

*Penguin
Dip*

Welcome to PENGUIN DIP #12. PD is an SF fanzine, an artzine, a general gaming and role playing game fanzine, and a Dipzine. Edited, published and copyrighted (except where noted) by Stephen H. Dorneman, 95 Federal St. #2, Lynn, MA 01905, available as a 10 issue (1 year) subscription for \$10.00, \$14.00 outside of the United States, and is also available for contributions of articles and/or artwork, for the Usual stuff, and at the editors whim.

FROM THE FLOE: A TOUCH OF SPRING

...and your crabby old editor becomes an enthusiastic fan again, just like that. Too bad I can't say the same for all the Diplomacy players in this zine. (Or other faneds, either. Goodbye, POLITESSE and MAGUS. I'll miss you.) Another slew of NMRs and resignations, not quite as bad as last issue's, but still bad enough to practically deplete my standby list (hint, hint). And since you're not going to be seeing another Dip gamestart here for a long time, the standby list is just about the only game in town. Only Dip game, that is. The strategic-level fantasy role-playing game starts this issue, details on page 10.



But there's more to games in this zine, and next issue I'd like to have more than a couple of book reviews, what with the Nebula and Hugo award nominations starting to fly hot and heavy. I've already got **Stven Carlberg's** WATCHMAN graphic novel review in hand, **Eric Anderson** has been making noises about reviewing some of the excellent science fact books on the market, and I'll have something in the zine, but I want more! In particular, I'd like reviews of any and all of the following, all likely award finalists: SOLDIER OF THE MIST by Gene Wolfe, THE FALLING WOMAN by Pat Murphy, THE SHORE OF WOMEN by Pamela Sargent, THE UPLIFT WAR by David Brin, LINCOLN'S DREAMS by Connie Willis, WHEN GRAVITY FALLS by George Alec Effinger, RADIO FREE ALBEMUTH by Philip K. Dick, and VACUUM FLOWERS by Michael Swanwick. (Thanks to **Andy Porter's** SF CHRONICLE for this list of Nebula recommended books.)

Of course, articles other than book reviews are always appreciated (Any con goes out there? I love a good con report!), and PD can always use more artwork. I just like to have a 'theme issue' every so often, and after all, the 88th American Booksellers Association Convention is coming up in May. And then, it's not too early to be thinking about articles for a special Presidential Politics issue...

And Now For Something Completely Different. Penny and I sent away to NBC for tickets to a filming of Late Night With David Letterman a few weeks ago, planning to make a little mini-vacation trip to New York for whenever the tickets were for, and the other day we received NBC's reply.

Addressed to "Perry" Dorneman, the NBC form letter noted that, because tickets to Saturday Night Live (?) were so popular, they were only sending us confirmation of tickets for an SNL rehearsal. And then whoever sent the form letter forgot to fill in the date that the tickets they were holding for use were for! Talk about your Viewer Mail...

ARTICLES this issue are by **Michael Hopcroft** and **John Schlosser**. The Cover is computer output generated by Dick Martin, and unattributed, although it looks to me like **Kevin Siembieda's** work. Other **ARTWORK** is by **Sheryl Birkhead** (2,14), **Phil Tortorici** (6,11), **Steven Fox** (9), **Kathy Luzzi** (10,17), and **Jim Tozzi** (12). Each of them receives two or more issues of PD in for their creations.

Font of the Month Club this month brings you: **Baden and Boston II-NY**.

This sentence is written in 12 point Baden

This sentence is written in 12 point Boston II-NY.

LETTERS

MICHAEL HOPCROFT: "I was reading in one of the more mainstream publications on Christianity an attack on the Smurfs. No, this isn't from the Assemblies of God or anything like that. In fact, the publication is linked to the Methodists! But the writer was displeased with the Smurfs; he can't stop his children from watching the series, but he doesn't care for what it is saying, especially about the use of magic. As I'm sure you've noticed [*How did you know I used to watch the Smurfs religiously?!?*], the Smurfs use magic all the time. And the writer finds something wrong with that; to him, there is something fundamentally evil in the process of magic.

Perhaps his more fundamental complaint, though, is that the conflict between good and evil has somehow mutated into a less provoking conflict between "nice" and "nasty". Think about this for a moment; isn't Mephistopheles the nicest man you're ever likely to meet? Why, he'll bend over backwards to please you. Just don't think about what he's trying to get YOU to do . . ."

HARRY ANDRUSCHAK: "Rober Hauser asks if I would buy his concept of a God who permits suffering under Free Will. As an atheist, I don't. I agree with Mark Twain . . .if God exists, he must be a malign thug."

JEFF HOFFMAN: "Concerning the Presidential race I have two observations. The first is that a guy who likes sailing the Caribbean with a beautiful woman probably likes the good life too much to get involved with a nuclear war. And secondly, I refuse to vote for anyone who refers to himself in the third person. Listening to a debate recently Bob Dole said something like 'And if you think Bob Dole is going to support that, you're wrong.' Talking this way is pretentious. If you're talking about yourself, do it in the first person!"

HARRY ANDRUSCHAK: "Well, well, you don't drive, and I don't have a TV set. I don't have a home computer system, either. This makes me a technical illiterate by some fannish standards."

MICHAEL HOPCROFT: "I don't drive either, mainly because I've never been in a position where I could afford to. Insurance rates on an inexperienced driver are murder in Oregon."

JEFF HOFFMAN: "I know that there is a listing of all Diplomacy zines in the Zine Register. Is there a similar listing for SF zines? If so, how do I go about getting a copy? I have a sister-in-law in the Folklore Department at the University of Pennsylvania. She is writing her doctoral thesis on STAR TREK fan fiction, specifically how women approach this fiction. Through her I am aware of some of the STAR TREK zines but know nothing about other, more general, SF zines. Can you give me some direction?"

JOHN SCHLOSSER: "In the Letters column, I saw a lot of talk about Star Trek: The Next Generation. I'm particularly interested in your discussion of children on the Enterprise. As I see it, the reason that people have trouble rationalizing children on the Enterprise is because they insist upon viewing the Enterprise as a futuristic battleship. This is natural but not necessarily an accurate comparison. I think that the environment of the Starship Enterprise can be better understood by comparing it to a US overseas base. US bases are often in dangerous parts of the world and contain a variety of personnel that you wouldn't see on a battleship. In addition to military personnel, bases often house spouses and children. Also, you can find other adult personnel on bases that you wouldn't find on a battleship such as teachers, botanists, and linguists. Taking this comparison further, the holodeck could represent a movie theater which one might find on a base but never on a battleship. The separation of the bridge from the rest of the ship to encounter an enemy would be like the soldiers leaving the base to respond to a threat. This does not mean that the entire ship could not be threatened any more than an entire base. Overall, I think it's easier to understand and accept the new Enterprise if you think of it as a mobile outer space military base rather than a futuristic battleship."

