

S O N O F T H E W S F A J O U R N A L

SF/Fantasy News/Review 'Zine -- FAPA Issue #3 -- 3rd December, 1972 Issue (#76)
Editor & Publisher: Don Miller - - - - - 20¢ per copy

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In Brief --

As SOTWJ #62 did not make the last mailing, we hope FAPA'ns will read the "On Dreams and Dreaming" material on pp. 9 & 10 and respond thereto. And we hope some of our other readers will go back and read this material and comment on same. We need much more feedback than three letters in order to be able to develop any kind of statistical picture at all....

Index to Vol. III of TWJ squeezed out of this, as was section on scientific oddment highlights of 1972. Maybe nextish.... And regular readers: the info on January old-time radio bonanzas and Cinema Club 9 schedule will appear in #77, out 1st or 2nd of Jan.

And, remember, please--we are trying to start a section on mysteries for future SOTWJ's (and maybe revive the one we used to have in TWJ), for which we need contributions. And we need news, book/TV/radio/movie/prozine/fanzine/play/etc. reviews (or just short comments/notices), and the like for SOTWJ, which is a most hungry beast and greedily devours everything which comes in (except that small part which is held for TWJ) as fast as we get it. Be kind to dumb animals, and help keep SOTWJ from starving....

Also, remember to send in your questionnaires if you haven't already done so--and to send us any old/extra/new/unwanted/etc. fanzines for the Fanzine Clearing House (and help introduce some potential new fans to fandom).

SOTWJ is at least bi-weekly. Subs are 20¢ ea., 12/¢2, with deposits for automatic extension of sub accepted in increments of \$2, up to max. of \$10. All subs to SOTWJ include any issue(s) of TWJ published during sub (counting as 2 or more issues of SOTWJ, depending on length). See pg. 2 for more details. ## For info on ads, Overseas Agents, air-mail rates, and Address Code meaning, see #73 or #77. ## TWJ #80 due out late January, if all goes well.

--- DLM

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TO:

FIRST CLASS MAIL

FIRST CLASS MAIL

Well, a great deal has happened since we wrote our editorial for SOTWJ #62 (FAPA issue #2). We typed the stencils for #62 within two days of receipt of Mailing #140; and then the mimeo broke down while #61 was being run off. It took about two months for the mimeo to be fixed sufficiently for us to use it (there's still lots wrong with it, which makes publishing a real effort--not to mention the problems with our eyes....so we still need publishing help desperately), so, of course, we missed the mailing. FAPA'ns, therefore, will receive two SOTWJ's in Mailing #142 (if the mimeo doesn't go down again....)

At any rate, the breakdown spurred us to some decisions, and has caused us to seriously consider some drastic changes in our publishing setup. Decisions already made include cessation of publication of our last remaining Diplomacy-zine, DIPLOPHOBIA, with issue #105 (remaining games therein to be completed via carbon copy, with one or two possibly in THE GAMESLETTER). Our two small 'zines, SON OF THE WSFA JOURNAL and THE GAMESLETTER, are currently on a bi-weekly schedule, and their "parents" (THE WSFA JOURNAL and THE GAMESMAN) are having great difficulty in getting out. (We may have to combine SOTWJ and TWJ into one monthly 'zine, and the same for TGL and TG--but we hope to avoid this if at all possible. However, if we are to avoid such a drastic step--or even having to stop publishing altogether--if (when would be a more appropriate word here) our machine finally stops for good--we must get some publishing help. Our needs are: a back-up publisher for TGL and/or SOTWJ (with Gestetner-stencil capability; i.e., must be able to run off 9-hole, legal-length Gestetner stencils, which is what the material will be typed on should a publishing emergency arise); and a permanent publisher (plus a back-up) for TWJ and/or TG (one publisher with offset capabilities, another with Gestetner capabilities--or both with Gestetner capability.).

