Aerelandra

number 35

August



Bruno Bettelheim



USES OF ENCHANTMENT

For a story truly to hold the child's attention, it must entertain him and arouse his curiosity. But to enrich his life, it must stimulate his imagination; help him to develop his intellect and to clarify his emotions; be attuned to his anxieties and aspirations; give full recognition to his difficulties, while at the same time suggesting solutions to the problems which perturb him. In short, it must at one and the same time relate to all aspects of his personality—and this without ever belittling but, on the contrary, giving full credence to the seriousness of the child's predicaments, while simulaneously promoting confidence in himself and in his future.

In all these and many other respects, of the entire "children's literature"—with rare exceptions—nothing can be as enriching and satisfying to child and adult alike as the folk fairy tale. True, on an overt level fairy tales teach little about the specific conditions of life in modern mass society; these tales were created long before it came into being. But more can be learned from them about the inner problems of human beings, and of the right solutions to their predicaments in any society, than from any other type of story within a child's comprehension. Since the child at every moment of his life is exposed to the society in which he lives, he will certainly learn to cope with its conditions, provided his inner resources permit him to do so.

Just because his life is often bewildering to him, the child needs even more to be given the chance to understand himself in this complex world with which he must learn to cope. To be able to do so, the child must be helped to make some coherent sense out of the turmoil of his feelings. He needs ideas on how to bring his inner house into order, and on that basis be able to create order in his life. He needs—and this hardly requires emphasis at this moment in our history—a moral education which subtly, and by implication only, conveys to him the advantages of moral behavior, not through abstract ethical concepts but through that which seems tangibly right and therefore meaningful to him.

The child finds this kind of meaning through fairy tales. Like many other modern psychological insights, this was anticipated long ago by poets. The German poet Schiller wrote: "Deeper meaning resides in the fairy tales told to me in my childhood that in the truth that is taught by life." (The Piccolomini, III, 4)

Through the centuries (if not millennia) during which, in their retelling, fairy tales became ever more refined, they came to convey at the same time overt and covert meanings—came to speak simultaneously to all levels of the human personality, communicating in a manner which reaches the uneducated mind of the child as well as that of the sophisticated adult. Applying the psychoanalytic model of the human personality, fairy tales carry important messages to the conscious, the preconscious, and the unconscious mind, on whatever level each is functioning at the time. By dealing with universal human problems, particularly those which preoccupy the child's mind, these stories speak to his budding ego and encourage its development, while at the same time relieving preconscious and unconscious pressures. As the stories unfold, they give conscious credence and body to id pressures and show ways to satisfy these that are in line with ego and superego requirements.

But my interest in fairy tales is not the result of such a technical analysis of their merits. It is, on the contrary, the consequence of asking myself why, in my experience, child-ren-normal and abnormal alike, and at all levels of intelligence-find folk fairy tales more satisfying than all other children's stories.

Vital Statistics

Good morning, class; this is Psychology 201: <u>Perelandra</u> and Its Discontents. I'm Peter James Gaughan IV, but why don't you save us both some time and call me Pete. My office is at 3121 East Park Row #171A, Arlington TX 76010, 817-633-3208; however, I'll be moving a month from now to an office on campus. The required reading for this course is an amateur magazine of postal games, literature, and navel-gazing, and costs 75 cents/ issue. And, oh yes, the deadline to drop this class has passed--you're stuck here!

My sincere thanks to those of you who placed <u>Perelandra</u> seventh out of 71 zines in the North American Zine Poll. I was surprised and pleased; congratulations to my readers on the fine showing (this is a team effort!).

Our heroic standby list is now: Jim Ferguson (welcome, Jim), Mark Frueh, Guy Hail (who moved to New Jersey this month), Pat Conlon, Pierre Touchette, J.R. Baker (who is the official badge-maker to Dipcon), Mike "Just Married" Colandro, John Crosby, Evans Givan, and the reigning American Snowball Fighting champion, Greg Ellis.

Circulation dropped to 32 two months ago, and is now back up to 36.

GAME OPENINGS: Regular Diplomacy needs three more to fill. Fee is \$20 and includes a sub for the length of the game, half refunded if you're eliminated before Spring 1906. Paid and ready are John Crosby, Brian Bailey, Mike Colandro, and Jim Ferguson, with Evans Givan a maybe.

Scrabble: Only two people were interested, not enough for Mark Lew's "gang bang" version. This goes on the shelf for a few months, but you'll see it again.

