

## It's Me Again

by Cathy Gaughan

Hello everyone! I've been pretty busy lately, it seems. Before I realized it the deadline had come and gone for last month's article.

Well, how many of you ladies out there are coming to DipCon/PacifiCon this year?? I hope to get to meet some of you. I can let you know that you don't have to play the games to have a really good time. I enjoy watching the grown men, and a few ladies, act like real children. Some of them try to be very mature about losing. But usually you get someone that just can't handle acting above the age of... let's say 2 years old. It's quite amazing. I also like getting together with the spouses of the players and finding out what they are really like at home. I also get time to be totally away from everything else in my normal life, and I get to act like a kid, too. So I hope I get to see some of you I know and meet some of you I don't know. Seriously, it's great to meet everyone and get to know you as "real" people. And the main reason I have purposely not learned the game is that I am a terrible loser.

Guess what Pete and I did today? (Pete hates it when I do that) We saw Jurassic Park. It was pretty scary in parts. The dinosaurs were very realistic. It left me asking Pete lots of questions at the end. He has read the book and was able to tell me what they did in the book that made something a little more believable or tied up a loose end that the film just didn't deal with.

The next movie I want to see is Snow White and the 7 Dwarves. I know I'll like everything about it. I still can't seem to name all the dwarves. Don Scheifler sent us the movie poster for that one. It's the 'mirror on the wall who's the fairest of them all' poster, made with silver mylar paper to reflect whoever is looking in it, so as far as I can tell I guess for right now, I am the fairest of them all. Hope we'll see that one next week some time. I'm not sure about Hocus Focus, since the reviews have been so bad. I like Bette Midler, so I'm curious, but I'll probably wait for the video.

Oh, did Pete tell you some where else in here already that he is doing the lighting for a community theater? It's The Ross Valley Players and they perform at "the Barn," which is an actual barn that was converted to a theater in 1930. They are doing what is called The Summer Show - "Cabaret USA" which is a loosely-tied together musical comedy which is much lighter than what is usually produced there during the rest of the year. Anyway, Pete's Dad is in the show and he took a dive off the stage last weekend which resulted in the fracture of one of the bones in his foot. So he's been pretty miserable, but he did the show this weekend. He only missed one show. What a trooper. I guess it's true "the show must go on."

Well, I hope everyone's doing OK and hanging in there. Hope to see as many of you as possible at DipCon.

Later,

Cathy Gaughan

## GIFFARD / Gunboat Titan

Round Fiftyfour: "UNCLE!!!"

Rrrrusnak Victorious As Blue Concedes

Paul Gardner (the Blue Legion standby—Ed Wrobel was the original player) has conceded victory to Red, which is Russ Rusnak. Paul's words upon seeing the creature chart when it was down to just him and Red: "You gotta be kidding me—Red has all 9 Colossi plus an 18x Titan?! I concede! I suppose you have to put it to a vote but I see no point in playing cat and mouse with Godzilla."

I see no point in putting it to a vote—I wouldn't allow Russ to veto a concession to himself anyway, not as long as this game has been going. Besides... Russ proposed the same thing!

The final positions were:

BLUE LEGIONS (Paul Gardner)

Anchor: 3 Gorgons, Guardian

Bat: TITAN 12x4, 3 Serpents, Warlock

Cracked Egg: 5 Gorgons, Guardian (E39 vs. Green Hoop)

Lightning: Gorgon, Cyclops, 2 Gargoyles

Moon: Warlock, Behemoth

RED LEGIONS (Russ Rusnak)

Double Eagle: 2 Angels

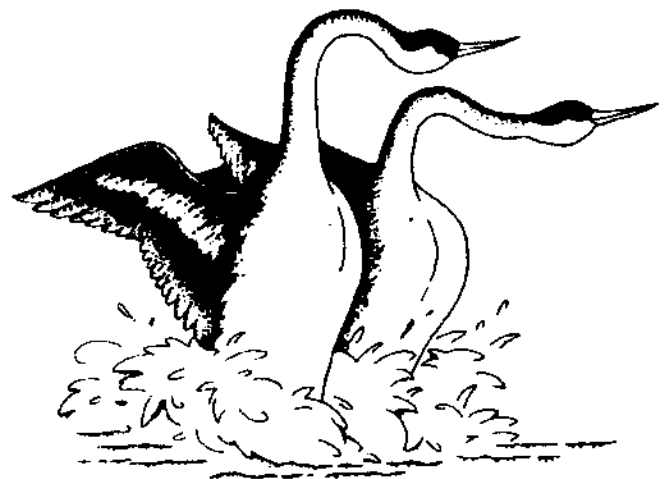
Heart: TITAN 18x4, 2 Angels, 4 Colossi

Star: Archangel, Angel, Guardian, 3 Colossi, Dragon

Torch: Angel, 2 Colossi, Giant

**Deadline for Endgame Statements is August 27.**

Vince Lutterbie's "Ultima" Saga, which first appeared in issue 86, should run here nextish, if I find time, or the issue after that if next issue winds up being warehousey.



**Nature Corner:**  
courtship display of Western Grebes

Perelandra, a monthly amateur magazine of postal games, literature and leftish sensibilities. Your editor is:

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## Curmudgeon's Corner

Dateline, Denver: Construction has been stopped briefly on the Colorado Rockies' new baseball stadium, due to the discovery of a fossil dinosaur rib somewhere in the infield. No jokes, please, about renaming the stadium from Coors Field to Jurassic Park...

Herb Caen reports: "Librarian Gary Handman of Cal's Moffitt Library dropped in at Cafe Espresso, across the street from the campus, and found several members of the Earth Sciences faculty in a heated discussion, with ancient dates and Latinate geochronological terms flying through the summery air. Finally, one of the disputants banged his fist on the table and said with a triumphant smile: 'Then we all agree! Based on what we have seen, the movie definitely should have been titled *MESOZOIC Park*.'" (The book does, in fact, make the point in several places that the beasts and plants are from the Mesozoic era.)

*Jurassic Park* is a fine sf novel, with some horror elements in it. Michael Crichton is, of course, best known for *The Andromeda Strain*, one of my favorites in the field of hard sf—fiction in which the scientific premise is the core of the plot, usually with lots of sidebar explanations of the technological leap and its implications. Since *Andromeda* Crichton has turned out a few mysteries (including another novel-turned-1993-movie, *Rising Sun*), a couple of mildly technical sf books, and some nonfiction which I have never really been motivated to read. But with *Jurassic Park* we find out that this is what he should have been doing all along.

*Jurassic Park* (I'll just say JP) is an engrossing book without grossing you out. People get eaten, but mostly offstage. At the end of one chapter, when a tyrannosaur is attacking the Land Cruisers and the people being ejected from them, there are three different passages where a human experiences some kind of pain or terror in being heaved aside or dropped. Each time the reader is left with a strong impression of the violence without a graphic depiction of it—in fact, you're not even sure which of the humans has died.

The scientists figure things out, sometimes logically (sick triceratops), sometimes by making leap-connections between facts (velociraptor damage) sometimes just by guessing (restarting the computers). This realistic vision of how man deals with his environment gives optimism to the bleak story, without making it seem that science is a miracle process.

Character development is better than average: this is not a gem of writing style, but a gem of plot and techno know-how. Crichton's prose is workmanlike and plain, and his scientists have very little personality. The movie plays up certain character traits in order to get a laugh, but the book deals with events far better than the people caught up in them. I didn't like the children in the book, as they seem to be mere plot dressing and are drawn with all the evil little habits that brats are supposed to have.

The dinosaurs chosen, however, each serve a purpose. The planning put into the Park is incredible, which means Crichton's attention to detail is incredible since in essence he has himself designed an amusement park, wildlife refuge, zoo, and biolab.

Crichton assumes and defends some radical ideas about dinosaurs (well, radical to us laymen; apparently the paleontologists have been debating these points for a while). Dinosaurs are warm-blooded; they are more closely related to birds than reptiles. Many species are intelligent, even beyond the level of modern primates: several travel in herds or hunt in packs. The end-product of these speculations is a dinosaur you may not be familiar with. *Velociraptor mongoliensis*, but they are smart, vicious, conniving brutes (and since they are called simply 'raptors' in the movie we in the hawk-migration program are preparing for lots of questions).

If *Jurassic Park* the book is sf with some horrific scenes. *Jurassic Park* the movie is a horror film with a sci-fi premise (I

won't deign to call it sf). Folks, don't let Spielberg's advertising fool you. This is a monster movie, and with the state of modern special effects this is a monster movie to which anyone younger than, say, eight years old should not go.

[My family has a special system for identifying films that are too graphic, violent, or ugly. My sister Peg—a Trekker and Dr. Demento fan, but a rainbows-and-hearts kind of woman who is also an evangelical Christian—has certain scenes she won't watch. In *Star Trek: The Wrath of Khan*, she ducked her head and covered her ears when the 'earwig' creatures showed up, and her date had to tell her when it was safe to look again. Hence, movies have come to be known as 'Peg-rated' or non-Peg rated. JP is clearly not Peg-rated, and I was afraid it would not even be Cathy-rated (actually, she shook less than I did).]

This is not merely jump-out-from-behind doors kind of horror. Spielberg gives us bloody scars, detached limbs (human and other), acid splashes and even the now-famous 'swallow the lawyer' scene. But the main force of the movie plays on the inevitability and overwhelming force of death-by-dinosaur; these things are huge and they are going to kill you in a gruesome way, and unlike other movie horrors locking doors and carrying large-caliber firearms isn't going to save you.

JP owes most of its look and plot not to the novel, but to 1950s movies such as *The Beast From 20,000 Fathoms* and its ripoff successors, *Gojira* (*Godzilla*) and *It Came From Beneath the Sea*. There is a major difference in that those movies presented monsters sprung from oceanic nuclear accidents; the monsters in JP are the result of deliberate effort. But JP pays homage to its ancestors—the gate into Jurassic Park is straight out of *King Kong*, and one of the characters, chaos-theory mathematician Ian Malcolm, even says as much. Malcolm is also straight out of 1950s flicks: he's the conscience. In the 50s, someone was always saying, "We shouldn't tinker with Creation." We don't have God to use as a crutch any more, so in JP the objection comes on scientific grounds: chaos theory predicts that things *will* go wrong, the dinosaurs *will* escape, and we *are* all going to die. One great bit that was added to the screenplay is Malcolm ticking off the steps involved in dinosaur history: "God creates dinosaurs; God destroys dinosaurs; God creates man; man destroys God; man creates dinosaurs." The female paleobotanist, Sattler, finishes it for him: "Dinosaurs destroy man; woman inherits the Earth."

Unfortunately, the mathematician character in the book is far better than the movie part; no blame on Jeff Goldblum's acting, the movie part is quite abbreviated and gets saddled with being attracted to Sattler. Everyone in the movie plays a role that includes some elements of stereotyping, so there's very little margin for acting.

But the effects are stunning. There is only one point in the movie when the dinos aren't real (when a veggie dino is eating leaves from a tree where people are sitting at its eye level). In every other scene, the monsters are alive; the raptor jumping up on the table actually kicks pots and pans at an actual human; and when a forty-foot brachiosaur rears up on its hind legs to nibble leaves, the entire tree bends and sways.

The problems of making a movie out of a book are well known. There had to be some compression to get this thing into a reasonable time (2½ hours), and plenty of technical explanations had to be glossed over so the common theater-goer wouldn't fall asleep. The main characters don't arrive at the island preserve which is JP proper until page 76, whereas in the movie it takes just five minutes of scene-setting to get there.

In short, if you *have* to choose between \$6.99 for the book or \$6.75 for the movie (we paid \$3.75 for the matinee), buy the book—but do both if you can. Ω

## Among the Trees

by Pete Gaughan

I have actually mulled the idea of writing an article attempting to 'explain' the hobby to novices.

Ouch! Yeah, go ahead and beat me, what can I say? Sure, it's an impossible task—and it's a task that's already been taken on by far better writers. So I won't actually write it. But I have gathered quite a few new readers in the past year, and I am beginning to get the feeling that some of the old gems of Diplomatic writing need a new surge of distribution.

Okay, first and foremost are the 'novice packets.' These amount to single-issue zines—one-time publications which gather together articles, short glossaries

- *Supernova*, Fred C. Davis, Jr., 3120-K Wheaton Way, Ellicott City MD 21043. \$1.50 (but see special offer with *The Game of Diplomacy*). A collection of articles on how the hobby works and how to play the game, this was the first packet and, frankly, is the better of the two (this in spite of the fact that the second packet has an article by me in it!). Some true hobby gods wrote for *Supernova*—Bruce Linsey (who originated the idea and edited the overall publication), Randolph Smyth, Rod Walker, Mark Berch, Ron Brown, Eric Verheiden, Edi Birsan.

An unfortunate aspect of *Supernova* is that Bruce Reiff passed it on to Fred at no charge, but Fred is charging for the product, and is charging non-Mensa members more than Mensans. I can understand charging a fee, provided it is going back into hobby work (such as production of more copies, though Bruce says he sent Fred quite a few); but I cannot find a justification for penalizing non-Mensans.

- *Masters of Decett*, Tom Mainardi, 45 Zummo Way, Norristown PA 19401. Free. Talks about how the hobby works and how to play the game, but concentrates more on writing: use of humor, negotiation techniques, press, and how and why to publish. Writers are from the mid-80s batch of publishers and Big Name Fans, many of whom are still in the hobby in a reduced role: Bob Olsen (who edited *MoD*), John Caruso, John Michalski, Steve Langley, Ed Wrobel, Bob Slossar, Brad Wilson

- *Diplomacy Introductory Package (D.I.P.)*: John Caruso, 636 Astor Street, Norristown PA 19401. This is a free compilation which you should get to accompany either *Supernova* or *Masters of Decett*; those packets were produced seven to ten years ago and mention zines and people which are now out of the hobby. (Fred does include an 'update page' with *Supernova*, I don't know whether Tom does.) Each D.I.P. includes a brief description of pbm Dip, a list of several zines and editors with game openings available, and coupons toward hobby publications.

Mark Berch used to publish a zine called *Diplomacy Digest*. *DD* was almost exclusively reprints from other zines! Mark kept large files with all the zines he received, and culled out written work to produce issues of his zine. Some issues were potpourri, some were original material, most included Mark's meanderings on the hobby, but by far the most common format was a group of articles around a theme: one issue covered Austria, another the use of postal fraud, another cross-game considerations, and so forth. Two full issues were devoted to stalemate lines, the most complete treatment of the subject yet produced. And two issues, titled *The Lexicon of Diplomacy* and *Son of Lexicon*, were true glossaries—definitions of the myriad terms and phrases which have grown up as *Diplomacy* jargon.

Where am I going with this? Well, nowhere really but here are a few stray points...

1. If you have the opportunity to get your hands on copies of *Diplomacy Digest*, grab them. Check the PDO Auction each year,

and when a long-time Dipster drops out of the hobby ask whether you can go through their old zines.

2. I have copies of about two dozen issues of *DD*, and an index which Mark produced to issues 1-57 (*DD* published at least up to issue #130!). For the very ambitious, I can photocopy what I have—is there interest in seeing the index or some kind of 'order form' list of what I've got? (I also have back issues of old old zines such as *Magus*, *Denver Glont*, *Europa Express*, and *House of Lords*, but for a complete archives...)

3. Better qualified to track down old issues is Larry Peery (Box 620399, San Diego CA 92102). Larry has so many cartons full of old Dipzines, both his own and those he has gathered from Dipsters who dropped out, that he has the *de facto* Hobby Archives. There hasn't been a lot of clear instruction on how to use the Archives—Larry talks about the work he puts into cataloging all that paper, but there is no published catalog or order form. Still, I believe that if you write to Larry asking for information on a particular zine or topic, he will tell you what he can get at and reproduce for you.

Other references: Mark Nelson is working on *Diplomacy A-Z*, which will be a glossary, bibliography and index of every major term, name and title to appear in the postal Dip hobby. It appears Mark is trying to incorporate *Lexicon* and *Son of Lex* into this publication. However, this sort of project is always known as "coming out Real Soon Now" (RSN being a glossary item!).

- *Meinel's Encyclopedia of Postal Diplomacy Zines*: Jim Meinel, 2801 Pelican Drive, Anchorage AK 99515-1364. 99 pages plus introductory essay, \$12. This spiral bound paperback is a list of every postal zine known, from the very first issue of *Graustark* in 1963 up to July, 1992. Over 600 entries, many with capsule descriptions of the zine and even of its editor. It's not just a zine listing—newcomers to the hobby can, by leafing through the Encyclopedia, begin to pick up the names and terms that have been used down through the years, since discussion of the zines inevitably reveals a lot about the personalities who edited and played in those zines.

- *The Game of Diplomacy*: This is a 149-page book by Richard Sharp, published in Britain in 1978; it's out of print but Richard has agreed to allow Fred Davis to sell photocopies. Fred's address again: 3120-K Wheaton Way, Ellicott City MD 21043. \$6 in the U.S., \$6.50 in Canada. (*Supernova* is 50¢ if purchased in combination with this.) This is an excellent basic introduction to the game. Sharp devotes a chapter to each of the seven Powers, and chapters at the end to Play-by-Mail Dip and Variants.

