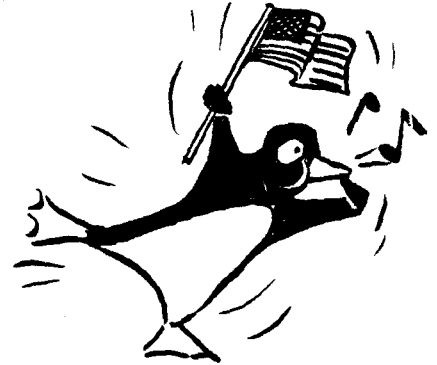


# PENGUIN DIP



Welcome to PENGUIN DIP #19. PD is an SF fanzine, an artzine, a general gaming and role playing game fanzine, and a postal Diplomacy zine. Edited, published and copyrighted (except where noted) by Stephen H. Dorneman, 94 Eastern Ave #1, Malden, MA 02148, and available as a 10 issue (1 year) subscription for \$15.00, \$20.00 outside of the United States, it is also available for contributions of articles, artwork and for the Usual Stuff.

Well, Penny and I did our patriotic duty in a local Malden school, flipping the switches and pulling the big red lever. I'm sure you all know by now what happened in the Presidential race, and I'm also sure you don't care about the local Massachusetts election results, but I'm going to tell you about them anyway; for we are nothing if we are not



### FROM THE FLOE: POLITICAL PENGUINS.

Many of the candidates on my ballot were running unopposed (Democrats, of course. Who says we live under a two-party system), or, like Senator Kennedy, might as well have been. The real action was in the Voter's Propositions. One was about raises for the state congressmen, another a referendum on the state's attempt to repeal a Prevailing Wage law (the unions pushed very hard to defeat this one, with some very deceptive advertising), the third would have set up a bureaucracy to oversee farmers' treatment of their farm animals (pushed by Animal Rights activists), and the last would have resulted in the closing of Massachusetts' functioning nuclear power plants. I voted against all of the Propositions except #2, where I voted Yes mainly in a negative reaction to the union advertising. All of the Propositions were voted down, however, by the contrary electorate.

So what does the above have to do with SF, Gaming, or even Art? Not too much, although the anti-nuke proposition again shows that a Gernsbackian future of plentiful, clean, nuclear power is, regardless of its feasibility, unlikely in our lifetimes (unless you happen to live in France).

However, a very spiffy application of nuclear (but non-radioactive) technology entered into our lives recently. In the quest to find out what's gone wrong with my nerves (minor sensory loss on my left extremities), I was subjected to a series of Nuclear Magnetic Resonance Imaging sessions. Lying perfectly still for about an hour while being bombarded with radio waves in a intense magnetic field (during which one feels nothing, except an almost overwhelming desire to itch your nose) results in an incredible series of photographic-quality images of the internal soft tissues (in my case, the brain and spine), at any angle of cross section desired. I had known about NMR Spectroscopy for years, but this application was new to me. The verdict? Well, nothing wrong that the pictures could show - but the jury's still out on a couple of the blood tests, and a Spinal Tap may be in the works. Maybe I just wear shirts with too tight collars...

Not much else new to report. Penny is still unemployed, but has had very promising first interviews with GE, Honeywell Bull, and a couple of other companies. Our building still isn't wired for cable (some zoning problem, I understand - we're working on it), and I still need both articles and artwork for next issue.

This issue includes Artwork by Phil Tortorici (cover, 11), Scott Ruggles (2,13), Sheryl Birkhead (cover lettering, 5), Diane Harlan Stein (8), and Scott Washburn (17), as well as Articles by Lawrence Watt-Evans, Kathy Luzzi, Rod Walker, Michael Hopcroft, and myself.

Anshar to Zoser is still running, but now with approximately every other month deadlines. The new Diplomacy game starts this issue - the last new gamestart until at least one of the other games ends.

## SF STUFF

**FRED DAVIS:** "Here's my list of favorite SF novels. I say 'favorite' instead of 'best', since I'm rating them for how I enjoyed them, rather than for any deep literary merit."

1. Foundation Trilogy, Asimov
  2. 2001, Clarke
  3. Mission of Gravity, Clement
  4. The Demolished Man, Bester
  5. Childhood's End, Clarke
  6. What Mad Universe, Brown
  7. The Space Merchants, Pohl & Kornbluth
  8. The Man Who Sold The Moon, Heinlein
  9. Rendezvous With Rama, Clarke
  10. (tie) Emergence, Palmer
- The Stars My Destination, Bester

"1984 is not included, since I do not consider that book to be science fiction. It is a political/philosophical novel, which just happens to have a future setting, but there is virtually no SF in it. I also feel that the modern SF category should be limited to those pieces written in 1929 and later. Anything written before John Campbell became editor of ASTOUNDING in 1929 is from a different era."

"Several of these are books which I read in my 20's. I think you're more affected by books you read when you're young, before your brain starts to ossify. Also, I haven't read all that much SF in recent years."

**LAWRENCE WATT-EVANS:** "Okay, here are my top ten SF or Fantasy novels (I decline, at the moment, to separate the two) as of this particular moment. Ask me another time and you'll get a different list:"

1. The Stars My Destination, Alfred Bester
2. Door Into Summer, Robert Heinlein
3. Something Wicked This Way Comes, Bradbury
4. Jack Of Shadows, Roger Zelazny
5. Dying Of The Light, George R.R. Martin
6. Interview With The Vampire, Anne Rice
7. The Lani People, J.F. Bone
8. Stand On Zanzibar, John Brunner
9. A Fall Of Moondust, Arthur C. Clarke
10. A Maze Of Death, Philip K. Dick

"That should stir up some comments, if anyone's paying attention; your average reader probably never even heard of some of those."

**PETE GAUGHAN:** "The problem I have with lists is that I just don't critique my casual reading. For academic purposes, or for a review/essay in PERELANDRA, I can read for analysis and such -- but compiling a 'best' list is tough otherwise. Maybe a 'most enjoyed' list would be easier, since it certainly would be a different set of titles... How about (for science fiction):"

### Best Writing (Any Length)

Canticle For Leibowitz, Miller  
War With The Newts, Capek  
Cities In Flight, Blish  
Hunter Of Worlds, Cherryh  
Foundation, Asimov  
Earth Abides, Stewart  
Shambleau, Moore  
The Invisible Man, Wells  
Far Rainbow, Strugatsky & Strugatsky  
Journey To The Center Of The Earth, Verne  
The Martian Chronicles, Bradbury

### Most Enjoyed (Any Length)

Canticle For Leibowitz, Miller  
Cities In Flight, Blish  
Earth Abides, Stewart  
Friday, Heinlein  
Hunter Of Worlds, Cherryh  
Caves Of Steel, Asimov  
The Man Who Could Work Miracles, Wells  
The Man Who Fell To Earth, Tevis  
The Well Of Souls, Chalker  
Deathman. Do Not Follow Me, Bennett

"I've got everything from short stories to novellas to novels to collections of novels -- that's really relevant to me. But since I often enjoy something for its humor, or campiness, or action, in spite of average-grade writing, I feel as if two lists are needed (no special order in those)."

