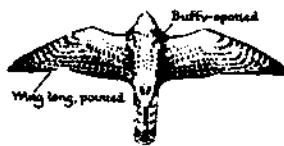
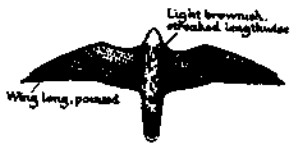




Shark of the Sky brought down to earth
 an adult Peregrine Falcon in the hands of a GGRO bander



Immature (left) and Adult (right) Peregrine Falcons

Conrad von Metzke needs three players to fill a game of Diplomacy in his zine, *Costaguana*. (subscriptions are \$7.70 for 10 issues—4374 Donald Avenue, San Diego CA 92117)

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The Roar of the Greasepaint

Roger Cox

Sorry to read that John Schultz seldom agrees with me—I find his musings to be on the money most all of the time. Well, friends don't have to agree all the time, right?

Melanie Winters

Been so busy lately it's ridiculous! Like Daf, I too got a new job thru being originally sent as a "temp." I "run quotes" for an insurance brokerage, which means that I assist the computer in figuring out how much a company must pay to insure their employees. It's definitely not boring—makes me use my brain a lot. Once I fulfill my 90 days for the agency, I'll be making decent money and getting great benefits. We serve many agents out your way, so you guys are thought of throughout the day.

I've also been making lots of wedding plans! What a major pain in the ass, but I know it will be worth all the effort. We hadn't originally planned to make much fuss, but these things have a tendency to grow out of all logical proportion. Now I own a white lace actual wedding gown, with a modest train. We're getting married in a gazebo at the Shadelands Museum—a historical site [[in Walnut Creek]]. All our fellow Dippers are welcome.

[[Congratulations! I'm thrilled for both of you; things seem to be going well.]]

Rich Irving

On CompuServe, there are quite a few Games sections:
GO GAMES overall Menu for games and entertainment
GO GAMECON The Gaming Connection—overall menu for games. PBM, Computer, board, Multi-player on-line, etc.
GO PBMGAMES Play-by-E-mail games

The on-line Diplomacy zines are found under file library 7 of PBMGAMES (new issues appear each week, with the last few left on the board):

TAD - The Armchair Diplomat Regular Diplomacy. Bob Aube (74270,2276) is the editor. All games are GM'ed by volunteers.

TED - The Electronic Diplomat Dip variants, mostly Gunboat

TBW - The Blind Wars I think these are Fog of War games.

Games are generally two-week deadlines, due Sundays, British style, although different GMs may change their policies. Download the files COMMUN.DIP and RULES.DIP for general TAD policy, including the infamous TAD retreat rule. (These files were somewhat out of date, but they may have been updated by now.) There are a few general Dip articles in the Diplomacy War Room (library 8). There are no game or subscription fees, however standard connect fees are charged. (Ouch!) Other PBEM games are run on a more informal basis as players are interested.

I have also browsed about on America Online with the help of a friend. I found their Diplomacy board, but I can't remember exactly where it was. The games here were run on an informal basis. I am not sure if there are standard rules or a common person to contact.

[[Rich, your report was a huge help and quite welcome. I don't have a modem and would've been unable to help folks find this on my own. I'm reprinting this section in Zine Register so we can direct folks to CIS if that's what they're looking for.

[[Andy York and John Galt (look for John in ZR) were also kind enough to inform me that yes, you can send mail to Internet accounts via CompuServe. I should have figured this out from observation, but I didn't.]]

Don Scheifler

Do you do any gaming on your pooter, or just productive stuff? My brother has a game out for the Mac called *Mission*:

Thunderbolt. Have you played/seen/heard of it? It was marketed mostly by mail order, won a Mac game of the year award last year, but won't be available for us IBM folk until later this summer. If you like dungeon adventure gaming and futuristic sci-fi stories, you might enjoy it. Tell me you're interested, and I'll get you a copy. By the way, what are your advertising rates?

[[Ad rate: send one copy of game, get one ad. I like to keep it simple (and greedy). Thanks very much for thinking of me; actually, the only games we play on the Mac are those which could be played without it—Shanghai, Yahtzee, solitaire. I used to play *SimCity* quite a bit but grew tired of it.]]

Brad Wilson

I will say to A. Bate that most states have sales taxes. The only two I know that do not are New Hampshire and Delaware. Perhaps not coincidentally, they are two of the healthiest economies in the Northeast.

[[States without income taxes have always fascinated me. Texas didn't have one, it's got oil revenues; Nevada doesn't, it has gambling money coming in; Alaska doesn't, it actually pays its citizens out of oil money.

[[Just because you give me a chance to get this in: the SF Examiner did a wonderful short piece on the disaster in the New Zealand economy. Seems they took the University of Chicago literally back in '84. "Led by the monetarist thinking of Milton Friedman, the economists convinced New Zealand's Labor Party to sell off its state-run companies, cut income taxes and remove all protectionist laws. In short, government stepped aside and let free enterprise trickle down to the worker." After much detail, the summary is "cheap imports dissolved the country's manufacturing base ... wages slumped ... external debt soared to 84% of GDP" ... unemployment went up to 20% ... a goods-and-services tax created a black market of barter and unreceipted cash transactions to avoid it (Canadian readers, can I get an amen?). Matt McCarten, who I've been following as New Zealand's Ross Perot (without the kooky paranoia) says that N.Z. has tried a free market and would have to give it a D.]]

Mark Lew

[[a letter from April 4 which I managed to misplace, and which contains scraps from as far back as Feb. 19 that Mark never got around to mailing... hang on folks...]]

Maybe I've been living in California too long. When I read "Republican administrations have emasculated" the EPA, sexism alarms go off in my head. I'm not even sure whether I think "emasculate" is a sexist term, but I'm so conditioned to expect that someone else will think so that whenever I hear it I experience a sort of mental flinch. Hm.

"Conservation or Conservative?" is exactly the sort of environmentalism I'm completely supportive of. I don't share the nature-reverence of the mystical environmentalists, and I dislike the various leftist activist types who use environmentalism as part of their general campaign against capitalism, "the Establishment," humanity or whatever. But I think conservation is simple economic sense.

I think the leftists have scared off some natural supporters of environmentalism. The public land scams you describe are the sort of thing I would expect the anti-government-waste crowd to be outraged by, and your arguments are the same I always hear from the libertarian private-property enthusiasts. I remember a few years ago reading a libertarian thesis about how the Sahara is expanding because of a lack of enforcement of private property rights leads to over-grazing practices on public lands which are ultimately unecological. But no one ever mentions that the same thing is going on here at home.

[[Jesse Helms and the Wise Use Movement have both said that environmentalism is just a front to destroy private-property rights in this country. It's a relief to have someone recognize conservation for what it is: the best defense of private property, and the best application of property rights to public lands.]]

I'm hopeful that Babbitt will help to cut down on the destructive land give-aways like those the Mining Act calls for. A coalition of Western-state Senate Democrats have already banded together to block the President's current proposed cuts, but Babbitt has been known to oppose fellow Democrats when he thinks they're wrong. Garret S complained about Babbitt's appointment in *Upstart*, which surprised me. It's hard to imagine a cabinet appointment which could please environmentalists more than Babbitt at Interior. (But sometimes it's hard to imagine Garret being happy about anything political.)

[[Having worked at one of the Big Six envtro groups (Nat'l Wildlife Foundation?), Garret feels entitled to his special form of cynicism about them and the people who run them. He's not so much an environmentalist as he is a leftist (lest someone forget that those are not interchangeable).]]

[[Mark inserts a comment on the cyclops/cyclopi debate, which I will print in the Giffard report; and then...]]

I notice that the TV version of *I, Claudius* is showing on the Bravo cable channel. What a treat to be able to see it on a non-PBS station. It pleases me to see anything that might hasten the long-overdue demise of "public" television. The main distinction of public TV as compared to normal TV is its level of hypocrisy. PBS shows trashy soap operas, sitcoms and mystery shows; the only difference between them and shows like *Dynasty* or *Roseanne* is that the characters speak with a British accent. But whereas commercial TV is a commercial product honestly sold, public TV professes to be some sort of worthy cause and takes its money through telethons and government grants. PBS boasts its lack of commercial advertisements. Forgetting for the moment that at least one PBS station (the loathesome KQED) does run advertisements, public TV engages in the same sort of business, in that its real business is not selling just the programs, but the sense of superiority which comes from being a consumer of time. I can't tell you how many of my friends and acquaintances boast, "Oh, I hate television—except for public television, of course." Bah. I love television, but I hate PBS.

That doesn't mean there aren't some good shows on PBS (MacNeill-Lehrer is my favorite), but I'm longing for the day when I can watch them on a subscription or commercial station. I'd happily suffer commercials in exchange for a reliable program schedule. KQED is the worst. In Anchorage they'd at least show the regular programs, and hint darkly that they'd drop the programs whose viewers don't call in to pledge. At KQED they know what side their bread is buttered on. Whenever pledge "week" comes along the regular schedule goes straight out the window and everything is pre-empted for an orgy of '60s nostalgia concerts and other yuppie shows which never appear the rest of the year. It seems KQED has discovered it can get more money from people who don't watch than from people who do. This spring pledge drive seems to be going longer than usual. The political gossip shows I like have now been pre-empted three weeks in a row—the first time I recall it going so long. My consolation is that that means the station isn't collecting as much money as quickly as usual.

[[Personally, I hate commercial breaks during fiction shows (I can handle it during news, documentaries, and sports). I don't like PBS's non-schedule, but I much preferred watching Sherlock Holmes on KQED, non-stop, to watching it on the A&E network, with four long intermissions in the span of an hour!]]

The Ninth [Amendment to the Constitution] is certainly neglected, but I think Mark Weseman's claim ("In the history of Constitutional jurisprudence, the Ninth has never been cited by a majority of the Supreme Court as being the basis for a right retained by the people.") overstates the case by quite a bit. In the most well-known rights case, *Roe v Wade*, I'd say the Ninth is no less important than the 14th. Having read none of the extensive *Roe* literature but only the Court opinion itself, perhaps I'm unqualified to say *[[Editor: and Mark is a lawyer, after all.]]*, but it seems to me that the relevant point is that the District Court found the privacy right in the Ninth and voided the Texas statutes on that basis. The Supreme Court opinion blathers on and on about common law and the 14th Amendment but in the end accepts the District Court's judgment. The essential sentence in *Roe* (§VII, ¶3) says, "This right of privacy, whether it be founded in the 14th Amendment's concept of personal liberty and restrictions on state action, as we feel it is, or, as the District Court has determined, in the Ninth Amendment's reservation of rights to the people, is broad enough to encompass a woman's decision whether or not to terminate her pregnancy." I would call that an example of the Supreme Court citing the Ninth as a basis for a right retained by the people.

[[You're nit-picking Mark. This example is clearly the Supremes expressing their desire not to find such rights in the Ninth. But even if it is the needed example—find another. One can be an exception, it doesn't make a rule.]]

I may or may not have better sources of information than Stan has, but my suggestions about the standard of living in Mozambique were merely speculative. I'll happily change my opinion if someone can show me evidence. My impression of *National Geographic* is that it would make any place seem "pretty nice," but it's not a magazine I see regularly.

I think I disagree with your statement that there were no benevolent colonial governments. I'm inclined to believe that the colonial powers are made scapegoat for more than is warranted, and I'd suggest that British colonialism at least was on the whole more benevolent than not.

In your response to Daf you mention Zen and hot dogs. Did you hear about the Buddhist who went to a hot dog stand? He asked the guy, "Can you make me one with everything?"

I agree that it's a shame Kent Nagano doesn't want to take over at SF Symphony. I know Brad would love KN. The symphony is planning a June encore of the *Alexander Neusky* concert they did in February—reconstructed score played live along with the reconstructed Eisenstein movie. Maybe this time I'll remember to get a ticket before it sells out.

Also in June is *Les Noces*. Every few years it seems there's some piece which all the Bay Area choruses schedule (inadvertently, I assume) for roughly the same time. A few years ago it was *Carmina Burana*. Now it's *Les Noces*. Here in Oakland we did it just yesterday, in English (to the horror of my purist friends). Besides SFS, there's a Berkeley one coming up soon, also in Russian. I heard a mention of one on the Peninsula somewhere too, but that may have been a confused reference to ours—the Oakland chorus collaborated with a symphony from Stanford.

The Chicago Symphony Chorus director (Margaret something) is retiring at the end of this season. Last I heard SFS chorus director Vance George was the top contender to take her place. Chicago is probably the only symphony chorus in the country which would be a step up from here, and Vance is from the Midwest. This has been going on for months now and I still haven't heard about any final decision, but most of my friends in the chorus seem to be assuming Vance will be departing before Blomstedt does.

Stan Johnson

I think John Galt's comments were right on the mark. I am very concerned about the rapid erosion of our civil rights under the pretext of anti-drug war. It is obscene that people are doing life without parole for possession of marijuana; while murderers average seven years. Rapists and murderers are getting out early because of flux of drug people; while we have a larger percent of our population in prison than any other country. Even Federal judges are beginning to rebel at the sentencing guidelines that mandate long nonparole sentences for minor drug offenders.

I was amused at how many supposedly religious people were crowing over and making fun of what happened at Waco, like my Jesus-freak brother and our local parish priest. I think so-called Christians should remember their religion started as a cult whose leader was killed by local authorities; as was the Mormons'.

Why did the ATF have to start out with their Nazi-like raid (which they had been rehearsing for months); why didn't they try serving their warrants in a normal manner first? The Davidians were not bothering their neighbors; unlike Feds who kept local farmers off their own land during siege.

Whatever weapons the Davidians had; they had nothing that could stop a tank, so how much of a threat were they? I was also amused by FBI's stories. One said that as tank smashed holes in the building they were broadcasting on their loudspeakers the message "This is not an assault;" and that the FBI had to make a move because they were concerned about unsanitary conditions the children were living under; while it was the FBI that had shut off the water and power to the compound.

The reason the Davidians had to die was that *[[no]]* one can be allowed to thumb his nose at the power and glory of the federal government. I think a comparison can be made, between the Waco incident and Masada, where the Jewish Zealots chose dead rather than surrender to the authorities.

[[Makes me glad I've given up religion, that's all I'll say.]]

Thank you to John Schultz for his kind words. The problem with Pat Robertson is he went from being a born-again Christian to being a born-again Republican.

I did see an explanation of difference in Klingons in *TV Guide*. The Klingons on the original *Star Trek* were not pure Klingons; but rather a crossbred variety used to deal with humans.

[[Others wrote in with the same suggestion...]]

Steven McKinnon

You are correct in your 'real world' explanation of the features, however the 'fictional world' also has one. Klingons seen in the original series are Subject Races, or are half-breeds of Subject Races and the Klingons seen since *Star Trek: The Motion Picture*, i.e. the Imperial Race.

Also, the idea of Subject and Imperial Races has been used in *StarFleet Battles*, the game. It is possible to defeat Klingon ships by inciting Subject Race mutinies through excessive damage to Command areas or by boarding parties.

Various other novels discuss the poor showing of Klingons in various original *Star Trek* shows due to their being only Subject Races. For some very good insights into the Klingons I recommend one of the best ST novels, *The Final Reflection*, which is #16. *[[I'll have to see whether my sister has that one.]]*

I suspect that Jim Bailey may be able to offer other instance. Hey, Jim, which ST novels do you think are the 'exquisite gems'?

I have similar views on telly to you, Pete. There are rarely more than a half-dozen shows on that I watch. Right now they're ST:TNG; ST:DS9; *Highlander* (I'm a *Highlander* fanatic, I even own a copy of H2, possibly the single worst film ever in light of its predecessor); *Beverly Hills 90210* (yeah, yeah, stop laughing;

we're all entitled to one guilty pleasure); *Picket Fences* (I watch anything that Captain Dallas (Skerrit) is in); and last, but not least, *Roseanne*.

Like Cathy, I think *Roseanne Arnold* would be best served *only* on her show, and phased out of real life, but the show, especially her husband and sister characters, is quite funny.

As for sci-fi in general, I prefer 'hard' sci-fi, wherein a technology exists that is based on and explained through what we can do today.

[[Having never seen Highlander, I can't tell whether 90210 is your only guilty pleasure! Me, I got wrapped up in the hockey playoffs this year; and Cathy even found herself caring whether the Islanders could take a game from the Canadiens. Incredible what a national TV contract can do for a sport. Of course, writing that piece lastish focussed my attention on hockey anyway...]]

Brent McKee

Glad to see that you have joined the legion of hockey fans. I have watched hockey virtually all of my life. It is a game that has to be seen. A radio play-by-play can never capture the speed and grace of the game. Television coverage may be the best way to see the game, except that you don't see the complete game but just the area around the puck. Seeing the game live allows you to see all of the action, including the way the players position themselves to take advantage of the shifts in play.

Hockey is a violent game, practically by definition. You can do things in a hockey game, legitimately (i.e. they won't give you a penalty) which would get you arrested for battery if you did it on the street. Still, hockey has been given a bad rap by the way it is covered by the media. You went to the game expecting to see plenty of fights because that is what the media has led you to expect. They don't promote the athletic aspects of the game. You mention that the fight you saw was "quick and wimpy." They generally tend to be that way. First remember that the players are usually punching with their bare hands and that hurts. Then too, the referees tend to stop any fight in which a players goes to his knees and that usually happens within twenty seconds.

So, should players be tossed for fighting? I'll come in with a hearty "it depends." It depends on the extent of the fight, how it started and especially if the player involved had been in more than one fight in that game. There are a lot of more serious violations that should lead to a player being put out of the game. Stick fouls of various types and intent to injure are examples of this.

Klingons: Have you noticed the slight change in the Romulans, mainly an enhancement of the brow ridges, which makes them look less like Vulcans? As a byproduct of the old TV series, I've seen the Klingons as essentially brutal while the Romulans were more dangerous because they combined that sort of brutality with scientific logic. Comments?

[[First: I do not have the credibility of a long-time hockey fan, so these opinions should be discounted. Also, I don't oppose rough, even violent sports. I've seen worse hits in football than anything I've seen in three dozen hockey games, and those actions had reasonable purposes within the goals of the game. Rugby and other sports consist of people using their bodies to move a ball and keep others from moving it.]]