We have mailed out questionnaires to all TGL and SOTWJ recipients (with issues 47 and 72, resp.), to help us in guiding the magazines through future crises and to help us in deciding what material to include in future issues. Feedback is still coming in, so results are not yet avail. However, we have decided on a new subscription policy: no separate subs will be avail. to TWJ or TG; all subs will be to SOTWJ and TGL only, with subbers to SOTWJ getting any issue(s) of TWJ which might happen to come out during their subs (ea. ish of TWJ counting as 2 or more issues on SOTWJ sub, depending on length), and subbers to TGL getting any issue(s) of TG which might happen to come out during their subs (ea. ish of TG counting as 2 or more issues on TGL sub, depending on length). Subs to SOTWJ and TGL are set at 12/\$2, with deposits toward future subs accepted in \$2 increments up to a max. of \$10 (subs, when extended, will be extended at then-prevailing rates, to allow for increases (decreases?) in postage and mimeo supply costs; amount will stay at \$2, but number of issues could go up or down). Third-class rates will also be \$2/12 (but third-class subbers will get two issues at a time, mailed flat, in envelopes--for those who are collectors rather than readers). (New sub policies have some disadvantages--but these would seem to be far outweighed by the advantages (in book-keeping time alone the savings to us are tremendous--which means more time to devote to the 'zines themselves....). We urge our readers to voice any comments/opinions/suggestions/complaints they may have about the new policy.

Quickie Mailing Comment to Jack Speer (cont. from page 8) -- If time ever permits, we hope to revive SENA (our Amerind 'zine) for FAPA. ~~##~~ Diplomacy is only one of many games covered in our two gaming 'zines, TGL and TG. TGL is a newszine, with reviews/content listings of all gaming-related 'zines we receive, plus news, a Chess section, and other material (book reviews, etc.). TG, our genzine, covers a wide-ranging area (#6, e.g., included material on Risk, 3-M games, Game Theory, Bridge, Fairy Chess; Normandy, Hasami-Shogi, The Jungle Game, Topology, and other subjects). ~~##~~ The titles were all chosen IAW the kinds of games/type of 'zine involved; since they were intended for a different fandom (games fandom), duplication of SF fanzine titles did not seem important. ~~##~~ Thanks for Civil War; will review it in TGL. ~~##~~ Sid Sackson is a friend and consultant; he writes occasional material for TG.

I. Reader Feedback to "On Dreams and Dreaming" in SOTWJ #62. (since #62 didn't make last FAPA Mailing because of mimeo breakdown, FAPA'ns have not yet had time to respond; but we were somewhat surprised at zero feedback from WSFA members) --

Tony Waters, 3223 Nash Ave., Cincinnati, OH 45226

(11 Nov 72)

Little did I realize when I opened up the most recent issue of SOTWJ that I would be responding to a questionnaire on dreams and dreaming. On the face of it that's not an easy thing to do; even the most run-of-the-mill dream is, of necessity, extremely personal. (Would people in an ESP-based society have communal dreams? If so, is it reasonable to suppose that clear-cut, individual personalities would develop, as has happened in human societies?) In fact, a human revealing his dreams could be something like a magician revealing his tricks--although I don't think that it could be said that dreams provide a complete key to the person involved since a kind of common onaric background might be postulated.

And while I can easily imagine someone being reluctant to relate his dreams I find it hard to think of someone being bored by others' dreams. (Which brings up the interesting question: Has anyone ever been bored by a dream of his own? Perhaps impatient for it to "be over with"?)

But let me answer your specific questions.

(1) Rarely do I have more than two remembered dreams in one month, usually less. However, those that I do remember seem to be very involved and, if I may say it myself, very interesting.

(2) About one-half of my dreams seem to be in color. There seems to be relationships between complexity, color, and ease of remembrance.

(3) Most of my remembered dreams have a definite plot (if by "plot" you mean just that the action is directed at some sort of "end"). I might add that none of my own dreams has been long enough to include character development. The dreams that I have are always divided into definite episodes of (in experienced rather than clock time--and this is a general guess) fifteen or so minutes. The longest dream that I definitely remember ran 10 to 12 episodes. (See the appendix.)

(4) Many of my dreams involve persons I know (for statistical reasons say half). Also, I have had quite a few dreams based on my place of employment (the Univ. of Cincinnati Library); this has happened to at least one other employee. I might add that I have never had a dream involving either of my parents.

(5) If I remember a dream at all well I can picture the people involved, strangers or not.

