

LIFE OF MONTY

#55

SEPTEMBER 17, 1985

55¢

for those who don't know the story - THE GENERAL was always dated 2 months behind, so I started putting LOM dates ahead 1 month - just like GAMES and PLEASRY

I'm Don Del Grande, 142 Eliseo Drive, Greenbrae, CA 94904-1339, phone (415) 461-2692 before 11 PM Sunday-Thursday, 1 AM Friday & Saturday (well, early Saturday & Sunday) (all times Pacific), and this is issue 55 of LIFE OF MONTY, for whatever it says it costs.

Let's get right to....

MONTY'S NEWS AND COMMENT is brought to you by....you aren't going to believe this, but someone carrying an issue of LOM travelled back in time to 1960, dropped it, and returned, making LOM the new champion of the "first Dipzine" argument.

Congratulations to BRUCE LINSEY for winning the 1985 Rod Walker Award, the second annual award for hobby literary achievement, for his article "The History of a Diplomacy Zine", which appeared in THE VOICE OF DOOM number 100. It must be good - it even beat out DIP WARZ. (However, DIP WARZ is fictional (more or less), and not exactly based on one of my original ideas - I do all of the writing for DIP WARZ, but I think it's based on a certain multi-million-dollar-profit movie just a little - don't you?) According to Larry Peery, Administrative Secretary of the BWA Committee, a write-in campaign for a non-nominated article was disallowed (because Larry followed "common electoral procedure in those cases where write-in votes are not specifically covered in the voting regulations" by not allowing any write-ins), and Larry takes full responsibility for making the decision. After some thought, I agree with Larry's decision - there are too many articles to have any number of hobbyists capable of reading enough of them to make a fair decision, so the nominating committee is necessary to reduce the literary works to a reasonable number for voting (a process destroyed by write-ins). I don't remember THE GENERAL allowing write-ins for its writing award (which pays the winner \$100 and a lifetime sub) - the next GENERAL, with the latest ballot, is due out soon.

Sorry, BRUCE, but BIGGER congratulations go to BOB OLSEN, the winner of the 1985 Don Miller Memorial Award for outstanding service to the hobby. Bob wins the award for "contributing to the hobby's development of a sense of ethics; hosting PUDGECONs, and writing outstanding press in a variety of publications". To honor Bob's victory (even though, I must admit, I voted for Kathy Byrne), here comes the INTERSTELLAR FLYING SHIP FORMATION REPRESENTING 38 STAR SYSTEMS OF THIS GALAXY! Look at that alignment! Look at those colors! Look at those moves! LOOK OUT....apparently, due to a SLIGHT miscalculation of Mercury's location, the entire fleet was trapped by the gravitational pull of the sun. Too bad, Bob.... (Somebody see if John Boardman is writing a letter telling me that "interstellar travel is not within the foreseeable future". John forgets that I still have a complete collection of ARES magazine, including the TSR issues.)

Well, the Runestone Poll results are in, and - what a surprise....THE VOICE OF DOOM finished highest this year, followed by NO FIXED ADDRESS and EUROPA EXPRESS. The full listings appear inside. (By the way - some of you may have heard that "my vote for Julie Martin's THE THRILL OF AGONY, THE VICTORY OF DEFEAT didn't appear". My mistake - Bruce sent me a copy of my ballot, and there was no vote for TFOATVOS. Strange - I remember writing it somewhere....)

PAGE 1 is waiting for the result...

XENOGOGIC

1985 NORTH AMERICAN ZINE POLL RESULTS

	VOTES	MEAN	PREFERENCE	SCORE
1. THE VOICE OF DOOM	104	8.988(1)	10.000(1)	9.494
2. NO FIXED ADDRESS	60	8.813(2)	9.786(2)*	9.300
3. EUROPA EXPRESS	93	8.693(4)	9.786(2)*	9.240
4. SNAFU!	28	8.708(3)	9.571(4)	9.140
5. EXCELSIOR	42	8.000(8)	9.286(5)	8.643
6. SLEEPLESS KNIGHTS	38	8.219(6)	8.500(7)*	8.360
7. PERELANDRA	28	7.917(10)	8.500(7)*	8.209
8. DIPLOMACY DIGEST	82	7.500(16)	8.429(9)	7.965
9. THE DIPLOMAT	36	8.333(5)	7.429(12)	7.881
10. MAGUS	38	7.563(14)	8.000(10)	7.782
11. ANDUIN	32	6.923	8.571(6)	7.747
12. MACABRE	13	8.182(7)	7.000(17)*	7.591
13. PROBOZZ	27	7.957(9)	7.214(14)	7.586
14. THE INNER LIGHT	17	7.400(17)*	7.714(11)	7.557
15. POL SI FIE	27	7.739(11)	6.786	7.263
16. THE CONCERT OF EUROPE	18	7.188(23)	7.286(13)	7.237
17. THE DOGS OF WAR	15	7.692(12)	6.714	7.203
18. NOT NEW YORK	16	7.357(19)	7.000(17)*	7.179
19. THIRTY MILES OF BAD ROAD	48	7.150(26)	7.143(15)*	7.147
20. XENOLOGIC	34	7.143(27)	7.143(15)*	7.143
21. DIPLOMACY WORLD	109	7.258(22)	6.929	7.094
22. EFGIART	15	7.538(15)	6.429	6.984
23. MIDLIFE CRISIS	46	7.184(24)	6.571	6.878
24. LIFE OF MONTY	28	6.708	7.000(17)*	6.854
25. BUSHWACKER	51	7.317(20)	6.357	6.837
26. FEUILLETONIST'S FORUM	22	6.944	6.500	6.722
27. WINSOME LOSESOME	34	6.714	6.714	6.714
28. SO I LIED	34	6.321	6.500	6.411
29. TACKY	17	7.400(17)*	5.286	6.343
30. LONE STAR DIPLOMAT	22	7.167(25)	5.500	6.334
31. HOUSE OF LORDS	17	6.467	5.929	6.198
32. THE APPALACHIAN GENERAL	20	7.625(13)	4.714	6.170
33. TER-RAN	24	6.850	5.429	6.140
34. CATHY'S RAMBLINGS	34	7.071(28)	5.000	6.036
35. EMHAIN MACHA	11	6.444	5.500	5.972
36. THE GAMER'S 'ZINE	23	7.000(29)	4.786	5.893
37. STAB-BACK	17	6.867	4.857	5.862
38. INKSOME	25	6.810	4.857	5.834
39. REDWOOD CURTAIN	13	6.364	5.286	5.825
40. B-DAY	12	6.700	4.929	5.815
41. EVERYTHING	30	6.542	5.000	5.771
42. LIBERTERRIAN	25	6.952	4.429	5.691
43. MIRD'RING MINISTERS	25	6.476	4.500	5.488
44. COSTAGUANA	11	6.222	4.357	5.290
45. CHEESECAKE	19	7.294(21)	3.143	5.219
46. THE CANADIAN DIPLOMAT	20	6.438	3.929	5.184
47. EREHWON	42	5.647	4.214	4.931
48. GRAUSTARK	37	6.419	3.357	4.888
49. OMNIPOTENT	11	6.444	3.143	4.794
50. THE PRINCE	21	5.824	3.843	4.734
51. DIPPY	11	6.556	2.500	4.528
52. BIG HITS OF MID-AMERICA	13	6.364	2.500	4.432
53. REBEL	15	5.923	2.929	4.426
54. GIVE ME A WEAPON	30	6.042	2.714	4.378
55. FESTUNGS HOF	13	5.636	2.929	4.283
56. POLITESSE	36	5.500	3.000	4.250
57. PONTEVERDIA	25	5.762	2.571	4.167
58. APPALLING GREED	19	5.647	2.643	4.145
59. WHO CARES?	21	5.765	2.500	4.133
60. WHITESTONIA	40	5.906	1.714	3.810
61. BERSAGLIERI	15	5.615	1.929	3.772

