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**NO** frills, **NO** extras to load you down, **NO** fancy gimmicks waiting to distract you, just straightforward, interesting that you've been waiting for! Take a look at what we have:

A page 10 United league, still in its second season, with thirty, count 'em, thirty participating clubs! As a bonus, we'll even throw in up-to-the-minute state on league-leading goalkeepers, sweepers, goalscorers, and shot-takers on page 22, but you must act **TODAY!**

On page 8, it's not a game, not an article, not a contest, but it's a **LETTER COLUMN**. Tired of reading things presenting only a single point of view? Here's the marketplace of ideas to answer your dreams, filled to overflowing with interesting ideas guaranteed not to shrink or fade with time.

And preceding that, take a look at the sleek, small profile of this page 6 Editorial! Now you can be the first on your block to get the last word on the first name in last-minute explanations of first-time phenomena which have left lasting impressions from coast to coast. Be the envy of your neighbors when **YOU** can explain what they can't!

And last but **NOT** least, friends, we have for you yet another subscription list (on page 2), hot off the presses and waiting for your perusal. And we'll even repeat our last offer: for each correction **you**, yes, **YOU** come up with, we'll add 25c to your subscription credit, good for the issue of your choice at any time in the future!

Remember our motto, friends: if you purchased your reading here, it's not a lemon.

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# IT'S A TRAP!

An amateur publication devoted to United, an esoteric letter column, and anything else people feel like submitting. Edited and published by Steve Knight, newly inhabiting 1807 Ford Parkway #105 St. Paul, MN USA 55116-2168. Subscriptions are 50¢ plus postage per issue within North America, \$1.00 per issue air mail elsewhere.

# SUBSCRIPTION LIST (again)

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## EDITORIAL

Okay, this is getting tedious, but here's why this time:

As is usual, I had the United results done within a week of the deadline. By that time, though, I had set the mechanics of moving in motion (read: I had turned in notice to my old landlord) and wanted to hold off shipping the zine until I had confirmed where I'd be moving. All well and good, except I didn't receive confirmation from the new landlord, owing to a screw-up on their part, until barely a week before the end of the month, by which time it was late enough that moving preparations had to come first. The second weekend in November was the first I would have had uninterrupted with a working and set up computer system with which to produce the zine (apart from other obligations such as attending the Minnesota Strikers' home opener). Saturday morning arrives, then, and I'm in the bathroom about four times with diarrhea. Then a severe cramp in my left calf hits and I'm left feeling a bit queasy, so I go into the bathroom, just to be safe, and lie down on the floor.

I don't remember anything after that until the phone is ringing and I'm lying in the opposite direction on the floor, vomiting, with two broken front teeth and an inch-long gash in my chin.

After struggling, in the absence of anything resembling coherent thought, to finish throwing up soon enough to get to the phone, and assessing the damage I've done to teeth and chin, I decide that this is merits a visit to the hospital emergency room--a good decision. Not content to make too many good choices in a row lest I jinx my luck, I dial the '9' and the '1' and am about to dial the third '1' when I think, now, I really don't need to bother anyone else, and drive to the hospital myself (after cleaning up a bit). At the hospital they give me several stitches and are about to release me, based on some normal blood pressure readings allaying fears that I've become dehydrated, when I start to feel faint again. After lying down a bit, my blood pressure drops about twenty points when I stand up, so they give me an IV to rehydrate me. Blood tests come back normal, so I return home courtesy of a friend from work (by that time I've come to my senses a bit concerning what I should or shouldn't be doing), am able to get hold of my family and spend the weekend there with a fever, with plans to see my own doctor and dentist come Monday.

I am okay. The lack of any apparent causes points to either food poisoning (I was at a pot-luck party after playing soccer the night before, so who knows what I might have eaten) or (more consistent with the fever) a particularly virulent flu/virus thingy. The specific fainting/vomiting spell appears to have been brought on by the cramp (my usual tricks to work out such things didn't succeed this time, so I was rolling around on the floor for about a minute, hyperventilating all the while); my doctor asserts, which seems reasonable, that such physical shocks will sometimes affect the body's other systems.

And as long as this has turned into a medical theme editorial, I've been asked to provide an update on my thumb. (For those who have joined us recently, I sliced off part of my left thumb on a camping trip a little over two years ago. The big question concerned the injury's affect on my piano playing.) That seems okay, as well. I've been playing regularly--played for a friend's wedding in August, for example--with the only annoying side effect being that I now produce a click when playing octaves, owing to a bit of nail which protrudes over the part which was cut off. (Think of it as if the fleshy part of your finger ended right where the nail grew apart from it.)

In addition to all that excitement, I am, at long last, in a new apartment, after two years in the old one--which was, itself, only supposed to be temporary, but given that looking for an apartment and moving are two of the most deservedly despised activities that I can even imagine, I let inertia get the better of me for the last eighteen months after my lease expired. The new place is a bit more expensive, much larger, much closer to work, in a nicer neighborhood, and already feels more like a home than the other did after all that time. The main hassle from the zine's point of view, of course, was having the computer torn apart for the move and all my files and information packed away. (I still can't find a few things I hurriedly threw in boxes towards the end...)

Enough excitement for a few months, yes?

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It's a Letter Column!

From Michael Hoppcroft (16 September 1987):

The Founding Fathers are not the ultimate authority on everything, you know. They were concerned only peripherally with several issues that are of great concern in the 20th century. But it is also true that we tend to lose track of things that are really important. For example, what happened to the precept that an accused person is innocent until proven guilty? We don't seem too comfortable with that idea anymore. We are now more willing than ever to abandon the rights of suspects. "There is no such thing as an innocent suspect," says the Attorney General, and we believe him. Are we ready to make such a leap? This is becoming more important as the certainty of a Reagan-appointed dominated Supreme Court becomes a reality. There is no specific statement in the Constitution stating this important principle, so theoretically we can abandon it any time we want to.

Watching even a little of the Bork hearings is probably going to make somebody like me paranoid anyway.

What rights then are we willing to give up in return for security? Probably, as a society, most of them. We want to be able to do just what we're told. We want to be "taken care of," when in reality people who can't take care of themselves don't make it. Theoretically, anybody who collects a welfare check is a traitor, because he isn't earning his own living. "If you can't earn a living, don't live," is the message society is trying to tell us, but it hasn't gotten through. Who said there was a right to be on welfare? Nobody, because there is no such right. But we allow people like me to pick the taxpayer's pockets every month so they can eke out their useless existences. We would be doing better by the public if we handed out cyanide tablets instead of checks.

Is there a "right" to live? No. Is there a "right" to be happy? No. Is there a "right" to be where you are unwanted? No. Now, the basic problem with the foregoing is that it is complete and utter nonsense. I recognize that. But I don't recognize a "why." I have a feeling that if I ever do, I say get a fundamental insight into how the American mindset works.

Moving on to movies. Not much to say here. Artworks get destroyed all the time. Is film necessarily forever?

