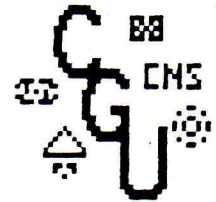


# CONTINUUM GALACTIC UNLIMITED



Herb M. Petro, District Director  
P.O. Box 1515  
Belmont, NC 28012-1515



(704) 825-9144

Hello, and welcome to issue two of Continuum. Since issue one, many things have happened. First of all, I no longer think of Continuum as a newsletter (it really isn't). Therefore, I will now call Continuum a fanzine.

Part one of Jefferson Swycaffer's article on Genetic Manipulation is in this issue; part two will appear in the next issue. I was going to wait and just put all of the article in issue #3, but some of you mentioned particular interest in Jeff's article when you subscribed, so I decided to Squeeze in at least part of the article (part two will be twice as long as part one is).

I am going to Origins this year (but most everyone won't receive this until AFTER Origins is over). I've never been to Origins before, so... (by the way, I'm writing this early on July 2).

## YOUR MAILING LABEL

This issue there are no mailing labels, as I'm hand writing the addresses on the way to Origins, but nonetheless, above your name there are two numbers. The first number tells the number of the last issue you are going to receive. The second number tells the number of CCR you have (see below). The incorrect price of \$2 was printed in Challenge, and this has caused some confusion. If your label seems incorrect, write me (but I've triple checked all of them). Some people (like Marc Miller) have complimentary above their name (well, I'm giving Marc his issue personally this time around). Anyway, if you have 'complimentary' above your name, then I think you're something super extra special (like Marc, who is wonderful because he created Traveller). If you have nothing above your name, then you're probably getting this issue as a sample.

## CCR (CONTINUUM CREDIT)

Payment for submissions to Continuum are made with CCR. CCR can be used to purchase extraneous booklets I produce, or to extend your subscription. Each CCR has a cash value of 25c. I pay 1 CCR per half page (or portion thereof) of text when published. I pay 1 to 4 CCR for artwork, etc. depending on what I think the piece is worth (again credited upon publication).

Another development since issue one is a SEVERE problem with the Imperium Staple editor. I could say a lot, but I won't because: #1) Fanzines are not the proper place to talk about the things he is talking about, and #2) I think it is in poor taste to discuss such things in print. Something I will print, however, is a response to what he printed in Imperium Staple #12 (yes, talking about these things in print is in poor taste, but not responding to what he printed makes me look even worse).

## RESPONSE TO IS#12, PAGE 7:

1) Ed Edwards dropped all support BEFORE he was fired (anyway how could he have been fired when he was not working for IS?? That much business mixed with hobby is NOT good.)

2) I misunderstood Hinton's letter concerning sub rates. How can a misunderstanding be an "extensive lie"?

3) I think Hinton should know I also photocopied and mailed copies of one of his letters to me.

4) Hinton's "Views" under item #3, page 7, IS #12, is rubbish. If Hinton had any other problem with IS #10 than sub rates he could have stopped the transfer of editorship. The deal wasn't final until February.

5) Again, no lie, just a misunderstanding (come on, how can a little sub rate misunderstanding be a lie?).

6) As to not completing Foreven for Hinton, as well as not sending him any more articles, these are extenuating circumstances. Hinton gets VERY offensive in his correspondence (calls me a liar, uses profanity in a letter, etc.), I don't think anyone can expect me to still write for him after that.

7) I did not refuse Hinton a subscription to Continuum. In fact, the first issue I mail will be to Hinton himself. If he carefully rereads my letter regarding the matter, he will see I did NOT deny him a subscription.

8) Elmer, look on page 8 and 9 of this issue. You will find I have reprinted MY subsector (Piah). I don't give a hoot about your one year thing, and due to the legal status of IS, I'm not sure that can even be binding.

9) I don't want to fight with Hinton. This is an unfortunate situation. To think, I handed IS over to Hinton in good faith. If IS falls, it will only be because of Hinton's doings. One direct comment to Elmer Hinton: It is a shame that it has come to this (read comment 10 below). This whole affair is definitely NOT promoting Traveller.

10) I am a dedicated Traveller FANatic, who is dedicated to collecting everything related to Traveller, no matter how good/bad, inexpensive/expensive, whatever/whatever an item is. I was also taught not to take any baloney from people. I hereby publicly ask for a refund on my subscription to IS. I have no use for such material that so outrageously badmouths not only me, but also my fellow Traveller FANatics. I would also like returned to me any funds left in my account which pays/paid for my copies of TTA (The Traveller's Aide).

I also hereby publicly invite all other Traveller fans to request a refund from Hinton. Maybe we can make Traveller a nice, safe, fun, and most of all FRIENDLY hobby once again. Thank you.

P.S. I wanted to include a pile of reviews, but I ran out of time.

All reviews will appear next issue (due out August 1).

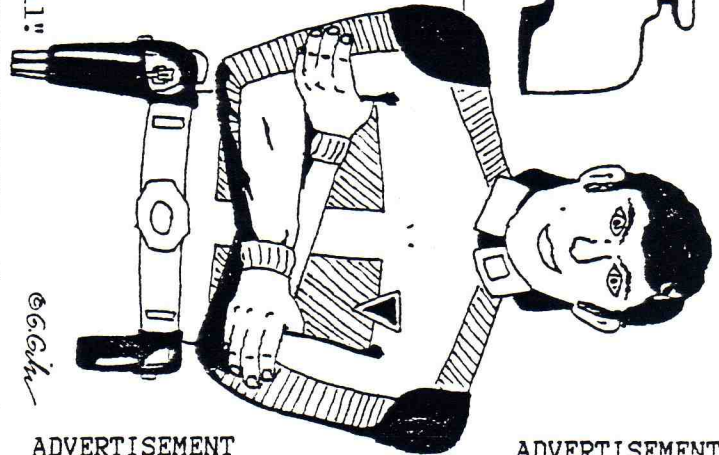
Good gaming and God bless,

*Herb M. Petro*  
Editor Continuum

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## LISTING OF CONTINUUM PUBLICATIONS

ITEM	format	pages	author(s)	date of publication
CONTINUUM #1	4	2b	16	several
CONTINUUM #2	4	2b	12	general
HPCGS	4	*1a	12	HMP
				last update Feb 1, 1987

\$ is equal to CCR, 1 CCR = 25c cash

Format types:  
 1a-b = 5.5" x 8.5" pages created by folding 11" by 8.5" sheets in half; a-spine stapled (digest format, like old JLAS); b-stapled down left side  
 2a-d = 11" x 8.5" sheets: a-not stapled; b-top left stapled; c-stapled across top; d-stapled down left side  
 3a-b = 11" by 17" sheets folded in half; a-spine stapled; b-stapled down left side.  
 4a-b = 11" x 8.5" sheets gummed binding (like World Almanac): a-bound at top; b-bound at left side  
 5 = Computer printout  
 If an asterisk precedes the format type then that item is plasticized (not exactly laminated, but something like that).

