

# LIFE OF MONTY

#58

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16 PAGES

the UNOFFICIAL CHRISTMAS ISSUE

55¢

This was to be issue 58 of LIFE OF MONTY, by Don Del Grande, 142 Eliseo Drive, Greenbrae, CA 94904-1339, phone (415) 461-2692, phone after 5 PM and before 11 PM (Pacific Time - that's GMT-8) except on Friday and Saturday nights (call before 1 AM - however, from 11:15 to 1:00 on Saturdays, I may be too busy watching DOCTOR WHO to take any calls, depending on whether or not the Peter Davison episodes are as good as the Tom Baker ones), cost depending on size (e.g. 16-page issues are 55¢ each - that's about average)....however, I forgot Kathy Byrne's birthday this year (November 5, remember?), and now I'm feeling the WRATH OF KATH. Therefore, this issue is offered as a sacrifice. Just toss it into the fireplace next time it's below freezing (after you read it, of course), and you may appease the Diplomatic Deities.

Insofar as this is the UNOFFICIAL HOBBY CHRISTMAS ISSUE (all together now: only ENVOY has the OFFICIAL Christmas Issue) (even if it will be in February sometime....), let's get right to the stuff....

MONTY'S NEWS AND COMMENT is brought to you by KREMLIN COLA, official drink of the North Korean part of the 1988 Summer Olympics. (They want half of the opening and closing ceremonies - does this mean putting the torch on the 38th parallel?)

Let me tell you about my Halloween adventure. It was about 7:30 at night, and "night" is the appropriate word here. There's the doorbell - another bunch of kids in costumes waiting for handouts, I suppose. Open the door, and - WHAT was that THING in the DOORWAY? It TOWERED over EVERYTHING in sight! It extended its arm out - was it probing for samples? It took my hand....it's speaking!

"Hello, I'm Peter Doubleday." (of THING ON THE MAT)

Well, I may have overdone it a little for LOM....let's just say that the above is "based on true events" - he did arrive at 7:30 PM on October 31, all dressed up, and at well over 6 feet tall, he towered over the 6'1" publisher of this 'zine. What happened next? Well, I just sat there and let my parents do most of the talking - the usual stupid questions about how things were in England, how often Pete was in America, what did he do for a living, etc., after which my mother talked Pete into finishing off the lasagna she had made for dinner - the way Pete ate it, he reminded me of Garfield! For those of you waiting to hear how the Dip went, there wasn't any - plenty of talk about how only the Americans could get involved in such a feud, and the handing over of whatever issues of THING I didn't have yet - even if they were a bit stained (after some accident Pete had with his back issues a while ago), but that's about it. Still, it's nice to meet the hobbyists.

Speaking of Halloween, THE MONSTER is out - yes, PACIFIC WAR has been released by Victory Games! This Pacific WWII game has 2600 counters and 2 (not 7, or 4, or even 3) 34x22 maps covering from Hawaii to Ceylon and from the Bering Strait to Fiji. The game is not on a "month per turn" - or any time per turn - scale; instead, in the "pre-contact" phases, one player moves his ships (counting one day per hex), then the other (up to the number of boxes the first player moved); during battle turns, each hex is "1/3 day", more or less. Most capital ships are here (with one ship per counter for the bigger ships); however, unlike the old WAR IN THE PACIFIC, planes are not broken into types (e.g. Val, Kate, B-29, Dauntless), but are classified by number of engines (1/2/4), "status level" (0-2), and whether or not it is carrier-based. Plane units are rated for range, anti-air, anti-naval, and anti-ground strengths; ships have defense, anti-air, anti-sub, bombardment,

XENOLOGIC

and long/medium/short-range gunnery and torpedo strengths.

What surprises me is that the combat systems are simple compared to other monsters - reminds me of THE LONGEST DAY. There are only 56 pages of rules, 6 of which are a "comprehensive example" (which is good, because it covers some rules that are ambiguous), and 20 pages of scenarios, ranging from 15-minute solitaire "engagement" scenarios to the 95-hour campaign.

Here's the shock: this game has the "assumption" rule - if there's a strategic bomber in range at the end of the last turn, it is "assumed" that the Allies drop the Atomic Bomb! (Short of occupying Japan, this is one of the Allied victory requirements!) There's one other historical assumption (other than the usual ones concerning limitations on the Allies before Pearl Harbor): it is assumed that the Soviets don't invade before August 1945 (note that the game ends in July 1945), although the Japanese must maintain the Manchurian (er, uh, Manchuko) Garrison.

Why is this a monster? Three reasons - the 2600 counters (well, actually, there are 2340 - I miscounted the number of counter sheets), the 3" thick box (the old SPI monsters had 4" boxes; most games have 2" ones), and the \$45 price tag (then again, ADVANCED SQUAD LEADER and BEYOND VALOR cost \$75 together).

As of November 30 -  
no ASL received

And to think this is from  
the guys that thought up  
DR. RUTH'S GAME OF GOOD SEX....

Good night!

~~MERRY-CHRISTMAS-HAPPY-HANNUKAH-(HOW-DO-YOU-SPELL-THAT-ANYWAY)-HAPPY-SATURNALIA-TO~~

Well, it's Christmas time once again, so it's time for the annual Handing Out Of The Presents To The Hobby (you can thank me later):

First off, to KATHY BERNE: You get a method for constructing a (censored)-less hobby....all you have to do is hop into a time-and-space machine, find a primitive planet with intelligent life, develop photocopying or other duplicating technology, translate the Dip rules into the appropriate languages, and YOU TOO can be the next John Boardman (or is it Conrad Von Metzke?)!

To BRUCE LINSKY: You get, in addition to the Runestone Poll, the BNCship, the MNCship, the NYGE head honcho, the editing positions to DIPLOMACY WORLD and THE GENERAL, and the post of United Nations Chairman for the Overseeing of Diplomacy Worldwide. Also, if Diplomacy ever reaches the planets around Betelgeuse, you can be in charge of Interstellar Diplomatic Adjudications & Interpretations.

To JOHN CARUSO: A supply of back issues of LIFE OF MOSTY, ITALIANO PRIBE, and assorted other west-coast 'zines - assuming you have a fireplace and it happens to be below zero outside....

To ME: I need some new memory boards - not for my computer; for ME. Mine is slipping, especially after lugging heavy bags through one train station after another.

