

VULCAN / Deviant Dip 92JFrc04

This game has now moved into a smaller zine called *The Vulcan Times*. Subbers to *Perelandra* can become Official Spectators and receive *The Vulcan Times* simply by asking (current O.S.s: Andy York, Richard Irving). Other readers may still submit proposals: you'll be notified here if yours passes.

I will provide a short update on what's happening in the game, if the consensus asks for it. In Winter 1901, Dan Sellers did not respond to the Switzerland invitation; Vince Lutterbie did agree to take up the position of Atlantis.

Several players nmr'd due to the early deadline. Since the Vulcans have repealed Fog of War, I'm returning them to regular deadlines and returning their NMR insurance privileges (and may even print a map in *The Vulcan Times*!).

Combined with the nmrs, there were two rules which removed units from the board, leaving something like 32 units in possession of 47 centers (five neutrals)!

Rules Passed This Turn

Rule 77: **Black Death**. Black Death appears in a randomly-selected supply center each turn, destroying SC status.

Rule 86: **Reversi**. Fleets become armies, armies become fleets. (Armies at sea and inland fleets disappear.)

Rule 90: **Otto**. Miscellaneous changes in Baltic States (Boobland), Baluchistan (Beluga-stan, now adjacent to Wales), Arkangel, and Gulf of Lyon.

Rule 95: **UN Peacekeepers**. Any player may deploy UN Peacekeeping forces once per game.

Rule 96: **Revelation**. Fog of War is repealed.

Rule 99: **The World is Round, Dammit!** The current board becomes a torus, with the western edge adjacent to the eastern.



Pete is perplexed by the intricacies of Deviant Dip...

...while Cathy conjures ways to recoup DipCon cash!

The Roar of the Greasepaint
(the letter column)

Jim Bailey

~m in~ri~ued by your men~ion ~ha~ your scanner reco2nizes ~ex~ — at k~ ~o som~ extent. What are it's ~imita~tions, and more import~y, ~hat can ~e, your ~oy~ re~ership do to accomoda~e your equipmen~? For example does ~his fon~ ~ork? Are there some fon~s be~er than o~hers? Le~ us kno~ 50 ~e c~ ~ ~ m~e y~r me e~

[[Let me fix that up from the scanner...]]

I'm intrigued by your mention that your scanner recognizes text—at least to some extent. What are its limitations, and more importantly, what can we, your loyal readership do to accommodate your equipment? For example, does this font work? Are there some fonts better than others? Let us know so we can try to make your life easier.

[[I use a Microtek 600zs scanner, usually with OmniPage Professional software. Like all OCR (Optical Character Recognition) programs, OmniPage has a hard time identifying dot-matrix print. It is easier to scan sans-serif fonts (such as Helvetica) than serif fonts (Souvenir, for instance); and wide type (such as Courier) than condensed type (like Times). Frankly, the only letters I can commonly scan without major editing are typewritten (or dark print on a laser printer, which is the same thing). Don't let that stop anyone from writing letters! I can still type! All this Turbo technology hasn't taken me so far that I couldn't produce an issue of the zine without it!]]

Anyway, I think I'll use your little forum here to ignite a topic that's been burning in the back of my mind for quite a while.

During the debate on the budget package (NO, this is not about the budget. I'm sure somebody else has or will tackle that issue.), and in particular the debate on the gas tax, lawmakers from oil states kept saying that we should tax cheap foreign oil instead, saying that it would raise revenue and decrease our dependence on imported oil.

WRONG, WRONG, WRONG. They've got it completely backwards. We should be increasing our use of cheap foreign oil as much as possible, at least its share of our use. (Actually, we should be decreasing all forms of energy use through conservation, but that's another topic.)

I'll explain. The way things stand now, the general assumption is that the world will start running out of oil somewhere around 50–100 years from now. Unless we find a way to replace all of the handy, convenient liquid fuels that come from oil that period is going to be marked by shortages and price rises that would make the oil crisis of the 70's and 80's look like the little market blips that they were.

Now my point is, when all of this happens, who's going to be the big, huge, wealthy winners in that situation? That's right, the ones with the last few puddles of oil left under the gas-starved, economies-ground-to-a-halt, let's-go-to-war-for-more-energy Earth.

[[continued on page 2]]

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

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Back to today. Who produces the most oil? 1) The U.S. 2) The old USSR (I'm not sure if any of the individual republics is still up here) 3) Saudi Arabia. Who has the most reserves? 1) Saudi Arabia 2) USSR 3) U.S. Roughly, the old USSR has about twice our reserves while the Saudis have about five times ours and the Middle East as a whole about 10 times as much.

It doesn't take a genius to figure out who's going to run out first. When that happens, we'll either have to pay through the nose, make huge political concessions, or go over and take it by force. That's why we have to do everything possible to encourage use of *their* oil now, while we keep *our* oil in the ground for as long as possible.

Sure, that means a few thousand jobs in oil production lost, and we would be subject a little more to the whims of someone like Hussein, but at least now, we have the option of going to another country for oil, or of temporarily opening our own wells up for a while to meet the shortfall. After all, the world was able to do very well without Iraq and Kuwait's oil for over a year.

So, we keep exploring to find where every last drop is in the U.S., but we shouldn't touch it. Eventually the need will exist for drilling off of California, or the Arctic Wildlife Refuge (any environmentalist that believes this will never happen is extremely naive), but the need does not yet exist, so LEAVE IT ALONE. The longer we can keep it in our ground, the better off we will be.

After all, the government has already endorsed this idea with the strategic petroleum reserve, buying oil while it's cheap and putting it in the ground. I'm just saying do the same thing on a much bigger scale. The politicians just have to realize that the goal is to make the U.S. stronger in the long run, not just for the duration of their terms. This goes back to my comments on forestry. I want to see sustainable yields because it's in the long-term best interests of my country, not the short-term interests of a few corporations.

Well, I've come to the end of my diatribe for this month. I just want to mention that my rough numbers are from the September 1990 special issue of *Scientific American*. The whole magazine was dedicated to giving a complete overview of the Earth's energy situation without smoke and mirrors, just cold, hard numbers. I highly recommend searching it out, maybe at the library, since it's probably one of the most important single issues of a magazine ever. If anyone thinks 4.3 cents a gallon is going to make a difference in anything, they sorely need to read this issue.

[[1. On oil drilling: Do you mean environmentalists who don't believe we'll see the need, or the drilling? I believe we need California and Alaskan oil now, but I also believe that need is tiny compared to the cost in habitat if we extract the oil. Chalk me up as an environmentalist who hopes we never drill in those spots, but fatalistic enough to know that some corporate-political alliance will eventually do so...]]

[[which leads me to 2. Corporations do not consider long-term impacts in the public arena. Oh, sure, they think about them as they relate to their own buildings, equipment, people; but when dealing with forests, mining, oil, grazing and the like, profit-making enterprises don't give a fig for the future. They'd just as soon wring all the use out now to prevent some competitor or environmentalist from holding them up later.]]

[[3. Politicians work the same way though not as dramatically. Although I feel all elected officials have a real concern for the public, a large majority place today's jobs and profits above all other considerations. (Probably reflects public opinion, making it my job to convince enough people to change values that politicians will begin to change theirs.) I think that same large majority will be more concerned with getting re-elected and will see your proposal as a sure way to get sent home.]]

Russ Rusnak

How about asking again about the two ten-year-olds who murdered a two-year-old in England?

[[Sorry, Russ, I haven't heard any more. Andy? Iain?]]

Brad Wilson

I'd be perfectly willing to live with a "if you don't get it you can't review it" rule in ZR although the TurboFreaks won't live by the same rule in the Farce Poll. Good luck coming up with such a rule.

Every time I want to discuss hobby history or the good old days suddenly 'institutional memory' becomes 'feuding.' Or becomes 'negativity.' Or becomes 'hate and hostility.' That's because I have a different slant on history than the Berch/Walker/Davis clique that many—obviously including you—have deified en route to accepting their word as gospel. There's plenty of institutional memory out there but non-Berch/Walker/Davis memory apparently doesn't count.

[[You really are a joke at times. Since when do I get thrown into a cabal, where you don't even define its principles or goals? I never exchanged a personal letter with Mark Berch other than a line or two to order copies of DD; Fred Davts and I have only ever (really) corresponded on DtpCon, Supernova, and the subject of his health. Now, Rod Walker—if you want to tar me as a friend of his, that's great, 'cause I miss Rod and think the hobby would be better with him involved. But in what way to these people determine my opinions? More objective and important, what tenets about the hobby distinguish you from them?]]

Stan's making, I fear, an erroneous assumption. I detest the war on drugs, but I am not and never have been a drug user. Illegal drugs, that is!

[[Pere #111, Stan suggested Brad NMRs often because of his opposition to the drug war, nudge nudge.]]

[[Baseball coming up, some of you can skip forward about four paragraphs so I don't have to listen to any whining about how you don't like the topic...]]

I really think that LaRussa's pitching system will be used for a whole season by someone soon, given that modern managers don't seem to know what a complete game is. Of course, a team like Colorado more or less uses the LaRussa method now, albeit unintentionally. The key will be how quickly the colleges figure out that pitchers need never pitch more than six innings any more. Take the 'quality stat' nonsense—what a useless stat! Less than four runs in six innings? That used to be mediocrity—now it is 'quality.' Sad!

1978 to a Phillies fan is a year of horror and pain, second only to 1964. As one Philadelphia journalist said, "1964 was a year invented by the kind of people who pull wings off flies and drop them in toilets." Graphic but you get the idea.

[[Your letters, more than most, just beg to be chopped to bits by editorial inserts.]]

[[Although I don't use most of the latest jury-rigged stat formulae, the quality start is less onerous to me than most. Think about it—six Innings and three earned runs (runs??) is the worst you can do. So it represents merely a dividing line below which we can say a starting pitcher was mediocre, or worse. A pitcher who has a quality start every time out is very likely to go 30-4 with a 2.00 ERA over 250 Innings in a year—is that mediocre?]]

Jack should know better when he lists all the groups I dislike: "gay-rights, feminists, socialists..." Well, OK, he's right on the last two (especially socialists) but I have been a longtime supporter and enthusiast for gay rights. Any proper libertarian is. (It was not an easy thing being for gay rights in the Pa. Teen-Age Republicans from 1978 to 1983.)

I don't see much difference between pro-life violence and

state-sponsored judicial violence through RICO and other totalitarian laws. I do not condone pro-lifers' violence in the slightest—my father rents space to a 'women's clinic' and has often had to deal with pro-lifers. He could save himself a lot of hassle and not renew the lease—and he was denied a seat on Chester County's Board of Commissioners because he rented space to the clinic. Now, this being my father, it's a matter of principle: not pro-life or pro-choice (he could care less) but the right he has to rent his property to whomever he chooses. Property rights = freedom, as usual.

But to tar all pro-lifers with the brush of terrorism is as ill-tempered and ridiculous as making Iran's mullahs the standard for Moslems or Louis Farrakhan or the 'Rev.' Al Sharpton the standards for black leaders. Methinks your definition of civil disobedience pretty much comes down to "It's civil disobedience if I like the cause and violence if I don't."

In 1987, twenty disarmament nuts broke into GE's space center in King of Prussia, Pa., and cause substantial vandalism and damage. They claimed to be 'civilly disobedient.' Were they? Or were they just common trespassers and vandals?

Or—a group of Chicago parents is threatening to 'shut down' Chicago's Loop business district because of what they see as inadequate state funding for education. They're threatening to blockade stores. Civil disobedience? Or violence?

I can't help thinking that much of the animosity towards pro-lifers is simply another occurrence of the only 'approved' prejudice in the US today: anti-Catholicism. The Know-Nothings live!

[[Sorry. I don't buy it. Religious denominations insult each other (Baptists vs. Catholics, Presbyterians vs. pentecostals, everyone vs. New Agers) but the American public as a whole is not anti-religion, and not anti- any particular religion.

On a literary note, I'd highly commend to you the latest volume of poetry by Donald Hall, *The Museum of Clear Ideas* (Tickner & Fields). The poem 'Baseball' is especially penetrating and poignant.

Jack McHugh

I agree that people who live on rivers, by the ocean or in other obvious danger zones (San Francisco—Oakland spring to mind) expect the rest of us to pick up for them when nature strikes them. Let's face it, San Francisco is richer than most of the rest of the country and I find it offensive that people with less exciting problems—like Appalachia, which is just normal poverty that the media finds boring and certainly doesn't want to visit—are ignored. The Sam Donaldsons of the world then fly into SF and get their picture taken next to rubble and visit a city they want to visit anyway. Meanwhile, those of us with less money are expected to pay for their folly of living next to a known active fault line on a hillside! Give me a break—get insurance, or, if the insurance companies aren't stupid enough to give insurance, move.

C'mon, Pete, your characterization of the anti-abortionists is similar to what the civil rights movement did—sit-ins, picketing on the property, purposely going into a hostile area. Don't get me wrong, I'm not comparing them, I think the civil rights people were correct and the anti-abortionists aren't. We have laws to deal with this and I don't see the need to turn to a quasi-totalitarian law that gives the cop on the beat the right to decide the outcome of the law. Only judges should decide the law. I like cops but they aren't trained to decide the law and are much too close to the case to decide. Obviously cops, for example, don't stop people on purpose they believe are innocent, so guess how many people aren't guilty in their eyes? Not too many.

Martin Luther King didn't advocate violence, but some of his more radical fellow travellers did—Stanley Carmicheal *[[sic]]*, Malcom X (early in his career), etc., etc. I'm not agreeing with the

violence but I am against condemning the *entire* movement because of a few or even some. Yes, some of the non-violent types do condone violence but they don't all and you're not being fair when you say they do. (Your reasoning is flawed: 'Jack is a Dip player. Jack is a man. Therefore all men play Dip.' I don't think so.) *[[Ed.: I don't either. I have no empirical evidence that Jack is a man. hyork.]]*

My point about Cleveland was that the Phillies have a longer record of futility than the Phils do. We still hold the record for the most last place finishes since 1900. At least Cleveland was good, some of the time, until the mid-50s. The Phils have won only one World Series and been in four more since 1876.

[[You're right, but a lot of Indian fans would trade their performance in the first half of this century for the Phillies of the 70s and 80s. (Jack sent another long letter on sports, which falls victim to my habit of actually editing around here... Sorry, Jack, the hockey stuff will have to stay in the expert zines like *Crimson Sky*. I just don't know enough about it.)

[[Abortion stuff after Michael's letter.

[[Like most sweeping generalizations, your comments on San Francisco are dead wrong. Now, I was not living here when the '89 earthquake happened, but just because this area got big media attention (the World Series was here, so we got live TV coverage; plus earthquakes, being far less predictable than hurricanes, are much better 'news drama.') doesn't mean the area got loads of federal money. I have not yet heard of a private citizen receiving tax dollars after the quake—there were a few (very few) loans but most homes destroyed by the quake were never rebuilt. Dozens of families are still living in temporary trailers, just like Miami. As for the public sector, city councils did get some federal grants but a recent 'media' report said that those grants covered less than 10% of the damage. The Oakland City Hall is still closed; the Cypress freeway may be rebuilt (mostly with state money) by 1998; the town of Santa Cruz is collecting less than half of the sales taxes it did before the quake because of all the businesses that went under.

[[Besides, you're preaching to the choir. I agree that folks in the Bay Area should insure themselves or else accept their fate.

