

LIFE OF MONTY

MARCH 8, 1986

#60

And just when you thought it
was safe to wear digital watches...

50¢

I am sorry to announce that, due to a slight misunderstanding regarding the significance of LCD digital watches with 37 neat functions, none of which have anything to do with telling time, and the anger of some alien civilization over the fact that we thought of them first, this planet will be totally eradicated, completely annihilated, entirely disintegrated, and (naturally) absolutely exterminated - UNLESS, of course, you read every bit of this issue 60 of LIFE OF MONTY, typed up by Don Del Grande, 142 Eliseo Drive, Greenbrae, CA 94904-1339, phone (415) 461-2692, but only 5 PM to 11 PM PST.

If you haven't noticed, this page, as well as some (if not all) of the other pages in this issue, have undergone a slight change. This is because I've recently purchased a printer (OKIMATE 10) and word processor (PAPER CLIP by Batteries Included) for my ATARI 130 XE. The one thing I don't really like about this printer is that the (quite expensive) ribbon can only be used once, since the printer uses a heat process to "burn" the letters from the ribbon to the paper. Still, it's cheap, and it can do colors if it feels like it (unfortunately, the color ribbon is used up three times as fast, since each color line requires a yellow, red, and blue line to be printed separately).

Well, before the planet comes to a complete halt, you still have time to redeem yourself by reading:

MONTY'S NEWS AND COMMENT is brought to you by those responsible for this thing. You can come out of hiding, all is forgiven. And if you believe that, I will be looking forward to selling you the San Francisco Giants in one of your future lives.

Did you know that I was at Sun Valley Mall the day before it failed in someone's attempt to make it Sun Valley Airport? (Well, actually I've never been to the part that was hit by the airplane, so I wouldn't have been hurt, except perhaps by the trampling of crowds of people trying to get away from the scene of the accident.) By some bizarre coincidence, the FAA had given PSA permission to land planes at the airport the crashed plane was trying to land at just before the accident took place. (They've recently decided to think it over some more.) The main problem was that the fateful flight had overshot its approach and had turned in the wrong direction while trying its second attempt. (Don't worry that the mall is only 15 minutes from where I work, which just happens to be loaded with more ammunition than you can probably comprehend, insofar as the naval station I work at is mainly an ammunition depot for Pacific and Indian Ocean ships. Don't lose any sleep over the fact that I could have been blown to bits because some pilot was lost in the fog mentioned last issue. Don't panic over the possibility that you may never have seen this issue 60, especially since the crash took place well after I had left work for the day.....)

OK, now that all of you are depressed enough to enjoy the rest of this thing, let me say that Simon Billinness has released THE NEW ZINE REGISTER, which happens to look like a lot of the old ZRE except that there isn't any color to it. For those of you who don't know what the ZR is, it's a listing of just about all of the 'zines in North America (and many of the European ones), complete with prices, game openings, 'zine format,

XENOGOGIC

circulation, and a statement by the publisher describing the 'zine in question. (In some cases, where the publishers remained silent, Simon puts his two cents' worth in.) Unlike in the past, the new ZR will come out more than once a year - 'zine and subzine types can get your acts together and your information to Simon by March 1 for the April edition. To get your copy of ZR, send \$1.50 to Simon Billenness, 61A Park Avenue, Albany, NY 12202. Do it TODAY, since I happen to know that ZR owners are exempt from the 126 7/8 percent dixtax soon to be levied throughout the hobby which has ABSOLUTELY NOTHING TO DO with the recent request for funds by DIPLOMACY WORLD.

ALERT! ALERT! A recent issue of RETALITION revealed the existence of "cheat sheets" in the hobby, used in solving Infocom computer adventures. OK, I'll admit that THE HITCHHIKER'S GUIDE TO THE GALAXY is slightly harder than your average adventure, but the least Julie Martin could have done was approach the problem a bit at a time. But NO, she had to go through the entire thing from notes, since, as she said, she couldn't get past the opening scene (the one in Arthur Dent's bedroom) without help.