To PETE DOUBLEDAY: A supply of "Mama Del Grande's Homemade Lasagna" for your next trip to who-knows-where. (No more fast-food....at least no more 3 fast meals a day)

To DAVE GRABAR: Can I ask you whatever happened to GS? I was just about to be wiped out - not that I was going anywhere, anyway - when the 'zine stopped.

To FRANK BERNE and all other Wrestling Fans: did you know that I drove behind Hillbilly Jim on my way to a recent match in San Francisco? Did you also know that, if the miniatura WWF ring is raised to actual size, the wrestlers become about 15 feet tall?

To GARY COUGHLAN: Here's a joke I heard recently....

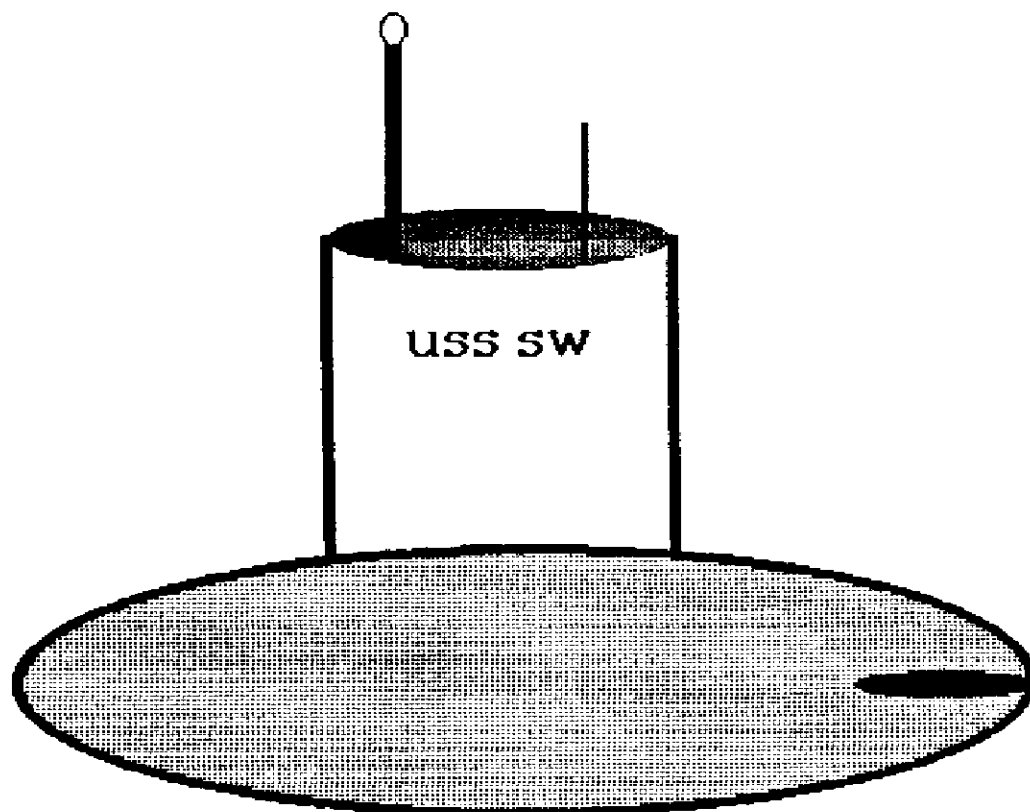
Wenn is dass nöd-schtuck git un slotterweier?  
. Ja, beyerhunt das oder die flipperwalt gershput.

← What does this mean?

To SCOTT & FRAUKE WHOEVER-YOU-ARE: see above.

PAGE 2 can't understand German

- To STEVE HUTTON: You get 25 hours a day, 8 days a week....this gives you some extra time to make BIGGER issues of NO FIXED ADDRESS.
- To THE NEW DIPCON COMMITTEE: Good luck....you might just need it! (After all....who is going to show up when they find out I'm going to ORIGINS? Then again, where are you going to put the overflow created by the news that I am going to ORIGINS?)
- To MARK BERCH: Maybe someday, some 'zine will be handing out Berchmas presents....
- To LARRY PEERY: Another XX years....well, at least XV, to start out with, with an option for another V.
- To DON GREENWOOD & ALL OF THE GANG AT TAHGC: Obviously, 25 hours a day, 8 days a week isn't enough to get ASL out on time....so now you get 25 HOURS A DAY, 10 DAYS A WEEK to get the job done. (How that ASL doesn't have a Lt. Greenwood counter, you can't rally the troops any more, can you?)
- To JOHN BOARDMAN: The news that the Great Big United States of America can't come up with a decent chess player - although the Soviets now have to face the fact that their "representative to the chess establishment" - the new world champion - is half Jewish. Did you also notice that the President of the United States, Commander-In-Chief, and All Around Good Guy (not to mention Supreme Terrorist Hunter) did NOT enforce a subpoena handed (more or less) to the captain of whatever-that-ship-was requiring whoever-it-was-that-jumped-ship-twice to go to Washington and answer some questions? (All he had to do was say something like "Put a ship or two at the mouth of the river and keep that ship from leaving until we get some answers" - but, apparently, there ARE some countries that are OPENLY allowed to ignore our justice system without penalty!)
- To ROBERT SACKS: Your own set of numbers - the Sacks Numbers - to which you can apply all of the rules & covenants you want to. Meanwhile, why not just let the Miller Numbers go without all of the paperwork?
- To DICK MARTIN: A Kie-MUN, A Sil-MUN, A Boh-MUN, A Tyo-MUN, A Bur-MUN, A Ruh-MUN, A Den-MUN, and, for good measure, F Syr-MUN. (Perhaps this is a new variant idea - basic Dip, but allow up to 2 units (of the same country) per space.)
- To ERIC OZOG: A copy of the "British-American Language Dictionary", so you might be able to understand some of the stuff that the British send to Cathy.
- To TSR: You don't need anything from me - what with the munchkins lining up to pay \$15-18 (whatever it is) for "oriental adventures" rules for AD&D (Dungeons & Ninjas?), and the Charles Roberts Awards people deciding to combine all of the magazine awards into one, which THE DRAGON will probably end up winning (as usual - quality may be better than quantity, but it isn't as profitable), TSR is doing fine by itself.
- To VICTORY GAMES: You can relax - there ARE some of us that are NOT waiting for a European version of PACIFIC WAR! (Insofar as the land and air systems are fudged slightly to fit into the naval system, there shouldn't be much worry....)
- To ALL YOU INHABITANTS OF THE NEAREST PLANETS OF THE VEGA SYSTEM: You have our deepest sympathies - too bad your worlds were invaded by those Giant Teenage Mutant Ninja Turtle Life-forms. At least they weren't the Vogons, or the Cybermen, or any of those other life forms on the Mary Whitehouse Hit List....
- To MRS MARY WHITEHOUSE: What do you MEAN, "WHAT hit list"? Please accept this peace offering....I hope you like the matched pair of giant salt-and-pepper shakers with the handy laser attachments at the sides (they talk, too - all together now: EX-TER-MIN-ATE).
- To ALL THOSE GUYS AT THE BEC RESPONSIBLE FOR THE 18-MONTH HIATUS OF YOU-KNOW-WHO: the salt-and-pepper shakers went over so well, I decided to send all of you a supply....