[[But what does burn me is your comment that SF is 'richer' than the rest of the country. It's a nicer place to live, is built on hills and a bay, and has a more interesting and diverse culture, but otherwise it is perfectly typical of American cities. (In the following comments I don't care whether you mean the city of SF proper (about 40% the size of Philadelphia proper), or the entire SF/Oakland/San Jose region of, what, 4 million people? Isn't that about the size of metro Philly?)

[[Our incomes and property values are higher—and rent or houses cost more, bread costs more, gas costs more, and jobs are harder to find. Our proportion of poor to rich is lower than Appalachia, sure—but it's the same as New York, LA, or Cleveland. Tourism and banking are important industries, but so are petrochemicals (six toxic releases in the past six months) and defense (just a wonderful thing to have to rely on these days!). So be specific, Jack: in which ways is San Francisco "richer than most of the rest of the country"??]

Michael Quist

I feel compelled to comment on your comments in reply to Jack McHugh's abortion/RICO remarks. Hypothetical #1—Let's consider a "perfectly legal business regulated and taxed" like a Woolworth store with a lunch counter and fountain. Let's say it is in Selma, Alabama, where the local law prohibits serving African-Americans and white folks in the same facility. Well, suppose a group of uppity African-Americans feel discriminated against (quite

justifiably) and with a little help from well-motivated northern liberals, enter and occupy all the lunch-counter seating without buying anything. Is this legitimate civil disobedience? Hypothetical #2—Let's consider a "perfectly legal business regulated and taxed" like a large electrical-equipment manufacturer in Minneapolis (the company I work for), which decided to bid on some perfectly legal government contracts for some nasty and efficient military products (anti-personnel mines, smart bombs, and guidance systems for cruise missiles). Assume further than a local group of pacifists decides that this must stop, so they conduct demonstrations which seek to shut down the company's corporate headquarters by blocking the entrances to the building and the parking ramps. Is this legitimate civil disobedience?

In both cases I say yes. In the first I even supported the action by contributing funds (yes, I am old enough to do that, I was in high school and a little too young to go down and personally get beat up by the Selma cops). In the second case I don't support the cause at all and actually consider it badly misdirected. However, as long as demonstrators don't mind getting arrested for trespassing, they are free to carry on as far as I am concerned. By the way, in one of the last demonstrations at my company some demonstrators got into the building and committed acts of vandalism; of course, they were apprehended by security and turned over to the police. All the Minneapolis liberals were very supportive (defense funds, demonstration at the Courthouse, etc).

How are the anti-abortion folks any different, except for a lack of political correctness? Any large and controversial political movement attracts its share of lunatic fringe types. It is these types who commit the acts of violence that we all condemn. These are but a tiny minority of any legitimate civil disobedience group. We have very adequate laws against assault, murder, terrorism, and arson, let's use these laws to see that the perpetrators of violence are punished with nice long prison sentences and perhaps a little bit of gas of a jolt of power in the state's chair for the most extreme violators. Let's keep RICO out of this. The leaders of the anti-abortion movement are largely Christians who do not advocate these violent actions, and are disgusted in them. Yes, I would be more comfortable if they would be more outspoken about this. You seem to think that this violence is an official position of these groups, it is not. As an added note, I am personally not a supporter of either the pro-abortion or anti-abortion movements (not the deliberate lack of PC terms in this statement)—this controversy is a serious threat to the viability and solidarity of the political right-wing, of which I am a proud member.

Even more controversial hypotheticals... Does the KKK have a right to burn a cross on their own property? I say yes, the act turns my stomach, but I say yes. Does a radical pacifist group have a right to burn the US flag—yes, provided I am not around to stop them. Do I have a right to stop the aforementioned flag-burning by taking possession of this privately-owned flag using the minimum force required—yes, I most certainly do. I would not even consider pulling out a gun and shooting the guy. Yes, Pete, there is a difference.

[[I definitely appreciate your writing. When I get strident, I hope I don't chase off opposition. Eric Voogd said that my 'emotional and overstated' comments were quite unlike me, but that it was 'nice to know that [I'm not] the cool, evenhanded chatmaster on EVERY issue.'

[[I don't see where you get the right to take away someone's flag. Do you really mean to say that you are prepared to be arrested for theft in doing what you feel is right? Or is flag-burning banned in Minnesota, giving you a 'right' to enforce a law? I support the death penalty for first-degree murder with special circumstances, I don't think the abortion-clinic murderer qualifies (but lock him up for life).

[[Michael and Jack, I don't recall the Selma protesters punching and spitting at Woolworth patrons. The examples of the lunch counter, the Chicago parents and the Minneapolis defense contractor were, I would guess, legitimate civil disobedience; but Brad says the GE protesters trashed the place and that puts them beyond the pale. As I've said before: If anti-abortionists were getting arrest for peaceful picketing or mere trespass, I'd refrain from criticizing them. As much as I admire Malcom X, I would've denounced his violent ideas. (And if that doesn't get a letter out of Garret, nothing will.)

[[Brad suggests that I decide what's civil disobedience based on whether I like it or not. Bullshit. Let's try this and see if it sinks in: all violations of law on behalf of a cause or principle are 'civil disobedience.' If such violations are peaceful, they are justified. Thoreau not paying his taxes sure as hell didn't injure anyone or destroy any property.

[[It seems the discussion boils down to this: some of you still don't believe anti-abortionists are committing very much violence. To steal a line from "And the Band Played On," how many deaths will it take? Give me a number. People are taking out full-page ads saying that Dr. David Gunn's death was "justifiable homicide" and others are burning clinics and doctors' homes. Dr. LeRoy Carthart had several buildings on his ranch torched and then got a letter saying that the death of 17 of his horses was justified because he does abortions. There are fewer and fewer doctors willing to risk performing abortions, so anti-abortionists are getting their way—by intimidation and violence, instead of by winning over the opinions of the American public.

[[An Operation Rescue spokesman stood before the press on August 20th and said that the Clinton administration was to blame for violence against gynecologists; that the Justice Dept's 'failure' to meet with Operation Rescue and Clinton's decision to arrest peaceful 'rescuers' (read: harassers) meant that only the violent anti-abortionists were left on the streets. I wish I had caught his name. I can report the name of another wicked jerk: Don Treshman, founder of Rescue America, is quoted in Time as saying, "We are sure to see more of these incidents. This shooting, while unfortunate, will result in babies' lives being saved."

[[This is not merely asinine and ridiculous. This is disingenuous and evil. I disagree with Michael on this also—leading anti-abortionists continue to refuse to condemn violence. They mealy-mouth their way around the fact that the anti-abortion movement promotes assault against medical personnel, while the pro-abortion forces have done nothing in retaliation. And I declare that (duck, here comes an editorial fiat) the last word on the subject.]]

Michael Alterio

I wish you hadn't printed the first part of my Ruffian endgame statement, in which I go on and on about myself. I sound like a prime ass. Really, everybody, I'm not quite a stuck up and full of myself as you probably think I am. And even if I were, I wouldn't want you all to know it! :-)

[[There's at least one reader who didn't get that impression from the Ruffian writings:]]

Jamie McQuinn

Just a quick note to thank you for running the endgame & commentary for Ruffian. It was a fascinating insight into the development of alliances. Was anyone else disturbed by the amount of cross-gaming going on? While I can appreciate that it is easier to ally with an old friend, I think it is foolish to refuse to stab an ally because you've "been friends for 20 years." Foolish to limit your

options, and foolish to broadcast your devotion. I make an effort to avoid letting a previous stab influence me in a new game. Do you see this as an all-too-common occurrence?

[I think everything affects everything else. I might refuse to stab someone if I knew it would wreck our friendship, outside the game—and I don't think this is unreasonable. Then again, I tend to gravitate toward friends for whom this would not be a problem (and I tend to think of games as "all in fun, just roll with it, baby" anyway!). I prefer to reserve the term 'cross-gaming' for a very specific type of "you do X, I'll do Y" agreement. For me, using your knowledge of someone's style, or friendship is not cross-gaming in certainly not wrong.]

John Galt

Re: computer games. I have yet to try the computer game Civilization; most solitaire games don't hold my interest for that long. Here are reviews of some of the MS-DOS games I've played lately.

Nethack (free, one player): This is an adventure game, derived from earlier games such as Hack, Rogue, and Moria. What Eric Voogd says about Civilization, I say about Nethack: it's a monster that will grow to eat all your free time and demand more! I have played this for about four years and have yet to "win." (To win, you have to go down through all 50 or so levels of the dungeon, all the way to Hell, find the amulet of Yendor (and fight the Wizard who guards it), then get back out.) A game takes anywhere from a few minutes (if you die early) to several days (for a win), but you can save and resume the game. You should have at least a 4 meg PC to run this game; there are also versions for Unix, VAX/VMS, and other systems. (I don't know about the Macintosh.)

Galactic Conquest (shareware, 2-7 players): This is a simplified space combat game; sort of like Stellar Conquest without most of the economy. You send ships around from world to world, and the ships are invisible in flight. (All ships are identical, but fight with a strength based on the world they last came from. There aren't any populations to worry about.) The program displays a running "commentary" on the last line of the screen, which sometimes tells you things about what the other players are doing. ("John has 120 ships in transit! One of them may be going to YOUR planet!") Great fun.

Mah Jongg (one player): There are several freeware and shareware versions of this around, including DOS, Mac and Unix versions. (Don't waste your money on a commercial version.) I use a nice one that offers about 20 different tile sets, some of which I probably shouldn't talk about here, and allows cheating (but then disqualifies you from the Top 10 list). I usually play with the "Navy Signal Flags" tiles, because they're easy to tell apart.

For those who are local and use PCs, I can supply copies of the above, or you can get them from the Usenet archive sites. Now I'll turn to commercial games.

Railroad Tycoon (commercial, one player): This is something like Empire Builder with more of an economy added. You have a choice of four different maps and many skill levels. The game is always one human against three computer players, and you can't change that. Even in beginner mode, this is a difficult game; it's hard to find the resource you want to haul. Not bad if you really like railroad games, but I've mostly lost interest in this one.

Monopoly (commercial, 2-8 players): This is a faithful copy of the board game, and the computer will play any or all positions itself. My only problem with it is that the computer players are stupid and predictable, but at least the program obeys the rules (except minor "nits"). (I've also played the Macintosh version, which does not. I would definitely not buy that version.)

Risk (commercial, 2-6 players): Again, this is a copy of the board game, and allows you to choose from most (but not all) of

the different rule versions that have been published, both here and in Britain. The computer will play any or all positions itself, and has average skill. I rate this program only average, for two reasons. First, though you can set options such as which rules to use and even which colors to use, you can't save the settings, so you have to re-enter them every time you play. Second, I prefer to play the game by its classic, original rules, including the rule that when you take another player out, you can turn in any sets of cards you have, even if you have as few as three cards. The computer does not allow this rule to be used. (The Macintosh version is similar, but does allow you to save settings. On the other hand, it's black-and-white, as all Macs were until recently.)

[Huh? Macs have had color the five years I've been using 'em.]

Clue Master Detective (commercial, 2-10 players): This is my favorite commercial game, because it follows the rules exactly, and the computer players are very good! Its one drawback is that it has only a limited note-taking feature, so you'll want to have scratch paper nearby.

There wasn't much gaming at WorldCon, but I did get to play a new card game called Magic. It's an interesting game, sort of a cross between Wiz-War and Nuclear War; but it tends to be dominated by the person who spends the most money to buy lots of decks and put together a good stacked deck. In other words, the person who spends the most money on the game usually wins. I don't see any point in playing, or buying, a game where that is true. (Of course, Magic does not *have* to be played that way, it just usually is.)

Editor's Notes

- Question to lettercol fans: Given the diversity that has grown up in the letters the past year and a half, would you be better served if I sent to chopping up letters by topic? I feel that I'm interrupting so often now that that's essentially what you're getting.

- If you are interested in the Deviant Dip game, Vulcan, you can get the flyers that it is going out on just by asking. However, non-players will only get the first page, showing which rules passed, unless the game changes to allow kibitzers to vote (in which case 'official' kibitzers will get the whole Vulcan report). If the number of official kibitzers gets too large I may charge a sub fee for *The Vulcan Times*, the zine.

- The White House now has e-mail. Those of you who are netted may know this, but just in case...

CompuServe: "Go White House"

MCI Mail: "View White House"

America Online: "Clinton Pz"

Prodigy: "Write to Washington"

Internet: 75300.3115@CompuServe.com

Include your snail-mail address if you want a reply—at this point e-mail messages are printed out and treated like any other hard-copy correspondence.

- I just found out that some insects, especially with large eyes set on the sides of their heads (grasshoppers), have a third eye (in the case of grasshoppers, a tiny button in the center of the forehead. Strange. Is this common knowledge that I missed?

- Jim Bailey bought a copy of *Zine Register* and says "Your relentless ad campaign finally worked. I saw the nice little blurb for it in *The General*." Yeah? Well, I didn't really try to promote ZR there... but I *did* try to get them to plug DipCon and they didn't! I guess I relented on that, or something. (I've been gaining quite an education on marketing the past month. As you saw last month, I am in charge of the Hawk-A-Thon for the raptor observatory. I put an 'ad' in *Perelandra*, but would you believe it didn't occur to me until after the program to send a press release to media outlets in the area??!! Yeesh.) ☐

The Broom Closet

sweeping out the corners of the hobby

Marc Peters is accepting nominations for the Nixon Award! This prize (dormant for several years) is for the Year's Most Notorious Liar—either the "slickest, most bald-faced, most inept, or whatever." Send your choices and reasons to Marc at 370 North Street, Sun Prairie WI 53590.

Scott Cameron's *Protozoan* #129 included Michael Tsuk's and Scott's own reviews of History of the World (and Scott is about to offer a pbm game of HoW). The reviews were very detailed and helpful but had an interesting twist: it appears that everywhere Michael referred to a player as "he or she," somebody has used a marker to black out "or she"!

Upstart #61 managed to pop through the door while I was at *DipCon*, leading to a couple of days of frustration for me as I couldn't pry Ron Cameron's copy away from him. Garret admits burnout and takes steps to reduce his work load—but does he limit the number of games he'll start? No, he limits the number of games readers may play in. Curious.

Brad Wilson indicates that game reports went out in early September but that a full *Vertigo* will require a month or two yet, as Brad needs to build up some cash for copying.

Opportunities to watch me play Diplomacy (oh, yeah, like that's a privilege or something) are dwindling fast. Tim Stabosz and I got a two-way draw in *Cheesecake's* Sukey Tawdry, so I'm down to four games and in three of those I have lost dots in the most recent Winter. Current cliffhangers: will James Wall run his Austrian go-cart up my Italian back in *Dippy*? and will Ron Cameron trust me to toady to him in *Upstart*?

Buz Eddy has sent me the latest version of the Maelstrom ratings for *Perelandra* players. This is current through *Everything* #86 (all games concluded through the end of 1992). Ratings below 1000 (more than half the hobby) are not tracked.