[[But you are wrong, in my eyes, to say that there are more serious violations than fighting. In the course of play, players get hurt. But if that becomes the primary goal of anyone in the game, that person should be removed and punished. (Boxing is immoral to my way of thinking—it's nothing but an attempt to harm.) In baseball, when a pitcher might be throwing at a hitter, he's warned; if he's definitely doing it, he's ejected. If a batter

charges the mound, he's tossed. Even in football, a supposed macho team sport, when a player is not only penalized when he throws punches, he's flagged for any hit where the goal was obviously the player and not the ball. He may only be ejected if a helmet is missing, so there was a chance of harm, but the principle is pretty clear: Play the game. Incidental injuries are to be expected. Intentional ones—and the attempt to cause them, even if unsuccessful—are unacceptable.

[[I don't mind some kind of allowance—a sudden temper-snap which is quickly brought under control may not merit ejection, likewise defending yourself against a player who is slugging you. The NBA recognizes there is a middle ground where you have gone too far but are within the play of the game, with a 'flagrant foul' rule—but then the NBA is a special case anyway because of the unequal treatment it gives star players.

[[I had heard the 'explanation' that today's Klingons are the purebreds, but that's justification after the fact. When the original ST was running, the Klingons we saw were Klingons, not some kind of half-breed. They had olive skins and Fu Manchus, so they looked kind of dangerous, but there was no hint that there was some other, 'real,' race behind them.

[[The Romulans, on the other hand, have always loved a chess-match style of confrontation, and that was made explicit when they were brought into Star Trek Next. My rough take on them has been that where the Klingons are rottweilers, Romulans are a kind of big powerful feline—maybe a tiger, if you can imagine a tiger toying with a small animal. Slink, slink, feint, freeze—and they wait to see if you'll make a mistake, commit yourself in the wrong area. Pounce—slash!

[[Interesting question—if rottweilers had a culture, would it resemble Klingon society?

[[Personally, I like both species, but I get more enjoyment out of the Romulans. Not only are they more subtle (appeals to my detective-story habit), they are a linguist's dream! Oh, sure, the Klingons have a complete language (very well crafted, too), while we never hear a word of Romulan. But the Romulans have a dialect! Something we don't get from any other race on Star Trek except possibly the whining intonation of the Ferengi. Romulans stress different syllables, elongate final consonants, and even elevate back vowels—pretty consistently from actor to actor! Any day now, they'll start speaking Romulan (with subtitles??) and I'll lose this enjoyment. Just watch.]]

Andy York

I enjoyed your lead-in piece. Like you, I've never really been involved in hockey—heck, most likely I couldn't name a handful of teams. However, your story makes one realize that it really isn't "the sport;" it's the experience of going to "the park," enjoying the fans, the competition and the company of a friend (especially one well-versed in the particular sport).

San Antonio's supposed to be getting a minor-league hockey team soon. Maybe I'll drop by for a game or two (but, then again, I've been here almost a decade, and I have yet to go to a Missions game [baseball, minor league for the Dodgers]—and that's the one sport I like!!).

[[Breaking in—if you like baseball, and you're in a town without a major league team but with minor league ball, you owe it to yourself to go. With the exception of Rookie ball (which isn't even as exciting as American Legion play), the minors are everything the poets say about baseball—exciting, poetic, fun; large drama writ on a small stage. I expect to be at the San Jose Giants game on June 20, and that's a 75-mile drive when there are two major-league teams within 30 miles.]]

Your commentary about the door-to-door salesman is very

true. Many times people take an issue too seriously, and look for any "example" which confirms their views. We just attended a mandatory liability-risk seminar, of which half of the time was spent on sexual harassment. The laws/court decisions about SH are so heavily weighted toward the person who perceives "harassment" that the original intent of the "harasser" is immaterial.

An example that the speaker used was the fact he could read lips. Well, the ladies in his office would gather at a location down the hallway from his desk and discuss their activities over the weekend. Well, as he could look up and read their lips (even though they were talking quietly and trying to keep the conversation to themselves), it could be construed as sexual harassment!

A second example we discovered after the seminar occurred as we were chatting with a female dispatcher. I mentioned that a few minutes before, "you handled that call very well." It was realized that if, instead, I said, "you were good," someone could be "harassed" by my comment. Arrghh!

Around here, though, the only door-to-door salesmen I seem to see (living in an apartment has an effect) are newspaper carriers; well, occasional candy sales for schools. Considering I get the only daily paper in the city, why they continually ask me to subscribe is beyond me. The biggest difference I think, is a very strong peddlers/solicitors ordinance that is fairly uniform in all the surrounding communities.

J.R. Baker's comment about direct democracy is interesting; however, I do feel it is unworkable. Most of the citizenry is uninformed and uninterested (look at the turnout in any recent election). This type of democracy would seriously erode personal rights to the benefit of subgroup interests (the subgroup would vote 'for' the proposal, while the uninterested mass take a hit). Also, big business (and potential criminal activities) would reap vast benefits by just an investment in advertising (most people seem to vote based on what they hear the most, not by any personal in-depth analysis of an issue—look at the number of people currently voted into office based solely on name recognition).

Andy Bate's statement about the age issue in law is a very serious consideration. In Texas, the age laws are very confusing. You can be charged as a juvenile if you are ten, but not yet seventeen (some exceptions allow charging a fifteen- or sixteen-year-old as an adult). Seventeen and older is an adult. Exceptions include: you have to be at least fourteen to break a traffic law. The liquor laws don't have juveniles, they have minors—anyone under twenty-one (and those up to age eighteen have to bring their parents in to court, with some exceptions).

This creates some interesting situations, such as the person who commits murder at seventeen stands trial as an adult; but, if he is caught with a just-opened can of beer, he has to bring his parents with him to court. Or, the kid who steals a car at thirteen can be charged with the theft, but not for any traffic violations (speeding, reckless driving, etc.).

I've also come across many juveniles who don't fear the criminal justice system. They know that if they commit thefts, burglaries and such, there is very little that the law can do to them, and the courts are notoriously lenient. Also, it is well known that when they reach adulthood, their records are for practical purposes wiped clean. Thus, they don't worry about committing crimes, as it'll all be forgotten. What they don't realize, and don't want to hear, is that five years of criminal activity creates a pattern that will be very difficult to break—and that they will continue to commit crimes even after they turn into adults.

I'd like to see "adulthood" (for the purposes of the criminal justice system) defined as age fourteen (thirteen in some cases). By that age, all kids know what is acceptable behavior, what is against the law and what will happen if they break the law. The age of

juvenile responsibility should be dropped to age eight.

I don't know that I agree completely with John Galt's commentary. I, as well, don't see where the 13th Amendment forbids the draft. Also, I don't see where the exclusionary rule has been destroyed. It's alive and well here in Bexar County, Texas. It mostly affects my department in poorly-written reports, a problem in most departments where a high-school education is all that is required—and we all know what that can mean. And just try to set up more than just basic literacy requirements for police officers, darn near impossible.

The RICO Act, I don't see as a bad thing in and of itself. To seize the property, there must be more than just a suspicion (at least in my experience) and there is a court hearing before any seizure is allowed. I can only speak for my department, but our seizure attempts have all been carefully weighed, based on evidence, the crime and the ownership of the property. For instance, if a vehicle directly involved in a criminal act is not owned by the criminal or an immediate family member, we do not even consider seizure. Of course, a considerable number of criminals we arrest these days are renting cars.

[[Just gotta jump in—there are many documented case of completely innocent people having their house/cash/cars taken from them. This didn't exist in the Sixties and Seventies, before RICO and drug laws. It's far less important to take material goods away from crooks, than to ensure we don't seize them from lawabiding people.]]

I, too, didn't get much great/classic literature in my schooling. I did have to read *Romeo & Juliet* in 9th-grade English. In my other three English classes I had to read American classics (three or four, as I remember, such as *Huck Finn*), political theory (Jefferson, Marx, et al.), and the last touched on portions of some world literature. In college, most of my English classes were writing, not lit.

I feel that I've been neglectful in this portion of my education, and am trying to keep up on my magazines, sci-fi and history books. In this regard, I'm trying to set aside an hour most nights for just reading (without the TV on in the background).

Cathy's piece on the competition is very apt. The few times I've been "on stage," I can't hardly remember a danged thing about it, and when it's all over, you wonder if you were actually out there at all!!

Among the Trees

"Pardon Me, Myth..."

Interesting to see elected officials running around collecting quotes from sailors about gays in the armed forces. It seems that they are refraining from asking the really hard-hitting questions, so allow me to speculate on what these 'hearings' might sound like if I were present:

Senator Gaughan: "So you believe, Sailor, that having a gay man in a berth near you would damage morale aboard your ship?"
"Yes, sir, I do."

Senator Gaughan: "So then you believe that having gays aboard would damage your ability to do your job?" "Well, ...

[a]) No, sir, I am well-trained and sure of myself, I have nothing to fear." (Perhaps he'd point out which others would be damaged, then.)

[b]) Yes, sir, I think my effectiveness would be impaired." ...

[real testimony] "Putting a gay soldier aboard a ship would be just like putting a hungry dog in a meat shop."

Senator Gaughan: "So you believe homosexuals are more sex-driven than heterosexuals, Brigadier General Weise?" "Yes, sir."

Senator Gaughan: "Then you believe that sexual harassment

I heard of the city of Novato, CA, on CNN today. Something about a rally to keep MTV on the local cable station. Your city's made the "big time"!!!

[[Yes, but the first I heard was when I read about it in the paper (the weekly Novato Advance)! It turned out to be a group of high school students—we have two high schools and these were from the rich one—who got letters from many adults to bolster their argument. The cable company agreed to keep MTV (frankly, I didn't care), but is still jerking us around with a channel full of program listings where they could put CNBC, Playboy or—best of all—C-SPAN II, which was dropped a year ago. The new government regulations require that cable here carry a second Spanish-language station, despite Novato having a Spanish-speaking population of about 7% (this is made less important by the fact that they'll drop one of three PBS stations to make room for it—no great loss).]]

John Schultz

Man, you did a really great job on 'Among the Trees.' Seriously, that was a fine piece of writing. One of these days I'm going to get off my lazy ass and start doing some editing. If I ever get a w.p. or "ghods forbid" a computer, you publishin' types are in trouble.

Your description of Richard, and the photo, hit my preconceived impression of him right on the head. The picture is just too cool! Sort of aloof, above it all... 'kingly.' I'll bet he'd play a great Henry V. His ad was pretty cool too. With all that beyond-the-need-for-work and generosity crap... I wonder if he'd go for an older 6-footer. He didn't actually say he couldn't handle bearded and ugly... and Daf says I look good in a tight red leather mini-skirt. Enough nonsense!

[[I absolutely agree, everyone knows two bearded people are unlikely to make a good couple. Static electricity, don't you know... (or is it the Velcro effect? I forget...)]]

Editor's Notes

All reader may want to check out Vulcan-B, where anyone in the zine may now submit rule-change proposals.

WAHF: Mark Weseman (who reported on 'personal loyalty' and job changes in Korea) and David Polley ... why didn't we hear from you?

could actually be a worse problem in the armed forces than it currently is?" "Um, ...

[a]) No, sir, we're about as bad off as you could conceive."

[b]) Yes, sir, I'm convinced every gay man would want to make it with me."

Senator Gaughan: "Tell me, Brigadier General, why do you see yourself as meat in a butcher shop?" ...

Senator Gaughan: "Sailor Goldston, do you believe that gays would make shipboard life intolerable?" "Yes, sir, [real answer] a person like that just wouldn't fit in."

Senator Gaughan: "Do the gays that are currently on board fit in?" "Senator, ...

[a]) no, our military preparedness is obviously suffering because of these people." (What sailor would admit this?)

[b]) yes, they act like any other crew member."

[c]) what gays?"

Senator Gaughan: "Oh, so you believe there are no gay men currently serving?" "Well, no, sir."

Senator Gaughan: "Well, then, can you tell us which ones have been treating their fellow sailors like meat in a butcher's shop?"

(In the above dialog, any resemblance to real military personnel is a damned telling coincidence. Except where I've specified actual quotes, of course.)

There is, believe it or not, a conservative columnist in the SF *Chronicle*. Debra J. Saunders saw where 'B-1 Bob' Dornan said, "The primary mission of the U.S. armed forces is...to deter aggression and, in the event of actual hostilities, to use force with a minimal loss of life. Anything that detracts from this mission is totally unacceptable." In a column that goes on to name several soldiers and quotes their commanders' commendations, Saunders says...

"Yet by that very defense-first criterion, the ban on homosexuals in the military should and must be lifted. For the ban on gay soldiers impedes efficiency. Too many fine soldiers have been dismissed in order to pander to the feelings of over-sensitive party-waists whose preoccupation with, and desire to be sheltered from any knowledge of, the sexual tendencies of others hinders defense preparedness."

Big-Time Entertainment

Cathy blew big bucks on our anniversary this year. Usually, it's been my habit to 'surprise' her with big gifts or special events—everything from her engagement ring, to dinners, to an evening sitting on the quay watching the fog roll in, have generally been my 'secret plan.'

This year, she decided she'd surprise me by taking me to my favorite musical for our anniversary: Jesus Christ Superstar. She needed a little help arranging tickets and finding out where the theatre is (driving to someplace she's never been before, especially in the city, is still adventure for this girl), but it was a special gift.

If nothing else, it was all worth it when I saw the expression on the usher's face when she saw our ticket—fourth row, orchestra. And I thought it was impossible to impress those people...

We also saw *Much Ado About Nothing* this week—splendid!

How's Business?

In five or ten years, I don't expect film to be a major industry any longer. Want to know where cameras (as we know them today) are headed? Look at oil painting. A hobby, for a small specialized group; or an art form, for an even smaller group.

The general public doesn't know this yet. They're still wrapped up in taking pictures, to go along with their video. (There is an element of the camera trade that says that, with the advent of camcorders, people have already lost the habit of snapshots. This may be so, because 'taking pictures' is not some inherent thing: you probably don't remember Kodak's years of advertising, trying to get people just to take photos, before they were finally able to move on to taking photos *on Kodak film*.)

But it's not video that will kill off film. It's still video or digital photography. Still video is just that—camcorder-type recording that captures a single frame. Digital photography operates like a copier or scanner, identifying each and every tiny picture element separately. With digital you can enlarge, crop, color-balance, over- and under-expose—all the things you can currently do with film, but in far fewer steps. In fact, you can do these things at home, with the lights on, on your television, instead of sending them to a lab! The only obstacle is cost of equipment, because the cost of materials is already on the side of digital (\$4 roll of film + \$10 processing vs. \$1.50 floppy disk or CD).

Already the industry says "digital" vs. "traditional" photography... as I've said before, ideas drive language more often than language drives ideas. Digital is here and now, this is not some pie-in-the-sky thing that people are talking about in hopes of bringing it about.

Baseball Rules

May 25 (in 1803, Ralph Waldo Emerson's birthday; in 1993, Cathy and Pete's sixth wedding anniversary):

So the Dodgers win seven in a row [5/30: make that twelve] and move up three notches in the standings; Mike Piazza draws himself up into the batting-average top ten; Ramon Martinez may have finally settled down for the year. I can handle this. Just because I predicted the Dodgers would finish last doesn't mean I want them to do so.

And I grew up in Cleveland, so I'm allowed to climb aboard the Tribe bandwagon without being called a 'fair-weather' fan. This kid, Tommy Kramer? Do you realize what he did against Texas? He gave up a fourth-inning homer to Julio Franco... and *that's all*. Other than that one pitch, he threw a *perfect game*. How many rookies have one-hitters, let alone one-hitters where they don't walk anyone and strike out eight?? *

ZYRA / Dip Battleship

Round Four: Bottom of the Order

- Board 1 (Emperor Muad'Dib), 8 salvos against: **D2**, F1, F3, F5, **F9**, **F11**, G4, J9.
- Board 2 (Elric of Melniboné), 5 salvos against: **A3**, B4, J9 (was already called a hit in an earlier round), L7, L8.
- Board 3 (Admiral Ishmael), 3 salvos against: **C10**, G10 (already called), **K7**.
- Board 4 (Apassionata von Climax), 17 salvos against: **A1**, **A3**, B2, B10, C11, E3, **E5**, F2, F10, **G5**, I1, J2, K1, L3, L6, **L9**, **L12**.
- Board 5 (Dirk Struan Tai-Pan), 17 salvos against: **A10**, B9, B11, **C3**, C9 (already called), **C10**, E7, **G9**, H10, I9, J6, J8, K1, K3, K7, L8, L10.
- Board 6 (Yossarian), 12 salvos against: G4, G12, H4, H12, J4, J10 (already called), J11, **J12**, **K12**, L3, L7, L9.

(Hits in bold type.)

- Board 1 (Emperor Muad'Dib), salvos remaining: 6.
- Board 2 (Elric of Melniboné), salvos remaining: 13.
- Board 3 (Admiral Ishmael), salvos remaining: 9.
- Board 4 (Apassionata von Climax), salvos remaining: 12.
- Board 5 (Dirk Struan Tai-Pan), salvos remaining: 7.
- Board 6 (Yossarian), salvos remaining: 8.

Deadline for Round Five is June 26.

Movement will actually be at the outset of Round Six, so you don't have to write conditionals at the end of Five.

Tai-Pan to Board: Ach, laddies, last turn was a rough one for me. I hope we all tried to teach the lassie a thing or two this time around.

Muad'Dib to Tai-Pan: You'll find the flights will become much easier the bluer their eyes get. That damned Yossarian showed up at court with blue-colored contacts! He's so naïve.

GM to Muad'Dib: Maybe you can get Tai-Pan to teach him?

Ishmael to Yossarian: I had nothing to say last turn, so thanks for filling in for me.

Muad'Dib to Yossarian: Don't ever try that again or I'll have my guard do something *real* nasty to you.

Dirk to Elric: It looks like I could use a touch of the runestaff's protection, too.

Tai-Pan to Apassionata: No disrespect meant. You are the leader, you know.

GM to Apassionata: Kind of a "we're not worthy—and neither are you!" attitude.

IT'S ME AGAIN!!!!!!