- *The Gamer's Guide to Diplomacy*. This paperback is published by Avalon-Hill. The original was written by Rod Walker, but since it's in the process of being replaced by a new guide with articles by multiple authors, I don't know whether the old one is still available. The original *Gamer's Guide* stuck to the play of the game, discussing play-by-mail and zines/editors/personalities very little. It also represents a very specific point of view and playing philosophy—very useful, but not to be taken as gospel.

In reading and using all these tools, you'll stumble across a multitude of names from the past. Dipdom used to have an excellent institutional memory, with long-time editors such as Fred Davis, Mark Berch and Rod Walker spending a lot of time on hobby history. This is mocked by the Young Turks of the mid-80s; "Golden Age" Dipsters had a reputation as slow, dumb, old-fashioned dinosaurs (but we all know about dinosaurs now, right?). That rebellion has left us with less unity, less solidarity in the hobby than we used to have.

Maybe I'm just too nostalgic for my own good, but am I the only person who believes that it can be *fun* to read about the "Good Old Days"? Ω

## The Roar of the Greasepaint

*[[The honor of having their letters broken up into pieces this month goes to Brent McKee, Mark Weseman and Jack McHugh. Seems everyone had to write long letters this time—and even worse, they all use dot-matrix printers or fax machines, so I can't scan the text but rather have to use the stone-age method of typing it with my own bare hands! And then there was a handwritten letter from Jim Burgess (the best argument I've seen yet for e-mail...!)]]*

**Steve Nicewarner**

First and most important, I am just two weeks away from finally getting my accounting degree. Given that I was a freshman ten years ago, this accomplishment means a lot to me. Helen just started on her doctorate thesis, so she is about three or four months away herself.

The second piece of big news is that I have a 'real' job. I handle the accounting chores for the Environmental Programs department here at N.C. State. We design and administer courses to help people comply with the Clean Air Act, including a brand new satellite network. This does not make me a greenie, but it is nice to be able to help people help themselves and the environment. Next thing you know, I'll start sending money to Greenpeace or something.

**Stan Johnson**

I enjoyed the letter column last issue, even more than regular. My favorite *Star Trek: The Next Generation* episode was the one where Picard was hit by ray from satellite and lived lifetime on doomed planet.

It startled the heck out of me; but I agree 100% with Brad Wilson that "the war on drugs is a war on our rights and privacy." Now I understand why he NMRs so much!

Everyone talks about our Great Freedoms here; but it seems to me we are only free to do what the Government tells us to do.

I hear the National Parks are short of cash; I think the first steps to correct this should be that the entrance fees collected should go to Park Service and concessions should not be given away for peanuts.

**Steven McKinnon**

I agree with Jim Bailey on the best type of ST episode. My favorite is "Where No Man Has Gone Before," which I consider a character study of Kirk, even while being primarily about Gary Mitchell.

Pete, you picked a good TNG episode, "The Children of Tama." I rate that one third, behind the one where Data creates a child of his own and the conclusion to the Klingon Power Struggle at the fifth season kickoff. Right behind are "Data's Day" and the first Moriarty episode. The second, though complex, was transparent, and in my external-view only the ending bit.

I like alternate history novels, primarily concerning WWII. I didn't like *The Man in the High Castle*. I did like *Clash of Eagles* where Germany captures New England, but gets its forces trapped in a riot on the New York Islands when the bridges are blown.

Also good was *S-Tag* or *S-Day* wherein the Germans successfully invade England and are about to wrap up the breakout from the South when the US General stops them... with poison gas.

Also recommended: *SS-GB* by Len Deighton. but stay away from the new release, *Fatherland* by a different author.

**Jack McHugh**

I thought this season [of ST:TNG] was weak but it appears the tail end made a strong come-on. Supposedly DS9 was weakening

ST:TNG by drawing off many of the writers. With the future of ST:TNG up in the air, many writers wanted to write for the series they knew would be on the air and that was DS9 (or at least this is what was said on the Star Trek Forum on CompuServe). You got any info on ST:TNG, are they coming back beyond next year or are we now on a year-to-year basis?

*[[Update on ST future plans after Brent's letter...]]*

I agree with Jim Bailey that time travel is a very powerful story line. I don't know if that's the only episode I like but it is good. I liked the latest Moriarty episode and that had nothing to do with time or character exploration.

I don't like the alien races as much as everyone else in *Perelandra* does. I like the new, less-comical Ferengi, on DS9, but I despise the obvious black-hatted Cardassians. They're such an obvious plot device I have trouble taking them seriously.

While ST:TNG may make a great epic, Pete, I doubt it was written that way. I also don't think the Romulans or the Klingons were terribly well thought out. Take Worf: they say he was raised by humans from the age of five and humans don't know much about the Klingons, yet Worf knows all these Klingon rituals but the Federation doesn't know much about Klingons? OK, so Worf remembers some of the rituals, but he remembers a hell of a lot. And then Data knows about the Klingon "Coming of Age" ritual but the Federation doesn't know much about Klingons? Yeah, right.

The Borg are the best aliens they've come up with. They don't say they are evil and then have Picard discuss philosophy with them. They simply act according to their race's dictates and we assume their evil *[[sic; I've fixed a few typos but I don't know whether this is an error or not]]*. All that and the writers still manage to give us "I, Hugh" episode despite the Borg's being a black hat. Now that's a well-thought out and well-written alien race.

I agree the story is most important, Pete, but to get me to suspend my disbelief I want continuity and some reasonableness. When it all comes together ST:TNG is the best show on TV, when it doesn't it is as hoky as *Space: 1999*.

*[[Have to agree on the last point but not the bit about Klingon familiarity. Worf has done lots of book-learning on Klingons; Data is a walking encyclopedia. But even Worf is not prepared for the scene in a Klingon bar, just as Ryker has minor culture shock on board a Klingon ship. Knowing the words doesn't mean you know the language (here we go back to "Children of Tama" again!) and the Federation five years ago didn't really 'know' the Klingons like it does now. (Remember, Jack, you're comparing apples and oranges when you lump the first season with the fifth or sixth—that may be part of the cause for the best show/Space: 1999 difference.)]]*

**Brent McKee**

I don't think I was perpetuating the myths surrounding wolves. Far from it actually since I did say that the Klingons of the original series were more like Pit Bulls. Still you have to acknowledge that wolves are canines and they hunt like canines. What I've read about the way wolves hunt, they tend to overpower their prey. They use a strategy of attrition, wearing out the animal they are going after and then attacking it. It strikes me that, in terms of strategy at least, the Klingons operate in the same way. Subtlety doesn't enter into the strategy of either wolves or Klingons. Individually, of course, they are different.

On the whole I agree with you about Next Generation as epic. The writers are spending a great deal of time making sure that the continuity works, not only backwards, but also forwards. Not only have they generally maintained memories and acknowledged events which went before and built story lines from that, they have also projected forward the impact of events for future story lines.

Of course there have been errors in terms of continuity. I think especially about the look of the Trill hosts, as they were introduced in Next Generation and as they now appear in DS9. Then too there is the status of the Ferengi, who over time seem to have gotten to be less of a menace and more of a comic nuisance, until now they seem to be disliked allies. Also of interest is this business of celebrities doing bit parts on the show. It seems to be as big a trend as it once was to do an appearance in the wall the Batman and Robin climbed in the old Batman TV series. Everyone from Mick Fleetwood through John Tesh to Steven Hawking have done parts (oops shouldn't have revealed that last one). Next season they are talking about Robin Williams and Lyle Lovett, possibly with new wife Julia Roberts. The trick will come if Madonna wants to do the show topless. I'm willing to bet that the makeup artists could arrange things so you'd never notice.

[[ATTENTION: If you don't want to know about the 93-94 season of TNG or DS9, move on to the next letter!

[[There will be a three-part (ugh!) season premiere for DS9 which the writers are very proud of. Vedek Winn (a Bay Area local actress, Louise Fletcher) and Vedek Bareil continue the religious fight begun in the 92-93 finalé, with the argument taking a new tack after Kira discovers a Bajoran POW around whom some interesting mythology has developed.

[[Star Trek Next will end after the 93-94 season, seven years altogether, mostly so that Paramount can get on with producing ST:TNG movies. Picard and Crusher are signed for films, but Troi and Worf are leaning toward getting out of the Trek business. ALL of the principals are signed for next year, so don't be fooled by the cliffhanger—the crew eventually figures out how to eliminate Lore but then gets to spend a couple of stray episodes dealing with thousands of emotional Borg. Yes, look for Robin Williams to have a major part as yet another bumpy-headed alien.

[[Movies? Did I say movies? Script development is proceeding two ways. Most likely, the next film will be a ST:TNG but be set early in the Next Gen mission, perhaps even a prologue to the launch of the Enterprise-D, so that Classic Trek actors such as Shatner, Takel and Nichols can participate. There is also work on a simple Star Trek VII plot with just the old cast (Captain Sulu being the central character) but it's unlikely Paramount will give up all the goodwill and popularity that TNG has. Nimoy will direct, and probably act in, either movie.

[[Richard Greenalch reports in The Gamer's 'Zine that Paramount is considering a Star Trek Cable Channel, which would have the sole virtue of bringing back the dreaded Star Trek cartoon series! Three-armed orange helm officers...

[[There is talk that Babylon 5 isn't really dead, and will be produced as a half-season series next winter! Walter Koenig (Chekov) wants a part (but then Walter has been trying to get himself cast in every remotely-sf show for the past decade). Finally, Shatner is producing a miniseries or movie cycle based on his sf novel, Tek. Yuck. I can't imagine a good film being made from that drek. No, that's not right—it could wind up being great film, but then it would be Neuromancer. Maybe, if we're lucky, it'll be another Rocky Horror...]]

#### Mike Stewart

Interesting month. With the passing of Roy Campanella and Don Drysdale, it occurs to me that the Dodgers are the best organization in sports. The feeling of family that they exhibit is amazing (and getting to be unthinkable). Word in the papers down here was that Peter O'Malley personally called the surviving members of the 'Boys of Summer' team before announcing the news at the stadium.

Don Drysdale's passing was more dramatic and difficult for me to accept. I've always liked Twin-D for his famous Vitalis commercial (no greasy kid stuff) and his announcing. If not technically excellent, he was one of the most entertaining. My favorite baseball seasons I can remember were listening to Dick Enberg and Don Drysdale calling Angel games. Their three-game sweep against the Yankees before the All-Star break will always be a fond memory. There was nothing like Don calling a game where hitters were getting irritated with pitchers for reclaiming "what was rightfully theirs."

When I see the community that the Dodgers have (they have had only two managers in my lifetime), I admire it. Who knows, in a couple of years maybe I'll even be a Dodger fan. But it is my lot in life to be an ever-suffering Angel fan.

[[When we first moved to L.A., I was a mild Indians fan. The first game we went to there was the Tribe at Anaheim; of course, my brother and I booed the Angels mercilessly all night (Cleveland won; as I recall, Nolan Ryan took the loss for the Angels!).

[[So naturally I could never learn to like the Angels. And my friends loved the Dodgers, who were after all a far better team with a prettier stadium. So I was almost immediately a Dodger fan, but not because I knew anything about their history. It was years before I learned about the Brooklyn era (but when I did, Duke Snider became my hero and I wore his number 4 in right field!). Of all the Dodgers who played before my time, my favorite has to be Sandy Koufax. I can identify with his modest, nervous personality and with the tragedy of his brief career (if he'd pitched twenty years, we'd be comparing Ryan today to Koufax then).

[[So Campy and Twin-D are missed, but their deaths don't hit me personally. 'My' Dodgers are history's greatest infield: "Garvey, Lopes, Russell and Cey;" The Toy Cannon (Jimmy Wynn); Jim Gilliam, Manny Mota, Dusty Baker and, yes, Fernando. The O'Malleys, even when I disagree with them (realignment and playoffs, for instance), should be held up as a model for all sports owners.]]

#### Rich Irving

Does anyone have any comment about the Oakland A's new "3 starters per game" pitching rotation? For those who don't know, Tony LaRussa, the A's manager, announces 3 "starting pitchers" for each game. Each will then pitch 40-60 pitches (about 3-4 innings). Each group of three will be rotated to pitch on every third game. (Does that mean all 9 of these pitchers will be listed as "starters" in Brotisserie Baseball? [[BroLeague Commissioner: No.]] The A's still have a small group of relievers and Eckersley will still be the closer. I think it's an interesting idea but it won't make all that much difference given the A's weak starting pitching. By limiting the pitch count, the arms should remain fresh and no pitcher will have to throw too many pitches when already tired which really causes all the fatigue and arm injuries. Also each pitcher won't have to pace himself for the late innings. Of course, the first time LaRussa pulls a pitcher having a good outing for his next "starter" who gets bombed, he'll be open for a lot of criticism. Also with the A's having some doubleheaders coming up, will some pitchers be required to pitch on only a 1 day rest? What happens in extra innings? I am actually surprised a National League team hasn't tried something like this yet. They could use this setup and then pinch hit for the pitcher almost every time he comes to bat. Well, the team would run out of pinch hitters, but the team should score 50-60 more runs a season. It would be almost like having a DH, and it may all but ensure that NL adopts it.

[[The experiment is already over (lasted six games) after it was demonstrated that poor pitchers give up lots of runs no matter how many innings or how much rest they get. I liked the idea and I hope some .500 team tries it—a cellar-dweller like Oakland isn't a fair trial. However, I do not want to change criteria for 'starting pitchers' until we see a season or more of data on this. What's most likely is somebody like Houston or Pittsburgh—two or three good starters and good middle relief but looking for #4 and #5 in the rotation—will institute one 'group,' replacing the spot starter position.]]

#### David McCrumb

Had a good time at the All-Star game. We were tucked in back of the left-field foul line, but were still able to see very well. Unfortunately, the Junior League won again, but I enjoyed seeing it. This was the first major-league game I had attended since the early 70s. Much different from the minors.

Had a RICO case here recently. The possessions of a couple were put up for auction because they could not come to terms on how to divide their possessions. The woman's father, a contractor, gave her \$40,000 to use at the auction, until she got her half back after the auction. They took her car, her cash, and her father's BMW she had borrowed. Have not heard anything since.

[[For our foreign readers, RICO is the Racketeer-Influenced and Corrupt Organizations Act, a law which widens the organized-crime definitions to treat groups and organizations as 'repeat offenders' in many of the same ways individuals can be.]]

#### Jack McHugh

I have to take issue with your response to Brad Wilson's review of your zine. I agree with Brad, *Perelandra* is much better than *Upstart*. Granted, Brad's comparison may be provoked by his dislike of *Upstart*, and I'm sure you'll say that's true of me too. It's true, I don't like *Upstart*, but that doesn't mean what we say isn't true. Your zine is much easier to read than *Upstart* and frankly some of us don't give a damn about Dip maps in a zine. (I'd trade every map in the hobby if they were all done as well as *Perelandra*. Maps are wrong half the time anyway.)

Second, I noticed that in this issue Steve McKinnon said, and I quote his own words, "Anyway I hope 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 the next year's World Cup."

Don't get me wrong, if people want to pay the ridiculous World Cup prices and go see it, fine. But please spare me the "it's the world's sport" lectures, especially from foreigners. I don't demand that they go to NFL games (and pay ridiculous NFL prices) when they play overseas and "support" American football or that they watch the Super Bowl. If they want to go, fine, if they'd rather watch soccer, that's fine too.

(I particularly despise European criticism of baseball. A totally American sport they don't know or understand—and probably never will. They call baseball slow and boring. What the hell is soccer? Kick, kick, kick, out. Kick, kick, kick, out. Ad nauseum. And this goes on for what, an hour or two or thirty? I don't know, but I find it deadly dull.)

I'm not the paranoid nationalist that Brad is, but I'm sick to death of being told to go see the World Cup. Why don't the World Cup people come and watch baseball? Now that's a real sport!

I did agree with Steve's assertion that soccer fans have gotten a bad rap. It isn't so much that soccer fans don't deserve it—it is that other sports fans do as well. For example, Eagles games are well known for their fights. The cops, Philadelphia cops, mind you,

won't even go into a section of seats once a brawl breaks out. They wait till it's over and throw everyone in the section out. At the Phillies' sold-out opener Barad *[[sic]]* and I saw three fights in the upper deck near us alone.

I see you're as surprised by the Phils as I am. But after 100 years and only one world championship—take that, Cleveland—you take whatever you can get. I'm glad to see your stinkin' Dodgers (hock, spit) (sorry, but I'm a Phils fan and we'll never forgive you for the 1978 playoffs) are out of it! And they call the NY Mess the worst team money can buy. What about them Dodgers?

I agree with your critique of Brad's delusions about the environmental movement. But then that's part of Brad's charm, isn't it? The fact is that Mssr. Wilson sees the Calvin and Hobbesish "icy black hand of death"... I mean, the left behind every movement he disagrees with. Brad just doesn't like the environmentalist movements' friends and fellow-travellers: the gay-rights movement, feminists, socialists, etc etc.

