

Merelandra

#78 / July 1990

Earth Abides by George R. Stewart

Toward the end of the day, swinging in a wide detour to avoid one of those noisome regions where the dead bodies lay thickly, Ish came back to the house on San Lupo Drive.

He had learned much. The Great Disaster—so he had begun to call it to himself—had not been complete.

Therefore he did not need immediately to commit his future to the first person he met. He would do better to pick and choose a little, particularly since everyone he had so far seen -was obviously suffering from shock.

A new idea was shaping in his mind and a new phrase with it—Secondary Kill. Of those that the Great Disaster had spared, many would fall victim to some trouble from which civilization had previously protected them. With unlimited liquor they would drink themselves to death. There had been, he guessed, murder; almost certainly there had been suicide. Some, like the old man, who ordinarily would have lived normal-enough lives, would be pushed over the line into insanity by shock and the need of readjustment; such ones would probably not survive long. Some would meet with accident; being alone, they would die. Others would die of disease which no one was left to treat. He knew that, biologically speaking, there was a critical point in the numbers of any species—if the numbers were reduced below this point, the species could not recover.

Was mankind going to survive? Well, that was one of those interesting points which gave him the will to live. But certainly the result of his day's research gave him little confidence. In fact, if these survivors were typical, who would wish mankind to survive?

He had started out in the morning with a Robinson Crusoe feeling that he would welcome any human companionship. He had ended with the certainty that he would rather be alone until he found someone more congenial than the day had offered. The slutish woman had been the only one who had even seemed to want his company, and there had been treachery and death in her invitation. Even if he found a shotgun and bushwhacked her boyfriend, she could offer only the grossest physical companionship, and at the thought of her he felt revulsion. As for that other girl—the young one—the only way to make her acquaintance would be by means of a lasso or a bear-trap. And like the old man she would probably turn out to be crazy.

No, the Great Disaster had shown no predilection toward sparing the nice people, and the survivors had not been rendered pleasanter as the result of the ordeal through which they had passed.

He prepared some supper, and ate, but without appetite. Afterwards he tried to read, but the words had as little savor as the food. He still thought of Mr. Barlow and the others; in one way or another, each in his own manner, everyone whom he had seen that day was going to pieces. He did not think that he himself was. But was he actually still sane? Was he too, perhaps, suffering from shock? In calm selfconsciousness he thought about it. After a while he took pencil and paper, deciding to write down what qualifications he had, why he might be going to live, even with some degree of happiness, while the others were not.

First of all, without hesitation, he scribbled:

1) Have will to live. Want to see what will happen in world without man, and how. Geographer.

Beneath this he wrote other notes.

2) *Always was* solitary. Don't have to talk to other people.

3) Have appendix out.

4) Moderately practical, though not mechanical. Camper.

5) Did not suffer devastating experience of living through it all, seeing family, other people, die. Thus escaped worst of shock.

He paused, looking at his last note. At least he could hope that it was true.

Still he sat staring and thinking. He could list others of his qualities, such as his being intellectually oriented, and therefore, he supposed, adaptable to new circumstances. He could list that he was a reader and so had still available an important means of relaxation and escape. At the same time he was more than a mere reader in that he knew also the means of research through books, and thus possessed a powerful tool for reconstruction.

His fingers tightened about the pencil for a moment while he considered writing down that he was not superstitious. This might be important. Otherwise he would even now, like the old man, be fighting the fear that the whole disaster had been the work of an angry God, who had now wiped out his people by pestilence as once before by flood, leaving Ish (though as yet unsupplied with wife and children) like an other Noah to repopulate the emptiness. But such thoughts opened up the way to madness. Yes, he realized, if a man began to think of himself as divinely appointed, he was close to thinking of himself as God—and at that point lay insanity.

"No," he thought. "Whatever happens, at least I shall never believe that I am a god. No, I shall never be a god!"

Then, his flight of ideas still continuing, he realized that in some ways, very curiously, he felt a new security and even satisfaction at the contemplation of a solitary life. His worries in the old day had been chiefly about people. The prospect of going to a dance had more than once sent him into a sweat; he had never been a good mixer; no one had asked him to join a fraternity. In the old days, such things were a handicap to a man. Now, he realized, they were actually a great advantage. Because he had sat on the edge of so many social gatherings, not quite able to mingle in the conversation, listening, watching objectively, now he could endure not being able to talk, and again could sit and watch, noting what happened. His weakness had become strength. It was as if there had been a blind man in a world suddenly bereft of light. In that world, those with seeing eyes could only blunder about, but the blind man would be at home, and now instead of being the one who was guided by others, he might be the one to whom the others clung for guidance. ●

This is the seventyeighth issue of *Perelandra*, an amateur monthly magazine of postal games, environmentalism and literature. *Pere* is the private Nibelheim of its editor, Pete Gaughan (Box 7006, Corte Madera CA 94925-7006). Subscriptions are available for \$1.50 per issue, or a lifetime sub in exchange for a single Ring of power.

Perelandra is a Feud-Free Zine. The Feud Free Zine Rules are:

1. I will, at all times, remember that this is a hobby, and that there are no life or death issues at stake;
2. I will attempt to retain *personal* objectivity preferring to remember that there are two sides to every story.
3. I will *never* make any claim or accusation for which I cannot present *material* proof.
4. I will not allow any dispute to drag on in these pages if it threatens to become a detriment to the hobby.
5. If someone objects to anything written in this zine, he/she will *always* have a right of reply, subject to point four.
6. I will neither allow, nor resort to, name-calling in my zine.

(Exception to the last rule: gossipy silliness is allowed if every participant is wholeheartedly in favor of it.)

GIFFARD / Gunboat Titan

Round Nine: Splitting Isn't A Headache

BLACK LEGIONS (rolled a 3): Spiked Cube holds at Woods W16; Coat of Arms Woods W16-Jungle J19; Scorpion holds at Brush B137; Jack O'Lantern holds at Marsh M136.

BLUE LEGIONS (rolled a 3): Egg holds at Plains P105; Tornado Tundra TUN6000-Brush B38; God holds at Woods W11; Raincloud Woods W11-Marsh M108.

BROWN LEGIONS (rolled a 5): Scroll Marsh M41-Plains P6; Spider holds at Hills H4; Rack Plains P101-Woods W2.

GREEN LEGIONS (rolled a 6): Dead Fish Swamp S121-Plains P115 and splits with Dagger; Boiling Pot Brush B127-Swamp S121; Harp Brush B127-Brush B31, engages Red; Wreath Jungle J33-Plains P129; Serpent Ring will return at Marsh M131.

RED LEGIONS (rolled a 5): Double Eagle Tower 500-Brush B31, engages Green; Salamander Marsh M103-Marsh M140.

Point Count: Blue 81, Red 70, Brown 63, Green 36, Black 24. Musters: Troll, Ranger, Cyclops **Advance notice, E6:** Green Serpent Ring defeats Red Fist, returns to Masterboard at Marsh M131. 1 Centaur and 3 Ogres die, 36 points to Green. (Legion will return during Round 10, per normal procedures.) E7: Red Double Eagle defends against Green Harp at Brush B31.

Deadline for Round Ten is July 21. Map is on page 5, after Rails.

LITERARY QUIZ

Last month's quiz:

L3: Who said the delightfully naughty and ambiguous quote, "That man that has a tongue, I say is no man, if with his tongue he cannot win a woman."? (I'm looking for the character as well as the author here.) Answer: Valentine to the Duke of Milan, Shakespeare's *Two Gentlemen of Verona*, III.i.104-5. Ed Wrobel was right. Greg Ellis thought this was Puck from *A Midsummer's Night's Dream*.

TAP204: Which president later wrote a book on American government, titled *This Country of Ours*, which was widely used in schools? Answer: Benjamin Harrison. Greg said Woodrow Wilson. Ed, again, was right, but suggested a follow-up question: Who is the most obscure U.S. president? Hey, no insulting native sons of Ohio in this zine, dude! (Excepting, of course, Bobby Greier.)

I have this strange feeling that someone else sent in Lit Quiz answers and now I don't have them. If so it's probably because they were on a sheet with game orders, but maybe it's just wishful thinking.

For next month, 1/2 issue for each correct answer...

TAS185: What does the academic title "A.B.D." stand for? (If you don't know, guess, because the most humorous answer might also win...)

TAS169: Who said "No man can have a peaceful life who thinks too much about prolonging it?"

GRAMARYE / British Rails
ROUNDS #17&18: FASTER AND FASTER

<i>Railroad: Wrobel's Wrailway</i>	
<i>Owner: Ed Wrobel</i>	
17/18: Move 18mp N.	card 5: edinburgh/hops/£33; holyhead/tobacco/£21; glasgow/pigs/£15. card 40: exeter/coal/£23; glasgow/beer/£32; nottingham/chemicals/£25. card 114: norwich/coal/£16; lancaster/textiles/£6; penzance/tourists/£34.
Opening Bal: £ 9	order this time: 2/6 next: 3/5 GOs? 19
Income: +	
Expenses: -	
Balance: £ 9	
	Freight carrying no loads.

<i>Railroad: Lost Buchanan Road</i>	
<i>Owner: Craig Mills</i>	
17/18: Move 18mp N.	card 59: hull/pottery/£16; glasgow/tourists/£19; northampton/cattle/£6. card 96: ipswich/oil/£15; cardiff/rubber/£15; dundee/clay/£52. card 118: lincoln/cattle/£9; birmingham/const. mat./£8; edinburgh/fruit/£36.
Opening Bal: £ 7	order this time: 3/5 next: 4/4 GOs? yes
Income: +	
Expenses: -	
Balance: £ 7	
	Freight carrying fruit & textiles.

<i>Railroad: Puppytail Rail</i>	
<i>Owner: Bruce Linsey</i>	
17: Move 3mp into Penzance, sell imports for £24, pick up fish; move 5mp E; build into Swansea. 18: Move into Swansea, sell mach. for £8, pick up steel, move 6mp N.	card 88: hull/hops/£20; swansea/oats/£36; stranraer/cars/£31. card 89: leeds/sheep/£14; southapton/con.mat./£10; dundee/fruit/£39. card 94: stoke/clay/£18; glasgow/rubber/£42; barnstaple/lead/£29.
Opening Bal: £ 2	order this time: 4/4 next: 5/3 GOs? no
Income: + 32	
Expenses: - 6	
Balance: £ 28	
	Freight carrying steel and fish.

