

PENGUIN DIP

PENGUIN DIP #1

14 FEBRUARY 1987


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Welcome to PENGUIN DIP #1. PENGUIN DIP is a science fiction and fantasy fanzine, an artzine, a general gaming and role playing game fanzine, and a Dipzine, running postal Diplomacy games. It is edited, published, copyrighted and in part written by Stephen H. Dorneman, 95 Federal St. #2, Lynn, MA 01905, and a 10 issue (1 year) subscription is available for \$6.00.



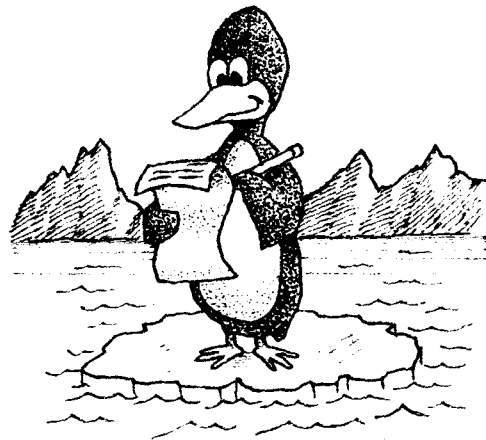
Why PENGUIN DIP? Why publish such an . . . eclectic zine? Wouldn't a more focused zine be better received? After all, comix fans don't read the same thing that SF fans read that wargamers read that artists . . . These are the questions I first asked myself when I saw how the plans for this first issue were taking shape. The Answer? To quote from a letter I wrote to Dick Martin's HOUSE OF LORDS:

"I intend to publish a zine that I'd like to read. A zine not unlike the SF fanzines that I published and read a long time ago (mid '70s). Zines with a lot of amateur and semi-professional artwork, reviews, a strong editorial personality and active participation by the subscribers. But I also am publishing because at one time I thought I could become a professional writer, but failed then for lack of discipline. I feel a regularly published zine will force me back to the typewriter (well, Macintosh 512KE) every month, so that I can hone my writing talents. And then there's the egoboo, the ego boost you get from letters that begin "I really enjoyed your..."", from the fact that people like something you produced enough to send you money for it."

And from these thoughts came the zine you're now reading. I'm starting a little smaller than I had originally intended, and have already raised the sub price somewhat, because I want to be sure that PENGUIN DIP can grow a little each issue, in size, in quality, in number of articles and artwork, in number of games, without overwhelming me. I dream about having PD laser typeset and true offset printed, envelope mailed with paid advertisements, but I know that it's not happening overnight. And it's definitely not going to happen without support from YOU, the gaming/SF/art/comix/Dip fans out there who write the articles, draw the artwork, play the games, and send in the subscription checks (please, **Melinda**, no more cash through the mails). This issue consists of FROM THE FLOE (the editorial ramblings that you're reading now), LETTERS from the readers in response to PENGUIN DIP #0, TUXEDO REVIEW with reviews of two SF novels, GUESTS where **Katy Byrne** talks about the dirtiest job in Diplomacy, BLACK TIE AFFAIRS where the first PD Dip game starts (4 signed up so far for the 2nd gamestart), with a copy of my House Rules included, and don't miss THE BACK PAGE. Next issue? Some game reviews, my Boskone con report, more gamestarts, artwork, and (hopefully) Lots More! See you then! 

Credits this issue: Artwork by **Jim Tozzi**, Page 1, 2 (4 issues sub credit)/ **Steve Langley**, Page 8 (2 issues)/ **Scott Washburn**, Page 9 (2 issues). Article by **Kathy Byrne**, Page 6 (2 issues).

LETTERS



[Be warned ye who would have their priceless prose printed pristine! I am of the hack'n'slash school of letters editors, and may well pureé your words beyond all recognition, inserting snide remarks in brackets and italics, until you need your name printed in bold type above the letter to tell you it once came from your pen!]

ERIC ANDERSON:

"Why a penguin? Why—a no duck?"