I don't think private property rights and environmentalism go hand in hand. Take the wetlands protection laws. They do the opposite, they tell people they can't fill in swamps, period. How is that going "hand in hand" with private property?

I don't have a problem with that, but I think it is a distortion to pretend that environmentalism doesn't involve some tradeoffs. Granted, there are also tradeoffs to ignoring the environment as well, but that doesn't compensate the landowner who is told he can't develop his land and thus increase his investment's value. We should face up to the cost of this and not run from it.

The same goes for logging in the Northwest. That will hurt the region in the short term. Let's not pretend that throwing people out of work is "helping" them. It's not and it's an insult to them to even hint that it is. I agree we should end the logging but we have a responsibility, especially the environmentalists who pushed for an end to the logging, to help those people.

[[Them Dodgers are over .500, took two of three from the best team in baseball this week, and are 17 games ahead of the Mets. 1978? Gee, it's hard to remember those playoffs considering the Dodgers have been back to the playoffs so often since then (and won the Series in 1988). Snicker snicker.

[[Actually, your baseball comments did sting a teeny bit—since I was born in Cleveland my AL team is the Tribe. They should find their way into a pennant race next year.

[[If you remove environmental protections, private land goes to hell in a handbasket. Look at Love Canal; Three Mile Island; Dunsmutr. Everyone has a neighbor—should we allow that neighbor, indiscriminately, to pollute, or to destroy the balance of plants and animals, or build loud machinery or crowded highways? Reasonable restrictions on certain people's private property means that everyone gets to enjoy their property undamaged.

[[I hope we can quickly lose this entitlement attitude in the environment. People who buy land that they will never live or work on think that somehow society owes them an increase in their wealth. Bullshit. If you buy sand you better be prepared to have it wash out to sea. And the loggers and miners have an even worse attitude. They've been sucking at the public teat for so long they've forgotten how to make a living by their own toil. We own those lands; if we decide that we're going to start getting a reasonable price for them, or take them off the market altogether, they shouldn't squeal, they should be thankful that the loophole was left open for so long.

[[I pulled the next few paragraphs out to respond to separately because I don't want abortion to get lost in the shuffle of so many different topics...]]

Brad is 100% right on RICO. It is nothing more than police-state powers draped in some legalistic clothing. It is a clear violation of the Fourth and Ninth Amendments. As to whether RICO will be applied in only "extreme" cases, you're a lot more trusting than I am.

Don't you think you're being a bit harsh on the pro-life movement? I am pro-choice myself but methinks you've exaggerated the anti-abortionists' criminality. After all, doesn't civil disobedience mean breaking the law? Doesn't every widespread movement have its criminal elements? The problem I have with the anti-abortions movement is their unwillingness to condemn fellow-travellers who use violence. I find their rationalizations to be appalling at best and sickening at worst.

Clearly RICO is being used because it is the easiest way for frustrated and ambitious Federal prosecutors to get even with annoying pro-lifers who won't cooperate with the police or the courts (i.e. refusing to give their names when arrested, or to sign agreements as part of their plea bargains that they will stop practicing civil disobedience) and make a big splash with the press.

The name of RICO should be changed to "The Law for Frustrated and Pissed-Off Federal Prosecutors Who Want to Hurt a Really Annoying Criminal But Feel Normal Courts and Laws Aren't Good Enough Can Use This Law." In other words, a star chamber for the "good guys." Because that, Pete, regardless of how you or I or Brad think it ought to be used, this is how it is being enforced by prosecutors in some parts of the country—not all, but some. The idea for the law is great in theory but lousy in practice. As the Romans asked over 2000 years ago, who guards the guardians?

*[[If anti-abortionists were merely marching back and forth waving signs, that would be fine. But take a similar set of actions in another context. Let's say you open a perfectly legal business, regulated and taxed—a liquor store, for example. A minority of people feel that alcohol is sinful, and after all, I agree that right and wrong are more important than majorities. So M.A.D.D. (Mothers Against Drunk Drivers) comes to picket your store. They then sit down on your private property in such numbers that people are prevented from entering—trespassing, granting that it's merely a misdemeanor. They escalate that to shouting and spitting directly in the faces of your customers—harassment and assault. They perform football-style blocks to obstruct your customers, pushing, dragging, punching them—battery. These are not the tactics of a fine moral crusade. (They also aren't discriminating between those buying alcohol and those buying chips and soda, just as Operation Rescue doesn't care whether women are seeking abortions or seeking Pap smears.)*

*[[Let's debunk the myth that anti-abortionists are practicing civil disobedience. Civil Disobedience means refusing to do what an unjust law requires of you, following the obligation (which everyone has) "to do at any time what I think is right" (Thoreau, "Civil Disobedience" p.2). Okay, anti-abortionists believe abortion to be a sin, so they follow their conscience and picket. But look at the hypocrisy. Their conscience tells them that violence is also a sin yet they condone it among their groups. They say, "We deplore the violence, but it is the natural outcome of killing babies" etc etc. To use the language which is finally turning around society's view on rape, they blame the victim; they claim that if people would just stop having abortions, they would be free from the threat of violence. The plain term for this is 'lip service.'*

*[[Look at the liquor store analogy, and remember that we're not dealing with liquor but medical treatment. Women come to a clinic for gynecological tests, counselling, or abortions—for help in times of stress—and are harassed, slandered and*

*abused. The anti-abortionists come away from rallies where women are beaten and call the day a "victory."*

*[[If anti-abortionists were following their conscience, practicing civil disobedience, they'd be calling for prison terms for those who firebomb medical facilities and kill doctors. The plain terms for this kind of behavior is 'terrorism,' 'arson,' 'murder,' and it is anti-abortion groups who promote such things.*

*[[Don't equate this with the civil rights movement—I never heard of Martin Luther King throwing explosives, or even closing segregated hospitals. And don't tell me that the groups (primarily feminists) which are responding to anti-abortion gangs are 'equally as bad.' They didn't create the situation—they're on defense. And I don't see them picketing prayer meetings and bombing churches and killing pastors... though maybe it's about time to picket churches which give support to criminal groups like Operation Rescue.]]*

### **Michael Quist**

ZR was great, I have practically worn the poor thing out. This is the most useful genzine in the hobby with out much doubt, essential for the player who wants to broaden his horizons. Based on the reviews I have added about a dozen subs and have another two dozen marked with various colors of highlight markers which I intend to add. I have committed to several games already and I am anxious to get one started. Conrad Von Metzke wrote me a nice letter welcoming me back to the hobby, he said that he vaguely remembered my name from the early days. I even wrote a nice right wing political letter to Jack McHugh concerning his essay on the Clintonites' first hundred days.

Speaking of politics, what is happening to your letters column? If this continues you will have to rename it the "Sports Pages." I just returned from a high buck rail excursion where I spent quite a bit of time with a fellow from Washington state who wished all of the owls would move to California so they could get on with their clear cutting as God intended. It is nice to know that environmental extremists exist on both extremes. My comments on selective cutting, where mature trees are logged with care and replaced with seedlings was dismissed as ultra left wing green peacenik nonsense. It has been a long time since I have been accused of being a left radical, it was rather refreshing. I would have enjoyed listening to this fellow hook in to a real save the trees nut. One thing we agreed on was that a forest is pretty much a waste of time if it doesn't have a rail road though it!

I find myself in total agreement with Brad Wilson's letter on RICO law. The RICO law concerning seizure of property is clearly unconstitutional. The framers of the constitution considered private property every bit as sacred as life, and would be shocked that government agencies (DEA, IRS, Game Wardens, etc.) can seize private property with out due process. Three particularly bad examples; a landlord who lost an apartment building because a tenant was busted for cocaine possession, the owner of a charter plane who lost a Lear jet because a passenger carried drugs on board, and the confiscation of several thousand dollars cash from a airline passenger who was stopped do to a DEA agents suspicion of drug transportation. In the last case no drugs were found, no charges were filed, and the government was planning to keep the money because no honest person would carry more than a couple of hundred dollars in cash in his pocket. In the other two cases no charges were filed against the property owner, but the government fell that keeping the property was justified because the owner failed to prevent his tenant or client from committing a crime. I am waiting for the DEA to seize a United Airlines 747 because a passenger was found transporting a lid of pot.

**J.R. Baker**

I was pleased to see someone comment on my suggestion that we eliminate the middlemen and vote directly on the issues electronically, "real-time democracy." Andy York's comment that "most of the citizenry is uninformed and uninterested" reminds me of that famous phrase "I'm from the government, and I'm here to help you!"—and I don't like being told what's best for me! However, I do agree with Andy when he states that "big business... would reap vast benefits by just advertising." I'd rather see them educate the people on the issues than buy a politician. Let's get rid of trading favors!

**John Galt**

Re. your comments to Brad Wilson: I'm relieved to hear that you're not one of the extreme pro-life fanatics yourself.

In the next week (July 9 through 18), Operation Rescue will be mounting their "Cities of Refuge" campaign, trying to shut down or destroy clinics in San Jose and several other cities nationwide. This will also be the first test of San Jose's new "bubble ordinance." I'm going to be out there, putting my life on the line to protect the clinics and their clients. By the time you go to press, the results will be in, on network TV.

Why would a selfish-and-proud libertarian do this? As the hawks say, freedom isn't free; if I want to live in a free country, I should be willing to help keep it that way. But unlike them, I don't see the actions of "our" military as serving that purpose, in the last 47 years at least. It's nice to have this opportunity to do some real good.

As for RICO: I can see the case for supporting it; there are certainly repeat offenders who deserve to lose the fruits of their crimes. But I see this as trivial compared to the dangers. First, RICO undermines our whole constitutional form of government. It has been used, not once or twice but frequently, to seize property without even charging the owner with a crime. The owner is often so crippled financially that he can't sue to recover it, and even if he can, the burden of proof is on him. This is not right.

Second, RICO is such a temptation to police (who all feel their departments are underfunded, just as you and I feel we deserve higher pay) that it is bound to lead to excessive zeal—the "kill 'em all, let God sort 'em out" mentality. A strong parallel can be drawn with the witch hunts of 14th-18th century Europe; in both cases, all it takes is one accusation from a greedy neighbor to ruin someone. And the informer and police get to split the victim's property if they win, and risk nothing if they lose, so there's no incentive for them to show any restraint at all.

Drug police are amoral enough without opportunities like that.

**Brent McKee**

Derek Jacobi played Claudius in *I, Claudius*, which was a masterful job of acting. Mainly he seems to be a stage actor although I believe he has had a supporting role in Branagh's version of *Henry V* and he may have done some other movies with the current Boy Genius. Maybe what knocked me out about seeing him in *Richard II* is just how good a job he made of it, considering that he was virtually unknown on this side of the Atlantic. If you get a chance to see that series of plays, do so. My local library will lend them out.

Weather. I think we've been getting British Columbia's weather, rain and plenty of it. In the first few days of July some places got half of the rain they could normally get in the whole month. There was flooding in the dry south eastern parts, where the Souris River flows into the Missouri system. There are new dams there to keep the river from flooding down streams around

Minot North Dakota. What we've been catching is just the northern edge of the storms that have caused so much trouble in Iowa and Missouri. There's a Canadian singer, Murray McLauchlin, who has a song called Red River on his album, *Timberline*. The chorus goes "Red River is rising / Red River makes you pay / Red River's like death all the old people say / You can put your whole life in this piece of clay / And the Red River comes and takes it all away." Change "Red River" to Mississippi and you understand what's happening in Iowa.

**Mark Weseman**

We are well into the monsoon season in Korea. The month of July is usually one big rainstorm. I realize that the Midwest is being pounded by rain this year, but that doesn't happen every year. This is a yearly thing in Korea. Fortunately, Korea is on the northern edge of the monsoon area. Southeast Asia is hit much worse than here. We have had some bad flooding already, and around twenty people have already died mainly in flash flooding.

Well, Big Bill has come to Korea for his thirty hour visit, and he has departed for better weather in Hawaii. You might be interested in a few comments on his trip to the Land of the Morning Calm. Actually, the highlights begin prior to his arrival. The administration's pre-advance team came to Korea back in late May and early June to begin laying the groundwork for the visit. Now, the U.S. owns a large embassy annex and a huge military base in Seoul where the twenty persons on the advance team could have stayed. But no. The pre-advance team had to stay in the \$200 a night Hyatt Hotel. The Hyatt was chosen by the Clinton people because it is an American hotel. The funny thing is, the Seoul Hyatt is 100% Korean owned. There is not 1¢ of American equity in the Seoul Hyatt. The Clinton people would have known that prior to the visit if they had done their homework.

In late June the advance team came. Now you have to understand that we have a big U.S. military infrastructure in Korea along with the third largest U.S. embassy in Asia. There are plenty of secure communications nets available for use. But, these nets obviously weren't enough. The administration flew in a C5 cargo plane filled to the gills with commo gear. Everyone and their brother wanted his own line back to Washington. A complete waste of taxpayer money in my opinion.

Most of this gear was set up at the Hyatt. And then, the week before Clinton was to arrive, there was an early morning explosion in the basement at the Hyatt. The explosion smashed two basement levels, and it punched two large craters into the main lobby of the hotel. So all of the Clinton people were evacuated to the embassy annex and the military base. They were subsequently housed in the Shilla Hotel, the most expensive hotel in Seoul. The explosion was blamed on a gas leak from a boiler. But then, no one would really tell the truth if the place had been bombed by the North Koreans now would they.

On the Korean side of things, prior to Bill's arrival, we had the obligatory student's and farmer's demonstrations. Now that South Korea has a democratically-elected president, the students have lost their traditional enemy: the military government. They have now turned their focus to the American presence in Korea. The students want the U.S. military presence out of South Korea. They believe that's the only thing that is standing in the way of instant reunification with North Korea.

The farmers concerns are a little more basic. They protest regularly against U.S. attempts to force open the rice and beef markets. By the way, the U.S. Commerce Dept. spends 70% of its budget for export promotion on the promotion of exports of agricultural products and only 30% on the promotion of exports of other products. Conversely, agricultural exports only account for



30¢ of the dollar value of U.S. exports. Another testimony to the power of farm state dinosaurs (oops) senators like Bob Dole.

After re-reading my comments above, it looks like Bill didn't do anything right. Actually, the Clinton visit to Korea went off pretty well from everything that I have heard. Bill had a summit meeting with Korean President Y.S. Kim, he made a speech to the National Assembly and he attended a state dinner on Saturday. (Rumor has it that Gen. Luck, the American four star general who is Commander Combined Forces Command, was left off the invitation list for the dinner. If this is true, it was a major gaffe and somebody's head should roll. Bill needs to stroke the U.S. military all he can).

On Sunday Bill got up and went "jogging for democracy" with Y.S. Kim. Now, Y.S. jogs at 5:30, but Bill wasn't going to make it at that time, so they settled on 8:00. He then went to Yongsan Army Base (the main base for U.S. forces in Korea) in Seoul to visit the troops and he played the sax with a band there. He also toured the truce village of Panmunjom in the DMZ (Demilitarized Zone). Bill is the first U.S. president to set foot on the Bridge of No Return in Panmunjom. While he walked the bridge, he was about 10 meters from North Korea. It's a wonder that someone didn't try to knock him off. Upon leaving Panmunjom, Bill went to Camp Casey which is the headquarters and main camp for the U.S. 2nd Infantry Division.

Clinton was a hit with the Koreans because he made two important points while he was here. First, he said that if North Korea developed and then used a nuclear weapon, that would be the end of North Korea as we know it. Second, Clinton stated that America would be prepared to fight to win wars on two fronts in the future. Recently, the American military suggested that its philosophy would be win-hold-win. This meant that the military would fight to win on one front while holding on another until the first war was concluded. It would then move to win on the second front. The Koreans were sure that South Korea would be the hold front, which would mean much devastation to this country if there was a war. I'm not sure how Bill's trip played in the U.S., but as far as the Koreans were concerned he earned their respect.

And if you were wondering, I didn't get invited to the state dinner either. However, I did receive an invitation to the 4th of July reception held at the Ambassador's residence. My friends at the embassy tell me that now that I am on the invite list, I can expect to receive invitations to more functions.



## The Broom Closet

### sweeping out the corners of the hobby

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

The "Gladys Awards," the British hobby's annual zine prizes:  
 Best Zine: *Spring Offensive* (finished 3rd in the [U.K.] Zine Poll)  
 Best Zine for Diplomacy & Variants: *Spring Offensive*  
 Best Zine for Other Games: *Cut and Thrust*  
 Best Zine for Hobby News: *Up Around the Bend*  
 Best Lettercolumn: *Nertz*  
 Best New Zine: *Spring Offensive*  
 Best-Looking Zine: *Cut and Thrust*  
 Most Improved Zine: *The Laughing Roundhead* and *U-Bend*  
 Most Regretted Fold: *A Step Further Out*  
 Best GM: Michele Morris (*Electric Monk*)

In the Award Dept. this month, the slightly bigger news was the Runestone Poll. *Perelandra* again finished first, with a slightly larger margin over *Maniac's Paradise* than last year (we had identical preference scores but *Pere* readers gave slightly higher raw marks). Thanks for complimenting me so highly! I moved up from the middle of the GM pack to finish sixth (Fred Hyatt, Andy Lischett, and Scott Cameron topped the GMs, truly an All-Star race) and "It's Me Again!" rose to fourth among subzines ("DIDOES" was the top with "ATHYRIO" second).