(6) I have had several "flying" dreams, most pleasant but some not. I would divide these dreams into flying and floating types. I have had more of the former, but I have never "flown" without great effort on my part. Usually I go only as high as the roof of a house. Floating is, of course, effortless, although for some reason it is more often tied to unpleasant events.

(7) I have never had a dream consisting of patterns of lights. However--whenever I close my eyes and press a finger to each eye I "see" a green and white pattern of revolving squares. (This is an absolute fact; I just tested it.)

(8) I don't remember falling back to sleep to continue the same dream in any specific case--but I do feel that it has happened several times.

(9) I distinctly remember having the thought, "Gee, isn't this dream fun?" Although I have never awakened myself from a dream (though there have definitely been times when I disliked a dream and tried; see appendix) I have sometimes influenced the course of dreams "consciously".

(10) As far as I know, I have never had a dream within a dream.

(11) Sometimes, but not often, I can program a dream before falling asleep. However these dreams, if I remember correctly here, are always short.

(12) See the remark above on dreams centered on my place of work. More than once a day of hard work has been followed by dreams of the same (this does not result in a restful night). As far as I can remember, days of mental exertion are followed by dreamless nights.

(13) On recurring dreams and dreams with falls see appendix.

(14) I will adjourn for a few minutes to see if I have a favorite dream.... Sorry, I don't think I have one.

(15) I think three is my upper limit for dreams in one night.

Appendix:

A number of my dreams have been so interesting that I have been compelled to write them down. Needless to say, no written record is very much like the original. Unfortunately, I have misplaced the notebook containing the dreams. I do have a couple recorded in another place; one of these is recorded here in its original, brief form:

(from 4-6-72) There were about six of us in the basement of a large house. Before us was the door to a small tunnel that led outside; we would go out through it in twos. The trick was to get into the tunnel when a train wasn't coming. N and I went first on a small bicycle-like contraption; the ride was not bumpy.

Soon we reached the end of the tunnel--a door. Still no sight of any trains although we had heard them before. I opened the door. We were outside the house in the front yard, which had groups of bushes scattered about it. There was no sign of the opening of the tunnel.

N was standing on the ground nearby. I was hanging on to the top of a structure about 30 feet tall. Most of the structure was a cheap, undecorated concrete arch. On top of the arch was a sort of steel framework about ten feet high. I would have to climb down the steel part and then down the arch. The steel didn't seem to be planted firmly into the cement, nor did the arch seem to be planted firmly in the ground. N was climbing up; the others were too.

I told them not to--that they might overturn the arch. They came up to the beginning of the steel part--somehow they were at the very top. I began to climb "down". It felt like I was trying to climb up, as if my feet were pointing up already. The others didn't seem to be having so much trouble. We were all careful not to let the \$100 in our shirt pockets fall down....

I have had two recurring dreams; both were plotless and unpleasant. The first took place about 10 years ago and appeared twice in the space of about a month. It consisted of an audible part, where some one was yelling at me--the voice growing louder and louder--and a pulsating visual part that is very hard to describe. Try to imagine a crunched-up ball of paper where each crease has been inked over with thick black strokes. This is something like the original.

The second recurring dream appeared about four years ago and, again, occurred twice in about a month. I was floating, face up, about a foot above the bed--completely unable to move. The experienced duration of the dream was very long. I don't remember how it came out the first time; but I remember the second very well. After having tried to call out or just to move a finger (and failing in this was very scary indeed), I "fell" the foot to the bed and awoke with a jolt. I am not absolutely convinced that I wasn't floating above the bed or that the fall wasn't the thing that woke me up.

(16) This should have appeared above. ((And we should have put it there. --ed.)) To remember a dream I must awaken quickly. To remember details at all well I must write them down immediately after getting up. Usually I don't have time to do this so many dreams are lost, including the very interesting one I had last night.

I am looking forward to see what others have to say on the subject.