	Russ Rusnak	7493		
Kathy Caruso	4391	Chuck Mercer	1684	
David McCrumb	3541	Eric Voogd	1592	
Paul Gardner	2561	Roger Cox	1560	
Vince Lutterbie	2489	Melinda Holley	1461	
Stan Johnson	2282	Don Scheifler	1437	
Randy Davis	2223	Andrew York	1333	
Jim Burgess	2018	Mark Lew	1306	
Arthur Shulman	1974	Greg Ellis	1147	
Les Casey	1862	J.R. Baker	1144	
Pat Conlon	1823	John Schultz	1080	
Tom Johnston	1765	Lance Anderson	1018	

Quite late but still quite welcome were several sample copies of *Now Eat the Rabbit*, a.k.a. *NERTZ*, from William Whyte. The underlying philosophy of this irregular zine is gonzoid determinism (and the underlying layout is gonzoid cut-and-paste); though he runs a fairly wide but normal assortment of games, William's letter column is the main feature and provides quotes like these: "I have a feeling that I'm slightly missing the point you're really making here, but hey, hijacking someone else's point for the purposes of making your own is Editor's Prerogative under my house rules."

Zine Register 22

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're in Britain you can buy one from Iain Bowen for £1.) Sales of ZR22 will stop on November 1 in preparation for ZR23.

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.

Local game news—NovaCon 4!

It's time again to reserve space on your calendar. The next Gaughan Dip-party will be a New Year's Con...

December 31–January 3

All the usual amenities will be available (floor space, couch space, cheap soda) and the usual gang of idiots is expected to attend.

• John Galt would like to inform everyone of the meetings of the Stanford gaming club. "They meet at 1 p.m. every Sunday (except some holidays and semester breaks) in the Tressider Student Union Building, usually in the Juniper Room. Games played vary, but 1835, Britannia, and Titan are typical (in that order)." John sent me directions, call him or me if you need them (John's at 510-278-8392).

John is also willing to organize a group trip to Virtual World, in case boardgames just aren't enough. He says they run two 'virtual reality' games, *Battletech* (like the boardgame but not identical), and *Red Planet* (race through tunnels on Mars).

Adrian Appleyard (Australian Dip publisher) will be in the States from 13 Dec to 4 Feb. He's looking for game parties during the first two weeks of that time (though the Christmas season is usually not prime con or housecon time). Write Adrian at 254 Padstow Road, Eight Mile Plains, Queensland 4113, Australia (Bay Areas, just call Pete). I'm trying to get him to show up for NovaCon... ☐

Zine Register #23 is in production!

There are several ways in which everyone can participate in *Zine Register*. The most important is *reviews*. Please take what time you can, sit down and write your comments and critiques of the zines you see regularly. I will give a free issue to the reviewer or reviewers who provide the most complete set of thoughtful comments! (I'm the sole and final judge on this.)

So there are several way you can contribute to *Zine Register*:

- REVIEW zines you see, and REVIEW ZR itself!
- COMMENT on 1993 Dip events for our Year in Hindsight section (including 'obituaries' for folded zines);
- DISCUSSION QUESTION—write an answer to: Should *DipCon* be called the North American Championship, and should it use a standardized scoring system?

I can read 3.5" disks. Macintosh formats: ascii, QuarkXPress, and MSWord; DOS format ascii only.

If you don't publish a zine or don't trade for ZR, you can still get ZR23 by subscribing. PRICE REDUCTION! ZR23 will cost US\$2.00 in North America. If you are outside North America, you can get ZR23 via air mail for US\$4. (British readers, send £1 to Iain Bowen, 5 Wigginton Terrace, YORK North Yorks YO3 7JD.) Publication will be about December 15.

My thanks, and thanks from the whole hobby, for your help on this project!

It's Me Again!

by Cathy Gaughan

Well, I want to tell my impressions of DipCon/PacifiCon. I had a fun time, but it wasn't necessarily because of DipCon or PacifiCon. I had fun because Steve and Daf Langley came. I knew before they got here that Steve was not at all interested in playing Diplomacy anymore, but I hadn't known some of the specific reasons until dinner at 11:30pm or later Thursday night.

Oops! As usual, I got ahead of myself. Let me back up. It is now Thursday morning 4:30am, I'm getting ready for work, because I want to get off early to leave for San Mateo. I think I was finishing packing, too. I think I got to work around 5:30, and ended up getting more done because I had no interruptions until 8:30, the time I usually arrive with most of the rest of the troops. Anyway, 12:30 finally arrived and I got "have fun" wishes and dirty looks as I made my way to the time clock.

From work I met Pete at his folks' house in Corte Madera. He was still trying to print different things he needed for the weekend. It didn't bother me that he wasn't waiting to leave immediately because his sister, Peg, was in town, so I got to do some catching up with her. We ate lunch all together, even Pete's mom came home from work for lunch, so it was nice.

After lunch, we gathered all our stuff and headed for San Mateo. I don't remember traffic being a problem, maybe one small back up on Van Ness in the City. We arrived around 3pm, and went to check in—they didn't have our name. Pete explained he was part of the Convention Staff, so they probably had him listed some other way and he told them the room number that one of the PacifiCon people had told him we would be in. They looked us up and there we were, but still nothing that had the name "Gaughan". So we talked with the front desk and we were assured that our name as well as "Boardgame IV" were associated with our room, since we knew people would need to get in contact with us or at least with Pete. So, off we went to unload the car into the room. After settling in, we called the desk to find out if Daf Langley had check in yet. I was excited because she had. Pete called her and we went down to her room and talked till around 7pm. We were starting to get thirsty, so we all headed to our room, since Pete and I had brought some goodies. Again, we talked and talked, caught up on her kids and Steve's job. Now, Steve was suppose to arrive around 10pm from Alaska where he's been working. So some time after 10:30, Daf decides she will head back to her room to see what's going on.

We get a call from Daf around 11pm. Steve had been in the hotel since 7:30, but the front desk told him that the Gaughans hadn't checked in yet! He knew that Daf had checked in, but they wouldn't give him a key to the room. He had left a message for Daf that he was in the hotel bar. So Daf located him and we finally went to get some dinner.

At dinner, we found out that he had only a couple of dollars on him and that Daf was planning on giving him money when he arrived. So Steve eat in a bar for 3 to 4 hours unable to buy a drink. What a bummer. Anyway, I was glad that he didn't seem upset, but Steve never seems too upset.

Steve doesn't play Diplomacy anymore because it brings out two bad characteristics: manipulation and lying. And he doesn't feel he needs to play something to get better at these things. Most of the conversation at dinner was about the latest books Steve, Daf and Pete had read. I felt a little awkward because I don't read very many books. When I do, it's mostly understanding-people and understanding-myself kind of books, not fantasy, science fiction and horror. I was afraid to mention one of my favorite books that I read back in college was *Flowers in the Attic* by V.C. Andrews. Since I hadn't read anything recent I figured it was best to just let them talk, but some of the stuff they were talking about sounded pretty interesting. Like maybe I would like some of the books that they were reading.

Pete and I really enjoyed the firm mattress on the bed at the hotel that night (and Daf, we didn't bring anything extra if you know what I mean—tee-hee-hee). Friday morning, Pete got a call from Dan Mathias. He wondered if the hotel had any cancellations, as he had to stay at another hotel because PacifiCon hadn't gotten info to people in a reasonable amount of time. Pete thought he had made it clear to folks that they should reserve their rooms well in advance, but everyone seemed to be waiting for official information from PacifiCon. Well, Dan was one of many who never received anything from PacifiCon. They had a major screw up on their mailing and probably half the locals never got information let alone the ones out of state. The hotel still had no vacancies.

We, Steve, Daf, Pete and I went to Denny's for "breakfast" around 11pm. Ya know, I can't remember the topic of discussion at this meal. We went back to the hotel and played Snowball fighting. Steve was victorious. We also played Survive and I think maybe Pete won. Daf and I decided that the swimming pool sounded quite inviting. So, off we went and Pete joined us there for a while. I could tell he was getting anxious about the whole thing. Daf was reading this book with a turquoise cover with a tear on the front.

In the afternoon/evening, people started trickling by the room. Jim Bailey, Richard Irving, Dan Mathias, Jim Yerkey, Pat Conlon, Steve Cooley, Nick Beliaeff, Larry Peery, Mike Nangle, Richard Weiss and the "gorgeous cute Frenchman" [[Ed: Xavier]] and the "GQ Frenchman" [[Eric]]. Sometime earlier in the day, Dave, one of the PacifiCon people that Pete had been working with by phone, came by and they discussed what to do about all the DipCon people that hadn't been able to register early because they hadn't gotten the information. Dave says no problem, if you gave Gabriel the list all they needed to do was go by room 3218 and pick up their badges. So Pete is confidently telling all these guys, no problem just go to room 3218 and it'll be no problem. So, again we head out with the Langleys looking for dinner. We found a magnificent Italian restaurant. We leisurely enjoyed our meal and returned around 9pm. We all headed up to room 3218 so that Steve and Daf could register. We get there knock on the door and you'd think this was some secret mafia or FBI room. I felt we should have had some password or something. We were told to stand in the hall and fill out cards with names and addresses and no one ever returned to retrieve them. Steve got so incensed by the whole thing he refused to register at all. Wasn't a major tragedy for him, as he hadn't planned on playing any games, but I think he wanted the freedom to come and watch if he so desired. I don't know how long it took because I figured if they were having this much trouble, I better head downstairs for the regular registration to get my own "stinking badge." By the time I got down stairs about 10pm, they had already closed the registration area down for the night. I went by the Juniper Room (which was the designated DipCon Room) and people were playing Diplomacy. I almost felt bombarded by comments of how awful their registration experience had been. I guess they had waited an hour and a half in the hallway, but being as innovative as they are, they played Diplomacy MENTALLY.

After Pete finally got Daf registered, I guess he got the blow-by-blow ordeal from Pat Conlon and headed for the Dip room to try to see if he could help ease any ill feelings. He was definitely not impressed by Gabriel. I personally thought Gabriel must be in a role-playing game and thought he was God or something. No, he was playing an Asshole and did a superb job.

Well, that night after we got back to our room, I tried to convince Pete that it wasn't his fault. He figured if he had been there instead of being at dinner things would have been different. I told him that wasn't true or he'd have had Steve and Daf registered with no problem. I'm not sure if he ever agreed, but we finally settled down and went to sleep.

Around 8am Saturday morning, I got up. Pete had been gone for at least an hour already. He came by the room before heading up to the Dip room because he had gotten my badge. So I had no hassles at all

getting my badge for PacifiCon. I got myself together and headed up to the Juniper room to see how many folks ended up in the Dip Tournament.

The first round had 5 boards and started around 9:30am. Probably would have started earlier, but PacifiCon figured out that they needed the tables that they set up in the Dip room for another tournament. They figured round tables were more suitable for Dip; I wasn't sure why they hadn't figured that out the night before, but we were cooperative. At first Pete was going to have to be a seventh player, but someone came just in time.

Dan Mathias had chosen not to play that round as he was entering a Shogun Tournament that started later, so he and Pete started to play Illuminati, but then Dan decided to teach Pete ABALONE. It is a game with marbles where you push one another off the edge of the board. I really liked it. I keep telling Pete he should buy us one. Anyway, Dan won that first game where he was teaching Pete. Not long after, Daf showed up to see if she recognized anyone. But she too wondered how this Abalone game was played. So she, Dan and Pete played the next game. I was still watching. Daf was the black marbles, Pete was the yellow marbles and Dan was the white marbles. It has a total different twist with 3 players instead of just 2. Pete decided to take the easy way to win and pick on poor Daf who didn't really know the game yet. So Pete won with 6 of Daf's marbles while Dan had 3 of Daf's marbles and 2 of Pete's. Daf had her own sort of victory by getting 1 of Dan's marbles and 3 of Pete's.

Daf then said she and Steve were going to go to a movie. I ask if they minded a tag along. And, she seemed to think that it was fine if I came along. We saw a somewhat bizarre movie *Needful Things*. It was very scary in places, but mostly it showed how really evil humans can be with just the slightest little coaxing. I'm not sure that I would recommend it for other folks to see. If you're into strange and scary this would probably be up your alley. Daf wanted to see it because she had read the book. The ending in the book is much better than the movie, but it would not have been a Hollywood ending.

After the movie, we went looking for lunch. We found Togo's. Steve and Daf had eaten at them when they lived in Sacramento. It was a fabulous Sub sandwich place. We had talked a little about the movie and I asked about what books would they recommend that are somewhat believable, but kind of strange. I don't do well with stuff that is totally unrealistic, so if I can't comprehend that it is a possibility I lose interest fast. I don't mind if it is set in some place that doesn't exist, but I have to understand how that society works or relates to mine. Anyway, I wanted to read something that both of them had read and enjoyed to see if I would like it. I was in luck because on each of Steve's weekends home to see Daf, he brings a box of books that he has bought and read home for Daf to read. They suggested that turquoise book with the tear on the front that Daf had been reading by the pool.

Dragon Tears by Dean Koontz. Hum? I wondered if I'd like it?... Anyway, we got back from picking up our sandwiches and running by Safeway to get drinks to last for more than one meal. Steve and Daf got some wine for later. The pool again was calling Daf and me, so when we got back Daf and I ate then met at the pool. After about an hour and a half, we went back in. I asked if she could get me that book they had mentioned at Togo's. No problem, she had finished it and thought I'd probably like it. So, I then headed back to the room to read.

I guess I started reading about 3:30. Around 5pm I was startled by a knock on the door. It was Steve Langley wondering if we had a cork screw with us. They couldn't open their wine. No luck, we hadn't brought one. I was somewhat out of it and wanted desperately to get back to reading. A rat man had just appeared to a bum and I wanted to know what was going to happen. Of course, I thought the bum was hallucinating as he was drunk. I got ready for bed at some point and kept reading until Pete came back to the room around 2am.

Pete had played Snowball Fighting, Merchant of Venus, Railway

Rivals, and Twilight Rivals. Or maybe he bought Twilight Rivals.

Sunday morning Pete and I had breakfast with Jason Bergman and—you guessed it—Steve and Daf Langley. This time we went to the hotel restaurant. Daf, Steve and Pete got the breakfast buffet while Jason and I decided to order from the menu. It took forever to get our food, the rest of them were almost finished with their second trip to the buffet before we even got served. But the food its self was pretty good and to company excellent!

After breakfast I wanted to get back to reading. My only problem with reading is that my eyes end up going blurry when I do it for very long. So when I can't see the words anymore, I have to close my eyes or stare off at a wall before I can focus again. Well, one of those times when I was resting my eyes I drifted off to sleep. I was suddenly awakened by people coming into the room. It was no problem because I felt I hadn't got to do enough socializing with the Dip players. Our room was the hospitality room, so I was happy to have some folks coming by to use it.

Of course, being a gaming group you don't just get together to socialize. You MUST play a game. So, Mark Lew, Jason Bergman, Jim Bailey, Pete Gaughan, and Steve and Daf Langley (they played one position together) played "Buy That Guy", a game that Mark and a friend of his invented. It has to do with buying politicians in the California legislature. There are bills that you can vote on that will affect your special interest group. Each player is some special interest group like tourism, Fat Cats, or insurance. Anyway, it is fun to watch, but I don't know if I'll ever want to play it. Steve and Daf thought it was really fun. And Pete has played several times before and enjoys it. Jason always seems to have something he wants to add. Kind of reminds me of Deviant Dip, he's never satisfied!

Sometime during that first game Eric Voogd came by, but he was hungry and headed out for food. He was nice enough to buy us some ice, since all the ice machines had been empty since Friday with so many folks using it. He got me a candy bar too. Thanks, Eric! I had been paying pretty close attention to the first game of Buy That Guy. Then they started a second game. The players this time were Daf, Pete, Richard Irving, Jim Bailey, Jason Bergman and Charles Pearson.

