

A CADET PUBLICATION FOR CADETS.

THE Dodo



SPECIAL STAR ISSUE!
Academy All-Star Nominations,
Rip-Off Game, Mr. Denut Revisited,
Sgt. Solenoid, Book Club, Lucky Pierre,
The FLASH, and many more stars...

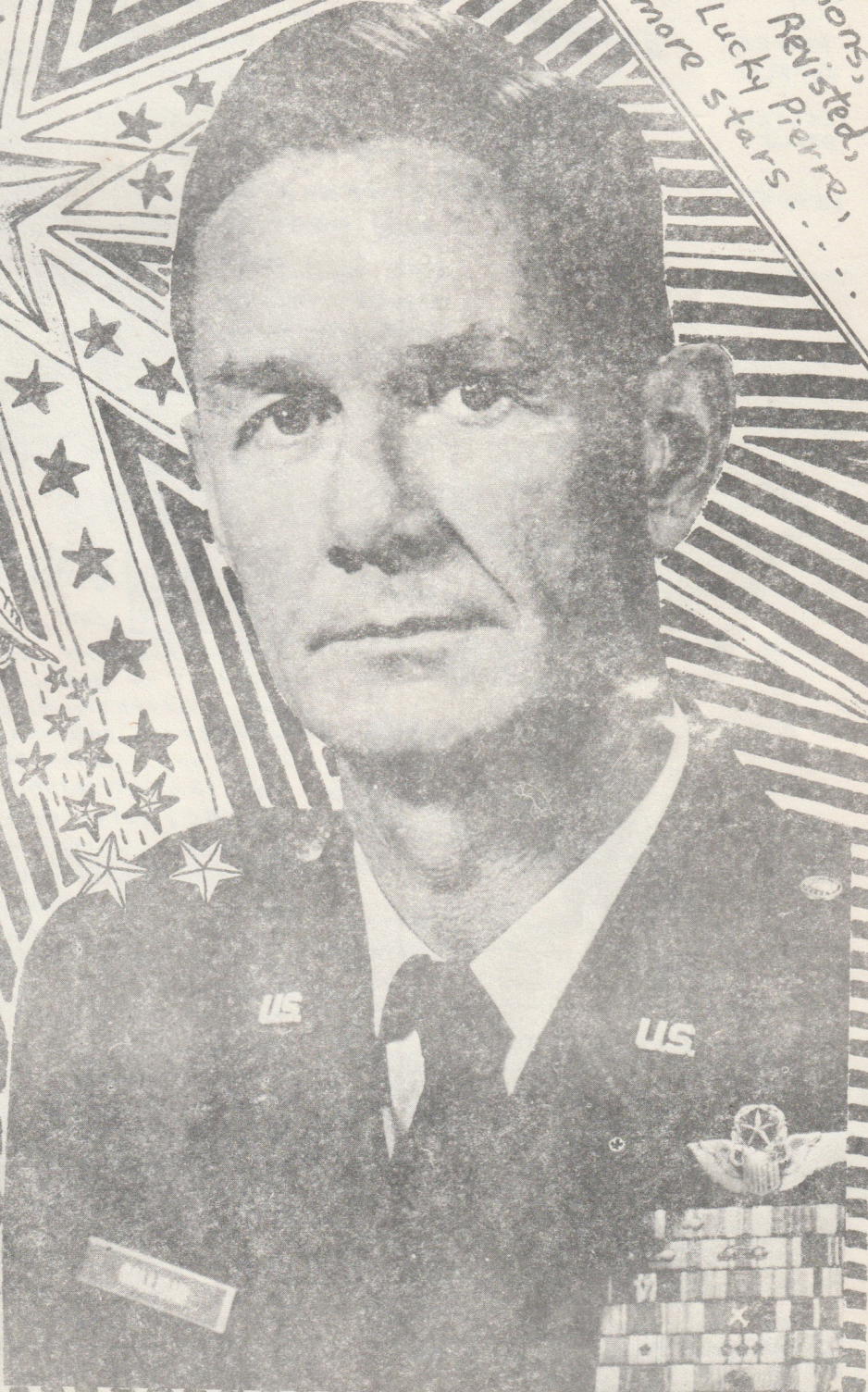


BRENDA STARR

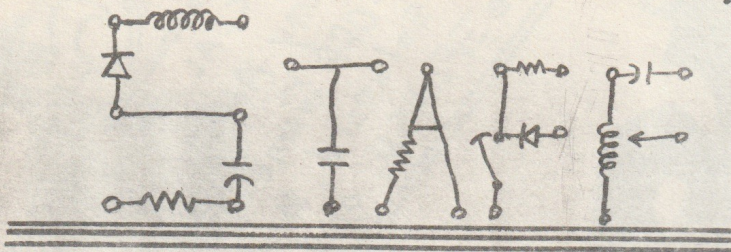
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2
Gift Stars

EQUIVALENT
VALUE
5
TRADING STAMPS

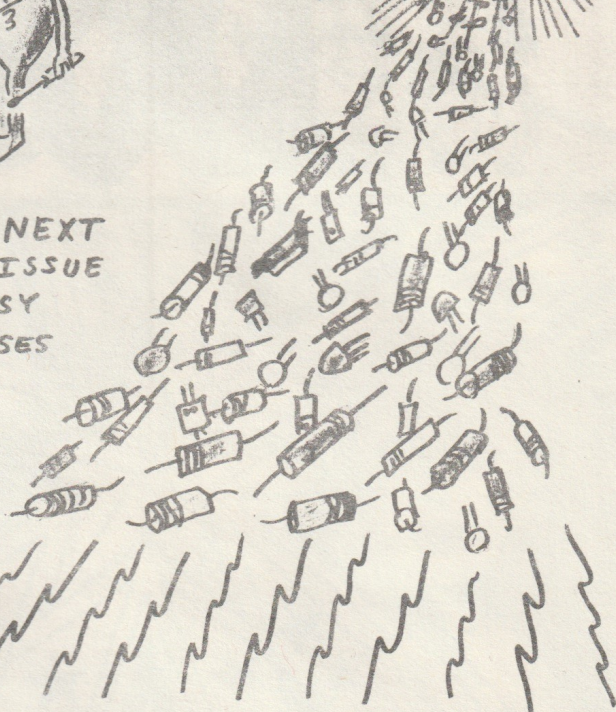


TURN ON W/ THE



- DIC : CAPT SANDS!
- MASTER SWITCH : FEELEY
- POWER SUPPLY : BATCHER
- ELECTRIC BILLS : HARMAN
- DIODES : SAMBO URD
- CAPACITORS : WASS STU
- RECTIFIERS : THREE NODDS
- ASSORTED COMPONENTS : LEATHERNECK GLICK RICOCHETE RABBIT
- ... AND OF COURSE ... THE USUAL HOST OF FILTERS! (SENSORS)