PAGE 2 didn't get enough votes
to make the main list

62. HAI! JIKAI!	26	5.182	1.857	3.520
63. COAT OF ARMS	16	5.357	1.071	3.214
64. NORTH SEALTH, WEST GEORGE	23	4.895	1.286	3.091
65. BOAST	26	5.091	1.000	3.046
66. RETALIATION	13	4.636	1.429	3.033
67. KNOWN GAME OPENINGS	13	4.727	1.286	3.007
68. THE ELECTRIC PENGUIN	13	4.818	0.929	2.874
69. ENVOY	27	4.565	0.714	2.640
70. RAGING MAIN	18	4.313	0.786	2.550
71. FEUESSE	28	2.455	0.071	1.263

What do the numbers mean? They are, from left to right, after the name of the 'zine (and its rank in the totals), the number of votes, its "mean score" (average votes after removing the top and bottom 10% of the votes), its rank according to mean score (if it scored 7 or higher; * indicates a tie), its "preference score" (5 plus 1/14 for each 'zine it was preferred over, based on ballots in which both appeared (e.g. 18 ballots had both DIPLOMACY WORLD and LIFE OF MONTY; 10 gave DW a higher score than LOM, 5 gave DW a lower score, and 3 gave the two equal scores, so DW is "preferred" over LOM) minus 1/14 for each 'zine that was preferred over it; for example, THE VOICE OF DOOM was preferred over all of the other 70, so its score is 5 plus (70/14), which is 10; LIFE OF MONTY was preferred over 45 'zines, under 17 'zines, and the same as 8 'zines, so its score is 5 plus (45/14) minus (17/14), which is (exactly) 7), its rank in preference score rank, and the average of the two scores, which is the final score.

Why did VOD get such a high score? It always receives a lot of votes, but there are two things that made it what it is: first, the famous last issue must have convinced a lot of voters, and second, most of the grudge votes VOD has been (in)famous for didn't appear, probably because of "the boycott", which didn't convince any of the 265 voters not to vote. (As a comparison, that's more than any two previous polls combined - that's Leader/Runestone polls)

1985 NORTH AMERICAN SUBZINE POLL RESULTS

1. MEANDERINGS	11	8.333	23. SAVOLINNA	43	6.143
2. HUMBOLDT	14	8.000	24. CHOMPS & MIAMS	47	6.128
3. HIGH PLAINS GONZO	11	8.000	25. THE SPACE VIKING	8	6.125
4. FIAT BELLUM	24	7.200	26. GALDIATIAS	10	6.125
5. FNORD	13	7.182	27. MOS EISLEY S'PORT	38	6.094
6. BARE OF THE DOG	23	7.158	28. STRANGE DOINGS	16	6.071
7. CONFERENCE CALL	9	7.111	29. SUBMARINE WARFARE	14	6.000
8. SEX APPEAL	11	7.111	30. SHADOWPLAY	7	6.000
9. ORPHAN CITY	20	6.813	31. BOTTOMS UP	10	6.000
10. THE LITTLE DIPPER	11	6.778	32. NEBI'S FILLER	20	5.938
11. EXPLETIVE DELETED	16	6.643	33. MAGNIFICENT 7	9	5.778
12. THE ECHO OF DOOM	46	6.526	34. ONLY YESTERDAY	12	5.700
13. BENZENE	25	6.476	35. E'S*A*D	12	5.700
14. THE TOAST OF PHILADELPHIA	9	6.444	36. THE BOOB REPORT	16	5.500
15. MALAGUENA	11	6.444	37. BUT I'M HAPPY	15	5.462
16. DIPLOMACY BY MOONLIGHT	14	6.417	38. CUBISTS' CORNER	7	5.143
17. FEMME FATALE	27	6.348	39. THE BEHOLDER	15	4.846
18. CORN OFF THE COBB	9	6.333	40. RHYLLIS'S PYRAMID	9	4.222
19. FERLMUTTER'S REVENGE	11	6.333	41. FATHER KNOWS LESS	17	3.400
20. BUTTER BATTLES	13	6.273	42. VICIOUS HATE SHEET	10	3.250
21. KATHY'S KONNER	36	6.167	43. FOOT IN MOUTH	40	2.594
22. SCREED	7	6.143	44. BAD DOGGIE	17	2.267
			45. FEUDETTE	10	1.250

Notice how THE ECHO OF DOOM only scored 6.5267. By the way, only mean scores are used - no preference lists for subzines or GMs. Anyway, this gives THE VOICE OF DOOM's high score some credibility - why would "pro-RUX" voters not give THE ECHO OF DOOM high scores? (I still don't know how many of the votes for VOD were from people who don't get very many other "large" 'zines (and who would rate VOD high compared to smaller, less popular 'zines) - I got the impression that VOD had more than a few of these, especially with his ads in the back of THE GENERAL.)