There are always some real stinker finishes in the Runestone Poll. Among the truly unjust outcomes—and notable achievements—this year:

- *World Diplomacy* finished 55th and last—surely a referendum on Larry Peery's misrepresented reputation and not a true evaluation of his zine. *WD* has been published as regularly as it's promised and has done all it said it would—hell, it came out more often and with more interesting reading than *D.O.G.S. of War*, which finished 20th! (It's astonishing to me that people can run Larry down—have they forgotten all he's done for the hobby, not to mention saving *Diplomacy World* from a messy fold?) Larry ran the RP results upside down and said that "in Kiwiland [New Zealand], *WD* is at the top of the Zine Poll," a move which put *Perelandra* in proper perspective.

- *Zero Sum*, the best new zine in both major freshman polls, finished only 35th. The readers of such lightweights as *D.O.G.S.*, *Standard Gauge*, and *Pilot Light* should be ashamed of ranking such average zines ahead of a bright and unique pub like *ZS*. Even *KK* could have been knocked down a few notches to mere-mortal status.

- *War Fair* finally garnered just enough votes to make the main list (he's up past issue 35) and finished third, a testament to Stephen Glasgow's confidence in his style and in his mix of games and miscellany. John Boardman's *Graustark* didn't get enough votes to make the main list, proving that sometimes we *should* make an effort to get more voters!

- Although some of the top zines are run by Old Guard publishers such as myself, the Poll is dominated by zines less than four years old. (Maybe this has always been the case? Another study for Paul Milewski, Eric Brosius, or Larry Peery? Whoever does it, I'd be willing to print it in the next *ZR*.) With #1 *Perelandra* being 11 years old, the next seven zines were launched since December 1988. There's a cluster of old zines between ninth and thirteenth—*Northern Flame* at #9 began November '87, #10 *Diplomacy World* approaches senility at age 19, #11 *The Abyssinian Prince* turned nine in March, and #13 *Cheesecake* is 14 years old.

- Eric coded the zines under a 'Game Finder' column. I can figure out that F is Folded, D is Diplomacy, V is Variants, R is Rail games; I think S is Sports games but \* is still a puzzle (maybe it means "puzzles and quizzes"?). Nonetheless: *Perelandra* is one of

only two zines (the other being *Cogniscenti*), which carries all five codes, DVRS\*.

I received a flyer inviting me to join the "Gamers Alliance," which appears to be a game-trade and review service (you can try to buy out-of-print stuff, for instance) which publishes a quarterly publication reviewing all manner of games. \$25 (\$28 in Canada, \$30 overseas), P.O. Box 197, East Meadow NY 11554.

Doug Kent says he and Jack McHugh are folding their zine-review publication, *Your Zine of Zines*, not out of time pressures or anything like that but for the best of reasons: they're just not interested in doing it any more.

Krissi Linsey is starting up a new zine, *Bark of the Dawg*. She'll be running Campaign Trail (She'll be folding *Election Headquarters*), British Rails, Dip, Legends of Robin Hood, and puzzles. \$1/issue, Krissi Linsey, 170 Forts Ferry Road, Latham NY 12110.

The Worldwide Postal Diplomacy Championship is just on the brink of getting underway. (There's a slap at everyone who says Larry Peery never gets anything done.) There will be seven boards, with an international team to add to teams from the U.S., Sweden, Austria, New Zealand, Italy, and South Africa.

Now, I couldn't play in the WWPDC, though I wanted to—you all know I have too much on my plate already! (I wonder what a complete newcomer thinks when he gets a sample of *Pere* with promotions for ZR, DipCon, ISE, and formerly the Marco Poll, all from the same guy...) But couldn't the United Kingdom field a team in this event? What happened? Collective cowardice, or poor mail delivery? Anyway, if you wish to follow along you'll have to sub to Larry's revived zine, *Xenogogic*, which will (like *World Diplomacy*) cost too much at \$15/year.

On the theme of foreign relations, two overseas Dipsters wrote this month regarding ZR. Editors who want to encourage international contact may wish to send a sample to: Fritz Juhnke, c/o Peace Corps, P.O. Box 362, Mbabane, Swaziland, Africa; or Thomas Kok, Pres. Rooseveltlaan 20, Helmond, The Netherlands, NL 5707 GE.

The *LiES* "Foreign Desk" contains, as usual, no foreign news, but it does provide U.K. hobby updates to cap off another fine issue of *LiES*. Imagine a zine where the games are the main thing but the editor writes a pithy, weird, pointed column each month. Now imagine *three* such editors writing each month, and you've got *LiES*. *LiES*, £1.15, Richard Egan, 23 Cleeve Road, Knowle, Bristol BS4 2JR, United Kingdom.

An editor with a lot of overseas trade is Andy York with *Rambling WAY*. #33 tells the sad sad tale of Andy trying to run the Dip tournament at Origins; apparently the Dallas game crowd hasn't improved its ability to run a major con since Origins was there in 1984. Jim Yerkey won the tourney and took two Best Countries; J.R. Baker and his brother Dave each got a Best Country to finish on the top board. \$1 (\$1.25 in Canada, \$2.25 elsewhere), Andy York, Box 2307, Universal City TX 78148-1307.

Bruce McIntyre has issued a eulogy for *Excelsior*, confirming its fold and issuing subscription refunds. In classic McBruce style, the fold notice is 8 pages and ruminates on CD players, Canadian politics, TV and the computer game *Civilization*. A stylish exit.

*Damn the Consequences* #46 demonstrates that editors who go on vacation would be best served putting the zine in cold storage. Brendan recruited a couple of players to run an issue or two while he was gone, and they just managed to get an issue out before he returned—minus the Railway Rivals games and partly hand-written! Well, it was a change of pace... NZ\$1 plus postage. Brendan Whyte, 96 Waitarua Road, Remuera, Auckland, New Zealand.

Someone named Smith (a wooden leg, no doubt) is playing Russia in a new game in *Rebel* (#82), and managed to open to St. Pete, Galicia and the Black Sea. Is Al Hendricks back in the hobby? Meanwhile, Kathy Caruso agrees to yet another draw—at this rate she should be out of the hobby by about 1997. *Rebel*, \$1, Melinda Holley, Box 2793, Huntington WV 25727.

Arriving in reverse order were *Up Around the Bend* #22 and #21. (Hey, Britons—when you write 'printed matter rate' on the envelope, delivery slows from five days to five weeks! Isn't there a 'printed matter *air mail*' rate?) Both issues were fully worth any wait, though: letter columns, articles on masturbation (!), on player-psychology types, and on Haz's being picked out of a police lineup (!!), and the great MidCon/British National Dip Championship debate (yawn—oh well, they can't *all* be winners). 50p+postage, Haz Bond, 13 Merrivale Road, Stafford ST17 9EB, U.K.

I'm currently in games in two so-called "warehouse" zines, both games facing James "The" Wall. I'm getting torched in *Dippy* (an orphan game from *Canyon*) because, playing Italy, I went after a weak France from the word 'go' yet still didn't make any headway. Young Italians, never open westward! But in *Cheesecake*, Tim Stabosz and I are on our way to a two-way draw, if we can just get all the players to send orders and votes on the same turn. *Cheesecake*, free to players and standbys, Andy Lischett, 2402 Ridgeland Ave, Berwyn IL 60402; *Dippy*, 50¢ (three-weekly), Jim Benes, 417 S. Stough Street, Hinsdale IL 60521.

For those who asked about *The Laughing Roundhead* (published by Duncan Adams): He sent out a flyer explaining that he was late and probably would be later, and mine included a report for the game I'm in. I've cut his trade until *TLR* shows up again.

*The Gamer's Zine* looks better all the time. Print quality is improving and the game-business and convention news keeps expanding. Those who like to kibitz will enjoy the *En Garde!* game. \$1.25, Earl Whiskeyman, 27 Mark Street, Milford CT 06460.

Piles and piles of other zines but no time left to comment, let alone loc them! Gotta get this beast out the door... Should've been copying this yesterday, but I went to play games at Richard Weiss' instead (lots of fun! thanks, Richard).

#### Marco Poll Custodian Search

Three ~~power-mad fanatics~~ volunteers so far: Bob Acheson, Brad Wilson and Mark Weseman.

#### International Subscription Exchange

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

#### 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.

If you want to get a sample pack from the Zine Bank—two pounds of zines, usually about 18-24 sample issues—send \$3 in the US, \$4 in Canada, or \$6 overseas. You may of course specify zines you do want to (or especially don't need to) see, or which types of zines (British, rail-game, etc) you'd like.

#### DipCon XXVI—September 3-6, 1993

Flyer enclosed. Be here. Aloha.

#### Local game news

See DipCon XXVI. ☪

## ARRAKIS / 1991HM

I neglected to underline "f bot-bal" last turn.  
 Winter 1908: Russia did not submit a build.  
 Italy proposes an FIR draw.

### Spring 1909: Elvis Has Not Yet Left The Building

France (Don Scheifler—note yet another COA in Roster): nmr. f den, f bal, f bar, a bur, a ruh, a kie, a mar /annihilated/, a-gas, a spa, f por, f mid, f eng all hold.

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

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

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

I am going to take the unusual move of not calling a standby for Don, since I'm sure his nmr is simply due to his temporary address.

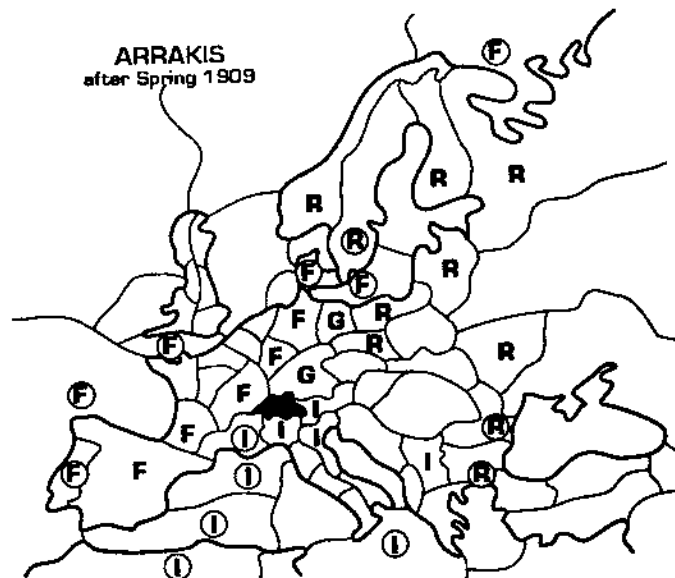
### Deadline for Fall 1909 is August 27.

Germany to GM: Dim approach? Lighten up? In any bad-pun poll, you win hands down mister.

Italy to All: Any thoughts about current movies from books? There seems to be a controversy brewing amongst people who want their movies verbatim from books and those (like me) who like directors to improvise off the original ideas.

GM to Italy: I don't care which—but if a director departs from a successful book, he damn well better produce a good film. (See *Dune*. Or rather, don't.) Hollywood is so desperate for plots (notice they're going to do a zombie comedy, *My Boyfriend's Back?* ick!) that they need to buy up a few novels.

Germany to France: Gotta give it to ya. That support move was



too cool and saved the Russian f build. Yep! That was prime stuff. Made this game worth every moment.

Russia to France: Hey, I saw that move last year. It's just that I thought you knew that I knew and so since I knew that you knew that I knew, I didn't really know. Know what I mean?

Germany to Russia: Ya' gotta give the man his due. But I'm still with ya' all the way.

Germany to Italy: You too fella.

Italy to All: OK, I'll propose the 3-way!

Russia to Italy: Let's settle in for a classic siege. Maybe we can starve him out.

### ARRAKIS / 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

## TUPILE / Postal Monopoly

### Round Twentyseven: Wrobel Says "Behold the Gentle Face of Rapacious Capitalism!"

player ..... dice ..... ending position ..... windfalls ..... debts ..... portfolio  
 Ed Wrobel ..... 10•3/3 ..... St. James ..... 200, 330, 500, 750 ..... \$104, Med<sup>H</sup>, Bal<sup>H</sup>, Ver, StC<sup>H</sup>, Sta<sup>H</sup>, Vir<sup>H</sup>, Ten, NY, Ken, Ill, Atl<sup>2</sup>, Ven<sup>2</sup>, MG<sup>2</sup>, Pac, NCa, Park<sup>2</sup>, Boa<sup>2</sup>, B&O, WW

Melinda Holley ..... 12•11/9 ..... Oriental ..... 330, 500 ..... \$268, con, ec, rea, prr, shl

Jason Bergmann † 8/3 ..... St. James ..... 750 ..... \$397, ori, stj, ind, penav

Player Debts: RC's houses are sold back, EW receives RC's final properties and cash (\$299), unmortgaging everything (\$1200 principal + \$120 mortgage fees). MH mortgages everything, raises \$435.

Development: EW unmortgages Park Place and Boardwalk (\$413) and buys two houses for each, plus two each for the Yellows and a hotel apiece for Mediterranean and Baltic.

Movement: EW Just Visits, then stops on States and St. James. MH somersaults to Atlantic, Park Place, and past GO to Oriental. JB follows Ed to States and St. James.

Cash Shortages: Melinda and Jason are wiped out, Ed wins in a land rush.

## PYRRUS / Postal Monopoly

### Round Twentyfive

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.

player ..... dice ..... ending position ..... windfalls ..... debts ..... portfolio  
 Mark Lew ..... 4/7 ..... Pacific ..... 220 ..... \$313, ori, ver, con, StJ<sup>1</sup>, Ten<sup>2</sup>, NY<sup>2</sup>, Ken<sup>3</sup>, Ind<sup>3</sup>, Ill<sup>3</sup>, atl, ven, MG, pac, nca, penav, Park, Boa, ShL, EC, WW

Kay Shapero ..... 7/8 ..... New York ..... 220 ..... \$254, Bal<sup>H</sup>, Med<sup>H</sup>, StC<sup>H</sup>, Sta<sup>3</sup>, Vir<sup>3</sup>, Rea, PRR, B&O

ERROR: I should have used Kay's Get Out card last turn. Her balance is adjusted to give her back the \$50 jail fee.

Development: KS builds another house on St. Charles. Movement: ML moves to Illinois and Pacific, KS to St. Charles and New York.

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

### Deadline for Round Twentysix is August 27.



## ZYRA / Dip Battleship

### Round Six

- Board 1 (Emperor Muad'Dib), 3 salvoes against: G2, G11, H1.  
 Board 2 (Eric of Melniboné), 10 salvoes against: A3, B4, B10, D5, D7, E5, G5, J7, **J11**, K11.  
 Board 3 (Admiral Ishmael), 4 salvoes against: G5, G7, H6, **H8**.  
 Board 4 (Apassionata von Climax), 1 salvoes against: **D10**.  
 Board 5 (Dirk Struan Tai-Pan), 12 salvoes against: C8, D8, D5, E8, F5, F8, **G5**, H3, I2, I3, I4, J3.  
 Board 6 (Yossarian), 4 salvoes against: **F2**, G9, **G11**, I3.

(Hits, in **bold** type, mean a new hit; 'miss' can mean no ship, or a previously hit section.) My map error lastish—Dirk had only 4 left (I had made his battleship 6 squares long).

- Board 1 (Emperor Muad'Dib), salvoes remaining: 5.  
 Board 2 (Eric 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: 4.  
 Board 6 (Yossarian), salvoes remaining: 8.

### Deadline for Round Seven is August 27.

Yossarian to GM: How about two rounds of orders at a time. No conditionals. You adjudicate each round separately and reduce outgoing salvoes if ships are hit.

GM: Let's hear from the other players on this...

Muad'Dib to Tai Pan: Trade my ass. We're in the same business and only the diplomats could call it 'trade' with a straight face. I give them spice. You give them the Poppy. In return we become 'gods.' If the universe were just...?

GM: Just what?

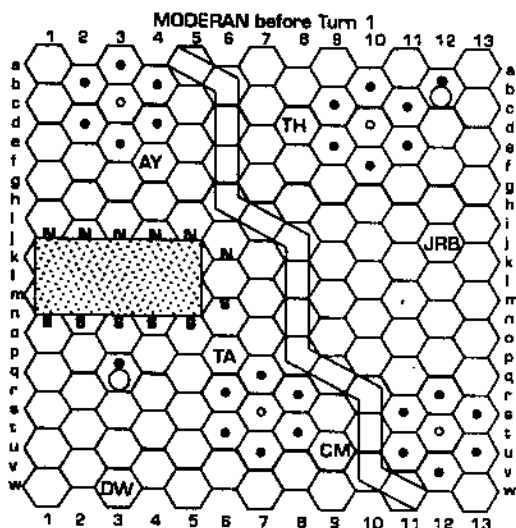
## MODERAN / Snowball Fighting Champions' Game

### Gamestarts: sb-di

WARRIOR (PLAYER)	loc	sb-di
Teresa Armstrong	P6	2-0
J.R. Baker	J12	2-0
Tom Hurst	D8	2-0
Clark Millikan	U9	2-0
David Wang	W3	2-0
Andy York	F4	2-0

Weather roll = . † = dodge. \* marks conditional orders.