LOOK FOR NEXT MONTHS ISSUE WHEN DAISY DIODE LOOSES HER RESISTANCE TO THE EVIL INTEGRATOR AND BIG BERT HAS TO EAT HIS FEEDBACK WHILE TIED TO THE RAILROAD CIRCUIT!



THE CONTINUING ADVENTURES OF SGT. SOLENOID (AND HIS CHARGES)...

SOLID STATE

SGT SOLENOID HAS FINALLY SURROUNDED HIS ARCH ENEMY, DUDLEY KIRCHOFF, IN A LITTLE KNOWN AND OUT OF THE WAY COIL. "THIS IS THE FBI! WE'VE GOT A MAGNETIC FIELD SURROUNDING THIS COIL. YOU CAN NOT ESCAPE INDUCTANCE! COME OUT WITH YOUR RIGHT HAND RULE UP!" CRIED SOLENOID. "GO TO FLUX!" CRIED DUDLEY. YOU CANNOT ESCAPE THE LAW OF THE LOOP YOU BASTARDLY $\pi \mu_0 N a^2 \dot{I}_0 \cos 2\pi f t \hat{m} \times \hat{k}$ YELLED BACK SGT. SOLENOID. WITH HENRIETTA, DUDLEY'S HIGHLY PROPORTIONAL CHARGE WRAPPED SINUSOIDALLY AROUND HIS LEFT CORE, AND A HIGHLY POWERED ENERGY INTEGRATOR IN HIS RIGHT, THE STEELY ANILOG POSED A PARAMAGNETIC PROBLEM FOR SGT SOLENOID AND THE FBI. SIGHTING CAREFULLY, KIRCHOFF FIRES OFF A PARTICAL W/ HIS INTEGRATOR. GAINING FORCE AS IT PASSED THRU dA , THE PARTICAL ACCELERATED TO A HIGH VELOCITY AND SMASHED INTO THE OPPOSING FORCES FIELD. "HOLY OHMS!" "THAT REALLY IMPARTED A LOT OF KINETIC ENERGY" REMARKED SGT SOLENOID TO CAPT TESLA. CAPT. TESLA GRIMACED, "DON'T BE A BOHR" SOLENOID. "DO SOMETHING USEFULL AND GET LT. TOROID!" SOON SOLENOID HAD INDUCED LT. TOROID TO REPEAT TO THE RAPIDLY ALTERNATING AND DEFINATELY UNSTABLE CAPT. TESLA. "LT. TOROID REPEATS AS ORDERED, SIR!" "TOROID, I WANT YOU TO SUM ALL THE CURRENT YOU CAN FIND FROM ZERO TO INFINITY. TELL THE CHARGES TO CONVERGE AT $X = RC$." WE'LL DOT PRODUCT THAT BASTARDLY KIRCHOFF COME FLUX OR HIGH RESISTANCE!" BARKED CAPT. TESLA. AND WITH THAT WE END THIS CYCLES ADVENTURES. THIS IS FREDDY WATT SAYING "A KILO AN HOUR KEEPS YOUR EMF HIGH!"

TILL NEXT CYCLE, SO LONG!



THE

Dodo

ANNOUNCES

The Grand Opening

ALL-STAR

COMPETITION!

OF



YES!

NOMINATIONS ARE NOW

BEING ACCEPTED FOR THE 1972

Dodo ALL-STARS

ALSO, THIS YEAR WE ONCE AGAIN

PRESENT - DISHONORABLE MENTION! AN EXCLUSIVE CATEGORY FOR THOSE TURKEYS WHO WOULD HAVE THE ALL-STARS MADE, NO SWEAT - BUT HAVE LONG SINCE DEPARTED USAFA! SEND YOUR NOMINATIONS, ALONG WITH THEIR QUALIFICATIONS, TO CDB IMMEDIATELY - IF NOT SOONER! WE'RE DESPERATE!

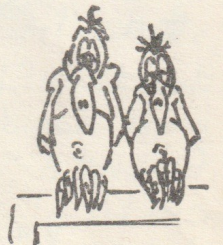
NOMINEE _____

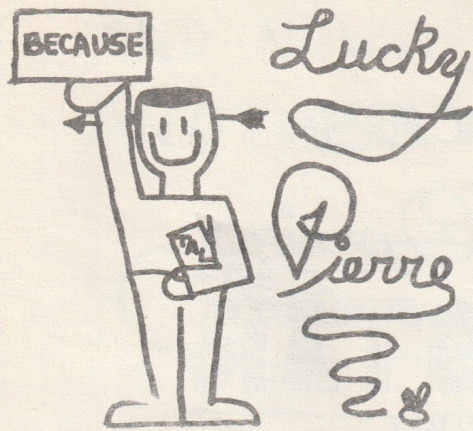
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RANK _____

Svc. NO. _____

QUALIFICATIONS:





Wee Wee Monsewer -

I was just inspired by a new novel "As The Stomach Turns" written by my poison-pen pals in Mitchell Hall. It's too bad that their poison-pens aren't as effective in their hands as they are in the soup bowls. Hats off to the dispensary for their recent discovery in the field of medicine. They have discovered the cure for the rare Mitch's Ptomaine Flu: Take 2 aspirin, get plenty of rest,

drink lots of water, and if you are still alive at the end of the week come back for a check-up. Hats off, again, to boys in Support who did such a fine job on the pictures in the last Issue. It takes know-how to turn a delicious picture of J.ill Saint-John into a vast blob of blue ink.