Think of this: if we had rejected TV we wouldn't have VCRs. It would be much, much harder to get access to dramatic works we couldn't see on stage or screen.

/\* True, and I do have to remind myself sometimes not to get too down on things simply because they're new. Nevertheless, it's helpful to remember that something is destroyed whenever something new is created --either a way of doing something, or a replaced gadget, or what have you. I guess the trick is to try to be aware of, but not wrapped up in, those things.

The local newspaper just finished an excellent weekly series detailing the origin and progress of the Constitution, and how the reasons it works as well as it does are as much, if not more so, due to the myths that surround it (and in which we believe) as they are due to foresight on the part of the writers. I think we all have this background vision of a group of men laboring in Philadelphia to produce this perfect plan, when it was more a product of political compromise and maneuvering amongst a group of people with their own interests to protect. But we believe it and make it work like a charm, and it really does keep us going. Fascinating stuff.

\*/

From Steve Landley (18 September 1987):

In answer to Rich's question, if the box was interactive I would use it. If it were merely a 'spectator sport' I'd pass, except possibly as a means to learn specific skills and information. Should such a device be illegal? There is no reason for outlawing such a device that I now accept. Convince me, Rich.

What is an anti-hero, by the way. I've only seen a definition by example, and can't even bring up a good example. I have a sort of ill-formed idea, but the concept is far from clear in my mind.

I have come to think that 'violence' on television may be harmful in that TV has cleaned up violence. No one ever gets hurt and bleed when a car crashes. With enough years of this sort of background, we chance raising a generation of drivers who, at the subconscious level, aren't afraid to have serious accidents. But then, this could be a positive in the long run. No other means of population control has been effective.

I watched less TV than the average as I was 10 years old and already an avid reader before we moved out of the boonies and into civilization (read within transmission distance of a TV station). Through my school years I sat and read in the same room as the TV --ignoring most of the programs and commercials --paying attention to those shows that were to my taste. In those days, I read a book or so a day. These days it's down to a book or so a week and I still read while the TV is playing. Of course, my taste in books is no deeper than my taste in TV. I read science fiction, mysteries, and similar trash. Despite having a hunger to read that has never been satiated, I have no real taste for intellectual topics.

Children today watch TV much as I used to read; to escape into fantasy. I picked up a fairly comprehensive education while pursuing fantasy. I suspect that some of the information presented by TV is worthwhile. Certainly I never saw lots of the world until I saw it on TV. My own son loves to watch cartoons in preference to PBS. Still, I suspect that he picks up quite a bit of background knowledge about the world even from cartoons. He does quite well in school. He prefers TV to books, despite being a 'fast' reader.

TV is replacing books as the media of choice. Possibly this is a plus rather than a minus. Given that lots of people wouldn't read at all despite there being books to hand (a fairly safe assumption) and given that lots who do read, read trash, one might conclude that more information about the world gets to more people through TV than through books if there were no TV.

Of course, one can quibble about quality of information. But since I have no standard of quality nor am likely to be convinced of one, I tend to dismiss such arguments.

The human mind has considerable breadth and depth. I doubt that a lifetime of TV would fill it. I doubt that a lifetime of classical study would fill it, either. As to which pursuit has more value? Value to whom and measured on what scale? Too much subjectivity to ever be settled.

I saw a colorized film. I noticed that the values of the colors looked wrong. Things were too bright, generally. Other than that, the color was not all that noticeable. I didn't watch the whole thing and have no idea what title was featured. It was one of Ted Turner's films as I saw it while passing through the local Fox affiliate. I personally see nothing wrong with colorization so long as the original style exists for those who wish to worship in black and white.

/\* I should mention that one of my fears about colorization which I mentioned a few issues ago is flat-out wrong. Because colorization is strictly a video process, we're not in danger of seeing colorized versions of old black-and-white films in theaters.

My impression is that people use the term "anti-hero" to refer to protagonists who have a number of undesirable characteristics more often associated with antagonists. The easy stereotype is the thief/booker/vagabond/whatever with a heart of gold.

\*/

From Bill Packer (21 September 1987):

Our culture is greatly influenced by violence as portrayed on TV and in the movies. Crimes that copycat those depicted on television are common. With news of the L.A. freeway gunplay airing nightly, lo and behold Grand Rapids freeways also became the home of car wars. People's minds are quite impressionable. In fact, I have heard violence casually explained as 'boy fun.'

Life is cheapened by violence. It makes abortion palatable. It masks the insanity of nuclear stockpiles. It allows kids in our schools to knife and shoot each other without remorse. The more violence we allow in our escapist fantasies, the more casual it becomes to our reality. Violence is a least common denominator. It is cheap arousal, translating itself into an awesome decadent idea to live life by. It finds support by shaded quotes, eye for an eye, tooth for a tooth. Portrayals of violence feed racism's hatreds. Bringing the bad guys to justice as portrayed on TV, after a string of murders he's led away handcuffed. Big deal, we saw him have his 'fun' for 30 minutes, we don't have a show depicting his miseries for these deeds. We are just steeped in violence.

We are not educating young impressionable minds that violence is without redeeming qualities. When it comes to violence we are sending the wrong message. When violence is depicted it must also show its consequences, but our television and movies do not deal in the consequences because that does not make for a top grossing film or series.

/\* Bill Becker, continued \*/

Ah! We demand violence, we want to see this depicted. What ideas from our past have made us evolve into such a violence-prone creature? There has been a manipulation of ideas that have given us such entertainment. Entertainment that tragically spills into our collective realities. What within us numbs our sense to violence? What ideas make up our collective social mores to allow violence to propagate so freely? Is this part of our freedom, the free flow of violent thought necessary so that we not suffer the evil of censorship? Have we found that censoring is not effective in stopping violence. Censoring leads away from freedom and takes us toward fascism, authoritarianism.

We distort our freedoms. The flow of ideas rushes from right to left and back again. We are not all knowledgeable, we are swayed easily, we accept violence in America because we have grown with it. It is an American trait. Violence is an infectious idea that we have caught and spread. Violence is a distorted idea, we continue to warp it and ourselves. It is not something that should have to be banned by a higher authority. There should be an individual choice to reject it. We need to educate ourselves to reject violence as a viable choice for any situation. Instead we fill our news, gossip and entertainment with violence. We individually accept it over and over again.

/\* Reading this I was reminded of a quote from Robert Heinlein: "You can have peace. Or you can have freedom. Don't even count on having both at once." I never liked the quote, but there are times when I don't wonder if it isn't true.

\*/

From Daniel Scott Falter:

I think our gentle correspondent, Mr. Williams, misses Hobbes' point. The point of the contract is a protection racket. We give up our freedom to the state so that the state will protect us from everyone else. It's a very simple contract. As long as we are safe, we do what we are told. When we cease to be safe we do what we will. This is irrespective of what rules society has, if the rules are told to us, etc. Given a choice between law and order, 99% of us will take order.