Monopoly: Again, only two people interested, but I'm one of them, so here's an opening. No game fee, monthly deadlines, trading allowed, and there will be a Victory Criterion so the game doesn't take five years. House rules will be published in a month or two.

Gunboat Dip: Lots of talk, but no action—everybody wants to see a game, but nobody will play. Gunboat also goes on the shelf, maybe permanently.

Snowball Fighting: Greg Ellis has an opening in SF which is not filling very fast. Write to him at 700 Rio Grande, Austin TX 78701.

BASEBALL CARDS: The deal was this—if your player was named to either All-Star team, you could win five issues by mailing me the card and proof of his success. If your player was hitting better than .300 or pitching better than 2.50 at the All-Star break, you could win two issues. The only qualifiers from my list of 39 players were George Brett (All-Star, batted .358) and Tom Brunansky (All-Star). Whoever has those cards must return them, with proof if possible, by August 25.

The purpose of the contest was to generate a little interest in baseball, especially in more than just your favorite team. Matt Kazur wrote me several times to keep me posted on how Larry Gura did (dropped by the Royals in spring training, he played for the Cubs a bit and then was released again); Kathy Byrne was ticked at getting Dale Berra of the rival Yankees. Wayne Tolleson of the Rangers would have qualified if he had a few more at-bats, and a couple of pitchers wound up at 2.60 or so.

THIS MONTH IN LITERATURE: T. E. Lawrence ("Lawrence of Arabia") was born August 16, 1888; he once wrote, "Those who dream by night...wake in the day to find that it was vanity: but the dreamers of the day are dangerous men, for they may act their dreams with open eyes, to make it possible." Oliver Wendell Holmes' birthday is August 29, 1809 ("Science is a first-rate piece of furniture for a man's upper chamber, if he has common sense on the ground floor.").

Other birthdays: James Baldwin, 2 August 1924; Guy de Maupassant, 5 August 1850; Hugh MacDiarmid, 11 August 1892; Bruno Bettelheim (see cover), 28 August 1903. And born on 20 August 1920 was Christopher Robin Milne, son of A.A. Milne and model for the human hero of Winnie The Pooh.

On August 1, 1919, Doubleday published nine-year-old Daisy Ashford's The Young Visiters; or Mr. Salteena's Plan with Sir James M. Barrie's preface--leading the public to believe Barrie to be the real author! 9 August 1842: Herman Melville escapes from the Typee Valley cannibals with whom he has spent a month in captivity in the Marquesas Islands. And on 10 August 1912, Virginia Stephen, 30, marries Leonard Woolf, 31.

LITERARY QUIZ

Last month's quiz was: What famous American author was born in 1835, when Halley's comet appeared, and died when it reappeared in 1910? Mark Twain (aka Samuel Clemens)...which was the correct answer of all of these people: John Walker, Matt Kazur, Jim Ferguson, Don Williams, Jim Burgess, Tom Hise, Ben Schilling, and J.R. Baker. Jim-Bob's answer got here first, so he picks up one point.

The hard question was: What famous American writer foretold his own suicide in a semi-autobiographical novel? Jack London, in Martin Eden, the story of a writer who is at first rejected and later lionized by the same hypocritical commentators. Everybody who is listed above guessed Ernest Hemingway for this one, except Tom Hise (who didn't guess). Sorry folks, but none of Hemingway's suicide characters was very much like the author. Don's guess of Over the River and Into the Trees was close but not backed up. No winner on this one.

So, the first and only score goes to Jim Burgess. Now for this month's questions...

Easy (1st correct answer wins one point): A central character in the popular television series M*A*S*H assumed the name of an Indian character in one of America's most famous 19th-century novels. Identify M*A*S*H's character, the Indian whose name he took, and the novel in which the Indian appeared.

Hard (any correct answer wins one point): What do Margaret Mitchell's Gone With the Wind, Emily Brontë's Wuthering Heights, M.I. Lermontov's A Hero of Our Time, and Lady Murasaki's Tale of Genji have in common?

PLUGS: Larry Peery has just released the most helpful tool ever to grace the Diplomacy hobby. The Black and Blue Book includes a player directory (by name, by area code, and by zip code) of more than 900 individuals; a zine listing of over 130 publications; two pages of convention plugs and addresses; and an index to hobby services that is more fair and more complete than any I've seen. Send \$5 to Larry at Box 8416, San Diego CA 92102.

