

Pages Cut As Several Games Wrap Up

Editor Does "Dance of Joy" But Then Sees Waitlist Demand

Cries of "I'm Melting! I'm Melting!" Heard From Under Desk

DRUUFON / Snowball Fighting ASF18

WARRIOR (PLAYER).....	up.....	hp
Calvin (David Wang).....	21.....	2
Cassius Clark (Clark Millikan).....	21.....	0
Clarence (David McCrumb).....	20.....	8
Arsenic O'Reilly (Mike Stewart).....	17.....	1
Brandy Snifter (Tom Hurst).....	17.....	0
Box o'Rocks (John Schultz).....	14.....	3
Terry Gross (Paul Gardner).....	14.....	3
Half-Baked Alaska (Rick Kohman).....	13.....	5
Scih (Richard Weiss).....	12.....	0
The Blizzard (Lance Anderson).....	10.....	8
GMS (Daf Langley).....	10.....	6
Orel Hershiser (John Galt).....	5.....	3

Calvin: YEESSSSS!!! Once again, Spaceman Spiff triumphs over the alien space monsters! Stupendous Man defeats the forces of evil! Calvinsaurus rules Jurassic Park! And to have the winning shot come off of GMS! Okay, she's no Susie Derkins, but... Hey, what are you doing? The game's over! Get away from me with that! ...[later] Hey, Mom, guess what? I sold my soul to the devil this afternoon! "Oh? That recently?"

(David Wang): What a stinker that Calvin is! Sneaking up and stealing part of the win! Calvin is... oh, wait a minute, I'm Calvin. Sorry, I got a little carried away with the roleplaying. Then again, that's what made this game so much fun. Even if the conclusion had turned out differently, this is one of my favorite games of all time. The fun, the press, the comradie, the excitement—this is what gaming is all about. And especially from Calvin's point of view, the story could not have been better even if it had been scripted. Thanks to *everyone* for the game. Special thanks to Pete for his fine GMing and narration. I will have many fond memories of "Druufon" for years to come!

Terry Gross (Paul Gardner): I'm a bit disappointed at the way I faded at the end, but it was very much of a blast. The press is as much fun as the game.

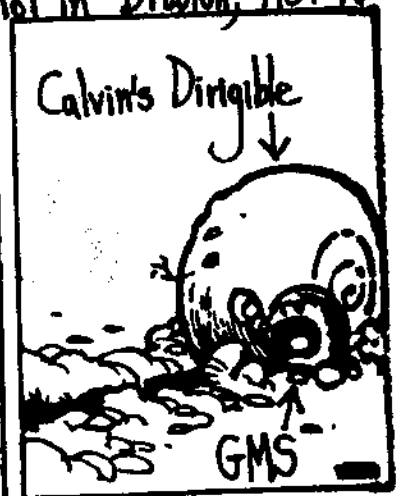
Brandy Snifter (Tom Hurst): This was a *fun* game! Thanks, everyone. I haven't enjoyed myself so much in ages, even if I didn't win.

Clarence (David McCrumb): Damn! That will teach me to misunderstand something. Regardless, this was a blast. To JG: Bimboes is not a SF novel, it is a mystery.

Box o'Rocks (John Schultz): Congrats to David and Clark. I didn't come in last. Ha! Anymore... I consider that a victory. As always I had fun. That's what this game is about. What a great little game.

The Blizzard (Lance Anderson): I played too conservatively. One trip to the kitchen wouldn't have held me up that much. However, my Snow Fort was never vanquished and there I reign supreme in security. *

Calvin's Winning Shot in "Druufon," ASF18



DAGOBAH / Metropolis

Bailey Wins!

BBL (Chuff Afflerbach) 7.5 bldgs, 16 lots; \$73.
 HICK (David Hood) 4.5 bldgs, 16 lots; \$72.
 SSI (Andrew York) 6 bldgs, 17 lots; \$66.
 JGC (John Galt) 7 bldgs, 17 lots; \$65.

HICK: Metropolis was OK, but got a little boring.

BBL: Why did this simple little game fail to capture the imagination of the people who were playing it? Maybe the subject matter—real estate development—lacks the appeal of exploring the galaxy or smacking someone with a snowball. Maybe buying one lot at a time got things off to such a slow start that the game could never recover. I don't know; what I do know is that nobody showed much interest in this one once it got underway. I was pretty much the only player who made repeated attempts at press releases. I was apparently the only player who proposed any trades, or developed a joint venture. And I was the only one to pull a con on an opponent after negotiating a deal! Maybe that's why I won... or maybe I just won by default. Nobody else seemed to care. I found out a dozen turns into the game that one opponent had been playing without a copy of the rules! In fact, I suspect that I'm the only player to bother to write an end-game statement. So you ask me if I would play "Metropolis" again if I had the chance? Face-to-face, for an hour or two, sure. By mail for twenty months? I don't think so. *

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EDDORE / Gunboat SnowFight ASF22

Turn Seven: The Shagmaster Wins His Maiden Race!

WARRIOR	up	hp
Shagmaster (Martin Johnson)	15	0
Felis Negrus (Tom Hurst)	10	10
Georgie Porgie (J.R. Baker)	9	2
Abominated Snowmonster (Jim Burgess)	8	0
Chiller Cowalski (Mark Weseman)	8	0
Ice Slinger (Bill WordeImann)	7	6
Ricky Skitless (Steve McKinnon)	7	0

Endgame Statement (SnowMaster): Several players moved immediately for the Snowmen on Turn One, and it was none of those who won! Shagmaster began by hurling both his balls for points. Shaggy lurked behind the leader, Felis Negrus—when Felis was sent inside, Shaggy was hitting with his Dirigibles while the other players were mainly missing each other at close range with theirs (Georgie, Chiller, Ricky), or storming trees with nobody underneath (Slinger). Shagmaster never missed a shot, something no other warrior can say.

Shagmaster (Martin Johnson): With all of the incredible luck I had in this game, I'd be a fool to push my luck in the champions' game! I'd like to say my win was because of some great strategy, but we all know that would be a lie. I realized early that everyone had an opponent that they were bent on pasting, so I thought I could get away with spreading my shots around the board without retaliation, and to some extent, I was right. It helped that 4 of 5 Di's missed and that other attacks only hit half the time (6 for 12). I really enjoyed ragging on each other's characters... God, Ricky, I hope that was acting!!! As for my handle, it was coined by my mexican employees at a previous supervisory job, who for weeks called me "chuggy." When I asked my lead for the translation, she said, "Jew no, like chuggy on de Scooby-doo cartoons!" All it took then was an anglo shipping guy from the Wayne and Garth school to start calling me "Shagmaster."

Felis Negrus (Tom Hurst): I can't blame Martin for taking what you offered him, guys. Still, if he had missed that last shot the Cat would have been sitting pretty by the time you all got out of the kitchen. Ah, well. Congrats, Shaggie. And the rest of you can stand to have your silver platters polished.

Ricky Skitless (Steven McKinnon): It seems that I am the big loser. Base it on points, points+h.p., points+h.p.+weapons, blah blah... I am last everywhere. I content myself with being closest to the cookies.

Since you're such a nice guy, Pete, why not run a loser's match, just us last-placers versus one another? I enjoyed this a lot, especially the press, which was the reason I signed up for it. Put me on the list for the next SF, please. I'm packin' 'em already!

Pete to Ricky: I'll think about it. Maybe some of you who have finished dead last will tell me, in private, whether you're willing to submit to such a humiliation?

Ice Slinger (Bill WordeImann): Thirty percent??? Oh, well. Congratulations to Martin on the win. As this was my first Snowball Fight, I think I fared well, despite never having made a dirigible. It was fun making up the press for this game, even though it was anonymous. A thank you to all who participated, and especially to Pete, who did a fine job of keeping everybody in the kitchen and out of the shed!!

GRAMARYE / British Rails BR8901

GameEnd

Paul Gardner has changed his vote; Concession to B&H passes.	
Birmingham & Hereford Rail Road (Eric Brosius)	\$172
Puppytail Rail (Bruce Linsey/David McCrumb)	106
Silkworth's Sober Steamers (Conrad von Metzke/David Hood)	79
Wrobel's Wraitway (Ed Wrobel/Paul Gardner)	72
Bergmann's Boxcars (Jason Bergmann)	13
(Tom Nash)	0
(Craig Mills)	0

Deadline for Endgame Statements (if any) is July 27.

I'm very relieved to have this game end. Not only was it marred by resignations, I was repeatedly turned down in my attempts to run more than one round at a time. I estimate that it would have required 120 rounds to finish the game, and that was assuming I could've found players to pick up further standby positions. Thanks very much to those who took over abandoned railroads; you'll get a free issue each for your trouble. *

The Roar of the Greasepaint

(the letter column)

David Hood

I'm tired of politics, so let's talk ST. My own Star Trek novel gems are as follows (though I haven't seen many of the ones from 1992-93 yet):

The Final Reflecton: May be the best one of all, focuses on the growth and development of a Klingon officer.

My Enemy, My Ally: Good introduction to the serious Romulan stuff to follow, including...

The Romulan Way: Good, pithy stuff.

Battlestations: Great adventure, good new lead female character.

How Much For Just the Planet?: One of the funniest.

Last Years: Cool, gap-filling ST history.

I haven't read many good ST:TNG books, but I did like *Captain's Honor* and *Contamination*.

Jim Bailey

In response to Steven McKinnon's challenge to name the best Star Trek novels, I went through my collection and tried to remember which ones stood out. In the original series, my favorites are *Yesterday's Son* and its sequel *Time for Yesterday*, which had Spock try to establish a relationship with his son 5000 years in the past (Spock's tryst with Mariette Hartley in *All Our Yesterdays* [where Spock and McCoy are sent into the past by the librarian Atoz (get it, a librarian named 'A to Z' (Hey, these nested parentheses are fun!))] was apparently more than we were led to believe.) Others that stand out are *Strangers from the Sky*, *Ishmael*, *The Romulan Way*, *How Much For Just the Planet?*, *The Kobayashi Maru*, and *Home is the Hunter*.

The Next Gen. books haven't hit any real highlights yet, but to match the quality of some of the show's stories would be difficult. The first original novel for DS9 was very well done. Even though the author only had five episodes to view to get the feel for the characters, he fleshed them out very well while also telling a good mystery-type story.

Lastly, the novelization of the movies were well done. The book to Star Trek:TMP was written by Gene Roddenberry himself, adding depth and background to his universe unfiltered by the process of filming. Also the book for #V filled in all of the holes in the movie, adding background that if you pretend was in the movie all along, makes it much easier and enjoyable to view.

One thing I've noticed in all formats is that the best and most memorable stories have to do with time/time travel. STIV is the most obvious example, but even last week's episode (where time's frozen for all but Picard, Data, LaForge and T'Pol) underscores my point. There's something about playing around with cause and effect that makes for generally compelling storytelling. Most of the rest of the best episodes/books have to do with either a deep examination of one of the characters, or the exploration of one of the other cultures in the galaxy. If you want to test my hypothesis, try to think of your favorite episodes and see if it falls into one of these categories.

Speaking of other cultures, I think it's interesting how it took so long for the Next Gen to find a suitable nemesis for the Federation. The Klingons were nominal allies and the Romulans were in hiding so who would be the foil for Picard's crew? The Ferengi were so transparent in their motivations and their actions so predictable that they were quickly relegated to comic relief or just being a nuisance. The little creatures that took over the minds of half the Federation couldn't be threatening if they were stopped by one phaser blast, so the reintroduction of the Romulans filled the gap for a while, but you think that after eighty years, the Federation would run into somebody new, so something else had to be tried.

It wasn't until the introduction of the Borg that there was an enemy to fear. Suddenly, the Federation with its ideals of negotiation, compromise and peace was faced with something that wouldn't even acknowledge their existence, much less negotiate. However, they were too powerful to be used in a weekly context, so along came the Cardassians, who were mostly equal to StarFleet and able to provide a recurring dramatic tension.

I also like the Highlander series. It successfully captures the feeling of the first movie. It puts the emphasis on the characters instead of the action, a lesson that a lot of TV shows and movies will hopefully learn someday. I just recently saw *Highlander II* for the first time, and I haven't a clue as to what the hell was going on. Even the souped-up action sequences were pathetic, much less that it contradicted nearly everything in the first movie.

[[My favorite ST:TNG episodes tend to get chosen for reasons other than actual content. You can discuss the show in terms of acting, special effects, even writing, but to me the most impressive thing has been the overarching storytelling plan. New races introduced regularly but with logic (watch for more weird folks to show up via the Bajoran wormhole!); attention to scientific and sociological detail; and psychology.

[[So I choose episodes like the "Children of Tamar," because it shows a realistic obstacle (and in my chosen field), not a clear and simple puzzle which Data's exceptional mind or Picard's expert mediation can solve; like "I, Hugh" where the crew demonstrates a real range of emotion (in less than an hour!); and even this season's finale, which I won't discuss for Andy Bate's sake.

[[Trek Next has done an excellent job of following a plan. The Borg were in the works very early—the episode that 'reintroduces the Romulans—and the way the whole Klingon thread was sewn in is outstanding. You could write a single War and Peace-style epic from all the seasons of ST:TNG and you'd have a strong, coherent plot (though the climax is TBA).

[[Of classic Trek, I think All Our Yesterdays and the flying-brain-cells episodes stand out for me, but you guys are certainly much bigger experts than I—I've seen all the classic episodes but only half a dozen of those viewings have been since 1983!]]

Brent McKee

Klingons as Rottweillers: Maybe, but I prefer to think of them

as Wolves. I would have said Pit Bulls if we were basing it purely on the original series, but as we see more of Klingon society on *The Next Generation*, I'm beginning to wonder. You may think me crazy, but I see them as verging on some of the aspects of feudal Japan without the artistic side, a society dominated by a warrior code outsiders have difficulty understanding, where death in battle is what a real man prays for, where surrender is not just shameful but the ultimate sin for which there is no absolution.

[[Don't perpetuate the myths about wolves—real wolves are nowhere near as violent as Klingons. There's no 100% sure analogy available but samurai Japan sure is close.]]

The Romulans are definitely cats of some sort. They seek to win by cunning, stealth and stratagem rather than by brute force. It is totally in character for them to have developed the first cloaking device and to improve on it, and for them to offer it to the Klingons. I have a feeling that Sun Tsu, or the Romulan equivalent, is required reading for Romulan children. Their goal is to weaken their possible enemies and then grab what those enemies are unable to defend. incidentally, the episode which introduced the Romulans (*Balance of Terror?*) bears a very strong resemblance to a movie called *The Enemy Below* starring Robert Mitchum and Kurt Jurgens.

And now back to regularly-scheduled topics...

