

Herelandra

number 74

January



Venus on the Half-Shell

by Kilgore Trout (Philip José Farmer)
Chapter 1: The Legend of the Space Warrior

Go, traveler.

Go anywhere. The universe is a big place, perhaps the biggest. No matter. Wherever you land, you'll hear of Simon Wagstaff, the Space Wanderer.

Even on planets where he has never appeared, his story is sung in ballads and told in spaceport taverns. Legend and folklore have made him a popular figure throughout the ten billion inhabitable planets, and he is the hero of TV series on at least a million, according to the latest count.

The Space Wanderer is an Earthman who never grows old. He wears Levis and a shabby grey sweater with brown leather elbow patches. On its front is a huge monogram: SW. He has a black patch over his left eye. He always carries an atomic-powered electrical banjo. He has three constant companions: a dog, an owl, and a female robot. He's a sociable gentle creature who never refuses an autograph. His only fault, and it's a terrible one, is that he asks questions no one can answer. At least, he did up to a thousand years ago, when he disappeared.

This is the story of his quest and why he is no longer seen in the known cosmos.

Oh, yes, he also suffers from an old wound in his posterior and thus can't sit down long. Once, he was asked how it felt to be ageless.

He replied, "Immortality is a pain in the ass."

Chapter 3: The Hwang Ho

[[Simon has been caught in a flood while touring the Sphinx with his fiancée. He spends the night sleeping atop some flotsam...]]

Simon knew now that he was on top of one of the plastic showcases in which mummies of the ancient pharaohs were displayed in a Cairo museum. Airtight, it had floated up out of the building.

Simon pushed the protesting dog back into the sea and then lowered himself over the edge alongside the animal. He had a hard time raising the lid and sliding it into the water, but he finally succeeded. Then he crawled back over the edge and let himself, and some water, into the case. Standing on the edge of the open coffin on the case's floor, he hauled the dog in. The dog sniffed the mummy and began howling.

After many thousands of years of neglect, the mummy had a mourner.

Simon got down onto the floor and stared at the falcon face of an ex-ruler of Upper and Lower Egypt. The skin was as tight as a senator from Kentucky and as dry as a government report. Time had sucked out, along with the vital juices, the flesh beneath the skin. But the bones had kept their arrogance.

Simon looked around the case and found a placard screwed into the side. He couldn't read it because it was facing outward. On the other side of the coffin, on the floor, he found a screwdriver, a dried-up condom, a pair of panties, and a cheese-and-salami sandwich wrapped in tinfoil. Evidently, some museum worker had had an assignation behind the coffin. Or perhaps the night watchman had brought in a woman to while away the lonely hours. In either case, someone had disturbed them, and they had taken off, leaving behind them the clues he had put together a la Sherlock Holmes.

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Simon blessed them and opened the wrapper. The bread, cheese, and salami were cardboard-hard, but they were edible. He broke the sandwich in half, gave one piece to the dog and gnawed away gratefully at his. The dog, after gulping down his half, looked at Simon's sandwich and growled. Simon thought he was going to have trouble with him until he understood that it was the dog's belly, not his throat, which was growling.

He patted him and said, "You like old bones? You can eat away. But not now."

Using the screwdriver, he removed the placard. It bore this legend:

MERNEPTAH

Pharaoh from 1236 B.C. to 1223 B.C.

Thirteenth son of Ramses II.

He gave Moses a hard time.

Moses and history had, in turn, given Merneptah a hard time. Everybody considered him to be a villain. When they read in the Bible that he'd been drowned in the Red Sea while chasing the refugee Hebrews, they thought, "Drowning was too good for him." But this story was a myth. Merneptah, at age sixty-two, had died miserably of arthritis, plugged arteries, and bad teeth. As if this and an evil reputation hadn't done enough to him, the undertakers had removed his testicles and tomb robbers had hacked his body, incidentally removing the right arm.

"You're still useful, old man," Simon said. He tore off the wrappings and then the penis and threw it to the dog. The dog caught it before it hit the floor and swallowed it. So much for the mighty phallus that had impregnated hundreds of women, Simon thought. Just so the resin-soaked flesh doesn't give the dog a stomach-ache.

Meanwhile he wished that he had something more to eat. His belly was growling like a truck going up a steep grade. If he couldn't somehow catch some fish, he was going to starve. And then the dog would be eating him.

...A few hours later, while he was thinking of voluntarily dying by drowning, he saw something to the northwest. As the day passed, this slowly became larger, Just as the sun slid into the waters, he saw that it was not, as he had hoped, land. It was a submarine or something that looked like a submarine. But it was too far away for him to hope to swim to it.

Dawn found him awake, looking northwest, hoping that the sub had not gone away during the night. No. It had drifted on the same collision course during the night. And it was close enough so he could see that it was a spaceship, not a submarine. On its side were two big Chinese ideograms and underneath them, in Roman letters: Hwang Ho. Since it wasn't proceeding under power, it must be crewless. It had been sitting on some spaceport field somewhere, and when the rains came, its crew hadn't been able to take refuge in it. They had probably drowned while roistering in the tavern or in bed with a friend or friends.

Its ports were closed, but it was no problem to open one. There'd be a plate by the port which only had to be depressed to make the port open.

More hours passed. By then Simon saw that the case was not going to bump into the ship. He shoved the heavy wooden coffin to the wall of the case, causing it to tilt and to ship water. Simon's weight made it lean even more, and Simon went into the sea. Anubis didn't want to leave the case, but he had no choice. Simon swam to the nearest port and pushed in on the plate. The port sank back and then swung aside. He put the banjo case inside, reached up, grabbed the threshold, and pulled himself in. After hoisting Anubis inside, he stood up shakily and watched the swirl which marked the sinking of the case until the surface was smooth again.

"Just think," Simon said to Anubis. "If old Merneptah had really been drowned in the Red Sea, and his body had been lost, there would have been no case for him in the museum, and you and I would have drowned several days ago. Kind of makes you wonder if it was destined or we're just lucky, doesn't it?"

Simon thought a lot about predeterminism and free will.



Welcome to the seventyfourth issue of Perelandra, an amateur magazine of literature and games. Your editor, Pete Gaughan, is moving, so the address on the back cover is only good until Jan. 25th. Subscriptions, though, will still be \$1.50 per monthly issue.

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GLOME Deviant

The clause, "All units on the British Isles become Eire's," was a one-time occurrence, as is the A-H Civil War you will see momentarily.

aus eir fra ger ita rus tur
EFIRT no yes no no yes no nvr
FGR no no yes yes yes yes nvr
new draw proposals: G proposes FG or a GM win.
Random Rules enacts #37--Press. Unstable Dots
destroys Moscow and Austria's f bla (after moves).

FALL 1907 GIVE ME LIBERTY OR GIVE ME LAND!

Austria (Greg Ellis): . f aeg-gre (f aeg s) /f gre
ann/, f con-bul/sc (f con s), a ank-rum
(a ukr s, f bla c), a arm-sev, a arm-syr,
a ukr-gal, f smy-eas (f smy s), a mos-stp
(a mos s); Beatles, "Back in the USSR."

Eire (Don Williams): f nat-ire, a cly-ice (f
nwg c), a yor-lvp (a edi s), f lon waves good-
bye to the Froggie in the Channel (f wal s);
Pink Floyd, "Wish You Were Here."

France (Eric Brosius): f ion-apu, f ion s ita
a/f tyn-nap, f naf-tun, f mid-wes (f naf s),
f mid-por, f spa/sc-lyo, f spa/sc-mar,
f iri-mid (f iri s), f eng-bre, f pic-bel
(f pic & f eng s), a gas-par, a mar-b-fin,
a mar-b-tri /ann/, a par-b-ruh (a bur s
(a gas s)), a par-b-bud /ann/, a bur-b-ser
/ann/, f bre-b-bar, f bre-b-gre /ann/; Change
Ringing from St. Mary Redcliffe Bristol,
Saydisc, 1973.

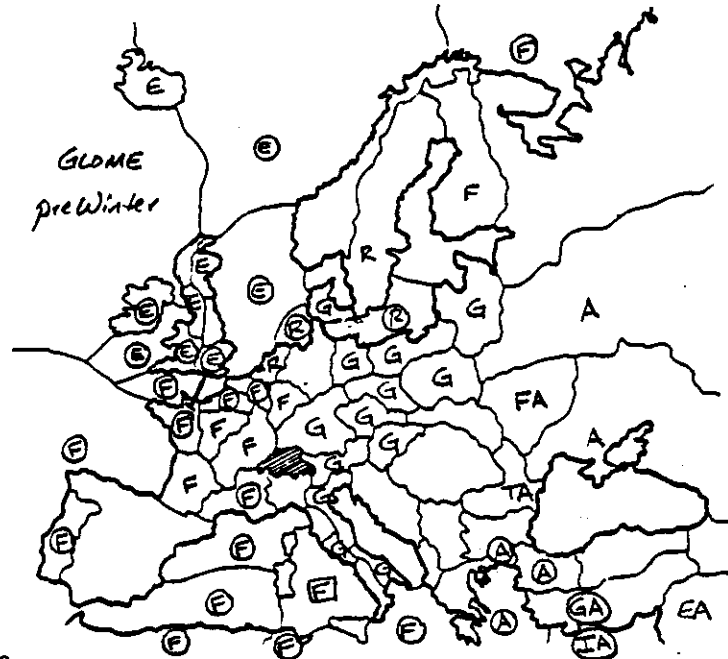
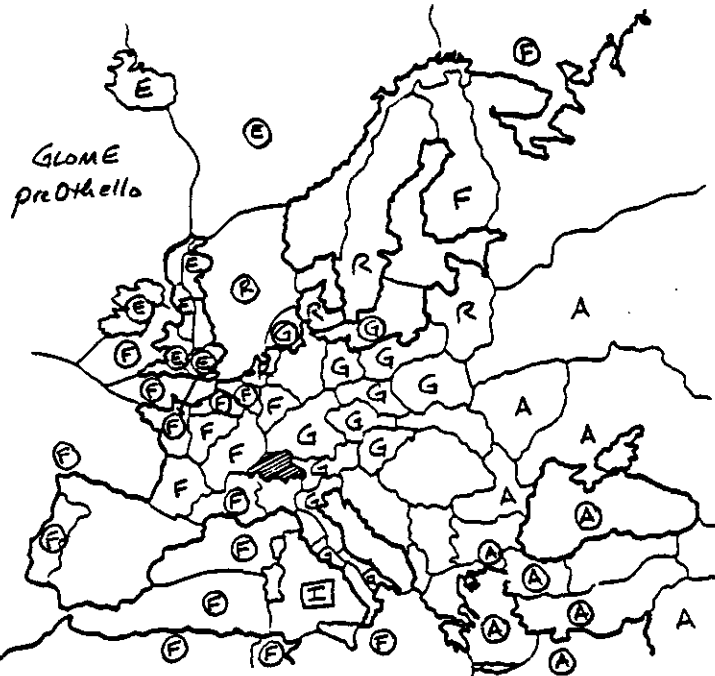
Germany (Bob Baker): a ber-kie (a mun s),
a ber-pru, f kie-bal, f kie-hel, a sil-war!,
a sil s rus a lvn-war /nso/, a rum-ruh,
a tyo-vie (a boh s, a tri s /ann/),
a apul-nap (a rom s), a tus-ven, a boh-gal,
a ser & a gre s tur a bul, a gre-bul,
a ser-rum (a bud s) /a ser, gre, bud all ann/;
Crosby, "White Christmas."

Italy (Tom Nash): a/f tyn-nap; Jefferson Airplane,
"2400 Fulton Street."

Russia (Russ Blau): a den-kie, a den-swe, a hol-kie (a hol s), f nts-nwy (f nts s),
a lvn-stp (a lvn s); the Dovells, "Bristol Stomp."

Turkey (Mark Lew): a bul-rum (a bul s) /ann/; Frank Sinatra, "All of Me." "batyness": h.

Othello flips: Ff iri--E; Rf nts--E; Gf hel & bal--R; Ra den & lvn--G; Ia/f tyn--F;
Austro-Hungarian Civil War doles out the following units and centers: a rum & RUM become T;
f smy & SMY become G: a ukr & UKR become F; a syr & GRE become E; f eas & ANK become I. These
units are "rebel" units and, though controlled by the various other players, will be labelled
with an "A" in the event of a later rule change which affects them. The Italian amphibious
unit is still amphibious, though French, but no new a/fs may be built under current rules.