MICHAEL HOPCROFT: "I don't remember the 'official' explanation of children aboard the Enterprise, but I think it had something to do with the length of the ship's mission and the difficulty of maintaining a family scattered all over the universe. The Federation is BIG geographically. So far the missions have emphasized contact and exploration over combat, but that may be changing. . . . Certainly the ship does not have the 'fighting trim' of the original Enterprise, but television has changed too in the last twenty years. It's harder to see war as a good, fun thing on which to base a series, which is probably for the better. I could do without 'Rat Patrol In Space, Part 27', thank you very much."

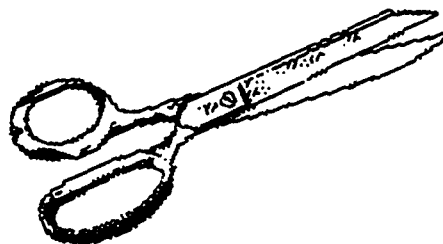
JEFF HOFFMAN: "I have been watching the new STAR TREK series and while I like it and make an effort to watch it each week, I am not overly enthusiastic about it. I feel that most of the characters are still one dimensional. Even when they have been given some interesting situations, they remain undeveloped. For instance, the doctor is presented as a woman sometimes attracted to the Captain, sometimes a no-nonsense doctor, and sometimes a harried mother. It's well and good to be all of these things, but she is always just one at a time. I don't have the feeling she is ever more than one thing at a time. She remains undeveloped.

On the other hand, our understanding of the original STAR TREK characters is biased by our knowledge of the entire set of episodes. I can think about a character (Sulu, for instance) and think of several episodes in which he is, for all practical purposes, completely unimportant. But over all the episodes, he is a very interesting character. Perhaps with more episodes, and the ability to contrast and compare them, my opinion will change.

My five-year old daughter loves the character Data. During the show where Data's physically identical, but morally opposite, 'brother' is found she was very scared that something bad was going to happen to the 'good' Data. I just find it interesting that she has fixed on this character as her favorite."

VINCENT LUTTERBIE: "I've got to say something to you people who NMR'd [*No Moves Received, in the Diplomacy games*] - you people do nothing for the hobby. I can understand resigning from the game due to sickness or any other reason, as one person's reason could be much more important and vital to him than to another. The NMR though, is another matter. I assume (perhaps incorrectly) that all who enter games such as these are intelligent enough to realize that they could lose. So what! Just stay in there and do the best you can for by not playing up to your potential, you may just ruin the game for the others.

I for one will tend to hold an NMR against someone in future games. I'll think of that person as panicky and unable to stand up under fire. Really, if you can't face up to an 'enemy' by mail, how do you ever get out of minor real life situations? I don't mean to sound 'preachy' as I don't hold a victory by another against him, or even a stab, just laziness and cowardice. I'd really appreciate hearing from some of you who have NMR'd and then maybe all of us who have suffered through the delays and ruined games will understand your thoughtlessness."



WAHF: Sheryl Birkhead, Ed Brandon IV, Pete Gaughan, Craig Ledbetter, John Schlosser, Don Williams, and Jay Williams.

"HOW Fully Functional?" "FULLY functional . . ."

Observations by **Michael Hopcroft**

As if I didn't have enough serious things to talk about, my correspondence has taken a strange turn (although not by my standards), and has reached an interesting question about androids. It was STAR TREK: THE NEXT GENERATION that brought this about, in a roundabout way. When I put an ad in one of the Whoish publications I write for asking for comment on the new series, one of the questions I asked is "What does it mean to be a fully functional android?" I've gotten a few answers, most of which center around the near-infinite recreational possibilities of such a device in the wrong hands. But is "device" even an appropriate term? I've been thinking about that, too. Which is probably more than one should be doing about "light entertainment", but if I can write essays on Gallifreyan politics, I should be science fiction reader enough to tackle androids.

Of course, Data is remarkably human in his essential qualities, besides anatomy. For example, he eats and drinks. And since he can be affected by things that enter his systems through digestion (drugged champagne in a recent episode, for example), it is apparent that somehow he manages to metabolize food. It's more convenient than plugging into power grids every few hours for a recharge, certainly. Especially in colonies with a limited power supply. More importantly, his thought processes are entirely self-directed. He doesn't use a programmer to tell him what to do; he has essentially free will, and "the James T. Kirk school of computer repair" (disabling a mechanism by giving it contradictory programming) would not work on him.

"Android" and "robot" are almost generic terms in science fiction; a lot of people use them interchangeably. This included the people who wrote for the original STAR TREK 20 years ago. But they are different things. An android is defined in the dictionary as "a synthetic man created from biological materials". A robot is "a man-like mechanical device capable of performing human tasks". What does the difference boil down to? A relatively simple distinction. An android is alive. A robot isn't.

