

PENGUIN

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Welcome to PENGUIN DIP #17. PD is an SF fanzine, an artzine, a general gaming and role playing game fanzine, and a postal Diplomacy zine. Edited, published and copyrighted (except where noted) by Stephen H. Dorneman, 94 Eastern Ave #1, Malden, MA 02148, and available as a 10 issue (1 year) subscription for \$15.00, \$20.00 outside of the United States, it is also available for contributions of articles, artwork and for the Usual Stuff.

Back to normal? Well, more or less. We've certainly managed to accumulate a lot of Stuff in the past two months, even with going for quality over quantity this time around. But most of my new games are still in their shrinkwrap, the new teak file cabinet still waits for reams of paper to be sorted into it, and even though the nights have been chilly lately, there's still only three long-sleeved shirts in the closet. But it looks like Penny **will** graduate September 15th as planned, and all in all it looks as if this is coming to you while



FROM THE FLOE: PENGUINS SETTLE IN

Malden is a few miles closer to Boston than Lynn, and has more of the feel of a suburb. We're a ten-minute walk from an MBTA stop (Boston's subway system), a five minute walk from the Malden Public Library and downtown Malden Center, and a 15 minute bus ride from Arctic Windows (where I work).

On the other hand, we now live in a nine-family building (as opposed to four before) without our own washing machine. there's no book store (new or used) that I've found within walking distance, and I have a minor anxiety attack whenever I smell cigarette smoke. But *j'y suis, j'y reste*. For now.

Well, exactly one Penguin Dipper sent in his list of 10 Classic SF novels (Thanks, Rick Borden!), so I guess that idea failed to inspire the lot of you. I guess you were too busy thinking up Quayle jokes. (My personal favorite - a comedy club in NYC is having a Dan Quayle night every week until the election; if your parents call up and make your reservation, you get in free.)

Speaking of elections, some of you'll remember back in PD#5 I mentioned that I had joined the Strategy Gaming Society (SGS), and joked about running for Regional Director at that time. Well, what I actually did was run for Vice President in a special election - and win! And with the office of SGS President also being vacant . . . well, talk about a hobby power grab!

Seriously, the SGS needs new blood, and their monthly newsletter, the STRATEGIST, under Jack E. Jewart's editorship, is worth having if you're into any serious hexgaming. And until December 31st, new and renewing members get a set of six Las Vegas casino dice (clear red, white spots) free (except for their postage) for the asking! A year's membership is \$9.99 - with 65¢ postage, \$10.64. Send to the Treasurer, Scott Orten, 1430 Audubon, Grafton, WI 53024. Tell 'em PD sent you.



Next issue? I'd like to say I'll have an Origins and/or a Dipcon Con Report, but I didn't go to either convention, so somebody is going to have to help me out here. . .

Artwork this is by **Scott Ruggles** (cover, 12, 13, 18, 19), **Diana Harlan Stein** (2, 15), and **Sheryl Birkhead** (5, 7). Between the fire and normal attrition, the artwork file (except for covers) is looking mighty empty. **Jim Tozzi**, **Phil Tortorici**, **Scott Washburn**, etc. are you listening?

LETTERS

SF STUFF

LAWRENCE WATT-EVANS: "In reply to Rod Walker, what Heinlein have you read, that you wouldn't include Heinlein as 'hard SF'? Ever read The Green Hills of Earth? The Menace from Earth?"

"And I'd be glad to write about my own work, or anything else I can do without doing research -- but what did you have in mind, Rod? I don't know about you, but I find articles about 'How I Wrote This Book' to be very tedious indeed unless I've read the book, and I doubt most of PENGUIN DIP's readers have read any specific title of my *oeuvre*. What do you want to know about my work? Specifically, what can I write about that won't look like shameless self-aggrandizement and displays of raw ego?"

"As for suggestions on what to do with me in your Holmesian pastiches, will it help any to know that besides being an SF and Fantasy writer, I collect horror comics of the 1950s, play avid poker (I usually win, but just barely), and used to write a column called *Rayguns, Elves, and Skin-Tight Suits* for THE COMICS BUYER'S GUIDE?"

"And I'd be interested in seeing the revived PELLENORATH; I love fictional geography! (I once designed an alternate Diplomacy board showing Atlantis, Lemuria, Oz, and four other imaginary realms; the really tricky one to play was Pellucidar, which was underground and had tunnels out to various odd places...)"

SPACE COMMUNICATIONS

HARRY ANDRUSCHAK: "Thank you for printing Eric Anderson's article LOST IN SPACE?, which says most of the things I have said again and again, in letters of comment and articles for fanzines. As I type this, the USSR sent two spacecraft on their way to Mars on July 7th and 12th."

"For my part, I am not looking forward to the resumption of shuttle flights. The alledged 'fixes' on the SRBs (solid rocket boosters) do not change the fact that they are still solid rocket boosters. I long ago predicted in fanzines that the first shuttle disaster would be due to an SRB malfunction. Well, I was right, and now I am telling you again, the odds are 50-50 that the next shuttle disaster (and there will be one) will again be caused by the SRBs."

"OK, I'll tell the truth. I was just repeating what Dr. Werner von Braun said back in the early 1970's, which is why NASA got rid of him."

FIRE REPORTS

MELINDA HOLLEY: "I was really sorry to hear you and Penny got burned out. I'm glad you two made it out okay. My niece's house in Florida burned early last Monday morning. Her family made it out okay but her five year old son had trouble understanding why he was yanked out of bed and tossed out the window. He doesn't like surprises."

SHERYL BIRKHEAD: "A fire is not fun. Where I live is still a fairly closed community but getting better. When we first moved out here over 30 years ago it was VERY closed and my father did a lot of traveling for the government. We moved in one fall and that winter the house burned. The pipes in the wall had frozen and the (new) plumber had tried to defrost them with a blowtorch and the horsehair and plaster walls just caught... It was 'fun' coming home on the bus as a little kid - still not even sure where your stop WAS - and find just smoldering ashes. Mom's attempt to have us kept at school so she could get us hadn't worked out. At that time women couldn't do much without a husband's approval and Mom didn't even have a (required) written power of attorney, so things had to wait until news was sent by diplomatic pouch and a runner sent up into the mountains of India to get the proper paperwork."

"So, I guess you've had a hot summer."

MICHAEL HOPCROFT: "I don't know what would happen to me if my flat caught fire, which is disturbing because it could happen very easily. My building isn't exactly a fire-trap, but close. And all sorts of things could happen in the interim. I also don't know how much it would cost to get myself insured; the only thing of real monetary value in the apartment is my computer, which would cost me four month's pension to replace. Of course I've spent hundreds of dollars on my game collection over the last two years, but I don't think you can insure role-playing games. Many of those things I probably couldn't replace. I don't think any of the comics I've accumulated would be of much inherent value either; when they sell a lot of them, it can be assumed there will still be a lot of copies around. CRISIS ON INFINITE EARTHS #1 probably won't be worth much ten years from now."