Payment can be from any accumulated credit you may have (CCR), or by cash. Cash payment is derived at by multiplying the price in CCR by 25c. You can also make your payment in 22c postage stamps, though this almost always requires overpayment on your part. Example: a 4CCR item can be paid for if you have 4 or more CCR credit, if you send \$1, or if you send five 22c postage stamps.]

ABBREVIATIONS:  
 HMP - Herb M. Petro  
 HPCGS - Herb Petro Character Generation System

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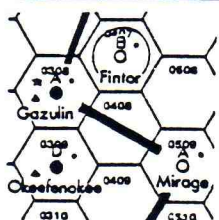
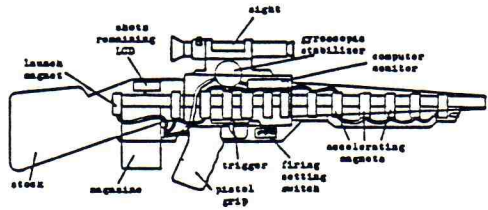
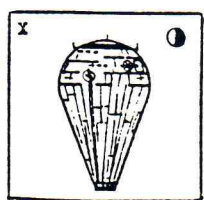
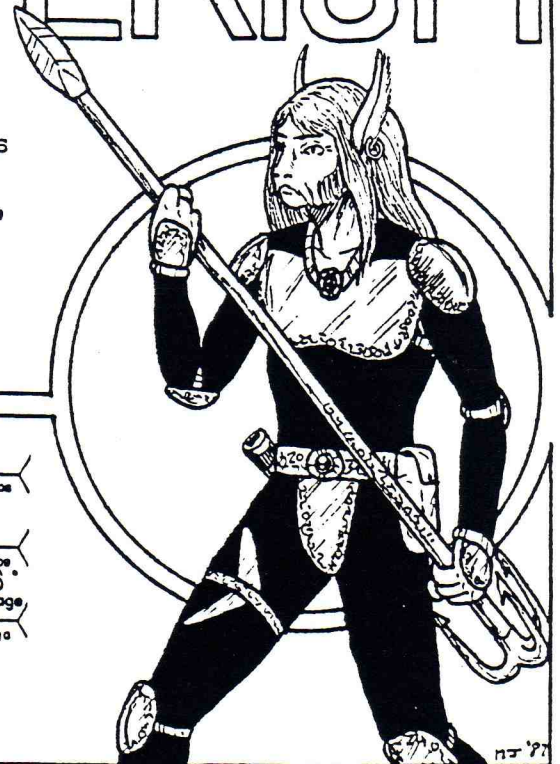
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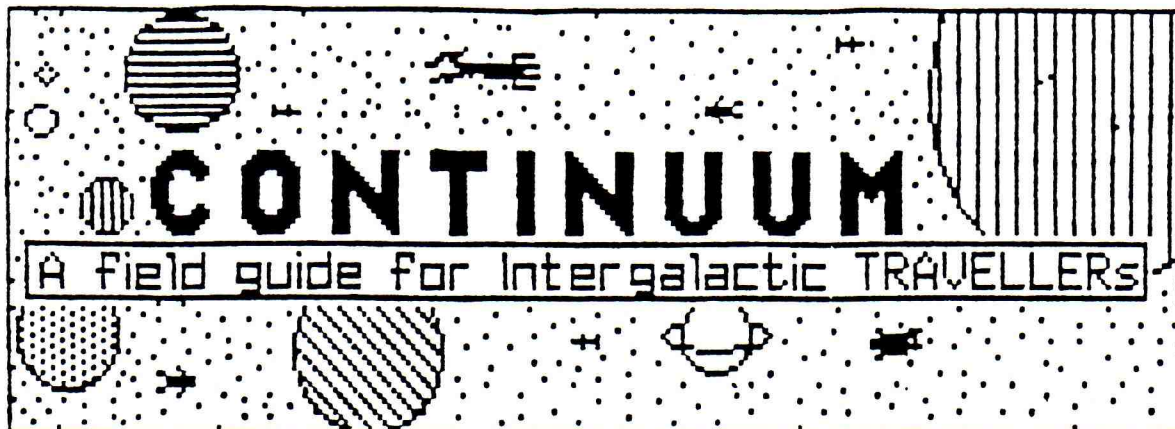
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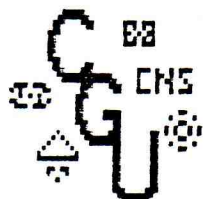
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The CONTINUUM newsletter is produced by CP (CONTINUUM Publications), a division of the CNS (CONTINUUM News Service), itself a subsidiary of CGU (CONTINUUM Galactic Unlimited), to better inform and educate sophonts. Over 17,400 CGU offices (encompassing over 16,530 CNS offices, 13,391 of which are CNS exclusive) are located throughout mapped space.

CP makes available a variety of services and booklets for Intergalactic TRAVELLERS (see List of CONTINUUM Publications/Services), including

the CONTINUUM newsletter. The CONTINUUM newsletter is distributed throughout mapped space. It is printed in 27 languages, and there are a total of 194 versions. The version at your local newstand is the correct version for your area.

This version is published by Herb Petro, a District Director of CGU. Letters concerning CGU, CNS, CP, or CONTINUUM newsletter should include a SASE and should be sent to: Herb Petro; P.O. Box 1515; Belmont, NC 28012-1515.

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- HP The "Eon Eagle" and other flat sphere ships
- HP CGU Major office listings
- HP Foreven details
- HP A CGU Station design
- DM A CGU Station deck plan
- HP District 9 headquarters data

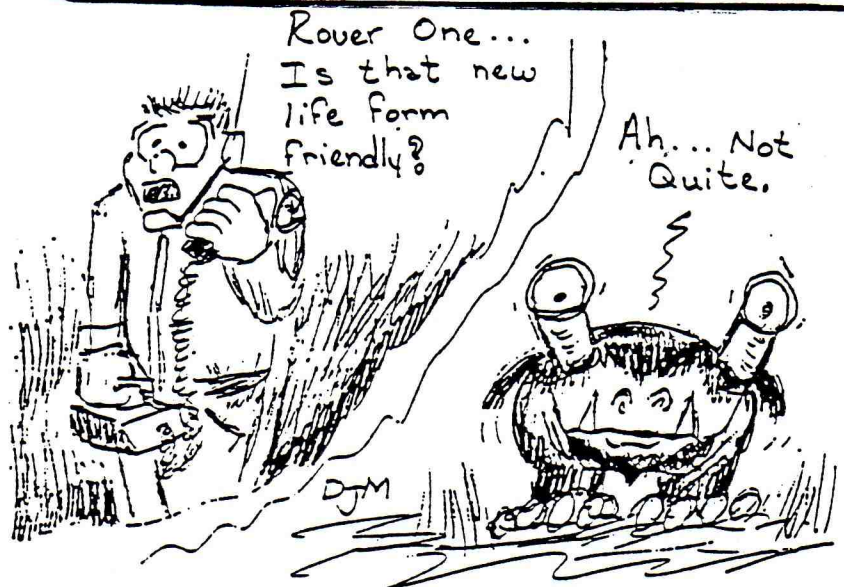
THANKS TO:

- JC- Jerry Campbell - Articles, cartoons, Beastmaster copy
- EE- Ed Edwards - Article, support, advice
- DM- Daren J. Murdock - Article, cartoons, J-commo support, etc.
- MM- Marc Miller - Form use permission, MegaTRAVELLER update, Dire changes in Imperium news, support, cooperation
- MO- Martin Owen - Aid in development of Foreven
- JS- Jefferson P. Swycaffer - Articles + support
- KS- Ken Simmons - Bio Sketch

### MISC NOTES

Advertising - Write for more information  
 Reviews - A review may be published on anything sent to the publisher. A review will be published on anything sent with a request for review.  
 Letters - **WARNING: Any and every letter sent to the publisher is in danger of appearing in print, unless a request not to do so is included with that letter.**

\*\* NOTE \*\*: Issue #1, page 2, last line of Jefferson Swycaffer's view on TRAVELLER: 2300 should read: "dealing with TRAVELLER: 2300."