My mind began to wonder... what is happening to Harry Lyon and his partner Connie Gulliver. Were they going to survive until morning?? I had to get my book. I tried to read in the same room with everyone playing Buy That Guy, but they kept laughing and having a good time and interrupting my reading, so I ended up going into the bedroom. Steve Langley had retreated in there also and was reading the rules to Talisman. I chatted a little with him, long enough to find out that he thought that Talisman sounded like a pretty good game. I then was able to get back to my reading.

Sunday afternoon/evening is drawing a blank, I know at some point I finally played Abalone, but it was up in the Dip room, so I think this was actually on Saturday after the 2nd round got under way. I played Daf and beat her 6 to 1. So I thought I was too good!

At some point on Sunday evening, Steve, Daf and I headed out for some food. Steve was desperate for some McDonald's french fries, but Daf and I wanted Togo's again. So, we headed the direction of Togo's on El Camino Real and knew that there just had to be a McDonald's close by. We drove and drove and drove, just at the point we had given up and were making a U-turn there it was. So, Steve got his french fries with lots and lots of ketchup. Then, we headed back to Togo's for the sandwiches. Oh yeah, I ate in Steve and Daf's room and we watched a baseball game on TV, or was it football?

Back to the room to read. I couldn't believe how much I kept wanting to be by myself to read. I was even reading faster than I normally do because I just had to know what was going to happen next. I really liked the chapters from the dog's point of view. Well, my eyes were giving way again, so I decided to see what was going on upstairs in the Dip room. I think a couple of games were still going on. There were theo-

ries from some that others were cheating. Stories from others that they couldn't believe how some people were so unobservant and they had ended up with extra units because someone had been adjudicating and moved a block halfway between two countries that should not have succeeded, but then pushed it into the new province anyway at the end. Don Del Grande made a most interesting GM. I know there were things that probably could have been handled differently, but Don you hung in there. Give yourself a pat on the back!

I played Abalone with Pete and Jason Bergman. Remember me saying how different it is with 3 people? It's just so hard to see all the possible moves. Anyway, Pete was out first then Jason and I battled it out for a while, but Jason was the winner. He suckered me by putting one of his marbles where I could knock it off, but of course left himself with the winning move of knocking one of mine off that gave him 6 marbles. Jason and I then played around with arranging the marbles in patterns on the board. Then, Mark Lew came by and ask if we wanted to play some Hearts. I always forget how it is played, but it is real easy to remember. So, we played hearts, we was Jason, Pete, Mark and myself. I can't remember who won. I remember Jason was standing by in a Dip game that someone had left. So, we had some pretty long breaks between shuffles. Pass three to the left, then to the right, then cross over, and next stay home. Sounds a little like square dancing, huh? Patty Newler came by and watched for a while, I think she had an attraction to Mark Lew. Mark was kind of shy about it. It was cute. Wonder if they have kept in touch?

Oh, all through the weekend Pete was desperately trying to sell breakfast tickets. Since we had a minimum that we had to pay for, we didn't want to get stuck with tons left over. I think while we were playing cards Pete sold about 4 or 5 more tickets, which was good. I think by the time the game was over or abandoned, I was getting tired and went off to bed. I think that Pete stayed and played some railroad game. I'm not sure though.

Monday morning was the Awards Breakfast. I thought the food was OK. We had a request not to give out the awards for the tournament because of cheating, but Pete just told the person to chill out. He didn't feel that he needed to doubt Don. And Don had not mentioned anything about not being able to calculate the winners because of cheating. Finally the banquet went on without a glitch. Even the meeting went very quickly. DipCon will be held at DixieCon next year. The only surprise was Robert Sacks being on the committee. I really hope he helps and doesn't hinder the process. Somehow, I don't picture him the silent partner like say, Marc Peters, who for a while ended up as everyone's third committee member.

After the breakfast the Dip room became the Acquire room. There were two games going at once. Lots of people had already left. Steve and Daf had headed to the airport right after eating before the meeting started. I sure am glad that they came; they really made the weekend for me. And started me on a great reading adventure. I really really liked the book.

After things started dying down, I sat around the Dip room waiting for us to leave. In the meantime, Mark Lew and I had a great time together talking. Have you bought a new pair of blue jeans yet??

When Pete and I left, I was hungry as it was noonish by now. So, Pete ask me if I wanted to go to McDonald's. I'm thinking, gee that's pretty far from here, but I like McDonald's, so I agreed. He drove to one that was one block from the freeway on El Camino Real in the opposite direction than Steve, Daf and I had gone. Oh well. We could have gotten those fries a lot quicker if we'd headed the other way. We ate our food outside and watched the birds beg (as much as birds beg food). There was one albino bird; he was pretty strange looking.

We came home by way of the ocean. We walked down a path at Fitzgerald Marine Reserve onto a rock. There were lots of people there, but one unusual thing was there was a girl getting her picture taken. It seemed like maybe she was a model but the photographer didn't have a

fancy camera, so Pete didn't think it was anything professional. We had seen them further down the coast in a flower garden/farm. The area we were in obviously grows flowers to sell. The flowers were gorgeous.

We got to San Francisco, and I fell asleep in the car and didn't wake up until we were in Marin County. I was too tired to get my car, so we just went straight on home. I really liked DipCon, but again I think it was really Steve and Daf who made it really fun for me. I hope that Pete never volunteers to help run one of these things again unless he is the GM. I want to thank Dan Mathias for all his positive comments to Pete even when he was one of the ones who didn't get to stay at the Dunfey. Did I tell you that the Dunfey looks like a castle? It was a pretty nice hotel.

So, you have it! Cathy's interpretation of PacifiCon/DipCon. I really needed a vacation and it definitely fit the bill. I recommend attending any and all that you can. If our money situation was better, we'd be at them every year.

Later Dudes and Duettes,



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!)

For Next Issue

Name Game: give the 'real' name for the following famous writers' pseudonyms: George Orwell, O. Henry, James Tiptree Jr., Anthony Afterwit, Edgar Box. (one free issue if you get 4 of 5)

13A: In general, men are not noted for their extravagance of dress. However, there are a few fellows in fiction who can be immediately recognized by their distinctive garb. Who wears the following? [a free issue if you get all three]

- The skin of a lion he has slain.
- Yellow stockings and cross-garters.
- A deerstalker hat.

61B: "I have begun on a work which is without precedent whose accomplishment will have no imitator. I propose to set before my fellow-mortals a man in all the truth of nature; and this shall be myself." These famous words come from a figure often identified as the father of European Romanticism. Who is this person, and what is the name of his book? [one free issue]

BD423: It's well known that William Shakespeare both was born and died on April 23 (1564-1616). But another writer died on April 23, 1616, a European writer even more important to his national literature than Shakespeare is to English. Without using references (just by that one clue and knowledge of the era under discussion), can you say what other giant of literature died that day? [one half issue]

BD930: Born in New Orleans in 1924, this writer said, "Of course no writers ever forget their first acceptance... one fine day when I was seventeen I had my first, second, and third, all in the same morning's mail. Oh, I'm here to tell you, dizzy with excitement is no mere phrase." Name him. [one half issue]

107A: By 1975, this book had sold almost two million copies, making it the best-selling children's book of the 20th century. What is the title of this best seller which revolves around food? [one half issue]

153B: American letters has so far produced only one 200-pound, cigar-smoking, salty author who could usually be seen accompanied by packs of dogs. Who was she? [one free issue] □

ZEBRA / Snowball Fighting ASF25

Turn Two

WARRIOR (PLAYER)	loc	segment 1	segment 2	segment 3	new loc	up	hp	sb	dl
Alaskan Alkie (Pat Conlon)	U9	-V8-W7	RR at C (95,71)	RR at C (95,48)	W7	4	8	0-0	
Big Bad Frank (Brad Wilson)	N2	BB at CR (50,10) & C (55,68)	collect Di	Di at TF (70,44)	N2	4	4	1-0	
Bullwinkle (Mark Weseman)	Q15	Di at LB (60,33)	-P16-N16-L16-J16	collect 2 Sb	J16	5	9	2-0	
Comet (David McCrumb)	S5	RR at BBF (95,73)	RR at BBF (95,08)	collect 2 Sb	S5	4	8	2-0	
Crow T. Robot (Paul Glenn)	D2	RR at TF (95,40)	RR at TF(75,25)	collect 2 Sb	D2	4	7	2-0	
Floating Zeppelins (Randy Davis)	R12	RR at SP (95,32)	SH at AA (50,56)	collect 2 Sb	R12	2	6	2-1	
75mm Long Barrel (Steve McKinnon)	V14	Di at AA (30,71)	RR at AA (80,46)	RR at SP* (80,30)	V14	2	5	1-1	
Pallida Mors (Lance Anderson)	E9	RR at P (95,28)	-G9-I9, +Sb	RR at P (95,80)	I9	3	7	1-0	
Puff (John Schultz)	B8	RR at PM* (95,48)	RR at PM* (90,37)	collect 2 Sb	B8	4	7	2-0	
Snow Poke (Cathy Gaughan)	N8	collect Di	Di at FZ (45,21)	collect 2 Sb	N8	5	6	2-0	
Terry Forster (Mike Stewart)	H4	RR at CR (95,67)	-I3-K3-M3, collect Sb	RR at BBF* (95,49)	M3	3	3	0-0	

Weather roll = 45. † = dodge. * marks conditional orders and "RR at nearest."

Deadline for Turn Three is October 27.

That's Big Bad Frank Thomas, in case you're wondering... Mike's choice of an infamous name from Dodger past really hurts me. I was glad to see Terry face Frank right away!

Segment One: Alaskan Alkie is seemingly immune to pain as two Di's miss him this month, the only missed shots of the whole Turn. Let's get to the action!

Alkie dives across the path to lengthen the distance from 75mm Long Barrel's Dirigible shot, and the shot indeed falls way short. Bullwinkle see that Long Barrel is hopping mad over his failed Di, so he slips his own Di down that Barrel. Snow Poke packs a football-sized weapon so Floating Zeppelins take a potshot at her, scoring one. Terry Forster and Crow T. Robot exchange curses and Rattlesnakes; Big Bad Frank breaks up the party by hitting Crow with a Barnard Bolero; the second half, at Comet, fails, but Comet's Rattler still gets Frank right in the furter. Pallida Mors and Puff dance a duet of Rattlesnakes.

Segment Two: Though PM runs a little further away, Puff still hits him again. Terry F. also runs south, but others stick with what worked on Segment One—Crow hits Terry, and Comet hits BBF. (From Comet's backside comes Alkie's RR shot—smack!) FZ grabs the Snowman's Head and hurls it at Alaska, but it also falls short; Long Barrel, seeing this, switches to a Rattlesnake and finally mars that perfect Arctic coat on AA. Snow Poke is no wimp: she goes after the Zep with her new Di and scores big.

Segment Three: Alkie smears Comet again, and Mors turns to fire at Puff. 75mm hits Snow Poke from seven hexes away. Terry Forster and Frank Thomas glare at each other on the mound, and each scores, but Frank's Dirigible is a three-run dinger while Terry's Rattlesnake is just a single. Everyone else is grumblin' and packin'.

BBF to World: Here come some bombs!

Snow Poke to Bullwinkle: What did you have in mind? I can come join you if you promise not to plaster me with snow again!

SM to Yard: Typo of the Month... "What id you have in mind?"

Bullwinkle to Comet: And why am I one of the two people in the yard that you most want to hit? My guess is because the ROK Heads are ruining your predictions for this season in TAG.

75mm Long Barrel to AA: BOOM-SKI!

AA to All: Go easy on me. It's hard to run around and throw snowballs while trying to read the rulebook.

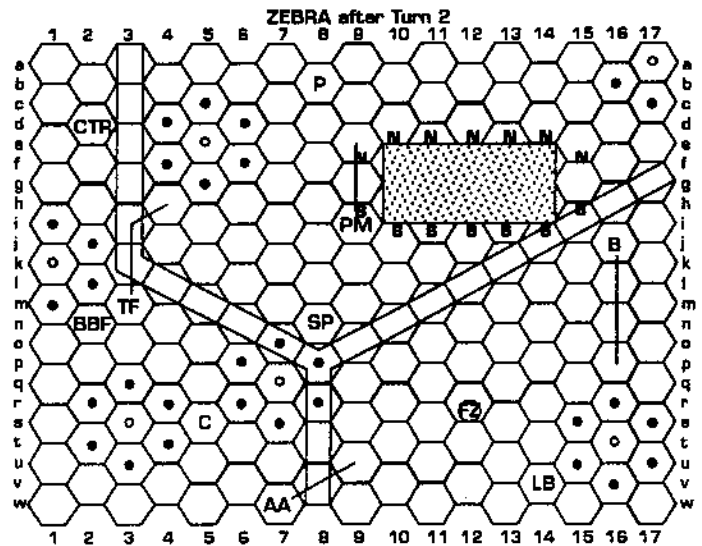
Zeppelins to AA: Here comes a head—coal, carrot, hat and all!

75mm sings: Volaré! Wooah-Oooh!

Pal to Puff: Take my first hit point, will you?! Time for some pay-back... also, got your note in OS—inquiry forthcoming.

Puff to Comet: Peace, mi amigo. I'm just a little cream-Puff.

Snow Poke to Comet: I see you didn't attack me. Good. I won't have to make Pete cheat for me.



[Snow Poke to SM: How did Bullwinkle hit me twice!? I thought we had a special understanding. I'm supposed to win!]

[SM to SP: You will! I'm not that deep into my bag of tricks yet!]

BBF to PG: Is this the Chicago championship?

SnowMaster to Big Bad: Have you guys played this face-to-face? It's a great drunken con game.

75mm Long Barrel to Snow Poke: BOOM-SKI!

Snow Poke to Long Barrel: So how long is that barrel of yours??

SM to SPoke: That's none of your business!

75mm to SM: Fish in a barrel? Doesn't it depend on the number of fish, the size of the fish and barrel (i.e. the fish density) and whether or not you're a SEVENTY FIVE MILLIMETER LONG BARREL?

SnowMaster to 75mm: Reread my press last time. I did the long-barrel joke already.

75mm sings: Washin' the Dog! Washin' the Dog!

Zeppelins to Snow Poke: One back atcha. At least I spared you the snowman's head.

BBF to MW: They have snow in Seoul? More importantly, does your snow have Seoul? Sitting by the dock of the bay, indeed!

75mm to Conlon: Kanly! The art of vendetta still has its practitioners here in the Empire.

Bullwinkle to Comet: Snow Poke couldn't stand the heat (or is that the cold?) on this side of the yard. She's all yours for now.

75mm to Yard: If I attack you, remember that it is only your external aspects that I attack. I have no quarrel with your deep being (not that I'd be interested in it anyway).

SM to Yard: So live an examined life and you're safe from him...

75mm chants: Diarrhea, cha-cha-cha! Diarrhea, cha-cha-cha! ☐

WUNDERLAND / International Snowball Fighting ASF23

Turn Eight: Nobody Hit Nada!