*[See what I mean? In answer to your question, **Eric**, I'm not really sure. Maybe it's because Artie the Arctic Penguin is the Official Mascot of Arctic Windows, Inc., my current employer in mundane life. Maybe it's because I'm a big Opus fan. Or that **Jim Tozzi** draws a mean penguin (see page 1). Too many Chilly Willy cartoons in my misspent youth? As to your second question, I don't see what the Roman plumbing system has to do with the zine.]*

KEN PEEL:

"Enclosed you will find an ancient disk, originally inherited from Professor Richard Dale Martin of the Greater Rockville Institute for the Study of Titan for Less Experienced Players and other Indomitable Games (GRISTLEPIG U.).

Tucked away inside the System file of said disk is a wonder to behold. Namely, (a hush falls across the room) one Rogue Font, ever-so-tenderly pilfered via ResEdit from the inner sanctum of the Macintosh game of Rogue. Rogue, it turns out, creates its dungeons and all assorted creatures therein with a font! So, just by typing with this font...you can recreate dungeons with your Imagewriter, and type out creatures from whatever—that-'A'-one-is to Zebra.

Also find enclosed a sub check to PENGUIN DIP."

*[Thanks muchly for the sub check, **Ken**, and even more so for the Rogue font. Let's see . . .*
*, I mean, there, it's working now. A two-issue sub credit to **Ken** for the first data disk submitted artwork used in PD]*

JACK McHUGH:

"I have some back articles (meaning they've been printed elsewhere) if you're interested. As for other topics, anything in particular you are looking for -- history, for example, is a rather large topic. As for current events, I am thinking of doing <an> article on the Iran-Contra affair called 'Ideology & Foreign Policy' Interested?"

I guess I should tell you a little about me. I'm 24 and single. I have a BA from Villanova University, the basketball school (1985 National Champs), in Modern Languages (Russian & German). Right now I'm getting an MA in International Relations from the University of Pennsylvania. A useless degree that I got in the mistaken belief that it would help me Diplomacy play. I'm now looking for a full time job and working on my thesis. 'Nuclear Weapons and the Third World: A Doctrine for Smaller Powers' is the tentative title."

[Jack, I really enjoyed the articles you sent me, but for now I'd like to stay away from reprints in PD. I'd love to have some original articles from you, maybe something related to your thesis such as "Nuclear Weapons and the Third World in the 21st Century", or a how-to guide on what college courses are most applicable to wargame strategies, but no basketball articles. Football articles, though... (I'm a graduate of Pennsylvania State University, you football fans out there ever heard of it?)]

MIKE SARGENT:

"As to your inquiry as to mail time from/to Alaska and <the> East Coast, God only knows. Past diplomatic missives have arrived each way in as little as three days to two weeks. I'm at a loss to understand the wide variance, particularly since I'm employed by the Postal Service as a routing analyst (!?). The service standard, on an average with weekends/holidays factored in, is four to five days with delivery..."

PS: Recently purchased <a> MacPlus with 20MB drive: as you as well as many others I've become acquainted with in the hobby also use this system, how about a column / forum on Mac use with emphasis on publishing?"

*[Sure **Mike**, go ahead and write one! Seriously, I'd love to hear about new computer programs, techniques, hardware, problems people have run into, not just with the Mac but with any sort of computer. I'm sure such a forum would find a receptive audience here... just in the Diplomacy game that starts with this issue, I know that **Eric Anderson, Mike Sargent, Mike Ours, and Garret Schenck** all have PCs of one brand or another. I know next to nothing about how these funny machines actually work, however, having had no formal schooling in computers of any sort. I just read the manuals and follow the menus (no wonder I like the Mac, I hear the real technocrats sneering).]*

NHAN YU:

"Geez! You try to get into the Hobby nice and quietly and what happens? Every other day some goof-ball sends you a flyer about his new 'great' zine. Like the other day some guy named Doorman or something like that sends me a letter about how he's starting a zine. Some people have all the nerve! Like I really have the time to read what he thinks. No better than pigeon droppings I say.

