten rock planet."

"Even fooled that ILOX or whatever that thing is. Pretty good, huh?"

"Oh, great-just great!" breaks in John Poleo. "We're trying to defeat the Imperials and we run into a walking heat wave. First it was Calberchian and his sight detection - now they can use heat detection! And what about those ice planets? They'll turn into water before we have a chance to set up the stuff--"

"And I can't swim!" says Princess Luscious.

"You know," Oboe-1 replies, "this guy may be good for something after all...."

Suddenly, all sorts of alarms go off, bells ring, lights flash in rather interesting patterns, and all sorts of stuff that reminds people of a 1960s computer-revolution movie. "Let's get out of here! We've been found!"

"Too late for the Rebels!" proclaims Lord Sacks. "They've lost their weaponry, their surprise, and their credit cards - TOWELS AWAY!"

"Full spread - maximum angle of dispersion - launch!"

Towels soon spread out throughout the far reaches of space, only to move in on a direct bearing for the Perri planet.

"We've bought it!"

"Never say never--"

"These reactionaries--"

"Oh, Oboe-1...."

"Contact in 5 - 4 - 3"

"SHUT THAT THING UP!! We know we've had it--"

The death weaponry inches its way toward final destruction - it's virtually upon them - they're preparing for the shock waves in the far-away planets - looks like there's no escape - 3....2....1..... What time is it?

3:55? I've got a class on the other side of campus at 4:00! Excuse me while I rush off and earn some grades so I can pick up some kilobucks after I graduate while CS jobs still exist. Meanwhile, a fast note: I heard somewhere that the 1967 dollar is worth about 30 cents today - if that's true, the 1967 pound sterling is worth 18 pence. No wonder British people take Diplomacy seriously - they've got nothing else to do.

OK, I'm back, so it's back to the story.

"What an escape!" gasps Oboe-1 in a sigh of relief. "I'll never figure out how we did it."

"It's relatively easy," blurts out ILOM. "You see, we--" (CLICK)

"Don't say it!" says John Poleo. "We have to keep the readers in suspense! Besides, do you honestly think the writer can work his way out of this one without a stupid trick like this?"

Meanwhile, a rather loud voice emanates from the Imperial Flagship.... "Let me at that writer! I'll kill him first!!"

Well, no big deal for our friends, the (choose one: Imperials, Rebels) this time, but with my schedule, there's no time for big detailed shoot-em-up action scenes where the blood spurts out in slow motion. Besides, have you ever tried to design a LISP interpreter in PASCAL, and then try to get to an empty computer terminal to see what fraction of a percentage of the program actually works on the tenth try?

And now, especially for you readers in Europe, both of you, comes the latest word from TSR about SPI stuff....BATTLE OVER BRITAIN won't be released until July (in time for ORIGINS, I presume), and A GLEAM OF BAYONETS (the ANTIETAM monster) will come out in August, or so they say. Also on the production line, more or less, are supplements for DRAGONQUEST and UNIVERSE, and a plan to release some of the old SPI

games (the only one that comes to mind at the moment is THE CREATURE THAT ATE SHEBOYGAN). The latest ARES contains THE DAMOCLES MISSION, a solitaire game where a team of astronauts boards the Space Shuttle and flies up to an alien artifact, which they attempt to control. (Sometimes it's necessary to be able to maneuver the ship, in case the Shuttle breaks free.) Somehow, it tends to get boring rather quickly, like RETURN OF THE STAINLESS STEEL RAT.

Speaking of ARES, TSR has announced that S&T and ARES will contain 4 games per year instead of the initially announced 3; the other two magazines per year will be "special issues" (non-numbered) of some sort. And there's a rumor that TSR is planning a completely in-house design for release under the SPI name. More on this story as it develops....

HISTORY DEPARTMENT....did you know that about 11 months ago, I presented the Video Game Play List? Ever since then, Dick Martin and probably countless others have, er, uh, "obtained" this idea and used it in their own 'zines. I'd like to compare my list of 1982 with the 1983 list:

1982 - DONKEY KONG, Nintendo	1983 - CRAZY CLIMBER, Nichibutsu
VENTURE, Exidy	POLE POSITION, Atari
MS. PAC-MAN, Midway	QUANTUM, Atari
TEMPEST, Atari	PENGO, (?)
BATTLEZONE, Atari	Q-BERT, (?)
QIX, Taito	SCRAMBLE, (?)

