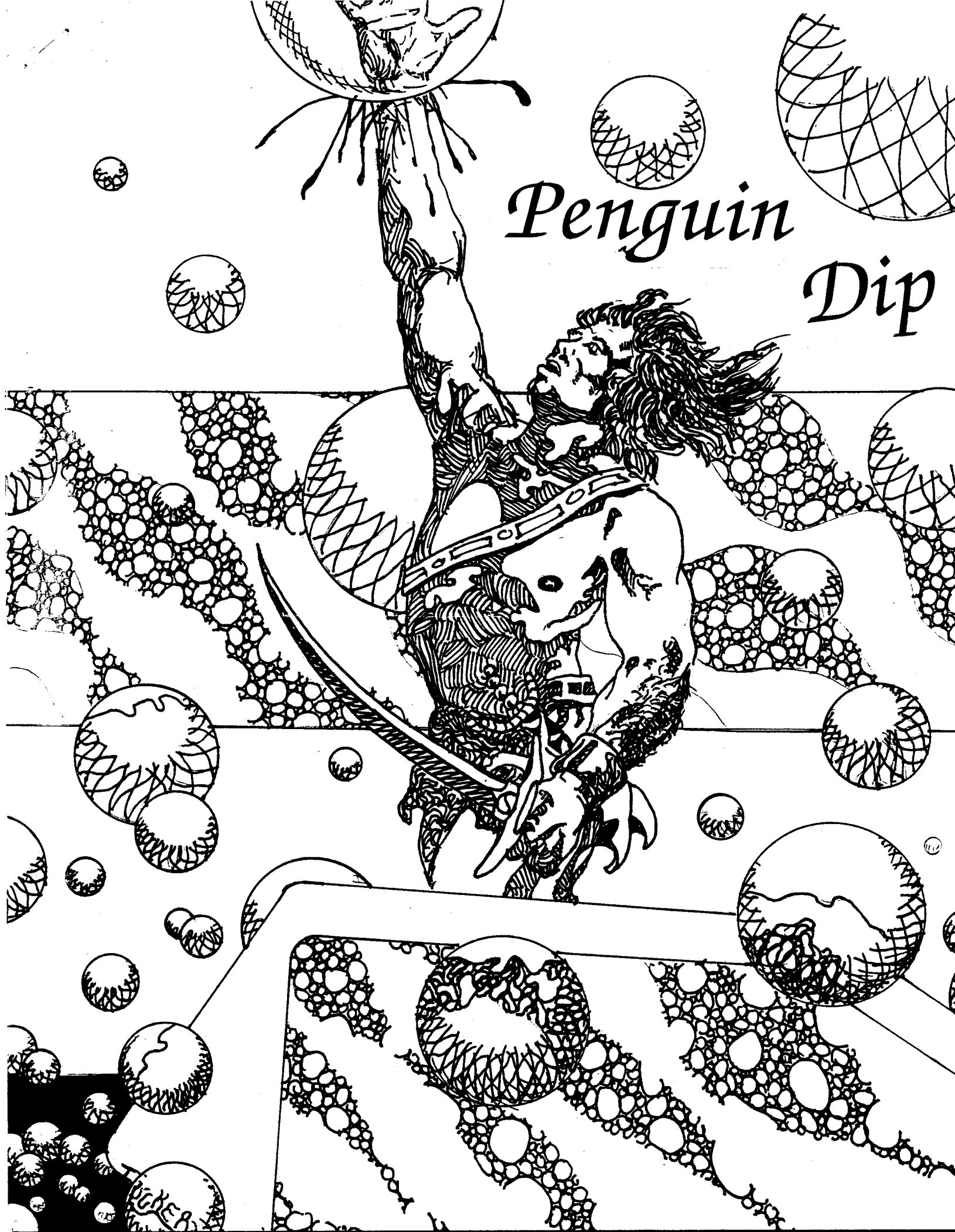


Penguin

Dip



Welcome to PENGUIN DIP #13. 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.

*****NEWSFLASH*****

Postal Fees Increase! Services Reduced! Film at Eleven!
No increase in your sub fees though - for the moment.
But with the service cutbacks, I'd get my orders in early
and often, if I were you. We now return to

FROM THE FLOE: PENGUIN DIPPERS

... in the news and elsewhere. Congratulations first to **Lawrence Watt-Evans**, for a Nebula award nomination (short story), and to **Derwood Bowen**, whom rumor has it is now a first-time father. What productive people we have here. Congratulations as well to **Penny Dorneman**, who's successful fighting with me for use of the Mac has resulted in straight A's her first full quarter back in college.



Peter Gaughan and **Ken Peel** have become regular Dipimasters lately. Pete is one of the Diplomats Of Texas Society members (D.O.T.S. Inc.) hosting Dipcon XXI, The North American Diplomacy Championship, July 1 through 4th, 1988. Finances are keeping me from going this year, but don't let that stop you from going and having fun! For more information write P. J. Gaughan at 3105 East Park Row #132, Arlington, TX 76010. Ken is now publishing the Zine Register and compiling a census of all postal gaming hobbyists on his own Macintosh - Ken Peel, 8708 First Ave. #T-2, Silver Spring, MD 20910. Write him if you want to find out about other Dipzines, if you're a zine pubber, or just because Ken loves mail.

Another big mail fan, **Bruce Linsey**, is running the Runestone Poll again this year, once again associating the poll with a worthy charity, this year the Diplomacy Alliance Against AIDS. You'll likely find a ballot and pledge form enclosed in this issue, space permitting.

And least but not least, Advanced Gaming Enterprises has set me up in their new giant robot arena play-by-mail game, *CTF 2187*, as a reviewer (said review to appear in a future PD), and who do I find on my team but **Mark Weseman** (listed as a reviewer for PAPER MAYHEM, no less)! Small world, etc., etc.

REVIEWS this issue, the promised Review Issue, are by **Stven Carlberg**, **Eric Anderson**, and **Robert Hauser**. Next issue's emphasis will be on Role Playing Games, with two excellent articles already on tap. **ARTWORK** is by **Lyle Tucker** (a very old cover originally for my old SF fanzine - anyone know Lyle's current address?), **Sheryl Birkhead** (2,4), **Steven Fox** (8), **Phil Tortorici** (10), and **Scott Washburn** (11). Each of them receives two or more issues of PD in for their creations.

Font of the Month Club this month brings you: **Chicago and Comic**.

This sentence is written in 12 point Chicago
THIS SENTENCE IS WRITTEN IN 10 POINT COMIC.

LETTERS

MICHAEL McCAUSLAND: "In response to your query [*About the O'Flynn's Own name on Michael's checks*], O'Flynn's Own was originally a 1960s Avalon Hill wargaming club. What it is now is less clear. Its name is derived from an old Douglas Fairbanks, Jr. film, *The Fighting O'Flynn*. O'Flynn's Own was the O'Flynn's private [*mercenary*] company, raised in a tavern by getting the recruits, a handful of barflies and ne'er-do-wells, drunk. Other names suggested for the club were *The Hostile Fig* (well, remember, this was the 60's!) and *Young Fascists For Christ* - this last be someone who was decidedly not a fascist and may have been a Christian."