For those of you who have had similar problems with these things, here are a few bits of advice. First, there's the word EXAMINE. If something is mentioned in a paragraph, EXAMINE it. (Had the aforementioned JM EXAMINED the gown, she may have noticed the pocket, which contained the buffered analgesic needed to stop everything from spinning.) Second, the obvious doesn't always work, so don't be afraid to try a few stupid things. (In ZORK II, for example, there's a huge wall of ice in one room, which you can't seem to burn down. However, notice that there's a dragon in a nearby room!) FINALLY, if you're REALLY stuck on a problem, find someone who has solved the problem and ask them for a hint! (Infocom sells "hint booklets" which allow players to get hints for those problems they can't solve, while not giving the whole thing away. Furthermore, the "answers" are in multiple parts, beginning with small clues and ending with the solution to the problem, for those who want to work things out with as little help as possible. They also have ideas for things you can do which you may not have thought of, with surprising results, once you've solved the entire game. (For example, in HITCHHIKER'S GUIDE, do you know what happens when Trillian spills her glass of wine, or when Arthur re-visits the War Chamber after solving that puzzle?)

Speaking of HMG, if the Home Service radio version, the World Service radio version, the TV version, the records, the books, the computer adventure, and the proposed movie, all of which are different (actually, the radio versions are basically the same, as are the TV/records/books), aren't enough, then there's THE ORIGINAL HITCHHIKER'S RADIO SCRIPTS (the title is slightly different in Europe), which include insights on how the original 12 radio episodes were made, how the actors were chosen, what sound effects were used, what the music was (for example, the theme music - used on the record and TV as well - is "Journey of the Sorcerer" by The Eagles), and other details some people just can't live without. Also available are tape recordings of the four books, read by Stephen Moore (besides appearing in ROCK FOLLIES, he is the voice of Marvin in the record & TV versions of HITCHHIKER'S GUIDE), although they may not be the entire contents of the books. For \$14 a crack, couldn't the guy read a little faster? (No, wait - let me guess - "I think you ought to know I'm feeling very depressed")

For that matter, did you know that in the American book version, Arthur uses the word "flashlight", despite the fact that the British word for that thing is "torch"?

I didn't think so....

Good night!

If you didn't read all of PAGE 2,
it's too late for this planet

When last we left DIPLOMACY WORLD, it had just been resurrected with the new issue 40. Recently, issue 41 has appeared, featuring a few pages on DW's comeback (including letters from Rex Martin, one of the editors of THE GENERAL, and Allan Calhauer, inventor of DIPLOMACY), plus a few strategy articles, rules for TURNABOUT DIPLOMACY (a Fred Davis variant where the standard board's neutrals become home SCs and vice versa, more or less), a smattering of numerous articles, and the latest Dragonstooth Ratings. (For those of you who don't read DW, I'll inform you that the top five players according to this system are Dan Stafford, Jack Masters, Mark Berch, Peter Fuchs, and Phil Redmond. Dan's 6 wins and 9 2-way draws are going to make him tough to top.)

Then again, how accurate are the ratings? For some reason, a player who "earns" a victory isn't credited any more than someone who is "handed" the game (for example, by one or more of the player's friends, or by a stardby who, rather than play for personal gain, helps another player win at all costs). Also, is a win as Russia worth as much as a win as Austria? How about having 1 SC in a 4-way draw as opposed to being on the short end of an 18-16 situation?

Some of you may have guessed by now - after months of thinking (well, a few minutes of actually working at it), it's time to announce....

The all new and exciting top

FUDGE FACTOR RATING SYSTEM

The Fudge Factor system is dedicated to the fact that not all countries are equally as easy to play, and yet that's how other rating systems treat this game. (This is one of the reasons that, in most 2-player rated games, two games are played, with the players changing sides for the second game, and the combined results determining the final outcome. You can't do this in a 7-player game, since it requires 5040 games to get all combinations. If you wanted to fudge things a bit, you could play just 7 games - but who wants to play even that many?)