As you can see, I've forgotten some of the company names. For you Atari 2600 owners, the best cartridges I've seen are CENTIPEDE (Atari) and MEGAMANIA (Activision).

And now for the MARK BERCH department: what's that big yellow round thing in the sky? The son of who? Oh, the SUN. What's that? It's rained so much this year, I've forgotten what blue sky is supposed to look like. (At least the clouds keep the smog away.) And it was actually 70 DEGREES today!

I've got some spare space for some spare reviews, I suppose....

GIVE ME A WEAPON!!, straight from the defending DipCon champ, Konrad Baumeister, Box 6050 Henle Village, Georgetown University, Washington, DC 20057. It looks a lot like RETALIATION - probably because Dick Martin does the actual printing. Said "journal" (oh, 'zine isn't GOOD enough for some people, is it? One leusy tournament win and it's all high and mighty all of a sudden, eh? Somebody send him a raspberry!) comes out every four weeks at a cost of \$4.50 for 10 action-packed (if you're lucky) issues, usually 12 pages (non-reduced) each. Reminds me of a scaled-down Retaliation of old days, especially when there's plenty of Smirneff around (erase that last part....).

DIPLOMACY WORLD, edited by Rod Walker, with help from Larry Peery. Subs available for \$10/year (first class) or \$8/year (third class, or is that fourth class?); \$10 in Canada, \$15 in Europe (air mail). Send those checks to Rod Walker, 1273 Crest Drive, Encinitas, CA 92024. Make those checks out to R.C. WALKER. Now, about DW: mostly, it's full of articles dealing with how to play Dip - sort of like THE GENERAL, only smaller and limited. Even if the ads are a little out of date... (They're not? The AH ad said that GUNS OF AUGUST had been released a month ago - true, if DW was printed early last year.)

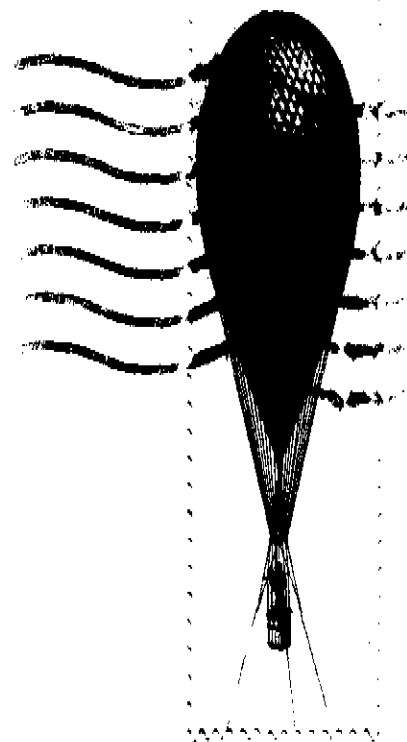
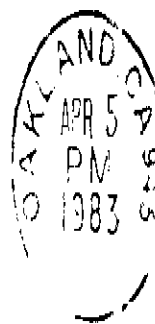
~~THAT-ENDS-ANOTHER-FASCINATING-ISSUE-OF-THE-NEH-GREATEST-'ZINE-IN-THE-UNIVERSE-OKA~~

DIPCON is coming up soon - next issue, I might remember to publish my annual predictions, including the NEW CHAMP. (Well, maybe not "new") But BEFORE leaving, let's give a big welcome to Konrad himself, whose GMAW joins the illustrious list of 'zines to trade with the one and only LOM. (Insert massive cheers here.) GMAW joins THE SHOGUN'S SWORD, EMPIRE, WHITESTONIA, EUROPA EXPRESS, EVERYTHING, THE THING ON THE MAT, BLACK FROG, THE BUZZARD'S BREATH, XENOLOGIC, ARDA, WINSOME LOSESOME, and THE HACKOLYTE - er, ACOLYTE. Another issue done in four weeks? I must be slipping - that's two in a row....

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