"But Fantasy is another matter. Because this is a field I've studied academically, and I'm more familiar, not only with a larger corpus, but also with the styles both of writing and of criticism, the 'two lists' tend to merge -- I enjoy more of the same things I find to be excellent:"

The Lord Of The Rings, Tolkien

Phantastes, MacDonald

WaterShip Down, Adams

The Cornelius Chronicles, Moorcock

Alice In Wonderland, Carroll

The Place Of The Lion, Williams

Faces Of Midnight, Schweitzer

The Neustrian Cycle, Barringer

The Once And Future King, White

Till We Have Faces, Lewis

"Other candidates; I'll Met In Lankmar, Leiber; The Neverending Story, Ende; The Prowler In The City At The Edge Of The World, Ellison. Note that on the main list, every author is from Britain except Schweitzer (Aussie) and I'm not sure of Adams. Oh, there are good fantasy writers in the US, even today -- but not on a par with these. And on all three lists, I have restricted myself to one work/set of works per author."

*["Okay, time for your fearless editor's turn. My list, too, would be somewhat different if polled at another time. There are a lot of good books out there that just barely miss making the Top Ten -- today. Books like Andre Norton's Starman's Son, Hal Clement's Mission of Gravity, E.E. 'Doc' Smith's Grey Lensman, and various alternate Heinlein and Zelazny selections. But today my choices are (in alphabetical order by author):"*

1. Starship, Aldiss (the best 'generation ship' novel, Heinlein's Universe notwithstanding)
2. Foundation Trilogy, Asimov (for its sweeping ideas on the grandest scale, not for best writing)
3. The Stars My Destination, Bester (best 'mental powers' novel)
4. Neuromancer, Gibson (seminal cyberpunk)
5. The Moon Is A Harsh Mistress, Heinlein (only hard SF novel that ever made me cry at the end...)
6. Dune, Herbert (ecology & mysticism, planets & people -- a complex novel that works on all levels)
7. Up The Line, Silverberg (the best 'time travel' story)
8. Earth Abides, Stewart (After The Holocaust -- written before it became fashionable)
9. "Baby Is Three", Sturgeon (gestalt evolution of humanity from the best of the SF 'humanists')
10. Lord Of Light, Zelazny (nobody turns mythology into SF like Roger does)]

**MICHAEL HOPCROFT:** "Cecilia Eng's new filk album OF SHOES AND SHIPS is out, and it's quite good. It's still available from Off Centaur, or whatever they call themselves now. . . . There are also active SF authors who do filks; one notable example is Peter S. Beagle who did the songs about King Christian X that I mentioned in my article [ *last issue* ]."

## **RELIGIOUS TESTAMENTS**

**ROD WALKER:** "Of course Jeanne d'Arc. More so she than Gandhi in at least one respect: namely, that she underwent the 'prophetic experience', whereas Gandhi didn't (or at least he never claimed to have undergone it). The experience is at least two-fold. First, there is an overwhelming experience of God's presences -- this can be aural or visual or both -- or neither. Second, there is an intense infusion of communication -- something like having a subliminal instruction tape being run through your brain at high speed (or, as St. Bridget expressed it, having 'a cornucopia of all good things dumped' into your head). I wrote a pair of scenes of that sort in my (as yet unpublished, alas) novel, A Death In Jerusalem. I was amazed to find out later, reading Lindblom's Prophecy In Ancient Israel, that these events are very typical of the time during which a prophet is 'anointed', so to speak."

"Of course it goes without saying that these states of mind can be self induced; however, that doesn't mean that they always are."

"Anyway, as to Quetzacoatl: this is a very problematic individual. Or perhaps group of individuals, since the Quetzacoatl of Yucatan seems to be (or have been) many generations after the Quetzacoatl of the Valley of Mexico. In some versions of the northern story, he is a native; in others, however, he is said to have come from across the ocean. If the latter is the case, it's always possible he was a European Christian (for instance, the legendary St. Brandon) -- which case, all you're getting is perhaps a rote repetition of Christian doctrine, not a genuine revelation. The Mayan Quetzacoatl is clearly a foreign conqueror, however. Anyway, I had not intended my list to be exhaustive. On the face of the exceedingly ambivalent evidence, however, I'd say Jack Jewart is correct in his assessment."

### **FANDOM IS A WAY OF LIFE**

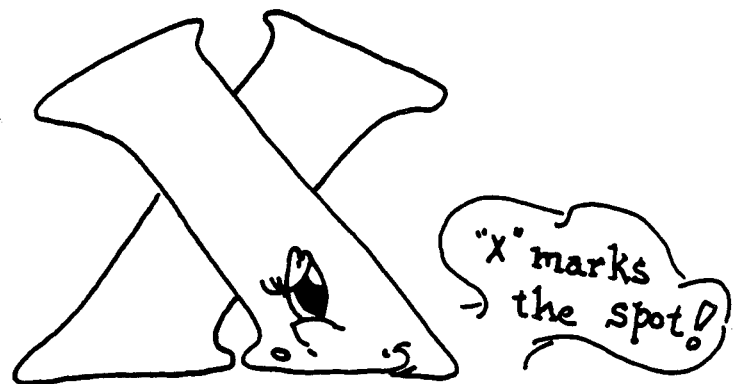
**MICHAEL HOPCROFT:** "I am also looking into getting back into the fan fiction area; today I'm going to go through a couple of manuscripts and see what I can do to improve them. Maybe someday I might be able to do fanzine reviews for you, if I ever get to see many more and if you want them. [*Of course!*] I just hope I don't start arguing with my collaborators over quibbles. The fanzine business is a very odd one, and some strange things can happen even if you don't do cross-universe stories. I got writer's guidelines the other day for a zine that does stories based on AMADEUS, PHANTOM OF THE OPERA, and BEAUTY AND THE BEAST. A strange lineup, but it looks interesting. I don't quite know how to write for these, though. I have a very good idea what a DOCTOR WHO story should look like... But for some things it's harder."