Scott Hanson has started a chat- and game-zine called <u>Pommes mit Mayo</u> ("Fries with Mayo") and it includes his old warehouse zine, <u>Big Hits of Mid-America</u>, <u>Vol. III</u>. He has openings in Dip with two or four-week deadlines. For info and fees write to Scott at 2626 Stevens Avenue, Minneapolis MN 55408.

Don Williams will be running a prize game in "Son of Fiat Bellum", a subzine to Gary Coughlan's Europa Express. The prize? How about ONE HUNDRED FIFTY DOLLARS?! Yes, \$150. If you want to follow the mayhem, write to Gary (4614 Martha Cole Lane, Memphis TN 38118.

1984W - Woz

ALL OVER BUT THE SHOUTING

Fall 1906: two corrections. Last month omitted Germany's a pie-mar, and added a non-existant a tyo.
Autumn 1906: England retreats a bur-gas.

FALL 1906

England (Pat Conlon): "All English soldiers have laid down their arms and are headed home."

All units hold; Has f tun, f wes, f spa/sc, a gas, f iri, a bel, f eng, f nth. A hol /a

a gas, f iri, a bel, f eng, f nth. A hol /a/; f nwy and a rom under retreat.

Germany (Rob Wittmond): a stp-nwy (f swe s),

a sev-arm, a ser-bul (a rum s), a bur-mar
(a pie s), a tri s a ven (a bud s), f hel-hol

(a kie s), <u>f den-nth</u>, <u>a ruh-bel</u>.

Italy (J.R. Baker): f tyn-rom (f nap s),

f lyo-spa/sc.

Turkey (John Walker): f alb-tri (f adr s),



f bul/ec h (f gre s), f arm-sev.

Retreats and adjustments are irrelevant because Germany has collected 18 centers...

E: lon lvp edi *//y bel par bre spa */a/r por *//>
/ TUN 11/9

G: mun kie ber den swe sar mos vie ven bud rum stp ser tri sev NWY MAR HOL 15/18 wins

: rom nap this

T: con ank smy bul gre 5/5

Ufacik to Lime Juicer: How long can I hold you off? "Longer than the longest river/ higher than the highest mountain/ deeper than the deepest ocean..." if you catch my drift! Rome to Rob: I hope you made 18 this turn; if not I'll support you into Rome before I give it to England.

Industrial Prostitute to GM/HEC/USC: Union Carbide lost a great control systems engineer today. Monday I go to Amaco Chjem.--Wouldn't you for \$7.50 an hour more?

Pete here. My many thanks to the Woz players. This game was a wonder to watch--alliances moved about in a matter of days, not years. Hearty congratulations to Rob, whose tactics and negotiations seemed to do just exactly what he wanted. Endgame statements, please, before 28 August 1985.

1983 G - Darkover

WHO'S WINNING THIS THING, ANYWAY?

Correction to last month: add England a kie-ber.

Autumn 1911: Austria retreats a ukr to the box (nmr);

Russia retreats a sev-mos.

FALL 1911

Austria (John Crosby???): nmr. f adr h, a vie h, a boh h /a/.

England (Evans Givan): a yor-bel (f nth c),
f eng-iri, f iri-nao, f bel-eng, f mid-gas
(f bre s), a ruh-bur (a pic s), a gal-boh
(a mun s, a sil s), a lvn-war, a ber s a mun,
a ukr s Ta rum-bud /nso/ (a mos s).

France (Greg Ellis): f naf-mid (f spa/sc, f por,
 f wes all s), a pie-mar, a tyo-mun (a bur s)
/a bur a/, a gas-par.

Turkey (Guy Hail--COA below): a sev-ukr

(a rum s) (f bul/ec s a rum), a arm-sev (f bla s), f alb-ion.

England proposes E-F draw; France proposes A-E-F-T draw. Please vote with next months builds, removals, and Spring 1912 orders, which are due by 9pm, Sunday 1 September 1985.

