

ZWEIHANDER



ORMAN
28.2.90

Words From the Mount

Greetings Bipedal Hominids!

There seems to have been a distinct gap in the production of "Zweiander" since the last issue. Why? You tell us! We don't know. However, we can tell you this copy of "Zweiander" in your hand (and hopefully your possession) is real, untampered with, environmentally sound (please recycle within the next zillion years) and ideologically unsound.

Passengers, you are reminded to monitor the indicators at the front of your section. Notice now that seatbelts are required to be fastened. Please vacate the hygiene facilities. Please extinguish all cigarettes, cigars, bong, and freebase tubes. Liftoff will be in approximately five milliseconds ...

Y'all are goin' on a journey of sight and smell, passing through your own eyeballs and both nostrils simultaneously. Impossible you say? Try it and find out it's one of the easiest things in the Universe to do. From there, a short stroll Beyond will suggest even better activities. Like passing through every point in the Universe simultaneously and sequentially without using an Infinite Improbability Drive.

Yes folks, it's time to Ragnarok' n' Roll! (I've always wanted to put that in print.) There has been much activity around Sutekh and its environs since the previous "Zweiander" went to print. "NecronomiCon '89" has been invisioned, planned, organised, run, won and passed into living memory. The Summer Holidays have seen many new members join at "Orientation Week '90." On a more political note, the Ayatollah (you so) has told the world he won't be personally withdrawing the sentence on Salman Rushdie; he died.

Well, you want to know what's in this issue? I won't tell you. So there. If you're really good and sit up I might reconsider. Ready? (No cheating please.) Okay. This issue contains some pictures, a short story, and an article or two. You can all resume your bad postures now. Feeling terrible? It's your own fault for getting into the bad habit of bad posture. (Tongue has been figuratively stuck out.)

We left our travellers trying to pass simultaneously and sequentially through every point in the Universe without an Infinite Improbability Drive.

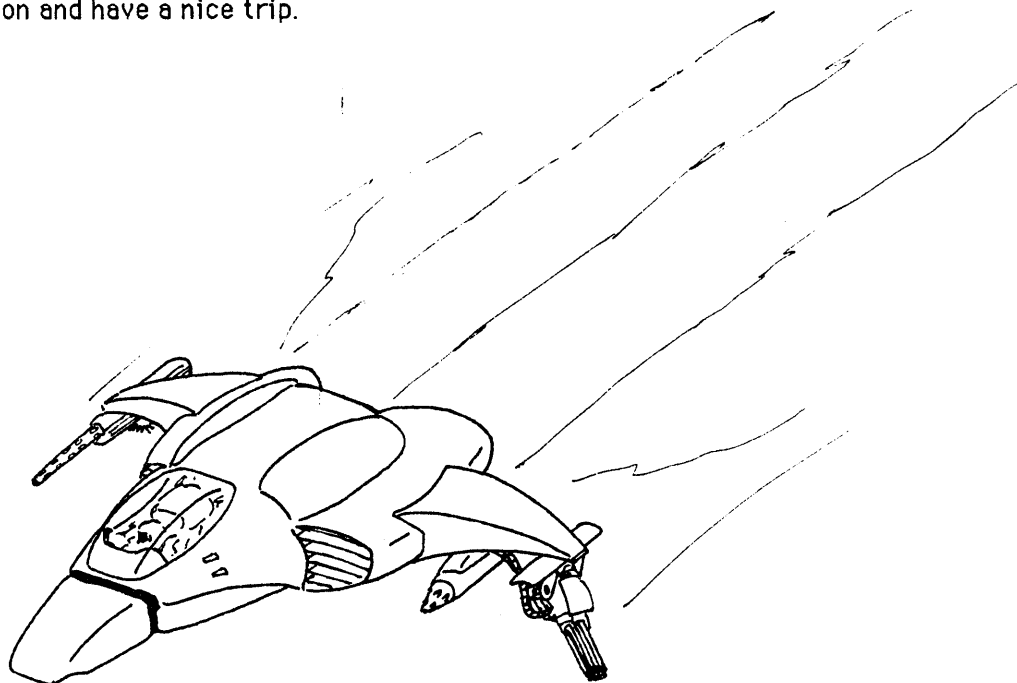
We're back ...

From there (an undefined point within the Universe), a quick tour of the brain whilst a frontal lobotomy is occurring before being ejected through your belly button.