<i>Railroad: Connie's Cousin's Caboose</i>	
<i>Owner: Tom Nash</i>	
17: Move 4mp N to Lincoln (pay B&H), pick up two sugar; move 5mp S onto own line. 18: Move 9mp W.	card 13: swansea/cotton/£22; penzance/tobacco/£18; lincoln/const. mat./£9; card 44: sheffield/cattle/£5; colchester/machinery/£3; cardigan/sugar/£28. card 112: bristol/coal/£13; middlesb'gh/machinery/£11; edinburgh/textiles/£6.
Opening Bal: £ 6	order this time: 5/3 next: 6/2 GOs? yes
Income: +	
Expenses: - 4	
Balance: £ 2	
	Freight carrying two sugar.

<i>Railroad: Silkworth's Sober Steamers</i>	
<i>Owner: Geoff Richard</i>	
17/18: Move 18mp N.	card 115: glasgow/coal/£5 cambridge/jute/£39 manchester/rubber/£18. card 34: perth/coal/£6; norwich/machinery/£5; portsmouth/jute/£45. card 81: leeds/rubber/£20; cambridge/machinery/£5; holyhead/imports/£16.
Opening Bal: £ 2	order this time: 6/2 next: 7/1 GOs? yes
Income: +	
Expenses: -	
Balance: £ 2	
	Freight carrying two rubber.

<i>Railroad: Bergmann's Boxcars</i>	
<i>Owner: Jason Bergmann</i>	
17/18: Move 18mp S.	card 85: newcastle/lead/£28; penzance/pigs/£40; dover/tourists/£6. card 93: sheffield/cars/£6; portsmouth/coal/£19; barrow/cotton/£10. card 84: exeter/sheep/£26; birmingham/chemicals/£26; berwick/textiles/£12.
Opening Bal: £ 14	order this time: 7/1 next: 1/7 GOs? yes
Income: +	
Expenses: -	
Balance: £ 14	
	Freight carrying two coal.

<i>Railroad: Birmingham & Hereford Rail Road</i>	
<i>Owner: Eric Brosius</i>	
17/18: Move 18mp N; build 2mp N of Newcastle.	card 7: holyhead/hops/£19; edinburgh/tobacco/£45; plymouth/tourists/£26. card 79: reading/barley/£14; liverpool/cattle/£7; stoke/textiles/£4. card 120: london/hops/£8; dundee/barley/£42; newcastle/cattle/£7.
Opening Bal: £ 19	order this time: 1/7 next: 2/6 GOs? 19
Income: + 4	
Expenses: - 2	
Balance: £ 21	
	Freight carrying hops & tobacco.

I accidentally showed CCC paying B&H last turn for this turn's run. The correct cash figures are shown here. Geoff, see if I remembered to send a card list this time. Sorry!

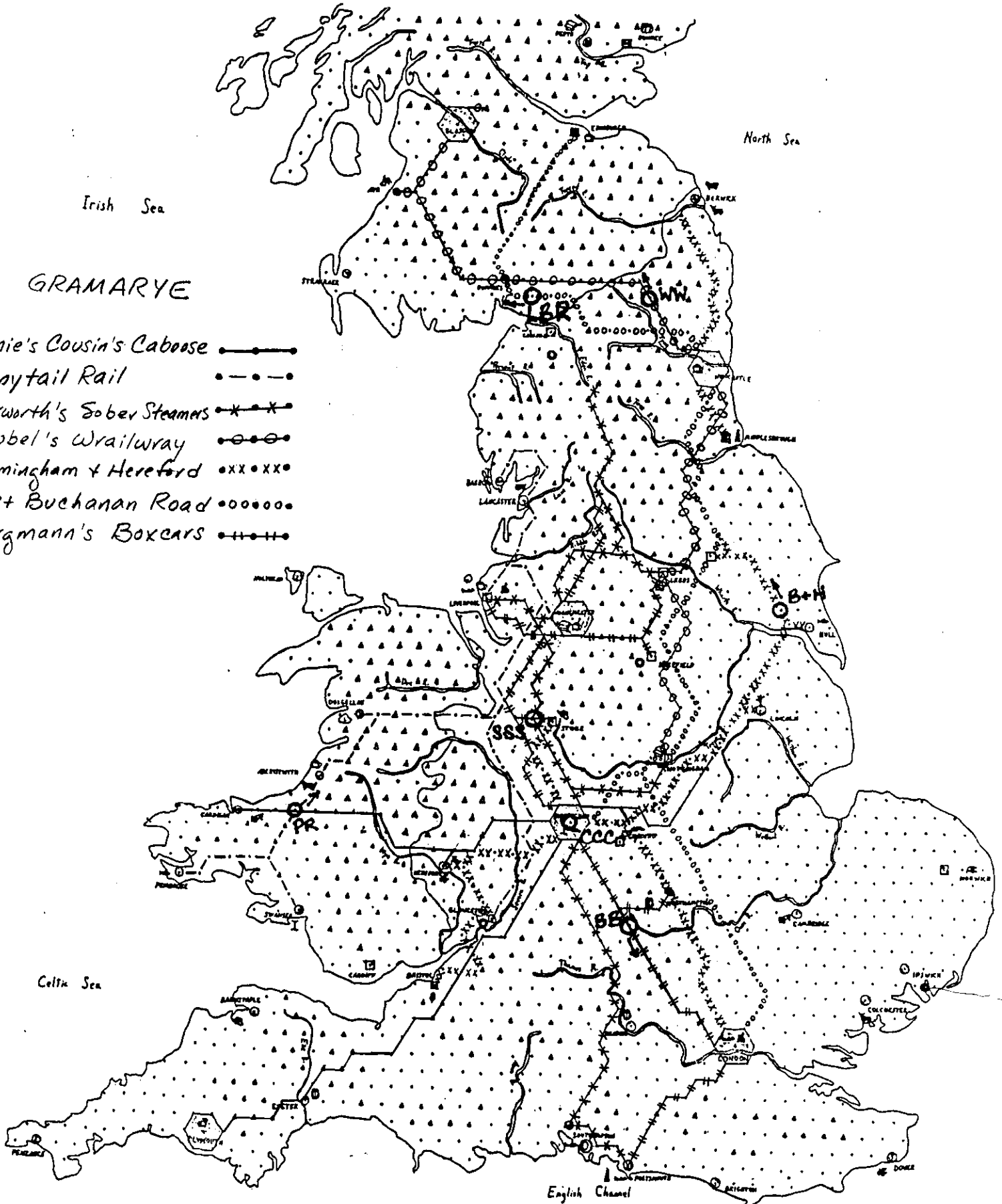
Deadline for Rounds 19 & 20 is July 21. Any player may request that round 20 be played separately. Ed, your GOs are almost complete through 20, hence the notation; Eric, yours are complete through 19, likewise.

Irish Sea

North Sea

GRAMARYE

- Connie's Cousin's Caboose ———●———
- Puppytail Rail ———●———
- Silkworth's Sober Steamers ———x———
- Wrobel's Wrailway ———o———
- Birmingham & Hereford ———xx———
- Lost Buchanan Road ———oo———
- Bergmann's Boxcars ———+———



GRAMARYE STUFF after Round 18

Cards Remaining: 1 2 3 8 9 10 11 12 14 15 16 17 18 19 20 21 24 25 28 29 30 33 35 36 37 38 39 41 42 43 45 50 53 54 55 56
 57 58 60 61 62 63 67 69 72 73 75 82 90 82 97 98 99 100 101 104 105 106 107 108 109 110 111 113 116 117 119 121 122
 126 127 128 131 132 133 134 135 137 139 140.

Discard Pile: 4 6 22 23 26 27 31 32 46 47 48 49 51 52 64 65 66 68 70 71 74 76 77 78 80 83 86 87 91 95 102 103 123 124
 125 129 130 136 138.

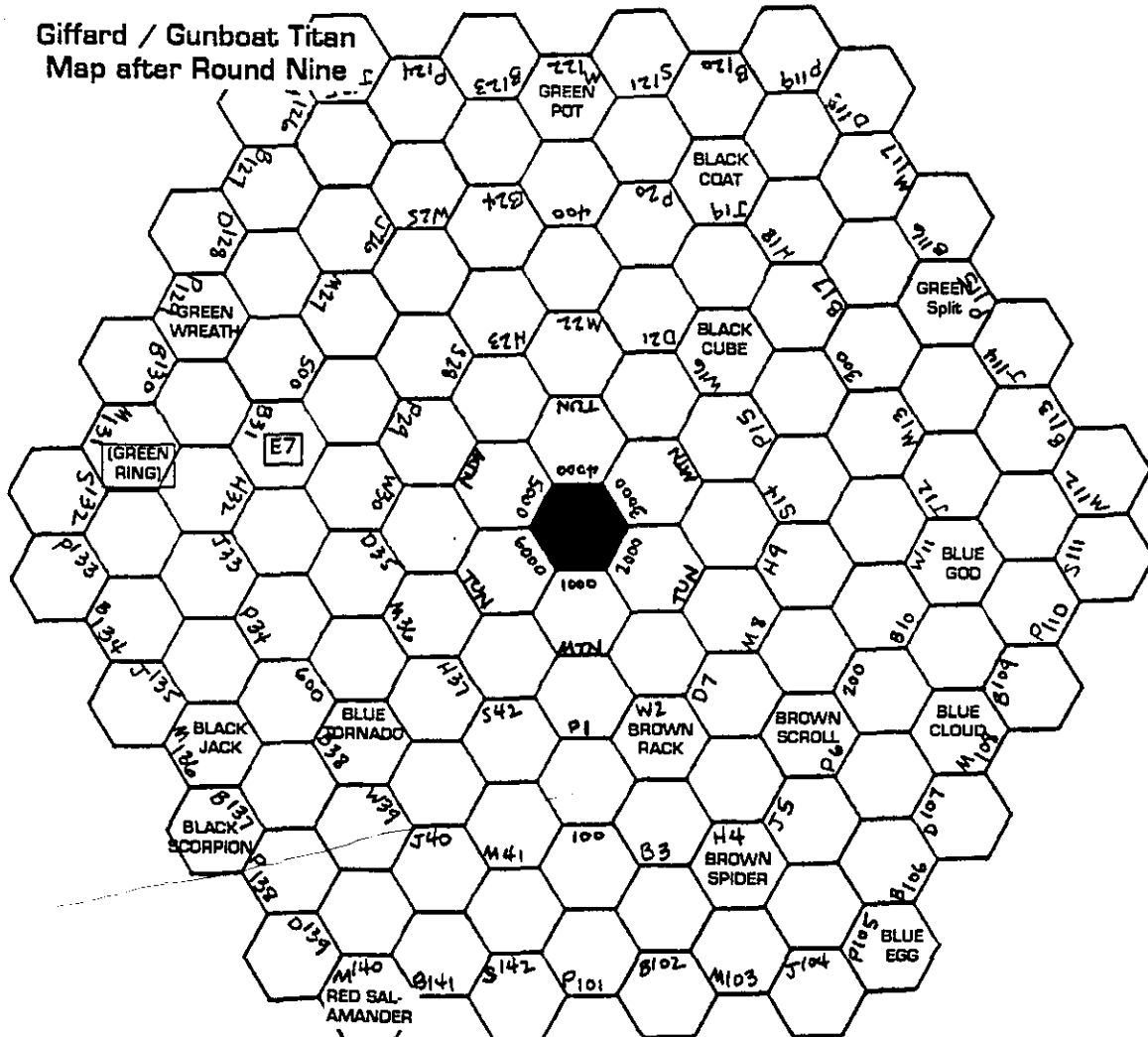
One slash for each line built into a city; strikeout type indicates a locked-out city.