In the past, the FF system has been rather complicated, what with "basic" game points based on a player's maximum SCs (as a percentage of 18, which is considered maximum) added to the Calhauer points (win = 1, 2-way = 1/2, etc.), and this basic number multiplied by a fudge factor based on how well the country did in the reported games over the past two years. Well, it's a little simpler this time....

FUDGE FACTOR: The FF for a country is determined based on all games reported up to that point (there have been 715 games so far, according to the statistics in DW, these probably don't include very early issues of EVERYTHING, but this is what FF will go by). To calculate a country's FF:

1. First, determine the "standard error" for a Calhauer point rating. The expected CP for each country is 1/7; the "standard error" is the square root of (6 divided by the number of games), divided by 7. For 715 games, this is 0.0131. (1/7 is 0.1429) This standard error applies to all countries.
2. Next, determine the average number of Calhauer Points a country has received. (This is the total CPs divided by the number of games.) For Austria, with 51 wins, 29 2-ways, 35 3-ways, 37 4-ways, 11 5-ways, 3 6-ways and one 7-way, the CP total is 88.4262, for an average of 0.1237.
3. Determine how many standard errors away from 1/7 is the number in (2). For Austria, 0.1429 minus 0.1237 is 0.0192, which is a difference of 1.4655 standard errors.
4. If the number in (2) is less than 1/7, the FF is one plus 0.04 of the number in (3); if it is greater than 1/7, the FF is one minus 0.04 of the number in (3). For Austria, since 0.1237

is less than 1/7, the FF is one plus 0.04 of 1.4586, or 1.0586.

Now that you have the FF, what do you do with it? Easy. Every person playing that country in a game ending in one of the last 6 issues of EVERYTHING receives a rating for that game, determined as follows: the winner of a game receives 25 points. The other players receive points equal to the highest SC count they had during the game (Winter seasons only), plus 4 points if the player ended the game as part of a draw. (Note that, of course, nobody receives the extra 4 points if there was a winner.) This number is multiplied by the country's FF to produce the player's rating for that game.

For example, if someone (using the above FF for Austria) wins as Austria, the game is worth 25 times 1.0586, or 26.465 points. If the player managed to get as many as 10 SCs (in a Winter), even if later eliminated, the game is worth 10 times 1.0586, or 10.586 points. (However, if the player got as many as 10 SCs and finished as part of the draw - even if the final SC count is 1 - the game is worth (10 plus 4) times 1.0586, or 14.8204 points.)

In case you're wondering, here are the Fudge Factors for the seven countries as of the latest EVERYTHING: (Remember that the better the country is doing, the LOWER its FF)

FRANCE	0.9341
ENGLAND	0.9358
RUSSIA	0.9488
GERMANY	0.9972
TURKEY	0.9976
AUSTRIA	1.0572
ITALY	1.1314

In other words, a win for Italy in the latest EVERYTHING is worth about 21 percent more than a win as France. Also, a 2-way draw with 17 SCs as Italy is worth slightly more (23.7594 to 23.3525) than a win as France, at least for the moment.

Note that two overall scores are kept for every player: an average score, and a total (the sum of the ratings for all of their games). The last time the ratings were calculated, in August 1984 (using a slightly different system and a 3-game minimum), Peter Walker led the average scores, while Steve Annawcodiar (with 10 games) led the totals rankings.

Where are the CURRENT ratings? Well, as soon as I find enough time to type in the results of 230 games, as well as finishing off this issue of LDM and the NADB examination, you'll be among the first to see them. If you're STILL confused, you can ask John Boardman - after all, he's the one with the Ph.D.

