

Herelandra

#82 / December 1990

The Shuffling of the Cards

From *The Greater Trumps* by Charles Williams

"There is in these suits a great relation to the four compacted elements of the created earth, and you shall find the truth of this now, if you choose, and if the tales told among my people and the things that were written down among them are true. This pack has been hidden from us for more than two centuries, and for all that time no one, I think, can have tried it till to-night. The latest tale we know of is that once, under Elizabeth, a strange ancestor of mine, who had fled to England from the authority of the King of Spain, raised the winds which blew the Armada northward past Scotland."

Nancy wrinkled her forehead as he paused. "Do you mean," she began, "do you mean that he ... I'm sorry, darling, I don't seem to understand. How could he raise the winds?"

"The beating of the cards is the wind," he answered, "but don't try and believe it now. Think of it as a fable, but think that on some point of the sea-shore one of those wild fugitives stood by night and shook these cards—these"—he laid his hand on the heap of the suit of staffs or sceptres—"and beat the air with them till he drove it into tumult and sent the great blasts over the seas to drive the ships of King Philip to wreck and destruction. See that in your mind; can you?"

"I can," she said. "It's a mad picture, but I can."

He stooped to pick up the case, and restored to it the swords, the staffs, and the cups, and the Greater Trumps, all in silence; then he laid it by, and took up the suit deniers, or coins, or pentacles.

"Now," he said, smiling at her, "shall we see what your hands and mine can do?"

"Tell me," she answered.

He gave the fourteen cards to her, and, standing close by her, he made her hold them in both hands and laid his own over hers. "Now listen," he said in her ear, speaking slowly and commandingly; "you will think of earth, garden-mould, the stuff of the fields, and the dry dust of the roads: the earth your flowers grow in, the earth to which our bodies are given, the earth which in one shape or another makes the land as parted from the waters. Will you do as I say?"

Very serious, she looked up at him. "Yes, Henry," she said, and her voice lingered a little on the second word, as if she gave herself so the more completely to his intention. He said again: "Earth, earth of growing and decaying things—fill your mind with the image of it. And let your hands be ready to shuffle the cards. Hold them securely but lightly, and if they seem to move let them have their way. Help them; help them to slide and shuffle. I put my hands over yours; are you afraid?"

She answered quite simply, "Need I be?"

"Never at all," he said, "neither now nor hereafter. Don't be afraid; these things can be known, and it's good for us to know them. Now—begin."

She bent her mind to its task, a little vaguely at first, but soon more definitely. She filled it with the thought of the garden, the earth that made it up, dry dust sometimes, sometimes rich loam—the worms that crawled in it and the roots of the flowers thrusting down—no, not worms and roots—earth, deep thick earth. Great tree-roots going deep into it—along the roots her mind penetrated into it, along the dividing, narrowing, dwindling roots, all the crannies and corners filled with earth, rushing up into her shoulder-

pits, her elbows sticking out, little bumps on those protracted roots. Mould clinging together, falling apart; a spade splitting it, almost as if thrust into her thoughts, a spadeful of mould. Digging—holes, pits, mines, tunnels, graves—no, those things were not earth. Graves—the bodies in them being made one with the earth about them, so that at last there was no difference. Earth to earth—she herself earth; body, shoulders, limbs, earth in her arms, in her hands.

There were springs, deep springs, cisterns and wells and rivers of water down in the earth, water floating in rocky channels or oozing through the earth itself; the earth covering, hampering, stifling them, they bursting upwards through it. No, not water—earth. Her feet clung to it, were feeling it, were strangely drawing it up into themselves, and more and more and higher and higher that sensation of unity with the stuff of her own foundation crept. There were rocks, but she was not a rock—not yet; something living, like an impatient rush of water, was bubbling up within her, but she felt it as an intrusion into the natural part of her being. Her lips were rough against each other; her face must be stained and black. She almost put up her wrist to brush the earth from her cheek—not her hand, for that also was dirty; her fingers felt the grit. They were, both hands, breaking and rubbing a lump of earth between them; they were full and heaped with earth that was slipping over them and sliding between the fingers, and she was trying to hold it in—not to let it escape.

"Gently, gently," a voice murmured in her ear. The sound brought her back with a start, and dispelled the sensation that held her; she saw again the cards in her hands, and saw now that her hands, with Henry's lying over them, were shuffling the cards, each moment more quickly. She was trying to keep up with the movement, she wasn't initiating it—and that feeling of earth escaping was in fact only this compulsion which the cards were exercising. They were sliding out and sliding back—now she saw the four of deniers on top, and now the ace, and now the Esquire, and now the King, a hatted figure, with a four-forked beard, holding the coin—or whatever it was—in a gloved hand. It shone up at her, and a card from below slipped out, and her fingers thrust it back, and it covered the King—the nine of deniers. A slight sound reached her—a curious continuous sound, yet hardly a sound at all, a faint rustle. The cards were gritty, or her hands were; or was it the persistent rubbing of her palms against the edges of the cards? What was that rustling noise? It wasn't her mere fancy, nor was it mere fancy that some substance was slipping between her fingers. Below her hands and the cards she saw the table, and some vague unusualness in it attracted her. It was black—well, of course, but a dull heavy black, and down to it from her hands a kind of cloud was floating. It was from there that the first sound came; it was something falling—it was earth, a curtain, a rain of earth falling, falling, covering the part of the table immediately below, making little sliding sounds—earth, real black earth.

"Steady," said the voice in her ear. She had a violent impulse to throw the cards away from her—if she could, if she could rend her hands from them, but of course she couldn't: they, earthy as they were, belonged to this other earth, the earth that was slipping everywhere over and between her fingers, that was already covering the six of deniers as it slid over the two. But there were other hands; hers weren't alone; she pressed them back into her lover's, and said, keeping her voice as steady as she could: "Couldn't we stop?"

Breath deeply drawn answered her: then Henry's voice.

"Yes," it said. "Steady, steady. Think with me, think of the cards—cards—drawings—just drawings—line and colour. Press them back, harder: Use your hands now—harder."

It was as if a brief struggle took place between her hands and that which they held: as if the thing refused to be governed and dominated. But it yielded; if there had been any struggle, it ceased. Her strong hands pressed back the cards, pushed them level; her thumb flicked them. Henry's hands left hers and took the suit. She let hers drop, took a step away, and looked at the table. There lay on it a little heap of what seemed like garden mould.

Faintness caught her; she swayed. Henry's arm round her took her to a chair. She gasped out, "I'm all right. Stop a minute," and held on to the arm. "It's nothing," she said to herself, "it's quite simple. It's only that I'm not used to it—whatever it is." That it was any kind of trick did not even enter her mind, Henry and that sort of trick could not exist together. Earth on the dining-room table. Aunt Sybil would wonder why it was there. She

deliberately opened her eyes again, and her mouth opened in spite of her. It was still there.

"All right?" Henry's voice said.

Nancy made a great effort. "Yes," she said. "Henry, what's happened? I mean—"

"You're frightened!" he said accusingly.

"I'm not frightened," she said.

"If you are, I can't tell you anything," he said. "I can't share with you unless you want me to. This is only the beginning; you'd better understand that at once."

"Yes, darling," she said. "Don't be cross with me. It's a little sudden, isn't it? Is it ... is it real?"

He picked up some of the earth and scattered it again.

"Quite," he said. "You could grow evergreens in it."

"Then", said Nancy, with a slightly hysterical note in her voice, "I think you'd better ring for Agnes to clear it up."

This is the eightysecond issue of *Perelandra*, an amateur monthly magazine about fantastic literature, postal games, and other exercises in the imagination. The editor is **Pete Gaughan** (1521 South Novato Blvd. #46, Novato CA 94947-4147). You may, if you have the talent, personally tell his fortune by calling 415-897-3629. Subscriptions to *Perelandra* cost \$1.50 per issue; no subs past issue #100. Standbys get a free issue when they take over, another when they play a game out, and everyone gets an issue for a Dip win or draw.

The above excerpt is from a master of fantasy who remains very little known. Charles Williams was one of the last members of the Oxford School, which began with George MacDonald (*The Light Princess*) and included C.S. Lewis and J.R.R. Tolkien. His novels (a half-dozen) are available from Eerdmans Publ., and were written in the 20's and 30's (he wrote philosophy as well, and a collaboration with Lewis on Taliesin and Logres in the Arthur myth).

FOMALHAUT / 1988CN

The AEF Draw Passes

You, I went back and checked, and Nash called this Fomalhaut from the very first turn. And here I thought it was merely a mid-game prank.

England in this game was a non-Dip friend of mine from L.A. Rich, unfortunately, took the game too seriously and jumped ship when he was stabbed in another game. At the same time Rob ran out of spare time (was this about when you got married, Rob?), so very early it looked as if the game was cursed. John was the only player who had played here before, so Fomalhaut was, for me, a great introduction to the others. Mark's brief Dip career has been dissected elsewhere; Turkey failed because Jason took an active role, Jim did what he was told, and Mark hardly played the game.

In the West, everybody got the expected neutrals and stayed peaceful—but Vince (Italy) took Munich from John, and the E/F was quickly solidified. Tim took St. Pete, Tom took Belgium, and when A/R was pushing Turkey over the metaphorical cliff France already had three fleets in the Med.

Of course, by then Jim Nickel had outlived his usefulness; besides, Jason could see that Tom was headed his way. He knocked Russia down far enough, just in time to be able to send units to plug up the Med in Fall 1904. In 1905, Tom moved north, but England was well-defended. Whether this was a stab or not, it was quickly obvious that E/F would probably not split up. Jason tried to convince Tim to break with Tom, go for a two-way, but with everyone defending key stalemate spaces, the action moved to negotiating over draw votes.

Tom Nash (France): Burgess will denounce this mild three-way, *but*, to me, this is a clear case of a game where *none* of the powers can stab the other(s) without being hurt and eliminated from the draw. I entered the F/E early on with Miller. When Stark took over, I did intend to honor it, but at one point though I *might* have a shot at a solo, and could not live with myself if I didn't give it a *try*. Unfortunately, Jason played *that* phase well, and would, I believe, have had a decent shot at a win if not for his nmr. That, plus Pete's miscounting SCs and not making me remove one the penultimate year, guaranteed the stalemate and the three-way. It was fun.

FOMALHAUT / FINAL SUPPLY CENTER CHART

	01	02	03	04	05	06	07	08	finish
Austria	5	6	8	9	11	12	13	13	draw Jason Bergmann
England	4	5	5	7	8	7	7	7	draw Rich Miller (res Sp02), Tim Stark
France	5	6	7	10	11	13	13	12	draw Tom Nash
Germany	4	4	4	3	1	0	-	-	eliminated John Crosby
Italy	5	5	4	1	1	1	1	2	survives Vince Lutterbie
Russia	6	5	5	3	2	1	0	-	eliminated Jim Nickel
Turkey	4	3	1	1	0	-	-	-	eliminated Rob Wittmond (res F01), Mark Lilleht

These games are being held over because Lance Anderson did not receive his copy of *Perelandra*. He is already in Korea but does not yet have his final assignment, and hence he has no address there. His parents' address is printed in the roster, and I'm hoping he contacts me very soon. REGARDLESS of whether he eventually sends orders, these games will continue next deadline.