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voting:

#95--FRESH START 7 yes. #99--ROBIN HOOD 13 yes, 9 no, net=4. #100--A-H CIVIL WAR 11 yes.

new proposals;

#95--FRESH START. See last issue for text.

#99--ROBIN HOOD. See last issue for text.

#106--ANTI-GERMANY. German units should avoid bordering other German units. If there are two G units adjacent to each other, one is randomly flipped to a random other nation after Othello; if more than two are adjacent, only one is lost. Resolve all unique pairs first, then multiples.

#107--LET'S DO IT. GM flips a coin. Tails, and the G/A block wins. GM tosses again, heads it's a solo win (heads again, Germany, tails Austria), tails a two-way draw. If the original tooss was heads, the G/A block is defeated soundly, and both rolled back to one center and one unit each, with all other units and centers getting split randomly among the other players (including Italy if eliminated in 1907). Also, if the original toss is heads, AFGT and EFIRT rules are both repealed.

#108--GERMAN GOOSESTEP RULE. Any German army or armies may be ordered to "goosestep" in lieu of any other order (for example, "A Sil G.") Goosestepping armies are treated in every way like armies that hold, except they may not be flipped by the Othello rule, nor may they take part in flipping other countries' units.

The GM will flip a US quarter for each German army during each movement season. If the coin comes up heads, that army must goosestep (any other order which may have been submitted for that army is ignored.) If the coin comes up tails, the army carries out whatever order it was originally given.

#109--REPEAL OTHELLO.

#110--YELLOW AUSTRIA. All Austrian units turn yellow. All Turkish home centers become Austrian home centers. Greg Ellis is now designated the "Turkey", and Mark Lew has to change the name of his country and pick a new color. One unit and one SC from each other country is given to Mark. France loses Transporter Beam; all of Scandanavia becomes Russian SCs (including ice, nwy, fin, swe, den & stp); Eire gets submarines. Africa and the Middle East are added to the game board; Germany gets bombers (movement=five spaces) which can destroy enemy units before movement. Italy retreats to Switzerland and must make a press release against war every turn or be eliminated.

#111--GERMAN CIVIL WAR. Same as A-H Civil War but to Germany.

Austria	<u>ser</u>	<u>gal</u>	boh	vie	bud	ank	<u>con</u>	gre	lon	lyp	rwn	BUL	.	.	11/5	even
Eire	<u>edi</u>	<u>ire</u>	<u>LON</u>	<u>ICE</u>	<u>LVP</u>	GRE	2/6	remove four
France	<u>par</u>	<u>bre</u>	<u>mar</u>	<u>tun</u>	bel	hol	<u>RUH</u>	<u>BUR</u>	<u>POR</u>	<u>UKR</u>	6/9	remove eleven
Germany	<u>kie</u>	<u>mun</u>	<u>ber</u>	rwn	<u>sil</u>	<u>tyo</u>	bur	<u>ven</u>	<u>rom</u>	<u>WAR</u>	<u>BOH</u>	<u>VIE</u>	DEN	<u>SMY</u>	9/12	remove two
Italy	<u>nap</u>	boh	<u>ANK</u>	2/2	build one
Russia	hol	ank	bur	<u>tri</u>	den	ice	nwy	HOL	7/3	remove one
Turkey	hol	<u>stp</u>	bur	RUM	3/2	build one (no room)

no longer supply centers: spa, swe, mos. Home centers are underlined.

France to GM: I'm getting dizzy! With luck maybe one of the Fresh Start rules will pass and this confusion will go away.

France to Eire: Well, here's death to some vandals anyway!

Turkey to Austria: "All of me -- Why not take all of me?"

Can't you see my chances are over? / Take St. Pete -- I want to lose it.

Dislodge my army -- I'll never use it. / Your teleports left me with no supports.

How can I recover without them? / You took Ank and Con -- My empire is gone.

So why not take all of me?"

France to Eire and Austria: Now you two behave yourselves, hear? If you decide to fight each other I'm afraid it'll be over my dead body!

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RULES IN EFFECT FOR GLOME / DEVIANT DIPLOMACY as of 1 February 1990. (Clauses which no longer have any effect are omitted.)

MAIN RULE. Each turn, each remaining player may propose a rule change. All proposed changes will be offered to the players, anonymously, and votes on the proposals will be due with the next game deadline. Each player will have as many votes as he owns supply centers and may divide these votes among the proposals as he sees fit, or not cast them at all, in a secret ballot. The proposal which receives the most votes will be put in effect following the deadline of the vote. If two or more proposals tie for first place, all such tied proposals shall be put into effect.

#1--PLAYLIST. With each set of orders, each player must submit a playlist, or he will be considered to have nmred. Example: a pru-ber, a sil s a pru-ber, f bal-kie, a hol-ruh; Roxy Music, Avalon; New Order, Substance; Miles Davis, Sketches of Spain. Selections may be either individual songs or entire albums.

#7--"NO" VOTES. Players may use any of their normal allotment of votes to vote "no" instead of "yes." One "no" vote cancels one "yes" vote.

#21--TUNNEL. There is a tunnel under the English Channel connecting Brest with London. Armies in either province may move directly to the other, but may not offer support into the other.

#25--ANTI-TITAN. Any rule that mentions spaces or creatures from Titan is null, void, and repealed where appropriate, including future proposals until this rule is repealed.

#31--TRANSPORTER BEAM. Any unit on a home supply center can be beamed to any other location (one way only). If any unit materializes in a location occupied by another unit, both units are annihilated. [Amended by #80 and #98]

#55--RANDOM RULES. After each Fall season (only), the gm selects one rule at random from the set of all rules proposed in previous seasons but not adopted. That rule immediately goes into effect and overrides any inconsistent rules if necessary. [Amended by #89]

#12--DEVIANT, DAMMIT! Any player who fails to vote on the outstanding proposals, or fails to submit a new proposal, will be deemed to have nmred.

#63--UNSTABLE DOTS. All land-locked non-supply-centers become a home supply center for the country whose unit is in that space (or for the country which encloses that space if vacant). Iceland becomes a supply center for Camelot, Ireland for Eire. These spaces make the board unstable, causing one supply center each season to become a non-supply-center space. The gm chooses which SC loses its status at random, and also randomly removes one unit from the board at the same time. Any other deviant rule which may also result in the random removal of units is repealed and replaced by this rule. Any proposal which receives five or more votes, but does not pass, is automatically repropose for the following season.

#67--RABBIT RULE. Each unit may split into two units every season. The player splits a unit by submitting two orders for it, at least one of which must be a move order. The two units only count as one for defensive purposes if their space is attacked, and they recombine into a single unit if dislodged. The two units also recombine if they are both located in the same space at the end of the season. [Amended by #80 and #98]

#74--OTHELLO. Any unit flanked on two or more sides by units of the same opposing country (color) changes to that color; if flanked by two or more sets of colors, the unit changes to the color of the country with the least number of supply centers. [Amended by #98]

#80--AFGT. Only Austria, France, Germany and Turkey are allowed to use Rabbit Rule or Transporter Beam. Russia is permanently "batty;" the GM 'repeals' one random Russian move each season (that unit holds). Camelot and Eire may only take supply centers from each other. All Italian units become fleets.

#58--LIVING DEAD. [Text in Perelandra #67, relating to plague-dead units becoming Don Williams' zombies.]

#89--ANTI-LEW. When selecting a Random Rule, the GM shall exclude from the set of eligible proposals any proposed rule that mentions Mark Lew by name.

#90--NO RETREATS. All dislodged units are annihilated.

#98--EFIRT. Austria and Germany can no longer use Transporter Beams; all units on the British

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Isles become Eire's; France may build in any center he owns; all Italian units become amphibious; Russia gets Rabbit power back; Turkish units cannot be flipped by Othello.

#37--PRESS. Each player must submit at least one press release each turn from one of his own datelines, AND at least one "black press" release from someone else's dateline, or be nmred.

#100--A-H CIVIL WAR. [one-time effect]

SO: GLOME players please send--Winter 1907 ONLY (seasons are hereby separated); playlist; votes on proposals and on FG draw, and vote on a concession to the GM; a new rule proposal; press (both black and white!).

ZELPST

Win a Few, Lose a Few SPRING 1902

Austria (J.R. Baker): f ion-aeg, a ser s rus
a rum-bul, a tri s rus a bud-tyo /imp/.

England (John Schultz): f ion-eng (f nts s),
f lvp-iri, a bel s ger a ruh-bur, f nwy-stp/nc.

France (Lance Anderson): a par-bur (a pic s),
f bre-eng, a spa-mar, f por-mid.

Germany (George Rifle): a mun-sil, a kie-mun,
f hol-kie, a ruh-bur, a den-swe.

Italy (Stephen Carter): f nap-tyn, f tun-wes,
a ven h (a rom s).

Russia (Greg Ellis): a stp-nwy (f swe s), a sev-arm,
a rum-bul (f bla s), a vie-tyo.

Turkey (Melinda Holley): f con-aeg, f smy-eas,
a gre-ser, a ank h, f bul/sc-gre /ann/.

Deadline for Fall 1902 is on the back cover.

Austria to Russia: Please, boss, don't kill me.

I'll be a good little puppet from now on--Honest, I will!

Berlin to Vienna: Help is on the way!

France to Austria: You're right; the Russian is at seven in '02,
But to get to me, he'll have to go through you.

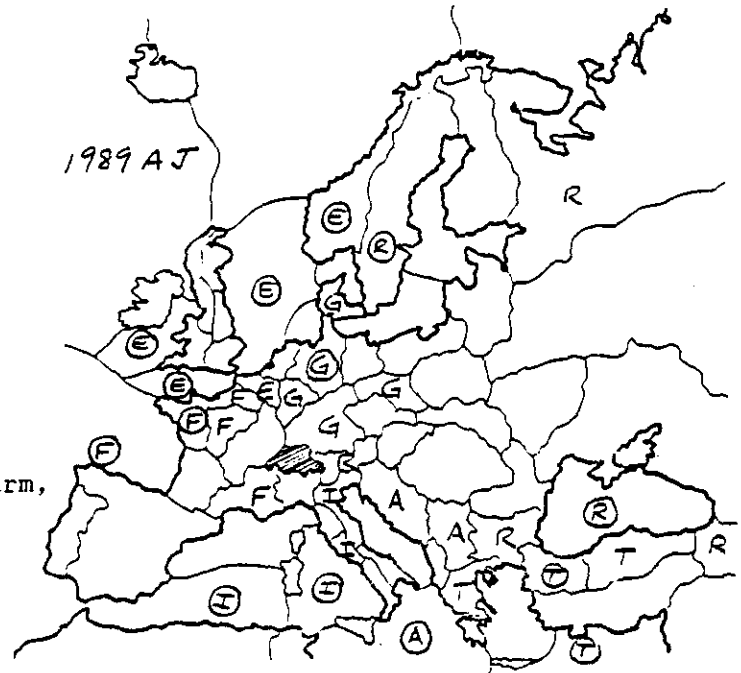
London to Paris: Mr. Hanna didn't understand your failure to support yourself into Burgundy.

I must agree with him on that point, but I'll reserve further judgement on your future orders. I'll keep my doors open temporarily.

London to Previous Ruler: Thanks! Never have I been left in such an envious position as a standby. I'll try to do it justice.

England to Germany: Look forward to working with you. Thanks for your quick correspondence.

England to the World: Happy belated Holidays.



GIFFARD Variant Titan

Climb on Up! ROUND SIX

Engagements resolved: 1. Blue Tornado defeats Black Hand. 2 Centaurs die; 24 points to Blue. Tornado re-enters at Tower 200.

2. Black Jack o'Lantern defeats Blue God. 1 Troll and 3 Gargoyles die; 24 points to Black. Jack o'Lantern re-enters at Marsh M103.

4. Red Double Eagle defeats Green Frog. 2 Angels, Centaur, Cyclops, Gargoyle, Troll die; 70 points to Red. Double Eagle re-enters at Brush B127.

BLACK LEGIONS roll a 6. Spiked Cube moves to Brush (B10); Scorpion moves to Marsh (M140); Jack o'Lantern moves to Desert (D139).

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more Giffard:

BLUE LEGIONS roll a 1. Raincloud moves to Marsh (M103); Egg holds at Plains (P105) /attacked/; Tornado holds at Tower (200).

BROWN LEGIONS roll a 5. Scroll holds at Marsh (M36); Rack moves to Marsh (M41).