## SUBMARINE WARFARE

(a neat idea for a subzine)

by

Derwood Bowen

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Take on ballast, close all water-tight doors, set diving plane for 11°, prepare to dive. Dive, Dive, Dive! SW is once again on the high seas. Hello out there in SW readership land. I am attempting to get this thing out regularly, so that Don Del Monte doesn't feel too much like he is giving me LOM for nothing. Not that LOM is worth much more than that, but it might be just about worth SW.

I have discovered a real problem faced by all new GM's who try to run games. It is called not enough standbys. I have had my share of NMR's in my one game. While I haven't been the most punctual all the time, the lack of standbys has made it difficult to keep the game going. I have persevered by commandeering friends and others into standing by for me. I believe I am now to where I won't need another standby for this game. However, I feel very reluctant to start another without a pool of standbys. Does anyone have any useful suggestions on how to recruit standbys? I had some trouble recruiting players for my first game (understandable since I had no track record). But that was nothing compared to the lack of standbys. I don't plan on running another game until the first one has ended, but anyone who would like to volunteer to standby would be appreciated. I think Del Monte gives sub credit for standbys. If not, I will personally get you sub credit for taking one of these positions.

Continuing on with my commentary on this and that, I go next to the world of sports. I had the great good fortune to get to see the Ohio State vs Purdue game at Ohio Stadium this year. It was a real wild one. Purdue made mega-turnovers, and still scored lots of points. But the real joy in Columbus was the Iowa game. Boy am I psyched. Now if we can figure out how to score on Michigan. On to the Rose Bowl.

The Cincinnati Bungles are playing better than they were early in the season. They're still scoring lots of points, but they aren't giving up quite as many as before. They have a key game Sunday against the Raiders. Go Bungles. Any defensive players available?

I have decided to discontinue my Cartoon Characters Play Dip series. I actually received one letter about it from Brad Wilson requesting I do Secret Squirrel, Atom Ant, etc. Sorry, Brad, I only saw them once or twice and don't remember enough about them to do them. I haven't been inspired enough concerning any other characters to do one this month, so no more. I'll just have to find some other off the wall subject to write about. I am continuing my Let's Stab a Mad Lad, though.

On a personal note, I just had the experience of my father's death. It was something that we always knew would happen, but the timing was totally unexpected. He had been doing well until that evening, and he had a massive coronary and died. I have recovered my equanimity now, and am not writing this to elicit sympathy. I know any caring person would feel sympathy for this. I only mention it to let those of you know who might be wondering why the last game results took so long to get out.

From one of the all-time downers we move to something a little more upbeat. My Domino's franchise is doing quite well. I now have a manager whom I can rely on, so that I don't have to be as concerned about the day to day operation of the store. The sales are up over \$1000 per week from when I took over. I have maintained a positive cash flow, and now am looking to bank some money. I'm on my way to financial security.

## **MAKEMONEY\$MAKEMONEY\$MAKEMONEY\$MAK**

Doak poked a bloke as a joke. But the bloke was doing a toke of coke when he received Doak's joke poke. The bloke spilled coke, lost his toke, and his composure. The bloke's poke of Doak was no joke. He broke Doak's beak. And made him pay for the coke toke. So Doak's joke poke of the bloke got his nose and his wallet broke. (But isn't a toke a smoke? Shaddupa u face!)

## **IUNDERSTANDYOUBOTTLEITHEREINAMERIC**

Disjointed odds and ends. Are you sick of "I want my MTV" yet? I like the song, but enough is enough. Cleveland has a sore lack of music. WMMS claims to be the #1 station in the nation, but they play so much real shit that I can't see how. There is no station that I can find that will play something not pop schlock. Bring back underground radio.

I actually read somewhere that someone likes the stupid plastic stars and anchors more than blocks. Yuck. I would like to get some blocks. There was an article in Diplomacy World a while back about making your own. I don't know if I am that industrious. The Canadian sets have blocks, or at least the last one I saw did. Maybe I should get one of those.

I have to move. That is one of my real hates in the world. I would like to pay someone and say, "Pick it all up and take it here." But that is real expensive, and while I could write the whole thing off on my taxes, seeing as how I am moving because of my business, I don't have that much spare cash right now. So I'll do it the hard way. Pack boxes, rent a van, and lug the stuff around. Yuck again.

## **MOVINGSUCKSMOVINGSUCKSMOVINGSUCKSM**

And now, the moment you have all been waiting for. It's time once again to play everybody's favorite celebrity dip game, "Let's Stab a Mad Lad." So let's have a really big hand for that great big dip himself, DEEEEEEEERWOOD BOWEN.

Thank you so much for that great reception, fans. Today we have a person who is reputed to be one of the really great stabbers in Dipdom today, the redoubtable Cathy Byrne. Welcome to the show Cathy.

Look, muttonhead, it's Kathy, not Cathy.

Well, excuuuuuse me. Seriously, sorry about that. Welcome to the show, muffin.

Look, eggbrain, only my honey can call me muffin.

Uh, sorry again, Ms. Byrne.

You may call me Kathy, you simple-minded antelope.

Gee, thanks. How about calling me Derwood, rather than all the colorful adjectives you have chosen thus far.

Do something that isn't stupid, and I might.