SESEFRAS MAGNA 1988CH

A word of warning: Larry Botimer's and Stuart Lange's subscriptions have lapsed. You may not make your orders conditional on whether they NMR. The map showed Turkey's a bul still there, but it was removed in the Winter.

- ENGLAND (Jim Diehl): a rum, a lvp, f iri, f eng, f bel, f hol, f nao.
 FRANCE (Larry Botimer): a par, f bre, f wes, a bur, a tyo, a kie, a apu, f ion, f tun, a ser, f gre.
 GERMANY (Lance Anderson): a vie.
 ITALY (Stuart Lange): f rom, f ven, a tri, a nap.
 RUSSIA (Kathy Caruso): a mos, a ukr, a gal, a boh, a bud, a war.
 TURKEY (John Crosby): f eas, f aeg, a sev, f bla.

Next Deadline: Spring 1908

LITERARY QUIZ

From last month - LMQ: What is Altair IV better known as? **Andreas Gomolka**: "What a question! I asked nearly all of my friends, but none of them could name the book, though everybody said he knew the planet. I searched some of my books with no success. Is it mentioned in one of those old space operas?" Answer: Altair IV is the Forbidden Planet (from the movie which starred Walter Pidgeon and Anne Francis).

Q137A: Known as "Public Lover No. 1" because of some indiscreet entries in Mary Astor's diary, this American playwright collaborated with the Marx Brothers on three of their most successful movies. A famed wit of the Algonquin Round Table, he once remarked, "The trouble with incest is that it gets you involved with relatives." Who was he? (1 issue for a correct answer.) **Andreas Gomolka**: "I'm a fan of the Marx Brothers but I don't know anything about Mary Astor or the Algonquin Round Table. Two people come to mind: Morrie Ryskind (but he did the writing for four films) and George S. Kaufmann (*The Cocoanuts*, *Animal Crackers*, and *A Night at the Opera*). I say it is Kaufmann." Yes, it's Kaufmann, who's perhaps best known for his play, *You Can't Take It With You*, written with Moss Hart in 1936.

FOR NEXT MONTH:

- 1Q: In what century of the Galactic Era did Hari Seldon die?
 2Q: Give the title and author of the short story that ends, "One by one, the stars were all going out."

LAKKDAROL / Downfall of the Lord of the Rings

Very sorry if I confused anyone by leaving two Rohan SCs off the chart. A word of warning: Larry Botimer's subscription has lapsed. You may not make your orders conditional on whether he NMRs.

- DWARVES (Larry Botimer): A Iron Hills, A Withered Heath.
 ELVES (Jason Bergmann): A North Rhün, A Carnen, A Eotheod, A Esgaroth, A Brown Lands, A Dol Guldur, F Grey Havens, A Bree, A Shire, A North Downs.
 GANDALF (Rob Wittmond): 2A Anfalas, Gandalf Fellowship
 GONDOR (Lance Anderson): A S. Ithilien, A Lebennin, A Lossarnach, A Osgiliath, A Udün, A Orodruin, A Lamedon, C Anorien, Faramir
 MORDOR (Craig Mills): Sauron & A Barad-dür, A Minas Morgul.
 ROHAN (Brian Hogan): C Hollin, A Greenway, C Azanulbizar, C Ettenmoors, A Druwaith Iaur, A Wold, A Fangorn, A Gap of Rohan, C Dunland, A Eastfold, A Entwash, Herd West Emnet.
 SARUMAN (Steve Nicewarner): Saruman + A Khazad-dûm, A Forochel.
 UMBAR (Geoff Richard): 2A/F Gulf of Lune, A Forlond, A Gwathlo, A Minhiriath, F Southern Sea, F Western Sea, A/F South Gondor, A Nurn, A+Nazgul Ered Lithui, A South Rhün.

Next Deadline: Afterlithe II
including vote on E/Ga/Go/R/U draw

ZELPST / 1989AJ

- Russian a stp-nwy failed last time; all players involved seem to figure it out.
 AUSTRIA (J.R. Baker—note change of address): a apu, a ven, f nap, f ion, a tyo, a boh, a vie, a bud.
 ENGLAND (John Schultz): f nwg, a yor, f bar, f nwy, f bot.
 FRANCE (Lance Anderson): f mid, f bre, a bur, a mar, a gas, f tyn, f wes.
 GERMANY (Tom Hurst): f swe, a ber, a kie, a mun, a ruh.
 RUSSIA (Greg Ellis): a gal, a sil, a war, a pru, a fin, a stp, a lvn, f con, a rom.

Next Deadline: Fall 1906

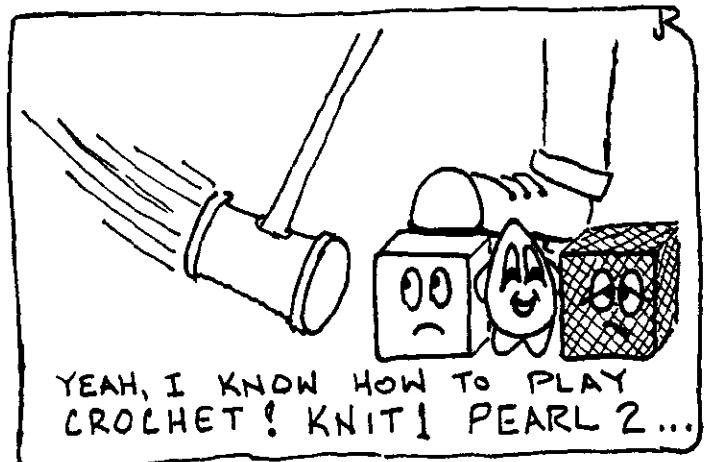
England to All: Merry Christmas and a Happy New Year to you and yours!

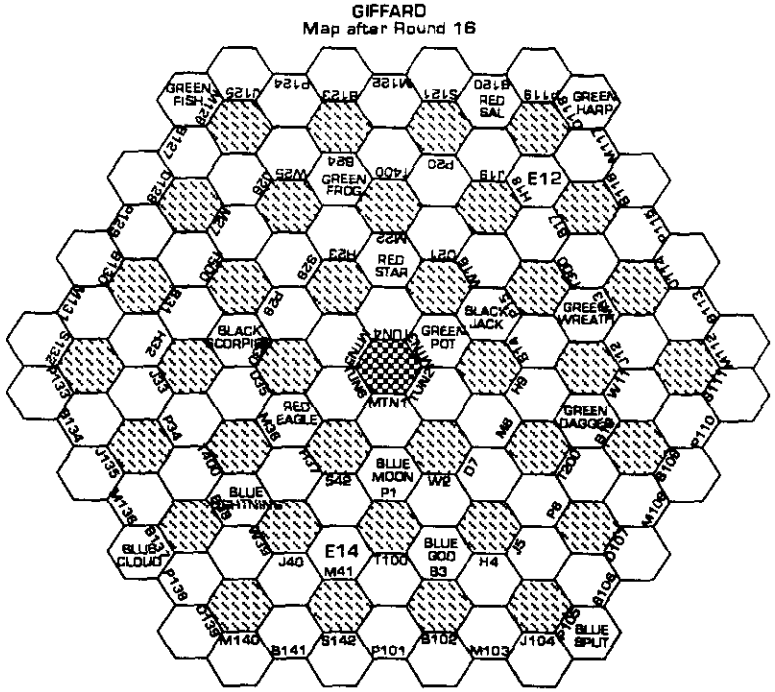
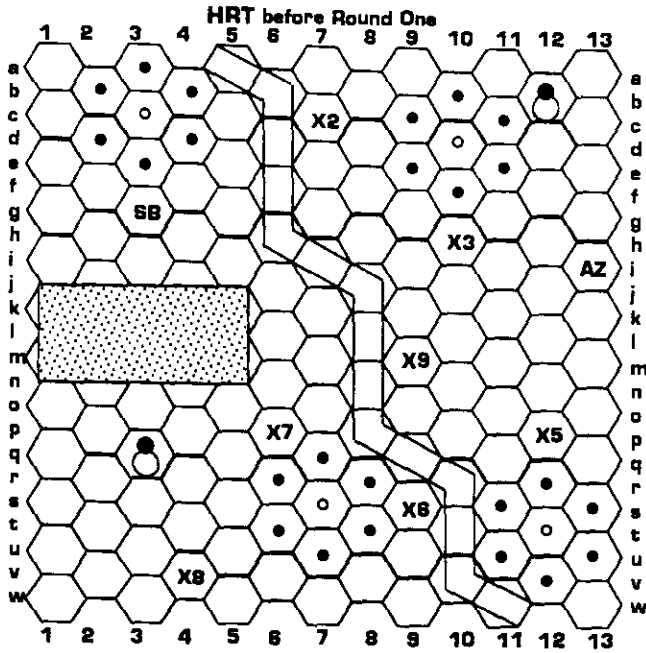
RYLOS / 1989IF

- ENGLAND (Steve Nicewarner): f lon, f edi, a lvp.
 FRANCE (Tom Nash): f mid, f cly, f eng, f bel, a ruh, a kie, a bur, a spa.
 GERMANY (J.R. Baker—note change of address): f nts, a sil.
 ITALY (John Crosby): f wes, f nap, a ven, f adr, a tri, a vie.
 RUSSIA (Melinda Holley): a war, a mos, a gal, a bud, a ser, f arm, a syr, f ank, f swe, f den, f nwy.
 TURKEY (Lance Anderson): a smy, a con, f gre, a bul.

**Next Deadline: Spring AND
SUMMER 1905**

GM to Rylos: Remember that cartoon I was supposed to print with the press about Knit 1, Pearl 2? Well, here it is...





**Snowball Fighting
HRT / ASF12**

Round 0: Scattershot!

PLAYER:.....	LOCATION
X3	H10
X2	C7
X7	P6
X6	S9
Absolute Zero	I13
X5	P12
X8	V4
Snow Blower	G3
X9	M9

Please send a game name with your first set of orders. In the meantime, you may order attacks by "X" number!