MICHAEL HOPCROFT: "I was amazed to hear that somebody actually played *Lords of Creation*. I have a copy, but this system is if anything too broadly based; there's a lot of information for long campaigns, but nothing to start you out with! Plus it comes without so many of the things one would consider basic (why is it that Avalon Hill insists that character sheets should be sold separately at exorbitant prices?) to actually playing the game. And the confusion of backgrounds doesn't help. Plus, the adventures I've seen are such a strange potpourri that the main emotion likely to be felt by the player is pure bewilderment."

SHERYL BIRKHEAD: "Careful in using the word *alive* - that could pose a problem. Anything which performs the life functions (respiration, metabolism, purposeful movement, locomotion, reproduction of self/species)...Do you watch *PROBE*? The problem of the thinking machine came up in one several weeks ago, with some nice twists - a 'living' computer program. . .

Humans need a pecking order - to feel superior to someone/thing. You would have an almost sure thing if you bet that robots/androids/cyborgs would get a very low rung on the ladder."

HARRY ANDRUSCHAK: "Jeff Hoffman's best chance of finding any kind of central listing of zines is thru the NFFF, or National Fantasy Fan Federation. Don Franson prints a regular fanzine review column in the NFFF publications.

To join NFFF, make out a check for \$8 to Don Franson (not NFFF), and send to the secretary-treasurer, who is Lola Ann Center, 1920 Division St., Murphysboro, IL 62966. [*Tell 'em you heard about the N3F in PD!*]

The NFFF tries to publish eight fanzines a year . . . four of *TIGHTBEAM*, the letterzine, and four of *TNFF*, the Official Organ. We don't always meet this schedule, of course, but we do try."

MARK WESEMAN: "My folks live in the D.C. area, and there most young kids won't take minimum wage jobs because they can make \$500-\$1,000 a day selling crack.

My view is we not only have to educate people and get them to say no, but we have to stem the inflow from other countries. The question seems to be how to go about doing this. I view the drug crisis as a national security issue. As such, I think we should use the military to patrol our borders. A carrier task force in the Caribbean dedicated to running down smugglers would be a good start.

I think the Russians are a much smaller threat than the possibility of the US collapsing because of internal decay. We have to rebuild our society somewhere. Why not start with drugs."

HARRY ANDRUSCHAK: "As a recovered alcoholic with four years of sobriety in AA, as an atheist by the way, I fully agree with you. But you are up against a lot of cultural factors with the drug trade. And there are no simple solutions, as you stated. In fact, given how drugs have been a constant in human history, I have my doubts if there is a solution. Just ways to cope, at best."

SHERYL BIRKHEAD: "Here's my 'review' of WHEN GRAVITY FALLS - a friend gave me a copy and I liked/recommend it. There, wasn't that non-enlightening? I know it makes absolutely NO difference, but few novel-length works interest me - or at least manage to keep my interest. It did."

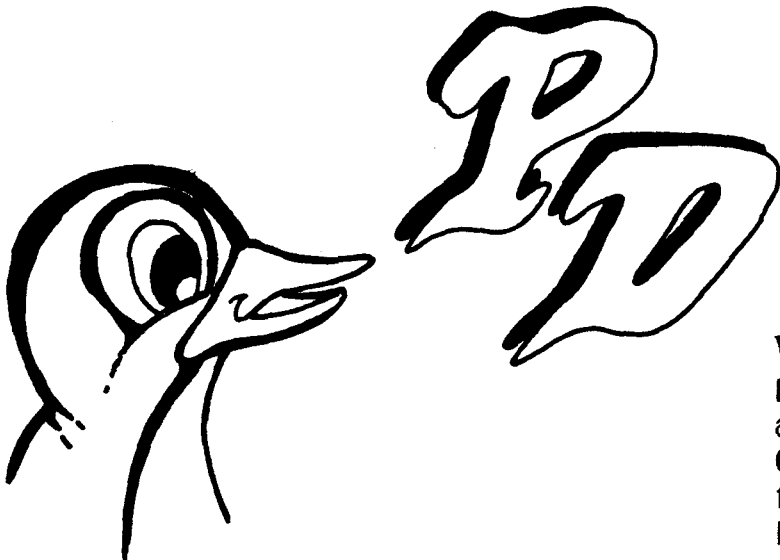
RON CAMERON: "I admired Vince Lutterbie's comments in the last issue regarding NMRs. More hobbyists should speak out on such foul deeds, and more pubbers should print and encourage discussions on same. Simon Billenness [in *EXCITEMENT CITY UNLIMITED*] is quick to offer comments on good publications both here and abroad, but how about those that are absolutely atrocious? Worse than any NMRer is the Game Master who leaves his subscribers or players without so much as an announcement. Still worse is the pubber that takes hefty game fees or sub fees and puts out not only an inferior zine, but one with frequent delays and erroneous adjudications as well.

We have custodians in this hobby for practically every other function; how about one that prevents, hopefully, orphan games from occurring by offering the prospective gamer or subscriber an opinion before he has to choose his zine? I'm not advocating a blacklist here, but simply offering current hobby members a person to which they can report faulty or consistent incompetence.

Too often hobby members have to learn by 'trial and error'. We send out sub fees and game fees and soon learn not only have we wasted our precious money, but the frustration of time invested as well. It would be terrific if hobby members had a central figure or custodian that they could correspond with to obtain pre-information before making a choice on a zine or game to join.

The Runestone Poll is only once a year, and in between, many poor zines or games spring up and are gone before one has that advantage to pre check out a potential publication. And, of course, there is the Zine Register. However, that publication lists only information that publishers themselves supply to it. I am advocating . . . more or less, a Better Business Bureau type custodian to cut down or eliminate the chances of an unsuspecting hobbyist having to learn the hard way. This custodian would field and store complaints of poor GMing, folded zines and, more important, people who leave the hobby to return at a later date and further bilk it and abuse it. He would also report his information to the Zine Register and anyone else requesting it. This of course would not altogether eliminate poor GMing and orphan games, but would be a fine service to all hobby members (especially newcomers) who would wish to take advantage of it."

MICHAEL HOPCROFT: "MISSION FROM GOD arrived in the post today. They say Mark Nelson is an idiot. They are probably right. They would probably also say that I am not fit to publish. Again, they are probably right. I, on the other hand, am thoroughly confused by all of this. Would American hobbyists put up with an official zine directory that pointed out that two-thirds of the zines in the hobby are pure dreck? (That's true of some of the zines I trade with, maybe, but two-thirds? Come on, can there be that many idiots in the hobby?)"



WAFF: Terry Cannon, Craig Ledbetter, Kathy Luzzi, Bill Ricker, and Jay Williams. I need an address for GREG PORTER who seems to have moved from Richmond, VA. Anyone out there know his new digs?

AND ON THIS YEAR'S HUGO BALLOT:

WATCHMEN/ALAN MOORE and DAVE GIBBONS

Review by **Stven Carlberg**

Yes, it'll be there. Down after Novel, Novelette, Short Story, and Dramatic Presentation, NOLACON's Hugo ballot will have a category called Other Forms, and that's where you'll find WATCHMEN and, presumably, four more works of science fiction that don't quite fit into the traditional prose fiction and "dramatic presentation" pigeonholes.