Now to get to business uhhh. What's your name again? Stephen who? Oh, as I was saying, isn't it great the way all these new Dip zines are starting everyday? Like I always say, the Hobby could use more zines and I'm always happy to receive announcements of such. In fact I always take out the time to take a look at new zines."

*[Thanks, **Nhan**, for that heartfelt support. And thanks to everyone who sent in letters, contributions, promises of contributions, and subscriptions based on faith that maybe someday they'd get something for their money. Now let's get to work on Number Two! **Scott Ruggels**, I'm waiting for those illos. You, too, **Jim Tozzi, Pete Gaughan, Jack McHugh, Dick Martin**, I'm saving you all some space...]*



TUXEDO REVIEW

THE CAT WHO WALKS THROUGH WALLS/ ROBERT A HEINLEIN
DAYWORLD/ PHILIP JOSE FARMER

Reviews by Stephen H. Dorneman

In 1985 two major SF authors both had new books published about male protagonists with the means to cross from one universe to another, usually in hot pursuit both of and by their similarly dimension-hopping enemies, but where the major conflict in both cases is the character's coping with the crossings themselves, a mental battle more important than their physical contests. And both novels, although entertaining, failed for me to realize their potential.

The Cat Who Walks Through Walls is a 'crossover' novel that links Heinlein's The Moon is A Harsh Mistress with his more recent The Number of The Beast. The novel opens on, or in, an orbiting space colony, and Heinlein's ability to bring a future culture and setting instantly into focus for the reader grabs you right from the beginning. This, you feel, is definitely what day-to-day living in an L-5 colony could be like. But once the plot starts rolling along (gunfight/escape/sex/gunfight/escape/sex/repeat), the sense of *deja vu* becomes so strong that you stop and check whether or not you've read this novel before, perhaps under another title.

Because once again, Heinlein gives you an amazingly competent hero. Yet another ex-military officer (and an author to boot!) with killer reflexes, charisma, and literary taste. And once again he meets up with, and marries, an at least as competent heroine -- also a crack shot, crackerjack pilot, and crackling good in bed. Oh, he does give the hero a token problem, an artificial leg. Which the hero has had converted into a gun and a secret storage area. What do the Champions™ rules say, 'a disadvantage that is not a disadvantage is not a disadvantage', something like that.

I'm used to Heinlein's *Übermensch* by now, though, and I could probably forgive him for that, if that was the only flaw of this novel. But it is the second half of the book, after the action scenes are over, that truly irritated me. The dimension hoppers the hero is introduced to turn out to be (spoiler warning, Key Plot Device is about to be revealed!) the Lazarus Long extended family, plus the inventors of the dimension hopping machine from The Number of the Beast, plus a number of new characters, and all that Heinlein does with these characters is have them show the reader how witty, sexy, and intelligent they all are. Everyone sounds and acts so much alike, and have so many similar and multiple names, that I quickly stopped trying to place a given statement or action with a given character. And I've recently read the related books the old characters appeared in -- if you're a newcomer to Heinlein's Universe, don't even think about keeping them straight.

And you know what? It really didn't matter that I forgot who was in bed with whom (Ghu knows, the characters sure didn't seem to care), or which character was the better lightning calculator. The final conflict in the hero's mind is resolved off-stage, the final physical conflict with the never-portrayed 'evil' dimension-hoppers ends inconclusively and again off-stage. Of course the hero is left maybe-dying in the last few pages of the book, another Heinlein trademark. Heinlein's fast-paced, evocative style still made this book a page-turner for me, but when it was all over, I felt cheated out of my \$3.95 (for the Berkley paperback). All sizzle, and no steak.