ayr\ barnstaple barrow\ berwick brighton BRISTOL cambridge	CARDIFF cardigan\ CARLISLE colchester COVENTRY\ dolgellau\ dover	dunfermline DUNDEE EDINBURGH\ exeter\ gloucester hereford holyhead	hull\ ipswich lancaster\ LEEDS lincoln\ LIVERPOOL MIDDLESBROUGH\ portsmouth	aberystwyth\ northampton NORWICH NOTTINGHAM pembroke\ penzance perth portsmouth	reading SHEFFIELD\ southampton\ STOKE\ stranraer swansea\ YORK\ YORK
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Mercantile report (filled boxes indicate loads on board trains at the end of the round):

Barley	□□□	Coal	■□□□□	Imports	□□□	Pigs	□□□	Textiles	■□□□□
Beer	□□□□□	Con. Mat.	□□□	Jute	□□□	Pottery	□□□	Tobacco	■□□
Cars	□□□	Cotton	□□□	Lead	□□□	Rubber	■□□	Tourists	□□□
Cattle	□□□□	Fish	■□□	Machinery	□□□	Sheep	□□□		
Chemicals	□□□	Fruit	■□□	Oats	□□□	Steel	■□□		
Clay	□□	Hops	■□□	Oil	□□□	Sugar	■□□		

Giffard / Gunboat Titan
Map after Round Nine



The 1990 Runestone Poll

Main List entries finishing at or above average

Zines (75 on main list)

Rk	Zine Name	Votes	Score
1	Northern Flame	40	8.716
2	Upstart	36	8.607
3	The Zine Register	72	8.488
4	Perelandra	31	8.392
5	Penguin Dip	30	8.310
6	Kathy's Korner	35	8.284
7	Been There, Done That	76	8.228
8	House of Lords	43	7.986
9	The Boob Report	22	7.808
10	ark	12	7.736
11	White House Mania	20	7.694
12	The Metadiplomat	25	7.674
13	Carolina Cmd & Cmnty	57	7.642
14	Excelsior	41	7.505
15	benzene	36	7.469
16	The Armchair Diplomat	15	7.452
17	Buckeye Rail Gazette	14	7.217
18	Moiré	36	7.184
19	Cheesecake	27	7.169
20	Graustark	15	7.134
21	Maniac's Paradise	18	7.133
22	The Canadian Diplomat	49	7.129
23	Passchendaele	38	7.058
24	Fol Si Fie	14	7.042
25	Fiat Bellum	32	6.815
26	Dipadeedoodah!	46	6.766
27	Hagalil Hamaarvi	38	6.735
28	TRAX	10	6.689
29	Comrades in Arms	40	6.668
30	A Sharp Mind	19	6.621
31	Bushwacker	55	6.514
32	Ohio Acres	21	6.487
33	The Abyssinian Prince	16	6.441
34	Megalomaniac	22	6.429
35	Rebel	59	6.336
36	Entropy	27	6.277
37	Angst United	14	6.269
38	Pilot Light	18	6.189

Subzines (30 on main list)

Rk	Subzine Name	Votes	Score
1	High Inertia	41	8.819
2	The Eccentric Diplomat	8	8.545
3	The Unabashed Bo(t)	5	8.529
4	Extremism in Defense...	20	7.596
5	Acropolis	13	7.394
6	Shut Up Jack!!!	21	6.948
7	Standard Deviation	8	6.887
8	Poll Talk	7	6.886
9	Asterion	12	6.803
10	CDO News	23	6.552
11	Tennessee Rails	21	6.365
12	Notes from the Bunker	21	6.206
13	Karmel's Panorama	23	5.946
14	War Correspondant	9	5.861
15	McKee Raves	18	5.656

GMs (48 on main list)

Rk	GM Name	Votes	Score
1	Russ Blau	6	9.022
2	Kathy Caruso	11	8.814
3	Andy Lischett	14	8.614
4	Randolph Smyth	5	8.413
5	Jim Benes	6	8.364
6	Jim Burgess	8	8.340
7	Garret Schenck	15	8.222
8	Fred Davis	17	7.791
9	Vince Lutterbie	10	7.699
10	Francois Cuerrier	9	7.677
11	Douglas Kent	7	7.593
12	Fred Hyatt	14	7.545
13	David Hood	9	7.461
14	Robert Cochran	5	7.426
15	Pete Gaughan	14	7.414
16	Ken Hill	5	7.413
17	Stephen Dorneman	11	7.397
18	Tom Swider	7	7.238
19	Phil Reynolds	13	7.235
20	Eric Klien	7	7.084
21	Marc Peters	9	7.056
22	Bob Given	7	6.902
23	Tim Moore	8	6.896
24	George Mann	7	6.584

To order the 1990 Runestone Poll publication, please send \$5.00 to Eric Brosius, 41 Hayward St., Milford MA 01757.
I expect to mail the publication sometime in August.

The Melniboné Herald

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CARADHRAS / ASF9

Turn Eight: Deadly Heat

Segment One: Weird Harold runs outside at last, but Titch is stuck in the house and realizes this is The End. Freon Jones launches his last missile at the Q7 conifer, and though it hits, it's not enough to shake snow from the exhausted little tree. Ice Crusher is picking up ammo just for old times' sake.

So that brings us to the remaining contenders. Flake drops his farewell message into the crowd, scooping and throwing a Hise Hammer at Zaphette Beeblebrox. Ice Man uses his last sb to improve his score, also at Zeeby's expense. So finally Flying Finn and ZB face each other with identical Victory Points and identical Hit Points – and identical Hammers, as they bend, pack and toss in one graceful, synchronized motion. Both attacks nail their targets, so *both players share a victory with no Hit Points remaining!*

<u>Snowfighter</u>	<u>actions (segment 1)</u>	<u>Player</u>	<u>VP</u>	<u>HP</u>
Flake	attack ZB with HH [70,49]	Gary Behnen	12	4
Flying Finn	attack ZB with HH [90,50]	Glenn E.L. Petroski	15	0
Freon Jones	CS at Q7 [85,21 / 70,98]	J. Eric Brosius	13	5
Ice Crusher	collect 2sb	Tom Hurst	8	5
Ice Man	attack ZB with RR [95,84]	J.R. Baker	9	8
Titch	hears the fat lady singing...	Rick Kohman	2	0
Weird Harold	move V8-U9, collect sb	Steve Nicewarner	8	10
Zaphette Beeblebrox	attack FF with HH [90,30]	Al Tabor	15	0

Selected actions from segments 2 & 3: Titch "claims 'dibs' on the bathtub...then sits, soaks, and sulks"

Shedmonster to self: Not one lusschiouss little man-kiddlins to visit uss, Preciouss – not one! The robin tells uss it'ss almosst sspring – we musst hibernate *hungry*. Here, pretty little redbreasssted beassst; come to Uncle Sshedssey! Drat! Neckssst year, Preciousss...neckssst year...

IceMan to ShedMonster: Deal me in!

FJ to Mighty SM: Let's see if I still have that tree in my sights!

SM to FJ: Why? You have a particular dislike for trees?

FJ to Mighty SM: Oh. Does someone have to be standing beneath it?

ZB to FF: If FJ ends up getting this I'll be bummed.

FF to SM: I asked if we could use those optional attacks back on Turn 2 or 3—you never answered!

SM to FF: My apologies! Your next gamestart is free to make up for this (snicker). Are you really going to complain now that you've won? That's called "Power Whining."

FF to SM: I got the idea/reply a bit late.

FJ to Zaphette and Finn: You two should carry some snow in your pockets! You hate to run out of ammo at a time like this!

Titch to Yard: Who wants to claim 'seconds' on the tub? I left a Baby Ruth for ya...

ZB to Twitch: Sorry there, T, but I needed a target that I knew wouldn't move.

FF to ZB: It's you and me. Hammers at one hex! This is it, chick!

ZB to FF: Much as I rue missing you with that Dirgie, I'll have to admit that this is an entertaining finish.

Flake to FF & ZB: Good job, guys!

Titch to Grampa Thor: Thanks for the game. Even though I didn't do too well, I enjoyed the banter with everybody. Yeah ...even "Flake"...

SM to Titch: You're going to like it even better when you see who you've been bantering with. You thought Zaph was Daf?? Nice try.

ZB to all: Chung-ka-chung. I'm M.C. Hammer & I'd like to thank my mom, the snowman's head, SnowMaster Pete, and all the little people out there.

Ice Man to GM: Any chance of playing the stockmarket on the next ASF?

GM: You mean some kind of Bourse? That's an unusual idea—tell me how and I'll think about it. I won't open another game of SF until Belgarion finishes, and at that time I'd like to run a Champions' Game (see essay after ASF10).

BELGARION / ASF10

Turn Four: Headline

Segment One: Everyone in a mad scramble to get away from the deadly tree, except JC Chiller, who arrives at the conifer wondering out loud, "Hey, guys, where'd you all go?" McKee takes advantage of his confusion by whizzing a Dirigible past his ear—at this distance, only Cathy could hit him. Probo also tries a Di, but his slaps harmlessly up against the tree trunk Ice Cream is hiding behind.

Segment Two: Boleroing Barrister has the same problem as Probo (who is circling around to one side of the yard) – his Di hits nothing but wood. While everyone else packs weapons, Capt. Snowman and JCC solve the problem by using devastating Rattlesnake attacks...

Segment Three: ...but this only enrages Ice Cream, who whips CS with his own Rattler. The Captain is busy pounding his neighbor Chiller, who in turn is preparing a little mayhem (did I say *little?*). Auld Meed is finally warmed up and dried off and runs out of the kitchen, and McGnasty greets him with a splattering Di to the face. M takes a big one in the buns, though, as Jeff McKee scores there!