Hello, everyone! This last month has been busy. My chorus is going through some turmoil. As the president, I have to try to smooth things out. I have scheduled some meetings with folks that are higher up in the organization come to facilitate discussions. We have a major all-day session planned for June 5th. I hope we get everything ironed out, so I can go back to enjoying chorus more. Right now, I feel that I have to be aware of everything I do and everything everyone else is doing. I sort of get into doing that, but not when everyone is so uptight and/or sensitive.

Gosh, I have had some lengthy discussion with our director, too. She, of course, is very paranoid that the chorus doesn't want her as a director. She's a very good director with some past experiences in her personal life that makes her not trust people very well. So after our chorus finished last place at competition and folks said things like it was "all" her fault. Instead of being able to realize that they were not being fair or realistic, she got very angry and very paranoid. She also tried to make it seem that it was no big deal where we placed, so members got mixed messages—that she didn't care where we placed, however in reality she was very upset with our placing.

Anyway, she then started thinking that I wasn't behind her musical program, which I believe I have supported totally since I joined the chorus and doubled my support when I became president. But if you disagree with something that she has done; she thinks you're her adversary. So I was her adversary, according to her, and I didn't know what the hey I had done. Well, we finally have gotten a lot of things settled between the two of us. And I'm not her adversary, at least for this week. But we do still have this major meeting coming up, so I hope all goes well and my chorus will quit causing me stress.

Are any of you in the Medical field hearing rumors that Medicare and Medi-Cal are drastically changing? If you have, do you feel that these government health plans should be changing drastically? Some of the things that the company I'm working for has been hearing are pretty bizarre. We work with Durable Medical Equipment (DME), things like walkers, bedside commodes, wheelchairs, hospital beds, incontinence supplies and such. They are going to start denying people these things. Our company feels that we will then end up with more people having to stay in the hospital or live in nursing homes. The cost of keeping people in these facilities instead of letting them have the piece of equipment that could let them live more comfortable at home.

I don't know how many of you work with physically handicapped people, but I think that they should be able to get equipment to lead a normal life, instead of possibly being put in some facility. I think that the health care industry is going to throw everything away and find out that that is a big mistake. We think we have lots of homeless now, just wait. One of my biggest concerns, of course, is when my company has to call people that already have equipment and have to say, "I'm sorry, you can no longer rent our wheelchair since Medi-Cal will not pay for it." They respond, "But I need it." We say, "Well, it will cost x amount of dollars" They say, "I can't afford that." So, we send our driver out and pick up the chair and sit them on their couches or beds to rot. It's very frustrating.

But I don't know what the solution is. Obviously, California can't afford to keep paying for everything. And the deficit for the government is ridiculous. So I don't know who should pay. Any of you have ideas about who should pay? Is it like college or high school sports? If you can't pass you can't play... If you can't pay you can't have medical care?

See ya.

Cathy M. Gaughan

The Broom Closet

sweeping out the corners of the hobby

VERY VERY LITTLE this time, as almost all the hobby-news exertion this month is being devoted to *Zine Register* #23.

Randy Cox's new zine, *Cogniscenti*, provides you with a chance to take out your *Perelandra* frustrations! That's right, if you really want to beat me for some GM error here, sign up to play Bumper Cars in Randy's zine! (In other Pete-Game news, I scored 8 points on the first two words to lead Andy Bate's Fictionary Dictionary game!)

John Harkes became the first American to play in an English Football Association Cup final, helping his team, Sheffield, by setting up the game-tying goal against Arsenal. (Harkes headed the ball to David Hirst for the goal in the 61st minute.) The game ended in a 1-1 tie, so the teams played a rematch a week later, Arsenal winning 2-1 in overtime. (So why don't they just play overtime on the first game??)

Local game news

Eric Voogd, John Galt and Richard Weiss have all suggested that they'd have folks over to play games some time in August. Richard specified Oct/Nov or the weekend of Aug. 13; Eric said August or maybe after Dipcon. John's new place is in San Leandro, despite his mail-drop address in Palo Alto.

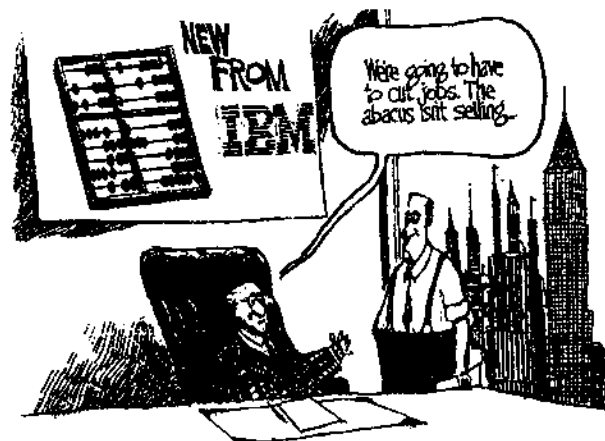
Excellent! Here's what I hope happens. We could get together for one Saturday in August, and then a weekend con (like NovaCon) in October or early November. My schedule is going to keep me busy one weekend in October, probably the 16th, but I'm not sure which one yet.

The three of you could call each other and discuss it, but I don't have a phone # for John yet. Richard and Eric have houses; I don't know whether John is moving into a house or apt, but I suspect the latter. John and Eric are not quite as centrally-located as Richard, so I would guess Mr. Weiss has first dibs. But in reality, any event (evening, one-day, weekend) to which I'm invited will be publicized in this section of the Broom Closet each month. As follows:

June 8: Game evening (Merchant of Venus likely) at David Anderson's, 136 Banff, Petaluma CA 94952. Chuff and I will be driving to this together from the city, leaving S.F. about 4:30 or 5 P.M. and arriving Petaluma around 6, I'm sure.

So now it's up to you; if you're going to have everyone over, let me know the date at least a month in advance. If a potential host wants a list of all the S.F. area boardgame players I know of, just send me a SASE (database is currently 48 people). I don't have phone numbers for all of them, just for the Diplomacy types.

Richard (415) 641-9779; Eric (510) 582-4783. *



WUNDERLAND / International Snowball Fighting ASF23

Turn Four

WARRIOR (PLAYER)	loc	segment 1	segment 2	segment 3	new loc	up	hp	sb	di
Baldrick/B (John McLaurin)	K9	RR at BF (95,26)	-I8-H8, collect Sb	collect Di	H8	4	4	1-1	
The Bay Bomber/BB (Randy Davis)	shed	-G15, collect Sb	collect Di	collect 2 Sb	G15	2	9	3-1	
Baron Frog/BF (Andy Bate)	M13	-L12-M11-L10, +Sb	collect Di	Di at B (70,25)	L10	9	6	3-0	
Daf's Daydream, DD (David McCrumb)	S13	RR at BF (75,76)	RR at BF (95,01)	collect Di	S13	4	8	1-1	
Flingin' Deadly R'snakes/FDR (Paul Gardner)	M7	builds	another	Snow Fort!	M7	5	7	0-0	
Ice Pike/IP (John Schultz)	R12	run to door	run inside	sit	kit	7	0	0-0	
Nanook, N (Chris Hassler)	B6	Di at B (45,30)	RR at FDR (85,04)	collect 2 Sb	B6	6	6	2-0	
Phightin' Phule, PP (Tom Hurst)	V6	RR at DD(80,54)	collect 2 Sb	Di at FDR* (30,19)	V6	6	8	2-0	
Tantor/T (Mike Magnuson)	Q11	run inside	sit	sit	kit	6	0	0-0	

Weather roll = 57. † = dodge. * marks conditional orders. Tantor gets out on Segment Two; Ice Pike on Segment Three.

Deadline for Turn Five is June 26.

All games are played to 15 vp unless otherwise noted. Chris, that was a misprint; your hit prob on BF last time was 40, not 90.

Segment One: Chilly Slayer evaporates, Tantor ducks inside and Ice Pike follows close behind. The Bay Bomber steps out of the shed and packs a Snowball, while Baron Frog jogs west and also packs snow. F.D.R. begins to build yet another Snow Fort!! Daf's Daydream is left with nobody to play with, so he tosses a half-hearted shot at the receding Baron Frog, just missing the moving target. Phightin' Phule takes advantage of DD's malaise and nails him with his own Rattler. Baldrick has an easier time hitting BF, since he's running directly toward B; but behind B is Nanook with a Dirigible and he plasters B for three points.

Segment Two: Everybody packs weapons while IP reaches the kitchen, "skins off those cold, wet mittens, searches for a dagger, and eyes Tantor with bloody eyes." DD takes another shot at the Frog, this time a successful one. Nanook has one more weapon, which he launches at the busy-bee FDR to score again.

Segment Three: Baron Frog and Bay Bomber have now collected impressive stockpiles, and BF decides it's time to use some of it; the Baron paints Baldrick all white with his Di. PP uses a similar attack to hurt FDR, but FDR finishes his Snow Fort nonetheless. With lots of ammo ready and the players bunched in the center, Turn Five should be a real rumble!

Bomber to SnowChief: That really was a "Puppy"-dog whine, wasn't it? No more whimpering; it's time to send some weary warrior to the kitchen.

Nanook to Chilly: Wake up call!

Baron to Baldrick: Hey, you pustulant disease-ridden old hag! Come here and headbutt this snowball; I want to check that I made it correctly.

SnowMaster to Baron Frog: That's quite good press writing!

Baron to SnowMaster: Note that I didn't actually say that I wanted to join Daf's fanclub, merely enquired how one goes about doing so.

SM to Baron: Enlightenment and toadying is all it takes.

Baron to Ice Pike: The Bomber seems to prefer covering in the shed to helping you with your mission. Of course, given that your mission appears to be to make the cocoa, who can blame him?

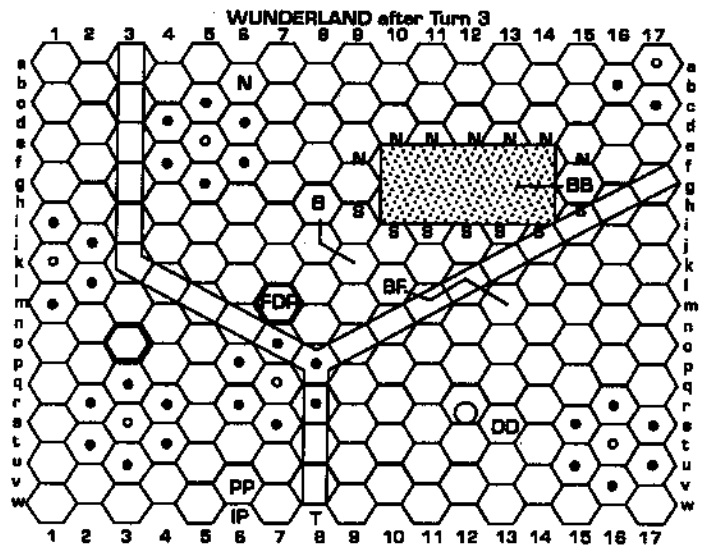
Bomber to Baron: You read my mind again, and probably this time, too! Why don't you come on over here for a minute?... I have a little present with your name on it.

Ice Pike to Nanook: I don't mind taking a pounding. I like all the attention. Hal! I get to sit in the warm kitchen.

Ice Pike to BB: The leader! The leader! Oh, that's me... never mind. Uh... but I'm in the kitchen. Froggie! Froggie! Get Froggie!

Bomber to Nanook: Nice shootin', now we ought to think about icin' the leaders.

Baron to Bomber: Why don't you and Nanook get together and



take out the Corpulent Slayer? I've got more than enough targets around me already, and I really don't want to play Ring-a-Ring-a-Shedses.

SnowMaster to Baron: We do have that rhyme; it's Ring Around the Roses here...

Nanook to Bomber: I won't hold a grudge. The way I look at it, failure is its own penalty.

Baron to Nanook: Nice of Pete to make it look like you hit me when you missed by the proverbial country mile. Hell, if you can't hit the Corpulent Slayer when he's standing still only a few paces away, there's not much hope for you, is there?

Ice Pike to DD: What the hell is a smartie?

SnowMaster to IP: It's a brand name for a candy—I think it's what we call "M&Ms," only Smarties come in more colors.

Baron to Deedee: One minute you claim that you are too impatient to stockpile an arsenal, next minute you're collecting snow like there's no tomorrow. Mister Inconsistency, aren't we?

Philanderer to DoDo: I hate to admit it, but you're right about sharing. How's this?

Bomber to Tantor/Pike: You guys sure iced each other quick, but perhaps it was worth the up's?

Baron to Deedee: I liked that sweet-talking. Very clever. I presume you had help coming up with that line?...

Will the Chilly Slayer spring into action, or will he become just another chilly statistic? Will Daf consider 5'8" to be enough, or will she prefer the nob? Will the Bomber stop cowering in the shed? Who's going to be the first to make a hot drink? When will Baldrick, he of little brain, realise that you can't collect snow from the path? These questions, and many more, will be answered in the next episode of Snow.

VULCAN-A / Deviant Dip 92JFrc04

Rules now in effect:

Rule 0. **Master Rule.**

Rule 2: **More Deviant.** Any rule proposal which receives a total of three or more votes is passed. "Quick-kill," "crippling," "quick-win," and "pork-barrel" rules prohibited.

Rule 3: **Veto Power.** A rule change only goes into effect if no "no" votes are made against it.

Rule 10: **Secret Ballot.** Voting on rule changes is kept secret.

Rule 33: **Russian Revolution.** Russia is divided into three factions: Monarchists, Bolsheviks and Mensheviks.

Rule 37: **Two Games.** Vulcan becomes two games. Vulcan-A is the current game, in its current state. Vulcan-B is played beginning with Spring 1901 starting positions, but with those rules already in place which would currently be in effect if Veto Power had failed to pass.

Hokay, here's the interpretation. There are two separate games going on. Separate game reports will be provided for each but for the sake of space I may sometimes print messages to players in one game only, with a note in the other game to check it out. The Vulcan-B report, where you can discover which rules are currently in effect there, follows this one. A complete set of all past proposals is available for a SASE.

There was a clarification requested. My map does not show the Caspian Sea (which at any rate is not on the gameboard, only on the conference map), among other spaces. This does not mean they cannot be added by rule. Also, Exile is only on the map as a convenience! It is 'an off-board' space, and no unit may move into Exile—I am merely showing which spaces Exile units may move out to.

The "Master Rule" has no restrictions on length of proposals, and is not immune to amendment.

Map for Vulcan-A is squeezed in on the bottom of page 13.

Summer 1903: Bolsheviks choose a bst, retreat f rum-sev; Italy retreats f wes-tun.

Thanks to those who pointed out that Moscow counts two SCs for B, M and O, and that all their Russian centers are home SCs.

Fall 1903: Not Around To Defend

Austria (Dennis Young): a rum-bud /dislodged to bul otb/, a bud-tri (a ser s), f aeg-con.

Bolsheviks (Jim Burgess): f nwy-swe, f stp/nc-nwy, f sev s menshevik a kiev-rum, a bst-mos.

England (Greg Ellis): a lon holds, f nwg-nts (f den s /ska otb/).

France (Tim Goodwin): a bur-mar, a bel-wal (f eng c), f wes s turkish f ion-tun /nso/ (f tyo s), a spa-mar.

Germany (Lance Anderson): a ber-kiel, a mun h, a kiel-den (f hel s), f bse-swe.

Italy (Mark Lew): f tyn-wes (f tun s), f rom-tus, a vie-bud (a tri s /dislodged to ven tyo vie otb/), a pie-mar.

Mensheviks (Andy Bate): a war-bst, a kiev-rum (a gal s).

mOnarchists (Jason Bergmann): no units.

Turkey (Steve Nicewarner): f eas-smy, f ion-tun, a con-smy.

Deadline for Autumn retreats, Winter 1903 adjustments, Spring 1904 votes, moves and proposals is June 26. Seasons will be separated on three requests.

Proposal 39: **Elasticity.** All rule proposals henceforth shall have as an element an expansion or contraction of the game in terms of players, units, supply centers or provinces. If not already repealed, passage of this rule repeals Veto and Secret Ballot, and provision 3 of More Deviant (disallowing "quick-kill" rules).

Proposal 40: **Shut the Fuck Up.** Any turn in which the GM receives two letters written by Andy Bate, forwarded by players, Andy will nmr.

Proposal 41: **Crossgaming.** 1: Veto Power is repealed.

2. Any English unit in Vexvelt in the provinces of mid, wes, spa, bre, gas, lyo, por, mar, par or pic will cast a Shadow in Vulcan. These Shadows appear as German units, destroying any unit the shadowed provinces. Shadows need not be supported by Vulcan supply centers, but they may take SCs for Germany as normal units. If the shadowing piece moves in Vexvelt, the Shadow unit in Vulcan also moves; if Vexvelt ends, the Shadows disappear.

3. Any Russian unit in Giedi Prime in the provinces of rum, bul, bla, arm, ank, con, syr, smy, aeg, gre, or eas will cast a Shadow in Vulcan. These Shadows appear as English units; in all other regards they act the same as the previous Shadows.

[[GM note: Prop 41 is ruled a "pork barrel" rule and disallowed. The relevant portion of More Deviant bans "any rule which hands out small favors to a selection of players, for the purpose of securing each player's vote." The first clause is far more important than the second, since I have virtually no way to discern the purpose of any particular proposal.

[[The intent of More Deviant's bans on certain rules is specifically to prevent a premature end to the game. However, as written it winds up forbidding just about any rule which helps more than one player specified by name or by country, or helps a single player greatly.

[[Penalty is removal of one-third of the proposer's units; Prop 41 was offered by the Monarchists, who have no units to be removed (!). Do not vote for or against Prop 41.

[[After appeal by a player and consideration of the effect this rule has, proposals will no longer be secret. (Secret Ballot only specifies that votes are secret). However, you were not notified of my ruling so proposals will be anonymous this turn.]]

Proposal 42: **Speedboat Game.** An entire year of the game is played in one turn. Thus, each deadline each player should submit orders for Spring moves, Summer retreats, Fall moves and Winter retreats and adjustments. These moves may not be made conditional on anything.

Each player may submit as many orders in both Spring and Fall as he has units at the start of the year. Given that conditional orders are not allowed, players must use their skill and judgement to guess where their units will be in the Fall. Players do not have to attempt to order all of their units. For example, France could submit the following move orders for 1901: Spring f bre-eng, a par-bur, a mar-spa; Fall f bre-eng, f eng-bel, a bur-mun.

