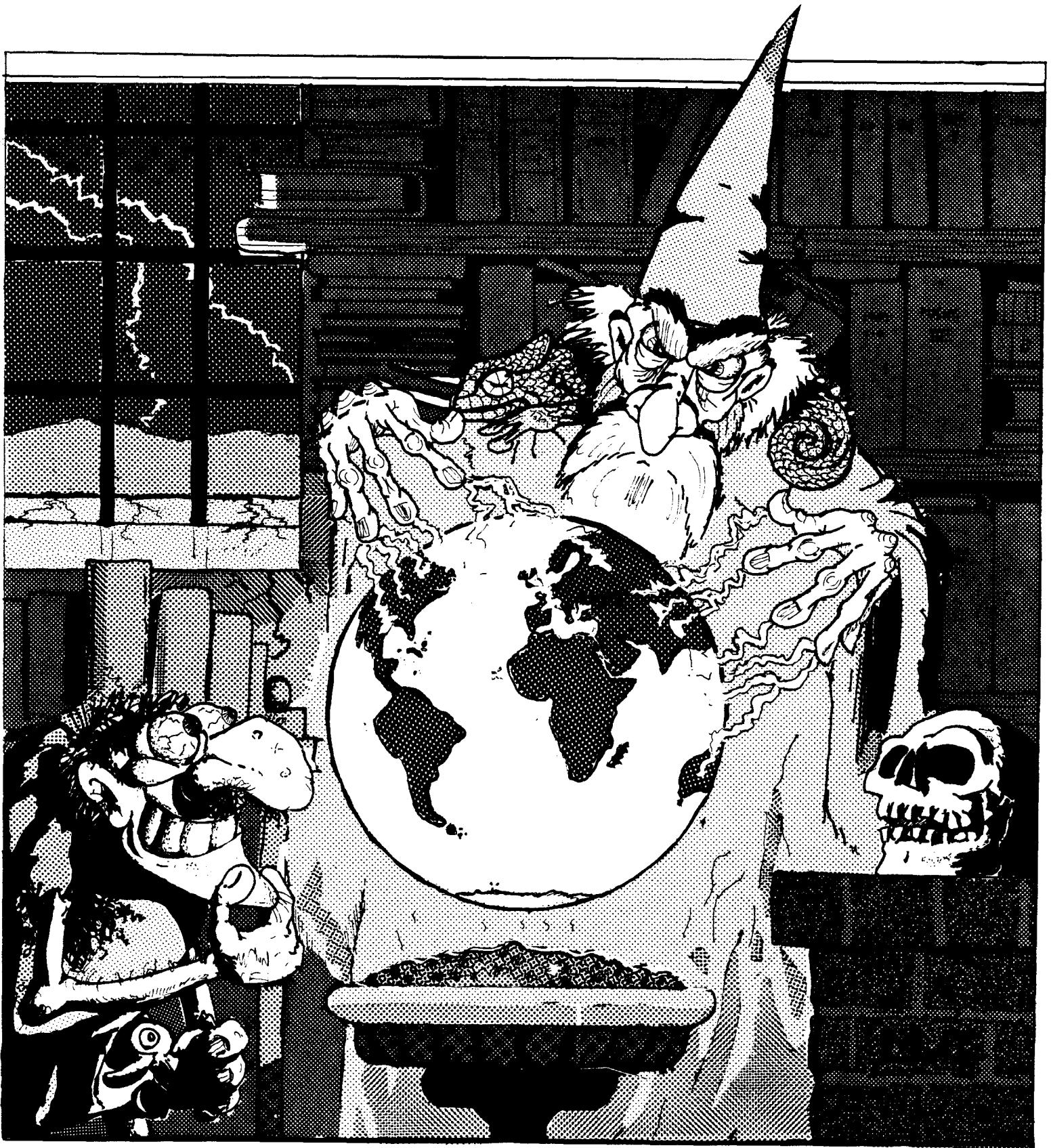


PENGUIN DIP ²



Welcome to PENGUIN DIP #2. PENGUIN DIP is a science fiction and fantasy fanzine, an artzine, a general gaming and role playing game fanzine, and a Dipzine, running postal Diplomacy games. It is edited, published and copyrighted (except where noted) by Stephen H. Dorneman, 95 Federal St. #2, Lynn, MA 01905, and a 10 issue (1 year) subscription is available for \$6.00. No new game openings currently available.

FROM THE FLOE: BOSKONE XXIV

This year's Boskone (an annual SF con held over President's Day weekend by the New England Science Fiction Association (NESFA)) started out ill-aspected, beginning on a Friday the 13th with a full moon, temperatures below 0° F and winds averaging 15 mph, but after the rude shock of nameless name badges things got much better from there. I even found space on the freebie table to put out a stack of the Dip game store flyers. (One of the main reasons I go to the few cons I do every year is to meet people in person that I've only met before in print. Without name badges this becomes very difficult. Although some people did write their own names on the badges (Hi, **Marc Wilner!**), I still feel very let down by the con committee in this regard.)

Boskone is a Very Large (4000+ fans) convention, with multiple program tracks. This means there's always something to see, hear or do, and it also means that there's always something you're missing. I ended up missing the art auction, the Guest of Honor interview of C. J. Cherryh, the Regency dance, but still ended up running myself ragged dashing from one panel to another, from one dealers table to another, and from the art show to room parties to back home to Lynn before the buses stopped running... Here are some of the highlights of the Boskone that I did see:



The Art Show. A massive art show is a Boskone tradition, and this was the largest ever. The Artist Guest of Honor, Barclay Shaw, was well represented although his work never has really thrilled me. Dawn Wilson was there, with some pencil & white prismacolors more effective than most other pros' color work. Michael Whelan, excellent as always. Thomas Canty, an artist whom I hadn't seen much of his work before but whose cover of a woman archer floating in air for Steven Brust's The Sun, The Moon And The Stars is an incredible oil painting, as delicate as an ink or watercolor work (I searched for and found a limited edition print of this in the dealer's room, and it was well worth the time and money spent). Dean Morrissey. David Mattingly. Carl Lundgren. Robin Wood. Hagopian. Poyser. Maitz. Jael. And many others, just in the pro category! Excellent amateur work by Luise Perenne, Merle Insinga, Susanne Gendron, and many, many others. The only disappointment here was that I was outbid on the few originals I did bid on, and I missed the auction.

THE WILD HUNT Party. Hosted once again by **Mark Swanson**, editor of the SF&F gaming amateur press association (APA) THE WILD HUNT, and his charming wife Germaine, always an enjoyable event for meeting and talking with fans and gamers. Spent most of the time I was there talking about soap operas and radio contests with the Mazzers (spelling? once again cursing the lack of names on the con badges) and Germaine. Mark, ever the gentleman host, subbed to PENGUIN DIP on the spot!