<u>Snowfighter</u>	<u>(player)</u>	<u>actions (segment 1/2/3)</u>
Auld Meed / AM	Tom Hurst	get drunk / sober up [[that was quick]] / move V8-U9-T10
Boleroing Barrister / BB	Greg Ellis	collect di / hit IC with Di [40,82] / collect di
Captain Snowman / CS	Tim Stark	move I7-K7-L6-M5-O5 / attack IC with RR [70,25] / attack JCC* with RR [95,69]
Ice Cream / IC	J.R. Baker	move K5-M5-N6-O7-Q7 / collect 2sb / attack CS* with RR [95,51]
J.C. Chiller / JC	Brad Wilson	move Q9-P8-O7-N6-M5-K5 / attack IC with RR [75,48] / collect di
Jeff McKee / JM	Jeff McKee	attack JCC with Di [20,69] / collect di / attack M* with Di [45,07]
McGnasty / M	Tom Nash	move T14-U13-T12-U11-T10 / collect di / attack AM* with di [55,54]
Probo / P	John Schultz	attack IC with Di [20,36] / move J6-K5-L4-M3 / collect 2sb

PRESS

IC to JM: Do you suppose we have any common interests?

Probo to GM: Applause! 'Sip sherry on the settee in the salon!' ...great line. I'm gonna use that first chance I get.

SnowMaster to Probo: And it gives me the chance to point out that I get those lines from players' orders, so keep 'em coming. Another example of this kind of quote is the "get drunk/sober up" this time.

IC to CS: Go tell your momma she wants you.

Probo to CS: Sorry guy, but you just happened to be under the wrong tree. Besides, you needed at least one small wound or you might have thought yourself invincible.

Probo to IC: Lucky shot! And it tasted nothing like pistachio. What a fibber!

IC to Probo: Yes, you should have, and I'm proud I did!

<u>Snowfighter</u>	<u>(player)</u>	<u>loc</u>	<u>vp</u>	<u>hp</u>	<u>ammo</u>
Auld Meed / AM	Hurst	T10	4	7	2sb
Boleroing Barrister/BB	Ellis	G7	6	5	di
Capt. Snowman / CS	Stark	O5	9	1	none
Ice Cream / IC	Baker	Q7	9	4	sb
J.C. Chiller / JCC	Wilson	K5	2	3	di
Jeff McKee / JM	McKee	M14	10	6	none
McGnasty / M	Nash	T10	7	5	none
Probo / P	Schultz	M3	5	7	2sb

The History of Snowball Fighting in America

<u>#</u>	<u>Game</u>	<u>Final Standings</u>
1.	Hoth	Daf Langley 15, Jim Makuc 13, Jim-Bob Burgess 11, Steve Langley 9, Kelly Bagley 7
2.	Forochel	Greg Ellis 15, Don Williams 13, Daf 11, J.R. Baker 9, Dave Bruss 6.
3.	Okar (A)	J.R. 15, Jim-Bob 12, Ed Henry 10, Mark Frueh 9, Daf 7, Tom Hise 6.
4.	Cimmeria (B)	Greg 15, Conrad Minshall & Jim-Bob 13, Daf 9, Ed 8, J.R. 7, Tom Hise 6.
5.	Helkaraksø	J.R. 15, Jeff Zarse 14, Daf 10, Tom Hise 10*, Bruce Geryk & Tom Hurst 9.
6.	Gethen	Bob Olsen 15 & Tom Hise 15*, Jim-Bob & Jeff 12, Venessa Williams & Tom Hurst 9.
7.	Quwhon (A)	Bob 15*, Tom Hurst 14*, Greg 12, Gary Behnen 10, J.R. & Mark Lilleleht 9, Don 6.
9.	Caradhras (A)	Al Tabor & Glenn Petroski 15*, Eric Brosius 13, Gary 12, J.R. 9, Steve Nicewarner & Tom Hurst 8, Rick Kohman 2*.

footnotes: A=anonymous game. B=Champions' Game (by invitation only). *=players who finished with zero Hit Points. ASF8 was abandoned by its SnowMaster, Mark Lilleleht. Rick Kohman holds the record for lowest score, while surprisingly nobody has exceeded 15 by mail (top score face-to-face is 17). Three games lasted only eight turns, the speed record. J.R. Baker, Greg Ellis and Bob Olsen have each won twice, but Bob has also won fff games at Arlington 4 and Pudgecon '87.

FOMALHAUT / 1988CN

votes:	aus	eng	fra	ita
F win	no	nvr	yes	no
EI draw	no	nvr	nvr	no
AF	yes	nvr	yes	no
EF	no	nvr	yes	no

Please vote on these (France proposes the ones that includes him, Austria proposes the first three that say 'A' plus the E win):

A E F AE AF EF EAF

My apologies, but back in 1905 I dropped a year. It's now Autumn 1907: French f ion retreats otb; Winter 1907: Austria +a vie, France +a mar.

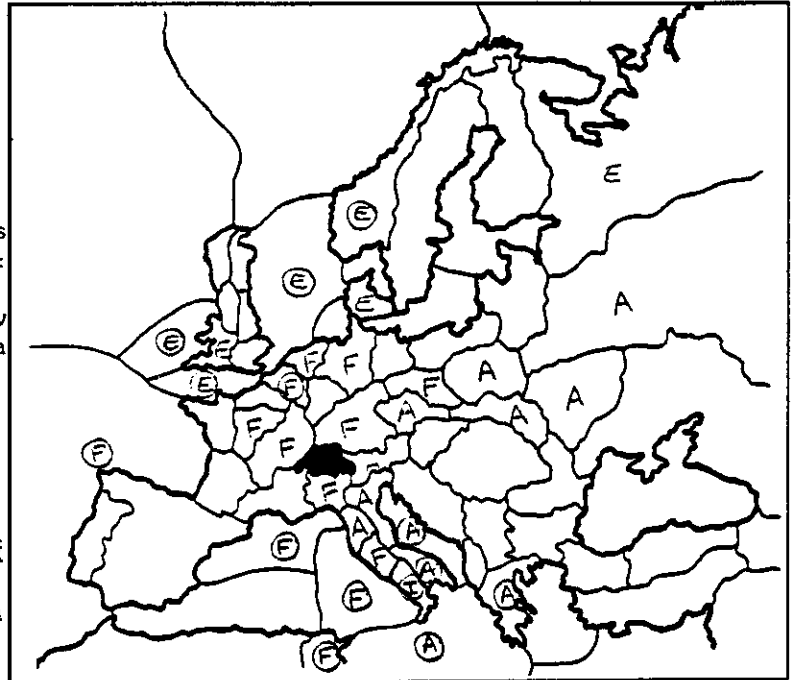
Spring 1908: Thin Crusts in Italy

AUSTRIA (Jason Bergmann): a vie-gal (a boh s, a war s (a mos s)), a tyo s a boh, a sev-ukr, a pie-mar /ann/, f apu s italian f ion-nap, a tus-rom (a ven s), f aeg-ion (f gre & f adr s).

ENGLAND (Tim Stark): a lvn-stp (f nwy s), a den-kie, f iri-mid (f eng s (f nts s)), a wal h.

FRANCE (Tom Nash): a mun-boh (a sil s), a kie-mun (a bur s), a hol-kie, a par-bre, f mid-bre, f bel-eng, a mar-pie (f lyo s), a rom s f nap, f tun-ion (f nap s /ann/), f tyn s a rom.

ITALY (Vince Lutterbie): f ion-nap.



Next Fomalhaut turn: Fall 1908

FOMALHAUT / SUPPLY CENTERS held as of Winter 1907

Austria	vie	tri	bud	ser	gre	rum	con	ven	sev	bul	ank	mos	war	13/13	+1
England	lon	lvp	edi	nwy	stp	swe	den	7/7	even
France	par	bre	mar	spa	por	bel	tun	rom	nap	hol	mun	ber	kie	13/12	-1
Italy	smy	NAP	1/2	(+1)

Fomalhaut Press

Retrieved from the Roman Underground Press: On a clean and balmy day, small children were heard to shout, "The boat is coming! I can see it off the shore!" For the first time in centuries, the Austrians were being welcomed in the streets of Tuscany as they battered the French militia in Rome. Pope Lutterbie made this grand announcement as he stepped ashore on his homeland once again: "I come, I see, I spit on the Frog."

A to I: Poolcon awaits!

Paris to London/Vienna: OK, guys. let's call it a game. I will from now on vote for all 3-way or better game-ending proposals that include me, no to all else. How 'bout it?

Bozo to Gnash: To hear you say "To be perfectly honest" at Dipcon and not see a break in the fabric of the universe was astounding.

LAKKDAROL / Downfall of the Lord of the Rings

Corrections: The map omitted A/F SGo and A Nur. Also, I forgot to report the Umbar vote on the E/Go/R/U lastish-yes. The huge error, though, was back in Astron I. I left two Rohan units off the game report, but this was never pointed out to me (I noticed only as I made up the SC chart this turn). There's no way to correct this error, except to allow Rohan to build his way back up to nine. I'm sorry, Brian.

This time, the Dwarves, Elves & Mordor chose not (or forgot) to vote on any proposals. Other votes as follows:

E/Go/R/U & E/R/U draw: Rohan, Saruman & Umbar yes; Gondor & Gandalf no. Go win: Gondor yes; Gandalf, Rohan, Saruman & Umbar no. New proposals: E/Ga/Go/R/U, and a draw including all survivors.

After Thrimidge I, Mordor retreats A Udûn-Orodruin.

Thrimidge II: Headline

DWARVES (Larry Botimer): A Carnen-River Running (A Wilderland s), A Withered Heath-Esgaroth, A Forlond-Grey Havens /-Lhun or otb/.

ELVES (Jason Bergmann): A North Downs-Bree, F Grey Havens s Umbar A For-Fid (A Shire s /-Bra or otb/), A Eotheod-Withered Heath, A South Mirkwood-Wilderland (A Brown Lands s), A River Running-Carnen (A Esgaroth s (A Elven King's Halls s)), A Old Forest Road-River Running, A Rhudaur-South Downs.

GANDALF (Rob Wittmond): Ga Ra Fe

GONDOR (Lance Anderson): A Lamedon h, A Osgiliath-Minas Morgul (A South Ithilien s),

C+Faramir Udûn-Orodruin, A Dead Marshes-Udûn (A North Ithilien s), A Anorien-Osgiliath.

MORDOR (Craig Mills): Sauron and A Barad-dûr-Orodruin, A Orodruin-Gorgoroth, A South Rhûn-Ered Lithui /-NRh or otb/, A Minas Morgul-Gorgoroth.

ROHAN (Brian Hogan): C Dunland-Hollin (C Greenway s), C Dagorlad-South Rhûn, A Emyrn Muil-Nindalf, A Enedwaith-Gwathlo, C Wold-Celebrant-Azanulbizar.

SARUMAN (Steve Nicewarner): Saruman and A Hollin h, A Bree-Shire (A Nenuial s).

