



LIFE OF MONTY

FEBRUARY 11, 1987

LARGE ECONOMY
SIZE ISSUE

90c

I suppose all of you had a merry Christmas and a happy new year. Unless, of course, you couldn't dump your stocks in 1986 and are now suffering under the new capital gains and losses laws. To brighten things up a bit, here is issue 69 of LIFE OF MONTY, by Don Del Grande, 142 Eliseo Drive, Greenbrae, CA 94904-1339, available for however much it says up there at the top. Now, let's skip the mushy stuff and get right to....

MONTY'S NEWS AND COMMENT is brought to you by the Pacific Coast Yacht Clubs, two of which made it into the quarter-final of the America's Cup. How many ATLANTIC Coast YCs did likewise?

For those of you who read THE GENERAL, especially the letter column, you saw the NATR get a mention, albeit hidden away somewhere. (Am I imagining things, or is THE GENERAL turning into an ADVANCED SQUAD LEADER and DIPLOMACY magazine? Fortunately, those two games rank high on my list) The 1987 NATR Rules and Regulations appear in this issue. Note that there is a slight change from what it says in THE GENERAL concerning how ties in tournaments are rated.

The 1987 PEOPLE'S DIPLOMACY ORGANIZATION RELIEF AUCTION is finally underway; the available items are also listed in this issue. Remember that the deadline is FEBRUARY 28, 1987, so get your bids in early. Especially note lot Z-001.

And now, as a special hobby service....

HOW TO SOLVE "RUBIK'S MAGIC"

For those of you who received the thing but have absolutely no idea what to do, follow these somewhat simple instructions. **NOTE:** Whenever two numbers are listed in parentheses, like (4,2), this means that your Rubik's Magic should appear to have 4 squares across and 2 squares down. (This is the shape at the start.)

1. Begin with the three unlinked rings facing you and the signature at the bottom right. (4,2)
2. Fold the left and right ends forward. (2,2)
3. Fold the back up and down. (2,4)
4. Fold the right side back. (1,4)
5. "Roll" it forward so that the top three squares move down one, the bottom square moves to the back, and a square moves from the back to the top. (1,4)
6. Fold the front to the left. (2,4)
7. Fold the top down to the back. (2,3)
8. Fold the front right (3 squares) to the left while at the same time fold the back left (1 square) to the right. It should now look like a "T" with no top left square.
9. Fold the top down; the front two squares forward, and the back two squares back.
10. Fold the front of the left side (3 panels total) to the right. (2,2)
11. Fold the back of the top side (a total of 3 panels) up. (2,3)
12. Fold the back of the right side (2 panels) to the right.

13. Turn it over. The rings should be linked. If they aren't, that's too bad, as I followed these instructions as I was typing them and I linked the rings.

Note that you can't really "link the rings"; the linked rings are scrambled on the back when the unlinked rings are on the front. Speaking of Rubik, has anyone ever developed a Diplomacy variant using the cube?

Who would understand it?

Good night!

-DIP-IN-THE-ROAD-SHEEP-DIP-TAKE-A-DIP-POTATO-CHIP-DIP-



DIPLOMACY - Dorneman, Hopcroft, Slaughter signed up. Need 4 more.

KINGMAKER - Will begin when the current game ends. Signed up: Coufal, Hopcroft, *Ozoy.*

1830 - I am running 1830, not 1829 as Rex Martin says in THE GENERAL. I may not get to run either, if nobody signs up.

RAILWAY RIVALS - Signed up: von Metzke, Watts. Map "C" (Western USA) will be used.

* PRESIDENTIAL POLITICS - This is the SECOND EDITION, *
* just released by Jake Halverstadt, and contains *
* some improvements over the first edition as seen in *
* FEUILLETONIST'S FORUM. To get your copy, send \$10 *
* to Jake at 1106 Castlerock Road, Fort Collins, CO *
* 80521. Anyway, there are openings - probably four *
* Republican and four Democratic candidates. *

Note for you John Boardman types: this may sound unrealistic, but in PP, the Democrats have just as much of a chance to get elected as the Republicans....

For those of you waiting for the hobby's favorite letter column...well, you're stuck with mine. Anyway, here's one from Simon Billenness (630 Victory Blvd., Apt. 6F, Staten Island, NY 10301)

Thanks for another fascinating LQM. I've finally remembered to write to Michael this time. I hope there's still a space left in his DR. WHO game. I also note that you didn't print any of my last letter. Wasn't it controversial enough? Well, I suppose I can always do something about that...

I read Fred Davis' comments on Masters Of Deceit with interest. Unfortunately, he's judging it on the basis of the first edition, probably unaware that there is a second edition out and even a third edition in preparation by Ken Peel. The second edition is a better product. The layout is much easier on the eye, though the printing is a little faint in places. I spoke to Ken about a week ago and he told me the third edition will be a thorough revision.

It does not really matter all that much if MoD doesn't plug Supernova or other hobby zines and publications. Every novice who requests MoD (or Supernova for that matter) also receives a copy of the current Zine Register. Since the ZR plugs all zines and services, then every novice requesting MoD is going to read about Supernova, DD, the Lexicon of Diplomacy, TRAX, etc. in the ZR. The second edition of MoD already recommends novices use the enclosed ZR to find out details about the hobby. I gather the third edition may chop the out-dated zine recommendations and just refer people to the ZR. The old criticism that MoD only plugs one side of the hobby is now irrelevant.

Mind you, I do feel that MoD should plug Supernova. In fact it already does by distributing the ZR, which is a good thing. Of course the THE GENERAL doesn't have to plug FIRE & MOVEMENT because they are professional publications which aim to make money. By contrast, MoD and Supernova are amateur publications which aim to introduce newcomers to the hobby. By plugging each other, they are doing what they're intended for: providing useful information about the hobby to novices. I always felt that the hobby was a relaxing diversion from the "real world". Mind you, my sort of laid-back approach is probably more typical of

the British hobby than the American....

You may be pleased to know that John has revised the KK/W entry in the Zine Register so that it's quite clear that KK/W is a single zine. Another hobby controversy bites the dust.

Want to swap DOCTOR WHO videos? For some reason none of the New York stations want to show The Five Doctors, so I'm sure Barbara would love to borrow your copy. In return we could record some of the Colin Baker first season which is showing here.

P.S. Ken Peel and I agreed we both disliked LOM's new typeface! Any chance of bringing the trusty typewriter back?

No. However, as soon as I can get a decent word-processing program (one that includes graphics - there are two available, but I'm waiting to see PAPERCLIP ELITE), there will be some changes. (I may have to go back to reducing.)

As for the DOCTOR WHO videos, I've seen all of the Colin Baker first season episodes twice already (from Twin Dilemma to Revelation Of The Daleks) and am nearing the end of the Hartnells. However, I am willing to lend my tape of The Five Doctors (plus K-9 AND COMPANY), although the quality is not extremely good (they were taped in 6-hour mode....I assume you have VHS and not Beta or 8mm).

Speaking of tapes, I also have all but three of the MONTY PYTHON shows, the first BLAKE'S 7, assorted DOCTOR WHO (three Dalek series with different Doctors), and I'm working on a complete set of THE PRISONER.

-ALL-NEW-AND-EXCITING-TOO-ALL-NEW-AND-EXCITING-TOO-ALL-

Now from Canada comes GENTLEMAN'S AGREEMENT, a zine that is STIMULATING and INFORMATIVE - it even says so on its cover. One problem - it costs \$10 for 12 issues, and the first one had 8 pages (12-14 should be normal). Game fee is \$5 (none for standbys), but there is a proposed \$10 deposit against dropping out. Write to L. Casey (don't ask me what L stands for), 33 Nestow Drive, Nepean, Ontario K2G 4J7, CANADA.

KINGMAKER, TURN 14....NEW GUY TAKES COMMAND?