But if I did that, then we would never have Let's Stab a Mad Lad in the first place. Right, Mark.

Yes, Derwood. Part of the 10 pound compilation of rules we use states that this feature must be thoroughly stupid.

Well, Kathy. Enough idle chatter. Are you ready to stab a Mad Lad?

I'm always ready to do that. Is he drunk?

Silly girl, the question should be, "Is he sober?" Now then, the position. You are Germany.

Wait a minute. I hate being Germany. I want to be Italy.

Sorry, but you are Germany.

Then I would resign. If I can't play Italy, I can't do well.

You'll just have to do poorly, then. You and France have just taken out England. You have a Fleet in the North Sea, an Army in Yorkshire, a Fleet in Edinburgh, an Army in Munich . . .

What does Italy have?

Who cares? You aren't playing Italy.

Oh, Hell. Let John play this one. I am going to look for a game as Italy. Maybe I can get Woody to be Austria.

Wait, Kathy. Don't leave me out here alone. I need someone to help me fill out this page.

Well, you should have let me be Italy. (The sound of footsteps fading off into the distance)

Oh, boy. Another episode of Let's Stab a Mad Lad down the tubes. The torpedo tubes at that. Next time our guest will be someone I can deal with more easily. Dan Stafford will join us next time. Until then, may you have simple-minded antelopes playing against you.

An article on strategy. I am going to address an area of Diplomacy play that, as near as I can tell, has been sorely neglected. That is the play of Sweden. Now, Sweden starts with a lot of handicaps. First off, it is not one of the Great Powers. As such, Sweden does not have any home centers, and does not start out with any units. Furthermore, there aren't even any units in Sweden's color, which no one knows anyway. Facing this major handicap, it is difficult to get a unit on the board. You must therefore use diplomacy to the utmost. Start off by writing to Germany, suggesting he bounce the Russian out of Sweden in Fall '01. Then write to Russia and tell him that he can have Sweden, you won't oppose him. If this works, you will still be neutral after '01.

1902 will be a difficult time for you. The Russian will be upset at being bounced. The German would like to make Sweden his own. Even England would like to get into the act. You need to convince England to go from Norway to St. Petersburg, rather than to Sweden. Russia is more likely to go the Baltic Sea to "get that no good German." You must convince him that it is more important to bounce Germany out of Sweden than to go to the Baltic. Point out to him that he will be denying the German a build. The German will be your biggest problem. He will want to do something real dumb like build a fleet and move to the Baltic, while moving from Denmark to Sweden himself. You must work on him to convince him to go to Sweden, but not to build a fleet. Convince him to build armies, to go after France. Anything but fleets in the Baltic. If you have succeeded and you are still neutral after '02, you can actually think about going for the win. The odds are you will be the only neutral in the game by now. But don't get overconfident. Remember, it takes only one slip to blow it. Your neutrality is like your virginity. Once you lose it, you can never get it back. So keep up the correspondence. And, having made it through '03 as a neutral, you can sit back serene in the knowledge that you will have outplayed everyone in the game, and thus have won! Congratulations.

Next time I'll discuss the play of Serbia.

## NEUTRALISGOODNEUTRALISGOODNEUTRALI

Well, this should probably be enough for you for this time. The next page will be Periscope, the game I'm running. Don Del Monte complained the last time about me not leaving enough space at the bottom of the page, and he complained about Mike Ehli leaving too much space at the bottom. So what is his problem?

And so Goldilocks looked at the subzines. The first one was too long. The second was too short. But the third one was just right.

This one obviously isn't just right just yet. This one has turned out to be a bitch. I was all set to do something else, when I discovered the writing didn't go far enough. So I have basically sat here and stared at the screen on my PC and hit keys until I filled the bottom of this page. Maybe I'll just hit the keys a few more times, and then I'll have just the right spacing on this page. How'd I do, Don?



## PERISCOPE 1984 HD

Summer retreats: Russian Army St. Peter Moscow  
FALL 1904 Another one bites the dust

England: F ion-NTH, F bar-NWY (F NWG S), F st.p S F bar-nwg (dis ret to BAR, OTB), F hel-KIE, F kie-BER, A RUH S French A bur-mun, Bjornsson

France: F mao-POR, A PAR-gas, A pic-BEL, A bur-MUN, Mazzer

Germany: A mun H (dis ret to Boh, Sil, OTB), F DEN S Russ F nth (OTM), Wilson

Italy: A MAR-gas, F wes-MID (F SPA [sc] S), A PIE-mar (F GOL S), F tyr-WES, F ion-TUN, A tri-VEN, A TYO-mun, Caruso

Russia: F nth-EDI, F nwy-bar (dis ret to Swe, Ska, OTB), A mos-ST.P (A FIN S), A con-SMY (A ANK S), F bul (ec)-CON, F BLA H, F ARM H, Olsen

Turkey: A SMY U (dis)

### DEADLINE FOR WINTER '04 & SPRING '05 IS 12/20/85

A concession to Italy is proposed. Please vote with your orders. A no vote received is a no, except an NMR will not prevent a proposal from passing.

Press: France to Russia: You know, I kept wondering why you have all those fleets in the south. I've never heard of Russia having three fleets in the south before. Unless he was planning a naval assault on Italy while Italy was tied up in the west against France. Naah!

Austria: 0 out

England: London, Liverpool, Norway, Holland, Kiel, Berlin, Norway, 7 even

France: Brest, Paris, Portugal, Belgium 4 even

Germany: Denmark 1 remove 1

Italy: home, Tunis, Vienna, Trieste, Serbia, Greece, Marseilles, Spain, 10 build 1

Russia: home, Sweden, Budapest, Rumania, Bulgaria, Ankara, Edinburgh, Smyrna, Constantinople, 12 build 3

Turkey: 0 out

Egads! I thought filling the last page was tough. Here I have room left over yet again. I do need to thank the Sleaze for his unneeded standby orders. I thank Brad Wilson for continuing the position.

Has anyone noticed how much it has rained here? OK, so all of you aren't here, or even anywhere near here. Well, it has rained a lot. It is raining now. I miss real autumn weather. You know, where the skies are blue, the air is crisp, and you feel real good. Besides, if this keeps up, I won't be able to see Bill Hailey and his comet. Or even Halley's Comet. Or anything else in the sky except clouds. (Complain, complain, is that all you ever do?)