But no ads on PAGE 3

1985 NORTH AMERICAN GM POLL RESULTS

1. MARK LARCELERE	10	9.625	31. CATHY OZOG	9	7.556
2. GARY COUGHLAN	17	9.533	32. RUSS RUSNAK	13	7.545
3. ANDY LISCHETT	16	9.429	33. SCOTT HANSON	15	7.538
4. BRUCE LINSEY	24	9.300	34. MIKE CONNER	6	7.500
5. JOHN DALY	6	9.167	35. DON DEL GRANDE	5	7.400
6. JOHN BOARDMAN	16	9.143	MICHAEL LEE	5	7.400
7. STEVE LANGLEY	11	9.000	37. KONRAD BAUMEISTER	10	7.375
8. STEVE HEINOWSKI	11	8.778	38. BARRY HICKEY	7	7.286
9. DAVE CARTER	19	8.765	39. LU HENRY	8	7.250
10. DAVE KLEIMAN	24	8.750	40. MIKE MILLS	6	7.000
11. DOUG BEYERLEIN	7	8.714	41. ROBERT ACHESON	8	6.875
12. PAUL RAUTERBERG	25	8.524	RON (CALIF.) BROWN	10	6.875
13. MARK LUEDI	12	8.500	43. JOHN CARUSO	6	6.833
14. JIM MEINEL	12	8.400	44. MIKE EHLI	5	6.800
15. RON (CANADA) BROWN	15	8.385	45. JAMES EARLY	8	6.500
16. RANDOLPH SMYTH	13	8.364	46. MARC PETERS	7	6.429
17. DAVID MCCRUMB	9	8.333	47. GREGG FRITZ	5	6.400
18. MARK COLDRON	7	8.286	48. MARK KELLER	8	6.250
19. JEFF RICHMOND	17	8.200	49. TOM MAINARDI	6	6.167
20. HOWARD CHRISTIE	6	8.167	50. DICK MARTIN	8	6.125
21. JIM BENES	8	8.125	51. ERIC KANE	6	6.000
PETE GAUGHAN	10	8.125	52. ROY HENRICKS	9	5.889
23. STEVE HUTTON	13	8.000	53. MELINDA HOLLEY	7	5.857
JIM BUMPAS	9	8.000	54. LARRY PERRY	6	5.833
EARL WHISKEYMAN	7	8.000	55. ROBERT SACKS	5	5.800
JUDY WINSOME	7	8.000	56. BOB WALKER	12	5.600
PAUL GARDNER	5	8.000	57. BOB HOWERTON	6	5.333
28. MIKE MAZZER	5	7.800	58. HERB BARENTS	9	5.000
KEITH SHERWOOD	5	7.800	59. JAMES WOODSON	8	4.000
30. FRED DAVIS	7	7.571			

There were 265 votes in the 'zine poll, 112 in the subzine poll, and 100 in the GM poll.

~~POLL-RESULTS-MORE-RESULTS-RUNESTONE-RESULTS-'ZINE-RESULTS-SUBZINE-RESULTS-GM-RESU~~

While this poll was being taken, Terry Tallman was running the "UnDarkside Poll", an alternative to the Runestone Poll for people who, for one reason or another, didn't like the RP. According to Terry, 378 people voted, with the top three 'zines being THE INNER LIGHT, MAGUS, and FEUDESSE, and the bottom 'zine THE VOICE OF DOOM. However, Terry left out a few details - like how many votes each 'zine (separately) got, and what the scores were. (Amazing how FEUDESSE finished third - and POLITESSE finished 18th!) I won't print the entire listings, since there's no way of knowing exactly how well each 'zine did in comparison to the others....and the statement that the combined talents of 378 people (I assume it's 378 different people) put FEUDESSE third while POLITESSE was 18th and THE VOICE OF DOOM was 72nd, as well as the "missing" scores and vote totals, makes the validity of the poll suspect. True, some 'zines in the RP didn't do as well as they usually do, but this is probably because the people who would have given high scores to these 'zines skipped the RP, and at least Bruce Linsey "hothored" to list the scores! (Send your complaints, compliments, or whatever comments you have, to me. Who knows - they may even be printed, unless they're marked NOT FOR PRINT or its equivalent.)

For those of you who don't know, POLITESSE and FEUDESSE are both by Ed Wrobel (FEUDESSE deals almost solely with the feud), so the fact that FEUDESSE finished higher pretty much tells the story about how the voters felt about things.....(even I'm not too sure what that meant!)

Not that Ed Wrobel 'zines have anything inherently special about them, but the point is that a 'zine which deals with the feud - and, I'm led to believe, dealing with it in an anti-Linsey view - beat out a 'zine closer to what can be classified "your typical dipzine" by the same person.

This is not your typical PAGE 4

In other news....Larry Peery's new BLACK & BLUE BOOK is out, featuring names and addresses (plus a few phone numbers and Dip preferences) of FEM and FTF players throughout North America. (However, even Larry admits that the FTF listings are limited to California, Texas, and a few other areas.) The listings are also indexed in ZIP code and telephone number order, for those of you who care about such things, and there are also hobby services listed. Yours for only \$5 from Larry Peery, Box 8416, San Diego, CA 92102.

The latest Influential Player Rankings are out....normally, I don't mention this sort of thing, but THE IMPOSSIBLE has happened - somebody (Dan Stafford, in this instance) is now AHEAD of Kathy Byrne! Not only that, but Paul Rauterberg has been in more gamestarts over the past 12 months (11 to 9) than Kathy.

Sources confirm that this 'zine has scored another first - the first game ever abandoned before anybody was even asked to play! Yes, STAB OF THE CENTURY II, featuring John Caruso & Kathy Byrne, Dick & Julia Martin, Eric & Cathy Ozog, and, as the seventh, Bruce Linsey, has been cancelled "due to the safety of this publisher being at stake should such a game actually be announced". (I'm sure all of you will take this in the humorous spirit in which it was presented, and that I, in no way, am supporting the current feud. After all, it was another feud that ruined the first STAB OF THE CENTURY, wasn't it? Of course, that was mainly my fault for assuming that just because I didn't read very much about this feud going on, the feud was over, which, I soon learned, it wasn't.)

Oh, before I forget....in the bit about the "UnDarkside Poll", I want to make it clear that I am not associating the 'zine THE INNER LIGHT (published by Keith Sherwood, I'm told) with either side in the aforementioned feud. (I do believe that FEUDESSE, MAGUS, and THE VOICE OF DOOM are associated with one side or the other, however....)

(Meanwhile, I'm still waiting for the ADVANCED SQUAD LEADER rules.....) (Maybe I'm lucky, and they DIDN'T lose my address slip - I would pay in cash....)

However, which side(s) they're on is something you have to determine for yourself.....

Good night!

↓ (no, not really...) ↓

~~WE-ARE-SORRY-TO-ANNOUNCE-THE-ADVANCED-SQUAD-LEADER-FORMS-WERE-DESTROYED-IN-A-FIRE-FOR-THOSE-WHO-PAYED-BY-CHECK-YOU-ARE-IN-LUCK-IF-YOU-PAID-CASH-TOUGH-TURKEY-BREAST.~~



COLD WAR - Olsen signed up. Need 3 more. ERs on request, if any are hanging around. (They're in this issue.)
PRO WRESTLING - I signed up. ERs in the last issue - as a bonus, they're in THIS issue as well!