Who will lead us to new plateaus of honesty, integrity and virility now that our beloved Gen G. has gotten another one of them there sparkly things for to go on his shoulders? On where is King Coyle when we need him? Come to think of it, where is King C. when we don't need him? I'm sure whoever the new Comm is, though, that Wingstaph will be more than willing to give him a small, but rewarding, portion of their vast powers. It's always safe to give him the feeling that his job in H. Hall is worth something after all. All you 2^o's be sure to keep your shoes shined and haircut for the Woops and Middies when they come. At least that will give them something familiar to associate with. Did you ever notice how they bring their skis out here and all the 2^o's take out there is a can of shoe polish, butch-wax and their quasis?

Hats off, once again, to the great guys up in Counseling and Scheduling. Without the 3 GRs on the same day and 2 next day, where would be the thrill and glory of competition? I think we all agree they are already doing a fine job on the agony of defeat. Keep up the good work. Seems to be some commotion out in the halls. A 3^o is giving another 3^o an SI for not having his shoes shined for the noon meal.

Did you hear about the 3^o who was found dead in the trash chute? Seems he didn't reflect the image of 74 and some superstitious European Exchange Student nailed a cross to his forehead and drove a wooden stake through his heart. He had grown-up believing that vampires don't reflect images or cast shadows so he took matters into his own hands to save his classmates. Will leave now with quote from a friend: "Why keep five engines at USAFA since something has to reach critical temperature to burn and nothing is critical around here?" Keep smoking + pressing + sucking your forehead.

Lucky

"The only good shoe is a brown shoe"

GAMES CADETS* PLAY

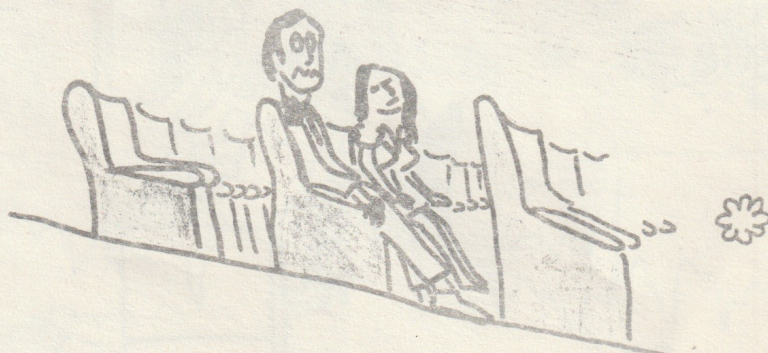
NONE OF THESE MAY HAVE HAPPENED TO YOU, BUT BE ASSURED THAT SOMEWHERE, SOMEONE, SOMEHOW HAS CAUGHT THE SILVER SHAFT OF THESE ETERNAL GAMES OF CADET PSEUDO-LIFE.

REMEMBER :

WHEN YOU'VE MADE IT FOR A YEAR AND A HALF, AND ITS ONE WEEK UNTIL YOUR CAR IS LEGAL....

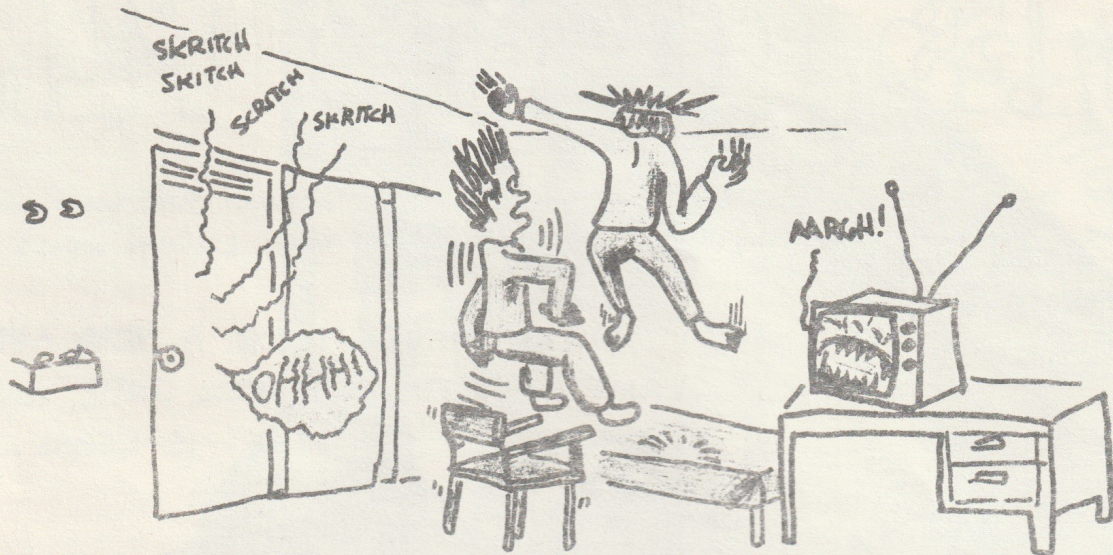


WHEN YOU TOOK YOUR DATE TO AN A-HALL MOVIE FOR THE FIRST (AND LAST) TIME....