However, he's completely right on art. You can't define it. If you have any creativity in your soul you can often feel it but not everyone has a feeling for every genre. I can get turned on by an elegant design mechanic or a really good data base. That's what makes it fun.

As for language, here I'll go Confucian on him. Language is a social tool. Forget external meanings. We think in words. Wrong words mean wrong thoughts. Common understanding means agreed upon definitions.

Re: Mr. Reilly, what makes you think that TV watchers would read if the tube was off?

/\* I don't know if our thinking is so completely verbal, although I do believe that words and language do influence the way we think. Words are, after all, merely representations of "reality"--and inexact representations, at that. Favorite saying: the moment you speak about a thing, you miss the mark.

Question: does getting turned on by a good program or data base qualify that field as capital-A Art? I, too, can get very excited by and wrapped up in the products of more technical fields, but I sense a large fundamental difference between, say, a computer program and a piece of music. I don't want to call the former "Art," although I

felt more strongly about this while I was in college. Then, while fishing for a rationale for my feelings, I arrived at two criteria which I felt were necessary (but not sufficient) for a field to qualify as Art.

- 1) The products of that field had to have the ability to produce the entire range of human emotions in their spectators. (Not that any single painting, e.g., had to be able to make you feel every emotion, but paintings generally had to have the capability to make people feel sorrow, happiness, etc.)
- 2) The products of that field had to have the ability to make a moral statement.

Music, painting, photography, sculpture, and film all seemed to meet these criteria, as I wanted them to. Engineering, programming, clock-making, and mechanics did not meet these criteria--but all had creative, intuitive elements which defied classifying them as pure, reasoned Science. I called these fields Crafts.

Now, although I think there's something here of interest, if not necessarily of truth, I'm pretty sure there's a flaw in (at least) the first criterion. I'll shut up until next issue, though, in case anyone wants to take a crack at exposing it.

\*/

From Mark Barch (1 October 1987):

I had a big dose of "movie realism" this weekend when we went to see No Way Out. My favorite was a scene at a swank restaurant. We see the Washington monument in the background, and beyond that, the Jefferson Memorial. The only place in D.C. where such a view is possible is from the Mall --and there are no restaurants on the Mall. At another point, our hero tears through southern Georgetown and just barely makes it onto a subway. This is particularly ironic, since the Georgetown community fought a stiff battle in the early 70s to make sure there would be no subway stop in Georgetown. He gets on a subway car that bears no the slightest resemblance to D.C.'s Metro --even the name is quite different. And finally, he emerges at the Pavillion, which is blocks away from a subway. And finally, there was that scene where the entire Pentagon is searched by two teams, top to bottom, room by room, in what seems to be just a few hours. All you have to do is stand in front of the building to realize it would take days and days to do that.

It was, however, an immensely entertaining movie, though not a film you'd ever want to see a second time. I thought the ending provided a completely unnecessary twist, the ocean rescue scene had only the most minimal connection with the rest of the movie, and the shooting in the basketball court seemed pretty pointless, but that doesn't detract from the fact that it was a well-paced thriller.

/\* Looks like I missed my own chance to see it, unfortunately. I suppose we can't really fault film directors and location scouts for picking their locations more for the image it will present than for the reality of the locations--but I'd sure like to see a film that tried to do both.

\*/

## UNITED

### REMINDERS

Don't forget Rule II-E concerning trading apprentices. Signing an apprentice during the season counts as a transfer, and apprentices so signed may not be traded for three seasons.

Successful auction bids must be above non-League value.

### QUESTION

Can players intentionally play a position at less than their stated skill levels?

For now, no, because I have, in the past, brought unbalanced lineups back in balance for match play by dropping players from overbalanced area(s). I'm in the process of rethinking this, however.

### NEW PROPOSED NEXT YEAR RULE CHANGES

I'd better clarify one thing from last issue about managers voting on rules changes. I will, of course, maintain veto power over completely absurd proposals--but when it comes to ITFL organizational decision (items in section II of the rules, such as the number of league points per victory and draw--perhaps someday you'd like to see three points per victory, e.g.), I'll likely let the Governing Board (i.e., you guys) vote on it first.

Free Agency (i.e. Player Stealing). Bruce Dawson's rules, which were, I think, the first I ever saw, contained some interesting experiments that I don't think would have worked out. One intriguing example was a mechanism for a player jumping to another club. Under his scheme, each manager had to pay wages (\$500 per SL) to each player each session--and each session, each player at SLs or above had a 5% chance of becoming dissatisfied with the club and demanding a transfer. The first time this happened, the dissatisfied player could be mollified by a one-time payment of five times the player's wages. After that, or if the owning club decided not to bribe the player into staying, the player was immediately placed on the auction.

I bring this up because one ITFL manager has suggested an interesting approach to this issue: At season's end, each manager could bid on two players from other teams, sight unseen. If the highest bid for a player is, for example, 25% above that player's non-League value, the player would go to the bidding club, and the old club would receive the money. Before the auction, managers could try to protect any number of players on their clubs by offering them "signing bonuses," which would be added to each player's non-League value for purposes of computing the 125% threshold required for a player to sign with a different club. (All such bonuses paid to players who do not sign with a different club just get subtracted from the club's cash total, of course.)

Example: As manager of Team A, I intend to bid on Smith, a top goalscorer for Team X, who happens to be an age II SL10 FW/DF, with a non-League value of \$440K (although I don't know that). Wanting to keep Smith, Team X's manager offers her a \$300K bonus. The free agency threshold is then  $1.25 \times (\$440K + 300K)$ , or

\$925K. If I bid more than \$925K, Smith comes to my team and Team X gets the amount I bid. If not, Smith stays with Team X and the \$300K signing bonus is subtracted from Team X's cash.

Details which might need to be worked out: Since this takes place between seasons, would we use pre- or post-aging values? (I'd say bidding should be on pre-aging values--more expensive, therefore harder to steal players.) What about ties? (Original club should keep the player if they tie one or more "stealing" clubs; otherwise, I'm open to tie-breaking suggestions.) Shouldn't there be some more complete protection mechanism? (There are always athletes so satisfied with where they are that no money will budge them. Thus, I'd think that each club could declare, say, one or two (or three?) players completely protected and out of the auction. This would help a struggling cash-poor club from losing the stars around whom they plan to build a contending team. I'd think such protections would be made public before the auction.)

The suggestor accurately termed this a "wild rule." I think the basic idea has attractive possibilities. Big disadvantage is that I'm sure this would get real political real quick. (Maybe that's not a disadvantage, though.)

Auction prior to non-League sale. I'm 90% sure that I'll stipulate that any players who a manager intends to sell to the non-League will automatically first be put in the auction, and then sold to non-League if no other League club bids above the non-League value.

Necker Sweepers / Stronger Goalkeepers. Yes, sweepers seem a bit too powerful in United classic, and therefore a bit too valuable. (Mind, you there are clubs out there doing very well without benefit of good--or any--sweepers, so it's by no means a necessity. My hat is off to those managers, though.) Expect a point or two to be added to the roll for a shot getting by the sweeper, possibly coupled with a slight reduction in the points on the GK roll. Specific suggestions/comments/criticisms are requested, as usual.