DIPLOMACY - well, I don't know what subzines are still out there, and which ones have game openings. I may open another game, if enough interest develops.

KINGMAKER STANDBYS - hopefully, the players in the game are willing to fight it out to the end, but you never know.

DIPLOMACY STANDBYS - join the list; there's always room for more. However, at least one of my games is missing (unless SUBMARINE WARFARE actually makes it this month - if not, have any of you players seen it lately?).

PRO WRESTLING - it's so good, I'll mention it twice....

~~NOT-TO-BE-CONFUSED-WITH-MIND-BASSLIN'-DON'T-CALL-IT-BERCHIAN-OR-ANYTHING-ELSE-FOR~~

Those of you who may have seen DIPLOMACY DIGEST 92 may be under the impression that Kathy Byrne refused to tell me anything about the (not-mentioned-here) letter I referred to when I asked about it for Mark Berch. The truth is, I never asked her to tell me; I asked for a reply to what Mark wanted me to ask, which is what she gave me, and that's what I wrote to Mark. (Besides, do the Kingmaker types actually CARE about this sort of thing? The Wrestling players? The DIP WARZ readers? Do you care? Then why not ask her yourself? The address is 29-10 164th Street, Flushing, NY 11358. And while you're at it, ask yourself this: is it any of your business?)

PAGE 5 minds its own business

WRESTLING

HOUSE RULES for PBM play of PRO WRESTLING

1. These matches are sanctioned by the INTERNATIONAL WRESTLING HOBBY (IWH), headquartered here. The decisions of the IWH are final.
2. Each person represents a manager of one or more wrestlers. Each manager may manage, at any one time, up to two individual wrestlers and/or one tag-team of two wrestlers. (If a manager manages one individual and one tag-team, one of the tag-team partners may also wrestle as an individual. If a manager manages exactly two wrestlers, they may both wrestle individually and as a tag-team.)
3. Each manager, before the first match of one of his ("his" refers to women as well - if Cyndi Lauper can do it, it should be a snap for someone like Julie Martin or Cathy Ozog or any number of people named Byrne) wrestlers, must provide the following information about the wrestler:
 - a) The wrestler's name - don't use the names of real wrestlers;
 - b) The wrestler's physical description - height, weight, hair style, muscular or bulky, and whatever costume the wrestler wears;
 - c) The wrestler's attitude - hero or villain (note that a tag-team cannot consist of a hero and a villain);
 - d) The wrestler's "finishing hold" (i.e. the one maneuver the wrestler uses at the end of a match - for example, a figure-four leg scissors, a belly-to-belly souflex, or a dive from the top rope (sometimes known as a "Superfly"));
 - e) any other details - for example, what music is to be played when the wrestler enters the ring, if any, or any other per-match or post-match details (examples: singing the wrestler's country's anthem, pulling somebody from the seats and dancing with them after the match, doing a goose-step before applying the finishing hold (German types only for that one)).
4. Each wrestler can be involved in one interview per issue, either by himself or with his tag-team partner. The manager may be present at any interviews where his wrestlers are involved. An "interview" consists of a statement made by the wrestler(s)/manager - anything can be said, although the IWH has the right to censor interviews. Challenges may be made in interviews; these will aid in making matches in future issues.
5. The IWH determines the matches to be fought in the next issue. The outcome of the match is determined by methods known only to the IWH. The match will follow the styles of the wrestlers involved, as determined by the managers' descriptions of the wrestlers. Also, managers may describe special actions that will occur during the match (for example, the wrestler will attack his opponent when the opponent tries to enter the ring, or the wrestler's tag-team partner will sneak into the ring during the match for some 2-on-1).
6. Some details concerning championship matches: championship bouts (as well as most others) are one fall. The title can change hands only if the champion is pinned or gives up - not if he's disqualified or counted out of the ring. The length of a bout is usually somewhere from 15 minutes to 1 hour (championship matches must be at least 1 hour). The IWH has the right to declare what kind of match will be fought (e.g. no disqualification, cage match, chain match).
7. ~~DMR~~: because of the abstract nature of this thing, an ~~DMR~~ isn't much of a penalty, although the IWH can withdraw a manager if it appears that he is not involved in the matches.
8. FEES: none. All matches are held within the 'zine.
9. There is **NO** rule nine.
10. Until further notice, only male wrestling is held in the IWH. Female managers, OK - female wrestlers, sorry.
11. Anyone who doesn't play is, as they say in Australia, "thick as a brick". (Then again, most Dip players fit that description...)

PAGE 6 lost a loser - leave - town match...

HOUSE RULES

for PBM play of Victory Games'

COLD WAR

1. The standard (FTF) rules of COLD WAR apply except as modified for postal play in these rules.
2. In these rules, "country" refers to one of the four Home Countries. Also, the home countries are abbreviated NA, SU, CH, WE (for North America, Soviet Union, China, Western Europe). The home countries are distributed to the players either by random draw or by preference lists submitted by the players.
3. The GM's first report to the players will consist of the country draw result, and (secretly to each player) the initial action card deal. The first set of orders by each player will be their setup, consisting of:
 - (1) for each opponent's Vital Area piece the player starts with, a list of three areas (in preference order) where that piece should be placed. (Since equal priorities are broken in the order NA-SU-CH-WE, the NA player need only list one area per piece, and the CH player need only list two areas per piece.)
 - (2) setup of the player's diplomats and agents. The list may have more than seven pieces placed; this is in case a diplomat is ordered to be placed in another country and that player denies permission. In this case, list the agents/diplomats in preference order, and the top seven allowed will be placed. (Put the agents and diplomats in one combined list if you do make a list.)
 - (3) Permissions (yes or no) for other players to put diplomats in your country. (No choice listed is the same as a "no".) Permissions last until changed in future orders.
 - (4) Purchase and placement of allowable initial purchases. If more than 28 SPs are spent, alliances (chosen randomly) are reduced to factions; after this, if further reduction is needed, purchases are removed at random.
4. **EVENT CARD DRAW:** The game begins with an event card draw; after this, in each PBM-turn, the last action before order writing will be the card draw for the next actual turn (unless the game ended with the turn that just ended before the intended card draw). Four event cards are drawn and handled in this order: (1) a "game ends" card listing a previous turn (a final Economic Growth Turn is conducted); (2) "instant income"; (3) "no income", "vital region SP increase", and "action card"; (4) "power vacuum" (see house rule 5).
5. **POWER VACUUM:** All power vacuums occurring in the same turn are conducted simultaneously in a separate mailing (similar to a separate winter in DIPLOMACY or a Parliament in KINGMAKER). For each power vacuum, each player's starting strength is listed, and each player then puts (in their orders) how many SPs he is willing to bid in each power vacuum he is involved in. A player may bid more SPs (in total bids) than he has, in case someone wants to give him more SPs; however, if a player does not have enough SPs to cover a bid, he gives all of the SPs he has. (The order of power vacuum resolution is printed by the GM prior to the bidding.)