[*The only way to find out how much it would cost to get yourself insured is to ask an insurance agent, but for \$10,000 worth of Personal Property insurance (not very much) it will probably cost you less than \$100 a year. You certainly can insure role-playing games; anything you bought (saving receipts is always a good idea) and still have can be insured. And comic books don't depreciate, they appreciate (we received full Comic Book Price Guide value for mine). Don't forget your clothes, books, textbooks . . . I hate to sound like an insurance agent, but you don't realize what you're worth until you have to replace it.*]

POPULATION SENDINGS

LAWRENCE WATT-EVANS: "In reply to Harry Andruschak, congratulating someone on fatherhood is not incompatible with a concern about over-population -- as long as it's not the third-or-more kid."

"Fact is, native-born US citizens are reproducing at just below replacement rate. The growth in US population is now entirely from immigration. We are not being irresponsible. While it's true that the US is a part of the world as a whole, and the world as a whole is breeding itself into disaster, the surest way yet found to cut the birth rate is to raise standards of living."

"Why? Because raising a kid with a high standard of living is so much more expensive than raising a kid in poverty! Economics can work wonders. When daughters are saleable merchandise, as they are in many countries, or sons are effectively slave labor, there's no reason not to have kids. Peasants and slum-dwellers don't give a damn about the world as a whole; they leave that to the rich while they worry about themselves. And if another kid means a larger welfare check, or another hand picking crops, then all the rhetoric in the world isn't going to stop them from having more kids."

"Suburbanites don't care about the world as a whole either, but they do have to worry about buying clothes and college educations."

"What needs to be done is not to refrain from having kids ourselves; that's just breeding for irresponsibility (as if the species weren't already hopelessly irresponsible). What needs to be done is to make childbearing as expensive and difficult as possible, and to make birth control cheap, available, readily accessible, and easy to use. Selfishness will then take care of the problem."

"Market forces work better than coercion; hasn't our competition with the USSR over the past forty years proven that?"

"Incidentally, I, too, had a vasectomy -- but after two kids. I think that's perfectly reasonable. I want the species to continue; I want my family to continue. I see no contradiction in that desire, and a desire to avoid overpopulation. What do I care about the future's problems if I have no stake in that future?"

ROD WALKER: "My congratulations to Harry Andruschak. Unfortunately Murphy's Law, 69th Codicil, states that, 'a man who cannot get a woman pregnant will invariably find that the Love of His Life is a woman who will not marry a man unless they can have children.' Good luck. I don't mean to ridicule someone who takes the population problem seriously. Far from it. However, it may not be the wisest policy to give up the possibility of having one or more children judiciously simply because other people are having them injudiciously."

POLITICAL NOTIONS

PETE GAUGHAN: "I can't believe that my blood-brother, Duck Williams, would coin a phrase like 'unreconstructed liberal democrat.' On the other hand, I don't know a better adjective for that description. I position myself much to the left of Don on almost all issues -- he's a convenient benchmark in most cases."

RELIGIOUS TESTAMENTS

ROD WALKER: "It appears Scott Ruggles omitted to read beyond the first half of the sentence of mine about which he complains. Let me repeat it, in the context of the preceding sentence: 'The Left must, instead, stand for freedom, for liberation. And it will find that its greatest ally in that struggle will be the world's great faiths -- **not their proliferating and grasping branches, not their stultifying trunks of tradition, but their living roots.**' (Emphasis added.)"

"Scott then proceeds to speak about Southern Baptists and Islamic Fundamentalists, as well as the role of organized religions in dissemination of information. Very nice, and I agree with his observations, but these institutions are the very things I spoke of in the passage after that very important word 'not'. Modern religious institutions, although they partake to some degree in the faiths on which they are founded, are not themselves those faiths. Modern Christianity, for instance, no more represents the true teachings of Jesus bar-Joseph than our uses of nuclear power nowadays represents the true intentions of Albert Einstein."

"Educations and information are, as Scott says, very important. Even so they aren't an automatic guarantee of human freedom. Germany in 1932 was one of the best-educated nations in the world. Our own time may not need the true words of the prophets any more than earlier times, but it certainly needs them no less -- Moses, the Isaiahs, Jesus, Muhammad, Jeanne d'Arc, Gandhi, others. Scott is certainly right that the 'church' stands for slavery; but God stands for freedom and so do Her prophets. That, far more than information (which is a sword that can cut for either side), is the cutting edge in the struggle for the liberations of mankind, body, mind, and soul."

PRESS RELEASES

LAWRENCE WATT-EVANS: "Oh, yeah, regarding media accuracy, a friend of mine is an intelligence analyst for the State Department, specializing in the Angolan civil war. Recently, the Los Angeles Times reported a major breakthrough in the Soviet position there, and the whole State Department went beserk, chasing down the facts and trying to figure out a reaction."

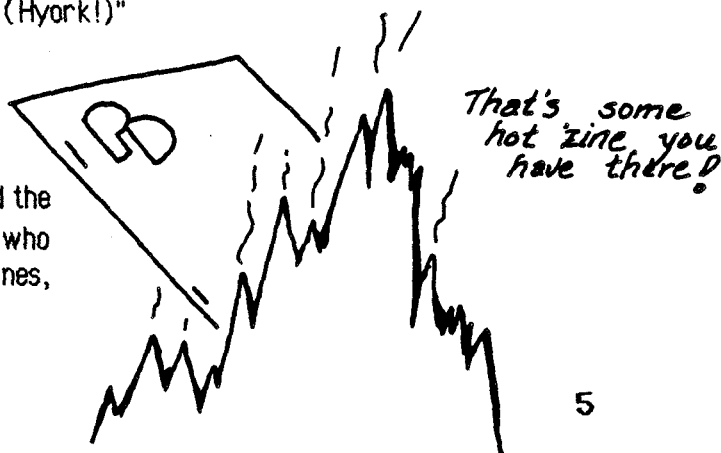
"The facts? The Times was wrong. The entire thing had simply not happened; a reporter had misunderstood something completely, been misquoted by another reporter, and no editor bothered to check before running the non-story."

"All you can do is point out the mistakes you catch in letters to the editor, which I do, and hope that they learn better, which they don't."

DIPLOMACY MISSIVES

PETE GAUGHAN: "Oh, for childish sneering, the official hobby sound effect is 'Neener, neener, neener!', just as the official hobby sarcastic laughter is 'Hyork!' and the official hobby diety is 'ghod'. We will continue to fight over zine/szine/zeen/'zine, I guess. (Hyork!)"

WALF: Kathy Luzzi, Scott Washburn, and the many Penguin Dippers, Zine Pubbers, and Others who sent words of sympathy along with their orders, zines, and whatnot. Penny and I thank you all very much.



ON SPACE

Editorial Opinion by F. Y. "Rick" Borden

This Fall the citizens of the USA can make a difference. Find out who is Pro Space in the Congressional and administrative branch candidates/appointees, and VOTE appropriately! Strangely, such a simple solution is beyond the ability or resolve of over 60% of our citizenry.

We (the USA) are spending quite a large sum of money on space technology in the guise of the Strategic Defense Initiative (SDI). A shift in emphasis is overdue. To entangle space technology development with an arms race will bring about unhappy moral, financial, and political results. To achieve an effective space program, a long term policy must be decided upon and this must be done soon. If we go about a haphazard program based on near-sighted instant-gratification achievements, we will fail, and spend big bucks doing it. The Department of Defense does it that way.