C.W. Brooks, Jr., 713 Paul St., Newport News, VA 23605

(16 Nov '72)

. . . As to the dreams, I do dream in color, at least some of the time. I can't remember ever dreaming of flying, but I did dream once at least, when I was a child, that I could descent the stairs like Alice, with just my fingertips on the banisters for support, a sort of weightless glide--it was so vivid that I went out the next day and tried it.... Oh yes, I did have a sort of dream of flying not too long ago. I was in a large hotel, as if at a Worldcon, or large regional, and went down the hall leaning forward at about a 45° angle, my feet not touching the floor. I didn't have to flap my arms or anything--it seemed to be a matter of mental effort. When I came to the stairs I would go down somewhat faster. There was an engineer in the office until recently who was interested in dreams and thought they had great significance. He never would tell me what was meant by my recurring dream of a large empty house, more like a mansion or palace, that I am either trying to get into, or wandering through--apparently it is something embarrassing. Personally I think it is merely wish-fulfillment--I want some place to put all these books and the ones I am sure to buy in the future! I just ordered some wood to build a third 7 by 10-foot bookcase. The other two are actually a bit longer, about 11 and 11½ feet long. The cost of the material has gone up too--about 60%.

I haven't had any real nightmares that I can recall, tho some dreams have the same quality of frustration as real life and my dentist tells me that I grind my teeth in my sleep. . . .

Ken Faig, Jr., 421 Kungs Way, Joliet, IL 60435

(16 Nov '72)

. . . The material relating to dreams . . . was interesting. Most of the dreams which I can recall weld together random acquaintances and surroundings from the past to confront me with some kind of problem or anxious situation. And I can never remember how it all works out! I couldn't swear that my dreams are strictly black-and-white, but I never find myself experiencing glowing colors, that I can remember.

I was interested in the book by J.W. Dunne and the anthology by Knight relating to dreams mentioned in SOTWJ, and hope to read them eventually. . . .

II. Editorial Commentary on the above (we had planned to include letters on other subjects thish, but will save them for future issues and instead pass on a few thoughts which occurred to us while typing the above letters; we hope these letters and commentary will induce some more of you to read the dream material in SOTWJ #62 and comment on it and the material in thish--in order for us to build some sort of quantitive picture, we need a much better response than three out of 150 (not counting FAPA'ns--we hope a much higher percentage of them will respond):

To Tony: Yes, dreams--or rather, specifics of dreams--can be very personal. But we are interested more in generalities--in facts about dreams that are common to a large number of persons (or the opposite--in exceptional qualities). We are not so much interested, i.e., in the interpretation of dreams--how they relate to individual experiences/character/personality--for this particular study, but we are looking for information concerning dream aspects. (All this is probably not very clear...we probably said it better in SOTWJ #62--so go back and read that again.) (Of course, as we said in #62, we welcome narrations of any individual dream experiences, and find the vast majority of them most interesting.)

Generally, the dreams we remember best are those which we have a little time to lie and think about after awakening but before getting up (or falling back to sleep, as the case may be). We have only written one dream down (the Tibetan horror story), although we have captured several by retelling them shortly after they were experienced. In a vast majority of cases, we remember only "snapshots" of dreams a long time after they have occurred--i.e., we can dredge up from our memory a full-color, complete-in-every-detail, "photo" of a scene from a dream--and from this "photo" work backwards and forewards various distances depending

upon the significance of that "photo" to the dream. Our memory "album" abounds with such photos--once in awhile we sit back and "flip" through it--each "photo" opening up linkages to other "photos"--and off we go! We can usually remember at least one scene from each of three or four dreams per night--so you can see how crowded our "album" must be!

Except for our earliest dreams, we have no memory of ever having dreamt in anything but full, natural color. Our dreams are usually so realistic (or, even in the case of the most bizarre dreams, the scenario is so well laid-out/developed) that, while they are occurring, they are absolutely believable (which calls for full, natural color, a built-in set of memories/background, etc.); when they cease to be so, we become aware of them, and can intervene and change them to our liking.

Will have to save many of our comments for another issue, so will try to move along more rapidly so we have room for Ned and Ken. ## We've had one dream that was complete--i.e., with beginning, development, and conclusion. But all have "plot" for duration of dream-sequence (essential to be believed by the dreamer). ## Most of our dream people are known to us in the dream, but not outside of it (such a shame, considering the endowments of some of those dream ladies--the frustrating thing is, unless she's someone we know in real life, we can never remember her face after we wake up....). ## Our favorite "flying" dream consists of our flapping (our arms) up to the window of a classroom at Gettysburg College, and peering in at the class within (being taught by our former ornithology professor, George Grube); the expression on his face when he saw us is one of our most treasured dream-memories! ## One of the most unpleasant and frustrating dreams we have is the "working" dream--i.e., we spend (in experienced time--don't know how long in actual time--a full day at work, actually doing everything (down to the finest details) we actually do (or did, when the dream covers an earlier job) in a busier-than-normal day's work; not only are we unable to wake ourselves up or influence these dreams in any way (illusion is too real, most likely), but we are as exhausted when we wake up as if we had actually done the work about which we just dreamed (not surprising, when we just did the work!). (Remind us to tell you about an experiment with altering the apparent passage of time for a given individual which we saw on the BBC some years back....)