Retreats are handled as normal, except that a player may only submit as many retreat orders in each season as the number of units he had at the start of the year. For example, "f eng retreats to lon" is one retreat order; "f eng retreats to iri, if unavailable then lon" is two retreat orders.

Proposal 43: **Permanent Veto.** Rule 3, Veto Power, can never be repealed.

Proposal 44: **Ransom Note Dip.** Orders will not be accepted unless they are in ransom-note style, with all letters cut out of newspapers. Each board space must be represented by a single cut-out piece, or the order will be impossible.

If more than one unit is ordered to the same space with equal support, the order which specifies its destination in the largest type will succeed.

A 'no' vote does not count as a Veto unless the word 'no' is in type at least 12" tall.

Proposal 45: **Rule by Decree.** Veto is repealed. Victory cannot

be achieved except by passage of a proposal. *[[Interp: This explicitly contradicts provision 1 (quick-win) of More Deviant, so that provision would henceforth have no effect.]]*

Proposal 46 (reproposal of #28): **Topsy Turvy**. All votes are reversed—all previously cast yes votes become no, and no votes become yes. Rules passed are adjusted according to new votes.

Proposal 47: **Unconditional**. Players are not permitted to make conditional orders.

Press

Mensheviks to Germany: Well, I'm certainly having fun now. How about you?

GM to Bolsheviks: I'm surprised to see the Mensheviks accept support from your faction—they're much closer ideologically to the Democratic West than you. Pragmatism, I guess; nobody else (especially not Jason) could offer tanks and ships.

Bolsheviks to World: I shall take over the world with ideology... plus lots of tanks and ships.

Rome to Kiev: To Whom It May Concern—Please remove my name from your mailing list. At this time the Republic of Italy is not interested in buying any of your products or making any contributions. Yrs &c, Luigi Ignatelli, President.

Anon to Andy: Shut up! Get the hint—this isn't a real game of Diplomacy!

VULCAN-A / SUPPLY CENTERS held as of Fall 1903

								SCs	votes	prop's	adjustments
Austria	bud	ser	gre	bul	TRI			4/5	5	1	room for one build
Bolsheviks	bet	stp	mos	mos	sev	NWY		5/5	5	1	may build one
England	lvp	edi	lon					3/3	3	1	even or may build one
France	par	bre	mar	spa	por	bel		6/6	6	1	even
Germany	mun	kie	ber	hol	den			5/5	5	1	even
Italy	rom	nap	ven	tun	vie	tri		6/5	5	1	even or remove one
Mensheviks	kiev	war	swe	rum	BST			4/5	5	1	may build two
Monarchists	exi	exi						2/2	7	2	may build one unit*
Turkey	con	ank	smy					3/3	3	1	even

Number of Centers: 39; Victory Criterion: 20. Home SCs in **bold**. *may be a double unit.

VULCAN-B / Deviant Dip 92JFrc04

Rules now in effect:

[[Proposals, or sections of proposals, which would have no effect without Veto Power have been omitted.]]

Rule 0: **Master Rule**.

Rule 2: **More Deviant**. Any rule proposal which receives a total of three or more votes is passed. [Various types of quick-kill and quick-win rules prohibited.]

Rule 9: **Perpetual Balloting**. Cathy gets two votes. Anyone in the zine, except John Galt, may propose a rule. All of the seven original players will always own one off-board supply center, which will not count toward the victory criterion.

Rule 12: **Perpetual Deviant**. This game may not end in a victory by any one person. If conditions occur which would result in a win, the player who would have won must pay a supply-centre tax of half of her centres (chosen randomly) to all other starting players (divided equally and randomly).

This game may also not end in a draw of less than eight players. If conditions occur that would bring about a draw of less than eight players, Pete may congratulate those players for their achievement but the game will not end.

This rule may only be repealed by a rule which specifically repeals it and does nothing else. This rule will not expire as the result of the action of any other rule.

Rule 14: **Seven Is Not Enough**. The game changes to the most recent version of Cline 9-Man. Brad Wilson and Garret Schenck are invited to play the extra two powers; if they decline Pete can select others. For all purposes, the two "new" players are considered "original players." *[[Interpretation: Vulcan-B is Deviant Cline 9-Man (see enclosed map, rules and positions). There are 11 powers; if either Brad or Garret declines to play, the game will be delayed until new players are found.]]*

Rule 15: **Line-Item Veto**. Any rule which may be easily broken down into separate provisions can be line-item vetoed. When a players uses the veto power, he may veto the entire rule, or any part or parts of it. Using the veto power requires all of a player's votes, not just one. *[[I will number sections to show what con-*

stitute separate provisions.]]

Rule 17: **More Proposals**. Each player may propose two rule changes per turn. Pete may propose one rule change per turn.

Rule 19: **Even More Deviant**. Each player must submit a new rule proposal each turn and failure to do so results in an NMR. The proposal that receives the most net votes each season is adopted for a period of five game years, at which point the rule is repropoed and is treated as any other rule proposal for that season. This rule shall take effect retroactively and shall apply to all rules passed prior to the adoption of this rule. *[[Interpretation: a reproposal does not constitute a new proposal for any purpose. Nothing takes place retroactively this turn...]]*

Rule 20: **Hypnotism**. Once per game year, each player is allowed to hypnotize any unit on the board. With his spring or fall orders, the player designates the unit to be hypnotized, and writes an order for that unit. The hypnotic suggestion must be an ordinary order—hold, move, support or convoy; hypnotism can't be used for builds, votes or any special powers created by deviant rules. In adjudicating, the GM will use the hypnotic order. The game report will show that the unit was hypnotized, but not which player did the hypnotizing. If a single unit is hypnotized by more than one player in the same turn, and the hypnotic orders conflict, the unit follows its non-hypnotic orders.

Rule 23: **Zombie**: Players never have to remove units due to lack of supply centers (but centers are still required for builds). Any player who has units on the board is in the game, even if he has no centers.

Rule 27: **Offboard Dot**. All players receive one offboard supply center (which does not count towards victory criteria, but does provide one vote and supply one unit).

Rule 28: **Topsy Turvy**. All votes are reversed—all previously cast yes votes become no, and no votes become yes. Rules passed are adjusted according to new votes. *[[This would create an infinite cycle from which Vulcan-B could not escape, so I choose instead to say it has no effect.]]*

Rule 29: **It's Deviant, Stupid**. At least one Deviant proposal must pass each turn; if no rule passes, the GM enacts one.

Rule 32: **Chinese Checkers.** Units may jump over other units into a distant province. The destination area of a "Chinese Checker" move may not be adjacent to the starting province, thus f spa/nc-wes is not legal. Chinese Checkers may be supported and count as 1/2 unit when moving. *[[Units may only 'skip' one space and that space must be occupied by a foreign unit at the start of the movement turn.]]*

Rule 33: **Russian Revolution.** Russia is divided into three factions: Monarchists, Bolsheviks and Mensheviks. ...

Rule 36: **Amnesty.** Secret Ballot is repealed. In Spring 1912, the voting archives will be declassified and the GM will reveal voting information which was kept secret, but until then he will keep quiet. No rule may be proposed which would reveal votes before declassification, and no rule may be proposed which would discriminate against any player based on how he voted during the time when Secret Ballot was in effect.

Starting Positions

- Austria (Dennis Young): a budapest, a vienna, f zadar.
- Barbary States (Brad Wilson?): f casablanca, a algiers, f tunis.
- Bolsheviks (Jim Burgess): a baltic states, f st. petersburg, f rumania, f norway.
- England (Greg Ellis): f london, f edinburgh, a liverpool.
- France (Tim Goodwin): a paris, a marseilles, f brest.
- Germany (Lance Anderson): f kiel, a munich, a berlin.
- Italy (Mark Lew): f naples, a rome, a milan.
- Mensheviks (Andy Bate): a warsaw, a kiev, a galicia.
- Monarchists (Jason Bergmann): no units.
- Persia-Arabia (Garret Schenck?): f jerusalem, a mecca, a tehran.
- Turkey (Steve Nicewarner): f smyrna, f ankara, a constantinople.

Note that Bolsheviks and Mensheviks own SCs and units based on the Revolution rule, and so do not necessarily own the SCs their pieces start on. I will generally type out the names of provinces—you may use any unambiguous abbreviations.

SAVE THE ENCLOSED MAP! I will not print a map with this game. Units moving out of Exile may now move to bar, ark, mos, sev, arm or syr; as before, units may not move into Exile.

Deadline for Spring 1901 is June 26.

Game Paradigm: Votes on proposals 39-48; Spring moves; New proposal(s) (at least one must be included to avoid nmr). Proposals and votes will not be anonymous after this turn.

Proposal 39: **Elasticity.** 1. All rule proposals henceforth shall have as an element an expansion or contraction of the game in terms of players, units, supply centers or provinces. 2. Passage

of this rule repeals provision 3 of More Deviant (disallowing "quick-kill" rules).

Proposal 40: **Shut the Fuck Up.** Any turn in which the GM receives two letters written by Andy Bate, forwarded by players, Andy will nmr.

Proposal 42: **Speedboat Game.** 1. An entire year of the game is played in one turn. Thus, each deadline each player should submit orders for Spring moves, Summer retreats, Fall moves and Winter retreats and adjustments. These moves may not be made conditional on anything.

2. Each player may submit as many orders in both Spring and Fall as he has units at the start of the year. Given that conditional orders are not allowed, players must use their skill and judgement to guess where their units will be in the Fall. Players do not have to attempt to order all of their units. For example, France could submit the following move orders for 1901: Spring f bre-eng, a par-bur, a mar-spa; Fall f bre-eng, f eng-bel, a bur-mun.

3. Retreats are handled as normal, except that a player may only submit as many retreat orders in each season as the number of units he had at the start of the year. For example, "f eng retreats to lon" is one retreat order; "f eng retreats to iri, if unavailable then lon" is two retreat orders.

Proposal 44: **Ransom Note Dip.** 1. Orders will not be accepted unless they are in ransom-note style, with all letters cut out of newspapers. Each board space must be represented by a single cut-out piece, or the order will be impossible.

2. If more than one unit is ordered to the same space with equal support, the order which specifies its destination in the largest type will succeed.

3. A 'no' vote does not count as a Line-Item Veto unless the word 'no' is in type at least 12" tall.

Proposal 45: **Rule by Decree.** 1. Line-item Veto is repealed. 2. Victory cannot be achieved except by passage of a proposal. *[[Interp: Section 2 explicitly contradicts provision 1 (quick-win) of More Deviant, so provision 1 would have no effect.]]*

Proposal 46 (reproposal of #28): **Topsy Turvy.** All votes are reversed—all previously cast yes votes become no, and no votes become yes. Rules passed are adjusted according to new votes.

Proposal 47: **Simplification.** Vulcan-A is abandoned and this game is renamed "Vulcan."

Proposal 48: **GMS Takeover.** If the GM has to call a player for any aspect of his orders, that player is eliminated and all his units and centers are given to Daf Langley.

Proposal 49: **Unconditional.** Players are not permitted to make conditional orders. *

VULCAN-B / SUPPLY CENTERS and VOTING STATUS as of Winter 1900

							VC	SCs	votes	prop's	
Austria	(off)	(off)	vie	tri	bud		3	5	5	2	
Barbary	(off)	(off)	cas	alg	tun		3	5	5	2	
Bolsheviks	(off)		stp	mos	mos	sev	bst	5	6	6	2
England	(off)	(off)	lvp	edi	lon			3	5	5	2
France	(off)	(off)	par	bre	mar			3	5	5	2
Germany	(off)	(off)	mun	kiel	ber			3	5	5	2
Italy	(off)	(off)	rom	nap	mil			3	5	5	2
Mensheviks	(off)		kiev	war	swe	rum		4	5	5	2
Monarchists	(off)	(off)	exi	exi				2	4	9	4
Persia	(off)	(off)	jer	mec	teh			3	5	5	2
Turkey	(off)	(off)	con	ank	smy			3	5	5	2
Cathy										2	2
Pete										1	2
Anyone but John Galt											1

Number of Centers: 50; Victory Criterion: 26 ('(off)' centers do not count toward VC). Home SCs in **bold**.

VEXVELT / 1992R

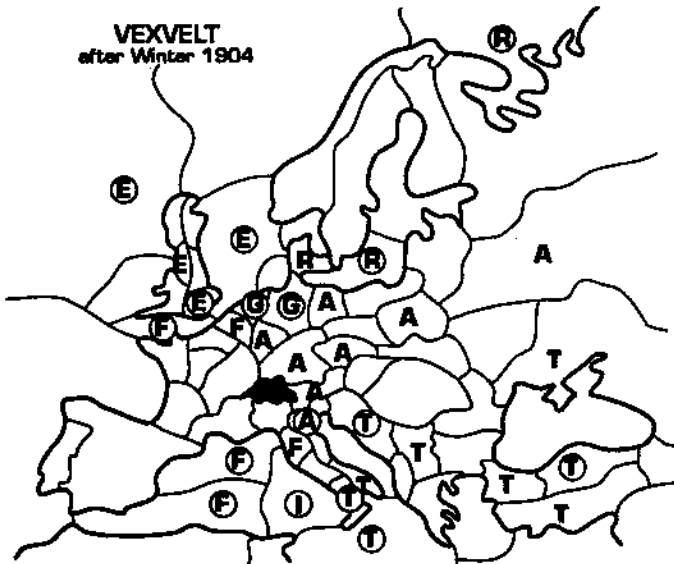
Winter 1904: Behind the Linnets

Austria (Michael Alterio): disbands a rom; still has a ruh, a ber, a mun, a tyo, a war, a boh, f ven, a mos.
 England (Lance Anderson): even, has f nat, a lyp, f nts, f lon.
 France (Mike Magnuson): no builds received, plays one short; has a tus, f eng, f wes, f lyo, a bel.
 Germany (Richard Weiss): even, has f kie, f hol.
 Italy (Steve Nicewarner): GM disbands f tun; still has f tyn.
 Russia (Russ Rusnak): disbands a sil; still has f bar, a den, f bal.
 Turkey (Steve McKinnon): builds a con, a smy, f ank; also has a ser, f ion, f nap, a apu, f tri, a sev (one short, no room).
 Italy did did send Spring orders, so no standby will be called. Will Tom Hurst please standby for France?

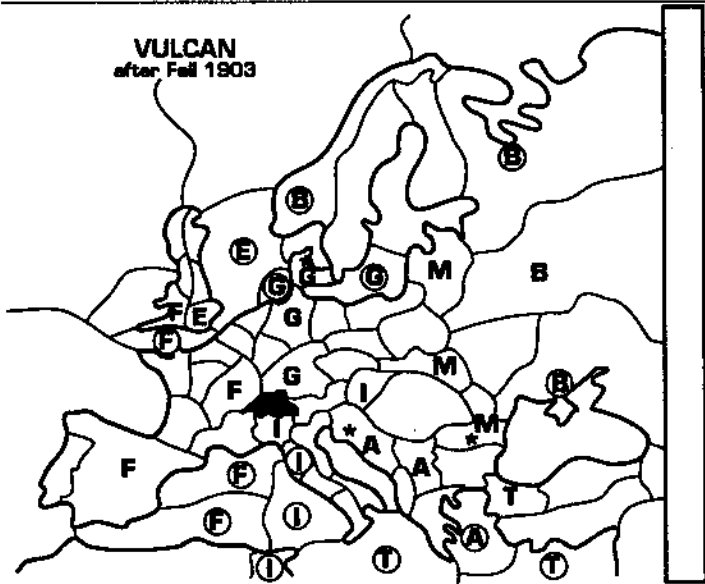
Deadline for Spring 1905 is June 26.

England to France: Hey, are you goin' to stop the A/T juggernaut or what? Not much else the rest of us can do about it.
 Germany to REF: As Paul Harvey says, and now for the REF of the story. If we stay at loggerheads, we will soon have no 'at, no 'ome, and no place to 'ang our 'ats, thanks to AT.
 GM to Germany: So, FIRE your GATling gun AT 'em!
 Germany to Austria: "Remove one," "build three." Jeepers, creepers, where'd you get those creepy allies?

VEXVELT
after Winter 1904



VULCAN
after Fall 1903



ZIRN / Snowball Fighting ASF20

WARRIOR (PLAYER)	up	hp
Hobbes/H (David Wang)	15	7
Digitous Rex/DR (Mike Magnuson)	11	10
Katspaw/K (Tom Hurst)	11	6
Maelstrom Melli/M (Melanie Winters)	10	0
Snowpaw/S (John Schultz)	7	0
Thin Ice/TI (Clark Millikan)	6	10

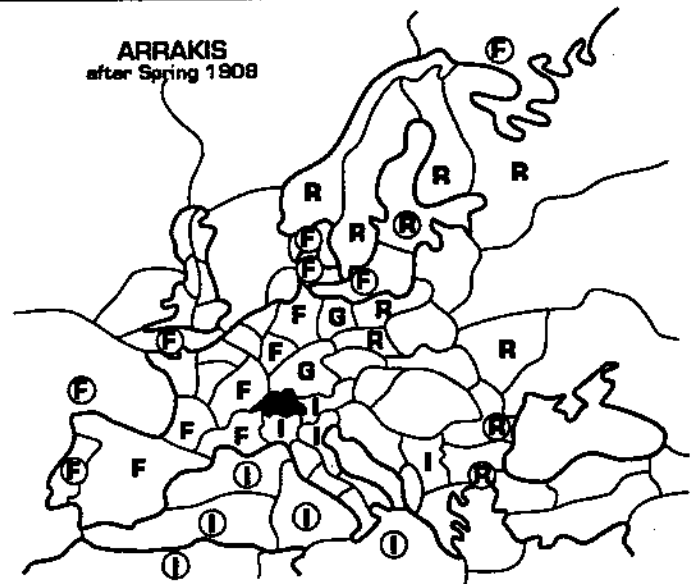
Hobbes (David Wang): After watching Calvin mess up in his game, I knew what to do in mine. I was going to steadily pick up points with my Ravenscroft Rattlesnakes and then make a big push for the win with Dolton Dirigibles when I had nine or ten vps. Alas, the best-laid plans of mice and men would appear to apply to tigers too. I didn't score with any of my Rattlesnakes in the first two turns and had no points at all. So, with nothing to lose, I decided to try some fun (this is, risky) moves, and they paid off. I "stormed" back with four points during the Blizzard on Turn Three. From then on, it seemed as though I couldn't miss. Thanks to Tom, Mike, Clark, John and Melanie for the game and especially the press, and thanks to Pete for his fine GMing (and die rolls!).

