

A CADET PUBLICATION FOR CADETS



Dodo

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



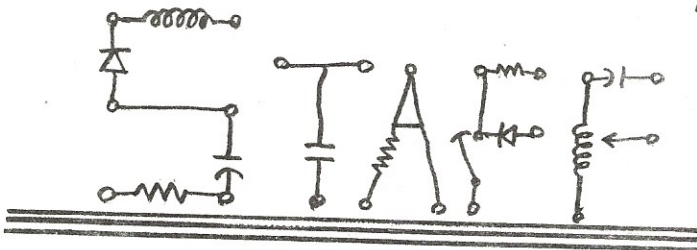
BRUNDA STARR

2 Gift Stars

EQUIVALENT VALUE 5 TRADING STAMPS

91806

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

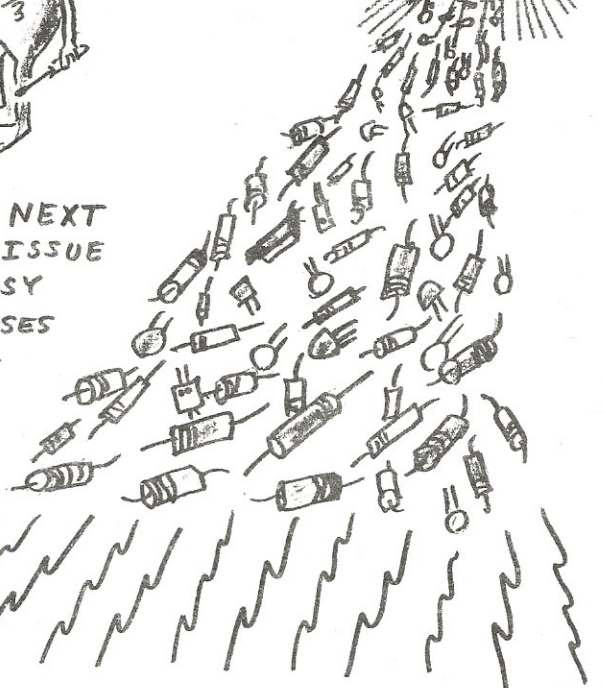
ASSORTED COMPONENTS : LEATHERNECK GLICK RICOCHETE RABBIT

... 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 DASTARDLY $\pi \mu_0 N^2 A \cos 2\pi f t m \dot{m}$! 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 FIRED 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 $X = RC$." WELL DOT PRODUCT THAT DASTARDLY 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-STAR! ALSO, THIS YEAR WE ONCE AGAIN
PRESENT - DISHONORABLE MENTION! AN EXCLUSIVE CATEGORY FOR THOSE
TURKEYS WHO WOULD HAVE THE ALL-STAR MADE, NO SWEAT - BUT
HAVE LONG SINCE DEPARTED USAFA! SEND YOUR NOMINATIONS, ALONG WITH
THEIR QUALIFICATIONS, TO **CSPO1** IMMEDIATELY - IF NOT SOONER! WE'RE DESPERATE!

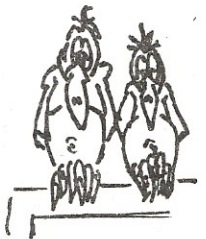
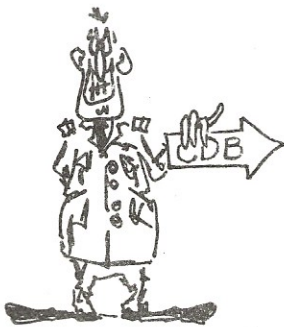
NOMINEE _____

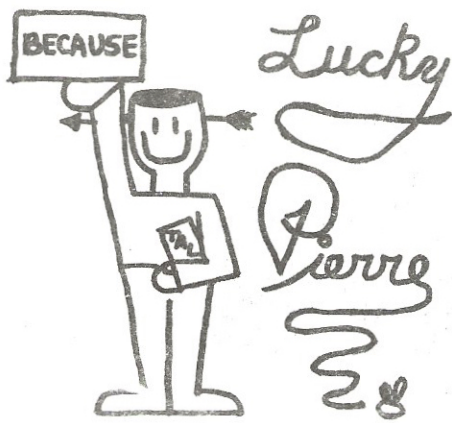
SQ _____

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 Mitchell's Ptemaine 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. I. 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'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'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° is giving another 3° an SI for not having his shoes shined for the noon meal.