WARRIOR (PLAYER)	loc	segment 1	segment 2	segment 3	new loc	up	hp	sb	di
Baldrick/B (John McLaurin)	kit	-V8-U9-T10-R10	-Q11-R12, +Sb	collect 2 Sb	R12	4	10	5	0
The Bay Bomber/BB (Randy Davis)	N4	De at DD (45,85), -O3	collect 2 Sb	CS at O7 (80,16;70,75)	O3	3	7	1	0
Baron Frog/BF (Andy Bate)	shed	sit	-G15-H15-J14-K13-M13	collect 2 Sb	M13	10	4	2	0
Daf's Daydream, DD (David McCrumb)	N8	-M7, collect Sb	RR at BB (85,96)	collect Di	M7	8	4	0	1
Flingin' Deadly R'snakes/FDR (Paul Gardner)	kit	sit	sit	sit	kit	9	10	2	0
Ice Pike/IP (John Schultz)	Q7	collect Di	RR at DD* (75,78)	Di at BF* (40,97)	Q7	8	7	1	0
Nanook/N (Chris Hassler)	G7	collect Di	Di at DD (40,56)	collect 2 Sb	G7	8	4	2	0
Phightin' Phule/PP (Tom Hurs)	V6	-U7-T8-U9	collect 2 Sb	RR at BF* (70,76)	U9	6	6	2	0

Weather roll = 43. † = dodge. * marks conditional orders. FDR may run out at any time.

Deadline for Turn Nine is October 27.

OOPS: On Turn Four, while FDR built the second Fort, I gave him a VP that should have gone to DD! An audit of FDR's figures for all other Turns showed no other errors, so I'm making that one change: one VP from FDR to DD.

Yes, any time you run inside either the kitchen or the shed, you lose all your ammo. You only get 'free' snowballs when you are forced in for going to zero HP.

Segment One: Baldrick races out of the kitchen but Baron Frog sits tight for another Segment, while Ice Pike and Nanook pack humong weapons. Phightin' Phule jogs across the path after Baldrick, Bay Bomber rares back to hurl a Dolton Demon at Daf's Daydream, who dives into the vacant M7 Fort; the Demon misses and Bomber consoles himself with the O3 Fort.

Segment Two: Baldrick reaches the Snowman just as the Baron appears out the east end of the shed. Bomber and Phule collect snow; the others are attacking, but in each case a Fort gets in the way. DD's Rattler is fended off for Bomber; IP and N both attack Daydream but both miss due to the SnowFort!

Segment Three: Lots of snow is packed, and in the lull the Bay Bomber decides the time is ripe to Storm the tree Ice Pike has been hiding under—he lets fly, hits it, but his wimpy shot just vibrates the trunk a bit and no snow-storm is created. Pike and Phule are taking their best shots at Baron Frog, but the distance is too great for these rusty warriors.

Nanook to DD: Party? Did someone say party?

Baron to Burn Ward: How about playing in *Well, Martha...*?

Baron to Ice Pike: Have you got room for both of us in a game?

Ice Pike to SM: I'd be glad to GM a snowball fighting game... or you could both sign up for the one in *Martha*.

SnowMaster to IP and BF: Okay, okay—sign me up, John. But I already have a guest GM lined up for *Pere*—Mark W. will do that once I open up another waiting list.

Bomber to Ice Pike: If you're still under that tree, don't look up!

SM to Bomber: Ashamed of your handiwork, eh?

Phleckless to Phrog: Phirst things phirst. I'm waitin' phor ya!

Phrivolous to Master: No need to get phurious. Pheel phelicitous instead!

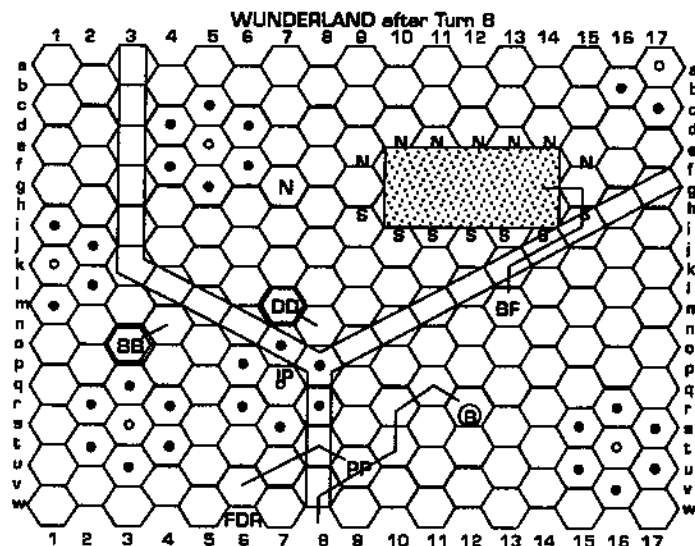
Nanook to Phule: You may have phelicity of style, but your accuracy is phar phrom perphect.

Baron to Bomber and Phule: Hey, guys, I'm over here!

SnowMaster to Baron: "How can you be sure?" asks Mr. Heisenberg. ("Or is that Heisenburg?")

FDR to BB: I've loved building snowforts since I was a kid, and still do. As for the VPs, strange things happen during blizzards—maybe they're a gift from the SnowQueen (and I don't mean Stevie Nicks).

FDR to SM: Did a Snow Queen pass through the scorer's booth during the storm? Seriously, how could I have more than 4 vps—5 tops??



SnowMaster to FDR: In Turn Order: Build Fort, Two RRs, Two RRs, Build Fort, failed Di, successful Di, Conifer Storm = 9 VPs. (With moving and gathering scattered in between but it all checks out.)

Bomber to Daydream: Sorry, but the leaders were dying off. You're the best target.

SnowMaster to Bomber: Little did you know that wouldn't be saying much.

FDR to DD: It's yours for now but I'm afraid N is a bit upset.

Nanook to BB: What's the matter with you? Can't you hit the broad side of a frog?

SnowMaster to Nanook: Not if the frog is thin as a rail, in which case the picture is a bit more murky. (See, more than one of us hangs out in marshes!)

FDR to N: Are you just going to sit there and let DD take that fort?!

Bomber to Baron: Well done—escaped us again. But now you're a long way from your certain destination—the kitchen! (Nyat-ha-ha!) [Editor's note: that's my best rendition of Snidely Whiplash's laugh, which Bomber gave me over the phone. Anyone else offer a better transcription?]

Baron to All: Now that I've dried out a bit it's time to secure the victory. Who wants to be my next victim?

SnowMaster to Frog: Are you certain of your identity? That sounds a bit more like a toad to me.

Bomber to SM: Looks like last place in my first Snowball Fighting game. Hope I do better in *Zebra*.

SnowMaster to BB: Exsqueeze me? Baking powder? Could you do worse than three HP in eight turns? ☐

ARRAKIS / 1991HM

OOPS: I didn't underline a couple of failed Russian orders; also, I neglected to give Italy credit for Marseilles!
 R/I draw: I yes, GR no, F nvr.
 Winter 1909: France builds f bre; Italy declines his build.

Spring 1910: Prove Yourself Worthy

France (Don Scheifler): a kie-den (f bal s), f den-ska, f stp/nc-nwy /dislodged/, a bur-mar (a spa s [f por, f mid, a gas s spa]), f bre s mid, a ruh s german a mun, f eng-nts.

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

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

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

Retreat: French f stp/nc to bar or otb.

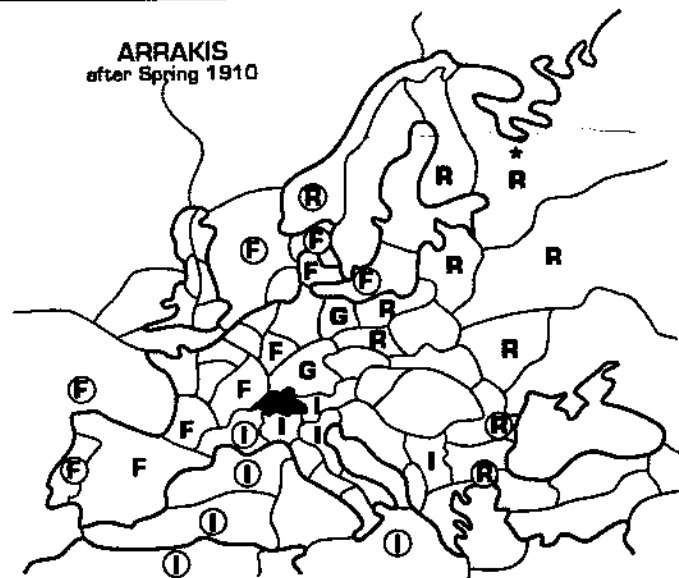
Deadline for Fall 1910 is October 27.

Russia to Germany: Go ahead and make some comment about how silly I look leaving St. Pete open.

Germany to Russia: Huh? Wot happened?

GM to Germany: That's some comment. (drip drip drip goes the sarcasm)

Paris to Moscow & Venice: Now, you didn't really think I would make it that easy, did you? You've got to at least break a sweat to earn a two-way, and you guys haven't gotten past shooting warm-ups. How 'bout we choose up some sides and have a real game again?



Russia to France: This is getting ridiculous. You've beaten my butt so bad that I haven't been able to sit in weeks. Yet I think we'll still win. Odd game, this Diplomacy.

GM to Russia: Try sitting in the bathtub.

Brest to Munich: Hey, little guy. Can you play good D?

Marseilles to Naples: How are you in the front court, big guy? Able to get out for a fastbreaklongpasstwoandahalfstepairglidejam?

Russia to Italy: I'll follow your lead in voting on the draws. Let me know.

Germany to GM: Yawn! GM to Germany: I agree! ☺

ARRAKIS / SUPPLY CENTERS held as of Winter 1909

France	par	bre	por	spa	lvp	edi	lon	bel	hol	den	kie	stp	12
Germany	mun	ber											2
Italy	rom	nap	ven	tun	ser	vie	tri	bud	gre	mar			10
Russia	mos	war	sev	swe	rum	bul	ank	smy	con	nwy			10

ZYRA / Dip Battleship

OOPS

Listen, the reason for all the missing shots is: at the start of the game, I drew most of the Battleships as six squares long, and at least one of the three-space ships as two spaces! So the 'salvoes remaining' didn't always match the map, and then I bollixed up the fixes.

I recommend we simply throw this game in the wastebasket. I'm sorry for the fumbling, but this is one of the reasons I've never liked to GM secret-map or Titan games: I make mistakes! Also, this has not turned out to be the press fight that I'd hoped, and that it needs to be in order to be loads of fun.

If we continue, you do have the shots remaining that I show below, and I will issue a new 'official' map after round 11.

Round Eight

Board 1 (Emperor Muad'Dib), 5 salvoes against: I2, I4, **I6**, I12, L1.

Board 2 (Elric of Melniboné), 6 salvoes against: **B2**, K3, K5, K7, K9, K11.

Board 3 (Admiral Ishmael), 5 salvoes against: A7, A9, B6, B11, C12.

Board 4 (Apassionata von Climax), 5 salvoes against: A7, B5, D10, D12, **E11**.

Board 5 (Dirk Struan Tai-Pan), 4 salvoes against: B2, C12, F5, I5.

Board 6 (Yossarian), 5 salvoes against: D12, F1, G5, H1, H10.

Round Nine

Board 1 (Emperor Muad'Dib), 9 salvoes against: J1, J3, J5, J7, L2, L4, L6, L8, L10.

Board 2 (Elric of Melniboné), 0 salvoes against: none.

Board 3 (Admiral Ishmael), 4 salvoes against: D3, E5, F1, F4

Board 4 (Apassionata von Climax), 8 salvoes against: B4, C4, **C8**, C9, **D5**, D7, H7, **L1**.

Board 5 (Dirk Struan Tai-Pan), 3 salvoes against: J5, J7, J9, J11.

Board 6 (Yossarian), 0 salvoes against: none.

(Hits, in **bold type**, mean a new hit; 'miss' can mean no ship, or a previously hit section.)

Board 1 (Emperor Muad'Dib), salvoes remaining: 4.

Board 2 (Elric of Melniboné), salvoes remaining: 4.

Board 3 (Admiral Ishmael), salvoes remaining: 9.

Board 4 (Apassionata von Climax), salvoes remaining: 2.

Board 5 (Dirk Struan Tai-Pan), salvoes remaining: 2.

Board 6 (Yossarian), salvoes remaining: 4.

Deadline for Rounds Ten and Eleven is October 27.

Yossarian to Apassionata: Glad to play "Survive" with you. Let's see if I can get a shark to your boat here.

GM to Y and A: Hey! How'd that happen?!

VEXVELT / 1992R

Germany proposes AEFRT draw.

Spring 1906: Gridiron Gross-out

Austria (Michael Alterio): a boh-vie, a vie-tri (a tyo s), f ven-adr /annihilated/, a rum-ser /dislodged/, a ukr-gal (a sil s).

England (Lance Anderson): f eng-nts, f nwg h, f nts-hel.

France (Tom Hurst): a gas-bur, f spa/sc-wes, f mar-lyo, f mid h, f bre-eng, a bel h.

Germany (Richard Weiss): f kie ms f hol.

Italy (Steve Nicewarner): f tun s french f mid-wes /nso/.

Russia (Russ Rusnak): a stp-mos, f nwy-ska, a den-lvn (f bal c).

Turkey (Steve McKinnon): a rom-ven (f adr s, f tri s /dislodged/), f ion-tyl, a bud-rum (a sev s, f bla s), a arm s a sev, a bul-ser, a con-bul, f smy-aeg.

Retreats: Austrian a rum to ukr or otb; Turk f tri to alb or otb.

Deadline for Fall 1906 is October 27.

Turkey's Babes o'the Moment: Helen Hunt, Bonnie Hunt, Holly Hunter.

GM to Turkey: Seen *The Hunted* lately?

Terrible Tommie & The Old Maid to Russia: Funny, but I have a long memory. Go take a flying leap—preferably into the Black Sea.

Austria-Hungary to Germany, Italy & Russia: Okay, sure, I am the one who attacked you first. And I would have eliminated you if I could. So if you choose not to write, that's okay. But what can it hurt? Besides, the tides of battle and negotiation turn, and I may even be eliminated before you. So why hold a grudge? If you want the Turk to win, fine—propose a concession to Turkey. But if you want to play this game the way it's supposed to be played, get in touch with me. Help bring down the overdog!

GM to A-H: What is that, some kind of cartoon parody?

The Turk to Austria-Hungary: Sorry, what was that? I'm still so stunned by your crushing victory over me in an unprovoked attack elsewhere that I'm unable to order my units to stop tramping all over your units.

League of Nations! Sch-meague of Sch-mations! Those poor dumb bastards would ream me anyway!

GM to Turk: If you're weaker than the LofN, you're in real trouble!

Austria-Hungary to England & France: Thank you both for your letters. I am your humble and obedient servant in the war upon the Turk.

Germany to Turkey: I believe the infidels will unite for a draw line. I've proposed a draw without my participation. Consider wisely.