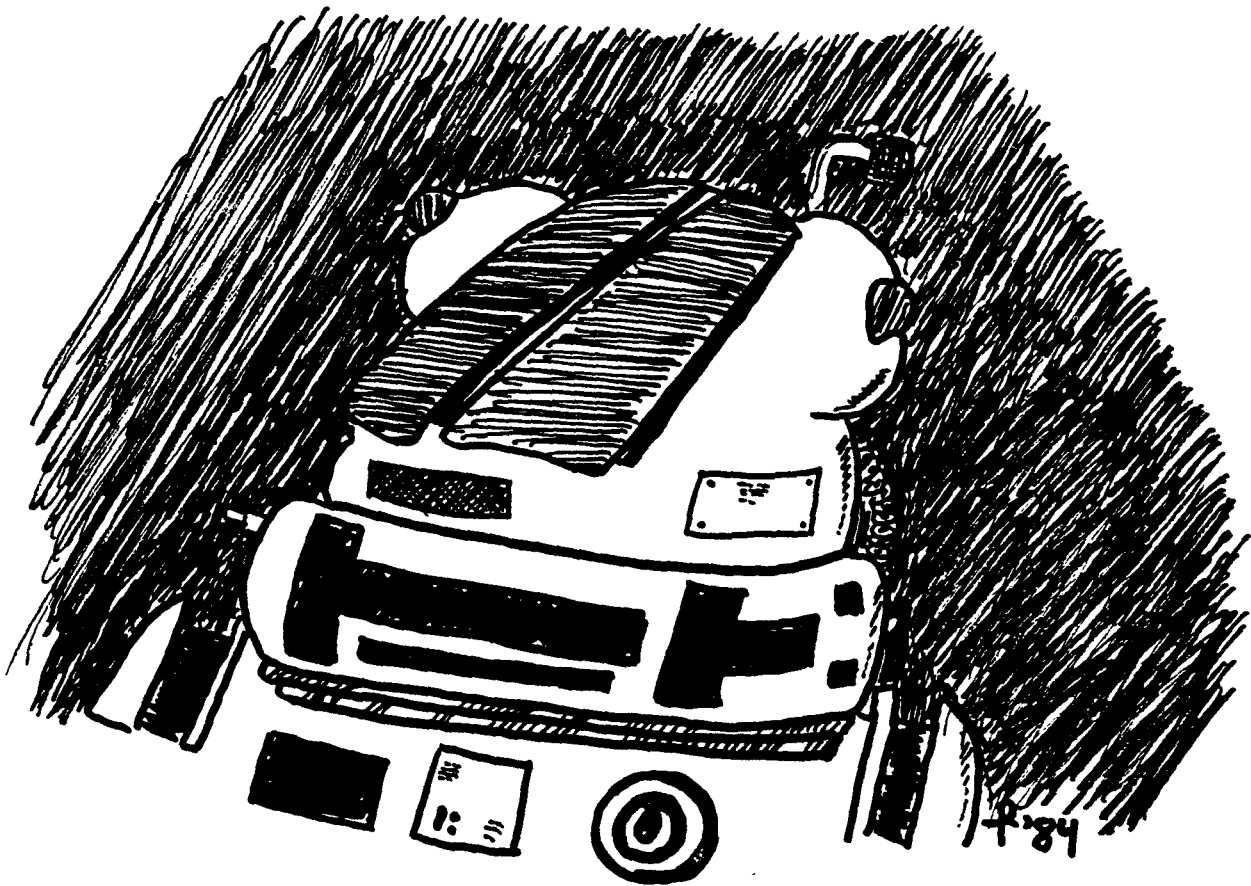
But then you wonder what "alive" means. We know what it means to say "I am alive" (as opposed to "He is Dead"), but what is the fundamental quality of a living organism? Is it the use of biological qualities? Or is it something more basic? I use the following definition of life in my own work; that a thing is "alive" if it sustains itself and takes actions for itself without immediate programming. A living thing does something because it can, not because somebody put in a certain equation to program it. A tree is alive; it grows without direction. Animals are alive for the same reason, and Man is quite obviously alive. "Computer" cannot direct itself without programming (at least not "computer" as we understand it.)

This is true in science fiction, too. The "androids" in the STAR TREK episode "I, Mudd" work like robots; they do not think or act for themselves. Asimov's robots are functionally androids. So is Frankenstein's monster (who comes close to the dictionary definition of android).

What does it mean when we base the criteria for life on function rather than process? For one thing, it makes artificial life a definite possibility. Even if man cannot totally construct a being from the DNA on up, it is a sure bet that sometime in our lifetimes (barring some calamity, of course) somebody will manage to work out "artificial intelligence" in mechanical processes. Once the "thing" we build starts thinking and acting for itself, it becomes functionally alive. How are we going to deal with that? The conventional wisdom is that such things will be a form of property, much like the other things we recognize as mechanical. I'm not sure that it's right to do so. After all, man has enslaved other "lesser" men in the past. We enslave living beings we recognize as "animals" and less than human. Why is artificial life going to be any different? Hopefully we know better by now, but it is natural to assume that people will believe that anything we "create" is inferior to us.

But necessarily? Science fiction writers, including the writers who created the STAR TREK series, are beginning to recognize other possibilities. Data is an "android", and his function is somewhat mechanical. But he is still treated essentially as a living being. Nobody gets to switch him off just because they need the power elsewhere. (Not even the Captain of the Enterprise knows how to switch off Data.) He is treated in most respects as an equal to the rest of the crew, even though he is a created being; he is still a being. In his fundamental nature, he is just like anybody else on the crew. The only difference is that somebody built him directly.

Gene Roddenberry has said that one of the basic appeals of the STAR TREK universe is that it is essentially optimistic. Man learns from his errors, and grows from learning. We can choose the paths of destruction and despair, but there are still other options open to us. Fantasy and science fiction have given us glimpses into man's worse and better elements. Whether we have learned from that will possibly be measured by how we treat beings like Data.



A NOT ENTIRELY BENIGN PROCEDURE/PERRI KLASS

Book Review by Stephen H. Dorneman

This isn't a work of fiction, and it's only peripherally related to science, but it's still a book that I unhesitatingly recommend to any PD reader, particularly any reader in, or with a friend or relative in, the medical profession. Because A NOT ENTIRELY BENIGN PROCEDURE is subtitled "Four Years As A Medical Student", and is a series of essays (many of them having previously appeared in Discover and other magazines) about the education that doctors receive, and what they really learn from that training.

Klass is able to combine an insider's knowledge with an outsider's viewpoint to thoroughly illuminate the interior workings of that mysterious process by which lowly medical students become lordly physicians. She originally wrote the essays at various stages in her medical career, and in this collection has arranged them in chronological order without any updating - this results in the reader learning along with Klass the jargon, attitudes, and ethics absorbed in the process of acquiring a medical degree. You laugh (many times) both at and with the author, and sometimes you want to cry with her, too.

Although the book is short (245 pages, from Putnam), and so far available only in hardcover (at a hefty \$18.95), I searched it out and gladly bought it after learning of its existence, Penny and I both being fans of Perri Klass's Vital Signs column in DISCOVER. We weren't disappointed.

In A NOT ENTIRELY BENIGN PROCEDURE, Klass covers the AIDS controversy (particularly the idea that doctors use the masks and gloves of their profession to create distance between themselves and the AIDS patient), the very different medical environment of a clinic in India, and the anxiety that a new mother, regardless of her education, feels when her child is sick. But some of the best writing in these essays is in a lighter vein (as it were), in tales of Baby Poop (why the male doctors wouldn't let her change an infant's diaper), operating room attitudes ("How many surgeons does it take to change a light bulb?" "Why don't you just have us remove the socket? You aren't using it, and it'll only cause you trouble in the future."), and the difference between "strong" work and "weak" (in which she recalls singing "Macho macho doc, I wanna be a macho doc...").