After the bids are in, each power vacuum is resolved, with control going to the high bidder (strength plus SP bid); the winning bid is reduced to the minimum necessary for that player to win the bid or 20, whichever is higher. (EXCEPTION: if the winning player already has Political Control of the region, or specifically requests that the bid can be lowered below 20, the restriction on 20 is ignored. Also, if a player's bid is the minimum needed to win, it is not reduced, but it stays the same.)

If a bid ends in a tie, it is broken as follows: (1) most SPs bid wins; (2) if SPs are equal, the priority is NA-SU-CH-WE.

IN ADDITION to bidding, each player's orders may include an SP gift (assuming the players involved have a diplomatic link), and a request that bids of 20 or more can be reduced to less than 20 (for some or all areas); however, these are optional. Remember, a player cannot bid on an area if he has no strength there.

6. **NORMAL ORDERS:** Once power vacuums, if any, are resolved, normal orders are written by the players. Orders consist of the following:
 - (1) **SP GIFTS** - the giving player lists the receiving country and the amount. If a player gives more than he has, he gives all that he has (the rest is ignored). Gifts are given before other actions take place, unless (a) the giving player, in his orders, chooses another part of the turn, or (b) the intended receiver, in his orders, says that he will accept gifts only during certain parts of the turn (or not at all). In (a) and/or (b), the gift is given at the first agreeable opportunity.
 - (2) **PURCHASE PHASE ACTIVITIES** - see the rules. Maintenance is automatic unless otherwise specified; if a player cannot afford to maintain all necessary units, they are removed at random.
 - (3) **MANEUVER PHASE ACTIVITIES** - see the rules.
 - (4) **ACTION PHASE ACTIVITIES** - these fall into actions and non-actions. If any non-actions are ordered, the orders must also state when they occur (i.e. before, during, or after the actions; if during, state exactly when they occur - a player is allowed to have some non-actions before actions, some during, and some after, or some before and after but not during, or any combination of the three times).
Actions must be numbered in order of when the player wants them done; they will be performed in this order. If any action is illegal at the time of execution, it is ignored and the next action on the list is performed, unless it is illegal as well; the list is checked until a legal action is performed or no actions remain. (See house rule 8 for ordering details.)
 - (5) **ECONOMIC GROWTH TURN ACTIVITIES** - the only choice a player has is whether to discard zero, one, or two action cards. (A player may also give conditional orders as to how penalties are to be paid in case he does not have enough SPs; otherwise, the GM selects payments at random.)
7. **ORDER EXECUTION** - Orders are executed in the following order:
 - (1) SP Gifts not ordered for a different time are given here.
 - (2) **ORDER OF PLAY** - the order of play (for non-simultaneous actions) for the entire turn is determined here. Players are placed in SP orders, with ties going in order of NA-SU-CH-WE.
 - (3) Purchase Phase activities occur simultaneously here.
 - (4) Maneuver Phase activities occur simultaneously here.
 - (5) Non-actions in the action phase ordered to be executed before actions are executed simultaneously.
 - (6) Actions are executed (see house rule 8), along with non-actions ordered to be executed during actions.
 - (7) Non-actions ordered to be executed after actions are executed simultaneously.
 - (8) Economic Growth activities occur simultaneously here.
 - (9) If the game is not over, draw four event cards. (Should this cause an "immediate end" situation, another Economic Growth turn, concerning only new income and penalties, takes place, after which a winner is determined.)

Note that SP gifts may occur at any time (depending on orders) during the turn.

8. **ORDERING ACTIONS:** For each action a player orders, the player must have (a) the action, (b) the location, (c) the specific target (if any), and (d) the maximum number of action cards willing to be used in this action. (This includes the first card played, if any is needed.)

NOTE that players may also make conditional orders (these are considered as "non-actions during actions") for playing cards on the failure side of an opponent's action against the player in question, or for playing cards on success or failure of an action where the player in question is not directly involved but is allowed to be in card play. (Remember, players do not know what actions will be done beforehand - this is why talking/writing among the players is very important.)

Actions are conducted in the order determined in house rule 7, part 2, one action per player per "phase", until all players have no more legal actions to play. Success or failure is determined as follows:

- (1) Add up all cards ordered for success, and ordered for failure.
- (2) If the player making the action has to play the first card, the success side must have more cards than the failure side to "win". If the player making the action does not have to play the first card, the success side must have at least as many cards as the failure side to "win". The "winning" side's cards are reduced to the minimum number needed to "win"; those not lost are chosen at random, except that if the player making the action "wins" and had to play a card to start, that card remains. All cards bid (and not returned) are taken from the players.

9. There is **NO** rule 9. (In California, there is no Proposition 35.)
10. **DETERMINING THE WINNER:** This is the same as in the rules. In case of a tie, both players are "joint winners". (This applies to 3-way and 4-way ties as well, despite the word "both".)
11. **SITUATIONS NOT COVERED** in the rules will be handled by the GM as consistently as possible.
12. The final arbiter for questions concerning the standard (FTF) rules themselves is Victory Games, Inc. The final arbiter for PBM rules is the GM.

SAMPLE SET OF ORDERS (Western Europe, turn 1)

Purchase one agent and two diplomats. Maintain military presence in West Africa.

Move military in West Africa to Middle East. Move diplomat in Deploy Box to China. Move agent in Deploy Box to Soviet Union. Move second diplomat in Deploy Box to Middle East. If China denies permission for diplomat, move diplomat intended for China to Japan.

- ACTIONS:**
1. Establish Faction in Middle East - 2 cards.
 2. Assassinate Chinese diplomat in Soviet Union if I have no diplomat in China - 2 cards.
 3. If action 2 unsuccessful, repeat it, but only 1 card.
 4. Establish Alliance in Middle East if action 1 successful - 1 card.

NON-ACTIONS: Before actions, force China diplomat in home country to withdraw if I have no diplomat in China.
During actions, play 1 card in failure against assassination attempt (first one only) against any Western Europe diplomat.

No discards.

(end of the orders)

Note that an order like "If diplomat moved to China is not given permission to enter, send agent to China" is not allowed because movement of diplomats and agents occur simultaneously (added treachery).