Clearly, what is good for the space program is also good for man, and secondly good for the prestige of the USA. If we militarize space, everyone will militarize space. While I don't advocate the Neville Chamberlain approach to the Soviet space weapons threat, I do most strongly advocate mutual disarmament and joint space ventures. Verification and interaction are the stepping stones to understanding and trust. It seems to me that the joining of the USSR and the USA in disarmament, in space as well as on the planet Earth are interlocking pieces of the puzzle we seek to solve - survival and even the flourishing of this human race.

President Reagan does not believe that this is true. He is pushing SDI. The purpose, at least as the President believes, is to provide a defensive shield over the USA causing nuclear weapons delivered on ballistic vehicles to be harmless. This he believes will cause nuclear disarmament, among other things. He has said this so many times that some people are starting to believe it. Not me. Without going into all the fallacies of this policy, I only need to state that the counterproductivity of SDI to space exploration is immense.

On the other hand, the pro-space advocates are largely ineffective in bringing about policy change. Space exploration is not in and of itself a high enough priority to spend big bucks on. Events of the world will certainly overcome us if we wait for the people of this country to beat down the doors of the collected political figures in Washington, to build a space program by itself.

The solution, in my opinion, and perhaps only my opinion, is to redirect our efforts toward changing the venerable SDI program to the SI, Space Initiative. This program, combining research and development of space travel, economic and scientific applications with a pinch of weapons research would permit a large contingent of congressional and administration leaders to meet at the same table. It does not unilaterally quit the militarization of space, but it gives the USSR a signal that the space race is not a military race, and maybe the USA is not out to get them. The described solution is achievable within a short period (i.e. four years), and can be an election year issue. With the current climate of relations with the USSR, we should act now.

Get the Department of Defense out of the space business, and put NASA back into the driver's seat. Say what you want about NASA, but they have an impressive record of accomplishment. The DoD doesn't. We fret about the Challenger failure, but until lately we've overlooked the gross (criminal) inefficiency of the DoD R&D procurement processes. When I cast my votes this fall, my ideas about space, SDI, and the DoD will be evident.



THUNDERSTRUCK



Personal Observations by Lawrence Watt-Evans

I'm glad to see that you got a PENGUIN DIP out despite the disaster, and I admire your determination to keep it going virtually without interruption. . . And believe me, I know what you're going through, and am very impressed with how well you're taking it.

At 4:56 PM on Thursday, September 4th, 1980, our house at 1637 Lindy Lane, Lexington, Kentucky was struck by lightning, at the electric-line connection on the south gable. The resulting overload blew out half the fuses in the house (yes, only half) and heated an electrical outlet in the upstairs guest room (it was a story-and-a-half Cape Cod, with two bedrooms downstairs and a study and tiny guest room upstairs) so hot that it set fire to the wooden panelling.

At the time, I was in the living room downstairs, at the far end of the house, reading TIME magazine and hoping Julie would get home from work on time despite the sudden fierce storm. I jumped when the lightning and thunder came virtually simultaneously, and so bright and LOUD, but didn't worry about it. When some of the lights went out, I got up and went into the bedroom closet, where the fusebox was, and found the blown fuses.

I was walking back to the living room when I heard the sound of breaking glass from upstairs -- more exactly, the sound of a set of glass windchimes falling to the tile floor and shattering. It's a very distinctive sound.

Those windchimes were hanging in the south window, and I knew that window was closed, and they were too high up for the cat to reach. Besides, the cat was outside. I don't really remember now whether I had any idea what had happened, but I went to check. I opened the door at the bottom of the stairs and looked up the stairs.

The top of the stairwell was full of swirling grey smoke, lit orange from the guest room.

I closed the door and went berserk. I tried the phone; it was dead. I ran next door and pounded on the door, and when there wasn't an immediate response I ran to the neighbor on the other side and pounded on that door. Both answered about the same time, and I told them to call the fire department, my house was on fire.

They did. So, it turned out later, did the neighbors across the street, and across the back fence, because they saw black smoke pouring from the south gable. The fire chief was impressed -- four accurate calls within two minutes!

I then did something stupid -- I ran back in to see whether there was anything that had to be saved. I got the TV, the drawer where we kept all our financial records, and a drawer where I kept my most valuable comic books (forty E.C. issues). The drawer with the comics was right by the front door, the TV just across the not-very-large room, and the financial records were in the adjacent dining room; I did not try to go upstairs or into the bedrooms.

I took my rescued items next door for safekeeping, and then just stood and watched helplessly.

The fire trucks arrived within ten minutes; I learned later that they'd have been there sooner, except that some selfish, thoughtless old bitch ignored the lights and sirens and drove down the center of Henry Clay Boulevard at twenty miles an hour, avoiding the puddles and refusing to get out of their way.

Once the firefighters were there and doing their job, my next job was to flag Julie down before she got to the house; I knew she'd already left work, because somewhere in there I'd phoned her office.

I caught her at the end of the block.

Then we stood on the front lawn and watched the fire. Only then did I realize I was barefoot.

The cat was frightened by all the fuss, and ran into the house to hide, which didn't do any good, of course. We found him under a desk afterward, in a state of nervous collapse and heavily smoke-stained (he was white), but he recovered in a week or two.

We lost 1,000 books, 1,500 comic books, family Bibles, antique rugs, virtually all our clothes, and so on -- a total of over \$23,000 damage to the house (in Kentucky in 1980!) and \$14,000 in lost contents. The roof was gone over the guest room; in fact, except for the brick facade and some charred beams, there no longer was a guest room. The rest of the upstairs had heavy heat and smoke damage; my Selectric typewriter had melted. Several hundred plastic comic book bags had also melted, and had to be peeled away in strips, leaving the comics inside only lightly damaged.

The downstairs was untouched by the fire -- I'd closed the stairway door, and the ceilings were insulated, because the upstairs had originally been unfinished. However, eleven tons of water were pumped in; all the downstairs ceilings fell except in the kitchen and dining room, and the one in the dining room was so waterlogged it would never hold paint again. The master bedroom, right under the guest room, was flooded three inches deep; the hardwood floors humped up weirdly, and of course the carpets were ruined.

We stayed one night with neighbors, and then two months in a roach-infested apartment while the house was rebuilt.

So I think I can understand what you went through, and believe me, I wish it had never happened to you, and I'm glad that you both got out okay!

And I admire your quick recovery, too!

Before the fire, I was GMing a postal role-playing game called Ethshar, and playing in Tribes of Crane; I gave up both as not worth salvaging after the fire. My records from Tribes of Crane burned; almost all the Ethshar stuff was smoke-damaged, in varying degrees, but salvageable.

In fact, I did salvage much of it, copying it over carefully, but I never used it for role-playing after that; I used it to write novels, instead.

The fire was what put an end to my gaming for about seven years, in fact, until you sent me an issue of PD.

If there's anything I can do to help with your recovery, let me know.



CTF 2187/ADVANCED GAMING ENTERPRISES



Play By Mail (PBM) Game Review By **Mark Weseman**

CTF 2187 is a fully computer moderated game run by Advanced Gaming Enterprises (AGE). The game is a test of skill and endurance between battle robots (bots) which are usually divided into two teams. The battles are fought in an arena measuring between 20 x 20 hexes and 30 x 30 hexes.