Passengers are reminded that seatbelts may now be removed. The upper deck bar is now open for drinks. For those passengers who prefer not to consume alcohol, your complementary glass of guava juice will be served shortly. The flotation tanks at the back may be utilised by any passenger withing to wholly Unite with the Universe.

The duration of the journey is approximately ten millenia. Passage through the inferior mesenteric artery and cerebral convolutions has proven to be difficult in the past. Passengers will be notified when these localities are approaching. After belly-button ejection, those passengers not journeying through the Universe simultaneously and sequentially will have opportunity to debark.

Please continue to monitor the indicators at the front of your section. If any problems arise our staff, graduates from the School of Crisis Management, will be more than happy to assist. Thank you for your kind attention and have a nice trip.



"Call Of Cthulhu": A Beginner's Guide

Evangelos Hugo Paliatseas

Introduction (or as we call it, "Initiation")

1. What is "Call of Cthulhu?"

"Call Of Cthulhu" is a fantasy role playing game designed for the purpose of scaring the players silly. Sometimes it fails miserably, and begins to resemble a bad acid trip. This doesn't matter in the slightest, since the characters you play have absolutely no chance of survival anyway.

2. Why do players do this to themselves?

Some people think it is because getting terrorised and molested by blood-hungry aliens and Outer Godes is a lot of fun. Others say that desperately attempting to survive in a harsh and deadly world offers challenges to sophisticated players. In truth, anyone who plays Cthulhu is probably a dedicated masochist, and most Game Masters are perverse, indiscriminate sadists. Sounds like fun, huh?

3. How do I play Cthulhu?

If you think you would like to join in, see your local psychiatrist, then go out and buy some ten-sided dice. These useful items will not help you survive any longer, but will help you determine exactly how you die horribly. For example, if your hapless character should happen upon the God Cthulhu himself, there are numerous ways he could die. Firstly, there is death by raking claw. Then there is death by being digested by goo-covered tentacles. And, most fun of all, there is the chance your character is so flipped out from seeing the monstrosity that he jumps off a cliff or something. A ten-sided dice will enable you to tell which two of the above fates you managed to avoid.

4. Characters and Character Generation

Your character could be anyone curious about the world around them, living in any time period, though a heavy emphasis on the 1920's can be found in the game. The reasoning behind this is that you cannot easily get your hands on the essential tool of role playing: serious firepower. Anyway, your character and the way he or she performs in the world are often governed by certain characteristics.

First time players of Cthulhu often spend hours on end pondering over the meaning of having an intelligence of 13, or creating comprehensive, 3-dimensional characters. Such people are often discouraged when they find that hours of work can be killed in a matter of seconds. If you are one of these people see Section 2 above. Fortunately, "Call Of Cthulhu" has a relatively simple character generation system, so once you have been mangled you only need a minimal amount of time before you are ready to go out and get mangled again.

5. Hit Points

In most game systems this is a record of how much damage your character can take before they die. In "Call Of Cthulhu," however, both the weapons and the monsters do so much damage that your character's hit points are almost inconsequential. So don't worry too much if this value is rather low.

6. Sanity (and lack thereof)

The thoughtful game designers of "Call Of Cthulhu" decided that Game Masters needed more ways to incapacitate and disable characters. So, in their boundless wisdom, they invented delightful system by which poor humans are incapable of taking too many shocks before they go over the edge. Furthermore, they included in the rules of the game over 50 different types of insanity just to add a touch of variety. Since even the slightest glimpse of creatures can spill a character's marbles, compounded with the fact that these monsters are unbelievably deadly, it is no wonder that this is known as a runner's game. If it were a fact that cats are curios, small furry animals would long since be extinct.

7. Skills

These are the things that tell you how good your character is at doing whatever he or she does best. Often when you want to do something in the game, the Game Master will ask you to roll less than your skill level on 1d100. If you succeed in the roll then your character succeeded in doing whatever it was they were trying to do. If you fail then they fail, and this could be a Bad Thing.

Unfortunately in "Cthulhu," a disproportionate number of failures on the dice result in fatalities. For example, failing to notice the horrible octopoid monster in the toilet could have nasty consequences. Just to complicate matters, however, success can be sometimes just as bad. Should you notice the horrible octopoid monster in the toilet, you could very well go completely around the bend; think it was your mother, and start running around the house with a rubber glove on your head. Confused? Good.

8. Things to avoid

a) Dark Caves: Invariably filled with sanity-draining monsters and decapitated corpses. On pain of death, NEVER go near these places.

b) Graveyards: These speak for themselves.

c) Old Victorian Houses: Another mainstay of horror literature, these always seem to pop up in the most undesirable places. If you are forced into one (i.e. stormy night, car broke down in the area, etc), never leave the lobby, even if there are noises in the cellar, or footsteps on the roof.

