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MEL

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Melikaphkhaz #86 comes to you from Lon Atkins, 6250 Buckingham #109, Culver City, CA 90230. It is a Zugzwang Publication of long-forgotten numbering sequence and adds itself to the cabinet of file copies grudgingly maintained by the editor and chief ass-dragger. No music nor telly tonite, just the sound of falling rain. Beverages, however, are furnished by Chivas Regal. Plans include winning one of these klutzy sweepstakes things and retiring to Sheepdip, Wyoming, to serve as an overpaid Republican assistant to James Watt, or perhaps even finishing fifteen pages for SFPA. If I can stay awake until 10 PM I can even watch Hill Street Blues. Grand show; one of my favorites of today's airwaves. Stacking it up, dramatic episode for dramatic episode, it suffers a bit of soap in comparison to such past glories as Omnibus, or 4-Star Playhouse or Boone's Repertory Playhouse. But I'm told that Dallas is all the rage these days and any purely dramatic presentation, one cursed with artistic content, would fare poorly in the Nielsens. (I thought this was always true.) ((And that's my first use of the hyphenated underscore...)) At any rate, I hope that adequately explains the media I'm (not) watching at the moment. All legit part of the colophon format, and speaking of colophon: this will be the longest ever in a solo Atkinszine. Rare delight. I once did a longer one in a cooperative oneshot -- "cooperative" meaning that multiple persons (or, at any rate, fans) were involved, and not that anyone took courteous initiative in changing stencils. That little beauty ran four pages of colophon and one line of text. But that bugger don't count; it was a one-shot. This is an apazine, or it purports to be. Since it runs thru SFPA as my contrib, I suppose it must be an apazine by the strict definition. (Just as 'fanac' is anything two fans do together...) So, let's get this over with by noting that when a long colophon can get more comments, in a specific instance, than 100 pages of prepared material, I'm willing to try long colophons. Which leads us to note that the colophon border is a new one, indeed, for Zugzwang Publications, especially those born in late January, 1982. Peace.

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A MILD CIVIC GROUCH: The Department of Public Incompetence has once again been at work. If it weren't that the streets they victimized were the streets I drive daily there'd be no awareness, thus no complaint. But the matter of the fact is that they done done me in. Listen to this description.

There is a four-way stop. On either side of the east-west streets extend more streets. Traffic (oddly enough) is thick on the east-west streets. The D of P.I. came out and began concurrent operations on the street immediately west of the stop and on the streets immediately east of the stop. On the west, they sandblasted away the traffic lines -- those denoting lanes. While on the east, they put down those little paint dots that indicate where new lane markers are to be painted -- all this without removing the old lane markers.

Now, one understands that these are times requiring government efficiencies. Clearly, the idea was to have the two necessary crews in the same neighborhood, so that once sandblasting had occurred on one side of the intersection the crew could move over and proceed. And at the same time, the 2nd crew could also cross the intersection and complete their chore.

Brilliant planning, except...

When crew one finished, it vanished. When crew two finished, it skedaddled. That left the intersection in a condition that must have been anticipated by one (or more) of the most diabolical mind(s) of our century. I can hardly express my delightful anticipation, these wonderful days, upon approaching that particular intersection while going east or west.

You see, it was over six weeks ago today that the D. of P.I. crews departed. Since then the intersection has been busier than a disco parlour for the physically impaired.

Let's take the lanes leading up from the east. They have two sets of lane directives. One set is the faded previous bunch: they are the resident-reflex-preferred lanes. However, the dotted lanes, which happen to be half-a-lane off, are often preferred by newcomers. It's lots of fun to drive. Lots.

And then there's the other side. Those dotted lanes are the only ones, and they don't show up so well, especially in the rain we're having these past two weeks. So the cars sorta drift. They don't align to lane all that well.

Not that this is all bad -- the dotted lanes on the west don't exactly align with the traditional lane-lines on the east. In fact, they're half-a-lane apart. This promotes marvelous maneuvers in mid-intersection. I have personally witnessed the Bop, the Boogy, the Mashed Potatoe, the Watusi, the Bunny Hop, the Charleston, the Jitterbug, the Shuffle and the Five-Car Jive Collision. Dick Clark, die of envy.

So I asked a long-time resident a question about this situation, 'cause I knew from a casual comment that the north-south streets at this intersection had been redone in the past. "How long", I asked, "did it take the city to finish the work once they'd destroyed the normal lane markers?"

He grinned. I showed that I had a marvellous sense of humor too. "Six weeks." I said, facetiously. He grinned.

Slightly nervous now, I tried my fabulous sense of humor and multiplied to a ridiculous value. "Six months", I grimaced.

He grimaced too. "Three years," he said. Amazing. I have such a marvellous sense of humor that I smiled at him again. Then threw up.

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Christmas was a lot of fun here at chez Atkins. I had Dawn for two weeks over the holidays. Chris ("Stoney") Goodfellow brought her up late the afternoon of the 19th, after Katherine's wedding, and the apartment was ready. There were presents all over the Christmas Chair and the Tree-on-the-Wall was twinkling.

Along about the first of December, in response to a question in a phone conversation with my mother, I admitted that I had no plans to buy a Christmas tree this year. There wasn't much room in my apartment after Dawn's sofa-bed was folded out, and besides, the things shed. My mother would have no part of such heresy. She announced that she would be sending me a Christmas tree, and she did. It hangs on the wall.

The local florist makes these trees up, it seems. They are artificial fir branches firmly affixed to a green styrofoam backpiece, and they're great. I took down a picture and hung up

the tree. Mom had sent, also, an incredible assortment of hand-crafted wooden ornaments based on the Nutcracker Suite story. Add some tiny balls and tiny lights, and the tree was transformed into the merriest of Christmas spirit, with an angel crowning the array.

As it would have been awkward to pile presents underneath the tree's location, I dedicated a chair as holder of the loot. By the time everything was in, the poor chair had almost vanished. We christened it "the Christmas Chair", for such it was. Dawn and I had fun talking about the tree being on the wall and the Christmas Chair being snowed under. Instant tradition.

The day after Christmas, Mary and I took Dawn out to see the opening day at Santa Anita. It was Dawn's first live horse race, and she was delighted. Car trouble as we were pulling into the parking lot cut our visit short, but not before we'd bravely pushed ahead and joined the throng of 68,000-plus for one of the biggest opening days in Santa Anita's history.

Eventually New Year's Day had passed and I drove Dawn back to Orange County, visiting with the Hulans and giving Rachel her presents (including a teddy-bank named 'Pherd', stuffed for her trip to Ireland fund). 'Twas a marvelous relaxed visit -- it had been too long since I'd last seen Dave and Marcia.

But that busy Christmas had its impact on my SFPAC, and it hasn't ended yet. One of my gifts to Dawn was Mattel's Dungeons and Dragons game. We played it a bunch, quickly discovering that with a bit of cooperation one can outfox the Dragon every time.

Dawn loved the game, as well as another gift: her own hardcopy set of the LoTR trilogy plus The Hobbit. I think she read them through about six times during the vacation. But from thence came a gentle prod that it would be nice to have a dragon game on the computers with hobbits and things in it too.