KRIKKIT KONFEDERATION (Miller)

GREY and PLANTAGENET-YORK (h54)-Pevensey(g)
NEVILLE and TALBOT (h54)-Pevensey-Rye
GREYSTOKE (Pevensey)-h55-Blackheath *
STANLEY (Milford Haven)-Llanstephen-w29-w23-w20-w18

SACRED ORDER OF THE MIRACULOUS PANTY-HOSE (Mazzer)

CROMWELL and Le GEORGE remain at Calais
COURTENAY and HOWARD remain at Canterbury(g)
ROOS, MOWBRAY, and Le TRINITY remain at Caister

GRAY KNIGHTS OF LANCASTER (Thornsberry)

BOURCHIER, BEAUFORT, HERBERT, and PLANTAGENET-LANCASTER
(Farnham(g))-Wallingford
STAFFORD (Leeds)-Rochester-Blackheath *
SCROPE (Windsor)-Wallingford

WHITE DUCHESS (Ozog)

HASTINGS, HARLECH, PERCY, and POLE (Harlech)-w12-w13-
w14-Shrewsbury(g)
Le ROSE and Le LUCAS (Milford Haven)-s9-s11-s13-s15

RAMPANT ROYALISTS (Wilson)

No nobles or ships on board

NOTE: Bouchier captures Richard of York and Beaufort
captures Edward of Lancaster.

COMBAT: Greystoke and Stafford meet at Blackheath;
Stafford has a 3-1 advantage (30-10). The card is
PEASANT REVOLT (Neville to Raby, etc.), and Stafford
wins the battle, capturing Greystoke.

CROWN CARDS: There are none in the deck.

TURN 15 EVENT CARDS: non-event to KK; REVOLT IN WALES (Talbot to Ludlow, Plantagenet-York to Stokestay); MERCENARIES GO HOME - Scots Archers; PARLIAMENT MUST BE SUMMONED (drawn by WD); PEASANT REVOLT (Mowbray to Framlingham); SCOTS RAID.

As you can see, a Parliament must take place. (About time, too.) Here's what must be in your next set of orders:

- (a) All players must say which nobles will be attending. If you NMR, nobody attends from your faction. You may make it conditional based upon the site.
- (b) Cathy, name the site.
- (c) Robert T., decide which house will be counted in your faction (York or Lancaster; you cannot count both), and whether you execute Greystoke, release him (for a ransom, presumably), or have Stafford drag him to Parliament. (You can't use a prisoner's votes unless it's part of a deal.)
- (d) All players may play cards from their hands before the Parliament; these votes count.

The deadline is FEBRUARY 12. Once all of the information is in, the appropriate player(s) will be informed of which cards are available to be awarded, and players will be told how many votes each faction has in each house. Meanwhile, here's some press....

MILFORD HAVEN: He moves!

KKK to ALL: I hope your holidays were pleasant and filled with whatever holidays are supposed to be filled with for your outlook. I hope that the new year will bring that which is important to you.

GKL to ALL: WWW is under new management. Care to write?

NOTE: Addresses are on the next page

KINGMAKER ADDRESSES

ROBERT MILLER, 2912 W. 141st Place #2, Gardena, CA
90249

MIKE MAZZER, 1900 Kelton Avenue, Los Angeles, CA 90025

CATHY OZOG, P.O. Box 5225, Munds Park, AZ 86017

ROBERT THORNSBERRY, 515 Park Avenue, Lexington, KY
40502

BRAD WILSON, 224 Valley Park Drive #9, Chapel Hill, NC
27514

MORE PRESS from the White Duchess....

A rider rode into the camp that held the great
Lords of the Land.

"What news?" they called.

"My Lord Clifford is dead! Edward of Lancaster
and my Lord's father Richard of York are freed at
Wallingford Green."

"Blast it all," Edward said. "We can't get to
them. Edward, why did you have to live in bloody
Wales?"

"Better than bloody Ireland, but have no fear,
little brother. Maybe our cousin of Lancaster will put
an end to our father. If not, well, time is on our
side."

"Very true, Edward," said a Lady in White as she
stepped between the brothers. "Soon you will meet your
Father for the last time."

-LATE-ADDITION-ONE-PLUS-ONE-EQUALS-----TWO-

Here's a last-second letter from Cathy Ozog, which is
going in mainly because the Kingmaker stuff stretched
this issue out to 25 pages up to this point....

Guess what I got for Christmas? A VCR! So now I
can tape DOCTOR WHO if I want to.

I was wondering what you had on tape and if I
could get a copy if I sent you a tape. I don't know if
we could do that but I would like to see "The Three
Doctors" and "The Five Doctors". For that matter, I
don't expect that you taped any of Colin's stories, did
you? Well, if you did, let me know.

You get DOCTOR WHO every day of the week? Not fair at all. We get him on Sunday at 12:00 PM. Rotten timing. It always takes my Sunday up. Well, I also watch ALL CREATURES GREAT & SMALL right before it.

As far as I know, the San Jose PBS station (KTEH, channel 54) is the only one that shows episodes on more than one day of the week. Most stations (for example, Sacramento's KIVE, channel 6) show an entire "serial" (usually four episodes, but they range from two to seven, with two and six being the most common next to four) at once; KTEH does this beginning Saturday night at 11:00 (right after the "British Comedy Night" - right now, that's A FINE ROMANCE, TO THE MANOR BORN, and two episodes of 'ALLO! 'ALLO!, if any of you have heard of those), but they also show one episode per night, Monday through Friday at 7:30 PM, when just about every other PBS station shows THE MacNEIL/LEHRER NEWSHOUR.

For those of you who want the scoop as to what everybody is talking about in the hobby nowadays, LOM proudly presents at this time (and space)....

THE DIPLOMACY HOBBY GUIDE TO "DOCTOR WHO"

DOCTOR WHO began on November 23, 1963 - the day after JFK was killed in Dallas. (Because of the BBC coverage of the death, the show started five minutes later than scheduled.) Originally, it was intended as a children's show (it still is, technically) where two people - an old man and his granddaughter - from another planet travelled to famous historical events in a time machine, called The TARDIS (Time And Relative Dimension In Space). The TARDIS appears to be a "police box" (something like a telephone booth, only completely blue) on the outside, but it is much bigger on the inside. (In later episodes, people have been known to lose themselves while inside.)

However, the developers of DOCTOR WHO planned something slightly different: they threw in some science-fiction episodes as well. Despite some executive objections, the science-fiction shows did

well....while the historical ones didn't. (Remember VOYAGERS? That's what DOCTOR WHO was supposed to be, more or less.) Every now and then, a historical event still shows up (for example, a 1982 episode took place at the signing of the Magna Carta), but it's science fiction now.

DOCTOR WHO has been on since 1963 - but the actors that portray the Doctor (and NEVER refer to him as "Doctor Who"; the show once made that mistake - and got more letters of protest than they knew what to do with) don't want to continue forever, so somebody came up with this idea: the Doctor has 12 "regenerations" - in effect, 13 lives - but they can all look and act differently. So far, there have been "six Doctors":

NUMBER 1 - the old man type. He thought he knew everything, and never believed that he could lose. He never did, either.

NUMBER 2 - a tramp, known for playing a recorder. While the first Doctor fought, this one ran.

NUMBER 3 - an electronics and science expert. The special effects budget went up when he was around. He was known for driving "Bessie" (an old touring car).

NUMBER 4 - it's hard to describe this one, since he was around for seven years. He was known for being a bit of a comic, and for wearing a long (20 feet or so) scarf.

NUMBER 5 - you ALL CREATURES GREAT & SMALL fans know him; he was played by Peter Davison. Always wore a Victorian-era cricket outfit. (The Doctor only played once, actually, although Peter has played for a show-business cricket team.)

NUMBER 6 - worst taste in clothes anyone can remember. Can go a bit crazy at times. Still alive as of this season, but the BBC is (supposedly) working on that.