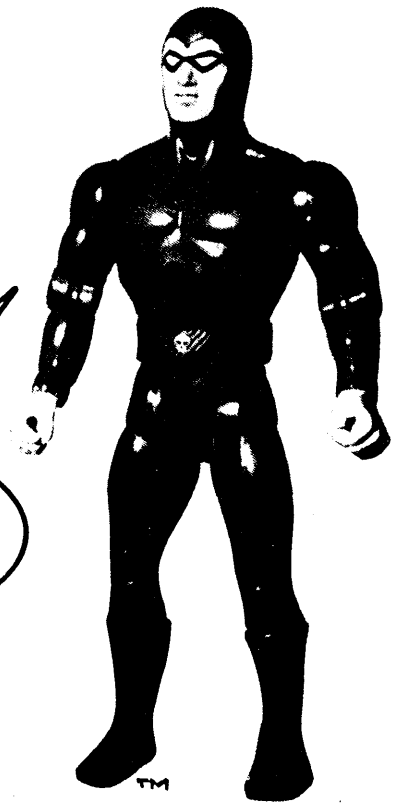
d) NEVER, EVER split up your group.

e) Don't read old books, especially if they were written by mad Arabs.

f) If you want to try to use an item you think is magical, forget it. The odds are that it's not.



QUICK!
TO THE
BATCAVE!



NO...
TO THE
SKULL CAVE!

NO, NO, NO!!
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D.I.Y. QUENYA

Dan Bray

Now for something that occurs few and far between in "Zweiander," a serious article! (Author's view only, Ed.) Those who read "Zweiander" only for the humour, by all means turn the page; but those who enjoy the wonders of language, and especially Tolkein's Quenya, read on.

Many long ages ago, the Sydney University Tolkein Society was conquered by the fell forces of SUTekh. It is in memory of the ancient fellowship that I present to you "Instant Quenya," - just add dice!

Yes, the greatest achievement of the old Gaffer himself shall be laid bare before you in a format so simple, even a hobbit could master it.

The basic structure of a Quenya word (based of Finnish) consisted, on average, of two syllables. To reflect this, roll percentile dice to see how many syllables there are in your new Quenya word: 01 - 10 = one syllable, 11 - 90 = two syllables, 91 - 00 = three syllables. There are no Quenya words recorded of four or more syllables that are not compounds (i.e. constructed of two or more base words).

The first syllable of any Quenya word is different in structure from the following syllables, if any. It consists of the 1. initial consonant, 2. vowel (note that two-vowel combinations, diphthongs, are only formed in the first syllable), 3. ending consonant (a soft sound that will easily blend with the next word).

Now, roll percentile dice thrice for your first syllable and note the three components (from above, in the table below) for your word. Pronunciation guides can be found in the Appendix in the back of The Return Of The King although most sounds are relatively straightforward, (except for TY, as "CH" in "church"; NG, as "NG" in "sing"; HY as English H+Y; HW, as English H+W; and NGW, as NG+W).

1.		2.	
01	= P	01 - 35	= A
02 - 11	= T	36 - 50	= E
12	= TY	51 - 65	= I
13 - 22	= C(K)	66 - 80	= O
23	= QU	81 - 85	= U
24 - 28	= F	86 - 90	= AI (as in "high")
29 - 33	= S	91 - 95	= AU (as in "loud")
34 - 38	= H	96 - 97	= OI (as in "toy")
39	= HW	98 - 00	= UI (as in "ruin")
40	= HY		

41 - 43 = V	
44 - 48 = M	3.
49 - 53 = N	01 - 05 = R
54 = NG	06 - 15 = L
55 = NGW	16 - 25 = N (becomes M before
56 = W	P, B, F, or V)
57 = Y	26 - 00 = - (blank)
58 - 67 = R	
68 - 77 = L	
78 - 00 = - (blank)	

The following syllables have a much simpler structure than the first syllable, since there are no diphthongs and ending consonants are scarcer. In many cases the ending consonant may sound awkward when combined with the initial consonant of the previous syllable. Now, again roll thrice and note the next syllable:

1.	2.
01 - 02 = P	01 - 45 = A
03 - 08 = T	46 - 85 = E (usually written E at
09 - 18 = C(K)	the end of a vowel)
19 - 21 = QU	86 - 00 = O
22 - 27 = MB	
28 - 34 = ND	
35 - 38 = LD	3.
39 = RD	01 - 10 = R
40 - 44 = S	11 - 15 = L
45 - 49 = V	16 - 20 = N
50 - 59 = M	21 - 00 = - (blank)
60 - 69 = N	
70 - 72 = NG	
73 - 74 = NGW	
75 = W	
76 - 80 = Y	
81 - 93 = R	
94 - 00 = L	

Please note that this is not the definitive formula for Quenya and there is nothing graven in stone. Remember, Tolkien created his words entirely by ear - with a little help from his knowledge of Latin and Greek for words to adapt to Quenya.

