

Perelandra

a games & reading experience

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History of a Small World: NovaCon 4

Well, it wasn't history-making, but we played out some history! And it wasn't earth-shaking, but we drew earthquakes and we shook dice and shook hands.

There was a rather large turnover in games played from previous NovaCons. Maybe it had something to do with meeting on New Year's—we were all trying new games, learning new rules. And, of course, making new friends.

First to arrive was Michael Quist, via train from Los Angeles. Mike is actually from Minneapolis, but as a train buff he covers a lot of ground. I picked him up in Richmond Thursday evening (December 30) and took him to a Travelodge. Mike strikes me as a Terry Tallman clone—not as outrageous, but built the same and with just as much irreverence. He had plans to visit San Francisco to see the cable cars on Friday, but those were scrapped when he woke up not feeling well.

Friday evening the gang started to arrive. Clark Millikan, Richard Weiss, John Galt, Mike and I all sat down to play the latest craze, History of the World. Verdict: it's "Civilization Lite." All the movement intricacy of Risk with all the calamities and icons of Civ (cities, armies, long turns when you have nothing to do). Sure, it's an interesting game, and with players who know what they're doing it would be half the length of Civ. But much of the speeding-up is because interesting parts of Civilization (trading) have been removed, or because random events make your decisions for you (the Romans never showed up in the game we played, greatly speeding everyone's development).

Richard was (I think) the only person who had played the game before, so we groped about a bit on rules and strategies. This, of course, brings out personalities—John checking rules phrasing, Clark quickly grasping the quickest means to win, and myself trying to figure out how to reduce the number of dice I would have to roll.

[[continues on page 4]]

The Roar of the Greasepaint

(the letter column)

Mick Taylor

Thanks for the thoughtful response to my e-mail letter a while back. I'll write to Perelandra soon with some lefty/eco/animallib stuff, if I can get past my fear of putting my name in print with a less-than-perfect letter.

[[To help your difficult process, here's your note printed in my less-than-perfect zine!]]

Roger Cox

Glad to hear your Dad is doing well. Also, I'm happy to see the letter column reduced. I'm also looking forward to the return of Cathy's column.

Thanks for the Marco Poll ballot. In true Cox fashion, I've copied it already and spread the bogus entries far and wide. If all my "associates" votes are counted, Vertigo will get less than 1% of the total votes cast (hear that, Brad?).

[[An interesting combination—someone who wants to hear Cathy's opinions but not anyone else's.

[[Thanks to all of you (too many to list here) who wished my father well.]]

Dan Golias

[[Dan has a couple of excellent house rule notes:]]

Dear Mr. Gaughan,

[[Dan—while I don't mind being called "Mr. Gaughan," you'll find that you're the only person reading the zine who addresses me thus!]]

Rule V. says "...Standing orders and implied orders are permitted, but general orders and proxy orders are not." I am not familiar with these terms.

[[Standing orders are those which provide orders for future seasons. They give players the chance to send orders ahead of time to protect against nmrs.

[[Generally there are two types of standing orders. If they're only for one season ahead, it's usually pretty straightforward, they're just for nmr protection. But occasionally a country which has been beaten down to just a few units, or a larger country which is in a stalemate position, finds itself doing exactly the same thing every turn. I will allow a player in one of

those situations to send permanent standing orders, ordering their units to continue with the same action until the player countermands it.

[[Implied orders are those which are included in the order for another unit. So, "F North Sea C A Yorkshire-Norway" implies "A Yorkshire-Norway"—not necessary to write the army move separately (I got fried on this one by another GM about a year ago and it really surprised me, I've GMed this way for so long...).

[[General orders are any set of directions which require the GM to decide what a piece will do. General orders can be as vague as "Attack Italy until he agrees to peace" or as specific as "Move A Serbia toward Munich as fast as possible." Not allowed.

[[Proxy orders are those given by another player; that is, Austria might say "Allow Italy to order my units." Not allowed.]]

Also, can orders be conditional upon previous phases of the game?

[[Absolutely; in fact, this will be necessary for retreats.]]

Brad Wilson

I hate the British system of 'predictive' retreats, etc., and strongly urge you to avoid it, but, hey, it's your zine.

[[I understand, and I might lose some players because of it, but I am sick and tired of seasons being separated for retreats.]]

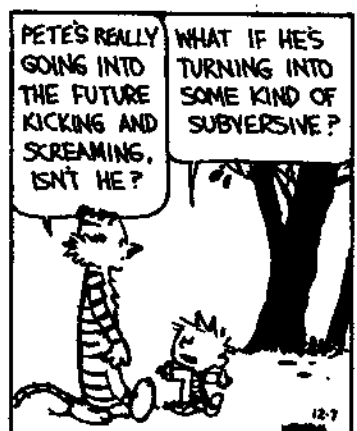
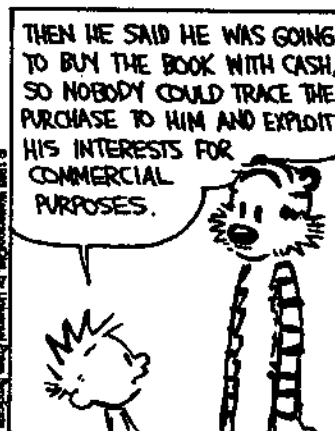
Rich Irving

On your variant offerings—no, I'm not signing up right now. Don't you think Vulcan is goofy enough without creating a "Goofy" Dip variant? (Anyone not reading *The Vulcan Times* is really missing something!) After all the lemmings do what lemmings do best, Lemming Dip degenerates into a regular game, more or less. A better "crowded" variant might be something like this: each player gets two units per supply center. I haven't fleshed out all the details, but that could be fun. Root Z is kind of like playing in two sepa-

[[continues on page 4]]



HE SAID HE WANTED TO READ SOMETHING LONG, RICH, AND THOUGHT-PROVOKING FOR A CHANGE, AND HE WANTED A CLOTH BINDING SO HIS BOOK COULD BE CARRIED AROUND AND REREAD LATER.



by BRUCE McINTYRE

[[Pete here—For those who want to ignore baseball and fantasy-baseball stuff, skip this and come back next month. Interim #3 is on a completely different topic!]]

In the first essay of this series, writing about a computer baseball game and the preparations needed to run a full-length season of games, I claimed the ability to draw up a full 12-team major league schedule in 30 minutes without the aid of a computer. I suspect that this left many of you wondering whether I was extremely intelligent or simply lying; neither is true. Drawing up a schedule is not a difficult task if you break it down logically, and have a closer look at what's involved.

The most common type of schedule, which even complex schedules are usually based upon, is the round-robin type, where each team plays every other team once. (If there are an odd number of teams x, you simply pretend there is an x+1 th team and schedule normally: whenever a real team meets the x+1 th team they get a bye.) Most schedules also have a second "dimension" in that they are divided into days or weeks, and obviously no team may play two teams at the same time; you can't schedule Atlanta vs Boston and Chicago vs Atlanta in the same day. (For the moment we are ignoring the home/away significance; assume a little league where all games are played in the same park.) The usual strategy is to number the teams and start by writing 1-2 3-4 5-6 etc. You mark these games off on a grid so you don't repeat a game later. Then you write more pairs of numbers for the second day, making sure that no game is repeated (counting 3-2 as the same as 2-3, of course). Each successive day will be exponentially harder to complete without repeating a previous game, and the last few may take hours to work out, especially if there are more than eight teams. Trust me, I've tried it, and it gets complicated. But there is a simple solution.

During a volleyball session in a phys-ed class in high school, we had a gym with three courts, and so we split up into six teams. The teacher said we were going to play a complete round-robin of 5 ten-minute games. I love volleyball, but I was more interested how he was going to accomplish this without giving each team a new court assignment each time. It turned out to be very simple. The team in the court nearest the changing room door remained where they were, and the others moved clockwise at the end of each match. It worked like a charm; each team played all five of the other teams. When I got home I converted this scheme into numbers, and quickly saw that it would work for any number of teams. In numbers, for, say 16 teams (a huge and impossible number to do randomly on paper, unless you have a big eraser and lots of time and patience), it looks like this:

16-1	2-15	3-14	4-13	5-12	6-11	7-10	8-9
16-2	3-1	4-15	5-14	6-13	7-12	8-11	9-10
16-3	4-2	5-1	6-15	7-14	8-13	9-12	10-11

And it continues for 13 more lines. Team 16 occupies the first column all the way down, the other columns are in a 1-2-3...14-15 loop. Take my word for it that no two teams meet twice or not at all. And you can play the 15 lines in any order you like, of course.

With just that simple knowledge we can break down the complexities of a baseball schedule enough to take the task out of a computer's hands. A 12-team round robin and a 12-team baseball schedule are not nearly equivalent, of course, so let me list the rules (used by the National League before the last expansion) for the baseball schedule:

- 1—the twelve teams are broken up into two six-team divisions.
- 2—each team plays 162 games, 18 (9 at home and 9 on the road) against each of the five divisional rivals, and 12 (6 at home and 6 away) against each of the six teams in the other division.
- 3—games are played in groups of 2, 3, or 4 games at a time called series (serieses?). There are usually about two series per week, and 54 series in the season.
- 4—teams tend to play only divisional rivals at the very start and at the very end of the season.
- 5—although it would be possible to devise a schedule where all of the series were exactly 3 games long, this doesn't happen in real life. Teams in the majors schedule many 2 and 4-game series, and as a result of this and other factors such as rained out games, some teams will have played more games than others at any mid-season point. In some cases one team may be a half-dozen games ahead of another in games played.
- 6—no two teams ever play two consecutive series unless one is A at B, and the next is B at A.

(There are actually two more rules that tend to complicate things in real life. Travel for road teams must of course be reasonable: you wouldn't schedule a three-month road trip, or a road trip that bounced back and forth

between coasts. Also, most sports require teams to send to the league schedule-maker a list of preferred home dates, which is factored in as much as possible to the schedule. For the computer league, of course, we can assume no home-date or travel restrictions at all. We can even ignore rule 6 if we want.)

You'll recall that I divided my league into a Sputnik Division (teams from 1953 thru 1963) and a Watergate Division (teams from 1969 thru 1980) to comply with rule 1. I then decided on a rough plan as follows. I'd make up a schedule of 54 series of three games each, where each team played 3 series at home and 3 away against divisional rivals, and 2 home and 2 away against the others. This contradicted rule 5 and I'd have to monitor things to keep outside of rule 6, but that could be worried about later. I recognized that if you ignored the third series against every divisional rival home and away, each team played a series against every other team twice at home and twice on the road: a twelve team round robin multiplied by four. So let's set that up:

									A	B	C	D
12- 1	2-11	3-10	4- 9	5- 8	6- 7				15	44	27	36
12- 2	3- 1	4-11	5-10	6- 9	7- 8				3	19	18	31
12- 3	4- 2	5- 1	6-11	7-10	8- 9				22	34	46	17
12- 4	5- 3	6- 2	7- 1	8-11	9-10				25	12	21	26
12- 5	6- 4	7- 3	8- 2	9- 1	10-11				20	41	24	5
12- 6	7- 5	8- 4	9- 3	10- 2	11- 1				29	30	50	45
12- 7	8- 6	9- 5	10- 4	11- 3	1- 2				47	7	49	14
12- 8	9- 7	10- 6	11- 5	1- 4	2- 3				43	39	11	37
12- 9	10- 8	11- 7	1- 6	2- 5	3- 4				16	40	13	9
12-10	11- 9	1- 8	2- 7	3- 6	4- 5				8	32	38	28
12-11	1-10	2- 9	3- 8	4- 7	5- 6				10	48	23	42

	1	2	3	4	5	6	7	8	9	10	11	12
A/B	PHI	BKN	OAK	NYG	NYN	NYM	CLE	CIN	PIT	MIL	BAL	LA
C/D	BKN	CIN	PHI	NYN	NYM	PIT	NYG	LA	OAK	BAL	CLE	MIL

So what's all this? We have the round-robin set up for twelve teams above, and the numbers in columns A, B, C, and D range from 1-54, for series. To obtain the matchups for the 15th series of the season, we simply take the first matchup, 12- 1, and convert numbers to teams to get LA at PHI. Then the second matchup, 2-11, converts to BKN at BAL. For series in the B and D columns, we reverse things and designate the first team as the home team, so in the 44th series of the season, 12- 1 will be interpreted as PHI at LA. And for the extra divisional series that are missing from this, we simply create two six-team round robins:

										E	F
6- 1	2- 5	3- 4		12- 7	8-11	9-10				2	53
6- 2	3- 1	4- 5		12- 8	9- 7	10-11				1	51
6- 3	4- 2	5- 1		12- 9	10- 8	11- 7				54	4
6- 4	5- 3	1- 2		12-10	11- 9	7- 8				52	35
6- 5	1- 4	2- 3		12-11	7-10	8- 9				33	6

	1	2	3	4	5	6	7	8	9	10	11	12	
E/F	NYN	BAL	CIN	PHI	NYM	OAK		LA	CLE	BKN	NYG	PIT	MIL

Note that series 1, 2, 4, 6, and 51-54 involve only divisional games to comply with rule 4. We now have a workable schedule. We could at this point just map series to actual dates and it would all work out just fine. But we have to make a few adjustments to comply with rules 3, 5, and 6 to make the schedule more realistic.

To comply with Rules 3 and 5, we'll make the E/F divisional series all four games long, and reduce all series involving two divisional rivals in C/D from three games to two. This still leaves all series outside the division at three games, but that's not worth the trouble to change. The sixth rule says that you can't have two identical series in a row, and the only way to get around such "double-dates" is to watch for it as you work out the schedule over the course of the season and switch around the order of series that break this rule. At this point I've worked out the schedule to series number 27, and I've had to change a couple around. There may be a few double-dates in the second half I haven't discovered yet. But with this schedule template, you're set up for the whole season.