Suplly Centers held, Winter 1911

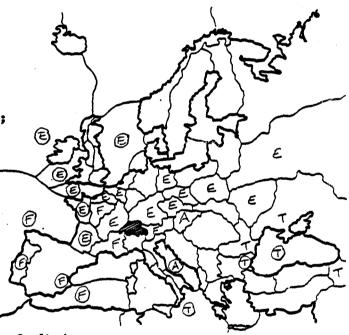
Austria vie tri bud MAX 4/3 build one England edi lvp lon nwy den hol swe bel kie stp ber war mos bre mun \$64 16/15 remove one

England edi 1vp ion nwy den hol swe bel kie stp ber war mos bre mun \$\$\$ 16/15 remove one France par mar spa por tun rom nap ven 8/8 build one/no room

Turkey con ank smy ser gre rum BUL SEV 6/8 build two

Standby for Austria: Jim Ferguson, 112 Old English Ct, Jupiter FL 33458; Guy Hail has moved to 33 Mallard Rd, Middletown NJ 07748. Could you both send me your phone numbers? Thanks.

France to World: This is either going to end in a four-way or it may never end. On to other pursuits, Trivial or otherwise?



1983HC-Mimir

RUSSIA VETOS DRAW AS FRONT ROLLS ACROSS EUROPE

Autumn 1908: Austria retreats a ven-rom G/R draw--Austria, France, and Germany vote yes; Italy no vote received; Russia no. G/R fails.

FALL 1908

Austria (Ed Henry): a alb-gre, a rom-ven, a nap h, f adr-tri.

France (Tom Hise): a par-bre (f gas s) /a par r pic otb/, a spa s f gas, f por s a spa.

Germany (Greg Ellis): f iri-mid (f eng s),

f pic-bre, a bre-par (a bur s), a mar-gas,

a ruh-pic /imp/, a tyo-ven (a pie s), a ven-tus Italy (Matt Kazur): f con ms f smy /f con r bul aeg otb/, f eas-ion (f gre s).

Russia (Pierre Touchette): f naf-tun, f wes-tyn,

f mid-wes, a arm-smy, f bla-con (f ank s),

a ser ms a tri, a bud s a tri, a gal-vie,

a ukr-rum.



4/3 remove two

10/12 build two

4/2 remove one or two

5/3 remove one or even

Thanks to Mark Frueh for his standby orders! Next turn is Autumn 1908 retreats (yeah. I messed up above), Winter 1908 ajustments, and Spring 1909 orders -- due 9pm, Sunday, 1 September 1985. Supply Center chart as of Winter 1908...

Austria tri ser yen rom NAP

France par spa por run

Germany mun kie ber hol den bel lon lvp mar bre PAR VEN

nap gre bul con smy

Russia

stp mos war sev swe nwy rum edi vie ank bud CON TRI SER TUN 11/15 build four

France to the World: Just staying alive! Staying alive!

UTA to France: And doing it with such flair, also ...

Henry to Kazur: Many vile names spring to mind, but we'll just stick with "Kazur."

Italy to Austria: I understand now. You are trying to get even with me for offering you a fair and reasonable alliance. Very clever -- no one would ever expect it! France to Germany: Paris and all of France will not go down without a fight.

AMERICAN SNOW FIGHT 3 / OKAR: TURN THREE, and the Yeti is aroused!

Thuvia is still taunting Ignoble Yeti, daring him to attack her with the snowman's head. 'The Yeti turns and snarls, "ARARRUH! You want head?! Me give head!" and slams the snowman's head in Thuvia's puss (Note: noun, slang for face). "AIEEE...har har har!"' However, Thuvia has been expecting just this, and as she collects another Snowball she is able to barely sidestep the mean missile.

Little Narc and Snow Lord are also stocking up (a Dirigible and two Snowballs, respectively), and Slimy Snake decides to take advantage of this. SS pounds Snow Lord with a Demon, and moves onto the path (more importantly, out from under the tree) -- but he is still unable to avoid Loki's Rattlesnake.

Segment Two: Now the Yeti decides to stockpile, 'so pleased with himself he can hardly pack together the massive Dirigible he has gathered.' Thuvia jumps on the opportunity and smears him with a Demon. Loki picks up another weapon and starts toward the other battling duo; Slimy Snake takes a look at his soggy clothes and runs for the kitchen (south door) to recoup his losses.

Little Narc and Snow Lord haven't settled their feud yet. SL's Demon just won't go, and LN's Dirigible hits the Lord squarely despite his Dodging efforts. Snow Lord is in real trouble now with only one Hit Point left, while the Narc takes the lead with six VPs.

Segment Three: Loki looks about and tries to attack the Snake, but SS has already pulled his boots off beside the fire. Thuvia is collecting a Dirigible (who could that be for?) and that means the the Yeti's di requires little effort—Thuvia is finally hit! Likewise, Little Narc is collecting snow (2sb) and because of that Snow Lord finally is able to strike him with a Demon.