Andy Bate

There was extra time (overtime) in the F.A. Cup Final, but the sides were still level. Rather than have a penalty shoot-out, they have a replay to try and settle the match in a normal manner, rather than the lottery that the shoot-out is. Thus the final lasted 90+30+90+30 = 240 minutes. No wonder I didn't get much done that week!

[[Thanks for the clarification (Steven McKinnon told me also, including the fact that the replay was four days later and Harkes' team is Sheffield Wednesday, not Sheffield United). I hate shoot-outs as well; equally, I don't like sudden-death over-times in games where teams alternate possession (American football, for instance) though it seems to work okay in ice hockey.]]

Steven McKinnon

It was a disastrous week in sport for me. First I go see the Albany Firebirds (Arena Football) lose in the Knick Arena on a TD with 0.9 seconds left. Last Thursday (6/10/93) I'm at Fenway—my first baseball game since 1978—to see Boston crushed by the O's nine-game win streak, 2-1. Viola finally serves up a nice CG only to get single-run support, Vaughn's homer, despite eight hits. Tragic.

Speaking of tragedies, I was in Boston for the USA-England game in the U.S. Cup '93 soccer tournament. The U.S. won! God dammit, my own country, slaughtered here 218 years ago, manages to get trounced by the U.S. at the game it invented. That wasn't so bad, because the seats were fantastic (second row, 35 yards from the goalline, prime!), the game was fast-paced, and the U.S. keeper was absolutely spectacular!

Plus, my absolutely favorite player, Arsenal's Ian Wright, played, and it was the realisation of a lifelong dream to even see England 'live in person.'

In line with your door-to-door salesman and soccer, the U.S.-England match had England's first black captain, Paul Ince. Plus, including Ince, John Barnes, Des Walker, Ian Wright, Carlton Palmer, there's often five or even six blacks on the field at one time. Fantastic. I remember in the mid-70s when Clyde Best was the only black man in the *entire league, Division I!*

What pisses me off is all the coverage on how it was danger-

ous to invite England because of the fans. RE-LAX. Fan violence is not confined solely to soccer. It happens more often, but consider this: Soccer is the most-played sport on this planet, it would be expected, statistically, that a proportionate number of 'tragedies' occur.

After the match in Foxboro the game train back to Boston was jammed with subdued Britons (I wanted one of each of the shirts they wore, teams from everywhere!). Meanwhile, \$10 millions damage was done in Montreal after the Stanley Cup. And what of Chicago last year... Detroit three years ago, hm?

The Boston Police did a very good job of prevention-in-case. They had two armed policemen in every coach on the train, and even quietened the fans who only sang and chanted. (The singing is usually fun, though, so I was disappointed.)

Then there's FIFA (soccer's international governors) who in '90 managed "by chance" to seed England, Holland and Ireland in the same group... ON AN ISLAND. This was designed to keep the fans of these three off the mainland and weed out one or two in the qualifying. Serves FIFA right that *all three* went on to the next round *all over Italy* in their next matches, while the equally notorious Germans were in Northern Italy, mere hours from Germany itself.

Anyway, I hope that the following comes from this tournament: The strong U.S. showing gets you apathetic Americans off your paranoid barca-lounger asses and into the nine stadia of next year's World Cup (yes, Pete, five games at least in San Francisco!) from June 17 to July 17, 1994. Go cheer for the U.S., even I joined in the delightful chants of "USA, USA" at Foxboro. Better'n the '80 hockey vs. USSR if ya ask me.

As for me, well, England may not qualify, so until then I'll echo my countrymen's last chant at the stadium: Will we ever, will we ever, will we ever win again? WILL WE EVER WIN AGAIN?

[[I want you to take note that the next paragraph was written as part of my editorial column before I read your letter...]]

[[The U.S. Cup was actually a big success—judged by the most important criterion, which is that it made the nightly news of almost every big-city network affiliate. The timing was great, too—the week we beat England was also the week that tickets went on sale for first- and second-round World Cup matches. If we had \$280 sitting around in a savings account or something, I would certainly have bought seats for Cathy and me to the five games at Stanford! As it is, every seat is sold out!]]

[[YOU, Steven, brought up fan violence, not anyone in Pere (methinks you protest too much!), but I'll pick up the gauntlet. Your rationalization for soccer fan-violence is stupid. The 'proportion' of tragedies is way way out of whack. I've never heard of fans trampling each other at a football or baseball game, and the fights that break out in the stands are never more than half a dozen people compared to dozens or hundreds at soccer matches. Yes, championship celebrations getting out of hand seems to be a universal bad idea. Fortunately, both soccer violence and championship riots seem to be lessening just a bit the past two years.]]

[[The wailing and moaning in England is fun to listen to. In the latest Dolchstoß, there's a fragment of a letter (some page layout-glitch cut off the writer's name and beginning) which ends, "We got a completely embarrassing drubbing from a non-footballing nation;" and Howard Galloway's letter reads, in part, "I can think of no more ignominious defeat than at the hands of the Yanks!" I sure hope these guys are glad they weren't alive for the Revolutionary War!]]

David McCrumb

Saw a funny thing at the ball park last week. Salem's top base

stealer managed to get to first base. On the first pitch, he took off for second. Foul ball. Second pitch, same thing. Third and fourth, again. Fifth pitch, everybody knew he was going. Wind up. The runner goes. Pitch out. But wait, it was a fake and the runner is back on first. The catcher, not noticing, rifles the ball to second, unfortunately, over the head of the shortstop. The center fielder had failed to back up the throw and it rolls all the way to the warning track. The runner ends up on third. Single-A ball sure is exciting.

We have had a minor-league hockey team in our area (Roanoke) for several years. It gets no support, so when the arena was destroyed during the March snowstorm, they folded the team. Immediately, somebody else started a new one at the Civic Center. After years of horrible turnout, I thought everybody would have realized that hockey will not be supported in our area. I guess they will get the point when they have lost a bundle.

I am currently listening to an album I bought recently while in Chapel Hill. I have always liked the artist, but I thought he had retired. He sings a lot of satirical songs, which I love. Along the lines of Tom Lehrer, but much more musically inclined. The one that just caught my fancy is called "Dark Angel." It tells about getting busted for gambling, then robbery. Finally, he wanders into a tent meeting. Everybody is full of the Spirit, and at that point the hat is passed. The guy has finally found his niche, and immediately becomes an evangelical preacher.

The whole thing about gays in the military is a joke. Gays have always been in the military. They will continue to be in the military. And they do a fine damn job. It's not for me, but I see no problem with other people practicing as they wish. I think a lot of it is that the general idea has been perpetuated in the military and everyone is now afraid to speak otherwise for fear of being labeled gay themselves. Do you read *Newsweek*? There was a short section about when Ike initially started to purge lesbians from the military. He stopped very quickly because he realized he would lose a lot of very qualified people.

While I generally do not like the American League, Cleveland is one of my favorite teams over there. Mainly because they have done so terribly since I have been following baseball. I also like the Tigers. Actually, I like Sparky Anderson, not the Tigers. Always have since he managed the Reds. I'm just glad he landed on his feet. It also allowed him to become one of the few managers to win a World Series in both leagues.

While I have not heard anything about cutbacks in Medicare, patients are having a tough time finding doctors that will take them in our area. The doctors claim that the paperwork involved cuts out all of their profit and frequently more. While I don't expect doctors to work for free, certainly they can afford to donate some time. Lawyers have been known to do pro bono work, why not doctors?

[[I hated Sparky when he was with the (hock, spelt) Reds; I was glad he changed teams so I'd have a chance to root for him.]]

[[Cathy and I took my cousin Dan to a San Jose Giants' game on the last Sunday of the first half (S.J. finished a game behind Modesto). It was wonderful. We parked at the curb right in front of the stadium, ate big barbecue rib dinners in the picnic area before the game, and sat in the fifth row behind the on-deck hitter. I got a mild sunburn, we watched some very good pitching and some goofy mistakes, and the P.A. announcer promised a pizza (delivered to the park) for any fan who caught a foul ball on the fly (we were never close). Twice as far away as the major-league parks, but half the price and just as much fun.]]

[[Some doctors are making reasonable incomes (general practitioners and primary-care physicians, for instance) and

Medicare fee reductions hurt them worst. Specialists, though, can donate their time via reduced reimbursement, as far as I'm concerned.]]

Rich Irving

I went to Games Caucus II on the day before Memorial Day. I didn't play in any tournaments, but did have a lot of fun playing pick-up games of Diplomacy, Titan, and North American Rails. I saw a bit of the Landwehr Society World Dip game. I arrived too late to get a chance to play. They started at 10:00 am and broke about when I left at midnight. The nonviolent Indians won the game with 20-25 units (out of 107), Turkey and the U.S. also did well. Only China and Russia were eliminated, but Mexico held on with one rogue army at the end.

The game, however, seemed to be unbalanced. Europe and Asia looked pretty good but players with relatively easy access to centers in Africa and the Mid & Far East have a significant advantage. Giving the U.S. and most of the European powers colonies did not seem to help all that much; one or two colonial units couldn't stand up to an oncoming larger force. This gave Turkey and India a good start, which they never really looked back on. The Americas are simply dominated by the U.S. Since the U.S. starts with five home centers and has access to three neutral Canadian ones, by 1902, the Americans have 8 to Mexico's 5. If Mexico does not get immediate help from Argentina and Brazil, he could be in big trouble. If you think Italy is tough in regular Dip, play Mexico in this game.

[[Thanks for the notes. I just can't make it to all the formal game events that I'd like to (among other things, I wanted to recruit people for Dipcon!).]]

Andy York

You talk about gaming on the computer. Haven't you tried Civilization yet? If not, you're missing the game of the decade for computer (maybe the century). It's darn addictive.

Texas may, soon, have a State Income Tax—it's a constant battle every time the legislature meets. The oil revenues are definitely not keeping up with State spending. However, we've one advantage—our legislature meets only for 140 days every two years. The only other way to have them meet is for the governor to call a special session, which is usually dedicated to one topic (such as school finance).

The legislature just closed up shop for 1993, so it will be at least two more years before the call for a State Income Tax will be heard again. This session, there was a strong push for a constitutional amendment to forbid an income tax. I put it as a toss-up which will win.

Texas, also, may be split into four other states (total of five). When Texas joined the Union, they made some special provisions as they were a sovereign nation already. One is the ability to split, another is the ability to leave the Union. This state has a unique history—much different than my birthstate of Michigan.

Yes, regarding the seizure of property, there have been excesses. As my letter stated, I can only talk about my department. We take the law at its intent (to deprive criminals of the fruits of their crime), not its letter of statement. In any situation, but it a law or an ability, some always take advantage of it.

[[As I've explained too many times—I don't have Civilization (and tons of other computer programs) because I can't afford it! I will invest my money in a printer, and then in a modem, first!

[[First thing to acknowledge in the split-state debate is that it's all moot anyway; Congress will never approve states dividing, because of the increased representation that would provide

in the Senate. Even appeals to old statutes such as the Texas case will be ignored, especially since we've fought a war since then to reinforce the precedent that states may not leave the Union.

[[What the California debate does is get the Southern Californians' attention. I can't imagine Texas divvying up because most Texans are quite proud of that name and of the state as a whole. Many Californians are proud of their region but not of the whole state. The state assemblyman who is pushing this idea is from Redding, in the north end of the central valley. People in areas like his—everything north of Sacramento plus the Sierra Nevada and foothills—generally would like to be rid of Sacramento, the Bay Area and Southern California (Sac'to and L.A. are the worst demons in this view). People in the Bay Area like to think of themselves as sharing a view and lifestyle with the mountain-dwellers and wouldn't mind being cut off from SoCal. People in Southern California are generally indifferent to the whole thing...]]

[[...and that's often because they know that with their tremendous population advantage, no proposal can pass to divide them from any other section. But they are reminded of the way they're disliked up here—mostly because of the suburban sprawl, homogenization and superficiality of L.A.

[[It's trite but true—from Bakersfield (which is the most common demarcation between Northern and Southern California), the further north you proceed the more dislike there is of everything south of you.

[[In a recent Debra Saunders editorial which cited several examples of unjust but lawful seizure, she quoted Rep. Henry Hyde as saying that 80 percent of those whose property is seized are not charged with a crime. Hyde (whom I normally detest but with whom I agree on this) has offered a reform bill which would: shift the burden of proof from the citizen to the government; allow property to be returned while contested in court; and eliminate the 10% bonding requirement which makes it impossible for those who have had cash confiscated to contest the forfeiture.]]

Brad Wilson

The player poll is accurate—Voogd is a great player in my mind (I've never seen one better except Kathy Caruso) and so is Carlberg. (Voogd's a nice guy, tho, while Stven can be a royal pain.) Looking at the Runestone Farce winners you listed was intriguing. I have been in the hobby since 1979 but not until 1990 did a zine I sub to win the Poll. Weird.

Cool bird picture on the cover. *[[Thanks. Several people said they liked it.]]* Which reminds me of a point I made in Pere many moons ago which you ridiculed, but you didn't understand what I meant. I was trying to say that conservationists would be better served protecting wetlands if they stressed the wildlife rather than the swamp. Marshes aren't sexy; peregrine falcons and great blue herons and lesser bitterns are. I know that the wetland is necessary for the birds, but by stressing the danger to such beautiful creatures rather than the danger to swampland, conservationists would be better served, and get better results. (I do consider myself a conservationist of sorts.)

I couldn't agree more with Mark Lew. The left has scared off this natural supporter of conservation (as it has to a lesser extent on abortion). I recoil at the Schenckian extreme and that makes me suspicious of exactly the kind of thing Mark is: left-wingers who use 'environmentalism' as a cheap, convenient stick to beat capitalism with. I agree with you as well—conservation and private property rights go hand in hand. If people like you and Mark controlled the "environmentalist" lobby, it would have a lot more victories to

its credit and a much broader base of support.

[[I may have mispainted Garret with my writing. He is as fully supportive of environmentalism as he is of socialism; my comment that he's not as "big" on that merely meant that it takes second place to leftist economics in his public efforts. (The environmental firm he worked for was a small research firm, not one of the nonprofits.)

[[People like me do control the environmental movement. If you're seeing left-extremist boogey men it's your own fault. The reason there aren't more enviro victories is that the conservation movement is composed of people with a lot less power than those we're fighting!]]

Delaware and New Hampshire don't have income taxes either. Delaware survives on business taxes (because of liberal incorporation laws most major US companies (GM, Coke among them) are incorporated in Delaware), and N.H. on—as far as I can tell—racetrack revenue from Rockingham Park. But as I said both are very healthy economically. Delaware, especially—of course the new Democratic governor, Carper, may ruin that.

[[Delaware and, even moreso, New Hampshire are bad examples of how things work economically. They are so far from being a cross-section of national issues (urban-rural tensions, racial mixes, immigration, poverty, etc) that they are mere curiosities.]]