## WHAT, NOT ANOTHER VARIANT?

First, there was **SECOND CHANCE**, where units with failed orders had secondary orders to replace them - that one ended with a draw that included a power in Civil Disorder. Next, **STAR OF THE CENTURY**, with three couples taking six of the positions - that one never started, for reasons that aren't worth going into here. **AND NOW....**from the guy who appears next to Mark Berch in the variant listings, comes:

### UTTERLY RUTHLESS DIPLOMACY

1. The rules for normal Diplomacy are used except as modified within these rules. Where these rules differ from the regular rules, these rules take precedence.
2. The game begins with a "Winter 1900" season, in which each player may place each of his (note "his", "he", etc. is used, although they apply to female players as well) units in any of his home country's land spaces, provided no more than one unit is in any space. The spaces in which a country's units begin become the country's home SCs; the marked home SCs that do not begin with units in them are no longer SCs. (In other words, after the Winter 1900 placements, the SCs are the spaces with units on them plus the 12 neutral SCs. The initial builds are not limited to the numbers of armies/fleets used in regular Dip; a country can build any combination of armies/fleets that total the number of SCs the country begins with.)
3. If an army wishes to be convoyed somewhere, it is given an attack (move) order to an adjacent sea space with a fleet. A fleet to be part of a convoy is given a convoy order that is either (a) from an adjacent coastal space containing an army to another (different) adjacent coastal space, (b) an adjacent coastal space containing an army to an adjacent sea space containing a fleet, (c) an adjacent sea space containing a fleet to a different adjacent sea space containing a fleet, or (d) an adjacent sea space containing a fleet to an adjacent coastal space. Note that there is no guarantee that foreign fleets in a convoy will want to convoy the army to where the army wants to go!
4. A convoy is executed as follows:
  - (a) If the fleet in the space the army is ordered to move into is not ordered to convoy from the army's space, the convoy fails. (For example: A Brest - Mid-Atlantic, F Mid-Atlantic - Portugal is "bad".)
  - (b) If the army is ordered into a sea space with a correct convoy order (A Brest - Mid-Atlantic, F Mid-Atlantic C A Brest-North Atlantic), the army is temporarily moved onto the fleet. If the fleet in question does not convoy to an adjacent coastal area or to an adjacent sea area with a fleet that has a convoy order from the army's current square (A Brest - Mid-Atlantic, F Mid-Atlantic C A Brest-North Atlantic, F North Atlantic C A Mid-Atlantic - Clyde), the convoy fails - and the army returns to the space it started the season in (as in a failed convoy in regular Dip).
  - (c) Should the first convoying fleet convoy the army to a fleet with an appropriate convoying order, the chain continues until a bad convoy order invalidates the convoy or the "last" fleet convoys the army into a coastal space (assuming the army successfully enters the space).
  - (d) The only legal order for an army that wants to convoy is a move to an adjacent sea space with a fleet - not a move to the destination. (The orders of the fleets determine the destination - which may or may not be where the army's player wants it to end up.)

#### EXAMPLE OF A LEGAL CONVOY OF ARMY LONDON TO ST. PETERSBURG:

A London - North, F North C A London - Norwegian, F Norwegian C A North - Barents, F Barents C A Norwegian - St. Petersburg

Note that no fleet was given a convoy order other than from one adjacent space to another, since these are the only legal convoys.

5. A fleet is allowed to have different convoy orders dependant upon the nationality of the army being convoyed - however, a fleet cannot have convoy and non-convoy orders, nor can it have convoy orders with different spaces of origin (F North C A English Channel - Norway if French, C A Norwegian - Norway otherwise) - only the destinations can be different. (A legal example: F North C A English Channel - Norway if French, C A English Channel - Holland if English, C A English Channel - Yorkshire otherwise; note all convoy orders are from the English Channel)
6. Each home SC has a "home guard" when it is unoccupied, provided it was last occupied by a unit of the home country. The "home guard" has the same strength as a normal unit; however, it always has a hold order, and cannot be supported. The home guard is ignored for the current turn (only) if a unit of the same country is ordered to move into it. No actual written orders are necessary for home guard units, since they always hold.
7. If a unit enters an SC in a Spring turn, but then moves out in the Fall turn, and no unit occupies it during that Fall turn, the unit's country does control the SC (unless another country's unit retreats into it before the Winter) for building and victory conditions.
8. If a home SC is unoccupied, but not controlled by the home country, a unit of the home country may be built there; however, if it is given an order other than hold in the following Spring, its strength is considered 1/2 for all seasons until it is given a hold order in a home space (not necessarily a home SC). If such a unit is attacked in the Spring following the Winter in which it was built (assuming it has a hold order), it defends at full strength. (Any 1/2-strength unit can be "rebuilt")
9. Any unit that occupies a non-SC in a Winter turn becomes a 1/2-strength unit (a 1/2-strength unit is eliminated) unless it is adjacent to a controlled SC or to a friendly unit which is adjacent to a controlled SC or adjacent to another friendly unit, and so on until a controlled SC is reached through a chain of friendly units (although the SC itself may be unoccupied, as long as it is controlled). 1/2-strength units may not combine, and they count as full units when determining how many builds/removals the country gets in a Winter turn. (See 8)
10. A unit may be disbanded at the beginning of any Spring, Fall, or Winter turn. (Disband can be an order in a Spring or Fall turn, in which case the disbanding takes place before any other orders; if a unit is disbanded in Winter, assuming any "removals" have been taken care of, the country receives an additional build in that Winter.)
11. A unit may enter Switzerland - but if it is not out of Switzerland at the end of the next Spring/Fall turn, it is eliminated. Also, units in Switzerland cannot support. Units may retreat into Switzerland, subject to the retreat rules. Switzerland is not an SC.

Those are the rules - get those convoy rules straight, as they are the hard part of this variant. (Basically, fleets can only convoy from one adjacent space to another, although the spaces can be sea spaces with fleets as well as coastal spaces, and the army to be convoyed is ordered to move to the first fleet in the chain.) This prevents the "duplicate path" problems - although "unwanted convoy" takes on a whole new meaning! Also, there are no new SCs (except those that are "moved" in Winter: 1900), so the victory conditions are the same.