"There are also really strange subgroups of the fan fiction business, some of which can be fairly embarrassing: I'd rather not go into great detail about 'slash', for example. Gene Roddenberry, in his novelization of the first STAR TREK movie, gave the perfect retort to those who had speculated on a Kirk/Spock 'intimate' relationship when he had Kirk mention 'Who would want a lover who only goes into heat every seven years?'..."

"Still, it can be a rewarding business. I've done fan stories which I think are quite good, and since it doesn't look like I'll ever get to write an actual DOCTOR WHO story it's a useful exercise. It also says some interesting things about the way fandom really works, to figure out which series provoke the greatest enthusiasm among fan writers and editors."

### **TUXEDO REVIEWS**

**ROD WALKER:** "[*About*] Nightfall: Thanks to Robert Hauser for his review. Yes, this is one of the greatest SF stories ever written. I can see its considerable potential for an excellent movie. Too bad it got botched. Why is it that SF prose with great potential so often gets botched these days? It certainly comes, at least, from an excess of fiddling with the original."



## ETHSHAR GEOGRAPHY

### Writer's Notes by Lawrence Watt-Evans

As for maps, yes, my stuff is mappable. The Lure of the Basilisk, The Seven Altars of Dûsarra, The Sword of Bheleu, and The Book of Silence include a map; none of the others do. With the science fiction, I generally haven't worried too much about mapping; I usually had a vague map in my head, but never put details down on paper.

With the Ethshar books, though -- The Misenchanted Sword and With A Single Spell, and coming in a year or so An Unwilling Warlord -- I have very detailed maps not only of the World, but of each of the major cities, of all the two hundred and five Small Kingdoms, and so on. I've even carried this to the extreme of a detail map of Wizard Street in Ethshar of the Sands showing each individual shop and the name of its proprietor.

None of these have ever been published, however, and if I have my way they never will be published, at least, not accompanying a novel. This is because the characters in the novels don't know their own geography, and I don't want the reader to know all this stuff the characters don't; I want readers to see the World from the viewpoint of my characters, complete with patchy-to-nonexistent notions of geography.

The geography of Ethshar is intentionally designed to be confusing. There are three cities, a castle, and two countries named Ethshar; there are three city-states named Shan; there are four kingdoms named Akalla. There are two rivers called The Great River; each also has other names. There are two kingdoms called Tintallion, which are at war with each other; they used to be one kingdom, you see, but there were twin heirs and a dispute about which was the elder. There are two Sardirons, but one of them is a lost city, more or less forgotten.

I like to think of this as being realistic. After all, consider how many things bear the name "America," or "Columbia," or "Washington," or "Guinea," or "St. Martin." We have two Georgias on opposite sides of the globe. We don't find this particularly confusing, and a Ethsharite has no troubling keeping Ethshar of the Sands distinct from Ethshar of the Spices, or the Hegemony of the Three Ethshars from Ethshar of the Plain, or Tintallion of the Isle from Tintallion of the Coast.

And here's an interesting detail: the World of Ethshar came about from a map, rather than the other way around.

Many years ago, I found a piece of paper, 8 1/2" x 14", white, unlined, lying around somewhere. It had apparently been used as a backing sheet by somebody using a compass; it had various little holes in it where the compass had pricked through. They came in various sizes, depending, presumably, on how complicated each geometry exercise was and how many times each curve was gone over.

I looked at the resulting pattern of dots and decided it looked like a map -- the dots would be the various cities and towns. So I drew a map on that piece of paper.

Years later, I was trying to develop a new role playing game, and had worked out a few basics, but didn't have a setting yet. I came across that map drawn from compass punctures, and used that.

The result was Ethshar, which never worked as a game, but made a fine background for novels.



## THE MISENCHANTED SWORD/LAWRENCE WATT-EVANS

Book Review by **Stephen H. Dorneman**

The MisenCHANTED Sword is truly a unique sword and sorcery novel. And a good one, too.

Now there are an awful lot - or a lot of awful - fantasy heroes wielding enchanted swords in your paperback racks these days. From Fred Saberhagen's Books of Swords and Lost Books of Swords trilogies to David Eddings' Belgariad to Michael Moorcock's classic Elric series, it seems that any protagonist with anything close to sinewy thews latches somehow onto a magical hunk of ironmongery and ends up carving out a kingdom/killing a dragon/killing himself or all of the above with it. So how can I call Penguin Dipper Watt-Evan's novel of the adventures of Valder and his sword Wirikidor unique?

Well, mainly because not only does Valder not do any of the above with his sword, he doesn't want to do any of them (particularly not the killing himself part - which does become part of his problem). Oh, he does take a whack or two at a young dragon with the sword (succeeding only in making the dragon angry), and he does use the sword to hasten the fall of a kingdom, but it was probably going to fall soon enough without his help. But this is mainly a novel about a relatively normal man who, when thrown into a very unnormal relationship with a powerful enchanted sword, spends the rest of his life trying to live normally again. It is this tension that drives the novel, not any weighty conflict between good and evil.

In a world where various forms of sorcery are practiced, a scout (Valder) finds himself trapped far behind enemy lines. Chased by both human and non-human enemies, Valder chances across an old hermit, who turns out to be a powerful magus. When Valder's pursuers end up destroying the hermit's hut (and his years of research along with it), the two barely escape with their lives. Understandably irritated at Valder's disastrous intrusion into his life, the wizard volunteers to enchant a sword for Valder, helping the scout to return to his own army so that he's out of the hermit's life. And enchant the sword he does, working a magic that the soldier-sorcerers of Ethshar find almost beyond their comprehension.

Of course, working such powerful magics under such rough conditions, with limited supplies... well, the book isn't called The MisenCHANTED Sword for nothing!

This is also a story that tries to answer the question, what does a hero (and his world) do when the war (a generations-long war, we are told) ends? In Valder's case, he learns about inflation, petty politics, and the simple joys of innkeeping, and this education is an especially amusing touch that adds both realism and humor to the World of Ethshar at the same time.