YOU ARE:

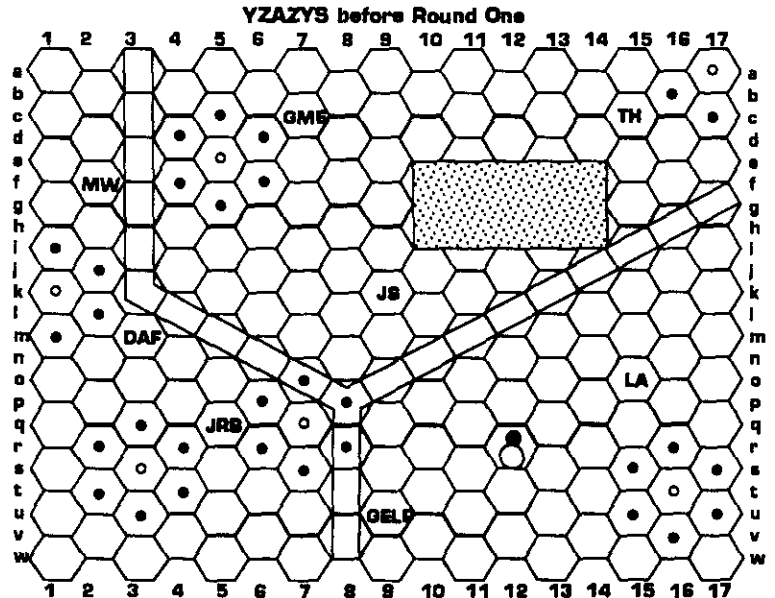
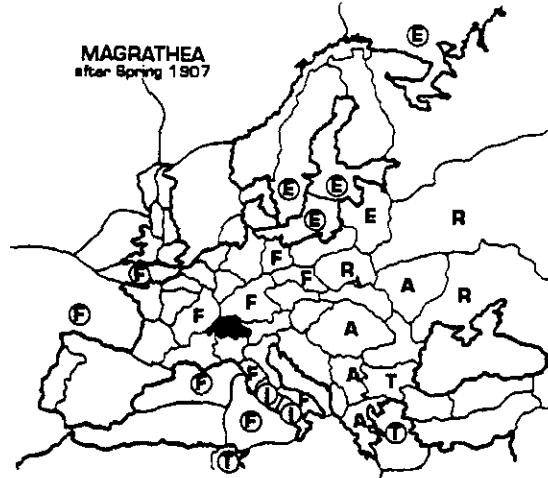
YZAZYS / ASF11

Round 0: Mud Wrestling

PLAYER.....	LOCATION
Lance Anderson	O15
J.R. Baker	Q5
Greg Ellis	E7
Tom Hurst	C15
Daf Langley	M3
Glenn Petroski	U9
John Schultz	K9
Mark Weseman	F2

To Players in both games:

Everybody starts with 10hp, Ovp, and two Simple Snowballs. If you still don't have a copy of the rules, CALL ME. Happy Hunting!



GIFFARD / Gunboat Titan

Round Fifteen: Brown Nosing

BLACK LEGIONS (rolled a 3): Scorpion Brush B127-Swamp S28; Coat of Arms Tower 300-Hills H18, engages Brown; Jack O'Lantern Plains P110-Marsh M13.
 BLUE LEGIONS (rolled a 1): Egg Desert D107-Brush B106; Tornado Marsh M41-Tower 100; Moon Marsh M41-Swamp S42; Raincloud holds in Plains P138; Lightning Swamp S42-Hills H37; God Desert D7-Woods W2.
 BROWN LEGIONS (rolled a 4): Spider holds in Marsh M36, engaged by Red Double Eagle; Rack holds in Hills H18, engaged by Black Coat; Stein Brush B3-Brush B141.
 GREEN LEGIONS (rolled a 4): Dead Fish Marsh M22-Jungle J26; Harp holds in Desert D118; Dagger holds in Swamp S14; Wreath Marsh M117-Brush B113; Boiling Pot returns in Marsh M22, splits with Frog.
 RED LEGIONS (rolled a 6): Salamander Brush B130-Plains P124; Double Eagle Woods W30-Marsh M36, engages Brown Spider; Star Marsh M126-Brush B120.

Engagement 11 was a concession, not an nmr. I *did* make an error, though, in not allowing the Green Pot to re-enter at J26 or MTN1000. I thought when a legion was not ordered to re-enter, it had to wait until the original hex was clear; but the rules say that I should move it to any open space if it's unordered.

Engagement 12: Black Coat of Arms attacks Brown Rack in Hills H18. Defender enter through 9-10-11 by Dec. 9, please.

Engagement 13: Red Double Eagle attacks Brown Spider in Marsh M36. Defender enter through 1-15-14 by Dec. 9, please.

Musters, Turn 15: 2 Rangers, 2 Trolls, Cyclops, Guardian, Warbear.

Greenie to Blue: Your Egg that you laid in the Desert didn't happen to hatch a Griffon, did it?

Blue to Greenie: Good positioning at M117 and D118! But watch out for the dragon's breath and unicorn horn!

Greenie to Brown: Things were going OK till your Dragon and Unicorn came over here. As strong as they are, they may never get to see their relatives unless they move out...FAST.

Brown to Green/Blue: Come and get me, if you dare!

"Blue" to Greenie: Looks like its time to decide who is King of the Hill.

Greenie to Red: You're no ANGEL.

Greenie to Black: I'll get you, and your little dog, too...HA HA HA HA HA!!

Round Sixteen: Do The Bartman

Sorry—I had the Blue God in the wrong hex, and E12 and E13 mislabelled. Remember, the map is always unofficial.

BLACK LEGIONS (rolled a 2): Scorpion Swamp S28-Woods W30; Coat of Arms Hills H18, engaged with Brown; Jack O'Lantern Marsh M13-Plains P15.

BLUE LEGIONS (rolled a 1): Egg Brush B106-Plains P105 and splits with Candle; Tornado Tower 100-Marsh M41, engages Brown; Moon Swamp S42-Plains P1; Raincloud Plains P138-Brush B137; Lightning Hills H37-Brush B38; God Woods W2-Brush B3.

BROWN LEGIONS (rolled a 2): Rack Hills H18, engaged with Black Coat; Stein Brush B141-Marsh M41, engages Blue.

GREEN LEGIONS (rolled a 2): Dead Fish Jungle J26-Marsh M126; Harp holds in Desert D118; Dagger Swamp S14-Brush B10; Wreath Brush B113-Marsh M13; Boiling Pot Marsh M22-Mountains MTN3000; Frog Marsh M22-Brush B24.

RED LEGIONS (rolled a 4): Salamander Plains P124-Brush B120; Double Eagle returns to Marsh M36; Star Brush B120-Marsh M22.

Engagement 12: Brown Rack defends against Black Coat of Arms in Hills H18.

Engagement 13: Red Double Eagle defeats Brown Spider in Marsh M36. 2 Ogres, 2 Trolls, 2 Warlocks, 1 Ranger die; 72 points to Red, who summons an Angel into the Eagle.

Engagement 14: Blue Tornado defends against Brown Stein in Marsh M41. Defender enter through 1-15-14 by Dec. 29, please.

Musters, Turn 16: 3 Gorgons, 3 Rangers, Minotaur, Troll.

Point Count: Blue 183, Red 178, Green 75, Brown 63, Black 24.

Blue to "Blue": What's this? "Black" press!?

Greenie to GM: I don't remember getting as many bad rolls in a game as I have in this one. C'mon, Pete, warm up those fingers, there's only so many 5's and 2's a person can have.

GM to Greenie: Okay ... here.

Black to Everyone but Brown: I'd suggest you attack Scorp and Jack—make sure you can get full points before Brown gets half. I'll concede the combats so you won't be off the board for long.

Greenie to Brown/Blue: It would appear to be between you two.

GM to Greenie: You didn't know how right you'd be.

Blue to Brown: Well, Red and Black got you. Now it's my turn. Care to come into my parlor? I'm rolling too small to catch you just now. And Brownstein is your only moveable legion! [[GM to Blue: Wanna bet?]]

Greenie to Red: It's not that you're out of it, but what are you going to do with only one decent stack? Sooner or later it's gonna have to move against something big, like a Blue Serpent or Hydra, maybe your eventual Colossus will run into Brown's Colossus, but then where will you be?

GM to Red: Yeah—"who ya gonna call?"

No mid-month deadline due to Christmas. Round Seventeen by January 12, please. Map on previous page.

GRAMARYE / British Rails

ROUNDS #27/28: CITY KIDS

Railroad: Wrobel's Wrailway
Owner: Ed Wrobel

27: Move 9mp N.
28: Move 5mp into Newcastle, pick up coal. Move 4mp into Middlesborough, sell coal for £5M (card 30). Draws card #105.

card 5: edinburgh/hops/£33; holyhead/tobacco/£21; glasgow/pigs/£15.
card 105: gloucester/coal/£9; leeds/machinery/£3; berwick/imports/£22.
card 114: norwich/coal/£16; lancaster/textiles/£6; penzance/tourists/£34.

Freight carrying oats.

Opening Bal: £ 24
Income: + 5
Expenses: -
Balance: £ 29

order this time: 7/1
next: 1
GOs? yes

Railroad: Lost Buchanan Road
Owner: Craig Mills

27: Move 9mp NE.
28: Move 7mp into Hull, sell pottery for £16M (card 59), pick up fish; move 2mp N. Build £20M S of Birmingham. Draws card #127 (Fog—uses card #82) and card #18.

card 17: berwick/sugar/£20; barnstaple/textiles/£22; pembroke/hops/£14.
card 18: pembroke/oil/£25; penzance/sugar/£38; brighton/machinery/£10.
card 96: ipswich/oil/£15; cardiff/rubber/£15; dundee/clay/£52.

Freight carrying fish & textiles.

Opening Bal: £ 20
Income: + 16
Expenses: - 20
Balance: £ 16

order this time: 1/7
next: 2
GOs? yes

Railroad: Puppytail Rail
Owner: Bruce Linsey

27: Move 9mp N.
28: Move 9mp N.

card 2: penzance/cars/£28 ipswich/cotton/£23 perth/lead/£38.
card 8: newcastle/fruit/£25 cardigan/pigs/£21 lincoln/imports/£15.
card 97: cardiff/fruit/£7 portsmouth/sheep/£24 newcastle/steel/£12.

Freight carrying steel and fruit.

Opening Bal: £ 12
Income: +
Expenses: -
Balance: £ 12

order this time: 2/6
next: 3
GOs? yes

Railroad: Connie's Cousin's Caboose
Owner: Tom Nash

27: Move 9mp S. Upgrade to Fast Freight
28: Move 8mp into Penzance, sell tobacco for £18M (card 13), move 4mp E. Draws card #39.

card 39: carlisle/steel/£6; portsmouth/tourists/£4; nottingham/machinery/£4.
card 61: norwich/beer/£10; cardiff/coal/£10; lincoln/steel/£10.
card 92: stoke/oil/£15; birmingham/lead/£11; dolgellau/tourists/£12.

Fast Freight carrying sugar.

Opening Bal: £ 22
Income: + 18
Expenses: - 20
Balance: £ 20

order this time: 3/5
next: 4
GOs? no

Railroad: Silkworth's Sober Steamers
Owner: Geoff Richard

27: Pick up textiles, move 1mp E and stop. Build £3M into Dundee.
28: Move 1mp E into Dundee, pick up jute, move 8mp S.

card 34: perth/coal/£6; norwich/machinery/£5; portsmouth/jute/£45.
card 35: leeds/fruit/£15; pembroke/coal/£9; dumfries/lead/£28.
card 58: coventry/lead/£11; glasgow/cattle/£10; york/textiles/£3.

Freight carrying jute & textiles.