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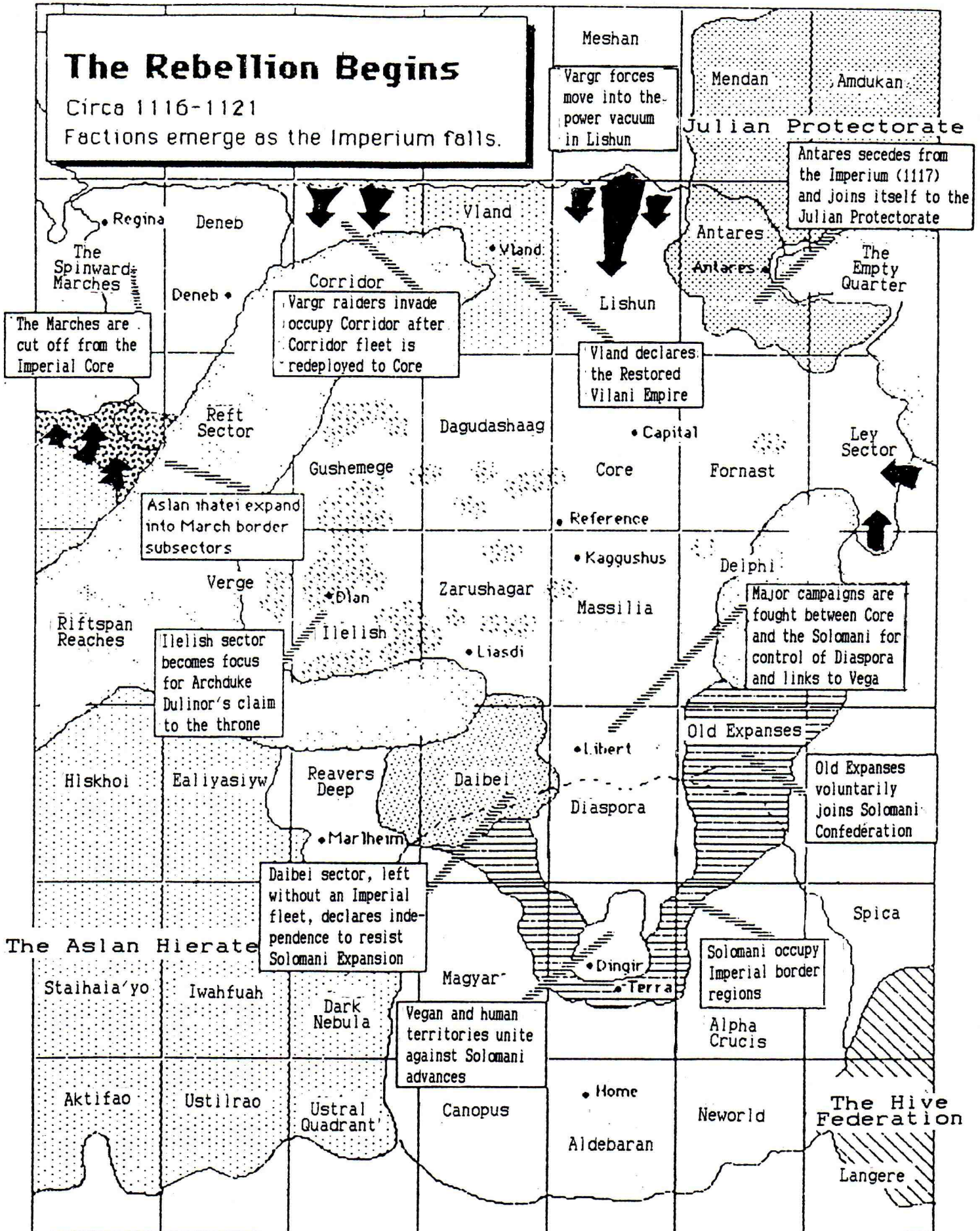


HP 86

# The Rebellion Begins

Circa 1116-1121

Factions emerge as the Imperium falls.



# MEGATRAVELLER

MEGATRAVELLER - a definite change from the staid old Imperium we all knew. Against a background of intrigue and rebellion, the adventures of a lifetime are possible as humans and aliens fight in the ultimate battle for the future of the universe. But this isn't a battle between black and white, good and evil: it's a struggle between shades of grey... where your only guide is your own conscience.

The Traveller Player's Handbook provides character generation (eighteen character types using the four-year system; plus the Mercenary, High Guard, Scouts, and Merchant Prince systems), and advanced Traveller combat (based on Striker and Azhanti High Lightning). We'll also include player information on task resolution and other basics.

The Traveller Referee's Handbook provides starship design and combat (from High Guard), vehicle design (simplified from Striker), worlds (from basic Traveller and from Scouts), and commerce (from Merchant Prince).

The Traveller Encyclopedia rounds out the set with a compilation of library data, essays on the state of the Imperium, maps, world data, equipment lists, and player-aids.

So, who is fighting? Remember, every Imperial noble has a vested interest in maintaining the power and strength of the Imperium, which is, after all, the source of their power. Why should any tear down the most powerful government in the universe? But every noble in the power structure faces a unique problem in the current situation: in supporting the Imperium, who exactly does on support? There is no clear choice.

The choices each faces include: the Usurper Dulcinor who raises genuine criticisms of the current government, and claims the throne by time-honored right of assassination; the pretender Lucan, already crowned Emperor, but also accused of killing his own brother on the way to the throne; the Other Pretender Margaret, seen as an easy and legitimate alternative to Lucan; the "Real" Strepthon, who appeared in Usdiki/Gushemege in 1117 claiming his double was the one killed in the palace; or even the Archduke of Deneb (the Duke of Regina), conquering hero of the Fifth Frontier War, and a loyal commander of a major group of fleets. Less powerful Imperial leaders, each ruling a significant force of starships and territories, include: Litininin of Daibel, who declared independence for his sector when the Imperium started draining it of naval strength; the Shadow Emperor of the Restored Vilani Empire; the Regent of Antares, now aligned with the Julian Protectorate in order to resist the advances of Vargr worlds to coreward.