Slimy Snake picks up 2 hp for spending a full segment inside this time. Remember that people who are indoors or on their way there by necessity are immune to attack (if someone is running for the house or shed voluntarily they can be hit).

Okay,	we	began	with:

٠,٠٠٠,	~~ ~	~~~		
fighter	loc	hp	VΡ	ammo
Ig. Yeti	R12	7	3	5 sb
L. Narc	н8	9	3	none
Loki	N2	5	3	1 sb
S. Lord	17	5	3	none
S. Snake	P6	7	3	1 sb
Thuvia	P12	10	3	none

And where we now stand is:

fighter	loc	segment one	segment two	segment three	hp/vp	hp	hp/vp/ammo left
IY	R12		TH/de/80/**		1/3		6/ 6/ 5 sb
LN	Н8		SL/de/75/	SL/de/85/**	1/3	•	8/ 6/ none
LO	мЗ				0/1		5/ 4/ 1 sb
SL	17	SS/de/75/**	LN/di/40/**		4/1		1/ 4/ none
SS	k	LO/rr/90/**			1/1	+2	8/ 4/ none
TH	013	IY/sh/65/		IY/di/75/**	3/1		7/ 4/ 1 sb

Your orders for Turn Four are due before 9pm, Sunday 1 September 1985.

Little Narc to Snow Lard: Hey, fatty, eat this snow icing!

SnowLord to Little Narc: Was there a rock in that last snowball? I did not feel a thing. SnowLord to Loki: Pound that Slimy Snake into the ground while I vanquish the little one with the BIG mouth.

Loki to SnowLord: It's a deal! Sorry about the snowball--I'll save the rest for Slimy Snake and Little Narc.

Loki to Slimy Snake: I hope your insurance is paid up.

Slimy Snake to Sore Losers: How many of you guys tried to hit me in the kitchen? Hah, hah, missed!

Thuvia to SnowMaster: In Helium, we are allowed to gather snow on the pathways.

SM to Thuvia: Well, without rules it would be a free-for-all.

Thuvia to SnowMaster: Of course, you may have whatever rules you wish because of your status as game master. By the way, what are your rules regarding guardian Tharks entering the fray? My uncle Tars Tarkas might enjoy lobbing a few of these missiles.

SM to Thuvia: Sorry--here, as in Helium, you do your own fighting.

Loki to SnowMaster: All these rocks flying around make me glad I wear glasses.

SnowMaster to himself: A Norse god with myopia??

Slimy Snake to SnowLord: Careful next time you bend over...it'll be a Dirigible. I'll bet you were one of those that missed me.

SnowLord to Yeti: You are too big to hide behind the snowman. It does not provide any protection at all or haven't you noticed?

Thuvia to Yeti: Art thou rooted to the spot? Defend yourself, creature of the snows.

Thuvia to Snowy: Have you sufficient leather trappings for the trip to Barsoom? How about your supply of sleeping furs and silks?

SnowMaster to TH: I'll stick with blue jeans and a supply of sheets, thanks.

Thuvia to Snowy: What is a sheet?

SnowMaster to TH: A thin piece of linen, above which your hands are supposed to be in bed. Thuvia to SnowLord: Do you also sleep with these "sheets"? Ah, such fun you are.

Loki to Little Narc: Are the yellow ones lemon-scented?

Little Narc: Help! Snow Lard is after me--I don't want to be pickled with an icicle. Tell Snow Lard to pick on someone his own size...like Terry Tallman.

the Op-Ed Page

A letter from Bruce Linsey:

I agree that in general, my fascination with large numbers and hobby records could be viewed as silly; that is, no useful purpose is usually served by the pursuit of such goals. In the case of the Runestone Poll, though, I don't think that argument applies; in other words, there is a practical side as well. I refer, of course, to the validity of the Poll results. If a Poll draws 25 votes, its results are not very valid. If it draws 100, the results are much more valid. For every increase in the size of the sample, the statistical significance of the results increases. And in my opinion, a pollster should try to ensure that his results are as meaningful (read: statistically significant) as possible. Thus, my (successful) attempt to bring in a large sample of voters was more than just another instance of Linsey-trying-for-impressive-numbers, but rather served the purpose of making the Poll as meaningful as I could. While I realize your comments weren't necessarily intended as criticism, I wanted that point to be made clear.