Don't get me wrong; The MisenCHANTED Sword isn't a perfect novel. Aside from Valder and the hermit mage, the rest of the characters in the novel are eminently forgettable. Although the overall tone is light, still a sequence where a magical dream message is preceded by a wizard's advertisement seemed going too far in looking for a cheap laugh, and for me it disturbed that 'willing sense of disbelief that Watt-Evans earned with previous, well-reasoned, displays of magic. And the ending is so light, it borders on the sweet - something that I don't have a problem with, but if you're looking for climactic confrontations and love won and lost in tumultuous battles, well, don't look here. (Ballantine, 1985, \$2.95)

After all, I said this was a unique fantasy novel.



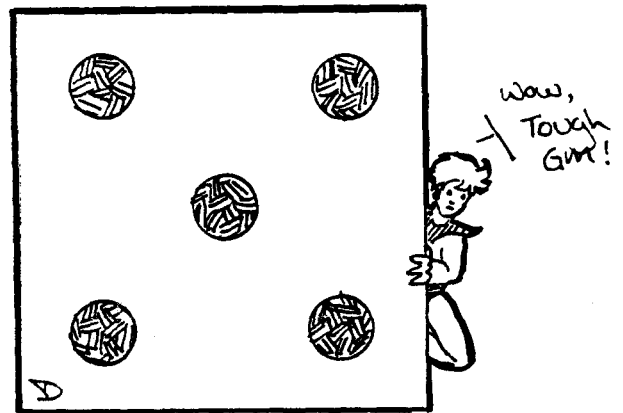
## ONLY A GLIMPSE OF ANOTHER WORLD

### FRP Observations by Kathy Luzzi

Back in 1982, when I was a beginning AD&D player, I expected the game to be as long-lived as the campaign in J.R.R. Tolkien's Lord of the Rings trilogy. But after three gaming sessions it came to a sudden stop. The halt was called by the gamemaster whose mind seemed to be somewhere else. This seemed unfair to me. The gamemaster had opened a door into his campaign world, allowing me to step through to see another world and to meet people who were new and different. It was a world which existed for my first character -- Elsbeth, a beginning level cleric with only two hit points. She was my porcelain doll. When Elsbeth reached second level the door was closed.

Elsbeth existed, once upon a time, and I have no knowledge of what became of her in that other world. Meanwhile, the gamemaster wandered off and completely revised his world. When we met again we were told to roll up new characters.

My ambition was to learn enough about the AD&D game to eventually become a gamemaster myself. Elsbeth was to have been a guide for me in this discovery. When she was gone I felt lost. So I shelved my ambition and I tried to be interested in my new character. He was a cleric who stuttered (the GM rolled up his impaired speech on a random die roll chart). Either I played this cleric or I was out of the game. Wanting to play AD&D, I tried to cope with my cleric -- everyone had trouble understanding him and when he cast spells it was ridiculous. Mounting disinterest caused me to drop out of the game.



Then my ambition returned to haunt me. "Why don't you be a gamemaster, and create your own campaign settings, and write your own adventures, the kind you have always wanted to enjoy?" I asked myself. But what did I like? Back in 1982 I didn't know.

After four years of gaming in the different worlds of several GMs, I realized what I had been searching for. Action-type adventures, of course, thinking of all the paperback books I had read on the sly. And although I didn't know what I was doing, I sat down and wrote up my adventure backgrounds and drew up the maps of my campaign setting. It was sheer enjoyment. Now, running my own campaign for my friends is not only fun but the realization of a dream as well.

Yes, there are times when I think of Elsbeth. She has discovered another world -- mine.





## THE NEW DINOSAURS/DOUGAL DIXON

### Book Review by Rod Walker

Dougal Dixon's first book, After Man (St. Martin's, 1981, \$14.95, now a paperback for something less), was a considerable achievement. It was nothing less than (as its subtitle put it) "a zoology of the future". Dixon's thesis was that an ecological catastrophe (probably within the next couple of centuries) made *homo sapiens* extinct -- and with him went horses, cows, cats, dogs, sheep, buffalo, whales, and a host of the Earth's creatures. The heirs of the Earth were the rats and the rabbits (as well as beavers, elks, snakes, and many other creatures) who, in the next 50 million years evolved to fill all the vacated ecological niches (save, of course, that of Lord of Creation, which was wisely left vacant this time). His illustrations and text were alarmingly instructive, interesting, diverting, intelligent... Great book; run out and buy it.

The New Dinosaurs (Salem House, Topsfield MA, 1988, \$19.95) is the same sort of thing in reverse. In this book, Man is not extinct because Man never occurred. The dinosaurs aren't extinct either, because the Cretaceous Terminal Catastrophe never happened. So the world is ruled by dinosaurs, reptiles, and birds (with the mammals still, as they always were, fuzzy little insectivores that won't ever amount to much). Most of the ruling is done by dinosaurs (and if you count birds as their descendents, which you have to do, they're doing damn near all of it).

The time is now. The plains of the Nearctic Continent ("North America") bear the thundering hoofbeats of the Monocorn (a distant relative of the noble Triceratops). The swift Northclaw hunts the herds of Sprintosaurs. The the Neotropical Continent ("South America") the once-mighty hunter, the Tyrannosaurus, is represented by its scavaging descendent, the immense Gourmand -- while the real hunting is done by one of the coelurasaur's descendents, the Cutlasstooth. Herds of gigantic Rajaphants thunder over the plains of a subcontinent we might have called "India" in an alternate history. In the Neotropics, tiny (eight inch) Gimps suck nectar and even tinier Scaly Gliders hunt butterflies. In Australasia, the hopping is done by Gwannas; in the large islands to the east roam unmolested herds of wingless Kloons and Wandles. In the oceans the crafty Pelorus hunts the giant Kraken. Elsewhere we find wonderful creatures bearing such names as Tromble, Whiffle, Treapounce, Fottle, Jinx, Lumber, Tubb, Glub, Gestalt, Numbskull, Harridan, and Whulk. Among others, of course.

This book is a lot of fun, and combines many of the best features of scientific speculation and fantasy. The illustrations are wonderfully evocative. The text, while based on sound principles and a firm understanding of evolution, is delightfully tongue-in-cheek in many places.

If I have a complaint about this book, it is only that it seems somewhat less spontaneous and more derivative than its predecessor. But that is only a quibble, and perhaps not even a valid one. Some of the most striking images you will see in it are familiar ones... such as that of the Lank, which is a pterosaur that evolved into a giraffe of sorts. Dixon is frequently at great pains to remind his reader that evolution is not only divergent, it is convergent as well. Some may say he overdoes it on this point, but the Lank's shock of familiarity is wonderful.