Every noble has made his choice; every Imperial citizen will have to live with the consequences.

One last question -- who wins? We don't know yet. This rebellion/civil war/end of an era (choose one) is the background for the next decade of Traveller. It's a great background, and one of its appeals is the uncertainty that it lends to any Traveller adventure. Think about it: you have picked a side to support (because of principle, loyalty, or even money) and now that fleet of three ships is hailing you, demanding to know what side you support. What do you say?

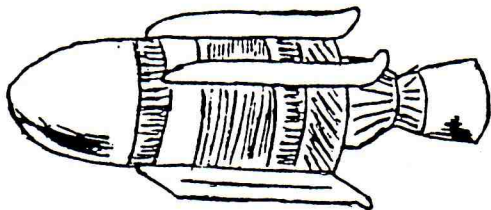
--Marc W. Miller

## FUTURE TRAVELLER

"Future Traveller" is the name of a discussion I started. It should consider questions such as: What should the future of Classic Traveller be like? What professional booklets should be produced? What fannish activities should take place? What aids for the Traveller referee should be produced? What aids for the Traveller player? What further developments should take place in the Imperium Campaign?

Most everyone has a few of their pet answers to such questions. Continuum is the place where such answers can be aired. Just send the editor a letter.

--Ed Edwards



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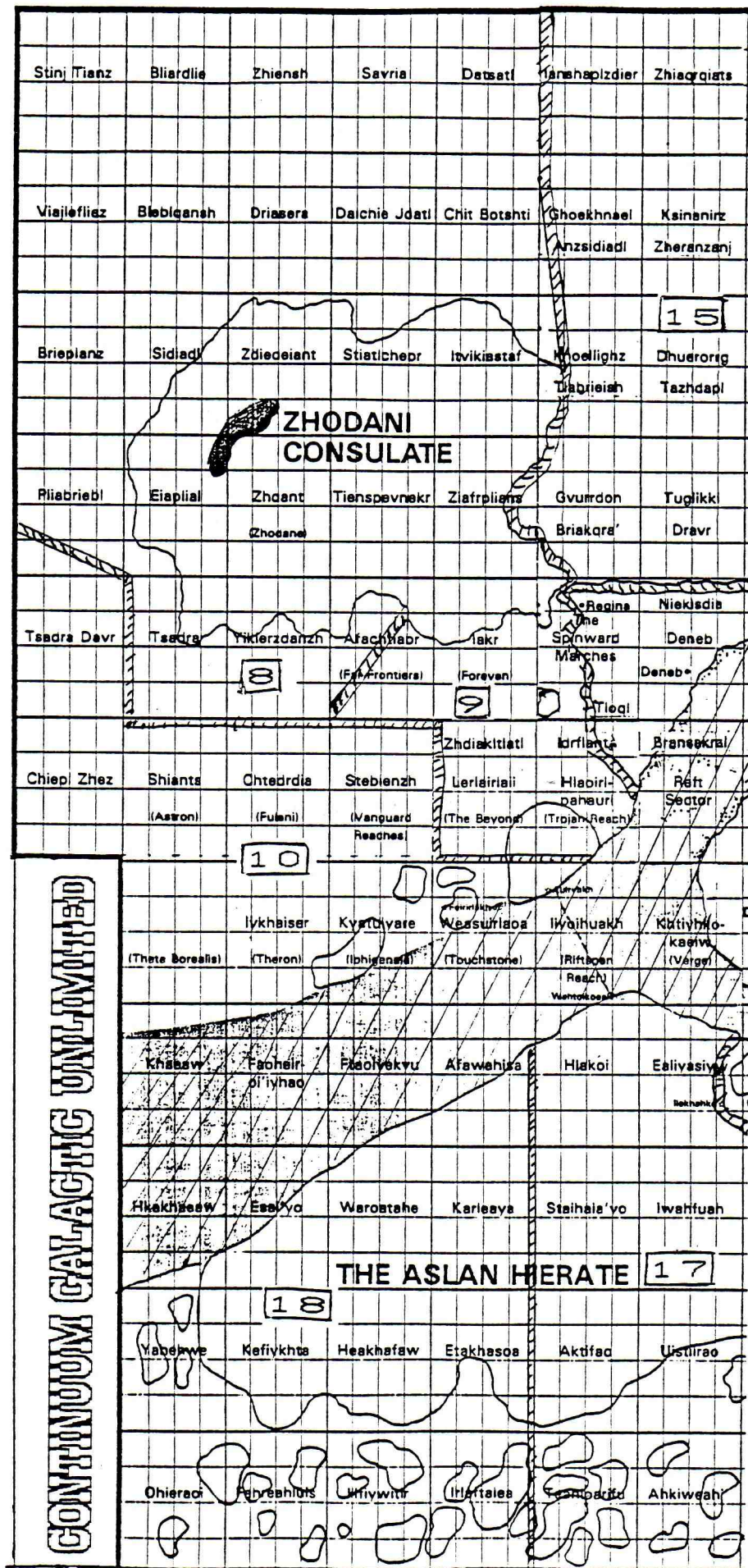
IP 1119 by Acme Space Products Incorporated

To the right is a map including the boundaries of the districts of the major Interstellar governments and the district boundaries of the CONTINUUM Galactic Unlimited (CGU) Megacorporation. All boundaries are approximate. CGU is comprised of 18 districts. Each is headed by a District Director. I am the Director of District 9. Therefore most of what appears in CONTINUUM will center around District 9.