...RICO is a civil liberties disaster, as are laws that seize people's property with no convictions! RICO was meant for use against organized crime, but was used in Pennsylvania versus right-to-lifers. You don't have to be a pro-lifer to find that precedent frightening in the extreme. And the seizure laws ought to be unconstitutional. Once someone is convicted of a crime, seizure of illegally-gained assets is OK (although I don't think drugs should be criminalized to start with) but seizing innocent people's homes and cars runs contrary to the presumption of innocence. Practically speaking, too, seizing a house can deprive those charged of badly-needed equity with which to hire a good lawyer (many defendants in such cases can spend \$10-20,000 on attorneys). I consider the war on drugs to be a war on our rights and privacy.

[[Certainly we should apply RICO only in extreme cases, but at least on that score the government was following the letter of the law. Anyone who doesn't think the right-to-life movement is "an ongoing criminal enterprise" both doesn't understand the definition of civil disobedience and approves of murder.]]

Brent McKee

The worst hockey fight I remember seeing was in the playoffs in the early 1970s. The Bruins were playing someone (I think it was Philadelphia, but I am probably wrong). This brawl started and it seems to me it took an hour to quell. Both benches emptied, and whenever the officials would get one battle stopped they had to go somewhere to stop another outbreak, at which point the one they just halted reignited. It was terrible, but I doubt you will ever see its like again. Over the years the NHL has tightened up the rules on fighting considerably. If a fight starts and a player from either team joins in, he is automatically out. Players who instigate major fights are out. I would like to see the NHL bring in the sort of rule they have in junior hockey where, if two players start fighting, the uninvolved players on both teams have to go to their benches to wait for it to end. I would like to see a rule where, if a player were involved in three fights in a game, even wimpy fights, he would be tossed.

When I said "it depends" about players being tossed for fighting, it is because I think there can be justifications for fighting. Some involve rough play that isn't penalized, like high sticking or

late hits. On the other hand, I have seen fights just start. I was a junior game two seasons ago (this is the level just below the professional leagues). Two players were about to take a face-off when they suddenly dropped their gloves, sticks and helmets and squared off. Then one of the players dropped his hands and moved the sticks, gloves and helmets back out the area where the fight would be before returning and setting up to fight again! The officials could have stopped it before they fought but I think they made the right decision because if they had intervened before they couldn't have given penalties, and these two guys obviously need some time to cool off. If it were up to me, they would have had the whole night to cool off. That is the sort of fight, motivated by past events, which is the sort of things I would like to see stopped entirely.

When you say that fighting is the most serious violation, I suspect you are speaking in terms of the public image of the game. You are right, in that aspect. When I say there are more serious violations, I am referring to potential injury to the players. Slashing and high sticking are prime examples. We are seeing increasing incidents of this sort, which can result in a lot more serious injuries to players than any fight. European players have been notorious for this sort of thing. The new rule which puts out players who draw blood as a result of a high stick is a good one and a step in the right direction. Similarly, I think the decision to suspend the player involved in the late hit after a goal in this year's playoffs (sorry, for the life of me I can't remember the Islander player who was hit) was also a good one and something I would like to see more often.

The situation with young offenders here in Canada is similar to what Andy York describes, although because Criminal Law in Canada falls under Federal jurisdiction, there is a lot less of the confusion between rules than he describes. Still, it can be extremely frustrating when serious crimes, murder, grand theft, and similar things confront the Young Offenders Act. The Act has even led to Fagin gangs, where adults send young people out to do the thieving, secure in the knowledge that the adults won't be implicated and the kids will get out quickly. Government keeps talking about changes but hasn't been doing anything.

I am amazed at what I am reading about literature classes in US and British high schools. Admittedly it was a long time ago (early to mid 70s) but things were different for me. We read a different Shakespeare play every year. In Grade 9 it was *Romeo and Juliet* (it was supposed to be *Midsummer Night's Dream* but our teacher changed it), Grade 10 *Julius Caesar*, Grade 11 *Macbeth* and Grade 12 *Hamlet*. We also read *Streetcar Named Desire* and the prologue to *Canterbury Tales* in Grade 12. On the other hand I really can't recall reading much Canadian writing then. In University I took a class on the Shakespeare plays. This was just at the time when PBS was showing the complete plays on TV as produced by the BBC. Two bits of casting stick with me from that series: Derek Jacobi as Richard II, and John Cleese as Petruchio in *Taming of the Shrew*. Surprisingly, the latter worked beautifully.

[[I don't know who Derek Jacobi is, but the name is familiar.]]

A final thought on gays in the military. A writer in the *Examiner* *[[which Examiner—Saskatoon?]]* was exactly right. Remember too that Clinton wanted to allow gays in the military because he realized that sooner or later the issue will go before the courts and then the military will have absolutely no control over the conditions of service. This may be as it should be, I don't know. That is how gays came into the Canadian military a few years ago, and from all reports, it hasn't hurt them in the least. General Powell is the last person who should be making arguments against gays in the military, especially since they happen to be the same arguments made when President Truman ordered the integration of the US military. *

Among the Trees

by Pete Gaughan

In past *Zine Registers*, my review of my own zine has almost always been a paragraph or two of humor, either satiric or slapstick, poking fun at *Perelandra* in an attempt to get readers to sign up. Just this once, I wrote a real review of my work; I produce it here because I want to respond to the comments that others made in reviewing *Pere*, and I didn't feel it was right to do so in *ZR* (where I had the advantage of seizing the last word if I felt like it). So what follows is my own review, and then those of the other contributors (with their names in parentheses).

Perelandra began as a small zine, and was small for a lot of years. In fact, in championing the cause of zines that were less than an ounce, or only ran two or three games, I even started an organization to lobby for such 'small-fry' (entirely in jest, of course). My models were Eric Ozog's *Diplomacy by Moonlight*, where elegant layout and a polite, humble-but-wise editorial tone made for an impression of class; and Larry Peery's *Xenogotic*, which was not afraid to be serious when everyone else was laughing and frivolous when everyone else was fighting.

And for six or seven years we got along that way, myself and thirty or forty readers who enjoyed literature and letters and Dip and, once I discovered it, *Snowball Fighting*. (SF is just what it says, hurling snowballs around a backyard. It's a short, non-negotiating game which amounts to just a goofy chance to let off steam and a great excuse for all kinds of press—Golden Age press sagas, one-line insults, sexual suggestions and even the occasional "Neener neener neener!")

But when we moved back to California and I gained access to a computer, suddenly it was possible—even easy—to run a dozen games and two dozen pages, and I couldn't resist the glamour and glory of a big zine. I opened game after game, and encouraged a loud, large lettercol. So now I struggle to keep the thing under three ounces and find myself mailing it out to nearly 100 people around the world each month.

I have the leisure time it takes to produce a big reading zine (when we moved to Northern California it was so I could get out of retail sales), but it's still hard work... and I love it. My wife helps prevent my intellectual and elitist tendencies from running away with the zine, by writing a column about everyday life. And although we've lost some of the old original *Perelandra* family along the way, the readers I have keep telling me that they enjoy every issue. I'm only an average GameMaster, so don't come to *Pere* looking for 100% accuracy or Turbo turnarounds (my monthly deadlines are predictable, but it takes me five days or more after the deadline to get the zine out the door). Come looking for games, talk, and a crowd of people who will welcome you in.

(Steve Nicewarner) What can I say about the editor's personal zine? It's probably best described as the (fuel-efficient) sportscar of the hobby. It's certainly one of the more visually stimulating zines in the hobby, with a good selection of fonts and good illustrations. The games are run consistently well, if not perfectly, and the content always makes it a good read. I hope that Pete puts a copy with every Zine Bank request, 'cause it's well worth a look.

(Chris Hassler) This zine won last year's Runestone Poll. I can see why. Pete obviously puts a lot of work into the zine. Press is lively and plentiful in all the games, and the letter column never fails to capture my interest. The zine overall is clean and well laid-out, although the Dip reports tend to be a little difficult for me to read due to its heavily abbreviated nature. I can't say first-hand how his GMing is for Dip, but he's doing a fine job running *Snowball Fighting*.

(Randy Cox) Assuredly the most professional-looking zine around. Does it seem to anyone else that there are more women affiliated with this 'zine than any other. What's the secret, Pete? But seriously, I like the mix of games, I only wish I'd been around long enough to know what the hell some of them are.

(John Schultz) One of two publications which I feel epitomize what a dip rag is s'posed to be about. Absolutely great. I'd be hard pressed to find anything bad to say about it if asked to do so. Also, one of only about five or six places where you can play *Snowball Fighting*—the ultimate just-for-fun game.

(Mark Weseman) I am amazed that Pete can continue to put *Pere* out on a monthly schedule. Not only does he publish *Pere*, but he is also the US ISE [International Subscription Exchange] rep, publishes *ZR*, and is on the coordinating committee for *Dipcon 1993*. Along with the games, *Pere* offers up editorial chat from Pete, a large lettercol, a column from Cathy Gaughan, hobby news and the most difficult literary quiz going. A fun place to play a game, or a great zine to read if you don't want to play. Recommended.

(Brad Wilson) Increasingly enjoyable, but also increasingly leaving its roots behind as Pete tries to become the best British zine in North America. No one offers Pete's variety of games (British Rails by mail?) and few run them as well. Graphically gorgeous; makes *Upstart* look like it was done on a manual typewriter. Lots to read and lots to take part in; a very friendly zine that entices you in to participate. My only caveats: a) expensive with high game fees for some games, not all; and b) as Pete tries to become the next international Dip star, the lettercol is starting to become dominated by arrogant foreigners who like to offer holier-than-thou lectures on how awful, backward, and ignorant Western civilization is in general and the USA in particular. A couple issues ago, we had the spectacle of a South African lecturing us on the evils of the white man in Africa. (As Eddie Condon once said, "Do we tell the Frogs how to jump on grapes?") *Pere* has a general greenish, leftish tinge which doesn't bother me; the obnoxious outsiders do. But you may feel differently (and probably will). Outside of *MP* the best zine in North America.

Pete Responds: Brad has obviously simplified Hal Dace's letter column contribution so it's unrecognizable, and his glowing comparison of *Pere* with *Upstart* grows out of his own dislike of Garret; but otherwise I agree with him. I don't see imitation of some of my favorite British zines (the zines-seen column, more politics, and non-Dip games, I presume) as bad, in fact others commented on those same features as being big pluses for the zine.

Steve's line about the games being "run consistently well, if not perfectly" is right on the mark. I make far more GM errors than I am comfortable with. That's part of the reason why the number of games is being reduced. Chris' dislike of the game-report style is the first I've heard of it, other than Garret's review in the last *ZR* (which, given Garret's "approved" style in that issue, wasn't surprising). Do others feel that my game reports are harder to read than the average? (I did change the way retreats are reported this time, mainly because I've been getting very sloppy at who has retreats available and where they can go.)

John Schultz just spreads warm fuzzies wherever he goes (what? well, for me and my zine he does, anyway...). Thanks, fellas; I hope next time the *ZR* readers will get even more input from *Perelandrans*.

MidSeason Update

AL West: Just as bad as everyone expected, and my predictions are not much worse than everyone else's. If you reverse Minnesota and California, then move Oakland up three notches,

my picks would fit today's standings. I *still* believe that California's kids are playing over their heads—Curtis may indeed lead the league in stolen bases, but I refuse to believe Snow and Lovullo are All-Stars, and any team with Hathaway and Valera eating up so many innings has to lose a bunch of games.

AL East: The Great Race. Sparky keeps his sluggers in the thick of it by using four or five pitchers in every game; other than Detroit being first instead of last, my picks are good, with Toronto and New York playing impressive, consistent ball.

NL East: Sure enough, a wimpy division, but with two teams confounding everyone including me. New York has reverted to expansion days (Anthony Young lost his 23rd straight the day I'm writing this), while the Phillies will win 25 more games than the 75 I figured them for. Montreal and St. Louis probably wish that next year's eight-team playoffs had already been instated this year!

NL West: Sweet, sweet, sweet. I don't mind the Giants doing well, so long as it doesn't come at the Dodgers' expense. And of course, this year, any success by the Dodgers—even second to San Francisco!—would be wonderful. After picking the Bums for dead last, they have actually succeeded—mostly because Fred Claire and Tommy Lasorda have kicked Davis and Strawberry in the butt. Expect the Dodgers to take the position I predicted for S.F. (fourth), with Atlanta eventually passing the Giants in the stretch and Cincinnati overtaking Houston (Houston's pitching is a bit further over the hill than we realized).

The Giants: For those of you in other areas, you might have missed the reason for the Giants' success. It's not Barry Bonds—he's certainly part of it, as is Matt Williams' return to form and the maturing (which I predicted) of Darren Lewis and Royce Clayton. But the chief reason S.F. is in first place is the manager. Dusty Baker has done the things with the pitching staff that Roger Craig should have done last year:

- make Rod Beck the 100%-certain closer
- protect Bill Swift's arm by pulling him early
- let Mike Jackson fire himself up for confrontation
- tell Trevor Wilson to worry about just one thing—a different thing every game, maybe, but don't overload him with various mechanical and pitching keys to remember
- generally, make sure every pitcher has one role and knows what it is.

Craig was a fine manager, and Al Rosen (who assembled the current crew, except for Bonds) a shrewd GM. But Dusty Baker is the largest difference between 1992 and 1993. (His assistants include Willie Mays and Bobby Bonds; hitting coach Bobby can even be proud of the pitchers' hitting!)

San Francisco Symphonews

The SFS has appointed Michael Tilson Thomas to succeed Herbert Blomstedt as music director. The change will take place after the 1994-1995 season, when Blomstedt resigns and Thomas' contract with the London Symphony Orchestra expires.

Folks in San Francisco seem very happy about this, and it seems a good match—a young, American director with a huge list of credits, joining a Symphony which has developed into a world-class ensemble with international recognition. Thomas has worked with SFS before, 100 times in fact (I heard him conduct Ives' Fourth Symphony in 1991); he is already a big smash this month in the midst of the Symphony's Russian Festival; and he is known for pushing forward the careers of young players, something SFS has done and wants to expand upon.

But there are negative notes in this change. First off, I don't know of anybody who wanted to see Blomstedt leave. "Herbie" is a huge favorite among Symphony followers (though he's almost unknown outside classical-music fans), and he's widely credited for

bringing the Symphony up from 'average' performance to excellent. Blomstedt fought off the dual hurdles of a mediocre hall (recently much improved) and lackluster conducting tradition: the two previous conductors were Seiji Ozawa and Edo de Waart.

Second, the popular first choice, Kent Nagano, didn't want the job. I'm not privy to why—perhaps Mark Lew can clue us in, he's an actual member of the performing culture while I'm just a paying patron—but there is also talk that Nagano was just too young (35?). Stupid objection, really. Thomas is 49.