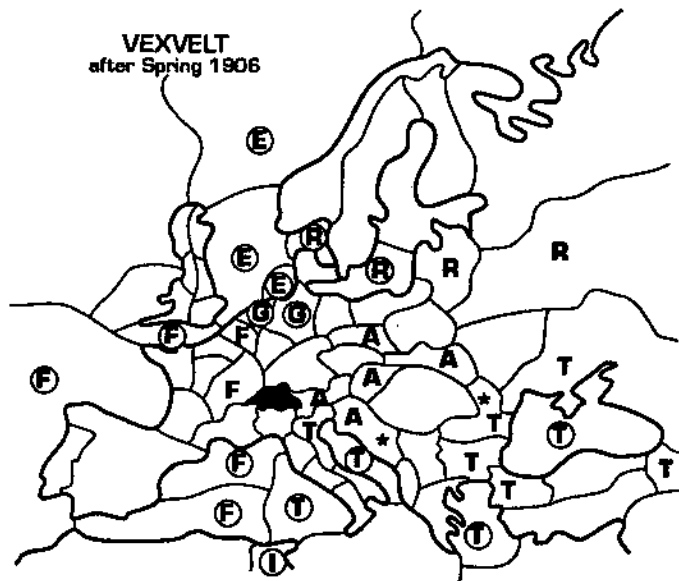
GM to Germany: Or else you'll propose one with you?

Austria-Hungary to Turkey: As the three remaining major powers in this game coordinate the defense against you, know that your days of expansion are over! You cannot take on the world single-handedly and win.

France to Lance: If I really wanted to attack you, I would have used f mid either as support or to flank you.

GM to France: Falls in the category of 'needless worry'...

England to France: Good enuf for ya? Don't worry about BEL but I will be your neighbor soon. Ta. ☐



'93 Baseball Notes

This is the first year I have ever been ambivalent about a Dodger-Giant race. When S.F. plays the Dodgers, I usually turn up in blue and take the heat from the other fans. But this season I had written off the Dodgers' chances, expecting them to hit weakly, field poorly and pitch just slightly better than average, putting them on a par with Florida (the hitting was average and the pitching was much better but the defense has stunk).

Now that there's a pennant race, I discover it's hard to hate the Giants—since my expectations of L.A. were low, it won't hurt if they lose a couple more! (Plus, I want to attend a playoff or W.S. game!).

• Lenny Dykstra for MVP? It is to laugh! Barry Bonds is just two players (Galarraga, Gwynn) away from being a Triple Crown candidate. He's thirty points ahead of Nails in batting despite getting more intentional walks than any other player in history except Willie McCovey (1969). Bonds leads the league in slugging and on-base percentage, and is a better defensive outfielder (Dykstra still refuses to get in front of ground balls.). Bonds is likely to steal 30 bases

Everyone makes a big deal about Dykstra nearing 150 runs; Bonds is second in runs, just 17 behind him—if Dykstra is so great, why hasn't he taken more advantage of his situation? Lenny bats leadoff, for a team that turns the batting order over more than anyone but the Giants, and he has RBI guys Kruk, Incaviglia and Daulton behind him whereas Barry bats with Willie McGee (singles-hitter extraordinaire) and Royce Clayton following.

Justice or Gant? All the slugging Barry has with none of the other contributions. I like Gant a lot—he exhibits a lot of savvy in the field—but Justice is a particular burr in my side. He makes a spectacular play when he senses a highlight coming, but then he'll miss the cutoff man or jog after a double for the next three nights.

• Mark Whiten had as many RBIs in his landmark four-homer game (12) as Darryl Strawberry has all season. (Two years ago I told Pete Clark that Strawberry and Eric Davis would never play 100 games in a season for the Dodgers, let alone 100 games together in the outfield. I was right about Davis and very nearly right about Darr-rryl.)

• Minor-league winners this year: Harrisburg Senators (94 wins); Hickory Crawdads, Chattanooga Mudcats and Rancho Cucamonga Quakes, which all joined the Durham Bulls in making big bucks off their souvenirs this season. ☐

VEXVELT / SUPPLY CENTERS held as of Winter 1905

Austria	vie	ber	ven	mun	mos	war	rum	7				
England	lvp	lon	edi	3				
France	par	mar	bre	spa	por	bel	.	6				
Germany	kie	hol	2				
Italy	tun	1				
Russia	stp	swe	den	nwy	.	.	.	4				
Turkey	con,	ank,	smy,	bul,	gre,	tri,	ser,	sev,	nap,	bud,	rom	11

CALADAN / Merchant of Venus

Turn Two: Reluctant Capitalists

Intergalactic Dead Heads—Richard Weiss, Qossuth

Dice are 124. Move: none, holds at Cobbleport/s.
Trade: barter IOU and \$20 for Shield and two Mulch Wine.
Accounting: \$138 - 20 = \$118.

Microsoft Big Deal 4.1—Rich Irving, Eepeeep

Dice are 233. Move: Multi-Generation Ship-NC2-A-NC2-R-Y-R-Space Station-TeleGate 5.
Trade: none. Accounting: \$80.

Mr. Ed—Ed Wrobel, Whynom

Dice are 256. Move: Dryport/o-? [[Mulligan Gear]]-B-Desolation Landing/o-Desolation L./s. Discovers 6 (Yxklyx) Culture.
Trade: barter IOU and Scout for Clipper.
Accounting: \$130.

Intergalactic Towel Traders—Clark Millikan, Nik

Dice are 2256. Move: Space Station-TeleGate 5-NC5-NC5-B-Y-Open Port. Discovers 1b (Volois) culture.
Trade: barter IOU and \$20 for one Voll Silk.
Accounting: \$116 - 20 = \$96.

Millenium Falcon—Chuff Afflerbach, Human

Dice are 456. Move: Poison Port/o-B-Paintfall/o-? [[B10]]-R-west/B-NC4-? [[B20]]-NC4-R-Y-? [[R10]]-Y-Moonport/o-Moonport/s. Discovers 5 (Shenna) culture.
Trade: none. Accounting: \$120 - 40p = \$80.

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

Dice are 556. Move: Interstellar Biosphere-B-Y-R-Bypass-west R-B-Y-R10-north B10-R-B-Rainfall/o (observes Culture)-B-B-Rumbleport/o-R.
Trade: none. Accounting: \$140

Deadline for Turn Three is October 27.

Order of play and dice for Turn 3, net worth and assets:

1. We're Dell, Men!.....224.....	\$140
2. Dead Heads.....345.....	\$118
Shield \$60	
3. MSBD.....226.....	\$80
4. Mr. Ed.....3556.....	\$130
5. Towel Traders.....116.....	\$96
6. Millenium Falcon.....356.....	\$80

TeleGates open: 4, 5. Net worth is total of deeds and cash; equipment or ships, like goods, have value only when traded and their barter value is not included.

Press

Merchant Master to Caladanians: Whoops. Omitted this press item last time:

Intergalactic Dead Heads, Inc.: Calvin Adams Mari, President, CEO and Head Trip Taker. I am a direct descendent on my mother's side of Douglas Adams, on my father's side there are a lot of hat makers. I usually sign my name "Cal A. Mari," but everyone calls me "Cal" so, if it does not confuse any of the other species to have my trader moniker "Cal" and the game-name "Caladan," so be it. If any species do get confused, that may equal the odds since we Qossuth are often confused. Once you have been one with all time and space, trivialities tend to be confusing.

For proper credit where credit is due: my scout ship was designed by Mouse Davis after conceptual renderings by Owsley. It is captained by the famous Qossuth explorer, Casey Jones. The ship's name is "Have a Nice Day."

MM to IDH: We don't operate on credit around here!

ITT to WDM: O.K., so it took me a month and a half to get the Wordelmann-We'reDellMen joke.

Qossuth to Caladanians: Who could have figured a species going last ends up so close.

MBD 4.1 to MM: Pete, how could you roll such an illogical number?

Merchant Master to MBD: Hey, all those dice were prime, man!

Aboard the Millenium Falcon: Hey, was that an open port we just flew by?! Gotta get the brakes fixed on this baby...

ITT to MF: Bummer of an asteroid, Chuff.

The Millenium Falcon to the Trowel Traitors: Now that you've swooped in and stolen my system, don't expect to sell your ill-gotten goods to us Humans. That Voll Silk makes lousy bath towels. Looks to me like you're peddling wet blankets.

Dead Heads to MBD 4.0: My daughter is going to the Sam Houston Intergalactic Technical Institute and from her telepathic sendings, I think the oscilloscope you mentioned in on the faculty there now. Teaches the wave theory of body mechanics.

MM to Qossuth: Did you say "Technical" or "Tentacle"?

MBD 4.1 to Dead Heads: I was going to try to write you some press using some Grateful Dead lyrics, but NONE are in my data banks! Does anybody know the lyrics? Can anybody UNDERSTAND the lyrics? DOES ANYONE CARE?!?!?

ITT to WDM: What's the latest on the 1856 Canadian rail game? I looked for it at Pacifcon but didn't see it. ☐

PYRRUS / Postal Monopoly

Rounds Twentyseven/Twentyeight

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	7/7/6/8	Atlantic	<u>200</u> , <u>200</u>	100	\$62, ori, ver, con, StJ ¹ , Ten ² , NY ² , Ken ³ , Ind ³ , Ill ³ , atl, ven, MG, pac, nca, PenAv, Park, Boa, ShL, EC, WW
Kay Shapero	9/7/6/7	Tennessee	<u>200</u> , <u>200</u> , 100	200	\$299, Bal ¹ , Med ¹ , StC ¹ , Sta ³ , Vir ³ , Rea, PRR, B&O

Movement: ML passes GO to Reading RR, Electric Company, Tennessee and Atlantic. KS passes GO to Community Chest (Bank Error \$200!) and then to Reading, St. Charles and Tennessee. (One card remains in the Community Chest deck.)

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

Deadline for Rounds Twentynine/Thirty is October 27.

LAMETH / 1992AJ

Fall 1904

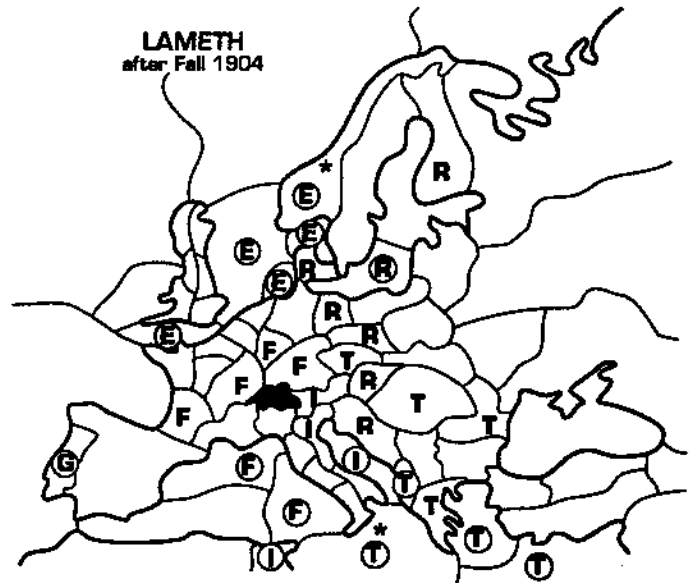
- England (Stan Johnson—note COA): f wal-eng, a den-swe /annihilated/, f hel-kie, f nts-nwy (f nwg s, f ska s).
 France (Martin Johnson): f ~~lyo~~-tyn, f ~~tyn~~-nap, a ruh-mun (a bur s), a bel-ruh, a bre-gas.
 Germany (Randy Havens): f mid-por.
 Italy (Dennis Young???) : nmr. f adr, f tun, a ven, a tyo.
 Russia (James Bailey): a nwy h /dislodged/ (a fin s), a swe-den (f bal s), a ber-kie, a sil-mun, a tri h (a vie s), f ion-nap /dislodged/.
 Turkey (Tim Goodwin): a bul-gre, f alb-adr, f gre-ion (f aeg s, f eas s), a rum unordered, a bud s russian a tri, a gal-boh.

Retreats: Russian a nwy to swe stp or otb, f ion to apu or otb.

Deadline for Winter 1904/Spring 1905 is October 27.

- France to the Silent One: You can't claim foul if I end up in Naples, I told you that was my move and you never wrote to tell me what you would have preferred.
 Tim to Randy: Just who are the players with the most experience, and who (besides me) are the novices? It's not too late to change my strategy and attack some experienced players.
 Russia's Musical Babes o'the Moment (sorry, the creative well has run dry this month so I'm borrowing from Steve McKinnon, to whom I'd like to say—GET OUT OF MY HEAD! Anyway...):
 Harriet Wheeler of The Sundays (if you haven't seen the video

LAMETH
after Fall 1904



- for "Wild Horses," well...), Andrea Lewis of The Darling Buds, and Bjork. I have many more, but they're even more obscure.
 Emperor Martin to Tsar Jim: It was good seeing you at DipCon. It's amazing how efficient face-to-face communication is when you've been writing letters for so long. I think we've really got a chance to make your idea work.
 Turkey to England: If you still want me to stab Russia, you've got to write more often. ☐

LAMETH / SUPPLY CENTERS held as of Winter 1904

England	lvp	edi	lon	den	kie	hol	NWY					6/6	may build one
France	par	bre	mar	per	spa	bel	MUN					6/6	even
Germany	mun	POR										1/1	even
Italy	rom	nap	ven	tun								4/4	even
Russia	stp	mos	war	sev	vie	nwy	ber	tri	swe	DEN		9/9	even or build one or two
Turkey	con	ank	smv	bul	gre	rum	bud	ser				8/8	even

IX / 1993HG

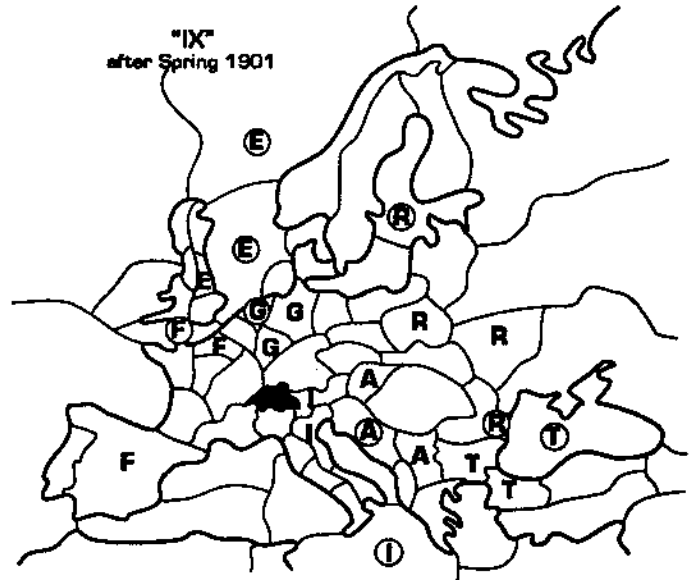
Spring 1901: Something in the Moats

- Austria (Kenneth Burke): a vie-gal, a bud-ser, f tri h.
 England (Mick Taylor): f lon-nts, f edi-nwg, a lvp-yor.
 France (Don Scheifler): a par-pic, a mar-spa, f bre-eng.
 Germany (Donald Yates): a ber-kie, a mun-ruh, f kie-hol.
 Italy (Bob Ozerov-Clark): a rom-ven, a ven-tyo, f nap-ion.
 Russia (Michael Quist): a mos-ukr, a war-gal, f stp/sc-bot, f sev-rum.
 Turkey (Vincent Springer): a con-bul, a smv-con, f ank-bla.

Deadline for Fall 1901 is October 27.