Monetary Fine for Failure to Field Eleven Players. Not sure how severe. Unfortunately, playing short-handed is simply not as painful on the United field as it can be in real life.

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#### RESPONSES TO PREVIOUS PROPOSALS

Four eight-club divisions. Two yes.

Skill levels above 10. One non-committal, one yes only as presented last issue, two yes leaning towards not doubling the coaching above SL10.

Guaranteed shot per game. Two yes for a threshold of earned shots by the other side, two yes for adding one to each side.

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#### ITFL ADMINISTRATION

NMRS: Quite a few, which isn't surprising after the long layoff.

Second-in-a-row NMRS by Ron Spitzer and Bruce McIntyre will lead to new management for CALIFORNIA TYRANTS and DECOMPOSING COMPOSERS, respectively.

First NMRS for Kevin Tighe (Buds), Nigel McCabe (Kingsmen), Rich Reilly (Academy), and Jim Witalka (F.C.V.). I've heard from Kevin; I'd appreciate it if any of you who have information about any of the others would check their addresses and let me know if I'm out of date.

**RESIGNATION:** Dave Kleiman has informed us that personal reasons have forced him to resign the management of last year's Division I and Cup champions **HER MAJESTY'S SECRET SERVICE**. I, for one, will miss Dave's able participation, and wish him the best of luck.

**TRANSFERS:**

**SCIENTISTS** sold Keppler (DF), Curie (FW), Kelvin (MF), and Doppler (MF) to the non-League for a combined total of \$440K.  
**EAGLES** sold Cregue (FW) and Slider (MF) to the non-League for \$160K.  
**GORMENGHAST** sold The Post (DF) to the non-League for \$80K.  
**CHIPPEWAS** sold Pearce (FW) to the non-League for \$120K.  
**CHESSMEN** sold Robert Fischer (SW) to **PSYCHOTICS** for \$80K.

**APPRENTICE SIGNINGS:**

**VALHALLA ARMAGGEDON** sign an apprentice DF, Little John.

**SUSPENSIONS:**

Thinner of **KINGSMEN** is out for match 10 against Juventus.  
Robinson of **CHIPPEWAS** is out for match 10 against Giants.  
Adams and Vader of **GIANTS** are out for match 10 against Chippewas.

**AUCTION RESULTS:**

#16 DF II 5 to **GEMS** for \$202K (Pipe).  
#17 FW V 7 to **GEMS** for \$435K (Fox).  
#18 DF III 6 to 20 C for \$310K (Ralph Eugene Neatyerd).  
#19 MF IV 6 to **ARMAGGEDON** for \$487K (Breideblis).  
#20 FW I 7 to **CHIPPEWAS** for \$1171K (Kelly). (First ITFL million-dollar signing.)  
#21 MF II 5 to **THUNDER** for \$310K (Jair).  
#22 FW II 2 -- NO BIDS above non-League value, returned to **ENDWELL ENZYMATIX** (Cregue of **Endwell Enzymatix**).  
#23 SW I 6 to **DUBLIN FIRE** for \$749K (Christine of **Kingsmen Elite**).

**AUCTION:**

#24 MF III 8	#26 MF IV 7	#28 GK VI 9
#25 FW I 8	#27 DF III 6	#29 FW II 6
#30 FW a 0 (Quibble of <b>ENDWELL ENZYMATIX</b> , no games played) (min. bid 360K)		

**ADDRESS CHANGES:**

During the interim, Mike Dean has moved the **END OF TIME LEGENDS** to c/o 7 Kenmore Rd. Cleckheaton, W. Yorkshire, BD19 3UY, UNITED KINGDOM.

The address for **CENTRAL CHIPPEWAS**, manager Rob Anderson informs us, actually is, 2 Robinson, CMU...

John Grams has moved the front office of **VALHALLA ARMAGGEDON** to 6450 Douglas Dr. #123, Crystal, MN 55429.

Kevin Tighe and the crew of **HUMBOLDT BUDS** have kept the Arcata fans happy by staying within the city, moving the front office to 290 12th St., Arcata, CA 95521.

**NEW MANAGEMENT (?):**

The following managers have been offered positions with:

**HER MAJESTY'S SECRET SERVICE:**

Matt Landis, #328 Touzalin, Lincoln, NE 68507.

**CALIFORNIA TYRANTS:**

Jeff Marion, 348 Oakvale Blvd., Kenmore, NY 14223.

**DECOMPOSING COMPOSERS:**

Tony Kees, 1372 Cumberland Cir. W Elk Grove Vlg., IL 60007.

**DEADLINE** for Session 4 lineups is Saturday, 2 January 1987 (extra time for slower Holiday mail).

# DIVISION I

STANDINGS	TEAM	PT	PL	HW	HD	HL	AW	AD	AL	GF	GA	VP	\$K	PN	DP	MANAGER
121	20 12 Harrow	6	16	9	4	0	0	4	0	1	28-6	4	354	2	20	Fuchs
212	17 14 Relief	14	8	3	0	1	4	0	1	13-6	2	764	1	24	Reckert	
333	16 16 Fire	12	9	3	1	1	2	1	1	30-15	2+	160	0	4	Stafford	
544	10 12 Kingmen	10	10	9	3	1	0	1	1	3	12-18	0	1206	3	60	McCabe?
775	10 10 Doers	8	8	9	3	0	2	0	2	2	4-4	3	403	4	30	Hise
886	11 9 Juventus	7	9	1	2	2	1	1	2	11-13	2+	971	3	18	Williams	
t97	8 7 Cheesmen	7	9	1	1	2	2	0	3	10-16	2+	759	2	18	Courtemanche	
666	11 1 E.M.S.S.	6	9	1	0	4	1	2	1	8-8	4	1248	2	8	Flendis	
459	6 6 Tyrants	5	9	1	1	3	1	0	3	14-24	5+	831	2	18	Marion	
9tc	0 8 20 C	5	9	1	1	2	1	0	4	14-31	3+	-120	5	8	Luodi	

# DIVISION II

STANDINGS	TEAM	PT	PL	HW	HD	HL	AW	AD	AL	GF	GA	VP	\$K	PN	DP	MANAGER
121	16 14 Scientists	14	12	9	3	0	1	2	2	1	22-9	2+	1462	1	28	Kott
342	17 16 Chippewas	14	12	9	2	3	0	2	1	1	14-5	5+	-451	1	18	R Anderson
233	14 12 Byzantix	10	10	9	2	0	2	3	0	2	27-17	2	1067	0	0	Barno
614	13 12 Bucks	10	10	9	2	0	2	2	2	1	14-7	6	754	3	18	Tighe
985	13 13 Chargers	12	10	9	2	2	1	2	0	2	15-15	4	941	5	22	Jensen
t56	14 13 Rockhounds	12	10	6	3	0	2	1	2	1	8-13	2+	811	1	8	D Anderson
767	13 12 Breakfast	10	8	9	2	1	1	1	1	3	11-10	4	2107	1	14	Marcisco
478	10 8 Giants	8	8	9	2	1	2	0	3	1	7-10	3	840	2	30	Gaughan
5t9	5 5 Goss	5	5	9	1	1	3	1	0	3	9-24	3	508	6	22	Ferguson
9tc	0 5 Composers	5	5	9	0	3	1	1	0	4	5-22	8+	381	1	12	TKoss