Third, the selection process, though admirable for being short and successful, had a couple of strange twists. When Ozawa came through town for a few performances this spring, rumors had him as the front-runner for the director's job. A terrible idea, and I hope it was merely a fantasy of the press. And the SFS administration let leak that they were considering two or three Polish and Czech dark horses—the idea being that SFS was now good enough to take a chance on an unknown, in the hopes that ten years from now they'd be able to take credit for using a top-notch symphony to launch a career.

Tales of the (Best) City

In more S.F. news, filming has begun on a movie version of Armistead Maupin's *Tales of the City*, which were fictional columns he wrote for the *SF Chronicle* back in the late 70s and later collected into a series of excellent episodic novels. Olympia Dukakis is playing Anna Madrigal, the matriarch (or is "she"?) of Barbary Lane.

Showing on Public Television this month: a documentary called "Armistead Maupin is a Man I Dreamt Up." It's basically a biography of Armie and the background of his *Tales of the City* novels, but it also includes clips of scenes around S.F., scenes from the books/columns, and interviews with Armie and his friends—lots of fun and an interesting window on San Francisco.

It's showing because this is "Gay Pride Month" and the documentary/biography/whatever has a lot of gay-life and AIDS reporting to do; but it's not strictly a gay propaganda piece. Among other things I discovered was that fiction had not been printed in American papers for more than 30 years before Maupin's stories ran—although I knew newspapers had abandoned the tradition of storytelling, I didn't realize it was still so recent! *

The Broom Closet

sweeping out the corners of the hobby

All prices are per issue in North America. 65 British p ≈ \$1 US.

Sorry folks, very little zine news. Buy *Zine Register* if you want to see what's what (\$2.50 from me, in case you hadn't already heard). I expect the 'zines seen' comments to return in full force next month.

But not zero zine news. *U-Bend* #20 provides pictures (yay! huzzah!) of Joy, Haz and several assorted related entities. It also provides four pages of the tale of a peculiar Dipgame by one "nigel molesworth," one uv the finest nu writers uv our era methinks hem-hem. Haz ("humourless leftie") plugs the Runestone Poll over on our side of the pond, concluding, "I only see *Pereleandra* from the US, but if there are any more at home like that I'd be happy to trade with 'em." Editors, start your samples. *Up Around the Bend*, 50p+post, Haz Bond, 13 Merrivale Road, Stafford ST17 9EB, U.K.

Brad Wilson needs a player or three to fill out gamestarts in Philadelphia Dip and Balkan Wars VI, plus standbys for everything (Brad's in the player roster).

Those who wanted to play Speedboat Diplomacy (I had five sign-ups!) in here, there's a waitlist already started in Brent McKee's *Making Love in a Canoe* (901 Avenue T North, Saskatoon,

Saskatchewan S7L 3B9 Canada). I didn't realize it was already a game written up for playtest there, and I want to give Brent first crack at it.

Some other editor was looking for a plug this month but I've forgotten who! No wait—it's Tom Howell! He needs Downfall standbys in *off-the-shelf* (P.O. Box 1450, Port Townsend WA 98368-0036).

Phil Reynolds has announced the official fold of *Dipadee-doodah!* He issued a flyer to all subscribers explaining why—school and, especially, the school newspaper—but did not refund subscriptions. The flyer also carried the results of the 1992 Hobby Favorites Awards. The 36 voters put *Perelandra* into a tie for both Favorite Reading Zine and Favorite Playing Zine, but *Maniac's Paradise* was named Favorite Overall Zine. Phil is now at USF #4081, 4202 Fowler Avenue, Tampa FL 33620.

Mark Berch Department

Boy, has it been hot. Novato has set two high-temperature records this month, and the 104° we got to on June 24 wasn't a record! The coolest room in our (upstairs, south-west-facing!) apartment is the office, and even with a fan pushing the warm air around it's probably over 90° in here. (Nobody in this area has central air conditioning, "it doesn't get hot enough for that"...) We typically get three really hot spells each summer ('summer' around the Bay Area being a relative term; our warmest average weather is in September and October), and we've had two already.

And the mail has been running late—4 in the afternoon for the past three weeks instead of our usual 10:30 delivery. Grmph.

Dipcon XXVI—September 3–6, 1993

Enclosed is the penultimate DIPCONVERSATION, about Dipcon 1993. There will be one more 'issue,' which may be just a column or two in length. Who out there is planning on attending, but hasn't spoken up yet?

Zine Register 22

It's out. Send me \$2.50 (\$3.50 US overseas) for 62 pages of zine information, hobby directories, and the inside sleaze on what Dipsters think Needs To Be Done.

Okay, so I bollixed up the ZR plug. First, it was too early. Some of you were worried that you hadn't received ZR in spite of my announcement that it was available. Well, I didn't finish the copying and mailing until June 8th; I'm sorry if I caused confusion with the early plug.

Second, and more stupid, it was written poorly. I had intended to write something like "11 pages of guides, letters and indices" and "50 pages of zines listings" but when I sat down to write the plug, I didn't know the exact number of pages the listings would occupy. So I rephrased to omit the number, but then I left the impression that the whole damn thing is 11 pages long. RUDE BUZZER NOISE: it's 62 pages total.

And third, I managed to key in several editors (John Schultz among them) as non-subscribers when in fact we were trading! I'll catch up on all the copies I missed after I get this out—I have to fit in the time for another ZR press run as the original 85 copies are gone.

Local game news

July 30–August 1: Richard Weiss invites everyone over to his place in the City. He specifies that the con will run through "waking up Sunday" so I presume it's more of a two-day event than a three-day. Lots of sleeping space, centrally located—bring games!

Richard's at 554 Liberty Street, one block east of Castro in S.F. (415) 641-9779.

Mark Beyak is trying to get a group together to play Dune in Santa Rosa on a Saturday in August. He's at 3732 Espresso Court, S.R. 95403; (707) 544-7650. *

RUFFIAN / 1990Y

Readjudication

Last month I received a fax the day after I had refilled the paper in the fax machine... Unfortunately, the paper was in backwards. The faxes "printed" as blank sheets. I had no way of knowing who they were from.

However, David has provided proof that he faxed a change of orders that day. I must, because of my own error, re-run the previous turn. I apologize—all players have had their subscriptions extended one issue.

Germany repropose 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

Austria (David Polley): a mos-lyn (a war s), a stp-fin, a gal s a war (a ukr s).

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-pny, a mun-sil, f nwy-stp/nc, f nts h, a swe-fin, a pru-lyn (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 /dislodged/, f bul/sc s).

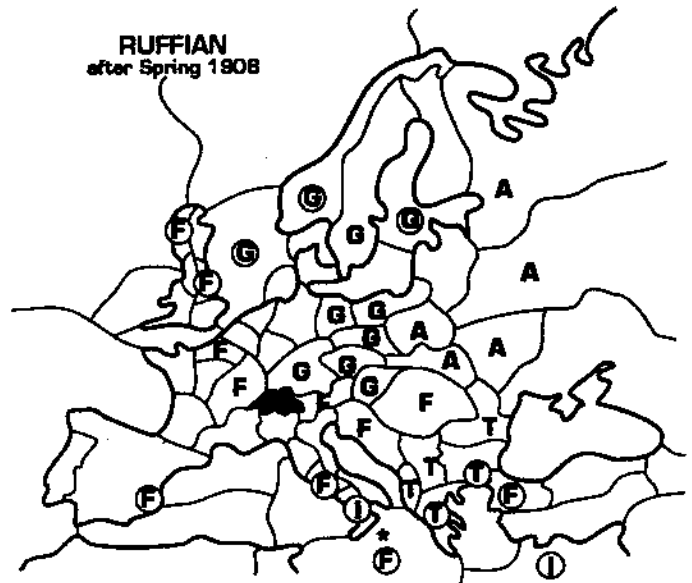
Retreat: Turkish f ion to tyn apu adr aeg otb.

Deadline for Fall 1908 is July 27.

All press was held over and will be printed nextish unless you cancel 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

RUFFIAN after Spring 1908



GIFFARD / Gunboat Titan

Round Fiftyfour: Going, Going, Gone

BLUE LEGIONS (rolled a 4): Bat holds in Brush B109; Moon Brush B109-Plains P105; Cracked Egg Plains P15 (E39); Anchor Plains P110-Brush B106, Lightning Jungle J12-Plains P110.

RED LEGIONS (rolled a 4): Torch Brush B38-Marsh M36; Heart holds in Desert D21; Star Marsh M8-Mountains 5000; Double Eagle Jungle J125-Swamp S121.

Green was Melody Lutterbie. You did a nice job for as long as you were at it, Mel.

Engagement 39: Blue Cracked Egg attacks Green Hoopsnake in Plains P15. This battle will be fought out; next move is enclosed.

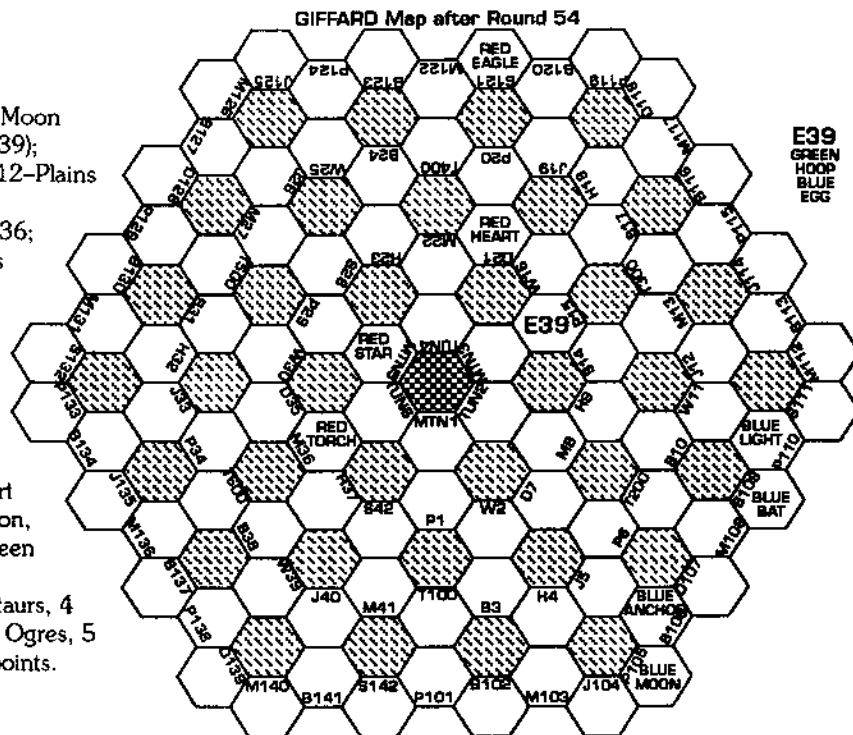
Engagement 40: Red Heart defeats Green Harp in Desert D21. TITAN 12x4, Archangel, Angel, Colossus, Dragon, Warlock, 2 Hydras die; 188 full points to Red; one Green Hydra will die at half-points.

Red half points are: 2 Angels, 4 Behemoths, 4 Centaurs, 4 Cyclops, 2 Gargoyles, 2 Guardians, Hydra, 7 Lions, 2 Ogres, 5 Rangers, 4 Serpents, Troll = 711 points, = 355 half-points. Total points are then 1265, Red TITAN is 18x4.

Musters, Round 54: Dragon.

Point Count: Red 1265, Blue 617.

Markers Owned: Blue holds the Gold, Black and Brown markers; Red holds the Green markers.



Deadline for Round Fiftyfive is July 27.

RAMA / Spectrum Titan

Concession to Black: everybody nvr, fails.

Round Thirtythree

BLACK LEGIONS (Vince Lutterbie) die roll 6: Eye Jungle J33-Plains P129; Hand Plains P1-Tundra 6000; Arrowhead Mountains 1000-Plains P6 (bounced back); Skull Plains P101-Desert D7 (E34); Rose Hills H9-Plains P15.

BLUE LEGIONS (Marc Peters Lance Anderson) die roll 2: Trident Desert D35 (E33). GOLD LEGIONS (Marc Peters Lance Anderson) die roll 4: Sun Jungle J26-Plains P124; Talons Jungle J104-Swamp S142.

RED LEGIONS (Art Shulman) die roll 3: Torch holds in Jungle J135; Spiral holds in Tower 300; Double Eagle holds in Desert D7; Frog Desert D7-Hills H4; Hourglass holds in Brush B106; Sword Plains P110-Marsh M13; Jester Desert D35 (E33); Scimitar holds in Desert D35; Star holds in Brush B3 (E34); Bleeding Heart holds in Swamp S111; Shield holds in Tower 500.

Marc resigned. Thanks for picking up, Lance; good luck!

Engagements

Engagement 33: Blue Trident attacks Red Jester in D35.

Engagement 34: Black Skull attacks Red Star in Brush B3. Defender enters through 1-15-14, please.

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

Muster Correction, Round 32: add one Griffon.

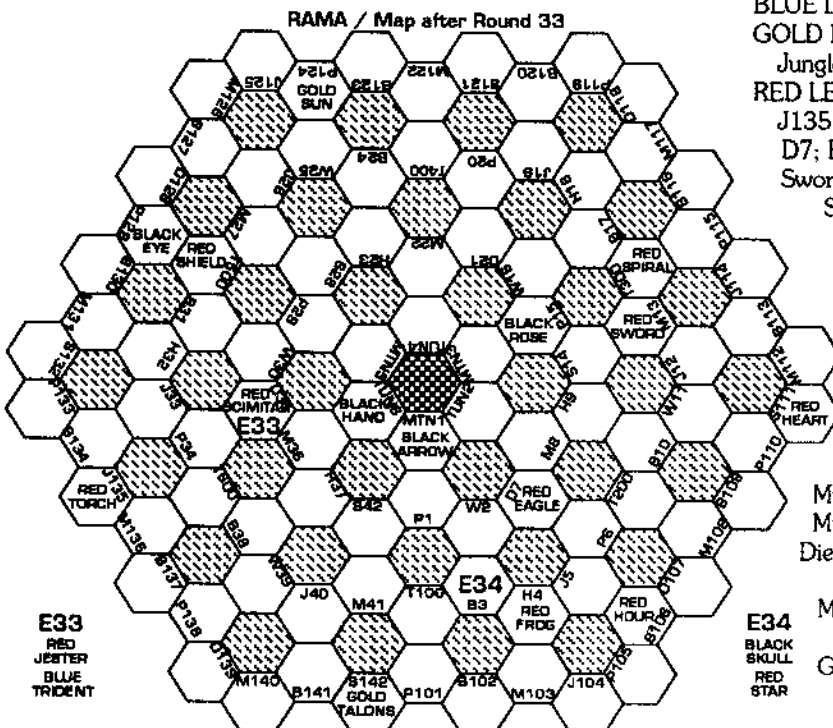
Musters, Round 33:

Die rolls available for Round Thirtyfour: Black 145; Blue 134; Gold 126; Red 246.