The Panel Discussions: The Rules of Magic, a well attended panel about the need for consistency in the way magic works in fantasy. Nancy Kress (an exceptionally intelligent and persuasive speaker), Craig Shaw Gardner, John M. Ford, Nancy Asire, Delia Sherman and Sandra Miesel. In general the panel agreed that rules in fantasy magic are needed to avoid the 'Superman with no Kryptonite' problem where magicians become the cure for any plot problems the lazy writer may have, although Nancy Kress disagreed that "life is not predictable, why should magic be?" The Price to Pay, the idea that magic use takes something out of the user, noted as a common literary device. Questions from the audience were uniformly banal.

Pornography of the Future. This panel bogged down talking more about what is pornography today than what will it be in the future. Nancy Kress (again), David Hartwell, Scott Russell Sanders, John Betancourt, Janet Morris. Nancy suggested that hard-wired taboos such as incest, bestiality, and sexual violence will not change, but that what will change is the degree of censorship. Scott predicted more and more censorship in the future. A great definition came out of this panel. "Erotic is with a feather. Perverse is with the whole bird." Mention of K. W. Jeter and Bruce Sterling's work where genetic and surgical manipulation of the body allows new and different sexual acts to be performed.

If I Ran The Universe. A 'competition' between two groups of writers and artists to populate a planet, marred by poor preparation of the panelists by the con committee. Moderated by Hal Clement, the team of John Dalmas, Mike Hynes and Rick Sternbach threw out some serious ideas, thinking quickly, but the crowd-pleasers were Craig Shaw Gardner, Dawn Wilson and William Forstchen (whom I had met earlier; seems he's a Civil War re-enactment buff as well as a writer), who spent their time postulating the hilarious sex and religious behaviors of the aliens of their planet.

Bimbos In Bikinis. Do 'barbarian women wearing 13 cents in change' on the cover sell books? Michael Whelan, Taylor Blanchard, Barclay Shaw and a women writer I didn't catch the name of discussed why so many scantily clad women keep appearing on genre books. The general conclusion was that this was influenced more by the big chain bookstore buyers, who want the readily identifiable 'fantasy' or 'science fiction' cover so they know where to pigeonhole the book. The panelists agreed the situation is changing for the better, however.

The Failure of Fantasy. Is fantasy literature doomed to be a retread of the ideas of Tolkein, Arthurian legend, and classical mythology? Nancy Springer, James Morrow, Janet Moore, Josepha Sherman and Vernon Hyles discussed how fantasy deals in archetypes as opposed to SF being a 'literature of ideas', and talked about how easy it is for an archetype to turn into a stereotype in the hands of a poor author. A horror author in the audience (Rick ?) pointed out in the enjoyable Q&A period how SF is to Science as Fantasy is to Mythology and Horror is to Superstition.

The Dealer's Room. Found some old D&D[®] modules long out of print from the Judge's Guild, books, buttons (My favorite said "If at first you don't succeed -- change the rules"), art prints and exquisitely painted models and miniatures by my old friend from the Penn State Wargamers **Scott Washburn**, who was up for Boskone along with his lovely wife Rosemary. There was a good mix of merchandise represented, although the lighting and climate control could have been better (cold and dark).

Despite the false fire alarms, the sub-zero nights, the 3-hour wait to be seated at Legal Seafood with **Fred Borden**, Michelle, Scott and Rosemary, and especially despite the nameless name badges, I enjoyed this Boskone. I just wish I'd had more time, time to go to dinner with **Simon Billeness**, more time to spend in the art show, the dealer's room, the gaming room, more time to attend the many other panels, to hear C. J. Cherryh's speech, to see the costumes at the Meet The Authors Party . . .

LETTERS

SIMON BILLENNESS: "I look forward to seeing how PENGUIN DIP develops. I come from London. A year or so before I left, the British Hobby was gaining several new zines and players as people crossed over from the FRP hobby. There is also a British zine QUARTZ which originally started out as an SF fanzine before moving into Diplomacy and variants. Some of the more conservative elements of the hobby didn't like this sort of crossover. In fact, a few even called the new recruits 'fairy gamers' and occasionally remarked that the FRP gamers didn't know how to GM Diplomacy properly and couldn't keep their zines on regular deadlines. Almost all of the tension has subsided now as it's become clear that the influx from the FRP hobby has . . . strengthened the [Diplomacy] hobby and made it more innovative."

STEVE LANGLEY: "When do the SF discussions start?" *[Funny you should ask . . .]*

ERIC ANDERSON: "I enjoyed your book review. I had virtually the same complaints about TCWWTW. The first half of the book was good, fast-paced adventure; maybe not vintage Heinlein, but certainly up to the standards of the recent Friday, which I enjoyed a great deal. When he linked the story to those genius/brats from The Number of the Beast, my spirits plummeted. It stunned me to see an interesting adventure/mystery turn into another ridiculous bull session between overqualified but obnoxious supermen. I guess it didn't matter that the action stopped at that point, since once the plot line was time into the 'anything goes' chaos of TNOTB, the only suspense was whether the heros would be saved from their own stupidity by the Dorsai or by the Good Witch of the North. He didn't even resolve that question, leaving it for the reader to ponder while waiting for the inevitable sequel. (Anything else he ever writes is tied into this story line by implication, but he is probably planning a specific sequel, since he has rescued just about every hero he ever let die. He also didn't do anything with the title character, who could be developed in the next book. Of course, the other explanation for the whole mess is that senility set in halfway through this book and he has no particular plans for anything else after this . . .)

The worst irony for me was during one of the bull sessions when he had one of his authors lecturing about the necessity for heros and villains to show complementarity, while at the same time Heinlein had collected over a score of heros with nary an antagonist in sight."

DERWOOD BOWEN: "I had read Dayworld. The premise for the book was pretty wild. If you suspend all disbelief, it was a fun read. Good SF, of course, needs to be internally consistent. That is, once you accept the initial premise the story is based on, all things in the story follow logically. Dayworld didn't do that."