Probably all five nominees in this "Other Forms" catchall will be science fictional and worthy of praise. WATCHMEN undoubtedly is. The widespread desire to nominate WATCHMEN for a Hugo is, in fact, the driving force behind creation of this "Other Forms" category, and it is the pre-ballotting odds-on favorite for victory.

What "Other Forms" is WATCHMEN? Originally published in twelve issues in 1986-1987 by DC Comics, WATCHMEN is now available in a complete, collected version about 400 pages in length, at most local bookstores and comic book shops. It is what some fans call a "graphic novel" -- a long comic book story that takes itself seriously, and in this case, deserves to be taken seriously.

The premise of the story, in brief, is that we are in a parallel universe which seems to have diverged from reality as we know it around the time of World War II, when Superman, Captain America, Wonder Woman and the whole host of familiar superheroes began their adventures in four colors on our newstands and movie screens. In the parallel world of WATCHMEN, though, there were a clutch of real superheroes who banded together under the name of the Minutemen and fought the good fight for truth, justice, the American way, and all like that. Having now progressed through the Vietnam era, though, most superheroes have been put out of business by various laws and statutes against "vigilanteism," not to mention their own advancing age. Because a few superheroes work directly and entirely for the U.S. government, they have been excepted from these prohibitions. Most prominent among these is the so-called Dr. Manhattan, a former atomic scientist caught in a freak accident, who now possess abilities concerning time, relativity, atomic structure, and so on, whose approach to omnipotence makes the fictional Superman look like a piker. His superpowers promise to usher in a new age of futuristic wonders for life on Earth.

There is a strange, pervading sense of an approaching Armageddon in this world, though. It has the familiar mundane miseries of poverty, crime in the streets, and geopolitical tensions, but there is something more -- something eldritch, horrific, and unnameable -- showing up more and more all the time in the art, icons, advertising and propaganda of the world culture.

And then those retired superheroes, and the people who knew them, start dying, one by one, under highly mysterious circumstances.

The 400 pages spent by writer Alan Moore and artist Dave Gibbons in unravelling these mysteries do all those things good science fiction is supposed to do. The reader becomes involved with the characters, is moved emotionally by the confrontation of humanity and forces greater than itself, is given new perspectives on the fundamental human problems (e.g., hatred, violence, absence of compassion), is at times enlightened and at times disillusioned. WATCHMEN gives the reader a lot to think about, and most readers of science fiction appreciate such a gift.

The artwork is traditional but highly competent. No wild colors, and the panels all have straight edges; you know. The story breakdown is cinematic in approach, a scene-by-scene progression that does not shy from flashback and other mental excursions. It can be read and enjoyed by any normal science fiction fan; and for those who take the time to examine it, there are many findable details which will add to your appreciation of the tight structure of the story and its innumerable ramifications. Like any good work of art, there is more and more to be gleaned and enjoyed each time you take the trouble to look again.

I have only scratched the surface of WATCHMEN for you in this review. (I hate reviews that give away the good stuff you'd find out by reading the story, and try not to be guilty of them myself.) If you like science fiction, this is a book you really ought to read. Even at \$14.95 (\$19.50 in Canada), a better introduction to the excellence available in that oft-overlooked "Other Form" known as comic books, you could not ask.

60

How To Win At Wordsmanship

After years of hacking through etymological thickets at the U.S. Public Health Service, a 63-year old official named Philip Broughton hit upon a sure-fire method for converting frustration into fulfillment (jargonwise). Euphemistically called the Systematic Buzz Phrase Projector, Broughton's system employs a lexicon of carefully chosen "buzzwords":

Column 1	Column 2	Column 3
0. integrated	0. management	0. options
1. total	1. organizational	1. flexibility
2. systematized	2. monitored	2. capability
3. parallel	3. reciprocal	3. mobility
4. functional	4. logistical	4. programming
5. resposive	5. transitional	5. concept
6. optional	6. incremental	6. time-phrase
7. synchronized	7. digital	7. projection
8. compatible	8. third generation	8. hardware
9. balanced	9. policy	9. contingency

The procedure is simple. Think of any three digit number, then select the corresponding buzzword from each column. For instance, number 257 produces "systematized logistical projection", a phrase that can be dropped into virtually any report with the ring of decisive, knowledgeable authority. "No one will have the remotist idea of what you are talking about," says Broughton. "But the important thing is they are not about to admit it."

-Submitted by **Kathy Luzzi**

SPACE RESOURCES: BREAKING THE BONDS OF EARTH/

JOHN S. LEWIS & RUTH A. LEWIS

Book Review by Eric W. Anderson

I am a space enthusiast. Not only do I consider space exploration interesting from a scientific viewpoint, but I consider space development necessary if the human race is to survive as an industrial species. Given this, I've read a lot of books on space exploration and development. If you take space seriously, this book is an excellent choice.

SPACE RESOURCES is not a book of great ideas for 50 to 100 years in the future. It is about how use of extraterrestrial resources can make the next 20 years in space enormously more cost-effective, and what should be happening now to make that possible. The incentive for use of off-earth resources hinges on two facts. First, if you want material in orbit around the earth, it is vastly cheaper (in launch cost) to put it there from the Moon, the moons of Mars, or the asteroids than from the Earth itself. This is because the Earth has by far the deepest gravitational "well". The second key is recognizing that the vast majority of mass needed in orbit is relatively simple stuff. A deep-space probe (Voyager, for example) is an extremely complex machine, which could not be manufactured in space in the near future. But when sitting in Earth orbit awaiting planetary departure, about 90% of the mass is fuel (and oxidizer). The conclusion is clear: if you want to do something big in space, get the heavy parts from somewhere other than Earth.

The book starts with a history of the space race. At first, the long (almost 100 pages) history seemed out of place; I expected the book to be future-oriented. The political and technical goals of each mission were clearly explained, and the history drove home the determination of both the USA and the USSR; it is easy to forget how many failures were experienced by both sides in the early days. The history was entertaining enough to keep me reading, and in retrospect was one of the book's strong points. By establishing a context, it made the book as a whole tell a much more convincing story. One of the problems with the current US space program is trying to define the "next logical step" (the options mentioned usually include the space station, moon base, or Mars). The Lewises show that the problem stems from the fact that, having done something as illogical as Apollo, there is no logical next step; building the space station is like going back to touch first after having already gone home.

After the historical recap, the book proceeds to sell the idea of extraterrestrial resources. It starts by explaining enough orbital mechanics to show the incentive. There is a clear, simple (no math) explanation of such concepts as what orbit types are possible, minimum energy orbits, how to change orbit, delta-v, propulsion systems, specific impulse of propellants, and so on. It is a fine introduction to (or review of) the subject.