For baseball fans wondering how things are going in "McBruce's League" here are the standings after 16 series:

Sputnik Division				Watergate Division					
Team	W	L	Pct.	GB	Team	W	L	Pct.	GB
Pit 1960	30	18	.625	—	Cin 1976	30	18	.625	—
Cle 1954	30	19	.612	1/2	Bal 1970	31	19	.620	—
NYG 1954	28	20	.583	2	Oak 1972	28	23	.549	3 1/2
Bkn 1953	26	23	.531	4 1/2	NYM 1969	18	30	.375	12
Mil 1957	20	29	.408	10 1/2	Phi 1980	17	31	.354	13
LA 1963	20	29	.408	10 1/2	NYN 1977	15	34	.306	15 1/2

I'm managing the Reds. So far, the only major discrepancy in the statistics (other than the expected slumps and streaks: Tony Perez is in such a slump I'm now platooning Dan Driessen at first base) is in stolen base totals, where my Reds nearly have double any other team, because with Joe Morgan and Pete Rose and Ken Griffey I like to hit & run a lot, which results often in a forced steal attempt. This may hurt me in the stretch drive if the machine decides that I've stolen too many bases and reduces the ratings, but I'm not sure it'll do that. I'll keep you updated; if I stick to schedule the season should be over around mid-April.

The complexity of round robin scheduling goes much further than I've thus far described in the world of duplicate bridge. Duplicate bridge is a form of the game in which many foursomes play (as two opposing teams of partners) the same deals at different tables, and the objective is to get a score with the cards you are dealt (be they good or bad) which beats the scores obtained by others holding your exact cards against the same opposing card-holdings. Usually, tournaments are run on the Mitchell system, where players sit down and play 2-4 deals in the first round, then players seated East-West move to the next higher numbered table while the boards (players keep their cards separate as tricks are played and replace their hands in a plastic or aluminum object called a board) move one table lower, where another four players are waiting to play them. If there are an even number of tables, East-West players will meet boards they played in the first round halfway through the contest, so at this point they are instructed to skip a table higher. When East-West players have returned to where they started, scores on each hand are determined and winners are declared.

Among the advantages of the Mitchell movement is that it is simple and players seldom screw it all up by going to the wrong table or playing the wrong boards. The disadvantage is that the movement produces two winners, one North-South pair, and one East-West pair; unsuitable when there are five or fewer tables (ten or fewer pairs). Sometimes the total scores are compared, but this is not usually a fair comparison: if first N/S is higher than first E/W, it is more likely due to the E/W field being tougher than it is an indication of the N/S winner being better than the E/W winner.

To offset this problem, major pair events use the Howell movement, which usually features one stationary pair and the rest of the pairs moving to all of the other possible positions during the game, so that the whole thing can be mapped to look like a standard round-robin schedule. The schedule maker for this movement has added problems, though. Not only must the schedule allow each pair to play against each other pair, but the movement of the boards has to be woven in so that each pair plays all of the boards and nobody plays any twice or misses any.

Before the American Contract Bridge League developed software to score duplicate bridge games, I was asked to write a simple program to do this at the local club, and I delved quite deeply into the way these "three-dimensional" (3-D because the schedule maker must co-ordinate the movements of both pairs and boards into the succession of rounds) round-robins worked. Oddly enough, the movement of the boards is not as difficult to weave into the schedule as it may seem. The ultimate achievement of duplicate bridge schedule makers is in individual movements (where you play with different partners each hand), where North, East, West, South, and the boards must all move to a different place after each round!

Another example of a round-robin schedule where another dimension creeps in is in bowling leagues. Given a bowling centre of twelve lanes and twelve teams, the normal round-robin schedule is usable, but the team that bowls in the same lane week after week will complain (especially if they are placed near either wall: bowlers always claim that this throws them off whenever they bowl below average).

Let me end on a topic we all know: Diplomacy. In a round-robin tournament players play 7 games simultaneously, one as each country. Usually these are Gunboat tournaments to avoid the temptation of stabbing on Board Three the guy that just eliminated you on Board Two. (Actually, I published an idea in XL about trying one of these setups where the players' actual identities would not be revealed, but the country assignments would

be, so if you were stabbed by France on Board Two you would be able to get revenge on another board, knowing which country was his. Beyond such simple revenge motives there would also be cartels against the player who is threatening to run away with Boards Four and Six, and perhaps even more intricate meta-strategies.) Given seven players and seven countries, there are 5040 ways to assign countries. But a round-robin tournament uses only 7 of these 5040: is it possible that a round-robin setup might be in some way unbalanced because of the 5033 combinations that were not used? Couldn't there be a pair of players who coincidentally played all seven games as neighbours?

To answer these questions, I wrote a program which chose at random a country assignments list for a 7x7 tournament, and then, using a scale of proximity points from 10 for Austria and Italy down to 0 for Austria and England, I added up the proximity points accumulated over the seven boards for each of the 21 possible pairs of players. Results were surprising.

No matter what the country assignments were, it always turned out the same, each of the seven players would have two opponents that tended to be closer to him on average, two that tended to be farther away, and two that were about average. In fact, of the total proximity points for each of the 21 pairs of players there were only three possible scores, each repeated seven times! This result held for over 100 different country assignment combinations before I concluded that I was wasting time looking for something different. Of course, on one country assignment player 1 would be close neighbours with players 3 and 5, and on the next his neighbours would be players 4 and 7, but the three-tiered balanced results held. As Mr. Spock would say, fascinating.

VULCAN / Deviant Dip 92JFrc04

Winter 1992 Spectator Report

On that last note of Bruce's, how could I manage to do anything else but move into this section?

Well, folks, the players in Vulcan are progressing nicely, but slowly, toward total madness. In the Fall they made it easier to pass rules (even rewarding authors who get their proposals passed) and voted to allow U.N. Peacekeepers, just like the real ones: they have no effect! This Winter they passed the following rules:

Rule 152 *Repeal* 3. Rule #112 is repealed. *[[The Black Hole stops expanding, black-holed spaces stay impassible but see below.]]*

Rule 155 *Repeal* 4. Greg Ellis, himself, is repealed. *[[Let me tell you, I pondered the effect of this rule for a loooong while. But I have no desire to be imprisoned as a killer, so I'll interpret this rule metaphorically...]]*

Rule 156 *Lunpectomy*. All black-hole-infected spaces around Boobland are excised from the board. *[[There's now a gap in the map.]]*

Rule 157 *This is America, Bud!* 1. Orders may be made conditional on the previous turn's builds, removals or retreats. 2. Any deviant rule or proposal, or portion of a rule or proposal, which was first proposed in a deviant (or deviant-like) game played in a British zeen is invalid. *[[This killed off a couple of major rules: the board is no longer a torus, for instance, and the 'new' system of voting is removed in favor of the original system.]]* 3. Any proposal which contains the word "whilst" is invalid.

Rule 159 *Hajj*. For the duration of the Jihad, each of the Muslim powers *[[Barbary States, Persia, Turkey]]* must observe the Hajj: Once per year, in spring or fall, the Muslim player must order one unit to make the pilgrimage to Mecca.

Rule 160 *Ramadan*. For the duration of the Jihad, each of the Muslim powers must observe Ramadan every fourth turn. Units may not move or support, but must be ordered to fast or pray.

The Muslim nations are being hit hard. In the Fall, the Hobbyführer (David Hood) again paralyzed a couple of Jack McHugh's Persian units and one of Brad Wilson's Barbary units. Brad nmr'ed, and Steve Nicewarmer's Turks misordered their Chinese Checker move, thereby failing to take Rumania.

Also hurting are the Russian Revolutionary factions, Jim Burgess' Boobsheviks and Andy Bate's Mensheviks. The Black Hole ate nearly all Boobshevik territory before it was stopped, and the Black Death plague wiped out the double supply-center in Moscow. Now Jim much to his own delight, is down to owning only Kiev, and Andy owns only Teheran (thanks to the machinations of the Hobbyführer).

You can receive each issue of *The Vulcan Times* free for the asking. Standbys are allowed to propose rule changes in Vulcan.

more on NovaCon...

Clark and I got early leads, and so we were given "ugly gifts" by the others—this is a game where it's very easy for trailing players to screw the leaders. In midgame I made some very bad rolls playing the Goths (Clark commented, "Have you thought about loading those weapons?") so Clark wound up ahead after Epoch IV and went on to win.

Cathy had a friend over to chat and play on the computer, so midnight and toasting in the New Year did not go unnoticed. After that, Epochs VI and VII (out of VIII) bogged down badly as everyone had to carefully examine their options on the now-crowded board; of course, that late stage of the game was also when we were most tired and starting to be bored with it!

Clark spent the night, I got up at 8:00 the next morning to watch the Rose Parade. About 11:30 people starting showing up again—Mark Lew, then John Galt, Rich Irving (down for the day from Sacramento), Steve Tappe. Steve is Clark's friend; they are, among other things, Merchant of Venus players and tend to rib each other, with Steve usually getting in the better shots. Rich I. is gregarious, interested in every conceivable game, and (forgive me) a real Oliver Hardy to Mark Lew's Stan Laurel.

Mark, Steve, Mike and Rich played 1830 while Clark, John and I started a Titan game, so this portion of the weekend, at least, was familiar. But after only half an hour of Titan, John attacked Clark in a 7-on-7 battle which left both of them weak.

I should've cleaned up the board; after a couple of hours my Titan was up in the mountains Dragon-hunting. But Clark got tired of shuffling around and jumped me! The ensuing Titan-on-Titan battle killed us both and handed the game to John.

I had the Rose Bowl on t.v. in the living room (where the 1830 was). I was rooting for Wisconsin (as a USC graduate it is incumbent upon me to wish evil on UCLA) but the game was terrible. In fact, the only real highlight was Rich trying to get my goat by yelling "We don't need no steenkin' Badgers!"

Martin Johnson and Mark Beyak arrived about 2:30, Martin presenting me with a bottle of Merlot and the group with a dish of amaretto fudge! They played a hand of Up Front while waiting for the other games to finish, and showed me the other latest craze: "Magic: the Gathering." I have no idea how good a game it is—the sketch of strategy and the brief 'trial game' I got were enough to make me think it is well-designed but not a huge challenge. But the artwork is *fantastic*. The cards were clearly designed with collecting in mind, and the creativity of the artists was quite impressive.

When we were finally able to shuffle around for a new 'set' of games, we wound up with the 1830 players (minus Mark Lew but plus Clark) moving on to Silverton and the rest of us trying out Republic of Rome. Again, when learning something new it's hard not to draw analogies to other games—RoR has parallels to Mark Lew's "Buy That Guy" in that you run a faction, control Senators, and can bribe others', but have to cooperate with them on many issues before the group. Our inability to fight the many wars that sprang up led to the collapse of the Empire—in other words, the game defeated us and we ALL lost!

(This game was good enough that we made plans to get together again in two weeks just to

play it, which is notable—Martin and Mark are family guys for whom gaming is an occasional break. But as it turned out, the night we got together, only Mark, Martin and I could make it—they wound up teaching me Dune instead. That turned out to be a great game, an old one but I'd never seen it before, and we also managed to stand around and b.s. about the hobby and our selves for an hour or more, which was equally fun.)

About midnight Silverton and Republic of Rome broke up, several people left, and we debated what to do. It was awfully late to start up a game of Buy That Guy, but we had been talking about it all the way through RoR, so Rich Irving, John, Mark L., Mike and myself got it rolling. I'm beginning to see that Buy That Guy is really a rather quick game, but it still was pretty late. Mike was patiently trying to learn the rules while Mark and I were trying to get faction leaders to screw each other, but our hearts just weren't in it.

Sunday morning Chuff and Bryan Afferbach arrived and we found ourselves with an unusual-sized group. Seven, in fact. Did we play Dip? Not on your life. We didn't even play a game designed for seven! We played Merchant of Venus, mostly because we didn't want to break into a game of four and a game of three and MoV was something everyone knew. (We had to borrow supplies from another box and upgrade the Volois to trading-species status!)

It was a fun game, with lots of accessory chat (including comments on how John Galt and Mike Quist had managed to sit through a weekend together and not discuss politics once). Chuff had brought bagels and cream cheese, for that authentic Bay Area Sunday-morning feel, and the weather was delightful. Bryan had a good attitude despite some setbacks, I think he was glad just to have a new crowd to game with.

I think I wound up winning MoV, by taking a couple of risks which paid off (I discovered my home system but left the IOU to go do something else first), by buying up deeds before anyone else did, and by never bartering up my ship! (I'm willing to stand corrected, I didn't take notes or anything. Yeah, right.) The group broke up again and we wound up with Mike, John and myself—and we actually sat and chatted for an hour! (Stock markets, Mike's 'other' hobby. Yeesh!) We then got in a game of Railway Rivals before I had to drive Mike back to the train station.

It was smaller than usual, and missing some traditional locals: Rick Kohman has moved further away, into the Central Valley, and was spending Christmas in L.A. anyway; Randy Davis and Melanie Winters got married and hardly have time for anyone else any more (go ahead, I dare you to write in and deny it!); Eric Voogd was rumored to appear at various times over the weekend and never got around to it. And even those who came did so for shorter periods: Richard Weiss just for one evening? Chuff for one game (well, *that's* not so weird)? John Galt not arriving first?!

All this raises the question: should we host this thing over New Year's?? I guess we'll always have a con this time of year; since we're likely to be moving soon we could switch the name over from Nova(to)Con to Nova["New"]Con. Whaddya think? Avoid the holiday?

Thanks to all who dropped by, we love having gamers around. Let's see if we can't get together again before *next* New Years! ☺

[more Letter Column...]

rate games with the same players. That is until a player gets large enough to meet himself, then it could get REALLY interesting.

[[Root Z is like Woolworth but with public powers and better game balance.]]

Mark Lew

I think Lemmings would be improved with one simple rule change: All spaces are dots.

Specifying a goofy variant sort of defeats the point of goofiness. In the good old days ("When I was a boy..."), in zeens like *Voice of Doom* and *Retaliation*, we used to sneak goofy moves into normal games, where it was much more meaningful. Probably the most celebrated was Gary Coughlan's Turkish army in R3 which arrived in Silesia in spring 1903. I pride myself on having made what Brux later told me were his favorite orders in 100 issues of *VoD*: in spring 1902 in Luna, I ordered F Edi-Nwg, F Nwg-Nth, F Nth-Edi (leaving Norway unowned until 1903). More recently—about five years ago—I remember somebody did A Con-Ank (or was it A Con-Smy?) in spring 1901. None of these moves would be at all remarkable in a game of "goofy variant."