Snowpaw (John Schultz): Under normal circumstances I would probably find this game very embarrassing. I'm probably the only person alive to have played this game as many times as I have and never won. And to beat all... I'm one step away from dead last. But I got to play in a game with my good friend Mel for the first time. All is at peace.

Katspaw (Tom Hurst) to Hobbes: At least it was another cat that won. As to the luck, that's all there is in this game after, maybe, Segment One Turn One. Just chuck snow as fast as one can. I'm in this for the press. What other reason is there?

Maelstrom Melli (Melanie Winters): Well, guys, that was loads of fun! Even the dirigible down the back of the neck! Hobbes sure got a lot of lucky breaks and incredible shots. (Sneaky damned tiger!) I had a great time and I hope to nail you all in the back of the head at some other time. It was great meeting you, Clark, and John can you believe it took this ENTIRE game just to get your lousy birthday present? We both stayed dry and your life is complete, now that you have your own Robbins collection. What a perfect ending to the game. Thanks to Pete (and Cathy) for putting up with all the last-minute orders. "Nice" "gentlemanly" finalé, boys—WHAM! WHAM! WHAM! GOT'CHA, MA'AM!

ARRAKIS
after Spring 1908



RUFFIAN / 1990IV

France took Smyrna for a second build, leaving Turkey even.

Everybody seemed to spot this so we'll play on...

F/G draw: GI yes, T no, AF nvr.

Germany reproposes the F/G draw. Please vote on it again.

Autumn 1907: Italian Ion retreats to eas.

Winter 1907: Austria disbands a bud, a rum; France builds a par, f mar; Germany builds a ber, a mun.

Spring 1908: Toppling Tower

Austria (David Polley): a mos-lvn (a stp s), a war thumbs its nose at the vile Germans (a ukr & a gal s) /a gal annihilated/.

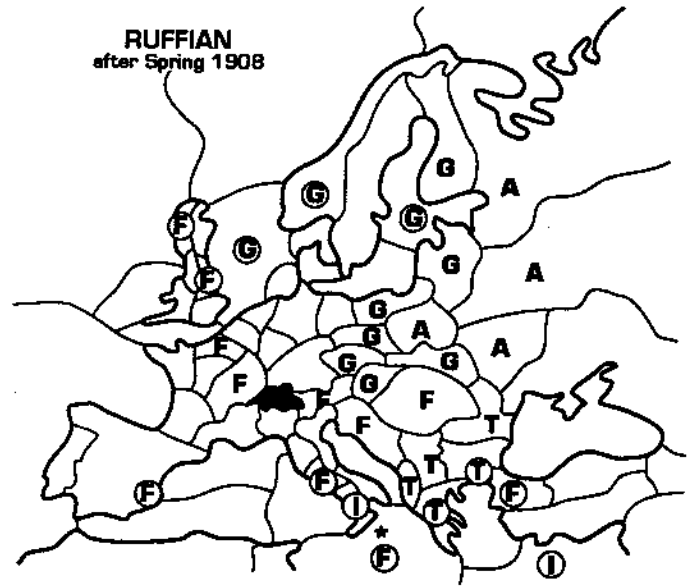
France (Michael Alterio): a par-pic, f mar-spa/sc, f tyn-rom, a gas-bur, a tri-bud, a ven-tri, a pie-tyo, f smy-con, f tun-ion, f nat-cly, f edi-yor.

Germany (Steve McKinnon): a ber-pru, a mun-sil, f nwy-stp/nc, f nts h, a swe-fin, a pru-lvn (f bot s), a sil-gal (a vie s [a boh s vie]).

Italy (J.R. Baker): f nap & f eas s french f tun-ion.

Turkey (Kathy Caruso): a sev-rum, a ser s french a tri-bud (a tri s /nsu/), a alb u, f gre s f ion (f ion s, f bul/sc s) f ion dislodged to tyn apu adr aeg otb/.

RUFFIAN
after Spring 1908



Deadline for Fall 1908 is June 26.

Turkey to Austria: A Yankee fan! Now that explains it! Your greed got the better of you.

Austria to Germany: Apparently, the young woman I spoke of wasn't "Gretl" at all; now she claims that her name is really "Anastasia."

Germany to Austria: Okay, no Mets logo. Actually, we were gonna cover you with the brand spankin' new Texas Rangers shroud!

Turkey to Italy: Forget squeezing a peach—let's squeeze a Yankee fan!

I to F: Retreat to the Aegean would just have gotten my fleet poofed! But now we can convoy to Syria! I think Adriatic was the best move, but it's hard to resist kickin' 'em when they're down!

Moscow to JR: It's not exactly what I had in mind (it does look kind

of funny, even to me)! I doubt I'll be playing Russia very long, though...

KK to GM: A backstabber I can live with, but a Yankee fan—he's got to go!

GM to KK: Oh, yeah, like you need a reason to attack someone...

Michael to Europe: On the off chance that this game may be over soon, let me invite one and all to play in Tralfamadore! Everyone here has been great, and it would be fun to see you all in another game.

Turkey to France: Does this make us blood brothers?

TIGGER to GM: No, we're not for conservation, but this is the law! Don't argue!

GM to Tig: Arguing is the essence of lawyering.

Austria to GM: "Maniacally-striped lungs"? Did Tigger have that?

GM to Austria: I never looked. I'll take TIGGER's word for it.

RUFFIAN / Supply Centers Held as of Winter 1907

Austria	bud	rum	war	mos	stp							5
France	par	bre	mar	spa	por	lvp	edi	ven	tun	tri	smy	11
Germany	mun	ber	kie	den	hol	bel	lon	nwy	swe	vie		10
Italy	rom	nap										2
Turkey	con	ank	bul	sev	gre	ser						6

TUPILE

Round Twentysix

player	dice	ending position	windfalls	debts	portfolio
Melinda Holley	3/6	Park Place			\$541, Con, EC, Rea, PRR, ShL
Jason Bergmann †	8/8	North Carolina	20		\$317, ori, stj, ind, penav
Ed Wrobel	5/11	North Carolina 20, 750			\$1698, Ver, StC ^a , Sta ^m , Vir ^m , NY, Ill, WW
Roger Cox *	6/8•8•9	Luxury Tax	25, 750	\$149, Med, Bal, ten, ken, Att ^l , Ven ^l , MG ^l , pac, nca, park, boa, b&o	

Development: RC builds a house apiece on Marvin Gardens and Ventnor.

Movement: MH moves to Pacific and Park Place. JB moves onto Illinois and North Carolina. EW hits Kentucky and North Carolina. RC moves to States (ouch!), Kentucky, Marvin Gardens and finally all the way to Luxury Tax.

Cash Shortages: RC will have to sell back all houses AND mortgage everything to stay alive with \$10 over. Buildings: 27 houses, 9 hotels.

PYRRUS

Round Twentyfour

player	dice	ending position	windfalls	debts	portfolio
Mark Lew	7/4	North Carolina			\$43, ori, ver, con, StJ ³ , Ten ² , NY ² , Ken ³ , Ind ³ , Ill ² , ati, ven, MG, pac, nca, penav, Park, Boa, ShL, EC, WW
Kay Shapero *	7/11	Jail-2			\$424, Bal ^m , Med ^m , StC ³ , Sta ³ , Vir ³ , Rea, PRR, B&O

Development: ML unmortgages Marvin Gardens and Park Place (\$347), then buys four houses on the Oranges.

Movement: ML lands on Water Works and North Carolina. KS rolls twice but can't get out of Jail.

Cash Shortages: none. Buildings remaining in Bank: 10 houses, 10 hotels.

Deadline for all games is June 26.

RAMA / Spectrum Titan

Black proposes a concession to Black. NVR = NO. Last time, Gold Sun was listed as holding in M36 when it did (as shown on map) move to Tundra 4000.

Round Thirtytwo

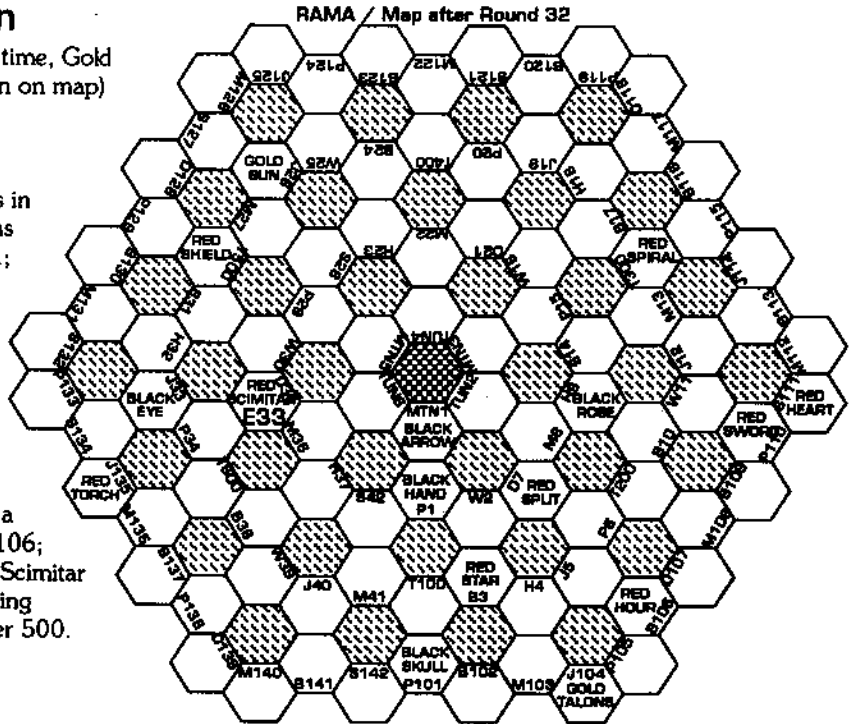
BLACK LEGIONS (Vince Lutterbie) die roll 3: Eye holds in Jungle J33; Hand holds in Plains P1; Arrowhead Plains P29—Mountains 1000; Skull Jungle J104—Plains P101; Rose holds in Hills H9.

BLUE LEGIONS (John Galt) die roll 6: Trident Desert D35 (E33).

GOLD LEGIONS (Marc Peters) nmr, die roll 5: Sun Tundra 4000—Jungle J26; Talons Brush B109—Jungle J104.

RED LEGIONS (Art Shulman) die roll 1: Torch holds in Jungle J135; Spiral Plains P115—Tower 300; Double Eagle Plains P6—Desert D7 and splits with Frog (this is a Green marker); (Brown) Hourglass Jungle J5—Brush B106; Sword holds in Plains P110; Jester Desert D35 (E33); Scimitar Plains P34—Desert D35; Star holds in Brush B3; Bleeding Heart holds in Swamp S111; Shield Marsh M27—Tower 500.

Will Lance Anderson please standby for Gold?



Engagements

Engagement 30: Red Bleeding Heart defeats Gold Bearclaw in S111. Angel, 2 Cyclops, 2 Behemoths, 2 Gorgons die; 144 points to Red.

Engagement 32: Red Sword defeats Gold Fireball in P110. 4 Gorgons, 3 Rangers die; 120 points to Red.

Engagement 33: Blue Trident attacks Red Jester in D35. (at deadline, waiting for Defender Turn 2; will be forfeited if not in by June 15)

Point Count: Red 937, Gold 768, Black 39, Blue 36.

Musters, Round 32: Angel, Colossus, Lion; that's the last Colossus.

Die rolls available for Round Thirtythree: Black 1456; Blue 1234; Gold 1246; Red 2346.

Markers Owned: Red holds the Green and Brown markers.

Deadline for Round Thirtythree is June 26.

Black: You guys are all burned out—I'm the King here. It's time to concede to ME!

PROPOSAL FOR THREE CALIFORNIAS

Under the newest state split proposal by Assemblyman Stan Statham, R-Redding, California would be split into three states, roughly equal in area but with far different populations and projected state budgets.

NORTH CALIFORNIA
Population: 2.3 million
Budget: \$3.6 billion

Counties: Alpine, Amador, Butte, Colusa, Colusa, Del Norte, El Dorado, Glenn, Humboldt, Lake, Lassen, Marin, Mendocino, Modoc, Nevada, Placer, Plumas, Shasta, Sierra, Siskiyou, Sonoma, Sutter, Tehama, Trinity, Tuolumne, Yuba, Yuba

CENTRAL CALIFORNIA
Population: 10 million
Budget: \$15 billion

Counties: Alameda, Contra Costa, Fresno, Inyo, Kern, Kings, Modoc, Mono, Merced, Mono, Monterey, Sacramento, San Benito, San Francisco, San Joaquin, San Luis Obispo, San Mateo, Santa Clara, Santa Cruz, Salinas, Stanislaus, Tulare

SOUTH CALIFORNIA
Population: 18 million
Budget: \$27 billion

Counties: Imperial, Los Angeles, Orange, Riverside, San Diego, San Bernardino, Santa Barbara, Ventura

BY JAMES COLLIER/THE CHRONICLE

RAMA Creature Status

	orig	box	dead	board
Angel	18	12	—	6
Archangel	6	5	—	1
Behemoth	18	3	8	7
Centaur	25	0	18	5
Colossus	10	0	0	10
Cyclops	28	0	23	5
Dragon	18	16	0	2
Gargoyle	21	6	10	5
Giant	18	11	2	5
Gorgon	25	0	15	10
Griffon	18	11	3	4
Guardian	6	4	—	2
Hydra	10	0	5	5
Lion	28	1	21	6
Minotaur	21	9	9	3
Ogre	25	1	20	4
Ranger	28	2	15	11
Serpent	10	0	2	8
Troll	28	6	19	3
Unicorn	12	0	2	10
Warbear	21	13	4	4
Warlock	6	4	—	2
Wyvern	18	10	3	5

NICRON / Merchant of Venus

Two errors, a resignation, and a missing map; it was an easy call to delay the game, but I don't make the easy calls! Onward...

1. StewBall picked up the demand for Furniture at 9b, for another \$70. The Cup heaved up Demand for Finest Dust at 7a/Zum.
 2. StewBall bought the Factory in the Cloud before VVV could do so (\$8 commission to StewBall). Instead of VVV bartering his Gate Lock, he pays \$80 cash for Other Shoes (\$40 commission to StewBall).
- So: VVV's starting balance in Turn 8 should've been \$30, not \$70. StewBall's starting funds for Turn 11 are \$307; VVV has \$40 at the start of Turn 11.
3. Garret Schenck has resigned and Clark Millikan is taking over. Clark has renamed Ishmael 2.0—no, not Ishmael 3.0, it's now 'Synthetic Water Supply' ("You can tell our ships by the reflectors on the outside, waving in the winds of space."), or SWS.
 4. AND I forgot to include a map! So here's a map...

Turn Eleven

Interstellar Master Traders—John Galt, Dell

Dice are 236. Move: none, holds at Multi-Gen Ship.
Trade: sells Voll Silk [[Cup spews forth Demand for Mulch Wine at 5/Shenna]], and Voll Silk [[Cup spews forth Demand for Finest Dust at 7a/Zum]]; barter Scout and \$90 for Clipper; buys two Rock Videos.
Accounting: \$170 + \$440 - \$90 - \$240 = \$280.

StewBall IV—Howard Hugh, Whynom

Dice are 3355. Move: none, holds at Terror Station/s.
Trade: buys one Megalith Paperweight (must drop Fare).
Accounting: \$307 - \$90 = \$217.

Synthetic Water Supply—Clark Millikan, Qossuth

Dice are 2256. Move: -B-R-Aerie-Y-R-B-R-B-Y-B-A-Ice Station/o-Ice Station/s.
Trade: sells Primitive Art [[Cup spews forth Demand for Designer Genes at 10/Qossuth]]; buys deed to Ice Station.
Accounting: \$197 + \$160 - \$200 = \$157.

X—Ed Wrobel, Human

Dice are 1455. Move: (Neutron Port, pn5)-R-Y-R-Space Station-TeleGate 4-NC5-NC5-B-Y-TeleGate 3-R-Poison Port/o-Poison Port/s.
Trade: buys Shield for \$60.
Accounting: \$151 - \$60 = \$91.

Robocop—Andrew York, Eepeeep

Dice are 125. Move: (Desolation Landing/s)-Desolation Landing/o-R-B-(Y)-B-R-B-(Y)-R.
Trade: none. Accounting: \$0

Voogd's Venusian Voyager—Eric Voogd, Nik

Dice are 246. Move: -R-Y-R-NC4-Y-B-R-B-R-Wet Landing/o-Wet Landing/s.
Trade: none. Accounting: \$40.

Turn Twelve

Interstellar Master Traders—John Galt, Dell

Dice are 346 + new die of 5. Move: (Jump Start, pn4)-TeleGate 4-Space Station-R20 and stop.
Trade: none. Accounting: \$280.

StewBall IV—Howard Hugh, Whynom

Dice are 4556. Move: -Terror Station/o-R20-Y-B-R-B-Y-B-R-TeleGate 3 (pn5)-Y-B-NC6-B20-NC6-A-Wet Landing/o-Wet Landing/s.
Trade: Sells one Megalith Paperweight [[Cup spews forth a Megalith Paperweight!]]; buys deed to Wet Landing station.
Accounting: \$217 - \$40 pen + \$160 - \$200 = \$137.

Synthetic Water Supply—Clark Millikan, Qossuth

Dice are 2246. Move: -Ice Station/o. Trade: sells Rock Videos [[Cup spews forth Demand for Psychotic Sculpture at 2/Graw]]; buys Factory, Custom Hives and one Chicle Liquor.
Accounting: \$157 + \$200 - \$200 - \$140 - \$40 + \$128 commission = \$105. One last time I'll say, despite appearances, SWS does have enough cash at each stage to make these deals.

X—Ed Wrobel, Human

Dice are 1234. Move: -Poison Port/o-R-TeleGate 3 (pn2)-TeleGate 2-R-A-R-B-Y.
Trade: none. Accounting: \$91.