Did you hear about the 3° 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 GADGETS * PLAY

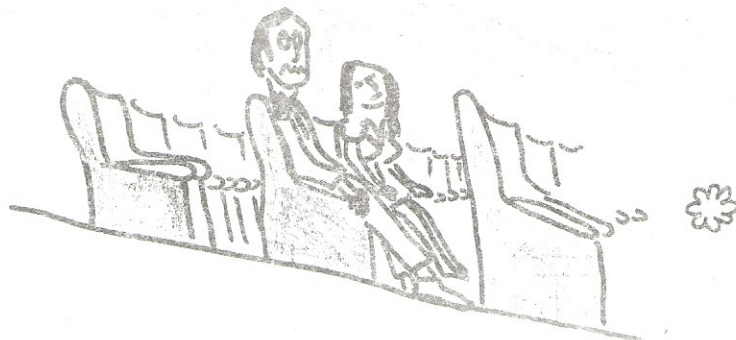
NONE OF THESE MAY HAVE HAPPENED TO YOU, BUT BE ASSURED THAT SOMEWHERE, SOMEONE, SOMEBODY HAS CAUGHT THE SILVER SHARP OF THESE ETERNAL GAMES OF CADET PSEUDO-LIFE.

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....

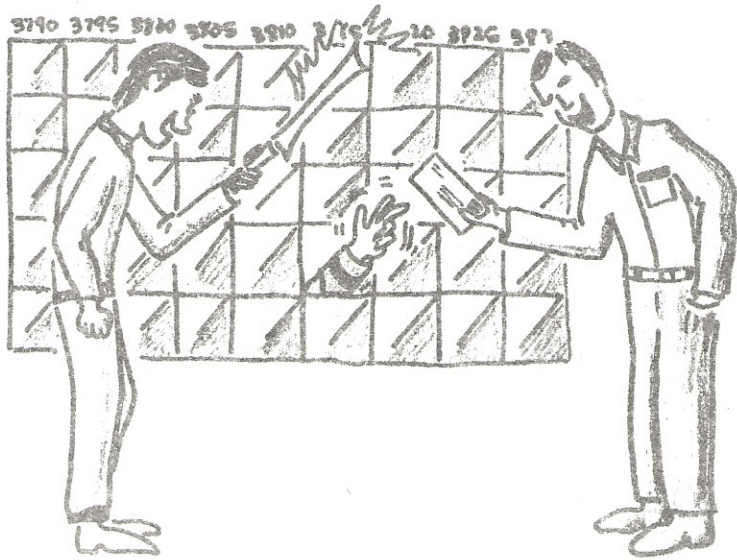


AND NORMAL PEOPLE

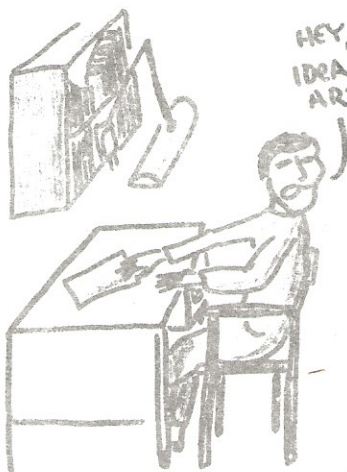
WHEN THE BEST NIGHT GALLERY IN A YEAR IS ON, AND YOUR CLASSMATES ARE IN A PLAYFUL MOOD....



WHEN THE POST OFFICE WONT GIVE YOU THAT LETTER FROM YOUR CHICK....



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



NI
ES
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TWE
E

GAMES STAFFS PLAY!

BROUGHT TO YOU BY BIFF, BAFFY, 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".