Re *Perelandra's* upcoming makeover: I suspect I'll be a minority opinion, but I don't get P to look at graphics. I get P to read it. If the amount of material, or the time you can afford to spend on it, is reduced in order to accommodate the promised "more graphics and fonts," I'll be disappointed.

[[Have no fear, the whole point is to fit more in!!]]

Andy York

→I'd watch out for overload and burnout with EMail. When I first forayed into cyberspace, I became as hooked as you did. In fact, at one point I used upwards of \$100/week in connect time on CIS. I finally cut back—but, then I took a deep dive into the postal gaming hobby. It seems folks like us don't learn, do we? At least I'm not spending \$100/week!!

[[I certainly am watching out for email overload. In fact, I signed off of the diplomacy discussion group because I just couldn't read thirty or more mail messages each day, especially when so many were repetitive or uninteresting. Also, I'm limiting myself to one sign-on per day, so I don't run into excess online charges.]]

Regarding the commentary on juveniles, I do believe that some juveniles should be charged in criminal courts - even those under 10 years old. The procedures should be much the same as those used now to classify 15 and 16 years old as adults. Not many would be classified this way; but, for those who acted wilfully and with full knowledge of their actions - and the consequences of those actions, should be held accountable.

Stan Johnston

I feel our crime rate is due to trying to legislate morality, which leads to people doing life without parole for possession of marijuana, while your average murderer does six years. Then you add to this warehousing criminals in ever-increasing numbers under conditions that make those people ten times more dangerous when they come out.

I don't think marijuana or prostitution

Perelandra #116 / February 1994 / page 4

should be illegal at all. Hard drugs for addicts should be handled as they do in England, where most addicts hold jobs and lead responsible lives while they deal with their problems. That would cut crime in more than half I'm sure, not to mention what would be accomplished in law enforcement or other fields with the resources now being wasted with the war on drugs.

However, that will never happen here as too many powerful people are making too much money from the war on drugs, and the government has found it a very convenient way to get rid of people's civil rights, which sometimes get in the way of what they want to do.

[[Gee, Stan, you talk as though we didn't have a government by the people. I repeat my long-held root belief: we get the government the majority wants.

[[We can cut crime by redefining it (victimless crimes no longer illegal), which is okay with me but really does nothing except free up some prison space. It doesn't change how our society would function.]]

Jack McHugh

I think the truth on NAFTA lies somewhere between what you're saying and what Mark Lew has said. I believe NAFTA's biggest impact will be on the ongoing GATT trade talks. I think some nations will be more receptive to the U.S. message of free trade if they fear being locked out of the US/Canada/Mexico market. I also hope we can convince the Mexican government to take worker's rights and environmental regulation seriously. I am willing to give NAFTA a chance to work—since nothing else has anyway.

You shouldn't apologize for taking a month or two off. I make a point of doing it every year. I think it is a good way to avoid burnout. To hell with the turbo-freaks (grin).

Yes, I heard about the abortion [clinic] bombing in Lancaster, Pennsylvania, with its large Catholic/PA Dutch population, is a natural home to the pro-life movement. Unfortunately that includes a number of wackos in the movement.

As I've said before—I don't approve of the violence but I don't believe special laws are needed to deal with violent pro-lifers. The justice system in this country doesn't appear to be overly sympathetic toward the pro-life movement and that was, in my opinion, the biggest potential problem.

[[Well, the Supreme Court (this month) okayed the use of racketeering laws to go after abortion groups. This might help, finally, solve some of the fire-bombings, vandalism and threats which local police forces have failed to investigate, since the federal cops will take their cue from our pro-abortion president.]]

[[Warning: these next few are a bit old... the letters, I mean...]]

Brendan Whyte

The trial [of the two boys in England] is over with both being found guilty of murder. Evidence included a video from the shopping centre showing the two leading James away. The case got extensive coverage here [New Zealand] on TV, radio and newspapers, and of course on BBC radio. The two boys' lawyers based their defences not on "he didn't do it/wasn't there" but on "the other kid did it, my client was an unwilling watcher of the murder." The two boys seemed to spend all their time accusing their partner, so eventually murder charges were upheld against both.

The fact that the body of James lay decapitated for two days on a rail line undiscovered seems very odd, but no one seems to have talked about this. Both boys will be held 'indefinitely,' i.e. in borstal [??] until 18 and old enough to go to prison. I believe the Home Secretary or some other minister will have the discretion over when, if ever, they are released.

This murder coincided with the trial of a Maori couple here. The father of a ten-year-old dragged him home from a school disco and kicked him to death while the wife hid in the kitchen, radio on to cover the screams. He was convicted of murder, she was freed even of manslaughter under a defence of battered-wife syndrome. Both parents had been at an all-day drinking party. Neither sought medical attention for the child. Social workers had seen the family a week before and decided the child was in good hands. Very sad and unnecessary, with interesting parallels in the brutality and incomprehensibility of it all.

As to all you pro-death sentence people, we've even abolished it for treason over here. Our wackos kill themselves rather than be taken, and while I'll admit some "deserve" death, it is a reflection on society that they were rejected by it or brought up badly enough to kill/rape that the taxpayers' burden should be seen as our cost for our responsibility. Too many crazed gunmen are the weird loners who are too easily forgotten by our capitalist money-grubbing society.

[[You'll find very few Americans willing to listen rationally to the idea that Society is to blame for killers and rapists. Even those who shout loudly that society contributes to such behavior will agree, 90% of the time, that the responsibility for crime is the criminal's.]]

Russ Rusnak

Well, this is being done on my new computer. My boss finally came through with the computer, he threw in a cheap Packard Bell monitor as well. After a couple weeks, I'm starting to burn out on Civilization. (Maybe I'll have to pick up Railroad Tycoon). Any other ideas?

I was impressed with Galt's letter in [issue 114]. Certain crimes deserve minimum sentences. Some cases will always deserve special treatment, but it should be damn difficult for the judge to give it. Murder, attempted murder (never understood why punishment should be less due to incompetence), terrorist activities endangering lives, applying to law school, etc., should all carry a mandatory death sentence. Rape gets you castrated. Violent crime earns the victim a chance at revenge (i.e. returning the favor or hiring someone willing to return the favor or a senseless beating with a baseball bat). An eye for an eye may very well have its place in today's modern society.

The real point I am trying to make is that the primary purpose of our society is to provide us with a relatively safe place for us to try to live (not to be confused with providing the "necessities" required to live). Wasting time and resources on individuals who choose to threaten it is foolish. Granted, there is always

the possibility that years of expensive counselling may rehabilitate someone. Still, a bullet is much more efficient (cheaper) with guaranteed results. If people are going to live like rabid dogs, or puppies in the case of children, it's time to treat them as such.

I also have to admit that I agree with Galt regarding banning lawyers from legislative office. I'd go a step further and ban them from holding positions as judges. Both areas require a rational common-sense approach rather than people who get their kicks playing technical word games. The point is to establish a fair ground with the law and to apply it with the courts. Attorneys are too hung up on technicalities and ego to be trusted with either.

[[This lawyer-bashing is stupid. "Lawyer" is anyone who has studied the law. If we ban lawyers from making or interpreting the law, then someone new is going to have to study law in order to make or interpret it, and then that someone would be a lawyer.]]

Well, I won my bets on the playoffs and World Series with Johnston. I had designed all-new stationery featuring a copy of Tom's check, but he seemed rather offended so I guess you'll have to go without.

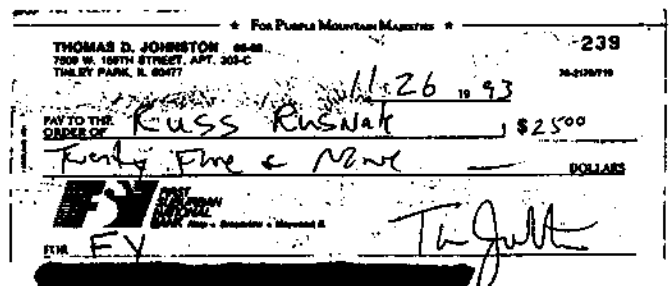
Tom Johnston

Had a nice con over the weekend preceding Thanksgiving. Marc Peters, Dale Bakken (famous beer-drinking/Dip-Junta player), Matt Fleming, Russ Rusnak, Chuck Kaplan, Mark Luedi, Joel Klein and others attended. It was a good time, especially for me. Yes, I had Tommy Dice, winning three out of four Titan games, and a History of the World game where I drew both Rome and Britain. All skill, I say.

Speaking of the Rusnak, yes, he got me good on baseball postseason. Russ is poison to bet with. When I took the Braves they had just crushed the Phillies for a 2-1 games lead with the next two at home. Suddenly the Braves turn into the Cubs. Then, I called to bet him double or nothing on the Phils, which most friends would have been nice and taken. But as Russ reminded me, he doesn't have any friends, and so he cast his fly out and reeled me in. I got to cry with the Phillies fans watching old Cubbie Mitch Williams change the fan chant of "Whoop there it is!" to "Whoop there it goes!" All for an extra five bucks.

And Russ was more of his priceless self at my con. Came Friday night, first words out of his mouth, "Where's my money?" Than Saturday he shows up at 5:30, plays one Titan game (yes, I killed his ugly ass) and then leaves at 8:30 while I was at the store for ten minutes without even saying goodbye to anyone. If Russ could see the forest for the trees he's realize the only reason he

[[letters conclude on page 6]]



Once again, Tom Johnston displays his superior betting technique

[[the last page of the letters]]

doesn't have fun at cons is because he's looking through OLD glasses, giving him the 40-year-old-going-on-seventy lousy attitude. But why waste more space when Rusnak's reply is always "I could care less."

[[Because stories about the Rrusnak are always more colorful than others. My favorite: My first Titan game against Russ was at a Pudgecon about 1987. Because it was a six-player game I knew drastic action would be needed, so on the first turn I Tower teleported into Russ' tower. The battle two turns later took him out—sure, I was eliminated next, but everyone was proud of how I out-Russed Russ.

[[As for wagering against Rusnak, see the illustration...]]

Michael Quist

I have been using E-Mail for Dip stuff a lot lately and I really like the ability to make fast revisions to orders in the dark shadow of the deadline. It is also nice to have the receipt function, so you can be sure that the orders were received. Recently I needed some rules clarifications from Peter Sullivan in England, with email I had my answers in a day while mail would have taken two weeks or more.

I was a little disappointed in the percentage of gamers who are wired. I have 65 dip contacts and only 11 have email addresses (about 20%). Now I might say I have never played games via Email and don't want to, but it would be nice if more people were connected. We need more of you folks in the 20th Century.

[[The percentage is lower than you think—we probably don't have 5% of pbm Dipsters who own modems or mainframe accounts. Be tolerant. Technology doesn't appear with a snap of the fingers. Just as we've had to save up to buy a house (soon!), others will have to save up to get computerized and, in time, get netted. And they'll have to be trained: being wired and ignorant is the worst combination. At that point you become a 'mouse potato.']]

Eric Voogd

Really sorry I missed Novacon. I've been battling a little bit of 'cabin fever' lately and really should have grabbed hold of an opportunity to get out and do something out of the ordinary. That's kind of my reason for wanting to [host a] housecon.

[[Let's see if public mention of a possible Hayward housecon puts any pressure on you.]]

Jim Bailey

Enclosed is the Root Z map you called for. It was quite a challenge to account for the distortions while still maintaining the "look" of the board. Although I'm not particularly interested in playing, drawing the map was something I couldn't resist. Seeing it all laid out like this really makes the descriptions make sense. Perhaps a view of what the game is really like will enable you to get some sign-ups.

[[Wow! I really didn't expect anyone to tackle this job! Thanks (and a free issue), Jim! A blank Root Z map is available for a SASE, to go with the rules published lastish. I won't run it in the zine once the game starts, but players in Root Z will get a map with each turn.]]

Paul Gardner

Have not had time to enjoy *Perelandra* as I would have liked—namely by participating in her letter columns and writing articles. You have

shown that the hobby is still capable of combining games, discourse, idealism and other items of intelligent fun and for the I commend you and recommend your zine to others when the opportunity presents itself.

Since I don't have time to enjoy your worthy zine I request that you either pocket the remainder of my sub or add it to the sub of John Schultz, whose "Ice Pike" made F.D.R.'s victory possible in Wunderland.

John Schultz

In regard to holiday movies. I can't believe 'A Christmas Story' wasn't on your list. Y'know... 'put your eye out kid,' with Darren McGavin and the little nerdy kid with glasses. I might even have to put that one at the top of any top-ten list I put together. I love that movie. I've seen it perhaps a dozen times and it's never failed to make me roll. Much to my chagrin it was not shown in this market this year. Probably some plot to disappoint me.

[[I've never seen it. That's probably the reason I'm so cranky at Christmastime.]]

Steven McKinnon

[[Ethnic spelling is left uncorrected...]]

Along the lines of your cable fiasco, I sent in my cable cheque (for comparison, I pay \$40 a month) and a note saying please get the Sci-Fi and Cartoon channels.

So I get a letter back saying: gee, thanks for your input. Unfortunately, to add those two channels we'd have to get rid of two channels, and they may be channels your neighbours watch.

Excuse me? Like I give a shit what my neighbours watch. And specifically, of the two apartments next to me, one has been vacant since May. The other is a quiet, mousy woman who DOESN'T HAVE a t.v. She listens to public radio and classical—bet she loves Sunday afternoons. Me and my t.v. have an arrangement. It keeps the volume off while I watch football and blast Metal on my stereo. Ah! What a relaxing time.

Now I have to write again (I expressed in a reply my feelings about my neighbours) and request ESPN2, for the three or four hockey games a week.

My basic service is \$19.95. That's down from \$21.25 since the new bill passed. I'm a movie freak, so I had Cinemax for \$11.50. Since October I decided I needed Sportschannel and MSG [Madison Square Garden] for the Rangers, Islanders and Devils hockey, since one game a week on ESPN and the one or two Bruins games on ch38 out of Boston weren't makin' it. Well, the two sports channels are \$9.50. OR, if you get two movie channels you get SC & MSG free.