PETE GAUGHAN: "Your reviews were very helpful. I had felt guilty about not reading either book, but had already suspected that Heinlein was still stuck in a rut and never have cared for Farmer. Your style is fairly formal and relies heavily on psychology -- do you consider these exemplary of your writing technique?" *[I like to read the more formal, in-depth type of review rather than the simple plot summaries that pass for book reviews in many publications, and so that's what I try and write. As to being concerned with the psychology of the characters and the author -- well, if the central idea of a book is a character's coming to grip with his mental problems, of course I'm going to talk about his personality and motivations. But if the book is more action oriented, the review should dwell more on how the physical conflicts are resolved.]*

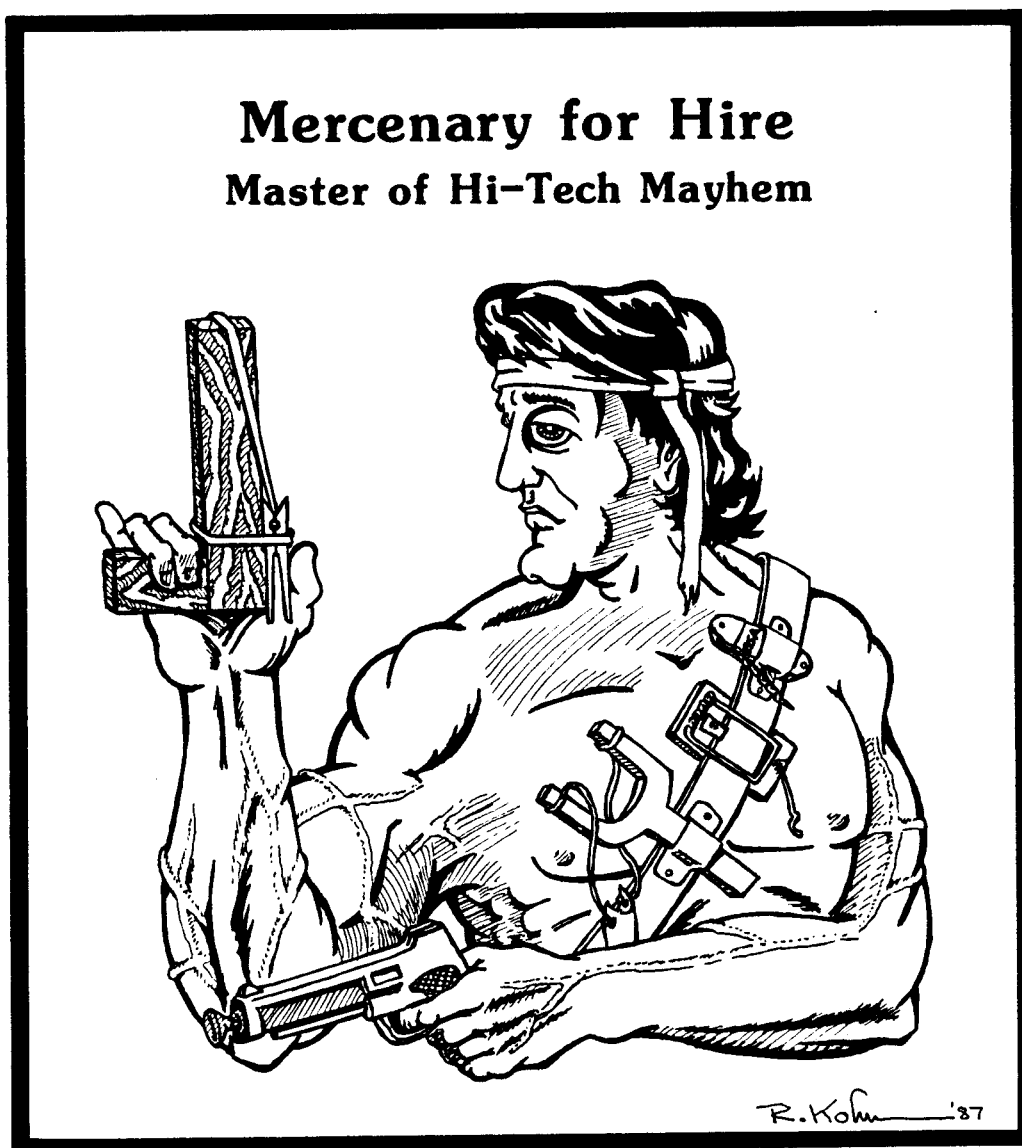
JACK MCHUGH: "I'd like to do a review of David Brin's book The Postman. I see that you like to do the book reviews in pairs -- got any ideas for the second one?" *[Although I think comparing one book to another book with a similar theme brings out new insights into both books, I'm not a fanatic on the subject. By all means, review The Postman. Then again . . . wouldn't it be interesting to contrast Brin's novel with another post-holocaust novel, perhaps the classic Earth Abides by George R. Stewart? It should still be available in paperback.]*

MARK HOWORTH: "I'm an avid comic book collector (and have been for 15 years) so I think that I will like the artistic slant to your zine. Have you seen the comic book Shatter? It's all done on a Mac, and really holds together well." [I stopped collecting comics about 5 years ago, except for Elquest, when I realized I had neither the storage space nor the finances to do justice to even half the titles I enjoyed. I've seen Shatter in the stores, but have never read an issue. Is it colored separately, or does the artist have a color monitor and software for the Mac? And speaking of Macs...]

ERIC ANDERSON: "Congratulations on the Mac. If I weren't locked into the mentality of corporate America when I bought the baby I'm writing this on, we'd probably have a Mac too. It is definitely first choice among students who own computers of recent vintage (although MS-DOS machines still definitely have the edge in in-lab use). Which is not to say that this computer has not been an enormous help this fall. There have been several problem sets for which I wrote long BASIC programs, used spreadsheets and graphics (sometimes running my HP-41 in parallel as well...). I really don't understand how people without PCs do the homework at all."

BOB OLSEN: "Since I'm a champion of the underdog, I have an Atari 520 ST computer, and before that, an old-style Atari. I particularly like the style of Atari boss Jack Tramiel, who with not two nickels to rub together in his pocket, continually makes intimidating threats at IBM. We underdogs gotta stick together!"

CREDITS this issue for Artwork go to **Mike Chesworth** for the cover (3 issues sub credit), **Jim Tozzi** on pages 2 and 10 (4 issues), **Rick Kohman** page 5 (2 issues), **Scott Washburn** page 8 (2 issues), **Steve Langley** page 13 (2 issues), and **Nhan Yu** for his Apple][-generated dragon in distress on page 14 (2 issues). Articles by **Kathy Luzzi** and **Jack McHugh** are worth 3 issues each. Thanks, everybody, and keep up the good work!



Dear Stephen,

Enclosed is a short manuscript entitled "How To Swim With The Sharks: A Primer" by Voltaire Cousteau.

This is the best translation I could achieve from the original.

The original manuscript is an old, dusty scroll which I accidentally came upon in my research for the Cthulhu Mythos.