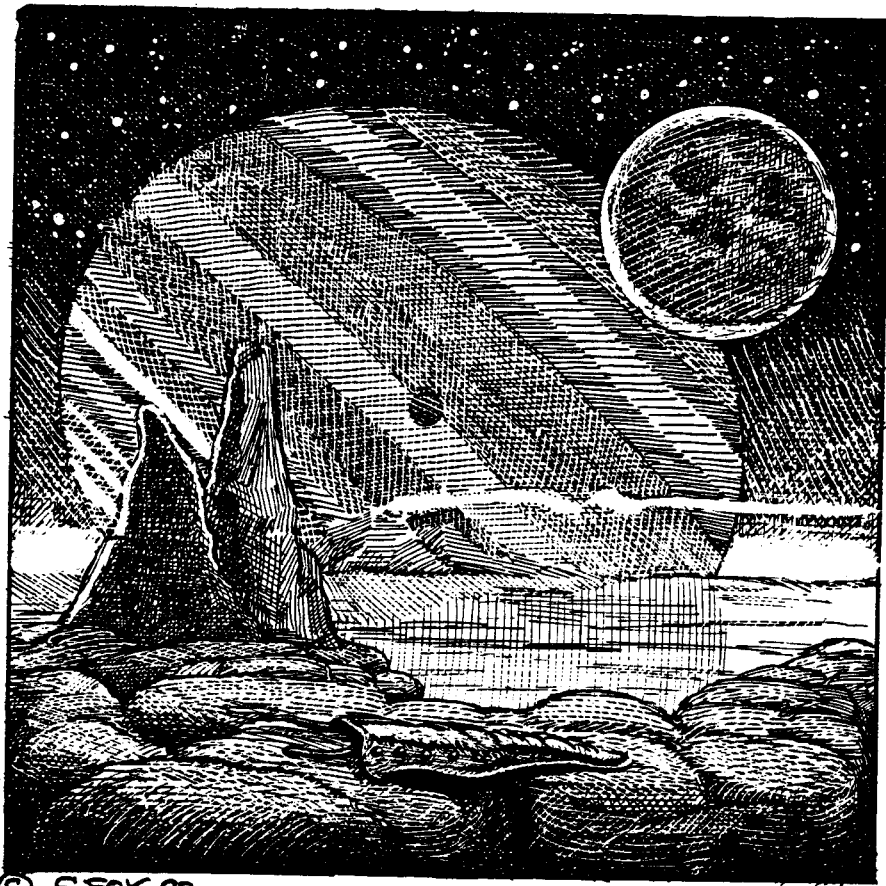
The authors then cover the moon, Mars, and the asteroids as possible sources of resources. In each case, they present the current state of knowledge about what might be there, the processes for recovery, and the potential applications. The proposed processing schemes seemed sketchy to me, both due to a real lack of development and to my relatively high standards in this area.

The book closes with a description of what you can do with space resources. The authors cover the range of possibilities from fueling missions to the planets and shielding military satellites to building solar power satellites and O'Neill colonies. It is an interesting catalog of ideas, with facts and analysis, but it is not a stirring "call to arms" for space development. (My favorite "call" is the lead essay in Jerry Pournelle's A STEP FARTHER OUT; highly recommended). What the Lewises do is make it clear that *whatever* you want to do in space, using space resources can make it cheaper.

The book ends with a specific (30 point) list of proposals for getting the space program back on track. Most have been well developed in the text, and it is nice to see a clear recap of specific recommendations. The last five recommendations however, all concerned with military applications of space technology, seem to come out of the blue. In the text they made some case for one of the five proposals (joint US/Soviet development of space resources for shielding communications, command, control and intelligence satellites), but the other four are completely unsupported. A statement like "26. The USA should immediately commit to sharing all technology developed for the Strategic Defense Initiative with the USSR." can't stand alone.

The book's strong point is its collection of facts. SPACE RESOURCES is loaded with tables (running for several pages at times) and photographs and figures (with extended captions, almost in SCIENTIFIC AMERICAN style). Its biggest weakness is in production. The figures are generally hand-drawn, often with typed (not typeset) labels. The extended figure captions are often continued on following pages, with the layout promoting confusion. There are an above-average number of typographical errors. In spite of these problems, I strongly recommend the book. SPACE RESOURCES is a good read, and it is invaluable as a reference. It does an excellent job of explaining where we have been in space, where we are now and where we can go.

60



© SFOK 82

LITTLE, BIG/JOHN CROWLEY

Book Review by **Stephen H. Dorneman**

I had intended to read and review one of the Nebula-nominated novels I listed in last issue's *From The Floe*, but instead by some chance I started to read *LITTLE, BIG*, 1982's World Fantasy Award winner. And like the characters in Crowley's novel, I soon became entranced by a Tale long in the telling, filled with quiet wonders and small heroics, heading towards a Destiny that I could not escape.

LITTLE, BIG is unlike any other fantasy novel that I have ever read. It is a complex work, long (627 pages in the Bantam paperback, for \$3.95) and layered with meaning. But simplified, *LITTLE, BIG* is the story of five generations of a family holding a belief that sets them apart from other families in modern America. You see, the Brambles, Drinkwaters, Mouses, Stones, and Clouds believe in fairies. Perhaps more important, though, is that the fairies believe in them. Little things, but important things, happen in this book. People fall in love, get married, have children, build homes. Big things sometimes happen too - a President is elected, a perpetual motion machine made - but these things end up being the least important parts of the tale.

The Tale (as the characters refer to it) is told as a number of interwoven threads that follow each of the main characters, a series of vignettes that range back and forth, in memory and flashback, across their lives. Crowley makes this tapestry more accessible to the reader by breaking each chapter up into scenes of two or three pages each, and giving each scene a heading. But it still is not an easy Tale to follow, and occasionally you will find yourself having to search out and re-read previous sections in the light of what you learned later in the book.

Much of the book consists of character's musings and introspections about themselves and the events they have witnessed. Much of the rest consists of lyrical descriptions of the seasons and settings that those events take place in. This is definitely not an action-packed heroic fantasy, and what action does occur often takes place off-stage, and is only noted in passing, or recalled by a character long after the event has occurred. Some readers may be turned off by this (I myself found much of the early portion of the book frustratingly slow going), but this passive author's voice is used to build both a dream-like atmosphere in which a reader can easily believe that fairies can and must exist, and to the feeling of inevitability, of Destiny, that is common to all the descendants of John Drinkwater and Violet Bramble.

Throughout the book, a series of mysteries (just secrets, really - no great murders or thefts in *LITTLE, BIG* - most characters that die, die of old age, and things that are taken are mostly returned) are presented to the reader, all parts of the Tale that is being told, and answers to the earlier mysteries accrete as the later secrets are intimated. The worlds of faerie, the secrets that are learned, the structure of this book, all resemble an infinite moebius onion, with each layer removed only to reveal more layers underneath - and in ending, taking you back to the beginning of the puzzle.

I recommend this book, but I warn prospective readers that it is not an easy read, and not even a particularly satisfying one. *LITTLE, BIG* is a vehicle for travel to another place, a strange little place where "The further in you go, the bigger it gets." It is certainly worth the trip.



CONGERIES OF RPGS

Live Role Playing Games & Conventions Report by **Robert Hauser**

I have just attended two very interesting conventions. The first was Lunacon, which was held in New York State March 11 to the 13th. In addition to all the usual things I do at SF conventions, at this Lunacon I participated in Double Exposure, a live role playing game (RPG) based on Piers Anthony's Apprentice Adept series of books. The Apprentice Adept books, for those of you not familiar with them, are about the twin worlds of Proton, which is based on science, and Phaze, a world of magic, and a serf who passes through the curtain from Proton and becomes a powerful magician in Phaze. I played an arrogant citizen of Proton who is trying to prevent self-willed robots and aliens from achieving equal rights. The Game Masters ran the game well, and as always I enjoyed it immensely.