### Deadline for Turn One is August 27.



## AURORA / Railway Rivals 1025CN

Clarification (no change to map or accounts): ICE-D's 5c build (X15-Y16) is hill to hill and costs 5 (1 base + 2 out of hill + 2 into hill), not 4 as I said.

OOPS: I miscounted hexes. WINC did beat S&RVL into Needles; correct balances by S&RVL -1, WINC +2.

### Round Five: Lee Vining Twining?

Dice were 6-6-1.

ICE-D (Richard Weiss, red):

6a: (Y16)-Y17; (Santa Rosa)-G44.

6b: (Y17)-Laws; (I18)-Los Angeles; (G47)-H47-Marysville [1 to RENO]; (O16)-Bakersfield.

6c: (H47)-I48.

RENO Line (Pat Conlon, black):

6a: (Sacramento)-J46-K47.

6b: (K47)-Chico; (K47)-L46-Red Bluff; (P63)-N62 [1 to COLTS]; (H47)-Marysville [1 to ICE-D]

6c: (Stockton)-A49 [3 to SMOG].

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

6a: (Z9)-Z8-Y8 [5 to WINC]; (X11)-Merced; (T13)-Hanford.

6b: (Y8)-San Jose-X6-Y6 [1 to ICE-D]; (San Diego)-B22.

6c: (B22)-A23.

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

6a: (A58)-B58 [1 to COLTS]; (Q28)-Las Vegas-T29.

6b: (Laws)-Y17-X16 [5 to ICE-D]; (T29)-U30.

6c: (U30)-V31.

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

6a: (K53)-K54-Reno.

6b: (P49)-R48.

6c: (X12)-X13 [1 to ICE-D].

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

6a: (B58)-A59-Z18 [1 to S&RVL].

6b: (P62)-O63-O66-Q67 [2 to RENO].

6c: (Q67)-Q68 [1 to RENO].

RENO Line (Pat Conlon, black), 6-4-6:

3a: (A49)-U12 [5 to SMOG, 6 to WINC].

3b: (U12)-T12; (U12)-U13 [1 to SMOG, 1 to ICE-D].

3c: (T12)-R13.

Tweaked Track: S&RVL 6c; WINC 6b; RENO 6b & following.

Pat, check the rules for building into and out of hill hexes, it seems as though you tried to build 6-5-1 / 6-5-7.

### Deadline for Round Seven is August 27.

	begin	cities	to rivals	fm rivals	builds	end
ICE-D	\$64	+	- 1	+ 9	-	\$72
S&RVL	\$59	+	- 6	+ 1	-	\$54
COLTS	\$46	+	- 4	+ 2	-	\$44
SMOG	\$34	+	- 6	+ 9	-	\$37
WINC	\$15	+	- 1	+ 11	-	\$27
RENO	\$33	+	- 18	+ 4	-	\$19

GM to Aurorans: Pat did finally make good on his offer of free issues to Chuck for the acronym.

COLTS: Just because I live on the wrong side of the Atlantic, don't forget me for the joint runs!

GM to COLTS: You said I wouldn't have to take press off the phone!

### Races For Round Seven

- 51/Blythe.....Special 4/Utah
- 55/Las Vegas.....46/San Diego
- 33/Fresno.....23/San Jose
- 12A/Alturas.....44/Long Beach (continued>>>)

- 5. 14/Marysville.....63B/Shafter
- 6. 21/San Francisco.....61B/Caliente
- 7. Special 3/Arizona.....36/San Luis Obispo

In each instance, following Conrad von Metzke's example, 'A' is the further north of the shared-number cities. You may enter up to four races. (An unconnected race, or a race which nobody enters, will be offered again on every round until someone runs it.) You may then build up to seven hexes at any cost you can afford (the number of hexes you may build is being determined by 2d6).

**Keynumbers Used**

12, 14, 21, 23, 33, 36, 44, 46, 51, 55, 61, 63; Specials 3, 4.

**GRAMARYE**

**Corrected Wrap-Up**

GRAMARYE / British Rails

zine: *Perelandra*, begun issue 67, February 1989  
ended issue 110, June 1993

GM: Pete Gaughan

- 1. Eric Brosius, \$172
- 2. David McCrumb (standby for Bruce Linsey), \$106
- 3. David Hood (standby for Geoff Richard, who stood by for starter Conrad von Metzke), \$79
- 4. Paul Gardner (standby for Ed Wrobel), \$72
- 5. Jason Bergmann, \$13
- 6. Tom Nash (dropped out, round 40), \$8
- 7. Craig Mills (dropped out, round 39), \$0

**Endgame Statement from Eric Brosius:**

Wow! This game shows why it's important to use the speed rules. Too bad they weren't invented when the game started. It seems like a lifetime since we started. I guess it was a lifetime; this was one of my first postal gamestarts.

With my Round 1 orders, I sent Pete a map showing the type of network I was gunning for. I spent a tremendous amount of time looking over my first three cards and all the other cards trying to select good routes. This deck is far better than the old BR deck—an east-coast line like B&H is very playable. My planning stood me in good stead—I made good decisions at the start.

The other key move I made was the agreement with Tom Nash whereby we used each other's track for some key runs. Players should always keep an eye out for such opportunities—they can provide the key dollars (or pounds) needed for victory.

The big shock in this game was Jason's decision to pass up the London-Plymouth route that could have earned him £90M right away. I thought those cards were a tremendous stroke of luck that Jason ignored. I'd be interested to know why he didn't use them.

I'd like to thank my fellow players, both Jason who stuck it out and the standbys who filled in. And thanks to Pete for GMing. I don't think I've ever gotten more value out of a \$7.50 investment. A tip, Pete: if you ever do it again, use the speed rules.

*[[I put forth a proposal to switch to speed rules several times; it was vetoed, just as most of my attempts to run multiple turns were.*

*[[I doubt you'll hear from Jason on this game; in fact, I doubt he remembers what he was doing in this game on round 40.*

*[[I agree that the revised BR card deck is a big improvement. I wish the players in this game had been more serious and stuck with it—Bruce's track in particular made use of both the cards and the opposition's demonstrated trends and plans.]]*

**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!)

A passage from Molly Ivins' piece on legislative fights (such as the recent Japanese LDP feud): "Even the French are having a peppy little political scandal; some pal of President François Mitterrand, financier Jacques Attali, stands accused not only of fiscal impropriety but, worse, plagiarism (the French take literature more seriously than politics—an amazingly sensible people)."

**From Last Issue**

These were for half a free issue each.

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

Chuck Mercer sent the first and best correct answer: "[It] is a series of poems written as gravestone epitaphs, depicting the characters of a small midwestern town." (I can best summarize it as "Our Town" if everyone was speaking from the Great Beyond.)

Jim Burgess wondered if it was written on the rocks in the Spoon River instead of on paper. Stan Johnson and Steven McKinnon got this right.

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?)

Sorting a huge pile of seeds (she was helped by ants); retrieving golden wool from man-killing sheep (she plucked wool off the bushes after the sheep brushed against them); fetch water from the Styx, high up in unscalable mountains (an eagle got it for her); fetch the box containing the beauty of Persephone from the underworld. (Chuff Atflerbach and Jim-Bob both got the final labor, in which Psyche was overcome with curiosity and opened the box; Cupid had to rescue her from that!)

Lewis' change was prior to these labors. When Psyche was left on a hillside as a sacrifice to Cupid, Cupid fell in love with her and took her to his palace. In the original myth, Psyche's sisters were jealous of her palace and her lover and conspired to ruin her happiness (hence Aphrodite setting Psyche on these labors). In Lewis' novel the palace is *invisible*—so when her sister causes her downfall, it is with the best of intentions, leaving the sister to curse the gods for casting a riddle she could not know the answer to.

Steven said, "Do the washing up; feed the cat; take out the rubbish; polish the silverware. Lewis changed the fourth to buying sporks, those ½ spoon, ½ folk things, since they never use the silverware."

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"?

"Is A Man I Dreamt Up" is an anagram for "Armistead Maupin"! It plays on the fact that, when the newspaper column was running, many readers though Maupin was a pseudonym. Poor Chuck figured since he's in the same TV range I am that he shouldn't answer because he had an 'unfair advantage,' hey, Chuck, next time take that advantage! Chuff did!

Jim-Bob said it was obvious that "Armistead Maupin" isn't his real name. Armistead Jones Maupin III ("Armie") comes from a Confederate family and that is his real name.

Sorry, No Quiz For Next Issue This Time

## GIEDI PRIME / 1992AK

Summer 1904 Retreats: Austrian a rum-ser; French f spa/sc-por; Russian a war-lvn.  
 France proposes A/I draw.  
 I neglected to underline two Italian orders but it appears everyone figured it out.

### Fall 1904: Sack and Hash

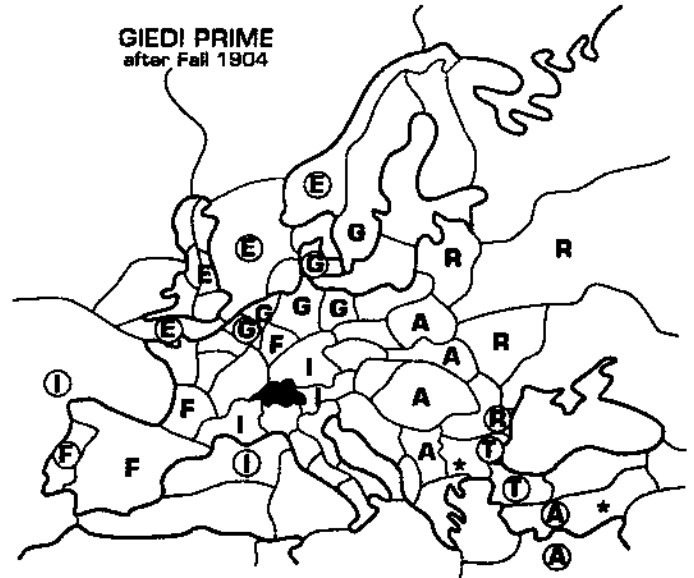
Austria (Roger Cox): a bud-rum (a ser s), a gal-war? (a war s /impossible/), f aeg-smy (f eas s), a bul-con /dislodged/.  
 England (Mike Magnuson/Jamie McQuinn): f nwy-swe, a vor-hol (f nts c), f lon-eng.  
 France (Pat Conlon): a mar-spa (f por s, a gas s), a ruh-bur.  
 Germany (Lance Anderson—note COA): f bal-den (a swe s), a den-kie (a ber s), a kie-hol (f bel s).  
 Italy (Hugh Magen): a pie-mar (f lvo s, a spa s /annihilated/), f wes-mid, a tvo-mun, a mun-bur.  
 Russia (Greg Ellis): a stp-mos, a lvn-war, f rum s turkish f con-bul /nso/ (a ukr s).  
 Turkey (Andy York): f bla-bul/ec (f con s [a smy s /dislodged/]).

Thanks a free issue to Jamie for standing by. Retreats: Austrian a bul to gre otb; Turkish a smy to ank arm syr otb.

**Deadline for Autumn & Winter 1904  
 Spring 1905 is August 27.**

**Seasons will not be separated.**

London (standby) to Paris: Did you have any specific scavengers in mind?



Paris to London/Berlin: We might as well concede to A/I if we are not going to work together to stop them.  
 Germany to England: Perhaps we can initiate a dialog, something that your antecedent was unwilling to do.  
 Paris to GM: What kind of word is "speciesiest"? What dictionary are you using? How do you say it?  
 GM to Paris: 1. A bad one. 2. Ambrose Bierce's. 3. With tongue firmly planted in cheek.

### GIEDI PRIME / SUPPLY CENTERS held as of Winter 1904

	vie	tri	bud	ser	bul	gre	rum	SMY	WAR		
Austria										7/7	even (build if retreats otb)
England	lvp	edi	lon	nwy						4/4	even
France	par	bre	spa	por						4/4	even
Germany	kie	ber	hol	den	bel	swe				6/6	even
Italy	rom	nap	ven	tun	mun	mar				6/6	may build one (annihilation)
Russia	stp	mos	war	sev	RUM					4/4	even
Turkey	con	ank	army	BUL						3/3	even (build if retreats otb)

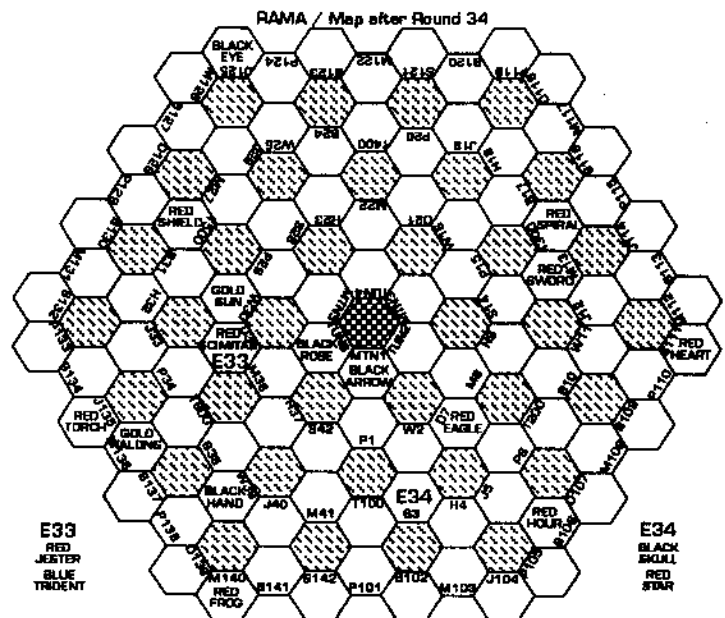
## RAMA / Spectrum Titan

### Round Thirtyfour: Desert Storm

BLACK LEGIONS (Vince Lutterbie) die roll 4: Eye Plains P129-Jungle J125; Hand Tundra 6000-Woods W39; Arrowhead Plains P6-Hills H4 (sorry, it's in Mountains 1000); Skull Brush B3 (E34); Rose Plains P15-Tundra 6000.  
 BLUE LEGIONS (John Gatt) die roll 4: Trident Desert D35 (E33).  
 GOLD LEGIONS (Lance Anderson) die roll 6: Sun Plains P124-Woods W30; Talons Swamp S142-Marsh M136.  
 RED LEGIONS (Art Shulman) die roll 6: Torch holds in Jungle J135; Spiral holds in Tower 300; Double Eagle Desert D7-Desert D7; Frog Hills H4-Marsh M140; Hourglass holds in Brush B106; Sword holds in Marsh M13; Jester Desert D35 (E33); Scimitar Desert D35-Desert D35; Star Brush B3 (E34); Bleeding Heart holds in Swamp S111; Shield holds in Tower 500.

### Engagements

Engagement 33: Blue Trident attacks Red Jester in D35.  
 Engagement 34: Black Skull attacks Red Star in Brush B3. (Sorry, this one was delayed by my failure to send rosters!)  
 Point Count: Red 937, Gold 768, Black 39, Blue 36.  
 Correction to Round 33 Musters: add one Minotaur.  
 Musters, Round 34: 3 Griffons, Giant, Ranger, Warbear.  
 Die rolls for Round 35: Black 15; Blue 13; Gold 12; Red 24.  
 Markers Owned: Red holds the Green and Brown markers.  
**Deadline for Round Thirtyfive is August 27.**

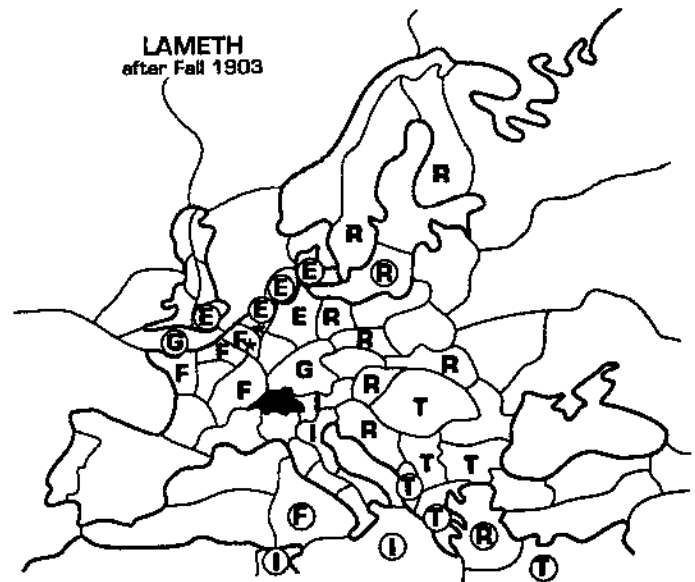


Creatures that are running out: zero Centaurs, Colossus, Cyclops, Gorgons, Hydras, Serpents, Unicorns; one each Lion, Ogre, Ranger; three Behemoths.