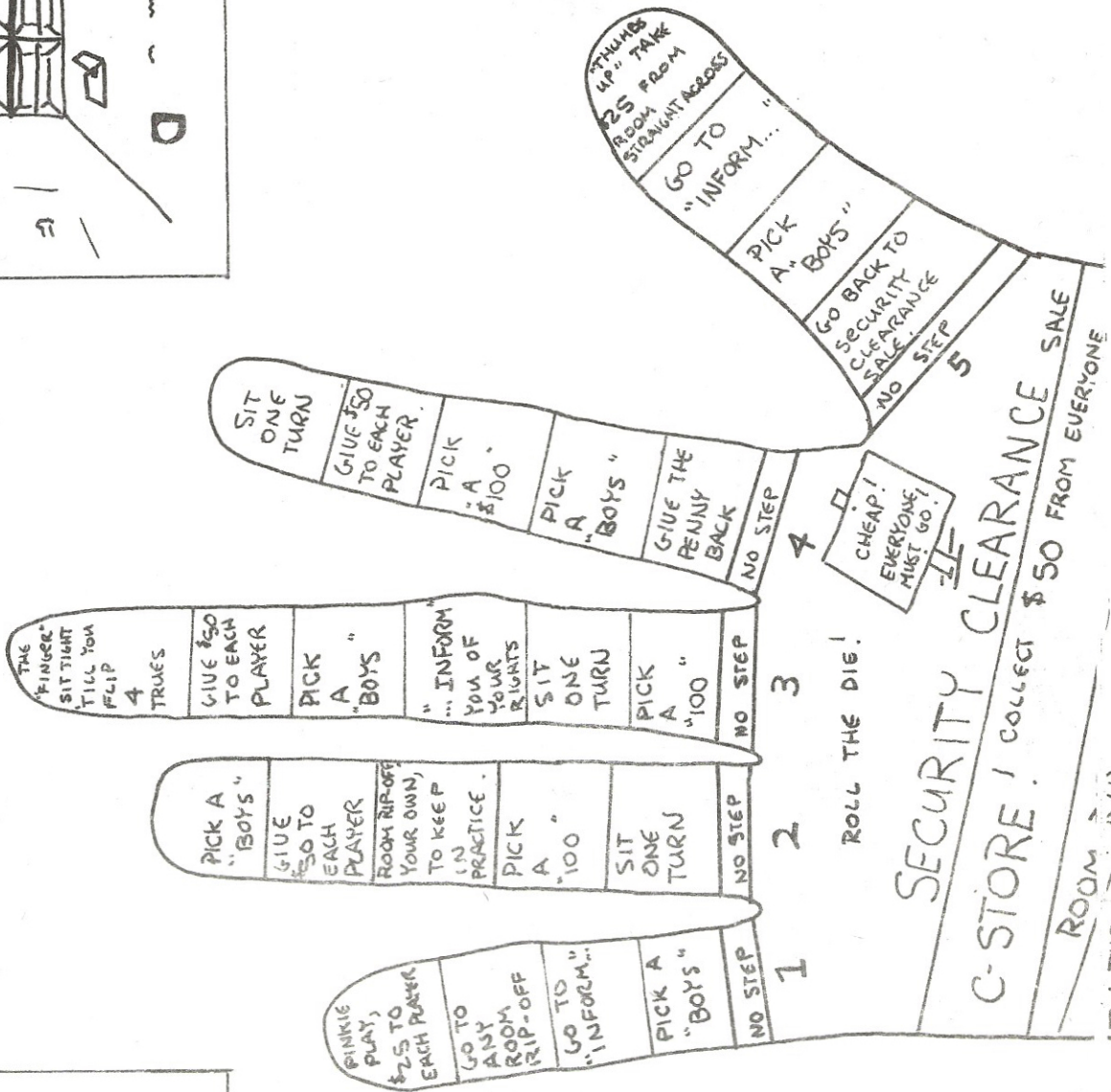
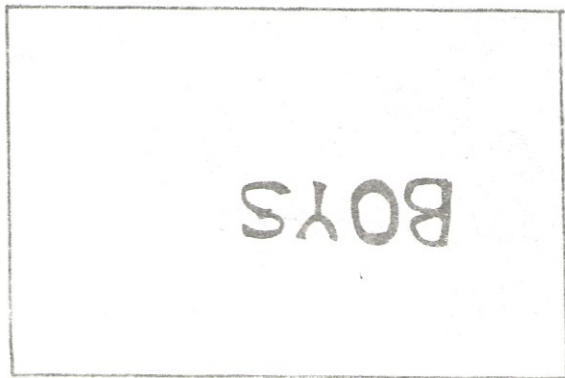
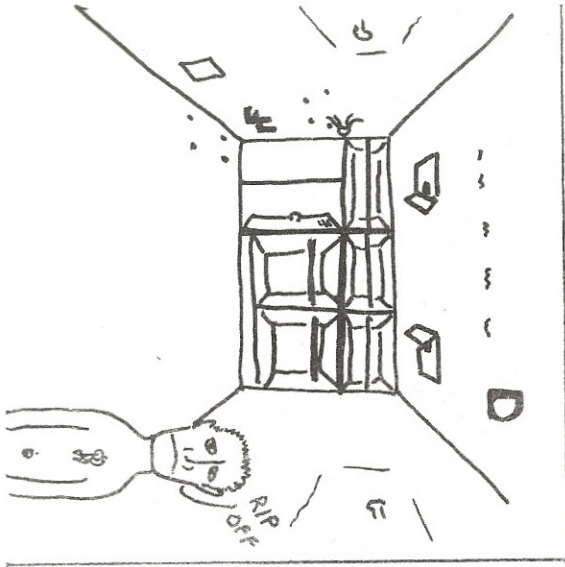