Opening Bal: £ 26
Income: +
Expenses: -
Balance: £ 26

order this time: 4/4
next: 5
GOs? yes

Railroad: Bergmann's Boxcars
Owner: Jason Bergmann

27: Move 9mp N into Birmingham, drop hops, pick up cars. Build £11M into Lincoln.
28: Move 9mp N.

card 43: barrow/fruit/£23; birmingham/pigs/£12; cardigan/textiles/£18.
card 53: sh'field/textiles/£4; aberystwyth/jute/£45; newcastle/cars/£24.
card 57: ayr/cotton/£19; birmingham/fish/£17; newcastle/sugar/£17.

Freight carrying cars & hops.

Opening Bal: £ 11
Income: +
Expenses: - 11
Balance: £ 0

order this time: 5/3
next: 6
GOs? yes

Railroad: Birmingham & Hereford Rail Road
Owner: Eric Brosius

27: Move 12mp S.
28: Move 12mp S into Cambridge; drop coal, pick up conmat.

card 73: hull/conmat/£15; birmingham/beer/£4; southampton/barley/£14.
card 79: reading/barley/£14; liverpool/cattle/£7; stoke/textiles/£4.
card 98: london/beer/£3; hereford/pottery/£8; hull/tourists/£16.

Fast Freight carrying conmat & coal.

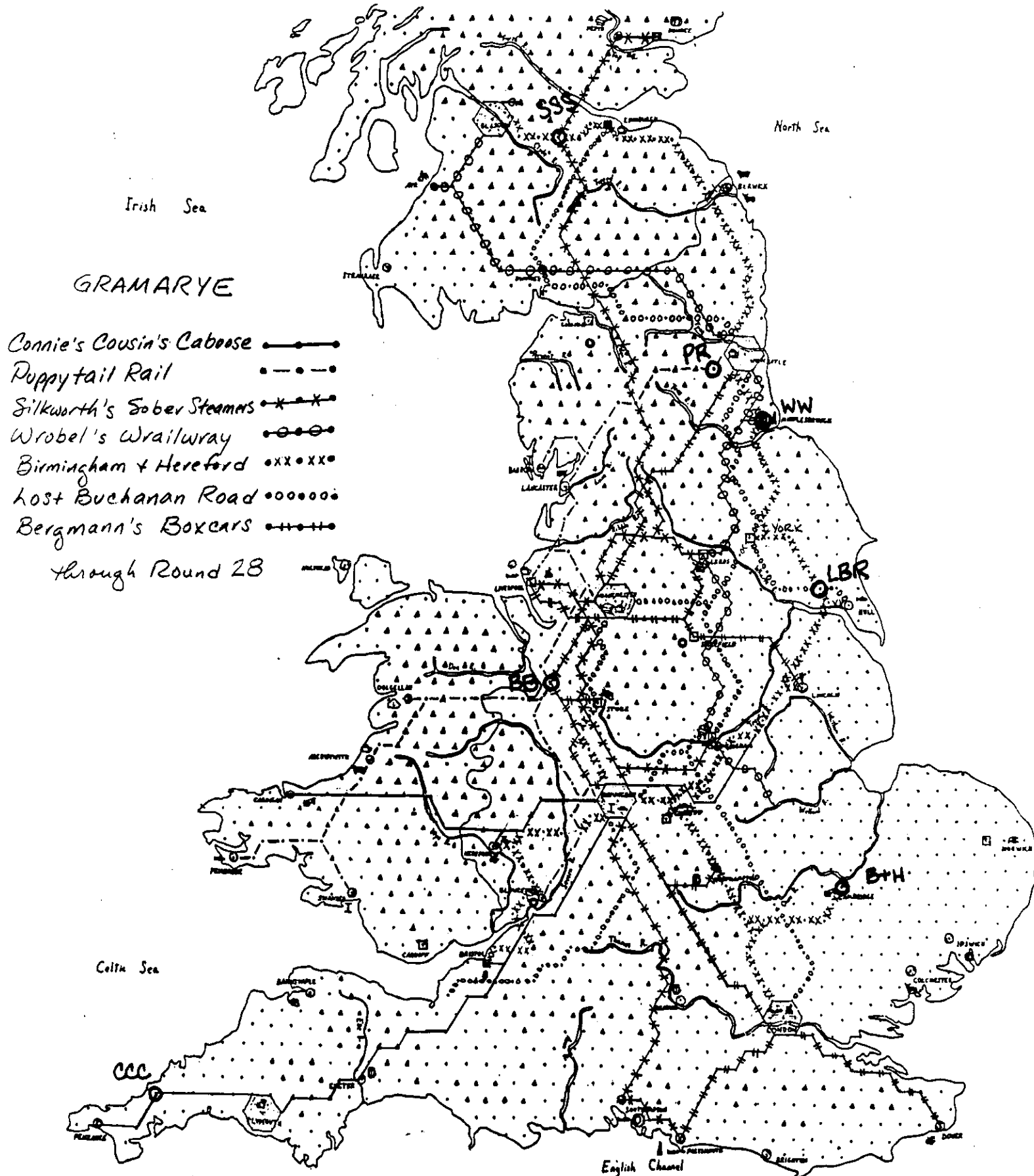
Opening Bal: £ 6
Income: +
Expenses: -
Balance: £ 6

order this time: 6/2
next: 7
GOs? yes

Rounds 27/28

1. SSS's sale was on card 20, not 34.
 2. B&H moved 12mp, not 9.
- There were other clerical errors; thanks to Eric for helping spot them.
Event #127 Fog: All trains within 10mp of Glasgow move at half rate. No rail building allowed in this area. In effect for all of Round 29 (affects SSS).
Gramarye Stuff follows after the map.

Deadline for Round 29 only: December 29.



GRAMARYE

- Connie's Cousin's Caboose —●—
- Puppytail Rail - -●- -
- Silkworth's Sober Steamers —X—X—
- Wrobel's Wrailway —○—○—
- Birmingham & Hereford —XX—XX—
- Lost Buchanan Road —●●●●●●—
- Bergmann's Boxcars —+—+—

through Round 28

GRAMARYE STUFF after Round 28

Cards Remaining: 3 9 10 11 12 14 15 19 21 24 25 28 29 33 36 37 41 45 50 54 55 56 60 62 63 67 69 72 75 88 89 90 99 100
 101 104 106 107 108 109 110 111 113 116 117 119 121 126 128 131 132 135 139 140.

Discard Pile: 1 4 6 7 13 16 20 22 23 26 27 30 31 32 38 40 42 46 47 48 49 51 52 59 64 65 66 68 70 71 74 76 77 78 80 81 82
 83 84 85 86 87 91 93 94 95 102 103 112 115 118 120 122 123 124 125 127 129 130 133 134 136 137 138.

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\ dumfries\ DUNDEE\ EDINBURGH\ exeter\ gloucester\ hereford\ holyhead hull\ ipswich lancaster\ LEEDS\ lincoln\ LIVERPOOL\ MIDDLESBROUGH\ northampton\ NORWICH NOTTINGHAM\ pembroke\ penzance\ perth\ portsmouth	aberystwyth\ reading SHEFFIELD\ southampton\ STOKE\ stranraer swansea\ YORK\ aberystwyth\ reading SHEFFIELD\ southampton\ STOKE\ stranraer swansea\ YORK
---	---

Mercantile report (filled buttons indicate loads on board trains at the end of the turn):

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	●○○		

PLANET BLUE / Fictionary Dictionary

Round One: rabato

1. a Flemish design pattern of stitching popular in the Early Middle Ages, characterized by the raised diagonal cross-stitch.
2. a water vessel; originally the baldder of a goat or pig sewn into a section of the animal's hide for purposes of insulation and durability.
3. in cabinetry, each of the mating halves of a certain joint used to attach two wood surfaces together at a right angle.
4. the national dance of Paraguay, consisting of circular movement punctuated by rapid, repetitive tapping of the heels.
5. a large collar of linen, lace, etc. worn turned down so as to fall over the shoulders.
6. a small Italian sausage, often used to complement Sicilian veal dishes.
7. a musical term for a swift, disjointed tempo.
8. a courtyard completely enclosed by a single family dwelling, esp. in areas influenced by the Ottoman Empire.
9. an Italian opera for young boys.
10. a frame designed to hold rabbit pelts during drying.
11. a raccoon-sized rodent native to the foothills of southern Venezuela and northwest Brazil; an endangered species.
12. Spanish. common usage irregular verb formed from *rabar* suggesting one who is furious or mad as in a rabid dog.

No Definition Received from: Anderson, Burgess. Next time, send your guess as to which of these is the real definition, plus a definition for the next word. Players are: Lance Anderson, J.R. Baker, Jason Bergmann, Jim Burgess, Brian Hogan, Tom Hurst, Rick Kohman, David McCrumb, Craig Mills, Tom Nash, John Schultz, Richard Weiss, Ed Wrobel.

The next word to be defined is: **conure**.

MAGRATHEA / 1989B

So sorry; Austria did not hold sev, and so has only one build coming. Autumn 1906: Austria no retreats received, GM retreats a sev otb; Russia retreats a war-mos; Turkey retreats f bul/sc otb. Winter 1906: France builds f bre, f mar, a par; Russia removes a arm; Turkey builds a con. England proposes F win; France & Italy propose A/E/F draw.

Spring 1907: Blond Bimbos

AUSTRIA (Richard Pinelli): a bud, a ukr, a war /gal or otb/, f bul/sc /ann/, a ser, a gre all unordered.
 ENGLAND (Jim Diehl): a fin-lvn (f bot c, f bal s), f bar s russ a mos-stp /nso/, f nwy-swe.
 FRANCE (Tim Stark): f bel-eng, f bre-mid, f mar-lyo, a par-bur, a bur-mun, a ber-pru, a sil s austrian a war, f tun-tyl, a tus-rom, a ven-apu.
 ITALY (Gary Behnen): f rom s turk f ion-tyl (f nap s).
 RUSSIA (Geoff Richard): a sev-ukr, a pru-war (a mos s).
 TURKEY (John Crosby): f ion-tun, a con-bul (f aeg s).
 Pete Clark, please standby for Austria. Please recall that unordered units may not receive support.

Next Deadline: Summer & Fall 1907

Wot? No Press?? Well, then I'll just put your map in a tiny box on page 4.

FREIBUR / 1990AQ

A word of warning: Larry Botimer's subscription has lapsed. You may not make your orders conditional on whether he NMRs.

Spring 1992: Kiss Me, Kate

AUSTRIA (Larry Botimer): a vie-tyo, a bud-tri, a mun-bur, a ser s turkish a bul-rum, f gre s turkish f smy-eas /imp/.

ENGLAND (Gary Behnen): f edi-nts, a nwy h (f nwg s), f nts-hel.

FRANCE (Chuck Mercer): f bre-mid, a par-pic, a bur h, a spa-mar, f por-spa/sc.

GERMANY (Richard Pinelli): a kie-hol, f den s russian f swe, a ruh-bel.