I have participated in a number of live RPGs at cons. They are run much like Dungeons & Dragons, except that the scenario is played over the course of the weekend throughout the hotel instead of around a game board on a table.

The weekend of March 18 to the 20th I attended Silicon in Massachusetts. This convention is devoted entirely to roleplaying and is organized by the Society for Interactive Literature. There were five scenarios: Superego, which was a game of comic book superheros; Operation Atlantis, a game of international espionage; The Day the Earth Stopped Moving So Much (SF); Masque of Illusion (Fantasy); and Shakespeare's Lost Play, which featured characters from all of Shakespeare's plays.

Being a big Shakespeare fan I signed up for the last, and requested that I be cast as a villain. They gave me the role of one of my favorite characters in Shakespeare, Richard III. I spent the weekend plotting against MacBeth, Henry IV, and Prince Hal.

I am always impressed by the people I meet at live RPGs. The other people in the Shakespeare scenario played their characters very effectively. Puck and Lear's fool were particularly good, and at the final meeting of the convention Bottom entertained the other conventioners with an account of our scenario in verse. Many of the participants wore period costumes. (I wore my 16th Century peasant's outfit which I got for the Society for Creative Anachronism (SCA) and the Guild of Gentlemen Adventurers, an SCA-type organization focusing on the 17th Century.)

There are a number of other roleplaying conventions and games at SF conventions coming up this year. One I am determined not to miss will be held this summer. It is to be based on my favorite TV show, The Prisoner. (Information can be obtained from Number 2, 3717 6th Road North, Arlington, VA 22203.) And the Society for Interactive Literature is having another convention, tentatively set for October 7 to the 9th, with just one scenario for all the guests based on the Arabian Nights. (Information is available from S.I.L., 130 Morrison Avenue, Somerville, MA 02144.) Be seeing you.



10

From Anshar to Zoser

... The game is afoot. So what if it's taking me a little longer to adjudicate people's turns than I had originally figured... it's work that I enjoy, and all the player's orders, particularly John Schlosser's, have been a joy just to read. I'm glad to see almost everybody getting into the spirit of the game. Almost? Well, along with the first turn's orders I also have a first NMR (No Moves Received) - you know who you are. So it's time to state From A to Z's NMR policy:

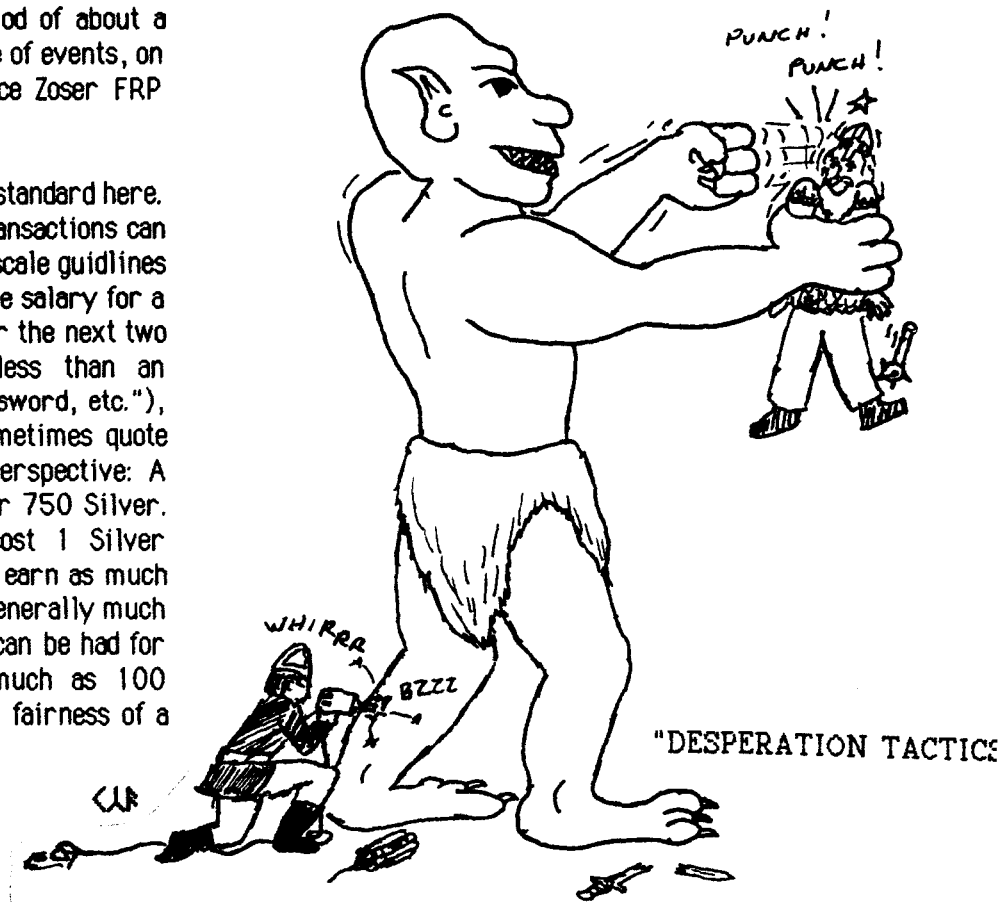
On the first NMR, only the normal "kingdom maintenance" actions will be performed, and a greatly abbreviated results sheet sent to the player. Along with those results will be sent a postcard that should be immediately returned to me if the player wishes to continue in the game. If the postcard is not returned, or in any case if further orders are not received, a standby will be called from the waiting list for the position, replacing the original player. I would much rather see a player resign an unwanted position than NMR out, though. The waiting list currently consists of **John Richards** and **Melinda Holley**. I will inform the other players of any player changes as soon as possible. Any game fees paid by the original player are forfeit.

And speaking of game fees, I'm going to go with fifty cents per turn from the second turn on - your setup and first turn are on the house. Send me a check for a couple of bucks or so (thanks already, John!), and I'll let you know how much is left in your account each turn.

The Zoser Chronicles follow, and will continue to be published in PD for the amusement of all and sundry. It is the "word on the street" from the largest town in the campaign area, and notoriously untrustworthy. Let me know if any of you rulers want any public proclamations posted here verbatim.

For Your Information: You should assume that turns will generally cover a period of about a month, but this depends on the pace of events, on the progression of my face-to-face Zoser FRP campaign, and time of year.

Also note that we are on the silver standard here. Although most of your financial transactions can be taken care of with the standard scale guidelines ("I authorize you to pay an Adequate salary for a mercenary company of that size for the next two months; don't accept anything less than an Excellent offer for the magic longsword, etc."), your advisors and others may sometimes quote you prices. To put the figures in perspective: A +1 Magic Dagger can be bought for 750 Silver. Arrows and lead sling bullets cost 1 Silver apiece. A commanding officer can earn as much as 10 silver a day, but wages are generally much less than this. A night's lodgings can be had for as little as 2 coppers, or as much as 100 Silvers. When in doubt as to the fairness of a price, ask your advisor.