So I now pay Basic (19.95), Cinemax (11.50) and HBO (for Dream On & Sanders mostly, 10.50) for \$41.95. Seems like a lot, don't it? I decided to give it the consumer test and figure it's ok.

I got nine hockey games a couple of weeks ago, plus I get English and Italian soccer. That's the clincher.

I hope they get this 500-channel stuff going because I want the Sega channel. If I do I'll look into the ROM-copying stuff and see how feasible that is for accumulating games.

[[I hope they get this 500-channel stuff going because I want to see 162 Dodger games a year. But frankly, I'd give up 495 channels of dreck for 5 worth watching.]]

Among the Trees

by Pete Gaughan

Perelandra's Top Ten People We Would Kill If We Could Get Away With It

10. Hafez al-Assad
9. Eugene Terreblanche
8. Charles Manson

...
Wait a minute, I'm gaining myself an awful lot of bad karma here. Let's try a different tack.

Top Ten Ice Cream Flavors

10. Orange sherbet
9. Bubble Gum
8. Chocolate Chip Cookie Dough
7. Tin Roof
6. Mint Chocolate Chip
5. Strawberry Shortcake
4. French Vanilla
3. Fudge Marble
2. Raspberry Swirl
1. Wild Mountain Blackberry

The S.F. *Chronicle* has a daily feature called Question Man, where a reporter roams the streets asking a question, then printing five responses (with a small snapshot). Under the previous reporter, these questions tended to be innocuous, everyday things like "What one thing do you most regret not doing?"

The new reporter is going after tough stuff, though, and the column now proves the point that public policy is too important to be left to the public. When asked the question "Do needle exchange programs help fight AIDS?" one response was predictable:

"Clean needles? What'll that do? Nothing! AIDS will be here for a while. I think AIDS is the result of a laboratory experiment gone wrong; it's a conspiracy to eliminate black folks. If all the rich white folks had AIDS, they'd have a cure by now." As if...

- a cure could be found simply by providing enough motivation!
- AIDS could be concocted in a lab
- most AIDS victims were black

I'm not at all complaining about the feature; it is helpful to have a reporter giving us frequent updates on the stupidity of the masses. But I could use the old lighthearted approach sometimes as well, to offset the stupidity!

Well, folks, methinks it has been too long since I've reported in these pages on the State of the Pete.

You all read lastish about my father. Well, wonder of wonders, would you believe I've been feeling pretty mortal the past month? I turned 33 last week and have realized for some time now that I am a dozen years older than my parents were when they had kids. (I have to work hard to remind myself that I'm not yet at the age my father was when they bought a house on their own for the first time.)

I won't reprint our entire "Christmas letter" here but it verged on being a litany of our woes. Of course, our parents's health is the prime factor. Business is still very bad. My income goes up and down based on 1) the economy and 2) my own effort. I wasn't happy with either of those in 1993 and with my natural tendency toward cynicism my self-esteem took a hit. (Stunning, really,

since I claim so often that work is just work and isn't really who I am.)

We haven't had much of a break, either; haven't been to Yosemite together in two years. For a couple who vacations at least every six months, going a year and a half without is stressful. (Thank goodness for that calm day before DipCon!)

Cathy started on Weight Watchers (her column follows, you'll be impressed!) and suddenly everything my dad has ever preached about my diet began to crowd forward in my mind. I was in the habit, whenever I stop to get gasoline, of buying a candy bar; now, nagging little voices chirp at me every time.

SO: I guess I felt a little beat-up, psychically. Sure, I haven't had as hard a time of it as people in Somalia (or even in Lozangeles, for crying out loud), but I was all set to go through my annual Holiday PMS.

Yes, Holiday PMS. In the past I've been a manic-Grinch-depressive, or at the very least an Eeyore-style curmudgeon. This year I took it as a personal challenge to be cheerful at Christmas—with everything else that has happened I could at least try to get the spirit. After a very short version of our usual spat over shopping¹, the rest of the holidays were pretty light and easy. I even surprised Cathy by buying and wearing a Santa cap on Christmas Eve.

It's astonishing how, if you feel down and *want* to feel up (no small accomplishment in itself), just *acting* cheerful can start to make you feel better. By Christmas, I was even sorry that the holidays were mostly over! Eric Voogd wrote this month, "A lot of angst last issue. Perhaps you've got a touch of the same cabin fever. Hope things may look a bit cheerier now." Yep, sure enough, they do.

I am down to about one candy bar every two weeks. I actually took it upon myself to make appointments with a dentist and with our doctor; the doctor (and the dreaded cholesterol check) is yet to come, but the dentist walked away \$1600 richer and I now have two porcelain teeth to accompany all my fillings.

I also felt better when I reviewed the year and found that I wouldn't have to pay the IRS nearly as much as I thought. My family all gave me great clothes for Christmas and my birthday, including an overcoat; and my father is giving us the laser printer he recently replaced.

And as for the time-is-running-out attitude, Cathy and I are making a serious attempt to change our financial rut. We'd like to buy a house, but we may not yet be up to it.² However, we can commit ourselves to cutting expenses and increasing our income, so if we don't buy we will be moving anyway to cut rent, and I'll take on a

part-time job, with the goal of being seriously in the house market within two years.

In the short run I hope you will notice all these pick-me-ups (well, you might not notice the overcoat unless you see me at the photo convention in Atlanta³). When I'm feeling good some typical signs are:

- I go birding and hiking more often.
- The zine is on time.
- I stop playing dark movies like "Batman" or listening to moody music like "The Misfit" by Erick Nelson & Michelle Pillar

Okay, so you might not notice that last one. But you can see that this issue is pretty much on schedule (despite software problems, I *think* it'll be mailed by the 31st). And just so you'll know, I've already been out for the specific purpose of going birdwatching five times this year! I've added eight 'life birds' so far, including a Field Sparrow, only the fourth time the bird has been recorded in California,⁴ a Lincoln's Sparrow, Ross' Goose, and a Plain Titmouse.

I've also had good looks at several birds already on my list, mostly because I made two New Year's Birding Resolutions. They are:

- Stop and look at birds when I'm out on business;
- Work on identifying little stuff like sparrows and warblers. (I used to dismiss "lbb's"—little brown birds.)

On the road Wednesday, I stopped and watched a Red-Shouldered Hawk hunting from a telephone wire. Following up a message on the Rare Bird Alert I got to see Clark's and Western Grebes side-by-side for the first time (these are so similar that they're often misidentified). And while I usually don't pay much attention to gulls, I've started to look carefully and sure enough, I found a Bonaparte's Gull in a flock of Herring Gulls a couple of weeks ago.

For those who were worried about the 'zine redesign' I mentioned: this look is an intermediate stage. I'm not at all happy with Palatino; although it has the virtue of being legible at 8 points, I don't like the erratic baselines (each branch of the family, Bold, Italic, & Roman, has a different baseline spacing!), and the Bold isn't bold enough. Plus, not all the layout changes which I plan have been implemented yet (this issue is still pretty text-heavy).

(Imagine my dismay when I discovered that Brad Wilson, that noted anti-technocrat, has been using 8pt Palatino in his game flyer, *Meet George Jetson*. But that's NOT why I'm dropping it!)

The margins have been set out to .375" (from .5") and, most obviously, the headers have been removed. All told I pick up 7% more space from the layout changes and 11% from the font size, so what used to take up 24 pages should now be less than 20. HOWEVER: I want feedback on legibili-

¹ Typically I hate 'shopping' if it consists of more than determining what I need and going out to purchase that. Cathy believes that strolling aisles slowly, stopping occasionally to discuss the merits of one or another product, is fun. In short, I don't get it, she does, I came around to her view.

² Banks are willing to loan us as much as \$80,000, which in Marin County would buy a single-wide mobile home. Don't get excited—there's only one mobile home park in Marin, and mobile homes are pretty low on our wish list.

³ Photo Marketing Association, 17-20 February. I will, as usual, be flying down four days early for various sales meetings. My mom bought my dad a PowerBook 180 for Christmas, so instead of conversation or dinners or whatever together, he'll hole up with that and I'll sit in my room and watch the Olympics, I guess!

⁴ I really identify with Keaton's brooding attitude at times; I just wish I had Wayne's money...

⁵ No, I didn't discover it. Someone else found it and Cathy and I just drove out to where the alert told us we could see it.

ty and organization! I've kept the maps the same size for the time being, but they will probably shrink just a nudge in the future.

Economists are, of course⁶, of mixed opinions on Clinton. One 'report card' described in the *Chronicle* (Richard McKenzie of UC Irvine) gave Bill 'a D+ overall but an F for "undermining the incentives" of the wealthy to work and invest by raising their tax rates."

Undermining incentives? The wealthy don't work! Folks who make enough money that taxes might influence their decisions have already gotten past the incentive to work harder or more hours, without any government action at all!

How can higher taxes affect investing? Certainly, taxing different investments differently can *direct* money toward particular goals; but does anyone believe that an overall increase in the tax on *all* investing might lead some rich person would choose a 6% return over an 8%? And anyway, if higher taxes lead some rich person to avoid earning more, then the person they would have earned it from has that much more to invest, right?

So I ask: does anyone know of *any* instance where a person declined to earn more income because of the tax it would invoke??

It seems to me there are only two things that can be done with money, spend it or save it. Spending on durable goods is called investing, which is good. Spending on consumer goods is called Retail Sales and everyone seems to think that Retail Sales going up is also good (because it increases someone else's income). Saving is also called investing, and is good because it reduces debt and because banks pool those savings to make durable-goods investments that can't be done by individuals.

The problem is not how much government takes in, though it does take too much. The problem is that in the process of saving and spending its money, government rarely gets full value. We spend public money on things that produce less wealth than they absorb (big missiles, or huge buildings full of bureaucrats, or tobacco) instead of spending it on things that develop more wealth (like educated citizens, good roads, and police who lock up burglars).

One problem for Clinton has been the ongoing evolution of the press in this country. For years I have opposed the notion that the media has a 'left-wing' bias, saying that what the media does have is an anti-incumbent bias! Molly Ivins recently demonstrated that, starting with Nixon, each president has gotten worse treatment than his predecessor, although the target topics have been different in each case. Her column finished with this paragraph:

"Clinton is a very intelligent man. He genuinely likes people. He's not mean, he's not autocratic and he's not paranoid yet. The media have yet to give him the benefit of the doubt on anything."

"Whitewater" is a two-bit scandal in which Clinton had no part. But because the press has to have ever more juicy stories, they are playing it up to a par with Watergate, literally!

⁶ There's an old Irish proverb, "Put three Irishmen in a room and instantly you'll have four political parties." Put three economists in a room and instantly you'll have four different economic projections.

WUNDERLAND

International Snowball Fighting ASF23

WARRIOR (PLAYER)	wp	hp	sb	di
Flingin' Deadly Rattlesnakes (Paul Gardner)	16	10	0	0
Daf's Daydream (David McCrumb)	14	1	0	0
Baron Frog (Andy Bate)	13	0	0	0
Ice Pike (John Schultz)	11	0	0	0
Nanook (Chris Hassler)	9	2	0	0
Phightin' Phule (Tom Hurst)	7	6	0	0
Baldrick (John McLaurin)	5	3	2	1
The Bay Bomber (Randy Davis)	4	1	0	1

Daf's Daydream: Once again I'm a bridesmaid.

Ice Pike: Well... another one bites the ice ball. I still say tree trunk protection is a respectable tactical ploy... only because it causes multiple rolls. And it wasn't the tree but a Di at the Bomber which garnered FDR's well-earned victory. Congratulations.

SnowMaster: After this triumphant appearance, Paul is sliding out of the hobby, almost completely!

ZYRA / Dip Battleship

Whoops, I forgot to print these 'endgame statements' lastish...

Richard Weiss: It was a "blast" y'all. Sorry the GM "sunk" to such lows. This coulda been a real "hit," but something was "missing" (namely, my shots).

[[Groan—now I remember why I didn't print this...]]

My strategy was to pound on one board the whole time. Sorry, Mark, I just happened to dislike your pseudonym the most. I knew David and Daf were in this and am surprised by the rest of you scoundrels and scalawags.

Brotisserie Baseball

Richard Weiss: Well, knock my socks off. Now is not next year. I won! Well, whaddya know... it's a long fly ball, it's...

Put me on the plaque next to Eric Voogd. I still don't understand; is it possible to win HR's and SB's both and still be in the middle of BA? Kudos to the Berkeley Brass for beating me at my own pitching strategy!

ARRAKIS / 1991HM

F/I/R draw: FIR yes, G no. FGIR draw: FGIR yes.

Well, what do you know. I don't need to adjudicate Fall 1911. Congratulations of a sort to Mike and Eric for holding up the French march, but then I expect each of you to give me your perspective on how that happened!

Deadline for Endgame Statements is February 22.

Russia to Italy: Is this one over or are you going to make it exciting?

Russia to France: It kind of looks like Germany is getting dots at my expense!

Germany to France: Very tasty. I haven't dined in style for quite some time... unless you'd consider Bigfoot Pizza dining in style.

GM to Germany: Pardon me, but... Pizza Hut delivers to Da joint??

Russia to GM: The GM singing last issue?! This game must be REALLY boring.

GM to Russia: Hey, it worked, didn't it? Actually, I can live with a boring tactical game, so long as there is action in the negotiating arena—but I saw no evidence of that late in this one.

Austria: Brad Wilson (drop W00); Tom Hurst.

England: Tim Goodwin.

France: Don Scheifler (four-way).

Germany: Stven Carlberg (res F'03); John Schultz (four-way).

Italy: Mike Stewart (four-way).

Russia: Eric Voogd (four-way).

Turkey: Jim Cote.

	01	02	03	04	05	06	07	08	09	10
Austria	5	5	4	3	1	0				
England	4	3	1	0						
France	4	5	8**	10*	11	13	12	12	12	11
Germany	6	6	5	4	3	2	2	2	2	3
Italy	4	5	7	7	8	9	9	9	10*	10*
Russia	6	7	9*	10	11	10	11*	11*	10	10
Turkey	4	3	0							

* indicates one unit short the following Spring

It's Me Again!

by Cathy Gaughan

Well, it's been a while since I've found time to put one of these articles together. I've been pretty busy with myself here lately. I started going to Weight Watchers at the beginning of December and I have lost 31 lbs. so far [[as of January 25]], so I feel lots better about my body. I still have quite a ways to go before I'm at the weight that I would like to be, but I have a good start.