UMBAR (Geoff Richard): A Forlindon-Forlond (2A/F Blue Mountains** s), A Minhiriath h (F Western Sea s), A/F South Gondor-Bay of Belfalas, A Nurn-Gorgoroth, A+Nazgul Ered Lithui-South Rhûn.

**Ringwearer. Press, dot chart and map are on page 10.

Next turn: Thrimidge II adjustments and Forelithe I moves

Rohan to Umbar: Are you enjoying the ring? How about giving me Minhiriath as a return favor? By the way, thanks for taking Blue Mtns from the short ones. I expect Forland to fall to you too!

Umbar to Rohan: Watery tart? Watch your tongue, Horse Lord. I'm doing what I can. Besides, aren't you and the Elf up to taking out those pesky Dwarves and Saruman?

Faramir to Theoden: Our pact has led us to an almost glorious victory—once Mordor evaporates, I'll accede to the best draw proposal.

Rohan to Gondor: I understand your desire to clear the deadwood out, but shouldn't the distribution of centers be more equal as we clear them out?

Rohan to Elves: Let's try to maintain parity as we mop up, okay?

Elves to Rohan: It's been quite some time since a horseman has delivered a message to Lorien.

Dwarves to Elves: Is that what you elves like to eat these days, is fried flesh? Sounds like you, though.

Umbar to Dwarf: Now you have something to complain about!

Lance to Jason: No, I don't think this game will end as it stands. As far as stabs, watch your own back.

Larry to Jason: I just love a gracious victor, it's so refreshing for us bozo losers.

Rohan to Mordor: Take North Rhûn. That'll puzzle 'em.

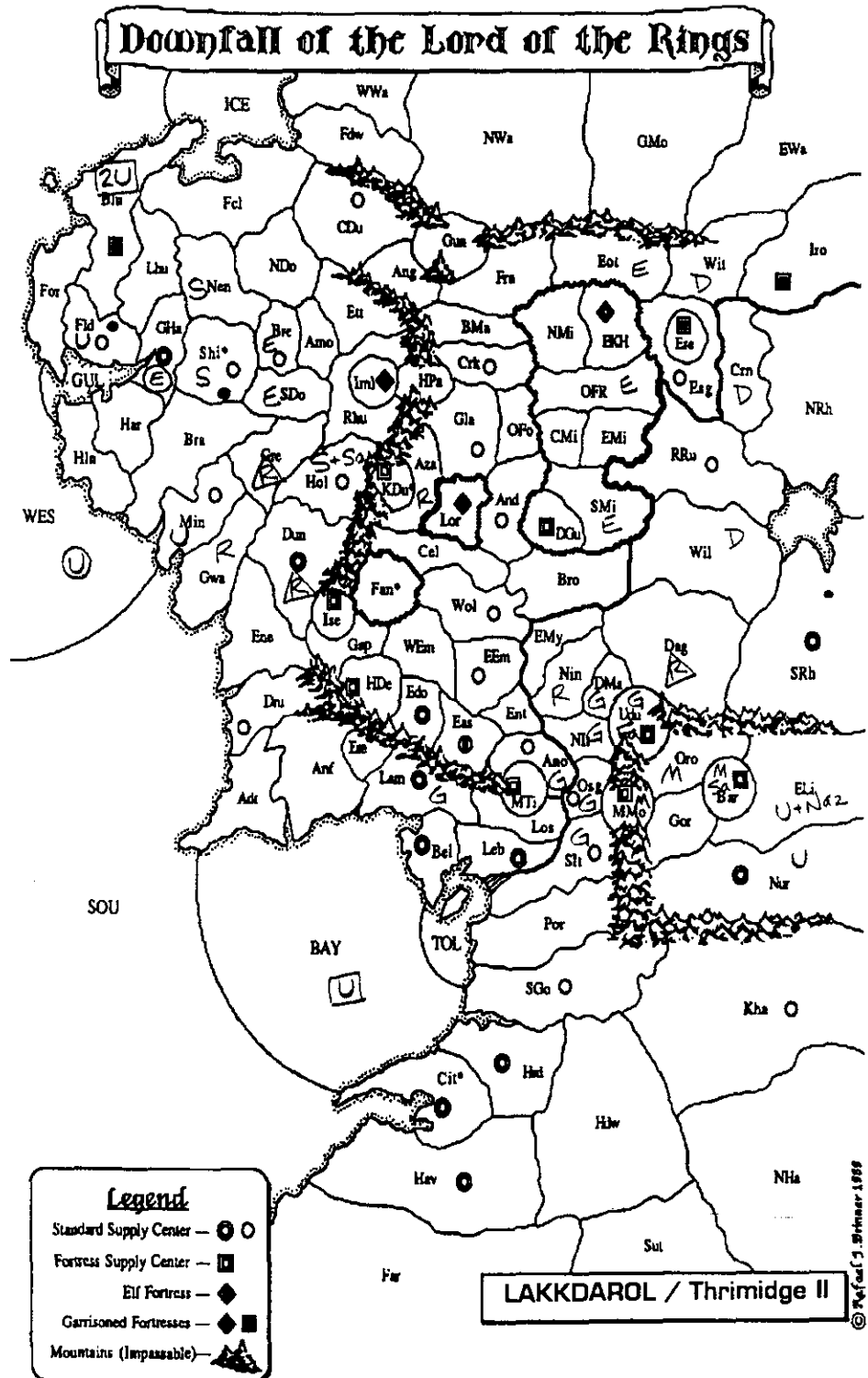
Rohan to Dwarf: Want to help me take South Rhûn?

Umbar to Dark One: The writing is on the wall. Why not allow the new Owner of the ONE into his rightful throne, Barad-dûr!

Rohan to E/Go/U/Ga: Hey guys, remember the Free Peoples' Alliance at gamestart? Well, we did it! I say we five split the victory and enjoy our hard-won peace. I propose E/R/Go/Ga/U draw.

Rohan to Saruman: Say your prayers, Wizard!

Umbar to Gandalf: Where are you? Why not do something useful in this game and go kill a Balrog?



SUPPLY CENTERS held as of Thrimidge II

Dwarves	blu	ere	iro	fld								4/2	remove two	
Elves	ekh	gha	iml	lor	gla	and	crk	ehi	rru	esg	cdm	BRE	11/11	even or +1
Gandalf													0	even
Gondor	bel	lam	leb	mti	sit	osg	ano	UDU					7/8	build one
Mordor	bar	ork	ede	mno									4/2	remove two
Rohan	herd	edo	hde	dru	dun	eem	dgu	ise	wol				9/9	build two
Saruman	kdm	hol	bre	SHI									3/3	even
Umbar	cit	hrd	hav	sgo	kha	min	nur	FLD	BLU	SRH			7/10	build three

(Herd is at West Emnet.) No neutrals remain.

HOUSERULES for Postal DIPLOMACY

These rules are intended to give potential players an idea of how a game of Dip will be run in Perelandra. Although there are many potential questions not covered by these HRs, the overall gamemastering principle in force will be "Give the player the benefit of the doubt—once."

I. Players must maintain a subscription to Perelandra in order to receive game reports. If a player's sub lapses and he still manages to get orders in on time, he's still in the game (see Rule III). Standbys must likewise maintain a sub, but will be awarded free issues if they complete the game.

II. The GM agrees to manage the game in an accurate and prompt manner, and to provide the smooth transfer of the game to another GM if he is unable to do so. "Accurate" means correcting mistakes—IF the GM is made aware of the error before the next deadline. The players agree to abide by the limits set out at the start of the game (or announced changes later) on such things as forbidden hours for phone calls or press datelines.

III. A player who NMRs in consecutive issues of Perelandra has resigned and a standby will receive his position, unless the player has fewer than three centers at the time of the second NMR. These small-power exceptions will go into permanent CD when a player drops out.

IV. Country selection is by random draw. Concessions or draws may be proposed beginning in Spring 1905, and may exclude one or more surviving countries. These proposals pass only on the timely, explicit 'yes' vote of all remaining players having at least two centers.

V. Except for 1901 (when winter will be a separate season), spring retreats will usually be combined with the following fall moves, fall retreats and winter adjustments with spring. The deadlines will be one month apart, usually on Monday. For the time being, no phone orders are accepted (except as part of NMR insurance), but once we have moved, phone orders will not be accepted after 11pm the night before the deadline.

VI. Anyone who wins a game of Dip in Perelandra, whether outright or by vote, receives two free issues of the zine. Anyone sharing in a draw receives one free issue.

VII. Each player will be issued a codename which he may use to identify himself, especially on the phone, to the GM. Orders without the codename, which cannot be positively identified in some other way (e.g., handwriting) may be refused.

VIII. Any of these rules will be reconsidered (if good cause is given) on request—but you are more likely to get a season separation or other rule-change if two players both ask for it.

GLOME / Deviant Diplomacy

FRANCE / Eric Brosius (standby)

When I entered this game as a standby my one goal was to avoid being swallowed whole by Italy, and I didn't think I could even pull that off. Nothing's sure in Deviant, though; as Russ Blau pointed out in the press, "Every time I think I am beginning to understand one of these crazy rules, you guys repeal it!" The French resurgence was fueled by effective coalition voting on a few important votes, notably the passing of "AFGT" and "EFIRT". These two rules left me as the only power with the effective use of beams—an overwhelming tactical edge.

Barring rules changes France could have won in another year or two, but that's just what you can't do in Deviant—bar rules changes. I went for a draw to ward off the inevitable French Civil War which would destroy my position and throw someone else into the lead. Don Williams was the obvious choice for an ally (how many chances do you get to ally with Eire?!). Don pulled off a unique double: he earned a two-way draw even though he was neither an original player nor a standby, and his country went from zero centers at the start of the game to seven at the end.

I expected an attempt to stop Rule 119 from passing—we could have been outvoted 22-16—but I guess no one was willing to organize one. Hmm...if you guys were that fragmented, maybe I should have tried for a win after all!

Congratulations to Russ, the only start-to-finish player. Apologies to J. R. for not writing more. I saw you as my biggest threat, J. R., and it was hard to keep writing when it was my firm intention to wipe you out. Mark made a gallant attempt to survive—maybe if he'd asked nicely for Portugal instead of trying to sneak into it I would have given it to him! I had fun writing press for Greg complaining about everything to the GM; since the rules required black press it seemed appropriate to pick on a lawyer.

Thanks for running this game, Pete; it took a lot of guts to make the effort. I still wish my Rule 91 had passed, though. . . I really enjoyed Deviant and would like to play it again some time—but not right away!

[[Eric, thanks. By the way, my scanner thinks your "i"s are "l"s, so I actually wound up retyping most of that...]]

AUSTRIA / J.R. Baker:

A thousand years' game time is only 2000 issues, so you have to resume this game on issue 2076 and my orders are in early!