## LAMETH / 1992AJ

### Fall 1903: Some of the People

- Austria (John McLaurin): a tri s italian a tyo-vie /nso/.
- England (Stan Johnson): f wal-lon, a kie s russian a ber-mun /nso/ (f den s), f nts-hol (f hel s).
- France (Martin Johnson): f tyn s italian f ion, a bur-bel (a pic s), a par-bur, a gas-bre.
- Germany (Randy Havens): f eng c french a pic-wal /nso/, a mun h, a hol m s a bel /both dislodged/.
- Italy (Dennis Young): f ion s turkish f gre-alb (f tun s), a ven s austrian a tri, a tyo s german a mun.
- Russia (James Bailey): a nwy-swe, a stp-fin, a sil-mun, a alb-tri (a vie s [a gal s vie]), f con-aeg, a ber & f bals german a mun-kie /nso/.
- Turkey (Tim Goodwin—note COA): f gre-alb, f aeg-gre (a bul s), f eas s russian f con-aeg, a ser & a bud s russian a alb-tri, a vie s russian a alb-tri /nsu/.
- Retreats: German a hol to ruh or otb, a bel to ruh or otb. (if both retreat to ruhr, they are annihilated.)



(St. Petersburg): High government officials have been very concerned about the Tsar's recent behavior. He has locked himself in his throne room and is refusing council from his most trusted advisors. The Foreign Ministry is scrambling after the Tsar arbitrarily threw out longstanding treaties, made peace with former enemies, and ordered a halt to the importation of Swiss chocolates. While the latter action has no effect on the peasantry, the aristocracy is miffed.

Tsar Jim to Archduke John: I wish to offer my honorable enemy a comfortable location on the Black Sea coast to enjoy your years in exile, where you can spend many peaceful days enjoying your free issue of *Perelandra*.

### Deadline for Winter 1903/Spring 1904 is August 27.

- Germany to GM: I did already; this is my second coming.
- Tsar Jim to King Stan: Surprised? I just thought I'd reshuffle the deck and see what happens. Foolish? Maybe, but all of those 'concessions' I made to you were exactly what I needed to achieve a position where a stab might work. Besides, I know how much you enjoy Randy's company so I thought I'd help him stick around for a while.
- Tsar Jim to Kaiser Randy: I hope you accepted my offer otherwise I'm in trouble. Either way I think I owe you public acknowledgement that despite what I've said in my press, you haven't lied to me.

### LAMETH / SUPPLY CENTERS held as of Winter 1903

Austria	#i																1/0	out—thanks, John.
England	lvp	edi	lon	ewe	den	KIE	HOL										5/6	may build one
France	par	bre	mar	por	spa	BEL											5/6	may build one
Germany	mun	kie	hol	bel													4/1	must remove up to three
Italy	rom	nap	ven	tun													4/4	even
Russia	stp	mos	war	sev	vie	bud	ser	nwy	ber	TRI	SWE						9/9	even
Turkey	con	ank	smv	bul	gre	rum	BUD	SER									6/8	may build two

## WUNDERLAND / International Snowball Fighting ASF23

### Turn Six Very Little Gets Done as Ol' Man Winter Has His Way

WARRIOR (PLAYER)	loc	segment 1	segment 2	segment 3	new loc..up	hp	sb-di
Baldrick/B (John McLaurin)	H6	collect 2 Sb	run for cover	reach kitchen	kit	4	0
The Bay Bomber/BB (Randy Davis)	J14	down path -O7	-N6-M5-N4, +Sb	Di at BF* (20,29)	N4	3	7
Baron Frog/BF (Andy Bate)	O3	BB at B (45,97) & PP (45,59) / collect Di	Di at BB* (40,59)	O3	10	2	1-0
Daf's Daydream, DD (David McCrumb)	O13	Di at BB (10,96)	Di at BB (05,86)	collect Di	O13	4	4
Flingin' Deadly R'snakes/FDR (Paul Gardner)	M7	Di at B (50,45)	collect 2 Sb	CS at Q7 (80,84)	M7	8	3
Ice Pike/IP (John Schultz)	Q7	RR at BF (65,06)	RR at BF (65,83)	collect 2 Sb	Q7	8	9
Nanook/N (Chris Hassler)	B6	CS at Q7 (50,66)	RR at B (immune)	collect 2 Sb	B6	7	4
Phightin' Phule/PP (Tom Hurst)	V6	collect Di	collect Di	Di at BF (05,52)	V6	6	6

Weather roll = **01—Blizzard again!** \* marks conditional orders.

### Deadline for Turn Seven is August 27.

Error last turn: I neglected to deduct the point of damage for being outside in a Blizzard; IP was indoors two Segments but everyone else took one hp at the start of this turn. Then, at the end of this turn, everyone except Baldrick (indoors) takes another point. Also, BB was left holding a Di last time, not a Sb.

Wunderland map, conclusion of game report and press are all on **page 18**.

Segment One: The Snowstorm intensifies! (Over in the Zebra and Moderan backyards, the kids are peeking out of doors, trying to decide whether to come out and play in such fearsome weather!) The Bay Bomber jumps up and sprints down the path, hauling his Dirigible with him; Daf's Daydream tracks him into the distance but with the blizzard and the distance DD's Dirigible is no good. Baron Frog decides to try a Barnard Bolero attack, and just like DD he misses everything! Nanook can't even hit a standing Conifer—but Ice



## RUFFIAN / 1990IY

F/G draw: G1 yes, F no, AT nvr.

Germany proposes AGIT draw. Oh, really?

Summer 1908: Turk f ion-adr.

### Fall 1908: Fall Down, Go BOOM

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

France (Michael Alterio): f spa/sc-mid, a bur-bel (a pic s), a tri-ser, a tyo-vie (a bud s), f con-ank?, f ion-nap (f rom s), f chy-lvp, f vor-ton.

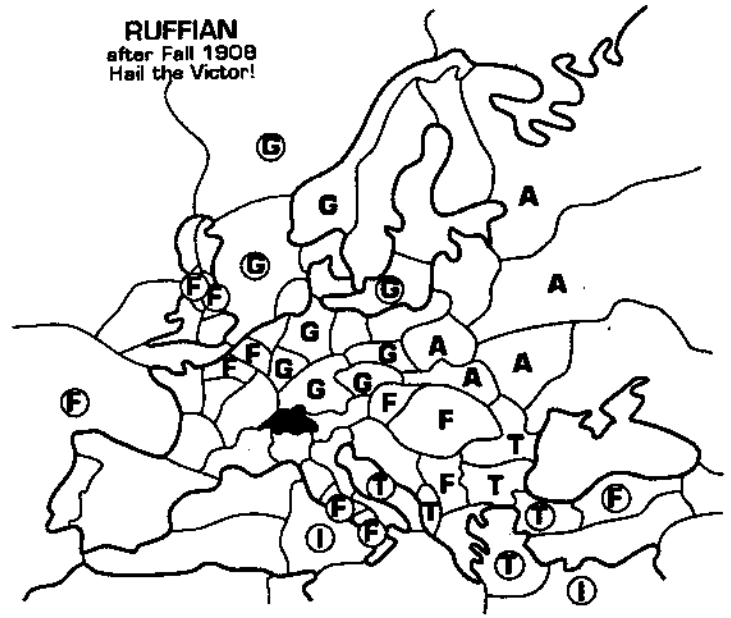
Germany (Steve McKinnon): f nwy-nwg, f nts-ton, a swe-nwy, f bot-bal, a pru-sil, a sil-mun (a boh s), a mun-ruh, a vie-tyo /annihilated/, a ber-kie.

Italy (J.R. Baker): f nap-tyn, f eas french f ion-aeg.

Turkey (Kathy Caruso): a rum-gal, a ser-bul, a alb-tri, f gre-aeg, f bul/sc-con, f adr-tri.

### Deadline for Endgame Statements is August 27.

GM to All: If you wrote commentary for my sake during the game, I hope I remember to include it with this issue for your review. If there are no objections, I'll print that along with any endgame statements you wish to send.



### RUFFIAN / Supply Centers Held as of Winter 1908

Austria	bud	rum	war	mos	stp														5/3
France	par	bre	mar	spa	por	lvp	edi	ven	tun	tri	smy	BUD	ROM	NAP	BEL	VIE	ANK	SER	11/18
Germany	mun	ber	kie	den	hol	bel	lon	nwy	swe	vie									10/8
Italy	rom	nap																	2/0
Turkey	con	ant	bul	sev	gre	ser	RUM												6/5

Franko-German border, time unknown: The dawn mist rises, and gives sight to two officers of the German Army. It was long thought that their contribution would no longer be necessary, but the General Staff has brought them back. Back from the seclusion of their living room; back from the dense-pack heavy-metal air of their homes. Back to fight for truth against the French.

ReichsHaften Butthead: Huh, huh. Hey, Beavis! What's the deal with like, huh, these guns 'n' stuff?

OberDrüler Beavis: hm, uh. Dunno. Hm, mebbe we get to, like, you know, hm, kill stuff.

RsHn Butthead: Yeah! That would be cool. And, like, blow stuff up.

OdDr Beavis: Hm, uh, yeah! Fire. Fire! FIRE!!

GM to Tigger: Sorry, you're late—you're the second player to use Beavis and Butthead in press (first was in Eric Ozog's *Ramblings by Moonlight*).

Yes that's right. TOTAL WAR!

Tigger to GM: Arguing isn't the essence of lawyering here in Germany. I've had all the lawyers shot! Or, worse, sent them to france. Oops, guess that was a mistake.

Germany to Austria: Hey, we're on the same side, remember? Help me!

Austria to Turkey: Squeeze a Yankee fan, huh? Hey, I can take it...

Vile Germans to Warsaw: Oh, Yeah?! Well, we don't want your damn town anyway.

Austria to GM: Ow! Ooo! OUCH!

Recently-pissed-off-and-now-resentful-and-angry-German-guys to the Enemies-of-the-peace-and-now-untrustworthy-and-nasty-French-guys: You stink! I want everyone to know he only did this because I did the exact same thing to him in Vexvelt and just because he has a real life including a fiancé and a new home that's supposed to be more important than me getting a 2-way draw!!! Hah! Well, Buffalo is just a bus ride down the thru-way

and they don't check your baggage for Semtex or nasty Czech throwaway devices... So, be on the lookout for polite and unexpected visitors.

Turkey to France: Do I at least get to survive? I figure you owe me that much!

Germany to France: Hey, no fair stabbing me! I'd never do something like that to you.

Germany to Europe: If you write to me make sure I can understand exactly what you mean. I am not a very deep person. I cannot plumb the subtleties of diplomatic parlance. Be sure only to write in an overt, externally-comprehensible way.

GM to Germany: Somehow I knew you wouldn't take this sitting down. Thanks.

## IX / 1993??

Austria (Kenneth Burke): a vie, a bud, f tri.

England (Mick Taylor): f lon, f edi, a lvp.

France (Don Scheifler): a par, a mar, f bre.

Germany (Donald Yates): a ber, a mun, f kie.

Italy (Bob Ozerov-Clark): a rom, a ven, f nap.

Russia (Michael Quist): a mos, a war, f stp/sc, f sev.

Turkey (Vincent Springer): a con, a smy, f ank.

### Deadline for Spring 1901 is August 27.

Double deadline will be granted on two requests.

I don't usually try to guess how someone wants to be addressed, so if you'd prefer Ken or Vince or just Ozerov then please point it out to me!

Sorry for putting the two Dons next to each other, but like all Dip games in this zine, countries were selected at random.

## VEXVELT / 1992R

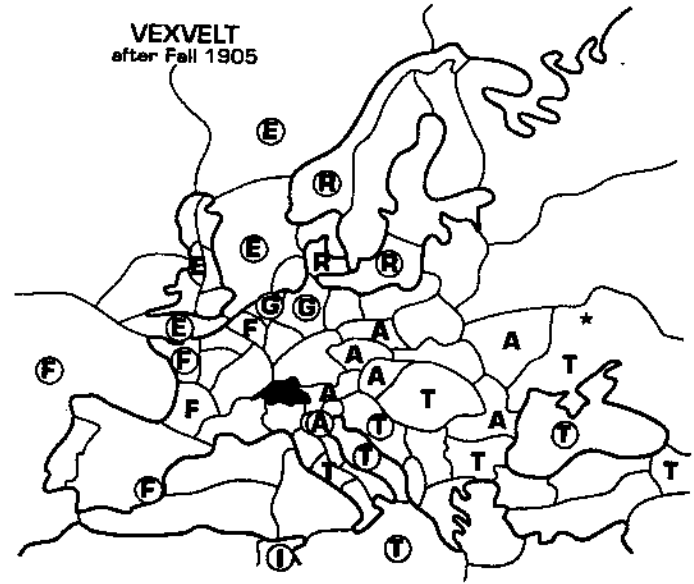
Concession to Turkey: T 'sure!', G yes, IR no, AF nvr.  
 Summer 1905 Retreat: French f eng-bre.

### Fall 1905: Little Guys Forget Their Lines

Austria (Michael Alterio): a mun-boh, a ber-sil, a tyo-tri (a vie s), f ven-adr, a gal-rum (a sev s /dislodged/, a ukr s).  
 England (Lance Anderson—note COA): f nat-nwg, a wal-lvp, f eng h, f lon-nts.  
 France (Tom Hurst): a mar-gas, f lyo-spa/sc, f wes-mid (f bre s), a bel s german f hol.  
 Germany (Richard Weiss): f kie s russian f bal-ber /nso/ (f hol s).  
 Italy (Steve Nicewarner): f tun s french f lyo-tyn /nso/.  
 Russia (Russ Rusnak): f stp/nc-nwy, a den-kie (f bal s).  
 Turkey (Steve McKinnon): a bul-rum, a bud-vie, f adr-tri, a rom s tri-rom /impossible/, f nap-ion, f tri-ven, a rum-sev (a arm s, f bla s).  
 Retreat: Austrian a sev to mos otb.

### Deadline for Autumn/Winter 1905 and Spring 1906 is August 27.

Turkey's Babes o'the Moment: Josie Lawrence, Helen Hunt, Sean Yseault.  
 Frog to Limey: Now that's not very nice. You should be supporting me, not stabbing me. Head east, young man, not south.  
 England to new France: Sorry about the unintentional block; I had to assume your predecessor's standard orders were in effect.  
 Purient Interest to GM: *Playboy* offered Rheame \$500,000 to do



a spread and she turned them down. What a class act. She must be a really deep person. No cash for externals there.  
 Turkey to Italy: I'm gonna do a Carthage on you.  
 Frog to A/T: Peace! We all have our own troubles. You have each other, and I have this Brit gadfly biting my ass!  
 Germany to Italy: Oh, that A/T! Looks more like T vs. FAIR to me.  
 GM to Germany: Maybe FAIR??

VEXVELT / SUPPLY CENTERS held as of Winter 1905													
Austria	bud	vie	ber	ven	mun	mos	war	rom	RUM		8/7	must retreat otb or remove	
England	lvp	lon	edi	nwy							4/3	must remove one	
France	par	mar	bre	spa	por	bel					6/6	even	
Germany	kie	hol									2/2	even	
Italy	tun										1/1	even	
Russia	stp	swe	den	NWY							3/4	may build one	
Turkey	con	ank	smv	bul	gre	rum	tri	ser	sev	nap	BUD ROM	10/11	may build two

Pike, standing underneath, is able to shoot the Frog in the side of the head. FDR turns to look behind himself and sees Baldrick gathering Snowballs—so FDR whacks him with a Di, sending Baldrick into the kitchen. Phightin' Phule stands aloof from the other fighters and packs his own Di.

Segment Two: Bay Bomber finishes his trek west, ending up next to Baron Frog and packing an extra weapon. FDR and Da Frog are packing also, not being blind to the danger this newcomer poses. Phightin' Phule collects snow yet again, while Nanook hurls a snowball at the receding back of Baldrick. DD is heaving snow at the Bomber again, but still can't find such a far-off target. Ice Pike takes another shot at the Baron but isn't so lucky this time.

Segment Three: The Big Clash between Bay Bomber and Baron Frog finally comes to fruition and... fizzles! Neither snow-fighter can make much of his shot in this storm. FDR can't even hit a tree at three paces, while Phule certainly can't succeed with the first of his Dirigibles. The others all prepare weaponry.