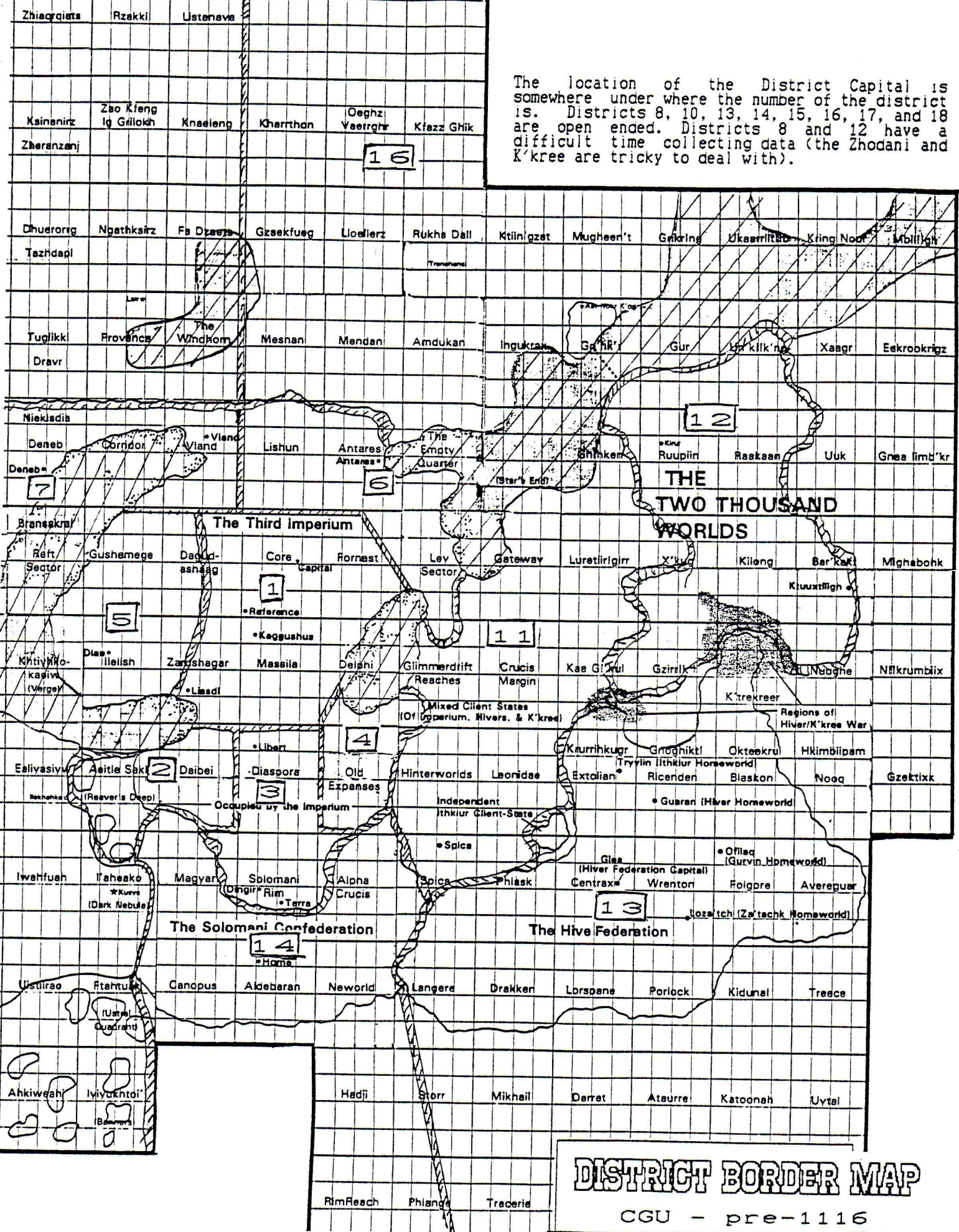
District 9 includes the Vanguard Reaches, the Beyond, rimward Far Frontiers, and rimward Foreven Sectors. This area contains 1.2 billion employees of CGU, which is approximately 4% of the total CGU personnel. Not all personnel are full time. Some are on retainers. I.E. a merchant captain having an exploring nature would be promised money for any things of interest to CGU that he may uncover in his voyages.

Almost all of District 9 is mapped. The Vanguard Reaches and Beyond sectors appeared from Paranoia Press in 1981. The rimward Far Frontiers appeared in ARES Special issue #2. The rimward portion of Foreven is appearing in two parts in CONTINUUM. Part one appears this issue, part two will appear in some future issue (undetermined). When the entire area is mapped out, it may appear in a booklet of its own complete with all planetary data, maps, commentary, etc. Much of the commentary and extraneous data in the booklet would be newly written. Meantime, though, CONTINUUM will have articles detailing Foreven.

[I have had several conferences with others about compiling data on the rest of Foreven (Coreward, which is mostly Zhodani), and on data on other sectors. Nothing has been agreed upon, yet.]



The location of the District Capital is somewhere under where the number of the district is. Districts 8, 10, 13, 14, 15, 16, 17, and 18 are open ended. Districts 8 and 12 have a difficult time collecting data (the Zhodani and K'kree are tricky to deal with).



# GENETIC MANIPULATION AND →

## "DECODING" PROTEIN STRUCTURES

By the end of 1983, there were already hundreds of species of bacteria upon the Earth that were created by human biochemists. Although it is still true that life has not been created, new forms of life have been. One species of life may be modified into a new one, and the modification can be permanent.

Modifying the chromosomes of the very common bacterium Escherichia Coli has been one of the most common experimental methods, precisely because the bacterium is so common (every healthy human carries a symbiotic colony of it within his or her body). Modified, this rather uninteresting bacterium can be grown into colonies with many unusual properties.

A strain of E. coli has been crafted, for instance, that secretes human insulin as a by-product of its metabolism. The implications for human sufferers of diabetes cannot be emphasized too strongly. Pig insulin and sheep insulin, extracted from the glands of slaughtered animals, often produce painful side-effects when injected into people. Until now, no source of human insulin has been available.

Other microorganisms with other peculiar and useful properties have been put together, proving that this technique is already on the move from being an experimental procedure to becoming an industry.

Some examples of these useful microorganisms are a fungus that promotes root growth in young trees, and a strain of penicillin, Penicillium chrysogenum, that can produce 10,000 times as much penicillin per culture than when Sir Alexander Fleming first discovered the antibiotic. Various species of Thiobacillus have been found to be useful in leaching copper-ore from iron-copper ores in open-pit mining.

These uses are here, now, and already being used profitably. The future uses will be more pervasive, and more productive, than anyone might have imagined only a decade ago.

### SPECIES AND CONTINUITY

The most important aspect of this genetic engineering is that the new bacteria do indeed form new species. When the Soviet Union's scientists performed the macabre surgery some years ago, in which they put two living heads on one dog, no genetic change occurred. The new animal was still an unmodified dog in its genetic structure. Had it produced offspring, the puppies would have been normal, one-headed dogs. The modified bacteria, on the other hand, have been modified all the way down to their genetic makeup. Their "offspring" (through fission) continue to carry the new genes and the new properties.

Huge vats (several hundred thousand liters) have been filled with a microorganism-bearing slurry, which produced amino acids that are necessary to livestock metabolism, but which cattle (and humans) cannot synthesize. Added to cattle-feed, this is a highly nutritional supplement, and saves significantly on grazing pasture and rangeland.

But the bacteria in those quarter-million-liter tanks are all virtually identical to the first few liters seeding the tank. The bacteria form a species, unlike any known before.

One of the more subtle points of all this is that "gene-splicing" is a misleading phrase. Sections of DNA (the complex chemical that carries the genetic code) have been spliced into the chromosomes of various bacteria, but this can only be done indirectly. There is no straightforward way to "see into" the bacteria, to determine at the time what success has been achieved. The image of a chemist reaching into a cell with micromanipulators, while watching through an electron microscope, is as amusing as it is wrong.

Actual gene splicing is done by a complex process of mixing liquids into dishes containing bacterial cultures. The gene-splicing is beyond our sight, and can only be verified after the fact, by careful logic. Any understanding of precisely what happens inside the bacteria requires a complex train of deductive and inductive reasoning.

Decoding and determining the amino-acid sequences that form the more complex DNA chains can be understood by an analogy. The amino acids link together to make up the DNA much as letters link together to make up words, sentences, and paragraphs.

To determine the sequence, the sequences are broken up into smaller segments, and these segments examined. When short enough, the broken-up segments may be understood directly; logic allows the chemist to reassemble them (on paper) into a clear depiction of the full code.