Not only do we work in full detail, but we also have occasions when we do other things in similar detail (a 40-mile hike, over mountains and through briar patches and thick underbrush, e.g.)--even in our sleep we're busy all the time! ## Most memorable nightmare--we awoke from a deep sleep with a start as the door to our bedroom flew open, and in staggered our father, his face completely green, making some of the most horrible gurgling noises we have ever heard--heading straight for us as we sat up in bed, trembling in utter terror/horror at the ghastly apparition before us.... ## Most chilling (after-the-fact) dream was of the death of our aunt (who died the morning after our dream, in a manner strangely parallel to the dream in virtually every respect--including time of dream (we awoke immediately after the dream and noticed the time) and time of death.... ## Oddest dream--sequence repeated in many dreams when we stop in the midst of something or other and stand and gape at the hundreds of flying machines of all kinds and shapes (some would never fly!) passing overhead. ## Most jolting dream (also recurs in various forms): speeding in a car up a hill, over the top--and there's nothing on the other side (down, down....)! ## ## Most embarrassing dream: too embarrassing to put into writing.... ## Two nights ago noticed with amusement example of trivial real-life event triggering dream. Went to church to see daughter take part in special service; sat in balcony; people in balcony stood for 1st hymn while those downstairs (and we) remained seated (not being a regular attendee, we were not certain at the time that we were supposed to remain seated--we found out later we were correct--but at the time we were somewhat embarrassed). A few nights later, dreamt we were a soldier in a large field, and car went by playing crazy English music and carrying rather comical-looking Eng. General. Others in field stood, we remained sitting. General

glared at us and stopped down the road a bit. We began to feel uneasy, and intervened in the dream to create a building, into which we hurriedly ducked. Went to other end and dashed upstairs (going up and down stairs seems to feature prominently in recent dreams). Dropped wallet over edge of platform, went back down to retrieve it, then back up to other end of bldg. General entered building below. Turned, and was confronted by very pretty young lady, who asked if she could be of any help (or words to this effect); immediately fell in love with her--and was awakened. (We are immediately awakened nine times out of ten that we fall in love with our dream women. Question: do we wake up because we fall in love with them, or is the feeling of falling in love with them caused by the process of awakening?)

Have run out of space, so will quickly bring lettercol to a close. Sorry, Ned & Ken, but we didn't get to you--nevertheless, what we said to Tony was probably what we would have said to you.... ## Hard a very tough day yesterday mentally--which meant troubled sleep during night (mind keeps on working at fever pitch)--which in turn meant many, many dreams as we drifted in and out of sleep. ## Remember, write us re your dream-experiences. (And remember, we are interested in dream-content, rather than dream-meaning.)