The Doctor is almost always with one or more "companions" - usually from Earth (and also usually female), he tends to pick them up under strange circumstances. Only one companion has been an American

(and she was played by a British-American actress); strangely enough, most of the ones from other planets speak English with a British accent!

Of course, the Doctor has to fight off the aliens, right? The most famous of these are the DALEKS. A Dalek is shaped like a tall salt shaker with a round top, an eyepiece at the end of a pole sticking out from the headpiece, and two "arms" (one with a laser weapon). A Dalek talks with a monotone, vibrating, computer-type voice. They like to say "EX-TER-MIN-ATE". They like to do it, too, since they believe that everything not a Dalek is inferior. Everyone in Britain knows what a Dalek is, just as everyone in America knows who Mister Spock is.

There have been two "special" stories done: "The Three Doctors" (four 22-minute episodes) and "The Five Doctors" (one 90-minute episode). Normally, the Doctor can't be in the same place as "himself"; after all, they are really the same person in different times. In emergencies, however, two or more Doctors can be brought together. For the show's tenth anniversary, the third (and current, at the time) Doctor was joined by the first two (actually, the person that played the first one had multiple sclerosis so bad that he couldn't do anything more than say a few lines from his garage, which ended up as the actor speaking from a viewing screen); for the twentieth anniversary, the first five Doctors got together (although the actor that played the first one had died and the actor that played the fourth one decided not to do this one; they replaced the first one with a lookalike and took some unused footage of the fourth one), along with an assortment of past companions.

So now you have a general idea of what we're talking about. (Check your TV listings to see if a nearby PBS station is showing DOCTOR WHO.) Those of you like Cathy Ozog and Simon Billenness who want to see some of my tapes - in order to make a copy, I have to rent another VCR at \$10 per day. It might be easier for me to lend my tape to you, if you are willing to pay postage both ways.

NORTH AMERICAN TOURNAMENT RATINGS 1987

NORTH AMERICAN TOURNAMENT RATINGS (NATR) 1987 RULES AND REGULATIONS

1. Only face-to-face tournaments dealing with the game DIPLOMACY (created by Allan Calhauer; American copyright by The Avalon Hill Game Company) will be considered in this rating system. Variants of Diplomacy in which the rules and/or map are modified will not be considered, except for allowable variances covered in these rules or as determined by the NATR chairman.
2. It is not within the authority of the NATR to determine the results of a tournament; however, if a tournament's results are reported by score rather than by placings and two or more persons have the same score without a tiebreaker method being reported, those persons shall be considered in a tie.
3. Tournaments in which the "Draws Include All Survivors" rule is not applied, and/or in which the 1971 or 1976 rules are being used, will not have these "rules variances" disqualify the tournament from NATR eligibility.
4. In order for a tournament to qualify, there must be a minimum of 14 players who played at least one game in the tournament, and at least 7 games must have been played. If a game began with 5 or 6 players, it shall count as one-half game towards the minimum of 7. If a game began with 4 players, it will not count toward the minimum of 7. Any tournament that includes a game of fewer than 4 players will not be eligible for NATR points.

5. In order for a qualified tournament to be rated, the following information must be supplied to the NATR:

- The tournament name
- The number of players in the tournament
- The number of games played
- How many of these games started with 4, 5, or 6 players
- The names of (at least) the top one-half (rounded down) of the players, in order of tournament finish (any ties must be specified)

Additional information (scoring system, best country performances, miscellaneous comments about the tournament) may be provided and will be included in MEETING OF MINDS.

6. If sufficient information is missing from a tournament report to make it impossible to award NATR points to all persons who have earned them for that tournament, or to question the validity of the tournament's eligibility to be rated under these rules, the NATR chairman has the authority not to award any NATR points for that tournament.

7. NATR points are awarded for a tournament using the following procedure:

- a) Divide the number of players by two, and round any fraction down. Refer to this number as "a".
- b) Divide the number of players by three, and round any fraction down. Refer to this number as "b".
- c) The top "b" players in the tournament receive a number of points determined by this formula:

$$\text{points} = (a - 1) \times \frac{(b + 1 - p)^2}{2b}$$

where "p" is the placing (p = 1 for the tournament winner, 2 for second place, 3 for third place, and so on).

- d) The top "a" players who are not also one of the top "b" players receive one point.
 - e) The remainder of the players receive no points.
 - f) In case of a tie among "n" players for a position, the players tied for that position receive the average of the points awarded for the "n" places beginning with the tied position. (For example, a 2-way tie for fourth means that the two players each receive the average of the points for fourth and fifth place.)
8. A person's overall rating is the sum of the ratings that person received for the tournaments that person was in during that year. A tournament is rated in the year in which it finished.
9. Ratings for each tournament are rounded to the nearest .0001 point. (A fraction of .00005 rounds up.) A person shall be considered tied in the NATR placings with a person that has more points if the difference in points is less than or equal to 0.0001 multiplied by the sum of the number of NATR-eligible tournaments in which the two players have participated. (EXCEPTION: A first-place "tie" in the final standings will be broken by calculating the tied players' ratings with fractions retained. If any persons are still tied for first, the tie is broken in favor of the tied person in the fewest NATR-eligible tournaments that year, then by dropping out each tied person's lowest-scoring tournament, then dropping out additional lowest-scoring tournaments until the tie is broken or all tournaments have been "dropped", in which case the remaining tied persons share first place.)

PEOPLE'S DIPLOMACY ORGANIZATION RELIEF AUCTION
PRESENTS

WINTER 1987 PDORA III AUCTION BOOKLET



PEOPLE'S DIPLOMACY ORGANIZATION'S RELIEF AUCTION
WINTER 1986 RULES

- 1- Deadline for all bids will be Feb.28,1987
- 2- This will be a one round mail order auction. There are over 70 individual items for auction, some of which are for multiple offers or choices. Read the items explanation carefully before submitting a bid. Bids will be secret until winners are announced, and at that time you'll be asked to send your pledged bid for the item you've won. Once you've placed a bid, you are obliged to accept the item and its costs.
- 3- Your bids maybe be conditional upon total amount spent by you. It is therefore important to list your bids in a preference list order if you utilize such a conditional basis. All other conditional bids will not be accepted, tho a specific bid accompanying such a bid will be accepted.
- 4- In case of ties, and there aren't sufficient items to fill all bids, the earliest postmarked bid will win out.
- 5- On a piece of paper, simply list the items you wish to bid for, and how much.(Example- A-004 \$4. If you are one of the 2 highest bidders, you'll win a sub to Cathy's Ramblings. If the item has a postage cost, do not add the postage cost to your bid. Submit only a bid. You'll be billed later for the postage, if you win the item.)
- 6- All items are postage paid by the donator, unless otherwise specified. If you must pay the postage on a successful bid, you'll be asked to do so when you submit the donation for the item you have won.
- 7- All winners will be notified with a request for their payment, plus any postage costs. After receiving payment, all donators will be notified as to whom is to receive the item in question. Postage monies will be sent to the donators at this time.
- 8- All donations received from the Winter 1987 Auction will go to hobby services, as decided by the 5 member financial committee. Services such as the BNC, MNC, Orphan Service, and others, are eligible for funding.
- 9- Any input at all, whether in the form of ideas for the division of the funds, ideas to improve the auction itself, or anything else you can think of, is actively sought and will be gladly accepted. A little input can go a long way. Input can be sent to John Caruso 29-10 164St Flushing, NY.11358 or Simon Billenness 630 Victory Blvd. Apt 6F, Staten Is,NY.10301.
- 10- ALL PUBLISHERS are asked to please plug this auction by either reprinting the catalogue, or mentioning it in their zines, as soon as possible so the material is not out of date.
- 11- Catalogues can be obtained for a SASE from either John Caruso 29-10 164St. Flushing,NY.11358 or Simon Billenness 630 Victory Blvd. Apt 6F, Staten Is,NY.10301.
- 12- Please mail all bids to John Caruso 29-10 164St Flushing,NY.11358. Do not send your money yet, only your pledged bid. You'll be notified when and how much to send, after the Feb.28 deadline.
- 13- Good luck and everyone have a good time.