One clarification: the players do not have to mark half-strength units in their orders - use "A" or "F" as appropriate. The reports should say "AA" and "FF". Half-strength units ("reduced" as per rule 8 or 9) are "rebuilt" to full strength as per rule 8.

Anyway, our friend, Fleet Syria, alias THE DIPRISONER-  
"WHAT?"

How about: The Linoleum Falcon was about to be-

"Try AGAIN!"

Who ARE you, anyway?

"Steve Hutton, all the way from London, Ontario, and over here we've got Alan Stewart from Toronto, Ontario, and that's Ronald Brown from Nepean, Ontario, and that's Randolph Smyth from Medicine Hat, Alberta.... that's the varsity dipping side from the CANADIAN CLUB OF DIP!"

"Hey, over here! Howzabout John Caruso from Flushing, NY....Dava Grabar from Chowchilla, CA....Kathy Byrne, from the home of the Mets, Flushing, NY....Steve Melnowski, from Oberlin, OH....and that's the varsity dipping squad from the WHITESTONIA INSTITUTE OF NUCLEAR HOLOCAUST!"

Yes, once again, it's time for North America's favorite game with wooden blocks in some places and plastic pieces in others, the varsity sport of the mouth,

# DIP BOWL

The 1985 WORLD CHAMPIONSHIP is brought to you almost - not quite, but nearly - I mean, you can hardly tell the difference - nevertheless, it's not LIVE, from Steven Biko - ER, UH, Benjamin Wheeler Auditorium on the campus of the University of California.

"Thank you, and welcome to the sixth annual DIP BOWL WORLD CHAMPIONSHIP, this year between the Canadian Club of Dip and the Whitestonia Institute of Nuclear Holocaust. Nobody gives a damn about the formalities, but it's about time we remind everybody of the rules, so here they are: DIP BOWL is played in 2 halves of, oh, well, they're supposed to be 7 minutes long, but there's always injury time - anyway, there are toss-up questions, worth 10 points, where anybody can buzz in and answer, and bonus questions, worth 20-30 points, which are answered by the team that just answered a toss-up correctly. Only one person per team can ring in on a toss-up; that person must answer without consultation, and, if the person rang in before the question was finished, there's a 5-point wrong answer penalty (which only applies to the first person for each question). Bonus questions are answered "by the team"; they may talk amongst themselves, and any one of the players can answer, although the captain is usually called upon for the answer(s). If that made things clearer, you must be crazy. Anyway, (TWEET) there's the whistle to start the match! The first bonus is worth 30 points - here's the tossup: there's one gray area in Dip - namely, Switzerland! If you don't believe me, check your map. Anyway, for 10 points, how many land areas border on this gray area?" (RRRING)

"Canadian Club, Smyth....Four"

"Sorry, but that's wrong - can anybody on (BUZZZZ)"

"NINE, Caruso....Five"

"Namely, Marseilles, Burgundy, Munich, Tyrolia, and Piedmont. 10 points, and here's the bonus: for 10 points each, tell me what was so strange about the following 'zines. First, PARANOIAC'S MONTHLY #??" (Talk amongst themselves, then Captain Byrne answers) "It was spelled correctly?"

"No, it was on a postcard. Next, NMR 50?"

"It had Winter with Spring instead of Fall, like they usually do it?"

"No, it was on audio tape. Finally, DIPLOMACY WORLD 40?"

"What DIPLOMACY WORLD 40?"

"If I know what's good for me, I'll accept that...."

Yes, that was accepted. (Also acceptable: "it was a fake".) You DIP BOWL veterans know that the entire match never appears (in order to save space, time, and the readers from boredom). Since all of the good stuff appears at the end, there isn't much of the beginning. Now, in the middle of the second half....

PAGE 11 missed the halftime show

"With about three minutes left, it's CCOD with 175 and WINH with 170. The next bonus is worth 20 points - here's the tossup: there's one chance in 5 million of winning \$3 million in California's lottery. For 10 points, there are 6 chances in 17 - well, 12 in 34, actually - of doing what, when you select an SC randomly?" (BUZZZZZ)

"WINH, Grabar....Getting an SC on the west side of the map?"

"Even if that is right, that's not what we're looking for" (RRRING)

"Canadian Club, Button....Getting a neutral SC"

"There are 12 out of 34, aren't there? 10 points for that. Now for the bonus: for 20 points, what is the minimum number of non-SC land areas an army must pass through in order to occupy all 34 SCs?"

(Mumble grumble mumble.....) "One"

"No, actually, an army doesn't have to go through any non-SCs if enough convoys are used. Well, now it's a 15-point lead, but the next bonus is worth 30 points. The tossup: all of you DIP BOWL fans out there remember the questions about the "block of 25 adjacent SCs" - that is, the 25 SCs that are adjacent to another of the 25 SCs. For 10 points, if Burgundy becomes an SC," (BUZZZZZ)

"WINH, Byrne....with Paris, Brest, Marseilles, Spain, and Portugal, that's 30."

"Five-point penalty for interrupting and being wrong. CCOD, for 10 points, if Burgundy becomes an SC, how many are now adjacent?" (RRRING)

"CC, Smyth....with the five mentioned PLUS BURGUNDY, that's 31."

"31 is correct."

"WAIT A MINUTE! Burgundy is NOT an SC. That makes 30."

"I said, 'If Burgundy is an SC' - that's 31."

"But Burgundy is NOT an SC."

"Then it would still be 25, since Paris and the others would not be adjacent - however, 31 is correct, and here is the 30-point bonus: for 30 all-or-nothing points, what do the Ionian Sea, the English Channel, and the Baltic Sea have in common?"

(More unintelligible rambling) "They all touch 3 SCs"

"Can we accept that? No, huh? The answer we were looking for is that they are adjacent to 3 land areas. The next bonus is worth 20 points, and here's the next tossup for 10: for 10 quick points, how many spaces have names of three words?" (RRRING)

"CC, Brown....3"

"Sorry-can you take it" (BUZZZZZ)

"WINH, Heinowski....2"

"2 is correct - Gulf of Bothnia and North Atlantic Ocean. (Mid-Atlantic, being hyphenated, is one word, so Mid-Atlantic Ocean is 2 words.) Now for the bonus: for 20 points, name the major power adjacent to the most neutral SCs."