So feel free to adapt this to suit your own idea of Quenya and enjoy the feeling of creating new, original and melodic words.

Namárië!



WHO SAID:

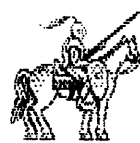
"I've got some good news and some bad news ... The good news is that I am a cop and I have to take you in. The bad news is that I've been suspended ..."?

Answer:
James Woods, "Cop"

WHO SAID...



1. "Go in a direction others do not go."
2. "Who's the more fool? The fool, or the fool that follows him?"
3. "You've saved your Earth. Have a nice day."
4. "Decrucify the angel or I'll melt your face off!"
5. "What are you going to do, bleed on me?"
6. "What are we supposed to use, harsh language?"
7. "Frightening, isn't it - to find that there are others better versed in death than human beings."
8. "Gracie is pregnant."
9. "Now you know what we are, now you know what you are. You'll never grow old, you'll never die - but you must feed."
10. "This is a scientific curiosity of no conceivable use."
11. "Note: all characters in this novel are fictitious except possibly the Martians."
12. "God, how boring. The man's a complete turnip!"
13. "The X-ray is her siren song/ My ship cannot resist for long."
14. "That Samuel P. Sweet, he ruined my feet!"
15. "The penitent man shall pass."
16. *Who Dares Wins*
17. "Poor deluded child."
18. "Who shall watch the watchmen themselves?"
19. "We share the same biology/ Regardless of ideology."
20. "Have you considered amputation?"



Ye Answers



1. Saying of the cheela, from Robert L. Forward's "Dragon's Egg".
2. Ben Kenobi to Han Solo. ("Star Wars", dummy).
3. A robot thing to the title character in "Flash Gordon".
4. Barbarella.
5. King Arthur in "Monty Python and the Holy Grail".
6. Pvt. Frost in "Aliens" suggesting an alternative to high-tech weaponry.
7. The Doctor! Who else? He was talking about the Daleks.
8. Spock. "Star Trek III". Gracie was a whale.
9. A vampire to another vampire. "The Lost Boys"
10. Ernest Rutherford, of atomic fission.
11. Edgar Pangborn, "A Mirror for Observers".
12. The Joker in "The Killing Joke".
13. Geddy Lee belts out these lines in Rush's space-rock-opera "Cygnus X-1".
14. The hero of Dr. Seuss' "I Had Troubles in Getting to Solow Solew"
15. From the notes of Dr. Henry Jones Snr.
16. SAS motto.
17. Batman. Obviously.
18. Juvenal.
19. Sting, in "Russians".
20. Avon, of Vila's head.

ON LINE

Evangelos Hugo Paliatseas

0.000 00 seconds

With an effort of willpower he controlled his nausea, concentrating on resisting the urge to vomit. Gradually the sickening sensation ebbed away to nothing and in a second he was gone. Down he fell, blindly, into nothing from nowhere until finally he realised he was in.

0.000 01 seconds

Razor's edge, cutting glory of technology, this was the first step into a new era in tronics. The interface in the back of his neck relayed binary code, transforming it to sensory information; enhancing his reflexed to cope with the relay rate. In truth he was the first human program running, able to take any action required and decide as only a human can.

0.000 02 seconds

His form had translated into a 3-D graphic version of his body, as he had expected. For a moment he wondered if the translation came because of his expectations, then abruptly dropped the thought. Time to report to the off- liners on the success. He searched for screen output.

0.000 03 seconds

And realised something was wrong. His perceptions were meant to inform him of programs and activities in his area, but he saw and felt nothing. For a second he felt panic rising inside him, then he brought himself under control. There must be an explanation for this.

0.000 04 seconds

Then he realised he could see something. Everywhere. Thousands of specks of light, that raced throughout the void on insane paths at incredible speeds. Paths that crisscrossed eternity, intersecting and changing at every juncture. The pulses moved and race everywhere, even through his body. It was overwhelming and yet dangerously beautiful.