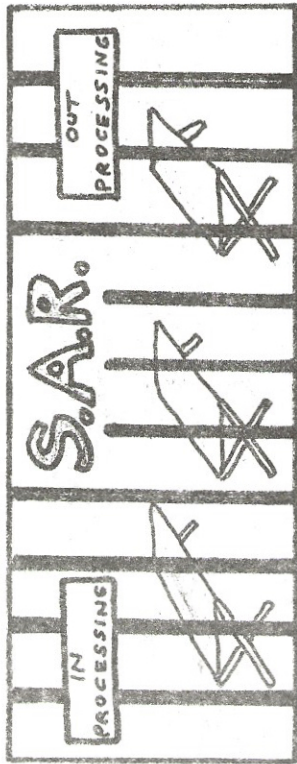
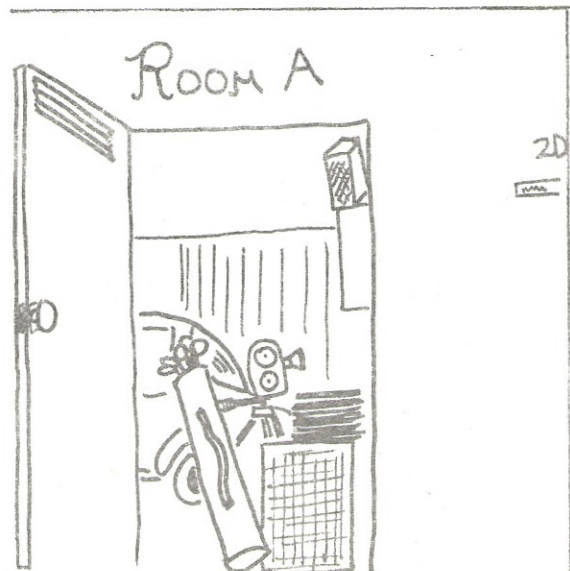
S.O.P.