As an analogy, take a newspaper page, typed out in one long line of type. Break it up into small segments, of various short lengths. Now try to reconstruct it. If you have only one collection of these segments, the problem is impossible. But when the chains are broken (in order to understand them), the same sample may be broken up many times, in many different ways.

I've taken a short sentence and broken it up into segments of from one to five letters each, and then scrambled the segments. (A hyphen "-" is used for the space between words):

Result #1: -speci mi -th natu re.  
found- an- on -be- in- es gan -of- e-h  
isms- ed-t croor hou sand More undr may

Result #2: undr es-o n-na More- tur  
y-be- nd d-i ne-h sa roo than e. -o hou  
foun -speci f-m rga ic nism s-ma ed-t

Result #3: and- be- isms- red- may-  
found ies- -in- or of-m ous n-one -h gan  
ure. -tha und nat icro spec th More

Using simple deductive logic (and the knowledge that the capital letter starts the sentence while the period ends it) it is not difficult to arrive at the original sentence: "More than one hundred thousand species of microorganisms may be found in nature."

This task of decoding and analyzing these chains used to take chemists weeks or months to perform, because of the incredible length of the chemical chains. Indeed, the typical protein is composed of a chain dozens of times longer than the simple thirteen-word sentence in the example above.

Now, however, machines have been made that automatically analyze the chemicals, from a small sample, and turn out the original "sentence" in



# ← CREATED RACES, PART I

quite short order. The arduous task of breaking the cipher has been relegated to the proper realm of code-breaking: computers.

Also simplifying the job is the fortunate fact that different reagents and solvents can break the chains at different places. In the example, I broke the sentence completely at random; it would simplify matters a great deal if I had broken the sentence after every space (or hyphen), or, for instance, after every "e." Solvents exist that can make this analysis a great deal easier.

All of this, of course, comes after the fact. It requires the death of the microorganisms to isolate the code-bearing chemicals. It is thus impossible to perform a portion of the task of modifying a bacterial culture, check on progress so far, and then continue with the same culture. But by a careful, step-by-step logic, the genetic code has been broken, and the sites of various genes have been found, which control some attributes of living cells.

## GENES FOR DESIRED TRAITS

Desired traits are usually grafted in by the "scattershot" method. A culture of "parent" bacteria is dosed with the chemicals that modify genetic structure, and then the culture is allowed to grow for a time. The bacteria that display the desired trait can be isolated, and nurtured under favorable condition. But for every success in this random method, there are thousands of failures.

Before scorning this as mere "Trial and Error," it is well to remember that trial and error, when highly mechanized, under computer control, is a formidable force. (Indeed, computer programmers refer to such methods as the "Brute Force" method, noting that it may not be elegant, but it always works.)

For bacteria, then, the use of randomness is favorable. Since bacteria reproduce so very rapidly (several generations per hour, sometimes), the wait is never very long to achieve real results.

For larger organisms, the scattershot, or random, method is less favorable. Endowing mammals such as mice with desired traits is a more difficult trick. At this time, genetic modifications can be made, for mice, cattle, and for people. But this is still a type of surgery similar to grafting a new head onto a dog: it doesn't continue into succeeding generations.

Examples: a gene for the production of the growth hormone can be injected into mouse embryos, which results in larger mice. Mice the size of rats have been produced by this method -- which is, to be sure, only an experimental triumph, not an everyday one. Humans suffering from certain genetic disorders, notably sickle-cell anemia, have had their symptoms alleviated, if only temporarily, but the injection of genetic agents that stimulate production of a "backup" variety of hemoglobin. But in each of these cases, the growth or the relief does not carry one to the children of the subjects.

What is desired is a means of eliminating the gene altogether. Just as the virus that caused smallpox has been eradicated (one of modern medicine's most overwhelming triumphs), so the genetic disorder that causes, for instance, Tay-Sachs' syndrome may be

extinguished. The genes that code for that weakness could be removed from the people who carry it, and never again passed along.

A prenatal correction of Down's syndrome, for instance, or of inherited hemophilia, would save countless lives; but only a true modification of the individual's genetic makeup would allow him or her safely to have children.

## PERMANENT, INHERITABLE MODIFICATION

Genetic alteration of a single-celled creature -- a bacterium or other simple microorganism -- is obviously easier than the alteration of a multi-celled creature, such as an animal or human. The prenatal alteration discussed above would need to be performed once per family line, since further generations descended from an altered individual would carry the correction, but other lines would be unchanged.

First, this alteration must be performed on every parent, at approximately the same time. Even a few children born to unaltered parents would be enough to give the trait -- the inherited disease that we seek to eliminate -- a base from which to grow again. If the idea is to eradicate the trait altogether, taking genocide to be "gene-ocide," then extreme care must be taken in the geographical isolation and containment of would-be parents who have not had the traits removed.

This seems impractical, and is certainly impossible without the full cooperation of all involved. The eradication of smallpox was only possible by a massive effort, and no little invasion of privacy. The effort was excusable only because on one -- no one -- could feel even the slightest sympathy for the foe: the smallpox virus itself.

Second, the alteration must be performed either upon a newly-fertilized egg cell, or upon the embryo at a time when it contains the fewest possible number of cells. Cell-differentiation, where undifferentiated, or "all-purpose" cells start to emphasize traits that will specialize them into skin cells, blood cells, nerve cells, and so on, is begun very early in mammalian embryos. Once this process is fairly under way, a genetic alteration of the complete individual would be quite dangerous, if not impossible.

Such alteration of a multi-celled embryo is most often speculated upon by scientists envisioning "viral micrografting." A virus would be prepared that contains the desired human genetic sequence, and the virus would be injected into the embryo. The virus would spread, killing, perhaps, several cells, but leaving the new genetic trait in every cell it invaded. The embryo would be completely new, carrying the new genes in every cell it comprises. The virulence of the virus would be limited, but it could not be made to invade all the embryo's cells without killing some; thus, the earlier, the better, before certain vital or important cells have formed.

Since pregnancy is a matter that is often not discovered in humans until after this point, any task of eliminating or eradicating a trait altogether would be much more difficult. It would appear that only local applications toward this would be feasible...but even that would be a huge step toward reducing human misery due to inherited diseases.