ITEM #	DESCRIPTION	MIN. BID
A-001	1 year subscription to <u>Rebel</u> .	\$2
A-002	1 year subscription to <u>Kaissa</u> .(\$14 value)	\$1
A-003	10 issue subscription to <u>Kathy's Korner/Whitestonia..</u>	\$2
A-004	10 issue subscription to <u>Cathy's Ramblings</u> . (2 lots)	\$3
B-001	Cucumbers Are Better Than Men Because.... (\$2.50 value)	NA
B-002	124 Reasons Why Cucumbers Are Better Than Men	NA
B-003	Sports Illustrated Complete set from Feb.3- 1986 Special Football Edition. (Add \$3 postage)	\$2
B-004	Baseball Digest Complete set from Jan86-Oct86 (Add \$2 postage)	\$2
B-005	2 Official 1986 Met Scorebooks. One is a Met game as kept by Phyllis Byrne. The other is an unused scorebook.	NA
B-006	<u>Diplomacy World</u> Anthology Vol.I is a collection of articles about the game of Dip; written by some of the best writers in Dipdom history, that appeared in the 1st 39 issues of <u>DW</u> . Among contents: Fiction, Poetry, Demo Games, Computers, Humor, Gaming and much more. A truly great collectors item of what <u>DW</u> is all about. Only 1 copy. (\$10 value)	\$3
B-007	1986-1987 Black and Blue Book, the current one. One copy only, listing nearly everyone in Dipdom. (\$6 value and Add \$1 postage)	\$2
B-008	Black and Blue Book (1982,1983,1984,1985) Specify year requested. (\$1 value for 1982 up to \$5 value for 1985. Add \$1 postage per volume/year)((Note-1982,83,84 contains mostly a California only listing, while 1985 is hobbywide))	NA
B-009	1974 Diplomacy Handbook contains articles on Diplomacy and Dipdom in general as written by such luminaries as Walker, Calhaver, Walkerdine, Boyer, Pulsipher and others. (Add \$1 postage)	\$1
B-010	1975 Diplomacy Handbook contains more articles on Diplomacy. Writers include Birsan, Beyerlein, Lakofka, Verheiden, Zimmerman, Mahler, Corell, others. (Add \$1 postage)	\$1
C-001	Official WARTHOG T-Shirt, heavy duty, 100% cotton. Size is large, for extra tusk room.	\$5
C-002	Kuffler home made to order, in your choice of color.	\$7.50
C-003	Official <u>DW</u> Staff Baseball Cap, light blue with black emblem, as worn at Marycon by <u>DW</u> staff member.	\$2
D-001	Leadership of the Hobby Small Fry Protection League. Yes you can be Generalissimo of the HSFPL if you pub a zine with 50 or less readers.	NA
D-002	Cochise Press- 10 pages worth of handwritten press by Steve Courtemanche to your favorite GM(s). (Cost is for 1 months worth/10 pages of press to 1 GM. You can bid for more than 1 month's worth, and more than 1 GM. Will be only 1 winner, so winner can choose his GMs to be "hit" then.)	\$1 *****
D-003	Data file completed by Kathy Byrne for game 1983HY, giving her game record, IQ, shoe size, hair color, age, plus more. Also contains 9 questions from KB to JR Baker regarding his suitability as an ally. He answered these truthfully (allegedly) and then she STABBED him!	NA
G-001	Falkland Sound from Mayfair Games. Unboxed, unpunched. (\$2.50 value)	NA
G-002	Stalin's Tanks from Metagaming. Unboxed, punched counters. (\$4 value)	NA

ITEM #	DESCRIPTION	MIN. BID
G-003	3 Games in 1 offer. Konigreich and Naked Game, which appeared in Dipdom zines, and Gnutes and Ladders, the pocket-sized version.	NA
G-004	American Civil War from SPI. Punched counters, packed in a portfolio plastic. (\$5 value)	\$2
G-005	National Past Time (1st Edition) by Alan Calhmer-his game about baseball. (Add \$4 postage. Approx \$15 value)	\$3
M-001	Judy Winsome return address stamp.	NA
M-002	1986 NY Mets Pennant featuring team photo. (\$3 value)	\$1
M-003	Colorful adhesive stick-ons.	NA
M-004	East Coast Clinue Button. (\$2 value)	NA
M-005	1986 NY Mets schedule autographed by Kathy Byrne.	NA
M-006	8x10 caricature of your most/least favorite dipper, friend, family member, as done by JB Baker. Photo of the victim required. (10 lots available)	\$1 per
O-001	10 turns of Traveller, GM-Elmer Hinton. (\$20 value)	NA
O-002	Regular or Gunboat Dip Gamestarts, GM-Melinda Holley (\$5 value specify Reg or Gun. 7 slots available)	NA
O-003	Regular Diplomacy Gamestart, GM-Lu Henry (\$10 value) (7 slots)	NA
O-004	Regular Diplomacy Gamestart; GM-Bob Olsen (7 slots)	NA
O-005	Regular Diplomacy Gamestart, GM-Steve Heinowski (1 slot)	NA
O-006	Wooden Ships Iron Men vs the undefeatable John Caruso. GM-Steve Heinowski	NA
O-007	Variant Gamestart, yet to be named, GM-Fred Davis (1 slot) (\$9 value- bid covers fee for entire length of game, copy maps, rules; sub to zine is unnecessary)	\$7
P-001	Photo of Kathy Byrne CHDKING Bruce Linsey.	NA
P-002	Photos of 24 ass't hobbyists in a pocket-sized album.	\$1
P-003	Autographed picture of Melinda Holley	NA
P-004	Poster B&W of the Statue Of Liberty (several lots) (Add \$1 postage)	\$2
P-005	Poster color, Stallone as Cobra. (several lots, add \$1)	\$2
P-006	Photo Cathy and Eric Ozog in color.	NA
P-007	Autographed photos of Woody's kittens- Millie and Bismark	NA
P-008	Photos of the women of Dipdom including Cathy Cumming, Nancy Irwin, Kathy Byrne, Debi Peters	\$1
R-001	Record- Not Insane by The Firesign Theatre. Almost new, played only 2-3 times. (Add \$1 postage)	NA
R-002	Record- Waiting For The Electrician Or Someone Like Him by The Firesign Theatre. Played few times (Add \$1 postage)	NA
R-003	Record- Don't Crush That Dwarf Hand Me The Pliers by The Firesign Theatre. Played a few times. (Add \$1 postage)	NA
R-004	Record- Little Feat by Little Feat (Add \$1 postage)	NA
R-005	Record- I'm Glad You're Here With Me Tonight by Neil Diamond. Played a few times. (Add \$1 postage)	NA
R-006	Record- Kenny Rogers Greatest Hits by Kenny Rogers. Never played, brand new. Wrapper opened. (Add \$1 postage)	\$1
R-007	Record- Big Bambu by Cheech and Chong. Played only few times. Sorry, rolling paper used up. (Add \$1 postage)	\$1
S-001	Stamps! A large envelope of commemorative and foreign stamps from all over the world. Includes 100's of stamps from such exotic places as Uruguay, Singapore, Thailand. (Add \$1 postage)	\$2