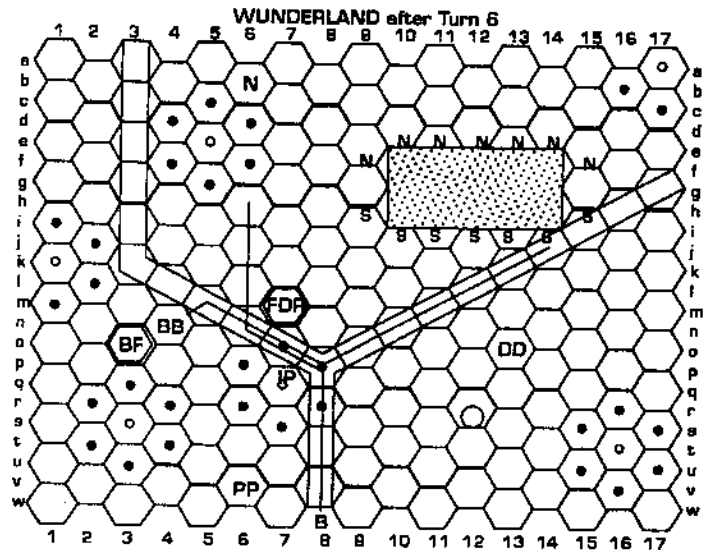
Nanook of the North by Northwest to Baldrick: Never try to take on an Eskimo in his element.

Phudgesicle to Gang: I do hope you all know where to aim, right?

Nanook to Ice: Since you like attention so much, I'll give you some. (Besides, I've been dying to try this Conifer Storm move.)

Talk about luck! 11 hp thrown at Baron Frog and only one hits!

IP to BF: You need a visit to the kitchen, bud. Look for your first Martha in August. That is a done deal, ain't it?



Ephusive to Baron: If you go on strike, does that mean we go on vacation?

IP to SM: Yep! Sorta still on strike. Life is hectic but I didn't want to go twice with such dull press.

[[Press continues on page 23.]]

## NICRON / Merchant of Venus

Turn Fifteen: StewBall Head-fakes X!

### Robocop—Andrew York, Eepeeep

Dice are 456. Move: -R-Rumble Port/o-B-B-Rainfall/o-B-R-(Y)-B-R-B-(Y)-B-R-Desolation Landing/o-D' Landing/s.  
Trade: barter IOU + \$20 cash for Nillis Factory.  
Accounting: \$40 - 20 = \$20.

### Voogd's Venusian Voyager—Eric Voogd, Nik

Dice are 246. Move: none, hold at Minion/s.  
Trade: sells Psychotic Sculpture [[drawn from Cup: Custom Hives]] with Demand [[drawn from Cup: Voll Silk]]; buys two Space Spice and the Graw Factory.  
Accounting: \$360 + 340 - 60 - 200 = \$440.

### Interstellar Master Traders—John Galt, Dell

Dice are 1266. Move: l. B.-B-Y-R-Bypass (w)-R-B-Y-R10 (n)-B10-R-B-Rainfall/o-Rainfall/s-Rumble Port/s (using Air Foil).  
Trade: buys Rumble Port.  
Accounting: \$580 - 20p - 200 = \$360.

### StewBall IV—Howard Hugh, Whynom

Dice are 5666. Move: -Poison Port/o-R-B-Y-B-R-B-Y-R20-Terror Station/o.  
Trade: buys Wollow Factory and Portable Pipe Organ.  
Accounting: \$295 - 20p - 180 + 40c = \$135.

### Synthetic Water Supply—Clark Millikan, Qossuth

Dice are 3566. Move: none; holds at Goliath/s.  
Trade: sells Designer Genes [[drawn from Cup: Demand for Finest Dust at 7b]]; buys Canned Traits and Voll Silk.  
Accounting: \$115 + 120 - 260 + 60c = \$35.

### X—Ed Wrobel, Human

Dice are 1235. Move: -Titan's Tower/o-Y30-Terror Station/o.  
Trade: sells Servo Mechanisms [[drawn from Cup: Demand for Chiclé Liquor at 9a]]; buys Megalith Paperweight.  
Accounting: \$141 - 10p + 300 - 90 + 57c = \$298.

Turn Sixteen

### Robocop—Andrew York, Eepeeep

Dice are 566. Move: -Desolation Landing/o-R-B-R-(Y)-R-NC6-R-(Y)-B-(Y)-R-Wet Landing/o-A-Whale Port/o-Whale Port/s  
Trade: sells Designer Genes [[drawn from Cup: Rock Videos]] with Demand [[drawn from Cup: Voll Silk]]; buys one Psychotic Sculpture.  
Accounting: \$20 + 180 - 160 = \$40.

### Voogd's Venusian Voyager—Eric Voogd, Nik

Dice are 115. Move: -Minion/o-R-A-R-Y-R.  
Trade: none. Accounting: \$440

### Interstellar Master Traders—John Galt, Dell

Dice are 1345. Move: -Rumble Port/o.  
Trade: sells Melf Pelts [[drawn from Cup: Demand for Mulch Wine at 4a]] with double Demand [[drawn from Cup: Impossible Furniture]] and Melf Pelts [[drawn from Cup: Melf Pelts]] with Demand [[drawn from Cup: Demand for Psychotic Sculpture at 2]]; barter Spy Eye and \$50 cash for two Immortal Grease.  
Accounting: \$360 + 210 + 160 - 50 + 47c = \$727.

### StewBall IV—Howard Hugh, Whynom

Dice are 1113. Move: -R20-? [[TeleGate 1]]-A-R (nw)-B-Y.  
Trade: none. Accounting: \$135

### Synthetic Water Supply—Clark Millikan, Qossuth

Dice are 4446. Move: -Goliath/o (n)-B (w)-R-B-Y-B-R-B-Y-R (e)-B-R (w)-B-Comfort Station/o-Comfort Station/s.  
Trade: sells Canned traits [[drawn from Cup: Fare from 2 to 10]]; buys Dell Factory.  
Accounting: \$35 + 240 - 200 = \$75.

### X—Ed Wrobel, Human

Dice are 2233. Move: -R20-TeleGate 1-A-R-B-Y-NC3-A-NC3-Y. Trade: none. Accounting: \$298.

Deadline for Turns Seventeen/Eighteen is August 27.

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

- X ..... 2555 / 3445 ..... 798  
Switch Switch \$100, Shield \$60, Neutron Port \$200, Terror Station \$200, Eepeeep Factory \$100
- Robocop ..... 236 / 346 ..... 140  
Auto Pilot \$80, Yellow Drive \$80, Mulligan Gear \$120, Nillis Factory \$100
- VVV ..... 135 / 112 ..... 640  
Gate Lock \$100, Shield \$60, Graw Factory \$200
- IMT ..... 2456 / 2356 ..... 927  
Spy Eye \$100, Jump Start \$120, Air Foil \$80, Rumble Port \$200
- StewBall ..... 3456 / 1234 ..... 735  
Shuttlestop \$200, Whynom Factory \$100, Qossuth Factory \$200, Wollow Factory \$100
- SWS ..... 1124 / 3455 ..... 1175  
Shield \$60, Human Factory \$100, Zum Factory \$200, Ice Station \$200, Cholos Factory \$200, Volois Factory \$200, Dell Factory \$200

TeleGates open: 1, 2, 3, 4. Net worth is total of deeds and cash; equipment or ships, like goods, have value only when traded and their barter value is no longer included.

S.W.S. to X: Trade you some Voll Silk for a 5-train?  
X to Robocop, VVV and IMT: If ya'll buy some spaceports, We'd be sure to use 'em. You get 10% of the action. Whaddya say?  
StewBall to X: Sorry for the buy. The bargain was too good to pass up.

X to MM: Why does Robocop fly upside down? Machines don't need gravity?

Merchant Master to X: To get to the other side?? No, seriously, it's because my printer has to have a 1/8" margin so he didn't fit between the "B" and the edge of the map.

StewBall (Norman New-Ruff) to Waiting Poets (C. Hassler): Worth the wait!

S.W.S. to Merchant Master: Love these dice, wanna sell 'em.

X to MM: I'd say this one's hurtling to an ending... in a few months.

MM to X: Yes, this game surprised me at how quickly it moves. I guess whenever I've played it fff, it's been slow because we've either had players who were just learning, or had six players.

## CALADAN / Merchant of Venus

Gamestart

Richard, don't forget your gamefee!

### Microsoft Big Deal 4.0—Rich Irving, Eepeeep

Dice are 236. \$130.

### —Ed Wrobel, Whynom

Dice are 333. \$130.

### Intergalactic Towel Traders—Clark Millikan, Nik

Dice are 256. \$136.

### —Chuff Afflerbach, Human

Dice are 245. \$140.

### We're Dell, Men!—Bill Wordelmann, Dell

Dice are 135. \$140.

### —Richard Weiss, Qossuth

Dice are 245. \$138.

Deadline for Turn One is August 27.

# VULCAN / 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 9: **Perpetual Balloting.** Cathy gets two votes. Anyone in the zine (except John Galt) may propose a rule. Original players get an off-board supply center.
- Rule 12: **Perpetual Deviant.** This game may not end in a draw of less than eight players; or in a victory by any one person, else that person pays an SC tax. May only be repealed by a rule which specifically repeals it and does nothing else.
- Rule 14: **Seven Is Not Enough.** Game becomes Cline 9-Man.
- Rule 17: **More Proposals.** Each player may propose two rule changes per turn. Pete may propose one rule change per turn.
- Rule 19: **Even More Deviant.** Each player must submit a new rule proposal each turn and failure to do so results in an NMR. High-vote proposals will be repropoed after five years.
- Rule 20: **Hypnotism.** Once per game year, each player is allowed to hypnotize any unit on the board.
- Rule 23: **Zombie.** Players never have to remove units due to lack of supply centers. Players with units are not eliminated.
- Rule 27: **Offboard Dot.** All players receive one offboard SC.
- Rule 29: **It's Deviant, Stupid.** At least one Deviant proposal must pass each turn; if no rule passes, the GM enacts one.
- Rule 32: **Chinese Checkers.** Units may jump over one unit into a nonadjacent province, at half-strength.
- Rule 33: **Russian Revolution.** Russia is divided.
- Rule 36: **Amnesty.** Secret Ballot is repealed. Voting before Cline-9 change is secret until Spring 1908. And passed this turn are...
- Rule 40: **Shut the Fuck Up.** Any turn in which the GM receives two letters by Andy Bate, forwarded by players, Andy will nmr.
- Rule 47: **Simplification.** Vulcan-A is abandoned and this game is renamed "Vulcan."
- Rule 49: **Unconditional.** Players are not permitted to make conditional orders.

## Spring 1901: Stomp the Grape-Growers

- Austria (Dennis Young): a budapest-serbia, a vienna-budapest, f zadar-albania.
- Barbary States (Brad Wilson): f casablanca-western med /hypnotised/, a algiers-libya, f tunis-western med.
- Bolsheviks (Jim Burgess): a baltic states-st. pete, f st. pete-bothnia, a moscow h.
- England (Greg Ellis): f london-english channel, f edinburgh-north sea, a liverpool-yorkshire.
- France (Tim Goodwin—note COA): a paris-burgundy, a mar-seilles-catalonia /hypnotised/, f brest h /hypnotised/.
- Germany (Lance Anderson—note COA): f kiel-denmark, a munich-ruhr, a berlin-kiel.
- Italy (Mark Lew): f naples-tyrrhenian, a rome-tuscany, a milan-piedmont,.
- Mensheviks (Andy Bate): a kiev-warsaw, a arkangel-CC (mos)-sevastopol, f severstopol-rumania.
- Monarchists (Jason Bergmann—note COA): no units.
- Persia-Arabia (Jack McHugh): f jerusalem-south med, a mecca-jerusalem, a tehran h /hypnotised/.
- Turkey (Steve Nicewarner): f smyrna-eastern med, a smyrna h /no such unit/, f ankara-constantinople, a constantinople unordered.

Deadline for Fall 1901 is August 26.

Game Paradigm: Votes on proposals 50-75; Fall moves, including Chinese Checkers if desired and Hypnotism if not yet used; New proposals (at least one must be included to avoid nmr).

## Court of Appeals

No, no, no. Using Chinese Checkers, the space you jump over must be occupied (at the start of movement); your destination may be occupied or not, as normal.

Quite a bit of demand for the Cline-9 map, so I'll see if I can't make up a version I'm happy with. For this turn and next, though, I don't have the time so you'll have to rely on the copy I sent you. (Jim B. and Rich I. should be getting a copy with this.)

Error: Exile does not border Arkangel.

## New Proposals

Note: I had many proposals on file from the hold-over. Where someone sent a proposal this month, I assumed it *replaces* (not supplements) any previously sent.

Prop. 50 (Wilson): **Moses Relieved.** Each game turn, any one army of each power may cross one water space without a convoy. Support may not be offered; only movement is allowed. If the move is stood off, the army drowns in said sea space.

Prop. 51 (Bergmann): **Deviant Survive.** Vulcan-C is created and is a separate game. (No Vulcan-C rules may affect Vulcan; no Vulcan rules may affect Vulcan-C.) Vulcan-C is a game of Survive. All players with supply centres in Vulcan are players. All players receive four Survive pieces, with values of 5, 3, 2, and 1 point. Play as in Survive, expect each player may propose one rule per turn and each player has as many votes as point on the island or in a boat. Play is to be simultaneous; Pete should figure out a way to make play simultaneous given the Survive rules. [I may have a copy of Jeff Zarse's postal Survive rules deep in the files somewhere; but if you think I'm going to go looking for that, you're nuts. If you want to create a new game or a new procedure you better damn well be ready to write the rule yourself. Same thing goes for the "Japan" map—if the author doesn't provide a map, for crissakes, the proposal will wind up having no effect.]

Prop. 52 (Wilson): **Marshall Plan.** A new supply center, 'America,' is created along the western edge of the mapboard, bordering WAO, Cal, and NAO. The space is passable to all units. America also borders IND, so fleets may sail 'through' America via the Panama Canal from Atlantic to Indian waters and vice versa; said passage, however, takes two turns.

Prop. 53 (Alterio): **SpaceWarp.** Any unit annihilated (not retreated otb; not removed during winter adjustments) in any game of non-orphan, non-variant Diplomacy in Perelandra (currently, Arrakis, Belt 17, Giedi Prime, lx, Lameth, Vexvelt; although this list may change as games start and end) has a 50% chance of appearing in Vulcan.

A spacewarped unit will appear in the province corresponding to that from which it was annihilated. It will destroy any existing unit in the province and take its place.

If it appears in a supply center owned by a Great Power, it becomes a unit of that Great Power in every regard—orders are written for it, etc.

If it appears in a neutral supply center or in a non-supply-center province, the unit remains under the control of its original player, who then becomes a new (not original) player in Vulcan, subject to all the rights and responsibilities thereof. The first two supply centers taken by a new player become home supply centers for that player.

[[Vulcan continues on page 21.]]

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)	(off)	stp	mos	mos	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	2	3	3	2
Mensheviks	(off)	(off)	klev	sev		2	4	9	4
Monarchists	(off)	(off)	exi	exi		3	5	5	2
Persia	(off)	(off)	jer	mec	teh	3	5	5	2
Turkey	(off)	(off)	con	ank	smy			2	2
Cathy								1	2
Pete									1
Anyone but John Galt									

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

	Vulcan Voting										
prop	39	40	41	42	43	44	45	46	47	48	49
A											+5
BS											
BoI	+5										+5
E											
F	*										
G				-1		-1		-1		-1	-1
I											+5
M	-1		+2			-1				-1	
X	+3					+3					+3
P	+5										
T											-5
Cathy											+1
Pete											+5
totals	0	+12	0	+1	0	+1	0	-7	+13	-1	+5

\*Remember, you are not required to cast all (or even any) of your votes. France's vote this time was "3 votes for publishing the map."

- [[SpaceWarp? Looks more like a multiverse dimensional shift to me! If a new player has more than one new unit introduced into Vulcan by this rule, he controls them all under a single new Great Power.]]
- Prop 54 (Nicewarner): **1993 Deviant Reconciliation Act.** Each player will receive points at the end of all turns in all Vulcan games according to the following schedule: 1 pt for each center controlled, 2 pts for destroying a unit, 3 pts for controlling the most centers, 5 pts for controlling the fewest centers. Cathy gets control of Canary Islands as a home center, can build there immediately, and can move two spaces in Fall 1901.
- Prop. 55 (Goodwin): **Board With It All.** All off-board supply centers are eliminated except for those created by Rule 33 [Russian Revolution].
- Prop. 56 (McHugh): **Jihad!** A holy war is declared by the Grand Mufti of Jerusalem! The following rules are in force for the duration of the Jihad:
  - Each of the Muslim nations (Turkey, Persia and the Barbary States) must attack one non-Islamic power's units, or take one new supply center or province (not already held by any Islamic power) from any non-Islamic or neutral power each year. If they fail to do so they will go into civil disorder for one year due to an Islamic revolt on the fall turn following their failure.
  - The Islamic powers are considered double armies for attack and normal for defense, but halved at sea for attack and normal on defense.
  - The Muslim states may not attack each other for the duration of the Jihad.