Markers Owned: Red holds the Green and Brown markers.

Deadline for Round Thirtyfour is July 27.

Gold to Red: Whassa madder wich chou? Can't a guy run in peace? You've halved my forces in one turn; I'm down but not out.



E33
RED
JESTER
BLUE
TRIDENT

E34
BLACK
SKULL
RED
STAR

ARRAKIS / 1991HM

Fall 1908: Outthink, Outthought, Out-THUNK.

France (Don Scheifler—note COA in Roster): f den s a kie, f bal-ber, f bar s russian a nwy-stpl, a bur-mun (a ruh s, a kie s), a mar h (a gas s), a spa h (f por s), f mid h (f eng s).

Germany (John Schultz): a ber ms a mun.

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

Russia (Eric Voogd): a swe-den, a nwy-stp, a fin-stp, f bot-bal, a stp-lvn, a sil s german a mun, a pru s german a ber, a ukr h, f rum h, f bul/sc-gre.

SUPPLY CENTERS held as of Winter 1908

France	par, bre, mar, por, spa, lvp, edi, lon, bel, hol, den, kie	12
Germany	mun, ber	2
Italy	rom, nap, ven, tun, ser, vie, tri, bud, gre	9
Russia	stp, mos, war, sev, swe, rum, bul, ank, smy, con, nwy	11

No change in dots, but Russia may build one (was short in 1908).

Deadline for Winter 1908/Spring 1909 is July 27.

Germany to Russia: I'm glad you have an idea. All my bulbs are burned out.

GM to Germany: Hey, don't take such a dim approach. Lighten up!

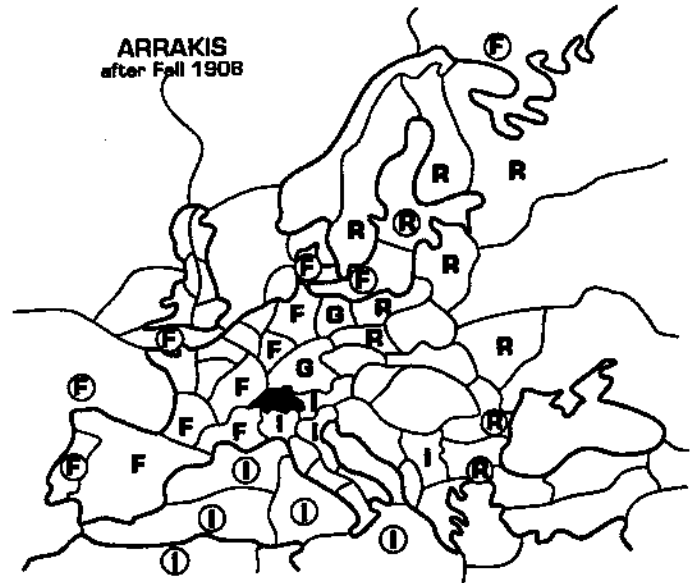
Russia to France: Not a particularly clever move for me but clever hasn't gotten me too far in this game so far.

Brest to Moscow: Perhaps your twiddling thumbs should dance with your tapping fingers.

GM to Russia: Don't listen to him—this season should demonstrate he's a treacherous partner.

Italy to Germany: Hang in there, John. Help will eventually come.

Paris to Berlin: Just probing for cavities...



Molars to Paris: I'm glad this ain't real life. I've only had three cavities in my life. I'm terrified of dentists at 42... still.

Germany to Everyone: Gee guys. Thanks for all the support.

Russia to Germany: Ask and it shall be given unto you.

GM to France: If only you'd known, you could have asked for St. Petersburg.

Marseilles to Rome: What do long distance runners, MadLads, Pink Floyd, and Italian fleets have in common?

GM to Mars: They're all out of style??

Italy to France: You are right! No Italian blood will spill in France. Not until our Russian friend breaks your line.

Russia to Italy: I tried.

Italy to Russia: We have our DMZ. Now if we can only have a fleet!

GM to Italy: Whaddya mean, five isn't enough? You're boosting Don's confidence beyond reasonable levels!

AURORA / Railway Rivals 1025CN

ONLY ONE ERROR LAST TIME? What is this game coming to?

WINC paid one to S&RVL in 4b which I missed.

Round Five: Lee Vining Twining?

Dice were 4-5-5.

ICE-D (Richard Weiss, red):

5a. (J17)-I18; (C48)-C46-SANTA ROSA.

5b. (X13)-X14-X15; (I18)-H18.

5c. (X15)-Y16 [failed to build final pip].

RENO Line (Pat Conlon, black):

5a. (P63)-L65.

5b. (L65)-EUREKA; (P64)-P67-Q68.

5c. (Q68)-Q69-P69-SHAFTER; (Q69)-R69-COBRE.

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

5a. (San Bernardino)-H22-H23.

5b. (H23)-H24-F25.

5c. (F25)-C27-El Centro; (A49)-Stockton.

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

5a. (J27)-J30-K31.

5b. (K31)-L31-NEEDLES¹; (J30)-BLYTHE; (O28)-P28.

5c. (P28)-Q28; (Laws)-Z18-A58.

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

5a. (L26)-L28-M29-M30.

5b. (M30)-NEEDLES¹; (Westwood)-N50-O50.

5c. (M25)-N25-N26 [1 to S&RVL]; (O50)-P49 [1 to COLTS].

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

5a. (E48)-C47-C46-SANTA ROSA [5 to ICE-D @ D47].

5b. (E58)-C59-B58; (D50)-Stockton [1 to WINC @ C50].

5c. (C47)-B46-Oakland; (Z12)-Y13 [1 to ICE-D].

Tweaked Track: S&RVL tried to build 5-5-4.

Dice for Round Six are 6-6-1.

Deadline for Round Six is July 27.

	begin	cities	to rivals	fm rivals	builds	end
ICE-D	\$55	+ 3	-	+ 6	-\$64
S&RVL	\$55	+ 4	-	+ 1	-\$60
COLTS	\$49	+ 3	- 7	+ 1	-\$46
SMOG	\$28	+ 6	-	+ 1	-\$34
RENO	\$24	+ 9	-	+ 1	-\$33
WINC	\$13	+ 1	- 2	+ 1	-\$13

Pat to Chuck: Rail Employees Need Oblivion wins, especially in light of that unfortunate nmr.

GM to Aurorans: There was a suggestion that we allow Pat to make his Round Three build at the end of Round Six, minimizing the penalty for his nmr. If all players agree (and it sounds as though you will), I'll go along, but it has to be unanimous. Please 'vote.' Pat, you may send two sets of orders: one standard in case this gets vetoed, and another using dice "6-6-1 / 6-4-6".

Races will be selected by number, but announced by both number and city name.

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. No new rules passed this turn.

Autumn 1903: Austrian a rum-bul; English f den-ska; Italian a tri refuses to participate (GM blows it to bits).
 Winter 1903: Austria builds a bud; Bolsheviks couldn't build (oops!) because no home center was open; Mensheviks build a kiev, f swe; Monarchists build 2a exile.
 Monarchists propose an ABFGIMTX draw.

Spring 1904: Stand on Principle

- Austria (Dennis Young): a tri-vie (a bud s), a ser-rum (a bul s), f aeg-smv.
- Bolsheviks (Jim Burgess): f nwy-swe, f stp/nc-nwy, f sev s menshevik a gal-rum /nso, dislodged/, a mos-bst /annihilated/.
- England (Greg Ellis): a lon-bel (f nts c [f ska s f nts]).
- France (Tim Goodwin): a wal-lvp, f eng s german f hel-nts /nso/, a bur-bel, f wes s turkish f ion-tun /nso/, f lvo-tyr, a spa-mar.
- Germany (Lance Anderson): a mun h, a kiel-hol, f hel-hol, f bse-swe (a den s).
- Italy (Mark Lew): f tyr, f tun, f tus, a vie /dislodged/, a pie all refuse to participate (hold).
- Mensheviks (Andy Bate): a kiev-mos (a bst s), f swe-nwy /dislodged/, a rum-sev /dislodged/, a gal-war.
- Monarchists (Jason Bergmann): 2a exile-sev.
- Turkey (Steve Nicewarner): f eas-smv, f ion-gre, a con-smv.

Monarchists appealed for a new abbreviation, so I'll label their units "X" for Exile.

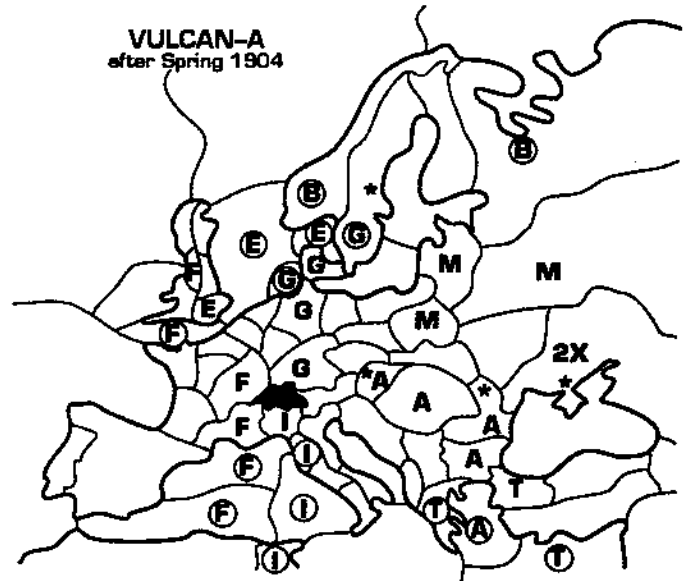
Retreats: Bolshevik f sev to bla arm otb; Italian a vie to tyo boh gal otb; Menshevik f swe to fin bot otb, a rum to gal kiev otb.
 Would Andy York please standby for France?

Deadline for Summer/Fall 04 votes, moves, and proposals is July 27.

Legal Department

It was a simple oversight that swe and rum were not listed as home centers for the Mensheviks. Sorry. SCs are on next page. Comments on "Shut the Fuck Up" in Vulcan-B notes.

	Voting							
prop	39	40	42	43	44	45	46	47
A		+2						+3
B	+3	+1					+1	
E			-1					+2
F	-1		-1		±	-1		-1
G	-1		-1		-1	-1		-1
I					+2	+3		
M		+2		-1	-1		-1	
O			-1	+3		-1	-1	-1
T			-1				-1	
totals	1	2	0	-4	3	1	-2	1



Press

Andy to All: To those who wrote to me, please accept my apologies for not writing this time—I've been very busy. To the rest, please accept my apologies for writing in the first place—it won't happen again. Most especially when you want my help to survive...

Germany to France: Well done! What can we do to capitalize on it?
 Germany to Men (ha, ha!): Oh, yes, I'm certainly having fun!

Proposals

Prop 48 (T, X): **Cutting the Cord.** Vulcan-A and Vulcan-B are separate games, and I really mean it this time. No rule proposals in Vulcan-A may affect Vulcan-B. No rule proposals in Vulcan-B may affect Vulcan-A. The ending of one game will have no effect on the other game. *[GM: This was proposed by more than one player; I collapsed them into one.]*

Prop 49 (B): **Permanent No-Veto.** Rule 3 is repealed and no rule allowing Vetos can be proposed.

Prop 50 (A): **Wormholes.** Units forced to retreat may elect to enter a wormhole and reappear at a randomly-selected open space that unit is permitted to occupy. If another unit retreats into or appears in that space, both are annihilated.

Prop 51 (X): **Andy Bate of the Rising Sun.** The Mensheviks have a sudden genetic and geographic shift. All Menshevik units are eliminated. All Menshevik supply centres are now neutral. The Mensheviks lose their ability to propose and vote on rules changes. Andy Bate now plays the Japanese. The Japanese may not vote on rules proposals or propose rules. The Japanese may build armies, but may not build fleets. The Japanese islands are not adjacent to the board or exile. The Japanese have two home centres, Tokyo and Hiroshima; the Japanese begin with an army in each. All other centres on the islands are neutral. Pete will draw the map of the islands under the following parameters: it must include 25 provinces; 10 of the provinces are supply centers (including Tokyo and Hiroshima); the islands are connected by tunnels (armies may move from island to island through the tunnels, but support may not be given through tunnels).

Prop 52 (M): **As The Crow Flies.** Each season each player may submit a vote for a Hyperspace Link. The Link with the most votes (ties split at random) is active for the following season only, and renders the two named provinces adjacent for all purposes during that season.

Prop 53 (I): J. This game ends. *

BELT 17 / 1993F

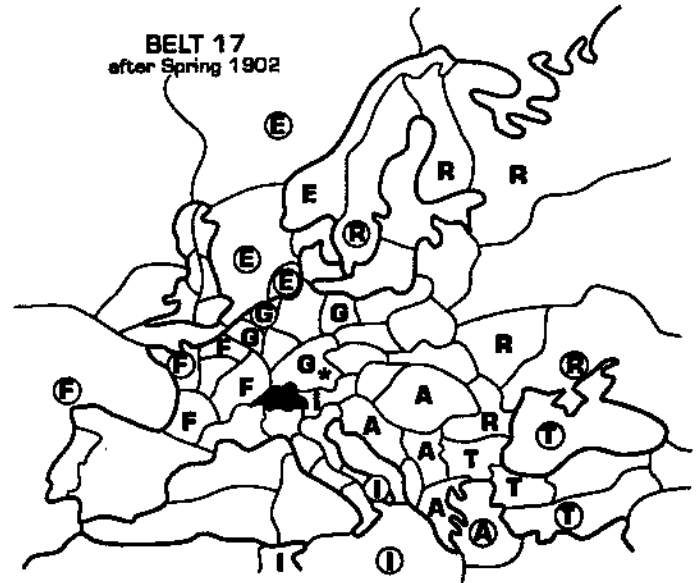
Spring 1902: Single Filing

Austria (Rich Irving): f gre-aeg, a ser-gre, a tri-ser (a bud s), a vie-tri.
 England (Les Casey): f edi-nts (f nwg s), f nts-hel, a nwy h.
 France (Randy Havens): a par-pic (f bre s), f por-mid, a bur s italian a mun, a spa-gas.
 Germany (Stan Johnson): a kie-mun (a ber s), a bel-bur, f hol-nts.
 Italy (Victor Thomas): a ven-tyo, f nap-apu, a tun h, f ion s austrian f gre-aeg, a mun h /dislodged/.
 Russia (Tom Johnston): a stp-fin (f swe s), a mos-stp, a ukr-sev (a rum s), f sev-arm.
 Turkey (Bob Arnett): f smy-aeg, f bla-arm, a bul s russian a rum-ser /nso/ (a con s).

Retreat: Italian a mun to ruh sil boh oth.

Deadline for Summer/Fall 1902 is July 27.