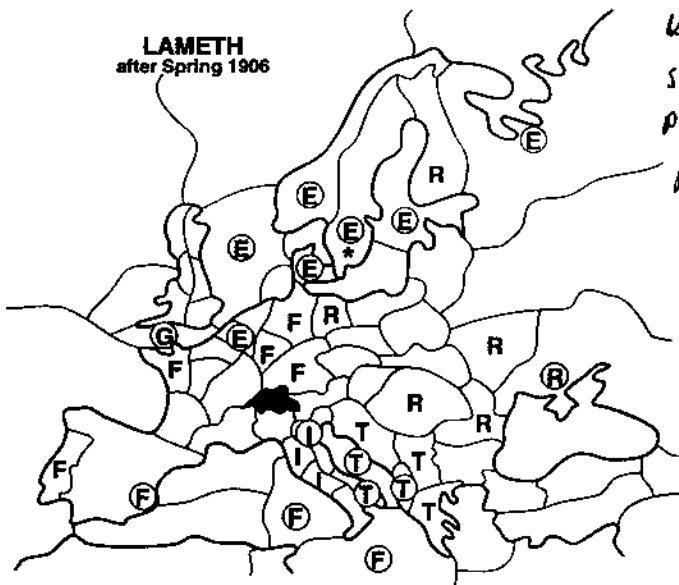
I have also started going to grief counseling. Well, it started out as grief counseling. The first couple of weeks were talking about the anger, disappointment, and abandonment that I was going through because of the lose of my Mom. It gradually began turning into how does Cathy take care of Cathy. A real different concept for me. I have always wanted to make everyone else happy. Which isn't always a terrible thing, but I sometimes resented things that I was doing to "please" someone else. I was getting more and more furious with myself for not being able to say no to people for fear that they wouldn't like me anymore. Well, I'm beginning to get the concept that if I don't like what I'm doing, then I'm not very confident in myself. And others can sense that, too. And there are kind ways to say no to people in order to take care of yourself. I'm starting to figure out if I don't like the way someone is treating me that it is all right to let them know. I don't have to keep it bottled up inside of me until one day that I explode. My instinctive reaction to conflict is to run away, but I get so crazy with myself later for not standing up for myself that I am trying to calmly confront people about things. I am beginning a new level of understanding myself. And some days it's great and some days I'm scared to death.

Pete and I have been doing a lot of planning. We seem to go in spurts. We finally got to California and put everything on hold for a while. I think we are both getting a little antey for some changes. We ultimately want to purchase a house. We have figured out with the money we are saving we have probably about another three years before it will be possible. But what about kids? I wanted to live in a house before we have kids. And I don't want to wait three years before we start having kids. So I narrowed down what my real concern about having a house when having a baby was I wanted a washer and dryer in the house. Probably sounds pretty stupid that that should be my big problem, but it is. If I need to clean up puke (my own or the baby's) I want a washer that is accessible 24 hours a day.

So, anyway, lots of changes happening here. But changes for the better it seems so far. I hope everyone had a nice holiday season and that this new year will bring good and enlightening things to all.

See ya!!!

Cathy Gaughan



LAMETH / 1992AJ

Retreats: English f swe-bot; Russian f nwy oth.
 Winter 1905: England builds f lon; France builds a par, f mar; Italy disbands f tun; Russia builds f sev, a mos; Turkey disbands f eas.

Spring 1906: The Man in the Mirror

England (Stan Johnson): f lon-nts, f ska-swe (f den s, f nwy s [f stp/nc s]), f bot-fin, f hol-bel.

France (Martin Johnson): a par-bre, f mar-spa/sc, a por h, f nap-ion (f tyn s), a kie-ber, a bur-mun (a ruh s).

Germany (Randy Havens): f bre-eng.

Italy (Kathy Caruso): f ven h (a rom s), a pie-tus.

Russia (James Bailey): a ber h, f swe-nwy /dis-lodged/ (a fin s), a gal-rum (f sev s), a vie-bud, a ser-bul /annihilated/, a mos-ukr.

Turkey (Tim Goodwin): f ion-apu, a rum-bul /annihilated/, a bud-ser (a gre s), a tyo-tri (f adr s, f alb s).

Retreat: Russian f swe to bal or oth.

Deadline for Fall 1906 is February 22.

Kathy to Martin: The sooner you kill me off, the sooner they get to you!

London: Reacting with unaccustomed sympathy, the Parliament, when informed of the Czar's mental illness, authorized his mercy killing. It's for the good of the Russian people.

Vexvelt Turk to Russia: What do you mean, really guilty? You mean you think she looks like a boy, or your sister, or something? Now you've got me wondering.

Whitehall: Consternation continues to sweep the government over what has become known as the Fishhook Scandal. English sailors are accused of using fishhooks on lines to lift the skirts of Russian women during a drunken rampage through St. Petersburg, supposedly to ascertain whether Russian women had adopted the fashion of wearing pantaloons under their petticoats.

Admiral Johnston has pledged to make deprivations against Russian women his highest priority.

Vexvelt Turk to Russia (II): Country Music babes: Suzy Bogguss, Faith Hill, Martina McBride.

GM to V-Turk: A country musician named Martina? The mind boggles.

St. Petersburg: It is rumored that the Czar was captured trying to escape the city dressed as a woman.

Spitehead: Forces have been dispatched to deal with German Pirates reported to be attacking the Channel Islands.

VEXVELT / 1992R

EFRT draw: EFG yes, T no, AIR nvr.

Spring 1907: Your Tax Dollars At Work

Austria (Michael Alterio): a tyo-pie, a mun-ber, a ukr-war (a sil s).

England (Lance Anderson): f nts-hol (f hel s), f nwg-nwy.

France (Tom Hurst): a mar-tus (f lyo c), f tyn-rom, f wes-tyn, f mid-spa/sc, a bel s english f nts-hol.

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

Italy (Steve Nicewarner): f tun-tyn.

Russia (Russ Rusnak): f ska-den (f bal s), a lvn unordered, a stp-mos, a mos-war (a ukr s /nsu/).

Turkey (Steve McKinnon): f tri-alb, a ven-rom, a bud-vie, a rum-gal, a sev-mos, a ser-tri, a gre drinks ouzo, f aeg-ion (f adr s, f nap s), f smy-eas, a con-rum (f bla c).

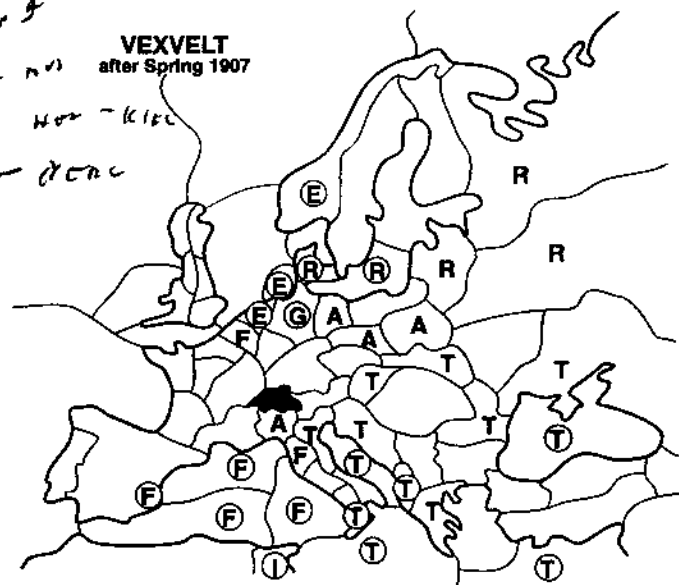
Deadline for Fall 1907 is February 22.

Phrog to World: The last time I yelled "Charge!" the only thing my troops did was run up my Visa bill!

Turkey's Babes o' the Moment: Dana Delaney, Melissa Joan Hart, Patricia Richardson, Dana Wheeler-Nicholson, Polly Walker, Fran Drescher, Wendie Malick.

GM to Turk: Thanks for providing a scorecard this time.

Shameless Plugs: Iron Maiden, Piece of Mind; Pantera, Vulgar Display of Power; Pop Will Eat Itself, The Looks or the Lifestyle.



GIEDI PRIME / 1992AK

A/I draw: AFGI yes, ERT no.

France reproposes A/I draw.

Fall Retreat: English f mid to nat.

Winter 1906: France removes f por; Italy builds a ven.

Spring 1907: The Postman Always Rings A Bell

Austria (Roger Cox): a alb-gre, a rum-gal (a vie s), a ser-bud, a bul-rum, f aeg-bul/sc, f ion-aeg.

England (Jamie McQuinn): f hel-nts (f nwy s), f nts-bel, f nat-iri, a bel-pic.

France (Pat Conlon): a bur-gas, a ruh-kie.

Germany (Lance Anderson): f den s kie (a swe s), a kie ms a hol, a boh-mun (a ber s).

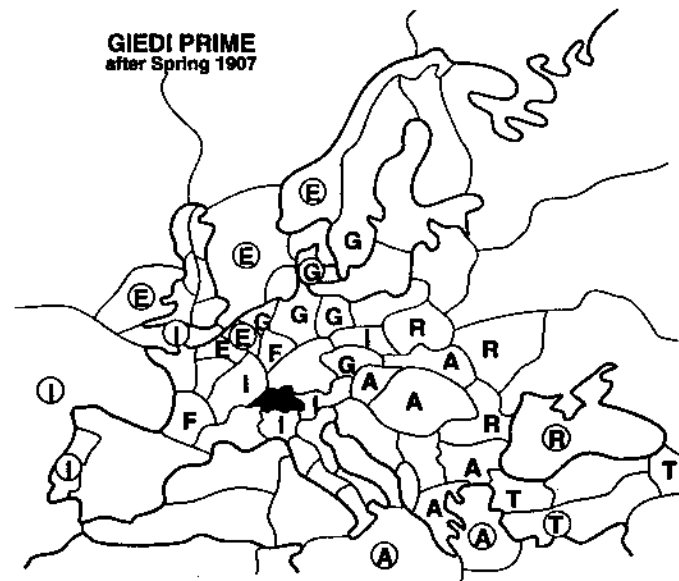
Italy (Hugh Magen): f spa/sc-por (f mid s), a ven-pie, f bre-eng, a mar-bur, a sil-mun (a tyo s).

Russia (Greg Ellis): a war-sil, a sev-rum (a ukr s, f bla s).

Turkey (Andy York): a con s russian f bla-bul/ec /nsu/ (f smy s), a syr-arm.

Deadline for Fall 1907 is February 22.

Kraut to Frog: What a farce—I'd rather you torpedooed me than this lingering death. I hope you're happy but at least I outlived you.



CALADAN / Merchant of Venus

Turn Five

Intergalactic Towel Traders—Clark Millikan, Nik
Dice are 2444. Move: MGS-NC2-A-Neutron Port-R-Y-R-Space Station.

Trade: sells Space Spice [[drawn from Cup: Mulch Wine]] with Demand [[drawn from Cup: Demand for Grease at 7b]]; buys Rock Videos.

Accounting: \$46 + 120 - 120 + 7c = \$53.

Millenium Falcon—Chuff Afflerbach, Human
Dice are 145. Move: Wet Landing/s-Wet Landing/o-R-Y-B/s-Y-R-NC1-TeleGate 4-TeleGate 1.

Trade: none. Accounting: \$70.

We're Dell, Men!—Bill Wordelmann, Dell
Dice are 111. Move: TeleGate 2 (p.n. 1)-TeleGate 1-A. (whew!)

Trade: none. Accounting: \$140.

Int'galactic DeadHeads—Richard Weiss, Qosuth
Dice are 246. Move: Space Station-R-Y-R-Neutron Port.

Trade: sells Mulch Wine [[drawn from Cup: Demand for Genes at 10]]; buys Finest Dust.
Accounting: \$58 + 60 - 10 = \$108.

Microsoft Big Deal 4.4—Rich Irving, Eepeeep
Dice are 155. Move: B30-R-A-R10-Asteroid City East. Discovers 1a (Nillis) culture.

Trade: barter IOU for Shield.

Accounting: \$50 - 10 = \$40.

Mr. Ed—Ed Wrobel, Whynom

Dice are 3456. Move: Jellybeast/s-Jellybeast/o-A-TeleGate 1 (p.n. 5)-TeleGate 5-NC5-NC5-B-Y-Open Port.

Trade: sells Psychotic Sculpture [[drawn from Cup: Voll Silk]]; buys Factory, Canned Traits, and Voll Silk.

Accounting: \$240 + 250 - 200 - 120 + 60c - 140 = \$90.

Turn Six

Intergalactic Towel Traders—Clark Millikan, Nik

Dice are 2456. Move: -R-Y-R-NC6-R20-MGS-NC6-Y-B-R-A-Relic, stop and pick up Yellow Drive.

Trade: none. Accounting: \$53 - 20p = \$33.

Millenium Falcon—Chuff Afflerbach, Human
Dice are 556. Move: (p.n. 6)-A-Jellybeast/o-B-Jewelport/o-R-B-Y-B-R-B-Y-B-R-Rumbleport/o-Rumbleport/s.

Trade: sells Chiclé Liquor [[drawn from Cup: Chiclé Liquor]]; buys Impossible Furniture.
Accounting: \$70 + 90 - 110 = \$50.

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

Dice are 166. Move: -Y-R-B-Y-R-? [[B10]]-R-A-R-B-? [[B30]].

Trade: none. Accounting: \$140 - \$10p = \$130.

Intergalactic Dead Heads—Richard Weiss, Qosuth

Dice are 346. Move: (p.n. 4)-Y-B-R-B-R-Wet Landing/o-A-Whaleport/o-Whaleport/s.

Trade: sells Rock Videos [[drawn from Cup: Demand for Mulch Wine at 5]].

Accounting: \$108 + 200 = \$308.