GOLD LEGIONS roll a 3. Claw moves to Tundra (6000); Lamp moves to Tundra (4000).

GREEN LEGIONS roll a 5. Dead Fish moves to Plains (P129) and splits with Wreath; Serpent Ring moves to Brush (B134); Boiling Pot moves to Marsh (M27).

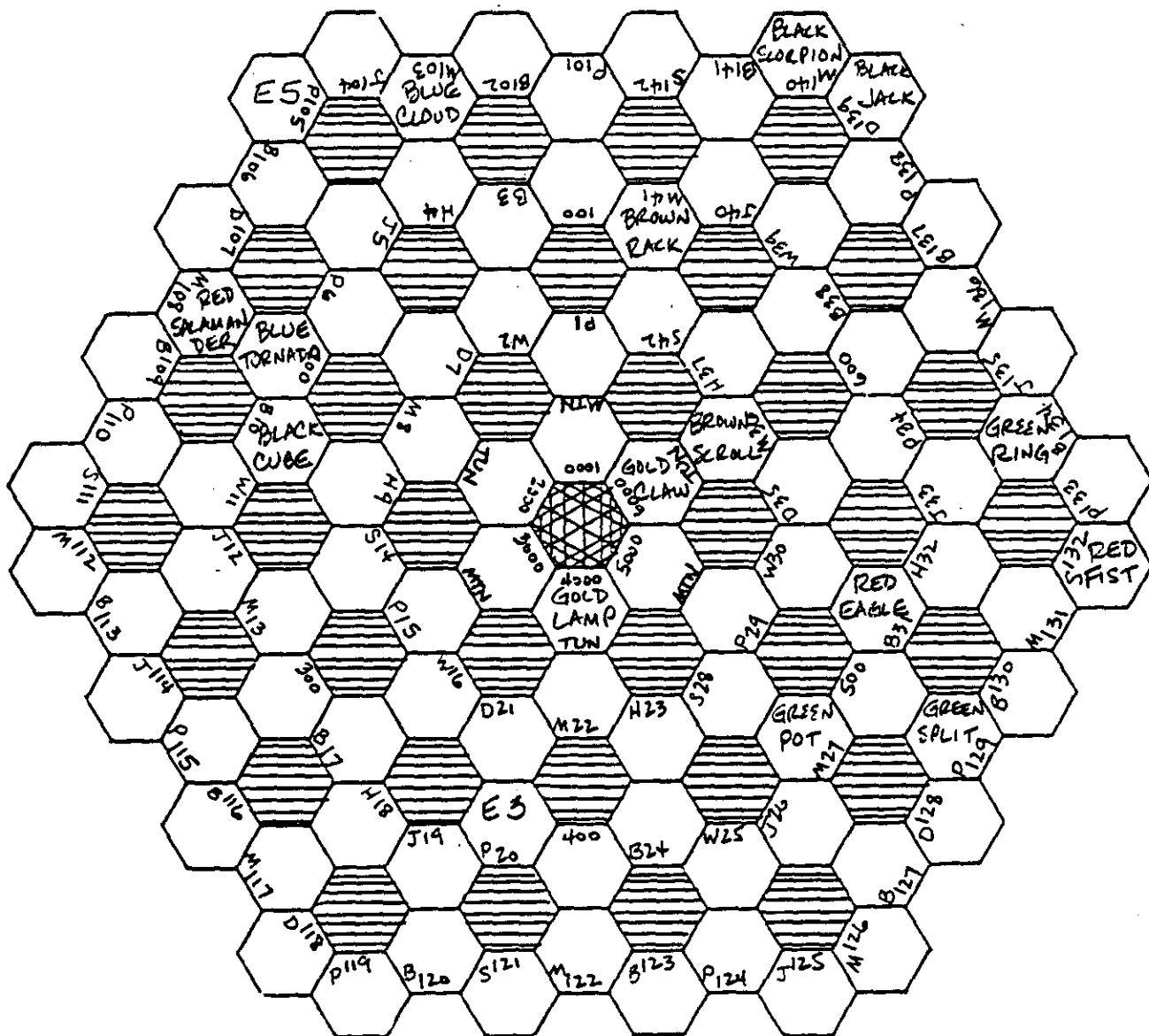
RED LEGIONS roll a 6. Fist moves to Swamp (S132); Star moves to Brush (B102) /attacks/; Salamander moves to Marsh (M108); Double Eagle moves to Brush (B31).

Musters this round: Cyclops, Guardian, 2 Ogres, Ranger, Troll, Warbear.

Point count: Red 70, Black & Blue 24 each, others zero.

Engagement 3: Brown Chest defends against Gold Sun at Plains P20. Gold turn due 1/14.

Engagement 5: Blue Egg defends against Red Star at Plains P105 (defender enters through 1-15-14). Blue turn due 1/24.



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GRAMARYE

Team Spirit Rounds Eleven and Twelve, BR89-01

1. Wrobel's Wrailway (Ed Wrobel): move 9mp S.
2. Silkworth's Sober Steamers (Geoff Richard): move 9mp N; build into Leeds.
3. Puppytail Rail (Bruce Linsey): move 9mp N; build into Dolgellau & Aberystwyth.
4. Connie's Cousin's Caboose (Tom Nash): move into Hereford, pick up fruit; move 3mp NE; build #1million connection between CCC line and B&H east of Birmingham.
5. Bergmann'S Boxcars (Jason Bergmann): move 9mp N.
6. Lost Buchanan Road (Craig Mills): move 9mp N (position corrected from last report).
7. Birmingham & Hereford RR (Eric Brosius): move to Hereford, drop loads, pick up two hops; move S to junction of B&H and CCC below Severn; build bridge over Ouse.

1. SSS: move N to Birmingham, than 5mp S.
2. PR: move 9mp N; build into Pembroke.
3. CCC: move 9mp E.
4. BB: move 9mp N.
5. LBR: move W on own line and through Birmingham, stopping short.
6. B&H: move on CCC's line 9mp SW.
7. WW: move 9mp S.

<u>order next time</u>	<u>cards</u>	<u>loads</u>	<u>cash</u>	<u>GOs</u>
Puppytail Rail	64, 94, 23	machinery	#36 - 34 = #2M	ok
Connie's Cousin	66, 44, 112	fruit	#1 - 1 + 4 = #4M	no
Bergmann's Box	77, 70, 91	beer, beer	#14M	no
Lost Buchanan	96, 59, 118	imports, textiles	#11M	ok
Birmingham &H	120, 31, 79	hops, hops	#16 - 7 = #9M	ok
Wrobel's Wrail	40, 5, 114	oats, chemicals	#9M	ok
Silkworth's	81, 34, 115	tourists, imports	#7M - 5 = #2M	ok

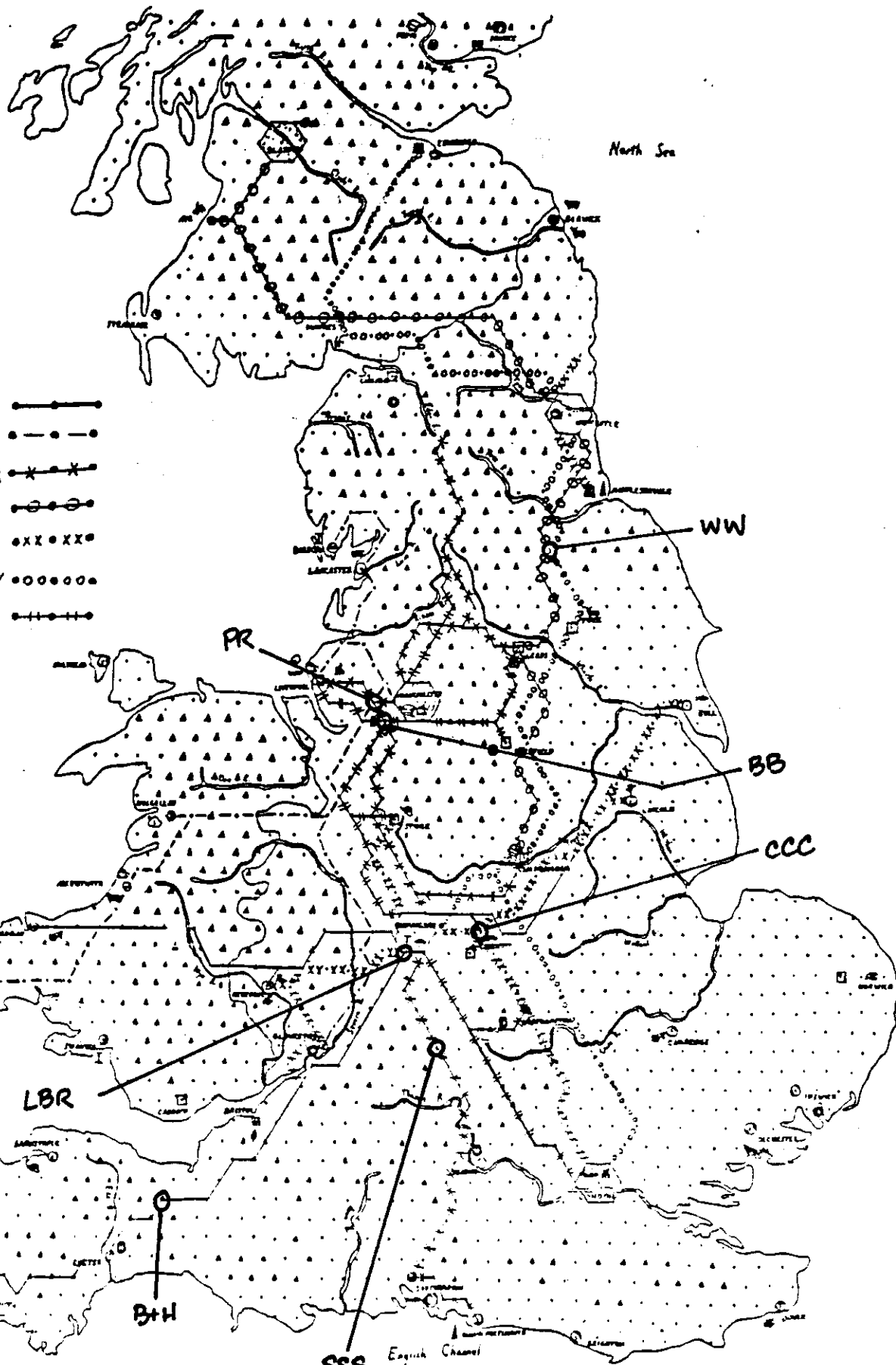
Conrad von Metzke informs us gms that he has lost interest in gaming except for Railway Rivals, and so resigns this game (among others) to devote more time to "sucking the crud out of the bottom of his pygmy Brazilian catfish aquariums".

Eric wishes me to announce that he has a "speed game" of BR available in ark. Done.

Discard Pile: 4 6 22 26 27 32 46 47 49 51 52 65 71 74 76 78 80 83 86 87 95 103 124 129 138.