Philip José Farmer's problems are different with Dayworld. In this novel Farmer has a much tougher time getting the reader involved in the society he is portraying than does Heinlein. This is understandable, though, when you realize that the world Dayworld is not one but rather seven different societies, a different one for each day of the week. For on each day six sevenths of the world's population voluntarily exists only in a state of suspended animation ("stoning"), while the remaining seventh live their lives-for-a-day. The dimension-hopping here comes in the form of Daybreaking, the illegal living of lives in more than one day. The central character is a Daybreaker.

Farmer handles this central concept of the book well, with throw-away lines about the different paths that fashion, marriage and entertainment have taken on the different days. So well, in fact, that he is not content with seven cultures and adds an eighth, the Immers, an extended family of clandestine immortals.

The attempts of the Immers to protect their secrecy when one insane Immer escapes from a sanitarium provide the action of the book, with the hero chasing the murderous lunatic from day to day while trying to maintain his multiple identities. But the major conflict of the book parallels The Cat Who Walks Through Walls, in that the hero's toughest battle is a mental one, preserving his seven different personas -- for Caird, in a feat of mental gymnastics, does not pretend to be a different person for each different day, he is a different person each day. Only now the Immers need one persona that prevails every day to chase down the escapee.

Farmer's big problem with this novel is not Heinlein's problem, a lack of characterization with a plethora of talky characters. The problem with Dayworld is that the reader is asked to swallow just too many unlikely events for one book. For example:

The hero is walking in a park when he happens to encounter not just the madman he is searching for (understandable, as the maniac is also searching for him) but also the 'common' Daybreaker whom he is searching for in another of his identities (as a policeman). Who is simultaneously being pursued by a special police agent that interviewed the hero's normal identity earlier that same day. Whew! But that's a typical event in Dayworld. Although society is supposed to be heavily monitored, the Immer organization has lasted for hundreds of years undetected -- but the capture of one agent (the hero) apparently causes the entire house of cards to collapse. Very few members of society are supposed to be Immers -- but within moments literally truckloads of them are on hand to clean up after a messy murder. Yet they can't take one homicidal madman out of circulation, for fear of detection. And it goes on and on, the quintessential problem being that Farmer is using the Immers as a *deus ex machina* to force Caird to carry over his problems and personalities from day to day to further the psychological plot at the expense of crippling the physical plot. From an author of Farmer's reputation, and at \$16.95 for the Putnam hardcover, I expect a more complete work.

I also found the Dayworld ending crippled, although not as much so as with Heinlein's novel. The hero is left in a sanitarium himself, with hints of events to come that could provide grist for a sequel, and a final personality change that again, infuriatingly, takes place offstage. Although neither book is a complete failure, I can not in good faith recommend either. The Cat Who Walks Through Walls is the better written

of the two, Dayworld is the better novel, but both rank among the least books of these two authors. ☺

It's A Dirty Job But

Diplomacy Article by **Kathy Byrne**

The ideal game of Diplomacy contains 7 players who are addicted to writing letters to each other. They know all the right abbreviations, i.e., Nth, Naf, Swe, OTM, Dis., etc. Well, almost all the abbreviations. The one that doesn't exist in their game is NMR. Yes, it must be nice to play Diplomacy on Mars where little green men never misdirect your mail or some thoughtless human doesn't screw up the game by forgetting a due date. But this isn't Mars, the cold hard facts are -- this is Earth-style Diplomacy and NMRs are a real part of our hobby.

Yeah, I know, YOU'd never NMR. I never thought I would either, but then no one ever informed me that it takes over 10 days to get a first class letter (complete with postage) from Flushing, N.Y. to Memphis, Tenn. So never say never. Instead, think of the effect 3 letters like "NMR" can have on you, the other players, your poor GM, but most importantly that standby who will vow to pay you back, if it's the last thing he does!