[[Yes, he really did send in a complete set of moves/votes/etc!!!]]

ZELPST / 1989AJ

Summer 1903: France retreats f spa-por; Germany retreats a den-kie.

Fall 1903: Poor Little Rich Folks

AUSTRIA (J.R. Baker): a tri-tyo (a vie s), a ser-bul (f gre s).

ENGLAND (John Schultz): a hol-nwy (f nts c, f ska s), f den-swe.

FRANCE (Lance Anderson): f bel h, a mar h (a bur s), f por-spa/sc.

GERMANY (Tom Hurst): a mun ms a kie, a ber-pru (a sil s), f bal s english f den-swe.

ITALY (Stephen Carter): f spa/sc-mid?, a pie-mar (f lyo s), a tus-pie.

RUSSIA (Greg Ellis): a bul-con (f bla s), a arm-smy (a ank s), a pru-war, a tyo-ven!, a nwy-swe /ann/ (a fin s), a sto-nwy.

TURKEY (Melinda Holley): f con ms f smy /both removed/.

You people will have to be more careful about using unambiguous abbreviations! Farewell, Melinda...see you in Freiburg!

Next turn: Winter '03/Spring '04

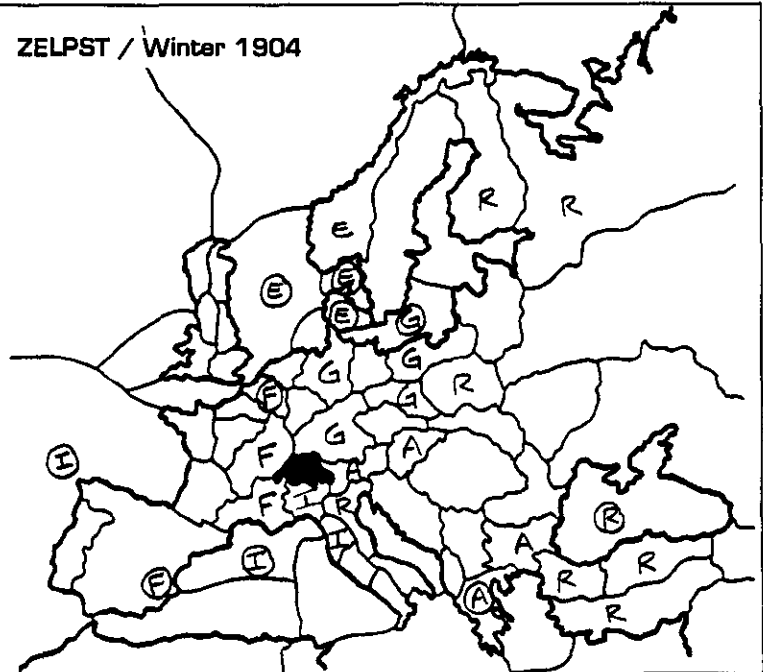
France to Austria/Russia: Uh, guys, could you give me a hand with these pesky Wops? They seem to want to try our new Spanish pasta.

Austria to Russia: Just what do you propose to do with all those units in Turkey? (This reply ought to be a classic.)

England to France: Not Cyrillic! Please NO! Not that! Anything but Cyrillic! Anyway, hope we have things worked out a little better now. (more press on next page)

ZELPST / SUPPLY CENTERS held as of Winter 1904														
Austria	tri	bud	ser	gre	BUL	VIE	4/6 +2
England	edi	lon	lvp	bel	NWY	DEN	4/5 +1
France	par	bre	mar	spa	por	BEL	5/6 +1
Germany	kie	mun	ber	hol	den	5/4 -1
Italy	ven	rom	nap	tun	4/3 -1
Russia	mos	stp	war	sev	swe	rum	vie	nwy	but	CON	ANK	SMY	VEN	9/10 +2
Turkey	con	ank	smy	3/0 out

Austria to England: I think this is a version of the famous ArlingCon QuasiGunboat!
 Germany to France: Go ahead, but remember, you grab my dots, Russia grabs the game. Got it?
 France to his best correspondent: Your position is now clear. I agree to all your ideas - including the one Russia. Perhaps you are correct about his intent.
 Turkey to Germany: Nice to see you back, my friend. Too bad I can't stay and help. Good luck.
 Austria to Italy: I hope this turn's demonstration of self-control did not go unnoticed!



SESEFRAS MAGNA/1988CH

F, G, and I all nvr ... E/F: Austria & England yes, Russia & Turkey nope; E/F/R: England & Russia yes, Austria & Turkey no. Retreats: Austrian a tri-ser, German a vie-boh.

Fall 1906: Walk Away From It All

- AUSTRIA (James Early civil disorder): f adr-tri (a ser, a bud & a vie all s /bud & vie ann/).
- ENGLAND (Jim Diehl): a mos-ukr, f bel ms f hol, f eng s f bel (f iri s (f nao s)).
- FRANCE (Larry Botimer): a nap-apu, f apu-adr, a tun-alb (f ion c), f wes-tyn, f mid s english f iri-ire /imp/, a spa-gas, a mun-boh, a kie-mun, a tyo s german a boh-vie.
- GERMANY (Lance Anderson): a boh-vie.
- ITALY (Stuart Lange): a ven-rom, f tri s french a tun-alb /-ven or -otb/.
- RUSSIA (Kathy Caruso): a pru-sil (a ber s (f bal s)), a rum-bud (a gal s), a sev-rum.
- TURKEY (John Crosby): f aeg-gre, a arm-sev, a bul-rum (f bla s).

With these orders, James resigns. My houserules preclude calling standbys for 1- or 2-dot powers.

Next Deadline: Winter '06/Spring '07

- A's to the rest of you baseball bums: We rule the AL West. Who will challenge our supremacy?
- Paris to Italian Exile: I prefer insane and impotent threats to pleading and grovelling, actually.

- Paris to Moscow: Who's drinking vodka in the Kremlin these days?
- Katie to Bo(t): If you call me a mean Russian lady again, I'll send Jimbo with his machine gun to cut you down to size-you overgrown thug!
- Paris to London: Katie's cute, but she does have occasional delusions.
- Berlin (?) to Vienna: I'll join you in an exit but it won't be a graceful one!
- GM to Berlin (?): Everybody, including you, is writing you off prematurely. Reminds me of a quote: "Like a poor shot, you keep missing the mark!"
- Kaiser to GM: Just a twist on Arch-Duke Ferdinand of A-H, whose death initiated world war.
- Paris to Vienna: Who's drinking Silvovitz in the palace this turn?
- Russia to Vienna: Go die by yourself - leave my German friend around. Maybe he'll become a Turk. Anything is better than Crosby!
- Russia to Germany: Live long in Vienna - shove the Austrian into a six-foot hole!
- Paris to Constantinople: I wonder what government is praying in the St. Sophia.
- GM to S/M: This travelogue was brought to you by Air France...

(S/Magna map is on next page.)

SESEFRAS MAGNA / SUPPLY CENTERS held as of Winter 1906														
Austria	bud	tri	ser	rum	4/2 even
England	lvp	edi	lon	nwy	bel	hol	6/6 even
France	par	mar	bre	spa	por	rom	den	kie	nap	mun	.	.	.	10/9 -1
Germany	vie	1/1 even
Italy	tun	con	ven	ROM	3/4 +1*
Russia	stp	mos	war	swe	ber	sev	BUD	6/7 +1
Turkey	ank	smy	bul	gre	RUM	4/5 +1

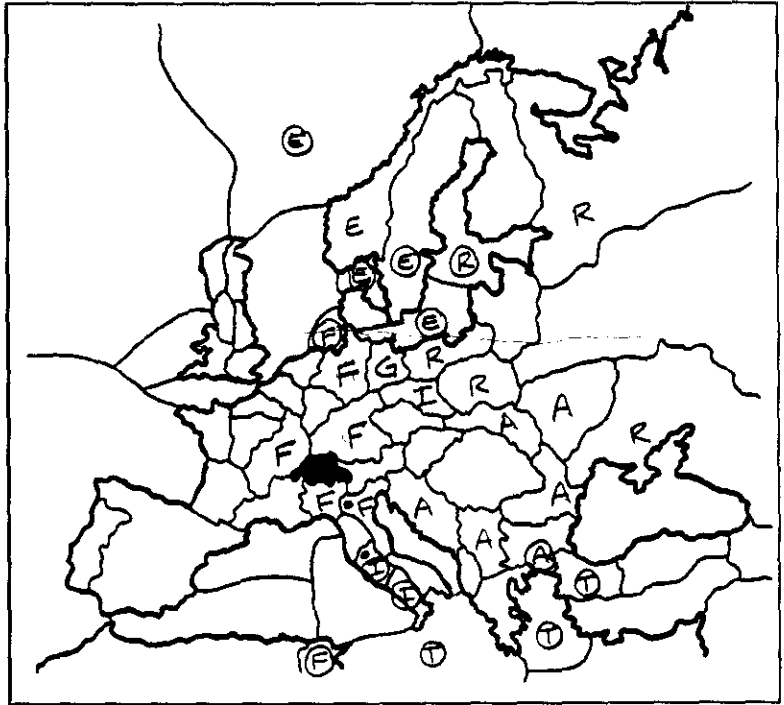
*will still be one or two short, depending on retreat

MAGRATHEA / 1989B

Summer 1905: French f tyn-rom.

Fall 1905: The Monster Mash

- AUSTRIA (Richard Pinelli): f gre-bul/sc (a ser & a rum s), a vie-tri, a gal-ukr, a bud-gal.
- ENGLAND (Jim Diehl): a edi-nwy (f ska s, f swe s, f nwg c), f bal-pru.
- FRANCE (Tim Stark): a mun & a kie s english f bal-ber /nso/, a bur s a mun, f den-hel, f tun & f rom h /f rom-tus or otb/, a tus-ven (a pie s).
- GERMANY (Karl Hoffman): a ber-kie.
- ITALY (Gary Behnen): f tyn-rom (f nap s), a ven-tus /retreat to tyo, otb/, a sil-mun.
- RUSSIA (Geoff Richard): a mos-sev, a pru s german a ber, a war h, f fin-bot, a stp-nwy.
- TURKEY (John Crosby): f ion-tun, f aeg-ion, f bla-con, a bul h /ann/.



Next Deadline: Winter '05/Spring '06

- Rome to Paris: Hope you enjoy the view.
- Russia to Italy: The only thing you and I could talk about is hitting A-H. At this point, that is silly. You could just as easily write me if you have something to say.
- Russia to AH: Why do you persist in attacking? The game is lost if you do not reverse fields!