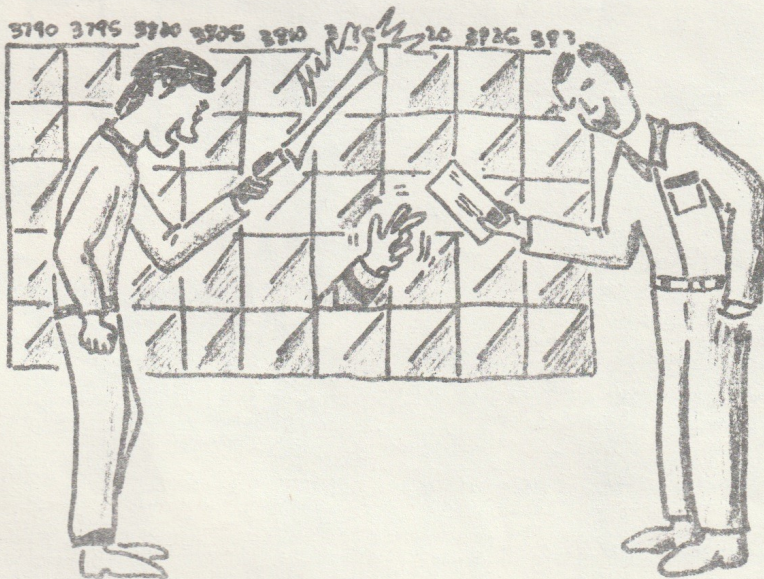


AND NORMAL PEOPLE

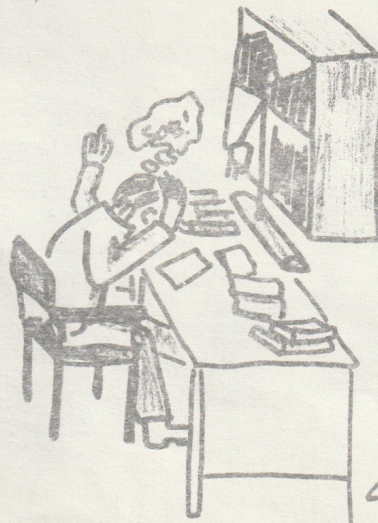
WHEN THE BEST NIGHT GALLERY IN A YEAR IS ON, AND YOUR CLASSMATES ARE IN A PLAYFUL MOOD....



WHEN THE POST OFFICE WON'T GIVE YOU THAT LETTER FROM YOUR CHICK....



WHEN YOU'VE REALLY GOT TO STUDY....



NI
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GAMES STAFFS PLAY!

BROUGHT TO YOU BY BIFF, BUFFY, JODY, #STU

S.T.D.

Rules for RIP-OFF

Rip-off is a game to be played by two to forty players. There are a maximum of four teams to which the players are to be assigned by means of a "shuffle". Each team is allotted one plastic "honor rep", their playing piece, hereafter referred to as "the Man".

ROOMS

Each team is assigned a room, situated on one of the corners of the playing board. In their room they are issued \$1000 worth of "high value property", consisting of stereo systems, albums, skis, rings, loose money, Playboys, etc., etc., etc. All of the teams money in the room is vulnerable to "Rip-off."

OBJECT

The object of the game is to end play with the most money "up the sleeve". As a player makes one round of play, from the base of the sleeve to the fingertips, he has the opportunity to make money by ripping off others, and when he reaches the fingertips he can return to the base of the sleeve, and put all the money he has won "up the sleeve", where the other players cannot touch it. Play ends when all game money has been deposited "up the sleeve".

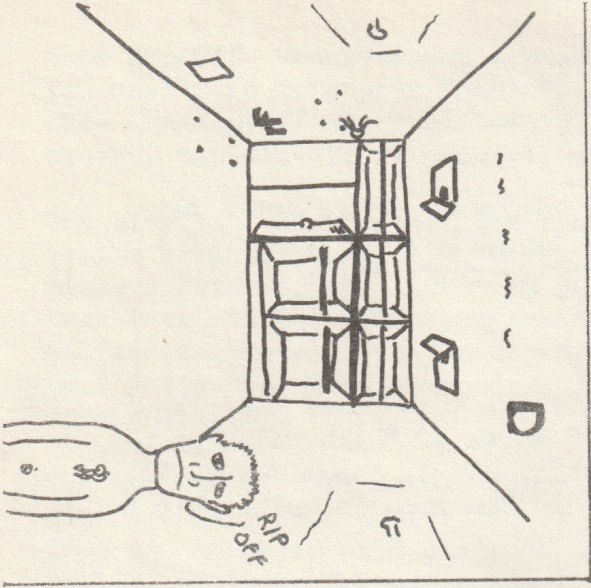
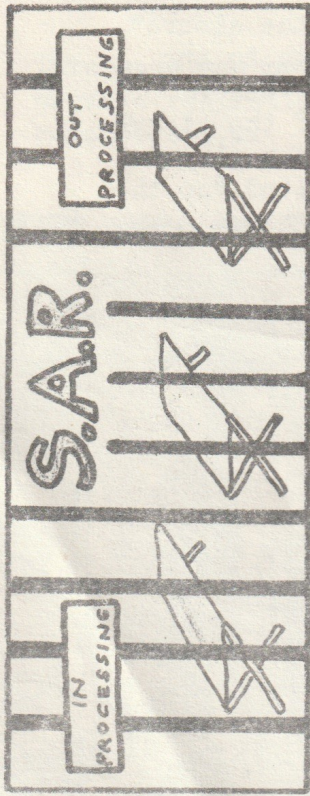
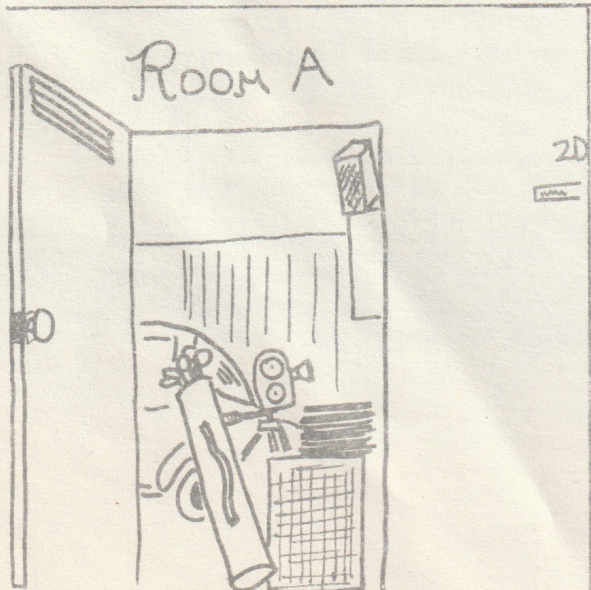
S.O.P.

Play starts with room A. Liberate a penny from an unsuspecting player, and a die from a Monotony game. Flip the penny, and call it. If it is what you called, the flip is termed a true, and you relinquish your turn to the player to the right. If the flip is "false", you advance one space and repeat the flip. Keep flipping until a true appears, stop play, and follow the instructions on that block. If you flip a true on your first flip next turn, do not repeat the instructions on that block. Upon reaching "Security Clearance Sale", roll the die. If the number is one through five, advance to the first space on that numbered finger and continue flipping. If you roll 6, receive your "Five-Finger Discount" and advance to the digit of your choice. When the tip of the finger is reached, the next false flipped advances you to the sleeve where you place your ripped-off merchandise "up the sleeve", where it is no longer vulnerable to rip-off.