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.



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 ^{more} 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.
CAPER.



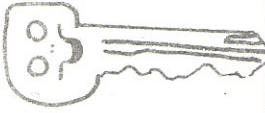
SOD
SAVE FOR
BONUS ON
MEN IN BRIG.
(GOOD FOR ONE
BRIBE ONLY.
THEN RETURN TO STACK.)



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



MASTER
KEY
CARD



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



A.R. I.D.



"SECURITY
THRU
SECURITY"

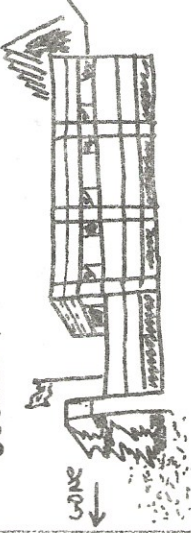
NEW IN THE
SQUADRON



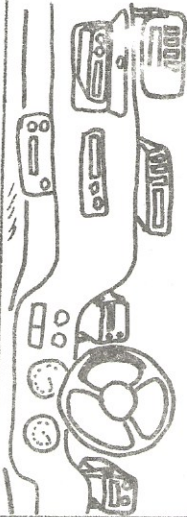
HAVE
ROOM WARMING
AND LOSE
\$50 IN ALBUMS
TO EACH PLAYER.



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



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



DISCRETION
CARD

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



KNOCK!
BLAM!
BLAM!
CLUNK!
CLUNK!




IMPLICATION
CARD!
YOU HAVE 30
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)

Space mate



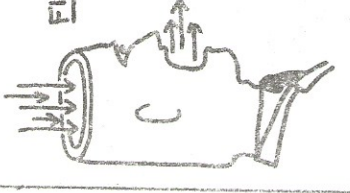
GO TO THE TAILOR SHOP TO GET FOUR PAIR OF C-STORE PANTS ALTERED --

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



FINK CARD

TURN IN PLAYER OF YOUR CHOICE TO SAR.



YOUR URINAL IS BUGGED

GO TO SAR. WITH PLAYER OF YOUR CHOICE.




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

GO TO CLEARANCE SALE, SECURITY.

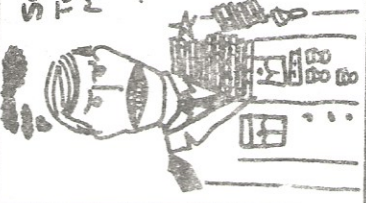


RIPPED OFF CADET'S GIRL FROM HIS ROOM BY ACCIDENT - SHE'S HOT AND YOU CAN SELL HER TO ANY PLAYER FOR \$150.



SOMEONE HAD THE GALL TO SAY THAT ALL THOSE MEDALS WEREN'T YOURS!

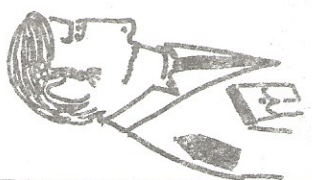
..... GO TO "GIVE EVERYONE \$50 TO KEEP YOUR SECRET, THEN DO IT."



THE SPIRIT OF PARANOIA FILLS YOUR SOUL....

SPLIT UP YOUR TAKE AMONG THE OTHER PLAYERS.

CUT YOUR SIDEBURNS, TOO.



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

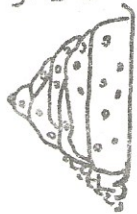
KEEP PUT 'TILL YOU HAVE AT LEAST \$75 RIPPED OFF



Mitch's Murder


THE OSI TRIESTO MAKE YOU CONFESS BY FORCING YOU TO EAT 5 MITCHES MOUNTAINS SUPREMES.

YOU KEEP MUM, BUT CAN'T MOVE FOR 2 TURNS.



ITS YOUR LUCK TO RIP-OFF A TALKING MYNAH BIRD WITH MORALS.

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



DODO RIP-OFF


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

SHRE SHRE!



PLAYER ON LEFT RIPS-OFF YOUR AOC, AND SENDS \$50 RANSOM NOTE.

YOU REACH COM-PROMISE & 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. DONUT!**

ARE THOSE DONUTS
FOR SALE?

NO! THEY'RE JUST OUR
DEMONSTRATORS.

WHATS 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.

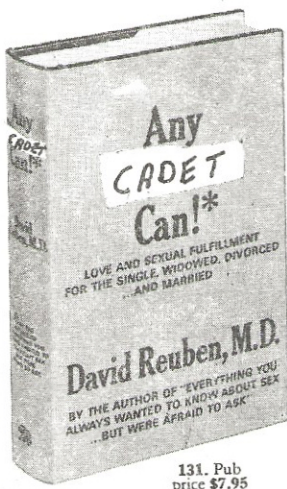
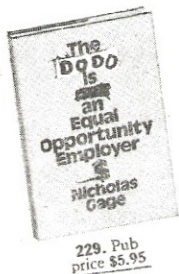


CADETS!

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

she **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