If you're a student thinking about a career in medicine, you should definitely read this book. But even if your only contact with doctors is that once-a-year checkup, or a panicked trip to the local emergency room, you'll enjoy this book. You'll learn that studying pediatrics while having a baby has both advantages and disadvantages. And the next time you're in a hospital you might worry about getting a "007" doctor (one who's "licensed to kill", of course), or having a medical student start your IV or take your spinal tap (well, there's got to be a first time for everything), or even about being called a Gomer (a very debilitated, no longer mentally intact patient; stands for Get Out of My Emergency Room), but I can guarantee that you won't worry about having wasted time reading this book.

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SPACE TO PLAY IN

Designer Notes by **John Schlosser**

Stephen has asked me to write an article explaining why I decided to write my own Science Fiction Role Playing Game (SFRPG). So here goes. I think the major reason I ended up writing my own was the fact that my players and I couldn't find one that we liked. We tried quite a few, but they didn't match our style of play. So we decided to write our own. Actually I, as Game Master (GM), ended up doing all the writing, but the others contributed with their ideas and opinions. We've been play testing it for a year, and it's a tremendous success (I can't get them to play anything else). I'm still making modifications and improvements based on the play testing and player suggestions.

Rather than explaining what we didn't like about the present offerings, let me start by explaining what we were looking for. The players in my group were mostly familiar with TSR's Advanced Dungeons and Dragons (AD&D) and GDW's Traveller. Others had played many other RPGs, but some had not. So we needed a game that wasn't so complicated to learn or play that our less experienced gamers would lose interest. We also didn't want it to be so basic as to bore the expert gamers.

The players wanted a skill-based system like Traveller but with AD&D-like stats and the ability to improve their skills over time. They also wanted the ability to uniquely define their characters without random die rolls. As Game Master, I wanted a system that fit well with my GMing style. I like games that have a relatively simple combat system as I tend to emphasize role playing over hack and slash. I also like games that allow me to simulate a "realistic future" with real life characters and that encourages players to develop their characters beyond their combat, thieving, or other abilities.

In the event that some of you are wondering why we nixed some of your favorite RPGs, I will give the reasons for our rejection of three of the top contenders. Game Designer Workshop's Traveller, my personal favorite, was rejected because the players didn't feel that there was much opportunity for character advancement. Once a character is created it tends to become static to a great degree. Yes, new skills could be learned and old ones improved but not at a pace acceptable to my players. They also felt that there wasn't enough leeway in creating characters (they wanted to play thieves or even hybrid characters). I wanted a game with a greater diversity of skills and agreed with my players that more flexibility in character creation was needed.

Twilight 2000 was rejected because it was considered a post-holocaust Traveller. I happily agreed to nix this one. I didn't want to GM a futuristic non-space-based game. There is only so many "Mad Max" - "A Boy and His Dog" scenarios that I could write before beginning to get really sick of it. It also had nothing that made it better in design than Traveller, so it was unanimously rejected.

We played Lords of Creation for six months before it was finally rejected. It had a lot of what the players were looking for, but it was a bitch to GM. For some GMs, it probably works but not for me. This was the only game which I was personally responsible for nixing. To me the game's premise (based on Zelazny's Amber Series) was contrived and hokey. I had a terrible time having the players skipping through time and space, mixing magic with science. I'm sorry, but I'm a purist. One or the other, but not BOTH.

Well, now that I've given you an idea of what we wanted and some of the reasons why we couldn't find one that we liked, here's what I did. I started out by deciding to base my game as much as possible on Traveller, since I considered it the best SFRPG on the market, and mix in a little AD&D which was the most popular RPG in our group. The following is what I came up with.

Characters have six stats: Physical, Mental, Manual Dexterity, Agility, Charisma, and Luck (the last may yet bite the dust). These stats are not randomly rolled but are chosen by the players following predefined rules. In addition, there is a skill list for every stat except Luck. The players can select skills from these lists based upon the appropriate stat (for example, a 16 Physical allows the player to pick 5 points from the Physical skill list, but with only a 6 Physical he can only pick 2 points worth of Physical skills). The player can use one or all his points on any of the skills in the appropriate list up to his maximum. Skills range from 0 to 10. (With 2 Charisma points a player could choose to give his character Acting 2 or Oratory 1 and Interrogation 1.) There are no character classes, players can mix and match skills to their heart's content.



A character's success in performing an action is determined by his skill level in that area and by the difficulty of the action (from 1 to 3). Characters can even try to perform a task by using related skills or no skill (skill level 0), although at increased penalties.

In many cases, more than one skill can be used to perform a specific task. As a result, you don't have to be a thieving character using his Lock Picking skill to open a computerized locked door. You could also be a scientist using his Electronics or Computer skill to perform the same task.

Skills can be improved over time although the higher your skill level the more difficult it is to raise it. Stats can also be improved but this takes even more time. New skills can be learned in a variety of ways including training yourself (multiple successful attempts using the skill at level 0) or by having a character who already possesses the skill train you.

For a campaign environment, I created an area of space where the human empire meets the Kzinti (lion men) empire. The area is also adjacent to the republic of planets populated by shapeshifting aliens who are trying to gain control of this important area of space by playing the Kzinti off against the humans. The players started out on a barren planet inside a destroyed spaceship. They woke up to discover they are the only survivors. They also, alas, have amnesia. What they do from here depends entirely on the players.



