

Surprise! This is the last issue from the east coast!

Boy oh boy, all sorts of stuff's been happening this last month, and since you chose to sub to this rag, you get dragged along willy-nilly by the events in my life--which, in this case, refers to the fact that I have accepted a job back in my stomping grounds of Minneapolis (a.k.a. God's country). Among other things, this means that I'm in a bit of a rush here (the movers came today and I leave in two days), so please bear with any slip-ups above and beyond my normal quota.

Due mainly to dissatisfaction with some elements of my previous job, I start work on October 7 for Cray Research, Inc. For those who are unfamiliar with computing companies, Cray is very well-known (a.k.a. "high visibility") company with one goal: to make the fastest computers in the world--which they do; they have about 60% of the market for supercomputers. (To give you an idea of the level, Cray's main competition is Japan. Not just one company, but the whole country.) I'm extremely excited about this job, as I'll be part of the systems group for the Cray-2 processor, a just-released supercomputer. I'll initially be working on system administration, and eventually moving into work on the operating system itself should I prove myself capable.

Those of you in the games probably noticed that I had set the deadline last issue for an extra week. (I also had printed that I'd be mailing the zine half-a-week before the deadline.) This was because I knew at the time that this move was likely, although it was still indefinite enough that I didn't want to mention anything.

Oh, heck, let's just go page-by-page this time. Page two has an update on my thumb injury--thank you all for the good wishes and the words of encouragement. There's also a quickie review of the latest Eyebeam book, which will just be published this week.

Diplomacy begins on page three, with Spring 1901 results for Bullwinkle are midway down page four.

United. Quickie headlines are that Gormenghast were taken down several notches while Narciso proved that you shouldn't count Buddies out of it too soon. Fire repeated their first session mauling in a pretty static Division II. Details begin on page six, taking up the next eight.

That leaves a letter column for the rest, and the main topic of conversation this month is, you guessed it, movies.

Which means, again, this is a little skimpy on the reading, but we'll try to rectify that once I get settled in my new apartment. Regardless of its place of origin, however, this zine remains

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IT'S A TRAP!

An amateur publication devoted to postal games and anything else the editor feels like; edited and published by Steve Knight, 2732 Grand Ave. S #302, Minneapolis, MN USA 55408. Subscriptions are 50¢ + postage per issue.

THUMB UPDATE

I just saw my surgeon a few days ago, and things look, well, not ideal, but okay. The outer layers of tissue, which had died and turned black, finally came off once skin had grown over the layers which had successfully reattached themselves. It's probably about as healed as it will get, and although it is misshapen (I lost some layers, after all), the surgeon was rather pleased with how much of the piece reattached itself. Right now it's pretty sensitive, but that's probably just the new skin; once it's had a chance to toughen up a bit like regular skin, I should be okay. The best news is that I can currently play piano when I use gauze as padding.

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FXWG REVIEW: Our Eyebeams Twisted.

It's almost like this is a real publication or something. AAR/Tantalus, the distributor by whose grace Eyebeam appears in these pages, sent me an advance copy of the fourth and latest Eyebeam book, Our Eyebeams Twisted, for reviewing. Well, heck, sounds like a mandate to me.

Make no mistake, Eyebeam has a certain amount of cult appeal, which is in keeping with its status as the best unknown comic strip in America. This means, however, that I had my standard reaction to a cultish work. I was pretty lukewarm the first time I read it, and laughing out loud the second. I think it has to do with expectations--when you already know and love a comic strip (or any kind of continuing series), you expect to automatically love the next installment in the same way, even though you haven't yet had the chance to get to know that installment. Once you do, though...

Readers of IT are already familiar with Eyebeam, who has recently found employment as a law clerk with the firm of Shortbread and Snuff, and his sidekick Ratliff, as well as Eyebeam's hallucination friend, Hank. Hank has had occasional problems with his girlfriend, Duffy, and they resurface in OET. And although Eyebeam's relationship with his girlfriend, Sally (who has yet to make an appearance in IT), remains stable, Sally's roommate Beth has continual problems with her insensitive lout of a boyfriend, Rod. Sounds like an earthbound soap opera? Not really. My favorite sequence from the book involves Ratliff's visit to the planet Oid (get it?), where his host (whose name is Eye Zed) sends him back with a robot named IM4U. IM4U (like many house guests) stays a bit longer than might be appropriate, and (like many house guests?) fondles their VCR, with odd results (see p. 13 this issue).



(I sure hope that my enjoyment of IM4U isn't too dependent on the context of the whole book...) In any event, if you've at all enjoyed seeing Eyebeam here in IT, by all means pick up a copy of Our Eyebeams Twisted (as well as the previous three). The publication date is October 1, so go ask for it at your local bookstore.

1940

ANDY PANDA FALL 1901 SUPPLY CENTER CHART:

AUSTRIA:	bud,tri,vie,SER	(4) build one
ENGLAND:	edi,lon,lpl,NWY	(4) build one
FRANCE:	bre,mar,par,POR,SPA	(5) build two
GERMANY:	ber,kie,mun,BEL,DEN,HOL	(6) build three
ITALY:	nap,rom,ven,TUN	(4) build one
RUSSIA:	mos,sev,stp,war,RUM,SWE	(6) build two
TURKEY:	ank,con,smy,BUL,GRE	(5) build two
NEUTRALS:		(0)

ANDY PANDA FALL 1901 PRESS (grey):

SWITZERLAND to AUSTRIA: I wouldn't say your opening was conservative, I would it was assinine.

IT to SWITZERLAND: Now, now--we shouldn't start anything verging on name-calling, should we?

AUS to GM: Just call me Bonehead.

IT to BONEHEAD: Oh... Well, if you insist. Bonehead.

ROME to BERLIN: How many lies were told? I think I've heard 14 or 15 myself.

AUS to ITA: I hope I'm not wrong to trust you.

ITALY to AUSTRIA: I guess if you refuse to trust me anywhere we may as well duke it out.

ITALY to FRANCE: I don't believe in Boogey Men either.

ENGLAND to ITALY: Our beloved GM a vicious stabber? I can't believe it. He wasn't anything like that at MaryCon (hyuk, hyuk).