13. **ORDER WRITING MECHANICS:** Orders should include your name, the date, the turn number, your home country (i.e. the position you're playing), any press you wish to write, and (most important) your signature. Press can have any dateline; however, any dateline other than the player's home country will have the home country included so all players know who wrote the press. (It is allowed for one player to use another player's home country as a dateline, assuming the writing player's home country is identified. This represents foreign correspondants, underground newspapers, and the like.)
14. **ILLEGAL ORDERS AND UNWRITTEN ORDERS:** If any player's order is illegal, other than an action, it is ignored (i.e. it is as if the order was not written). Note that if there are no military maintenance orders, then it is assumed that all military units that need to be maintained will be maintained (however, if the player does not have enough SPs, as many units as possible, chosen at random, will be maintained), and if a player does not have enough SPs to pay for his "penalties", as many penalties as possible, chosen at random, will be paid. If any player's action is illegal, it is skipped and the next action in the list, if any remain, is attempted in its place (i.e. that player does not "lose that phase", unless he is out of actions).
If a player does not send in orders (this is referred to as an **NMR** - No Move Received), the **GM** will perform the player's maintenance, accept all gifts, draw action cards (if the player has less than 7 - no cards will be discarded), collect income, and pay penalties (using the random method if there are not enough SPs). No action cards are used - even if there are actions taken against the player's home country.
15. **CONCESSIONS TO A PLAYER:** A player may, with his orders, propose one concession to any player (including himself). With the next set of orders, the players vote on the concession proposal(s). If one concession is unanimously passed, that player is considered the winner, and the game ends. If two or more concessions pass, those players are joint winners.
16. **JOINT WINS:** A player may, with his orders, propose one or more joint wins among any combination of players, including himself (however, the proposal(s) do not have to include himself). These are voted in the same way as concessions; if any joint wins are agreed to, all players in at least one agreeable joint win are joint winners. However, if one or more concessions pass as well, joint win votes automatically fail (although a joint win among two or more players conceded to is possible in this case).
17. **PRESS** - see rule 13, beginning with the fourth line.
18. Anybody who drops out of the game without as much as a notice of resignation will be burned at the stake, and then I will personally dance on the grave, split verbs and all. (**EXCEPTION:** those who are unable to resign for some reason - e.g. they're deceased - are exempt.)
19. See rule 25.
20. See rule 23.
21. See rule 24.
22. See rule 19.
23. See rule 22.
24. See rule 20.
25. See rule 21.
26. The **GM** is always right (well, almost always).
27. In case "almost" applies, see rule 26.
28. See rule 20 again.

KINGMAKER

TURN 1.....KILLER Bc FIGHT AT OXFORD

ORDER OF THE RAMPANT LION (Bray)

NEVILLE (Warwick) holds
GREY (Rockingham) holds
GREYSTOKE (Appleby)-m17-m6-m9-m25-
Towton
POLE (Wingfield) holds

SACRED ORDER OF THE MIRACULOUS PANTY-HOSE (Mazzer)

CROMWELL (Tattershall)-Tattershall-
Grantham-Belvoir
BOOS (Belvoir) holds

WACKY WABBITS OF WONDERLAND (Gestiehr)

BOURCHIER (Pleshy)-Barnet-St. Albans-
Oxford(g)
CLIFFORD (Conisborough)-m35-Lincoln-
Grantham-Rockingham
BEAUFORT (Corfe)-h42-h40-h37-
Abingdon-Oxford(g)

WHITE DUCHESS (C. Ozog)

BERKELEY (Berkeley)-h28-h29-
Oxford(g)*
HOLLAND (Kimbolton)-h24-Boyston-
Wingfield-Ipswich

THE BAVARIAN INFILTRATION (Solomon)

MOWBRAY (Denbigh) holds

RAMPANT ROYALISTS (Wilson)

PERCY (Cockermouth) holds
FITZALAN (Chirk) holds
AUDLEY (Tickhill) holds

SWIPS

Le LUCAS (Whitby)-s30-s29-s28-s27-
Ipswich
Le MICHAEL (Bristol) holds
Le NICHOLAS (London) holds

*Berkeley's movement was stopped because of the encounter with Bouchier. Also note that the Wacky Wabbits of Wonderland and the Order of the Rampant Lion have an alliance. (This is why Clifford can enter Rockingham. Also, Clifford has permission to enter and/or use the road through Belvoir until cancelled by Belvoir's owner (or until Belvoir changes hands).

COMBAT: Berkeley attacks Bouchier and Beaufort (since Berkeley was offensive and the others were neutral) on Oxford green - but, since Bouchier/Beaufort are stronger (70-20, or 3-1), it's the same as if they made the attack. After a holding card (according to the house rules, it goes to the original attacker - the White Duchess) and another non-combat (MUTINY - Le Lucas, no effect), the attack succeeds (STORMS AT SEA) and Berkeley is a prisoner. Unless the WWW release Berkeley in the next turn, Berkeley will be considered executed at the beginning of the turn. (The release may be made conditional on a ransom by the White Duchess.)

YOUR TURN 1 CROWN CARD:

TURN 2 EVENT CARDS: FRENCH RAID - Bouchier to Pleshey; SAXONS GO HOME; PLAGUE NEWCASTLE, DURHAM; STORMS AT SEA; PLAGUE BRISTOL; PEASANT REVOLT - Mowbray to Framlingham. (Raids & Revolts list only nobles that are affected.)

TURN 2 ROAD MOVEMENT occurs in movement phase 3.

DEADLINE for TURN 2 is SEPTEMBER 19. Here is the press:

GM: New Addresses - Brad Wilson, Box 327, Lake Forest College, Lake Forest, IL 60045 (as of 8/27); Tom Bray, Room 323, EMCA, 430 East Broad Street, Bethlehem, PA 18018.

THE ORDER OF THE RAMPANT LION announced that Lord Greystoke will move to the south in anticipation of Lord Percy's seizure of Richard of York. The Order hopes that Percy will not move on Coventry to also seize Edward of Lancaster, since this would mean the death of one or more royal personages. Lords Neville, Grey and Wingfield are in the area and could move to Coventry with or without support from an as yet unnamed faction.

GM: We're using the ADVANCED nobles setup - MARGARET is in Coventry!

And PAGE 11 is next to PAGE 10

WHITE RABBIT-WORLD: Oh, I'm late, I'm late. Heads will roll for this.
WHITE RABBIT-WHITE DUCHESS: There are no wimpy nobles; just wimpy factions.

WABBITVILLE-RAMPANT LION: What's all the commotion about Shrewsbury. If you've seen one comode factory, you've seen them all.

MARCH HARE-WORLD: A tea party will shortly take place at Mazzer's. Time and place to be announced. For those not attending, a synopsis will be provided.

S.O.M.P.H. (the story continues): 'Twas then that Lord Cromwell beheld a vision, a beautiful woman, clad all in white, who said she was the White Duchess, and held a dripping dagger. A strange, elfen looking creature drooled about the hem of her dress.