On the next page you will see some of the results of that prod. Eight pages of instructions for DRAGONTROVE, the game that I put together in response, are printed here for your appraisal. It's running per instructions as of this morning, and Dawn has just played her first series of games.

There are up to four mazes, conceived of as a "layered" labyrinth. Each section is a 21 x 25 cell matrix. The maze patterns are generated randomly at the beginning of each game. It takes about 12 seconds each, including implantation of special cells to represent the creatures and artifacts. That struck me as terribly slow, but the working language is interpretive BASIC and the mazes are true ones.

The game is remarkably hard to beat at the highest level (4 mazes). Too many times I've thought I had it made, holding the Sword and having found the Treasure, only to see innumerable difficulties arise in trying to make my escape. Pits and Trapgates block the true path out. Unexpected Goblin attacks can cut down your forces. This morning I had Sword, Ring and all four of my adventurers when I found the Treasure, but I exhausted my boons from the Good Wiz too soon and when my elf was killed by Trolls I had no choice but to try magic to open a pesky Trapgate. My warrior got zapped and it was bye-bye Sword. Then Goblins got the dwarf in the Outer Caverns and my hobbit had his Ring stolen by gollum when he tumbled blindly down a pit into The Depths. The poor hobbit recovered the Outer Caverns by the skin of his teeth, discovered the Trapgate spell, but was cut down by Goblins not far from the exit. Phooey!! But it was fun, and let me tell you -- wins are sweet!

DRAGONTROVE ~~~~~

The object of DRAGONTROVE is to enter the labyrinth and find the Treasure, then carry it back out.
However, this is not as easy as it sounds...

In your search of the labyrinth you are represented by the symbol '&'. You are in charge of a band of adventurers. You will always start with at least three: a warrior, an elf and a dwarf.
If you play on the fourth level, a hobbit joins the company.

There are nasty creatures in the labyrinth that like to eat warriors and dwarves and elves and hobbits. One type is Goblins. Goblins lurk in hidden places. They leap out to attack. You will recognize Goblins by the symbol 'G'.

But we'll talk about the monsters more later. For now, let's chat about how the labyrinth works.

When you first see the labyrinth it will be all darkness -- all blank. As you move into the darkness you will sometimes bump into walls. The wall section you hit will appear.
On the screen, the wall will look like a solid rectangle.

By exploring the labyrinth you discover its walls and passages.
Once you have found a wall, it stays on the screen.

You move by pressing Motor Bar keys on the right of the keyboard.

I -----> Left
II -----> Right
III -----> Up
IV -----> Down

There are other moves possible in the higher levels, but we'll discuss those when we get to descriptions of the various levels.

Level One is played only in the Outer Caverns. The Treasure is hidden somewhere in the Outer Caverns. If you find it, a message will appear. You must then carry the Treasure out of the caverns, but beware of Goblin attacks!!

In any given attack the Goblins may kill one, but no more than one, of your band.

On the other hand, no one may be killed -- or your adventurers may slay the gang of Goblins. If the Goblins are destroyed their symbol will vanish from the screen.

Two other things about Goblins. In the Outer Caverns they never attack unless you are carrying the Treasure.
And they never change their position. If you see a Goblin symbol on the screen, there are Goblins there and they'll attack!!

You now know all you need to know to play Level One.

Level Two adds a second level to the labyrinth: the Dragon's Lair. If you play at Level Two or above, the Treasure is always to be found in the Dragon's Lair... As is the Dragon itself.

You get into the Dragon's lair by falling down a pit. There are three pits from the Outer Caverns to the Dragon's Lair in Level Two (but each level has its own setup). When you fall down a pit you will see the screen change to show this new part of the labyrinth. As with the Outer Caverns, on your first trip into the Dragon's Lair you'll see nothing but darkness. So explore.

The Dragon may be near the Treasure and it may not. The Dragon is aware of the Treasure's safety, so it doesn't mind finding some cozy corner to nap in. This is the Dragon's symbol '* *'.

There are two ways to wake the Dragon. One is to stray too close to where it's sleeping. It wakes up irritated and gives chase. The second way is to find the Treasure. If you do this, the Dragon wakes up MAD!

The Dragon moves each time you do, except when you bump into a wall. If you have the Treasure, it will sometimes move more than once on a turn (remember, it's MAD!).

The Dragon has the ability to burn through walls, but it will only do this if there's no convenient passage there. But if it does burn through a wall, it pauses one turn to rest.

If the Dragon catches you, it will eat one, but only one, of your adventurers. If this happens, the Dragon pauses 8 turns to digest its tasty snack. The survivors can keep running.

You escape from the Dragon's Lair by finding a staircase back into the Outer Caverns. There are four staircases hidden in the Dragon's Lair; one in each quadrant.

By the way, when you return to a level already explored, you'll see the walls and pits and staircases you discovered. The symbol for a pit is 'O' and that for a staircase is '^'. Goblins, alas, go back into hiding.

If you escape from the Dragon's lair without the Treasure, the Dragon will look around for a place to nap and go back to sleep. You can now return to the Dragon's Lair without being instantly pursued -- unless you come too close or find the Treasure...

There is a special move available when pits are in the game -- Level Two and above. This move is Leaping across a pit. Key in 'L' for Leap, then the direction (I, II, III, IV). You can only try to Leap across a pit when there is passage on the other side. If there's wall, you can't Leap. Sometimes the Leap will work, but sometimes it fails. And sometimes a jumper dies.

You're now ready to play Level Two. The options will be discussed later, after all the levels are described.

Level Three adds the Troll Holes section of the labyrinth. You will find these caves dangerous going, for Trolls have their city here. When Trolls attack you won't see them, for they will always die in the battle, but they will always inflict a wound.

Each time the bell sounds a Troll wound has been inflicted. At the bottom of the screen are counters. They tell how many wounds each of your adventurers has suffered.

The warrior dies after 8 wounds.

The dwarf dies after 5 wounds.

The elf dies after 4 wounds.

And if you have a hobbit,
it dies after 6 wounds.

Every time you leave Troll Holes, all wounds heal. You start afresh next time in. But the Trolls will have come back too, and they will have moved the location of their city. So you can't trust the walls in Troll Holes -- they may be hiding Trolls.

In the center of the Troll city is a magic Sword. This Sword is a mighty heirloom of forgotten times when sorcerers forged great weapons to battle Dragons and other fell creatures. It retains its powers. If you capture it, you can use it against Goblins or the Dragon itself.

The Sword does not guarantee victory, but it greatly increases your chances. And it is the ONLY way to slay the dragon. If you win the Sword, you must choose one of your band to wield it. Possession of the sword cannot be transferred. If the wielder dies, the Trolls carry the Sword back to their city.

At Level Three there are no pits directly from the Outer Caverns to the Dragon's Lair. Three pits fall instead into Troll Holes. From Troll Holes, four staircases ascend to the Outer Caverns and three pits fall into the Dragon's Lair. Four staircases lead up from the Lair.

To play Level Three you must pass through Troll Holes going and coming back....