ITEM #	DESCRIPTION	MIN. BID
V-001	The privilege to have Frank Byrne for a summer.	NA
V-002	PeeriCon VII 1987. Attend the west coasts premier Dip only event. Includes registration, accomodations and even a tank of gas if the winner is from out of town. (Priceless)	\$5
X-001	John Michalski souveneir package. Novelty items you'd find associated with JM, including such items as an old sock, a dirty joke postcard, a used toothbrush, a dirty old man's pen, a deck of cards, a photo of John is also included, as an added bonus. Plus some other items. (Priceless collection of rare items)	\$1
Z-001	Life Of Monty 15 issues (ass't from 1-60) 10 lots	\$1
Z-002	Perelandra complete set 0-45 (Approx \$25 value, add \$3 postage)	NA
Z-003	Whitestonia 24-27 from 1980, old open format (\$2 value add \$1 postage)	NA
Z-004	Kathy's Korner/Whitestonia 12 ass'r issues from 1983-1986 (\$7.50 value, add \$1 postage)	\$2
Z-005	Cathy's Ramblings issues 1-8,11,13-22. (\$12 value, add \$1 postage)	\$2
Z-006	Fake Europa Express (Nov 1982 vintage) plus 2 fake Y'all's.	NA
Z-007	4 ass't zines, plus an added special- 1983 Dipcon Souv. Booklet. Zines include last Flying Dutchman and Plague Times to appear, plus 2 Envoys which are extremely rare, in themselves. (Add \$1 postage)	NA
Z-008	Several pounds of ass't dipzines dating back to 1983. (Add \$5 postage)	NA
Z-009	The Gamesman #3 3/1/66. 28 pages, mimeo by the late Don Miller. Contains articles on chess, dip, and other wargames.	\$1
Z-010	The Gamesman #9 9/80. 64 pages, mimeo. Last issue produced by the late Don Miller. Also contains articles on dip, chess, and other wargames.	\$3
Z-011	The Diplomat complete set from issue 1.1-5.6 (11/10/82-6/13/86) With cartoons by RK and JR. (Add \$2 postage)	\$2
Z-012	10 ass't British zines. (\$10 value, 2 lots, add \$2 postage)	\$2.50
Z-013	10 ass't American zines. (\$7.50 value, add \$1 postage)	\$2
Z-014	Xenogocic complete set 1981-1986, 22 issues in all. (\$66 value, add \$5 postage) OR OR OR OR OR OR OR OR OR OR	\$4
Z-015	Xenogocic 1 volume (which is 1 year) 1981,1982,1983,1984, 1985,1986. 1986 only has 2 issues, all others include 4. (\$12 value, 1986 \$6 value, add \$1 postage per volume/year, and specify which year/volume you're bidding on.)	\$1

DUE DATE: FEB. 28, 1987

MAIL BIDS TO: JOHN CARUSO 29-10 164St Flushing, NY. 11358

10. The NATR chairman has the power to make rulings on any point not specifically covered in these rules, but only on matters concerning the awarding of NATR points (including the eligibility of tournaments). When interpreting these rules, the decision of the NATR is final, although any person does have the right to discuss openly any decisions made by the NATR without fear of any reprisals being taken by the NATR. (Example: the NATR does not have to accept the decision of an ombudsman or arbiter, but may consider the advice of all persons in reaching a decision.)
-

DIPLOMACY 1984CI, Endgame Statements

STEPHEN H. DORNEMAN, Standby for Russia

"Well, gee Officer, it happened so fast....I was walking down then street, minding my own business, when this guy - I think he said his name was Don Deli Something-or-other - called me into the alley. Something about tickets to see "Stand By Me" or something like that, I'm not sure, my Russian's not that good. Then as soon as I stepped into the alley this big Italian-looking guy hit me with what felt like a hundred wooden blocks. Let me tell you, all I saw were stars...except for a few anchors. And that's all I remember until waking up here. Funny thing, I've got \$1.50 more in my pocket now than when I started the day, so I guess they weren't after my money..."

DICK MARTIN, England

This wasn't really a bad game, it just seemed that way. Congratulations to Mark for the sucker play of the year in getting Jim Bjornsson to "stab" me. Boy, if I could pick 'em like that.

Congratulations also to Don for a really well-run game (never thought we'd hear something like that), and to Brad Wilson - the only other player to write me before the game was finished. 84CI was more tactical than diplomatic, but at least it wasn't much of a drain on my time!

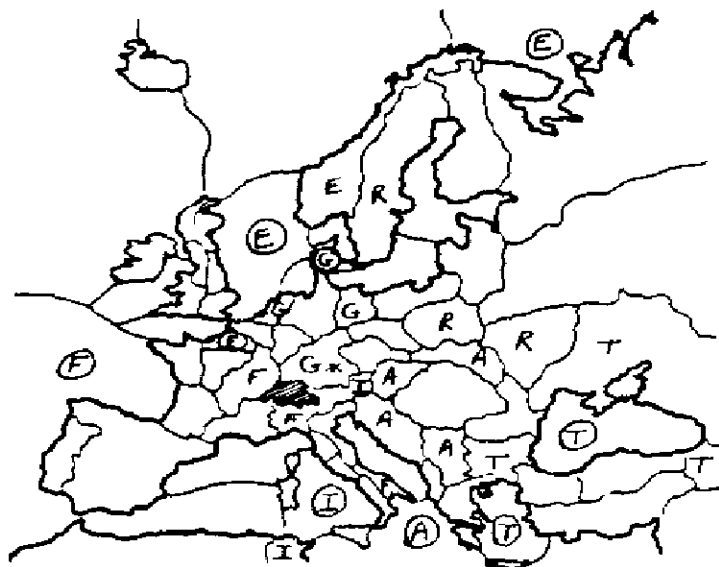
SEMI-INSTANT REPLAY

TIMEWARP Spring 02

B (Kathy Byrne): A Vie S A Bud-Gal, A Bud-Gal, A Tri-Tyr, A Ser-Tri, F Gre-Ion
E (Stephen Borneman): A Edi-Nwy, F Nws-Bar, F Nth C A Edi-Nwy
F (Mark Howorth): A Mun-Rub, A Ven-Apu, F Por-Mao, F Bre-Pic, A Par-Bur, A Mar-Pie
G (David Coufal): A Hol-Kie, A Ruh-Mun, F Den-Kie, A Ber S A Ruh-Mun
I (Robert Miller?): NMRI A Tyr, A Tun, F Tys all hold
R (Robert Thornberry): A Ukr-Rum, A War-Ukr, F Gob-Swe, F Sev S A Ukr-Rum
T (Gary Dehaen): A Bul-Rum, A Rum-Sev, F Bla S A Rum-Sev, A Ank-Arm, F Con-Aeg

Underlined moves do not succeed. The French A Mun retreats to Sil, Boh, or the Box. I need a standby for Italy, Don. You can pencil in the address of our lucky winner at the end of the report with the other addresses.

My apologies to you players for the delay. For the first time in years, I forgot to save a copy of the adjudication. Naturally, the one master copy gets lost in the mail. To top it off, our publisher is nearly as unreachable as myself by phone, and it took so long to find out whether the original finally showed up that it became easier just to put this in the next issue of LOM. Things had been going so smoothly, too... when it rains it pours. But we're back on track and should have no problem staying that way.



By the way, my phone number is 301-762-4267. You probably won't be able to reach me directly, but if you want to leave orders, the machine works just fine.

Ahem, deadline and standby please? **DEADLINE: FEBRUARY 5**

STANDBY FOR ITALY: NHAN VU, 626 HEATHER AVE., PLACENTIA, CA 92670

FRA to GAME: Calmer heads will prevail in this time of chaos. Of course, some old fashioned letter writing doesn't hurt either.

FRA to GER: Come now, hate mail destroys my image of you. This is diplomacy not a picnic you know.

AUST to FRANCE: The pasta Pope and I agree, we don't want warts, therefore, we are going to kick the frog out of our territories.

FRA to GER: Does this mean you don't want to ally with me?

AUST to GERMANY: Just remember six centers in 01 leads to sure destruction by 03.

FRA to GAME: Now don't go crazy out there! I wasn't supposed to get three builds!

AUST to ENGLAND: I'll give you odds (10-1 even) that the French have now invaded the English Channel.