-----SAY-WHERE-DID-PBM-DIPLOMACY-BEGIN-GRAUSTARK-OR-MONGO?-----

Speaking of John Boardman, the latest issue of Conrad von Mettke's COSTAGUANA has a startling admission by Conrad: it seems that "1962 A", which Conrad claimed to precede the first GRAUSTARK game as the first PBM Diplomacy game, never got past the country assignments, and so John's "1963 A" is indeed the first PBM Diplomacy game, although Conrad still claims to have developed the idea for PBM first. (Besides Conrad and John, there has been at least one other "independent" development of PBM Diplomacy: the point is, John got his game going first. Then again, if, according to what it says in COSTAGUANA, 1963 A only had five players, how come it has a Boardman (as opposed to a Miller) number?)

LATE-BREAKING, TYPED-IN NEWS....Recently, on CBS-TV's series KATE & ALLIE, there was an episode where Allie's daughter Jennie was fired from a waitressing job because she wouldn't go out with the boss. Anyway, at the end of the show, she went back and agreed to drop any sexual harrassment suit if he rehired her and cleaned up his act. He agreed - after which she quit, with the following line:

"I wouldn't work for a sleaze like you if you paid me!"

Think about that for a minute....Allison Smith (she was an "Annie" on Broadway once, I think) must be in the running for an Emmy - anyone who can deliver a line like that with a straight face must be good at acting!

DIP WARZ

As I recall (and, since I am the author of this thing, I should know), the last episode ended with the Supreme Galactic Overseenate coming up with a vote of no confidence against the Emperor, Lord Sacks Fifthavenue, only to have him destroy the Overseenate Chambers with a well-placed attack of overcompressed Covenants. I also recall that the elections were to be held in 30 days. True, that was written about 25 days ago, but time is distorted in space, especially between episodes of DIP WARZ, so not much time has actually passed since the announcement. The message of the upcoming elections should be reaching the Lincoln Falcon right about - oh, just about - "ILOM, status report."

"Unexplained delays in incoming radio messages - here comes one now."

The radio speakers blast out the news.

"FLASH! The Supreme Galactic Overseenate has just announced elections for the post of Emperor to be held in 30 days, before its demise at the hands of the current Emperor. A very recent poll taken by Diplomatic Imperial troops with very nasty weapons shows the current Emperor with 98% of the support, and reports are coming in about a 2% increase in the death rate among poll-answeraers. The question remains: Will Rod Seaparter once again attempt to seek this highest of extremely high offices? Meanwhile, the reward is growing for the capture and safe return of Douglas Adams so that he can replace the person that wrote the latest DOCTOR WHO radio series, who should be strapped to a Vagon Poetry Appreciation chair."

Rod Seaparter, all-around good guy and seeker of THE BOURSE, hears the news and tries to remember what he did with his spare applications for the position of Emperor....

"Why," mentions John Pole-o, "don't you take something else and lose it, and chances are the forms will be in the same place?"

Princess Luscious responds: "Why go through all that? Just look for Pole-o's brain - if you can find that, you can find anything!"

"You must be good at finding things - where did you find that accent of yours?" Baldo Calberonian replies.

"What? She's the only one besides me that knows how to talk!" says Oboe-1 Caruso. (Actually, what he said had to be translated into understandable language.)

"Attention!" comes through the radio speakers. "Emperor Lord Sacks Fifthavenue has just announced that all existing application forms are now invalid, and that new forms must be obtained from the Diplomatic Empire Printing & Supply Offices on the Civil Service planet of the Dee-Dee system. Violators will be slapped around for a few minutes, and then be tossed onto an isolated asteroid in a universe of the Emperor's choosing."

"Set course for the Dee-Lee system" commands Seaparter to ILOM. "Coordinates 92.5, 10, 47.2, 3, plus 1, zero, plus 6!"

"But," says ILOM, "that course won't get us to-"

"Coordinates locked in - or perhaps you'd prefer I lock into your memory circuits with highlights from the Emperor's latest speeches?"

"Locked in. Prepare to warp out...."

While that was going on, the Emperor was planning his next move.

"Are you sure," he asks one of his crewmen, "that their path will go through this point?"

"Your Emperonship, the shortest distance to the Dee-Dee system passes right by here. This can't miss."