Victor to Stan: Just because I moved into your country doesn't mean you have to stop sending the postcards. I kind of miss your little messages.
 Stan to Randru: You could not revert back to your childhood as you have obviously never left it.
 Germany to French Fries: Cheating, good-for-nothing, cross-gaming scum like you will never prosper; okay almost never!
 Stan to Randru: The only point I saw was on your head. I said my letters were recycled; you reply in snotty tone that my postcard was not recycled. So if you had a point perhaps you'd be kind enough to explain it.
 GM to Stan: Kindness? In this game?
 According to a CNN/Austria Today poll: 4% approve of the Archduke's handling of his affairs, 7% disapprove, and 89% are just waiting for the ski season to start.
 Stan to GM: It is much more fun ripping someone's heart out if



you dislike and despise them. It's much harder to do that to someone you like. I love having arrogant bastards like Randru in a game. Hey, it is only a game!!!
 Pete the "Feud-Wimp" GM to Stan: Just so everyone remembers that...

BELT 17 / SUPPLY CENTERS held as of Winter 1901

Austria	tri	bud	vie	ser	gre	5	
England	lvp	edi	lon	nwy		4	
France	par	bre	mar	spa	por	5	
Germany	kie	ber	hol	bel		4	
Italy	rom	nap	ven	tun	mun	5	
Russia	stp	mos	war	sev	swe	rum	6
Turkey	con	ank	smy	bul		4	

Denmark is neutral.

POSTAL MONOPOLY

Order of play is: Deals; Bank Windfalls (underlined); Bank Debts (underlined); Player Debts; Player Windfalls; Development; then I report the next turn's movement. * = player holds Comm. Chest Get Out of Jail Free card; † = Chance card.

PYRRUS Round Twentyfour

player	dice	ending position	windfalls	debts	portfolio
Kay Shapero *	5/12•10•7	Income Tax	200	50, 200, 70	\$424, Bal ^M , Med ^M , StC ² , Sta ² , Vir ² , Rea, PRR, B&O
Mark Lew	8/12•8	Free Parking	200, 70		\$43, ori, ver, con, StJ ² , Ten ² , NY ² , Ken ² , Ind ² , Ill ² , atl, ven, MG, pac, nca, penau, Park, Boa, ShL, EC, WW

Movement: KS has to spend \$50 to use her third roll, and gets out of Jail to Pennsylvania RR; she then leaps forward to Ventnor, Park Place, and past GO to Income Tax. ML leapfrogs onto GO, Electric Company, and Free Parking.

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

Deadline for Round Twentyfive is July 27.

VULCAN-A / SUPPLY CENTERS held as of Fall 1903

	SCs	votes	prop's					
Austria	bud	tri	ser	gre	bul	5	5	1
Bolsheviks	stp	mos	mos	sev	nwy	5	5	1
England	lvp	edi	lon			3	3	1
France	par	bre	mar	spa	por	6	6	1
Germany	mun	kie	ber	hol	den	5	5	1
Italy	rom	nap	ven	tun	vie	5	5	1
Mensheviks	kiev	war	swe	rum	bst	5	5	1
Monarchists	exi	exi				2	7	2
Turkey	con	ank	smy			3	3	1

Number of Centers: 39; Victory Criterion: 20. Home SCs in bold.

VULCAN-B / Deviant Dip 92JFrc04

Refer to last report for rules in effect and proposals to be voted on, but see interpretation notes below! Orders are on file for Vulcan-B from Barbary, Germany, Mensheviks, Monarchists, Turkey; of course, some orders are incomplete or incorrect due to ruling changes. You will all want to consider rephrasing your new proposals, for instance.

Starting Positions—note changes in M and B

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, a moscow.
 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 kiev, f sevastapol, a arkanangel.
 Monarchists (Jason Bergmann): no units.
 Persia-Arabia (Jack McHugh): f jerusalem, a mecca, a tehran.
 Turkey (Steve Nicewarner): f smyna, f ankara, a constantinople.

Deadline for Spring 1901 is July 27.

Game Paradigm: Votes on proposals 39-49 (no Line-Item Veto, so disregard my section numbers); Spring moves; New proposal(s) (at least one new proposal—not a reproposal—must be included to avoid nmr).

Garret begged off this game, but Brad jumped in with both feet. Jack McHugh becomes the leader of Persia-Arabia; Jack, you should have a Cline 9 map either in here or ahead of this under separate cover. SAVE IT, as I won't be sending a map each turn. (Several non-players who submitted rule proposals also requested Cline 9 maps—if I missed you ask me again! I did have a suggestion to publish the map, but as it takes up half a page I'll have to have a lot of encouragement to do that.)

Rules Lawyering Section

As stated in Vulcan-A, it was a simple oversight that swe and rum were not listed as home centers for the Mensheviks. Sorry. This point is null now that Russian Revolution has been rejudicated. I was asked to re-evaluate my rulings on several matters (not surprising, considering the number of things I had to decide last turn). Note that some of the following rulings have been changed!

Spring 1901 instead of Fall 1904 with Spring 1901 positions: Sorry, the proposal allowed me to go either way but because it explicitly said "Spring 1901" (instead of merely "starting positions") we'll use that.

Interaction of Russian Revolution and Cline 9-Man: As I looked at it, Russian Revolution had already introduced two new players into the game when the Vulcan-B separation took place. It was suggested that in the separation, all rules occur simultaneously, and that I should go to Cline's starting Russian positions and then re-divide dots and units.

This seems reasonable, and means less GM intrusion into the rule-change process (NOTE: REDUCING MY INVOLVEMENT IS A KEY FACTOR IN GM INTERPRETATION AND DECISION-MAKING.).

Line-Item Veto: Several people appealed the inclusion of this, based on the phrasing "When a player uses the veto power..." (emphasis added). In other words, LIV itself did not create a veto power, it merely amended the earlier one. On that basis, it has no effect in V-B and is deleted.

Shut The Fuck Up: It was argued that this is a "crippling" rule. However, I do not believe that potentially penalizing negotiating makes Andy's elimination imminent. Many people have succeeded in Deviant without negotiating by mail, and it would be very hard to eliminate anyone at this stage with Zombie and Off-Board dot rules in effect.

Chinese Checkers: This rule was offered over the phone, with me 'creating' the text as we went. My interpretation, then, is based on conversation with the author. You may Chinese Checker only one space, and that space *must be occupied*, but I will admit that it's not necessary for that to be a foreign unit.

I remind you that I am willing to be swayed in my judgments. The key is telling me *in advance* what your rule-proposal intentions are, in as much detail as possible; after the fact, marshalling strong arguments backed by more than one player *might* work, but I will not change rulings so as to catch players off guard—a game delay will be needed if I make a change which would have affected someone's current orders.

Even as complicated as this is, Brad Wilson was able to deduce what to do. Yes, Brad, you have 5 votes and may divide them among proposals as you see fit, 'yes' or 'no' as you wish. You get to make as many proposals as are listed in the 'prop' column; the VC column is how many supply centers you have counting toward the Victory Criterion, because not all SCs count. SCs and votes are listed separately because some people get more votes than they have supply centers. *

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	bst	4	5	5	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	sev			2	3	3	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**.

WUNDERLAND / International Snowball Fighting ASF23

Turn Five: White-Out Strikes Polar Sheet!

WARRIOR (PLAYER)	loc	segment 1	segment 2	segment 3	new loc	up	hp	sb	di
Baldrick/B (John McLaurin)	H8	Di at N (35,81)	G7-H6	RR at BF* (35,62)	H6	4	4	0-0	
The Bay Bomber/BB (Randy Davis)	G15	RR at DD (60,49)	RR at DD (65,89)	De at DD* (45,65)	-J14	3	9	1-0	
Baron Frog/BF (Andy Bate)	L10	De at FDR (40,14)†	-N10-O9-P8-O7-N6-M5-L4	-M3-O3, collect Sb	O3	10	5	3-0	
Daf's Daydream, DD (David McCrumb)	S13	RR at BF (50,85)	-Q13-O13, collect Sb	collect Di	O13	4	6	1-2	
Flingin' Deadly R'snakes/FDR (Paul Gardner)	M7	collect Di	Di at BF (25,89)	collect Di	M7	5	5	0-1	
Ice Pike/IP (John Schultz)	kit	sit	sit	-V8-T8-R8-Q7	Q7	7	10	2-0	
Nanook/N (Chris Hassler)	B6	RR at BF (55,65)	RR at BF (50,28)	collect 2 Sb	B6	7	6	2-0	
Phightin' Phule/PP (Tom Hurs)	V6	RR at BF (35,87)	collect Di	Di at BF* (05,23)	V6	6	8	1-0	
Tantor/T (Mike Magnuson)	kit	sit	nmr	nmr	kit	6	10	2-0	

Weather roll = 04... **blizzard!** All attacks lose 20%. † = dodge. * marks conditional orders.

Deadline for Turn Six is July 27.

Since Tantor was sitting indoors, I'm going to keep him in the game in case he wants to continue to play.

Segment One: Sometimes it's better to be lucky than good... With Ice Pike indoors, "sucking on them toddies," the others take aim at Baron Frog. The Baron shoots his Demon at nearby FDR, hitting the Fort-hider, just as a huge blizzard descends on the yard. Nanook, Phightin' Phule and Daf's Daydream are all blinded by the snow and thrown off by the Baron's dodging maneuvers and their throws go wide of the mark. Baldrick turns his back on Froggie, but he can't hit Nanook either. Bay Bomber has some shelter in the lee of the shed, apparently, since his Rattler at Daydream hits.

Segment Two: FDR "flings his di at BF," but the blizzard continues and dashing between the flakes goes the Baron, running like a madman across the yard. Nanook gets out his laser-targetted sight and somehow manages to penetrate the storm with his shot on BF. Baldrick slide-steps away from the shed while Phule and Daf's collect snow; Bomber tries to repeat his Rattlesnake against Daf's but fails this time.

Segment Three: Now Baron Frog's destination becomes apparent, as he jumps inside FDR's old, abandoned Snow Fort. Well he does so, too, as Baldrick and Phightin' Phule are both shooting at him, and both fail. As Ice Pike runs outside (and wonders "Where de hell did all this snow come from?") and other collect weapons, Bomber tries yet one more miserable toss and steps out to try to get a better angle on his targets.

Baron Frog to SnowMaster: With regard to Daf's fancub, you sure know how to ruin a funny moment, don't you? (You'll have to go back and read the pieces from the last two turns...)

SM: ????

Phleckless to Phlinger: Just call it phate. You were phingered as the best odds shot. Please phorgive my phulishness.

Baron to All: At least half the press last time was mine. Until you guys can do better, I'm going on strike.

Moment of Unrestricted Joy on the Part of Snowfighters...

Baron to All: Actually, the truth of the matter is that I've been rather busy.

Ice Pike to Baron: I'll bet that's hard on the arm... tossing them snowballs all the way 'corss that ocean.

Phailure to Phrog: Just because you're phirst I should send you phlowers? Take this instead!

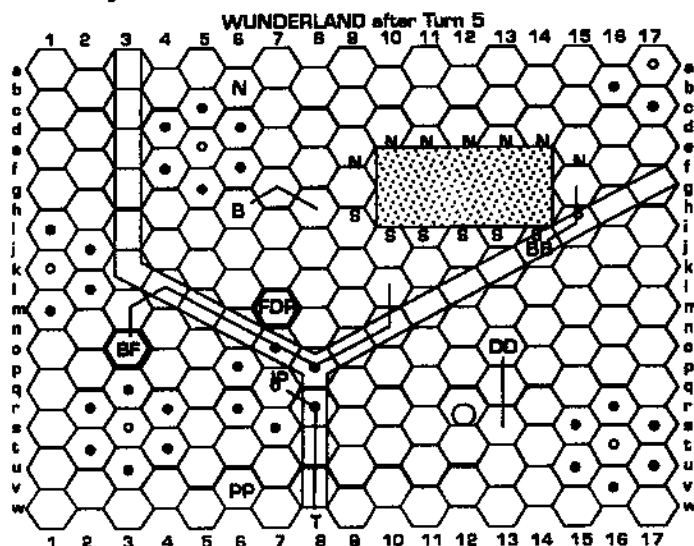
Bay Bomber to Baron: You've done well avoiding me, but it looks as though you've put yourself out as a target for the others.

Bay Bomber to Dreamer: Bombs Away!

Nanook to Ice Pick: I guess some people are so starved for attention that anything will work.

Bay Bomber to Ice Pike: Can't seem to catch up to the Froggie, hopefully the others took their shots!

Nanook to Bomber: No sooner said...



Nanook to Baron: Your statement demands a response. You'll find it inside these snowballs... (besides, you're ahead).

Nanook to Bomber: ...than done.

Baron to SnowMaster: A Smartie is most definitely not an M&M—we get those excrescences over here. A Smartie is chocolate inside a candy shell, which can be one of several colours. Hmm, I'm feeling hungry all of a sudden...

SM to Baron: I've never seen a Smartie, but it sure sounds similar to an M&M!

Will the script writer be on strike in the next episode of Snow?

Curmudgeon's Corner

literary notes

Thanks to David McCrumb for sending this bit...

"He thought of Man with neither sneer nor pity but a deep regret. What other creature would afflict its God with its own image? Could admit with a snigger its irremidable sinfulness, craziness, muderousness, and in the next breath vaunt its similitude with the Almighty?

"As for me, he thought, give me a god whose image is the tree. Silently uniting rock and sky, light and soil into food and shade for all manner of creatures. Or the deer: fleet and graceful, melting and moving like shadow; gentle, killing nothing, free as the wind. Or even the wolf: bringing death, but only to those no longer capable of life; destroying, but without treachery, without hate, without the masks of patriotism or honor."

LAMETH / 1992AJ

Spring 1903: Yards of Fungus

Austria (John McLaurin): a tri s italian f ion-alb /nso/.

England (Stan Johnson): f lon-wal, a den-kie (f hel s), f nts-bel, f swe-den.

France (Martin Johnson): a bre-pic, f wes-tyn, a mar-bur (a par s), a spa-gas.

Germany (Randy Havens): f eng-nts, a mun h, a kie-hol (a bel s).

Italy (Dennis Young): f ion h (f tun s), a ven-tyo, a tyo-boh.

Russia (James Bailey): a nwy h (a stp s), a ber s english a den-kie (f bal s), a war-gal, a sil-boh, a ser-alb, f bla-con, a bud-vie.

Turkey (Tim Goodwin): a con-bul, f smy-aeg, f eas-ion (f gre s), a bul-ser, a rum-bud.

Deadline for Fall 1903 is July 27.

England to Germany: Not Care! Why Randru I love you to death.

GM to Germany: The appropriate response, I believe, is "So die already!"