Get this book and enjoy it. It is a wonderful world you're looking at -- and bear it mind what Dixon will remind you; if that world really existed, you wouldn't be around to see it.

## ARE ALL COLLECTORS CRAZY, OR JUST SOME?

### Observations by Michael Hopcroft

We don't say people collect Big Macs. But people buy a lot of them. I couldn't get anybody to pin down how many Big Macs they've purchased in the last ten years. Now it's harder to eat a game or a book than it is to eat a Big Mac, although eating a book may do less damage to your body chemistry. But for a lot of people it's the same way.

I have come to the conclusion that anything that is designed to be a collectible isn't worth collecting. I don't know anybody who has a complete Civil War chess set, for example. That was designed with the intent that twenty years from now people would look at them and think they are valuable. They'd be wrong. That's true of Wizard of Oz movie plates as well. You buy the things thinking ten years from now they'll be worth hundreds of dollars, right?

The real collections are the ones we accumulate without realizing it. All the time I buy something on impulse only to realize later that it fits right in with a lot of stuff I have already. Case in point: big science fiction convention in Portland. I'm in the dealer's room looking at stuff and trying to get "expert" advice from the dealers on what is worth buying. The thing is I see many things I have which could well be rare. But there's no real way for me to tell, and in the end I don't care. Either I want something or I don't. If I need a game part and can't find it, I replace it. Anyway, I found a copy of FANTASY HERO at the convention and didn't realize until later that I had pretty much the complete Hero System games in my possession, and could theoretically build the Ultimate Champions Campaign with all the stuff I picked up from all the other games in the series. Likewise, I didn't set out to get all the GURPS supplements; I just did. I don't set out to get first edition anything; it just works out that way. The result is that I have a lot of stuff that might be valuable someday, were it not for several factors intervening.

Rarity is one. If everybody has a copy of DUNGEONS & DRAGONS, who needs another one? TSR recently reissued the original three-booklet set of D&D rules. The result is that all those people who bought the disposable originals many years ago have to watch their value decline markedly. The new versions are just like the old ones, only newer and in better condition. At least when DC put out their umpteenth reprint of ACTION COMICS #1 (as it seems they do every two to three years) they mark it to differentiate the reprint from the thousands-of-dollars, only-ten-or-so-survive original.

Another is condition. When I bought games when I was younger, I didn't care about resale value or any similar conditions. As a result, not only did my games become rather worn but several pieces mysteriously disappeared. When I got some of the stuff back from storage I was appalled. I had a copy of STALINGRAD missing rules, counters, and the CRT. My copy of D-DAY had worn down in equal proportion. I had an APBA Basketball game without the rules. And so on. None of those are worth anything to anybody, yet somehow I had picked them up. Nowadays everybody is collection-conscious, so they go to great lengths to preserve their originals. Comic books, for example, pretty much have to be hermetically sealed if they're going to be worth anything in the future, because so many will be floating around.

Quality, on the other hand, seems not to matter in the least. For example, have you seen what Lou Zocchi charges for old SPI games? I didn't keep track, but there seems to be no causal link between how good a game was and how much it is demanded now. The reverse is probably true; if you liked a game, you'll probably play it. And that means punching out the counters, scratching the maps, spilling coffee on the order of battle charts, and other hazards. And if you just open the box and decide you don't like it, everything will stay together a lot longer. If you never open the box at all, you will have a game in "mint" condition. Store it in your vault, and a hundred years from now your grandchildren may collect a fortune for it. Unless your storage bin catches fire, or something like that. At least that's how the theory goes.

Anybody got a copy of THE FIRST WORLD WAR in "mint" condition?

What is of value? That depends. In a recent issue of PASSCHENDALE, I saw a list of vintage wargames being sold very cheaply. Evidently the owner likes his collection, but simply doesn't have room for it right now. There are several things on that list I'd like to have, but it is not to be. I doubt they would be of much value to a "serious" collector. Me? I'm just happy on the few occasions I get to play Dip with wooden blocks...

So what does it take to be a serious collector? I don't know for sure. But I know I don't have the makings. Or the money!



GAMING SCHEDULE

A, D + D TOURNAMENT 9-12PM / 1-4PM

STAR TREK 1-4PM / 8-MIDNITE

DR WHO TIME IS RELATIVE  
WE ARE THE ... OF THE WORLD!!

CHAMPIONS 1-4PM

CAR WARS 9AM IN THE PARKING LOT

EXPONENTIAL UNO ALL DAY

MICE AND MEN 1PM IN THE STEINBECK ROOM

FULL-CONTACT CANDYLAND 9AM

ROLLERBEDS TBA

P. H. Hester

# HOW TO SIMULATE SUBMARINE LIFE IN YOUR OWN HOME

Advice by **Kathy Luzzi**

The following will give you an idea of what it's like to live in a US Navy nuclear submarine. **WARNING:** the author is not responsible for any abuse caused by spouse and/or family members of anyone who attempts an actual submarine life simulation.

1. Exclude all women, children, and old folks from the house (send them to your in-laws).
2. Paint everything around you in a shade of grey (Navy Grey, no substitutes).
3. Cut your bed in half, and enclose all but one side, using the dimensions of a small casket.
4. Close all of your windows and doors tightly, close your curtains and seal any openings to the outside world.
5. Unplug all of your radios and televisions to cut yourself off completely from news, football games, Star Trek: The Next Generation, Dr. Who, etc.
6. Do not flush your toilet for the first two days to simulate the authentic smell of blowing sanitariums and venting inboard. Then flush daily thereafter.
7. Hourly, monitor all of your operating home appliances; if not in use, then log in as secured.
8. Constantly study wiring diagrams and operating instructions of various household appliances (for example: your stove, refrigerator, VCR owner's manual, etc.). For no reason at all, at specified intervals tear one of these items apart just in case it was about to break and you didn't know it.
9. Work in 18-hour intervals to ensure that your body really gets confused.
10. Set your alarm to go off just as you are about to fall off to sleep, with your alarm set at loud, or buy some special alarms with messages, i.e., "Man Battle Stations!", "Fire!", or "Flooding In The Basement!".
11. Listen to the same cassette over and over again until you can't stand it anymore, then listen to it once again.
12. Cut your hair once a week so that it always looks bad. Grow a beard, and get fat eating ice cream.
13. Once a day, plug in your TV and/or VCR and watch one entire movie, ensuring it is at least five years old and that you have seen it at least twice before.
14. Buy yourself a snorkel and underwater mask, and periodically put it on and pretend you're in a smoke filled room with no way out. For added variety hook up a garden hose and pressurize.
15. Periodically, for want of excitement, open up the main power breaker and run around your place, yelling "Reactor Scram!" until you are sweating profusely, then restore power.