[[I agree. Your efforts had a reasonable explanation besides your personal traits--though I doubt anyone else would have gone to the extents you did. And soliciting votes probably did make the poll more accurate.

[[HOWEVER--I strongly disagree with "every increase" raising the accuracy of the poll. Any mediocre statistician will add the proviso that the sampling base must be distributed randomly. When national polls use 1,000 people to gauge the attitude of the whole country, they choose their voters very carefully to represent the whole population--nobody asks 1,000 white, upper-class Libertereans.

[[The Runestone Poll had 265 voters because you ran it, Bruce. <u>Voice of Doom</u> won because, this year, an abnormally high percentage of the voters were Doomies. (I'm not being harsh, people; why else would <u>VoD</u> pass <u>Europa Express</u> after trailing for three years, with no real change in either zine?) <u>Excelsior</u> would never have made the top ten under normal conditions. And what is The Prince doing at #50?

[[If somebody polled 265 Dipsters chosen randomly from a census, they could claim a huge amount of "statistical significance". This year's Runestone Poll was impressive, but maybe not so much as you believe.]]

[[By the way-my comment was not that your characteristic number-hunting was silly. I said that your calling me was silly. I had already stated I would not vote, and ignored two mailed ballots, one with a personal request. But, it's your dime. I'm always glad to talk.]]

"The Reagan", by Felicia Lamport (with apologies to E.A. Poe) Once upon a looming crisis, Brought about by zooming prices, Expectational inflation seeping slowly through the floor, Came the budget cuts, proceeding Expeditiously, unheeding Any special-interest pleading—save about El Salvador. When implored to reconsider, reevaluate, restore, Quoth the Reagan,

"Nevermore!"

Herelandra

Dragonflight '85/DipCon-

GAMING CONVENTION!!!

A merging of one of the Northwest's largest Gaming Conventions and one of the Nation's most popular roving Cons-

★ Role-Playing, ★ Boardgames ★ ★ Miniatures ★ Computer games ★

Seattle University - Campion Tower August 23, 24 & 25, 1985

Write To: Dragonflight '85 • PO Box 0417 • Seattle, WA 98111-0417



Convention Registration & Entry Form Advance Event reservation privileges through July 25th
Name
Address
City State/Prov Zip/PC
Age (if under 21 years) Phone
This membership includes the right to vote and hold office in DRAGONFLIGHT, a federally non-profit corporation in the State of Washington; subsequent issues of the quarterly newsletter; and the right to attend sponsored events. Membership lasts from January to December of the stated year.
Membership Fee: \$5.50 Convention Fee: \$14.50

Residence Hall Room Rates:				
Private room w/linen \$16.00 x 1 person x nights(s) = \$				
Shared room w/linen \$12.00 x person(s) x night(s) = \$				
Shared room w/o linen \$9.00 xperson(s) xnight(s) = \$				
Name of Roommate (if known):				
\$5.00 refundable key deposit required with advance room payment				
☐ I plan on entering the DipCon Diplomacy Tournament.				
☐ I wish to stay on the Diplomacy floor of Campion Tower.				
Convention T-shirt: \$6.00 to pre-Convention registrants.				
Quantity: ${S} + {M} + {L} + {XL} = {XL} \times 6.00				
S M L XL Total = \$				
☐ I would like to help out on Staff. Please contact me. (Staff can register first for Events if Con Fee is paid by July 25th.)				
Membership \$ Convention \$				
Room \$ Key Deposit \$				
T-Shirt \$ Total Enclosed (\$ US) \$				
Write to: Dragonflight '85 • PO Box 0417 • Seattle, WA 98111-0417				

DIPCON-What to do when you have time to kill in Seattle (this assumes a number of people coming in a day early and leaving on Tuesday.

Assumming that I am unable to work a deal to get folks into the dorm on Thursday and Monday nights I will probably be hosting those dipsters who fly in Thursday morning in the spacious casa de toad. If there is a mighty overflow I may farm some of you out to Jack Wells, a peripheral postal player (PARANOIC MONTHLY) and member of the board of DRAGONFLIGHT. Plus he has a van and will come in handy for hauling mass quantities of folk to the airport.

PETE-SAVE THIS PART TO REPRINT HOW TO GET FROM THE AIRPORT TO SEATTLE UNIVERSITY/DRAGONFLIGHT FOR LESS THAN A

BUCK. INSTRUCTIONS SO SIMPLE EVEN JIM-BOB COULD GET THERE.