From Anshar To Zoser

The saga continues. (What? Continues?!? I thought this was the new gamestart, for PD's own strategic level fantasy role playing game, a very variant form of Advanced Dungeons & Dragons™.) I SAID, the saga CONTINUES. Because the player-character rulers in From Anshar To Zoser are not entering a vacuum, but rather joining from afar an on-going face-to-face FRP campaign, one that recently celebrated its 100th adventure and that has already logged over two years of playing time, both game time and in the real world. Welcome to the world of Cynopolis and Mordabad, Frederick Star-reaver and Lady Selket, Nemed's Staff and the Valacirca. And especially, welcome the new players:

Aelric Hoarfrost the First, King of Ironforge

-Ed Brandon IV, 1235 Cumberland Road, Aurora, IL 60504

Ahntek-Mohn, Knight of the Sun, Lord of Zoser

-Bob Gossage, Jr., 9201 S. Central Park, Evergreen Park, IL 60642-1405

Jarvn Kincrusher, Hillgiant Jarl of the Giantlands

-Eric Anderson, 820 E. 21st Street #4, Oakland, CA 94606

Rakhmire, Paladin of RA, Lord of Aptor

-Peter Standley, 63 Medford Street, Medford, MA 02155

Syvaasa, Immortal Queen of the Slow Killer Hobgoblins

-John Schlosser, 107 Cottage Street Apt. 4B, New Haven, CT 06511

Valdimarr, High Priest of Thor in Thorsglen

-Cathy Ozog, PO Box 5225, Munds Park, AZ 86017



Perceptive players and others will notice that the list of rulers has expanded beyond the original four choices listed last issue. Response to this gamestart was so positive that I decided to expand the number of players immediately, rather than wait and see how it goes, thereby starting all the players off with the same information (or lack thereof) about what is going on. Oh, and one of the PBM rulers - Rakhmire - is also a player character in the FTF Zoser campaign. This gives Pete Standley some definite advantages in the information-gathering department (and smart players will write to him to learn more about What Has Gone On Before), but his actual fief comes with quite a few balancing disadvantages. However, if the other players prefer, I won't be giving a score for Rakhmire's performance as a ruler - let me know what you think about this. Which brings us to -

SCORING. In separate mailings, each ruler has listed certain Goals, General Objectives, and Enemies. Completing Goals, making significant progress towards General Objectives, and defeating Enemies gets you a certain number of points each turn. Failure in such attempts, as well as activities of others, can cause you to lose points. Everyone starts with 100 points. I'll admit, it's pretty arbitrary, but it does give you a sense of how you're doing. In separate reports, each player will see their exact point total, but in each general game report in PD what you'll see is the ranking of players, from first to last, but don't worry too much about your "place" (In fact, if most players prefer, I won't publish any rankings at all.). We're here to have fun role-playing rulers, not worrying about winning and losing. Another way to keep score is to watch how your Monthly Income, Treasury, and Defenses ratings change. The system is loosely adapted from the one used in Reality Simulations' HYBORIAN WAR game. It runs from NONE, MINIMAL, POOR, ADEQUATE, GOOD, EXCELLENT to SUPERIOR, and it's tougher to go from NONE to MINIMAL than it is to go from MINIMAL to POOR than from EXCELLENT to SUPERIOR.

WEIRDNESS. Most of you are starting out with a very limited weltanschauung (world view). This is deliberate. Aside from saving me the postage for sending you a couple of pounds of background material, I think that in a good FRP campaign at least half the fun is finding out what's going on in the world when the player-characters aren't watching. So start investigating things, I guarantee you there's a lot out there.

And let me warn you, some of the surprises will come when you find out things aren't quite the same as in other AD&D worlds you might have played in - even to such things as, don't assume that all Solars and Planatars (from Monster Manual II) are good guys. Or that all Demons are bad. Some things your character should know, though, that are part of my home-grown system. Things like:

There are no alignments. This means no alignment languages, alignment-detecting spells, etc. People can do something nice one day, and be mean as hell the next. Just like in real life. There are societal and divine restrictions on behavior - but not arbitrary game-rule restrictions.

People have Masteries. This is a set of skills in addition to character-class related skills, something like the non-weapon proficiencies and Weapon Specialties introduced in Unearthed Arcana. Think of them as things you, and your agents, are extra-good at or extra-knowledgeable about, or (for magic-users and clerics) Rituals of powerful magic that can do things the standard, combat-oriented spells can't. And even a lot of those standard spells are different, or missing, and there are a lot of new ones added, or abilities added to replace those spell functions. (You don't cast Speak With Animals, you learn the various Animal Tongues, for example.) When in doubt whether something or other can be done, ask your mages.



ADVICE. Lots of things can be done. Just remember that someone has to do it. Don't just say "organize a gang of bandits to plague the Agnarr Road", say "Send Agent Nippr with Treasury funds as my advisor sees fit to recruit a gang of bandits to plague the Agnarr Road." And the more specific way they're told to do something, the better. Don't say "find out what the Mayor of Gilden's up to" when you'd be better off ordering them to go to Gilden and "find out what the Mayor of Gilden has spend funds on recently". Ask your advisor's questions, but remember that they're not infallible. Questions to the advisors that are likely to be well answered are things most people in the society would know ("How do we like orcs - as friends, as slaves, or as dinner?"), or things specific to their duty such as "How is building a bridge over the Nefta river through the Black Swamp Road going to affect our Treasury?". And remember that you are indeed the ruler of your community (as long as your Popularity Rating remains high!), and that you can do such things as Move Troops, Pardon Prisoners, Declare War, Enact New Laws and Taxes, etc. with but a decree.

Trade information with other players, and with NPCs. Have your agents recruit more agents (but watch out for double agents!), or take direct command of troop units. Advertise for the experts you need. Guard yourself. Reorganize your forces. Propose new goals, objectives, etc. to me in response to game events. In short, roleplay a ruler, and have fun. That's what this game is all about.



BLACK TIE AFFAIRS: THE GAME OF DIPLOMACY

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Kirk Carroll 2800 July Street *46, Baton Rouge, LA 70808
Vincent Lutterbie 21 Paulina Drive, Hannibal, MO 63401
Nhan Vu 626 Heather Avenue, Placentia, CA 92670
Larry Botimer 13833 NE 11th St. *3, Bellevue, WA 98005
Mark Weseman 129 E. Welcome Apt. 1, Mankato, MN 56001
Jon Fleischman 3318 S. Bentley Ave., Los Angeles, CA 90034-5210
Stven Carlberg 316 Cedar Crest Court, Lafayette, LA 70501
L. Watt-Evans 5 Solitaire Court, Gaithersburg, MD 20878



Please note that as per the House Rules no phone orders will be accepted, and with the postal service being what it is, mailing in orders both early and often couldn't hurt - let's cool it with the NMRs!. On another rules point, a player asks whether there is a limit on the number of armies versus navies that can be built by a country - nope, any mix you want is acceptable, no counter limits here.