The Pilot. In CTF 2187 each player has at least one pilot. The pilot starts as a Cadet and can be named anything (within reason) as long as the name is no longer than twenty characters.

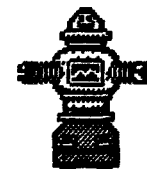
After the easy part (naming your character) is accomplished, fifteen development points need to be distributed between six characteristics; Intelligence, Intuition, Precision, Reflexes, Constitution (hit points), and Luck. No more than five points may be placed in any one characteristic. These characteristics are used, along with other variables, in determining things such as chance to hit, chance to dodge, or chance of your bot falling down.

Secondary attributes for your pilot include Bot Kills, Command Post Kills, Experience Points, Individual Victories, Rank, and Team Victories. These attributes are used to flesh out the pilot but, except for Experience Points, serve no other useful purpose. Experience Points can be used to raise the pilot's main characteristics or Rank.



The Bot. A pilot is never complete without a piece of machinery to operate. In this case, the pilot operates a bot. The bots are heavily armed and armored fighting vehicles.

At the present time, there are three categories of bots; Light, Medium, and Heavy. There are two types of bots per category. The Hornet and Reaver are Lights, the Incinerator and Ravager are Mediums, and the Devestator and Titan are Heavies. The category a given bot is in is determined by weight. As can be imagined, the heavier bots have more weapons and armor but are slower and much easier to hit than the light bots.



The Printouts & Turn Sheet. Once a set-up for a pilot and bot are sent to AGE, the player receives back a turn printout. The printouts are very impressive.

The turn printout consists of five or six pages; one page of news and information from AGE along with the player's account summary, three pages consisting of the pilot status report, bot status report, bot system status, systems status display, bot weapons display, bot visual sighting display, and the bot scanner reports. The last one or two pages will have the sequence of events that took place during your turn, and the last page is a custom made turn sheet. The first turn printout also includes a list of names and addresses for each player on your team.

The turn sheet for CTF 2187 is very easy to fill out. Each turn consists of five phases. Each bot may make one movement and one attack per phase. There are twenty movement orders and seven attack orders to choose from.

The Game. Each team tries to maneuver their bots on the map to either kill enemy bots or the enemy command post (CP). One point is scored for each hit on an enemy bot, and two points are scored for each hit on the enemy CP. The pilot keeps his points only if he and his bot survive the battle.

CTF 2187 is very definitely a tactical game. Shooting starts on the first turn and doesn't end until the game ends. Taking advantage of terrain, weapon ranges, and good guesses are all a part of the game. It is also important to coordinate with other members of your team, so you don't collide or block lines of fire.

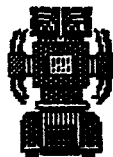
AGE has an excellent record for service. All of my turns were back to me within seven days of the due date, and I have not found an error on any of my turns.

The two complaints I do have with the game are minor. AGE publishes two rulebooks for CTF 2187; basic and advanced. The basic rules allow you to play the game, but they leave you guessing about some things involved in the game. The two rulebooks cost \$5.00 each. I think \$10.00 is a heavy investment for the in-depth rules.

My second complaint, and one I've heard voiced by several players, involves the lack of incentives to do anything but charge the enemy's CP. There are no experience points awarded for individual victory, team victory, or bot or CP kills. The only way to score points is to hit bots or CPs. Since CPs don't move and don't seem able to defend themselves very well, it is easier to fight them. I would like to see AGE address this issue.

Conclusion. I would heartily recommend CTF 2187 to anyone interested in a tactical game of bot bashing. This is a fast-paced game that does not require lots of hours to play. The game has been well play-tested and is well moderated.

Turns are \$3.00 each, with separate fees for game set-up turns and for spending accumulated experience points. More information and/or the rules are available from Advanced Gaming Enterprises, Post Office Box 6339, Fullerton, CA 92634.



Another Look by CADET PENGUIN MASTER

Actually, that's LIEUTENANT Penguin Master to you, civilian. I earned my bars in the arena against the Crimson Guard, the match we won without a single hit on the Command Post. That's right, you heard me, we never even targeted, much less hit, the enemy CP. So, Mr. Smarty-Pants Weseman, I guess there are other things you can do to win a match other than charge a CP - double team enemy bots, for one.

Use the terrain against your opponent, for another.

Fighting bots in the arena may sound easy, and with the computers in your bot doing the tough stuff, there really aren't that many viable options in a given phase. Heck, just clicking the auto-pilot to "Move Toward Nearest Enemy Bot (or CP)" followed by "Attack Nearest Enemy" might get you through a match. And pushing pieces forward until they're captured might win you a chess game against a novice. But against a player with any experience at all, you'd be out of luck. Same thing with CTF 2187.

You see, at the same time you're programming your movement and attack orders for the next five phases, your teammates and opponents are doing the same thing. So you've got to plan your later phase orders without knowing where everybody moved in the earlier phases. And your weapons have definite range limits, with a listed minimum, maximum, and optimal range, and restricted fields of fire depending on where they're mounted on your bot. Facing, distance, and blocking terrain (including other bots!) will make more of a difference on whether you punch an enemy's ticket with your Particle Beam Cannon than whether you're rated a 2 or 3 in Precision.

So if you, like me, are the kind of guy who loves the smell of ablating armor in the morning, you'll get down to your International Guard recruiting station and sign up for the short (6-10 turns a game) haul. Don't have the kind of parental influence that got me into the Guard? Then write Advanced Gaming Enterprises for the basic rules (\$5) and a combined pilot/arena setup(\$3) and buy your way in. There are slow, regular, and fast games available, and the games can be two-sided (with 3-11 bots on a side, the standard game), four-sided (3-5 bots in a team), and Free-For-Alls. And look for news of your match in the CTF 2187 Newsletter that AGE puts out free (for pilots) each month or so. I'll be there.

And just cause I'm such a nice guy (not to mention the editor's pivoting a Light Machine Cannon in my computer's general direction), I'll leave you with a few (but not all!) of my tips on tactics in CTF 2187...

Talk to your teammates! The obvious winning tactic, but one that requires more effort than the average bot pilot seems willing to put out. The best strategies require cooperation between two or more bots. One team leader, if he or she knows what they're doing, can make a big difference by writing to the entire team each turn, even if just collecting and disseminating scanner reports to show the big picture to the team. And you should always talk to your friendly bots that could move within range of your guns, to prevent blocked shots (the computer won't allow you to shoot a fellow team member - even when you really want to).

Shoot 'em in the back! The armor's thinner there, and better yet, if you can shoot them in the back, most bots can't shoot you in return. Even the bots that do have rear-facing weapons don't have their best guns there. So get the baddies in a cross fire, and enjoy.

Punching bags don't fight back! The Battle Fist is a great weapon - and if you're right next to a bot that doesn't come equipped with one, he'll be missing with his longer range weapons while you're systematically taking him apart. Titans especially love this tactic (damage increases with mass).