0.000 05 seconds

He reached out his hand and touched one. It gathered for a second at his fingertips and then suddenly faded and died. Puzzled, he reached for more around him and saw them interact with his form. On a whim he even initiated some pulses and tossed them to the abyss.

0.000 06 seconds

They had no meaning. He could see them, even change them, but they were alien to him entirely. A horrifying thought came upon him abruptly. The interface translated electronic pulses into visual stimuli and even changed physical response into electronic input, but what it could not do was allow a human mind to comprehend binary.

0.000 07 seconds

Madly he struggled in a vain attempt to find a way out, but try as he might, he did not know which pulses to stop, which to initiate. He was strung up in an electronic web of information and orders, without any hope of release. To try every combination would take all eternity, and he did not have the patience of a computer.

Two seconds later, in a nearly inconsequential room in the R&D block of Tomorrow Inc., for the first time in history Man heard a computer scream.

Membership List 1990

Name	Telephone	Interests
Abbott, Tim	680-32391	Gaming in general, Sci-Fi, Comics Miniatures, Live Roleplaying
Anderson, Chris	416-8739	Roleplaying and Reffing, Comics, Movies
Arnet, Matt	982-1959	Gaming in general, Fantasy, Movies/TV
Ashman, Michelle	449-9122	Roleplaying, Sci-Fi, Fantasy, Comics, Movies/TV
Bailey, Geoff	448-9881	Roleplaying, Sci-Fi, Fantasy, Movies, Comics, Live Roleplaying
Beilby, Todd		Movies, Live Roleplaying
Bennett, Luke	957-1140	Role Playing, Reffing
Bock, Oliver	569-9616	Everything but Comics and Miniatures (Esp. AD&D, Paranoia, Diplomacy)
Bottomley, Nathan	905-1000	DR WHO, Roleplaying, Sci-Fi, Fantasy
Bray, Dan	698-2450	Gaming in general, Movies/TV
Bright, Damien	498-1191	Everything but Comics and Reffing (Esp. AD&D, Traveller, Battletech)
Burford, Scott	634-3546	Roleplaying, Sci-Fi, Fantasy, Comics, Movies/TV, Live Roleplaying
Caldis, Michael	76-3991	Gaming in General, Movies/TV
Caldwell, Steven	522-8659	DR WHO, Reffing, Role Playing, Sci-Fi, Fantasy, Comics, Movies/TV, Live Roleplaying, Weird Comments on Forms
Charet, Matthew	603-2339	Roleplaying, Sci-Fi, Fantasy, Comics, Reffing, Miniatures
Charlin, Marco	451-7995	Everything
Chon, Peter	759-1393	Sci-Fi, Fantasy
Courtney, David	629-3053	Everything but Reffing (Esp. Battletech and Robotech)
Crane, Martin	869-8276	Everything but Reffing
Cross, Kate		Everything but Reffing and Miniatures
Douglas, Andrew	603-6687	Roleplaying, Sci-Fi, Fantasy, Movies/TV Miniatures
Egan, Andrew	747-5095	Boardgames, Killer
Ekers, Daen	869-8656	Everything but Reffing games
Ellison, Ruth	50-9301	Boardgames, Roleplaying, Miniatures, Live Roleplaying, Reffing
Folland, Geoff	630-7147	Roleplaying
Gates, Robbie	449-5891	Boardgaming, Roleplaying, Sci-Fi, Fantasy, (esp Diplomacy & Gurps)
Graham, Darren	626-5715	Boardgaming, Live Roleplaying, Reffing (Esp. Diplomacy, Axis & Allies, etc)
Grav-Grzeszkiewicz, Philippe		Boardgaming, Wargaming, Fantasy, Movies, Miniatures (Esp. Diplomacy etc)
Griffiths, Peter	796-8948	Roleplaying, DR WHO, Movies/TV
Halliday, Stephen	605-4169	Everything but Comics
Harland, Alexandra	427-6362	DR WHO, Gaming in General, Sci-Fi, Fantasy, Live Roleplaying, James Bond
Harris, Marissa	874-2451	Roleplaying, Sci-Fi, Fantasy, Movies/TV, Live Roleplaying