The Zoser Chronicles

Volume 3, Number 5

5 Sept, 334 Apshai

A series of warriors of fair mien have passed through town in the last few weeks, gathering mercenaries, preaching of various faiths, and extolling the virtues of other cities and towns. Much time was spent by Captain Harkim, of Aptor's Sacred Warriors of the Bronze Shield, talking to any who might listen of Anhur's holy band - perhaps even as much time as he spent at the house of the most beautiful Lady Mage Selket. A champion of Frey (half-elven, some say) spoke quietly but compellingly of the god of sunshine and of the elves, then left Zoser in the company of dwarves, bards, fighters, and a priestess of Freya. And from Thorsglen and Aptor have come men who speak with similar fervor of very dissimilar attractions - booty and bloodshed to be had in Thorsglen, and a quiet life to be had for farmers, foresters, fletchers, and foundrymen in Egyptian Aptor.

Sven Einarson, the Astrologer, has noticed a incipient conjunction of three of the Wanderers in the constellation Draco, and has forecast continued sightings of dragons and demons in the fall, a stormy winter, and a springtime of war. However, Sven is but an associate member of the mage's Circle of Power . . .

The Witch Mawvek, who lives but a few hundred yards past the town walls, has been seen walking the meadows at dawn and dusk again. The last time she was seen outside of her hut, Ormund the Smith approached her in an attempt to heal his crippled hand. Ormund's hands work fine, alright, but every knows that one good eye Mawvek has now is the one Ormund is missing. . . And the witch Alandra, Mawvek's apprentice, hasn't been seen for weeks.

The Dwarf King of Ironforge has announced a tax increase, of "1% on imported garments and wearing apparel, not to include armor." The Widow Weaver has petitioned the Lord to levy a similar tax on imported arms and armor, unless the dwarves agree to drop their tariff. A dwarf was seen exiting the city through a secret door in the dwarf-built city wall, a door unknown to the Zoser Guard, soon after the Widow delivered her plea.

The Paladin Rakhmire, Lord of Aptor, has proclaimed that a Harvest Fair will be held in that city on the first Friday and Saturday of November, a holiday and market during which contests of skill in Riding, Archery, Spear Casting, Cooking, and others will be held, with prizes of gold awarded by the Paladin of RA himself. Zoser's own Fall Festival, with the usual market and entertainments, will be held during the three days of this month's Autumnal Equinox.

BLACK TIE AFFAIRS: THE GAME OF DIPLOMACY

INVITED ARE:

Bob Addison 1602 Carey Lane *237, Silver Spring, MD 20910
 Eric Anderson 820 E. 21st St. *4, Oakland, CA 94606
 Fred Anderson 78 Brightwood Lane, West Hartford, CT 06110
 Larry Botimer 13833 NE 11th St. *3, Bellevue, WA 98005
 Derwood Bowen 989 Morningview, Akron, OH 44305-1474
 Stven Carlberg 316 Cedar Crest Court, Lafayette, LA 70501
 Kirk Carroll 2800 July Street *46, Baton Rouge, LA 70808
 Kathy Caruso 29-10 164th St., Flushing, NY 11358
 Dave Ditter 8049 Idaho Circle North, Minneapolis, MN 55445
 Michael Gonsalves 1401 Haven Rd. *T-6, Hagerstown, MD 21740-3071
 James Hall 4316 Ewing Avenue S., Minneapolis, MN 55410
 Robert Hauser 7 Mead Terrace, Glen Ridge, NJ 07028
 Melinda Holley P.O. Box 2793, Huntington, WV 25727
 Michael Hopcroft 2190 W. Burnside *108, Portland, OR 97210
 Vincent Lutterbie 21 Paulina Drive, Hannibal, MO 63401
 Jim Nickel 429 E. Columbia Street, Falls Church, VA 22046
 Bernie Oaklyn 13412 Brackley Terrace, Silver Spring, MD 20904
 Cathy Ozog P.O. Box 5225, Munds Park, AZ 86017
 Michael Quirk 3830 Chester Drive, Glenview, IL 60025
 John Rigley RD 1 Box 170, Richmondville, NY 12149
 Steve Rush 6301 Lyndale Avenue South, Apt. 102, Richfield, MN 55423
 Mike Sargent P.O. Box 190286, Anchorage, AK 99519
 Garret Schenck 40 3rd Place, Basement Apt., Brooklyn, NY 11231
 John Schlosser 107 Cottage Street Apt. 4-B, New Haven, CT 06511
 Michael J. Smith 4329 McPherson Avenue, St. Louis, MO 63108
 Nhan Vu 626 Heather Avenue, Placentia, CA 92670
 L. Watt-Evans 5 Solitaire Court, Gaithersburg, MD 20878
 Mark Weseman 12495 Palomino Pl, Woodbridge, VA 22192

ROCKHOPPER'S SOCKHOP SPRING 04 1987AU

Austria (Gonsalves): A Tri HOLD, A Ser SUPPORT F Gre, A Bud SUPPORT A Tri, A Vie-Gal, F Gre SUPPORT ITA F Alb-Ion(dislodged; retreat ION or Off)

England (Hall): A Lvn SUPPORT A Mos, A Mos SUPPORT A Lvn(cut), F Nwy-NwS, E Hol-Bel, F Swe-Den, F Nth SUPPORT F Lon-Eng, F Lpl-Iri, F Lon-Eng

France (Quirk): A Naf-Bre, A Bur SUPPORT A Mun, A Mun HOLD, F MAO CONVOY A Naf-Bre, F Eng-Bel(dislodged; retreat PIC, WAL, or Off), F Lyo-WMe, F Mar-Lyo

Germany (Ditter): A Ber-Mun, A Sil-Gal, A Kie SUPPORT A Ber-Mun, A Boh SUPPORT A Sil-Gal

Italy (Ozog): A Ven SUPPORT A Tyl-Tri, A Tyl-Tri, F Alb SUPPORT TUR A Bul-Gre, F Tys HOLD

Turkey (Nickel): A Ukr-Gal, A Bul-Gre, A Sev-Mos, A Con-Bul, F Rum SUPPORT A Con-Bul, F Aeg SUPPORT A Bul-Gre

Underlined moves do not succeed. Plain, **Bold**, *Italic*, **Outline**, or **Shadow** moves may.

SHOUTED OUT THE WINDOW (Press)

Austria-GM: "Thanks for the position. Let me see what I have gotten into. I am being attacked by Turkey, Italy and Germany. It is nice to be popular." [*You're welcome.*]

Italy-England: "What are you doing?"

England-World: "All's Quiet on the 'Western Front' - the 'Eastern Front' too, for that matter. Thanks for all the encouraging letters, if you want to concede the game to me I'll understand."

Austria-Anybody: "HELP!"

Italy-Austria: "Hello - sorry you're picking this position up at this stage in the game. Actually - you're doing much better than me."

England-Germany: "For a guy who's on the ropes you sure are quiet."

Berlin: "The Black Hoods were hot and stuffy. Someone had to do the slaughtering but no one liked it."