ROCKHOPPER'S SOCKHOP WINTER 03 1987AU

(Seasons separated on 2+ requests)

Austria (Gonsalves): Has A Tri, A Ser, A Bud, A Vie, F Gre

England (Hall): BUILD F LPL, F LON. Has A Lvn, A Mos, F Nwy, F Hol, F Swe, F Nth, F Lpl, F Lon

France (Quirk): BUILD F MAR. Has A Naf, A Bur, A Mun, F MAO, F Eng, F Lyo, F Mar

Germany (Ditter): (A Mun retreats Ber) REMOVE A DEN, F BAL. Has A Ber, A Sil, A Kie, A Boh

Italy (Ozog): Has A Ven, A Tyr, F Alb, F Tys

Turkey (Nickel): (A Mos retreats Ukr) BUILD A CON. Has A Ukr, A Bul, A Sev, A Con, F Rum, F Aeg

Underlined moves do not succeed. So I guess "Has" is an illegal move.

Note that **Michael Gonsalves**, 1401 Haven Road #T-6, Hagerstown, MD 21740-3071 is being called upon as the new **Austria**. (And this one's a keeper, Mike!) Neither the original player nor the standby submitted any moves, but due to the separation none were needed and so the game wasn't delayed.

SHOUTED OUT THE WINDOW (Press)

A pregnant pause in the conversation . . . How about some press releases?

THE MAGELLAN COTILLION FALL 04 1987AV

Austria (Smith): A Mun SUPPORT ENG F Kie-Ber(No Such Order), A Rum SUPPORT RUS A Ukr-Sev, A Tri-Vie, A Bul SUPPORT F Aeg-Con, A Tyl-Vie, A Ser-Bud, F Aeg-Con

England (Rush?): **NMR!** A Bel Hold, F Den Hold, F Kie Hold, F Nth Hold, F Wal Hold, F Eng Hold

France (Oaklyn): (A Bur retreat Par, F Bel retreat Eng(No Such Unit)) A Spa-Gas, A Pic HOLD, A Par-Bre, F WMe-MAO, F Lyo-Spa(sc), F Eng-Iri (No Such Unit), A Ruh-Hol (No Such Unit)

Germany (Hauser): A Bur-Mar

Italy (E.Anderson): (A Tyl retreat Pie) A Vie SUPPORT A Pie (No Such Unit), A Pie SUPPORT A Vie(Impossible), A Ven Hold, F Tun-Ion, F Tys-Nap

Russia (Bowen): A Ukr-Sev, A War-Pru, A Gal-Sil, A Mos SUPPORT A Ukr-Sev, F Nwy-Swe, F Ber-Kie

Turkey (Caruso): A Sev-Rum(dislodged; retreat ARM or Off), A Arm-Smy, F Ion-Gre, F Con-Bul(sc)(dislodged; retreat BLA, ANK, SMY, or Off)

Underlined moves do not succeed. And there's enough of those **without** ordering units that don't exist . . .

AUSTRIA (VIE, BUD, TRI, SER, RUM, BUL, MUN, CON) **8** BUILD 1

ENGLAND (LPL, EDI, LON, DEN, KIE, BEL) **6** EVEN

FRANCE (PAR, BRE, SPA, POR) **4** REMOVE 1

GERMANY (HOL, MAR) **2** NO ROOM TO BUILD, WILL PLAY 1 SHORT.

ITALY (VEN, ROM, NAP, TUN) **4** EVEN

RUSSIA (WAR, MOS, STP, SEV, SWE, Nwy, BER) **7** BUILD 1

TURKEY (SMY, ANK, GRE) **3** REMOVE 1

Thanks, and an issue of sub credit, to **Mark Weseman** for unused standby orders! Kathy is indeed the new Turkey, and Eric the new Italy. However, now we need **Vince Lutterbie** (address above) to standby for **England!** (I hope Steve'll be back with us, though - he does have a new address, above, and perhaps the deadline slipped by during the move.)

WHISPERED IN THE HALLS (Press):

Caruso-6M: "Hey, I'm on the standby list, I'll take over anybody's trash - I ain't picky!"

St. Petersburg: "The Tsar is an idiot. Nothing else could explain the strangeness of his military campaign. I am sure the Austrian will agree."

Turkey-Austria: "I wonder if your good position will hold up if the players around you know how to get their moves in!"

Russia-Austria: "I upheld my end of the bargain. Do we roll?"

The Austrian Post Dispatch: "Today the Austrian Hungarian Empire received a Declaration of War from Tsar Slim Bowen. After repeated warnings about the consequences of moving into the neutral country of Galicia, Russian Military units have invaded, spreading death and destruction over the formerly picturesque countryside. Citizens of Austria should have no fear, as all appropriate steps are being taken to protect the Home Centers. The King had this to say to the Tsar, 'Eat Hot Gamma Rays Foolish Bolshevik!'"

Russia-Who's Left?: "Where do we go from here?"

Turkey-Russia: "Oh Booper, dearest, Carli was a jerk - but I'm sexy. I also need an ally & you don't need to be abused in KK. I'm sure we can come to an arrangement - hey, what can I say - I'm easy!"

Russia-Turkey: "I hope you didn't hang me out to dry for some Mark Frueh clone."

Austria-Turkey: "To the new Queen - May you reign long and fight the Russian scum to a bloody standstill."

Turk-France & Italy: "Pathetic, guys - pathetic. It's people like you that keep standbys like me in business."

France-Austria: "Help a guy who needs it bad! Huh! Aw, Gee!"

Russia-France: "Help is on the way, in the form of a white fungus on blue-held dots."

Turk-Ger: "Hang on pal - I'm coming."

Russia-England: "I see something coming. I hope I outguessed you. (If this turns out to be paranoia, kindly ignore this little item.)"

Turk-Eng: "Behave yourself!"

Russia-England: "No letter usually means bad news."

Italy: "A small plane circles as vengeance falls from the North."

Austria-Italy: "Looking for help? Co-operation? Write! Write!"