(Quick mumbling and other words thrown around) "Germany"

"That's right for 20 points - with seconds remaining, the score is tied, and here's the next tossup: there happen to be 56 land spaces. For 10 points, how many of these are in a major power?"

(Looks of blank faces) "No tries, huh? The answer is 42, which, as everyone knows, is The Answer to Life, The Universe, and Everything." (TWEETEEET) "There's the whistle to end the game - well, it's a tie, so it's time for Sudden Death!"

Just then, somebody in the audience gets up to go to the bathroom. One of the Canadian Club members - we're not quite sure who - points to this person and says "Linseed!", probably referring to a bottle of Linseed Oil the person was probably carrying. (BANG)

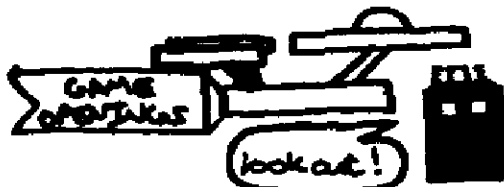
"It looks like one of the WINH members shot somebody in the audience - that's a 5-point penalty. The final score is 190 for the Whitestonia Institute of Nuclear Holocaust to 195 for the Canadian Club of Dip - Canadian Club wins the 1985 WORLD CHAMPIONSHIP!"

"Wait a minute! I still want to complain about that question with the Burgundian SC...."

Well, that ends this year's DIP BOWL. It'll be back in issue 71 with the 1986 WORLD CHAMPIONSHIP. Those of you wishing to donate to the DIP BOWL RETIREMENT FUND - that is, the fund that the writer of DIP BOWL will use to retire - can take the money and subscribe to DIPLOMACY WORLD (all new & exciting too) (no preservatives added) (under 18 not admitted without proof of hobby membership - a valid score in an NADE examination or a lack of brains is sufficient).

PAGE 12 qualifies under the latter

## NEW VARIANT - see elsewhere this issue



DOCTOR WHO RPG - Signed up: C. Ozog. Only 5 more to go - is it just a coincidence that there are 6 Doctors as well?

COLD WAR - why am I punishing myself by keeping this one open? Hope springs eternal....

CAR WARS - no homicidal-maniacs-behind-wheels out there?

STANDBYS/STANDBIES/however-it's-spelled - Diplomacy & Kingsaker players, speak up! Standby bonuses: 80¢ credit for your first set of (called-for) orders, 50¢ for your second set, and \$1 for completing the game.

~~-SPECIAL-NOTE-IMPORTANT-ANNOUNCEMENT-TAKE-NOTICE-OF-THE-FOLLOWING-MESSAGE-HERE-NOW-~~

Somebody - name withheld - tried to send me changes to their orders through EasyPlex (the electronic mail service of CompuServe). I admit that I am pro-PBEM (Play By Electronic Mail), although I never have done it (too expensive, especially with the nearest CompuServe phone area being a toll call); however, since all of the players don't have CompuServe (that is, not everybody has it), accepting orders through this service would be an unfair advantage to this player. (Besides, I don't usually read my CompuServe things until one week after I send out an issue - however, there was a "Free Connect Time" (normally \$6 an hour) for "electronic shopping" on November 27.)

If, for some reason, you want to send Email to me, my account number is 70017,714. By the way - SciFi/Fantasy SIG reports an increase in attempts to learn passwords. For more information, just send your User ID and your current password to - your mind, and keep it there, away from others!

SURGEON GENERAL'S WARNING: Smoking Causes Lung Cancer, Heart Disease, Emphysema, And May Complicate Pregnancy.

SURGEON GENERAL'S WARNING: Smoking By Pregnant Women May Result in Fetal Injury, Premature Birth, And Low Birth Weight.

SURGEON GENERAL'S WARNING: Quitting Smoking Now Greatly Reduces Serious Risks to Your Health.

SURGEON GENERAL'S WARNING: Cigarette Smoke Contains Carbon Monoxide.

Remember the days when the messages said things like "Smoking cigarettes may be hazardous to your health"? At least the messages are small. In Britain (at least in my issues of PUNCH, Britain's humor magazine) (although the messages aren't humorous - that is, they appear in all cigarette ads), at the bottom of the page, it says: "DANGER: Government Health WARNING:", and underneath, in ¼-inch letters, "CIGARETTES CAN SERIOUSLY DAMAGE YOUR HEALTH".

~~-DIPLOMACY-SLIPPED-DIP-FRENCH-DIP-BURGER-DIP-AU-JUS-DIP-LITTLE-DIPPER-DIP-INTO-THE-~~

DIPLOMACY 1984CI, AUTUMN/WINTER 1906....WHERE DID EVERYBODY GO?

There was an error last time: France's F SPA(sc) moved to MAO, not IRI. Seasons have been separated by request.

AUTUMN 1906: GERMANY retreats A Mun OTB, and so needs only remove 1.

WINTER 1906

ENGLAND (Martin) builds A LON, F LVP; has A MOL, F DEN, A STP, F BAK, F NTH, F ENG, and F BER

FRANCE (Bjornsson) NEB (plays 2 short); has A BUR, A BRE, A MUN, F IRI, F MAO, and F TUN

GERMANY (Wilson) removes A RUS; has F KIE

ITALY (Stegeman) is even; has F TYH, F NAP, F ION, F EAS, A TUS, A BUD, A TYO, A BUL, and F AEG

RUSSIA (Peel) is even; has A MOS, A LVM, A RUM, and A ARM

TURKEY (Ehli) NEB (plays 1 short); has A SMY, F CON

DEADLINE for SPRING 1907 is JANUARY 3, 1986. No press this time - no FMORD, either.....