Italy-France: "Go ahead, build F Mar. Do I look worried? Ok, so I'm a bit pale and my hands are shaking, but I'm certainly not worried."

England-World: "Ha Ha! The Ruby Slippers will soon be mine . . ."

THE MAGELLAN COTILLION WINTER/SPRING

04/05 1987AV

Austria (Smith): (BUILD A VIE) A Mun SUPPORT RUS F Ber-Kie(No Such Order), A Rum-Gal, A Tri-Ser, A Bul-Con, A Tyl-Tri, A Bud-Gal, A Vie-Boh, F Con-Bla

England (Rush): A Bel-Pic, F Den SUPPORT F Kie, F Kie SUPPORT F Den, F Nth SUPPORT F Den, F Wal-Iri, F Eng SUPPORT A Bel-Pic

France (Oaklyn): (REMOVES A BRE) A Gas-Spa, A Pic-Bre, F MAO-NAT, F Spa(sc)-MAO

Germany (Hauser): A Mar HOLD

Italy (E.Anderson): A Pie SUPPORT A Ven, A Ven SUPPORT A Pie, F Ion-Alb, F Nap-Ion

Russia (Bowen): (BUILD A WAR) A Sev-Rum, A Pru-Ber, A Sil SUPPORT A War-Gal, A Mos-Ukr, A War-Gal, F Swe SUPPORT F Ber-Bal, F Ber-Bal

Turkey (Caruso): (A Sev Retreats Arm, F Con Retreats Ank, REMOVES A ARM) A Smy SUPPORT F Ank-Con, F Gre-Bul(sc), F Ank-Con

Underlined moves do not succeed. Now isn't that **SPECIAL**.

Thanks, and one issue sub credit, to **Vince Lutterbie** for unused standby orders.

WHISPERED IN THE HALLS (Press):

(France): "The overthrow of the Alaskan regime that once operated in Turkistan has now been taken over by the barracuda of New York. A small plane, last seen in the high mountains overlooking the glaciers of Northern Alaska suddenly dived into the sea, nevermore to be seen. Long live the Ottoman Turk. Long live John Caruso. Long live Eric the Great, now residing somewhere in Southern Italy. And, last, but surely least, down with England."

Turkey-Italy: "Helping the Austrian is only going to turn out to be your worst nightmare!"

Russia-Double Agents: "So who is playing who for a loser in this one. Which way does the wind blow?"

Turkey-Russia: "You are a damn fool - once I'm gone, Austria will be all over you!"

Turkey-Russia: "No fool, you hung me out to dry - just like a true Mad Lad!"

Russia-England: "What are you doing?"

London-St. Pete: "If no letter last turn means I'm a bad guy, does two this turn make me terrific?"

Russia-England: "Welcome back."

(Paris): "The expression is, 'throwing a dog a bone'. The Frenchmen sat out one day to teach the German dog a new trick. So the Frenchman made plastic bones. When the German dog came to call, we threw up a bone for the dog. Now, did you ever see a German dog catch a bone that had been thrown up before? (The misplaced modifiers are inserted for your fun and amusement when you run out of laff-ter, laffing at that silly German dog trying to eat that bone that had been thrown up. ('Gosh, Bernie, that has to be the sickest you have ever been, next to your role playing as Brux.' 'Naw! I have to talk this way to Bob. This is the only type of talk he understands. Anyone else, I would be my usual civic self.')

Turkey-France: "Come on pal, I know you can be as obnoxious as I can - so let's go for it!"

Richfield-GM: "Congratulations are in order, Derwood is a Dad." [*Congratulations! I don't smoke cigars, but if you would pass me that magnum of champagne...*]

Derwood-Steve: "Don't be mad at me. How am I to know what is going on when you don't write?"

Turkey-Austria: "If nothing else, I intend to kick you in your shins. Just for the hell of it."

Russia-France: "How about we do in England?"

England-France: "Ever see that movie Excalibur where Arthur and Mordred kill each other at the end? Our little engagement is headed the same way."

Turkey-England: "There is a way to get my attention - just tell me that you're a friend of Snob's and you immediately piqued my interest. However, I wouldn't hold your friendship with Steve against you - it's a dirty job but somebody has to do it."

England-Germany: "Don't worry, if you lose Marseilles, Holland will remain open. I'll retreat F Kiel to the Baltic before I let Austria and Russia make my foreign policy."

St. Petersburg: "Tsar 'Slim' Bowen is trying to conduct his military and foreign policy in such a fashion that people will really believe that stuff about 'dumb hillbilly'. Is it working?"

Turkey-Booper: "I guarantee you get 'Dopey' - remember I'm the GM and my vote weighs triple everyone else's. (This is a coded message only Russia will understand - so don't even try to figure it out!)"

THE EMPEROR'S BALL 1987AK

WINTER/SPRING 04/05

England (Hopcroft): A Swe SUPPORT F Den(cut), F Den SUPPORT A Swe(destroyed)

France (Sargent): (BUILD A MAR) A Vie SUPPORT A TyI(cut), A TyI SUPPORT A Vie, A Mar-Pie, F WMe-Tun, F MAO-WMe, F Naf SUPPORT F WMe-Tun, F Lyo SUPPORT A Mar-Pie

Germany (Schenck): A Kie SUPPORT F Hel-Den, A Nwy-Swe, A Gal-Bud(dislodged; retreat BOH or Off), A Mun-SII, F NwS-Nth, F Nth-Ska, F Hel-Den, F Ber-Bal

Italy (F. Anderson): (F Adr Retreat Apu) A Ven-Tri, F Apu-Adr, F TyS-Tun, F Nap HOLD

Russia (Holley): A Bud-Vie, A War SUPPORT A Ukr-Gal, A Fin-StP, A Ukr-Gal, F Bal SUPPORT ENG A Swe(cut), F Rum HOLD

Turkey (E. Anderson): (BUILD A CON) A Tri-Ven, A Ser-Tri, A Con-Gre, F Alb SUPPORT A Ser-Tri, F Aeg CONVOY A Con-Gre, F Ion-Apu, F Adr SUPPORT A Tri-Ven
Underlined moves do not succeed. This, after all, is war (or a reasonable facsimile thereof).

OVERHEARD AT THE BALL (Press)

Stockholm: "I wonder what the King is doing tonight..."

England-France: "So you're keeping up your alliance with the German to my bitter end. And how bitter it is..."

England-GM: "So this is what it feels like to be eliminated."

England-Russia: "I see it all now. It's a plot! (About six foot long by six foot deep, covered in mossy peat...)"

England-GM: "Back to the standby list, I suppose. It was a good try. If only the original England hadn't NMR'd at such an awkward time... At any rate, France still can't tell Whizzo butter from a dead crab!"