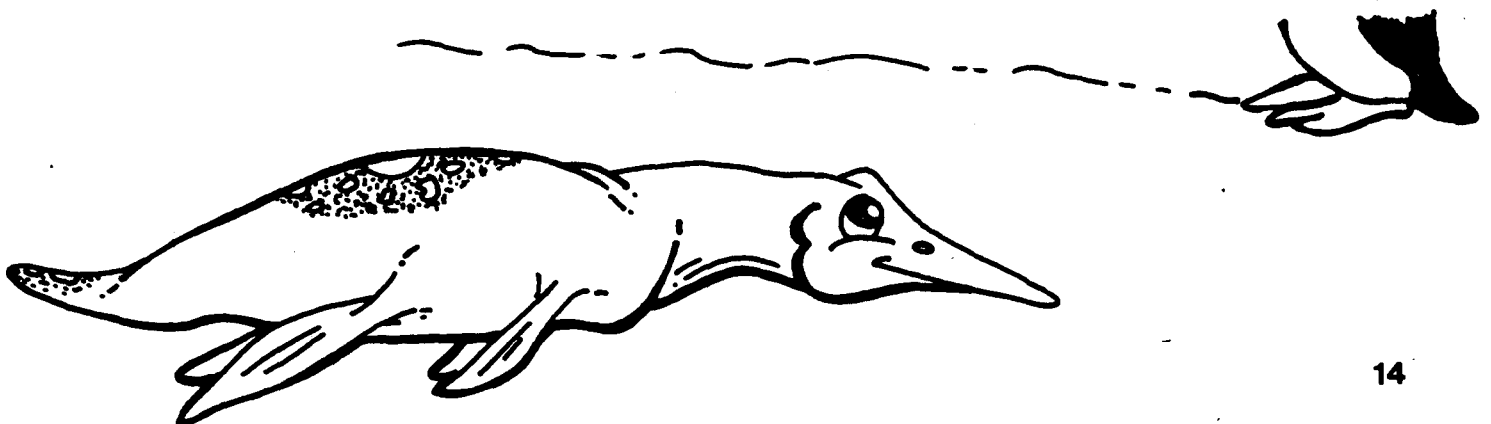
(Marseilles): "It sure is tough when you go out of town so much that you can not take care of your games. I must apologize to telephoning my orders in the day of my return, which just happened to be the day past the deadline [*Although it wouldn't have helped any if they'd been phoned in earlier, see above - GM*]. So, you will not know what I did. Anyway, so that you might think I am smarter than I might be, I wrote orders attacking that lone Germany army that is after my a . . .

Anyway, congratulations, Rush, on your recent marriage. Now you will find out what work really is. And, Jack Carli, thanks for the season's greetings. I did not forget you, I just didn't have time to donate any more blood.

In case you, dear Hauserstein and Rushinsky, are wondering why I did not move to Marseilles, the reason is two fold: one, that would make me predictable, and that would be a sad state of affairs, like most of my affairs; two, if you let me into Brest just to satisfy the **madman's** ego, and he makes it to Paris, then I can bounce him back out of Paris, giving Brest to the limey instead . . . sort of 'just to bruise the ego a bit more'. If the lone German makes it to Marseilles, he gets bounces from there also. So you see, Gascony is a fine choice even though it is a Fall turn.

Of course, if you are so uncoordinated as to try for both Brest and Paris, then you get **nothing, nothing, nothing, nothing, notttttthhhhhhh-in-ooooo!** We shall see what we shall see, and **not a thing** more."

Russia-Turkey: "Hopefully, you are banished from Russian territory for good."



THE EMPEROR'S BALL FALL 04 1987AK

England (Hopcroft): A Swe SUPPORT F Den, F Den SUPPORT A Swe(Cut)

France (Sargent): A Boh-Vie, A Ty1 SUPPORT A Boh-Vie, F MAO-WMe, F NAO-MAO, F Naf-Tun, F Lyo SUPPORT F MAO-Wme

Germany (Schenck): (F Den retreat Hel) A Kie SUPPORT F Hel-Den, A Lon-Nwy, A Gal-Bud, A Mun SUPPORT F Ber, F Nws SUPPORT A Lon-Nwy, F Nth CONVOY A Lon-Nwy, F Hel-Den, F Ber SUPPORT A Kie

Italy (F. Anderson): A Ven-Tri, F Adr SUPPORT F Nap-Ion(dislodged; retreat APU or Off), F Tys-Tun, F Nap-Ion

Russia (Holley): A Bud SUPPORT TUR A Tri(Cut), A Vie SUPPORT A Ukr-Gal (destroyed), A Sil-War, A Fin SUPPORT ENG A Swe, A Ukr-Gal, F Bal SUPPORT ENG F Den, F Rum HOLD

Turkey (E. Anderson): A Tri SUPPORT RUS A Vie(Cut), A Ser SUPPORT A Tri, F Alb SUPPORT F Ion-Adr, F Aeg SUPPORT F Eme-Ion, F Eme-Ion, F Ion-Adr
Underlined moves do not succeed. Although just for sending in moves, you all get a gold star.

ENGLAND (SWE, DEN) **2** EVEN

FRANCE (BRE, PAR, MAR, POR, SPA, LPL, VIE) **7** BUILD 1

GERMANY (KIE, BER, MUN, HOL, BEL, EDI, LON, NWY) **8** EVEN

ITALY (VEN, ROM, NAP, TUN) **4** EVEN

RUSSIA (STP, SEV, WAR, MOS, RUM, BUD) **6** EVEN

TURKEY (CON, ANK, SMY, BUL, GRE, SER, TRI) **7** BUILD 1

OVERHEARD AT THE BALL (Press)

Stockholm (England): "I think the soldiers have been having too much fun with the local girls; their English reserve has been so eroded that the Government-In-Exile has been getting strange-looking magazines with text in four languages and pictures that cannot be described in the English language without resorting to (dare I say it?) backroom slang. The Mother of Parliaments, now currently ensconced in a sauna pit in the north, could not be reached for comment, although incoherent moaning has been heard from time to time."

Turkey-France: "Are you real, or does Germany just send in two sets of moves?"

France-Italy: "I'm afraid if I don't 'visit' now, Fred, there may not be an Italy to tour in the very near future. The Western Alliance support into Vienna last turn should convince you as to who your friends are (why didn't you waltz into that center, anyway?)."

Turkey-Gerframancy: "You both supported Italy? Have you been watching this game?"