# BLACK TIE AFFAIRS: THE GAME OF DIPLOMACY

## INVITED ARE:

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
Ron Cameron	7821 Bouma Circle, La Palma, CA 90623
Kathy Caruso	29-10 164th St., Flushing, NY 11358
Dave Ditter	8049 Idaho Circle North, Minneapolis, MN 55445
Pete Gaughan	3105 East Park Row #132, Arlington, TX 76010
Chisholm Gentry	470 South Main Street, Bradford, MA 01830
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
Jack Jewart	24508-38th Ave. Court E, Spanaway, WA 98387
Derek Levison	26 Mt. Hope Blvd., Hastings-on-Hudson, NY 10706
Jim Nickel	429 E. Columbia Street, Falls Church, VA 22046
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	11027 Beacontree Lake Dr., Apt. 304, Reston, VA 22090
Mark Sheron	1924 Heritage Park Dr. #107, Oklahoma City, OK 73120
Michael J. Smith	4329 McPherson Avenue, St. Louis, MO 63108
L. Watt-Evans	5 Solitaire Court, Gaithersburg, MD 20878
Mark Weseman	124 Burleigh Drive, Ithaca, NY 14850



## ROCKHOPPER'S SOCKHOP      SPRING 06      1987AU

**England (Hall):** A War-Gal, A Mos-Ukr, A Lvn-War, F Kie HOLD, F Den SUPPORT F Kie, F Edi-Yor, F Iri-Wal, F Nth-Lon, F NAO-MAO

**France (Quirk):** A Bre HOLD, A Bel SUPPORT A Hol, A Hol SUPPORT A Bel, A Mar-Pie, F MAO SUPPORT F Lon-Eng(Cut), F Lon-Eng, F Tun SUPPORT ITA F TyS-Ion(No Such Order), F Wme SUPPORT F Tun, F Spa(sc) SUPPORT F MAO

**Germany (Ditter):** A Mun-Sil, A Ber SUPPORT A Mun-Sil

**Italy (Ozog):** A Vie SUPPORT A Tyl-Tri, A Tyl-Tri, F Tri-Adr, F TyS SUPPORT F Nap-Ion, F Nap-Ion

**Turkey (Nickel):** A Ukr-Gal, A Gre-Alb, A Rum SUPPORT A Sev-Ukr, A Bud SUPPORT A Ukr-Gal, A Sev-Ukr, F Bla-Sev, F Aeg-Ion, F Ion-Adr(Dislodged; retreat APU, GRE, or Off), F Smy-EMe

Underlined moves do not succeed. "A visit to the New England Maple Museum is exciting and educational. The history of maple sugaring is depicted in over 100 feet of murals extensively researched and painted by artist Grace Brigham. Our exhibits also include the most complete collection of sugaring artifacts in existence."

## **SHOUTED OUT THE WINDOW (Press)**

**Italy-England:** "What, you don't even want me? And here I thought Italian Dots - I mean wine - was so popular."

**England-Italy:** "It appears they have us where they want us so . . . Attack! Attack! Attack!"

**Italy-Turkey:** "I suppose someday you will explain the logic behind the Fleet build."

**Italy-World:** "Hey - Italy is the fleet power! What is going on here!"

## **THE MAGELLAN COTILLION      FALL 06      1987AV**

**Austria (Smith?):** NMRI A Ser HOLD, A Bul HOLD(Destroyed), F Bla HOLD

**England (Rush):** A Bur-Mar, A Pic SUPPORT GER A Gas-Par, F Nth HOLD, F Den HOLD, F NAO SUPPORT F Eng-MAO, F Bre SUPPORT F Eng-MAO, F Eng-MAO

**France (Levison):** A Par HOLD(Dislodged; retreat BUR or Off), F MAO-NAf, F Spa(sc)-WMe

**Germany (Hauser):** A Gas-Par

**Italy (E.Anderson):** A Tri SUPPORT A Vie, A Vie SUPPORT A Tri(Cut), A Alb-Ser, A Pie-Ven, F Gre SUPPORT TUR F Aeg-Bul(sc), F Ion-TyS

**Russia (Bowen):** A Sev-Ukr, A Mun-Kie, A Tyl-Vie, A Rum SUPPORT TUR F Aeg-Bul(sc), A Bud SUPPORT A Tyl-Vie, A Sil-Boh, A War-Gal, F Nwg-Nwy, F Swe-Nwy

**Turkey (Caruso):** A Smy-Con, A Ank HOLD, F Aeg-Bul(sc), F Con-Bla

Underlined moves do not succeed. "Join us for a scenic cruise on New Hampshire's largest lake, aboard the beautiful Mount Washington, a first class excursion ship. Dress Code is "DRESSY" - jacket and tie optional or "appropriate dress" for Special Theme Cruises."

Would **Michael Gonsalves**, 1401 Haven Road \*T-6, Hagerstown, MD 21740-3071, please stand by for **Austria**?

**AUSTRIA (SER) 1 REMOVE 1**

**ENGLAND (LPL, EDI, LON, DEN, BEL, HOL, BRE, MAR) 8 BUILD 1**

**FRANCE (SPA, POR) 2 REMOVE 1**

**GERMANY (PAR) 1 EVEN**

**ITALY (VEN, ROM, NAP, TUN, TRI, VIE, GRE) 7 BUILD 1**

**RUSSIA (WAR, MOS, STP, SEV, SWE, Nwy, BER, MUN, RUM, BUD, KIE) 11 BUILD 2**

**TURKEY (SMY, ANK, CON, BUL) 4 EVEN**

## **WHISPERED IN THE HALLS (Press)**

**Steve (Rush)-Bernie:** "I really enjoyed playing with you in this game. Good luck and come back to the Hobby soon."

**Turkey-Italy:** "It's your choice, but only a fool would want to fight a Turk who is entrenched in the corner."

**'Bums' Rush-'Debbie Does Flushing':** "OK, just pretend that you are not already doing my every bidding. Pretty soon you will be openly begging for my advice."

**St. Pete-New France:** "Welcome to a mess. This is even worse than the crap Kathy stuck me with in KK."

**England-Germany:** "As promised, Paris is yours. As also promised, as long as I live, so do you. There - who says I don't have a heart?!?!"