AUST to FRANCE: Have you got something against your homeland, or

do you just believe in increasing foreign tourism?

FRA to AUS: Now, Kathy, it's rude to gloat.

AUST to RUSSIA: Look at the good side. At least you haven't had any French visitors yet.

FRA to ENG OR STANDBY ENG: Heck even a short letter would be appreciated. Okay, I give up...how about a post card?

ENG to WORLD: Nothing like getting the knives out early, I always say. Nevertheless, the Prime Minister will be receiving any and all diplomats at his summer residence in Lynn.

FRA to AUST: Sure I like the Mets, but you gotta admit that Mike Scott and the Astros have earned a hell of a lot of respect. I think everyone I know expected it to be over in 4 or at the most 5.

TURKEY to AUSTRIA: Although painful, I can not procrastinate any longer and expect this to get to Dick in time. The New York Mets are the National League Champions! They even toyed with the Red Sox just to prove a team could lose the first two games of the series at home and still win without favorable intervention from an umpire, but back to their win over the Astros. Even though Carter et al were mesmerized by Scott, they always came back when they had to. The Astros lack of a bullpen was their downfall. The Red Sox had the same problem, which leads one to believe it's the Mets' ability to win when it counts that caused these teams' deficiencies in their relief staffs. In 1986 the Mets could beat you in so many ways and it was fitting that they showed them all in the championship and World Series. They truly earned the title of 1986 World Champions. Oh, by the way, the Cubs do have a beautiful ballpark.

FRA to GAME: Okay, are we finally done with baseball press?

ROCKVILLE: I think so, for the next four months or so. And then it all starts again!

Addresses:

Kathy Byrne, 29-10 164th St, Flushing, NY 11358-1428

Stephen Dorneman, 95 Federal St, #2, Lynn, MA 01905-2230

Mark Howorth, 1808 Bancroft Way, Berkeley, CA 94703

David Coufal, 1085 Wagon Wheel Ave, Colorado Springs, CO 80915

Robert Miller, 2912 West 141st Pl, #2, Gardena, CA 90249

Robert Thornsberry, 515 Park Ave, Lexington, KY 40502

Gary Behnen, 13101 S Trenton, Olathe, KS 66062

GM- Dick Martin, 26 Orchard Way N, Rockville, MD 20854-6128

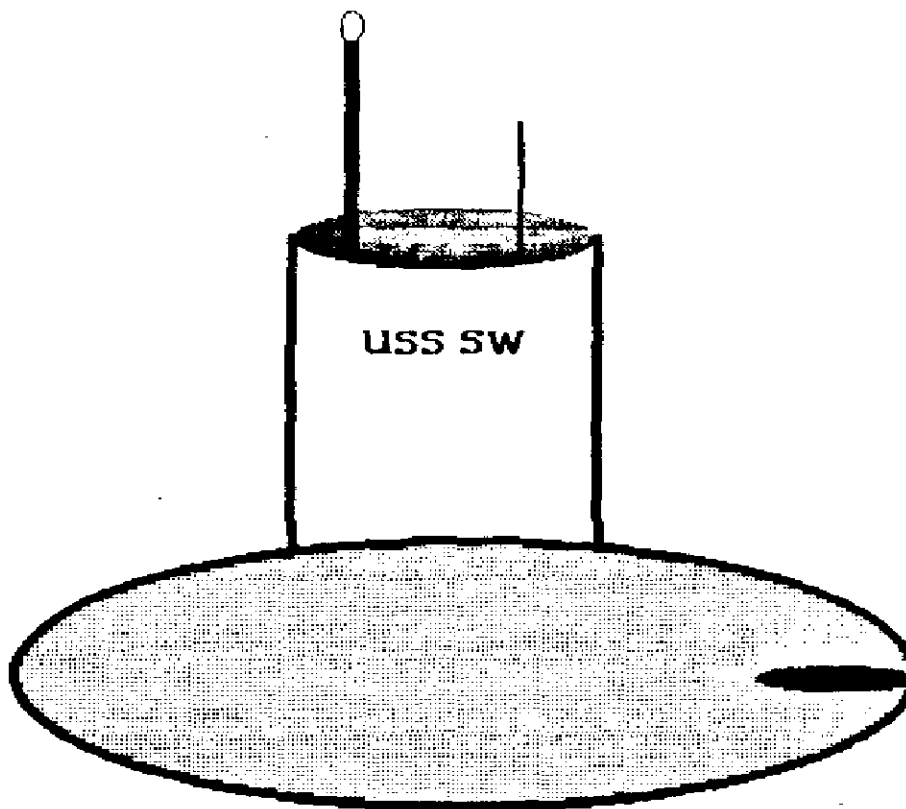
Italian Standby: **NHAN VU, 626 HEATHER AVENUE, PLACENTA, CA 92670**

Well, I have a few spare inches here...this issue is a little big, mainly because of the unreduced print, so I thought I'd try a little experiment and see how well this computer print reduces. If it comes out readable, I'll probably go back to complete reduction starting with number 70. (Sorry to those of you who liked the larger print.)

Maybe it comes out better in bold. Anyway, one of these days I'll get a decent word processor with desktop publishing features, and then I can change fonts like all of those Macintosh 'zines that are out do.

And now on to the music section...for Christmas, I got an unusual stereo system (made by Fisher). It has a tuner, turntable, CD player, twin tape decks, and 5-frequency graphic equalizer (with twin mini speakers, on sale for \$400). There are a few things missing: no tone control, no tape input volume controls, no setting for Dolby (just "normal" and "metal"), and the turntable does not automatically move the needle to the start of the record (it does reset the needle when finished). At least I can make tapes from my choice of radio, LP, CD, or tape, the CD has programmable track selection, and there's "high speed dubbing" for tape-to-tape. Not only that, but I did manage to shell out for one CD - Bizet's L'Arlesienne (suites 1 and 2) and Carmen (suite) with Herbert von Karajan and the Berliner Philharmoniker (Deutsche Grammophon 415 106-2).

That's L'Arlesienne!



SUBMARINE WARFARE

(a neat idea for a subzine)

by

Derwood Bowen

2140 East State Street

Salem, Ohio 44460

Now it is November (Yes, I know that is not the most brilliant of statements, but I have to start out somehow.). Anyhow, the weather is now a tad chilly, and I expect cooler and ultimately colder weather is on the way (Yes, I know. The observations get even more brilliant.). This month I have some miscellaneous rantings, and an article or two. I might even go out on a limb and write another dip article.

Since last I left you, I expect everyone in the known world knows that the Mets won the Series. It was exciting. Of course, the Red Sox could have won the whole thing if a relief pitcher could have held a lead. But you knew that. My congrats to the Mets (Oh, sure, Derwood. The Mets are going to read this.). Well, maybe I'll send a courtesy copy to them. Yeah, that's the ticket. Ron Darling subs to this. Yeah, that's the ticket. (Uh, did I get carried away with this?)

Well, after week nine, the Cincinnati Bungles are still in first place. Oh sure, I hear you say. They're actually tied with Cleveland's Clowns. And it is the AFC Central Division. So what. We're still in first place, and we have a winning record. If we (I know, I know, I'm not connected with Bengals organisation in any way. So what!) manage to stay that way through the end of the year, I'll be pleased. And only a tad suprised.

LETSGOBUNGLESLETSGOBUNGLESLETSGOBUNGLE

This is something a trifle unusual to write about. But then, this is Submarine Welfare, home of the unusual (Actually, this is only one home of the unusual. Any of you sub to KK/Whitestonia?). At work several of us pick the winners of all the NFL games each week. Anyway, this week I listed each of the games by team name instead of team city. And, while looking at this list, I was inspired to do this. Which is to say, inspiration doesn't come easy to me. Alright. I'll admit it. I can't think of anything worthwhile to write about. So I'm writing this instead. If you don't like it, you can read Del Monte instead.