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Spring 1901

BULLWINKLE

1985AY

*AUSTRIA:	Don Sigwalt	646 Wheeling Ave. Altamonte Springs, FL	32714
ENGLAND:	Marc Peters	1814 Cameron Dr. #3 Madison, WI	53711
FRANCE:	Jake Walters	P.O. Box 1064 Brookline, MA	02146
GERMANY:	Paul Rauterberg	4922 W Wisconsin Ave. Milwaukee, WI	53208
*ITALY:	Pete Gaughan	3121 E Park Row #165 Arlington, TX	76010
RUSSIA:	Robert Anderson	Room 13 Robinson Hall Central Michigan University Mt. Pleasant, MI	48858
TURKEY:	Kevin Brown	100 Patton Dr. Warner Robins, GA	31093

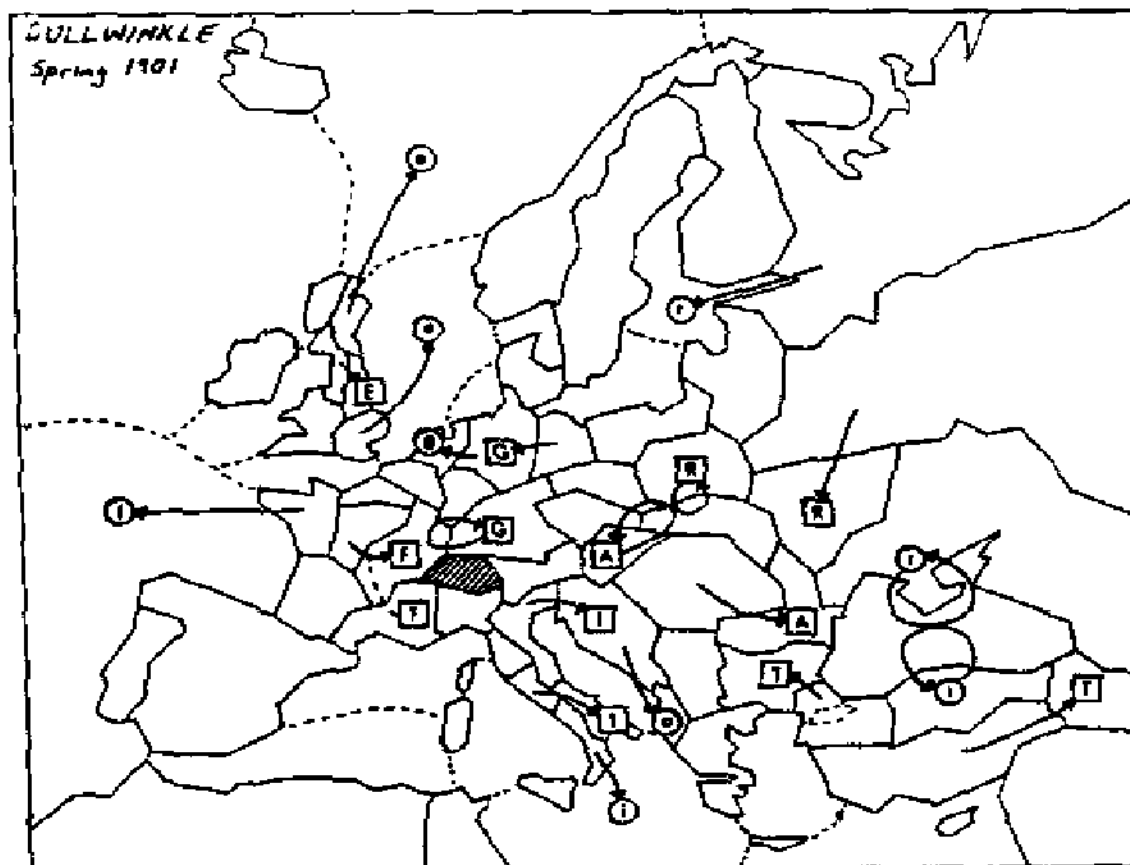
*Please note COAs for Don Sigwalt and Pete Gaughan, effective immediately. Don will have a new address in Florida shortly; the one listed above is Porter Wightman's, who will be forwarding Don's mail.

**Also please note that I have moved; my new address is: 2732 Grand Ave. S #302, Minneapolis, MN 55408. I will notify you of my new phone number as soon as I have one.

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AUSTRIA: A bud-RUM; A VIE-gal; F tri-ALB.
 ENGLAND: A lpl-YOR; F edi-NRG; F lon-NTH.
 FRANCE: A MAR S A par-bur; A par-BUR; F bre-MID.
 GERMANY: A ber-KIE; A MUN-bur; F kie-HOL.
 ITALY: A rom-APU; A ven-TRI; F nap-ION.
 RUSSIA: A mos-UKR; A WAR-gal; F stp(sc)-BOT; F SEV-bla.
 TURKEY: A con-BUL; A smy-ARM; F ANK-bla.

Orders for Fall 1901 are due 26 October 1985 at 8:00 p.m. Central Time.



BULLWINKLE SPRING 1901 PRESS (white):

ENG to GM: Well, I guess "Bullwinkle" beats the hell out of "Andy Panda"! But wouldn't it be nice to play under a more dignified name?

IT to ENG: Beats me--I'm not playing in Bullwinkle.

ENG to GM: Boo! White press sucks! I propose a vote to make this a grey press game, a precedent already set by A.P.

BORIS to NATASHA /*ENGLAND*/: "Vote 'yes' to that proposal, my little one."

NATASHA to BORIS /*ENGLAND*/: "But of course, dahlinks!"

BROWN to PETERS: (How could I resist?): A man needed to get a few seeds from a shed, but he couldn't find the key. His first thought was to get a crowbar and pull the door open, but after several tries it became apparent that this was not going to work. He then struck upon a different idea. He got a length of garden hose and attempted to siphon the seeds under the door. A few minutes later, he was completely breathless. He decided to attempt one more time with the crowbar before calling a locksmith. Sure enough, the door swung open on the first pull. I guess it's like they always say "if at first you don't suck seed, pry pry again."

BROWN to WORLD: I know it's terrible, but I owed him one.

VIE: The Emperor expresses his apologies for the lack of correspondence from the Austrian embassy. His majesty is doing his best to improve the situation. His Highness would welcome any assistance offered in the field of communication technologies.

ITALY to RUSSIA: If you don't tell me what Sigwalt said about me (and I want copies) I won't believe he said it.

ITALY to EAST: Thanks for writing. Those dorks in the West have lost their pencils.