-- Jefferson P. Sycaffer

THE BARBARIAN SUBSECTOR

NAME	Locn	SDAHPGL-T	B	Remarks	ZPAGal/Star1	S2	S3
Bushido	0104	C320369-8		De Lo Ni Po	7252A M8V		
Oceania	0106	DA6A438-8	S	Ni Wa	503Na F5VI		
Narses	0201	C733334-A	S	Lo Ni Po	625Na F8V		
Cajetan	0202	D100597-7	S	Lo Va	6212A K8V	DM	
Zen	0203	A7659C7-E	2	Hi	2122A F9V		
Dismas	0207	A150611-C	2	De Ni Po	A734DW F3VI	DM	
Krupp	0208	B9969A9-A	S	Hi In	400DW DK	DM	
Plecheim	0209	C211886-A		Ic Na	510DW F2V		
Morand	0210	A897745-C	M	Ag	721DW DK		
Maharjapor	0301	B200347-7	S	Lo Ni Va	624Na M9V		
Serf	0310	D525679-7		Ni	524DW F5V	DM	DM
Rhapsime	0401	C344453-B	S	Ni	823Na DF		
Illytd	0402	B674654-9	M	Ni	200Na DF	DM	
Fronto	0405	C410110-7		Lo Ni	824Na M9V	DM	
Mosel	0406	C566754-9	2	Ag Ri	700Na F0V	DM	
Pantaleon	0408	B543630-B	2	Ni Po	A334DW DF	DM	
826-797	0409	A410000-0		Ba Lo Ni	010DW A7V		
Franken	0410	C878473-5		Ni	201Na F5V		
Gleb	0501	E756400-6		Ni	511Na F6V	DM	
Drogo	0502	B885877-9	2	Ri	A300Na F1V	DM	
Faustus	0503	B304751-9	2	Ic Ni Va	433Na K0IV	DM	
Friedland	0510	B857742-9		Ag	703DW F2V		
Rheinhessen	0606	B655786-8		Ag	910BD F8V		
Didymus	0607	X586777-2		Ag Ri	R400BD F6V		
Tigris	0704	D44368D-6		Ni Po	825Na M4V		
Ska	0706	A310663-D	S	Na Ni	624BD M9III		
Barbara	0707	A879953-F	2	Hi In	121BD K0V		
937-953	0708	DACT000-0		Ba Fl Lo Ni	023DW G6V	DM	
Gerlac	0709	B9A0238-8	S	De Lo Ni	334DW G8IV		
Addai	0810	D460676-5		De Ni	A700DW G3V	DM	

The Barbarian Subsector contains 30 worlds with a total population of 9.852 billion. The highest population is 4 billion, at Krupp (0208); the highest tech level is F, at Barbara (0707).

THE PIAH SUBSECTOR

NAME	Locn	SDAHPGL-T	B	Remarks	ZPAGal/Star1	S2	S3
Neillapez	0103	B767677-6	S	Ag Ni Ri	610na G5V		
Lorbog	0109	A7B4368-9		Ic Lo Ni	400na M8V	DM	DM
Libah	0202	A00038A-B		As Lo Ni Va	412AN K9V		
Noimad	0203	B88678A-A	M	Ag Ri	603AN F9V		
Ereppet	0204	C200987-A		Hi In Na Va	703AN M0V		
245-093	0207	X314000-0		Ba Ic Lo Ni	R015na DF	DM	
Suyik	0210	E767000-0		Ba Lo Ni	003na K6VI		
Lerad	0305	B89988A-8		Lo Ni	534AN k4IV		
Eeroch	0309	D856200-7		Lo Ni	403na GOV		
Rely 8	0310	B87A68B-A		Ni Wa	924na M9V		
Yynot	0401	X587000-0		Ba Lo Ni	A020na M4V	DK	
Nonnikem	0403	D8A1110-3		Fl Lo Ni	503DW G8V		
Yelliso	0406	E639213-6		Lo Ni	105na M7V	DM	
Teffyq	0407	C9896BD-7	S	Ni	623na K6V	M9V	
Gilnrets	0409	B798969-3	S	Hi In	705na M4V		
Nonregia	0502	D899411-6		Ni	901DW K8V		
Josan	0504	C636444-8		Ni	104DW M5V	DM	
Etterab	0506	C79A691-6		Ni Wa	102na M6V	DM	
Recbisg	0608	D52614A-6		Lo Ni	A733na G2III		
Giarc	0610	CA6A696-5		Ni Ri Wa	800na F9V		
kresif	0702	B7965AC-8	M	Ag Ni	934DW K7V	MOVI	
Clonsk	0703	B777477-A		Ni	303DW M7V		
Ninyapran	0706	C250557-8	S	De Ni Po	802na F0V		
Tatheryatoni	0707	C897755-6		Ag	A704na M5V	K6V	
Nojiklepi	0709	C858240-8		Lo Ni	234na M4V	DG	
Piah	0804	B9A69DA-E	S	Fl Hi	522DW M7VI		
Nedinori	0806	C854677-4		Ag Ni	404na GOV	DM	
Palinard Apoly0808	0808	B577541-B	2	Ag Ni	R103na M8V		
Himasdiam	0810	E511000-0		Ba Ic Lo Ni	002na M2V	DM	

The Piah Subsector contains 29 worlds with a population of 24.663 billion. The highest population is 7 billion, at Ereppet (0204) and Gilnrets (0409); the highest tech level is E at Piah (0804).

FOREVEN SECTOR - subsector location

- 1- Gnoient
- 2- Heiligen
- 3- Barbarian
- 4- Reidan
- 5- Rull
- 6- Harem
- 7- Piah
- 8- Urnian