**Turkey-Russia:** "I'd love to know why you are using Rum to support a center that is not threatened when you could be using it to help kick Austrian butt, not to mention lend me a hand!"

**Italian Press:** "The Italian Opera Guild calls for an immediate halt to yodeling in Russian! This abomination must cease. Art lovers of the world, join me in this plea."

**Turkey-France:** "If you can just hold on to a couple of centers, think of all the fun we'll have!"

## **THE EMPEROR'S BALL                      FALL 07                      1987AK**

**France (Sargent):** A Vie-Bud, A TyI SUPPORT A Ven-Tri, A Tus-Ven, A Ven-Tri, A Par HOLD, F Tun SUPPORT F Nap-Ion, F Apu-Adc, F Nap-Ion, F Rom SUPPORT F Lyo-TyS, F Lyo-TyS

**Germany (Schenck):** A Mun-Boh, A Mos SUPPORT A Pru-War, A Boh-Gal, A Lvn SUPPORT A Mos, A SII SUPPORT A Pru-War, A Pru-War, F Hol HOLD, F Bot-Swe, F Swe-Nwy, F Bal-Den

**Italy (F. Anderson):** (No Units)

**Russia (Holley):** (A MOS RETREAT UKR) A War-Mos(Destroyed), A Ukr SUPPORT F Rum-Sev, F Rum-Sev

**Turkey (E. Anderson):** A Bud SUPPORT A Alb-Tri(Cut), A Ser-Rum, A Alb-Tri, F Adr-Ven, F Aeg SUPPORT F EMe-Ion, F EMe-Ion, F Ion-Apu

Underlined moves do not succeed. "Come experience a living Shaker community - Canterbury Shaker Village. Discover the purposeful way of life practiced by the Shakers from the 1780's to today."

**FRANCE** (BRE, PAR, MAR, POR, SPA, LPL, VIE, TUN, RUM, NAP, TRI) 11 BUILD 1

**GERMANY** (KIE, BER, MUN, HOL, BEL, EDI, LON, Nwy, SWE, DEN, STP, MOS, WAR) 13 BUILD 3

**ITALY** (VEN) 1 BUILD 1 [ *You can check out, but you can **never** leave...* ]

**RUSSIA** (SEV) 1 REMOVE 1

**TURKEY** (CON, ANK, SMY, BUL, GRE, SER, BUD, RUM) 8 BUILD 1

The **F/G DRAW** and the **F/G/T DRAW** have both **Failed** to Pass. A **CONCESSION** to **GERMANY** has been proposed, along with the **FRANCE/GERMANY/TURKEY DRAW** again.

### **OVERHEARD AT THE BALL (Press)**

**Turkish Press:** "Let it be known that I will not vote for a concession to anyone who does not write to me. The only way to get a France/Germany draw out of this game is for the two of you to dig me out of my corner while carefully making sure to split my centers equally, in spite of the fact that, at the final extreme, I have a real preference for who gets 18 and who gets 16."

**KING BASH****WINTER/SPRING 06/07****1987CP**

**Austria (Gaughan):** A Bud-Vie, A Rum-Ser, A Tri SUPPORT ITA F Ven, A Vie-Boh, F Aeg SUPPORT F Ion, F Ion SUPPORT ITA F Nap-TyS(Cut)

**England (Schlosser):** (BUILD A EDI) A Lvn-Mos, A Den-Pru, A Yor-Den, A Edi-Yor, F Bal CONVOY A Den-Pru, F Ber SUPPORT A Den-Pru, F Bar-StP(nc), F Nwy SUPPORT F Swe, F Swe SUPPORT F Nwy, F Nth CONVOY A Yor-Den

**France (Rigley):** A Tyl SUPPORT A Mun-Boh, A Ruh SUPPORT A Bur-Mun, A Mun-Boh, A Pie SUPPORT A Tyl, A Bur-Mun, F Tun-Ion, F TyS SUPPORT F Tun-Ion(Cut)

**Italy (Cameron):** (REMOVES A GAL) A Apu-Rom, F Ven HOLD, F Nap-TyS

**Russia (Gentry):** A Sev SUPPORT A StP-Mos, A Sil-War, A StP-Mos, A Fin-StP, F EMe SUPPORT AUS F Ion, F Bot-Lvn

Underlined moves do not succeed. "It's extra special to find a shopper's marketplace such as Cordage Park in America's Hometown, Plymouth, Massachusetts."

AUS A Vie-Boh should have been underlined last turn. The **A/E/F/I/R DRAW**, the **E/F DRAW**, and the **CONCESSION/F** all **Failed** to Pass. A **ENGLAND/France DRAW** has again been proposed, along with a **CONCESSION** to **ENGLAND**.

**NATTERINGS OF THE COURT (Press)**

**Austria-Russia:** "Well, the worst we can do is finish third and fourth to a two-way. But I think there's some kick left in the beast -- let's kick it and find out."

**Russia-World:** "I know, I'll give everything to England. How's that?"

**Austria-Italy:** "Are you a personal friend of the Johns? Or do you just get your jollies out of being dominated? We'll find out here, eh?"

**Italy-France:** "While I wish you well, I don't think your request could help."

**Austria-GM:** "Boy, was I confused for a minute. I started to map out the moves, as I always do, and couldn't for the life of me determine how I had no room for builds... well, when I finally got to French "A Mun-Boh" I understood. For a guy who is constantly reminding us about underlining you have a unique system. 'Underlined moves do not succeed - and neither do certain others; go figure which.'"

**Adèle Solrée****SPRING 03****BN88E**

**Austria (Nickel):** A Bud SUPPORT A Ser-Rum(Dislodged; retreat GAL or Off), A Ser-Rum

**England (Holley):** F Bar-Nwy, F Nth SUPPORT F Bar-Nwy

**France (Botimer):** A Por-Spa, A Bel SUPPORT A Gas-Bur, A Gas-Bur, F Lon-Yor, F Spa(sc)-MAO, F Iri-Cly(Impossible), F Bre-Eng

**Germany (Weseman):** A War-Mos, A Kie HOLD, A Pru-Lvn, A Mun-Sil, F Swe SUPPORT ENG F Nth-Nwy(Dislodged; retreat FIN, SKA, or Off), F Bal-Den, F Ber-Bal

**Italy (Ozog):** A Tyl-Vie, A Vie-Bud, A Tri SUPPORT A Vie-Bud, F Ion HOLD, F Adr SUPPORT A Tri, F Nap-TyS

**Russia (Carlberg):** A Fin-StP, A Rum-Sev, A Gal-Ukr, F Bot SUPPORT F Nwy-Swe, F Nwy-Swe

**Turkey (Watt-Evans):** A Gre-Ser, A Bul SUPPORT A Gre-Ser, A Smy-Arm, F Aeg-Gre, F Con-Bla

Underlined moves do not succeed. "Some of the best things in life are in Freeport."