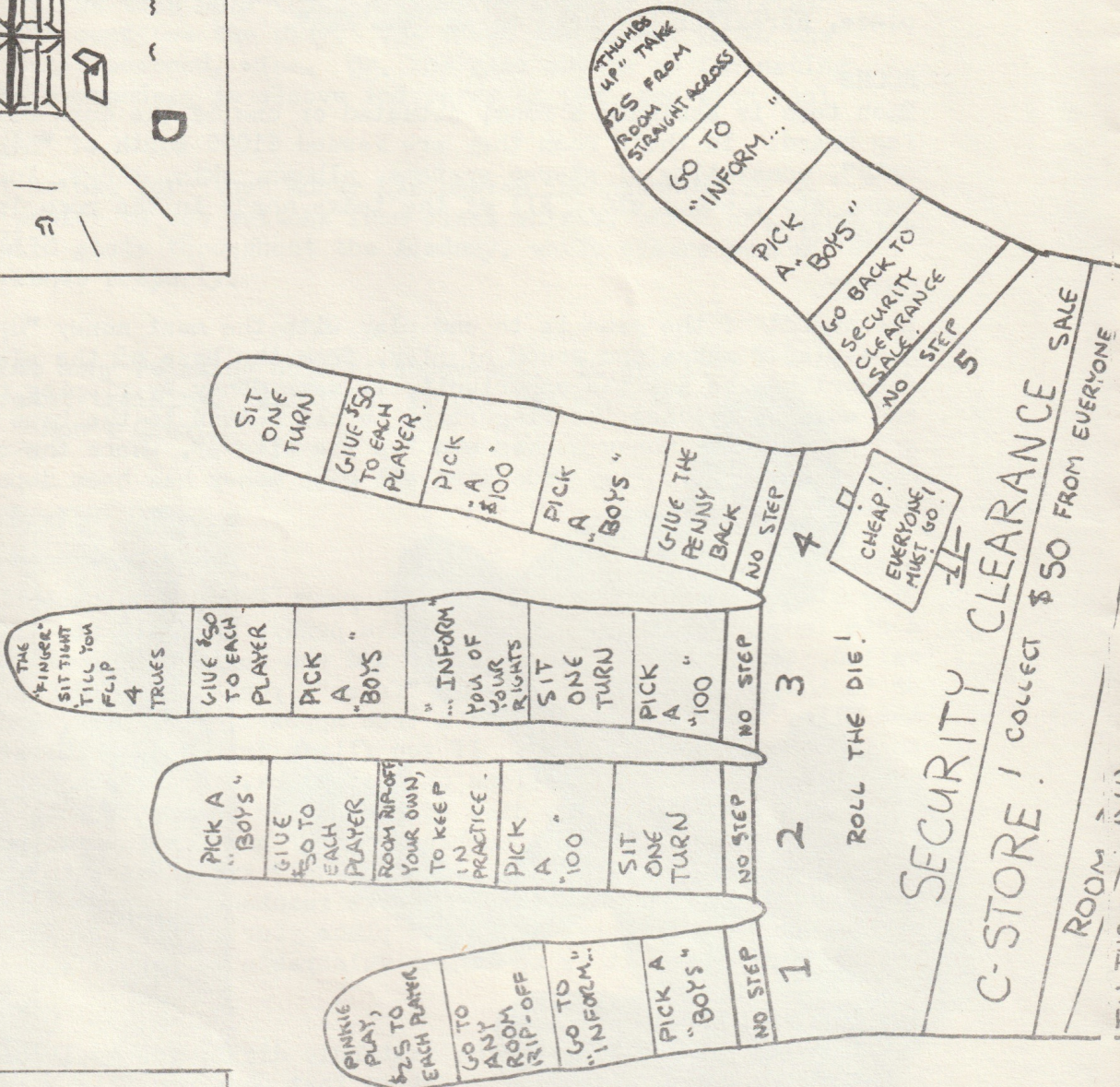
SPECIAL PROCEEDURES

the "Finger" if you land on the dastardly digit, you must continue play rotation as usual, with the exception that when you flip a true you continue flipping. A false aborts yours turn. After four trues (cumulative) have been flipped, your credibility is returned, and now a false is needed to get up the sleeve, and play resumes as normal.

"SAR" If you land in SAR, sit one turn in the in-processing cot, one in the middle, and one in the out-processing, after which you return to normal play trying to get up the sleeve.



BOYS



RIP OFF

- 1.) USE YOUR MASTER KEY CARD TO ESCAPE \$100
- 2.) BRIBE SOD, \$50 WORTH OF ALCOHOLS
- 3.) IF NO SOD, JUST WALK OUT.

YOU ARE ELECTED CHEERLEADER.

KEEP THE PENNY
 MEET AN A.P.
 SPLIT HALF YOUR TAKE.

ROOM RIP OFF, TO YOUR LEFT \$75
 RIP-OFF TOP BOYS.