In Level Four there is a section of the labyrinth below the Dragon's Lair called The Depths. It contains five Goblins (which attack immediately) and the Ring. If you find the Ring you must select a member of the company to be the Ringbearer. You cannot change this assignment once it is made.

The Ring is a powerful talisman made in ancient days. When worn, it conveys invisibility upon the wearer. Neither Goblins nor the Dragon can see the wearer, but Trolls (which navigate by smell) will indeed attack.

Another great advantage is that the Ring, when on, allows the wearer to see Goblins and Trolls in advance. Goblin (G) or Troll (t) symbols will appear on the screen and you will be asked if you want to advance or make a different move.

The disadvantage of the Ring, however, is that Nazgul are hunting for it and Nazgul are rather nasty, evil and mean. If you put on the Ring, any Nazgul in the area will see you. There's a Nazgul on each level of the labyrinth, but they must be within seven squares to see you when the Ring is on.

When you first find the Ring it is OFF. You can put on the Ring at any time by keying 'ON' and a RETURN key. A message beside the Ringbearer status will tell you if the Ring is ON or OFF.

Taking off the Ring is not such a easy matter if a Nazgul has seen you. The Nazgul exerts its power of will to make you move only in its direction. It also wills you to leave the Ring on, so you may find your feet moving against your will. Of all the members of the company, the hobbit has the greatest power of resistance.

You take off the Ring, or try to, by keying 'OFF' and a RETURN key. Again, the status message will change to 'OFF' if you are successful.

The Ring starts in The Depths because gollum has taken it there, far away from sunlight. If you find the Ring gollum will try to get it back. Each time you fall down a pit or climb up a staircase gollum will attempt to steal the Ring. If he proves a clever thief, a message will inform you that the Ring has been stolen by gollum. He will carry it back into The Depths, where you may search for it again if you wish.

When you play on Level Four each of the lower parts of the maze has four staircases leading up to the next higher area. As for pits, the Outer Caverns have three pits into Troll Holes and two pits into The Depths. Troll Holes have three pits leading to the Dragon's Lair and one pit into The Depths. The Dragon's Lair has two pits into The Depths.

That's how to play the basic four levels of DRAGONTROVE. You should remember that the first three levels are played with only three adventurers: the warrior, the dwarf and the elf. Level Four adds the hobbit.

Also, be careful to remember which pit drops you into which section of the labyrinth. All pits look alike. The Treasure is always hidden somewhere in the Dragon's Lair -- except in Level One, of course, where there is only the Outer Caverns. And for Levels Three and Four there is no direct way into the Lair.

We'll now go on to describe the 'special effect' options of DRAGONTROVE. They add complexity to the game...

The first option you have is 'Secret Passages + Trapgates'.

Secret Passages lie inside the walls of the labyrinth. If you find an entrance you can enter the Secret Passage and then move within it without fear of Goblins or Trolls or even the Dragon. But other danger lurks in the Secret Passages -- BALROGs!

BALROGs are horrible creatures from an ancient time, possessed of powerful black magicks, which lurk in the hidden places of the earth. If you disturb a BALROG it will kill one member of your company, then vanish -- but it will now be awake, and awaiting another chance to strike.

The more often you incite the BALROG, the more likely it is to attack you. Angering a BALROG in one section of the maze does not mean that the BALROGs in other sections are disturbed, but leaving a section of the labyrinth will not calm a awakened BALROG. However, BALROGs never leave the Secret Passages....

The entrances and exits for Secret Passages are represented by the standard wall symbol (solid rectangle) with a vertical line ('|') on either side. The lines are displayed when you 'knock on' a wall by bumping into it. They will vanish when you leave a section of the labyrinth, but you can bring them back by knocking on the walls again.

You can only go into or out of a Secret Passage via a square which is an entrance/exit. You do this by keying 'E' followed by the direction you want to move in (I, II, III, IV).

There's a slight complication to this Secret Passage stuff: it takes magic to get in and out. The dwarf, being at home in caverns and tunnels, does this magic so easily that you never notice. But if your dwarf is dead, the survivors must try to do the magic themselves.

If you try to enter or exit a Secret Passage and you have no dwarf, a prompt will appear (just above the 'MOVE:' prompt) asking for the proper magic SPELL.

A magic SPELL is a simple enough thing. For our purposes, it is no more than one or two letters. The letters possible in a magic SPELL are 'A', 'B' and 'C' only.

Therefore, 'A' is a SPELL (one of the magic letters), and 'B' is a SPELL, and 'CA' is a SPELL (two magic letters), as is 'BB'. Get the idea? There are a limited number of SPELLs possible.

If you guess the correct SPELL, you gain your objective (in this case, entering or exiting a Secret Passage). If you don't guess it, you can always try again. Or you can give up, key RETURN and make a regular move.

Making this kind of clumsy magic, however, can be dangerous. If you overload the local tolerance for magic, you attract the notice of cave demons. They may strike down one of the company. So take great care in casting SPELLS.

One other thing about SPELLS. Each time you enter a section of the labyrinth, the SPELL in effect will change. That is, if you discover that the SPELL in Troll Holes is 'BC', that may not be the SPELL that works when you descend to the Dragon's Lair, nor is it likely to still be the SPELL if you return to Troll Holes.

So now you know about Secret Passages, about the special power of the dwarf, and about magic SPELLS. It's time to talk about Trapgates. First, this is what a Trapgate looks like '#'.

You will never see a Trapgate until you find the Treasure, for Trapgates are a protection against its theft. You'll never see gates at all if your elf is alive, because elves have a special magic for Trapgates, just like dwarves do for Secret Passages. But if your elf is dead, Trapgates will fall in your path as you flee with the Treasure. You'll be asked if you want to cast a SPELL. SPELLS have already been explained; they work for Trapgates just like they do for Secret Passages.

The second option is 'Wizards (Good and Evil...)'. .

If you select this option, which can also be played with Secret Passages and Trapgates, two Wizards (one Good, one Evil), will make their presence felt. The Evil Wizard works his sorcery whether you like it or not. The Good Wizard can be called when you need help (up to 5 times).

The Evil Wizard cannot directly harm your adventurers, but he can (and does) create illusions which mislead. When you play with Wizards, you can't always trust what you see. Reality will be unchanged, of course. The Evil Wiz can't stop you from making legal moves.... if you can figure out what they are.

Some of the things the Evil Wizard does with his illusions are listed below, but he may do other things too...

- * He may make the exit from the Outer Caverns appear to vanish. It will still be there, of course, if you try to enter.
- * He may make the exit from the Outer Caverns appear in the wrong place.
- * He may conjure up the illusion of a Goblin or a Troll, but the illusion can't hurt you.
- * He may hide the pits or staircases you've discovered, or he may show you false pits or stairs.
- * Being evil, he may wake up the Dragon or the BALROG.

- * He may conjure the image of a wall in front of you when the passage is clear, or he may make a section of wall appear to be the entrance to a Secret Passage.
- * He may even disguise a piece of wall you've discovered, making it look like clear passageway.
- * But worse of all, he may fool you into thinking you've found the real Treasure when all you've found is fool's gold. If this happens, he'll wake up the Dragon too. (The 'Treasure' message displays.) If you reach the final exit, or if you ask the Good Wizard for 'Reality', the false message vanishes.