A standby is masochistic by nature. Most players join a game, get their very own position and either lie their way to victory or drive their own country into the ground. A standby, on the other hand, inherits someone else's mess. When a player gets a zine they immediately turn to their game to see the results, but a standby gets the bad news right on the cover. It's true, you should see the graffiti on my zines -- "Remember that 2 center France you gave me, well see page 7 - ha, ha, ha!", or if the guy is a mental midget he'll write "Congrats you got the position." I feel like writing back "Thanks, I'll go right out and celebrate, as that's the best news I've had since the time I was kidnapped and forced to work in the coal mines of Pittsburgh for 6 months."

Of course, being a standby taking over a position does have some good points. You get mail, er, let's forget that one. If I get anymore mail my mailman will get a hernia, then I'll get a new mailman and he'll deliver my mail to the wrong house then I'll NMR and then . . . Like I said forget that.

You'll get to hear brilliant strategy "Look, jerk, you're only a standby so roll over and play dead. Give me your centers and stop writing other players. Standbys aren't supposed to actually play!" Yup, that's a typical letter, I'm doing the GM a favor and not only do I get this "nifty" position -- I get to be abused by the original players. You'd think I asked for this!

Seriously, there is always one good thing about taking over a position -- you know you'll never be called to standby in that game again! So give a couple of GMs a break and offer to standby. The rewards are non existant, but without standbys where would this hobby be today! ¶

[True to her own words, Kathy has asked to be on the standby list for Penguin Dip's own Black Tie Affairs. Standbys are always welcome, pay no game fees, receive an issue's sub credit just for submitting moves when called on to serve and 2 issues sub credit upon playing a position to completion. So sign up today, and join the Gatecrashers!]

BLACK TIE AFFAIRS

Invited are:

Mike Ours	1024 Canterbury St. #3, Roslindale, MA 02131
Thomas Plachta	2260 West Drive, Mt. Pleasant, MI 48858
Mike Sargent	P.O. Box 190286, Anchorage, AK 99519
Garret Schenck	42 Pelham Hill Road, Shutesbury, MA 01072
Fred Anderson	78 Brightwood Lane, West Hartford, CN 06110
Melinda Holley	P.O. Box 2793, Huntington, WV 25727
Eric Anderson	820 E. 21st St. #4, Oakland, CA 94606

THE EMPEROR'S BALL

WINTER 00

Austria (**Ours**): A Vie, A Bud, F Tri
England (**Plachta**): A Lpl, F Edi, F Lon
France (**Sargent**): A Par, A Mar, F Bre
Germany (**Schenck**): A Ber, A Mun, F Kie
Italy (**F. Anderson**): A Ven, A Rom, F Nap
Russia (**Holley**): A Mos, A War, F Stp(sc), F Sev
Turkey (**E. Anderson**): A Con, A Smy, F Ank

Now that we've all been introduced, Jeeves will serve drinks and get out the silverware (he likes to start with the knives). Let the party begin! Deadline for Spring 1901 Orders is **March 14**. I hope that all you players, and all the rest of you potential PD players out there, read the following House Rules, especially the parts about strict deadlines and the proper format for submitting orders. Remember, the best insurance against an NMR is to get at least one set of orders in as soon as you receive the adjudication.



Sure, I gotta
invite to da
Emperor's Ball
...What's it ta
youse?

PENGUIN DIP HOUSERULES

The Avalon Hill Gaming Company 1976 Rules of Diplomacy will be used to direct the play of Postal Diplomacy except as extended in these houserules.

1. A subscription to Penguin Dip and the payment of a gamefee are required for play. Current subscription and gamefee information are published each issue. A portion of the gamefee will be returned as subscription credit to all players completing their games.

2. Players will be placed in a game opening on a first come/first served basis except that the GM (Game Master) reserves the right to replace or exchange players in a game to make for a better geographical mix of players or otherwise to improve the game. Preference lists of countries will be consulted but are optional. Games will be organized first by preference list then by random draw.

3. Spring 1901 NMRs (No Moves Received) will force a delay of game until a complete set of moves is available for adjudication.

4. In the case of NMRs a standby player will be asked to submit moves for the following season. If the original player also submits moves for that season, he will retain control of the country; otherwise, the standby player will take control of the country. Should both the original player and the standby player fail to order the country, the season will be delayed until a standby can be found to order the country.