"It had better not - for YOUR sake! Now, load up with our latest weapons!"

"After the latest attack, all we have are a few back issues of

As I recall, this happens to be PAGE 5

MENTAT (that's a 'sine for computer types)."
*** ZOT *** "I already KNOW what MENTAT is!"

Not that it really mattered, since the Linoleum Falcon never
n'd go by there. However, the Emperor decided to destroy a
few major civilizations nearby, which is too bad since one of
those had just developed interstellar radio technology and
could have been bored to death by the government speeches just
like pretty much everyone else.

OK, so the Linoleum Falcon finally made it to the Civil
Service planet in the Dee-Cee system, by way of the Mystery
Meat planet in the Dormfood system, where they decided to stop
for a bite to eat, mainly because it's the law in that system,
and the Lucky moon orbiting the Potatohead planet.
"How did that moon ever link up with a planet like that?" asks
Obse-1.

ILOM springs to life again. "Sensors indicate the moon was
created through a high improbability field generated by
immersing a hot Potato in a cup of strong tea."
"When those Potatoes get HOT, there's not much you can do..."
So anyway, Seaparter gets off of the Linoleum Falcon and seeks
out the application forms for Emperor. "Perhaps where it says
APPLICATION FORMS, EMPEROR on this map. Latitude 27,
longitude 220. That's only about 37,000 miles away." (I
forgot to mention that this is a large planet.)

OK, while we wait for Seaparter to make the journey (well,
actually he just got back on board the ship, which made the
journey in a few minutes), I'd like to remind all of you -
excuse me for a moment - what's that? I'm to be subjected to
tremendous PAIN and incredible AGONY because I don't refer to
the Emperor as THE EMPEROR? Look, it's my story - if you like
it better your way, write it in yourself!

Now Seaparter has found the correct office for the forms.
"May I be of service?"
"Yes, I'd like an application form for the office of Emperor."
"Do you have your forms for the application of forms?"
"My WHAT?"
"First, you need your blue Form to Apply for Additional Forms
form, followed by your yellow Form to Receive Forms Applied
for with the Blue Form form, not to mention (but I will
anyway) your orange and purple striped Forms to Acknowledge
Receipt of Forms Received As Listed on the Yellow Form to
Receive Forms Applied for with the Blue Form form."
"Are there any forms I can fill out in lieu of these forms?"
"Well, there's a red with gray spots Form to List Reasons for
Exemptions to the Filling Out of Forms form, but you need a
white with pink pussycats and brown hound dogs Form of
Permission to Fill Out the Red with Gray Spots Form to List
Reasons-"
"ENOUGH already!"
"I didn't see your salmon and silver Form to Interrupt a Civil
Servant Describing Forms form!"
"Do you happen to have any Forms for Emperor Candidates
Purchasing Civil Servants in the Mouth forms?"
"Try over there - ask for the banana with blood red polka-dots
form."

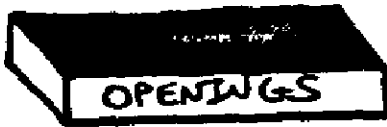
Will Seaparter ignore the Form to be Filled Out in Case of
Nuclear Attack to List the Surviving Population of Your City,
form? (Did you know that these ACTUALLY EXIST in the USA?)
How will the current Emperor handle all of this? Maybe in the
next episode....

You know, one of these days I'm going to remember to put a carriage
return at the end of the text so that the last line gets printed...

(See page 10 for a successful version)



LIFELMACY - Guest GM DICK MARTIN (you loved him in HERVE so much that he's back for a sequel - hopefully, with standbys this time). NO game fees. 7 players wanted.



RAILWAY RIVALS - Recently (or soon to be) released by Games Workshop (not GW). Hopefully, this is the same (or basically the same) as the one played in British 'zines (perhaps we can get an international game going?).

1830 - Soon to be released by Avalon Hill. (This game will not be played if more interest develops for RAILWAY RIVALS.) Based on the British game 1829, only set in North America.