A RANDOM WALK(ER) THROUGH FANDOM

Musings by **Rod Walker**

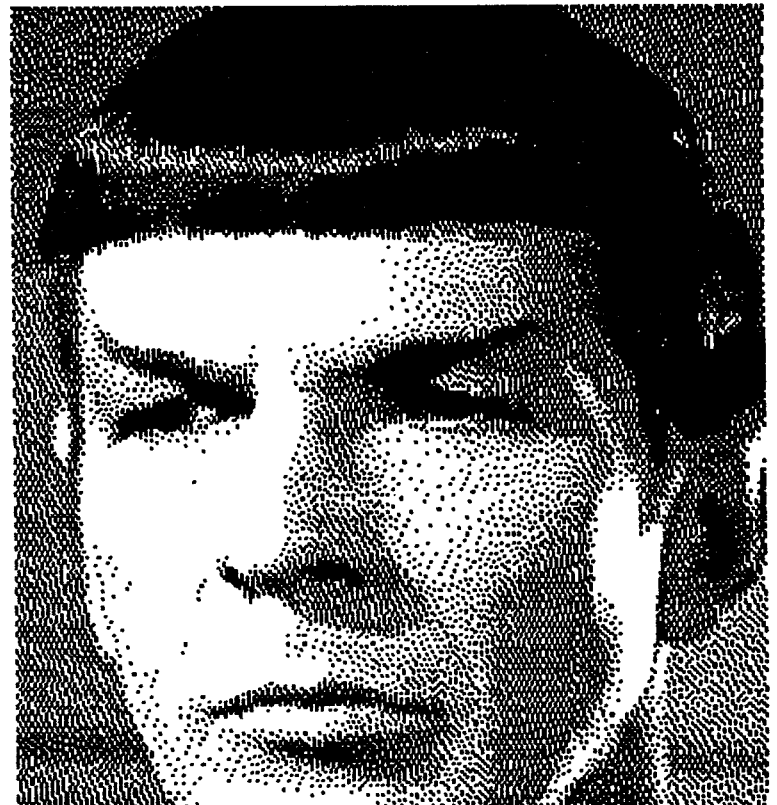
I've seen a couple of movies that may be of interest to those of you who haven't seen them.

Willow. Star Wars it ain't. But once you get over that hurdle, this is a charming movie, indeed. Like any true fantasy, it's full of stock characters, some of them developed in interesting ways. The flick is full of action and suspense, without anxiety (I don't much like anxiety in movies). If, because this is a George Lucas film, you are looking for parallels to Han Solo, Princess Leia, Luke Skywalker, and that bunch, you'll find them -- but that's because those, too, are good stock fantasy characters with their own individual differences. Willow is a good time, lots of neat special effects, some decent acting, and fun for all. The trolls are wonderfully disgusting, Queen Bavmorda delightfully evil (best role in the whole movie), and Willow himself is endearing. Enjoy.

Who Framed Roger Rabbit. A great, great fantasy, as well as a fantastic send-up of 1940s cartoons and hard-boiled-dick movies. The interaction between the human and animated characters is flawless, and the animation itself is extremely good. This is pure nostalgia, of course; but it is also pure fun, with an outrageously bizarre plot. See how quickly you can figure out where the will is, and who Judge Doom really is. If you are surprised when these bits are finally revealed, go stand in a corner. The guy who plays Valiant is wonderful - even more so than he seems, because he actually has an English accent in real life. You will also hear the actual voice of Mel Blanc for many of his own creations. There is so much to catch in this flick, I plan to see it again to pick up detail I missed the first time out. This has got to be one of the classic films of this decade -- don't miss it.

By the way, I hereby confess that the only movies I care for are pure mindless entertainment. I like to go in a theater, turn off my brain, pop some unsalted nuts, slurp a no-cal decaf soft drink, and point and laugh at the pretty pictures. I like historicals and epics, too, but not pictures designed to create anxiety or stress on my part. I definitely avoid flicks that want to be taken seriously. The only one of those I've ever seen that really had something to say was Bergman's The Seventh Seal (but of course it was an historical fantasy, really). The last pretentious picture I got dragged to see was Apocalypse Now, which was one of the most vapid bits of useless fluff I ever wasted my money on. All right, end of that sermon.

Best, Rod.





HAVOC IV

Con Report by **Bill Ricker**

The weekend before Taxes was enjoyably spent at Havoc IV (A New Hope), the wargaming convention of Battle-Group Boston (aka BG Boston, Inc.), at Waltham Central Middle School (in Waltham, MA, near Boston). Various individuals from clubs near and far provided minatures battles from diverse time periods and in diverse scales. I played a Slovak prince besieging a rebellious city, and a Roman Consul facing Hannibal at the riverfront rumble.

Other games ranged from micro-armor (1/300, or 5 mm scale) rules for World War II, NATO-WARPACT, and brush-war scenarios through the 15 mm (1/100) ancients tournament to 30 mm Napoleonics. Skirmish games included a (5 mm) Soviet raid during a Dec '88 lame-duck state visit to NATO Headquarters and (25 mm) British Colonial. Two World War II air games showed unique play aids; Mustangs and Messerschmidts uses 1/32 scale plastic models on rolling, bankable stands six feet tall to stage dog fights in three dimensions: another uses a play surface of blue ceramic hexagonal tiles (special ordered from a bathroom supply house) to stage Pacific air battles with 1/1200 airplanes.

The lesson learned from spending many hours observing the Ancients Tournament is to keep lots of gaps of maneuverability which are really big enough to march through and are positioned so that you *could* wheel through them if you had to. The tournament champion was the master of strategic movement. In all his games, he spent very little time standing on the side of the table his army started on. His opponent in the finals made a virtue out of necessity and retreated to the terrain on his flank to defend it densely, but found himself flanked anyway, through gaps in the terrain.

No Diplomacy was seen played, although one of the micro-armor games (a fictional, multi-sided scenario) required diplomatic maneuvering to win. Axis and Allies was the only board game seen, although one of the Air games, with its hexagonal movement system, looked like S&T with little plastic airplanes on tiny wire stands. The World War I naval battle, a range estimation game with 1/1200 ships (or were they 1/600?) was impressive on the mezzanine floor.

Convention registration was, I think, \$10 in advance or \$13 at the door for the two days, plus game fees which were almost uniformly \$2 per period. (The Ancients Tournament was one \$3 fee for two rounds plus as many sudden death playoffs as you qualify/survive.) Game fees are used to defray the game master's expenses, primarily the (not inexpensive) painted lead, although many of the out-of-towners view it (along with any sales of old armies) as paying food and lodging instead.



From Anshar To Zoser (A PBM Fantasy Roleplaying Game)

The Zoser Chronicles

Volume 3, Number 8

30 Nov, 334 Apshei

HEIR PROCLAIMED. The Lord of Zoser has proclaimed the name of his new son and heir to be HETEP, named after Lady Perheti's brother, Captain Hetep of the Abydos Guard. A child-sized horsebow, quiver, and a dozen fine hunting arrows have arrived, a birth gift to Hetep from the Lord of Aptor. It is said that the King of the Dwarves has summoned the heads of all his craft guilds together to prepare a wondrous present for the babe.