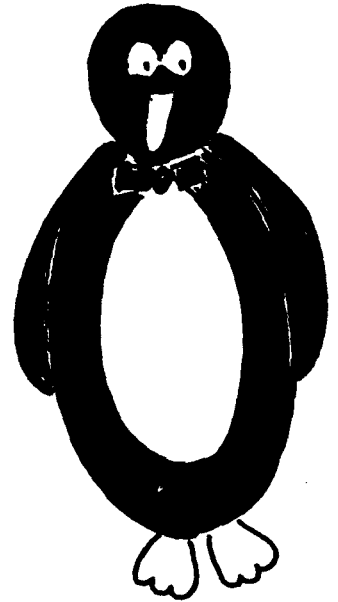
5. Except for 1901, the seasons will be grouped into two sets of moves per year. These are: combined Autumn retreats, Winter adjustments and Spring moves; and combined Summer retreats and Fall moves. In 1901 the seasons are grouped: Spring moves, Fall moves, and combined Autumn retreats and Winter adjustments. Unusual separations of seasons will be granted on the request of 2 or more players, or in exceptional instances at the GMs judgement.

6. Moves conditional upon retreats and/or adjustments made in previous seasons will be accepted and are encouraged.

7. Deception of the GM and impersonation of the GM is strictly forbidden if game related, and is punishable by any means possible including termination of games and subscription without refund of any monies.

8. To be valid, each player must submit his own orders. Orders must be legible, with only one game's orders per sheet of paper. Orders should also include the date, game name or Boardman Number, country, season and game year, and the player's signature. Names and abbreviations of provinces and bodies of water are left to the player's discretion but should always be non-ambiguous to the GM. It is suggested that players take the time to spell out the names in full, and write each unit's orders on a separate line.

9. Orders may be mailed in only. No phone orders will be accepted, and deadlines will be adhered to strictly, so it is suggested that a set of orders be sent in immediately upon receiving a result.