Robocop—Andrew York, Eepeeep

Dice are 445. Move: -B-Rainfall/o-B-B-Rumble Port/o-R-B-(Y)-B-R-B-(Y)-B-R-? [[Mulligan Gear]], picks up relic.
Trade: none. Accounting: \$0.

Voogd's Venusian Voyager—Eric Voogd, Nik

Dice are 246. Move: none; holds at Wet Landing/s.
Trade: sells Megalith Paperweight [[Cup spews forth a Chicle Liquor]] and Other Shoes [[Cup spews forth Other Shoes!!!]]; buys two Psychotic Sculptures.
Accounting: \$40 + \$160 + \$160 - \$320 = \$40.

Deadline for Turns Thirteen and Fourteen is June 26.

Order of play and dice for Turns 13/14, net worth and assets:

1. VVV134 / 135\$40
	Gate Lock \$100, Shield \$60	
2. IMT2246 / 2226\$280
	Spy Eye \$100, Jump Start \$120, Air Foil \$80	
3. StewBall1455 / 4566\$437
	Shuttlestop \$200, Whynom Factory \$100	
4. SWS1356 / 3566\$605
	Human Fac. \$100, Zum Fac. \$200, Ice Station \$200	
5. X2556 / 2455\$291
	Switch Switch \$100, Shield \$60, Neutron Port \$200	
6. Robocop156 / 225\$0
	Auto Pilot \$80, Yellow Drive \$80, Mulligan Gear \$120	

TeleGates open: 2, 3, 4. Near as I can tell, the only taters still unexposed are on the north side of the Qossuth system and the north side of the Wollow system. Right? Net Worth is StewBall IV to X: At the "Stop" we serve coffee and "apples" with cream cheese and "bangles." For humans—no charge.

X to Merchant Master: I've never played with the combat rules. Why do you think someone should be able to run away with the game? The various choices a player faces each have some appeal. The best choice is only marginally better than the next best. The luck *should* even out but then again it doesn't always. I've always thought the combat rules would just prolong the game and act as an intrusion rather than an enhancement. Still, perhaps I'll try them one day. P.S. I agree with you about Whynom coffee. It has a distinct aroma of oats.

MM to X: Combat means it's possible to knock down a leader just before he wins, giving more parity between players. It makes for negotiations, rather than "Kentucky Derby" style gaming (you know, where everyone puts on blinders and concentrates on their own progress). I was simply expressing surprise that the ftf games I've played should have been close with or without combat—I expected a difference.

StewBall IV to VVV: The "Stop" has great side-up sit-down bargains without waiting.

StewBall to Other Merchants; The "Landing" is now open to "wet your whistles."

SWS to loyal customers: The mutiny on board has been resolved and normal deliveries will begin shortly; we apologize for any inconvenience. *

LITERARY QUIZ

You may win free issues of Perelandra by sending in Literary Quiz answers... or by sending in Literary trivia questions. If I publish your question, you get one free issue; if at least three people respond to the quiz and none of them gets it right, you get another. (You must include the correct answer!)

From Last Month

1. Upon which case was Sherlock Holmes engaged when he disguised himself as a rakish young workman, with a goatee beard, a swagger and a clay pipe?

"The Adventure of Charles Augustus Milverton." Jim Burgess guessed "The Red-Headed League;" Rich Irving and Andy York tried "The Hound of the Baskervilles;" Stan Johnson said "Silver Blaze."

2. From *Henry V*: When Pistol says that death wins immortal fame, the Boy who hangs out with him, Nym, and Bardolph says, "Would I were in an alehouse in London, I would give all my fame for a pot of ale and safety," in III.ii (this Boy's death in IV.vii is played up in the Brannagh movie to represent the death of all the luggage-boys). Jim-Bob, Jamie McQuinn, Michael Alterio and Andy Y. got this one right. Stan guessed "victory." Melanie Winters was thinking of King Richard when she guessed "a horse."

3. Which Brontë sister wrote *Agnes Grey*, and what did Agnes negotiate to get before agreeing to be engaged as a governess? Anne Brontë wrote *Agnes Grey*, wherein Agnes stipulated for a Christmas holiday before taking the job.

Jim-Bob said, "When in doubt, choose Charlotte. She's the one who was prolific. Sundays off?" Rich got Anne but thought maybe she had to negotiate with her parents who thought she was too young to become a governess. Jamie and Michael also got Anne but Jamie guessed £25 salary. Andy Y.'s guess was Charlotte and "her own room."

4. In Victorian London, a famous man of letters lent the manuscript of his new book to a political philosopher to read. The latter's housemaid mistakenly tossed the manuscript into the fire; thus perished years of work. The man of letters had to rewrite the whole thing. Who were the man of letters and the philosopher, and what was the manuscript?

Thomas Carlyle lent his manuscript of *The French Revolution* to John Stuart Mill, whose maid burned it. Carlyle rewrote the book. Jim-Bob: "I know this story. Was John Stuart Mill one of the principals? Herbert Spencer the other perhaps? As I said, I'm going to kick myself when you reveal the answer." Well, you got this one right when I ran it back in *Pere* #60, Jim! I'll give .3 for Mill alone.

5. "A little learning is a dangerous thing; / Drink deep, or taste not the Pierian spring," was penned by a famous poet of Augustan England. A fellow Englishman who was a 20th-century novelist borrowed part of this verse for the title of his autobiography, *A Little Learning*. Name both authors.

Alexander Pope and Evelyn Waugh. Jim-Bob got Pope (one of his favorite writers), worth .4 credit, but not Waugh. Rich had both (but referred to Evelyn Waugh as "her") as did Jamie and Michael. Steven McKinnon said, "I don't know, but in 'The Fly,' Jeff Goldblum tells Geena Davis to 'drink deep or taste not the plasma spring.' Now I know where it comes from, or will." Andy Y. and Melanie knew Pope but not Waugh.

6. Moving to a little more modern times, what do the following have in common? *A Breath of Air*, by the popular British novelist Rumer Godden, and *Forbidden Planet*, a 1956 sf film starring Walter Pidgeon and Anne Francis?

They are both updated versions of Shakespeare's play *The*

Tempest—I couldn't let things get too modern, after all! Jim-Bob, Rich, Steven, Stan and Jamie get it right.

7. What famous writers worked on the screenplays of the following films? *Gone With the Wind* (1939) F. Scott Fitzgerald; *The African Queen* (1951) James Agee; *The Big Sleep* (1946) William Faulkner. Rich had Agee and Faulkner, but like Jim-Bob he gave Sidney Howard as the writer for GWTW. Yes, he was the principal, but I don't think he qualifies as a famous writer, especially in the clear context of non-film literature. Besides, Jamie and Michael got all three. Stan threw in John Huston just in case.

8. Who was the American poet who named himself after a bandit? Cincinnatus Hiner Miller used the pseudonym Joaquin Miller because his early writings defended the Mexican bandit Joaquin Murietta. Nobody got it, though Jim-Bob joked that maybe it was James Baldwin for Jesse James.

9. What author documented the gruesome murder of a peaceable farm family near Holcomb, Kansas, the Clutters, and the ensuing flight of the killers into Mexico and back into the States where they were arrested in Kansas—proving the saying that the criminal always returns to the scene of the crime? Truman Capote; the book was *In Cold Blood*. Jim-Bob calls this a "piece of cake," but he did have to get his copy off the library shelf to be sure. Rich, Stan, Melanie and Jamie had it.

10. You were to name these novels of alternative worlds.: *Pavane*, by Keith Roberts; *Come the Jubilee*, by Ward Moore; *The Man in the High Castle*, by Philip K. Dick. Jim-Bob: "You know I never get the SF questions." But Rich did, and so did Jamie again. Andy Y. and Steven got the last one, Steven saying, "It's his shittiest novel, despite the awards."

Scores: McQuinn 6.5; Irving 5.2; Burgess 3.7; Alterio 3.5; Johnson and Winters 2; McKinnon and York 1.3. Jamie may choose either three free issues of *Pere* or one free issue and a copy of the February *Games* magazine. Rich gets one free issue. (Maybe next time it'll be 'top 50% of entrants'?)

For Next Issue: The Dragon Quiz

This should draw fewer guesses (being more specialized) but maybe higher scores. Mike Alterio sent these, for which I grant him three freebies; if nobody scores 100%, he'll get another three! Anyone getting 100% will get two free issues, 4 out of 6 earns one. I only got 1-3.

For one point each, name the dragon quoted:

1. "I flew over Kaltuel returning north, and over Toringates. On Kaltuel I saw villagers killing a baby on an altar stone, and on Inगत I saw a sorcerer killed by his townfolk throwing stones at him. Will they eat the baby, think you, Ged? Will the sorcerer come back from death and throw stones at his townfolk?"

2. "I am a dragon. You are my rider. No man can change that."

3. "Nay! At least thou art valiant; beyond all whom I have met. And they lie who say that we on our part do not honour the valour of foes. See now! I offer thee freedom. Go to thy kin, if thou canst. Get thee gone! And if Elf or Man be left to make tale of these days, then surely in scorn they will name thee, if thou spurnest this gift."

4. "Gleep!"

5. "Is it my breath, little lady? Or is it the length of my eye-teeth that has swept away your manners like this? I assure you that had I any intention of doing you harm, I would not have waited to address you first."

6. Casting one's skin for the last time is always a nuisance, but it's still one of the more pleasant things about going *mdahaih*. You like this body better than the one you saw in the cave?" *

JINX / 1990AV

zine: *Boot Hill/Moiré* (until Sp03); *Perelandra*
GM: Pete Clark (until Sp03); Pete Gaughan

Austria: Don (CA) Williams (drop F01); Ron Cameron.
England: Mike Gonsalves (draw W09).
France: Melinda Holley.
Germany: Tom Nash.
Italy: Steve Heinowski (drop F06); Richard Weiss (draw W09).
Russia: Kathy Caruso (draw W09).
Turkey: Gary Behnen.

	01	02	03	04	05	06	07	08	09
Austria	3	3	3	4*	2	2	2	2	0
England	5	6	7	7	8	9	10	11	12
France	5	5	4	3	2	2	1	0	
Germany	5	4	0						
Italy	5	5	7	7	7	5	5	5	6
Russia	6	6	9	9	12*	15	16	16	16
Turkey	4	5	4	4	3	1	0		

* indicates one unit short the following year

Kibitzer (Jim Burgess)

Hey, Pete, the Duck is playing in my zine too!! At least he is for another season or two. Pete Clark is just a baseball guy now, I guess.

I want to commend Richard Weiss too. Knowing Kathy and Mike so well, I'll bet Richard's DIAS mentality kept the game going until Austria was wiped out. Use this as space filler on Jinx or not, as you please—I do watch games, you know.

Russia (Kathy Caruso)

I enjoyed this game as it was a good chance to really match wits with Gonsalves. If we had stuck together, it would've been an easy two-way. As it turned out, we spent most of the game just trying to keep each other from winning.

My apologies to Gary, but there was no way I could have two very strong players as my neighbors—one of them (Mike or Gary) had to go.

Pete Clark assembled a real cast of Dip players here, and early negotiations in this game was exception. Thanks to you Pete, for allowing us to finish this one out.

GM (Pete Gaughan)

When Pete Clark last ran this game, Melinda Holley had just written a story-line press item from "The River of Blood Saloon." That'll teach Melinda to shock someone by writing Golden-Age style...

At the restart, Tom Nash resigned the game just as he was being eliminated; Don Williams made noises about retaking his position (although Hoot Cameron had already some in as standby some two years earlier); and Steve Heinowski was having a hard time getting mail to Ron. Once these minor problems were ironed out, this game flowed as easily as any I've ever GMed (excepting my two or three GM errors, not the players' fault!). Only one standby had to be called in my tenure, and he took over without missing a turn.

A concession to Russia was proposed as early as Winter 1903, with everyone (even Kathy) killing that idea. But while she nibbled on Gary and Ron, and Mike took centers from Melinda, the idea that one of them would stab for the win kept creeping around on the fringe of the game (with most rumors pointing at Kathy). Russia declined a build in W05 and then began attacking Italy with Cameron as a puppet. Heinowski disappeared, and

then... Gonzo struck the first blow, trying to swarm all over Russian Scandinavia in Spring 1906. No provinces changed hands, though, and Kathy managed to get Italy swung around to her side—when Italy moved all but one piece west of Ionian in Spring 1907, it looked as though Gonsalves' stab would flop completely.

England had a huge superiority in northern fleets, though, and Kathy was never again able to hold Norway AND Sweden on the same Fall turn. Cameron holding out in Venice and Trieste and Weiss' single fleet in Aegean tied down several Russian units. Three years of dancing around failed to swing the game either way, so I feel Kathy was prepared to treat Austria's elimination as good a time as any to end this one.

I had a good time—this was a quality crew and the game gave me my first chance to see Gonzo and Hoot in action. Congratulations and thanks!

LAMETH / 1992AJ

Autumn 1902: Austrian a bud retreats off the board.

Winter 1902

Austria (John McLaurin): disbands f alb; still has a tri.

England (Stan Johnson): builds f lon; also a den, f nts, f swe, f hel.

France (Martin Johnson): builds a bre; also has a par, f wes, a mar, a spa.

Germany (Randy Havens): even, has f eng, a mun, a kie, a bel.

Italy (Dennis Young): even, has f ion, a ven, a tyo, f tun.

Russia (James Bailey): builds a stp, a war; also has a nwy, a ber, f bal, a sil, a ser, f bla, a bud.

Turkey (Tim Goodwin): builds a con, f smy; also has f eas, f gre, a bul, a rum.

Deadline for Spring 1903 is June 26.

Randy to Martin: What are you going on about now? Is this another one of your friendly animals-eat-boy stories?

Martin to Randy: No offense intended... I accused you of nothing. It's just that one is compelled to comment on one's observations and frankly I have much to lose if I imply that Stan is guilty of the same offense...

Randy to Stan: So many press notes just for me? Gee Stan, I did know you cared.

St. Petersburg: The latest *GM/Russia Today* poll taken among the peasantry indicates that the Tsar's approval rating has plummeted to an all-time low of 97%, the other 3% to be dealt with.

JB to GM: I finally found a small way to use the cyrillica alphabet I asked you about. It's harder than I thought to come up with something that would actually make sense.

GM to JB: You mean you couldn't work in words like ~~STAB~~, ~~ARMY~~, or even ~~FEET BACK~~?

Trieste: Upon seeing the situation of the previously-immense Austro-Hungarian Empire, the Emperor refused to come out to make the traditional opening-of-Spring speech. In his place, the minister to the interior spoke on the subject of squirrel farming in small coastal Adriatic towns. Due to the dull nature of the speech, we will report no further on it.

GM to Trieste: Aww, I think the squirrels deserve better. A printed eulogy, at the least. After all, we promise to honor you when you're gone!

Renault to all: c'est tres slow without waiting an extra month between moves. If you requested a separate Winter turn, shame on you for allowing caution to interfere with entertainment!!!

GM to Renault: Ahem, er, uh... that was me. I made the call that there was just too much going on in Winter to have players trying to write conditionals for in the Spring—9 of 34 units, if you include the retreat. *

EDDORE / Gunboat Snowball Fighting ASF22

Turn Seven: The Shagmaster Wins His Maiden Race!

WARRIOR	loc	segment 1	up	hp	sb-di
Abominated Snowmonster (Jim Burgess)	kit	sit	8	0	0-0
Chiller Cowalski (Mark Weseman)	L6	-K7-I7-G7-E7	10	0	2-0
Felis Negris (Tom Hurst)	kit	-W10-V10-U9	9	2	0-0
Georgie Porgie (J.R. Baker)	J6	-K7-L8-M9-N10	7	6	1-0
Ice Slinger (Bill Wordelmann)	H12	RR at SH (70,08)	7	0	0-0
Ricky Skitless (Steve McKinnon)	kit	sit	15	0	0-0
Shagmaster (Martin Johnson)	R8	Di at CC (30,11!)			

Weather roll = 63.

Deadline for Endgame Statements is June 26.

OOPS. Apparently there are two versions of the rules running around. The earlier one says there is a door to the shed, the most recent one says no. I'm sorry. IF I had allowed GP to duck inside last turn, then maybe CC could have done so this time to avoid attack, but I gotta be consistent within this game.

This game sets a record for most players finishing with zero Hit Points.

Segment One: Ice Slinger does his part, creaming Shagmaster with one of his Snowballs. Felis Negris steps out the kitchen to witness the end; Georgie Porgie runs toward Shagmaster to try to attack him; Chiller Cowalski runs north away from Shabby, but it's not enough—Shaggy's Dirigible lands square between Chiller's shoulder blades for three winning Victory Points. (IF Chiller had run -J6-I5-H4-G3, he would have been one hex further away and the Di would have passed over the shed—for a hit prob of 12, still not quite enough to save him!)

Shag to the Gods: Oh mighty Hindenburg, Oh Graf Zeppelin, Oh Led Zeppelin... May you shine upon the mission that I have chosen for my fearless dirigible and lead us now away from this petty and frosty dispute???

SnowMaster to Shag: "Bless this, Thy Holy Hand Grenade, Oh Lord"... Congratulations! Be sure to tell me whether you want to play in the Champions' game, you old devil (see game openings).

FN to GP: I sell the blue crystals for \$500 a gram. You buying?

SnowMaster to Feline: Shouldn't you be over in the Merchant of Venus game?

AS to SM: Don Schiefler would know! Is he still in the movie distribution business?

SnowMaster to AS: Why, yes, he's still managing theaters. In fact, he kindly sent us a "Snow White" poster (it's two-layered, creating a 'magic mirror' in which Cathy can be the Fairest).

Slinger to Skittles: See ya! All in all, it's just a - nother competitor to fall!

CC to FN: Are you coming back out? Or are you really a chicken?

AS to CC & IS: You had better have knocked Shagmaster in to join us in the kitchen.

GP to Kitchen: Come out, come out whoever you are!

You can try to run but you won't get far.
We all miss you—hardy har har!

CC to SM: Oh, what a spot to be in. I could pound Georgie with my dirigible, but if I do Shaggy will probably mash me with his and finish this fight. Oh, Oh, Oh. What's a fella to do?

Slinger to Shaggy: Look! Behind you! A black cat is crossing your path!

AS to RS: I'm a point ahead of you. What do you say about a showdown once we blow this joint? Two paces, turn and fire!!