I hope my translation is suitable for publication in PENGUIN DLP.

Sincerely , Kathy Luzzi

HOW TO SWIM WITH THE SHARKS: A PRIMER

Philosophy & Advice by **Voltaire Cousteau**

Nobody wants to swim with the sharks. It is not an acknowledged sport, and it is neither enjoyable nor exhilarating. These instructions are written primarily for the benefit of those who, by virtue of their position, find they must swim and find that the water is infested with sharks.

It is important to learn that the waters are shark infested before starting to swim. It is safe to assume that this initial decision has already been made. If the waters were clearly not shark infested, this primer would be of little interest or value. If the waters were shark infested, the naive swimmer is by now probably beyond help, at the very least he has doubtless lost any interest in learning how to swim with the sharks.

Finally, swimming with the sharks is like any other skill: it cannot be learned from books alone; the novice must practice in order to develop the skill. The following rules simply set forth the fundamental principles which, if followed, will make it possible to survive while becoming expert through practice.

The Rules

1. Assume unidentified fish are sharks. Not all sharks look like sharks. Some fish which are not sharks sometimes act like sharks. Unless you have witnessed docile behavior in the presence of shed blood on more than one occasion, it is best to assume it is a shark. Inexperienced swimmers have been badly mangled by assuming that docile behavior in the absence of blood indicates that the fish is not a shark.

2. Do not bleed. If you are injured either by accident or by intent you must not bleed. Experience shows that bleeding prompts an even more aggressive attack and will often provoke the participation of sharks which are uninvolved or, as noted above, are usually docile.

Admittedly, it is difficult not to bleed when injured. Indeed, at first this may seem impossible. Diligent practice, however, will permit the experienced swimmer to sustain a serious laceration without bleeding and without even exhibiting any loss of composure. This hemostatic reflex can in part be conditioned, but there may be constitutional aspects as well. Those who cannot learn to control their bleeding should not attempt to swim with the sharks, for the peril is too great.

The control of bleeding has a positive protective element for the swimmer. The shark will be confused as to whether or not his attack has injured you, and confusion is to the swimmer's best advantage. However, the shark may know he has injured you and be puzzled as to why you do not bleed or show distress. This also has a profound effect on the sharks. They begin questioning their own potency or, alternatively, believe the swimmer to have supernatural powers.

3. Counter any aggression promptly. Sharks rarely attack without warning. Usually there is some tentative, exploratory aggressive action. It is important that the swimmer recognizes that this behavior is a prelude to an attack and takes prompt and vigorous remedial action. The appropriate countermove is a sharp blow to the nose. Almost invariably this will prevent a full-scale attack, for it makes it clear that you understand the shark's intentions and are prepared to use whatever force is necessary to repel his aggressive actions.

Some swimmers mistakenly believe that an ingratiating attitude will dispel an attack under these circumstances. This is not correct; such a response provokes a shark attack. Those who hold this erroneous view can usually be identified by their missing limb.

4. Get out if someone is bleeding. If a swimmer (or shark) has been injured and is bleeding, get out of the water immediately. The presence of blood and the thrashing of water will elicit aggressive behavior even in the most docile of sharks. This latter group, poorly skilled in attacking, often behaves irrationally and may attack uninvolved swimmers or sharks. Some are so inept that in the confusion they injure themselves.

No useful purpose is served in attempting to rescue the injured swimmer. He either will or will not survive the attack, and your intervention cannot protect him once blood has been shed. Those who survive such an attack rarely venture to swim with sharks again, an attitude which is readily understandable.

The lack of effective countermeasures to a fully developed shark attack emphasizes the importance of the earlier rules.

5. Use anticipatory retaliation. A constant danger to the skilled swimmer is that the sharks will forget that he is skilled and may attack in error. Some sharks have notoriously poor memories in this regard. This memory loss can be prevented by a program of anticipatory retaliation. The skilled swimmer should engage in these activities periodically, and the periods should be less than the memory span of the shark. Thus, it is not possible to state fixed intervals. The procedure may need to be repeated frequently with forgetful sharks and need be done only once for those sharks with total recall.


The procedure is essentially the same as described under rule 3 - a sharp blow to the nose. Here, however, the blow is unexpected and serves to remind the shark that you are both alert and unafraid. Swimmers should take care not to injure the shark and draw blood during this exercise for two reasons: First, sharks often bleed profusely, and this leads to the chaotic situation described under rule 4. Second, if swimmers act in this fashion it may not be possible to distinguish swimmers from sharks. Indeed, renegade swimmers are far worse than sharks, for none of the rules or measures described here is effective in controlling their aggressive behavior.

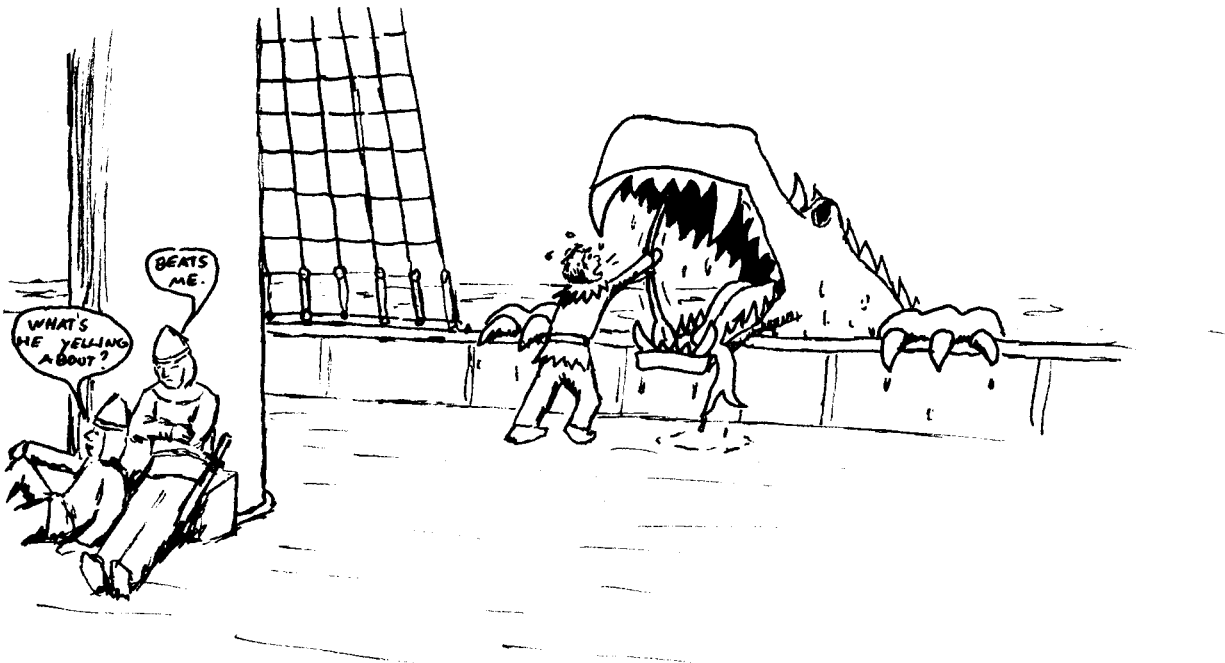
6. Disorganize an organized attack. Usually sharks are sufficiently self-centered that they do not act in concert against a swimmer. This lack of organization greatly reduces the risk of swimming among sharks. However, upon occasion the sharks may launch a coordinated attack upon a swimmer or even upon one of their number. While the latter event is of no particular concern to a swimmer, it is essential that one know how to handle an organized shark attack directed against a swimmer.