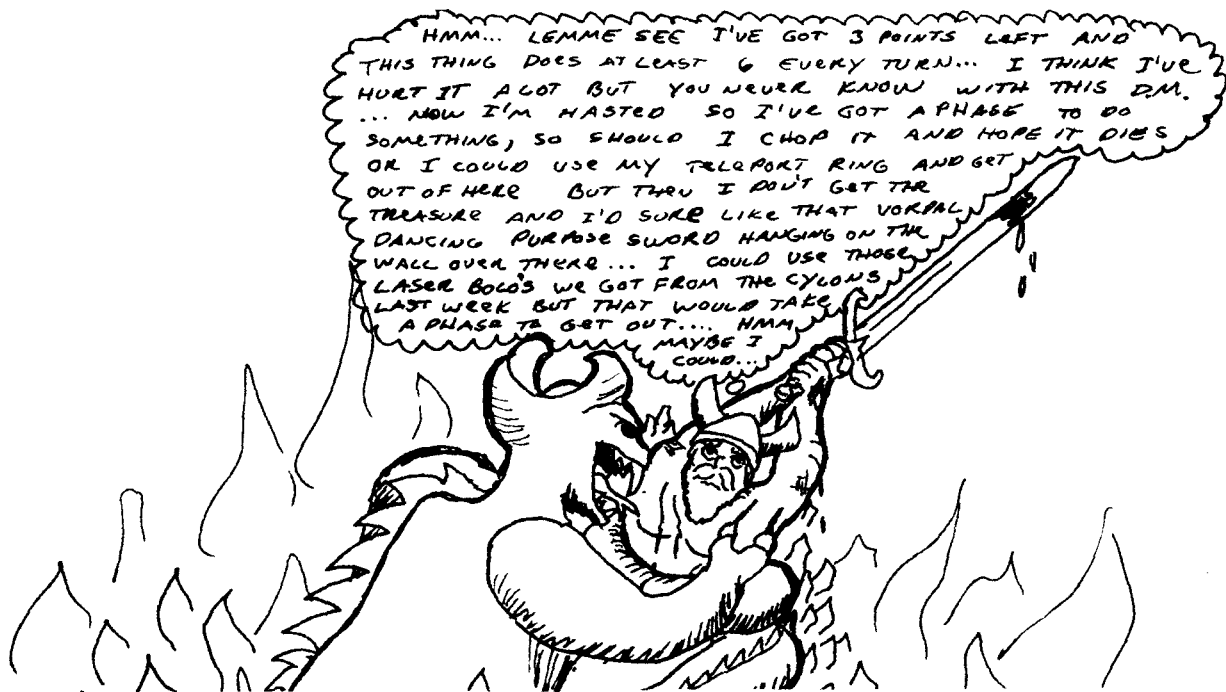


10. The most recently dated set of orders will be considered valid for a given season. In the case of multiple orders with the same date, the GM will use only those orders common to both sets.

11. Press releases are strongly encouraged, however all press must be identified clearly and correctly as to the player and/or country of its origin. The GM reserves the right to edit press, and to hold over press when seasons have been separated on request.

12. Adjudication errors may occur. If such is discovered, the GM will notify the players by mail, and may change the deadline. If the error goes unreported until after the following deadline, the error will stand. Players should feel free to bring any complaints to the GM's attention as soon as possible. If the player and GM cannot agree on a ruling, they are encouraged to seek the opinion of a knowledgeable and unbiased third party.

13. Concessions to a single player or to a multi-player draw must be voted unanimously by all remaining players in a game. NVR (No Vote Received) will be a 'NO' vote unless it is part of an NMR. Only the proposal received and the results of the voting, not the origins of such, will be revealed.



GAME OPENINGS! I will be starting only two more regular Diplomacy games for now, still at the low, low game fee of \$3 a position (sorry, only one to a customer), so get those preference lists in soon! Also, let me know if you want to be on PENGUIN DIP's own Standby List, also know as:

GATECRASHERS (Jack McHugh, Kathy Byrne) Many of the current players also volunteered for stand-by duty, and some sent in fees for multiple game starts, but I'd like to keep the Black Tie Affair games separate from each other and involve as many different players as possible, but thank you all very much for your enthusiasm and support.

Stephen H. Dorneman
95 Federal Street #2
Lynn, MA 01905-2230



FIRST CLASS

LARRY PEERY
P.O. Box 8416
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92102

Sub Ends #: **SAMPLE**

THE BACK PAGE

According to the February issue of DISCOVER magazine, in 1989, to celebrate the 100th anniversary of the Eiffel Tower, France will launch a satellite into orbit on an Ariane rocket. Not a telecommunications satellite, not a weather satellite, not even a military spy satellite. No, this satellite will be the first orbital vehicle designed solely to exploit the artistic resources of outer space. Once in orbit, the satellite will explode to release an inflatable tube strung with 100 Mylar balloons (like the ones obnoxious children buy at Fanueil Hall Marketplace to bother you with on the subway -- only these balloons will be almost 20 feet in diameter). This tube will expand to form a "ring of light" with a 15 mile circumference that, reflecting the sun's rays back to earth, will form a glowing circle or oval about the size of the full moon.

I don't know about you, but to me this is graffiti on a scale greater than spray painting "Eat Me" in 30 foot high letters across Mount Rushmore. I happen to like the night sky the way it is now. And think of the poor !Kung bushman who doesn't know that it happens to be the Eiffel tower's centennial year -- I wouldn't be suprised to learn of thousands of heart attacks, religious revivals, and certainly a surge in UFO reports, the first night this *objet d'art* is visible. DISCOVER quotes one of the ring's designers as responding to critics "I can tell you it's much more reassuring than SDI." Yeah. But so is spray painting penguins, and I don't advocate that either, much less want to see it whenever I go out at night. 