UNITED

UNITED CHAMPIONS TOURNAMENT: I've received the results from this year's Tournament from Alan Parr. In addition to our two representatives from North America, there were 15 teams from Germany, 14 from the UK, two from Holland, and one from Austria. These were organized in six groups, four groups with six teams and two with five. The teams in each group played each other both at home and away to determine group winners and runners-up. The six runners-up were reformed into two Repechage groups of three (I assume "Repechage" translates to "replay" in some language); these played each other to decide who got the extra slots in the two Semifinal groups, which each contained three of the group winners and one of the Repechage winners. The winners of the two Semifinal groups played two games against each other (one at each other's field) to determine the winner, who was Gerd-Michael Merten's team SCILLDOR RANGERS. The tournament has now been won twice by British teams and twice by German teams. (Next year, though...?)

Unfortunately, neither of our two representatives progressed beyond the initial round, although John Narciso's team were just two points from the top in a very tough group (led by Scilldor). Bill Becker's team found itself at the bottom of its group, which included last year's champions WHITTON RANGERS, managed by Michael Levesque. (I think next year we'll have to send someone who agrees to name their team "Rangers.") Anyone who would like to see a copy of the results, which include scores for all of the 200+ matches played and make for fascinating reading, may acquire a copy for the asking.

As Bill mentioned in the latest X-Zine, Alan introduced two new twists, the offside trap (wherein a team not fielding a sweeper could halve the number of shots from opponent's FW and double the number of shots from opponent's MF), and modified team balance to allow teams to field a DF side up to four times MF or FW. Although the offside trap was extremely popular, Alan was pleased to see that the two teams that made it to the final were run by managers who had gone one step further and tried to figure out how to beat the trap. Just another illustration of the fact that until you can field a team made up of eleven SL10 players, there is always a strategy which can beat you.

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OTHER CLARIFICATIONS

You cannot coach a player to raise more than ONE skill level per sessi
Two teams tried to use two VPs to coach a single player up two skill levels; rule IX (fourth paragraph) forbids this.

Auctioning players takes place IN THE ORDER in which the players are numbered. (See rule XVII.) A few managers sent in bid orders along the lines of "bid on #1 if I don't get #5;" this can't be done because #1 on the list is auctioned off before #5. Another sent in a preference list, which I turned into as many valid bids as possible, but which is not strictly how bids should be submitted. To be plain: you may only make your bids conditional on the results of players already auctioned (i.e., those with lower numbers), which means you must take the order in which the players are listed into account when submitting your bids.

What does the "H/A" on the session form stand for? "Home" or "Away." As a convenience to me, simply circle the letter corresponding to the field at which you're playing that match.

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LEAGUE ADMINISTRATION

MORE ON DIVISION I IDLE MATCHES: An extra 1/2 VP for an idle match so Division I teams don't suffer relative to Division II is all very well and good, but some extra cash is appropriate if we're really going to try to keep things even. Thus, Division I teams with idle matches will receive an extra \$20K as well for each idle match. H.M.S.S., Volkswirtschaft, and Breakfast (the idle teams last session) all had their cash on hand amounts adjusted to reflect last session's \$20K extra--added before last session's interest was computed (i.e., I just redid their balances). One of these days I may think of things like this ahead of time and shock you all.

NEW PLAYERS: Endwell Enzymatix sign a new apprentice, Mumble (DF). Decomposing Composers sign a new apprentice, Igor Stravinsky (FW).

TRANSFERS: Endwell Enzymatix traded two players, Rumble (DF) and Fribble (FW) to Komic Relief for Spanky (MF).

Evil Doers sold three players, Punisher (MF), Terminator (FW), and Mauler (FW), to the non-league for a total of \$420K.

In order to rectify excessive debts incurred by F.C. Volkswirtschaft as a result of fines and large free-agent expenditures, the Commissioner was forced to sell F.C.V. player Puma (FW) to the non-league for \$180K.

SUSPENSIONS:

Wampler of the Heroes is ineligible for match 7 against the Buds.

Aldi of Volkswirtschaft is ineligible for match 7 against Breakfast.

Python of the Changers is ineligible for match 7 against the Doers.

Elio, Molinho, and Paulinho, all from Carioca, are ineligible for match 7 against the Eagles.

Staunton of the Chessmen is ineligible for match 7 against the Giants.

AUCTION RESULTS:

#1	DF	a	4	to	<u>Endwell Enzymatix</u>	for \$355K	(Pumble)
#2	DF	II	7	to	<u>Humboldt Buds</u>	for \$405K	(June Foray)
#3	MF	III	7	to	<u>Evil Doers</u>	for \$500K	(Blizzard)
#4	MF	I	6	to	<u>Endwell Enzymatix</u>	for \$285K	(Griddle)
#5	FW	IV	8	to	<u>F.C. Volkswirtschaft</u>	for \$500K	(Springer)
#6	FW	I	5	to	<u>Chessmen of Hastings</u>	for \$152K	(Calabrese Greco)

AUCTION: The following free agents are available to the highest bidder:

#7	FW	I	7	#9	DF	IV	9	#12	SW	III	6
#8	GK	II	5	#10	MF	a	4	#11	DF	a	6

ADDRESS CHANGES: League offices have moved! The Commissioner has decided to move the league's main office. Effective immediately, all league correspondence should be sent to: 2732 Grand Ave. S #302, Minneapolis, MN 55408.

In an apparent effort to cut down on expenses, Managers Pete Gaughan (Literary Giants) and Tom Hise (Evil Doers) have decided to share office space. The front offices for the two teams are now both located at: 3121 E Park Row #165, Arlington, TX 76010.

Apparently unhappy with lack of fan support and its effect on his club's first session performance, Manager Kevin Tighe has moved the front office for the Humboldt Buds to 2026 Agate, Eugene, OR 97403.

DEADLINE for Session 3 lineups is 26 October 1985.