Heagren-Gibbs, Richard	(146)25-6997	Roleplaying, Sci-Fi, Fantasy, Movies/TV
Henderson, Sally	331 2404	Boardgaming, Roleplaying, Sci-Fi, Fantasy, Miniatures, Live Roleplaying, Comics
Hill, Mark	440-8534	Boardgaming, Roleplaying, Fantasy, Comics, Movies/TV
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Kalnins, David	547-2314	Gaming in General, Sci-Fi, Fantasy, Movies/TV, Reffing
Koo, Gary	857-121	Everything but Reffing
Leikola, Katri	327-2591	Sci-Fi, Fantasy, Movies/TV, Comics, (Esp. Aragorn (say What!?!))
Leung, Albert	477-1337	Wargaming, Sci-Fi, Movies, Miniatures
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Lucas, Stephen	516-3816	Gaming in General, Sci-Fi, Fantasy, Movies/TV
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Maiden, Joanna	868-4166	Roleplaying, Sci-Fi, Fantasy, Movies/TV Live Roleplaying
Marquarot, Michelle	419-7200	Everything but Reffing
Martin, Bradley	524-2646	Gaming in General, Miniatures (Esp AD&D)
McCloughan, Sonja	436-1881	Roleplaying, Sci-Fi, Fantasy, Movies/TV Live Roleplaying, (Esp. AD&D)
Miller, Natasha	953-2118	Everything but Reffing
Moerman, Rachel	520-6591	Roleplaying, Sci-Fi, Fantasy, Movies/TV (Esp D&D)
Murray, Bradley	488-7157	DR WHO, Sci-Fi
Museth, Tom	639-9037	Roleplaying, Sci-Fi, Fantasy, Movies/TV Reffing
Neave, James	922-7705	Roleplaying, Miniatures
Nettle, Mark	86-2915	Everything but Comics, (Esp AD&D, Diplomacy, Paranoia)
Nipperess, Andrew	631-7483	Roleplaying, Sci-Fi, Fantasy, Comics, Reffing, Live Roleplaying
Nowlan, Danny	630-8983	Sci-Fi, Movies/TV, Cardgames
O'Neil, Tyrone	412-4292	Everything but Comics and Reffing
Orman, Andrew	634-3613	Gaming in General, Sci-Fi, Fantasy, Movies/TV, Reffing, (Esp. Gamaworld)
Overton, James	44-7383	Roleplaying, Sci-Fi, Fantasy, Movies/TV Reffing, (Esp. AD&D, MERP, Rolemaster)
Paliatseas, Evangelos	686-1821	Everything (Esp. Cthulhu & AD&D)
Papa, Roberto	438-2307	Gaming in General, Miniatures, Live Roleplaying, (Esp. D&D)
Pedroza, Antony	569-3295	Everything but Comics & Reffing
Pratt, Rohan	534-2574	Wargaming, Fantasy, Miniatures, Reffing
Price, Jason	649-8081	Roleplaying, Sci-Fi, Fantasy
Prior, Gabrielle	487-2973	Roleplaying, Sci-Fi, Fantasy, Movies/TV Live Roleplaying (Esp. AD&D)
Pun, Anthony	642-5490	Boardgaming, Sci-Fi, Fantasy, Movies/TV Comics (Esp Battletech, Blood Bowl etc)
Roberts, Alan	953-1534	Gaming in General, Live Roleplaying
Roberts, Ben		Gaming in General, Fantasy, Comics
Robertson, Jamie	660-6149	Roleplaying, Sci-Fi, Movies/TV
Serelan, N.	427-4545	Sci-Fi, Movies/TV, Comics
Smith, Wade	476-2401	Everything
Szabo, Stephen	569-9898	Roleplaying, Fantasy, Live Roleplaying (Esp Cthulhu)

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Thurley, Ben	660-5774	Gaming in general, Sci-Fi, Movies/TV, Comics (Esp. Paranoia)
Tonge, Matthew	533-5780	Everything but Miniatures
Tasio, Stephen	449-4640	Everything but Live Roleplaying
Tran, George	633-2702	Gaming in General, Sci-Fi, Fantasy (Esp. AD&D and Battletech)
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Watford, David	869-2304	Wargaming, Boardgaming, Miniatures
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Wilkins, Gary	502-1013	Gaming in General, Sci-Fi, Fantasy, Live Roleplaying; (Esp. AD&D, Cthulhu, Traveller, Paranoia, Runequest)
Winn, Roland		Gaming in General, Sci-Fi, Fantasy, Miniatures, Play-By-Mail
Wong, Kevin	488-7638	Roleplaying, Sci-Fi, Fantasy, Movies/TV Miniatures

Any and all complaints contact Evangelos Paliatseas (Evan) 686-1821