CC to Shaggy: I hope you missed, and I hope we got you.

GP to SM: 8-ball in the corner pocket.

AS to SM: I'm with Georgie... how can we tell the shed has no

doors??

Slinger to SM: Hey! I see doors on the shed! Don't they open?

SM to AS: Hey, you guys shouldn't be bothered by a little thing like a concussion from slamming into a wall, right? Sooo sorry...

Slinger to Furbal! Nonetheless: Heeere, kitty, kitty, kitty...

AS to FN: I don't know why they want you so badly.

Flogged Furbal to Slinger: OK, here I come!

Slinger to "Pug" Porgie: Wanna borrow my chainsaw?

Slinger to Chilly: Watch out! Shagster has the ultimate in snow weaponry—a potential winner!

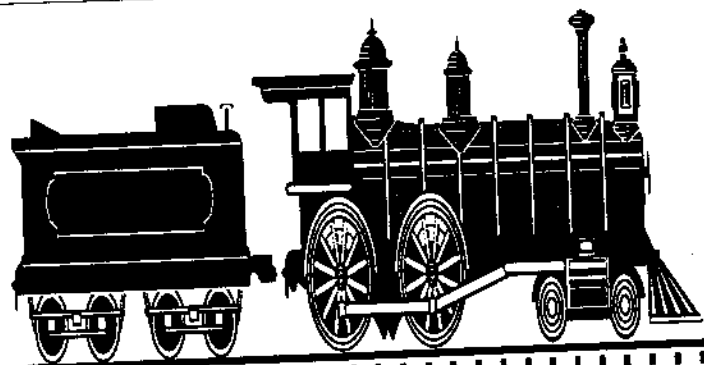
CC to GP: If Shaggy didn't have that Dirigible, you would have had one in your face.

AS to IS: You know, playing defensively doesn't send you to the kitchen but doesn't get you VP either. Stop throwing at trees and fight warrior to warrior!

Felly to Foolish Spot: How Byzantine!

Slinger to SM: I hope this heavy artillery isn't too late...

SnowMaster to IS: Wot heavy artillery?



GRAMARYE / British Rails BR8901

Round Seventyfour

SAVE LAST MONTH'S REPORT!!

one of you nmr'ed so we'll just play one uneventful turn...

Wrobel's Wrailway (Paul Gardner): Move 12mp N.

Puppytail Rail (David McCrumb): Immobilized by Gale.

Silkworth's Sober Steamers (David Hood): Immobilized by Gale.

Bergmann's Boxcars (Jason Bergmann): Move 12mp S.

Birmingham & Hereford Rail Road (Eric Brosius): Immobilized by Gale.

Deadline for Rounds 75 and 76 is June 26. Event for Round 74

card 131: GALE. No train within five mileposts of the Celtic Sea or the Irish Sea may move. No rail building is allowed in this area.

I don't have a standby for this game.

DRUUFON / Snowball Fighting ASF18

Gosh darn it! David Wang points out I made an error lastish. He did have a Snowball with which to Storm the tree on Segment Two. If the Storm had failed, I could have gone on as usual, but there are two obstacles. One, the Storm succeeded (95,93;70,13), meaning Box o'Rocks takes two more hp (down to 3) and Cassius Clark takes one more (down to 1!). Calvin is now at 18 up and could win on Segment One of Turn Twelve.

After an nmr call, I determined that Calvin's potential involvement in the win wouldn't affect anyone's orders, so no delay, let's see how this turns out...

Turn Twelve: Deadly Heat!

WARRIOR (PLAYER)	loc	segment 1	up	hp	sb-dt
Arsenic O'Reilly (Mike Stewart)	P4	RR at CA (95,89)	17	1	0-0
The Blizzard (Lance Anderson)	G9	collect 2 Sb	10	8	0-0
Box o'Rocks (John Schultz)	Q7	collect Di	14	3	0-0
Brandy Snifter (Tom Hurst)	kit	sit	17	0	0-0
Calvin (David Wang)	S5	Di at GMS (70,61)	21	2	0-0
Cassius Clark (Clark Millikan)	S7	BB at CL (55,30) & GMS (65,43)	21	0	0-0
Clarence (David McCrumb)	S9	RR at CC (95,30)	20	8	0-0
GMS (Daf Langley)	U5	collect 2 Sb	10	6	0-0
Half-Baked Alaska (Rick Kohman)	R12	collect Di	13	5	0-0
Orel Hershiser (John Galt)	M7	collect 2 Sb	5	3	0-0
SciH (Richard Weiss)	kit	sit	12	0	0-0
Terry Gross (Paul Gardner)	L10	collect 2 Sb	14	3	0-0

Weather roll = 30. Snowball Fighting rules say that when two players go over the goal on the same Seg. and tie, there is "a joint victory."

Deadline for Endgame Statements is June 26.

Segment One: Okay, crowd, let's forget all the people collecting weapons or sitting inside, and get to the meat of the action. Arsenic O'Reilly concludes his scoring with a nice twist, hitting Calvin with a Ravenscroft Rattlesnake. The three leaders then turn their attention on each other.

Clarence misunderstands the rule; believing that he needs only to reach 20 to be part of the 'joint victory,' he forgoes the Conifer Storm (which would take him to 22) and pounds Cassius Clark with a point-blank Rattler, concluding with a healthy 20 vp. Cassius, now completely soaked and out of hit points, slams half of his ammunition on Clarence in the form of a Barnard Bolero, and the other half on GMS, to score 21 Victory Points. All eyes now turn on Calvin, whose Dirigible is the only ammo remaining in the yard. He glances around, debating his choice of targets—who will run off?—and settles on GMS. Bam! he nails her, and joins CC in accepting the jeers and boos of the tired warriors.

BS to GMS: How did you like my famous disappearing act? Now for my next illusion, we'll make the entire game disappear!

SCIH to GM: Pete, I told you I didn't have a snowball's chance in hell to win this game. And, I didn't. But, except for needing some new fingernails, I had a blast (like, a blast of arctic air down my spine).

CC to CL: We'll see if your Conifer Storm beats my Bolero.
Box o'Rocks to SM: If I have my way, I'll be GMing an SF game in the new Cogniscenti. That makes at least five U.S. rags to run it. When you get your 'ghod' hat, I'll be looking for 'demi-god' mention.

SnowMaster to Rocky: You got it, my friend. You remind me of the computer software companies' marketing people. They no longer call themselves salesmen; they're 'evangelists' for a product or service. You're the Snowball Fighting Evangelist!

CC to Yard: How come everyone congregates at the kitchen doors at the end of the game?

GMS: You guys don't play fair!

SCIH to GMS: All's fun in love and war and Druufon. Thanks for the vivid press and target for my press.

Box o'Rocks to Yard: Odds are, the winning shot comes off me. 'Twas a good fight. Sorry 'bout bein' such a big target!

JG to SM: Actually, I expected [from Bimbos of the Death Sun] a funny SF story, along the lines of *Venus on the Half Shell* or *Eye of Argon*.

SCIH to Calvin: Fred said we could use the Calvinball rules in "Comanche," so the plan is "go long, turn right past the pick-up, and I'll throw the ball to you at the other side of the light post." *

ARRAKIS / 1991HM

Winter 1907: France disbands f ska; Russia doesn't submit a build!
Spring 1908: Let's Play "Pin The Support on Germany"

France (Don Scheifler): f den swe, f bal bot, f bar sto/nc, a bur s german a mun /otm/, a mar h (a gas s), a spa h (f por s), f mid h (f eng s), a hol-kie (a ruh s).

Germany (John Schultz): a ber kie, a mun bur.

Italy (Mike Stewart): f tyn h, f naf mid, f wes spa/sc, f ion gre, a ser gre, a pie mar (f lyo s), a tvo s german a mun /otm/, a ven-pie.

Russia (Eric Voogd): a swe s a nwy (a nwy, a fin, f bot all s a swe), a sto s a nwy, a sil s german a ber /otm/, a lvn-pru, a rum-ukr, f bla-rum, f bul/sc h.

Deadline for Fall 1908 is June 26.

Germany to Italy: do the 'Reich' thing! Ha! That's a good one.

Marseilles to Roman Mothers: Fear not, for the blood of your sons

will never be shed on the shores of France.

GM to Marseilles: No qualms about shedding it at sea, eh?

Russia to Germany: Not much else to do. Got any fleets to sell? Hey, that gives me an idea.

Germany to Russia and Italy: I got a feeling I'm going to be very sorry there isn't just one more of your armies in Prussia and Bohemia. Like... Russia war-pru would be most welcome.

GM to Germany: That music you hear is the Twilight Zone theme.

Brest to Frederick Astairevich: Both my parents were dance instructors, yet the elephants at the circus dance far better than I. You will have trampled toes by the time the music stops.

Paris to Molars: Extraction may not be necessary after all, but crowns and braces are definitely required.

Russia to France: I'll just be twiddling my thumbs. Now please go away.

GM to Arrakeens: Map is squeezed into page 13. Sorry... *

AURORA / Railway Rivals 1025CN

I continue to make little niggling errors in the adjudication (especially in typing it up) so maybe I won't open another game of RR after all. For instance: S&RVL's line out of Barstow is M26, not H.

Round Four

Dice were 5-6-5.

ICE-D (Richard Weiss, red):

4a. (U14)-U13-W12; (U9)-~~Monterey~~; (W12)-X11.

4b. (B48)-C48-D47-E48-F47 [1 each to SMOG & S&RVL].

4c. (L16)-K17-J17; (F47)-G47.

RENO Line (Pat Conlon, black):

4a. (Reno)-~~Carson City~~; (Reno)-J57 [1 to COLTS].

4b. (J57)-LOVELUCK-P60.

4c. (P60)-Q61-Q63-O63-P64 [5 to COLTS].

SMOG (Southern Metro Over Gauge—Chuck Mercer, brown):

4a. (S14)-X11 [7 to ICE-D].

4b. (X11)-Z10-Z9 [2 to WINC, 1 to ICE-D]; (K19)-K20.

4c. (K20)-L20-M21 [1 to WINC]; (Z9)-A49.

S&RVL (Sleet & Rain Vacation Line—Bob Theriault, green):

4a. (P21)-S20.

4b. (S20)-T19-U20-W19.

4c. (W19)-X18-LAWS; (M26)-J27.

WINC (Wordelmann's Inroad to NV and CA—Bill W., yellow):

4a. (B50)-Stockton; (V13)-Fresno; (O18)-O19.

4b. (O19)-O20-M21-M22

4c. (M22)-Barstow-M25-L25-L26 [9 to S&RVL].

COLTS (Crass Outlandishly Late Train Service—Andy Bate, blue):

4a. (F49)-A52.

4b. (Q58)-Q62-P62-P63

4c. (A52)-Z12-Merced; (Sacramento)-E48 [1 to ICE-D].

Tweaked Track: RENO 3c, S&RVL 3b&c.

Dice for Round Five are 4-5-5.

Deadline for Round Five is June 26.

	begin	cities	to rivals	fm rivals	builds	end
ICE-D	\$42	+ 6	- 2	+ 9	-	55
S&RVL	\$41	+ 3	-	+ 10	-	54
COLTS	\$44	+ 1	- 1	+ 6	-	49
SMOG	\$38	+ 1	- 11	+ 1	-	28
RENO	\$21	+ 9	- 6	+ 3	-	24
WINC	\$20	+ 1	- 9	+ 3	-	14

Cross-game pressing by Richard: "Like Water for Chocolate" is a hot movie, especially at festivals/cults, such as the SF Film Fest. It's from a Mexican bestseller now on US bestseller lists.

Pete: Yeah, but I couldn't recall the author's name.

COLTS to SMOG: Great minds... eh?

WINC to COLTS: Yes, but the luck of the draw may have something to do with it, too!

GM to Andy: I'm sorry about the NMR too but I don't know what I could've done about it. I tried to call Pat twice but got only his machine; and I'm certainly not a good enough player to start drawing track for someone else (besides, by the time I figured out I didn't have orders from Pat I had already read everyone else's). The houserules say I'll get orders from a neutral third party—well, I couldn't. I still don't know any RR players in my area close enough to whom I could drive to with a copy of the map—other than Chuck—and the two people who had actually been following this game by mail didn't have the CA/NV map. I'm amiss in having a HR that says I'll use a standby and then not having a standby ready—if this is exceptionally poor performance, I'd be willing to replay Round 3. *

DAGOBDAH / Metropolis

Round Twenty: Bailey Wins!

HICK (David Hood—Hickory Indus. Const. Kingpins)

JGC (John Galt—John Galt Company) buys lot 20; builds apartment on lots 20-21/25. [No, you're not allowed to turn the other apt 90° and build it on 30/35-36; that's why there were two different 'configurations' of apt available at the outset.]

BBL (Chuff Afflerbach—Bailey Building and Loan)

SSI (Andrew York—Southern Slum Industries) buys lot 48; builds apartment on lots 43/4/8. This lowers the value of Andy's hospital by more than the value of the apt (\$6 to \$5), but at least he can say he built it!

HICK: (joint) office 22/3/4/8	\$12
house 52	2
store 53-54	6
office 51/55-57	22
department store 81-83/86-88	30
Total	\$72

JGC: apartment 20-21/25	\$ 8
hospital 31-32/37-38	22
house 50	2
house 64	5
house 70	1
store 61-62	9
apartment 60/65-66	18
empty lots 21, 25, 34, 35, 36. Total	\$65

BBL: school 10-12	\$14
apartment 13-14/19	18
house 15	5
house 16	5
store 17-18	9
(joint) office 22/3/4/8	3
house 63	5
school 67-69	14
empty lot 27. Total	\$73

SSI: house 26	\$ 1
house 40	2
hospital 41-42/45-46	22
apartment 43-44/48	5
factory 71-72/76-77	18
factory 73-74/78-79	18
empty lots 43, 44, 49. Total	\$66

Commercial real estate:	\$147
All others (house, apt, school, store):	129
Total value:	\$276

Deadline for Endgame Statements is June 26.

GM to Dagobahns: Your opinion is solicited on the quality of this game, and the possibility of offering it again in *Perelandra*. How about with five players? Six?

Henry David Thoreau, in an essay on local, native fruits versus exotics—"Fruits of Experience"—

"Of course, it is the spirit in which you do a thing which makes it interesting, whether it is sweeping a room or pulling turnips. Peaches are unquestionably a very beautiful and palatable fruit, but the gathering of them for the market is not nearly so interesting to the imaginations of men as the gathering of huckleberries for your own use."

BELT 17 / 1993F

Germany only had one build coming, Denmark still being neutral.

Winter 1901

Austria (Rich Irving): builds a tri, a vie; also has a bud, f gre, a ser.

England (Les Casey): builds f edi; also has f nts, a nwy, f nwg.

France (Randy Havens): builds a par, f bre; also has f por, a bur, a spa.

Germany (Stan Johnson): builds a ber; also has a kie, a bel, f hol.

Italy (Victor Thomas): builds a ven, f nap; also has a tun, f ion, a mun.

Russia (Tom Johnston): builds a stp, a mos; also has f swe, a rum, a ukr, f sev.

Turkey (Bob Arnett): builds f smy; also has a con, f bla, a bul.

Deadline for Spring 1902 is June 26.

From the new Bob Woodward & Carl Bernstein book, *All the Archduke's Men*: Through our secret contact, Deep Throat, we were able to uncover this taped recording of the mysterious Mr. X, head of AUSTERE and his secretary, Fraulein Hilda Grandknocker.

X: Frln. Grandknocker, would you please come in and take a letter.

HG: OK, I'll take a K.

X: No! This is not Wheel of Fortune! (Calmly) I meant to take dictation. Begin. To Commander, Army of Budapest: As the capital is currently undefended, please send your troops to Vienna, immediately. Stop. Frln. Grandknocker could you please repeat the last line?

HG: Send your troops to Venezuela, immedia...

X: NO, NO, NO!!! That's Vienna!!!

HG: OK, send your troops to Venus, imme...

X: NO, NO, NO!!! THAT'S VIENNA!!!

HG: OK, send your troops to Venice, im...

X: AAAARRRRGGGGHHHH!!!!

What we hear next sounds like broken glass, we can't be sure.

What we can be sure of is this: The mysterious Mr. X was found below his fifth-floor office and has been sent to the AUSTERE Casino and Hospital for the Mentally Ill. (The perfect place for the treatment of the insane gambler.) We have not been able to confirm the identity of Mr. X or what his activities were at AUSTERE. Could this be a cover-up that leads all the way up to the Archduke?

Randy to GM: Stan has lost it! For some reason he has reverted back to a time in his childhood.

Germany to GM: You only say that because you did not see the snide and snotty way his comment was made to me. My retort was mild. It surprises me that you would take sides on a question without knowing both sides; or do you automatically favor Californians over Easterners?

GM to Germany: None of my press should be taken very seriously, so I don't feel I was taking sides.

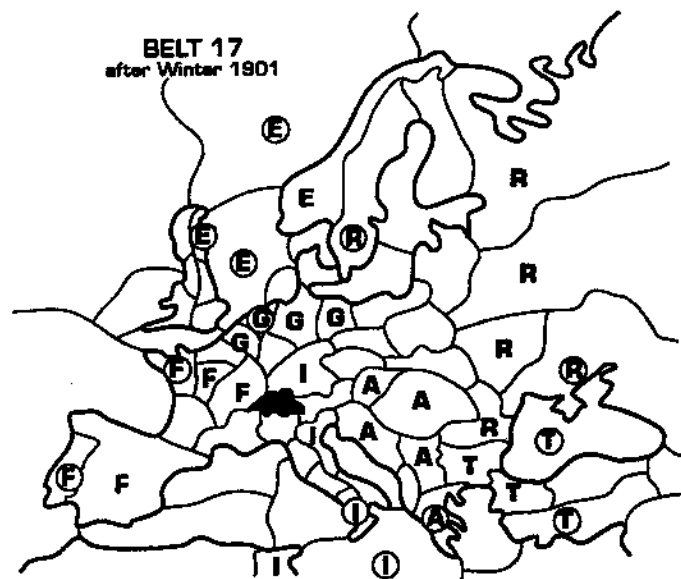
Randy to Stan: Obviously you did not get my point concerning your postcards not being made of recycled paper. If you can rise above your infantile behavior of calling me names I'm sure you'll eventually understand my comment.