DIVISION I

STANDINGS	TEAM	PT	PL	HW	HD	HL	AW	AD	AL	GF	GA	VP	SK	PN	DP	MANAGER
31	Heroes	10	6	2	0	0	3	0	1	26-9		4	-146	4	26	Fuchs
22	Relief	9	6	4	0	0	0	1	1	16-5		3+	-44	1	4	Becker
43	H.M.S.S.	7	5	3	0	0	0	1	1	22-16		3	350	0	0	Kleiman
54	Juventus	7	5	2	1	0	1	0	1	12-12		4	-192	3	4	Williams
15	Gormenghast	6	6	2	0	1	1	0	2	11-18		2	-251	1	12	Hare
96	Breakfast	3	5	1	0	1	0	1	2	8-12		3	-295	0	8	Narciso
67	Enzymatic	3	5	1	1	0	0	0	3	9-16		3	-396	8	12	Berno
88	Buds	2	5	1	0	1	0	0	3	4-10		2+	-160	0	0	Tighe
79	Vollswirt	1	5	0	1	2	0	0	2	4-14		2	-355	3	25	Hanson

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 below, the home team is always on the right. Scr: goal scorers; numbers are the minute in which each goal was scored. P after a number indicating a goal from a penalty kick. Bkd: players booked, earning four DPs. S/O: players sent off, earning ten DPs. Half: score at half time. Shots: total number of shots on goal for each team.

DIVISION I NOTES: Juventus, Buds, and Enzymatix have an extra \$20K and 1/2 VP for being idle in matches this session. Gormenghast and Volkswirtschaft were fined \$10K for trying to coach players more than one level. Gormenghast and Breakfast Buddies were fined \$10K for violating team balance, Gormenghast in all three matches and Breakfast Buddies in match #6 (against Gormenghast). Both teams were forced to play short or had their home advantage reduced, as appropriate, to bring the lineup(s) back into balance. (Since Gormenghast's violations were due to their coaching mix-up, I didn't fine them for each match.) Volkswirtschaft and HMSS were fined \$10K for failure to designate a penalty kicker in their matches.

MATCH 4

Humboldt Buds: 0
Komic Relief: 2
Scr: Groucho(21), Larry(57)

Relief don't have to struggle much. Half: 0-1 Shots: 0-6

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Jose's Heroes: 5
Scr: Martin(1.4), Ekeler(7),
      Crupper(9), Wampler(54),
      Morgan(68)
Ekd: Martin, Ekeler, Sharp

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Heroes get physical knocking Gormenghast down a few pegs, having few problems finding the net. Half: 3-0 Shots: 8-0

P. C. Volkswirtschaft: 0 Her Majesty's Secret Service: 2
Scr: No(22), Broccoli(33)

HMSS give Volkswirtschaft a lot of practice stopping goals, but the two that slip through are enough for the victory. Half: 0-2 Shots: 0-15

Breakfast Buddies: 1 **Endwell Enzymatix:** 1
Scr: Vitamin(B5P) **Scr:** Fiddie(81)

A quiet match until the last ten minutes, when Endwell seize victory only to give half of it to the Buddies. Half: 0-0 Shots: 0-4

MATCH 5

Breakfast Buddies: 1
Scr: Chocula(17)
Bkd: Chockle

Redlands Juventus: 2
Scr: Conrad(8,38)

Everything's pretty well decided by the half. Half: 1-2 Shots: 1-4

Endwell Enzymatix: 5
Scr: Fiddle(22,31,75), Spanky(24),
Dibble(45)

Her Majesty's Secret Service: 6
Scr: No(13), Fleming(17),
Broccoli(23,67), Bond(59),
Goldfinger(85)

What a game! HMSS jump to an early lead, but strong Endwell play leaves Enzymatix in the lead at the half. HMSS take command of the second half, only to see Endwell tie it up before Goldfinger has the final word.
Half: 4-3 Shots: 6-20

Jose's Heroes: 4
Scr: Ekeler(22,62P), Morgan(33,84)

F. C. Volkswirtschaft: 0
Bkd: Kloppenburg

The Heroes don't let Volkswirtschaft get a word (or even a shot) in edgewise. Life's a bitch, eh, Kloppenburg? Half: 2-0 Shots: 7-0

Gormenghast: 0

Komic Relief: 5
Scr: Harpo(4,29), Zeppo(32P),
Groucho(34), Alfalfa(75)

Bkd: Rottcodd

Relief keep Gormenghast goalie Swelter busy the whole ninety minutes. There's only so much one player can do. Half: 0-4 Shots: 0-18

MATCH 6

Komic Relief: 1
Scr: Zeppo(85P)

Jose's Heroes: 4
Scr: Wampler(20), Morgan(42,89)
Ekeler(54)
S/O: Wampler

Bkd: Alfalfa

The Division's top two go at it in a physical contest, Heroes emerging on top despite Wampler's late-game exuberance. Half: 0-2 Shots: 0-6

Her Majesty's Secret Service: 3
Scr: Broccoli(4), No(17), Fleming(88)

Humboldt Buds: 4
Scr: Quest(38), Rubble(47),
Peabody(54,74)

Buds come from behind after HMSS's early lead, Peabody's extra goal proving necessary when Fleming won't give up. Half: 2-1 Shots: 9-7

Gormenghast: 1
Scr: Rottcodd(52)

Breakfast Buddies: 4
Scr: Pop(7,31), Snap(18), Crackle(88)
Bkd: Sam

Buddies take their first win at home, and Crackle's happy enough that he runs up the score a bit in the last few minutes. Half: 0-3 Shots: 1-8

Redlands Juventus: 4
Scr: Donne(57), Voltaire(59),
Conrad(74), Eliot(84P)

F. C. Volkswirtschaft: 3
Scr: Adidas(12), Volkswagen(29,52P)

FCV lose their touch in the second half. Half: 0-2 Shots: 9-4

DIVISION II

STANDINGS	TEAM	PT	PL	HW	HD	HL	AW	AD	AL	GF	GA	VP	SK	PN	DP	MANAGER
11	Fire	12	6	4	0	0	2	0	0	43-14	5	-97	1	0		Stafford
22	Giants	9	6	3	1	0	1	0	1	6-8	2+	-174	3	4		Gaughan
33	Composers	8	6	2	0	1	2	0	1	11-5	3	350	1	26		McIntyre
44	Chessmen	6	6	1	1	1	1	1	1	9-11	2	-278	3	22		Courtemanche
55	Doers	5	6	2	0	1	0	1	2	11-14	3+	110	1	16		Hise
65	Changers	5	6	1	1	0	1	0	3	11-14	3+	-20	3	20		Langley
77	Eagles	2	6	0	0	2	0	2	2	7-17	2+	240	7	24		Brown
88	Carioca	1	6	0	1	2	0	0	3	5-20	1+	220	5	66		Darcusse

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. SK: cash on hand (1000s). PN: penalties. DP: Disciplinary points.