MAGRATHEA / SUPPLY CENTERS as of Winter 1905														
Austria	vie	tri	bud	ser	gre	rum	BUL	.	.	.	6/7 build one			
England	edi	lon	lvp	nwy	kie	SWE	5/5 even			
France	par	bre	mar	spa	por	bel	hol	den	VEN	TUN	KIE	MUN	8/12 build 3	
Germany	mun	ber	2/1 even
Italy	ven	rom	nap	tun	4/2 remove 1 or 2
Russia	mos	stp	war	sev	ewe	5/4 remove 1
Turkey	con	ank	smy	bul	4/3 even

▲▲▲▲▲ (continued from page 13) ▲▲▲▲▲

▲ A few words on trees again. I slipped up when I said a juniper is the oldest living organism—it's a stand of bristlecone pines ▲ (about 4000 years) that holds the record. ▲

▲ There are two kinds of sequoia, coast redwoods (*Sequoia sempervirens*) and giant sequoia (*Sequoiadendron giganteum*). Both ▲ have been declared state trees of California. Redwoods are red inside, and grow taller (upwards of 400 feet), while giants have ▲ cinnamon-colored bark and seem to have an innate limit of 300 feet; once a tree reaches this height, all its growth is outward. This ▲ produces the largest living organism. Yes, redwoods are taller, bristlecones are older, and tule cypress grow thicker. But the largest ▲ giant sequoias have volumes over 30,000 square feet, and weigh more than two million pounds. ▲

▲ **Road Trip** ▲

▲ Yet another sales trip this month, this time a one-day run. (If you have your maps out, it's N on 101, turn W on 128 at ▲ Cloverdale, N on Hwy. 1, then SE on 20 and 29 all the way through Willits, Lakeport, and Napa.) ▲

▲ Mendocino is the shooting location for *Murder, She Wrote*, and it's ideal for the part-little Victorian two-story homes, plank ▲ sidewalks in front of the gift shops. The beaches stretch far back from the water, but they're staggered with rocky points and tide ▲ pools between (few of the beaches are wider than a football field). If you're only going to stop over one night, tell the motel you're ▲ on business or you'll be robbed at the counter in the morning. ▲

▲ From the coast you'd never know that the country around you is 80% redwood forests; the other 20% looks a little more like ▲ New England, with dairy farms and fruit orchards. The most interesting feature of the area is the soil—very rich for growing things, ▲ but very acidic too. Van Damme State Park includes a Pygmy Forest trail where the soil has a pH of 3 (that's as tart as vinegar!). ▲ Pines which grow up to 15 feet tall down by the beach only make it to 3 or 4 feet along the trail. Mendocino wines tend to be less ▲ sweet than their Sonoma and Napa counterparts. ▲

▲ If you come this way, Hwy 128 is a more relaxing drive, with more meadows and vistas. Hwy 20 is the frontier of the logging ▲ companies I talked about last month. The coast is typically beautiful—dramatic cliffs, with Pacific Coast Hwy clinging high above the ▲ ocean, punctuated by stretches of pasture where the road turns inland or runs atop a cliff. ▲

▲ Playlist for Mendocino County: Andreas Vollenweider, *Down to the Moon*; Limbo Slam, demo tape; Gustav Holst, *The Planets*; Bruce ▲ Springsteen, *Born in the U.S.A.*; Skywalk, *The Bohemians*; Weather Report, *This is This*; The Nylons, *One Size Fits All and Seamless*. ▲

▲▲▲▲▲

The Roar of the Greasepaint

Travelogues

[[There apparently are those among you who were very much in need of some travel writing... a small sample here.]]

Steve Nicewarner: I've been reading your articles on California with some interest. When Helen finishes her doctorate, we'll have a variety of places to move. Where would you suggest a couple with a Ph.D. in chemistry and a CPA move to in California? I know there is some chemical industry on the West Coast, but I'm not certain where. Helen wants to move to Oregon (a "hotbed of liberalism") but I'm not too keen on the idea. After all, I just left a state that was 97% Democratic, why go to another?

[[Oh, I think you'd like Oregon. At least they have an evangelical senator who is beholden to big business, strongly anti-abortion, and provincial on the subject of logging. You could help keep him in office if you really felt you had to.

[[Unfortunately, the chemical industry here is all in Southern California, where the smog is so bad that even I, who think of L.A. as 'home,' refuse to live there. Petroleum, though, is more evenly distributed (Chevron owns nearly the entire city of Richmond across the bay from us).]]

Ed Wrobel: We have a new guy in the office from California and I mentioned your article about the redwoods and how I'd like to see them. He also recommended the Sierras and Yosemite Park and the Sequoias. I believe my wife has one of those book atlases of the USA. I'll have to study up on California. I'm usually blasé about vacations, content to tag along wherever the family wants to go but I'm beginning to get the idea I could become excited about a trip to California.

[[Look out, world, Ed's excited.

[[Please, please, everybody - before you travel out here, write to me. This state is actually three separate small countries, covering fifteen ecological zones. A native can tell you more in one page than a shelf of maps could. Besides, if the circumstances are right, we'd love to have visitors (once we're on our own...most recent estimate is Labor Day).

[[You've got another California installment a couple of pages back; wait a month, and you'll have a Yosemite write-up (we're going next weekend). The huge problem with Yosemite is crowds from Memorial Day to Labor Day-Easter is actually the best holiday to visit, since some of the snow (but not all) is still around yet many of the flowers are already out.

Sequoia Park is beautiful and less crowded, but nothing compares to Yosemite.]]

Format

Richard Weiss: I like the layout/format. Gnash, gnash... I didn't know you were such a stalwart of the hobby. Me, I'm just slouching into the pastime.

Brad Wilson: I agree with Tom that legibility is important for a zine; it's kind of basic. There's a world of difference, though, between legible and fancy laser-printed.

On the matter of margin-to-margin text; I can see Tom's point, but I do *Vertigo* that way simply to get as much on as little paper as possible. Anything that save money is important to me, and my 28-page zine is expensive enough without ten pages of graphics of white space. Glad to see, though, that Tom isn't as computerphile as he seemed in his first ZR, and indeed the current ZR (#16) seems much more reasonable on this issue.

[[On this topic, I'd like to hear from the subbers about the type size this issue. The last two issues were mostly 12 point; this is 9. I can conveniently use 10, in between, but would then have to go back to two columns. Let me know. Using 9pt seems to get as much into 15 pages as 12pt did in 20 pages.

[[Brad also reminds me, I don't have any copy of *Zine Register*...and don't know whether I've missed one or not! Tom, will you please send me the next one and let me know where my sub stands?]]

Literature

Piers Anthony's *Incarnations of Immortality* series - the last book, *And Eternity...*, is now out and is a fitting conclusion. It's neither the best nor the worst of the books (on a scale of 1 to 10, this series is 8-4-6-7-5-6-7, IMHO), and it somewhat changes horses in midstream to get to its conclusion. But it does wrap up the overarching story, on a positive note.

Regarding *Earth Abides*: This is the second time I've used it, mainly because I've always empathized with the protagonist, but also because of the setting (San Lupo Drive is a fictional street in Berkeley). The aspect of this book that has new significance is the way the author paints the ecology of all of America. But read it for the characterizations; you'll be moved by the depiction of a society in microcosm.

I've finally heard the definitive destruction of radical manhating feminism. In *The New Republic*, Louis Menand says that "to say that white people with penises are responsible for the world's woes because they have penises is like saying that intellectuals are a social menace because

they have heads." In this case, some feminists may be right that white men have run the place up until now, but their hatred for men as a category is an unreasoning piece of immaturity.

Philosophy, Anyone?

[[If you're not ready to read through four columns of tiny text on the subjects of Magic, Good, and Evil, skip to the bottom of page 16! This is from an exchange of letters; the arrangement here is topical, rather than chronological. I hope I haven't wrecked Craig's arguments with my editing!]]

Craig Mills: Care for a little philosophical discussion? The Piers Anthony (always the genius for turning our normal expectations on their heads) story last ish [[he's talking about *For Love of Evil* two months ago]] raises a classic one (or two). Are Good and Evil really coequal, balanced forces in the scheme of things? It seems to be the desire of our age to think so (Lucas' "good" and "bad" sides of the Force, for instance).

Two questions seem to stand in the way of such a construction. One, if they really are coequal, how did we ever get the idea that one of them was offensive and one not? I mean, often the "balanced" view does express itself in terms of both being "necessary" for the development of life and therefore "good". But why the notion to categorize them the way we generally have? Why do we actually have feelings of injustice, wrong, guilt? These ideas should never have popped into our heads. Undoubtedly, some of the things called wrong are unpleasant, but others have positive rewards, at least personally or for the immediate moment. An arbitrary flip-flop should be easy as pie for us, if the forces have no relative position in reality to commend themselves to us. Instead, though we all have areas where we would like to call Black white, there are always a far larger area of mores that we reserve under the more common designations.

[[It may be the best answer is still Occam's Razor. It seems a less complicated solution lies with self-interest or race memory, or both, than to offer God as the source of conscience. This is probably the weakest link in my theology right now-my life has offered little time for introspection from about two years ago up to the last few weeks, and what contemplation and study I've done has been on more fundamental questions.]]

On the subject of the problem of the source of our sense of Good and Evil, in short, I don't deny instinct (or as I would say, conscience, not really internal but constantly there as a sign of God's

intervention) or societal influences, only their ultimate source and their total control of our ideas on this subject.

Can you think of an "Evil" that is not actually the twisting of a good, or the revolt against a good or destruction of a good, or the seeking after a good by an improper means? The Bible calls sex *outside of marriage* a sin. Murder is an evil because it destroys life. Greed is evil because it pursues pleasant things to excess, not because the means to get those things is bad in itself. Darkness is the absence of light not the presence of another element. If we cannot think of a positive or creative evil, then evil cannot exist on its own. I can easily think of life without death, but it is not so easy to talk about death without the concept of life. This gives evil a definitely "derivative" nature, it is a parasite that must feed off of something else.

[[Since I no longer believe in an omnipotent or personal God, I simply don't believe in sin. I believe in wrong, but haven't yet found a satisfactory definition that does not also involve defining "hurt" or "pain."]]

[[I don't feel that Good and Evil are coequal in *amount*, but they may be equal in strength and style. Either one can be quick and immediate, or slow and well-hidden, taking years to develop. Many believe Evil dominates because things tend to fall apart, and not "tend to patch themselves together" (what little science I know does include the Laws of Thermodynamics). I happen to believe that entropy is inherently neither right nor wrong, so landslides and other natural "catastrophes" are only evil insofar as humans could have prevented suffering and did not (e.g., by building in unstable areas).]]

[[But wrong or evil within humanity generally outweighs good, although within one individual they may be balanced either way. It's possible they are equal forces pulling people one way or the other, but individual responses and abilities make their eventual outcomes quite uneven. I do believe some actions/things are Good and others are Evil; our discussion may be on which predominates, I don't know.]]