HOBGOBLIN MERCENARIES DEPART. Having proved inadequate for the town's defense needs, the hobgoblin's mercenary contract has been terminated, and the number of human Guardsmen has been increased. The Egyptian Solicitor Zaph-Ahk, acting for the hobgoblins, has filed both an appeal of the contract and a suit against the city with the Pharoanic Judge. A large contingent of dwarven troops appeared once the hobgoblins had left the city limits, but surprisingly enough, no incidents of violence occurred as the army escorted the hobgoblins out of the Nefta Valley.

FREE TRADE? Lord Ahntek-Mohn has had proclaimed that "All races are welcome to trade their goods within our walls, but we will not tolerate economic bullying". Although the Lord's representative declined to elaborate on the statement, it is well known that the dwarves of Ironforge have been harassing human merchants within the dwarven walls, and that a minor new tax recently imposed on Zoser's Guilds is the result of Marketmaster Khaldorin's meeting with the Lord. Ferin Fisheater, a dwarf armorer and smith, has recently moved to Zoser and is now the exclusive purveyor of chainmail for the Zoser Guard.

SPHINX SIGHTING REPORTED. A Gynosphinx of tremendous size and pulchritude has been seen in the northwestern hills, feeding on a fresh-killed Giant Rat. Mastermage Ivorus of the Circle of Power engaged in a riddling contest with the monster, and after receiving a tremendous blow from the creature as punishment for an improper riddle, escaped from the Sphinx with his life, and with a black scroll covered in fiery red lettering.

GIANT-BACKED JARL CONQUERS VORS! Norse refugees from this small river village far to the north and east of Aptor report that after a series of duels and murders following the poisoning of Jarl Stuttr by a member of the Oxfoot clan, a norseman named Haftyr came from across the river with a number of armed and armored giants at his command, and proclaimed himself Jarl of Vors. Although there was some fighting, many of the people of Vors, weary of the constant kinstrife, welcomed Jarl Haftyr's rule.

IN OTHER NEWS: The Lord of Zoser has been inviting many of the Zoser social elite to private dinners - including the High Priestess of Isis, the Circle of Power Guildmaster, and the beautiful bardess Mariyet-Pe, as well as other priests, merchants, and warriors of greater and lesser note. The topics of conversation have been many and varies, but the Black Mage of the Mountains of Fire & Ice, with his legendary Throne of Gold, has been mentioned at every meal.

(A-Z Players Please Note: John Schlosser has resigned his position as the Hobgoblin Queen, and is replaced by **John Richards**, 12300 NE Honey Lane, Newberg, OR 97132. Your A-Z Turn Results may be somewhat delayed this turn; if necessary, a new deadline will accompany them.)

BLACK TIE AFFAIRS: THE GAME OF DIPLOMACY

INVITED ARE:

Eric Anderson 820 E. 21st St. *4, Oakland, CA 94606
 Fred Anderson 78 Brightwood Lane, West Hartford, CT 06110
 Larry Botimer 13833 NE 11th St. *3, Bellevue, WA 98005
 Derwood Bowen 989 Morningview, Akron, OH 44305-1474
 Stven Carlberg 316 Cedar Crest Court, Lafayette, LA 70501
 Ron Cameron 7821 Bouma Circle, La Palma, CA 90623
 Kathy Caruso 29-10 164th St., Flushing, NY 11358
 Dave Ditter 8049 Idaho Circle North, Minneapolis, MN 55445
 Pete Gaughan 3105 East Park Row *132, Arlington, TX 76010
 Chisholm Gentry 470 South Main Street, Bradford, MA 01830
 Michael Gonsalves 1401 Haven Rd. *T-6, Hagerstown, MD 21740-3071
 James Hall 4316 Ewing Avenue S., Minneapolis, MN 55410
 Robert Hauser 7 Mead Terrace, Glen Ridge, NJ 07028
 Melinda Holley P.O. Box 2793, Huntington, WV 25727
 Jim Nickel 429 E. Columbia Street, Falls Church, VA 22046
 Bernie Oaklyn 13412 Brackley Terrace, Silver Spring, MD 20904
 Cathy Ozog P.O. Box 5225, Munds Park, AZ 86017
 Michael Quirk 3830 Chester Drive, Glenview, IL 60025
 John Rigley RD 1 Box 170, Richmondville, NY 12149
 Steve Rush 6301 Lyndale Avenue South, Apt. 102, Richfield, MN 55423
 Mike Sargent P.O. Box 190286, Anchorage, AK 99519
 Garret Schenck 40 3rd Place, Basement Apt., Brooklyn, NY 11231
 John Schlosser c/o Borgersen, 7768 Trevino Lane, Falls Church, VA 22043
 Michael J. Smith 4329 McPherson Avenue, St. Louis, MO 63108
 L. Watt-Evans 5 Solitaire Court, Gaithersburg, MD 20878
 Mark Weseman 124 Burleigh Drive, Ithaca, NY 14850



ROCKHOPPER'S SOCKHOP FALL 05 1987AU

Austria (Gonsalves): (A BUD RETREAT VIE) A Gal HOLD, A Vie HOLD(dislodged; retreat BOH or Off)

England (Hall): A War SUPPORT A Mos, A Mos SUPPORT A War, A StP-Lvn, F Bar-Nwy, F Kie HOLD, F Den SUPPORT F Kie, F NwS-Edl, F Iri SUPPORT F NAO-MAO, E Nth-Lon, F NAO-MAO

France (Quirk): A Pic-Bre, A Bel SUPPORT A Hol, A Hol SUPPORT A Bel, F MAO HOLD, F Lon-Nth, F Tun-Ion, F Wme SUPPORT F MAO, F Lyo-Spa(sc)

Germany (Ditter): A Mun-Kie, A Ber SUPPORT A Mun-Kie

Italy (Ozog): A Bud-Vie, A TyI SUPPORT A Bud-Vie, F Tri HOLD, F TyS-Tun

Turkey (Nickel): A Ukr-Gal, A Gre HOLD, A Rum SUPPORT A Ser-Bud, A Ser-Bud, A Bul-Sev, F Bla CONVOY A Bul-Sev, F Aeg SUPPORT F EMe-Ion, F EMe-Ion

Underlined moves do not succeed. Is Elvis Alive? Call 1-900-909-3584.

AUSTRIA (O) OUTI (GM RETREATS A VIE OFF, REMOVES A GAL)
ENGLAND (LPL, EDI, NWY, STP, SWE, MOS, WAR, DEN, KIE) 9 REMOVE 1
FRANCE (MAR, PAR, BRE, SPA, POR, BEL, LON, TUN, HOL) 9 BUILD 1
GERMANY (BER, MUN) 2 EVEN
ITALY (VEN, ROM, NAP, TRI, VIE) 5 BUILD 1
TURKEY (CON, SMY, ANK, RUM, SEV, BUL, GRE, SER, BUD) 9 BUILD 1

Thanks, and one issue's sub credit, to **Mike Gonsalves** for playing out the Austrian standby position!

SHOUTED OUT THE WINDOW (Press)

Italy-France: "When you start to say all those nice things to me, I start to expect a stab!"

Berlin-Rome: "England and Turkey are not your friends. Join up with France and me we're going to a different life."