# DIVISION III

STANDINGS	TEAM	PT	PL	HW	HD	HL	AW	AD	AL	GF	GA	VP	\$K	PN	DP	MANAGER
421	Legends	16	9	4	0	1	4	0	0	30-3	4	-52	1	8	Dean	
312	Thunder	16	9	5	0	0	1	3	0	31-2	3+	-252	2	52	Tradesou	
233	Valhalla	16	9	3	1	0	4	0	1	32-6	3+	-112	5	54	Grans	
144	Psychotics	11	9	3	1	1	2	0	2	34-28	2+	260	5	56	Ellie	
875	Helix	8	9	2	1	1	1	1	3	16-15	3	-117	0	8	Clark	
566	Academy	8	9	3	0	2	1	0	3	13-16	4	895	3	28	Heilly?	
657	Gormenghast	7	9	3	1	1	0	0	4	18-18	2	382	1	4	Hare	
788	Eagles	7	9	2	1	1	0	2	3	8-21	2+	763	1	8	Brown	
t99	Carioce	4	9	0	1	3	1	0	4	19-54	2+	923	1	32	Imcassan	
9tc	F.G.V.	0	9	0	0	4	0	0	5	4-42	3+	506	1	38	Witalke?	

Guide to abbreviations in the above standings: **PT**: league points. **PL**: matches played. **HW**, **HD**, **HL**, **AW**, **AD**, **AL**: home wins, draws, losses; away wins, draws, losses. **GF**, **GA**: goals for, goals against. **VP**: value points; + indicates an extra 1/2 VP. **\$K**: cash on hand (1000s). **PN**: penalties. **DP**: Disciplinary points.

In the match descriptions on the following pages, the home team is always on the right. Following each club's name is their score at the end of the first half (in parentheses), followed by their score for the match. **Scr**: goal scorers; a number after a scorer is the number of goals scored (one if there is no number), a **P** after a number indicating goal(s) from penalty kick(s). **Bkd**: players booked. **S/O**: players sent off. **Inj**: injured players, extent of injury in parentheses (S = sprain, SS = severe sprain, P = pulled muscle, SP = severe pull, L = torn ligament, B = broken leg). **Shots**: total number of shots on goal for each team.

## DIVISION I

**NOTES:** Juventus fined \$20K for failure to play hard in two matches. NMRs by Kingsmen, H.M.S.S., and Tyrants.

### MATCH 1

Chessmen of Hastings: (0) 0

Evil Doers: (0) 1  
Scr: Reaper

Chessmen want to start the session right, but the opportunities don't appear and their defense has to keep Doers wrapped up. A quick attack following a mis-played goal kick yields the home side's lone goal at minute 66, the rest of the match seeing no shots by either side. Shots: 1-6

Kingsmen Elite: (1) 1  
Scr: Talisman

Her Majesty's Secret Service: (0) 0  
Bkd: Blofeld, Tibbet

Despite playing short in the session's first NMR bowl, Kingsmen score off their first attack, but the home side are at a loss without their own leadership. Well played by both sides, considering. Shots: 3-4

20 C: (1) 1  
Scr: Frank

Dublin Fire: (5) 9  
Scr: Mullen(2), Newson(2), Clayton  
Riepenhoff(2), McCulloch, Evans

Fire prove they still have it in them by jumping all over an unsuspecting 20 C club, and giving their fans a show they haven't seen since... well, since last year. Shots: 1-9

Jose's Heroes: (2) 3  
Scr: Elio(2), Ekeler(1P)  
Bkd: Morgan

California Tyrants: (0) 0

Heroes try to take advantage of a disorganized Tyrants squad to try to gain ground on Division-leading Komic Relief, and succeed handily, putting it well out of reach with Elio's second early in the second half. Shots: 14-0

Komic Relief: (0) 0

Redlands Juventus: (0) 2  
Scr: Conrad(1,1P)

Bkd: Chico  
Inj: Smothers(S)

Relief's good early efforts (two unanswered shots) are answered by strong home side attacking. Juve don't crack the net until minute 40, though, and a Relief penalty five minutes later as they struggle to stay in the contest only ensures the demise of the season's last perfect record. Shots: 4-8

### MATCH 2

Her Majesty's Secret Service: (0) 0      Chessmen of Hastings: (0) 0

S.S.'s woes continue as the home side dominate the match, but Hastings have as much trouble finding goals as the visitors do finding shots. And when Lopez' penalty kick flies just outside the corner with only three minutes left, manager Courtemanche wonders how good that other half a loaf would have been... Shots: 0-9

Evil Doers: (0) 0

20 C: (0) 1  
Scr: Coburn(1P)

When their first shots catch the visitors off guard and remain unanswered, 20 C smell their first victory. (The fact that their one goal has to come on a penalty kick only cheapens it a little bit...) Shots: 0-10

California Tyrants: (0) 1  
Scr: Castro  
Bkd: Xiaoping

Kingmen Elite: (1) 2  
Scr: Salem, Skeleton  
S/O: Thinner

Kingmen grab the first half's only goal...but Thinner's red card lets Tyrants open the attack and score the equalizer in minute 53. Judicious defense and good long-ball play gives Kingmen their second MSR victory with but 13 minutes left. So who needs a manager, anyway? Shots: 5-5

Dublin Fire: (1) 1  
Scr: Butler

Redlands Juventus: (0) 1  
Scr: Goldman

Fire keep their opponents guessing, three unanswered shots yielding the expected half-time lead. When Goldman sneaks one in, though, the home side somehow manage to hang on for an upset draw. Shots: 7-1

Jose's Heroes: (0) 1  
Scr: Crupper

Komic Relief: (0) 0

#1 vs. #2 is entirely the visitor's show, as Relief are caught looking very much out of form. Good work in goal almost saves the day, but Crupper finds the one Heroes need on his fourth shot of the game. Shots: 8-0

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### MATCH 2

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20 C: (2) 3  
Scr: Winogrand(2), Coburn(1P)  
Inj: Nixon(8)

Her Majesty's Secret Service: (0) 1  
Scr: Goldfinger(1P)

20 C want to follow last match's good performance, and a volley by Winogrand starts right. An S.S. penalty sees 20 C up two at the half, and even the return in the second can't mar their spirits. Shots: 11-1

Chessmen of Hastings: (2) 2  
Scr: Lopez, Steinitz

California Tyrants: (0) 1  
Scr: Qaddafi

After Chessmen's first attack finds the net, some imaginative Tyrants midfield play almost scores but ends up conceding the second Hastings goal. Qaddafi's second half goal might have been the start of a comeback, but the referee's whistle sounds before they find out. Shots: 6-3