(I bet you thought TRAX was the only 'zine that had railroading games, didn't you? Well, not including the two British games, ENVOY has been running RAIL BARON for years.)

STANDBYS - I have a list, but just about all of them have been called. Still, they're liable to be called for Dick Martin's game. The current list: Caruso, Ehl, Ferguson, Johnson, Peel, Wilson, Young. A standby gets 50c credit after his/her first (Spring or Fall) orders, 50c after his/her second, and \$1 after finishing out the position. To get on (or off), just let me know.

DOCTOR WHO RPG (FASA) - Signed up: C. Ozog. Certainly SOME of you have seen the Doctor - he's been around for over 23 years! (True, it's been on BBC, but DW has been on PBS (if you're lucky) since September of 1978.)

DIPPERS & ZIPPERS - What REALLY goes on at some of these cons? (No, I'm just kidding about this one.)

~~---MAYBE-THIS-TIME-I-CAN-GET-THE-SEPARATORS-ACROSS-THE-PAGE---~~

I'm getting closer....

KINGMAKER, TURN 6 - Peasants Turn Out In Droves

There was (as usual) a slight mistake last time: Edmund is in DUBLIN (see the house rules), not Calais. There are no royal counters in Calais.

PRE-MOVEMENT: Fitzalan goes to Arundel; Beaufort and Margaret go to Corfe; Plantagenet-York begins at Stokestay; Holland is Earl of Salisbury and Lieutenant of Ireland.

ORDER OF THE RAMPANT LION (Bray)

NEVILLE, GREY, GREYSTOKE, and POLE remain at Kenilworth(g)

SACRED ORDER OF THE MIRACULOUS PANTY-HOSE (Mazzer)

CROMWELL (Salisbury)-h47-Chichester
LE NICHOLAS remains at Chichester

WACKY WABBITS OF WONDERLAND (Gestlehr)

BOURCHIER, CLIFFORD, and PLANTAGENET LANCASTER (Tewkesbury)-h28-h32-h37-Salisbury-h42
STAFFORD (h40)-Salisbury-h40-h42-Corfe
BEAUFORT remains at Corfe

WHITE DUCHESS (C. 330g)

HOLLAND, LE LOCKS, and LE ROSE
(Penzance)-s13-s11-s9-Milford Haven

BAVARIAN INFILTRATION (Solomon)

MOWBRAY remains at Castle Rising

RAMPANT ROYALISTS (Wilson)

AUDLEY (Newcastle)-Tutbury-Notttingham-Newark-Tickhill-
Conisbore (g)

FITZALAN (Arundel)-h47-h38-Wallingford-Oxford-Northampton-

Coventry-Notttingham-Newark-Tickhill-Conisbore (g) (free move)

PLANTAGENET YORK (Stokestay)-w18-w14-w9-w8-Harlech (g)

COMBAT: Fitzalan (100) besieges Conisbore. The siege is
successful (PARLIAMENT MAY BE SUMMONED / Roos, Neville,
Cromwell); and Fitzalan enters Conisbore. Only victorious
besiegers may enter, so Audley remains on the green.

TURN 6 CROWN CARD:

TURN 7 EVENT CARDS: PEASANT REVOLT (Stafford to Leeds, Audley
(Earl of Kent) to Rochester); STORMS AT SEA; PEASANT REVOLT
(Neville to Raby, Mowbray to Wressle); CALAMSTROPHE 1 ROUND;
PARLIAMENT MAY BE SUMMONED (to discards); non-event to Wilson.

DEADLINE for TURN 7 is MARCH 13. Here's this turn's press:

GM-RAMPANT ROYALISTS: Try to name the spaces you travel
through next time - otherwise, it's GM's discretion as to the
path. Also, you can't enter Harlech since you don't control
it and you can't besiege it.

GM-WHITE DUCHESS: Yes, two (or more) ships can combine to
carry one noble (or more), as long as the ships travel
together.