In the match descriptions below, the home team is always on the right.
Scr: goal scorers: numbers are the minute in which each goal was scored, P
 after a number indicating a goal from a penalty kick. Bkd: players
 booked, earning four DPs. S/O: players sent off, earning ten DPs. Half:
 score at half time. Shots: total number of shots on goal for each team.

DIVISION II NOTES: Carioca had TWO (2) penalties last session, not one as was incorrectly reported in the standings. Additionally, I neglected to list that Punisher of the Evil Doers was booked last session in match #3 against Carioca; thus, the 8 DPs listed for Doers in the standings were correct. This session, Composers were fined \$10K for trying to field twelve (12) men in match #6 against Carioca. (One of the players was taken out of the lineup, of course.) Giants were fined \$10K for failure to designate penalty kickers for their matches.

MATCH 4

St. Langlois Changers: 0 Dublin Fire: 8
Scr: Clayton(7,52,55), Mullen(72,83)
 Evans(12,22,29)

Bkd: Python

Fire continue their winning ways. What else can one say? Half: 0-4
Shots: 0-22

Northside Eagles: 0

Evil Doers: 1
Scr: Doom(62)

Bkd: Huntington

After the Eagles goalie saves a penalty kick, Doon finally puts one in.
Half: 0-0 Shots: 2-5

Decomposing Composers: 2 Chessmen of Hastings: 1
Scr: Vivaldi(51P,83P) Scr: Capablanca(39)

Chessmen have it wrapped up, but the wrapping's for the silver platter upon which they hand the game to the Composers. Half: 0-1 Shots: 0-5

Carioca Football Club: 1	Literary Giants: 2
Scr: Beito(79)	Scr: Adams(33), Hercules(55P)
Bkd: Zavala, Martinho, Beito	
S/O: Ello	

Manager Dancause appears to have some trouble controlling his players.
Half: 0-1 Shots: 3-3

MATCH 5

Decomposing Composers: 0

Evil Doers: 1

Scr: Reaper(34)

Bkd: Mozart

Bkd: Whirlwind

Sometimes one is all you need. Half: 0-1 Shots: 2-1

St. Langlois Changers: 5

Carloca Football Club: 1

Scr: Syngyn-Pamyth(26,35,29,45,57)

Scr: Xe Xe(84)

Bkd: Mycroft, Tomba

Bkd: Mostagen

S/O: Molinho

Both teams get hot when Syngyn-Pamyth goes wild, but they direct their energies at each other rather than the ball. Half: 4-0 Shots: 9-4

Chessmen of Hastings: 1

Dublin Fire: 6

Scr: Steinitz(3P)

Scr: Marr(4), Hewson(5,47,70)

Evans(76), Clayton(84)

An early penalty and a weak Dublin first half are merely false alarms, as the Chessmen don't get any other chances. Half: 1-2 Shots: 0-22

Northside Eagles: 0

Literary Giants: 0

Bkd: Foster, Huntington

Northside try to liven things up, to no avail. Half: 0-0 Shots: 2-2

MATCH 6

Carloca Football Club: 1

Decomposing Composers: 4

Scr: Rubenito(72)

Scr: Mussorgsky(4), Villa-Lobos(20),

Holst(35), Ravel(55)

Bkd: Xe Xe, Beito

Bkd: Mussorgsky

S/O: Paulinho

Carloca are at it again, but they can't get away with enough rought stuff to pose much of a threat. Half: 0-3 Shots: 2-5

Evil Doers: 0

Chessmen of Hastings: 3

Scr: Staunton(32), Euwe(39P),

Zukertort(65)

Bkd: Electro

Bkd: Philidor, Lopez

S/O: Staunton

Chessmen prevail, but at what cost? Half: 0-2 Shots: 0-8

Northside Eagles: 1

St. Langlois Changers: 5

Scr: Duncan(18)

Scr: Tomba(10,16P,89P),

Syngyn-Pamyth(54,70)

Bkd: Foster

Northside help out the Changers a little. Half: 1-2 Shots: 1-5

Literary Giants: 0

Dublin Fire: 6

Scr: Evans(12), Hewson(35,75),

Clayton(38), Mullen(43),

Marr(86)

Half the Fire get in on the act. The question is, how long can Manager Stafford keep his players this motivated? Half: 0-4 Shots: 0-19

UNITED PRESS:

GIANTS to JUVENTUS: Fine. You want colors? We're green and white. Yeah --jolly green Giants. Wanna make something of it, wimp?

KOMIC RELIEF DRESS CODE: Tophat and tails, with red waist sash, and gold spangled shorts, shoes optional.

ENZYMATIX COLORS: Black and black, with black pinstripes and black numbers.

CHESSMEN TEAM COLORS: Black pants, silver shirt.

WILLIAMS to GAUGHAN & LANGLEY: I suggest either or both of you get busy putting out the FIRE, before he burns Division II to the ground. (72 shots on goal, Stafford!?!? You got those boys on speed and steroids again or what?)

GIANTS LOCKER ROOM: "Men," says the coach, the legendary Ernie Hemingway, "You've faced wimps so far. The Dublin Fire is the class of the league. Don't be surprised. You'll find yourselves tested out there. So keep in mind that it's a long season. They've gotta come to our field in a couple of weeks. One way or another--we'll beat 'em."

BARNQ to STAFFORD: 72 shots, yow! I see the Sleaze plays United like he does Diplomacy, eh?

CHESSMEN to FIRE: You guys must have really stacked your forward area to get 72 shots on goal in three matches. I can't wait to play you in Hastings.

CHESSMEN to IT: Has Stafford ever played this game before? This gambit of his is paying off handsomely.

IT to CHESSMEN: I don't think he has, but I'll let him answer for certain. Dan?

DUBLIN: Needed, one apprentice outfielder (DF, MF or FW). Will trade an MF I 4 for an unplayed apprentice, or a DF I 5 for one who has played at least one game. Contact Stafford of The Fire.

KOMIC PREDICTION: Gormenghast will tumble from the top spot in Division I standings, Jose's Heroes will become team to beat. H.M.S.S. and Buds should move up, everyone else stands or falls.