Microsoft Big Deal 4.4—Rich Irving, Eepeeep

Dice are 345. Move: -? [[Y40]]-Y10-Asteroid City West-? [[R20]]-R20-? [[Spy Eye]], stops and picks up Relic.

Trade: none. Accounting: \$40 - 20p = \$20.

Mr. Ed—Ed Wrobel, Whynom

Dice are 2233. Move: -R-B-Y-B-R-B-Y-R20-Terror Station/o-? [[Gate Lock]], stop and pick up Relic.

Trade: none. Accounting: \$90 - 20p = \$70.

Deadline for Turns 7&8 is February 22.

Order of play and dice for Turns 7&8, net worth and assets:

1. Mr. Ed3555 / 1456...\$270

Equipment: Gate Lock \$100

Deeds: Volois Factory \$200

2. Intergalactic Towel Traders1246 / 1335...\$233

Equip: Relic Yellow Drive \$80

Deeds: Neutron Port \$200

3. Millenium Falcon345 / 114\$50

4. We're Dell, Men!236 / 555\$130

5. Interstellar Dead Heads226 / 126\$308

Equipment: Shield \$60

6. MBD 4.4155 / 456\$20

Equipment: Shield \$60, Spy Eye \$100.

TeleGates open: 1, 2, 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.

Had a question on bartering. When, on arrival in a system, you barter any item (ship, Equipment, Relic) other than an IOU, you may not also sell. You may barter and/or sell without limit during extended stay or at a Spaceport. Sorry about omitting your press item lastish, Bill.

WDM to MoV Master: (Everybody, all together now...) We want a rail game! We want a rail game!

Dead to ITT/MM: I have some cool new Railway Rivals maps. Can I play, too?

Mr. Ed to ITT: This is a rail game. Didn't you read my brilliant analysis in *Politesse* back in '89?

ITT to Deadheads: The only good fan is a Dead fan. MM to Dead: Actually, his writing was in ALL CAPS, but I guessed what he meant...

MBD 4.4 to MM's WP: That word last turn was "brydle." I know that it isn't all that funny. But you word processors don't have much of a sense of humor (being "serious" software and all).

The Hitchhiker's Guide to the Universe has this to say about the Yellow Drive: "A remarkable device that eliminated the need to build interstellar bypasses, saving countless planets. Occasionally found floating in space, and one should never pass up the chance to grab one."

Roots Lawyer to MM: That would be great minds thinking alike.

Aboard the Millenium Falcon: Whoa, this Qosuth system is way too busy to unload a ship full of bootleg whiskey! Let's just shoot on up and sell it to the Whynoms... and Chewie, don't drink up all the profits before we get there!

Harbor Master to Falcon: Hold on! You're not getting out of this system without giving me a barrel!

MBD 4.4 to Bean-Counting Quadruped: That reminds me of a story about the Founder. He had a problem of the most serious importance, so he called in the Chief Engineer. "What's 2+2?" asked the Imperious Mr. Gates. "I think it is 4, but let me check on my calculator. Yep, it is 4," answered the efficient engineer. Not satisfied, the Resplendent Head of Microsoft summoned the Head of Marketing to ask, "What's 2+2?" The harried ad exec replied, "According to our latest customer survey, the

average response is 4." Still not pleased with the result, the Exalted CEO buzzed the Director of Accounting. Yet again he asked, "What's 2+2?" The savvy (though bipedal) MBA, lowering his sunglasses, responded, "What would you like the answer to be, Sir?" Guess who became President of Microsoft?

WDM to MBD 6.2a: Regarding the smells of life, that's what happens when you're used to bathing in old (space) spice and roll in (thank you very) mulch wine! And that's why I'm way out here! By the way, your oldfactory circuits could use an upgrade (and not that wimpy \$9.95 "step-up" either)!

Microsoft announces a new upgrade for the Big Deal program. Version 4.4 adds the Explorer advantage. This program will not only conduct your business for you, but will also find whatever it is you want to trade. New upgrades are coming soon! Maximum convenience from Microsoft. (Suggested retail price of MBD 4.4, \$1,234,567.89. Special upgrade price, \$9.99 to registered users.)

Aging Hippie to Computer Nerds: I don't get it.

ITT to Dell Men: Is your ship sluggish? Lost engine performance? Buy a can of our fuel treatment. Available at the convenient Neutron Port in the Dell system. Unfortunately, we don't deliver. ☹

IX / 1993HG

Fall Retreat: Austrian f tri to adr.

Winter 1901: The Ocean Blue

Austria (Kenneth Burke): has a vie, a ser, f adr.

England (Mick Taylor): has f nwg, a lon, f nts s.

France (Don Scheifler): builds f bre; also has a pic; a por, f eng.

Germany (Roger Cox): builds f kie, f ber; also has a mun, a bel, f hol.

Italy (Bob Ozerov-Clark): builds f nap, f rom; also has a tri, a ven, f tun.

Russia (Michael Quist): builds a mos; also has a gal, f swe, f rum, a ukr.

Turkey (Vincent Springer): builds a con, f smy, f ank; also has a gre, a bul, f sev.

Deadline for Spring 1902 is February 22.

GM to Bob: Check your Spring orders, I couldn't reconcile your postcard with your phone message.

Somewhere near the battlefield of Kosovo: Sultan Mehmed "Big Daddy" II looked over a field of dead Greek and Bulgar regulars. Balkan resistance was over except for a force of Serb, Croat and Szekler irregulars around Belgrade. The victory was a sweet one since he was near the site where a distant relative of his had crushed Janos Hunyadi in 1448. Big Daddy was unsure of his Papal and Cossack allies but he knew his urges could not be contained. St. Stephen's Cathedral in Wien would be turned into a mosque and the Habsburgs would be flayed of their skins in the town center. Franz Joseph had truly gone insane and Mehmed could take no more of his erratic behavior.

A-H to Europe: I think I am in a little trouble.

Ottoman to GM: I must insist that in future game reports I be referred to as the Ottoman Empire. These generic titles are just too artificial. Players will be given preferential treatment that address me in this manner.

GM to Ottoman: If the generic title doesn't suit you, perhaps you'd like me to strip you of it?

MODERAN / Snowball Fighting Champions' Game ASF26

Turn Four: Sorting Out the (Ice) Men from the Boys

WARRIOR (PLAYER)	loc	segment 1	segment 2	segment 3	new loc	wp	hp	sb-di
Comet Chucker (Clark Millikan)	Q7	collect Di	collect Di	Di at IM (60,13)	Q7	8	5	0-1
Desperado (Teresa Armstrong)	P6	run down path	duck inside	sit	kit	1	10	2-0
Hoi Polloi (J.R. Baker)	B12	nmr	nmr	nmr	B12	0	9	0-0
Ice Man (Andy York)	K7	RR at PP (95,27)	RR at PP (95,39)	collect 2 Sb	K7	5	0	0-0
Lasher (Daf Langley)	O11	M11-K11, collect Sb	RR at PP (95,65)	RR at PP (40,33)	K11	7	9	1-0
PeD Mang (David Wang)	Q3	collect Di	Di at CC (70,62)	collect Di	Q3	7	9	0-1
Pheckless Phool (Tom Hurst)	D8	collect 2 Sb	collect Di	Di at IM* (55,23)	D8	10	4	2-0

Weather roll = 53. † = dodge. * marks conditional orders. D may emerge on Segment Three of next Turn; IM reaches the kitchen on Segment Two.

Deadline for Turn Five is February 22.

Segment One: With Desperado heading indoors and Hoi Polloi taking this Turn off, you might expect a boring stretch in the game. Indeed, CC, PM and PP are all collecting weapons at the outset, with Lasher stepping closer to the Phool, leaving only Ice Man to attack. His Rattlesnake back over his shoulder at the Pheckless One succeeds.

Segment Two: But on Segment Two the warriors return to their fightin' ways. Comet Chucker collect another behemoth weapon, but PeD Mang nails him with an equally large bullet in the meantime. Pheckless is also collecting again—and Ice Man and Lasher make him pay!

Segment Three: Chucker chuckles to himself and pounds the nearest target of opportunity—Ice Man—with one of his Dirigibles. Phool makes the same call, and the combined weight of these throws forces IM to throw up his hands in surrender—he's heading for the warm, dry kitchen. Lasher gets off another one-point shot at Phool, but PP is still in the lead.

Desperado to SM: Sorry for the NMR. My computer dates the orders for Turn 3 as 11-23-93, so either I forgot to print them out and mail them or the USPS conveniently lost them. I have rewritten some of my press from then and added a little more. Sorry.

CC to L: Being antisocial? Come and join the party on this side of the yard.

Desperado to Lasher: Snowy was kind enough to tell me *who* he is, but I'm still waiting to hear *how* he is.

Pheckless to Hoi: You throw like you wuz the Phillies' reliever in the World Series!

Pheckless to Dizzy Despy: Don't worry. We're sending you company.

Desperado to My Phantasy Phool: What's a nice boy like you doing all the way up there? Why didn't you come down and help me with these phlakes? I could have made it worth your time. It might have been phun.

Lasher to Phool: Why don't you join me here in the open part of the yard? I need room to ply my whip. Did I ever tell you I could circumcise a baby gnat with this thing?

Pheckless to CupCake: Isn't the term "Vogon poetry" an oxymoron?

Desperado to SM: Vogon poetry comes from *The Restaurant at the End of the Universe*, doesn't it? Am I now more of a man than these wimps, or just a man?

Pheckless to Leather Goddess: Although Despy is in the kitchen making chocolate, it doesn't automatically follow that you're the only one on the make out here.

Desperado to Lasher: What's wrong, can't take the competition? You have notice that more people are rushing to keep me company than yourself? And I'll make them more than hot chocolate once they join me in the kitchen.

Lasher to Yard: Does anyone else around here think Joe Montana is a vampire?

SM to Lasher: Because he seems to live forever??

Desperado to All: I will wait in the kitchen for whoever wants to warm me up.

Phule's Philosophy Lesson #2: If you are obnoxious enough, even snowballs avoid you!

Desperado to Mang: What is this, gang up on little ol' me? I'm not used to being treated this roughly. At least not out in the yard.

Lasher to PeD Mang: I don't know any KlingOn (oh, well, maybe a little) but once I'm done with you you'll fetch my whip in your teeth... and like it!

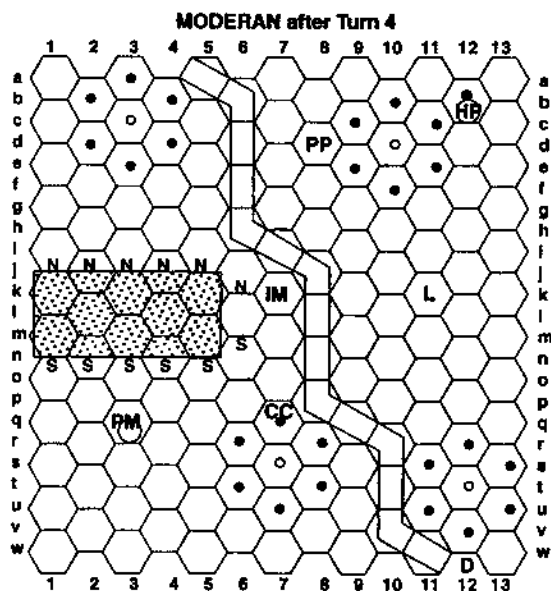
Desperado to Comet Chucker: That was uncalled for. Do you think I would let you help me out of my wet clothes now? Anybody else interested?

CC to IM: You get an extra point if you can get me to look up just as the snow comes off the branches.

SnowMaster screams: NOT TRUE! NOT TRUE!

Desperado to Snowy: I object to your calling my back broad. I have a cute little back, a cute little waist, and a cute little...

SnowMaster (to you!) to Desiderata: Figure (hyork!) of speech, ma'am, figure of speech.



BELT 17 / 1993F

Spring 1904: Down on the Corner, Out in the Street

Austria (Rich Irving): a bud-tri, a vie-tyo, a tri-apu (f adr c, a rom s), a bul-con (f aeg s), a ser-gr.

England (Les Casey): f edi-nts (f nwg s), a yor-edi, f hel-den (f kie s).

France (Randy Havens): f tyr-rom, a pie s italian a apu-ven, a ruh-mun (a bur s), a bel-ruh, f mid-wes.

Germany (Stan Johnson): a sil-gal.

Italy (Victor Thomas): a mun-boh, f apu-ven (a tyo s).

Russia (Tom Johnston): f stp/nc-nwy (a fin s), a swe-den (f ska s), a war-sil, a sev-arm, f arm-bla.

Turkey (John McLaurin): a con-ank (f bla s), f smy-eas.

Deadline for Fall 1904 is February 22.

Gentlemen, I propose we immediately surrender to the Danes. Denmark has cleverly outwitted us all by remaining in the game without having any units at all. If they ever got an army or a fleet, they'd wipe each of us off the map.

GM to Belters: I'm sorry. I published press lastish from Germany which was labelled

"Spring Press." Stan

chose to take it as a

deliberate slam, but it

was, in fact, a mistake,

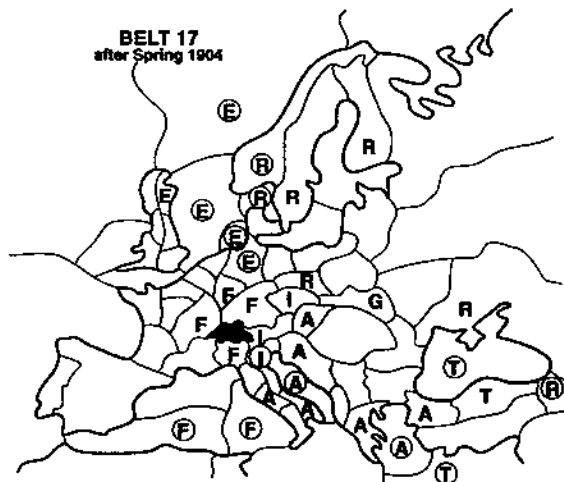
the result of carelessly

cutting-and-pasting the

separated season

wihtout referring to

his orders sheet.