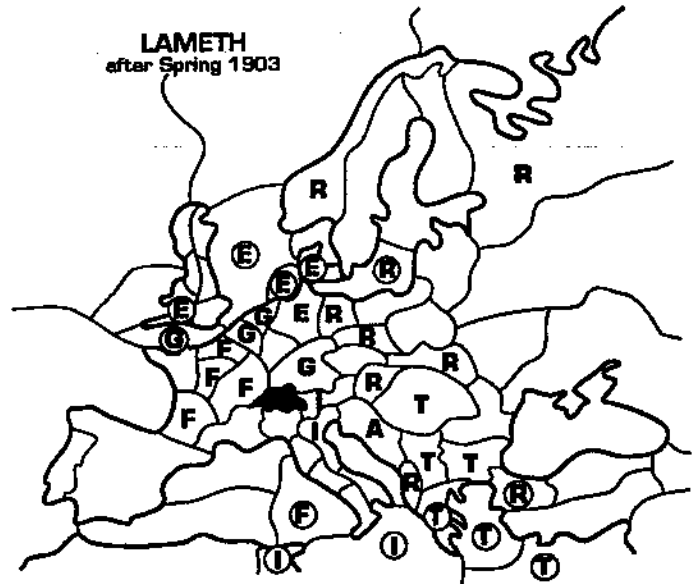
French observer to World: Diplomacy means never having to say you're sorry!!?

GM to Frenchman: No, Diplomacy means never having to mean you're sorry!

Renault de Citroen to Tsar Jim and Sultan Tim: It is with my humble apologies that I am unable to comply with your request for an attack on Tunis. The Italian's surprising and delightful moves away from our border has obliged us with the duty to come to his defense. We at the ministry feel that assisting you against our common neighbor would be counter-productive to our own success. I'm sure you understand why we would prefer a stalemate line across the Mediterranean to a fallen Italy.

GM to Renault: Ooooh, scandal! What wickedness has Italy done?

St. Petersburg: The Russian Imperial Post Office For Foreigners (RIPOFF) has found a large stash of postcards commemorating the Athens Olympics of 1896. They had apparently been lost when workers shoved them into a corner to make room for a shipment of lifesize statues of the Tsar sent to foreign leaders after his coronation seven years ago. Strangely, these came back marked "return to sender, address unknown." The supervisor of the local branch office, who for some reason kept diving behind his desk when one of his employees entered the room, stated that it was like finding money. "Even though the found cards are for only 13 kopecs, it now costs only 6 kopecs to update them



to the current price, saving the treasury countless billions of rubles in postage."

Internationally, the Italian Post Office strike enters its seventh month, making contact with the Italian leadership difficult, if not impossible.

GM to Russia: I guess there's no greater sin or scandal in a postal game... but I was so hoping for more!

France to Italy: We apologize for not clearing our advance into your coastal waters. Having heard no reply to our offer, We conclude you have moved from your present address, and/or that We are free to work unilaterally. We will support your fleet in the Ionian until you request otherwise.

GM to France: Don't go looking for him in Rome, he's not there.

LAMETH / SUPPLY CENTERS held as of Winter 1902

Austria	tri									1
England	lvp	edi	lon	swe	den					5
France	par	bre	mar	por	spa					5
Germany	mun	kie	hol	bel						4
Italy	rom	nap	ven	tun						4
Russia	stp	mos	war	sev	vie	bud				9
	ser	nwy	ber							
Turkey	con	ank	smy	bul	gre	rum				6

POSTAL MONOPOLY

Order of play is: Deals; Bank Windfalls (underlined); Bank Debts (underlined); Player Debts; Player Windfalls; Development; then I report the next turn's movement. * = player holds Comm. Chest Get Out of Jail Free card; † = Chance card.

TUPILE Round Twentysix

player	dice	ending position	windfalls	debts	portfolio
Jason Bergmann †	.8/5	Reading	<u>200</u>	100	\$297, ori, stj, ind, penav
Ed Wrobel	3/5	GO	<u>200</u> , 900, 8, 900	100	\$2430, Med, Bal, Ver, StC ⁿ , Sta ⁿ , Vir ⁿ , NY, Ill, park, boa, WW
Roger Cox *	8/8*9	Indiana		900	\$74, ten, ken, Atl ⁿ , Ven ⁿ , MG ⁿ , pac, nca, b&co
Melinda Holley	6/11	Virginia	100, 100	8, 900	\$541, Con, EC, Rea, PRR, ShL

Deals: EW forgives RC's debt in exchange for Mediterranean, Baltic, Park Place and Boardwalk. EW pays \$38 in mortgage transfer fees.

Movement: JB moves to land exactly on GO, then advances himself to Reading. EW tags Short Line and ends up on GO. RC lands on Oriental, Virginia and Indiana—and is out of the game unless he can cut another deal. MH passes GO to Ed's new Baltic and winds up on—gasp—Virginia.

Cash Shortages: Roger can only 'raise' \$625 to add to his \$74. Melinda will have to mortgage at least four properties, since she has to pay Ed before she can collect from either Ed or Jason.

Buildings remaining in Bank: 24 houses, 9 hotels.

Deadline for Round Twentyseven is July 27.

NICRON / Merchant of Venus

Map Error: Left off StewBall's remaining Paperweight. Yeesh, I wonder sometimes...

Turn Thirteen

Voogd's Venusian Voyager—Eric Voogd, Nik

Dice are 134. Move: Wet Landing/s—Wet Landing/o—A—Whale Port/o—? [[B30]]—Y—R—B30 and stop.

Trade: none. Accounting: \$40 - 10 p = \$30.

Interstellar Master Traders—John Galt, Dell

Dice are 2246. Move: R20—NC2—Galactic Base—Y—R—B—R—B—Interstellar Biosphere.

Trade: none. Accounting: \$280.

StewBall IV—Howard Hugh, Whynom

Dice are 1455. Move: Wet Landing/s—Wet Landing/o.

Trade: sells one Megalith Paperweight [[Cup says, "Have a Demand for Chiclé Liquor at 9a"]], buys Qossuth Factory and Infinite Puzzles.

Accounting: \$137 + 160 - 200 - 120 + 108 c = \$85.

Synthetic Water Supply—Clark Millikan, Qossuth

Dice are 1356. Move: Ice Station—A—R—Y—B—Y—A—Open Port.

Trade: sells Custom Hives [[Cup says, "Have a Demand for Finest Dust at 5"]] and Chiclé Liquor [[with double Demand! Cup says, "Have an Impossible Furniture and a Demand for Space Spice at 4b"]]; buys Cholos Factory, Life Project, one Designer Genes and Shield.

Accounting: \$105 + 430 - 360 + 80 c - 120 - 60 = \$75.

X—Ed Wrobel, Human

Dice are 2556. Move: Y—B—R—B—R—Y—Aerie—Y—R20—Y20—Asteroid City West—Y10—Open Port.

Trade: sells Rock Videos [[Cup says, "Have a Demand for Melf Pelts at 6"]] and Rock Videos [[Cup says, "Have a Fare to 4b from 6"]]; buys Factory, Pedigree Bolts and Servo Mechanisms.

Accounting: \$91 + 400 - 100 - 100 - 200 + 50 c = \$141.

Robocop—Andrew York, Eepeeep

Dice are 156. Move: A—R—Jewelport/o—Jewelport/s.

Trade: sells Immortal Grease [[Cup says, "Have a Demand for Designer Genes at 2"]], buys Designer Genes.

Accounting: \$0 + 100 - 60 = \$40.

Turn Fourteen

Voogd's Venusian Voyager—Eric Voogd, Nik

Dice are 135. Move: B30—R30/ne—B—Y—B—R—Minion/o—Minion/s. Trade: sells Psychotic Sculpture [[Cup says, "Have a Primitiv Art"]].

Accounting: \$30 - 10 p + 340 = \$360.

Interstellar Master Traders—John Galt, Dell

Dice are 2226. Move: holds at Interstellar Biosphere.

Trade: sells Rock Videos [[Cup says, "Have a Demand for Immortal Grease at 9a"]] and Rock Videos [[Cup says, "Have a Psychotic Sculpture"]]; buys two Melf Pelts.

Accounting: \$280 + 200 + 200 - 50 - 50 = \$580.

StewBall IV—Howard Hugh, Whynom

Dice are 4566. Move: Wet Landing/o—A—NC5—B20—NC5—B—Y—TeleGate 3—R—Poison Port/o—Poison Port/s.

Trade: sells infinite Puzzles [[Cup says, "Have a Melf Pelts"]], buys Mulch Wine.

Accounting: \$85 + 250 - 20 - 20 p = \$295.

Synthetic Water Supply—Clark Millikan, Qossuth

Dice are 3566. Move: Open Port—B—R—B—Y10—R10—B10—Y—B—R—Goliath/o—Goliath/s.

Trade: sells Life Project [[Cup says, "Have a Demand for Space Spice at 4b"]], buys Volois Factory.

Accounting: \$75 + 240 - 200 = \$115.

X—Ed Wrobel, Human

Dice are 2455. Move: Open Port—Asteroid City East—B20—R—Airhome—Y—B—R—A—B10—Titan's Tower/o—Titan's Tower/s.

Trade: sells Pedigree Bolts [[Cup says, "Have a Fare to 2 from Base"]], buys Terror Station.

Accounting: \$141 + 200 - 200 = \$141.

Robocop—Andrew York, Eepeeep

Dice are 225; rerolls a '2' using Mulligan Gear, dice are now

125. Move: Jewelport/s—Jewelport/o—R—B—(Y)—B—R—B—(Y)—B.

Trade: none. Accounting: \$40.

Deadline for Turns Fifteen and Sixteen is July 27.

Order of play and dice for Turns 15/16, net worth and assets:

1. Robocop 456 / 566 \$40
Auto Pilot \$80, Yellow Drive \$80, Mulligan Gear \$120
2. VVV 246 / 115 \$360
Gate Lock \$100, Shield \$60
3. IMT 1266 / 1345 \$580
Spy Eye \$100, Jump Start \$120, Air Foil \$80
4. StewBall 5666 / 1113 \$795
Shuttlestop \$200, Whynom Factory \$100, Qossuth Factory \$200
5. SWS 3566 / 4446 \$1015
Human Factory \$100, Zum Factory \$200, Ice Station \$200, Cholos Factory \$200, Volois Factory \$200, Shield \$60
6. X 1235 / 2233 \$641
Switch Switch \$100, Shield \$60, Neutron Port \$200, Terror Station \$200, Eepeeep Factory \$100

TeleGates open: 2, 3, 4. Net worth is total of deeds and cash; barter value of equipment or ships is not included.

StewBall to S.W.S.: Your moves seemed better than Ish 2.0. Good luck.

StewBall IV to Merchant Master: Help me, please, with the space duet-its and exchanges with the "commishes."

X to Robocop: You may not have money but you got some set of relics. Hubba, hubba.

X to S.W.S.: Very impressive relief pitching. How many saves do you have this season?

X to MM: Thanks for the asset valuation. Now give us the photons so we can blast the Qossuth back to the asylum



VEXVELT / 1992R

Germany proposes Concession to Turkey.

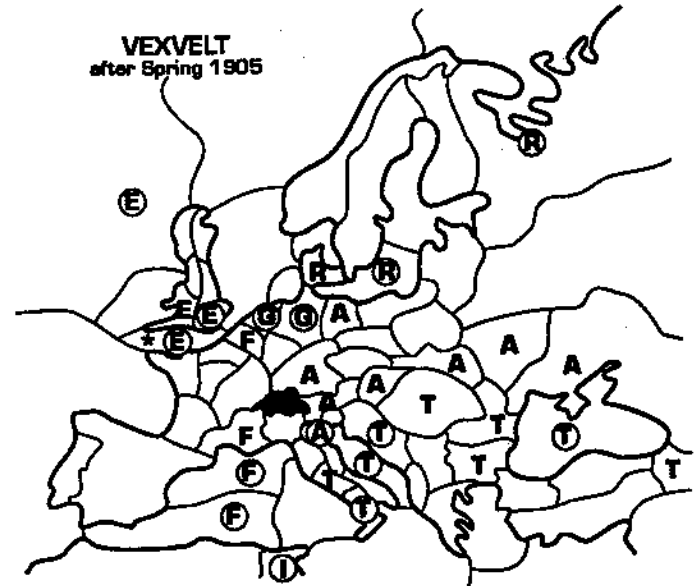
Spring 1905: Howdy, Neighbor!

- Austria (Michael Alterio): a ruh-mun, a ber h, a mun-tyo, a tyo-vie, f ven-tri, a war-ukr, a boh-gal, a mos-sev.
 England (Lance Anderson): f nat-mid, a lvp-wal, f nts-eng (f lon s).
 France (~~Mike Magnuson~~ Tom Hurst): a tus-mar (f lyo c), f eng-mid /dislodged/, f wes s italian f tyn-tun, a bel h.
 Germany (Richard Weiss): f kie s russian f bal-ber /nso/ (f hol s).
 Italy (Steve Nicewarner): f tyn-tun.
 Russia (Russ Rusnak): f bar-stp/nc, a den-kie (f bal s).
 Turkey (Steve McKinnon): a con-bul, a smy-arm, f ank-bla, a ser-bud, f ion-adr, a apu-rom (f nap s), f tri-ven, a sev-rum.

Retreat: French f eng to tri bre pic oib.
 Thanks to Tom for taking over.

Deadline for Summer/Fall 1905 is July 27.

- Turkey's Babes o'the Moment: Emma Thompson, Danielle Jose, Manon Rheaume.
 GM to Turk: I've never seen Rheaume with her pads off...
 Italy to Germany: Can I say "I told you so" now? I've been saying the same thing about the AT since 1901! Why couldn't you have listened while I still had centers?



VEXVELT / SUPPLY CENTERS held as of Winter 1904		
Austria	bud, vie, ber, ven, mun, mos, war, rom	8
England	lvp, lon, edi, nwy	4
France	par, mar, bre, spa, por, bel	6
Germany	kie, hol	2
Italy	tun	1
Russia	stp, swe, den	3
Turkey	con, ank, smy, bul, gre, rum, tri, ser, sev, nap	10

ZYRA / Dip Battleship

Round Five

- Board 1 (Emperor Muad'Dib), 3 salvoes against: **F8, F10, F12**.
 Board 2 (Elric of Melniboné), 3 salvoes against: **J3, J5, K4**.
 Board 3 (Admiral Ishmael), 2 salvoes against: G4, G9.
 Board 4 (Apassionata von Climax), 11 salvoes against: D2, E1, **F7, H5, I5, I8, I10, I11, L8, L10, L11**.
 Board 5 (Dirk Struan Tai-Pan), 8 salvoes against: C1, C5, D2, **D10, E10, G4, G7, L2**.
 Board 6 (Yossarian), 1 salvo against: L12.

(Hits in bold type.) Some corrections here...

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

Deadline for Round Six is July 27.

Movement: You may move any ship which has at least one unhit section. You may move it one space forward (that is, one space toward the 'bow' you specified at the gamestart). It doesn't

matter whether the space in front of the ship has been called before or not, hit or not. Again, you may not move any ship which is completely sunk.