ITALY (Melinda Holley): f rom-nap, f nap-ion (f tun s), a ven-tri, a tri-ser.

RUSSIA (Don Williams): a stp, f swe, a ukr, f rum, a mos, f sev /ann/ all unordered.

TURKEY (John Schultz): f smy-aeg, a bul-rum, a arm-sev (f bla s).

Standby for Russia is Jim Burgess. This is called poetic injustice.

Next Deadline: Fall 1992

Austria to GM: Did you know that Spacey Lindy is dropping in on games again?

GM to Austria: Yeah, I've seen her here and there, but she's never subbed here so don't worry.

Austria to Russia: Are you there or not? If not, who's home?

England to Russia: Peace is nice.

Austria to England: Hey, get with the times, will ya? The Munich Gambit is old hat now. You're just worried I'll get people to go along with my screwy ideas.

France to England: There was a labor shortage in Mar, you see, and of course we are back to warmer water.

England to France: 2, count them, 2 new Italian fleets while she sits in Trieste! Perhaps not R/A/G but A/I/R!!!

France to Austria: Keep it up, it sounds better all the time.

Austria to Italy: Of course, if you've got a sword in front of you, I'm wondering if you'll recognize that.

Austria to France: I'm trying to figure out why I'm wasting time on beer busts when I'm really a more sophisticated guzzler.

GM to Austria: Oh, yeah? Actions speak louder than press, you know.

DAFCON SOUTH I

Yes, here it is at last. You are invited to a weekend of game playing and talk in between periods of goofing off at Chez Gaughan (a.k.a. Langley Community College, Marin Extension Campus).

Circus Maximus, Diplomacy, Titan, rail games and of course, Snowball Fighting are on the agenda, but we throw the agenda out the window if you like. Plenty of floor space so long as you reserve early. Since Tim Moore is trying to stir up a con in Southern California over Easter, I'm going to select **May 3-5** for this hoopla. Tim, if air fares are under \$50 two ways I'll try to be at yours; want to make the same pledge?

France to Italy: In our country, where the finer things in life are appreciated, we have a hard time understanding the political slogan "READ MY SHIPS."

Austria to France: Hopefully Team Austria's party has moved to Berlin. Has your party moved too?

Austria to Italy: I hate it when you start waving around large carving utensils during the holiday season.

Austria to Germany: Sigh, don't forget to write when you make a comeback.

Turkey to All: Merry Christmas and a Happy New Year to you and yours!

Austria to Turkey: Only my toady mistress gets me to do these dumb things.

GM to Freiburg: Etiquette question. Does one capitalize "toady mistress?"

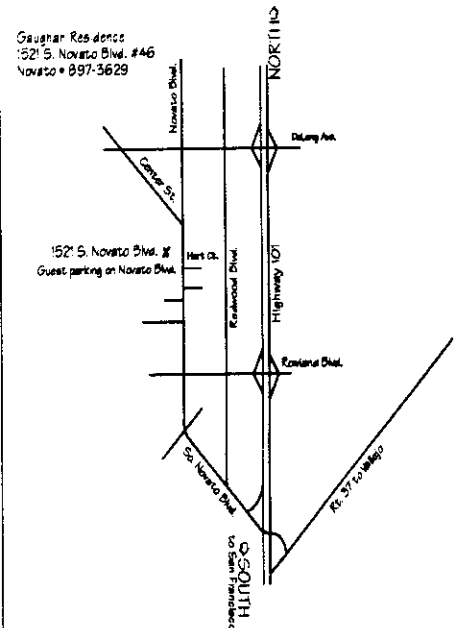
Austria to Russia:

Donderoo, if you NMR and Cameron gets called as your standby, you can expect very strange things to happen next year. Remember, I know and my computer knows where you live!

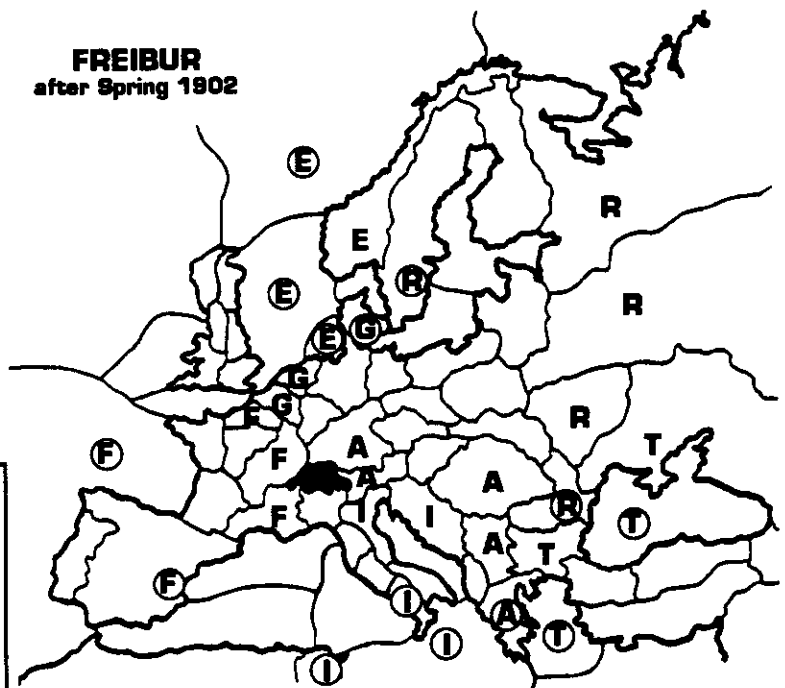
GREEN GAMES II

I will be trying to gather the flock once again on **January 11, 1991**. All game players are invited to arrive starting at 6:00 and plan on playing games as late as you can! BYO liquor, snacks and soda provided.

I am not sure which games will be most in demand; Titan is probably the easiest to get rolling since even those who haven't played it can pick it up quickly. Call me (415-897-3629) with your suggestions.



FREIBUR after Spring 1992



FREIBUR / SUPPLY CENTERS held as of Winter 1991

Austria	vie	bud	mun	gre	ser	.	.	.	5
England	lvp	edi	lon	nwy	4
France	par	mar	bre	spa	por	.	.	.	5
Germany	ber	kie	den	3
Italy	ven	rom	nap	tun	tri	.	.	.	5
Russia	stp	mos	war	sev	swe	rum	.	.	6
Turkey	con	ank	smy	bul	4

FARPOINT

Woolworth IID Dip

Good idea I just stole from Per Westling (Swedish editor of *Lepanto 4Ever*):

Scandinavian units are now 'C', Spanish units are now 'P' on the map.

If any of you reveal your Secret Power to anyone else, please inform me. I won't confirm nor deny, but I would like to keep abreast of that kind of information.

Fall 01: Islands in the Stream

Austria (Tom Nash): f adr-tri, a tri-ser, a boh-gal.

Balkans (Pete Clark): a rums russian a gal-bud /nso; retreat to bud tra or otb/ (a buls a rum), f ion-cre.

England (???): f wal-lon, f nts-lon, f edi-nwg.

France (???): a swis german a mun-tyo /nso/, a bur-bel, f eng-lon.

Germany (???): f hol s french a bur-bel, a kie-ber, a mun-ber.

Italy (???): a ven h (a rom s), f tyn-nap.

Russia (Phil Reynolds): a lap-stp, f sev-rum (a ukr s, a gals).

Scandinavia (???): f osl-nwg, a cop-sto, f bal-ber.

Spain (Richard Weiss): f alg-tun (f wes s), a mad h.

Turkey (Tim Stark): f aeg-cre, f ank-bla, a con-bul.

Next Deadline: Autumn & Winter 01

Russia to Scandinavia: I don't want a war with you. But if you fight, I'll fight back.

Russia to Spain: Go play with France.

France to Spain: You got it, baby!

FARPOINT / SUPPLY CENTERS held as of Winter 01

Austria	vie	bud?	tri	SER					3-4?	build one?
Balkans	ser	gre	bul	BUD?					3-3?	even?
England	lvp	edi	lon						3-3	even
France	par	mar	bre	BEL	SWI				3-5	build two
Germany	mun	kie	ber	HOL					3-4	build one
Italy	ven	rom	nap						3-3	even
Russia	stp	mos	war	sev	RUM	GAL			4-6	build two
Scandinavia	cop	swe	osl						3-3	even
Spain	por	mad	mor	TUN					3-4	build one
Turkey	ank	smv	con						3-3	even
neutrals	gal	tun	hol	bel	swi	rum	cre	ice		

Russia to Austria: When ya gonna admit you can't stand to see me play well? I do fine in games you're not in or don't GM!

GM to Russia: That sounds like entry-level power-whining.

Balkans to Austria: You left me here to die at the hands of the heavy-handed Turk and red-handed Russkie. That is not the act of an ally. Goodbye.

Balkans to Russia: OK, Phil, you're on—run with the ball—but not over me, please.

Russia to Balkans: As per our original agreement, I have taken Rumania. Surely you didn't think I'd believe you again?! You have a lot to learn about keeping an alliance if you thought we had one.

Balkans to Spain: Message received; will expect to see you in the Ionian soon.

Russia to Turkey: With all the other confusion going on, I hope we're still on the same page of the playbook.

Russia to England: Do you have any friends? Maybe you need to communicate better.

France to England: Bad choice of moves my friend—my move of F Bre-Cha was conditional on your build at the start.

GM to Farpoint: I remind the players that I did not allow conditionals based on a/f choices.

Russia to Germany: You may be the first one of us to go. Hang tough!

Russia to Italy: "Only the good die young."
France to Board: I know who you all are—shall I spell out everyone's secret power? Next time.

GM to France: So long as it's everyone's.

Russia to France: Are you in league with the Great Evil Incarnash?

Rationing

by John Duncan, *Marin Coastal Post*

I don't know if it ever got in print, but some time ago I outlined a plan to get some control over our soaring National Debt. I think that plan's time has come. It goes like this:

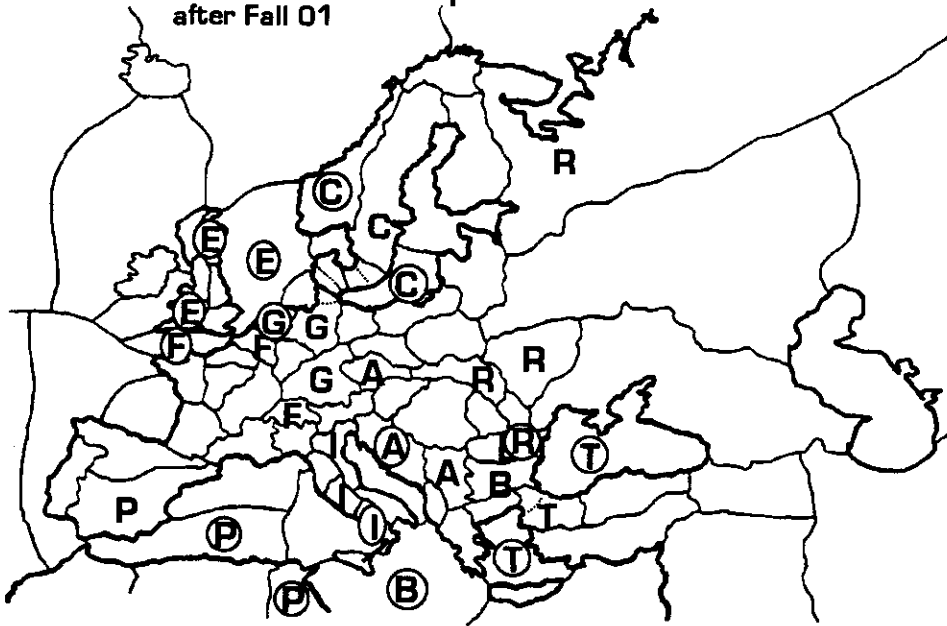
Each legislator would have a book of coupons. The total would vary from County to State to Federal legislators. The value of a Congressman's book would be One Billion Dollars in various denominations: \$500,000; \$1,000,000; \$5,000,000.