Redlands Juventus: (0) 0

Evil Doers: (0) 1  
Scr: Reaper

Juve take charge, then the Doers, then Juve again... but neither side scores between misplaced attacks and good defensive efforts. Not until minute 78 does an intended pass find its way into the visitor's goal for the win. Shots: 11-7

Kingmen Elite: (0) 0

Jose's Heroes: (1) 4  
Scr: Page, Sharp(2), Elio  
Bkd: Page, Elio

The Kingmen players would like nothing better than to sweep the session on their own, but Heroes put a damper on those plans--and widen their lead over Relief--by outplaying the visitors in the first half and blowing it open in the second. Shots: 0-12

Komic Relief: (0) 1  
Scr: Chico(1P)

Dublin Fire: (0) 0

Dublin fans are looking for the referee's blood when a clean save on Relief's only threat is ruled a penalty, and Dublin have an uncharacteristic off-day in response. Good defense is one thing, but highway robbery is something else. Shots: 0-13

## DIVISION II

NOTES: NMRs by Bude and Composers.

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### MATCH 7

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St. Langlois Changers: (0) 1                      Humboldt Buds: (0) 0  
Scr: Syngyn-Pamyth  
Bkd: Tiger

Without management, the home side give up an early P-kick -- SAVED by Humboldt's goalie! Bude turn their attention up field, but it's Syngyn Pamyth's late goal which carries the day. Shots: 1-3

---

Sockheads Part II: (0) 0                      Decomposing Composers: (0) 0  
Bkd: Green

Sockheads are unspectacular, displaying an aimless (overconfident?) attack, settling for an unsatisfying draw when they can't put the ball past Composers. Shots: 7-0

---

Central Chippewas: (3) 6                      Endwell Enzymatix: (1) 2  
Scr: Thorpe(2), Robison(2), Saxe(2)      Scr: Spanky, Liddle  
Bkd: Finch, Thorpe

Chips and Endwell have a score-in when the defenses take naps. It's not pretty football, but it sure keeps the fans on their feet. Shots: 10-12

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Scientists: (0) 0                      Breakfast Buddies: (1) 1  
Scr: Snap

Their third attack is the Buddies's charm, and they have it well in hand through the entire match, despite the lack of an insurance goal. With the visitor's loss, there is now a three-way tie for first place. Shots: 2-14

---

Literary Giants: (1) 2                      Diamond Gems: (1) 2  
Scr: Adams, Jones                      Scr: Mays(1,1P)  
Bkd: Adams

Giants take the lead, but give the home side a P-kick to tie it at the half. Giants go ahead again, but Mays decides he can score without help, and the home side hang on. Four points now separate the top of the division from the bottom. Shots: 5-7

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### MATCH 8

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Decomposing Composers: (0) 1                      St. Langlois Changers: (1) 5  
Scr: Brahas                      Scr: Syngyn-Pamyth, Tombs(3), Wright

Composers don't roll over without a fight, but the home side have little trouble against an uncoordinated defense. Shots: 3-11

---

Humboldt Buds: (0) 0                      Central Chippewas: (0) 0  
S/O: Robinson

Two of the three tied-for-first clubs go head-to-head. Chips hope to take advantage of Buds and get ahead, but the visitors hold them until Robinson gets a little frustrated and... they end up still tied. Shots: 1-8

---

Breakfast Buddies: (2) 2                      Sockheads Part II: (0) 0  
Scr: Pop(2)  
Bkd: Vitamin

Buddies engage in more non-nonsense football, as their first two shots find the park and give them a comfortable lead against an uncharacteristically cautious Sockheads team. Shots: 4-3

---

Endwell Enzymatix: (3) 5	Diamond Gems: (0) 2
Scr: Tribble(3), Dibble, Spanky	Scr: Mays, McCovey

Tribble is all over the home goal as the visitors give Gems lots of early trouble. Mays sparks a second-half shot at a comeback, but by then Endwell have shifted into high gear to join Chips and Buds in first. Shots: 13-7

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Scientists: (0) 2	Literary Giants: (1) 2
Scr: Goddard, Fermi	Scr: Joris, Jones
Bkd: Pasteur	Bkd: Adams
	S/O: Vader

A win puts Scientists alone in first place, but Giants aren't cooperative, going up two despite the loss of Vader. Down to ten minutes left before Goddard gets the visitor's first score--then Fermi breaks through for the tying goal! And it's a four-way tie for first... Shots: 7-2

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### MATCH 3

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Humboldt Buds: (0) 0	Sockheads Part II: (0) 2
	Scr: Blue, Gray
Bkd: Jetson	

A win pulls Sockheads even with Buds--and they control the first half but miss opportunities, until Anderson gives them a talking to... Shots: 1-8

---

Endwell Enzymatix: (0) 0	St. Langlois Changers: (1) 1
	Scr: Tombe

Tombe gets first blood at minute 9, and after that it becomes a keeping dual as both clubs push forward amidst some tough back-and-forth football. Endwell struggle mightily for the drawing goal, but Raleigh keeps punching them away to hold on to the win. Shots: 9-5

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Decomposing Composers: (0) 0	Scientists: (5) 7
	Scr: Darwin(2), Goddard, Fermi(3), Einstein
Bkd: Schutz	

Kott makes sure his players are in peak form, as they let loose the scoring and ride the flood to the Division II lead. Brahms manages the visitor's only shot in the very last minute. Shots: 1-17

---

Diamond Gems: (0) 0	Central Chippewas: (2) 3
	Scr: Boves, North(1,1P)

Chips take two unanswered goals before Gems know what hit 'em, then contain the Gems attack for the remaining 74 minutes to join Scientists on top of Division II. Shots: 4-10

---

Breakfast Buddies: (0) 0	Literary Giants: (1) 1
	Scr: Bullseye
	Bkd: Conans

Buddies want to join the tie for second place, but Giants feel they want to be like the other home teams and shut out the visitors--so they play careful football, working in one early goal and keeping Buddies from making any threat. Shots: 0-3

## DIVISION III

NOTES: NMRA by Academy and F.C.V.