1. Fly to Seattle.

- 2. Go to the baggage retrieval area and step outside.
- Find the bus stop.
 Catch the #174 to DOWN TOWN SEATTLE (Do not catch the #174 to Federal Way-that's the wrong direction)

5. I think the fare is 55¢, 75¢ during peak hours. Anyway, carry some loose change.
6. Stay on it until you get downtown (big buildings, lots of cars and people-you-1) be able to tell)
7. Get off at 4th and Madison, you'll be standing in front of the city library. Get off at the front of the bus and ask for a transfer slip.

8. Keep the transfer slip.

(both are required to attend the Convention)

Neep the transfer sitp.
 The bus you just got off is going to keep heading north. You want to walk a block south to Marion street.
 Turn west (towards the water, ie downhill) and find the bus stop between 3rd and 4th on the south side of the street. If you are facing the water, ie downhill the bus stop you want will be on the left. The bus you want will be coming up hill (I think).

Herelandra

11. Catch the number 12 eastbound (up the hill). Do not give the driver your transfer. Just get on and sit down.

12. Get off at Broadway and Madison. You are now on the corner of the campus. You are looking for Campion Tower. It's a dorm. On the mainfloor is a lobby. There will be registration tables. You can sit inside until 3:00pm, then they chase you outside and register the staff. At 4:00 the peasants register.

Oh yeah, when you get off the bus give the driver the transfer.

I am listing Myself, Pete Gaughan, Steve and Daf, Greg Ellis, Russ Rusnak, Bruce McIntyre, Bruce Maddell, Simon Mathews, Ed Henry, Rod Malker and T-Bone Ehli as staff. Most of these folks will be there and I have sneaky ulterior plans for all of them if they do show up. The only things that being listed as staff gets you is early registration, first shot at signing up for events (critical if you want into the hetter Dol stuff) and an extra line of writing

plans for all of them if they do show up. The only things that being listed as staff gets you is early registration first shot at signing up for events (critical if you want into the better DaD stuff) and an extra line of writing on your badge. If anyone who reads this would like to run a novice board during the con let me know and you will instantly become staff. Running a novice board consists of taking seven (or six-you can play but you should try to be neutral pretty much) novices, explaining the rules and helping them write orders and adjudicating the game. It would not count for the tournament and would be more in the line of a seminar or intruduction session. We ran two novice boards last time and they both filled. Probably could have filled a couple more but I was the only gm.

Back to the original intent here. For those of you arriving Thursday morning and leaving Tuesday in the am we will plan a couple of touristy events. A trip to the Seattle center on Thursday, good view of the city from the Space Needle, a Mariner game for Pete that evening if they are in town and a ferry boat excursion across the sound plus a tour boat ride of the cities waterfront Monday if there is sufficient interest. The Ferry boat ride is about two hours and is very impressive if you, like Slartibartfarst, are into filords and crinkly bits of shoreline.

about two hours and is very impressive if you, like Slartibartfarst, are into fjords and crinkly bits of shoreline.

Anyone sticking around longer should get in touch with me and see what else might be of interest.

I'm taking the weeks before and after the con off and don't object to playing tourguide. Anyone really interested is invited to tour Whidbey and the San Juan Islands. It would be a long day but a good one. Washington isn't very big but we have one heck of a lot of shoreline. We also have a lot of mountains as a backdrop. And a lot of forests in between.

Tentibaly we will have the next one wind down built reader have accountains as a dather the contribution will have the next one wind down built reader.

Tenatively we will have the post con wind down, bull session, beer consumption seminar at either the casa de toed or Jack Wells' (if he is crazy enough to volunteer his house) on Sunday evening.

Jack has one of the most extensive collections of board games I have ever seen or even heard of and he deals in old and out of print games. He is interesting if you are into that sort of thing. He is also a vicious Titan player. Folks with more extensive plans should feel free to get in touch. I am putting together a motel list for those disinclined to stay in the dorm. We are less than a 10 minute walk from downtown (down hill if you are going down town, uphill all the way back to the campus-picture the hills of Frisco, not quite that steep but more of it.

Tallman tours, the Sunday get together, and airport runs are rsvp only. If there is advance notice I will try to meet the Thursday morning flight with a vehicle big enough to get us to where we need to go. Otherwise you are on

If you are coming in at some other odd hour and want to come by my place first or are arriving by train or bus let

me know. Both the bus and train station are very close to the campus.