Each time he votes for a spending bill, the Congressman puts in the pot coupons adding up to the total of that particular bill. If the bill calls for spending Ten Million Dollars of OUR money, he or she puts in the pot coupons adding up to Ten Million.

Perhaps there should be an offsetting proviso. A vote AGAINST a spending bill would return coupons to the legislator. But anyway, when he or she uses up all the coupons in the book, he or she can NOT vote for any more spending bills until his NO votes return enough coupons to his credit.

Hopefully this system would put a stop to Log Rolling and the good old Pork Barrel. What say you, Taxpayers?

FARPOINT Woolworth Dip after Fall 01



Rules for Metropolis

OBJECT OF THE GAME. To be the player whose buildings reach the highest value at the end of the game.

SETTING UP THE GAME. Metropolis is a game for 2 to 5 players. Place the appraisal cards in such a manner that every player can see them. Place the buildings on the table beside the board. Shuffle the cards and deal them out as follows:

2-player game	12 cards each
3-player game	8 cards each
4-player game	6 cards each
5-player game	5 cards each

Give each player a set of tokens. Each player places a chip of his/her color on the lot for which he/she owns a card. When the chips have been placed the cards are discarded face-down beside the deck.

Deal four cards from the deck and place them face-up beside the board. These are the first lots from which the players may choose. The youngest player plays first.

BUILDINGS. The illustrations following these rules (page 12) show the lot configurations corresponding to the various buildings.

APPRAISAL CARDS. Each building has a base value that varies with its size and how difficult it is to place on the board. This value also changes according to the location of the building and its impact on the environment. This valuation may be shown in the name, as in "House with view on the Park."

View on the Park—This is an advantage found on lots 15–19, 25, 40, 45, 70, and 60–64. An apartment located on lots 25, 20 and 21 is therefore known as an "Apartment with View on the Park."

By the River—These are lots 45–49, 55–59, 70–74, and 80–84.

Downtown—This is where lots 40–49 and 50–59 are located.

A Block—A block is made of ten adjacent lots with the same first digit (lots 40–49, for instance).

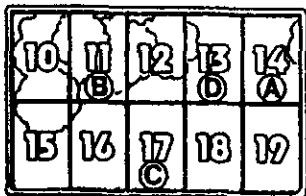
No—"No" means that a player is not allowed to build the building shown on the same block. It is not allowed to build a school or a hospital on the same block as a factory, or vice versa depending on which was built first.

PLAY OF THE GAME. Players take their turn clockwise. Each player on his/her turn picks one of the four cards on display. This choice should be made according to two criteria:

1. The lot must be free of any restrictions (see Neighbors' Rights).
2. It should provide the player an opportunity to build according to the Appraisal Cards.

The new owner places a chip on the lot represented by the card. He then takes the next card off the deck and places it face-up next to the other three choices, and play passes to the left. This way, each player will always have a selection of four cards.

NEIGHBORS' RIGHTS. Players may take any lot as long as the block has fewer than five occupied lots. Once a block has five or more occupied lots, the following Neighbors' Rights must be observed.



When you own a lot next to an empty one, you have the right to take possession of the empty lot.

Lots sharing a side are considered adjacent, but not lots touching only on a corner. 11 and 12 are adjacent, but 11 and 15 are not.

The lots *without neighbors* may be taken by any player whose turn it is. In this illustration, lot 15 is the only lot without Neighbors' Rights.

Lots with *one neighbor* may be taken only by this neighbor. For instance, only player B may take lot 10, and only player A may take lot 19.

Lots with *several neighbors* may be taken by anyone of them whose turn it is. In the example, lot 16 may be taken by player B or player C, lot 18 may be taken by C or D, and lot 12 may be taken by B, C, or D.

To have more adjacent lots does not give any special advantages (example: players B and C are equal in trying to obtain lot 12).

GIVING BACK A LOT. A player may become the 'owner' of a lot for which he has no rights, only when none of the cards offered is of any value for the player. In the above example, if it is player A's turn and lot number 12 is offered, and he may not take any other face-up card, he may take lot 12 (or any other) and give it to a player of his choice who has Neighbors' Rights to it.

BUILDING. You may build at any time during the game so long as it is your turn. You must respect these rules:

1. The type of building you choose must be available! ("First come, first served.")
2. You should have the right shape of lot(s) (or maybe share them with another player).
3. The building must be authorized in that location according to the Appraisal Cards.

Players removes their chips from the lot(s), place the building, and identify it by placing a chip on the building. After a building has been placed down, it cannot be moved.

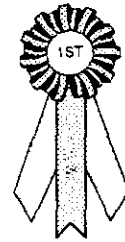
DEALING. At any time, and even out of turn, the players may deal with each other—exchanging lots, agreeing on some building project, etc. Players may also group their lots in order to build a larger building. This is possible only for a building covering 4 or 6 lots.

END OF THE GAME. When all the lots have been dealt out there may be some buildings left. Each player may take an extra turn in order to try to build. The game is over after this round, or if no more building is possible (whether because there are no buildings left or because the remaining buildings will not fit on the remaining lots).

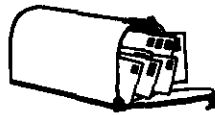
With the help of the Appraisal Card, each player figures the value of his/her properties. The winner is the player with the most points.

announcing

THE 1991 MARCO POLL



Vote for what you believe are the five best **zines**. Rank them first to fifth (no ties).
Do the same thing for the five best **players**. Send your votes to:



Pete Gaughan
1521 South Novato Blvd. #46
Novato, California 94947

Votes for the following Dipsters or their zines will not be counted: Dick Martin, Julie Martin, Pete Gaughan.
Voting deadline is April Fool's Day 1991.

Marco Poll (North America)

= number of voters

year	#	winner	runner-up	GM winner	subzine winner
1981	32	Brutus Bulletin	Voice of Doom		
1982	61	Europa Express	Just Among Friends	Gary Coughlan	
1983	73	Europa Express	Voice of Doom	Gary Coughlan	Mos Eisely Spaceport
1989	41	Fiat Bellum! / House of Lords (tie)			
1990	31	Perelandra	Northern Flame	Andy Lischett	High Inertia

Runestone Poll (North America)

year	#	winner	runner-up	GM winner	subzine winner
1977	19	Runestone	Brouhaha		
1978	56	Brutus Bulletin	Lies, Deceits & Nefarious Schemes	Steve McLendon	
1979	72	Graustark	The Dragon & The Lamb	John Michalski	
1980	93	Foi Si Fie	Volkerwanderung	Don Ditter / Eric Verheiden (tie)	
1981	126	Black Frog	Dot Happy	John Daly	
1982	99	Europa Express	Paranoiacs Monthly	Doug Beyerlein	Diplomatic Immunity
1983	76	Europa Express	Diplomacy by Moonlight	Doug Beyerlein	Mos Eisely Spaceport
1984	119	Europa Express	Envoy	John Daly	Sex Apeel
1985	265	Voice of Doom	No Fixed Address	Mark Larzelere	MeANNderings
1986	211	Costaguana	Europa Express	Gary Coughlan	D-Day!
1987	441	Costaguana	Blunt Instruments	Andy Lischett	High Inertia
1988	508	Praxis	The Zine Register	Andy Lischett	Shadowplay
1989	174	Fiat Bellum!	Perelandra	Russ Rusnak	High Inertia
1990	236	Northern Flame	Upstart	Russ Blau	High Inertia

Zine Poll (United Kingdom)

year	#	winner	runner-up
1974	14	Ethil the Frog	Mad Policy
1974	34	Dolchstoß	Mad Policy
1975	54	Dolchstoß	Mad Policy
1976	69	Chimaera	1901 & All That
1977	111	Chimaera	1901 & All That
1978	151	Dolchstoß	Ethil the Frog
1979	133	Greatest Hits	Puppet Theatre News
1980	69	Greatest Hits	Fall of Eagles
1981	101	Greatest Hits	Puppet Theatre News
1982	101	Ode	Greatest Hits
1983	224	Greatest Hits	Mad Policy
1984	258	Hopscotch	NMR!
1985	248	Mad Policy	Dolchstoß
1986	192	Home of the Brave	Dolchstoß
1987	339	War and Peace	Zine to Be Believed
1988	235	Realpolitik	Zine to Be Believed
1989	197	NERTZ	Electric Monk

Among the Trees

by Pete Gaughan

✓ I am very happy to be able to announce, at this most appropriate time of year, the identity of the Santa Claus who helped revive *Perelandra* back in 1986. In issue #45, August of that year, I announced that the zine would fold, entirely due to the continued cost of publishing and my own fear that I would wind up unable to refund subscriptions if I went much longer. (At that time I was just leaving graduate school to work.) I began to run the games out on a flyer called *Thulcandra*.

Steve Emmert called to ask what it would take to get *Pere* running again. I said that I had to be able to refund any subs and keep a balance on hand sufficient to cover all outstanding issues, a total of \$450. Steve sent a check for a no-interest loan, with the condition that I could not reveal it was him until it was repaid. #46 was out in January, a hiatus of only four months.

Looking back my financial troubles seem much less than they must have been; but at any rate we are now very comfortable and the loan has been repaid. I am slightly more uptight than most publishers about sub fees, since I charge a premium price; but I have had, for some months now, more than enough to cover the outstanding debt if I should have to fold (that's currently about \$290, on a circulation of 64).

Steve could have invested \$450 for nearly years more wisely, no doubt. But no other investment, I believe, would be quite as grateful. And that should be the last time we talk finances in this zine.

✓ PLUGS 'N' SUCH:

Phil Reynolds has helped us all by reincarnating *Pontevodria*. This flyer will list for you every game opening in *Dipdom*. All you have to do is send Phil a SASE (his address is in the Roster in the back).

Jason Bergmann has stepped up one rung in the circles of *Dip* hell from that of Publisher, folding *Entropy* and thereby continuing the tradition of *Dip* flameout among college students.