The Evil Wizard will try to fool you at every turn. The Good Wizard, however, will help you. You can call on him for aid up to FIVE times a game, but no more than five. So be sure that you need help when you call.

You call the Good Wizard by keying 'W' followed by the RETURN key. If you haven't used up your five favors, a menu will appear across the top line of the screen, right above the maze. It offers you the following possibilities...

1=SP -- This option allows you to create a entrance or exit to Secret Passages. You do this by facing the section of wall that you want to make into an entrance, and then (after you have called the Good Wizard), key a '1' followed by the direction (I, II, III, IV) of the target wall section.

If the wall section is real (and not one of the Evil Wizard's illusions), it will change into an entrance to the Secret Passages. This works even if you did not pick the Secret Passages option. You can enter the Secret Passage -- but remember, there will be a BALROG lurking somewhere.

If you are inside a Secret Passage and you want to create an exit, the process is similar. Call the Good Wizard, key a '1' and follow it with the RETURN key. The square you are on will be transformed into an exit.

2=Dragon -- By choosing this option you can put the Dragon to sleep for 24 moves. This can be remarkably useful under certain circumstances. Key a '2' followed by RETURN and old Flamebreath starts snoring. This works whether you woke him up by finding the Treasure or just stumbling on him.

3=S/R -- Here, 'S' stands for Sword and 'R' for Ring. If you are on the appropriate level of the labyrinth and you want to see whether either the Sword or Ring is located, select this option by keying a '3' followed by RETURN. The Good Wizard will show you where the Sword or Ring is hiding. The symbols used are 'S' and 'R', respectively.

4=O/^/# -- These are the symbols for pits ('O'), stairs ('^') and Trapgates ('#'). If you ask the Good Wizard to help you with these hazards, he will let you bridge the pit, bypass the stairs or lift the Trapgate. Key a '4' followed by the direction you wish to move (I, II, III, IV). You will move onto the obstacle as if it weren't there. (But it really is, and will reappear if you encounter it again.)

5=Kill G/t -- The Good Wizard will kill Goblins ('G') or Trolls ('t') for you if you ask him. You must either be next to the creature or on the same square before this option will work. Key a '5'. If you are on the same square, follow with a RETURN. If you are next to the thing, indicate the direction of kill with I, II, III or IV. You will kill the creature and move onto the square it used to occupy.

6=Reality -- If the Evil Wizard has clouded the labyrinth with illusions, the Good Wiz can clear your vision. The walls and passages and stairs and pits you have discovered will be restored, as will the rightful exit if you are in the Outer Caverns, if you key a '6' followed by RETURN.

These are the six boons which the Good Wizard can grant to you. Make good use of them, for you will be granted only five requests. May fortune shine upon you in your quest...

SUMMARY OF DRAGONTROVE SYMBOLS

^ = staircase leading up	O = pit going down
G = Goblin pack (usually 'G G')	t = Troll gang (usually 't t')
* * = the Dragon	N = a Nazgul
S = the Sword	R = the Ring
# = Trapgate	! ! = Secret Passage entrance

SUMMARY OF DRAGONTROVE SPECIAL MOVES

E + direction	= enter or exit a Secret Passage
L + direction	= attempt to Leap across a pit
ON + RETURN	= put ON the Ring (if you have it)
OFF + RETURN	= attempt to take OFF the Ring
W + RETURN	= summon Good Wizard (if five boons not used up)

MAILING COMMENTS

THE SOUTHERNER (GHLIIIOE) * I notice that while you don't note me as having paid dues, as I did, you did advance my due date by the appropriate score. I presume a simple error. Yes? #### By the way, I saw Ed Cox at a local party not so long ago and he told me he'd never received Mlg 100. I hope you remember Ed's pledge when you dispose of that third rescued mailing. ### Gee, I wonder how many apas have topped, with their biggest mlg ever, our 1981 average of 858 pages?

IF THIS LOOKS LIKE... (Davis) * Entertaining zine. I hear your frustration over the posters, and I do recall Guy's MC to the effect that they would probably be coming. My sympathy is extended. However, as one who has long gone on the record against such inclusions, most definitely inclusive of Esperanto pamphlets, I can't cry much. I will agree, though, that a clear statement of policy should be made. There's too much ambiguity in the current situation. ## And why not try MC's?

ZIP-A-DEE-DOO-DAH (Morrissey) * Congrats on your second hundred zines!

THE NEW PORT NEWS (Brooks) * No cat I've ever observed seemed to "recognize" the visual images on a TV screen. I don't think cats can sythesize the depth perspective needed to apprehend the images. On the other hand, many they see it's fake and don't otherwise care. I've watched cats looking at themselves in mirrors, and before they learn what "reflection" is they do seem to react as if another cat had appeared.

I don't agree with all of Reagan's efforts either, but how did he get personally involved in decades of increasing Federal spending? ### And speaking of the economy, all the reports of huckster sales falling off at cons probably reflects either caution or a drop in discretionary income. Or maybe a combo. Could one relate the fannish population's income profile to that of the nation, we might have a new economic indicator. You're the mathematician and modeler. So model it and get rich.

I missed the "Soap Fone" comment in the original, but I suspect it's a "900" number, not an "800". Like the sports news numbers and the "phone polls", one pays a flat 50¢ charge for calling. (Other charge structures are, of course, possible.) The Mizlou poll for "#1 college football team", conducted during some bowl game (I fer-git) netted well over a million calls to "vote". Add it up.

DHARMA BUMS (Beth L.) * Hi! Welcome to SFPA's roster. I know you've been living with SFPA for more than a while now. ### While in North Carolina I lived in Chapel Hill, a fine little city. I roamed all over the Research Triangle, however, so I hit Durham and Raleigh fairly frequently. Used to drive over to the Raleigh chess club on occasion. I enjoyed my stay in North Carolina.

I take it you're a Kerouac fan. (Were you a Lit major, er chance?) Have you ever run across a book titled BE NOT CONTENT? It's about the acidhead period of late Sixties and is in its way, like unto the culture of its day as Kerouac's books were unto the original Beat period. And, along a tilted axis, have you read ZEN AND THE ART OF MOTORCYCLE MAINTENANCE?

Super first zine. Beth, I do believe you're starting full-blast with all the SFPA spirit. Why has Guy been holding you back all this time? I notice how carefully he delayed your entrance until after the OElection was over. Shrewd fellow.

UNNECESSARY INTIMATE REDUNDANCIES (Phillips) * Yes, it's possible to get too deeply into anything. I can relate immediately on your comments about fandom. The past few months have seen me less interested in doing fanzines of the "big" sort, yet I felt guilt-stricken when I contemplated, for example, dropping my PPM in SFPA. I forced me to think about how much value I had placed on this inane statistic over the past two years. There was a lot of "fun" in racing against those ahead of me, but there was more than that. An escalating value in PPM and "big" SFPAzines had become part of my "self identity". That was absurd.