KING BASH 1987CP WINTER 02/SPRING 03

Austria (Addison): (BUILD A TRI) A Gre-Bul, A Bul-Con, A Ven-Tus, A Tyl
SUPPORT A Tri-Ven(Cut), A Tri-Ven, F Aeg SUPPORT RUS F Con-Smy(No Such
Order), F Adr-Apu

England (Schlosser): (BUILD F EDI) A Bel-Hol, A Den SUPPORT F Nwy-Swe, F
Nwy-Swe, F Hel SUPPORT A Bel-Hol, F Nth-Nwy, F Edi-Nwg

France (Rigley): A Pie-Tyl, A Bur-Ruh, A Par-Bur, F WMe SUPPORT F Lyo-TyS, F
Lyo-TyS

Germany (McHugh→Hakey): (F DEN RETREAT OFF, REMOVE A RUH) A Hol-Bel
(dislodged; retreat KIE or Off), A Kie-Ber, A Mun SUPPORT A Kie-Ber

Italy (Carroll): (A VEN RETREAT ROM, REMOVE F TYS) A Rom SUPPORT A Apu-Ven,
A Apu-Ven, F Ion-Adr

Russia (Lutterbie): (BUILD A MOS, F STP(SC)) A Rum HOLD, A Arm-Ank, A Pru-Sil,
A Ber-Kie(dislodged; retreat PRU or Off), A Mos-StP, F Swe HOLD(dislodged;
retreat BAL, SKA, FIN, or Off), F Con SUPPORT A Arm-Ank(Cut), F StP(sc)-Bot

Turkey (Vu): (F BUL RETREAT OFF, A CON RETREAT ANK) A Smy SUPPORT A Ank, A
Ank SUPPORT A Smy(Cut)

Underlined moves do not succeed. But when you wish upon a star your dreams come true.

Jack McHugh keeps the game going by submitting orders this turn (thanks muchly, Jack!) but then resigns and is replaced by **Ernest Hakey, 63 Medford St., Medford, MA 02155.**

NATTERINGS OF THE COURT (Press):

Russia-England: "Since you consider a build St. Pete (sc) a stab and since you'll take 'appropriate action' - I'd better do the same. I still don't see it as a stab - just a balance of powers. Have it your way."

More Notes From A Weary Russian Wanderer: "(confiscated after his execution - more on this later) During my travels - several interesting things have happened. First, while travelling through Japan & China, I had several close calls with death. Both times I was dining in French restaurants and both times I nearly died of cases of food poisoning. Both times after leaving the respective hospitals, cars from the French embassies almost overran me.

I moved on to Siam, and stayed with a lovely couple, the Khomeinis. Their grandson is a handful though - look out for him when he grows up, could be trouble.

After rambling around Egypt, I heard news that the Sultan and the Kaiser had abdicated under a relentless attack from my beloved Tsar. Wanting to know more about this, I returned home, whereupon, to my great surprise, I was arrested.

To this day I don't know the charges, but I'm told that I shall be executed this morning by none other than the Tsar Lutterbie himself. I can't believe it, but that's what my guard (who speaks only French) tells me.

This ends the narrative of Ivan Twitovitch - who was summarily executed by beheading on 1/5/03. The Tsar then was overheard to mutter, 'Small price to pay for good foreign relations.' The Tsar then asked that Ivan's head be sent to Emperor Rigley stating 'There - that ought to appease the little twit. Send it C.O.D. as we have too large a head tax.'

Great screams rose from the crowd, 'VIVE LA FRANCE!', 'LONG LIVE THE EMPEROR.' English press agents were seen leaving the scene as a small plane was heard overhead, flying west and two pages back."

Russia-France: "Just thought you'd like to know about this. How are your concubines?"

Russia-England: "You are truthful and to the point - now how about Brest? Shall we dine there together?"

Russia-Austria: "I really do like the Pope - but rather him than me."

Russia-Italy: "Kirk, I really do like you, but rather you than me."

Russia-G/T: "Sorry to see you guys go - looking forward to reading your end of game statements. You both seemed like good guys - seriously, you just were in the wrong places at the wrong time."

Russia-GM: "Is this enough press?" *[It's a start - now if only the rest of the players get the idea...]*

Russia-World: "I love you guys..."

Adélie Soirée WINTER 1900 BN88E

Gamestart Delayed! No Italians!!

Austria (Jim Nickel): A Vie, A Bud, F Tri

England (Melinda Holley): A Lpl, F Edi, F Lon

France (Larry Botimer): A Mar, A Par, F Bre

Germany (Mark Weseman): A Ber, A Mun, F Kie

Italy (Jon Fleischman?): A Ven, A Rom, F Nap

Russia (Stven Carlberg): A War, A Mos, F StP(sc), F Sev

Turkey (Lawrence Watt-Evans): A Con, A Smy, F Ank

Underlined moves do not succeed. That is, if we had some to adjudicate.

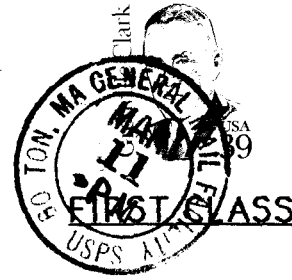
As per my house rules, Spring 1901 NMRs result in a delayed gamestart until a full complement of orders is available. I've got moves for everybody except Italy, but feel free to use this extra time for more diplomacy and send in new orders if need be. So, would **Cathy Ozog**, address above, please stand by for **Italy**? Jon, are you out there?!?

Deadline for all games is **APRIL 9**

GATECRASHERS (Pete Gaughan!). A standby pays no game fees, receives sub credit for submitting moves and upon playing a position to completion so let me know if you want on (or off) this list. **HELP!!!!**



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



Rod Walker
1273 Crest Dr.
Encinitas, CA 92024

Sub Ends #: 19

THE BACK PAGE

You don't hear the phrase "victimless crime" being used anymore in connection with drug use, not even for marijuana use. In fact, the new media phrase is "drug-related violence", as in "a woman who had been smoking crack stabbed her grandmother 52 times", "Colombian president survives assassination attempt", or when a 77-year old man is shot with a shotgun during a holdup attempt, all examples from this weekend's Boston Globe.

Drug use drives crime. It really doesn't matter whether it's a 13-year-old addict breaking into an apartment, looking for quick money to score another hit, or whether it's the President of Panama taking literally millions of dollars from drug producers to use his country as a narcotics warehouse. When America's second largest industry (after the oil business) is estimated to be the illegal drug trade, you know there's a major, major problem that is not being addressed.

Of course, it's a very complex problem. Ingrained inner-city poverty, Central American politics, individual rights and freedoms, the psychology and biology of addiction, and many, many other factors influence the equation. Nancy Reagan notwithstanding, there's no simple solution. But some facts are clear.

Spending money on illegal drugs, regardless of the damage such drugs may or may not do to you, is an investment in violence, corruption, and murder, both here and abroad. Period.