Slashes (/) indicate rail lines built into that city; underlining=locked-out.

aberystwyth/	CARDIFF	<u>dumfries</u> //	hull/	<u>northampton</u> //	reading
ayr/	cardigan/	DUNDEE	ipswich	NORWICH	SHEFFIELD/
barnstaple	CARLISLE	EDINBURGH/	lancaster/	<u>NOTTINGHAM</u> ///	southampton/
barrow/	colchester	exeter/	<u>LEEDS</u> ///	pembroke/	STOKE//
berwick	COVENTRY/	<u>gloucester</u> //	lincoln/	penzance	stranraer
brighton	dolgellau/	<u>hereford</u> //	<u>LIVERPOOL</u> ///	perth	swansea
BRISTOL	dover	holyhead	MIDDLESBROUGH/	portsmouth	YORK/
cambridge					



Irish Sea

North Sea

GRAMARYE

- Bonnie's Cousin's Caboose ———●———
- Puppytail Rail - - - - -
- Hilkworth's Sober Steamers —x—x—x—
- Robel's Wrailway —○—○—○—
- Birmingham & Hereford —xx—xx—
- Post Buchanan Road —●●●●●●—
- Bramann's Boxcars —|—|—|—|—

PR

WW

BB

CCC

LBR

Celtic Sea

B+H

SSS

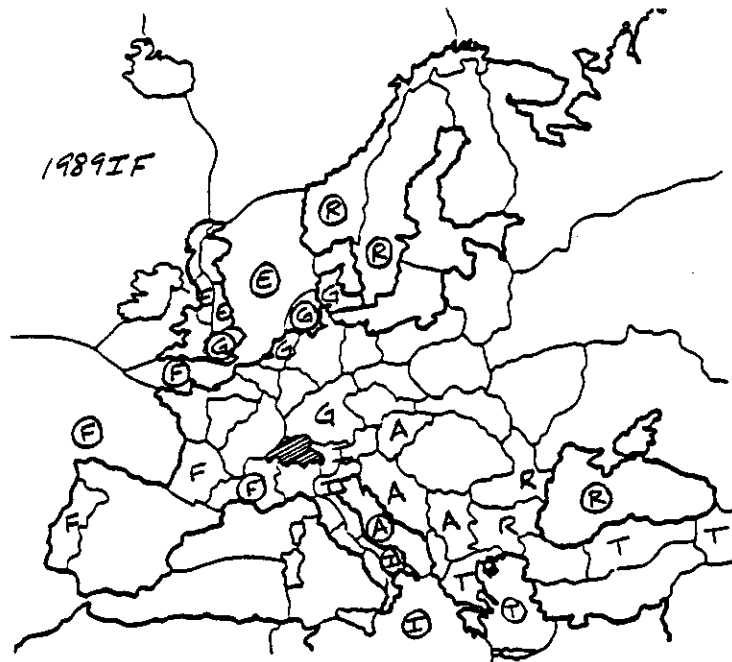
English Channel

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RYLOS

SPRING 1902: Another ②

- Austria (Gilles Tanguay): a vie-tyo (a tri s),
f alb-adr, a ser s a tri.
- England (Steve Nicewarner): a lvp s f lon /imp/,
f nwy-nts (f lon s) /f lon dies, no retreat
ordered/??, a edi-yor.
- France (Tom Nash): f mar unordered??,
f lyo-spa / nsu/, f bre-mid, a por h,
a spa-gas, f ~~ehg~~ s ger f nts-lon!.
- Germany (James Early): a mun h, f kie-hel,
a den h, a hol h, f nts-lon.
- Italy (John Crosby): f nap-apu, f tun-ion,
a ven-tri (a tyo s).
- Russia (Melinda Holley): a sev-bul (f bla c,
a rum s), f stp/nc-nwy (f swe s).
- Turkey (Lance Anderson): a smy-arm (a ank s),
a bul-gre, f con-aeg.

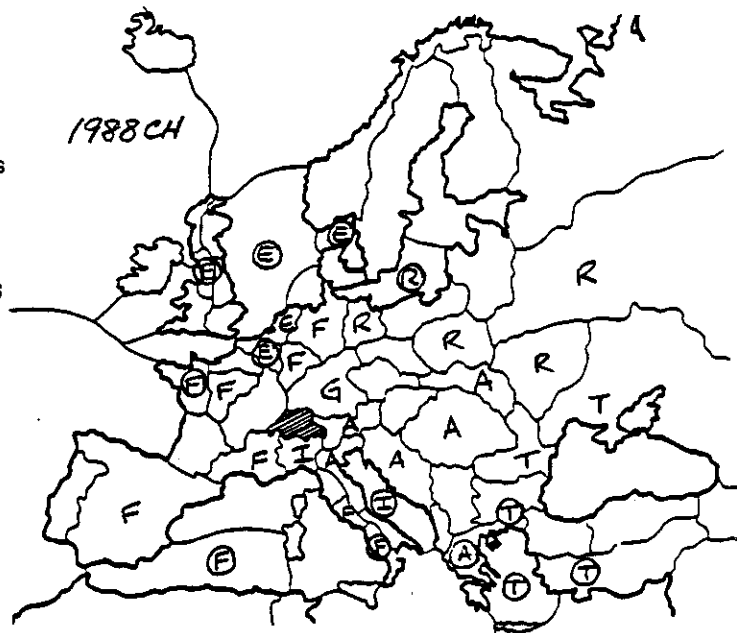


- Next turn, remember to send Fall 1902 moves,
Autumn 1902 retreats, and Winter 1902 adjustments.
- London to World: Why is everybody always picking on me?
- Paris to StP: Love your build. I think we can go places together in this game!
"Is anybody out there?" said the Sultan.
- London to Paris: Hey, I have been writing. Can I help it if my letters get lost?
- Vienna to Berlin: Let's make another 'capporetto!'
- Paris to Vienna: OK. Sounds good. I think I owe you a letter now, but take it that I
concur with your assessment and plans
- Vienna to Paris: CHARGES!
- Paris to Rome: Now don't get paranoid by that.
- London to Vienna: Great press! I wish I could write press like that!
- GM to London: Yeah, and you'd be jealous if you could see how well he dances, too!
- Vienna to Rome: Tyrolia will be your only mistake...
- Paris to Berlin: We really need to coordinate better!
- Paris to Rome: See. Just as I said!
- London to Asgard (Valhalla, etc): You know, I liked this game better [[sic]]

SESERAS MAGNA

Winter 1904 LITTLE ITALY

- Austria (James Early): builds a tri; also has
a gal, a bud, a ven, a tyo, f gre.
- England (Jim Diehl): builds f lvp; also has
f hel, a hol, f nts, f ska, f bel.
- France (Larry Botimer): builds a par & f bre;
also has a ruh, a mar, a spa, f wes,
f nap, a rom, a kie.
- Germany (Lance Anderson): retreats f ber
otb; still has a mun.
- Italy (Stuart Lange): removes f tyn, f ion,
a apu; still has f adr, a pie.
- Russia (Kathy Caruso): builds a mos; also
has a ukr, a war, a ber, f bal.
- Turkey (John Crosby): builds f smy; also
has f bul/sc, a rum, a sev, f aeg.



Herelandra

SESEFRAS MAGNA seasons were separated because two requests came in to do so. You should all be careful not to phrase your conditions so that it seems your builds depend on someone else's builds--this can lead to not building at all. This will be a very long deadline, so why not send orders early so you don't forget? Press...and a draw proposal.

Germany to Austria: Too late for me--save yourself. Can I help you before I die?

Italy to Germany: If his cavalry does for you what it has done for me, I'd be writing Sitting Bull for help if I were you!

Russia to Austria: The ball has now bounced into your court--do you hit for a quick score or did you blow it foul?

Lange to GM: Snide?? Naw. That wasn't snide. Snide would be to remind you that you predicted the Cubbies for 6th place and 104 losses.

Bo(t) to Italy: Hey, warn me when you're going to take cheap shots, will ya? I don't want to miss them.

Bo(t) to GM: Now that shot at Mushbrain was snide. True, but snide.

KK to Pops: I don't suppose you screwed up again and I really get three builds? Nah, I didn't think so.

Cuddles to Jimbo: Your letter made little sense, my head tells me I'm in trouble, but my heart says--NAH!

Bo(t) to Jimbo: Quit playing with Cuddles and pay attention!

Katie to Rin Tin: I know we're friends, but I realize that is only because you can't reach me!

Bo(t) to Italy: Can I be your old pal too?

GM to Bo(t): (SNIDE CHEAP SHOT ALERT) Yeah, I think you're old enough...by miles.

Bo(t) to Austria: Who else is your pal?

Italy to Austria: It didn't have to be you or me, "ol' pal," but I'll do all I can to be around to say good-bye to you!

Italy to GM: How convenient...my subscription and my country seem to be running out at the same time!

Rin Tin to Katie: Okay, the German is dead. Now can I continue my interrupted attack on Austria?

Mr. Ed to Katie: What makes you think the German just won't self-destruct?

some press held over to Spring 1905. England proposes an A/T draw (?).

FOMALHAUT

	aus	eng	fra	ger	ita	rus	reprop. by:
AEF	yes	nvr	no	nvr	yes	no	austria
AE	yes	nvr	no	nvr	yes	no	austria
AF	yes	nvr	yes	nvr	yes	no	aus & fra
EF	no	yes	yes	nvr	no	no	france

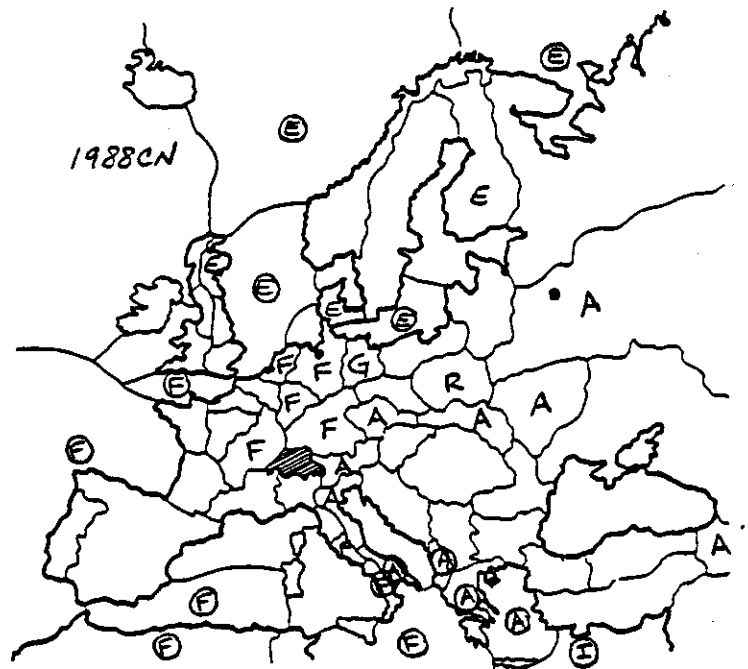
France also offers a concession to F, so please vote on: AEF, AE, AF, EF, F.

Summer 1904: Germany retreats a mun oth.

Winter 1904: Austria builds a vie & f tri;
 England builds f lon; France builds f bre;
 Germany removes f bal; Russia removes f fin.

SPRING 1905: Rabbit Hunting

Austria (Jason Bergmann): a ank-arm,
 f bul/sc-aeg, f gre s ita f eas-ion,
 a sev-mos (a ukr s), a gal-war, f tri-alb,
 a vie-tyo (a boh s), f adr-apu (a ven s).



Herelandra

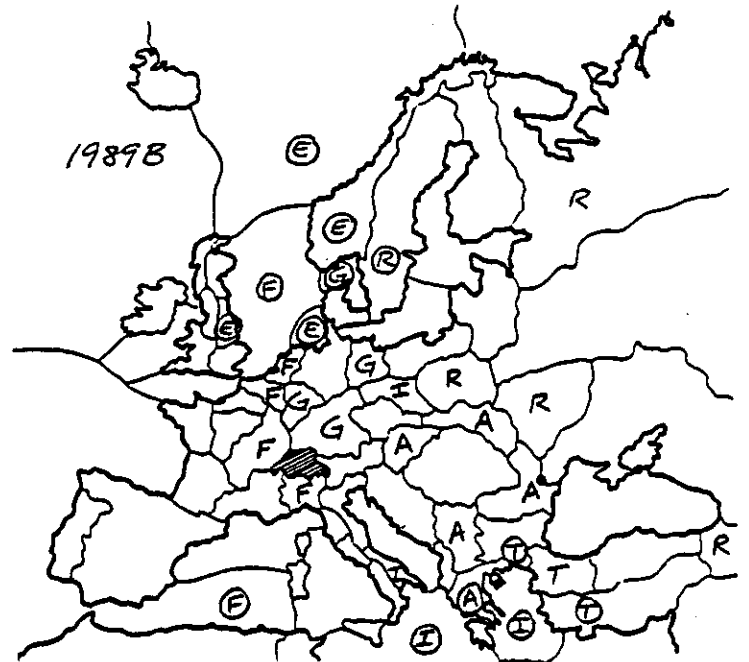
England (Tim Stark): f stp/nc-bar, f nwy-nwg, a yor-edi, a swe-fin, f den-bal (f kie s), /f kie -hel, -otb/, a lon-den (f nts c).
 France (Tom Nash): f bre-eng, f wes-mid, f tun-naf, f ion h (f nap s), a rom-apu, f tyn-wes, a hol-kie (a ruh & a mun s), a bel-hol, a bur s a mun.
 Germany (John Crosby): a ber-mun.
 Italy (Vince Lutterbie): f eas-ion.
 Russia (Jim Nickel): a mos h (a war 'laughs at how childish Austria is and s' a mos) /a mos -lvn, -stp, -otb/.