- England to All: May the games begin. Let it be known that our proud kingdom will reward greatly those proving to be friends, but will crush any fools that dare to doublecross us.
 Germany to England: You're into what?!?
 GM to Ixians: First time I've ever seen that Austrian opening (called a Houseboat Opening because the fleet stays in port; with vie-gal and bud-ser this is the Southern Hedgehog Variation). The Italian moves are the Tyrolian Attack; if followed up with tyo-mun they are commonly called the Byrne Opening.
 The Russian set is the second most popular R opening in Britain (such statistics aren't available for North America) and the Turk move to Black Sea explains why it's not first. Likewise, the German set is the second most popular G opening Over There, formally called the Blitzkrieg Opening (Holland Variation).

"IX"
after Spring 1901



The French and English openings are too standard to have exciting names. England's is the Northern Opening (Yor Variation). France's moves belong to a group called English Attack openings, but French openings have so many possible motivations (Belgium, defense against G & I, Iberia) that individual names have rarely stuck. ☐

MODERAN / Snowball Fighting Champions' Game ASF26

Turn One : Get Right Down to Business

WARRIOR (PLAYER)	loc	segment 1	segment 2	segment 3	new loc	up	hp	sb	dl
Comet Chucker (Clark Millikan)	U9	De at D (75,25), -S9	collect Di	RR at L* (95,13)	S9	2	9	0-1	
Desperado (Teresa Armstrong)	P6	collect Di	Di at PM (35,60)	collect Di	P6	0	7	2-1	
PeD Mang (David Wang)	W3	-U3-S3-Q3	RR at D* (90,28)	RR at D* (95,86)	Q3	2	10	0-0	
Hoi Polloi (J.R. Baker)	J12	-H12-F12-D12-B12	De at PP† (75,100)	collect 2 Sb	B12	0	9	3-0	
Ice Man (Andy York)	F4	-G5-F6-G7, +Sb	RR at HP (30,75)	RR at HP (80,98)	G7	0	8	0-0	
Lasher (Daf Langley)	O11	RR at HP (55,55)	RR at CC (95,23)	collect 2 Sb	O11	2	9	2-0	
Pheckless Phool (Tom Hurst)	D8	RR at IM (90,47)	RR at IM (95,48)	collect Di	D8	2	10	0-1	

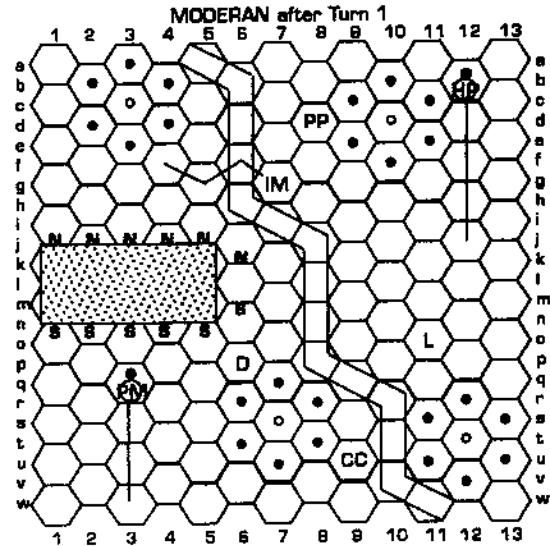
Weather roll = 26 (Cold and Windy). † = dodge. * marks conditional orders.

Deadline for Turn Two is October 27.

Segment One: Screaming like banshees, Hoi Polloi runs for the northern Snowman and PeD Mang for the southern one. HP gets hit on the way with Lasher's first attack. Ice Man steps across the path and packs another weapon, and he becomes a target as Pheckless Phool nails him with a Rattler. Desperado bends to pack a Dirigible, and Comet Chucker chuckles as he scores off her with a Demon shot.

Segment Two: Hoi Polloi yells, "Eat snow, Evil One!" and hurls a Demon at Pheckless Phool. It fails, but HP's dodging around is not in vain as Ice Man misses him. The Phool takes another point off of Ice Man, while Lasher turns her attention to Chucker (who is reloading) and scores again. PeD pounds Desperado, but D cannot return the favor as her Dirigible splats softly against the protective Snowman.

Segment Three: Everyone stocks up except... Chucker exacts some revenge on Lasher with a Ravenscroft Rattlesnake; Mr. Mang hits the Desperate One again; and Ice Man has a better chance this time but still can't see enough of Hoi Polloi to hit him.



Lasher to Desperado: Another woman in the snowball field! Great.

Just make sure you put on the right bunny snowsuit when you go into the kitchen. Mine is the purple one with white fur around the hood. And don't flirt with Snowy. He's mine.

Lasher to Snowy: Right?

SnowMaster to Lasher: Any time, dear.

Lasher to David Wang (nice game name): Why don't you cross the yard and come on over to where the fun will be?

PeD Mang to SM: After being Calvin, Hobbes and Zaphod Beeblebrox in various games of Snowball Fighting, I decided to try something different in this one. I noticed that you have published press in German for Germany in a Dip game, so I figured I'd try something along these lines here. Let's see how it goes! (Please note these will be English translations.)

PeD Mang to the Yard; NuqneH!

SnowMaster to Mang: I don't know. I'll guess Cantonese, but it could just as easily be Arapaho. (Folks, I think he means 'transcriptions,' not translations.)

Hoi Polloi to All: Come and get me, chickens!

Lasher to Comet: You chuck one of those comets my way, buster, and you and I will have some problems. The last person I had problems with won't be found until the spring thaw.

Lasher to Snowy: Do you think Comet will believe me? You know I wouldn't hurt a fly, but he doesn't.

SnowMaster to Lasher: You might want to say "Oops."

Phool to Phriends: I know what you all think I'm the champion at, but I really did qualify to be here—thereby proving that anyone can get lucky sometimes!

Lasher to Pheckless: How have you been, Sweetie? How about we build an igloo together and wait until the kiddies have worn themselves out. Then we can come out with our snowballs blazing.

Pheckless to Phoes: Let's have some hot press. It's phreezing out here!

Lasher to Ice Man: Icy Baby. Long time, no see. I'm sure we can work something out in this game. Do you still have that white body armor I love so much?

Comet Chucker to Teresa: Sorry about that, you looked like someone I know.

SnowMaster to Comet: Do tell! C'mon, c'mon, we wanna know what she looks like.

Phrenetic to Whiplady: I love you, but you'll never get me to lick your boots!

Comet Chucker to SnowMaster: How about Deviant Snowball Fights?

SnowMaster to CC: I let you in, didn't I?

Hoi Polloi to All: Surf's up and I've got some poi for you.

SnowMaster to HP: That's a nice, 'common' touch.

Lasher to Hoity Toity: J.R.! We missed you at DipCon. It's not that far from Texas to San Francisco. Maybe you can join us up here in Seattle for Deadwoodcon, put on by Eric and Cathy Ozog. Will you have recipes for us, Uncle J, huh, huh?

Phiesty to Iclicle Monster: You're so close you're clogging up my sinuses, not to mention bettering my odds. Take 'dat! An' 'dis!

SnowMaster to Phiesty: Wot? An entire press season and no 'ph' at all?

Lasher to Snowy: I had a great time at DipCon. Let's do it again sometime. Are you coming up for Deadwoodcon, Oct. 16-17? I've got a great recipe for ~~the~~ duck. Hope to see you there.

SM to Lasher: Can't make the trip (my biggest customer decided to hold their annual Trade Fair that weekend, and the way business is going I can't get anybody mad at me!). Why don't you send that recipe to my sister? ☺

AURORA / Railway Rivals 1025CN

Round Seven: Slow Off The Mark

1. 51/BlytheSpecial 4/Utah /imp/
2. 55/Las Vegas46/San Diego
 1. S&RVL (27 hexes) [7 to SMOG]
3. 33/Fresno23/San Jose
 1. SMOG (12 hexes) [2 to ICE-D]
 2. WINC (11 hexes) [2 to RENO]
 ICE-D (14 hexes)
4. 12/Alturas or Bieber44/Long Beach
 1. WINC (43 hexes) [pay 2 COLTS, 3 S&RVL, 4 SMOG]
5. 14/Marysville63/Shafer or Cobre
 1. COLTS (30 hexes) [3 to RENO]
 2. RENO (34 hexes)
6. 21/San Francisco61/Caliente or Ely /imp/
7. Special 3/Arizona36/San Luis Obispo /imp/

There were several XRP and JR orders but they didn't match up!

Builds

ICE-D (Richard Weiss, red): (H18)-Long Beach; (H18)-H21-San Bernardino [1 to SMOG]; (G44)-H43-144.
 RENO Line (Pat Conlon, black): (P69)-N70-L69-J70-ELY.
 SMOG (Southern Metro Over Gauge—Chuck Mercer, brown): (E1 Centro)-C30-B30-B31; (M21)-N21-O21 [2 to S&RVL].
 S&RVL (Sleet & Rain Vacation Line—Bob Theriault, green): (Blythe)-G32.
 WINC (Wordelmann's Inroad to NV and CA—Bill W., yellow): (Needles)-N31; (N16)-K18 [1 to S&RVL, 1 to SMOG]; (R48)-R47-WEED-T47.
 COLTS (Crass Outlandishly Late Train Service—Andy Bate, blue): (Y13)-Fresno-S16 [12! to ICE-D, 1 to WINC]; (U15)-Hanford.

Tweaked Track: SMOG, full build continued "-R20" but that's both impossible and too many hexes.

Deadline for Round Eight is October 27.

	begin	races	to rivals	fm rivals	builds	end
ICE-D	\$72	+10	- 1	+14	-11	\$84
S&RVL	\$54	+20	- 7	+ 6	- 3	\$70
SMOG	\$37	+20	- 4	+13	- 8	\$58
COLTS	\$44	+20	-16	+ 2	- 7	\$43
RENO	\$19	+10	-	+ 5	- 7	\$30
WINC	\$27	+20	-13	+ 1	-17	\$21

City Income: RENO 3 for Ely, WINC 3 for Weed (added to 'end' invisibly).

Races For Round Eight

1. 51/BlytheSpecial 4/Utah
6. 21/San Francisco61/Caliente or Ely
7. Special 3/Arizona36/San Luis Obispo
8. 56/Laws or Tonora11/Weed or Eureka, CA
9. 53/Barstow65/Carson City
10. 62/Eureka, NV or Austin22/San Francisco
11. Special 5/Arizona-Utah43/Santa Barbara
12. 24/Oakland45/San Bernardino
13. 16/Santa Rosa31/Monterey
14. Special 6/any coastal city32/Merced

(Coastal cities are San Diego, Long Beach, Santa Barbara, Monterey, S.F., Oakland, Fort Bragg and Eureka CA.)

Enter any of the re-offers, plus up to four regular races.

You may then build up to six hexes at any cost you can afford.

Keynumbers Used

11, 12, 14, 16, 21, 22, 23, 24, 31, 32, 33, 36, 43, 44, 45, 46, 51, 53, 55, 56, 61, 62, 63, 65; Specials 3, 4, 5, 6.

SMOG to RENO: Thanks for choosing my acronym. The working class deserves some recognition.

COLTS to S&RVL: Your suggested build was too expensive for me, but we can always pay him after he's built the track. I only hope my build this time hasn't got in your way... I was going to build through the mountains as you have done, so that must be a smart move! ☐

NATURE CORNER

Supporting Survival: Wildlife Studies in Yosemite

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

Bighorn Sheep Use of Space

Bighorn sheep reintroduced to Lee Vining Canyon in 1986 surprised researchers with the individualism of their movements. Les Chow, monitoring the sheep during a six year study, observed that certain individuals travelled much greater distances than others. Notably, one of the oldest rams introduced made an initial foray to Tloga Peak, followed by a week-long 40 kilometer round trip to Tuolumne Meadows.

The aim in relocating small groups of sheep to historic ranges along the Sierra crest is to protect this rare species from extinction. Previous reintroductions were successful but studies of them were short or intermittent. By underwriting intensive monitoring, The Yosemite Fund enabled researchers to ask what makes a reintroduction succeed or fail.

At first the Lee Vining herd had small home ranges, did not migrate far, and stayed in a large group with no separation of rams

and ewes. Not until their second year of residence did these sheep adopt movement patterns typical of native herds. It is possible that without ancestral knowledge of their range the new herd was disoriented. It is also possible that range expansion during the first year was blocked by deep snow banks from heavy spring storms.

By the end of the second year the sheep had established stable home ranges. This indicates that their behavior is more flexible than was thought. Fears that sheep would be disturbed by human presence lessened when they chose as part of their range a place close to the busy Tloga road, where they came to eat the mineral-rich soil.

New lambs were born at a good rate—31 lambs in the course of the study—but a number of animals were killed by mountain lions. Comparing actual growth of the herd with the calculations produced by a computer program, Les Chow observed that the increase was slower than predicted. He concluded that while predators may have a millor effect on large herds, they can threaten the existence of small reintroduced populations.

Recognizing the factors that limit population growth will enable wildlife biologists to make more accurate estimates for future reintroductions. The results of the study give Yosemite Park managers guidance for continued monitoring and protection of the herd, as Bighorn sheep regain their former haunts on the Sierra crest.



5.0. Mountain Sheep

NICRON / Merchant of Venus

OOPS: I hope you all caught the IMT financial correction (handwritten on your map), but everybody's money was wrong—the map showed beginning cash, not ending cash. I also showed IMT still owning a 7b IOU and a Spy Eye when they were in fact gone. Chris has renamed the StewBall trader, "Arcturan Megafreighter Cooperative." Finally, I shorted SWS \$14 in commission.

Turn Nineteen: The Great Unwashed Horde

Synthetic Water Supply—Clark Millikan, Qossuth

Dice are 1356. Move: Interstellar Biosphere-B-Y-R-Bypass/o. Trade: sells Finest Dust [[Cup drops Demand for Space Spice at 4b]] with Demand [[Cup drops Finest Dust]] and Dribble Glass [[Cup drops Megalith Paperweight]]; buys two Melf Pelts. Accounting: \$69 + 100 + 200 - 100 + 40c = \$309.

X—Ed Wrobel, Human

Dice are 2345. Move: Moonport/s-Moonport/o-Y-B30-Y-R-NC3-A-Wet Landing/o-Wet Landing/s. Trade: sells Fare [[Cup drops Life Project]]; buys Whaleport. Accounting: \$632 - 10p + 120 - 200 = \$542.

Robocop—Andrew York, Eepeeep

Dice are 234. Move: Minion/s-Minion/o-R-A-R-(Y)-R-NC3-A-Wet Landing/o. Trade: none. Accounting: \$280.

Voogd's Venusian Voyager—Eric Voogd, Nik

Dice are 3344. Move: Ice Station/o-north/A-R-Y-B-R-Y-A-Open Port. Trade: sells Chicle Liquor [[Cup drops Immortal Grease]] with Double Demand [[Cup drops Demand for Space Spice at 3]]; sells Chicle Liquor [[Cup drops Demand for Chicle Liquor at 8]] with Demand [[Cup drops Demand for Designer Genes at 2]]; buys two Designer Genes. Accounting: \$860 + 210 + 150 - 120 = \$1100.

Interstellar Master Traders—John Galt, Dell

Dice are 1134. Move: Aerie (using Jump Start)-TeleGate 1-(R20)-Terror Station/o-Terror Station/s. Trade: sells Servo-Mechanism [[Cup drops Demand for Finest Dust at 5]]; buys one Megalith Paperweight. Accounting: \$809 + 300 - 90 = \$1019.