ZEBRA / Snowball Fighting ASF25

Turn Five: Less Fat, More Muscle

WARRIOR (PLAYER)	loc	segment 1	segment 2	segment 3	new loc	vp	hp	sb-di
Alaskan Alkie (Pat Conlon)	J13	-K13-L14-M15-N16	collect 2 Sb	CS at T16 (yawn)	N16	5	3	1-0
Big Bad Frank (Brad Wilson)	O5	RR at P (95,91)	collect Di	Di at B (40,72)	O5	8	0	0-0
Bullwinkle (Mark Weseman)	J16	Di at FZ (40,87)	collect 2 Sb	collect 2 Sb	J16	7	5	4-0
Comet (David McCrumb)	S5	RR at BBF (95,97)	collect 2 Sb	RR at BBF* (95,34)	S5	6	5	2-0
Crow T. Robot (Paul Glenn)	kit	nmr	nmr	nmr	kit	4	10	2-0
Floating Zeppelins (Randy Davis)	R12	nmr	nmr	nmr	R12	5	6	3-0
75mm Long Barrel (Steve McKinnon)	V10	collect 2 Sb	collect 2 Sb	RR at SP* (85,95)	V10	5	5	3-0
Pallida Mors (Lance Anderson)	G9	RR at P (95,35)	RR at P* (95,30)	run for cover	N8	9	0	0-0
Puff (John Schultz)	H8	collect Di	Di at PM (70,28)	collect 2 Sb	H8	10	4	2-0
Snow Poke (Cathy Gaughan)	shed	sit	down path -N12	collect Di	N12	7	7	0-1
Terry Forster (Mike Stewart)	O1	collect 2 Sb	RR at BBF (95,52)	RR at C* (85,44)	O1	7	2	0-0

Weather roll = 44. † = dodge. * marks conditional orders and "RR at nearest." PM & BBF gain sanctuary on Segment One.

Deadline for Turn Six is February 22.

Rules query: If someone orders a 'nearest' attack and two or more potential victims are equidistant, a target is chosen at random among them.

Segment One: Crow T. Robot sits this Turn out in the kitchen, while Floating Zeppelins sits it out behind the Snowman! Snow Poke sits this Segment out in the shed—and with all these players warning their backsides, we still get action. Puff and Pallida Mors have a squabble to settle in front of the shed—PM gets in the first shot with a Rattler. Big Bad Frank hits the distracted Puff from behind; Comet fires and misses at Frank. Bullwinkles sets his sights on the somnambulant F-Zep but his Dirigible only manages to knock the broom out of the Snowman's hand.

Segment Two: Snow Poke runs out of the back of the shed and into the midst of the fight, but most fighters are packing ammo so she's safe for now. Terry Forster joins in the carnage with the first of his fastballs, hitting Frank Thomas. Puff and PM exchange shots, but Puff's Dirigible does the worse damage and Death is shown to the door.

Segment Three: Alaskan Alkie, having moved across the path, spots a pink elephant under the tree and Storms it, ineffectively. Big Bad Frank winds up with his Di and hurls it nearly the width of the yard, missing Bullwinkle by several feet. Comet is nailed by Terry F.'s next pitch, a screwball, but C still manages to score off Frank. 75mm Long Barrel has gathered a cache of weapons but his first shot from this stash misses Snow Poke.

Puff to Comet: Yeth, berry-berry exhitid I wath... Yeth!

75mm informs: So the chairmen of the Atlanta Olympic Committee came to me and said they needed a standard by which they could measure the javelins to see if they were the correct length. Of course, I told them, "Can't help you, my friends, javelins are too short."

Comet to SM: Antenna, Antlers, what's the difference?

SnowMaster to Comet: Quite a bit. Among other things, understand the difference before you try to mate with a moose!

75mm chants: "Na naa, na naa, na naa, I got you babe."

Puff to 75mm: Didn't anyone ever tell you there's more to babeness than cute? There's not an ounce of 'character' acquired from experience in all three put together.

SM to Puff: I think he equates 'babe' with 'good-looking bimbo.'

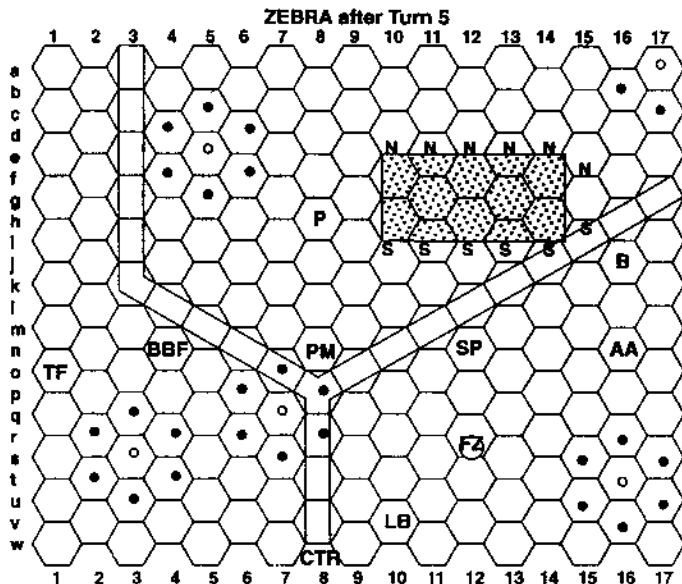
75mm states: So, a couple days later, the chairmen return and ask if I'll be available to standardize the length and flexibility of the poles for the pole vault. "Nope," I regretted to say, "Cause you'd have the longest, stiffest poles in Olympic history. They'd have to start their runs too far away and they'd impale themselves on their inflexible poles."

SM to Yard: Does anyone spot a trend here?

Pokie to Yard: Yikes! I don't know which door to come out of?!

Puff to SM: In regard Racquel Darien (Turkey, Vexvelt press); she's a porn star and damn fine... but a babe?

SnowMaster to Puff: Don't ask me, I didn't recognize the name.



75mm to C.T.R.: Hey, are you one of those inane MST3K guys? I hate that show.

Comet to 75: I'm glad somebody is impressed by you.

Puff to Bullwinkle: But this is where all the kids are!

Snow Poke to Bullwinkle: Missed me! Missed me! Now ya gotta... well, let's discuss what you gotta do.

SnowMaster to Pokie: Whisper it to me first.

Pal to Puf: You're goin' down, mein freund.

SnowMaster to Pal: She was talking to Bullwinkle!

75mm reminisces: So, finally, the chairmen return. I'm ready to say, "Hey, guys, forget it," but before I can the lady chairperson says, "Um, Mr. Barrel, we've got a problem with the Marathon..."

Comet to BBF: How did I miss you?

SM to BBF: Let him count the ways...

SM to Comet: ...and you're getting good at it!

Frank to Forster: Geez, I take a seat in the dugout to enjoy a ice-cold Old Style and you still can't hit me. Time to retire! As for me, where's that cooler...

75mm History Lesson: Here, for your edification, are some famous celebrities who couldn't believe how long it is: Cardinal Richelieu, Cleopatra, The Gang of Four, the Mayans.

SM to 75mm: I knew you were a fan of obscure bands but this is ridiculous.

PYRRUS / Postal Monopoly

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

Round Thirtythree

player	ending position	portfolio
Mark Lew	Pennsylvania Av	\$824, Ori [†] , Ver [†] , Con [†] , St [†] , Ten [†] , NY [†] , Ken [†] , Ind [†] , Ill [†] , atl, ven, mg, pac, nca, PenAv, Park, Boa, ShL, EC, WW
Kay Shapero	New York	\$1, Bal [†] , Med [†] , StC [†] , Sta [†] , Vir [†] , rea, prr, b&ro

Kay agrees to concede to Mark, saying, "Once he inherited all that property the only chance I had was to squash him quick before he could unmortgage it anyway. And I'm not nearly interested enough in the game to fight it out. Just one more illustration of why some games that are fun face to face just don't work out that well pbm. I just hope Clue works out better." (Kay is about to start a game of Clue in her fanzine, *Intercepted*.)

Deadline for Endgame Statements, if any, is February 22.

Game Openings

ALL POTENTIAL PLAYERS, NOTE! I am going to run all future Dip and Dip variant games, except Tralfamadore, in a mixed-International Style (predictive retreats, but not builds & removals).

PLATEAU/Regular Diplomacy (\$5 gamefee): Dave Golias (pd), Jeff August (pd), Victor Thomas (notpd) signed up; needs four more.

DURLA/Gunboat Diplomacy (\$5 gamefee): Two signed up; needs five more. Will allow grey press.

Note: you are signed up and paid if this box is checked:

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), Richard Irving (pd), John Galt (pd), Martin Johnson (pd), Matthew Lahtinen (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. C'mon, folks, we've been hangin' on 14 for four months! This game will not be predictive retreats, since so many of you had already signed up before I made the switch. I'll offer this for maybe another two months, to give *Zine Register* readers a chance to sign up.

ARKON/Gunboat Snowball Fighting (free): Ten signed up; that's enough to begin. If you do NOT have a set of rules, this is your last chance to request one from me. I should have pseudonyms from everyone to set up positions on a map nextish.

Note: you are signed up if this box is checked:

If you have sent a pseudonym, I will write it here: _____

LUSITANIA/Gunboat Snowball Fighting (free): Brand new game, can take ten players. Players in Arkon are not allowed in this game.

KITHRUP/Root Z Diplomacy (\$5 gamefee): John Galt (pd) signed up; needs six more.

REYNOLDZKAY/Goofy Diplomacy (free, playtest): Jeff August, Steven McKinnon signed up; needs five more.

SOLARIS/Lemming Diplomacy (free, playtest): needs seven.

NO STANDBYS HAD TO BE CALLED THIS MONTH—THANKS!



Your fearless editor shows off the back of a female Peregrine Falcon—story on page 14.

AURORA / Railway Rivals 1025CN

Whoops. Bill quite properly points out errors. First, I left Race 1 on the list even though my HRs say "A race drawing no entrants is re-offered only in the next round."

Second, clearing up the number of races which can be run: it *does* vary. In a seven-race round it's four plus the number of reoffers. Since Race 1 is gone that makes it five.

Finally, Race #23 is illegal because it is too short.

In light of all this I have to reroll race 23 delay the turn. My sincere apologies. This game has been treated poorly by my GMing.

Races For Round Ten

21R. 13/Westwood or Chico	52/El Centro
22. 31/Monterey	66/Reno
23. Special 3/Arizona	54/Trona
24. 16/Santa Rosa	33/Fresno
25. 25/Sacramento	63/Cobre or Shafter
26. 55/Las Vegas	21/San Francisco
27. Special 5/Arizona or Utah	45/San Bernardino
28. 12/Bieber or Alturas	46/San Diego

Enter any four races, plus any reoffers.

Deadline for Round Ten is February 22.

The Broom Closet

sweeping out the corners of the hobby

ORIGINS: A letter sent to the GEMCO address I listed last time was returned, undeliverable. I now have no idea where or when Origins will be held, and Andy York reports he's equally ignorant.

The PDO Relief Auction is once again carrying over a huge surplus, because the same old projects which get funded every year don't eat up as much money as the Auction raises. If you were given \$400 to help or promote the Diplomacy hobby, how would you spend it? Responses to Conrad von Metzke, 4374 Donald Avenue, San Diego CA 92117.

Atlanticon will be held June 24–26 as usual, at the Baltimore Convention Center. The NYGB members will again offer Dip, Balkan Wars VI, Kingmaker, Junta and many other multi-player tournaments. Write to Atlanticon '94, P.O. Box 91, Beltsville MD 20704-0091 (301-345-1858).

NEW ZINE: Phil Reynolds is baaaack, this time with a zine called *Akrasia*. A couple of contests, a couple of game reports, a couple of game openings, and the editor of the once-famous *Dipadeedoodah!* is back in full swing. Send \$8 for 12 issues to Brer Phil at 2896 Oak Street, Sarasota FL 34237.

Hobby Awards

David McCrumb is soliciting nominations for the 1994 Hobby Awards, in the following categories:

- ☛ Miller Memorial Award for Hobby Service, to recognize the person whose service to the hobby is deemed the more important.
- ☛ Walker Award for Literary Excellence to recognize the best article published in the Diplomacy hobby during the past calendar year.
- ☛ Koning Memorial Award for Excellent Play to recognize the best Diplomacy player during the previous calendar year.
- ☛ Holley Award for Hobby Participation to recognize one of the individuals who have made this hobby so enjoyable for so many people.

Send nominations before *March 1* to David at 3636 Oldtown Road, Shawsville VA 24162; or phone between 7 and 10pm ET M-F 703-268-9745.

Zine Register 23

Well, ZR didn't get published again this month! I hope nobody is really upset with me for the delay on this, but if you are please write and say so—maybe it'll get the project rolling! It's now almost exactly six weeks behind and I don't see any hope of getting it out within the next four weeks.

[[Anyone who asks about the *Dipcon Souvenir Booklet*: that's actually done, but *Pacificon* has still not sent me the address list of those who attended!]]

Anyhow, when it's ready you will be able to send me \$2.00 (\$4US overseas) for information on over 100 postal game zines. (If you're in Britain you can buy one from Iain Bowen for £1.)

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. Zine Bank packets will not be sent out until after ZR is published, unless you specify you want yours right away.