Next Turn due: Fall 1905 plus Summer retreats from E & R.
 Russia to ALL: While I'm in the game, I'll vote only for a French win.
 Turkish protectorate under the Pope: Notice to all nations: Please do not pollute the nearby waters with German trash of any sort. After all, there is enough industrial waste already.
 Italy to Austria: I guess I get perturbed with Crosby 'cause he sends suggestions to you after deadlines, then wonders why you didn't follow them, then yells, "STAB!" He also doesn't pay any attention to his answering machine when you try to explain orders.
 Italy to World: Don't ally with industrial waste.
 GM to Italy: Gee, having a little personality conflict here??
 Pooped Pope to one-Center Kaiser: See--it can even happen to snobheads like you.
 Italy to GM: Love the green paper--what's next, reindeer?
 GM to Italy: No, I couldn't convince them to lose enough weight to go first class.

MAGRATHEA

FALL 1903 Squishy Beaches

Austria (Richard Pinelli): a gal s ita a sil-war (a vie s), a bud-rum (a ser s), a bul unordered /annihilated/, f gre s ita f ion-aeg.
 England (Jim Diehl): a lon-yor, f nwg ms f nwy, f hel s fra a bel-hol.
 France (Tim Stark): a bel-hol (f nts s), a bur-ruh, a pic-bel, a mar-pie, f spa/sc-wes.
 Germany (Karl Hoffman): f den-ska, a hol h (a ruh s) /a hol ann/, a mun-kie, a ber-kie.
 Italy (Gary Behnen): f ion-aeg, a apu h, f tyn-ion, a sil-war.
 Russia (Geoff Richard): a arm h, a rum-gal (a war s (a ukr s)) /a rum -sev, -otb/, f swe-nwy (a stp s).
 Turkey (John Crosby): f aeg-bul/sc (a con s), f smy-aeg.



Supply Centers Held as of Winter 1903--			
Austria	vie bud tri ser gre	W/I RUM	. 6/6 +1
England	lon lvp edi nwy	.	. 4/4 even
France	par bre mar spa por bel	HOL	. 6/7 +1
Germany	mun ber kie	W/I den	. 5/4 even
Italy	ven rom nap tun	.	. 4/4 even
Russia	mos stp war sev swe	W/I	. 6/5 -1
Turkey	con ank smy	BUL	. 3/4 +1

Winter 1903 and Spring 1904 both due next.

England to Turkey: Yes, I agree. Russia must be taught not to attack Turkey and England simultaneously. You hit him in the north and I'll strike in the south. With plans like that, success is in our grasp.

Rome to Ankara: Sometimes staying in bed beats getting up...

Paris to Turkey: Same as it ever was....

Herelandra

Paris to Rome: Relax, I would not deceive you. You've got to trust me. Flexibility is the name of the game.

Paris to London: I am now, and forever will be, in your debt.

England to France: If you grabbed Edinburgh, my rescue of Turkey will be delayed.

Paris to Berlin: It's still not too late.

England to Italy: Glad you took my warning to lay off the Sultan.

LAKKDAROL

Dwarf A S.Mirkwood retreats to Brown Lands;
Saruman A Gwathlo retreats to Minhiriath.
Umbar proposes EGRU draw! (Go, not Ga.)

RETHER II 3019 -- Battered Black, not Blue

Dwarves (Larry Botimer): A Brown Lands

-Wilderland, A River Running-
Esgaroth (A Withered Heath s)
/RRu -EMi, -Crn, -NRh, -otb/,
A Lhun-Forlond, A Nenuial-
Shire (fortress for Good).

Elves (Jason Bergmann):

A N.Mirkwood-Eotheid,
A Elven King's Halls-
Esgaroth (A Old Forest Rd
s), A C.Mirkwood-Anduin,
A Wilderland-River Running
(A S.Mirkwood s),
A Ettenmoors-Carn Dûm,
F Grey Havens h (A Shire s).

Gandalf (Rob Wittmond):

Ga
R
Fe

Gondor (Lance Anderson):

A Anorien-Osgiliath
(A S.Ithilien s (A Lebennin
s)), A Entwash-Anorien,
A N.Ithilien-Nindalf, A Lamedon-
Lossarnach, C+ Fa Osgiliath -
N.Ithilien-Dead Marshes.

Mordor (Craig Mills): A Orodruin-

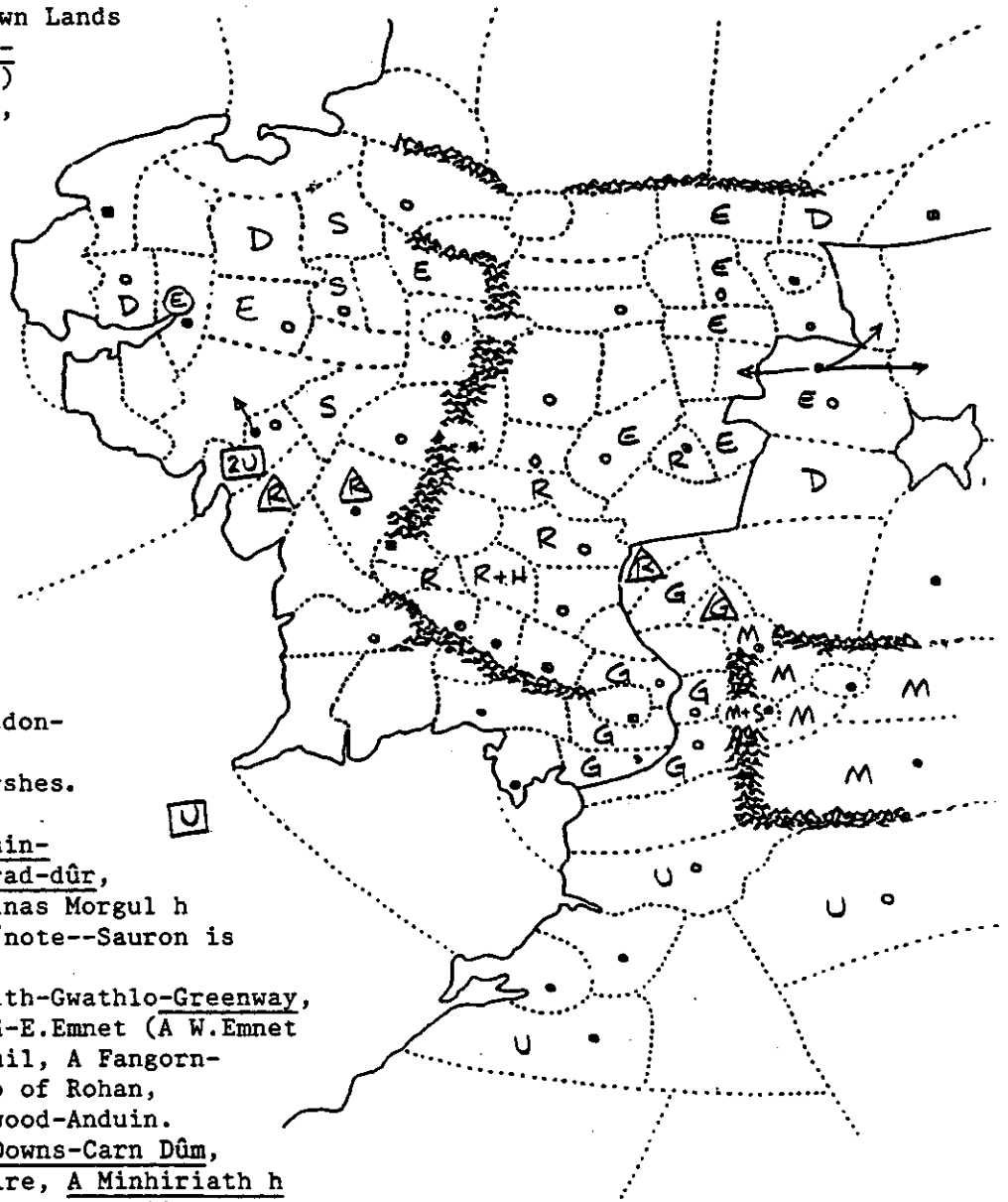
Barad-dûr, A Ered Lithui-Barad-dûr,
A Nurn-Khand, A Udûn h, A Minas Morgul h
(Sauron & A Gorgoroth s). /note--Sauron is
at Minas Morgul./

Rohan (Brian Hogan): C Enedwaith-Gwathlo-Greenway,
C Dunland-Hollin, C Eastfold-E.Emnet (A W.Emnet
& A Wold s), then C -Eryn Muil, A Fangorn-
Celebrant, A Helm's Deep-Gap of Rohan,
A Dol Guldor s Elf A C.Mirkwood-Anduin.

Saruman (Randy Grigsby): A N.Downs-Carn Dûm,
A Bree s Dwarf A Nenuial-Shire, A Minhiriath h
/-Brandywine or -otb/, A Greenway-Hollin, Sar

Umbar (Geoff Richard): 2A/F Gwathlo-Minhiriath (A/F Southern Sea s), A Havens of Umbar h,

DOWNFALL OF THE LORD OF THE RINGS



Herelandra

A S.Gondor h, A Khand-Nurn, Nazgul

The confusion around Gondor's orders are due to the format he used; I originally failed the string of Entwash-Anorien-Osgiliath-N.Ithilien-Dead Marshes because he was, in my opinion, sloppy--but upon further review (instant GM replay?) I believe his order "admits of only one meaning" and therefore succeeds as shown on the map and orders. Cavalry commanders, be careful about 1) who is where and moving to where, and 2) what supports apply where.

Supply Centers Held after Rethe 3019... [[herd is at W.Emmet]]

Dwarves	blu ere iro fff cdm FLD	5/5	even or +1
Elves	ekh gha iml lor fla gla and crk shi RRU	9/9	even
Gandalf		
Gondor	bel lam leb mti sit osg ano	7/7	even
Mordor	bar nur srh udu wfl mmo	6/5	-1
Rohan	herd edo hde dru dun eem dgu ise WOL	8/9	+1 (may be C)
Saruman	kdm wfl hol bre	4/3	even or -1
Umbar	cit hrd hav sgo kha MIN	5/6	+1 (may not be A/F)

While I don't normally publish draw proposals before the fifth game-year, I do make exceptions (see Fomalhaut, which has moved into endgame in 1904!). Umbar's proposal is another such exception to my houserules.

Elves to Dwarves: I hope I guessed right in the west. If not, well, then, we'll just push you into the ocean next year [[month]].

Rohan to Elves: "Dick?" There you go waxing eloquent again!

Dwarves to Elves: What allies? Where? The others don't need allies and they've made it perfectly clear by not even answering my polite letters or simply ignoring me. And why should I care how you stand? You stabbed me, lemba-breath, what's this talk of allies in reference to?

Dain to Rohan: No, thanks, you can swing in the Mallorns as you please. I prefer rocks.

Elves to the Eagles: Go ahead, pick the dwarves up high into the air--then drop them straight into the Sea of Rhûn. Those rocks between their ears will sink them straight to the bottom.

Eomer to Dain: I wish I was shut of you northerners and your "cold" wars! Brrr!

Larry to Lance: Naw, you've got timing. That's what counts.

Gondor to Dwarves: No such luck--I am already pretty much totally corrupt right now. As to my hearts--which one?

Denethor to Gandalf: As I said before, help Rohan. Umbar and I have Mordor in check. Take note: do not hinder us by interfering.

Rohan to Gandalf: Grey One! We thank you for your tireless vigil on our behalf.

Erebor to Middle Earth: You guys must believe in fairy tales.

Erebor to Valinor: Every tale needs a villain or it's boring.

Larry to Brian: Okay, I'm sorry I sent you a long letter. My mistake.

Dain to Umbicile: Now that's what I call excellent hindsight.

Gondor to Rohan: Who is this he? What, me worry?

Rohan to Elves, Gandalf, Gondor, and Umbar: Do you realize we've been at this a year and a half? Thanks for hanging in there? [[Wot? No thanks for the GM??]]

Dain to Thranduil: I'll keep throwing rocks at you as long as you want. It'll keep you occupied.

Elves to Dwarves: I'll get that gold yet! Me -- greedy? (He says with an innocent face.) [[Oh, yeah? Whose?]] If you hadn't hogged all that gold under your mountain, I wouldn't have needed to bother attacking you.

Dwarf to Umbar: My problem is style and personality! Well, I'll certainly stop that. After all, like you say, look how it's worked for you.

Denethor to Theoden: Pursueth not the foul orc hordes into Mordor--Umbar and Gondor are sworn to that task themselves, and will brook no interference.