The most common team name in the NFL involves types of people. There are 13 different team names in this category. There are the Cowboys and the Indians (Redskins and Chiefs). There are also the Raiders, Buccaneers, and Vikings. To balance them we have the Saints. The working man is well represented by the Packers, Oilers, and Steelers. The romance of our history is represented by the 49'ers and Patriots. And the mythos is represented by the Giants.

The next category is animals. There are 11 different team names here. Of these, 4 are birds and 7 are mammals. There are no reptiles, amphibians, insects, etc. I guess the people responsible for choosing these names don't think the rattlesnakes, the spiders, or the salamanders would draw well. What we do have are the Falcons, Seahawks, Eagles, and Cardinals (I know that a Cardinal is a Catholic Church official, but the players have birds on their helmets. So don't give me any shit about including the Cardinals here!). We also have Lions and tigers (Bengals that is). There are Bears and Rams. Even two kinds of horses (Colts and Broncos). And, for you Flipper lovers, Dolphins?!

There are 2 teams named after people. One, the Cleveland Browns, is named after the team's founder, Paul Brown. The other, the Buffalo Bills (what?), is named after William Cody. Now, you might argue for including Buffalo in the animal section, owing to the fact that they use a buffalo as their team emblem. But the team's name is Bills, not Buffalos. By all rights, they should have a picture of William Cody on their helmets.

There are two names that defy ready categorization. The Jets, of course, are a type of engine used to power planes. If you look in a dictionary, you won't find any jets. But you will find the word. There are jets in other places than airplanes. Carburetors have them. So does the Green Monster. I guess we can list the Jets as a machine name. How about the Derricks, next?

The other name that doesn't pigeon hole nicely is the Chargers. Now, a charger is a steed. Or James Coburn with his Master Card. Or a car made by Dodge (This would allow us to categorize them with the Jets.). The emblem on their helmets is a lightning bolt. That sure helps a lot. I suppose you could argue for a horse as fast as lightning. Or a car. The truth is, I suspect, that they were named for a dynamo. So, I guess we can list them in the same category as the Jets after all. Now that we have that settled, let's move on to something really worth while. (But Derwood. Putting something worthwhile in SW will just ruin your reputation!)

GOCRATFISHGOMILLIPEEDSGOJANITORSGOACCOUNTANTSGOOVENS

Flo was a flea. She lived on a dog named Fifi. Marie owned Fifi with Flo the flea. She gave Fifi a flea bath. Flee Fifi, Flo the flea. Flee from Marie and her flea shampoo. Flee, flea.

This months Dip article is for all you GM's. If you use standbys, observe a few simple rules. Rule number one: when you call a player to standby, make a note somewhere on the front of the zine that you have called the player. I just received a zine where I almost missed the call to standby. Had I missed this, I would never have known I was called until I got letters from the players. And sometimes the players don't even write standbys. So make sure your player knows he's been called.

Rule number two is: include a supply center chart with your adjudication whenever you call a standby. I don't save game results from games I'm not playing in. I would sure hate to capture a supply center only to find out I already control it. Or my ally controls it. So, even if it is not a winter season, list the darn thing anyway. Put it on a flier if you don't want it in the adjudication. But give it to me. I want it.

Rule number three is: don't abuse your standbys. If you have called someone to standby in one game, don't call him for another until he has completed that one. If you are desperate, ask. But don't just assume it is alright. Every player has an overload point (with the possible exception of Melinda Holley). Don't help a player to burn out.

This is not a rule, but a recommendation. Standbys are very important to the running of postal dip games (my opinion). If you use them in your games, you will need lots of them. Unfortunately, almost every game of dip ever played postally has at least one drop out. So attempt to get as many volunteers as you can. Offer them bribes. I like the idea of one free issue of your zine just for sending standby moves, and additional issues for playing a position to completion. Several GM's do this, and I recommend it. Whatever your policy is, work hard to obtain a large standby list. And check it periodically. Sometimes people volunteer to be a standby, and forget that they have done so. I know I have. I have volunteered to standby in some zines I get, but not all. A periodic query is in order, I believe.

I wish you luck in your quest for well-played and well-run games. I feel that standbys will help you to fulfill this for your players. To be a good GM requires a certain amount of effort, and this is one area which will have a substantial effect on your games. Good luck and good GM'ing.

I have recently acquired 3 new record albums, and I thought I would tell you about them. Anyway, what follows is something of an attempt at record reviews. If you disagree with any of this, you might let me know why. It might make for an interesting discussion.

First up is an easy one. So is the name of Peter Gabriels newest album. I must say, it isn't real good. What about "Sledgehammer," you say? Well, I must admit that is a good song. But what else is there? You say you like "Red Rain"? Yes, I guess "Red Rain" is a good song. Not good enough for you? OK, OK. It's a great song. But what about the rest of the album? Oh, you like all of Side 1. Yes, I'll concede that Side 1 is outstanding. But what about Side 2? You think that is pretty good, too. In fact, you think it is a great album all around. (I must agree. So is a must for your record collection.)

Next up is the Fixx. I must tell you right up front that I am a Fixx fan. I have bought all the Fixx albums I have seen so far, and liked them all. Having said that, I will comment on the newest Fixx album, Walkabout. The Fixx have a very distinctive sound. The chiming guitar, the choppy style, and the voice of Cy Curnin all make the Fixx sound very recognizable. I can hear a Fixx song for the first time, and know it is the Fixx. This

(TIME) LORDING IT . . .

A Subzine by
Michael Hopcroft
2190 W. Burnside #108
Portland, OR 97210

Well, here we go on another not-quite-up-to-modern-graphics standards run of (TIME) LORDING IT. Boy, do I hope this gets in on time! This Christmas has been pretty strange, as I haven't been able to get presents for people (no money). Plus I came down with the flu on Christmas Day. Talk about real fun there! I got a paddleball for Christmas that has a green dinosaur on it. Cute, but it did inspire a CHAMPIONS villain of dubious efficiency. I also got a blander. Wew.

Anyway, FASA has FINALLY released their supplement on the Cybermen. Check out the next INTERVENTION for the low-down on that, and for other Welsh tidbits.

Well, it's time for

RUMOURS AND REPORTS

The Rani thinks there is a connection between where she and the Master materialized at random and Gallifrey. Nothing has yet been established on that, though.

Doctor #4, Sarah, and Harry have discovered the Casino Galactica, home of the most popular gambling games in the Universe including . . . blackjack? Harry had a great run at the blackjack table, but has vanished. The Doctor is trying to find him with the help of Sarah's new friend, a visiting Dracanian diplomat. But the robot manager hasn't been much help.

Doctor #5, Tegan, and Turlough have answered a distress call from Ancient Babylon. No sooner did they step out of the TARDIS than a huge crowd of people hailed them as gods!

Doctor #4 and Romana have found themselves in a world where time appears to be running in reverse, in pursuit of the Doctor's first self (who may have a clue to why the Doctor doesn't exist in this timestream). No sooner did they get there than the TARDIS blew up! But not to worry; apparently the TARDIS exists there already, as brought by Doctor #1. This still leaves the question of what happened in the first place. . .

There is still room in the campaign! Drop me a line at the address above.

WHO'S NEWS

When it comes to ability to snare public esteem, they don't make companions like they used to. The second companion of the Colin Baker era has made her appearance, but the word I have received (and that has been published elsewhere) indicates that Melanie Bush (played by Bennie Langford) is not catching on. Mind you, I challenge anyone to have a congenial relationship with the Sixth Doctor. It really can't be done. Still, the audience does seem to demand a lot from a companion these days.

WHAT THE HECK IS A GURP?

There must be a better name for a role-playing game than GURPS. I mean, what does it tell you about the game? Does one have to descend into deep, dark Gulp-infested caverns, slaughtering the ugly things by the hundreds until one comes across a really big mean-looking Gulp?