CROMWELL-WHITE DUCHESS: Ireland sounds lovely. I may join
you. England is no safe place for wimps like us!

CARLISLE: News has just reached this far northern outpost of
the tragic death of the Earl of Northumberland, Lord Percy, at
the hands of the French. Lady Percy has travelled to
Newcastle to join her late husband's friend and ally, the Earl
of Kent, in a move southwards to join the Duke of York and
gallant Lord Fitzalan. The Lady was quoted as "looking for a
good rabbit stew".

HARLECH: "Come on Edmund, another round of sack, my boy."
"Why, certainly, dear Sir Risestoff (?). Ah, 'tis bliss
reposing in our castle by the sea, with out a care in the
world."

"Ah, Your Highness, there are reports that your father 'tis
not pleased with this life of dissipation and womanizing. But
the Duke is not here, and I am. A toast, Edmund, to your
bloated and priggish father - the Duke of York."
"Indeed, Sir John Risestoff, a toast."

Outside of the hall, a struggle suddenly is heard.

GM: Sorry, but the remainder of this press release deals with
Edward's capture by Plantagenet York, which did not take
place. (Nobody has besieged Harlech; only the Chancellor,
once in play, or allies may enter Harlech freely, assuming it
isn't captured. What made you think you could do it?)

And what's wrong with this word processor? It won't print the
last text line, even when there's an extra carriage return (blank
line) at the end. (Well, the WP will, but the printer won't...)

And I have to write "This is PAGE 8", too

Unfortunately, this printer is incapable of underlining things like the typewriter does. Instead, failed orders will be surrounded by square brackets (this is an example). Also, the final position of each unit is in capital letters (like always - well, just about always, anyway).

SUMMER 1907: Turkey NMRed (both the player and the standby), so A Smy and F Con are removed.

FALL 1907 ----- *Well, I've written in everywhere else - I'll write in the underlines*

ENGLAND (Dick Martin): A BEL H & supports Dip World (H), F ENG S A Bel, F BAR S A Stp, A STP H & supports Dip World, F BER S FRENCH A Pun-Kie, A HOL S A Bel, [F LVP-In], [F BTH-Den], [F DEN-Swe]

FRANCE (Jim Bjornsson): F Tun-WES, F IRI C A Bre-Wal, F MAD C A Bre-Wal, A Pic-BUR, A Bre-WAL, A Ruh-KIE, A MUN S A Ruh-Kie, A Bur-RUH

GERMANY (Brad Wilson): [F BAL-Swe]

ITALY (Mark Stegeman): F Tyh-ION, F Nap-TYH, F Ion-NAP, A Pie-TYO, A Tyo-BOH, A Vie-GAL, A CON S RUSSIAN A Arm-Ank, F AEG S F Smy, F SMy S F Con

RUSSIA (Ken Pez): A Gal-SIL, A Arm-ANK, A Lvn-PRU, [A MOS S ENGLISH F BAR-STP] (rso)

TURKEY had all of its units removed in Summer 1907.

1907 SUPPLY CENTER CHART: *Underlines indicate lost SCs; CAPS indicate gains*

ENGLAND: Lon, Edi, Lvp, Nwy, Swe, Den, Ber, Hol, Stp, BEL - 10, build 1

FRANCE: PAR, bre, Mar, Spa, Por, Mun, Tun, [Bre], KIE - 8, even

GERMANY: [His] - 0. Brad receives \$1 credit for finishing as a standby.

ITALY: Rom, Nap, Ven, Tri, Sen, Vie, Bud, Gre, Bul, CON, SMY - 11, build 2

RUSSIA: Mos, war, Sev, Rum, ANK - 5, build 1

TURKEY: [Con], [Ank], [Smy] - 0, out. Mike was also a standby, but he gets LOM free for being FNORD.

DEADLINE for WINTER 1907 and SPRING 1908 is MARCH 14. Not too much press this time, but at least most of you are getting into the act.