THE AMATEUR PRESS: November '72 FAPA Mailing #141

570 pp., 32 'zines; one postmailing to #140 (OF CABBAGES AND KINGS... 8/72 (8 pp.; Peggy Rae Pavlat)). Lost member: Deckinger; new members: Dave Locke, Bruce Robbins; 35 names on w.l. 'Zines in Mailing: THE FANTASY AMATEUR 36:1 (Official-dom; 8 pp., mimeo; illos by Rotsler; official business); THE RAMBLING FAP #41 (11/72) (Gregg Calkins; 20 pp., incl. cover; mimeo; editorial chatter, mailing comments (hereafter called "m.c.'s")); BURLINGS A (11/72) (Charles Burbee; 2 pp.; editorial comments, m.c.'s; mimeo); FOOLSCAP #7 (John D. Berry; 10 pp., incl. cover; mimeo; editorial commentary); A BRIEF INDEX OF THE FANZINES PUBLISHED BY ME (Part II) (Terry Carr; 4 pp.; mimeo; 117 titles, footnotes, afterword); FAPA BOOK: THE MAILINGS (Bob Pavlat; 13 pp., incl. cover; listing of 1st 45 mailings; contents of FAPA Mailings 1-16); SYNAPSE, FAPA 140 (Jack Speer; 24 pp.; mimeo (as was Pavlat 'zine, above); m.c.'s; Bill Adams on his experiences in small E. Penna. daily; Jack's trip to Fla. (report); on Civil War and other games); HOW TO SUE IN SMALL CLAIMS COURT IN ALBUQUERQUE (Jack Speer; 4 pp.; offset; 6" x 9"); THE SMALL CLAIMS COURT HAS A NEW JUDGE . . . (Jack Speer; 4 pp.; offset; 3 1/4" x 8 1/2"; potitical campaign literature); CIVIL WAR (Jack Speer; 4-pg., offset, 7" x 8 1/2" rulebook; 14" x 17 1/2" tri-color map/gameboard; box of markers (wooden); 51 2" x 3" "calendar" cards; flyer describing "State Troops" variation); OF CABBAGES AND KINGS (AND BABY TURTLES), Fall '72 (Peggy Rae Pavlat; 5 pp.; on her work for the Democratic National Committee on absentee ballots for the 11/72 election); PIONEER #9 (Paul Doerr; 18 pp.; mimeo; 100/ oddments of information/facts/opinions); TARGET: FAPA, OpGrif #430 (Dick Eney; 3 pp., offset?; m.c.'s); DYNATRON #51 (11/72) (Roy Tackett; 6 pp.; mimeo; m.c.'s, filler item); DYNATRON #50 (9/72) (Roytac again; 12th annish; 34 pp. / cover (offset); Len Moffatt's Westercon XCV GoH speech; short fiction by Bob Vardeman; Japanese SF news, by Takumi Shibano; "E.E. Smith's Literary Offenses", by Mike Glyer; "The Arisian Connection", by Alexis Gilliland; Aljo Svoboda on his experiences in elevator fandom; lettercol); COGNATE #18 (Rosemary Hickey; 8 pp. / cover; offset; editorial chatter; illo; letters; "A Neoreport", by Ed Smith (on '72 DISCLAVE)); DAY BY DAY #4 (Jerry Lapidus; 6 pp.; mimeo; editorial chatter on this and that (especially the theatre)); FANTHOLOGY #64 (11/72) (Mike Domina & Terry Carr; 61 pp. incl. covers; ditto; anthology of best-of-the-year selections from the fanzines of 1964 (incl. items by Bob Tucker, Ted White, Harry Warner, Sid Birchby, George Metzger, Emerson Duerr, Jan Sadler Samuels, Si Stricklen, Dick Lupoff, Carol Carr, Walter Breen, Grania Kaiman Davidson, & Len Moffatt)); PATELLA #1 (11/72) (Hank & Lesleigh Luttrell; 8 pp.; mimeo; editorial comments & m.c.'s by Hank; the same by Lesleigh);