"I would aid you on your quest for the Mystical Panty-Hose of Our Lady, if I might have some throats to slit."

"For thee, fair Duchess, we'll save the tenderest throats!" exclaimed Lord Cromwell.

"Then seek ye out Lords Berkeley and Holland for your quest, for though they be wimpy, they are men of courage." And the apparition vanished.

Straightaway, Lord Cromwell hastened to his cousin Roos' castle at Belvoir to tell his kinsmen the news.

~~-KING-KING-KING-KING-HEY-THAT'S-FOUR-OF-A-KIND-NO-IT'S-THE-KING-FAMILY-OR-DON-KING~~

8501

~~AUTUMN/WINTER 1905.....SEASONS SEPARATED DUE TO APATHY~~

For some reason, Austria, ~~Russia~~ Russia, and Turkey all ~~MOVED~~ Moved! Also, there were some complaints about the conditional orders needed. Therefore, the seasons are separated.

AUTUMN 1905: strange... ^{three} ~~players~~ players with retreats had the ~~NUMS~~ NUMS! Austrian A Bpe, ~~Russian A Con~~ Russian A Con, and Turkish A Rum are all removed. As a result, Austria is out, Russia has 6 (NOTE: Russia GAINED Rum last season - it DIDN'T lose it), and Turkey has 3.

FRENCH A BUR retreat to GASCONY

WINTER 1905

AUSTRIA (Caruso) is out. John, you got another 50¢ credit.

ENGLAND (Martin) builds A LON; has F BAR, F FIN, F KIE, A BNY, F NYB, and F PIC as well.

FRANCE (Ejornsson) ~~plays~~ has A BEL, A TYO, F THH, F WES, A GAS, and F LYQ.

GERMANY (Wilson) has F Mol removed; has A SIL, A BUR, and A MUN.

ITALY (Stegeman) plays 3 short; has A MAP, A BUD, A VEN, A SER, F GRE, and F ION.

RUSSIA (Lee) plays 2 short; has A UKR, A LVN, A RUM, and A SEV.

TURKEY (Ehli) plays one short; has A CON and F BLA.

DEADLINE for SPRING 1906 is SEPTEMBER 20. I have orders for England, Germany, and Italy. No standbys are being called, mainly because of the separation

~~SUBZINES-SUBZINES-SUBZINES-SUBZINES-SUBZINES-SUBZINES-SUBZINES-SUBZINES-SUBZINES~~

Well, FRODO, SUBMARINE WARFARE, and THE SPACE VIKING didn't make it. That's 2 misses in a row for SW, and who knows how many for TSV. (At least TSV wasn't running any games.) Should any of the subzines be received close to the publishing date, they will be included or mailed separately to the players of the appropriate games.

PAGE 12 waited until 3 AM for the subzines to get back from town...

DIPLOMACY PURSUIT, ROUND 4/5 - there's a major change: the category of **GAMES & PLAYERS** is removed, and the **TRIVIA** category is split into **BABY BOOMER** and **GENUS II** categories. (Mike Ehli and Brad Wilson will get credit for the **GENUS II** wedge, since they have the **GAMES & PLAYERS** wedge.)

ROUND 4 ANSWERS

1. The one element of chance in Dip is the country draw. (SA)
2. According to THE GENERAL readers, the shortest Dip game took 4 hours. (KB* - 1 hour)
3. The Diplomacy Central winner must occupy Albania. (JC - Tyrolia)
4. In the past 8 years, no GENERALS have been devoted to Diplomacy. (ME - MMR)
5. The PDO was founded by Mike Mills. (BW*)
6. ENVOY #1 was dated January, 1979. (KB)
7. The last 2 issues of NFA by Steve Hutton, including covers, had either 128 (if issue 32/33 counts as 2) or 256. (KB - 88 2/3)
8. The "Europa Express" is a train. (ME* - MMR)
9. 4 EVERYTHINGS usually come out per year. (BW - 9)
10. THE STRATEGIST consists of THE KRIEGSRAT and THE AMERICAN WARGAMER. (BW - STRATEGY & TACTICS)
11. Tennessee is in two Dipcon regions. (JC*)
12. The M*A*S*H operating room has 4 tables. (BW)
13. Amos Alonzo Stagg is credited with inventing the onside kick. (BW - quick kick)
14. Demosthenes put pebbles in his mouth to improve speech. (BW)
15. Kathy's first game was Kathy's Klowns. (SA*)
16. 1983EV was nicknamed Berve Villechaize. (KB - Byrne/Martin Challenge)
17. The NFA 7 Nations game includes USA, Canada, Germany, Greece, Sweden, Finland, and Venezuela. (KB - USA, Russia, China, Africa) (by the way, I'm not sure which Germany....did she say Africa?)
18. Failed orders in COMPUSERVE are surrounded by /* and */ (KB)
19. Mark Borch played Russia in his DM demo game win. (JC - Italy)
20. One original player made it to the end of BLACK HOLE. (JC)
21. 1985A appears in Butter Battles, which is in FEUILLETONIST'S FORUM. (BW - WINGSOME LOSESOME)

STANDINGS: Byrne-BAL/7 wrong; Arnawoodian-GEN/5; Caruso-ZAP,DPL/7; Ehli-GEN,BAL,D&V/4; Wilson-BAL,GEN/11.

ROUND 5 QUESTIONS

1. (D&V) Which SC is closest to the right side of the map?
2. (D&V) The first variant in the 1983 NAVB Catalogue - ab01 - deals with what country?
3. (D&V) There are 22 variants dealing with what science-fiction location?
4. (BAL) Who was born on August 15, 1983?
5. (ZAP) Name two of the three game titles for which games appear in EMPIRE.
6. (DPL) What 'zine was originally titled "?????????????????" ?
7. (DPL) In what country was Eurocon most recently held?
8. (BAB) In "The PTL Club", what does PTL stand for?
9. (BAB) Who commuted Jimmy Hoffa's eight-year prison sentence?
10. (BAB) What was the third of the Dune books?
11. (BAB) Curtis Silva founded what group of urban vigilantes?
12. (BAB) What Broadway show made Barbara Streisand a star?
13. (GEN) What does a zoophobic game warden fear?
14. (GEN) What M*A*S*H 4077 person left his dog Ranger back home?
15. (GEN) Renaissance artist Kyriakos Theotokopoulos is better known by what other name?
16. (GEN) Don Brown crossed what bridge on May 27, 1937, before anyone else ever did?
17. (GEN) How many penny-farthings ate on a Trivial Pursuit board?
18. (GEN) What is Kampuchea's capital?

DEADLINE is SEPTEMBER 20. Your questions are:

plus: why did PAGE 13 put up with this?