GERMANY-FRANCE: Oh, yes, SO clever, aren't we? You're full of two things: yourself and the solid waste product of mammals. Good riddance.

GERMANY-ENGLAND: Good luck. With such an ally as France, you'll need it.

LONDON-GERMANY: Gee, Brad, I hate to do this to you. If I can't get France back on my side, attacking you will have been a fatal mistake. I've made too many of them lately....

LONDON-FRANCE: From the looks of last turn, France and England are mulching each other, most of the time. Let's get back to doing it to the rest of the board.

ENGLAND: Look! The Phantom Frenchies are after us!

The phantom PAGE 9s have arrived

GM-ENGLAND: Is that a GMing one k?
STP & BEL: Three cheers for DIP WORLD and its new editor, Kare! Alauric!
ENGLAND-ITALY: What, 'are you mad at me?

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There aren't any this month. No FNORD. No SUBMARINE WARFARE. No SPACE VIKING (well, I've just about given up on that one). The last SW was in issue 58; the last FNORD, issue 54. (That was six months ago - however, Mike has also NMRed in R4CI over the past two seasons, so the problem may be outside of the hobby. Too much college, perhaps? That has been known to happen in dippers before.)

This could be YOUR big chance! If you ever wanted to publish a subzine, the door is open. I'm not asking for much - 2 pages a month will suffice, or even 4 every 2 months. (Bigger is better, however - don't feel that you have to stop at 2 or 4. I can use the bigger issues.)

Subzine writers get big bonuses - every time your subzine appears in LOM, you get that issue free PLUS 50 cents credit. (If you write in every other issue, it just about breaks even.) (The bonus is 70 cents if you happen to live outside of North America - this reflects the fact that Europeans pay more for LOM since postage rates are higher.)

Don't feel you can't write for LOM if you don't live in the USA - Canadians are welcome. Europeans are QUITE welcome. You can see what happens with American subzines, although all of you are just as welcome to write.

If you want to begin on the path to publishing your own 'zine, this could be the place. And don't worry if you go on to become a bigshot publisher and GM with people trampling over me (and LOM) to get to your 'zine while you forget where you began - that package from me probably isn't a bomb. Anyway, there's one way to find out....

Well, that does it for another issue of LOM, except for the ballot for THE LIFEERS. In issue 61, there'll be - well, I think I'll surprise you next time.

I'd also like to remind you that the SIXTH ANNIVERSARY ISSUE is coming in issue 64, so you can start thinking about what articles you AREN'T going to write for it, as usual. (This time, you have an excuse: "I'm saving it for DIPLOMACY WORLD.")

FINALLY, I'd just like to say that I have finally figured out how to print the last line of the text....

PAGE 10 thinks it's the smart guy
ground here, just because it has its last line

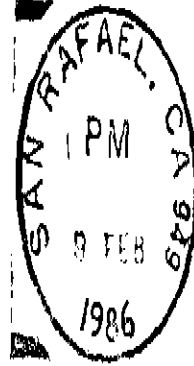
THE LIFERS - 1986 BALLOT.....Vote for up to five selections per category. Spaces numbered 1 are for the "best", two for "second best", and so on. (Note "best" can also mean "hardest", "dirtiest", etc., depending on the category.) Don't fill in higher numbers while leaving lower numbers in the same category blank. (For example, if space 4 is filled in for the "Best Letter Column" category, make sure 1, 2, and 3 are filled as well.) **DEADLINE** is **APRIL 18, 1986.**

DIRTIEST FOLD	HOBBY GENIUS	MOST IMPROVED 'ZINE	BEST 'ZINE FOR HOBBY NEWS	BEST LETTER COLUMN
1				
2				
3				
4				
5				
HARDEST COUNTRY TO PLAY	BEST GAME OTHER THAN DIP/VARIANTS	PERFECT ALLY	BIGGEST HOBBY PERSONALITY	TRUE HOBBY MASTERS SOCIETY
1				
2				
3				
4				
5				

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