Certainly we all attach those things we are proud of to our self-image. When these things are dynamic; i.e., they can change in time; we protect them. The point I had to face was the price. I had committed what was in today's context an excessive amount of my free time to a particular facet of my self-image. It took an act of will to break the guilt complex and do what I really wanted to do, knowing that it would hurt my chances in another arena. But a shrug and it was done and a smallish Mel went out. This mlg, the problems are much less difficult.

The Club-Seven-As-Grace variation of Hearts is usually played partnership style. (Two players versus the other two players; passes alternate left and right -- clearly, partners face each other.) In the Club-Seven version, that card is used to cancel other point-cards on the trick upon which it is cast. It has no other value. It makes scorekeeping a bit of a pain, but adds to the tactical content of partnership games.

Perhaps history has general value in its study. Not the memorization of dates, etc., but the study of human behaviour patterns. That's Machiavelli wrote THE PRINCE: from study of recent human history, plus the Romans. ## Fine zine.

IF YOUR MONEY'S UP FRONT (weber) * Reading the answers to your quiz was a real trip into nostalgia. Thanks! ### The "foolproofing" trend you see in product law is real, though that's obviously not possible. A second level of attack on manufacturers, however, does seem valid to me. It's the contention that known dangers are introduced to lower cost. The Pinto business about the gas tank is an example, where the gas-tank bladder was rejected without apparent cause, yet it's reduction impact on the incidence of explosive fires resulting from rear-end collision is supposedly

well established. The quoted cost of material, in the volume Ford could command, was said to be 38¢. Add in five bucks of labor, union scale, and you don't impact the selling price by more than \$15-20. Not a high price to pay for a safety measure estimated to reduce fire hazard by 400-500%. Yet Ford rejected the measure. When one compares the cost of seatbelts (our government deems them mandatory), one might decide that legislation could economically be extended.

Gee, here I try to cover for you as being the fourth in that humiliating Hearts game that Lillian won and for thanks I get this public admission. See if I try to do your image favors in the future, weber. ~~I/didn't/ever/tell/you/that/that/awesome/attack/you/lost/to/you!!~~

I agree with your definition of children's literature. It must meet the same critical standards as adult literature, and an additional one to boot: that it span age barriers. ##### The reason that the Apa PPM is so high in the Box Scores is the longevity of the more productive members. Those big totals tend to go back a lot longer than the smaller ones, and the average is for all mls hit by current membership. ##### Great zine! Good to see you back in MC mood (just as I seem to be hitting a downspell, damnit).

A HIGHER ELEVATION (Montgomery) * Nice big zine again. One might even think you're serious about this "apa" nonsense. ### The infant at the '66 DSC was Rachel. She's been on the SFPA w/ too, and did a column for Mel 84. She's Dave Hulan's daughter. Dawn is currently on the w/, does (sometimes) CATNIPs, and is my daughter. Both girls share a mother. Does that clarify things?

Bear's got 19 starters coming back next year, which could make for an Awesome team if the controversy is indeed gone. The kids played great against Texas in the Cotton, only losing to some luck on the Longhorns part and a truly lousy official call on that pass to Bendross. Maybe now that Bryant has set the all-time record the press will get off his back and quit the infiltration & harassing. This kind of a ragged season has traditionally been followed by the Bear coming out of hibernation, and it looks like he's got the horses...

Very appreciated comments on the Soccy story. I'd not realized you were a cat person. Yes, odds are good that there'll be another tale in the series. Someday. ### Loved the cartoon on country music and your write-up on same. I've been on the stuff for too many years now. Great stuff.

FLAMBEAU DE LA PETIT ROCHE (Caruthers) * Hilarious cover. ### Yes, I've played to several deadlocked Reversi (Othello) positions. They more commonly occur much nearer the end of the game than in the position you show. The position isn't a "stalemate", at least not in the chessic sense (which is a draw, a tie), but rather the win goes to the side with the most disks on the board. Playing for an early "crunch" is a dangerous strategy, for shortage of moves cuts two ways. In your case, a fine victory was won. ### A letter from Guy recently arrived. He's misplaced the logo you did for Mel (the cad) and was now forwarding it (the good guy). I could have used it last time, but felt bad about the skinny Mel. May use it soon, if I get a reasonable-sized Mel together. And my heartfelt thanks!

HI CARLBERG! (Barger) * So what's the missing word in your title? ### Sounds like 70 to 5 yields pretty good odds. Enjoy your cruise. I've never been to the Caribbean but would love it, I'm sure.

I'D LIKE TO SEND THIS ZINE... (Hutchinson) * Another fantastic indictment of the Post Office is the recent local delivery of a letter faster by a parphlegic salamander with bunions than by the Post Office. The crippled salamander started at the same instant the letter was dropped into a mailbox at midnight on Christmass Eve. The salamander crawled the 54 feet to deliver the letter in only 7.19 hours. Our Post Office took two days. Is there any wonder that taxpayers rebel at the average salary of \$88,593.22 paid to Postal Carriers yearly (benefits included)?

Well, the Gadsden, Alabama City Library, circa 1951, was issuing Adult and Child library cards. I never asked about whether Adults could check out Kiddie books, but I do suspect such was the case. This practice seems to conform with the contemporary custom of movie ratings, wherein admission is restricted by rating by age.

My plans on the Soccy stories are to do a third, clean up the bunch, and try for a commercial sale. An energetic second-pass should improve to a marketable level the product. One hopes. ### Hope you and Rosie really enjoyed the European vacation. Hard to tell from this zine, which is obviously the product of a tired SFPAn. Still, it's a fine zine. Shows what a superstar can do in his fatigues. See you next time, eh?

TIN SOLDIER (Rogers) * You were in "hectic city" too, eh? Still, a good zine. You, sir, are a fine writer. ### The Japanese seem to have the strong edge in digital watch components. My company does business with a Japanese trading company (they import our systems) and a Japanese custom seems to be gifting American executives. So far, I have a pen with a watch in it and a calculator with a calendar and clock as gifts, plus a Japanese painting and a Japanese fan. (The latter two, as it was expressed, "for your lady".) ### Viva the Coffin Scores!!!

EGOBOO STORY (GHLIIIDE) * Thank you, my friends.

TOTAL ASSAULT CANTINA (Burke) * Glad to see the Vols win Their bowl. The SEC did moderately well outside of the "spotlite" bowls. I get the feeling of resurgence coming. Still remember that season, more than a decade ago now, when the SEC won all major bowls except the Rose (note: exclusion rule) and three minor bowls to boot. The proudest day...

That infamous typo, "SFPAnsnott", has truly been pushed out of all proportion. Your Nth comment provoked this remark. Have mercy!! ### Very sharp commentary on Bob Barger's perceptions of fandom. I'd overlooked that quote you make, but it has pertinence. I never knew Bob felt that way about me... And I wonder how Bob reconciles the "reward" of the effort against the motive he ascribes. Losing money, the more of it the more you do. Garnering comments, the fewer per page the more pages you do. Investing effort in a hobby whose reward is nothing but communication from other participants. No money..... But perhaps Bob's insinuations are correct. Perhaps only calculating creatures expecting immense personal gain would join SFPAn. Creatures whose only motivation is to grab their egoboo and take it to the bank. Obviously, such creatures deserve the appellation "Scumbag & Fuggheads". But what do you call people whose aim is communication and artistic exchange among equals?