The Zine of the Year Poll is underway now for European zines, as is the Zine Poll in the U.K. The Zine Poll, unfortunately, has a deadline of December 22 (Iain Bowen, 5 Wigginton Terrace, York YO3 7JD, U.K.). For the

Zine of the Year Poll you need a ballot from Pete Burrows (16 Huxley Close, Bilborough, Nottingham NG8 4PU, U.K.); deadline is February 28.

Manorcon (July 12-15) in Birmingham: A con with a great track record and good turnout for several tournaments. For info, write to: Richard Walkerdine, 13 Offley Road, Hitchin, Herts SG5 2AZ, U.K.

✓ Proposition: Tax all paper made from virgin pulp, at the point of manufacture, at a rate that would bring its price up to parity with paper containing at least 30% recycled materials. Assignment: *Without* referring in any way to "market forces," argue against the proposition.

You are certainly welcome to cannibalize *Perelandra* for recycling or for new orders. Although it troubles me to see the zine ripped up, I have no preference over whether you pull out a map to send back with moves, etc, or ruin a perfectly good sheet of new paper. Most of you have already noticed that I use the backsides of paper frequently (Mark Lew's and Ed Wrobel's office memos come through here every month). The play, *The Ghost-Eye Tree*, from which some of you saw the title page last month, is a children's story which my father, Jack, has adapted to the stage as part of a class he's taking on stage directing.

✓ Your help is requested. I cannot locate my source to find out where I got these planets' names (they've each been used as a game name here): Zemba, Quwhon, Nordeen, Rathillien, Marna. I need the title and author of the work in which they're mentioned.

✓ OTHER GAMES PEOPLE PLAY.

I haven't talked much about it in *Pere*; but I'm a map freak. I have maps of nearly every spot I've visited; the other night when the network news went to Baker, Montana, for a small-town story I simply had to get my atlas out. Then David McCrumb's zine arrived, talking about the trials and tribulations he's going through as Shawsville gets street names (for the sake of 911 service).

This made me decide I'd like to bulk up my collection. I will pay free issues for maps which include the site of your home. One free issue for a street map of

your city, and another free issue if you can provide a county map (these usually show everything down to dirt roads in unincorporated areas). YOU MUST mark where you live on the city map in order to claim the payoff.

✓ Zine Scene: I've added a couple of new subscriptions. One is Bruce Reiff's *Diplomacy Downs*, which has gotten plugged all over creation, and when I got it I still had no idea he was a right-wing ideologue. Whatever happened to reviews that told you what the reviewee was about?? For all his stridency Bruce puts out a good zine, heavy emphasis (as has been stated elsewhere) on horse racing. He's just moved to 432 Caldwell Drive, Cincinnati OH 45216.

I'm finally getting *Moiré* from Tim Moore, and Terry Tallman is playing in a game there. No, this is not some piece of guest fiction, he really is. Larry Botimer suggests we start a pool on when Terry will drop out (I've already informed Tim that he must, by law, have me on his standby list as the Official Tallman Replacement). NO MONEY; Terry would sell out to the highest bidder and nmr out for their sake. But send your guess as to what season Terry will officially nmr out and I'll keep track (the game is currently in Fall 1901).

✓ The Other Zine Scene: You may not have much contact with the underground press in this country, but it's still alive, even if it's kicking in a different direction. Stephen Dorneman plugged a metazine called *Factsheet Five* recently; it's a *Zine Register* of all kinds of zines: sf, political, gaming, etc. Well, you can get a similar register from *Whole Earth Review* (27 Gate Five Road, Sausalito CA 94965). Here are some samples:

IAO CORE A magazine of dense xerographic images, with a feeling of Boschian chaos and depravity. Something very unsettling lurks behind these pages. *[[Sounds like KK to me...]]*

The Quayle Quarterly Hasn't our VP suffered enough? This magazine could be seen as cruel if it weren't for the obvious truth it discloses.

Artpaper A tabloid-style paper on the Minnesota [and national] art scene.

Extropy A thick, long-winded, philosophical journal that concerns itself with like extension, nanotechnology,

More Greasepaint

there—although Saruman should have lost Bree last time! Good four-way fight; shame the Dwarves lost out, they always were my favorite.

[[Always good to hear from a foreign shore but I'm sorry to see Glover dropping out. He has neat handwriting, too. Must have been something in the U.K. water this month 'cause I also heard from...]]

Wallace Nicoll

There were a few things in the last *Perelandra* that I'd like to make comments on—for a change. In general I find, as I said in some comments I made in *Prisoner [of War]* a few issues ago, the landscape stuff interesting. My background in geography and geology at U. possibly has something to do with it.

Mark Weseman asked about En Garde rules. Now I suspect you've been inundated by other folk saying where they can get them. *[[No, actually...not a one.]]* No harm in me adding more. Theo Clarke and Paul Evans recently got authorisation to produce, under licence, the En Garde rules in the U.K. In effect none of the big companies felt there was a big enough demand for a full production run. Instead, "The Small Furry Creatures Press" put out a type-styled (rather than lasered) version of the rules, pretty much word for word with the original set. I understand there were a few clarifications included. [It] costs £7.95 from TSECP, c/o 42 Wyndale Road, South Woodford, LONDON E18 1DX. Paul also runs an En Garde game himself. The above price includes UK postage, so there may be a little more for overseas purchasers.

... As a slight aside, are you a member of any Macintosh User Groups? Or is it simply you have access to the Macintosh in the office? I must admit I've never regretted getting mine a couple of years ago, especially the laser printer. Now it's expanded to 2.5 Mb memory it should be able to handle most things I throw at it; I have had a few 'out of memory' messages when I've been using FreeHand with some complex graphics, but that's mainly because of its half dozen levels of Undo.

[[I wonder whether you realise how much that sounds like a frp scenario... BTW, you Brits give my spellchecker hell.

[[My father owns the Mac, and it's in his office at his home. We haven't joined any MUGs simply because we have such a good software store to work with that we don't need a User Group much (plus, we

don't have a modem).

Al Tabor

A great 'mystery' novel is *Tourist Season* by Carl Husen *[[spelling?]]*. Eco-terrorism in Florida. Very black sense of humor. Also, anything by Sara Paretsky or Tony Hillerman. Mostly I read scifi but I like these folks a lot.

[[Thanks mucho, Al—now straighten me out on that author's name.]]

David McCrumb

I found your comments on detective novels interesting. I do not like today's versions because they deal with people you don't like or care about. How many people get upset when a drug dealer of prostitute gets shot up? And so many of them are the same; Dick Francis has written one book 25 times.

My favorite mystery (aside from Sharyn's, must exclude her because of bias [that's his wife]) is one by Ruth Rendel in which she tells you who was murdered, who did it, and why in the first sentence. She then goes on with an excellent book. *[[Title?]]*

Sharyn is chairman of the Edgar committee this year. I have been helping her, and I must admit the selection this year is terrible. Only two are even worthy of consideration (out of ~250), and the probable winner isn't really a mystery, but rather a documentary.

Several dozen people have said Sharyn's book *Peggy-O* should win (including several reviewers), but it is ineligible since she is a judge. It has, however, been nominated for a Pulitzer. (Fat chance, it is thought of as general fiction regardless of how good or socially relevant it is.) Hopefully she will win the Anthony next year in L.A. She would be the first person ever to win the Edgar, Agatha, and Anthony.

Bush is determined to go to war. Saddam scares me, but then war is never pleasant. And it will keep us there for 10-15 years, with all current allies getting more and more upset at us. I pray for a peaceful solution, but...

[[I've avoided prize committees and gossip in sf fandom, now you want to drag me into the Edgar politics??!! (grin) I really pay attention to very few literary prizes each year: the Newberry and a couple of the Pulitzers.]]

John Schultz

I really enjoyed your *Among the Trees* this time. I stayed up most of election night watching results from across the nation. The biggest shock of the night to

me was when I learned that not a single ecological proposition passed in California, the state which is supposed to be at the forefront of ecological reform. It makes it all seem like a big joke, doesn't it? We haven't really learned anything in 10,000 years. People will always vote the present condition of their wallets ahead of the future condition of their offspring. All the Pete Gaughans and Garrett Schencks etc. in the world just are not going to make a difference and that is unfortunate.

A couple thoughts on other points your raised. We haven't learned a thing from Vietnam and you and I should both live to see the US involved in more land conflicts than we can count on both hands. On the state of anti-war protest in this country? Don't get your hopes too high. It just isn't going to happen until the body counts start making people nervous. Speaking of body counts...if we do go to war with Iraq the death toll of American troops is going to make Vietnam look like a border skirmish. Why? Terrain, weaponry and proximity. *[[Proximity to what?]]* My guess is between 80,000 and 120,000 dead if the conflict lasts a year. I expect us to go to war and I expect it to last at least a year with US military presence in Saudi Arabia and New Kuwait for the unforeseeable future.

[[Begging your pardon, but I do plan on changing the world. I am still working on exactly how, but be patient.]]

[[My letter list has expanded beyond my Rep. and the President, to include the party leaders of the Senate and House. I am truly surprised that none of them has called for a special session!]]

John Cain

Yours was the first news I'd seen of the defeat of Big Green in California (I missed the paper on the relevant day), a proposition I'd been following with a bit of interest. I think as fear of economic recession starts to bit, people become less concerned about conservation. Certainly this has been the case in Australia, where since the Federal election in March, the Green groups have lost out as the economy worsens. Also, after their success in that election, they became increasingly strident and extreme, which offends many people. Certainly I think that you have too many elections in the US. Electing people like Insurance Commissioner, judges, police chiefs, etc, is going overboard—what do you elect a government for? Also, these offices with only one responsibility must become trapped by vested interests.

[[Sorry John—response is on page 16

More Greasepaint

[[As I said lastish, nobody is saying the amendments failed because of the policy contained in them. More likely it was fed-up-with-politics syndrome. You probably could have offered to amend the Constitution to give every citizen \$10 and it would have been a close race.]]

[[I can't remember the last time I heard anything in our news about elections in Australia or NZ unless it was for P.M. About our electoral system, here's a brief lesson for foreigners. Remember, we don't elect a government. We elect individuals, which is why we haggle and stalemate so much (I consider this a strength, not a weakness, up to a point). More to your point, we severely restrict the ability of those individuals to make our decisions for us. California and Texas are extreme examples, with weak, easily-amended constitutions, but even at the federal level it has taken monumental power-wrestling on the part of several Presidents over the past forty years to get decision-making away from the people.]]

[[And I fully expect the next writer to jump all over me for those comments.]]

Greg Ellis

Stephen Wilcox says he is interested in trying out a new Titan variation in a postal game. We still prefer to play using Tower Power rules, but we have a novel idea for people who hate dice: No Dice Titan!

Here is how it works. Each player picks a number from 1 to 6 and moves his stacks accordingly. For turn two, he may choose from any of the five numbers he did not pick the first time, and so on until all six numbers have been used, and then he starts over fresh. The game could go:

Turn: 1 2 3 4 5 6 7 8 9 10 11 12
Die: 1 5 3 6 4 2 2 6 3 5 1 4

Et cetera, until the game is over. Tracking numbers is easy, and nobody gets to whine about lousy die rolls.