The Melniboné Herald

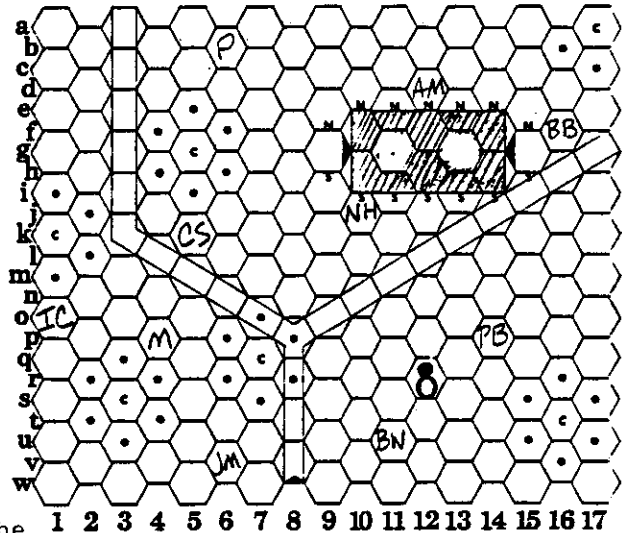
#30



BELGARION

Round one delayed--

location	game name / player
B6	Probo (P) John Schultz
P14	Polar Bear (PB) Brian Hogan
U11	? (BW) Brad Wilson
P4	McGnasty (M) Tom Nash
F16	Boleroing Barrister (BB) Greg Ellis
V6	? (JM) Jeff McKee
J10	? (NH) Nelson Heinzman
O1	Ice Cream (IC) J.R. Baker
D12	Auld Meed (AM) Tom Hurst
K5	Cpt. Snowman (CS) Tim Stark



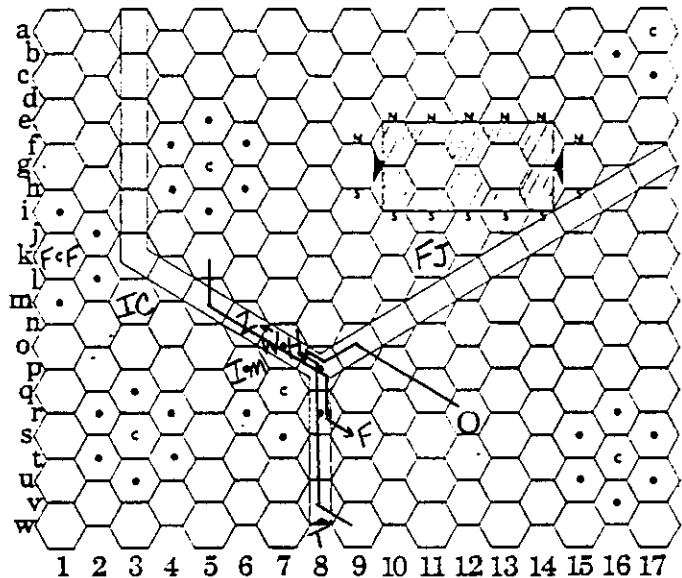
This information is repeated to do two things--first, I have no orders from the three "?" players (Brad, Nelson, and Jeff). Would you three please send me either first-turn orders (and phone number, BW & NH) or a note saying you'd prefer to bow out?

Second, players in both games should be aware that your GM is moving to the Bay Area Feb. 1, and while mail will be forwarded from Arlington you should expect to see a COA soon. No deadline will be set until I get settled.

CARADHRAS

TURN FOUR ASF9 Smash and Grab

Segment One: **Titch** sits inside for the duration of the turn, plotting his revenge on the fiends of the field. **Zaphette** is outside getting his revenge early--he Boleros both Freon Jones [55,42] and Wierd Harold [65,23], while **Harold** is picking up two bullets. **Freon** is also busy--labelling the Ice Man's forehead with a nice soft Rattlesnake [90,75], since **Ice Man**, also, is packing ammo. **Flake** is running down the path toward what he thinks is the action, and thus accidentally avoids **Ice Crusher's** Bolero attack [30,91]. But Ice Man is not so fortunate--IC's attack on him slides oh-so-coldly down the back of his flannel shirt [55,40].



more--

Herelandra

Snowball Fighting

Caradhras Segment Two: **Freon Jones**, **Flake**, and **Ice Crusher** all decide it's time to reload, while **Wierd Harold** and **Zaphette** (giving up the sanctity of the snowman!!) reposition themselves for new victims. But the remaining players make up for the inactivity of these...**Flying Finn**, having picked up two Simple Snowballs last Segment, this time hurls them in a Barnard Bolero attack on Ice Man [45,44!] and Flake [45,34]. **Ice Man** sez, sure, you stand right there, FF--I'll give you back a Bolero [25,95]--oops, missed bad. So IM takes the other half of the Bolero at his antagonist, Ice Crusher [70,42].

Segment Three: Well, the poor defenseless leaders take it on all chins this time. **Flake** starts off with yet another of this year's trendy attack, the Barnard Bolero, against **Wierdo** [70,42] and **Zaph Beeblebrox** [60,57]. **Freon Jones** takes the sure thing and Rattles **Zaphette** good [95,11]. **Flying Finn** has to be different, so he Rattlesnakes **Ice Crusher** [95,63], who is picking up two 'balls and eyeing Finn all the way. **Ice Man** packs a Dirigible, and then we have **Harold** and **Zaphette**. Harold can't believe that just as he decides to Bolero, two players have so obligingly stepped up: Ice Man [70,57] and Zaph [70,20]. Zaph, on the other snowball, has stepped up for a reason--to plaster her Dirigible into Hal's tear ducts [70,42]!

<u>snowfighter</u>	<u>vp</u>	<u>hp</u>	<u>ammo left</u>	
Flake (at S9).....	5	7	none	Flake to SnowMaster: Picky, picky!
Flying Finn (K1)...	8	5	none	IM to SM: 0 mighty SM, grant me revenge!
Freon Jones (K11)..	4	7	2 sb	SM to Caradhras: Now, that's more like it...
Ice Crusher (M3)...	3	5	di & 2 sb	FJ to Gramps: 'S'not true! 'S'not true! I never called him "Titch the Snitch!" He's just a little tattletale!
Ice Man (P6).....	6	4	di	
Titch (kitchen)....	1	10	----	
Wierd Harold (07)..	7	5	none	
Zaphette (N6).....	10	3	none	

IC to T: Who's got ice balls?

WH to Z: Hey, Zaph, why is everybody running away from you? I said you should have taken a bath!

Zaphette: It may be pointed out that leaving a snowman is kinda stupid, but keep in mind I'm only 9 years old.

Flake to Zaphette: C'mon, what's your real name?

Z: Hey guys, wait for me!

FF to No One in Particular: Where'd the sudden blizzard come from?

Z: Good one, IM, with the tree shot!

FF to Yard: Help! I can't see! Everything is all white!

Flake to Finn: I'm outta here.

FF to F and IM: Sorry, didn't see you guys standing there.

IM to FJ: Smile when you say that, stranger!

FJ to IM: On second thought, have a taste of this snowball.

Crush to Gang: Duh! Youse tinks da Crush be nuttin' but da big target, huh? Da Crush, he may be da slow guy, bud he make sure ya gets da snow cone as da just desserts next turn, hah!

FF to IC: Nothing personal, I just gotta get rid of this stuff somehow.

Zaph: If I keep rolling 80s and 90s I'll be trouble. Must have been a bad patch of snow.

IM to Shedmonster: Watch out for Wierd Harold, he has a book of matches!

Flake to Harold: I decided to come and play since Titch is a twit!

Herelandra

Elrond to Valinor: You can make it to Poolcon next year (a Jedi mind trick). Oh, no-- I'm agreeing with the Dwarves!

Bellevue to Valinor: Who am I to talk. I got a "Space Quest" without thinking and am currently battling evil Sariens. They've taken over my computer. But they're certainly more fun than Bergmann.

Bo(t) to Bergmann: I plan a huge conspiracy based on getting you. It'll be a stomp-Bergmann movement! Almost a holy war.

Bergmann to Board: Anyone interested in War of the Great Jewels? It's a First-Age war of the Silmarils game which I'm running in Entropy.

Brian to Randy: Are we on for peace? I'm waiting to hear from you.

Valinor to Dwarf and Elf: I can't be swayed by Jedi mind tricks. You should be trying to convince my wallet that it can attend Poolcon, and then I'll obediently follow...



Our Guest of Honor

From Rediscovering America: John Muir in His Time and Ours by Frederick Turner

Nights when the sea was choppy he resumed his habit of the Island Belle and stayed on deck, watching the break of the phosphorescent waves and treated now and then to the heavy thump of a flying fish landing atop the oranges, where it was instantly attacked by the ship's Newfoundland dog. On the twelfth day out they saw New York, and Muir felt the frosty winds sift through his "loosened bones." The "leafless, snow-white woods of New York," he wrote, "struck us with all the novelty and impressiveness of a new world."

...New York was still as alien to him as it had been before, and as he waited for passage to Panama and thence to San Francisco, he kept close to the docks and used the orange boat as hotel and haven. He took his meals at a waterfront restaurant and hardly dared venture out of sight of his schooner lest he become lost in the wilderness of buildings, narrow streets, and hurrying throngs. He saw cars with signs for Central Park and wanted to go there but was afraid he would not get back.* In another of the small ironies that cluster about this brief stopover, the park's cocreator (with Calvert Vaux), Frederick L. Olmstead, was at this time in California, where he was superintendent of the newly created Yosemite Park.

Before sailing, Muir had his introduction to California when an enterprising dockside dealer talked him into buying a dozen large roller-mounted maps. Muir wondered aloud what he would want with these, and the dealer told him. The man assumed that Muir was bound for California to make money. Why else would anyone go there? And since everything there fetched twice the sum it could elsewhere in the States, it made sense to buy these wonderful maps and sell them in California at a handsome profit. There you had California neatly summed! A place where people went to make money in a hurry. Muir bought the maps but never said what he did with them.

...The railroad across the Panamanian isthmus that had been but a newspaper rumor when the Muirs had put out from Glasgow in '49 was now a solid reality, and along it Muir stood on the car platform, visually immersed in the brilliant show of jungle foliage along the Chagres River. Sights that had passed all but unremarked by the gold rushers--and before them the treasure-laden Spaniards coming up out of Peru--made this explorer almost weep with ecstasy and to fervently pray that someday he might return here and experience such splendors in depth.

Herelandra

Then the long swing up the Pacific coast of Central America and Mexico, and again his thoughts were on the sea and the life it held. He wrote on light, too, the changing light on the sea, the sunlight on the coastal lands, phosphorescence at night; on March 17 he saw a heavenly light in the streak of a meteor. At last there was California and San Francisco, now a populous city that had been built on the gold trade.

Evidently, Muir found at least one fellow passenger congenial enough because the day after the ship docked he and an Englishman named Joseph Chilwell (who called Muir "Scottie") were on their way south out of the city bound for Yosemite. "I followed the Diablo foothills along the San José to Gilroy," he wrote a few months later to Jeanne Carr in an extended account of the trip, "thence over the Diablo Mountains to the valley of the San Joaquin by the Pacheco Pass," and from there he took a leisurely, meandering way up into the Sierra Nevada and Yosemite.

It was the beginning of April and the valleys were in their splendor. The hikers saw broad wheat fields, orchards, vineyards, and alfalfa meadows, and the air was so clean and vital it seemed to have a positive taste to it. Both of them, Muir recalled,

had lived on common air for nearly thirty years, and never before this discovered that our bodies contained such multitudes of palates, or that this mortal flesh, so little valued by philosophers and teachers, was possessed of so vast a capacity for happiness.

Indeed, it really did seem a new world and they Adams in it, "new creatures," as he said, "born again; and truly not until this time were we fairly conscious that we were born at all."

As they turned eastward, hills piled upon hills before them, and beyond these, mountains. Their way to the Pacheco Pass was accompanied by the shouts of quail and the song of a stream slipping over its pebbly bed, now brilliant in the sun and translucent air, now in shadow where its banks were bordered with dogwood and alder.

At the top of the pass Muir saw the Sierras for the first time. Though he was more than 100 miles from the snowy peaks on the axis of the range, they looked so smooth and bright to him it seemed "impossible for a man to walk across the open folds without being seen, even at this distance." More than 300 miles of the range were revealed to him at this first amazed glimpse.

Lone Star Sierran — December, 1989 — Page 3

Earth Day 1990

April 22, 1990, is the twentieth anniversary of Earth Day. While many organizations have observed Earth Day each year over the past two decades, 1990 will be the first year since 1970 that an intensive effort is made to observe it around the world. Michael Brooks is serving as the Lone Star Sierra Club's Earth Day Chair.