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### MATCH 7

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Sons of Thunder: (0) 0

Valhalla Armageddon: (0) 0  
Bkd: Tanngjost, Waldo

#1 vs. #3 with Valhalla up against the division's top GK, and the home offense get their chances but simply can't finish. Well-salvaged draw for the visitors. Shots: 0-10

-----  
End of Time Legends: (1) 2  
Scr: Gaf, Shark

The Academy: (0) 0

It's Legends's match when the home side are forced to struggle without the benefit of leadership, drawing the visitors even with Thunder on top of Division III. Shots: 11-0

-----  
Carioca Football Club: (4) 7

F. C. Volkswirtschaft: (1) 2

Scr: Rubenito(2), Almeida(3), Leja(2) Scr: Bayer(2)

Poor F.C.V. With a chance to get in a match more their size, they have to struggle without management and end up getting pounded again... So what else is new? Shots: 18-6

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Gormenghast: (0) 1  
Scr: Steerpike

Psychedelic Psychotics: (1) 2  
Scr: Bachtel(2)

The two sides trade early shots, with Bachtel breaking the impasse at minute 31. Psychos are up two early in the half, Steerpike's last minute goal not salvaging much beyond a little pride. Shots: 5-7

-----  
Northside Eagles: (0) 0

Double Helix: (0) 0

With each side trying to use the other as a stepping stone to the middle of the standings, it's a tight, closely fought match. Goalkeeping makes the difference for the visitors; tight marking for the home side. Shots: 1-4

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### MATCH 8

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Carioca Football Club: (1) 1  
Scr: Wampler  
Bkd: Rubenito

The Academy: (0) 2  
Scr: Plato(2)

CFC look for their second win against a manager-less club, and leave the field at the half in good spirits. The Academy players have other things in mind, though, and Plato turns two brilliant late-match steals into a victory for the home side. Shots: 4-7

-----  
Sons of Thunder: (0) 0

Psychedelic Psychotics: (0) 0  
Bkd: Plant

A win would greatly boost Psycho's chances in the Division III race, and both sides turn to some stellar midfield play to keep each other off-balance until the final whistle. Shots: 0-4

-----  
Northside Eagles: (1) 1  
Scr: Rhodes(1P)  
Bkd: Snipes, Rhodes

Valhalla Armageddon: (2) 4  
Scr: Fenrie(3), Modi

Fenris draws first blood, but a penalty lets the visitors even things up, and it looks like Valhalla might give away a point--until Fenris and Modi get hot and display some solid attacking. Shots: 0-12

End of Time Legends: (1) 3  
Scr: Shark(2), Duke

Gormenghast: (0) 0

Bkd: Bellgrove

Despite heavy fan turnout, Gormenghast have a hard time turning aside Legends, as the visitors' precision football keeps the ball near the home goal. Two late back-to-back goals widen the lead, put Legends in first place, and break Gormenghast's perfect home record. Shots: 4-0

F. C. Volkswirtschaft: (0) 0

Double Helix: (0) 2

Scr: Clarence, Borgetrom

Inj: Allfree(8)

Without management, F.C.V.'s chances of ending their streak go from slim to nil, despite Helix's lack of inspired play in the first half. Clarence and Borgetrom team up in the second for the expected result. Shots: 0-4

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### MATCH 2

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The Academy: (0) 0

Sons of Thunder: (2) 4

Scr: Peter, Paul, Philip, James

Bkd: Descartes

Lack of a visiting manager helps a perfect home record, as Thunder take their time, set up their attacks carefully, and score. Shots: 0-4

Valhalla Armageddon: (3) 10

Garioca Football Club: (0) 0

Scr: Modi(3), Magni(2), Fenris(2),  
Oller(2), Heimdal

GFC concentrate on trying to hold Valhalla, rather than scoring themselves, but the Armageddon attack takes three early and then blows it open in the second half. Odin earns his keep--and a bonus--by performing a near-miracle in turning aside three penalty kicks. Shots: 10-0

Psychedelic Psychotics: (0) 0

End of Time Legends: (2) 4

Scr: Duke(2), Saf, Pao(1P)

Bkd: Fischer, Bowie

Legends continue with their brand of thorough, competent football, and the visiting Psychos are just a little overwhelmed. The victory keeps the home side a point ahead of the competition. Shots: 0-4

F. C. Volkswirtschaft: (0) 1

Northside Eagles: (3) 3

Scr: Volkswagen

Scr: Griddle, Ogiatree, Scott

Eagles are next in line for hapless FCV, who actually get some opportunities this match but can't finish. Then again, come the second half, neither can the Eagles. Shots: 6-12

Double Helix: (0) 3

Gormenghast: (0) 3

Scr: Olson, Borgetrom, Hoffeinger

Scr: Muzzlehatch(2), Mulefire

Bkd: Adenine

What happened in the locker rooms? Helix outwit Gormenghast, who maintain their composure to emerge after the nil-nil half-time draw and score three unanswered goals--then completely lose their composure and let Helix take three more for the last-minute draw. Shots: 6-4

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### FRIENDLY MATCHES

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Chessmen of Hastings: 2 (3)  
Scr: Lopez, Capablanca(1P),  
La Bourdonnais  
Bkd: Capablanca

Psychodelic Psychotics: 2 (3)  
Scr: Bachtel(2), Harrison

A surprisingly active friendly match on a neutral field sees the Division III challengers put the Chessmen on the early defensive, pulling ahead on two Bachtel goals by minute 25. An opportunity for Psychotics to go up three a few minutes later falls flat when a management slip-up sees no penalty kicker--and Hastings have their opening. Lopez finds the net, and a turnabout Psychotics penalty sees a half-time draw. The second half is a little more active, but not nearly so drama-filled; the third unanswered Chessmen goal, courtesy La Bourdonnais, sees Division I on top for the first time in the match, and Psychotics are forced to rely on a quick strike to salvage the draw with seven minutes to go.

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### UNITED PRESS

HELIX to LEAGUE: I have age I, SL 7-10 players to trade for older good players.  
RELIEF: Willing to trade a D II 7 and F II 6 for a M I 10. Hurry before I change my mind!  
CHESSMEN to CHANGERS: 500K for a level 2 apprentice sweeper? You should be called the money Changers.  
CHESSMEN to KINGSMEN: 200K for an apprentice, now that's more reasonable. Sorry, but I want to hang onto mine. The sweeper is another matter.  
ARMAGEDDON FRONT OFFICE to GIANTS FRONT OFFICE: Thank you for your tolerance and cooperation in the late night transaction that was conducted at your inconvenience. WE APPRECIATE IT!  
ARMAGEDDON to EAGLES: DP's may be our problem, but VP's are yours. While you've been wagging your mouth off at us and the Psychotics, you've dropped from 7th to 8th in the standings. Your pristine play is getting you nowhere.  
ARMAGEDDON to EAGLES: We may get suspensions, but our replacement players are better than your starters.  
CHESSMEN to KINGSMEN: Little did I know that there would be this much time to discuss details.  
SOCKHEADS to LYSERGICS: What's your theory?  
CHESSMEN to SOCKHEADS: You're dreaming man. Noone invested those kind of VP's into a GK to make them SL7 or 8. Candidates at the Age II level are Smothers (Relief), Blob (Doers), Brooks (Chippewas), and Thomas (Thunder). Good luck in your quest.  
D. ANDERSON to D. WILLIAMS: No, Don, me and Robert aren't related, but "both of him," shouldn't it have been "both of them." And your an English major? Hmmm... very strange.  
HELIX to DIV III (EXCEPT VALHALLA): We're a helluva lot better than you think. Come visit our home stadium and you'll lose. League-leading sweeper Vlad "The Impaler" challenges y'all to take as many shots as you like.  
HISE to OWNERS: I sure am glad the player's union strike is over. I definitely agree with our firm stand on making the players pay for their own beer and broods, and we will never give in to the idea of free toiletries. If they need to use it in my stadium they'll have to pay just like everyone else.