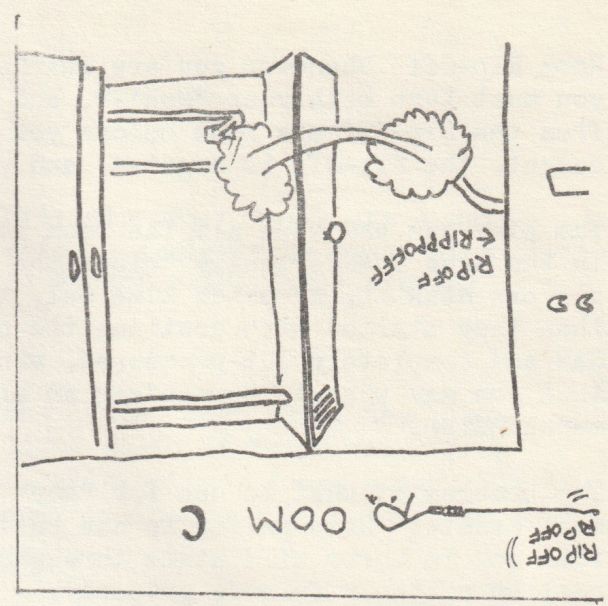
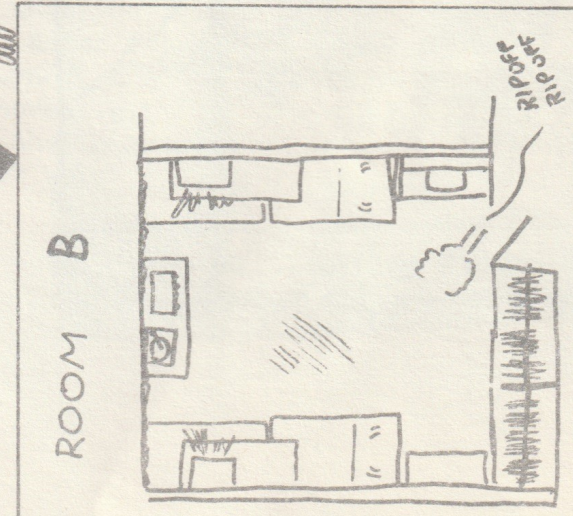
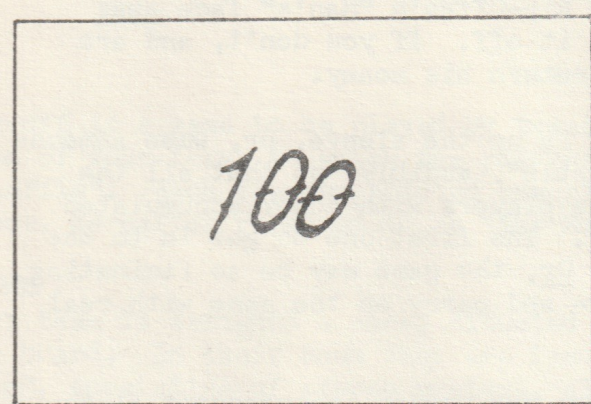
GIVE EVERYONE \$50 TO KEEP YOUR SECRET.

ROOM RIP-OFF, STRAIGHT ACROSS - \$150

PICK A 100
 FREE FALSIE - MOVE UP ONE.

BRING ME... MEN.

UP THE SLEEVE



B B

STIP

RIP OFF
 RIP OFF
 ROOM C

Room Rip-Off Whenever you are awarded a Room Rip-Off, be it realized that you must turn both your "Man's", and the Rip-Offee's "Man's" face away from the Rip-Offee's room before you rip it off. If you don't, and are caught, the Rip-Off is negated, and you return his money.

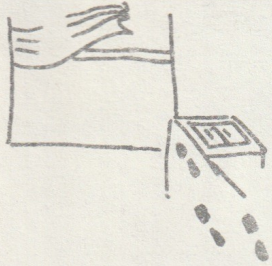
The play can end when all the room money is up the sleeve, or, when someone in the area inadvertently "blows the whistle", audibly, so that all the players hear it, at which time only those players with money accumulated than they started with continue the play. The first one to get in to the SAR and completely out-processed, wins. Or, the game may be so facinating that you may wish to commandeer an alcove and carry on the game with real merchandise.

The problem of what to use for "toy" money has proven inconsequential to most cadets. Some prefer to use buttons from class shirts, which are found free and in their wild state throughout the Academy, while others prefer the realism of their friends property.

This game can provide many relaxing hours of enjoyment. It can also provide realistic cadet training. All this, if one basic rule is remembered.... Don't Cheat.



WINDOW OPEN
CARD.
SAVE FOR
\$50.00 BONUS ON
YOUR NEXT
ROOM RIP-OFF.
CARPER.



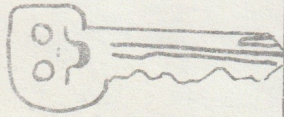
SOD
SAVE FOR
BONUS ON
MEN IN BRIG.
(GOOD FOR ONE
BRIBE ONLY.
THEN RETURN TO STACK)



WE'VE FINGERED
YOU!
"THE FINGER"
HOP ON



MASTER
KEY
CARD



GOOD DEAL!
YOUR ROOMMATE'S HIP ON
YOUR GIG --
GET \$75.00 FROM
EVERYONE & KEEP IT
IN YOUR
ROOM!



A.P. I.D.

"SECURITY
THRU
SECURITY"



NEW IN THE
SQUADRON

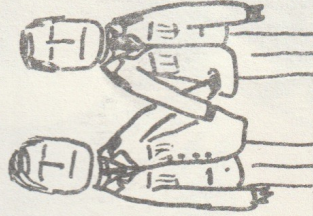


HAVE WARMING
ROOM WARMING
AND LOSE
\$50 IN ALBUMS
TO EACH PLAYER.

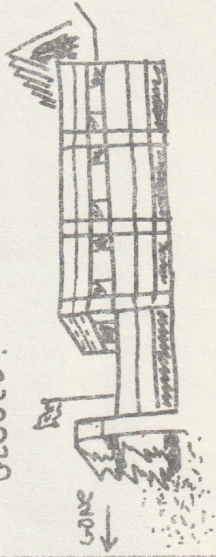
ROOM
RIP-OFF
LAPPED
LINE.

DOUBLE CROSS

PICK PARTNER
RIP OFF REMAINING
PLAYERS FOR \$100
EACH.

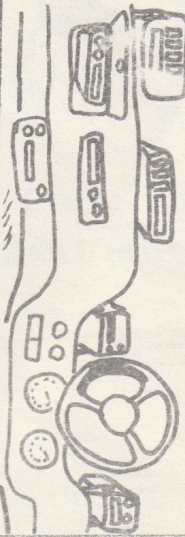


YOU'VE GONE BIG TIME
COLLECT \$25 FROM EACH
PLAYER TO BUY PAIR OF
GLOVES.



DISCRETION
CARD

MOVE THRU SAR.
TO "UP THE SLEEVE."
KEEP-UNTIL NEEDED.