When you make attacks, from now on, I will say 'hit' or miss' based on whether it has struck an unhit section. If you re-hit a portion of a ship, it'll be listed as a miss.

Tai-Pan to GM: Like I said earlier, trade is my game. This blowing each other to bits with cannons should be left to the twits in the Royal Navy.

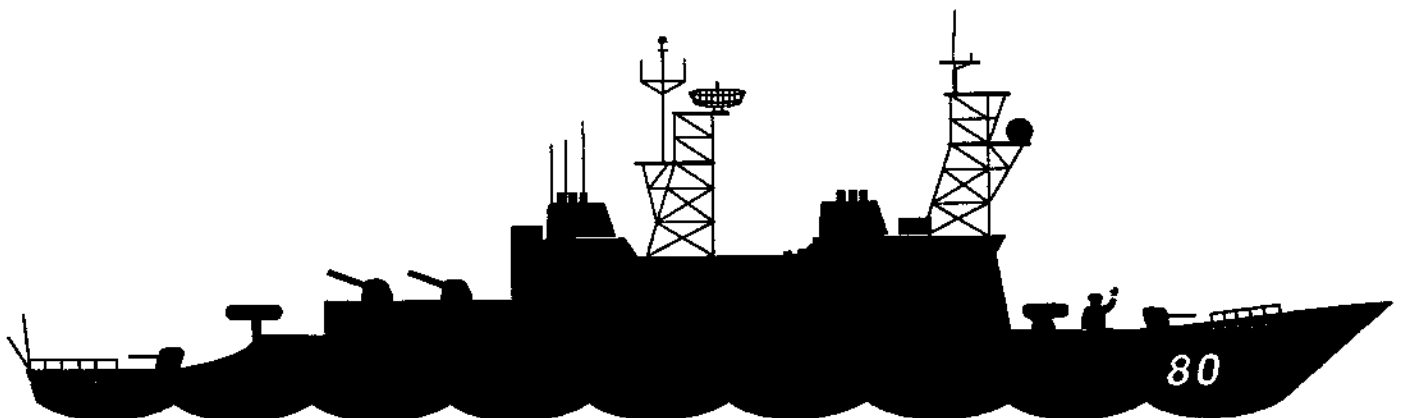
the desert mouse to GM: does this game always stay this close to the end? seems sorta built in.

GM to desert mouse: I dunno—I've only ever seen it played once.

Tai-Pan to GM: MoV is more my type of game. Captain Bligh is the one who should be in Dip Battleship.

Tai-Pan to Apassionata: We didn't hit you hard enough last round, so I'm sending another bundle of love your way.

GM to Tai-Pan: Well, another player managed to land his bundle in five of the exact same grids you did!



GIEDI PRIME / 1992AK

Spring 1904: Trust and Bury

Austria (Roger Cox): a rum-ukr /dislodged/, a bud s a rum /otm/, a sil-war (a gal s), f aeg-eas, f bul/sc-aeg, a ser-bul.

England (Mike Magnuson): nmr; f nts, f nwy, f lon, a yor all stand, unordered.

France (Pat Conlon): f spa/sc-lyo /dislodged/, a bur-mar (a gas s), a ruh-bur.

Germany (Lance Anderson): a ber h (f bal s), a den ms a swe, a kie-hol, f bel-hol.

Italy (Hugh Magen): a ven-pie, a mar-spa (f lyo s, f wes s), a mun-bur, a tyo-mun.

Russia (Greg Ellis): a stp h, a war-gal /dislodged/ (a ukr s), f sev-rum.

Turkey (Andy York): f bla s russian f sev-rum (f con s [a smy s con]).

Retreats: Austrian a rum to ser otb; French f spa/sc to por mid otb; Russian a war to pru lvn mos otb.

Will Jamie McQuinn please stand by for England?

Deadline for Summer/Fall 1904 is July 27.

Paris to GM: I noticed the immature broad-winged hawk depicted with the map last fall. But I think you stated its markings incorrectly. The immature broad-winged hawk can be distinguished by the armies it has placed in more than one opponent's home centers. It's an easy fowl to spot. Just look for indiscriminate dot-grabbing. It is most easily defeated by the placement of helpless-looking decoys far from its nest. As the hawk flies out to take the bait, you smash the nest.

GM to Paris: It's not often as easy to observe hawkish behavior as it is in this game, to be sure.

Rome to World: Remember, Wednesday is Prince Spaghetti Day!

Paris to London: Yes, a predator is a noble beast. But a scavenger is not. A scavenger is the lowest form of life on the planet.



GIEDI PRIME / SUPPLY CENTERS held as of Winter 1903								
Austria	vie	tri	bud	ser	bul	gre	rum	7
England	lvp	edi	lon	nwy	.	.	.	4
France	par	bre	spa	por	.	.	.	4
Germany	kie	ber	hol	den	bel	swe	.	6
Italy	rom	nap	ven	tun	mun	mar	.	6
Russia	stp	mos	war	sev	.	.	.	4
Turkey	con	ank	smy	3

GM to Paris: Sorry, but speciesist insults are not allowed in *Pere*.
 Paris to GM: I was hoping that somehow you and Hugh might overlook mar in the supply center totals last turn. That's why I waited so long to submit orders. I wasn't about to draw attention to the mistake.

GM to Paris: And you're not required to, either.

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 Time: The Dragon Quiz

Oh, well, at least it was interesting...

1. "I flew over Kaltuel returning north, and over Toringates. On Kaltuel I saw villagers killing a baby on an altar stone, and on lngat 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?" Orm Embar, from *The Farthest Shore*, part of Ursula K. LeGuin's Earthsea trilogy.

2. "I am a dragon. You are my rider. No man can change that." Ruth, from Anne McCaffrey's *The Dragonriders of Pern*. Chris Hassler, the only entrant this month, only guessed at this one, but he got it right.

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."

Glaurang, from J.R.R. Tolkien's *The Silmarillion*.

4. "Gleep!" Gleep, from any of the MYTH books by Robert Asprin—I haven't read but maybe two of this series.

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." The Black Dragon, from R.A. MacAvoy's *Raphael*, another I haven't read.

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?" Hasai, from Diane Duane's *The Door Into Shadow*, another I haven't read.

For Next Issue

It doesn't appear Dragons are *Perelandrans'* cup of tea... These are for half a free issue each.

Shelf 10: What format or style makes Edgar Lee Masters' *Spoon River Anthology* a unique work of fiction?

Shelf 11: In the myth of Cupid and Psyche, name any of the four labors Psyche is made to perform by Aphrodite. (Bonus issue: In C.S. Lewis' retelling of the myth, *Till We Have Faces*, what major change did he make in the plot of the myth?)

Shelf 12: What is notable about the title of the television special mentioned in *Among the Trees*, "Armistead Maupin Is A Man I Dreamt Up"? *

Game Openings

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

TRALFAMADORE/Youngstown Diplomacy XV (\$8 gamefee will include rules and maps): This will be a playtest—the game has not been run postally before. Because of the huge number of players required this will take at least two more months to fill. I'm not sure about a computer-graphic map, though; the map might wind up being a simple photocopy reduction. Michael Alterio (notpd), Jim Bailey (notpd), Randy Davis (pd), Richard Irving (pd), John Galt (pd), Martin Johnson (pd), Doug Kent (notpd), Hugh Magen (pd), Jamie McQuinn (pd), Michael Quist (notpd), Victor Thomas (pd), Brad Wilson (notpd)—**10 positions remaining.**

If I've left you out, it's an accident! Once I have 21 paid, I will send sets of rules to all paid players; once you've seen the rules you'll have the opportunity to get a refund, but country selection will be by random draw! Because of the size of the game and the risk of a playtest, I will offer four free issues to the winner, or one to each player in a draw, plus one free issue to anyone who plays the game to its conclusion.

CALADAN/Merchant of Venus (\$10 gamefee): Chuff Afflerbach, Rich Irving, Clark Millikan, Richard Weiss, Bill Wordelmann, Ed Wrobel; hmmm, the 'W' game. Okay, send your gamefee, guys, and send preference list for culture as well as bids for starting order (see Postal Rules enclosed). I could start this now, but I will wait one more month in case someone who's not currently in Nicron wants to sign up, so those of you who aren't play MoV now but would like to, get on the horn. Clark, you'd get bumped before Ed.

Snowball Fighting rules are available for a SASE. Players in Zebra & Moderan will get a set automatically at gamestart. (I've made a few typographical corrections so the most recent set is now "July 1993.")

ZEBRA/Snowball Fighting (no gamefee): Lance Anderson, Paul Glenn, David McCrumb, Steven McKinnon, John Schultz, Mike Stewart, Mark Weseman, Brad Wilson signed up—will take one more on the larger map.

MODERAN/Snowball Fighting Champions' Game (no gamefee): Teresa Armstrong (winner of the "Gnunion" game in CCC), Tom Hurst, Clark Millikan, David Wang, Andy York signed up; will take one more (eligible are Daf, Greg Ellis, J.R. Baker, Martin Johnson, and a couple of people who aren't subscribers, such as Bruce Reiff and Phil Reynolds, or are out of the hobby such as Tom Hise and John Kirk). If nobody else signs up this will start nextish. David McCrumb, would you be sure to give me Teresa's address and phone in the event she doesn't get your adjudication in time?

Downfall of the Lord of the Rings and Speedboat Diplomacy: See Broom Closet. Winter 1898, just not enough interest.

Zine Business

paid circulation: 73, trades: 15
free samples: none yet (usually when I go to press I have several requests to fill but just now I'm all caught up!)

These readers are getting their last issue of Perelandra: Randy Davis, Melinda Holley, Tom Johnston, Chuck Mercer
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, K. Caruso, Cox, R. Davis, Hurst, Johnson, Magnuson, McHugh, McKinnon, McLaurin, McQuinn, Mercer, Shulman, Stewart, Weiss, York.

For Dip variants: Baker, R. Davis, Hurst, McKinnon, McQuinn, Stewart, Weiss, York.

For others: Hassler (MoV), Wordelmann (MoV), York (Deviant).
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.)

CALLED THIS MONTH: McQuinn for Gledi Prime/England.

BIG BUCKS

The world's 40 highest-paid athletes in 1992, endorsement income included, according to Forbes magazine. Baseball placed more players on the list than any other sport (10), but none in the top 24 because of limited endorsement opportunities:

Athlete	Sport	Income*
1. Michael Jordan	Basketball	\$35.9
2. Evander Holyfield	Boxing	\$28.0
3. Ayrton Senna	Auto Racing	\$22.0
4. Nigel Mansell	Auto Racing	\$14.5
5. Arnold Palmer	Golf	\$11.1
6. Andre Agassi	Tennis	\$11.0
7. Joe Montana	Football	\$9.3
8. Jack Nicklaus	Golf	\$9.2
9. Jim Courier	Tennis	\$9.0
10. Monica Seles	Tennis	\$8.3
11. Larry Holmes	Boxing	\$8.2
12. Gerhard Berger	Auto Racing	\$8.0
Michael Chang	Tennis	\$8.0
14. Stalk Graf	Tennis	\$7.8
15. Wayne Gretzky	Hockey	\$7.3
Riccardo Patrese	Auto Racing	\$7.3
17. Stefan Edberg	Tennis	\$7.3
18. Greg Norman	Golf	\$7.2
19. George Foreman	Boxing	\$7.0
Julio Cesar Chavez	Boxing	\$7.0
Fred Couples	Golf	\$7.0
22. David Robinson	Basketball	\$6.7
23. Magic Johnson	Basketball	\$6.5
Gabriela Sabatini	Tennis	\$6.3
25. Bobby Bonilla	Baseball	\$6.3
26. Dan Marino	Football	\$6.0
Nick Faldo	Golf	\$6.0
28. Pete Sampras	Tennis	\$5.6
29. Dawny Tartabull	Baseball	\$5.6
30. Roger Clemens	Baseball	\$5.4
Dwight Gooden	Baseball	\$5.4
32. Ruben Sierra	Baseball	\$5.1
33. Ivan Lendl	Tennis	\$5.0
Patrick Ewing	Basketball	\$5.0
Frank Viola	Baseball	\$5.0
Lee Trevino	Golf	\$5.0
37. Will Clark	Baseball	\$4.8
Barry Bonds	Baseball	\$4.8
Doug Drabek	Baseball	\$4.8
40. Cecil Fielder	Baseball	\$4.6

*In millions.

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	yes
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
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	2005 Dublin Drive, League City TX 77573, USA	yes
John Galt	701 Welch Road #323, Palo Alto CA 94304-1705, USA; Internet: john_david_galt@cup.portal.com I don't normally list phone numbers but John asked specifically: (510) 278-8392	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
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 Johnson	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	no
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 P0A 1K0, CANADA	no
Jamie McQuinn	214 E. Church Street, Adrian MI 49221-2902, USA	yes
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
David Polley	2504 Huntwich Drive #1007, Austin TX 78741, USA	yes
Russ Rusnak	1551 High Ridge Parkway, Westchester IL 60154, USA	yes
Don Scheifler	until July 31: 5931 Stewart Drive Apt 1012, Willowbrook IL 60514, USA after July 31: 16201 El Camino Real #10, Houston TX 77062	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	yes
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	yes
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

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11	Aurora / Railway Rivals 1025CN
13	Belt 17 / 1993F Diplomacy
19	Giedi Prime / 1992AK Diplomacy
10	Giffard / Gunboat Titan
2	Gramarye / British Rails BR89-01
16	Lameth / 1992AJ Diplomacy
19	Literary Quiz
17	Nicron / Merchant of Venus
13	Pyrrus / Monopoly
10	Rama / Spectrum Titan
9	Ruffian / 1990IY orphan game Diplomacy
16	Tupile / Monopoly
18	Vexvelt / 1992R Diplomacy
12	Vulcan-A / 1992JFrc04 Deviant Diplomacy
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15	Wunderland / Snowball Fighting ASF23
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	Endgame Statements for:
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1	Dagobah / Metropolis
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7	Among the Trees / editorial
8	The Broom Closet / hobby news and notes
20	Game Openings / Zine Business
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Badger

A hurried, packed-in, poor-layout edition of the zine that is about to lose its #1 ranking. Like Pete Sampras, I've had a few pains this month and fought through them, but the result is "winning ugly." I bought and read *Jurassic Park* but didn't have time to finish a review, so you'll have that inflicted on you nextish; David McCrumb sent an excellent little snippet from a book which I'm still trying to fit in somewhere in this issue; and everyone with any interest in, but no knowledge about, the e-mail nets should read the February *Fantasy & Science Fiction* magazine. See you next month at Richard's place!!

Perelandra

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**Bay Area Game Group—see
bottom of page 9.**

**Jamie McQuinn, please
standby (see page 19).**

Come to Dipcon!!!