An excellent zine. Loved the art and commentary. I enjoyed your article on "magic". Your views are close to mine, but don't always correspond. I think I could make a case for "arcane". Maybe I'll try someday.

THE GOLDEN LAMPREY (Clark) * If you've not sent Barb a copy on my conrep, send me her address and I'll send one. I ran a couple extras of the con report, but just never got the energy to mail them. ### I enjoy the Stones an awful lot, but I'd not call them better than the Beatles. In fact, I don't think they're as good in terms of durability of their creations. Part of this may come from the popular magic that the Beatles generated, making their numbers into "standards". Part of it, however, is that the Beatles were better composers. Perhaps Steven and Mike, our pros, will comment. I see a lot of the impact of the Stones music coming from the way they perform it. It hits. But when I listen objectively, dispassionately, I don't hear that much extraordinary. Just opinion. ### Fine zine, but I'm almost out of time. Loved the covers.

MARBLED TEAM-UP (Burke/Clark/Williams/Trout) * Fantastic! This one will be a classic. My delight at having a role is enhanced by the nature thereof. "Atkin", eh? But it was "the Atkin-sleep" that really got me. How did you guys predict my decline?

STAR*JAZZER (Hammer Johnson) * An excellent con report. I much enjoyed meeting you at B'hamacon. It was a very pleasant convention, marked by many memorable events. My description is filled with insightful commentary. ### Re: your 'Freeze Frame'. I once had a similar thing happen to me: the OE allowed a controversial item to stand rather than handling it off-line and avoiding an ugly mess. One tends to resent. ### Good luck and speedy passage in grad school.

UTGARD & H.A.L. (Hulan) * Your Apanage performance index seems to make sense. I ran a quick sample calculation on our top five page-pumpers, plus mikw weber (10th) and Vern Clark (best "newcomer" in PPM) The results were: Guy Lillian .933, Lon Atkins .845, Don Markstein .784, Dave Hulan .776, Alan Hutchinson .674, mike weber .474, Vern Clark .469. I'd say that longevity is highly rewarded, but that total activity is the real key. I may fiddle around with this idea and introduce it into the Box Scores. ### Hard to read ditto in this light and time is short. Enjoyed HAL, but only comments is that the "toymaker" Francis novel is titled HIGH STAKES. One of my favorites, too.

LIFE IN THE A-ZONE (Paris-Barger) * It's simple. Rachel is my ex-stepdaughter. She's Dave Hulan's child from Kathy's first marriage (though she was Katya then). Dawn is my child from Kathy's second marriage. (Now Kathy is in her third marriage.) Rachel sometimes comes up to my place for a weekend when Dawn comes up. Clear?

ULTIMATE VEGETABLE SHORTENING (Hyde) * As mentioned earlier, Dawn is going thru The Lord of the Rings over and over. It's my favorite too, and I guess I'd rate it 100 for entertainment. (Though it's a deep book as well.) Have you read the trilogy? What did you think of it? ### Our initiation ceremony took about 8 hours to process 19 pledges. Everybody was exhausted but elated at the end. ### SFPA has a bit of that "getting acquainted" problem that you mention, but it's always had that problem and always overcome it one way or another. As long as most members try to understand and appreciate the serious efforts of the others, this will continue to be true. ### One thing that tends to get lost in the computer technology explosion is awareness that the computer is a tool. One needs a tool to do one's own job, not the greatest and latest (necessarily), as the old saw about killing gnats with a cannon illustrates.

INTUITION (Carlberg) * Good wise comments to Sandy. ### Seems that size promotes isolation. Southern Fandom was well entrenched in general fandom in the fifties. Lee Hoffman, etc. Later the isolation began, as fans in the South grew more numerous and began to infold. Not that there weren't links into genfandom. Still are. But the bigger the whole thing gets the more linked groups begin to function as miniature systems themselves. Local Ellay fandom is every bit as "isolated" as Southern fandom is, with the exception of Worldcon opportunities. And fanzine fandom is the only true fandom, yes. ### I like your approach to your forthcoming Hearts Tourney in most aspects, but five-man games are Bad. The imbalances introduced are too damaging. You play with two cards missing from the deck (or worse, in a kitty). You thereby shorten the span of cardfall and encourage ridiculous distribution. In a five-man game, luck plays a dominant role. With a fiver game you just can't have a knockout system and preserve enough feedback to be meaningful. The Tourney would degrade into a lottery. I hope you exclude this possibility. ## Fine zine!

FXR 5 (Sperhawk) * I've not seen WOLFEN, but I will, and I intended not a single implication by the length of my MC to you two mls ago now. 'Twas what came out at the time. I enjoy your zines. ### The marvelous vigorous thing about the Japanese culture is that they accept new ideas. If the new ideas are weighed and judged to have sufficient merit. Then they encapsulate them into the "Japanese" culture. Many of the "traditional" Japanese things are foreign in origin. Tempura, Go, Zen, and baseball, to name a few. ### Good to see lots of MC's.

CLOWN-TIME IS OVER (Blood) * Welcome to SFPA, Simba. Pleased that you enjoyed the Soccy story. If Sperhawk still has his SFPA mls, you will find the first story there. Also A Hearts Primer, authored by the current Champion, which explains the elements of that noble game. See you at DSC then?

BREAKFAST AT MILLIWAYS (Nicki L.) * For several years SAPS was clearly the best apa in fandom. I think FAPA once was, but that was before there were other apas. ### And by the way, I've enjoyed rejoining SAPS. ### Yes, I liked Raiders. Just saw it again over the Xmas vacation. Took Dawn for her second viewing. Came away happy. ### Soaps seem to be addictive. Mary, the lady I'm seeing now, is hooked on Dallas. I don't exactly understand the fascination, for the things are so damned predictable (judging by my limited exposure), but maybe that is the fascination. Anybody care to explain it to me? ### Wow, are you right about the danger of internalizing anger! I have done this on occasion, because of circumstance, and it was nothing but lousy. ### Enjoyed!

OF MICE AND MINAC (Dick L.) * I take no notes at cons. My reports are just what I invent as I write them. ### What I don't see coming out of Reagan's tactics is a balanced budget in the near term. The things I'm pleased about are cuts in government spending, which I hope become curtail the sprawling bureaucracy which is taxing us to death, and the pressures to combat inflation. These things hurt. They hurt a lot. But these pains are the pains of withdrawal from a dangerous addictive drug. It's nice to think that taxation is an unending source of revenue, but the real fact is that government is a symbiote at best and a parasite at worst. If too much blood is siphoned from the host economy, inflation and stagnation of capital formation occurs. Foreign competition penetrates. Familiar?

Yes, I've played that variation of Hearts, but with six points added (not deducted) per trickless hand. (At least I think it's the same variation, the point being to discourage passive play, lessen the value of "Yarborough" distribution, and add a new strategic tool -- the shutout.) Chuck Crayne introduced this at LASFS shortly after I arrived. (I was winning too often.) Alas, as the variation adds complication, I won more often. ## Fine zine.