GO TO SAR
SUSPICIOUS NUMBER OF TAPE
PLAYERS FOUND IN YOUR CAR

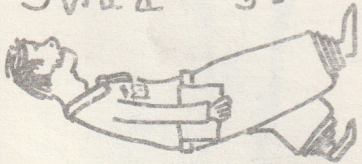
KNOCK!
BLAM!
BLAM!
CUNK!
CLICK!
SECONDS OF LOCKED DOOR
TIME TO EAT THIS CARD,
OR ELSE GO TO SAR.
(REMEMBER WHAT THIS CARD
LOOKS LIKE SO YOU CAN
MAKE ANOTHER ONE)





Spacemate

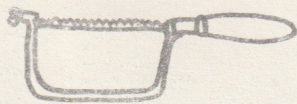
GO TO THE TAILOR
SHOP TO GET FOUR
PAIR OF C-STORE
PANTS ALTERED --



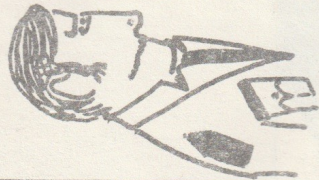
GO TO "INFORM..."
YOU OF YOUR RIGHTS "

GET OUT OF
S.A.R. FREE (ALMOST)

GO TO CLEARANCE SALE,
SECURITY.



THE SPIRIT OF
PARANOIA
FILLS YOUR SOUL....
SPLIT UP YOUR
TAKE █████
AMONG THE OTHER
PLAYERS.
CUT YOUR SIDEBURNS, TOO.



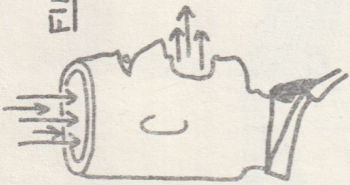
IT'S YOUR LUCK TO
RIP-OFF A TALKING
MYNABIRD WITH
MORALS.



EITHER FIND A LIVE MYNABIRD
AND EAT IT, OR GO TO
"THE FINGER."

FINK CARD

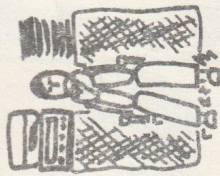
TURN IN PLAYER
OF YOUR CHOICE
TO SAR.



RIPPED OFF CADET'S
GIRL FROM HIS ROOM
BY ACCIDENT -
SHE'S HOT AND YOU
CAN SELL HER TO
ANY PLAYER FOR \$150.



YOUR FENCE GOT BUSTED
AND YOU'RE DANGEROUSLY
OVER-STOCKPILING.



KEEP PUT 'TILL YOU
HAVE AT LEAST \$75
RIPPED OFF

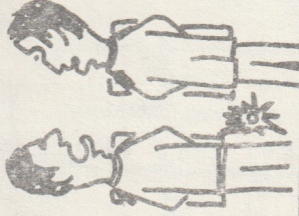
DODO RIP-OFF

RIP OF YOUR
SQUADRON DODOS
AND SELL THEM
AT \$1.00 A PIECE.
COLLECT \$75 FROM
EACH PLAYER.



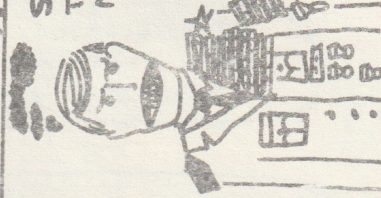
YOUR URINAL
IS BUGGED

GO TO SAR.
WITH PLAYER
OF YOUR
CHOICE.



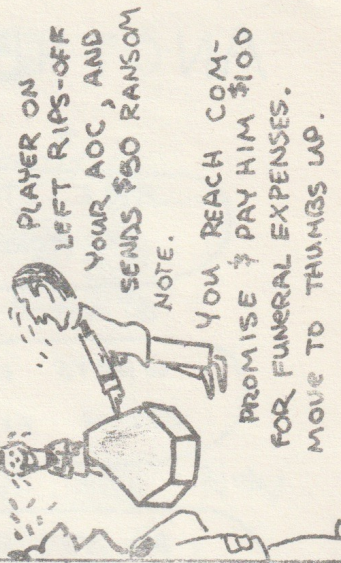
SOMEONE HAD THE GALL
TO SAY THAT ALL THOSE
MEDALS WERENT HOURS!

..... GO TO "GIVE
EVERYONE \$50 TO
KEEP YOUR SECRET,"
THEN DO IT.



Mitch's Murder

THE OSI TRIES TO MAKE YOU
CONFESS BY FORCING YOU
TO EAT 5 MITCHES MOUNTAINS.
SUPREMES.
YOU KEEP MUM,
BUT CAN'T MOVE
FOR 2 TURNS.



PLAYER ON
LEFT RIPS-OFF
YOUR AOC, AND
SENDS \$50 RANSOM
NOTE.
YOU REACH COM-
PROMISE 7 PAY HIM \$100
FOR FUNERAL EXPENSES.
MOVE TO THUMBS UP.

.... PUT ANY CARD IN EITHER PILE.
IT MAKES THE GAME "INTERESTING!"

"I hardly endorse this game!" - Ron Wallace

AND NOW... BACK BY POPULAR REQUEST...
ANOTHER "ROUND" AT **MR. DOWUT!**

ARE THOSE DONUTS FOR SALE?

NO! THEY'RE JUST OUR DEMONSTRATORS.

WHAT'S IN YOUR CHOCOLATE CREME FILLED DONUTS?

STRAWBERRIES. WE JUST CALL THEM CHOCOLATE CREME FILLED TO FAKE OUT ZIPPOS LIKE YOU.

DO YOU MAKE ALL THOSE DONUTS HERE?

NO, THE CRAZY THINGS JUST ROLL IN FROM SOMEWHERE AND ALL WE DO IS STACK THEM.

I BET YOU WOULDN'T TALK THAT WAY TO ME IF YOU KNEW THAT I WAS A CADET.

I KNEW YOU WERE ALL ALONG. I SAW YOUR CLASS RING WHEN YOU PICKED YOUR NOSE.

SAY, DO YOU WORK HERE?

OK, "DO YOU WORK HERE?"

C'MON, DO YOU WORK HERE?