[[Great idea but it's been done. Terry Tallman's bunch in Seattle played Cosmic Titan for a few years and this was one of the powers (I don't have my cards here so I don't know what it was called); Tom Hise and I played it a couple of times as well. But that doesn't mean it's not a good idea. Let's see who's willing to do it.]]

Richard Hurley

Ever heard Dick Gaughan, Scottish folk singer? Very good, if you're partial to Celtic music.

[[Of course I have, I sub to Prisoners of War!]]

Daf Langley

It sounds like you've found yourself a good place for all the things you like to do. You have gamers within driving distance, you have bike lanes, an active theater, a great place for concerts. We're working on getting something up here [in the way of a Dip con]. We've got Terry and Judy (although the only game Terry plays any more is Titan), Eric and Cathy (I was daydreaming the other day about the story of the rare Cunning Ozog—much smarter than the simple Ozog. It was fun.), Larry Botimer, and others I can't remember. The only ones close to us, though, are Eric and Cathy. Terry lives up north, and Botimer lives north and east.

We went and saw *Dances with Wolves* Saturday. Great movie. If you only see one movie this year, go see this one. It is a wonderful movie. It's got a great look, the story is excellent, the Indian parts are played by real Indians. And then there's Kevin Costner, who's worth the price of admission all by himself.

[[You still haven't told me what it would take to get you down here (for us to travel to Seattle will require airfares under \$100 and time off some time next fall).]]

[[Do you grant your permission for use of the name Dafcon?]]

Well, that's all I want to pack in here, so you get some white space. Take a breather, then sit down and write me a letter! Merry Christmas and a Happy New Year to all!

ap&l, Pete

WAR WORDS

Wild Acronym Revival — Word Order Revitalizes Dreary Struggle

The gay and lesbian rights group Queer Nation, proving faithful to the tradition in the gay community of marrying humor with activism, shows you can be political and still have a good time. Here's a look at acronyms for various Queer Nation subcommittees:

DORIS SQUASH—Defending Our Rights In the Streets, Super Queers United Against Savage Heterosexuality (street patrollers on the lookout for gay bashers)

SHOP—Suburban Homosexual Outreach Program (journeys to suburbia to be a visible presence in its malls)

LABIA—Lesbians and Biwomen In Action (a women's group tackling issues of sexism and lesbian invisibility)

QUEST—Queers Undergoing Exquisite Symbolic Transformation, also known as QUEer Studies (a gay history discussion group)

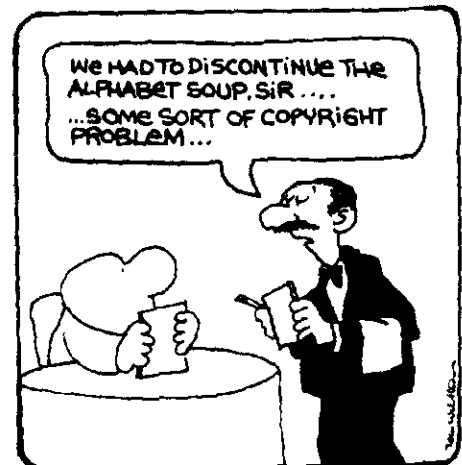
GHOST—Grand Homosexual Outrage at Sickening Televangelists (confronts religious discrimination against gays and lesbians)

HI MOM—Homosexual Ideological Mobilization against the Oppressive Military (fights discrimination against the military's favorite victims, gays and lesbians)

PAN—Pagan Anarchistic Nymphomaniacs (encourages a pro-sex attitude, defends prostitutes and sex clubs scapegoated in the AIDS war)

QUID—Queers Undertaking Income & Disbursement (the finance committee, short for quid pro quo)

TOFU & NOODLES—Tough Oriental Faggots United and Number One Oriental Dyke Lesbian Empowered Sisters (affinity groups for Asian gays and lesbians)



PLAYER ROSTER

Please check carefully for errors! **bold** = new address; s = standby; lowercase = called as standby; ??? = nmr'ed
does not necessarily show players for Giffard or Hirt

Lance Anderson**	17490 Meandering Way	Dallas TX 75252	RYL LAK S/M PLA YZA ZEL
J.R. Baker	609 West Castle Haven	Friendswood TX 77546	RYL-s PLA YZA ZEL
Gary Behnen	13101 South Trenton	Olathe KS 66062	FRE MAG
Jason Bergmann	Box 1937	Decatur GA 30031	GRA LAK PLA
Larry Botimer	1900 SW Campus Drive #38-104	Federal Way WA 98023	FRE LAK-s S/M (not a subscriber)
Eric Brosius	41 Hayward Street	Millford MA 01757	GRA
Jim Burgess	100 Holden Street	Providence RI 02908-5731	PLA fre-r
Kathy Caruso	636 Astor Street	Norristown PA 19401	S/M-s
Pete Clark	7095 North Fruit #143	Fresno CA 93711	FAR mag-a
John Crosby	9031 Cardiff Road	Richmond VA 23236	MAG RYL S/M
Jim Diehl	10530 West Riverview Drive	Eden Prairie MN 55347	MAG S/M
Greg Ellis	1709 San Antonio #211	Austin TX 78701	YZA ZEL
Steve Emmert	1752 Grey Friars Chase	Virginia Beach VA 23456	S/M-s
Brian Hogan	Box 7003	Los Osos CA 93412	LAK PLA
Melinda Holley	Box 2793	Huntington WV 25727-2793	FRE RYL ZEL
Tom Hurst	5628 Bymeland Street	Madison WI 53711	PLA YZA ZEL-s
Rick Kohman	13517 Agua Dulce	Castroville CA 95012	PLA
Stuart Lange	904 Fox Chase Lane	Riverdale GA 30296	S/M (not a subscriber)
Daf Langley	14609 203rd Avenue SE	Renton WA 98056	YZA
Bruce Linsey	Box 1334	Albany NY 12201	GRA
Dave McCrumb	3636 Old Town Road	Shawsville VA 24162	PLA
Chuck Mercer	Box 305	Forestville CA 95436	FRE
Craig Mills	3024 Pascal Street North	Roseville MN 55113	GRA LAK-s PLA
Tom Nash	202 Settler's Road	St. Simon's Island GA 31522	FAR GRA PLA RYL
Steve Nicewarner	220-76-2329, 18 Corps Finance Gp	(Abn), APO, NY 09657	LAK-s RYL
Glenn Petroski	210 West Hunt	Twin Lakes WI 53181-9786	YZA
Richard Pinelli ???	2045 West Fargo	Chicago IL 60645	FRE MAG
Phil Reynolds	2896 Oak Street	Sarasota FL 34237	FAR
Geoff Richard	5906 Marvin Loving Drive #206	Garland TX 75043	LAK MAG-s GRA-s
John Schultz #19390	Box 41, Indiana State Prison	Michigan City IN 46360	FRE PLA YZA ZEL-s
Tim Stark	605 West Doyle	Granbury TX 76048	FAR MAG
Richard Weiss	432 Cole	San Francisco CA 94117	FAR PLA
Mark Weseman	124 Burleigh Drive	Ithaca NY 14850	YZA
Don Williams ???	28162-F West Sloan Canyon Road	Castaic CA 91384	FRE
Rob Wittmond	6663 Nicholson Street	Lakewood CA 90713	LAK
Ed Wrobel	6204 Bardu Avenue	Springfield VA 22152	GRA PLA

**Lance Anderson is now in Korea, but has not received his permanent assignment and therefore doesn't have an address yet.

GAME OPENINGS / ZINE BUSINESS

HRT - Snowball Fighting (free): GAMESTART INSIDE.

YZAZYS - Snowball Fighting (free): A new Champions' Game. GAMESTART INSIDE.

Railway Rivals: Brosius, Mercer, Wrobel, Galt, Nicoll and Reynolds. That looks as if we should get rolling. Will you six please be aware, I intend to use the Ireland map but have not yet got paper copies (I bought a laminated one from the gNash). Help? Now I just need your input on houserules and on how fast the game should run, monthly or semimonthly.

Metropolis (free): rules are in thish, check it out.

Monopoly (free): Wrobel & Lew, needs up to three more.

Titan (\$20 gamefee): I know, you can't believe I'd do this again. Well, enough people have sked (Al Tabor, Gary Behnen, David Hood, Greg Ellis) that I'm going to offer a game under the following conditions: not anonymous; speed game (as fast as possible, maybe three deadlines a month); and some sort of variant rules such as No-Dice (the Cosmic power where you select your die rolls) and Tower Power (recombining legions in Towers). Let's hear from you ... and remember, this will not be a gunboat game.

Scotice Scripti (\$3 gamefee): Diplomacy on a map of Ireland and western Britain; begins the year High King Brian Boru died, 1014. Reynolds signed up (send no money until I'm sure we'll get enough response).

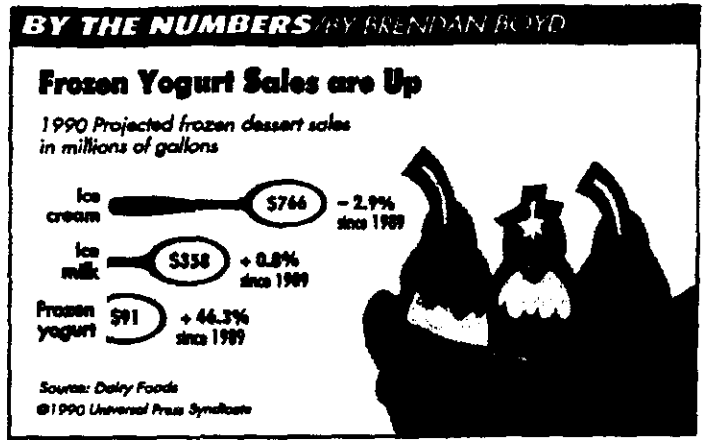
Sopwith+ (free): Pilot a WWI flying machine and shoot down everyone else in sight. Mills and Reynolds are signed up, needs up to four more.

STANDBYS: J.R. Baker, dip var; Gary Behnen, dip; Jim Burgess, dip var; Kathy Caruso, dip; Pete Clark, dip; John Crosby, dip; Jim Diehl, dip; Steve Emmert, dip; John Galt, dip var dnf; Tom Hurst, dip asf var; Rick Kohman, ww asf; Chuck Mercer, dip; Dave McCrumb, rail ww; Craig Mills, dip; Glenn Petroski, dip; Geoff Richard, dip; John Schultz, dip; Tim Stark, dip dnf; Richard Weiss, dip var; Mark Weseman, dip. Thanks and a free issue to each standby when he picks up a game and when he plays it out.

NMR LOCKOUT (no nmr insurance for the following, due to past track record or because I can't call the player collect): Bergmann, Diehl, Ellis, Hoffman, Holley, Pinelli, Schultz, Williams, Wittmond.

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Notepad:

You're certainly invited!

Pete

Herelandra

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