DIPRISONER

....before somebody shouts "plagiarist" and "Jack Masters school of publishing", I'll

admit that this is based on the British TV series "The Prisoner", starring Patrick McGeehan.

ANYWAY, the story begins with a member of the hobby - a publisher of a 'zine - announcing in his 'zine (yes, it's a "he") that he is dropping out of the hobby for some unknown reason (he didn't say that - the point is, the reason is unknown to the hobby, but he knows). However, as he starts writing a letter to Adventures By Mail concerning information on BEYOND THE STELLAR EMPIRE, some masked man breaks into his house, comes up from behind, and knocks him out with a billy club. (Strangely enough, the club had stripes of 7 colors - red, blue, green, yellow, white, light blue, and black.)

When the hobbyist came to, things appeared as they were before the incident, except that his letter was gone and the shades were drawn over the windows. He lifted a shade, looked outside - and was shocked. Nothing was the same - apparently, his room had been moved! (Well, actually, he had been moved to another place, into a room that looked like the one he was in beforehand.)

"Welcome!"

Where did that voice come from? A look at the TV screen....

"Welcome to The Hobby!"

"Where am I?" asked the hobbyist.

"I just told you - in The Hobby!"

"What do you want?"

"Your support."

"Which side are you on?"

"The Hobby's side."

"You won't get my support like that."

"By threat or by lie, we will."

"Who are you?"

"The new GM."

"Who is the hobby master?"

"You are Fleet Syria."

"I am not an anchor - I am a FREE PLAYER!"

"YOU are a DIPRISONER!" (Hence the title.)

Now, the first thing Fleet Syria tried to do was to find out where he was. Who sells maps of - this place? Out the door, down to the nearest road, and....what do those house signs say? Army Smyrna? Fleet Eastern Mediterranean? Aren't there any PEOPLE here? There's a drug-store; perhaps in there....

"That'll be 10 units."

Units? Beach into the pocket....what are these? 10-unit notes? That GM thinks of everything! Open the map....wait a minute - this is a Diplomacy map! "I asked for a map of this area!"

"That is a map of the area - for example, you live in Syria, more or less. True, most of the water is actually land here, and there are a few changes here and there, but it's basically the same."

"This place is amazing! Be seeing you."

"Excuse me, sir, but 'be seeing you' went out with Number 6 and all that. Around here, it's 'watch your back'." (Along with the Hobby Salute: hold your right fist beside the right side of your head near the eye, then extend the arm straight out, fist clenched, at shoulder level.)

Watch your back? Appropriate words.

"Fleet Syria, report to the GM." What was that? "Fleet Syria, report to the GM." Where does the GM live? Where else - in Switzerland!

"Watch your back, Army Constantinople....watch your back, Fleet Trieste.... watch your back, Army Piedmont...." Look at this place - it looks like a castle! But that would be KINGMAKER. Then it's the GM's home!

"Welcome, Fleet Syria! Welcome to THE HOBBY."

"I've already seen the Welcome Wagon treatment. Why am I here?"

"Like I said - we want your support!"

"My support? Support against what?"

"You must realize that there are certain UNDESIRABLES in this hobby of ours - certain people who must be taught they are IN ERROR and that there are two choices: join OUR HOBBY or get out of THE GAME."

Read PAGE 14 or put down the 'zine

"But what makes you so sure that you are the right ones and that, they, whoever they are, are wrong?"

"I see you'll have to be taught the truth."

"By threat or by lie, right?"

"You will learn fast. Your first lesson: why did you drop out of the PFM hobby?"

"Is it any of your business?"

"EVERYTHING is our business! Now - WHY DID YOU DROP OUT?"

"You seem to know everything else - why don't you guess?"

"I guess that you are in serious trouble - how about that?"

"It's been nice talking to you, but I really must be leaving. I'll be back - to release all of those players out there with the names like Fleet North Sea and Army Vienna."

"Oh, you think you can leave The Hobby as easily as you left the hobby, eh? We don't say 'watch your back' for nothing, you know."

"Watch your back - good advice. Maybe you should use it!"

After Fleet Syria leaves, the GM gets a phone call.

"How did it go? Well, we may have some trouble with this one...."

I know The Hobby hasn't failed yet, but we may have to use stronger measures....excuse me - Fleet Syria is trying to escape. He doesn't know about The Guardian yet - he probably doesn't even know what's beyond his map. He's on the screen - crossing the North African desert area - he's reached the sea - I'll call up The Guardian."

Out of the sea comes a rather large - well, it looks like a wooden block, extra-large army size. It's headed right for Fleet Syria - it rolled (more or less) right over him - now he's inside the block! The block rolls to the center of The Hobby, where our hero is deposited. The words of the GM ring out: "WATCH YOUR BACK!"

Will Fleet Syria escape? Who is this Hobby Master? And what side is The Hobby on? Who are the other Diprisoners? What are they doing there? Is there any hope?

"Never mind that," asks the Hobby Master. "Where's a DIP WARZ?"

Perhaps next time....

~~-THIS-TIME-NEXT-TIME-SOMETIME-NEVER-ALWAYS-USUALLY-OCCASIONALLY-OFTEN-PROBABLY-NOT~~

Last time we left the Lincoln Falcon, it had moved through a gap in (n plus 3)-dimensional space, only to be followed by the Imperial flagship into a mysterious universe loaded with planets named Cerebus the Ardvard and Rusty Bolt and Finchley Central.

"Finchley Central?" asks Oboe-1 Caruso. "Sounds like a subway station."

"You mean 'underground' - it is British, after all," replies Baldo Calberchian.

"Will you put your hat on?"

"Your fly is open, but you don't see me complaining about that!"

"Well - my WHAT?"

Yes, it's time for more DIP WARZ FOUL-UPS, BLEEPs, BLUNDERS, BLOOPERS, PRACTICAL JOKES, and SPACE FILLER! I'm sure all of you saw Oboe-1's predicament in that one! For those of you that didn't, future episodes have been censored, so you blew your chance. (It went over better when Groucho Marx did it.) Anyway, not even Garra the Elvi master is immune to fouling up - or is it "immune from"?

"Not-very-young Seaparter, you must learn some respect for the Elvi masters. First of all, tell me what his next line is supposed to be so we can get this (censored) series over with for another issue!"

"Why don't you consult the tea leaves?"

"You mean barley corns, of course! Perhaps that's your problem."

"MY problem is that I'm taking orders from some guy that has the smell of hush-puppy mix around him, and I don't even know what in ~~the~~ an Elvi is in the first place!"

"You ain't nothin' but a hound dog...."

Until next time....watch your back!

I am not a name... I am a free
PAGE 15! (Actually, I cost 3 3/4¢...)

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