KING BASH 1987CP

FALL 03

Austria (Addison): A Gre-Ser, A Bul-Con, A Tus-Ven, A Tyl-Mun, A Tri-Tyl (dislodged; retreat VIE, BUD, ALB, or Off), F Aeg SUPPORT RUS F Con-Smy, F Apu-Ion

England (Schlosser): A Hol SUPPORT FRE A Ruh, A Den SUPPORT F Swe, F Swe SUPPORT A Den(cut), F Hel-Nth, F Nwy SUPPORT F Swe(cut), F NwS SUPPORT F Nwy

France (Rigley): A Pie-Tyl, A Ruh SUPPORT A Bur-Mun, A Bur-Mun, F WMe-Tun, F TyS-Nap

Germany (Hakey): (A HOL RETREAT OFF) A Ber-Pru(dislodged; retreat KIE or Off), A Mun-Boh

Italy (Carroll): A Rom-Nap, A Ven-Tri, F Adr SUPPORT A Ven-Tri

Russia (Lutterbie): (A Ber Retreats Pru, F Swe Retreats Ska) A Rum-Gal, A Arm-Ank, A Sil SUPPORT A Pru-Ber, A Pru-Ber, A StP-Nwy, F Ska-Nth, F Con-Smy, F Bot-Swe

Turkey (Vu): A Smy-Con(dislodged; retreat SYR or Off), A Ank SUPPORT A Smy-Con(cut)

Underlined moves do not succeed. No do I, in thinking of something cute to put here.

AUSTRIA (VIE, BUD, SER, BUL, GRE, VEN, CON) 7 EVEN

ENGLAND (EDI, LPL, LON, Nwy, BEL, DEN, HOL, SWE) 8 BUILD 2

FRANCE (BRE, PAR, MAR, POR, SPA, MUN, TUN) 7 BUILD 2

GERMANY (KIE) 1 REMOVE 1

ITALY (ROM, NAP, TRI) 3 EVEN

RUSSIA (STP, SEV, WAR, MOS, RUM, BER, SMY) 7 REMOVE 1

TURKEY (ANK) 1 REMOVE 1

NATTERINGS OF THE COURT (Press):

Germany-in-Exile, Bohemia, -World: "Heil! In the interests of the preservation of historical architecture, all castles and cathedrals in the province of Bohemia are hereby declared the property of the German Office of Kultural Services (GOOKS) and off-limits to all foreigners. Kiel, Berlin and Munich are open cities - just take good care of the civilians. After all, why should the poor German people suffer for the mistakes of their leaders? If you folks do it right you can each have a city of your own in the lovely German countryside. England gets Kiel, France gets Munich, Russia gets Berlin - hmmm, shades of the future? Austria gets nothing but the pleasure of our oh-so-brief company, and Italy and Turkey are too far away anyways. I seem to be specializing in standby positions that have as many enemies as they have units... Auf Wiedersehen!"

Ita-Aus: "If you were sincere in your offer, I apologize for these moves. But then again, you didn't really think that I would tolerate an invasion of Italy and an occupation of Venice without any kind of response? Sorry, but 'Oops, that didn't work' just doesn't cut it as an offer of reconciliation, especially with an army deep in Italian territory."

From The French Court: "Upon the return of the Emperor's from the Austrian front, he was heard by this reporter to have said, 'What is that Rotten Smell?'"

Upon that, some sub person to the Empress came forward, and told our Emperor a short story, about a package that came about two weeks ago, from the Czar of some small country, called Russia. And that it came C.O.D. To that the Emperor was heard to have said 'Cheap'. But back to our story. So the Empress paid the mailman, who had gotten lost somewhere in Germany for four weeks, and then opened the package in front of the whole court. It is said that the Empress and most of the court lost their cookies. And that the cleaning staff have been washing the floor for a week now. Then the Emperor said just loud enough for me to hear, 'There will be war.'

Adélie Soirée SPRING 1901 BN88E

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

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

France (Larry Botimer): A Mar-Spa, A Par-Bur, F Bre-Eng

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

Italy (Cathy Ozog): A Ven-Pie, A Rom-Ven, F Nap-Ion

Russia (Stven Carlberg): A War-Gal, A Mos-StP, F StP(sc)-Bot, F Sev-Rum

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

Underlined moves do not succeed. But that, my children, comes later.

Mark Weseman has a new address, in the Invitations list. **Cathy Ozog** is our new **Italy**.

GENTEEL DISCOURSE (Press)

Italy-Germany: "Friends? I didn't go to Tyl as you requested."

Germany-World: "Are all the things I've heard about Melinda true?"

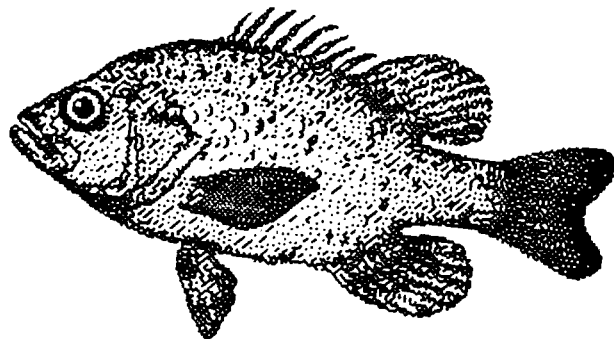
Italy-World: "If I'm in I will be writing to all of you."

Turkish Press Release: "Behold, the wrath of Islam striketh down the treacherous Bulgarians! Woe, ye who defy the Sword of Allah!"

Germany-France: "Nice to see you again. Let's don't have a replay of 'Dogs'."

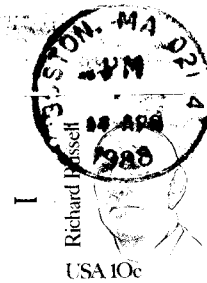
Italy-France: "This isn't agressive, really it isn't. It's just that silence gets on my nerves. Write!"

Deadline for all games is **MAY 14**.



GATECRASHERS (Pete Gaughan, Chisholm Gentry, Ron Cameron, Derek Levison, Mark Weseman, Michael Gonsalves, Kathy Caruso, Dave Ditter, Michael Hopcroft, and Michael Quirk). A standby pays no game fees, receives sub credit for submitting unused moves and upon playing a position to completion so let me know if you want on (or off) this list. Thanks to all for helping out!

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



FIRST CLASS

Rod Walker
1273 Crest Dr.
Encinitas, CA 92024

Sub Ends #: 19

THE BACK PAGE

The population of the United States currently stands at about 240 million people. Mexico City and São Paulo each have over 13 million residents. In Bangladesh, over 100 million people live in a country the size of Iowa. Although many of the industrialized nations have greatly reduced their population growth, the world population continues to soar (over 5 Billion Served!).

But world leaders continue to treat the symptoms of overpopulation (war, crime, poverty, famine, disease, etc.) while ignoring the cause. Ronald Reagan cuts funding for the Planned Parenthood as a sop to the anti-abortionists while Pope John Paul II continues to speak out against any and all forms of birth control. And so unwanted, undernourished children continue to be born (very often to die) to the underprivileged, while the well-educated well-to-do are still well able to conduct the reproductive strategies of their choice. Who is this policy helping?

The world ecosystem does not have unlimited resources. Although technology can and should stretch these limits, and a strong program of space exploration and development could add to them, at our current rate of child-bearing speed we are headed towards the wall faster than we could ever push the wall back. Either we cut our population back voluntarily, or Malthus' cold equations will do it for us.

Maybe John Brunner's STAND ON ZANZIBAR should be made required reading.