**KINGMAKER, TURN 4 - RULES MISINTERPRETATION PROVES FATAL**

Correction from last time: Mowbray and Bouchier did NOT meet last time; Mowbray ended up at w32 and Bouchier at Kenilworth(g)

ORDER OF THE RAMPANT LION (Bray)

NEVILLE, GREY, GREYSTOKE, and POLE remain in Kenilworth

WACKY BABBITS OF WONDERLAND (Gestiehr)

BOUCHIER and CLIFFORD remain at Kenilworth(g)  
STAFFORD (begins at Newcastle)-Lichfield-Coventry-Kenilworth(g)  
PLANT-LANC (begins at Windsor)-St. Albans-h22-Kenilworth(g)  
LE MARGARET remains at Lynn  
LE CHRISTOPHER remains at Southampton

BAVARIAN INFILTRATION (Solomon)

MOWBRAY remains at w32

SACRED ORDER OF THE MIRACULOUS PANTY-HOSE (Mazzer)

CROMWELL (Cardigan)-w22-w23-w24-w25-Hereford  
ROOS remains in Calais(g)  
LE NICHOLAS (London)-s33-s26 (you can't move it into a port you don't control)

WHITE DUCHESS (C. Ozog)

HOLLAND and LE LUCAS (Pevensey)-s22-s20-s18-s16-Dartmouth

RAMPANT ROYALISTS (Wilson)

PERCY remains at Calais(g)  
AUDLEY (Bamburgh)-n3-Ainwick-Newcastle(g)  
FITZALAN (Towton)-York(g)

CROMWELL is Earl of Richmond; ROOS is Earl of Essex and Constable of Dover Castle; FITZALAN gets Flemish Crossbowmen

**ALLIANCES:** ORL and WW; SOMPH and RR. (Remember, both sides must agree to an alliance before it is formed; either side may break the alliance at any time, but formed alliances stay formed unless otherwise ordered.)

**COMBAT:** Roos and Percy siege Calais. The siege is successful (STORMS AT SEA/2-1, Grey, Clifford); however, Percy is killed (Archbishop of York to Chancery). Roos' orders are to "take command of Calais and Richard of Gloucester" - then, it says "Roos will remain on the green". The latter is impossible, since a noble must enter a castle to capture it and control the heir inside, so Roos enters Calais and controls Richard of Gloucester.

**TURN 4 CROWN CARD:**

**ROAD MOVEMENT PHASE** for the next turn is 3.

**EVENT CARDS:** TREACHERY (1 card) to Bray (King's Pardon to Chancery); non-event to Gestiehr; PLAGUE CALAIS (see below); PEASANT REVOLT (Mowbray to Castle Rising); FRENCH RAID; HERESY (no effect).

As for the plague, both Roos and Richard of Gloucester were killed; Earl of Essex, Constable of Dover Castle, and Bishop of Carlisle go to Chancery.

**DEADLINE** for TURN 5 is JANUARY 2, 1985. Here's the press:

WM-GM: Did you know the space above Lincoln and the space below Kimbolton are both labelled h24?

GM: Now that you mention it, that's the way the map in THE GENERAL has it! There shouldn't be any confusion, however.

WD-GM: Only you would try (a PEM of the DOCTOR WHO RPG)!

GM-WD: You wouldn't happen to be a Bakerette, would you? (For those of you without access to CompuServe, a "Bakerette" is a female Tom Baker groupie - usually seen with the trademark long scarf (self-knitted, probably), possibly wearing a long coat. The only known test to determine the difference between a Bakerette and a "normal" fan is to discuss Peter Davison; the Bakerettes reply, "Wasn't he awful?" or words to that effect. (Colin Bakerettes haven't surfaced, as far as I know.)

Wasn't PAGE 14 awful?

WWW-WORLD: With Leeds, Pleshey & Windsor in possession, someone is going to be hurt if they don't want to trade the Constable of ((the Tower of)) London to me.

WWW-RAMPANT ROYALIST: Margaret was the perfect lady at the feast. Your information must have been wrong. Also, you may still be under the wrong influence as to the name of this game!

WWW-WD: Don't you think Margaret has the only character to be a ruler of the people.

WWW-ORL: Marching forth is neat. But with all these nobles, can they keep in step?

WWW: There was a feast being held at Kenilworth for the benefit of Edward. Most of the guests were comfortably enjoying themselves when there was the announcement that Bouchier had finally arrived. As Bouchier made his way to the head table, he was still wide-eyed and perspiring. The entire body could tell he had suffered a great ordeal. As he sat down, the august nobles waited for him to tell his story. "As you know," he began, "I first gained fame by winning a sparring match against the young Berkeley. He was a nice chap and we left peaceably. Later, he was declared deceased by the White Duchess - from treachery of the evil Mowbray, she said. Little did I dream what stalks this fair land of ours! As we were travelling, dusk was drawing near. We camped on the hills as we saw this cloud coming our way with thundering noises. As it drew nearer, we decided to make a fireless camp and let them pass below. As they did, a stench arose from that greusome band. The beings seemed only half-human with only whines and cries for voices. But what was really frightening was when the Royal Guard came into the moonlight. They rode big black steeds and their armor was also of ebony. But when they turned their helmets toward us, there weren't any eyes, but two burning coals that showed no mercy. If this is what that brave, young Berkeley ran into, no wonder he didn't have a chance. We should all pause for a minute of memorial."

"That was an interesting story," mused Clifford.

"'Twas not a story," inserted Bouchier. "After we had the nerve to go into the valley, we noticed the ground was scorched from their passing!"

Clifford nodded. "Well, we will have at least two more nobles join us tomorrow. In addition to those in hiding, we should be able to do something about this menace."

~~SPACE-FILLER-SPACE-FILLER-SPACE-FILLER-SPACE-FILLER-SPACE-FILLER-SPACE-FILLER-SPA~~

And now for the latest news on the feu-er, uh, DISAGREEMENT, ARGUMENT, TIFF, MISUNDERSTANDING, PARTING OF WAYS, NOT-ON-SPEAKING-TERMS, that sort of thing. It seems that decided to change tactics

said in issue

lies and

"You

after which

he can take

resigned from

another boycott of

references to the infamous

will be run out of the hobby

There is hope that all sides can agree

to the latest plan for peace.

I would like to apologise for the Liquid Paper I spilled over that last bit of news. That bit about "run out of the hobby" looks serious, doesn't it? However, I doubt that we will see the day when feuds are run out of the hobby - after all, lying is a major part of the game, isn't it? Then again, it is only a game, isn't it?

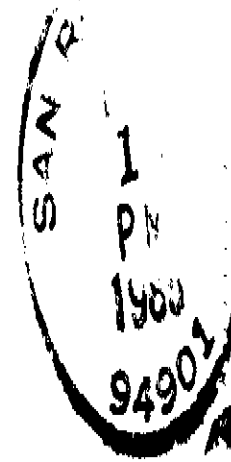
PAGE 15 doesn't like games

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