QUEEBSHOT XX (Boyd Raeburn, Norm Clarke, Will Straw; 4 pp.; mimeo; three-cornered editorial chatter); BOBOLINGS, 11/72 (Bob Pavlat; 2 pp.; mimeo; about FAPA BOOK); THE PASSING PARADE #2 (11/72) (Milton F. Stevens; 20 pp. (mimeo) / cover (offset); LACON Report; brief reviews of a bunch of fanzines); DIFFERENT IV:1 (11/72) (Sam Moskowitz; 8 pp.; "The Pulp Market and What it Means to the New Authors", by Leo Margulies (1944 talk); "The GALAXY Policy", by Ejler Jakobsson (1971 talk)); BALLAST 2:1 (Don & Maggie Thompson; 8 pp.; editorial commentary on numerous subjects); HORIZONS 34:1 (#132) (Harry Warner, Jr.; 24 pp.; detailed m.c.'s; on the death of his grandmother, researching local history, Hank Aaron's & Willy Mays' pursuit of Ruth's home run record, nostalgia, etc.; on the Edgar Allan Martin affair (w/poem); "Hagerstown Journal"); RICHARD E. GEIS #3 (Richard E. Geis; 56 pp. / cover; mimeo (as were the three preceding items); Geis' day-by-day diary of his thoughts on various subjects, reviews of incoming books, fanzines, etc., a story ("Tomb it May Concern", by A.L. Terego) which pops up here and there throughout the 'zine when Geis needs something to fill out a page (dates covered this: 21 Jul '72 thru 12 Sep '72; and the story was editor-written)); FAPAZEN #1 (Fall '72) (Earl & Jan Evers; 16 pp.; ditto; m.c.'s by each ed., plus "general comments" page); IS #6 (Sept '72) (Tom Collins; 84 pp. / covers; offset; a most handsome 'zine, with material by Isaac Asimov, Poul Anderson, Flieg Hollander & Jay Freeman, Grant Carrington, Thomas Parkinson, Carl Jacobi, E. Hoffman Price, Allan Y. Cohen & Frances Sakoian, John Harlea, "Colin Salamander", Carl Helbing, Robert E. Howard, Ewan MacColl, and innumerable artists); NASTROND #14 (11/72) (Dave Hulan; 18 pp.; ditto; short story and musical comedy, both by Dave (the latter based on "Alias Smith and Jones")); THE F.A.P.A. PSYCHOTIC #1 (Richard E. Geis; 2 pp.; mimeo; m.c.'s); BETE NOIR #24 (Aut '72) (Redd Boggs; 8 pp.; mimeo; "fannish memoirs"; poem; reprint of article from THE BAY AREA SOCIALIST: "Frodo Baggins: Establishment Pig"; misc. short items); SOME STUFF FOR FAPA (John Bangsund; 77 pp.; mimeo?; consists of the following Bangsund 'zines, all bound together for this FAPA bundle: SCYTHROP 26 (Aut '72; 23 pp. / covers); PHILOSOPHICAL GAS #12 (Jun '72; 5 pp. / cover); PHILOSOPHICAL GAS #13 (Jun '72; 16 pp. / covers); BUNDALOHV QUARTERLY #3 (Aug '72; 2 pp.); SCYTHROP 27 (Spr. '72; 20 pp. / 2 covers); contents--S-26: lettercol, material by George Turner and Stanislaw Lem, reviews; PG-12: Bangsund on misc. subjects; PG-13: ANZAPA m.c.'s, Bangsund on this and that, letters from Bruce Gillespie & Ursula LeGuin; BQ-3: FAPA m.c.'s; S-27: ANZAPA m.c.'s, Bangsund commentary, letters).

####Overview#### --

Whew! And we thought we'd be able to have a page left-over by fitting our quick summary of Mailing #41 on the space left on the preceding page.... Now, this is more like it! Much more like the FAPA of old.... Highlights this: FAPA BOOK, SYNAPSE, DYNATRON #50, FANTHOLOGY 64, DIFFERENT, HORIZONS, IS #6, SOME STUFF FOR FAPA, and maybe RICHARD E. GEIS #3 and NASTROND #14 (only had time to skim thru last two). Keep up the good work, FAPA-people! ## Only had room above for quick summaries of some 'zines which deserved much more; will cover those 'zines which (from the colophons) would appear to be available outside as well as within FAPA in later SOTWJ (i.e., DYNATRON 50, FANTHOLOGY 64, THE PASSING PARADE #2, RICHARD E. GEIS #3, IS #6, and some of the 'zines from SOME STUFF FOR FAPA). And, if any of our readers would like more detailed commentary on any of the other 'zines listed above, let us know ASAP and we'll try to oblige.

Quickie Mailing-Comment (to Jack Speer, who responded to SOTWJ #48 one mailing after those listed in SOTWJ #62) -- Yes, the Fanzine Clearing House could very definitely use any surplus fanzines you (or anyone else) has. (N'APA-'zines are fine; in the bundles we send out, we try to include samples of as many different types of fanzines as possible (newszines, clubzines, "genzines", APA-'zines, etc.), along with a letter explaining fandom and fanzines.) ## I wanted a thematic 'zine for my sojourn in N'APA, and picked the legends, myths, etc. of Amerinds for my topic. Had a lot of fun with it 'til I had to drop out.... ## More on pg. 2.

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