Earth Day was organized in 1970 by Denis Hayes, who later went on to become President Carter's head of the Solar Energy Research Institute. Hayes has created a new organization, Earth Day-1990, to organize Earth Day events and programs around the world. Members of the board of directors include two Texans — Agriculture Commissioner Jim Hightower and Clean Water Action Executive Director David Zwick. Earth Day-1990's

regional office for Texas, Arkansas, Louisiana, and Oklahoma is located in Austin and is coordinated by Gary Keith, formerly of the Texas Department of Agriculture's Office of Natural Resources. Earth Day/1990 will be contacting local organizations and individuals interested in sponsoring Earth Day projects and is developing programs for schools, colleges, and local governments. There is also a "Green Pledge" that citizens will be urged to sign.

For Earth Day information or assistance, contact Sierra Club Earth Day Coordinator Michael Brooks in Arlington at (817) 465-3696, or write Gary Keith, Earth Day Regional Coordinator, Austin Center for Policy Studies, P.O. Box 49373, Austin, Texas 78765.

R E D A L E R T

THIS IS IT

**After years of work, we have finally
gotten a bill filed to restrain clearcutting:**

H.R. 2406

**It will take a MILLION Letters to pass
this highly controversial bill.**

**If you don't write now, and get your
relatives and friends to do so, we'll
probably never get another chance.**

**ASK YOUR CONGRESSMAN TO
CO-SPONSOR H.R. 2406!**

**THAT IS IT
- LET'S DO IT NOW**

**WHAT TO DO
... OTHER SIDE**



.....

HOW TO ADDRESS YOUR LETTER:

Congressman _____
House Office Building
Washington, D.C. 20515

HERE IS MORE THAN YOU HAVE TO SAY

Hon. (Your Congressman's Name here)
House Office Building
Washington, D.C. 20515

Dear Mr. _____

Clearcutting is wreaking havoc in our national forests. The Forest Service is clearcutting native trees and plants and wiping out the habitat of many of our native animals. It is replacing them with tree crops.

We must restrain clearcutting.

Please co-sponsor H.R. 2406.

Please urge a member of the agriculture committee to co-sponsor H.R. 2406.

Sincerely,

(Sign your name)

HAIL THESE EARLY SPONSORS OF H.R. 2406:

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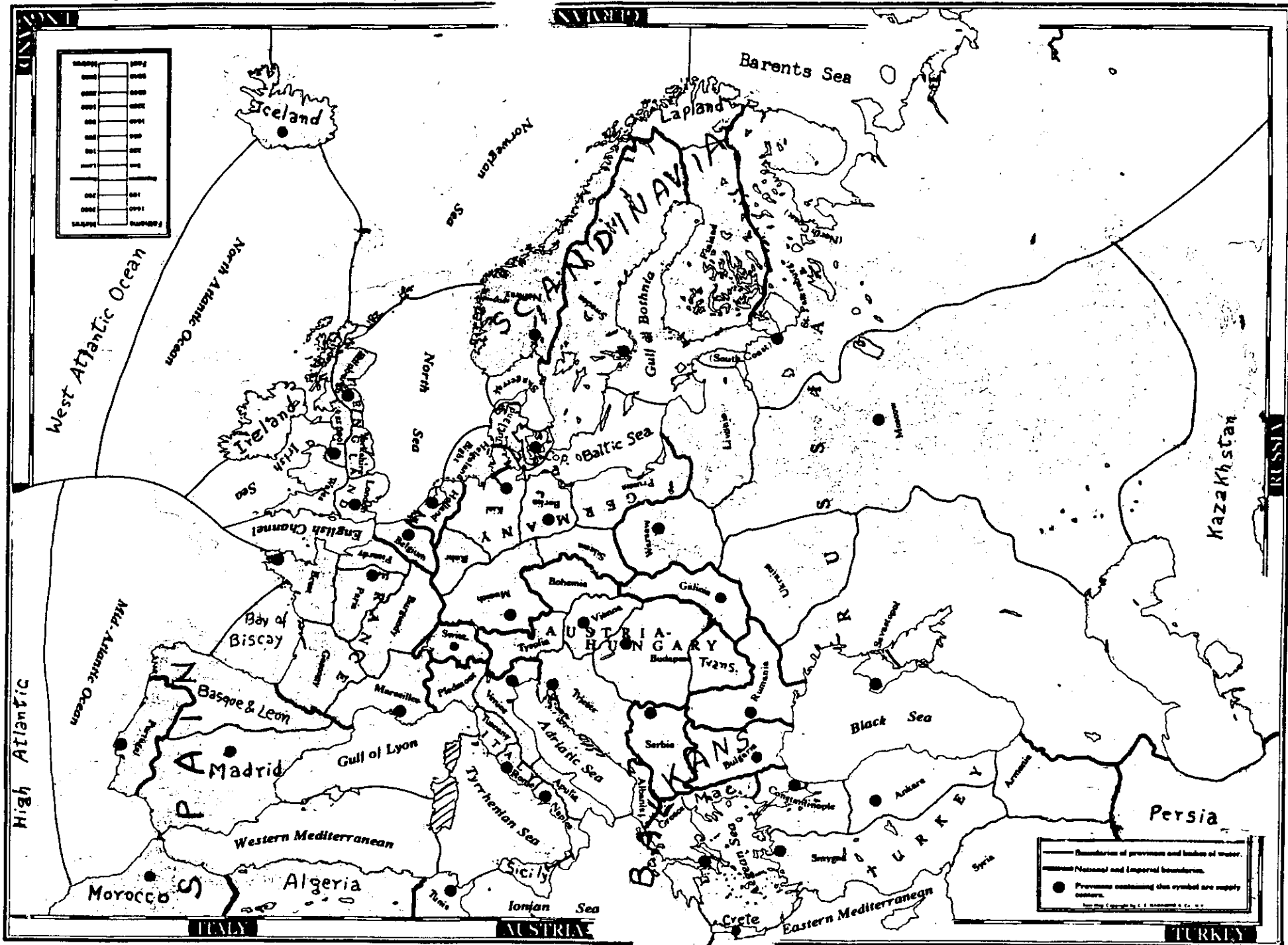
THAT IS IT
LET'S DO IT NOW!

(Permission granted to copy for all your mailing lists!)

Perelandra

Woolworth Diplomacy II-D Original Woolworth II design by Glenn Overby, 1981. II-D version includes amendments by Fred C. Davis, Jr. Minor changes made for play under Perelandra's house rules.

1. The 1976 rules of Diplomacy shall be in full force where they do not conflict with these.
2. Woolworth II-D (as well as other versions) is a FIVE-player variant. Ten Great Powers are in play. Each player controls two of them: a "Public Power" known to all of them, and a "Secret Power" known only to the controlling player and the GM.
3. Three Great Powers are added to the standard seven. The initial set-up is:
 - AUSTRIA: A Budapest, A Vienna, F Trieste
 - BALKANS: A Bulgaria, A Serbia, F Greece
 - ENGLAND: F London, F Edinburgh, Choice Liverpool
 - FRANCE: A Paris, F Brest, Choice Marseilles
 - GERMANY: A Berlin, A Munich, F Kiel
 - ITALY: A Vneice, F Naples, Choice Rome
 - RUSSIA: A Moscow, A Warsaw, F Sevastopol, Choice St. Petersburg
 - SCANDANAVIA: A Sweden, F Copenhagen, F Oslo
 - SPAIN: A Portugal, F Morocco, Choice Madrid
 - TURKEY: A Constantinople, F Ankara, Choice Smyrna
4. All "Choice" set-ups need not be announced until Spring 01 orders are revealed. An army or a fleet may start in these spaces. In a space with two coasts, a fleet may start on either coast. [In Pere, Sp01 moves may not be conditional on which unit is chosen.]
5. Victory Criteria
 - a. There are 39 Supply Centers on the board. For Woolworth II-D, the Victory Criterion is 20 Centers for a win by a single Power, or a combined total of 24 Centers for the Public and Secret Powers owned by the same player.
 - b. Supply Center counts and adjustments are always computed separately for each Power. The GM will make no references to the total number of SCs owned by any one player.
 - c. Separate players cannot combine their ownership of SCs to meet the 24-center Criterion. However, wins and draws may be made by unanimous vote to any combination of Powers still owning Centers. Thus, there could be a concession to a two-way draw between one player's Public Power and another player's Secret Power. However, the final report will show the winners as the players owning those Powers, rather than just the countries themselves.
6. Great Power assignments in Perelandra will be at random.
7. Map Changes--while some are self-evident, the following are pointed out:
 - a. Denmark is divided into Copenhagen, a Scan. home center, and Jutland, an ordinary space. Jutland borders on the Baltic Sea. Copenhagen does not touch Kiel. Because of water passages, neither Copenhagen nor Jutland is a two-coasted province.
 - b. North Africa is divided into Morocco, a Spanish home center, and Algeria, an ordinary space. Morocco does not touch Madrid.
 - c. Spain is divided into Madrid, a Spanish home center, and Basque & Leon, an ordinary space (Basque & Leon will be called "Basque" for short in game reports). Both spaces have only one coast.
 - d. Crete, Iceland, and Switzerland are all passable and neutral SCs.
 - e. Galicia is neutral and an SC.
 - f. Sicily is passable and part of Italy; direct passage is possible between Naples and Sicily.
8. In Spring 01 only, the Scandinavian F Copenhagen may make a special move directly to the North Sea, or support F Oslo to North Sea. If the move fails, the fleet will rest in Jutland, if that space is otherwise vacant.
9. The game is not historically based, so it begins in Spring 01 (not 1901).



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WOOLWORTH II-D, 1981

—|— = Direct Passage

CONFERENCE MAP

ABBREVIATIONS:
 Mac. = Macedonia
 Trans. = Transylvania

Cop. = Copenhagen

Printed in U.S.A.

Perelandra

Among the Trees · by Pete Gaughan

By the time my friends in Europe see this, I really will be among the trees. Cathy and I are moving to California, effective January 23. Well, actually, the movers will pick up our stuff on Jan. 24 and we'll spend a week driving--with overnight stops tentatively planned for Tucumcari, NM; Munds Park, AZ; Kingman, AZ; Corona, CA; Whittier, CA; Lancaster, CA; and then on to San Francisco. We'll be living with my parents in Corte Madera, which is in Marin County (see map below right).

While I have a lot to say about the move, let me drop a few other topics on you first...like, what do you think the 1990s will be like??...

Perelandra Goes Psychic Predictions for the New Decade

1. The French 'abortion pill' will be legal in 38 states, illegal or seriously restricted in 13, leading to shifts in population and welfare distribution. "Traditional" Missouri will become the Appalachia of the 90s, while "enlightened" Oregon becomes the new Yuppie mecca and the next Silicon Valley. (Oh, those states don't add up? Puerto Rico is a state by 1998.)

2. The Rangers, Angels, and Royals all win World Series in the 90s (wait 'till after 1994 for the first two).

3. However, the A's will lose to the Cardinals in 1990!

4. Literature will reject 80s 'realism' and postmodernists' minimalist attitude. Pop readers will demand more aristocratic protagonists--expect a revival of historical novels and lush colonial sagas.

5. Continued innovation in computers will make William Gibson's cyberpunk themes more and more realistic--they'll be applied to relationship-based plots to produce "electropsych" thrillers and romances, some involving extraterrestrials.

6. Oprah Winfrey will be hired as a network feature reporter, and Connie Chung will become a local (!) talk-show host in L.A.

7. There will be two more aborted attempts at forming major soccer leagues in the U.S. Not even the World Cup can make this sport popular here.

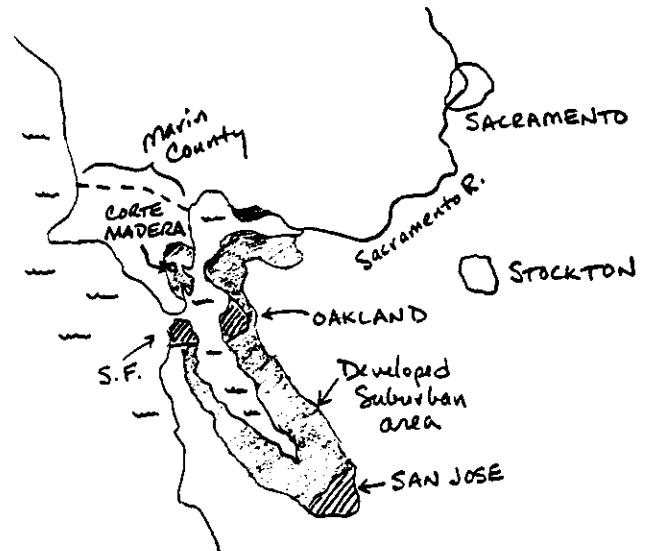
8. Not only will Nelson Mandela be freed, but the ANC will rule South Africa by 1993. Stages will be necessary--a unitary parliament, then universal suffrage, then a coalition of black parties.