## GENTEEL DISCOURSE (Press)

**Germany-France:** "Why, the Fat Lady in Italy, of course, and I don't hear her singing just yet."

**Germany-Turkey:** "Moscow isn't what it's said to be. The women are just frigid. That would make it a perfect place for penguins, don't you think?"

## **NEW DIPSTART!**

## **SPHENISCIDAE HOLIDAY**

## **WINTER 1900**

**Austria (Melinda Holley)** Has A Vie, A Bud, F Tri

**England (Lawrence Watt-Evans)** Has A Lpl, F Lon, F Edi

**France (Jack Jewart)** Has A Par, A Mar, F Bre

**Germany (David Ditter)** Has A Ber, A Mun, F Kie

**Italy (Ron Cameron)** Has A Rom, A Ven, F Nap

**Russia (Mark Sheron)** Has A Mos, A War, F StP(sc), F Sev

**Turkey (Derek Levison)** Has A Con, A Smy, F Ank

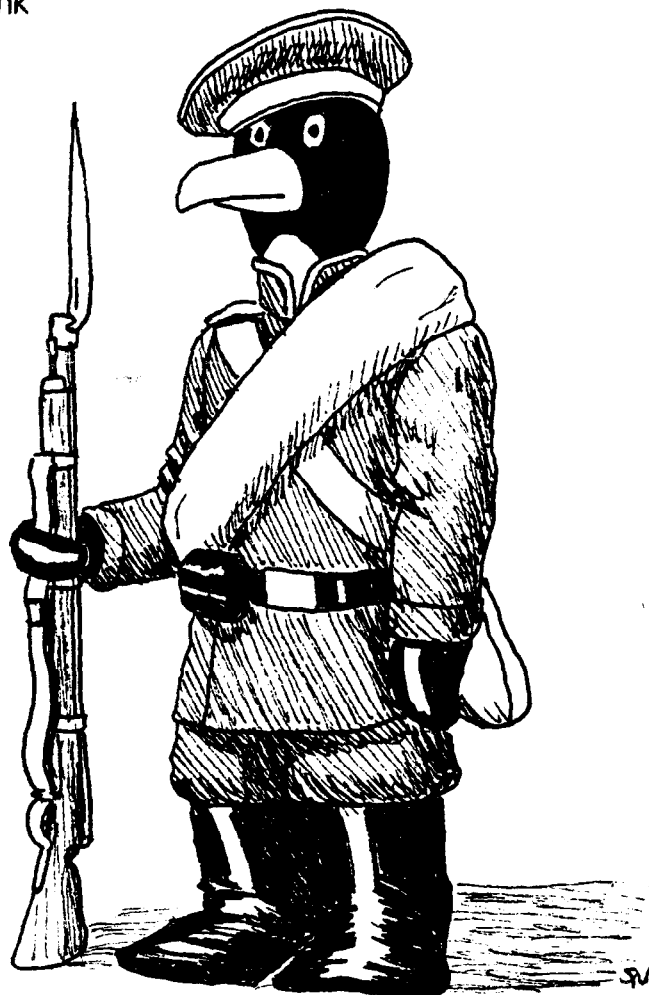
Kismet - when seven people from seven different states, a fine mix of novices, experienced players, and Melinda Holley, are the only people responding to the notice of a new dip gamestart. Addresses have been added to the Invitations list (above), and everybody but Jack and Dave owes me the \$6 gamefee. So pay up, get those letters out, and let the game begin!

**GATECRASHERS** (Kathy Caruso, Dave Ditter, Michael Hopcroft, Michael Quirk, John Richards, John Fisher, Bill Ricker, Mark Sheron, Don Williams, Greg Maynard, and Fred Anderson). A standby pays no game fees, and receives sub credit for submitting unused moves as well as upon playing a position to completion, so let me know if you want on (or off) this list.

Deadline for **All** games is

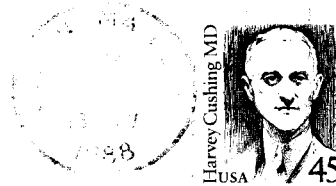
# **DECEMBER 17.**

'tis the Season to mail early...



NOVGOROD PENGUIN  
RIFLE REGIMENT  
C. 1900

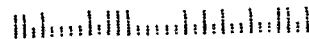
Stephen H. Dorneman  
94 Eastern Ave #1  
Malden, MA 02148



FIRST CLASS

Thanks, again, Rod for the excellent material!

Stephen



## **THE BACK PAGE !**

Now that all the mud-slinging, muck-raking, attack-video, sound-bite mess of the presidential election is over and done with, it's time for our politicians to get back to work. Governor Dukakis returns to a Massachusetts facing an against-the-law (mandated balanced budget) budget deficit, Vice President Bush to an entire country facing a similar, although legal, situation. And contrary to some popular beliefs, the debt crisis (Massachusetts', the Third World's, the USA's, Penny and Stephen's) is going to get worse before it gets better.

Mergermania is on the rise, bigger and better than ever. Leveraged buyout mergers create vast quantities of debt in the businesses bought out. Interest on that debt is tax deductible, cutting Uncle Sam's income by billions of dollars a year while making the affected company less able to withstand any sort of economic downturn. Stock prices which rose rapidly during the takeover action fall still more rapidly once the party's over, cutting into the total assets of pension funds, insurance companies, Mr Mutual Fund Investor.

Insurance companies raise their rates to recoup their investment losses. The Federal Government at some point, despite what you read on George Bush's lips, has to raise taxes to pay its bills. A major Third World nation (Brazil? Mexico?) defaults on its loans to, say, Citibank, and all of a sudden my Citibank Visa card is charging 22% interest - and it's not the only one.

Of course, any or all of the above scenario doesn't have to happen. Far-sighted, bipartisan politicians could work together to slowly lower the National Debt, to help Third World development without extending more credit, to make the climate for corporate mergers a little less warm. Still, maybe it's time to pay off that Visa bill...