Arcturan Megafreighter Cooperative—Chris Hassler, Whynom

Dice are 4455. Move: Minion/s-Minion/o-B-R30-Moonport/o-Y-B-R-B-Y-B-R-A-Paintfall/o-Paintfall/s. Trade: buys Paintfall. Accounting: \$501 - 200 - 30p = \$271.

Turn Twenty

Synthetic Water Supply—Clark Millikan, Qossuth

Dice are 1124. Move: -west/R-B-Y-R10-south/B10-Y10-R-Rumbleport/o. Trade: sells Melf Pelts [[Cup drops Fare to 9a (from Base)]] with Double Demand [[Cup drops Melf Pelts]] and Melf Pelts [[Cup drops Demand for Space Spice at 4b]] with Demand [[Cup drops Chicle Liquor]]; buys Yxklyx factory, Shining Slime, and one Immortal Grease. Acctg: \$309 + 210 + 160 - 200 - 100 - 50 + 50c = \$379.

X—Ed Wrobel, Human

Dice are 1366. Move: -Wet L./o-R-B-R-B-Y-Neutron Port. Trade: sells Space Spice [[Cup drops Canned Traits]] with Triple Demand [[Cup drops Melf Pelts]]; jettisons Fare [[Cup drops Chicle Liquor]]; buys two Rock Videos. Accounting: \$542 + 200 - 240 + 36c = \$538.

Robocop—Andrew York, Eepeeep

Dice are 234. Move: -R-(Y)-B-(Y)-R-NC2-A-NC2-NC2-R-B. Trade: none. Accounting: \$280.

Voogd's Venusian Voyager—Eric Voogd, Nik

Dice are 4455. Move: -B-R-B-Y10-R10-B10-Y-B-R-Goliath/o-Goliath/s. Trade: buys Goliath. Accounting: \$1100 - 200 = \$900.

Interstellar Master Traders—John Galt, Dell

Dice are 2344. Move: (using Jump Start and Air Foil)-TeleGate 3-Y-B-NC3-NC3-(R40)-NC3-A-NC3-(R)-Y-A-Dry Port/o-Dry Port/s. Trade: buys Dry Port. Accounting: \$1019 - 200 + 72c = \$891.

Arcturan Megafreighter Cooperative—Chris Hassler, Whynom

Dice are 2456. Move: -Paintfall/o. Trade: buys one Mulch Wine and a Shield. Accounting: \$271 - 20 - 60 + 8c = \$199.

Deadline for Turns Twentyone/Twentytwo is October 27.

Order of play and dice for Turns 21/22, net worth and assets:

1. AMC.....2556 / 1256.....\$1099
Shuttlestop \$200, Whynom Factory \$100, Qossuth Factory \$200, Wollow Factory \$100, Wet Landing \$200, Paintfall \$200
2. SWS.....2446 / 1225.....\$1879
Shield \$60, Human Factory \$100, Zum Factory \$200, Ice Station \$200, Cholos Factory \$200, Volois Factory \$200, Dell Factory \$200, Bypass \$200, Yxklyx Factory \$200
3. X.....4556 / 1245.....\$1238
Switch Switch \$100, Shield \$60, Neutron Port \$200, Terror Station \$200, Eepeeep Factory \$100, Whaleport \$200
4. Robocop.....236 / 223.....\$380
Auto Pilot \$80, Yellow Drive \$80, Mulligan Gear \$120, Nillis Factory \$100
5. VVV.....1666 / 2446.....\$1300
Gate Lock \$100, Shield \$60, Graw Factory \$200, Goliath \$200
6. IMT.....4455 / 2246.....\$1491
Red Drive \$120, Jump Start \$120, Air Foil \$80, Rumble Port \$200, Aerie \$200, Dry Port \$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 not included.

Merchant Master to All: Damn, this was actually exciting. First, Ed picked up two Demands that weren't there at the start of the Turn. Then, I had to trace Clark's orders three times before being certain that after his Melf Pelt sales, he was only at \$1979 total worth. Nonetheless, if Clark gets orders in next month this game will be over; I believe nobody else can reach \$2000. So if you have endgame statements to make, send 'em in now.

IMT to All: Try our TARDIS Express... when it absolutely, positively has to be there before you sent it!

IMT to X:

AMC to All: Alas! Captain StewBall has suffered a terrible accident! He apparently had a bit too much to drink and got the restroom confused with the airlock. He shouldn't have flushed. Anyway, as his loyal first officer, I have taken command. Memorial services will be held in the Party Room at 1900 hours tonight.

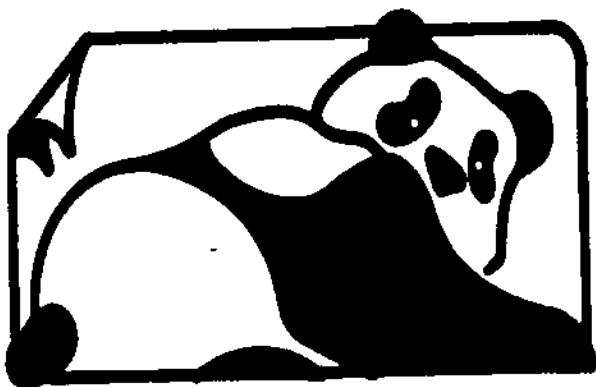
MM to AMC: Thanks—have a free issue for finishing this one. □

Game Openings

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 (pd), Randy Davis (pd), Richard Irving (pd), John Galt (pd), Martin Johnson (pd), Doug Kent (notpd), Steven McKinnon (pd), Jamie McQuinn (pd), Steve Nicewarner (notpd), Michael Quist (pd), Vincent Springer (notpd), Victor Thomas (pd), Brad Wilson (notpd)—**7 positions remaining.**

Fantasy Hockey (gamefee? I don't think so): Martin Johnson will GM a league which will get periodic updates in *Pere*. If he gets five managers, I'm willing to donate three free issues as a prize. Call Martin at (707) 838-0824.

New Game Openings in Dip, Gunboat, variants and/or Snowball Fighting *might* be upcoming, but no sooner than the December issue.



Zine Business

circulation: 86.

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

Jim Burgess, Randy Havens, Melinda Holley, Art Shulman, Eric Voogd, Brad Wilson, Ed Wrobel, Dennis Young

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

Jim, your account is in deficit because you never paid me for ZR22; I deducted \$2.50 from your *Pere* balance. Also, of course, because I haven't run a Quiz in three months! Eric, you're in debt but you hang on for one more month because you're in a game.

Poetry Shelf (the standby list)

The Poets are, for Diplomacy: J.R. Baker, Kathy Caruso, Roger Cox, Randy Davis, Tom Hurst, Stan Johnson, Jack McHugh, Steve McKinnon, John McLaurin, Jamie McQuinn, Chuck Mercer, Arthur Shulman, Mike Stewart, Richard Weiss, Mark Weseman, Andrew York.

For other games (Dip variants if not specified): J.R. Baker, Randy Davis, John Galt (asf rr dev), Chris Hassler (mov), Tom Hurst, Steve McKinnon, Jamie McQuinn, Mike Stewart, Richard Weiss, Bill Wordelmann (mov), Andrew York (var mov).

A free issue goes to each standby when he picks up a game and when he plays it out. Subber currently in fewest games will be chosen first., but if a position nmrs more than once I try to call the same standby again.

CALLED THIS MONTH: Chris Hassler for *Nicron*; John McLaurin for *Belt 17*; Kathy Caruso for *Lameth*.

PLAYER ROSTER

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

Bold indicates a new address.

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
Teresa Armstrong	P.O. Box 3124, Radford VA 24141.....	no
Bob Arnett	1500 Waterway Circle, Chesapeake VA 23320.....	no
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	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.....	no
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.....	yes
Paul Gardner	5 Timber Lane, Brattleboro VT 05301-2616.....	yes
Paul Glenn	1101 West Columbia Avenue #B212, Chicago IL 60626.....	yes
Tim Goodwin	49 Williams Street #2, Portland ME 04103.....	yes
Chris Hassler	285 N. Holston Avenue #2, Pasadena CA 91106.....	yes
Randy Havens	2626 West Olive Ave., Fullerton CA 92633	yes
Melinda Holley	Box 2793, Huntington WV 25727-2793.....	yes
Tom Hurst	5628 Byrneland Street, Madison WI 53711.....	yes
Richard Irving	1505 Caceras Circle, Salinas CA 93906.....	yes
Martin Johnson	113 Carey Court, Windsor CA 95492.....	yes
Stan Johnson	3712 W. Northern Ave. #454, Phoenix AZ 85051	no
Tom Johnston	11112 Second Street, Mokena IL 60448.....	yes
Daf Langley	14609 203rd Avenue SE, Renton WA 98059.....	yes
Mark Lew	5390 Broadway #2, Oakland CA 94618.....	yes
Vince Lutterbie	1021 Stonehaven, Marshall MO 65340-2837.....	yes
Hugh Magen	3248 Judith Lane, Oceanside NY 11572	no
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 POA 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
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Bob Ozerov-Clark	9056 Eighth Avenue NW, Seattle WA 98117.....	yes
David Polley	2504 Huntwich Drive #1007, Austin TX 78741.....	yes
Michael Quist	2875 Irving Avenue #24, Minneapolis MN 55408.....	no
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Don Scheifler	16201 El Camino Real #10, Houston TX 77062.....	yes
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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	311½ 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
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Richard Weiss	554 Liberty Street, San Francisco CA 94114-0001.....	yes
Mark Weseman	Hwang Mok Park & Jin, 6th Floor, Peeres Bldg.: 222, 3-ka, Chungjung-ro, Seodaemun-ku, Seoul 120-013, KOREA.....	no
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Bill Wordelmann	541 Canyon Trail, Carol Stream IL 60188-1364.....	yes
Ed Wrobel	6204 Bardu Avenue, Springfield VA 22152.....	yes
Donald Yates	2134 La Cañada Crest, La Cañada CA 91011.....	yes
Andrew York	Box 2307, Universal City TX 78148-1307.....	yes
Dennis Young	22420 Fuller Avenue, Hayward CA 94541.....	yes

What's Inside

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

page	feature
1	The Roar of the Greasepaint / letter column
6	Among the Trees / editorial
7	The Broom Closet / hobby news and notes
8	It's Me Again / Cathy's column <i>on DipCon</i>
19	Nature Corner
21	Records / player roster, game openings , etc.
Deadline is October 4 postmark for:	
flyer	Brotisserie League baseball

page	Deadline is October 27 for:
14	Arrakis / 1991HM Diplomacy
19	Aurora / Railway Rivals 1025CN
11	Belt 17 / 1993F Diplomacy
16	Caladan / Merchant of Venus
22	Giedi Prime / 1992AK Diplomacy
17	Ix / 1993HG Diplomacy
17	Lameth / 1992AJ Diplomacy
10	Literary Quiz
18	Moderan / Snowball Fighting Champions ASF26
20	Nicron / Merchant of Venus
16	Pyrrus / Monopoly
11	Rama / Spectrum Titan
not yet	Trafamadore / Youngstown XV Diplomacy
15	Vexvelt / 1992R Diplomacy
1	Vulcan / 1992JFrc04 Deviant Diplomacy
13	Wunderland / Snowball Fighting ASF23
12	Zebra / Snowball Fighting ASF25
14	Zyra / Dip Battleship

I caught a Peregrine Falcon this month! Only the eighth PeFa in the nine-year history of the GGRO. Photos and essay next month!



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GIEDI PRIME / 1992AK

A/I draw: AF yes, E no, GI nvr.
 Austria proposes A/F/G draw.
 Summer 1905 Retreats: Italian a mun-sil; Russian f rum-sev.

Fall 1905: Returns and Exchanges

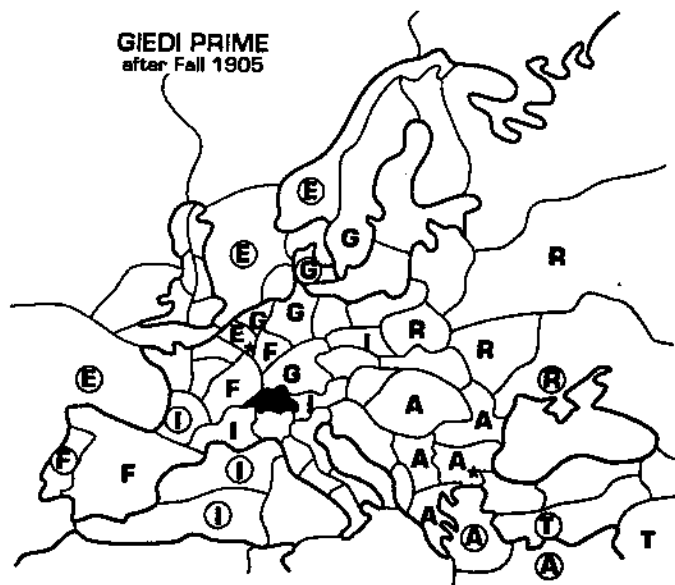
Austria (Roger Cox): a rum-bul (a ser s, a gre s), a ukr-rum (a bud s), f smy-aeg (f eas s).
 England (Jamie McQuinn): a yor-bel (f nts c (f nwy s nts)), f mid s french a spa.
 France (Pat Conlon): a spa unordered (f por s), a bur s english a yor-bel, a ruh-hol.
 Germany (Lance Anderson): f den-kie, a swe h, a kie-ber (a mun s), a hol-kie, f bel s english f nts-eng /nso, dislodged/.
 Italy (Hugh Magen—note COA): f tyn-wes, f gas-spa/nc (f lyo s, a mar s), a two-mun, a sil-ber.
 Russia (Greg Ellis): a gal-ukr (a war s [a mos s]), f sev-rum.
 Turkey (Andy York): f bul/ec-rum /dislodged/, f con-smy (a syr s).

Retreats: German f bel to eng pic or otb; Turk f bul/ec to bla con or otb.

Deadline for Winter 1905/Spring 1906 is October 27.

London to Paris: "Imagine there's no heaven..."
 London to Berlin: "...And no religion too."
 London to Rome: "You may say I'm a dreamer..."
 London to Moscow: "...But I'm not the only one."
 London to Vienna: "I hope someday you will join us..."
 London to Constantinople: "...And the world will live as one."
 Paris to Berlin: Why are you voting down the draw when you've

GIEDI PRIME after Fall 1905



shown no inclination to fight A/I?
 GM to Giedics: Incredible. I don't think I've ever seen a country stuck on three centers for five years. Only a Turk could fail to gain yet fail to lose.
 Paris to Berlin: I'll believe it when I see it.
 Paris to GM: I think that's the first time I've seen all the votes listed in the game results. I like it.
 GM to Paris: I started this way eleven years ago without knowing it was unusual (after all, I reasoned, nobody took 'secret' ballots in ffr games—I've since found out otherwise!).

GIEDI PRIME / SUPPLY CENTERS held as of Winter 1905

Austria	vie	tri	bud	ser	gre	smy	war	BUL	RUM	7/7	even
England	lvp	edi	lon	nwy	BEL	4/5	may build one
France	par	bre	spa	por	4/4	even
Germany	kie	ber	hol	den	bel	swe	MUN	.	.	6/6	even or build one
Italy	rom	nap	ven	tun	mun	mar	.	.	.	6/5	even
Russia	stp	mos	sev	rum	WAR	4/4	even
Turkey	con	ank	bul	SMY	3/3	even or build one