[[I'm leaving out our discussion about Anthony's premise, in the *Incarnations of Immortality*, that humans might fill the rôles of Fate, Death, Evil, and so forth.]]

...When man turns to magic, he seeks power from a different plane of existence, a plane that does not follow the same rules as frustrate him in the plane he is in. If he could solve his problem by physical forces he wouldn't be looking elsewhere. When he goes seeking knowledge of that other plane,

whatever he receives is a gift, meaning it is not ultimately under his control! Every demonology expresses elaborate ceremony for controlling the forces unleashed by calling on the other plane. But it's ludicrous to think of physical forces acting against a being who is not physical. A demon may come when you call, but if he appears cowed by ceremony be assured the joke's on you. Also, the powers granted by such a creature would be inapplicable to the plane he is on, being physical forces to overcome physical power. The thought of a man overcoming a Demon through powers granted by that demon is as ridiculous as the idea of Satan overcoming God, though the illusion of such a victory might be a convenient ploy in the demon's bag of tricks.

It is not magic, *per se*, that is evil, magic and miracle being simply out of the ordinary events granted from outside the physical realm. It is the source and the attitude that make it evil. Magic seeks to command the forces of heaven, to emulate Satan in an attempt to rule creation in the place of God. Naturally, Satan is attracted to that kind of thinking and will respond in whatever fashion you might prefer, in order to reinforce your tacit allegiance to him. God refuses to respond to such a call and acts in accordance to his plans, not ours, so miracle comes in a much less predictable arrangement, on his terms. The only way to access such a power is to pray and await his decision. I suppose that God could have made a world like Narnia where what we call "Magic" was more commonplace, more like the scientific "powers"

[[I submitted, briefly, that if you define humans as both physical and spiritual, then you can accept that it may be possible for humans to have power in the spiritual realm.]]

You make a good point on the issue of our "spiritual" side. If indeed we are hybrid beings, part material, part spiritual, then I must indeed accept the idea that we can have influence on the spiritual world. And of course I do, otherwise I could not accept the ideas either of prayer or exorcism as being valid. My problem arises from the sources of power. The power of prayer arises from the gifts of God. Most classical sources of Magic refer to calling on powers native to the spiritual realm as well. (Magic arising from material sources — potions and charms and such — seem to be relegated to a minor status.) This sense of giftedness — of powers granted from another realm — seems to me to place us in a dependent status, unless we had some power to force the gift.

Which, of course, magic assumes we have. But the tools it claims to do this are material—symbols, words, gestures. These in themselves cannot possibly be a source of power against the supernatural. If they have any efficacy, then it must be because they unleash in us a greater inherent spiritual power than the natives of that realm might have. How can it be, that we strangers and aliens with but a foot in the door, should have the ability to navigate a world we cannot sense better than those who live in it? But perhaps more intriguing is the question, "How would we know we had the goods on them if we did?" Our senses, all our powers of measurement do not extend into that world. Whatever we discover about it has to be revealed to us from the other side. (Most investigators of the supernatural seem terribly naive to me, as they never seem to ask the question, "What if I'm being deceived? How would I know?") Hence, a sorcerer plays his tricks and signs, thinking he is in control, then at the end finds himself like Weston in *Perelandra*, himself the victim—a plaything of the demon he thought was his servant.

[[Since I also don't believe in a personification of Evil, the idea of a human taking the place of either God or Satan is pure imagination — there is no 'place' to take. However, once you postulate either one, then questions do arise as to how they affect the existence of other beings and objects. I like your description of magic, arising from giftedness, but again point out that "we strangers and aliens" being unable to outduel natives to the spiritual realm is a logical leap on your part. Its close corollary would be "Spiritual beings (such as Satan) cannot have as much power in the material realm as naturally material beings have." (This, too, is a logical leap; the universe has certainly been demonstrated to contain more drastic paradoxes than this!)]]

[[I quickly add: You have isolated a feature of magic I've *never* thought of before explicitly ("What if I'm being deceived?") I've always preferred cautious sorcerers who didn't deceive themselves into thinking they had this down pat, but never realized it until I read your comments. The choice of Weston as your example is ideal, or maybe Ruddigore Throckmorton in the *Dancing Gods* series by Jack Chalker; I would offer Ransom as embodying the 'cynical' (in the sense I described in the previous sentence) attitude.]]

WAHF: Daf Langley, Garret Schenck, Rick Kohman, Cathy Ozog, Chuck Mercer, and our monthly update on Texas politics from Greg Ellis. Thanks!

Pete

PLAYER ROSTER - Please check carefully for errors!

Lance Anderson	Box 29175	San Francisco, CA 94129-0175	RYL LAK ZEL S/M
J. R. Baker	512 Snipes	St. Charles, MO 63303	BEL ZEL RYL-s
Gary Behnen	13101 South Trenton	Olathe, KS 66062	MAG FRE
Jason Bergmann	Box 1937	Decatur, GA 30031	LAK FOM GRA
Larry Botimer	13833 Northeast 11th St #3	Bellevue, WA 98005	LAK-s S/M FRE
Eric Brosius	41 Hayward Street	Milford, MA 01757 (moving 6/30)	GRA
Stephen Carter	435 McCarron Avenue	Rifle, CO 81650	ZEL
Kathy Caruso	636 Astor Street	Norristown, PA 19401	S/M-s
John Crosby	9031 Cardiff Road	Richmond, VA 23236	MAG S/M RYL
Jim Diehl	10530 West Riverview Drive	Eden Prairie, MN 55347	MAG S/M
Gregory Ellis	1709 San Antonio #211	Austin, TX 78701	BEL ZEL
Karl Hoffman	1070 Cold Stream Circle	Emmaus, PA 18049	MAG
Brian Hogan	Box 7003	Los Osos, CA 93412	LAK
Melinda Holley	Box 2793	Huntington, WV 25727-2793	ZEL RYL FRE
Tom Hurst	2748 Lyman Lane	Madison, WI 53711 (moving 8/1)	BEL ZEL-s
Stuart Lange	904 Fox Chase Lane	Riverdale, GA 30296	S/M
Bruce Linsey	Box 1334	Albany, NY 12201	GRA
Vince Lutterbie	1021 Stonehaven	Marshall, MO 65340	FOM
Jeff McKee	481 Westbrook Street #105G	South Portland, ME 04106-1939	BEL
Chuck Mercer	Box 305	Forestville, CA 95436	FRE
Craig Mills	3085 Old Highway 8, #22	Roseville, MN 55113	LAK-s GRA
Tom Nash	202 Settler's Road	St. Simons Island, GA 31522	BEL FOM RYL GRA
Steve Nicewarner	646 Williamsburg Court	Sanford, NC 27330	LAK-s RYL
Richard Pinelli	2045 West Fargo	Chicago, IL 60062	FRE MAG
Geoff Richard	5906 Marvin Loving Dr #206	Garland, TX 75043	LAK MAG-s GRA-s
John Schultz #19390	Indiana State Prison, Box 41	Michigan City, IN 46360	BEL ZEL-s
Tim Stark	605 West Doyle	Granbury, TX 76048	FOM-s MAG BEL
Gilles Tanguay	14225 Haymeadow	Dallas, TX 75240	RYL
Don Williams	43504 N Gadsden Ave. #227	Lancaster, CA 93534	FRE
Brad Wilson	Box 126	Wayne, PA 19087	BEL
Rob Wittmond	2924 Petaluma Avenue	Long Beach, CA 90815	LAK
Ed Wrobel	6204 Bardu Avenue	Springfield, VA 22152	GRA

GAME OPENINGS

FRIEBUR - regular Diplomacy (gamefee \$5): **GAMESTART**

Larry Botimer is Austria (paid), Gary Behnen is England (paid), Chuck Mercer is France (paid), Richard Pinelli is Germany (paid), Melinda Holley is Italy (unpaid), Don Williams is Russia (unpaid), John Schultz is Turkey (paid). A word to players - see my houserules, elsewhere in the zine. We play public voting, no DIAS, nvr=no, and random draw in Perelandra.

FARPOINT - Woolworth II Diplomacy (gamefee \$5):

Tom Nash, Tim Stark, Richard Weiss (all paid). Needs two more. This is "five-and-dime" Dip, with five players controlling ten countries (each player holds one publically and one in secret).

PLANET BLUE - Fictionary Dictionary (no gamefee): I toss out a really rare word; each player writes definitions to try and fool the others, while trying to guess the correct definition.

Craig Mills, Jason Bergmann, John Schultz, Lance Anderson, Richard Weiss. Needs six to eight more.

KINGMAKER - A couple of you have asked...check with Tim Moore and his zine, Moire, at 405 Fair Drive #101, Costa Mesa CA 92626-6215.

DEVIANT DIPLOMACY - If you're a real sadomasochist, this would be a good way to share some pain with the next GM foolish enough to offer it: Jason Bergmann. Write him to sign up (address in Roster).

I'd like to know what else you'd like to see offered here. Another section of something we're already up to, or something new? If you're looking for something immediately, Don Del Grande has a selection available and is one of the hobby's more reliable GM/publishers (142 Eliseo Drive, Greenbrae CA 94904-1339). IDEA (your comments invited) - a recent fad, apparently, is toward zine-wide games. Phil Reynolds is running "Chuck Them Overboard," where each subscriber is a rider in a lifeboat and every reader is invited to vote on who gets tossed to the sharks; Cal White just started "Wizard-King's Challenge" and sent each subber two clues to his city-puzzle. In each case subscribers may, obviously, choose to participate or not. Would such a game take off here? Let me know.

STANDBYS (all standby for Diplomacy only unless noted) Lance Anderson (dip,dev), J.R. Baker (dip,var), Gary Behnen, Kathy Caruso, John Crosby, Steve Emmert, Tom Hurst (dip,asf,var), Craig Mills, John Schultz, Tim Stark (dip,dnf), Geoff Richard, Steve Nicewarner (dip,dnf), Richard Weiss (dip,var).

STANDBYS CALLED THIS ISSUE Tom Hurst for Germany in Zelpst; J.R. Baker for Germany in Rylos.

ONLY IN MARIN

Lemonade, Marin style

While driving through Ross during a recent hot spell, Michelle Aschwald of Greenbrae spotted a kiddie lemonade stand that was not your basic five cents variety. This one offered the choice of fresh-squeezed or frozen and six different sizes of cups.

"What a marketing device!" Aschwald noted. It was barely 1 p.m., and the kids had already raised \$30 — some of which would go to Ross School.

"Yeah," a little girl told Aschwald, "my mom said if we made a lot of money, we had to give some of it away."

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