GM to Randy and Stan: I think you're both being infantile—or at the very least, personalizing this game too much.

Eastern Piranha to Russia; Hey Czar, I just checked the movie guide in the paper and it said the title is "EGG on Your Face!"

Germany to Moscow: Your idea of E/F/G is obviously far different from my own.

GM to Moscow: Well, he's willing to admit you have ideas! Can you think of some way to repay the compliment? *



Supporting Survival

Wildlife & Habitat Studies in Yosemite

TO PROVIDE THE BEST PROTECTION for Yosemite's unique resources, park managers often need more information than is available. Without funds for research they would be left guessing, for example, how many wolverines or fishers call Yosemite "home." It is critical for the success of wildlife reintroduction and management to know as much as possible about a threatened species and its habitat.

Since 1986, The Yosemite Fund has provided in excess of \$350,000 to sponsor over a dozen research-related projects in Yosemite. Published as dissertations or technical reports, these studies add greatly to what we know about Yosemite's rich environment. Here and on the next page are a few of the findings.

Hunting Habits of the Great Gray Owl

From atop a perch, a Great Gray Owl launches into a level glide without a beat of its wings. As it nears its prey - a vole - it virtually stops in midair with a quick flap of its wings to brake. Then the bird plunges downward. After a death bite to the base of the skull, the vole is swallowed whole.

Hunting skills such as these are described in Mason Reid's 1986-1987 study of Yosemite Great Gray Owls. Yosemite National Park is home to the most southern population of Great Grays in the world (50 of the 100 California birds). What is known about this endangered species in boreal forests further North in Europe, Canada and the United States, does not always apply to Yosemite. Reid discovered that Yosemite owls hunt only in meadows, make fewer prey captures than elsewhere and in the years of the study had poor breeding success.

The more food a male can deliver to his mate, the better care she can give her young. Male owls in Yosemite were found to be "poor providers to females on the nest." Bad weather may also affect the owls' breeding. Rainy weather not only chills eggs but can reduce hunting success because wet leaves allow small animals to move quietly, making them harder to find.

The owls are easily disturbed by people. Hunting in daylight, in open meadows, they share their territory with Park visitors. Reid writes: "on several occasions I observed visitors repeatedly flush Great Gray Owls from their perches." The low hunting success observed in Yosemite makes any additional pressure a special cause for concern. *

GAME OPENINGS / ZINE BUSINESS / HOBBY STUFF

IX/Regular Diplomacy (\$5 gamefee): Kenneth Burke (pd), Donald Yates (pd), Michael Quist (pd), Don Scheifler (notpd) are signed up—can take three more (Bob Arnett is a maybe).

TRALFAMADORE/Youngstown Diplomacy XV (\$8 gamefee will include rules and maps): Overwhelming preference for version XV, so we'll try it. This will be a playtest—the game has not been run postally before. Because of the huge number of players required, and because I will have to develop a digital version of the map, this will take quite some time to fill (the publication of the *Zine Register* should help...). Michael Alterio (not paid), Randy Davis (not), Richard Irving (pd), Doug Kent (not), Jamie McQuinn (pd), Victor Thomas (pd), Brad Wilson (not) (**14 positions remaining**); Michael Quist, are you in? Because of the size of the game and the risk of a playtest, I will offer four free issues to the winner, and a free issue apiece to anyone who plays the game to its conclusion (basically, a chance to get a dollar back on your gamefee).

ZEBRA/Snowball Fighting (no gamefee): Brad Wilson signed up—will take six more on the larger map. Rules for a SASE.

MODERAN/Snowball Fighting Champions' Game (no gamefee): If you've won a game of Snowball Fighting, would you please let me know whether you'd like to play the TITLE? Will take six on the smaller map.

Waiting Lists Whichever one fills first will be offered, the rest vanish into the ether; there will be a gamefee (\$5; \$10 for MoV) but send no money yet...

Winter 1898: Randy Davis, Brad Wilson; needs five more. Brad, did you *intend* to sign up for more than one game?

Merchant of Venus: Bill Wordelmann, Chuff Afflerbach; needs four more.

Downfall of the Lord of the Rings (either VII, Definitive version, or Hardbop): Okay, so I'm a fool and a glutton for punishment. Let's see who's interested. Needs seven or eight; preference lists accepted for this game.

Speedboat Diplomacy: See the Vulcan proposal "Speedboat Game"—who would be interested in playing a Gunboat version of this by itself?

in the Works: play-by-mail versions of "Christians and Lions" and "Buy That Guy."

paid circulation: 79, trades: 15, free samples: 3.

These readers are getting their last issue of Perelandra: Duncan Adams (trade may be cut), Randy Davis & Melanie Winters, Mike Gonsalves, Doug Kent, Mark Lew, Vince & Melody Lutterbie, Chuck Mercer, David Oya, Marc Peters, David Wang.

You may use your subscription balance and free issues to pay gamefees or to purchase copies of *Zine Register*.

Poetry Shelf (the standby list)

The Poets are for Diplomacy: Baker, KCaruso, Cox, Davis, Hurst, SJohnson, Magnuson, McKinnon, McLaurin, Mercer, Shulman, Stewart, Voogd, Weiss, York.

For Dip variants: Baker, Bate, Davis, Hurst, McCrumb, McKinnon, Stewart, Weiss, York.

For others: Anderson (Titan), Cox (Monopoly), Gardner, Langley (SF), McCrumb, Millikan (MoV), Weiss.

A free issue goes to each standby when he picks up a game and when he plays it out (subber currently in fewest games will be chosen first.).

International Subscription Exchange

I am the North American representative. If you want to sub to a U.K. or Australian zine, send US or Cdn money to me and I'll arrange it, avoiding currency exchange fees. Canadian cash accepted at 1-to-1 with U.S.; Canadian checks will get about 75¢US on the Cdn dollar. Canadians can buy postal money orders in US funds much more easily than vice versa, check out the rates.

Dipcon XXVI—September 3-6, 1993

I'm publishing a free bimonthly newsletter, *DIPCONVERSATION*, about Dipcon 1993. *Pere* subscribers will get it free; others may get on the list for all issues just by sending one SASE. Next issue is due to be published as soon as I get *ZR* out the door, and then we'll have one more before Dipcon.

Nature Corner II

Peregrine Falcons in Yosemite

"Peregrines mate for life and annually breed in the same territory. For Yosemite's Peregrines, the breeding season begins in March with spectacular courtship flights. The pair engage in mock combat, chasing and diving at each other, and swoop from great heights in front of the cliff face."

This is how Christopher Asay and William Davis describe Peregrine behavior in their 1984 technical report, describing the threat of Peregrine extinction due to pesticide use. This report outlines the augmentation project and continuing research that the Fund has supported since 1986.

Asay and Davis concluded that two breeding pairs is a norm for Yosemite, and five pairs a maximum. They set a goal of 22 breeding pairs within 60 miles of Yosemite and four pairs within the park. Efforts inside the Park may result in repopulation of areas outside, but that external population will produce essential replacements when Yosemite's breeding adults are lost.

Yosemite's extraordinary landscape poses both advantages and disadvantages for the Peregrine project. On one hand, rock climbers may disturb birds. On the other hand, climbers have been helpful in sighting nests, and collecting pesticide-damaged eggs and replacing them with healthy chicks from captive-born birds.

Since Peregrines remain as loyal to an area as to a mate, the best way to monitor breeding is to station observers at the base of the cliff. In Hetch Hetchy a boat on the reservoir is used, while in Yosemite Valley a talus slope supplies a vantage point. The angle of sun and shadow on the vast cliffs can be a problem for the observer waiting for a glimpse of the Peregrine's distinctive sickle-shaped flight.

Analysis of eggshell thickness from the 1990 offspring at El Capitan indicated critical thinning. Climbers found only one egg intact, with evidence of another that had been recently broken. Measurements revealed pesticide-induced thinning of 25% and 19%, substantially worse than the 15% thinning at which natural incubation and hatching becomes unlikely.

On a more positive note, the augmentation efforts supported by the Fund have resulted in successful fledging of young from this nest. Meanwhile, the Peregrine pair at Hetch Hetchy hatched and raised three young without human assistance. Two additional pairs observed, one near

Wawona Dome and another near Half Dome, provide hope for the future.

[[Pete here: I've been personally privileged to see two Yosemite peregrines, one perched at a distance and the other flying over Mt. Lyell.]] *

PLAYER ROSTER

If you don't have NMR insurance, it could be because I don't have your phone number or that I have to call you for orders too often.

PLAYER	ADDRESS	NMR INSURANCE?
Chuff Afflerbach	5632 Oakgrove Avenue, Oakland CA 94618, USA	yes
Michael Alterio	60 Russell Avenue, Buffalo NY 14214, USA	no
Lance Anderson	696 Fox Avenue #100, Lewisville TX 75067, USA	yes
Bob Arnett	1500 Waterway Circle, Chesapeake VA 23320, USA	yes
James Bailey	8337 La Riviera Drive, Sacramento CA 95826-1654, USA	yes
J.R. Baker	2709 Colonial Drive, Dickinson TX 77539, USA	yes
Andy Bate	4, Channel Road, Clevedon, Bristol BS21 7DR, U.K.	yes
Jason Bergmann	10740 Lathrop, Dallas TX 75229, USA	no
Eric Brosius	41 Hayward Street, Milford MA 01757-3554, USA; CIS: 72060,1540	yes
Jim Burgess	100 Holden Street, Providence RI 02908-5731, USA; Internet: burgessj@gar.union.edu	yes
Kathy Caruso	636 Astor Street, Norristown PA 19401-3745, USA	yes
Les Casey	10 Wrenwood Court, Nepean, Ontario K2G 5V3, CANADA	no
Pat Conlon	7180 Shoreline Drive #5110, San Diego CA 92122, USA	yes
Roger Cox	57 Coastline Drive, Inman SC 29349-9655, USA	yes
Randy Davis	3019 Bertram Court, Concord CA 94520, USA	yes
Greg Ellis	813 Essex, Friendswood TX 77546, USA	yes
John Galt	701 Welch Road #323, Palo Alto CA 94304-1705, USA; Internet: john_david_galt@cup.portal.com	no
Paul Gardner	5 Timber Lane, Brattleboro VT 05301-2616, USA	yes
Tim Goodwin	92 Pine Street, Portland ME 04102, USA	yes
Chris Hassler	285 N. Holuston Avenue #2, Pasadena CA 91106, USA	yes
Randy Havens	200 Napa Place, Fullerton CA 92633, USA	yes
Melinda Holley	Box 2793, Huntington WV 25727-2793, USA	yes
David Hood	2905 20th Street NE, Hickory NC 28601-9185, USA	yes
Howard Hugh	2541 Laurence Avenue, Carmichael CA 95608-4602, USA	yes
Tom Hurst	5628 Byrneland Street, Madison WI 53711, USA	yes
Rich Irving	1505 Caceras Circle, Salinas CA 93906, USA	yes
Martin Johnson	113 Carey Court, Windsor CA 95492, USA	yes
Stan Johnson	10 Pine Street, Edison NJ 08817, USA	yes
Tom Johnston	7509 W. 159th Street #303C, Tinley Park IL 60477, USA	yes
Mark Lew	5390 Broadway #2, Oakland CA 94618, USA	yes
Vince Lutterbie	1021 Stonehaven, Marshall MO 65340-2837, USA	yes
Hugh Magen	218 88th Street, Virginia Beach VA 23451, USA	yes
Mike Magnuson	Box 2346, Pueblo CO 80532, USA; S9IK9@starburst.uscolo.edu	yes
David McCrumb	3636 Old Town Road, Shawsville VA 24162-2038, USA	yes
Steve McKinnon	71 Chestnut #14, Albany NY 12210, USA	yes
John McLaurin	RR #3, Huntsville, Ontario POA 1K0, CANADA	no
Chuck Mercer	1250 Garden Lane, Sebastopol CA 95472, USA	yes
Clark Millikan	778 Center Avenue, Martinez CA 94553, USA	yes
Steve Nicewarner	1310-11 Ephesus Church Road, Chapel Hill NC 27514, USA	yes
Marc Peters	370 North Street, Sun Prairie WI 53590, USA	no
David Polley	2504 Huntwich Drive #1007, Austin TX 78741, USA	yes
Russ Rusnak	1551 High Ridge Parkway, Westchester IL 60154, USA	yes
Garret Schenck	394 - 5th Street, Brooklyn NY 11215	no
Don Scheiffer	Box 6013, Kingwood TX 77325, USA	no
John Schultz	Box 41-19390, F-W43, Michigan City IN 46360, USA	no
Kay Shapero	12536 Short Avenue, Los Angeles CA 90066, USA	yes
Arthur Shulman	3 Wooded Hill Lane, Randolph NJ 07869, USA	no
Mike Stewart	901 North Citrus Drive #10, La Habra CA 90631, USA	yes
Bob Theriault	156 Lyman Street Ext., Westbrook ME 04092, USA	no
Victor Thomas	22722 Via Santa Rosa, Mission Viejo CA 92691, USA	yes
Eric Voogd	22620 Byron Street, Hayward CA 94541, USA	yes
Richard Weiss	554 Liberty Street, San Francisco CA 94114-0001, USA	yes
Brad Wilson	3306 N. Southport Ave, Apt 1-Rear, Chicago IL 60657, USA	no
Bill Wordelmann	541 Canyon Trail, Carol Stream IL 60188-1364, USA	yes
Ed Wrobel	6204 Bardu Avenue, Springfield VA 22152, USA	yes
Andrew York	Box 2307, Universal City TX 78148-1307, USA; CIS: 73210,3053; GENIE W.YORK1	yes
Dennis Young	22420 Fuller Avenue, Hayward CA 94541, USA	yes

What's Inside

page	Deadline is June 26 for:
19	Althar / Monopoly
21	Arrakis / 1991HM Diplomacy
22	Aurora / Railway Rivals 1025CN
23	Belt 17 / 1993F Diplomacy
22	Dagobah / Metropolis
21	Druufon / Snowball Fighting ASF18
20	Eddore / Snowball Fighting ASF22
19	Giedi Prime / 1992AK Diplomacy
19	Giffard / Gunboat Titan
20	Gramarye / British Rails BR89-01
18	Jinx / 1990AV orphan game Diplomacy
18	Lameth / 1992AJ Diplomacy
17	Literary Quiz
16	Nicron / Merchant of Venus
14	Pyrrus / Monopoly
15	Rama / Spectrum Titan
14	Ruffian / 1990IY orphan game Diplomacy
14	Tupile / Monopoly
13	Vexvelt / 1992R Diplomacy
10	Vulcan-A / 1992JFrc04 Deviant Diplomacy (map is on page 13)
11	Vulcan-B / 1992JFrc04 Deviant Diplomacy (rules and map enclosed for players only)
9	Wunderland / Snowball Fighting ASF23
7	Zyra / Dip Battleship

page	feature
1	Cover Girl
2	The Roar of the Greasepaint / letter column
6	Among the Trees / editorial
8	It's Me Again / Cathy's column
8	The Broom Closet / hobby news and notes
13	Zim / Snowball Fighting endgame comments
23	Nature Corner I / Great Gray Owls
24	Zine Business / game openings , etc.
24	Nature Corner II / Peregrine Falcons
25	Player Roster

Some additional game openings are in the list this time—check it out.

Brotisserie League Deadline is postmark June 1:

How To Use This Zine

Your subscription ends with the issue number at the top right of the mailing label; T=Trade; C=Complimentary issue.

Enclosed for subscribers and traders is a copy of the information on each of you being held in my database—name, address, phone numbers, sub status, and lots of little miscellany like birthdays. Please check this over for accuracy.

BAL is how much cash I have on hand for you. FREE is how many free issues you have coming; SUB combines these to figure out what the last issue of your subscription will be. S/BY is a list of the types of games you'll standby for.

CAT is Category, where I keep track of Subbers (S), Editors, Local players, Zine register mailing list, Overseas players, Foreign editors and so forth.

If there's anything I have on file (unlisted phone numbers, etc) which you'd rather I delete, just say so.

Mr. San Francisco

by Herb Caen
(from May 26, 1957)

He'll race any woman for the lone empty seat on a bus (and generally beat her out)—but he wouldn't be caught dead sitting down on a cable car; that's one tradition he'll stand for ... He prides himself on being able to tell at a glance whether those overcast skies mean rain or merely high fog—so how come he's caught downtown without a raincoat so often?

Mr. Big Town Boy. He's rooting as hard as anyone for major league baseball to come here—but when it does, he'll be the first guy to slouch in the stands and sneer, "Them bums. Why the old Seals coulda beat 'em both." ... When figures are published showing the high incidence of drunkenness here, he professes to be shocked—but deep down inside, he feels a perverse pride; this "proves" that the city still has SOME of its legendary wickedness ... And what San Francisco really needs, he is likely to argue, is a return to the good old days and bad old nights that flourished in the reign of Jimmy Rolph, a man and an era he never knew.

Mr. Don't-Call-it-Frisco. He never drives through the Sunset District without sighing heavily that "30 years ago I coulda bought this whole dumb thing for five bucks an acre"—but he'll only get sore if you ask, "Well, why didn't you?" ... He has a feeling that only the people who were born in the Deep Mission are "true" San Franciscans because that's where HE was born—but does he visit his old haunts anymore? No. The Mission is "different" now. ... He was taught at an early age to make bum jokes about Oakland, but he's stopped; he's afraid Oakland is getting big enough to joke back.

Mr. Baghdad-by-the-Bay. Scratch his sometimes gray and foggy exterior and you'll find a good guy, no more confused than the glorious city around him. He likes to shake dice for the check and won't complain if he loses, is sometimes mystified by the goings-on around City Hall and the Hall of Justice (but figures, generously, that the people there are just as mystified), still enjoys the undying thrill of surveying his enchanted city from the top of Twin Peaks and will always feel that his lost youth is not beyond recapture as long as the foghorns sound, the cables rattle and that one lone ferryboat swims whitely across the eternal bay. *

Poets' Corner

Will these people please standby:

Lance Anderson for Rama
Tom Hurst for Vexvelt

I need volunteers to be on the standby list for Deviant Dip; those who have already volunteered for 'variants' will be next called if nobody specifically says 'Deviant.'