The proper strategy is diversion. Sharks can be diverted from their organized attack in one of two ways. First, sharks as a group are especially prone to internal dissension. An experienced swimmer can divert an organized attack by introducing something, often something minor or trivial, which sets the sharks to fighting among themselves. Usually by the time the internal conflict is settled the sharks cannot even recall what they were setting about to do, much less get organized to do it.

A second mechanism of diversion is to introduce something which so enrages the members of the group that they begin to lash out in all directions, even attacking inanimate objects in their fury.

What should be introduced? Unfortunately, different things prompt internal dissension or blind fury in different groups of sharks. Here one must be experienced in dealing with a given group of sharks, for what enrages one group will pass unnoted by another.

It is scarcely necessary to state that it is unethical for a swimmer under attack by a group of sharks to counter the attack by diverting them to another swimmer. It is, however, common to see this done by novice swimmers and by sharks when they fall under a concerted attack. 



LANDLUBBERS HAVING THEIR FIRST SEABOURNE ENCOUNTER

ITS A CRIME/ ADVENTURES BY MAIL, INC.

Review by Jack McHugh

Its a Crime (hereafter referred to as Crime) is a role-playing game adjudicated by computer and put out by Adventures By Mail, Inc. (at PO Box 436, Cohoes, NY 12047). The game seeks to portray large scale gang warfare in New York City at some point in the near future, say, "the late 1990's" (all quotes are from the rules booklet unless otherwise stated). Your role is that of a gang leader and your goal is to lead your gang to supremacy by becoming a mob boss and eventually the Godfather of the entire city! When someone reaches the latter the game is ended and they are declared the winner.

You measure your success or failure in a number of ways. Every turn you are given your "results sheet" which contains your gang's basic stats: Blocks Controlled, Notoriety, Morale, Income, Current Wealth, Number of Gang Members and their Type, and Supplies (Submachine Guns, Shotguns, Small Bombs, and Streetdope). You also get a report on the actions your gang carries out (or attempted to carry out) that turn. You are also given a chart breaking your gang down into percentages -- useful when writing your orders for the next turn -- a "report on your turf", that is, the blocks you now control or have scouted, "The City's Most Notorious Gangs", a list of the city's most well known gangs by Notoriety, so you can see how you stack up, "Players you have met this turn" (just like in Diplomacy you can write to players you meet in the game, and, in fact, are encouraged to do so); finally there is The New York City Post Reports which keep you up to date on happenings all over the city.

Your orders are preprogrammed with (usually) a percentage of your gang detailed to carry them out. Basically the more men you send out, the more likely the order is to succeed, although again there are some exceptions. For example, when carrying out robberies and firebombing it is best to send a small force, less chance you'll get picked up by the cops.

The basic order is Control. This allows you to attempt to take over another, adjacent, block. When the game starts you and your gang control only one block and you try and expand out as quickly as possible, before other gangs expand and take the other blocks around you. This is not a walkover, because even without another gang in control each block has its own intrinsic defense level. This can vary from Pitiful to Invulnerable (a scale of 1 to 11) and represents the willingness of the civilians to fight for their block. The defense level is not static and will go up the more you fight over the block -- either with them or with other gangs. The only exception to this are blocks with police stations -- they are always Invulnerable.

You get income and recruits (known as 'cruits) from the blocks that you control. How much of each you get depends on what is on each block. For example, schools are worth very little money (40¢ per 1% of block, blocks are divided into Buildings that add up to 100%) but they are an excellent source of 'cruits. Blocks can also have less than 100%, meaning they are not built up all the way (parking lots, abandoned buildings) and buildings can be reduced to derelict by firebombing. They will also be reconstructed by the computer at various times, an event that you have no control over.

A sample map is provided in the rules to teach you how to map, but beyond that players are expected to make their own maps. Because of the size of the city (10,000 blocks) you will soon run off the small map they give you and have to buy your own graph paper to do your maps. However, do not let the large size of the city frighten you off, you will only be dealing with your own small section, say about 100 blocks altogether, most of the time and you won't have the time or the manpower to go mapping beyond that, at least not until you become a mob boss.

Your immediate goal is to get to 40 blocks so that you can issue a Divide order. A Divide order splits your gang into two smaller gangs of twenty blocks each. It allows you more freedom by allowing you to run two gangs but will also increase the cost and time you will be spending on the game.

Ah, cost, I'm so glad you asked. The fee is \$1.25 a turn and the deadlines are about two to three weeks apart. However if you want to scout more than four blocks (up to eight, if you have enough manpower) or do more than four activities (up to ten are possible, regardless of your manpower) per turn, you must buy a "double turn" which is \$2.50 (i.e. costs double).

Now for the review. First of all the good: The game is (or at least seems to me to be) professionally done. The price is reasonable and the turnsheet is well organized and easy to read. The game itself is fun to play and the result sheet is funny to read, for example, last turn I attacked another gang's turf and I got the following results back. *"A superior force of freaked out Ads for Abortion (that's my gang's name, you get to name your gang at the start of the game) assassins marched into block 6750 and tried to pinpoint the Nazis (that's the other guy's gang name, now I ask you, isn't mine better?) to kill a few. The two gang members they located were all high on drugs and zig-zagged as they fled to avoid the enemies lead death-bringers . . ."* You get the picture. (I took over the block from the residents after the Nazis left.)