Italy-England: "Okay - I'm still here. Now tell me, what will happen?"

Italy-World: "Please, please let me have a build too!"

Austrian Standby Final Statement: "I realize that as a standby coming in, one should expect little. But this position had some potential. It was ruined by the shortsighted play of Italy. Cathy, I am watching you mangle two Italian positions in this zine. Italian chances improve greatly when Turkey is DEAD, DEAD, DEAD! I suggest you try it sometime. As for now, you will live as long as you are useful to Turkey which won't be much longer. Probably."

"Prediction. English WIN. Mr. Hall already has two dots on the Eastern side of the stalemate line. If he can bring his Fleets around against France and build some Armies he has got it unless France and Turkey start working together."

"It was interesting while I was here. Thanks to all who took the time to write me. Good luck to all."

THE MAGELLAN COTILLION WINTER 06 1987AV (Seasons Separated on 2+ Requests)

Austria (Smith): (REMOVE A RUH, A BUD, A BOH) Has A Ser, A Bul, F Bla

England (Rush): Has A Bur, A Pic, F Nth, F Kie, F Lpl, F MAO, F Eng

France (Oaklyn): Has A Gas, A Par, F NAT, F Spa(sc)

Germany (Hauser): Has A Mar

Italy (E.Anderson): (BUILD A VEN) Has A TyI, A Vie, A Tri, A Ven, F Alb, F Ion

Russia (Bowen): (A BUD RETREAT GAL; BUILD A WAR, A MOS) Has A Sev, A Ber, A Mun, A Rum, A Gal, A War, A Mos, F Nwg, F Swe

Turkey (Caruso): Has A Smy, A Ank, F Gre, F Con

Underlined moves do not succeed. Want to know how to Wrap That Rascal? Condom Hotline 1-900-660-5433.

THERE HAS BEEN A FRENCH/RUSSIAN/TURKISH DRAW PROPOSED. Please vote with your orders - and as per my Houserules, a failure to vote is counted as a "No" vote unless it is part of an NMR.

WHISPERED IN THE HALLS (Press)

Steve (not the snob) Rush-Caruso "Are you ready to toad for me yet Kathy? Just let me send in your orders, you must be so busy with other activities such as sending hate mail to Mr. Rodgers and advocating total surrender to the communists. No need to thank me, what are friends for?"

Dateline, Italian Renaissance: "... rising out of the ashes of the ruined Papal states comes a new birth of art, music and political science. Describing the newfound science of pugilism, Mike 'the Angel' O. said carving out a new order is easy -- you just cut off all the parts that don't look Italian. His trainer and sparring partner Mac O'Velli said 'This kid's really got what it takes to go all the way -- the only question is whether going after the heavyweight crown is fighting too far out of his class.'"

England-France: "I honestly will miss seeing less mail from you, you always sent thoughtful letters. If we ever end up in another game together, I promise to be nice."

(French Gascony): "Let's see if I am successful in side-stepping the goose-stepping leader of world black power, black not in the sense of skin color, but in the sense of boot color and whatever it is that boots step into when goose-stepping. Probably goose droppings of a blackened color ... that is how the boots got black in the first place."

Rush-Bowen: "I liked your list of music that you gave in Retal #123 - especially 2112, Rush (and no, I do not like the group because of the name!). The Doors, however, sometimes make me ill and no one can leave Abbey Road (of course, side two) off the list."

London-Rome: "We may have to have a serious talk here very shortly."

THE EMPEROR'S BALL FALL 06 1987AK

France (Sargent): A Vie-Tri, A Tyl-Ven, A Tus SUPPORT F TyS-Rom, A Pie SUPPORT A Tyl-Ven, F Tun-Ion, F Nap-Apu, F WMe-TyS, F TyS-Rom

Germany (Schenck): (A SIL RETREAT PRU) A Kie-Mun, A Nwy-StP, A Boh-Gal, A Pru-Lvn, A Ber-Sil, F Den-Hel, F Swe-Bot, F Fin SUPPORT A Nwy-StP, F Bal SUPPORT A Pru-Lvn

Italy (F. Anderson): A Ven HOLD, F Apu-Nap

Russia (Holley): A Bud-Vie, A Sil-Boh, A StP SUPPORT F Lvn(dislodged; retreat MOS or Off), A Gal SUPPORT A Bud-Vie(Cut), F Lvn SUPPORT A StP(destroyed), F Rum HOLD

Turkey (E. Anderson): A Tri-Tyl, A Ser-Tri, A Gre-Alb, F Adr SUPPORT ITA A Ven, F Aeg SUPPORT F Ion, F EMe SUPPORT F Ion, F Ion SUPPORT ITA F Apu-Nap(Cut)

Underlined moves do not succeed. Perhaps this war needs the PeaceLine at 1-900-490-2733.

THERE HAS BEEN A GERMAN/FRENCH/RUSSIAN/TURKISH DRAW PROPOSED.

FRANCE (BRE, PAR, MAR, POR, SPA, LPL, VIE, TUN, ROM, NAP) 10 BUILD 2

GERMANY (KIE, BER, MUN, HOL, BEL, EDI, LON, Nwy, SWE, DEN, STP) 11 BUILD 2*

ITALY (VEN) 1 REMOVE 1

RUSSIA (SEV, WAR, MOS, RUM, BUD) 5 EVEN

TURKEY (CON, ANK, SMY, BUL, GRE, SER, TRI) 7 EVEN

*But only room for 1

OVERHEARD AT THE BALL (Press)

Turkey: "Viva Italia!"

Italy-France: "A quote from your last letter '... please keep the faith and I'll do my best to reward your trust.' Thanks for the 'reward'. I'll do my best to return the favor. (Maybe someday I will learn how to play this bloody game!)"

Turkish-Occupied Greece: "As the philosopher Aristodophoclesopoupoulos asked, if France gets 3 builds for the 3 Italian home centers, and is therefore forced to build F Brest and A Paris, where are these units likely to go and who are they likely to hurt?"

KING BASH 1987CP

WINTER/SPRING 04/05

Austria (Gaughan): A Ser-Bud, A Bul-Rum, A Tri-Ven, A Vie SUPPORT A Ser-Bud, F Aeg-Ion, F Ion-Nap

England (Schlosser): (BUILD A EDI, F LON) A Kie-Lvn, A Den-Swe, A Edi-Yor, F Bal CONVOY A Kie-Lvn, F Ber SUPPORT F Bal(Cut), F StP(nc) SUPPORT F Nwy (Destroyed), F Bar SUPPORT F StP(nc), F Nwy SUPPORT F Nth-Ska(Cut), F Nth-Ska, F Lon-Nth

France (Rigley): (BUILD A PAR) A Pie-Tyl, A Ruh SUPPORT A Mun, A Mun SUPPORT A Pie-Tyl, A Mar-Pie, A Par-Bur, F Tun SUPPORT F TyS, F TyS SUPPORT F Tun

Italy (Carroll→Cameron): (BUILD F ROM) A Nap SUPPORT F Rom(Cut), A Bud-Rum (dislodged; retreat GAL or Off), F Ven HOLD, F Rom SUPPORT A Nap

Russia (Gentry): (A STP RETREATS FIN, A MUN RETREATS Off; BUILD A MOS) A Ank-Arm, A Sil-Ber, A Mos-StP, A Fin SUPPORT A Mos-StP, F Swe-Nwy, E Smy-Aeg, F Bot SUPPORT A Mos-StP

Underlined moves do not succeed. Yet odder still are the Tales Of The Unexplained - 1-900-909-7171.