IT: I think that's the best set of United predictions I've seen. Change "Buds" to "Buddies" and it would've been darn near precognitive.

DECOMPOSERS to DEAL PROPOSAL: So this is what you're up to.

DECOMPOSERS to REST re ABOVE: Don't do it. he's already in second place--undefeated. You'll create a monster!!

CHESSMEN to KOMIC RELIEF: Interesting trade proposal, but could you spice it up a bit? Say, SK10 + App for SK6 + SK6 + \$.

IT to DECOMPOSERS and CHESSMEN: Check out the transfers this session--you're both a little late on the draw...

BUDS to BUDDIES: What are we doing down here? I mean besides learning humility.

ENZYMATIX to BREAKFAST BUDDIES: So this is the feared wizard Narciso whose behemoths overrun all opposition?! Don's right, you definitely need some Wheaties, or at least something to sprinkle on top...

JUVENTUS to BREAKFAST: You get fortified with 8 essential vitamins, iron, fiber and zero added sugar yet? Take heed...

REDLANDS to KALAMAZOO: Liked your comment about the Buddies' MF last time. It got me to thinking, though: how would his whole team stand up against my kids on a Saturday morning?

MIKE & CHRISTINE -- 76 (bowls)

B. BUDDIES ----- 0 (burp!)

GIANTS to RELIEF: Williams' "first time"? Glad you didn't fall for that! He's seen more than Mae West ever did!

CHESSMEN to JUVENTUS: The cream shall rise to the top. Win or lose, you'll be in your proper division next season. I just intend to make a respectable finish.

LANGLEY to WILLIAMS: You're in the wrong division and so is Stafford. So, why don't you trade teams straight across the board? Dan would be in the right division at least, and when the third division opens up, you

could trade again.

DECOMPOSERS to IT: Just occurred to me that I can't possibly send in a completed Session 3 form Things like VPs and bids are unpredictable. But IT! got here in good enough time--I hope this does too.

IT to DECOMPOSERS: No problem, it got here in plenty of time. Of course, the whole process is speeded up when I remember to put correct postage on things. Actually, another manager is already sending in a set of advance orders each month, with a coaching priority list, etc. It's not optimum, but it would sure beat NMRing.

HUMBOLDT to KOMIC KID: August wasn't a very good month for my United teams. Don't expect to do well against you this time, but just wait till session 4.

JUVENTUS to HUMBOLDT BUDS: You don't know how to pronounce my name, eh? You, sir, are obviously not a true soccer fan. Juventus (EWE-VEN-TUSS) is an Italian national team out of Turin, and is owned by the Agnelli brothers who, as a sideline one presumes, also own the FIAT motor company. Juventus ("EWE-VAY" to its loyal fans) won the World Cup in 1982, playing for Italy. I just added "REDLANDS" to show at least some originality...

JUVENTUS to JOSE'S HEROES: Yeah, you look like you're goin' to do pretty good, at least until one of us gets smart and call in the boys from the I.N.S. Get those green cards ready, Muldoon...

DALLAS (GAUGHAN) to SACRAMENTO: I know "Teo" Campion should be "Edmund," as in the Roman Catholic rebel, but most of your Changers are a mystery to me.

ARLINGTON to DALLAS: Just because we're going to be roommates doesn't mean I'm going to let up on you!

MASS MURDERS LIVES DEPT.: Pete Fuchs heroically.

BUDS to HMSS: Where's Octopussy?

ANON ONLOOKER to TIGHE AND NARCISO: I'd say you two are doing a bang-up job of haunting each other, among other things.

JUVENTUS to COMMISSIONER KNIGHT: As per our conversation, I'd like to suggest this new UNITED league take on a name befitting its bright promise and its intrepid GM. I propose for nomination that we become the KNFL (Knational Football League). All in favor...

KNFL SPORTS WEEKLY: Troubles continue to mount for Juventus' bad-boy forward Bobby "Birch Bomber" Frost. After learning he'd been placed on the Redlands DL, Frost reportedly left camp and went on a drinking spree that, according to police reports, "...would have shamed a Rusnak Russian." Frost was arrested after an altercation in the Redlands night-life disco, Soc's Retreat, left several people injured. Eyewitnesses say that Frost consumed 20 to 30 bottles of Dr. Pepper, then began screaming, "Hold out for the out of the ordinary," as he attempted to body slam members of the Redlands Surf Team and Hit Squad. Frost received multiple injuries in the ensuing altercation, but is said to be, "mending wall."

IT: No, that's not a typo. Don't ask me...



From Our Eyeballs Twisted. © 1985 by Sam Hurt.

It's a Letter Column!

/* I find putting together a letter column to be tricky. I recently realized that people definitely have been writing, but my own editorial standards excise a large number of the expected comments ("zine looks good" or "hope the thumb is alright") which I appreciate receiving but which don't need to see print. In other words, I'm trying to keep the content of this column of relatively general interest, but that intention has had the unanticipated side-effect of focusing a lot of the discussion on movies. Hang on; I'm going to try to consciously experiment with how much I'll print starting next issue, and I hope I can find a happy medium before too long.

On the other hand, sometimes the mail brings in things like this...

*/

From Mike Barno (8 September 1985):

So how's the Michael J. Fox of Postal Gaining?

/* I don't know, the letter was addressed here, and my roommates apparently don't know Mr. Barno, so he must mean us, folks. Go figure.

*/

From Mark Luedi (29 August 1985):

Well, anyhow, as I only got back into the country a palsey three weeks ago, it's only recently that I got to see IAT #1. (Actually I lied. I saw it somewhere in Europe. Ah, let me tell you about Europe... Actually, I'll just say that American beer tastes horrible!) Since I was, beyond any control of my own, unable to get in on all these freebies being offered, I insist that you grant them to me with my paid subscription. Seems that I qualify for three or four or five of those freebies. Now, I know what you said --something about these only being good up to the time issue #2 comes out. But hey, here in my little reality in this little corner of the world, issue #2 hasn't yet come out, it's still decomposing its way from Steve Knight's brain to his fingers, typing away in mad frantic activity just to get the lil bugger out and into the mails.

/* You've been spying on me, haven't you? "Mad frantic activity", emphasis on the "frantic," seems a fitting description of deadline weekend around here. Hate to smash any thoughts people might have of IT being a calm, controlled operation, but we must be honest, mustn't we?