9. Three of the ten largest metropolitan areas will have no daily newspaper by 1999.

10. Upon the death of the senior senator from Texas, Phil Gramm, Gov. Ann Richards appoints Gregory M. Ellis to fill the remainder of his term.

11. The United Nations will be moved to a Third World country and become even more of a paper tiger. Major intergovernmental groups to run world politics: the EEC (East Germany and Hungary join by 1995, with the USSR as an 'observer' or 'adjunct' member) and the OAS (minus the U.S.A., thrown out in 1992).

Contest: Four free issues to the subscriber who submits the most outrageous prediction which is deemed most likely to come true (by vote of the readers). Two free issues to the most outrageous, period; and two free issues to the most likely to come true after 1990. Start thinking, folks!



Perelandra

Because of the predictions contest, I'm suspending the Literary Quiz this issue. I'll reprint the last Quiz in the nextish to start from scratch. HOWEVER--DO NOT EXPECT THE NEXT PERELANDRA UNTIL AT LEAST MID-MARCH. I may very well get an issue out before then, but I can't promise that I'll have the time, money, or typewriter to do it.

World Cup Soccer--does anybody care?

The United States has qualified for the 1990 World Cup (hosted by Italy) for the first time since 1950. The U.S. has only won two games in its three previous Cup appearances, and has not moved past the first round since 1930 (the first Cup). That explains why British oddsmakers have the Americans at 500-1, the longest shot, along with Costa Rica and the United Arab Emirates. The groupings for round one--

- A: Italy, Austria, Czechoslovakia, USA (Italy, the host, is also the favorite to win.)
- B: Argentina (defending champ), Cameroon, USSR, Rumania
- C: Brazil, Sweden, Costa Rica, Scotland
- D: West Germany, Yugoslavia, UAE, Colombia
- E: Belgium, South Korea, Uruguay, Spain
- F: England, Netherlands, Ireland, Egypt

And, by the way, the Dallas Sidekicks lead the Major Indoor Soccer League western division and have only appeared on a feature on local news once in two weeks. Go figure.

Plugs and Announcements

Tim Raithel sez he's starting a zine called Ground Zero, up from the ashes of the Dark Mirror fold. He will run Downfall of the Lord of the Rings (VII) and Incunabula (sounds a bit like Civilization). Write him at 2131 N Lincoln St, Arlington VA 22207--why? Because he's charging no subscription or game fees!

Eric Brosius is offering a "speed game" of British Rails in his zine, ark. Address in roster.

Likewise, check the player roster for Jason Bergmann, who is offering a game of The War of the Great Jewels in his Entropy.

Vince Lutterbie (one more time--in the roster) is the new Orphan Custodian. If you know of a game which the GM may have abandoned, OR if you know of a GM who would accept picking up a game that needs a home, let Vince know.

Player Roster for games in Perelandra

Lance Anderson	Box 29175	San Francisco CA 94129
J.R. Baker	512 Snipes	St. Charles MO 63303
Gary Behnen	13101 S Trenton	Olathe KS 66062
Jason Bergmann	Box 23780	Atlanta GA 30322
Russ Blau	9023 Lake Braddock Dr	Burke VA 22015
Larry Botimer	13833 NE 11th St #3	Bellevue WA 98005
Eric Brosius	41 Hayward St	Milford MA 01757
Stephen Carter	435 McCarron Ave	Rifle CO 81650
Kathy Caruso	636 Astor St	Norristown PA 19401
John Crosby	9031 Cardiff Rd	Richmond VA 23236
Jim Diehl	10530 W Riverview Dr	Eden Prairie MN 55347
James Early	3500 Greystone Dr #166	Austin TX 78731
Greg Ellis	1709 San Antonio, suite 211	Austin TX 78701
Randy Grigsby	93 St. Vincent St, RR #3	Barrie ON L4M 4S5 CANADA
Nelson Heintzman	2255 Delaware Ave. #C-4	Buffalo NY 14216
Karl Hoffman	1070 Cold Stream Circle #M	Emmaus PA 18049
Brian Hogan	Box 7003	Los Osos CA 93412
Melinda Holley	Box 2793	Huntington WV 25727
Tom Hurst	2748 Lyman Lane	Madison WI 53711

Herelandra

Stuart Lange	904 Fox Chase Ln	Riverdale GA 30296
Mark Lew	438 Vernon #103	Oakland CA 94610
Bruce Linsey	Box 1334	Albany NY 12201
Vince Lutterbie	1021 Stonehaven	Marshall MO 65340
Jeff McKee	3801 W 13th #903	Wichita KS 67203
Conrad von Metzke	4374 Donald Ave	San Diego CA 92117
Craig Mills	3085 Old Hwy 8 #22	Roseville MN 55113
Tom Nash	5512 Pilgrim Rd	Baltimore MD 21214
Steve Nicewarner	107th FSU, Box 98	Fort Bragg NC 28307
Jim Nickel	429 E Columbia St	Falls Church VA 22046
Richard Pinelli	6606 N Glenwood	Chicago IL 60626
Geoff Richard	5906 Marvin Loving Dr #206	Garland TX 75043
George Rifle	165 Garfield Ave	Colonia NJ 07067
John Schultz 19390	Indiana State Prison, Box 41	Michigan City IN 46360
Tim Stark	605 West Doyle	Granbury TX 76048
Gilles Tanguay	14225 Haymeadow	Dallas TX 75240
Don Williams	44016 4th Street East	Lancaster CA 93535
Rob Wittmond	2924 Petaluma Ave	Long Beach CA 90815
Ed Wrobel	6204 Bardu Ave	Springfield VA 22152

The Long and Winding Road

The Why and How of Our Move West

California is home for me. Cathy has lived in Texas since she was 2, but I went to high school and college in L.A. and only came to Arlington to pursue a master's degree. Well, I've mellowed somewhat and I like a lot of things about Texas now, but the chance to go home, combined with the chance to get out of retail, was too compelling.

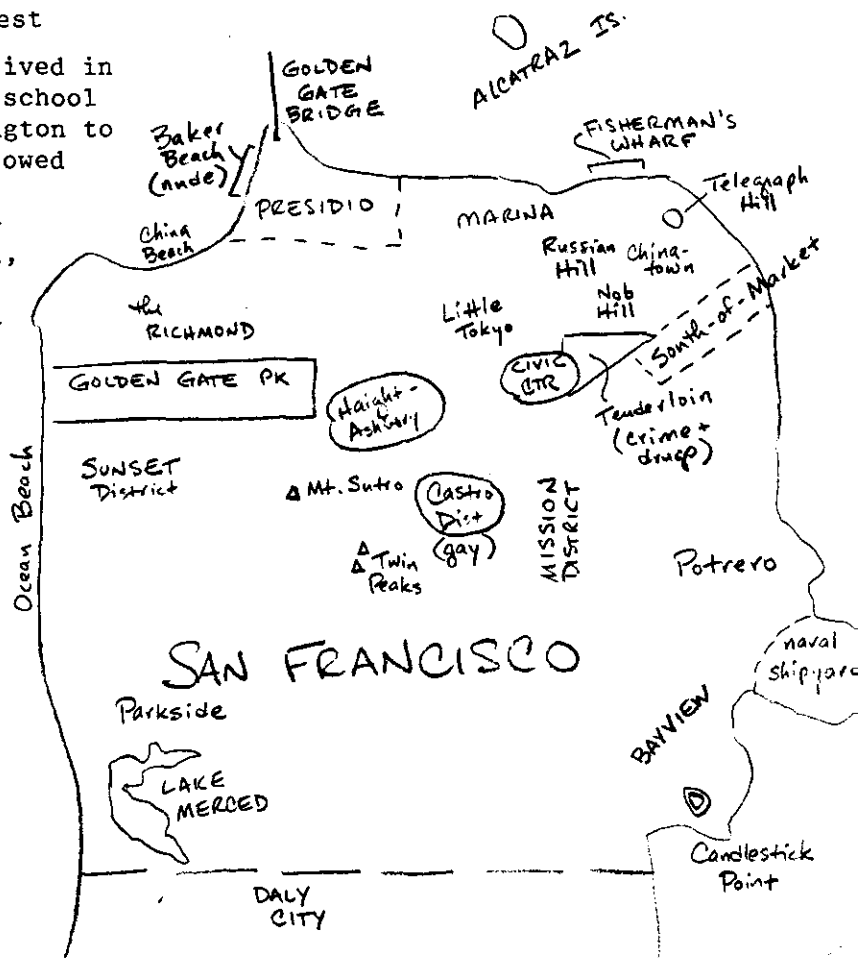
We'll be driving my Escort (the Corolla needs a new transmission, so it gets parked at my inlaws') and hope to stay with friends along the way, making it a one-week trip. Once in Corte Madera, I will be working for my father, who is a sales representative for several makers of photographic equipment. I'll call on stores all over the Bay Area and as far north as Eureka, selling cameras, bags, telescopes, binoculars, frames, etc.

Big advantages: For the same effort I put out at Montgomery Ward, I make more money. But the time is structured as I want it--no more getting home at 10pm. And I have to do things like fly to Las Vegas (Feb. 18-25) for sales meetings and trade shows. Or spend a weekend in a hotel in Eureka, soaking in the sights between appointments. Ho-hum.

It'll be hard work--but with family to help it'll feel like a privilege.

Cathy is big-time behind this; when we came back from a week's vacation there last year, she said, "We can leave any time." We may not retire in California (I still haven't seen Singapore, for crying out loud) but we'll be there for a long time. Our love to all of you,

Pete and Cathy



Standby list--free issues to standbys who finish their game

Lance Anderson (dip & deviant); J.R. Baker (dip); Gary Behnen (dip); Jason Bergmann (deviant); Kathy Caruso (dip); John Crosby (dip); Jim Diehl (dip); Steve Emmert (dip); Tom Hurst (dip & Snowfights); Craig Mills (dip); John Schultz (dip); Tim Stark (dip & downfall); Geoff Richard (dip); Steve Nicewarner (dip & downfall). Thanks to everybody!

Game Openings

Due to a severe time-lag with mail from the West Coast, the two- or three-week deadline game is cancelled (besides, my new job won't possibly leave me that kind of time). Will the following folks please let me know whether to 1) refund their \$5 game fee, 2) apply it to a sub extension, or 3) apply it to another game fee?: Larry Botimer, Greg Ellis, Gary Behnen, Todd Stewart, Tim Stark. Default is a subscription extender.

Diplomacy (regular) "Freibur": \$5 game fee. John Schultz signed up, needs six more.

Woolworth II-D "Farpoint": \$5 game fee. Dan Wilson is signed up, but has not subscribed, so there may be another slot open. Others signed up are Tom Nash, Jason Bergmann, and Tim Stark (only Tim is paid).

Fictionary Dictionary "Planet Blue": free, with precise rules to be decided. Basically, a game of trying to B.S. the other players into believing your definition is the right one, while trying to spot the dictionary definition among all the others. Craig Mills, Jason Bergmann, John Schultz, and Lance Anderson signed up.

Other games are considered on request--is anyone interested in an Ireland-based Dip variant? Or Sopwith, which is to flying aces as Snowball Fighting is to kids in a backyard? What else?

Herelandra

3105 East Park Row #132 (Postmaster: please
Arlington, TX 76010 forward if necessary.)
(817) 633-3208; address vaild through Jan. 23

DELIVER TO:



✓ Larry Peery E
PO Box 8416
San Diego, CA
92102-0416

A word about deadlines: SEE TOP OF PAGE 24.
NO PHONE ORDERS ALLOWED AT NEW ADDRESS.
Mail early, and expect to see a COA from us by February 10.

YOUR SUBSCRIPTION
ENDS WITH... _____

_____ THIS IS A FREE ISSUE

**May the Road rise up to meet you;
may the wind be ever at your back;
and may the Lord hold you in the hollow of His hand.**