Actually, no. GURPS is an acronym for Generic Universal Role-Playing System, and as such it does actually work. This system will, with a little work, cover just about any setting you wish to game in. Now that is not an inconsiderable achievement--just ask all these poor fools that are trying to incorporate time-travel, firearms, and high-tech laser weaponry into their AD&D campaigns. The trick is that this system, unlike many, makes every effort to be rational. Effects work as they would in the "real" world. You're not going to take several sword-thrusts to the belly and remain in good health in this system.

GURPS characters take some work to create. They have advantages that have to be paid for, and disadvantages that you use to get the points for them. Like CHAMPIONS, you get 100 points to build a character with, but unlike CHAMPIONS the points won't go as far. You also can't lead yourself down with huge amounts of disadvantages; which is good because GURPS disadvantages can be real disadvantages. A GURPS character can be built with just about any sort of mental or physical illness, can suffer from delusions ("Squirrels are messengers from God", or "Hamsters are really alien beings from the planet Phobos, who need our chlorophyll to keep their planet from being eaten by the Girellian slime degs."), or can be addicted to drugs or alcohol. (You get 6 points for being a chain-smoker.) You also have to take little "quirks", which make you stand out somehow from everyday people. You could, for example, just adere heights. That could be very useful for thief-type characters.

What are the problems with GURPS? Much the same as its assets. You can't just roll-up a character and be ready to go instantly. There is an instant-generation system, but it's not very interesting. There isn't much supplemental material yet, although there are two supplements that deal with magic (adding sprits to the mix) and, of all things, autoduelling. (This is from STEVE JACKSON GAMES, after all, who make CAR WARS.) Still, there is a great deal of promise here. I look forward to seeing what enterprising GMS will do with this system.

TRA-LA

Finally, a couple of must-sees for the winter movies. I do like movies! One is, of course, STAR TREK IV. How could any dyed-in-the-woll SF buff not love this time-travel jeyride? Of the many strange encounters, my favorite is probably Scotty and the 20th-century computer. (LA keyboard? How quaint!)

My other choice is LITTLE SHOP OF HORRORS. I didn't expect to enjoy a musical comedy about a man-eating plant, but this is a fun movie. For once I actually saw Rick Moranis in something and liked him. You have got to see this thing to believe it; and hear it, because this movie sounds neat too.

Well, see you next time. . . and space. . .

THE LIFERS 1987

Is it that time again? Apparently so - it was in issue 59, just over a year ago, that the first announcement for last year's LIFERS was made; the results were printed in May. However, it's January again, and time for the 1987 LIFERS. As I promised, there are a few changes from last year. For example, there is no Dirtiest Fold award, nor is there a Perfect Ally, after what happened last year. Also, the True Hobby Masters Society voting is different. However, it's still the same old LIFERS.

Speaking of the same old LIFERS, here are the new rules for this thing:

1. No more than one ballot per person may be cast. (If a person casts two or more ballots, all of those ballots are void.) In order to be valid, a ballot must have the signature of the person submitting the ballot, must arrive by the deadline date, and must have cast a vote in at least half (rounded up) of the categories.
2. For each category (except True Hobby Master), there are five numbered spaces. Space number one is for the item which the voter feels is best qualified to win that award. (For example, in the Best Letter Column category, space one is for the voter's choice for best letter column.) Space two is for the second-best-qualified, and so on. Not all spaces need be filled; in fact, no spaces need be filled in a category if the voter does not wish to cast a vote in that category, as long as at least half of the categories have one or more votes made in them.
3. For categories in which a person fills at least one space but not all five, the voter's entries will be moved up (if possible) so that no blank

space has a lower number than a filled space in that category.

4. To determine the winner in each category, begin with the number-one votes, then add the number-two, three, four, and five votes in that order until one or more entries is on a majority of the ballots of those voters casting votes in that category. If one or more entries are on an appropriate number of ballots, only those entries are still eligible; otherwise, all entries are still eligible.
5. The winner in a category is the eligible (see rule 4) entry with the most points, counting a number-one vote as 15, a number-two as 10, then 6, 3, and 1. In case of a tie, the award is joint.
6. **TRUE HOBBY MASTERS SOCIETY VOTING:** There are no numbered spaces. Instead, each voter simply lists all of those persons the voter feels should be in the True Hobby Masters society. A vote of "none" is also acceptable if the voter feels that no one should join the society. **Votes for Kathy Byrne, the only member so far, will not be considered.** A person named on 70 percent of the ballots with True Hobby Master votes (including ballots with "none" but not blank ballots) is admitted into the society.
7. **DEADLINE** for ballots is **FRIDAY, APRIL 24, 1987.**
8. The ballot appearing in this 'zine need not be used; any piece of paper, postcard, or whatever you have will be accepted as long as the votes are clear. Only ballots delivered by mail can be accepted, except that electronic-mail ballots will be accepted if I read your mail before the deadline. (My CompuServe ID is 70017,714.)
9. Winners will be announced in issue 72 of LIFE OF MONTY, scheduled for mailing on April 26.

THE CATEGORIES

- HOBBY GENIUS** - The smart guy...the one most likely to win a bundle on "Jeopardy!". This person doesn't use a computer - computers use him (or her).
- MOST IMPROVED 'ZINE** - "Improved" is up to you to define.
- BEST 'ZINE FOR HOBBY NEWS** - The 'zine you turn to for the latest hobby developments - what's new, who folded, who's doing what where and when, things like that.
- BEST LETTER COLUMN** - The 'zine with the best letter column. Vote for 'zines, not for individual authors.
- HARDEST COUNTRY TO PLAY** - in regular Diplomacy. "Hardest" is up to the voters to decide, although "toughest to win" or "most likely to be eliminated" are good.
- BEST GAME OTHER THAN DIPLOMACY AND VARIANTS** - for example, TITAN, KINGMAKER, CIVILIZATION, chess, bridge, or STATIS-PRO BASEBALL. Note that only table games count (and I am not including "Pool" as a table game!) - do not include video games or real sports.
- BIGGEST HOBBY PERSONALITY** - the person you would most like to associate with in the hobby in 1987.
- BEST MUSICAL GROUP** - since some 'zines list various music preferences, music is included this year.
- FAVORITE FACE-TO-FACE EVENT** - The FTF event (it must feature gaming and include Diplomacy) you enjoyed, or think will enjoy, most.
- TRUE HOBBY MASTERS SOCIETY** - The persons who are really in charge....actually in control....the "Number Twos" (or, if you prefer, "Number Ones") of the hobby.

THE LIFERS - 1987 BALLOT: For each of the categories, put your first choice in the top space beneath the category name, your second choice in the second space, and so on. You do not have to vote for five in each category; as a matter of fact, you do not have to vote for any in some categories, as long as five or more of the categories have at least one vote. For True Hobby Master, list all persons you want to be in the "society" (or write "none" if you want no one to join Kathy Byrne, the only member so far.)

	HOBBY GENIUS	MOST IMPROVED ZINE	BEST ZINE FOR HOBBY NEWS
1			
2			
3			
4			
5			

	BEST LETTER COLUMN	HARDEST COUNTRY TO PLAY IN DIP	BEST GAME OTHER THAN DIP/VARNTS
1			
2			
3			
4			
5			

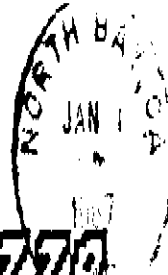
	BIGGEST HOBBY PERSONALITY	FAVORITE MUSIC GROUP	TRUE HOBBY MASTERS SOCIETY
1			
2			
3			
4			
5			

SIGNATURE _____

Mail to Don Del Grande
 142 Eliseo Drive
 Greenbrae, CA 94904-1339

DEADLINE: April 24

Don Del Grande
142 Eliseo Drive
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Wood Carving: High Rider Figure



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