Beyond any control of your own? Did you have to go to Europe? Hey, free issues only to people who canceled their trips to Europe on the off-chance that I might start publishing a zine and offer them three or four or five freebies!

Anyway, glad to see (see? hear? read!) that you're back. Yes, tell me about Europe (and earn free issues in the process, he said, trying to dangle the carrot ever closer to the subscriber's nose). Okay, egocentric that I am, I have to ask where in Europe you saw IT.

Not that I'm an expert or anything, but check out San Francisco's Anchor Steam beer, if you can, for a good American beer.

*/

From Conrad von Metzke (6 September 1985):

Films. A great deal of your blithering in the magazine deals with the Silver Screen, of which I confess I have little knowledge. When my wife and I play "Trivial Pursuit," I always blow the entertainment questions, and she always blows geography. Neither of us knows sports. This makes for very long games.

Most of my movie viewing of late has been centered around the children, and they consider The Secret of NIMH one of the greatest things in history. Other favorites: Flight of Dragons; Alice in Wonderland; and the older boy, at least, dearly loves The Black Cauldron.

Of the films you or your correspondents mention, I have seen a few. Back to the Future was absolutely magnificent, mainly for the award-level performance of Christopher Lloyd. Terms of Endearment struck me as far less sappy than you suggest; I think perhaps viewers with children and/or who have lost relatives to lingering cancer death will find it a more honest film than you did.

But, while I am no film scholar, I do have a few things I dearly love. Matt Fleming's God, Citizen Kane, is one. Others include: the amazing Nosferatu; all the Monty Python films; the glorious British comedy The Wrong Box; the even better comedy The Bed-Sitting Room; the Dracula films of Christopher Lee; and to crown it all, a film I have never seen but would give my right arm for: The Secret Sharer. It was privately produced by Huntington Hartford in the late '40s, and featured John Mills and James Mason, and is a dramatization of the best novelet my namesake, Joseph Conrad, ever wrote. I have been searching for a source for this film for twenty-five years, without success. But maybe some day...

Anybody know the address of a really comprehensive film archives?

/* Not I (said the duck). Anyone else?

I think your point about Terms of Endearment is valid; I came across last issue as being more down on it than I really am, and I suspect that I would feel much differently about it had I personally experienced something similar to the situation it portrayed. On the other hand, though, this raises the knotty question of how much one's own identification with a film's subject matter should influence one's appraisal of the film itself. For example, I run hot and cold on The Breakfast Club, liking it very much because I identify and empathize with the characters, yet disliking it because I feel the entire film is set up to provoke that reaction. I mean, five archtypal students (at least one of which practically every younger person in the audience will be able to identify with) who have fears about not fitting in (something which everyone experiences) and feel most of their problems are in their relationships with their parents (which nearly all high-school students feel at various times)? How could they miss, knowing that 85% of the young movie-going audience would look at the screen and say, "That's ME up there!" Hmm--caught me on a Saturday; I'm running cold on it. Anyone out there think I'm off the wall on this one?

If your older boy is old enough (circa 5th grade), I highly recommend he read the Chronicles of Prydain (the series of books on which The Black Cauldron is based).

*/

From Kevin Brown (11 September 1985):

I disagree with you about the thumbs up/down system of rating movies. A movie critic's job is to recommend to people which movies to see and which ones not to see. With the thumbs up/down system one can easily tell if the movie is recommended to be seen or not. Put more simply, a thumbs up would mean that a movie is worth seeing, whereas a thumbs down would indicate that it is not. The 1-4 stars system, however, is utterly worthless in many cases. If a movie is given 2 stars, or whatever the average score is, then the viewer is left with no way to decide between movies. I agree that films are a bundle of weakness and strengths, but for people that don't go to see every movie that comes about, the thumbs up/down system is the best indicator of good/bad in movies.

To talk about specific movies, it's been a terrible summer for movies. There haven't been more than a handful that were worth the money I spent on them. This is especially true of dramatic films, which have been sorely lacking all summer. I guess that's true of most summers though. To me, the best three of the summer were Back to the Future, The Gods Must Be Crazy, and Pee Wee's Big Adventure. The last was a considerable surprise, but I found myself laughing nearly all the way through. Not everything in it works, but the parts that do more than make up for the parts that don't. It's easily the funniest movie of the summer, faint praise though that may be.

Finally, about the academy awards. I can't help but agree with you about their relevance. I liked Amadeus, but I didn't think it was even close to being best picture of the year. I still believe that A Soldier's Story was not only much better written and acted, but it had much more to say than Amadeus ever could have. But then I always disagree with the academy.

/* I actually was not at all displeased with Amadeus's best picture award, although I would have preferred to see Roland Joffe garner best director for The Killing Fields. I'm curious as to why you thought Amadeus didn't have much to say. I found it, in both its film and stage forms, a very literate treatment of how those of us who are not extraordinary come to grips with our mediocrity. I did, however, also like A Soldier's Story very much, and am disappointed that it didn't get more recognition. Yet another gripe about the Academy Awards--the hype surrounding the winners overshadows other films, either nominated or not, which deserve attention. But I'm such a hypocrite: I'll watch the Awards all the same next spring.

Okay, first, I like to distinguish between film critics and film reviewers. I think the job of a film critic (of whom there are very few) is to assess a film's strengths and weaknesses and its place in the history of cinema. A reviewer's job is to give their readers a basis on which to decide whether or not to see a film. A simply yes/no "recommendation" strikes me as insufficient basis on which to make such a decision. For instance (to cite two well-known films), I find both the highly disturbing Eraserhead and the justly loved Casablanca to be eminently worthwhile viewing. But I could not give a blanket thumbs up/down for either, because there are things in both which various people would dislike (particularly in the former film). For someone to be able to really use a thumbs up/down as a basis for deciding whether or not to see a film, they would really need to know my rationale for giving it the thumbs up/down, and if they know my rationale, the rating itself is unnecessary.

I guess I wouldn't object to ratings so much if I didn't feel they contributed to perceptions of films as being objectively good/bad (and only good/bad). Most films have both good and bad points, which

contribute in varying amounts to how much an individual person enjoys the film. That's why I tend to prefer making my assessments of films subjective ("I liked this film") rather than objective ("This is a good film").