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	EMAIL	NMR INSURANCE?
Chuff Afflerbach	5632 Oakgrove Avenue, Oakland CA 94618		yes
Michael Alterio	P.O. Box 713, Millbrook NY 12545		yes
Lance Anderson	1200 Dallas Drive #824, Denton TX 76205	LanceA1963@aol.com	yes
Teresa Armstrong	P.O. Box 3124, Radford VA 24141		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	72163.3104@compuserve.com	email
Jim Burgess	100 Holden Street, Providence RI 02908-5731	burgess@world.std.com	yes
Ken Burke	6 Meadowbrook Road, West Hartford CT 06107		no
Kathy Caruso	636 Astor Street, Norristown PA 19401		yes
Les Casey	10 Wrenwood Court, Nepean, Ontario K2G 5V3, CANADA		no
Pat Conlon	7180 Shoreline Drive #5110, San Diego CA 92122		yes
Roger Cox	57 Coastline Drive, Inman SC 29349-9655		yes
Randy Davis	3019 Bertram Court, Concord CA 94520		yes
Greg Ellis	2005 Dublin Drive, League City TX 77573, USA		yes
Paul Gardner	5 Timber Lane, Brattleboro VT 05301-2616		yes
Paul Glenn	1101 W. Columbia Ave. #B212, Chicago IL 60626	xllopg@luccpu.bitnet	yes
Tim Goodwin	49 Williams Street #2, Portland ME 04103		yes
Randy Havens	2626 West Olive Avenue, Fullerton CA 92633		yes
Tom Hurst	5628 Byrneland Street, Madison WI 53711		yes
Rich Irving	1505 Caceras Circle, Salinas CA 93906	rril@pge.com	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
Hugh Magen	3248 Judith Lane, Oceanside NY 11572		yes
David McCrumb	3636 Old Town Road, Shawsville VA 24162-2038		yes
Jack McHugh	280 Sanford Road, Upper Darby PA 19082-4708	76646.334@compuserve.com	yes
Steve McKinnon	71 Chestnut #14, Albany NY 12210		yes
John McLaurin	RR #3, Huntsville, Ontario P0A 1K0, CANADA		no
Jamie McQuirin	214 E. Church Street, Adrian MI 49221-2902		yes
Chuck Mercer	1250 Garden Lane, Sebastopol CA 95472		yes
Clark Millikan	778 Center Avenue, Martinez CA 94553		yes
Steve Nicewarner	1310-11 Ephesus Church Road, Chapel Hill NC 27514	steve@plume.ies.ncsu.edu	yes
Robert Ozerov-Clark	9056 Eighth Avenue NW, Seattle WA 98117		yes
Michael Quist	2875 Irving Avenue #24, Minneapolis MN 55408	73312.1677@compuserve.com	yes
Russ Rusnak	1551 High Ridge Parkway, Westchester IL 60154		yes
Vincent Springer	328 Lawn Avenue, West Lafayette IN 47906		yes
Mike Stewart	901 North Citrus Drive #10, La Habra CA 90631		yes
Mick Taylor	311 1/2 W. Roosevelt Street, DeKalb IL 60115-3647	t20slb1@mvs.cso.niu.edu	yes
Bob Theriault	156 Lyman Street Ext., Westbrook ME 04092		yes
Victor Thomas	22722 Via Santa Rosa, Mission Viejo CA 92691		yes
David Wang	P.O. Box 1564, Piscataway NJ 08854		no
Richard Weiss	554 Liberty Street, San Francisco CA 94114-0001		yes
Mark Weseman	Hwang Mok Park & Jin, CPO Box 98, Seoul, KOREA		no
Brad Wilson	3306 N. Southport Ave, Apt 1-Rear, Chicago IL 60657		yes
Bill Wordelmann	541 Canyon Trail, Carol Stream IL 60188-1364		yes
Ed Wrobel	6204 Bardu Avenue, Springfield VA 22152		yes
Andrew York	Box 2307, Universal City TX 78148-1307	73210.3053@compuserve.com	yes

Encounter with the Sky

September 16, 1993: Oh, what a BYU-tiful morning! Overcast but high enough cloud ceiling for birds to fly under—windy all day. First bird was a Sharpie (Sharp-shinned Hawk), caught quickly after we set up our nets and lures. Fifteen minutes after he was released we got a female Coop (Cooper's Hawk) and twenty minutes after she left we caught a male Coop...

By then it was noon and we were ready for big game, so Marie Retherford broke out the pepperoni pizza (Bird banders are terribly superstitious; certain clothes can or cannot be worn, certain foods eaten or music played on radios in the blind, all to attract birds.) Within minutes, a RTHA (Red-tailed Hawk) and some big *Accipiter* started playing tag overhead. (*Accip* is the genus

of birds which includes Sharpies and Coops.) "Wait," said Marie, "that's no accip. That's a *falcon*." And it was so busy 'mobbing' the red-tail—trying to chase it out of this territory—that it didn't even see the pigeon lure which I was flapping wildly below.

Catching a Prairie Falcon is a bit of a coup. So we wished and wished and wished real hard and the Red-tail drifted away and finally the falcon dove—'stooped' in bird lingo—at the lure. And swooped up and stooped again. Must have made a dozen passes, closer each time; the problem is, falcons like to take their lunch *in midair*, so using the hidden lines we use to move the lure (like fly fishermen twitching a pole), I had to time the leap of my lure so it was off the ground just as the falcon arrived. Finally it landed, folded its wings, and I pulled the release on the spring net.

In the middle of a pretty good banding day, a falcon is still something special. But you don't even allow yourself to think it might be *extra* special. Penny Narayan, as dayleader and most experienced bander present, went down the hill to untangle the hawk while I reset the trap. But by the time Penny got back to the blind she was squeaking with excitement: "It's a PEREGRINE!"

We don't catch enough Peregrine Falcons to make up a good statistical picture of them, so I had to wait until evening to check the number. Our bird weighed over a kilogram, which means it was (99% prob.) a female. It had a full 'crop', meaning it had eaten within the past couple of hours and shouldn't have been hungry!

Pictures on the back cover...

Fantasy Hockey League Weekly

January 15, 1994

Week 4

FHL Standings

	W	L	T	Pts	GF	GA
Chicago	4	0	0	8	12	5
Albany	3	1	0	6	11	6
Kissimmee	1	2	1	3	9	10
Santa Rosa	1	2	1	3	9	11
Hayward	0	2	2	2	10	15
Windsor	1	3	0	2	3	10

Week's Results

Albany 2, Windsor 1
Chicago 3, Kissimmee 2
Santa Rosa 2, Hayward 2

Next Week's Games

Albany at Hayward
Windsor at Kissimmee
Chicago at Santa Rosa

CHICAGO 3

KISSIMMEE 2

Chicago 1 1 1 - 3

Kissimmee 1 1 0 - 2

First Period-1, Kissimmee, Chelios 1 (Corson). 2, Chicago, Zhitnik 1 (Nicholls).

Second Period-3, Kissimmee, Desjardins 2 (Leclair).

4. Chicago, Recchi 2 (Sheppard).

Third Period- 5. Chicago, Mullen 1 (Verbeck).

Shots on Goal - Chicago 14-15-10=39. Kissimmee 9-6-0=15.

Goalies- Chicago, Hasek 3-0-0 (15 shots-13 saves). Kissimmee, Roy 0-2-0 (39 shots-36 saves).

Offense- Chicago, 5 points vs. .84. Kissimmee, 3 points vs. .90.

MUDSKIPPERS 2

GOONS 2

Hayward 1 0 1 0 - 2

Santa Rosa 1 0 1 0 - 2

First Period-1, Santa Rosa, Gretzky 1 (Lindros). 2, Hayward, Reznick 4 (Andreychuck).

Second Period- None.

Third Period- 3. Santa Rosa, Blake 1 (Adams). 4. Hayward,

Burc 1 (Nieuwenlyk).

Overtime - None.

Shots on goal-Hayward 15-12-16-9=52. Santa Rosa 15-12-11-8=46.

Goalies- Hayward, Joseph 0-1-2 (46 shots-44 saves). Santa Rosa, Patvin 0-2-1 (52 shots- 50 saves).

Offense- Hayward, 6 points vs. .95. Santa Rosa, 6 points vs. .97.

ANARCHISTS 2

HAIRBALLS 1

Albany 2 0 0 - 2

Windsor 0 1 0 - 1

First Period- 1.. Albany, Shanahan 1 (Yzerman). 2. Albany, Lowe 1 (Federov).

Second Period- 3. Windsor, Larmer.

Third Period- None.

Shots on Goal-Albany 15-18-4=37. Windsor 12-5-5=22.

Goalies- Albany, Richter 1-0-0 (22 shots-21 saves). Windsor, Irbe 0-2-0 (37 shots-35 saves).

Offense- Albany, 5 points vs. .92. Windsor, 4 points vs. .97.

Albany Anarchists: Steven McKinnon

Hayward Goons: Eric Voogd

Kissimmee: Steve Hughes

Santa Rosa Mudskippers: Mark Beyak

Windsor Hairballs: Susan Johnson

Chicago: ??

League News-

Near misses for week: Goons- Reichle(CAL) [3 goals]. Hairballs- Larionov(SJ) [3 goals].

It has been brought to my attention that I goofed week 1. In adjudicating the Albany vs. Hayward contest, I applied Beauregarde's (Albany) save % to both teams, totally nullifying Joseph's great .94 save %! I have corrected the statistics to reflect the revised box score.

Speaking of stats, we recieved Steve McKinnon's update today. Thanks for taking the job, Steve. It definitely adds to the fun!

Due to the disparities in the expansion/round two drafts, the Hayward Goons were awarded an additional four players. They are:

Houlder D (ANA) - Kozalev F (DET) - McClain F (NJ) - Butcher D (STL)

By request, you will see a new stat in the box scores, Offense. Some of you are playing along, and one of you is trying an alternative scoring system. It shows the number of OFFENSIVE POINTS scored vs. the opponents SAVE PERCENTAGE. If you check the goal grid, it should equal the score shown above (remembering the home ice advantage!). As a reminder, the goal grid cannot reward more offensive points than a team has scored, so if the home team is allowed three goals from two offensive points, only two goals can score.

It was also requested that I provide the lineups used for every game, and I'm unwilling to add that much paperwork. However, if I go to 24 man rosters, it will be fairly obvious who is being played. (see below)

Write me if you have opinions on reduced rosters before I make a unilateral decision!

I've been asked what 'zine were in, and the answer is none (yet). I've provided FHL weekly's to Perelandra and Cogniscenti for their consideration.

Where to Find Stuff

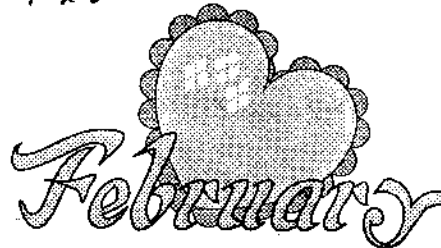
page	game/feature
1	"History of a Small World" / NovaCon report
1	The Roar of the Greasepaint (the letter column)
2	<i>The Interim</i> #2 / Bruce McIntyre's subzine
3	"Vulcan" Spectator Report
4	continuations of Page One stuff
5	more letters
6	Among the Trees / Pete's spouting-off spigot
8	Wrapping-Up Department: endgame stuff for... Arrakis / 1991HM Diplomacy Brotisserie League Baseball Wunderland / Snowball Fighting ASF23 Zyra / Dip Battleship
8	<i>It's Me Again</i> / Cathy Gaughan's subzine
9	Lameth / 1992AJ Diplomacy
9	Vexvelt / 1992R Diplomacy
9	Giedi Prime / 1992AK Diplomacy
10	Caladan / Merchant of Venus
10	Ix / 1993HG Diplomacy
11	Moderan / Snowball Fighting Champions' Game ASF26
11	Belt 17 / 1993F Diplomacy
12	Zebra / Snowball Fighting ASF25
13	Game Openings
13	Arkon / Snowball Fighting gamestart announcement
13	Broom Closet / hobby news and notes
13	Aurora / Railway Rivals
14	Player Roster
14	Birdcatcher's Tale
15	Fantasy Hockey League Weekly (I had hoped to run several of Martin's updates but I want to keep this issue to 16 pages!)
16	Literary Quiz

Deadline for next issue is February 22—I'm sorry it's short, but there it is.



Lady Peregrine from September, 1993.
Sorry, the front views were all badly underexposed!

1 800 FREE 6 AS



LITERARY QUIZ

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

From Last Time

SuperTough, 105: One of the most beloved creatures of a lifetime is the teddy bear. Who created the following stuffed characters? One free issue if you get three, another if you get four, and three issues for anyone who gets all five.

Aloysius
Winnie-the-Pooh
Paddington
Rupert Bear
Boots, Slippers and Socks

Evelyn Waugh created Aloysius, who was trailed about Oxford by young Sebastian Marchmain, in *Brideshead Revisited*.

A.A. Milne wrote about Winnie-the-Pooh, in real life a stuffed bear belonging to his son Christopher Robin Milne.

Englishman Michael Bond is the author of 14 books about Paddington Bear, who acquired his name when he met the Brown family in London's Paddington Station. He himself was a stowaway from darkest Peru.

Mary Tourtel, collaborating with her husband, first introduced Rupert Bear in a story called *The Adventures of a Little Lost Bear*, published, as a comic strip, in 1920 in the *Daily Express* of London. Rupert has enjoyed public life ever since. In 1935 Mary Tourtel passed the job of chronicling this winning little bear's adventures over to A.E. Bestall.

Margaret J. Baker is the imagination behind *The Shoeshop Bears*, the story of Boots, Slippers and Socks. These three bears inhabit Mr. Shoehorn's shoe store, and are described in his stock list as "Three stuffed toy bears, large, medium and small, for the comfort, amusement, and edification of juvenile customers during the fitting of their footwear." But they are decidedly more than stuffed.

Andy York gets Winnie-the-Pooh and adds, "One out of five isn't too good. I've heard of Paddington and Rupert; but I don't know the authors. The others I don't think I've even heard of. Oh well..."

Steven McKinnon responds, "I should know Rupert. I grew up watching and reading that and Paddington. But Pooh is A.A. Milne."

Brendan Whyte got Winnie-the-Pooh and Paddington and guessed the *Daily Mirror* for Rupert (close!). Brendan points out that Paddington and Rupert were real, not stuffed—true, let's say "imaginary" then for them?

For Next Issue

BW1: Whom did *The Times* say this about— "We should be really sorry if any British possession were polluted by such a wretch. He would be a disgrace to Botany Bay." One free issue for a correct answer by next deadline.

Ongoing Literary Predictions: Guess the 1994 recipient of any of the following awards. Guesses accepted until a prize is awarded. Only entrant so far: Brad Wilson (BW).

Pulitzer for novel: BW Tony Kushner

Pulitzer for play: BW Joyce Carol Oates

Pulitzer for poetry: BW Donald Hall

Nobel for literature: BW Ved Mehta

American Book Award for novel: BW Brad Leithauser

One free issue for every correct author. I'm making this easier: if you guess a writer who wins one of these awards, but you get the 'wrong' category, you get half an issue.