The bad news: the game still has bugs in it. For example, The New York Post Reports will tell you about stuff that happens hundreds of blocks away, but occasionally forget to tell you how you lost blocks between turns. Or a major gang war will break out right next to you but the Post never mentions it. Also the map of the city is not balanced. A friend of mine is rolling in money but can't find anywhere to recruit (or enlist, as it is called in the game) from. Additionally they will still occasionally lose your orders up in NY. You have to send threatening letters to get them to respond, at least I had to. They also screw up your orders if they are difficult to read, which I don't mind, but they seem to have a policy of putting you at the bottom of the pile if they have trouble reading your orders, which I strongly take issue with. If my money is good enough I deserve my move done as much as the next guy, if you won't do it when it comes in send me my money back!

Another problem relates to the sheer size of the game. Not everyone moves at the same speed, some people can't afford to or simply will not move faster, and this gives some people a distinct advantage over others. If you are next to a slow moving, or in some cases a non-moving gang (i.e. its owner has dropped out and is waiting for a replacement to be named) you have a distinct advantage over someone next to an active, attacking gang.

Because of the amount of people involved as well as the higher costs it is impossible to toss someone out of the game for being late. Therefore someone has to be several weeks behind before they are dumped and the gang is given to someone else. I found this to be the most annoying part of the game.

Overall, I think it is worth the money if you are looking for a challenging and well-done role playing game. I have enjoyed my time to date, except for some consumer problems, and will probably continue in Crime for the foreseeable future. Just remember this game is not perfect and be prepared to give it a chance. See

you in The New York Post Reports! 60

Magician: Apprentice/Raymond E. Feist

Magician: Master/Raymond E. Feist

Reviews by Stephen H. Dorneman

These two books, published in paperback by Bantam (323 and 366 pages respectively) at \$3.95 each, are neither two separate novels nor are they the first two novels of a four-volume series, The Rift War Saga, as they are advertised. Instead they are two halves of one complete novel, broken apart for marketing purposes, and The Rift War Saga, although continuing the characters and events of these books in Feist's Silverthorn and A Darkness At Sethanon, appears to have been thought of and written after this book, Magician (as these volumes will be called henceforth), was finished as a reaction to its popularity.

Marketing concepts and sequels aside, what is this novel like? Taking place in a medieval fantasy world complete with trolls, magicians, dragons, dwarves, elves, beautiful princesses and handsome bards (sound familiar?), the book follows the careers of two young men, Pug and Tomas, as they grow up under the conditions of a war with invaders from another world. In many ways this is a typical 'coming of age' fantasy. The boys both struggle (in very different ways) to find their place in adult society, they both must deal with love both romantic and passionate, they both learn how to handle responsibility. It is also a 'power' fantasy -- both boys gain great powers through the course of the novel, and both must learn that with the Power comes the Price. Tomas comes into possession (or is possessed by) armor that transforms him into an unstoppable warrior, but threatens to turn him into a greater threat for the elves he loves than the invaders. Pug becomes the most powerful mage in two worlds, but finds he must use his magic to destroy the source of his powers.

The novel also has the unique distinction of being inspired by a fantasy role playing game campaign, Midkemia, source of such Midkemia Press supplements as The City of Carse. This is most apparent to the gamer/reader during the scenes on the invader's world of Kelewan, where the Tsurani, who have no horses or metals, are obviously the Tsolyani of Professor Barker's Empire of the Petal Throne.

In many writer's hands this combination of typical 'young adult' themes and the use of another's foundation (and not even a literary one) would have proved disastrous, but surprisingly enough for his lack of other writing credits Feist is able to make it work. Magician may not be the work that puts Feist "firmly on the throne next to Tolkein" as DRAGON magazine would have it, but it is an enjoyable fantasy. How does Feist do it? By concentrating on the characters rather than on the fantasy world. Both Tomas and Pug are not only very likeable sorts, but they are believable characters as well. Their dialogue, especially between themselves in the beginning of the book, sounds like children on the verge of becoming adults. Imagining what adult life will be like, fighting over a young lady's attentions, worrying whether or not people like them. And the changes that take place, in the fiery forges of war and magic, are for the most part believable. Better yet, Feist doesn't stop with just the main characters, but populates courts full of interesting and believable people for you to care about. Long after you've forgotten about the Battle for Eivandar and the Magic of Macros you'll remember Arutha, Martin, Lyam, Kasumi and all the others.

If you're looking for wonder piled on wonder in a unique fantasy world, you'd be better off with Stephen R. Donaldson. If you're looking for an invocation of the Realm of Faery you'd be better off with C. J. Cherryh. If you're looking for court intrigue and plot twists, you'd be better off with Katherine Kurtz. But if you're just looking for well-drawn characters living in exciting times and coming into positions of importance,

with enough magic and action to keep your sense of wonder satisfied, Magician has what you want. ☺

BLACK TIE AFFAIRS

Invited are:

Mark Howorth	1808 Bancroft Way, Berkeley, CA 94703
James Hall	4316 Ewing Avenue S., Minneapolis, MN 55410
Michael Quirk	3830 Chester Drive, Glenview, IL 60025
Rick Kohman	13517 Agua Dulce, Castroville, CA 95012
Cathy Ozog	P.O. Box 5225, Munds Park, AZ 86017
Tal Seaman	420 22nd Street, Cloquet, MN 55720
Jim Nickel	429 E. Columbia Street, Falls Church, VA 22046
Michael J. Smith	4329 McPherson Avenue, St. Louis, MO 63108
Steve Rush	2730 Wayne Avenue #6, Iowa City, IA 52240
Bernie Oaklyn	13412 Brackley Terrace, Silver Spring, MD 20904
Robert Hauser	7 Mead Terrace, Glen Ridge, NJ 07028
John Sabol	6105 Witham Street, Virginia Beach, VA 23464
Derwood Bowen	2140 East State Street, Salem, OHIO 44460
Jack Carli	4030 East 64th, Anchorage, AK 99507
Mike Ours	1024 Canterbury St. #3, Roslindale, MA 02131
Thomas Plachta	2260 West Drive, Mt. Pleasant, MI 48858
Mike Sargent	P.O. Box 190286, Anchorage, AK 99519
Garret Schenck	**40 3rd Place, Downstairs Apt., Brooklyn, NY 11231**
Fred Anderson	78 Brightwood Lane, West Hartford, CT 06110
Melinda Holley	P.O. Box 2793, Huntington, WV 25727
Eric Anderson	820 E. 21st St. #4, Oakland, CA 94606

****NOTE CHANGE OF ADDRESS FOR GARRET SCHENCK!****



THE ROCKHOPPER'S SOCKHOP WINTER 00

Austria (**Howorth**): A Vie, A Bud, F Tri
England (**Hall**): A Lpl, F Edi, F Lon
France (**Quirk**): A Par, A Mar, F Bre
Germany (**Kohman**): A Ber, A Mun, F Kie
Italy (**Ozog**): A Ven, A Rom, F Nap
Russia (**Seaman**): A Mos, A War, F Stp(sc), F Sev
Turkey (**Nickel**): A Con, A Smy, F Ank

As the Beastie Boys say, 'you gotta fight -- for your right -- to party!'. This party should be a little less formal than the Emperor's Ball, so let down your hair (unless you're a Skinhead), open up a six-pack of Iron City, and let's Rock'N'Roll!