EVERY LEAF... (McGOVERN) * Let me defer the Dylan quiz, as I'm too rushed and too tired to think clearly, much less slow down the frantic pace of typing. ### Yes, I typoed my 'violence' argument. Thanks for pointing it out. My point was that media presentation teach, and that care should be exercised in what is taught. Violence 'for kicks' is not something we need. ### I was in N'APA once. ### Good review of the new Dylan album. I guess I gotta get it sooner or later...

THIN ICE (Verheiden) * And Ho Ho Ho to you. ### Can't do what you suggest with the Batting Average, as that stat is designed to show total participation effectiveness. Your 48 mlg's are appreciated by those of us who enjoy your zines and are reflected in your percentage. ### Interesting reading the article, but sorry to hear of the final demise of your undertaking. Hope you are about the direction of movement in the industry being toward more thoughtful (smaller budget) movies. Maybe you will be in a position to get back into the loop if that happens. You seem determined to make it in the film business. ### Enjoyed.

THE POSTMAILING ALWAYS... (Batty) * Really going into training for the Hearts tournament, I see. I've played no cards at all since the convention. *sigh* I'm gonna get creamed. Maybe it's a good thing you guys aren't letting Fan Goh's play in the Tourney. ### I've not seen the movie TRUE CONFESSIONS, but the novel was damn fine. I did a thumbnail review in SFPA, I think. ### I've tried to get Dawn to do MC's, but she's shy. ### Got the authorship correction on the covers for MEL 85. Enjoyed the many strips in this fine zine too.

SPIRITUS MUNDI (Lillian the Guy) * Glad to hear you're better. High blood pressure is better than none at all. ### Since Rusty takes his reverendhood seriously only a small amount of the time, does this make him, despite height, a miniminister? ### Sign at Rams game. Local joke. "Georgia, sell the Rams to Jerry so Magic can fire Ray." I loved it! ### Guy, your not "getting the joke" contained in Ward's cover to Mel #81 is proof enough that you're not a Hearts player. Not that getting the joke means one really is a Hearts player, though. Hank found it hilarious. ### You've not seen the 21st mlg? ### Noting that child molesters have very short lifespans in prison, I'd tend to say there'd statistical evidence for you comment to Linda. Males don't sanction that evil practice, at least not those which don't participate. ### Sorry to cut short this MC to your excellent zine, but time runneth out.

TALISMAN (Biggers) * Remembering my youth, I think there is a stage in the use of any intoxicant where one talks about the substance with fellow advocates. I remember endless discussions as the the relative rankings of beer and whiskey brands. Still goes on. Maybe drug users are merely in this stage -- one goes onward as maturity comes...

END OF MC'S ---- my apologies to those I've missed; your zines were RAE. BNT.

"....NOT THE POST"

My fingers, nimbly twirling the dial, were arrested in mid-twirl. Over the air came this mellow growling baritone, so full of righteous sancity that it immediately brought to mind my childhood days in Alabama, listening to Senators bidding for reelection.

Some unfortunate talk show was saddled with the person of Judge Lachrymal Bulltweet, so-titled for his brief reposement on the bench of the State of Mississippi before an ill-prosecuted assortment of Federal indictments forced his vacancy. No doubt that Bulltweet was one of the few men in America so resolutely set on publicity that his every fabulous revelation was shunned by the press. I pondered the fate of the luckless program executive who had scheduled him on even this bywater talk session. Woe to the host!

Yet good ole Lachrymal was good for laughs, if one favored oblique humor as I do, so behold the halt of the twirling fingers and the blossoming smile on mine face.

"...to the brink of disaster!" growled Bulltweet. I nodded enthusiastically. It was always the brink of disaster with Bulltweet; everybody else could get us there, but only Lachrymal Bulltweet could take us over. Err... get us over the the hump.

For some blissful moments I rocked in the power of those turbulent syllables and swirled the fading ice in my J.D. Black. Then some rhythm or verse in his tale of the worst caught my mind's ear.

"...this Federal agency, driven to its knees, could have provided the much-needed revenue to maintain our Ship of State on course..." Now there is nothing I wanted to hear less than ole Lachrymal discoursing on worker-utility and trickle-down economics. So I tuned out long enough to freshen up my conversation mate, Mr. Jack Daniels. When I got back, and before I could change channels, Lachrymal got me again.

"Thus, my friends, my neighbors, I say that the United States Postal Service could be our salvation."

This bit of news twinkled my ears. I had heard the USPSO called many things in my span of years, but never "salvation". It could be that Bulltweet was privy to some sensational private information, or it could be that Bulltweet was a dearer friend of ole Jack even than I, but either way he had me curious.

"Do you tust in G*O*L*D, my friends? Does the soothing luster of noble metal refresh your last moments before sleep? Is the aurous hue your most favorite color? Yesssss... Yesssss..."

"But let me tell you, dear neighbors, that something far more valuable is resting peacefully tonight inside the safe of every post office in the span of this great American land!"

That about did it. I shot a sour glance at my buddy Jack Daniels, fickle friend that he'd proved. Clearly it was Bulltweet who monopolized his attentions.

"Stamps!!" drooled Bulltweet, "stamps are the answer!!"

And the image of stamps blowing in the breeze, soaring from value to value; of Mr. Zip dancing on consecutively increasing digits; of those countless "Received in Damaged Condition" stickers festooning my packages --- they stayed my twirling hand again.

"Did you witness the stampede into gold?" queried Bulltweet. "Our government sold it for peanuts -- our nation's reserves! -- and we watched the glittering balloons of profit soar away over our American hilltops!"

The old bird had grabbed some bodacious images. Now I could see his face smuggling up for the kill.

"My friends," purred the Judge, "first our gold is floated off to A-rabs and other heathens. Then our Post Office issues those funny stamps with letters on them. What comes next is a crime!"

I racked my brains. What was the crime? Buying imported cars for Federal agencies? Not invading Iran? Failing to elect Bulltweet as Coroner of Yoknapatawpha County, Mississippi? I hardly dared guess.

"Friends, the crime I speak of is neglect of opportunity!!" And that one numbed my fingers.

"You see," continued Bulltweet, smooth as a mink in heat, "the Post Office placed a monetary value on each letter. They should have put NO value on those stamps!"

As ole Lachrymal paused for effect I shot a glance at my buddy Jack and asked silently for forgiveness. Bulltweet was on something far more exotic than my loyal pal the sour-mash.

"Suppose the Post Office had said that an 'A' stamp, for example, would mail one ounce. No talk about cost to mail, just that one ounce needs an 'A' stamp.

"Then they say that today they're selling 'A' stamps for 20¢ each. Today 20¢, but who knows about tomorrow?"

"Can you imagine the vast rush to buy stamps? Why, the Post Office coffers would have overflowing!" Now Bulltweet was clearly in dementia, so I got out my twirling fingers again.

"Think about it, friends!! What do people invest in? Things that are going to increase in value! And few things have gone up more in the past few years than postage!

"People bought gold because it was a solid investment. If stamps were sold at a price and redeemed at some later time for a service on a per stamp basis, then there would be an investor's market in stamps!

"Just imagine. People would buy and sell futures in stamps! Stamps would be traded on the commodities markets! Stamps, you see, would accumulate value!"