SOCKHEADS to TEAM: GOOD GOING; NOW ON TO 3rd PLACE AND DIVISION ONE!  
YANOO!

CHESSMANAGER to TEAM: I see you got all hyped up because of the home fans. Good! Let's take some of that enthusiasm onto the road. We might lose one of those games but I want that home match. Morphy, you're taking extra goalkeeping practice. We're going to need your best effort.

SOCKHEADS to S.M.: Welcome back -- you were missed. Now, if Lu Henry would get TACKY going! On to the games...

BROWNIE'S PICKS: I: Key match is Heroes at Relief. If the Relief manage the win they might be able to stay in the race the whole season. Otherwise, it still looks like a two team race. Overall, look for H.M.S.S. AND Juventus to move up and Tyrants to move down.

II: Look for the Chippewas to win at home against the Buds. Sockheads could take first if they beat the Buds, but more likely Enzymatix will take the top. Giants should continue to fade.

III: Thunder looked weak at Eagles which leads one to believe that the Legends are the favorite in the long haul. Thunder, Valhalla, and Psychotics all have a lot of D's as well, which could hurt them in the long run.

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### INTERESTING STUFF THIS SESSION

Ordinarily, I don't make general comments on the league play beyond the writeups for each match. In relation to those writeups, though, I've started paying attention to the effects that individual matches within a session have on the standings--and I was having a particularly enjoyable time watching the Division II race this session. Paying no attention to goal differentials, check it out:

<u>Last Session</u>		<u>After Match 1</u>		<u>After Match 2</u>		<u>After Match 3</u>	
Buds	9	Buds	9	Buds	10	Scientists	12
Scientists	9	Scientists	9	Scientists	10	Chippewas	12
Enzymatix	8	Chippewas	9	Enzymatix	10	Buds	10
Chippewas	7	Enzymatix	8	Chippewas	10	Enzymatix	10
Sockheads	7	Sockheads	8	Sockheads	8	Sockheads	10
Breakfast	6	Breakfast	6	Breakfast	8	Changers	10
Giants	4	Changers	6	Changers	8	Breakfast	8
Changers	4	Giants	5	Giants	6	Giants	8
Composers	4	Composers	5	Composers	5	Composers	5
Gems	4	Gems	5	Gems	5	Gems	5

Apart from the fact that this is an incredibly tight race all around (check out the four point top-to-bottom spread after Match 7), one remarkable non-obvious fact is that after Match 8, had Breakfast Buddies beaten Giants, Composers upset Scientists, and Gems upset Chippewas, there would have been a seven-way tie for first place, based on league points...

**TOP GOALKEEPERS**  
percentage (shots stopped/shots faced)

.923	Blob		.727	Brooks		.823	Thomas	
(12/13)	DOERS		( 8/11)	CHIPPERS		(14/17)	THUNDER	
.882	Smothera		.680	Newton		.700	Odin	
(30/34)	RELIEF		(17/25)	SCIENTISTS		( 7/10)	VALHALLA	
.831	Marcos		.617	Raleigh		.643	Kennedy	
(25/47)	TYRANTS		(21/34)	CHANGERS		(25/46)	EAGLES	
.480	Morphy		.437	Buxton		.391	Tino	
(12/25)	CHESSMEN		( 7/16)	GIANTS		( 9/23)	F.C.V.	
.402	Kartacz		.363	Space		.360	Socrates	
(24/53)	20 C		( 4/11)	BUES		( 9/25)	ACADEMY	

**TOP SWEEPERS**  
percentage (shots stopped/shots faced)

.906	Q		.820	Powers		.645	Vladimir	
(29/32)	H.M.S.S.		(18/29)	CHIPPERS		(18/33)	HELIX	
.666	Larsen		.560	Lucky		.500	Thor	
( 2/ 3)	CHESSMEN		(14/25)	BREAKFAST		( 3/ 6)	VALHALLA	
.641	Annihilator		.400	Bach		.308	James	
(25/39)	DOERS		(22/47)	COMPOSERS		(11/36)	ACADEMY	
.595	Bertagnin		.388	Bannon		.264	Sapulchre	
(25/42)	JUVENTUS		( 7/19)	BUES		( 9/34)	GOEMENHAST	
.444	Petrosian		.343	Aparicio		.245	Daimler-Benz	
( 4/ 9)	CHESSMEN		(11/32)	GENS		(13/53)	F.C.V.	

**TOP SHOT-TAKERS**

31 McCulloch	FIRE	30 Dibble	ENZYMATIX	29 Bowie	PSYCHOTICS
25 Riepenhoff	FIRE	23 Darwin	SCIENTISTS	28 Fenris	VALHALLA
20 Newton	FIRE	23 Fernal	SCIENTISTS	24 Duke	LEGENDS
19 Frank	20 C	22 Snap	BREAKFAST	24 Harrison	PSYCHOTICS
18 Groucho	RELIEF	22 Tribble	ENZYMATIX	21 Almira	CARIOCA
17 Fleming	H.M.S.S.	21 Einstein	SCIENTISTS	21 Clarence	HELIX
16 Castro	TYRANTS	19 Spanky	ENZYMATIX	21 Uller	VALHALLA
15 Christine	KINGSMEN	17 L Dayton	CHANGERS	20 Rubenito	CARIOCA
15 Winogrand	20 C	16 Crackle	BREAKFAST	19 Magni	VALHALLA
15 Page	HEROES	16 Mays	GENS	19 Modi	VALHALLA
15 Salem	KINGSMEN				

**TOP GOALSCORERS**

6 Ello	HEROES	9 Tribble	ENZYMATIX	10 Duke	LEGENDS
6 Riepenhoff	FIRE	7 Fernal	SCIENTISTS	10 Fenris	VALHALLA
5 Newton	FIRE	7 Spanky	ENZYMATIX	9 Harrison	PSYCHOTICS
5 Page	HEROES	6 Darwin	SCIENTISTS	8 Collins	PSYCHOTICS
5 Tallman	KINGSMEN	6 Einstein	SCIENTISTS	8 Modi	VALHALLA
4 Butler	FIRE	6 Tombs	CHANGERS	8 Paul	THUNDER
4 Groucho	RELIEF	5 Dibble	ENZYMATIX	8 Peter	THUNDER
4 Sharp	HEROES	4 Mays	GENS	8 Rubenito	CARIOCA
4 Mugabe	TYRANTS	4 Robinson	CHIPPERS	7 Almira	CARIOCA
4 Frank	20 C	4 Snap	BREAKFAST	7 Bowie	PSYCHOTICS
4 Grupper	HEROES	4 Syngyn-Pamyth	CHANGERS	7 Philip	THUNDER
				7 Rottcodd	GOEMENHAST

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