

Devoted to science fiction and fantasy gaming. Edited and published by Lewis Pulsipher, 321A Twin Towers, Albion, Mich. 49224. Single issue \$.15, back issues \$.20, subscription 7/\$1.

1. The drive to finals (just before Christmas) has cut this issue to half the planned size. Fortunately I have a long vacation coming up during which there will be no pressure from school: Dec. 22-Jan. 15, during which time I will be at 8244 Swift Rd., Battle Creek, Michigan. 49017.

2. Alan Lucien, 2820 Huntington Ave., Redwood City, Calif. is still looking for people to play RAUMKRIEG (see SN 4).

3. If you ask me a question but don't receive an answer with the next issue, probably your question has been answered in an issue of SN that you have. There's a slight chance that I didn't have time to answer, in which case I will with the next issue.

4. FAIRY CHESS was included on the survey, but only the name has anything to do with SF&F. The class of Chess variants designated FAIRY CHESS could just as sensibly be called flibble chess. But for those who are interested, there are FAIRY CHESS articles in THE GAMESMAN 5 and 6, each \$.50 from Don Miller, 12315 Judson Rd., Wheaton, Md. 20906. FC material is also included in STROBECK, two issues of which have been published, with a third planned. All three are available for \$.50 from John Boardman, 234 E. 19th St., Brooklyn, NY 11226.

1969Raj, 3004 adjustments

- ARMOR (Phillips) Build SA Imladris, SA The Shire
- GONDOR (CD) No change
- MORDOR (Pulsipher) Build SA Udun, SA Minas Morgul
- RHOVANION (Gaylord) No retreat received so remove retreating A Bar
- ROHAN (Seymour?) No moves received, one short next year.

According to the rules Rohan is now in civil disorder as George Seymour has missed twice consecutively. I think he's still interested in the game, so he may want to return to his position; if so, the players will be notified. Deadline for Tuile 3005 moves is December 31, 1971 at 4 PM at 106 Nettles St, Battle Creek, Mi. 49015.

DIMENSIONAL DIALOGUES

The above (originated by Jim Pulsipher) is the title of SN's very irregular letter column. I'll print anything I receive that seems worthwhile, and won't ask permission first unless you so specify (all the letters I write are do-not-quote-without-permission, by the way).

Stuart Gilbert, 1540 San Altos Pl., Lemon Grove, Cal. 92045.

There seems to be a multitude of short lived small readership small sized space newsletters around. What happened to the one big effort that was taking place about a year ago under Sam Ferris' sponserhip? In spite of the Lensman, there seems to be no nationally common spacegame similar to the AH games. Lensman seems to come the closest to this however. Have any ideas on why the above?

What do you know about something called "Vor".

((Editor's comments will be in double parentheses. To answer the last question first, Vor is a name which Alan Lucien uses, apparently for "atmosphere". And as for what he does, check this and past issues of SN.

Not many space zines exist at any one time. There are four now, which I think is a record. Vortex has been dormant for months, and SSSN is very irregular, so there are only about 2½ zines.

Small size comes from lack of much to discuss, as well as lack of people to discuss it. As you say, Lensman is the closest thing there is to a national space game, yet the first print run was only 200, and the SICL run isn't more than 1000, not all of which are sold. And even when someone buys the game, he has no method of contacting other SF&F gamers. Until I advertised SN in many magazines, IFW and SICL in turn were the only places where someone could learn about space wargame fandom.

Zines are generally short-lived because the editor becomes discouraged and quits. Phil Pritchard gave up Galaxian partly because he lacked time, and partly because he couldn't get any help on the production end. Len Lakofka picked up from there, but only published one issue of INTERPLANETARY COMMUNICATOR before IFW business and his Diplomacy zine caused him to drop it. At this time the field was more active, and larger in terms of members, than it is now, but a long gap ensued between the first issue of IC and the next two under Sam Ferris' editorship. Ferris and I both bugged Lakofka to give up IC or to get going, so finally he passed it on to Ferris (though all subbers were out their \$1.25 or whatever, since Lakofka passed no money along).

Ferris wanted to organize all space wargaming in one group, with one large magazine. Unfortunately the idea was impractical; there simply wasn't enough interest in SF&F gaming, or in a club; and there wasn't enough material for the zine, which included extensive reprints in the second (and last) issue under Ferris. In summer of 1970 Ferris toured the country (conventions etc.), and when he returned home he dropped out of wargaming (he now attends Michigan Tech and is interested in miniatures, so he didn't completely lose interest, but might as well have).

This debacle dragged down BOSKONE DIRECTIVES and GALACTUS (vol. 1 (Alan Lucien) and IMPERIAL REPORTS (Bill Boni). Both of these zines, as well as ENCYCLOPEDIA GALACTIA (Mike Harmon) suffered from lack of material; the first three disappeared when Ferris started his large group, and didn't reappear when it folded.

SF&F gaming is a pale version of its former self; very few of the original people are still around, and most of the new people aren't truly involved. SN and GALACTUS subsist on material written by the respective publishers, along with Steve Langs' material in SN as well as reprints. I planned SN as a combination Diplomacy-zine SF&FG zine because I knew not much material would be available, as much because there's a need for a place to PBM some excellent games. I expected little reader participation, which has been all too true; in fact, I didn't expect to have as many readers as I do (over 40).

What has to be done is 1) let as many people as possible know about SF&F gaming through ads, articles, letters, info sheets, and 2) hope that some good, PBMable games appear. No large production game meets both of those criteria -- of course; there are only three large-production space games (NEBULA 19, LENSMAN, SPACE CENTURIONS), which is a large part of our problem.))



MIDDLE EARTH DIPLOMACY II

Map by Don Miller; stenciled by Lewis Pulsipher.

MIDDLE EARTH DIPLOMACY II

Don Miller

((These rules are reprinted from DIPLOMANIA #4 with the permission of the publisher, who is also the author. Note that this game is NOT MIDDLE EARTH IV, although it resembles it in most aspects. There is one section each of ME II and ME IV open for postal play in SUPERNOVA.))

All rules of DIPLOMACY will be used except as follows:

1. All pieces on the board at the start of the game will be armies ((see board, page 3)).
2. Home supply centers are: ARNOR -- Amon Sul, Imladris, The Shire; GONDOR -- Dol Amroth, Lamedon-Lebennin, Minas Tirith; MORDOR -- Barad-dur, Minas Morgul, Udun; RHOVANION -- Dol Guldur, Northern Wilderlands, Wilderlands; ROHAN -- Fangorn, Isengard, West Emnet.
3. Any Army which is resting at any point in the game in a coastal province may be turned into a Fleet by announcing, during a Spring or Fall turn, in lieu of a move by said Army, "(name of province in which Army rests) Builds Fleet." The player then exchanges the Army for a Fleet.
4. Any Fleet which is resting at any point in the game in a coastal province may be turned back into an Army by announcing, during a Summer or Winter turn ((which in SUPERNOVA will mean, after the Spring or Fall moves)), "(name of province in which Fleet rests) Scuttle Fleet."
5. Fleets may not convoy armies.
6. Tolfalas counts as both a "sea" province and a "land" province; e.g., an Army may move directly from Minas Tirith to Tolfalas, or a Fleet may move from Tolfalas to Minas Tirith.
7. Fleets may move from coastal province to adjoining sea province, from sea province to adjoining sea province, from sea province to adjoining coastal province, or from coastal province to adjoining (along coast) coastal province. They may support in the same manner.
8. To achieve victory, a player must have 15 units on the board at the completion of a Winter season; it is not enough to merely own 15 supply centers.

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