Deadline for all games is **April 18**.

If you're interested in something that's a little more classy without being stuffy (sounds like a diet cola), you might want to be invited to

THE MAGELLAN COTILLION

WINTER 00

Austria (**Smith**): A Vie, A Bud, F Tri

England (**Rush**): A Lpl, F Edi, F Lon

France (**Oaklyn**): A Par, A Mar, F Bre

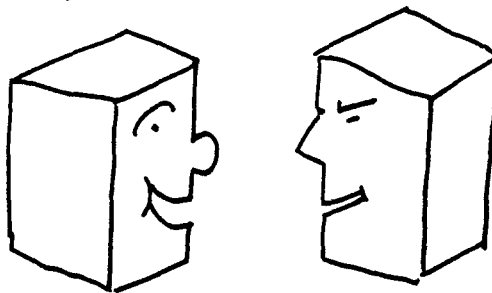
Germany (**Hauser**): A Ber, A Mun, F Kie

Italy (**Sabol**): A Ven, A Rom, F Nap

Russia (**Bowen**): A Mos, A War, F Stp(sc), F Sev

Turkey (**Carli**): A Con, A Smy, F Ank

These two new games, plus the Emperor's Ball, are all the Black Tie Affairs that I'll be running until further notice. My thanks to everyone for the support shown in filling them up so quickly, I hope my gamemastering is up to the challenge.



"YOU TOOK FOUR DOTS IN '1901?"
"YEAH, I WANTED TO CUT DOWN ON MY MAIL!"

THE EMPEROR'S BALL SPRING 01 1987AK

Austria (**Ours**): A Vie-Gal, A Bud-Ser, F Tri-Alb

England (**Plachta**): A Lpl-Edi, F Edi-Nth S, F Lon-Eng C

France (**Sargent**): A Par-Pic, A Mar-Spa, F Bre-MAO

Germany (**Schenck**): A Ber-Kie, A Mun-Ruh, F Kie-Den

Italy (**F. Anderson**): A Ven-Ple, A Rom-Ven, F Nap-Ion

Russia (**Holley**): A Mos-Ukr, A War-Gal, F Stp(sc)-Bot, F Sev Hold

Turkey (**E. Anderson**): A Con-Bul, A Smy-Ank, F Ank-Con

Underlined moves do not succeed.

OVERHEARD AT THE BALL (Press)

England-World: "Britannia Rules the Waves."

Dateline:London: "NEWS OF THE WORLD; New Prime Minister Plachta assumes office. Expresses dismay at female Tsarette at helm of Russia; "Deuced odd, don't you think? My prior diplomatic assignments have never included dealing with a member of the fair sex. Should be a bit of sport, what?" Wonders if new French premier will be as silent as his Russian ancestor. Expresses pleasure at seeing former schoolmates Ours & Schenck promoted to high positions. Queries effect of Anderson twins assuming thrones in different nations. Toddles off for glass of port at his club."

Dateline: Paris: "Claude D'Escargot, Minister of Defence, startled the assembled Chamber of Deputies today with the announcement that, on the eve of the 30th anniversary of the unpleasantness with the Kaiser, the obligatory Spring maneuvers in Burgandy have been cancelled. The Minister stated that in commemoration of the turning of the century, a new effort would be made to reach an accomodation and understanding with the reasonable neighbor to the East. After a moment of stunned silence, the deputies rose as one with an ovation of several minutes. (It must be noticed that one unfortunate exception, a certain Deputy Clemenceau, declined to applaud the Government position, preferring insted to foam about the mouth and growl unintelligible obscenities, causing several amused journalists to refer to him derisively as "the Tiger").

The Minister concluded his presentation with the announcement of exercises in Picardy, where it was hoped the pleasant sea breeze off the deserted English Channel would reinvigorate the troops, much as the pleasant climate of the Iberian peninsula has restored the morale and elan of the Mediterranean garrison troops."

England-France: "I get so lonely waiting by the window for the postman. I wait there everyday, hoping for letters from France via Alaska. But nothing comes. I must send ships to see if there is really someone who lives in France. But they have no warlike intent. Please believe me, oh mysterious Froggian."

England-Germany: "I promise -- this time no stabs. Honest!"

England-Austria: "Think of the postage we can save!"

England-France: "Send letters COD -- just write!"

England-Italy: "Are you a Pope or a President?"

England-Russia: "Are you as mean as they say?"

England-Turkey: "Why don't we wicked witches go looking for them ruby slippers -- together?"

Dateline Vienna: "Unconfirmed reports from the Imperial Palace indicate a coup led by the royal jester Be-Bop has been successful. This development is further substantiated by the unending string of Benny Goodman and Glen Miller tunes blasting from the sound system on the palace grounds."

Germany's Fourth Estate: "KAISER OFF TO SCANDINAVIA (Reprinted from the Hamburger-Schlemmer *Zeitung* (HSZ) of March 7, 1901): The youthful Kaiser Schtupidshitz, dynamic leader of Europe's leading industrial power, today announced his intentions to visit Copenhagen sometime this spring, possibly by the end of this month. Schtupidshitz's press secretary, Herr Schtruedel, released the sketchy details to a packed press conference at the Kaiser's Schtupidshitzstrasse palace in Potsdam. "Yes, the Kaiser will go to Copenhagen, and soon. It is expected the High Seas Fleet will be in attendance to provide an official escort," Schtruedel told the hushed crowd, adding "the final details are at this moment being worked out." It is expected the Kaiser's visit will coincide with the signing of the peace treaty recently concluded in Flensburg between the German Empire and the new Danish Government of King Helmut Schmidt. Schtruedel had no comment when asked if there were plans for any further visits to other Scandinavian capitals."