From Mark Frueh (11 September 1985):

I don't know what's wrong with me. I haven't been going to the theatres lately. Could it be because this summer's movies have been trash? Nah! Not when the biggest box office hit was RAMBO (please Lord, that's entertainment?) Of the few movies I saw this summer, Cocoon, Emerald Forest, and Fletch were the only movies I truly enjoyed. Each film has its flaws: Cocoon falls in the end to sum up its fine early start. Emerald Forest spends too much time on visuals not enough on story telling. And Fletch is only hurt because of Chevy Chase's unnatural acting style. Two films this summer had some minor success with me. Pee Wee's Big Adventure was interesting for the film director's style which borrowed alot from Hitchcock-ian imagery. But Pee Wee himself got boring fast. The Man With One Red Shoe was a nice Sunday matinee feature for me because I like Tom Hanks.

No, this summer was good for the VCR. I finally got around to see Days of Wine and Roses, Mass Appeal, Lenny, The Man Who Shot Liberty Va for my Bogey fanaticism, Sahara, Left Hand of God, and We're No Angels. The VCR is truly a blessing. If we have to suffer until December like we have this summer, then Hollywood has no one to blame for the low theatre attendances except their lousy film making decisions. What we need now is a great Woody Allen films!!!

I have always thought one needs to experience bad films to be able to appreciate the good ones. We have done our time now let us out to the promised middle seat of fantasy and dreams.

/* To a certain extent, I definitely agree that one needs to know bad to be able to distinguish it from good. I think a number of critics, however, tend to overstep the bounds a bit and begin arguing that even bad films are "worth seeing." This is especially true of critics who approach criticism from a sociological perspective--i.e., those who begin arguing that almost any film is "socially significant" because it reflects the culture which produced it.

Woody Allen fans should keep an eye out for Hannah and Her Sisters. Woody's next and, rumour has it, due out sometime near Christmas.

I envy you the VCR. I hope to acquire one before long, for one main reason: Pinnocchio, which was just released on cassette this last summer after several years of Disney pronouncements that they would never release the three classic Disney features (the other two being Snow White and Fantasia) on cassette. My specific interest in Pinnocchio, however, is a bit out of the ordinary: I own one of the original production cels used in making the film. (Yes, I'm bragging a bit, but I'm pretty proud of this one.) It's of Gideon, the cat, writing in a notepad, taken from an approximately five-second sequence in the midst of Honest John's "diagnosing" Pinnocchio's need for a vacation on Pleasure Isle. Does anyone else out there collect animation cels?

Okay, don't ask me why, but I feel like talking about computer user interfaces for a bit...

From Harold Fagley (ca. 28 August 1985):

My rule of thumb is that if a PC seems easy and comfortable after a two minute education BEWARE. If you can handle one of these zine games it is almost assured that all those nifty aids they built in to make the computer "user friendly" will be getting in your way and slowing you down within a week. In my opinion the new Apples are a good example of this. I was able to run the machine instantaneously but after an hour I was sick to death of having to pop through a bunch of stupid menus just to do the most trivial task. (Also graphically moving a file into a garbage can is cute but I'll take an old "del" or "rm" any day.)

/* For those joining in progress, this is in reference to a question from the letter column in issue #2. Harold is a pre-hobby friend of mine working his way around the world and currently in Tunisia, which accounts for the delay.

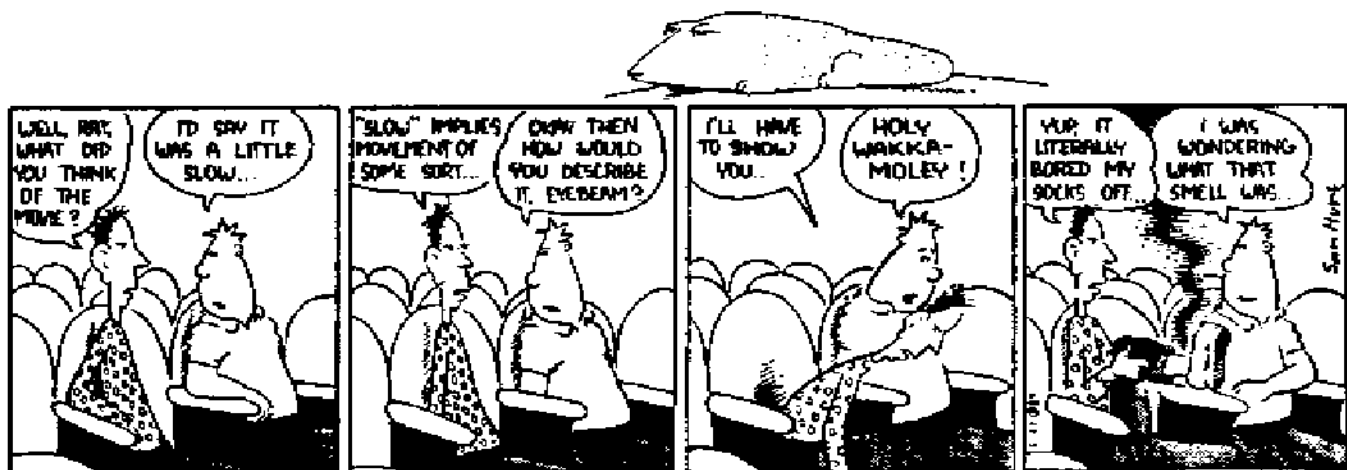
Personally, I prefer a command language as well, because it provides a great deal of flexibility, but one thing I've learned in my last two years of dealing with office systems is that programmer preferences generally make for lousy user interfaces. The whole mouse/window/icon interface which the Macintosh and the Lisa took from the Xerox Star is more than just cute, it's an astonishing concept because it allows practically anyone to use the computer successfully with a minimum of training. On what other system could you have been able to do productive work without having to spend a great deal of time getting familiar with the idiosyncracies of a command language?

Not that I think you don't have a valid point, however. As I've said, my ultimate guiding principle is that the user is always right. People who aren't intimidated by computers and don't want to wait for mouse/window interfaces to allow greater flexibility will definitely feel less constrained with a command language. For those, however, who wouldn't make use of that added flexibility anyway and would only be tied down by the complexity, I think mice and windows are the greatest things since sliced bread.

Hey, does anyone know how great sliced bread really was when it was first, uh, invented? Any closet linguists out there who can explain the phrase's origin? Okay, okay, so I'm free-associating...

*/

101-101



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