Chisholm Gentry is our new **Russia**, and **Ron Cameron** (of 7821 Bouma Circle, La Palma, CA 90623) is our new **Italy** - see press, below.

NATTERINGS OF THE COURT (Press):

(Old) Russia-Other Players: "I'm sorry about the NMR. I never got issue # 15 & a card to Stephen about this never was replied to. I like to think I have some control over my games, but that NMR coupled with the defection of the cowardly lyin' (Addison) leaves me with no choice but to gracefully resign. Good luck to you all, especially Pete & Chisholm." [*Your card telling me the last issue you received was #14 was dated 7/23, postmarked 7/25 and reached me (after being forwarded) 8/4, after PD#16 was already in the mail.*]

(Old) Italy-Board: "Apologies to all as I must resign my position as Italy. School, preparing for my licensing exams, and resumé writing has left little time to place a concerted effort to play my position as effectively as it could be played. Hopefully, I will be able to resume the hobby after Christmas. Good luck to all, and please accept my apologies."

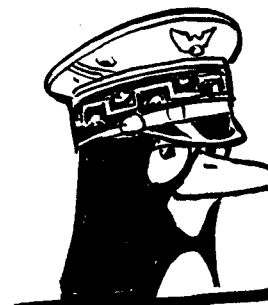
John (Rigley)-John: "I've got to sit down and write to you again, but things are going good, and I know you're busy, and so am I."

(New) Russia-England: "Excursions into Russian homeland will not be tolerated. Let's talk."

(New) Russia-A/H: "Yes we have an alliance."

(New) Russia-Italy: "Why let France stab you again. You have peace with R+A/H."

(New) Russia-France: "Looks good."



ITALY

Deadline for all Diplomacy games is **OCTOBER 8**.

Adélie Soirée

FALL 1902

BN88E

Austria (Nickel): (F GRE RETREAT ALB) A Bud-Rum, A Ser SUPPORT A Bud-Rum (Cut), F Alb-Gre

England (Holley): F Bar SUPPORT F Nth-Nwy, F Nth-Nwy

France (Botimer): A Por HOLD, A Bel HOLD, A Gas HOLD, F Lon SUPPORT ENG F Nth (Attempting to Move), F Spa(sc) SUPPORT A Por, F Eng-Iri

Germany (Weseman): A Sil-War, A Hol-Kie, A Pru SUPPORT A Sil-War, F Den-Swe, F Bal SUPPORT F Den-Swe

Italy (Ozog): A TyI SUPPORT A Tri, A Vie SUPPORT A Tri, A Tri SUPPORT A Vie, F TyS-Ion, F Ion-Adr

Russia (Carlberg): A Fin SUPPORT F Nwy, A Rum SUPPORT AUS A Bud (Attempting to Move), A Gal-War, F Swe SUPPORT ENG F Nth-Den(dislodged; retreat SKA, BOT, or Off), F Bla SUPPORT A Rum, F Nwy SUPPORT F Swe(Cut)

Turkey (Watt-Evans): A Gre SUPPORTS A Bul-Ser(Cut), A Bul-Ser, F Aeg-Con, F Con-Bul(ec)

Underlined moves do not succeed. Units need help holding? Dial Wrestling Network Hotline, 1-900-909-9900.



AUSTRIA (SER, BUD) 2 REMOVE 1

ENGLAND (EDI, LPL) 2 EVEN

FRANCE (BRE, PAR, MAR, LON, BEL, SPA, POR) 1 BUILD 1

GERMANY (KIE, BER, MUN, DEN, HOL, SWE, WAR) 2 BUILD 2

ITALY (VEN, ROM, NAP, TUN, TRI, VIE, 3) BUILD 1

RUSSIA (STP, MOS, SEV, RUM, Nwy) 5 REMOVE 1

TURKEY (CON, ANK, SMY, BUL, GRE) 5 BUILD 1

GENTEEL DISCOURSE (Press)

Italy-France: "Oh, come on, we want to hear you talk."

France-Germany: "Elfess you mean."

Sultan-Tsar: "Now both fleets would like to admire those spiffy ships you've got cruising in the Black Sea, in violation of our Spring 1901 treaty."

Larry-Millie: "Well you were right when you called it."

France-England: "You and your reputation."

Germany-Russia: "The letters sure dry up fast when the going gets a bit sticky."

Russia-World (Pravda): "With friends like these, who needs enemies?"

Turkey-Austria: "Oh, were you in Greece? Oops."

France-Italy: "Just a little Marseilles insurance."

England-Russia: "Ever hear of the law of retribution?"

Turkey-Germany: "Say, it might almost look like you're moving toward Russia! Nah . . . you wouldn't do that! After all, you were just telling Russia who his friends were!"

Germany-Board: "It's not over until the fat lady sings."

GATECRASHERS (Derek Levison, Michael Gonsalves, Kathy Caruso, Dave Ditter, Michael Hopcroft, Michael Quirk, John Richards, John Fisher, Bill Ricker, and Mark Sheron). A standby pays no game fees, receives sub credit for submitting unused moves and upon playing a position to completion so let me know if you want on (or off) this list.

Stephen H. Dorneman
94 Eastern Ave #1
Malden, MA 02148



FIRST CLASS

Rod Walker
1273 Crest Dr.
Encinitas, CA 92024

Sub Ends #: 24

THE BACK PAGE

As the Presidential race heats up, a pattern is beginning to emerge. More and more attention will be paid to issues of less and less importance - not because the candidates don't differ substantially on major issues such as Defense, Foreign Relations, Crime, and the Environment, but because of the way the campaigns are covered on television news programs, and because of the "high concept" method of campaigning.

There's nothing new about television campaign coverage focusing on quotable "sound bites", 10 second pieces of impact videotape that (in the mind of a news producer) will interest/outrage/excite the typical TV audience. Political speechwriters pepper their work with quoteable phrases in hopes of getting such coverage for their man, and speaking coaches are always warning their students about the dangerous gaffe-potential of unrehearsed words.

And, sad to say, there's nothing new about ignoring the real issues facing our country in favor of trying to push the 'hot buttons' of voters. **Dukakis Opposes Pledge Of Allegiance! Quayle Parties With Playmate Lobbyist! Where Was George?** They sound more like National Enquirer headlines than National Review pieces. Concentrating on simple-minded statements that can be 'spun' in favor of a candidate must win elections, as everybody does it, but maybe it's part of the reason 68,085,000 persons of voting age (40%) did not even bother to vote in 1984's Presidential Election.

I'm going to be voting this November, but I'm not going to cast my ballot for or against a candidate based on the last thing I heard them say on the NBC Evening News. I'd like to think I'm not alone in this decision. I'd like to see some substantial answers coming from both parties on where they stand on the important issues facing this country that they intend to lead into the 1990s. But I'm not holding my breath waiting.