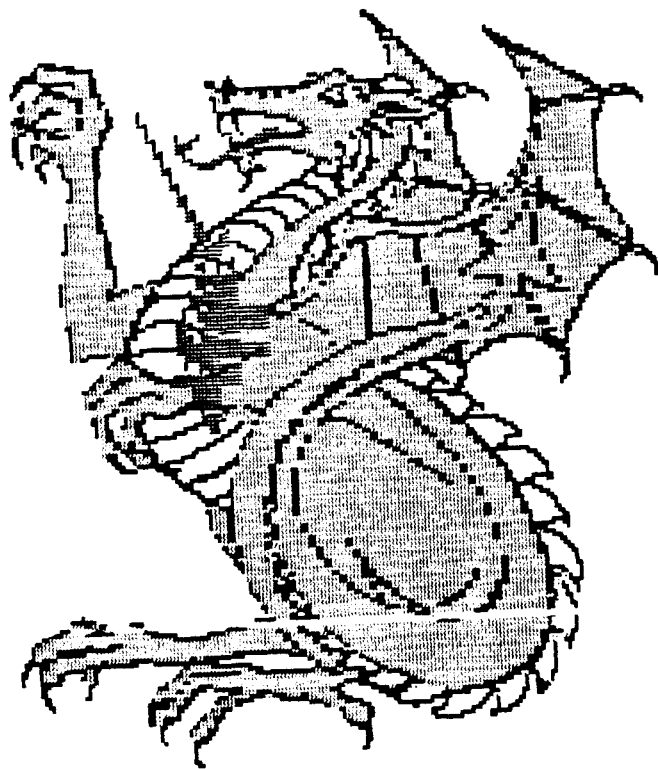
"SCHEPPELIN TO EXHIBIT HIS AMAZING FLYING LEVIATHAN! (from HSZ of April 23, 1901): Count Scheppelin of Friedrichshafen claims to have completed repairs to his gigantic flying machine and will attempt another ascent from the surface of Lake Constance tomorrow, weather permitting. The LSI or "Schnitzee" as the huge dirigible is affectionately called by her crew, suffered some minor injuries on her last flight in September, but she has apparently been repaired. It is said the Kaiser and his entourage will attend the demonstration; Scheppelin's lighter-than-air craft has elicited intense interest in the War Ministry, apparently anxious to find exotic new weapons and technology to spend its bloated budgets on."

"FREIDAN DENOUNCES PEACE TERMS (HSZ May 14, 1901): FREIDAN the fanatical Pan-Danish group, has impudently rejected the terms of the peace treaty recently signed by the German and Danish governments. In a hysterical press conference held in Torshavn, capital of the Faeroe Islands, the small radical splinter faction, which has lately engaged in a pathetic series of hit-and-run raids against German schoolchildren, grandparents and nursing mothers in the province of Schleswig-Holstein, drew a grim picture of the peace accord for the world press. FREIDAN arrogantly referred to the fair and just settlement as a "sellout to the German monopolists and weapons makers," warning in strident rhetoric that Danish King Schmidt was an officer in the "Prussian Army" and "acting under the direct orders of Kaiser Schtupidshitz, for the benefit of the Prussian Ruling Class." "

"FREIDAN, reportedly reduced to no more than fifty tired and hungry malcontents huddling in the windy Jutland marshes, vowed to continue the battle against the German "hegemonists who have with no right invaded our sacred homeland." While almost all Danes have come to accept the advantages of closer social, political and economic ties with the German nation, it now appears a few dozen crazed hoodlums calling themselves "nationalists" will continue to advocate violence and bloodshed against the 200,000 German soldiers and sailors helping King Schmidtz reestablish order and discipline in Denmark."

Times of London: "New Prime Minister Plachta elevated to peerage by grateful sovereign, who had long hoped for a clever Pole to rule Brittania. Dubbed Lord Thomas of Mersey, after Gerry and the Pacemakers, legendary English entertainers, he rides triumphantly through the streets of London to acclaim of cheering crowds. Richard Starkey named Beadle of Liverpool, but Starkey immediately seeks to change name and marry Barbara Bach. 'Permission denied,' sniffs Lord Thomas, 'next you'll be wanting to go to the Cavern Club. It's just not done, you know."

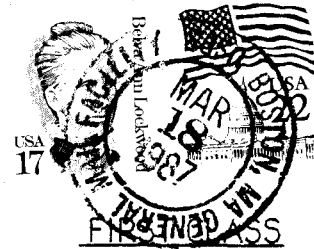
Vienna-Update: "The ascension of Be-Bop I is confirmed. Scrawled on a greasy napkin in the all but unreadable hand of his hugeness was the following proclamation: 'I, Be-Bop I, proclaim myself the King of Swing, the Count of Basse, Duke of Ellington and incidentally Emperor of Austria-Hungry. The last is not a misspelling. I am famished and command my subjects to supply my ample center with the following delicacies; Roast Turkey with Italian sausage stuffing. Sauerkraut covered in Russian dressing. French toast with English tea. We are not a glutton, full compliance with this order need not be made until 1906.' This document was authenticated by a clear thumbprint in the guacamole on the napkin."



GATECRASHERS (Jack McHugh, Kathy Byrne, Pete Gaughan, Nhan Vu).

Remember, a standby pays no game fees, receives an issue's sub credit for submitting moves when called upon, and gains 2 issues sub credit upon playing a position to completion. So let me know that you want on (or off) the list!

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



Rod Walker
1273 Crest Dr.
Encinitas, CA 92024

Sub Ends #: 11

Thanks for the support! I'm
going to use your review next
issue, although I do like them
longer. How about another?

THE BACK PAGE

Two scientific discoveries made the national news lately that will, I believe, by the year 2000 influence each and every one of our lives as much as if not more than any other invention or discovery made in this entire decade. I am talking about the automated DNA sequencer developed by Larry Hood and associates at Applied Biosystems Inc. and Caltech, and the 'high' temperature (liquid Nitrogen, as opposed to the much colder and more expensive liquid Helium) superconductors produced by Paul Chu and fellow researchers at the University of Houston.

With the sequencer, molecular biologists can do in weeks what it took years of lab work to do previously -- determine the exact sequence of bases in a given gene slice. And if what happened once the automatic protein sequencer was developed is any guide to the future, a machine that will put DNA (and RNA) together in response to a set of instructions will be coming right along. This gives bioengineers the master locksmithing kit they need to tinker with the CPU of all living systems, and I expect a veritable torrent of treasures and curses will soon be released.

On the other hand, the superconducting materials at ever-higher temperatures will give the technocrats exactly what they've always wanted. Power. Electromagnetic power, cheap and lots of it. Think of electric rail guns powerful enough to fire multi-ton payloads into Earth orbit within the price range of companies as well as countries. Think of the computing power of a Cray-1 on every college student's desktop. Think of particle accelerators in your back yard! Shades of Bruce Sterling's SCHISMATRIX! The Mechanists and Shapers will both be with us sooner than anyone could have predicted.