- 4. The Jihad lasts until the first winter turn that at least three on-Muslim powers are knocked out of the game or the Muslim powers hold a combined total of 23 or more centers.
- Prop. 57 (McHugh): **Dyslexia Strikes the GM.** All provinces must be written backwards (i.e. Con is Noc and Par is Rap) or the order is considered illegible to Pete and fails.
- Prop. 58 (Young): **Dual Passage.** If two of a player's proposals pass in a given round, everyone else loses a unit randomly.
- Prop. 59 (Bate): **Somewhat Demurgic.** Players no longer have to divide their votes between all of the proposals but they may cast all of their votes for or against each proposal (they may not abstain unless they choose not to vote on any proposals that turn, or they NMR). A proposal becomes a rule of the game if more than half of the votes are cast in its favour. The number of votes cast for and against each proposal will be revealed in the adjudication. If more than half of the proposals are passed in any turn then only the one(s) with the biggest majority will become a rule of the game. If this is still more than half then no rule changes are passed that turn. Rules 2, 19, 29, and 36 are all repealed; Rule 10 is reintroduced. [[Interp: Rule 10, Secret Ballot, is re-enacted, not repropesed.]]
- Prop. 60 (Ellis): **Repealer.** The following rules are repealed: Rules 2, 12, 23, 28. [[Interp: This proposal does not meet the amendment conditions of Rule 12. If Repealer passes, 2 and 23 would die but 12 would not. 28 already has no effect.]]
- Prop. 61 (York): **No Negative Vibes From The Gaughans.** Pete and Cathy may not veto any proposal; nor any portion of any proposal. Further, they may not even vote 'no.' They can

only vote for proposals based on the number of votes that they have.

Prop. 62 (Lew): **"C" Spaces.** Any space with the letter "c" in its name becomes a sea space. All other spaces become land spaces. There are no multi-coasted spaces; that is, fleets can enter a coastal space along one coast and leave along another.

Prop. 63 (Bergmann): **Deviant, Dammit!** Any player who fails to vote on the outstanding proposals, or fails to submit a new proposal, will be deemed to have nmr'ed.

Prop 64 (Bergmann): **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. Japan may not vote on rules proposals or propose rules; they may build armies, but may not build fleets. Japanese islands are not adjacent to the board or Exile. Japan have two home centres, Tokyo and Hiroshima; Japan begins 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. 65 (Hassler): **Economic Viability.** At the end of every Fall turn, the GM rolls a die for each supply center (including off-board centers). On a 1, that SC cannot support a unit. On a 6, it can support 2 units. SCs that count double would be rolled for twice, with each result counting for half the base value. Regardless of these results, the value of the SCs remains normal for purposes of determining victory. *[[Interpretation: Obviously, the 'value' of each SC is permanent until the next evaluation. Players may not build double units, and those able to build double units may not build quadruples, just because of this rule.]]*

Prop. 66 (Wordelmann): **Alien Mind Control.** Any reader of *Perelandra* may use the "Hypnosis" power.

Prop. 67 (Hood): **Hobbyführer Flexes Muscles.** David Hood enters the game as Hobbyführer, with five off-board centers. Every turn he picks up to five units on the board to order as he sees fit, superceding any other orders for those pieces. He can also steal one center on the board per Fall turn and call it his own, building there in the next Winter. The center remains his until taken back in a Fall turn by another player.

Prop. 68 (Irving): **Off We Go Into The Wild Blue Yonder.** On the next build phase, Planes may be built in addition to armies and fleets. Planes (designated P) may move to or support any adjacent territory or may "fly over" an adjacent territory to move to or support another territory. The middle territory or territory in which a plane gives support may be any type, land or sea. But when a plane moves, it must land on land only. The middle territory may not contain an opposing unit at the start of the turn unless the foreign player allows a "fly over," giving written permission with his orders. (The permission may be limited to particular planes or over particular territories or specific powers: i.e. France may allow only German P Bel to fly over his F Eng, or France may allow all planes of any country to fly over any of his territories, if he wants—or any combination in between.) If a plane is bounced, it returns to its starting territory. Planes move or support with a strength of ½. A plane that remains in its starting territory holds with a strength of 1. Retreating planes may fly over adjacent territories subject to normal movement rules. Planes may not be convoyed. The middle territory must be indicated by placing it in parentheses in

the plane's order (e.g., Italian P Rom-(Tyn)-Tun, German P Pru (BSe) S A Den-Swe). *[[Interp: 'Standing' fly-over permissions will not be accepted.]]*

Prop 69 (Bate): **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 70 (Burgess): **Shift Right.** In each summer season, every unit shifts one province to the right. Beached fleets are annihilated, as are drowned armies and units falling off the board.

Prop. 71 (Bergmann): **More Players.** 1. Dan Sellers is invited to play Switzerland. Dan may not vote on proposals, may not propose rules, and may not build units. Switzerland is impassible to all but Dan. Dan may order one support per turn from Switzerland, as if he had an army there.

2. Vince Lutterbie is invited to play Atlantis. Atlantis is a supply centre that sits at the bottom of the Western Med (and is only adjacent to the Western Med). Atlantis may be entered only by artillery rowboats and submarines. Only Atlantis may build artillery rowboats, and Atlantis may build nothing but artillery rowboats. An artillery rowboat may move as a fleet, but may also fire shells at adjacent provinces (in lieu of a movement order). A shell will destroy any unit(s) in a province. If no units are in the province, a shell will turn an owned province into a neutral one, or a neutral province into an Atlantean one. Atlantis has 4½ votes per turn and two proposals per turn.

3. If either player declines the invitation, Pete should not fill the positions.

Prop. 72 (Anderson): **Fog of War.** The game acquires "Fog of War" characteristics. No unit can "see" another unit unless adjacent to it.

Prop 73 (Nicewarner): **Musical Chairs.** At the end of every game year, Pete will randomly reassign the countries. Each of the "original" players, plus a random standby have a chance to become players. The extra person becomes the "kibbitzer" and has the following powers: 1. He may "suggest" one move for each country, replacing the normally-ordered move (the unit can still be hypnotized). 2. He may propose rules like any other player, and has a number of votes equal to the average of all other players (rounded normally). 3. The kibbitzer also functions as the first standby, but loses his powers to the next person on the list if he actually takes over a position.

Prop. 74 (Lew): **Peer Pressure.** At the end of every spring or fall turn, units are subject to peer pressure. Each unit counts as its "peers" any units occupying an adjacent space. If the number of peers belonging to a particular opposing player exceeds by two or more the number of peers belonging to the unit's owner, then that unit succumbs to peer pressure and converts to the opposing player. Units subject to pressure from more than one nationality succumb to the one with the most peers; in case of a tie, the unit does not succumb.

Peer pressure is calculated for all units simultaneously, and is calculated only once per turn.

Prop. 75 (Young): **No Passing Zone.** Each time a player's single proposal passes, one of his units is removed from board randomly.

#### Press

Tunis: I have Mark or Steve to thank for this, I bet. Or is it Jim-Bob? Algiers: Yo-ho-ho and a bottle of bourbon! The Barbary Pirates are we!

Windy (actually Rainy) City to GM: You have to be insane to GM this, methinks.

GM to Windy City: Well, I think it would help... ☺

## Game Openings

**IX/Regular Diplomacy:** see gamestart inside.

**TRALFAMADORE/Youngstown Diplomacy XV** (\$8 gamefee will include rules and maps): This will be a playtest—the game has not been run postally before. Michael Alterio (pd), Jim Bailey (notpd), Randy Davis (pd), Richard Irving (pd), John Galt (pd), Martin Johnson (pd), Doug Kent (notpd), Hugh Magen (pd), Steven McKinnon (pd), Jamie McQuinn (pd), Michael Quist (pd), Vincent Springer (notpd), Victor Thomas (pd), Brad Wilson (notpd)—**7 positions remaining.**

**MODERAN/Snowball Fighting:** see gamestart inside.

**ZEBRA/Snowball Fighting:** see gamestart inside.

**CALADAN/Merchant of Venus:** see gamestart inside.

New Game Openings in Dip and Snowball Fighting might be announced in the November or December issue—I'm going to be tied up with DipCon and *Zine Register* until then so let's not push too hard, shall we?

## Zine Business

circulation: 87 (paid: 76, trades: 11).

(I hacked the trade list a bit but picked up three new players.)

**These readers are getting their last issue of Perelandra:**

Gary Behnen, Roger Cox, Paul Glenn, Tom Johnston,  
David Polley, Dan Sellers, Victor Thomas.

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

## Wunderland press concludes...

**Nanook to Froggy:** So, you think you can hide in the abandoned fort and just throw snowballs around the yard, do you? Well, ok, maybe you can. I'll bet somebody attacks you, though.

In a fit of rage, the Bomber rushes off towards his assailant, Baron Frog. Ignoring the others' actions, the Bomber wants nothing more than to send the Baron to the kitchen. Secretly, he hopes to take his spot in the cozy snowfort, so nicely made by FDR.

**Pholly to Phrog:** I'm taking up a collection just for you!

**Nanook to SnowMaster:** This laser-targetted sight is nice, but there always seems to be a one-segment delay before it kicks in.

**Phickle Phinger of Phate to Phroggy:** I'm putting this here rock in my dirigible just for you. Seems anything less can't make an impression on your hard head!

**Bomber to Baron:** A Smartie certainly isn't like an M&M; over here, a Smartie is much like SweetTarts, a sweet-n-sour hard candy.

**DD to SM:** A Smartie is very similar to an M&M. The chocolate is not as sweet and its colors are closer to pastel and not as bright. I prefer them over M&Ms.

**IP to SM:** Sounds like an M&M to me too. Just can't figure them Engles.

**IP to BB:** Yeah! The little bugger is quick on his feet... but he's goin' down!

**Pike to Phule:** Phunny press. Lepht me pheeling giddy.

## PLAYER ROSTER

PLAYER	ADDRESS	NMR INSURANCE?
Chuff Afflerbach	5632 Oakgrove Avenue, Oakland CA 94618	yes
Michael Alterio	60 Russell Avenue, Buffalo NY 14214	yes
Lance Anderson	1200 Dallas Drive #824, Denton TX 76205	yes
Bob Arnett	1500 Waterway Circle, Chesapeake VA 23320	yes
James Bailey	8337 La Riviera Drive, Sacramento CA 95826-1654	yes
J.R. Baker	2709 Colonial Drive, Dickinson TX 77539	yes
Andy Bate	4, Channel Road, Clevedon, Bristol BS21 7DR, U.K.	yes
Jason Bergmann	8/15: 10000 N. Lamar #2041, Austin TX 78753	yes
Jim Burgess	100 Holden Street, Providence RI 02908-5731	yes
Kenneth Burke	6 Meadowbrook Road, West Hartford CT 06107	no
Kathy Caruso	636 Astor Street, Norristown PA 19401-3745	yes
Les Casey	10 Wrenwood Court, Nepean, Ontario K2G 5V3, CANADA	no
Pat Conlon	7180 Shoreline Drive #5110, San Diego CA 92122	yes
Roger Cox	57 Coastline Drive, Inman SC 29349-9655	yes
Randy Davis	3019 Bertram Court, Concord CA 94520	yes
Greg Ellis	2005 Dublin Drive, League City TX 77573	yes
John Galt	701 Welch Road #323, Palo Alto CA 94304-1705	no
Paul Gardner	5 Timber Lane, Brattleboro VT 05301-2616	yes
Tim Goodwin	49 Williams Street #2, Portland ME 04102	yes
Chris Hassler	285 N. Holuston Avenue #2, Pasadena CA 91106	yes
Randy Havens	200 Napa Place, Fullerton CA 92633	yes
Melinda Holley	Box 2793, Huntington WV 25727-2793	yes
Howard Hugh	2541 Laurence Avenue, Carmichael CA 95608-4602	yes
Tom Hurst	5628 Byrneland Street, Madison WI 53711	yes
Rich Irving	1505 Caceras Circle, Salinas CA 93906	yes
Martin Johnson	113 Carey Court, Windsor CA 95492	yes
Stan Johnson	10 Pine Street, Edison NJ 08817	yes
Tom Johnston	7509 W. 159th Street #303C, Tinley Park IL 60477	yes
Mark Lew	5390 Broadway #2, Oakland CA 94618	yes
Vince Lutterble	1021 Stonehaven, Marshall MO 65340-2837	yes
Hugh Magen	218 88th Street, Virginia Beach VA 23451	yes
David McCrumb	3636 Old Town Road, Shawsville VA 24162-2038	yes
Jack McHugh	280 Sanford Road, Upper Darby PA 19082-4708	yes
Steve McKinnon	71 Chestnut #14, Albany NY 12210	yes
John McLaurin	RR #3, Huntsville, Ontario P0A 1K0, CANADA	no
Jamie McQuinn	214 E. Church Street, Adrian MI 49221-2902	yes
Chuck Mercer	1250 Garden Lane, Sebastopol CA 95472	yes
Clark Millikan	778 Center Avenue, Martinez CA 94553	yes
Steve Nicewarmer	1310-11 Ephesus Church Road, Chapel Hill NC 27514	yes
Bob Ozerov-Clark	9056 Eighth Avenue NW, Seattle WA 98117	yes
Marc Peters	370 North Street, Sun Prairie WI 53590	no
David Polley	2504 Huntwich Drive #1007, Austin TX 78741	yes
Michael Quist	2875 Irving Avenue #24, Minneapolis MN 55408	no
Russ Rusnak	1551 High Ridge Parkway, Westchester IL 60154	yes
Don Scheifler	16201 El Camino Real #10, Houston TX 77062	yes
John Schultz	Box 41-19390, F-W43, Michigan City IN 46360	no
Kay Shapero	12536 Short Avenue, Los Angeles CA 90066	yes
Arthur Shulman	3 Wooded Hill Lane, Randolph NJ 07869	no
Vince Springer	328 Lawn Avenue, West Lafayette IN 47906	yes
Mike Stewart	901 North Citrus Drive #10, La Habra CA 90631	yes
Mick Taylor	3114 W. Roosevelt Street, De Kalb IL 60115-3647	yes
Bob Theriault	156 Lyman Street Ext., Westbrook ME 04092	yes
Victor Thomas	22722 Via Santa Rosa, Mission Viejo CA 92691	yes
Eric Voogd	22620 Byron Street, Hayward CA 94541	yes
Richard Weiss	554 Liberty Street, San Francisco CA 94114-0001	yes
Brad Wilson	3306 N. Southport Ave, Apt 1-Rear, Chicago IL 60657	yes
Bill Wordelmann	541 Canyon Trail, Carol Stream IL 60188-1364	yes
Ed Wrobel	6204 Bardu Avenue, Springfield VA 22152	yes
Donald Yates	11821 Foothill #M-69, Lakeview Terrace CA 91342-7200	yes
Andrew York	Box 2307, Universal City TX 78148-1307	yes
Dennis Young	22420 Fuller Avenue, Hayward CA 94541	yes



"Let's frighten the dragons," I said to Pooh.

## What's Inside

page	Deadline is August 27 for:
11	Arrakis / 1991HM Diplomacy
13	Aurora / Railway Rivals 1025CN
12	Belt 17 / 1993F Diplomacy
15	Giedi Prime / 1992AK Diplomacy
16	Lameth / 1992AJ Diplomacy
14	<b>Literary Quiz</b>
19	Nicron / Merchant of Venus
11	Pyrrus / Monopoly
15	Rama / Spectrum Titan
17	Ruffian / 1990IY orphan game Diplomacy
18	Vexvelt / 1992R Diplomacy
20	Vulkan / 1992JFrc04 Deviant Diplomacy
16	Wunderland / Snowball Fighting ASF23
(Sorry, Wunderland is broken up on three different pages)	
13	Zyra / Dip Battleship

page	feature
1	It's Me Again / Cathy's column
1	Giffard / Gunboat Titan conclusion
2	Curmudgeon's Corner / literary commentary
3	Among the Trees / editorial
4	The Roar of the Greasepaint / letter column
9	The Broom Closet / hobby news and notes
11	Tupile / Monopoly conclusion
14	Gramarye / Endgame Statement
23	Records / player roster, <b>game openings</b> , etc.

### NEW GAME ANNOUNCEMENTS

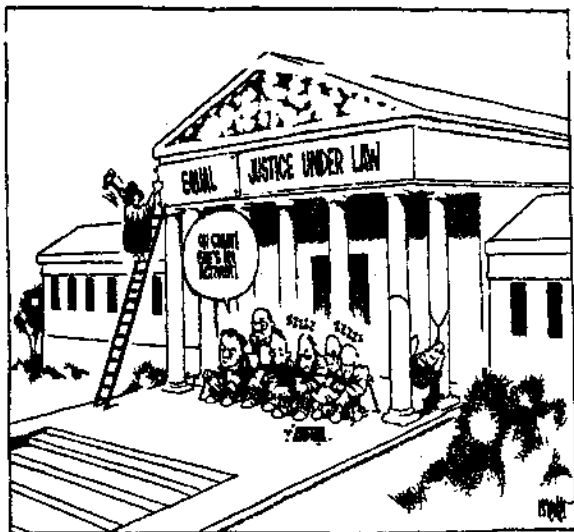
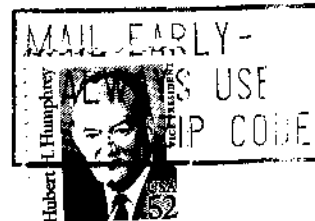
17	Ix / Diplomacy
19	Caladan / Merchant of Venus
13	Moderan / Snowball Fighting Champions' Game
12	Zebra / Snowball Fighting



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