CLICK. My twirling fingers had slipped and killed the TV power. I thought briefly about turning it back on to see what other absurdities Bulltweet might have in wait, but that didn't appeal at the moment. Maybe I was hungry. Maybe I would fix dinner.

As I was putting the frozen lasagna in the pre-heated oven, though, Bulltweet's idea nipped at the corner of my mind. I recalled all those one and two and three and four cent stamps I'd had to buy over the past years into order to make my roll stamps come out to the new "correct amount" for postage.

Maybe, just maybe, Bulltweet was at long last onto an idea with real merit. Stamp futures. Maybe the Post Office really had blown it...

— Lon Atkins

THE SFPA BOX SCORES: MAILING 104

NAME	AB	HITS	PCT	P(102)	P(103)	P(104)	TOTAL	PPM
ATKINS, L	90	90	1.000	63.	104.	19.	2591.	28.79
BIGGERS, C	45	33	.733	23.	13.	16.	368.5	8.19
BLOOD, S	1	1	1.000	--	--	9.	9.	9.00
BROOKS, N	82	82	1.000	6.	8.	8.	1166.5	14.23
BURKE, R	9	9	1.000	2.	49.	22.	161.5	17.94
CARLBERG, S	63	63	1.000	12.	36.5	10.	1332.5	21.15
CARUTHERS, P	37	34	.919	9.	10.	12.	198.	5.35
CLARK, V	11	11	1.000	30.	51.	22.	243.5	22.14
DAVIS, H	34	28	.824	4.	1.	9.	178.5	5.25
FRIERSON, M	71	66	.930	4.	4.	0.	1595.5	22.47
HAMMER-JOHNSON, D	14	13	.929	20.	14.	10.	186.	13.29
HICKMAN, L	23	12	.522	4.	12.	0.	276.	12.00
HULAN, D	82	78	.951	29.	51.	27.	2414.	29.44
HUTCHINSON, A	53	53	1.000	31.	28.	10.	1608.	30.34
HYDE, C	13	13	1.000	24.	15.	24.	251.	19.31
JENNINGS, B	43	29	.674	4.	0.	5.5	542.5	12.62
LILLIAN, B	1	1	1.000	--	--	19.	19.	19.00
LILLIAN, G	66	66	1.000	50.	71.	59.	3261.	49.41
LYNCH, D	8	8	1.000	27.	29.	24.	129.	16.13
LYNCH, N	21	21	1.000	17.	14.	15.	334.	15.91
MARKSTEIN, D	75	75	1.000	4.	30.	4.	2303.	30.71
MORRISSEY, R	22	14	.636	0.	5.	12.5	112.5	5.11
MOUDRY, J	34	34	1.000	4.	3.	4.	225.5	6.63
PARIS-BARGER, S	8	8	1.000	4.	8.	5.	80.5	10.06
PHILLIPS, S	17	11	.647	5.	9.	20.	117.	6.88
PICKERSGILL, L	15	13	.867	12.	26.	6.	109.	7.27
RAUB, M	11	8	.727	--	15.	2.	70.	6.36
ROGERS, M	15	15	1.000	24.	20.5	8.	222.5	14.83
RYDER, S	22	21	.955	4.	4.	12.	149.	6.77
SCHWARZIN, L	23	20	.870	13.	5.	2.	135.5	5.89
VERHEIDEN, M	54	52	.963	13.	20.	18.	707.5	13.10
WEBER, M	38	36	.947	16.5	6.	42.	679.	17.87
WELLS, G	49	40	.816	1.	7.	4.5	189.	3.86
BARGER, D	4	4	1.000	5.	2.	13.	26.	6.50
BATES, D	3	3	1.000	1.	6.	0.5	7.5	2.50
BATES, S	3	3	1.000	1.	6.	0.5	7.5	2.50
BATTY, W	7	7	1.000	6.5	10.	28.	99.5	14.21
COBB, J	7	7	1.000	20.5	13.	12.5	108.5	15.50
COLLINS, N	6	6	1.000	9.	7.	10.	66.	11.00
DOLBEAR, D	20	17	.850	24.	26.	6.	261.5	13.08
GILPATRICK, J	2	2	1.000	--	11.	0.5	11.5	5.75
KOCH, I	23	23	1.000	--	15.	2.	192.	8.35
MCGOVERN, T	8	8	1.000	8.	22.	18.	113.	14.13
MONTGOMERY, L	27	25	.926	15.	38.	43.	451.	16.70
RYAN, D	9	9	1.000	10.	6.	20.	81.5	9.06
STEWART, L	9	9	1.000	8.	6.	2.	68.5	7.61
TROUT, S	1	1	1.000	--	--	2.	2.	2.00
WILLIAMS, C	1	1	1.000	--	--	2.	2.	2.00

THE SFPA STATS: MAILING 104

TOTAL MEMBERSHIP AT-BATS = 1150

TOTAL MEMBERSHIP HITS = 1058

TOTAL MEMBERSHIP BATTING AVERAGE = .920

TOTAL MEMBERSHIP PAGES = 21965.

AVERAGE MEMBERSHIP PPM = 19.10

SFPA TOP TEN: PAGES PER MAILING

1.	49.41	GUY LILLIAN
2.	30.71	DON MARKSTEIN
3.	30.34	ALAN HUTCHINSON
4.	29.44	DAVE HULAN
5.	28.79	LON ATKINS
6.	22.47	MEADE FRIERSON
7.	22.14	VERN CLARK
8.	21.15	STVEN CARLBERG
9.	19.31	CLINT HYDE
10.	19.00	BETH LILLIAN

SFPA TOP TEN: BATTING AVERAGE (TOTAL HITS)

1.	1.000	(90)	LON ATKINS
1.	1.000	(82)	NED BROOKS
1.	1.000	(75)	DON MARKSTEIN
1.	1.000	(66)	GUY LILLIAN
1.	1.000	(63)	STVEN CARLBERG
1.	1.000	(53)	ALAN HUTCHINSON
1.	1.000	(34)	JOE MOUDRY
1.	1.000	(21)	NICKI LYNCH
1.	1.000	(15)	MIKE ROGERS
1.	1.000	(13)	CLINT HYDE
1.	1.000	(11)	VERN CLARK
1.	1.000	(9)	RUSTY BURKE
1.	1.000	(8)	DICK LYNCH
1.	1.000	(8)	SANDY PARIS-BARGER
1.	1.000	(1)	SIMBA BLOOD
1.	1.000	(1)	BETH LILLIAN

SFPA TOP TEN: TOTAL PAGES

1.	3261.	GUY LILLIAN
2.	2591.	LON ATKINS
3.	2414.	DAVE HULAN
4.	2303.	DON MARKSTEIN
5.	1608.	ALAN HUTCHINSON
6.	1595.5	MEADE FRIERSON
7.	1332.5	STVEN CARLBERG
8.	1166.5	NED BROOKS
9.	707.5	MARK VERHEIDEN
10.	679.	MIKE WEBER

Long ago,
Ideas were weapons,
Adventure was
in Washington.

and Democrats
were real.

Now however.

IRONKYSLAYER

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ON MONDAY MAY 20, 1968