Food will be available in the same area where we will be playing. Dealers booths, and most of the other games will be in the same building. And there is one hell of a view from the lounge on the 12th floor of the sound.

So be there or be somewhere else.

For more info write or call Pops Gaughan or myself. Hyself is at 7239 Sand Point Way NE #308 Seattle, Washington 98115 206 526 0719

If you are military the Sand Point Naval Station VOQ-VEQ is right across the street from my apartment and a real good deal.

The "myself" who brought us that Seattle scenery is Terry Tallman. Gosh, I'm looking forward to Dragonflight.

J. J. ..

Speaking of cons, JR Baker has sent along a plug/cartoon for Pudgecon, at Bob Olsen's place in Wichita, Labor Day weekend. Be there, and see Bob walk on water.

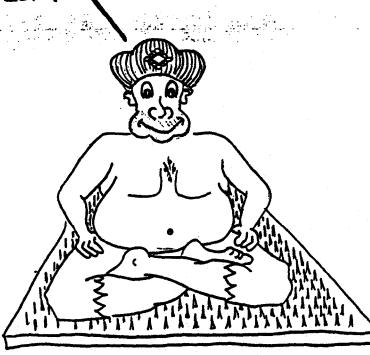
And speaking of JR, he has drawn illustrations for the next two installments of the Guide to Texas Vehicular Wildlife. Look for it to return next month.

This issue is a week late because Cathy & I went camping for two days, then I caught a cold and needed the sleep. A first here-an unplanned delay. Well, don't panic...I'm doin' okay. It has been decided that to do the thesis, I'll have to stay in Texas until next May. Cathy is thrilled at the idea; I'm accepting it, slowly.

In the next month or so, I'll be moving. A good friend is looking for a place to move into with a roommate (he's living with his parents now) and it would be cheaper for me to share a two bedroom than live here. So next month, from new digs.

Keep in touch. We need each other.

ALTUALLY, SOLOMAN-LIKE WISDOM IS EASY , COMPAIRED TO GETING MENTALY PREPARED FOR THE NEXT CON.



The Last Word

She was not the one he had hoped to see that night. But because the young man was savoring old sights and sounds, and all that is quickly forgotten on the other side of the grave, he turned his attention briefly to the woman seated in the remembered room. She wasn't old. But the eyes under her graying hair had lost their fire, making her seem older than she was. She kept those eys steadily fixed on him, nor did her lids flicker. She accepted him—he supposed—as she had accepted odd new pieces of furniture in her room; as perhaps she accepted the even odder painting, all cubes and circles, that hung in the place of—wasn't it a drab watercolor?

His wife's Aunt Agatha, he thought. Memories rushed back. He said in sheer surprise, "I never imagined you'd change this place. I always thought of you, Aunt Agatha, as . . . oh, set in your way; and this--" He shrugeed and glanced at one beautiful shell on an asymmetrical

table. He sighed a little. "It must be fun to be alive now."

"Some think it is."

"But I didn't come back," he explained quickly, "to talk to you. I came to see Connie."

Once more he looked around the room. "Connie must have egged you into making all these changes. She was always so full of life, so ready to—to do anything."

"Yes, anything." Her voice was quietly bitter.

The young man paid little attention. He asked with urgency, "Connie--my wife--does she still live with you as the two of us did when I was alive?" He looked at the woman's handsome, impassive face for a clue; at the eyes that were black but not brilliant, the hawklike nose, the finely cut mouth. But there was no clue in them. They held only one comment on the universe, on all that was in it. They said, I am tired of you. Nothing more.

The young man cried to that baffling face, "Tonight Connie thought of me--hard, hard. It must have been that way. She brought me back. I always knew she would. I must see Connie."

"To haunt her?" The woman's voice was flat. ... She got up. "Go away! Go away! I'll make you." If her low voice had been a shout it could not have been more startling. "Take your damned youth out of my place!"

He stared at her in amazement. She no longer saw him; he was sure of that. She rubbed her eyes sleepily, as she half listened to a man's petulant growl from the bedroom. She waited for the man's "Aren't you ever coming, Connie?" before she called back through a yawn:

"Yes, Robert, in a minute,"

Doris Pitkin Buck, "Aunt Agatha", 1952 from The Magazine of Fantasy & Science Fiction