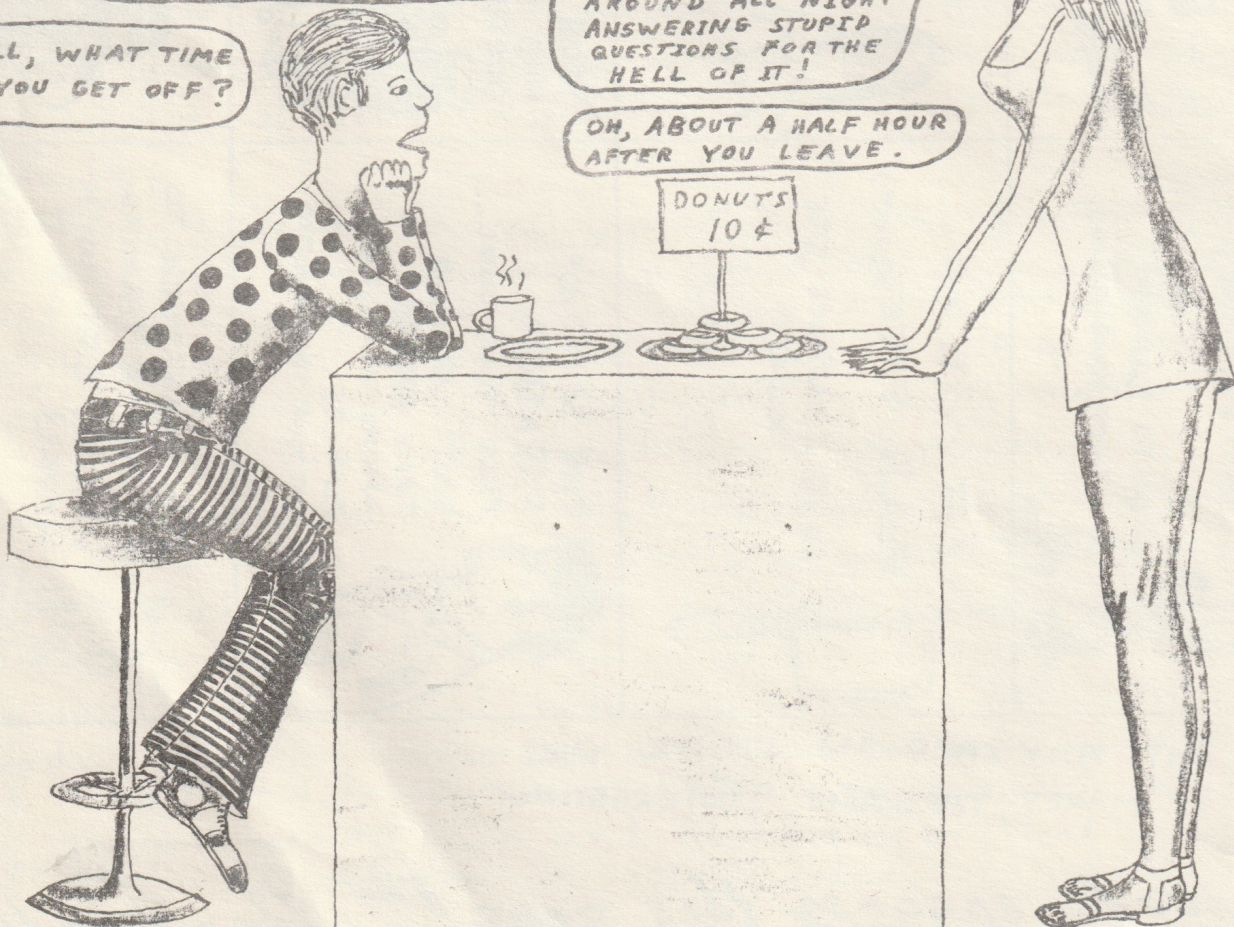
THE MANAGER DOESN'T SEEM TO THINK SO.

NO, REALLY. DO YOU WORK HERE?

NO, I JUST STAND AROUND ALL NIGHT ANSWERING STUPID QUESTIONS FOR THE HELL OF IT!

WELL, WHAT TIME DO YOU GET OFF?

OH, ABOUT A HALF HOUR AFTER YOU LEAVE.

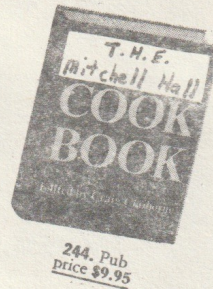
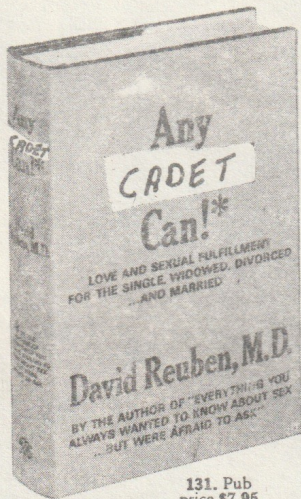
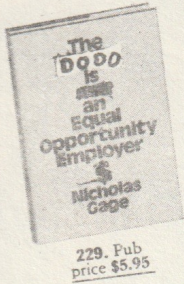


CADETS!

Are you disappointed because no one looks after your intellectual development? . . . , and the girl in the bookstore won't lend that personal touch? Well, fear no more, as the Staph presents

the **Dodo Book Club**

featuring great titles like . . .



Don't be a turkey.
Join the DODO Book Club!

BE SURE TO CONSIDER THESE OTHER THRILLERS!

79 The Cadet's Guide to Sex
by ~~XXXXXXXXXX~~ \$9.00
95

381 One Thousand and One Cadet Stories,
or, But Sir, I Didn't Do It!
compiled from C.D.B. records \$3.07

Place your order now! Avoid the last minute rush.

102 Vibration Theory of Water Beds
by Col. Philip Erdle \$10.12

NAME _____

ADDRESS _____

LAST 4 _____

payment enclosed bill me later

Please list titles here.

205 Landscaping Your Home and Garden
by Digger and Filler \$0.75

Also, please enclose \$6.98 for handling

DODO PHANTOM FLASHER
MAN OF THE YEAR