REIDAN SUBSECTOR

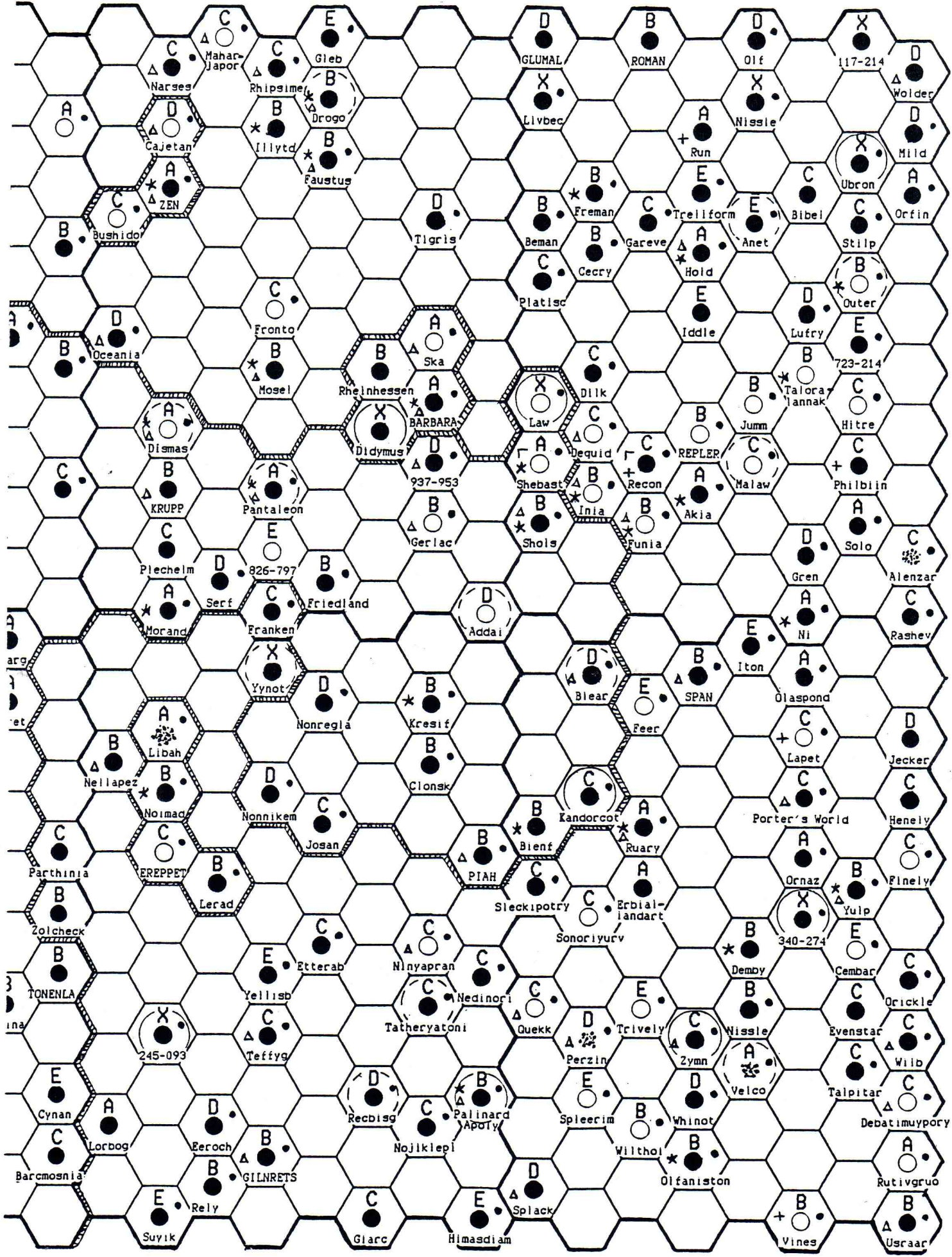
Name	Locn	SDAHPGL-T	B	Remarks	ZPAGal/Star1	Star2	Star3
Glumal	0101	D326999-8	S	In Po	410Na F0V	DM	
Livbec	0102	X626000-0			003Na K9V		
Beman	0104	B6B6665-B		Fl Ni	422Na F1V		
Platisc	0105	C661786-7		Ri	402Na F7V		
Law	0107	X200454-6		Ni Pr Va	R324DW GOV	DM	
Shebast	0108	A200426-F	M	Ni Rs Va	523DW G5V		
Shois	0109	B837424-B	2	Ni	322DW DM	DM	
Freman	0203	B37569D-6	M	Ag Ni	323Na K2V		
Cecry	0204	B66A252-7		Lo Ni Wa	422Na FD		
Dilk	0206	C544489-7		Ni	912Na M3V	DM	
Dequid	0207	C350867-6	S	De Po	214Na F7VI	DM	
Inia	0208	B100867-C	2	Na	622Cs G5V		
Roman	0301	B666962-A		Hi	620Na K4V	DM	
Gareve	0304	C58A68A-6		Ni	501Na KD		
Recon	0308	C335442-B	I	Ni Rs	424Cs F8V	DM	
Funia	0309	B6105AA-9	2	Ni	302Cs M8V	DM	
Run	0402	A452535-A	I	Ni Po	100Cs F8VI		
Trelliform	0403	EAB8510-7		Fl Ni	621Na M5V		
Hold	0404	A7758C9-B	2		305Cs G1V	DM	
Iddle	0405	E642445-5		Po	120Na FD	DM	
Replier	0407	B481AAA-C		Hi	223Na F6V	DM	DM
Akia	0408	A426697-D	M	Ni	722Na K9V		
Olf	0501	D879555-8		Ni	504Na G3V		
Nissie	0502	X787375-2		Lo	604Na G9VI		
Anet	0504	E94A759-8			A423Na K8V		
Jumm	0507	B563525-7		Ni	102Na M1V		
Malaw	0508	C110687-8		Ic Na Ni	A204Na M7V		
Bibel	0603	C58567A-4		Ag Ni Ri	500Na FD		
Lufry	0605	D464655-8		Ag Ni Ri	212Na M9V		
Taloralannak	0606	B210214-D	M	Lo Ni	510Cs K2IV		
Gren	0609	D32149C-5		Lo Ni Po	311Na K7V	DM	
Ni	0610	A7C7585-D	M	Fl Ni	522Cs F5V		
117-214	0701	X89A107-5		Lo Ni	600Na F8V	DM	DM
Ubron	0703	X96A233-2		Lo Ni	R923Na M9V		
Stilp	0704	C575201-6		Lo Ni	733Na K2V		
Outer	0705	B100445-C	M	Ni	A712Na K1V	DM	
723-214	0706	E8D4000-0		Ba Fl	504Na DM		
Hitre	0707	B620736-B		De Na	801Na K9V		
Philbiin	0708	C412543-8	I	Ic Lo Ni	110Cs F4V	DM	
Solo	0709	A85A556-F		Ni	700Cs M3V		
Woelder	0801	D241876-6	S	Po	703Na M4V	DM	
Mild	0802	D44689B-7			921Na M0V	DM	
Orfin	0803	A559597-B		Ni	922Na DM		
Alenzar	0809	C000414-9		As Ni	513Cs G0V		
Rasnev	0810	C8697C4-6			123Cs M9V		

The Reidan Subsector contains 45 worlds with a total population of 32.601 billion. The highest population is 20 billion at Replier (0407); the highest tech level is F, at Solo (0709) and Shebast (0108).

URNIAN SUBSECTOR

NAME	Locn	SDAHPGL-T	B	Remarks	ZPAGal/Star1	Star2	Star3
Bienf	0104	B979358-B	M	Ni	300DW K8V		
Sleckipotry	0105	C325344-A		Ni	413Na M3V	M7V	
Quekk	0107	C400524-B	S	Ni Va	905Na M7III		
Spiack	0110	D337552-5	S	Ni	905Na M4V	DG	
Blear	0201	D688859-5	S	Ri	A603DW F6V		
Kandorcot	0203	C234641-A		Ni	R324DW M1V		
Sonorizurv	0205	C510765-4			203Na F31V	DM	
Perzin	0207	D000123-8	S	As Va	312Na DK	DM	
Spleerim	0208	E530557-4		De Ni Po	404Na M9V		
Feer	0302	E2107AE-6		Na	713Na A7V	KOVI	
Ruary	0304	A236347-A	2	Lo Ni	604Na M1V		
Ercbialiandart	0305	A8777B8-7		Ag	620Na G4V		
Trively	0307	E200677-7		Ni	535Na K1II		
Wilthoi	0309	B100200-A		Lo Ni	513Na K5V	DM	
Span	0401	B692995-C	S	Hi In	325Na F1V	DM	DG
Zymn	0407	C875657-8	S	Ni Ag	R301Dr DF	DM	
Whinot	0408	D537899-5			604Na F2V	DM	
Olfaniston	0409	B206443-B	M	Ni	103Na M6V		
Iton	0501	E8C8463-6		Ni	424Na G2V		
Demoy	0506	B374300-9	M	Lo Ni	810Na M2V	DM	
Nissie	0507	B423449-C		Ni Na	922Na K3V		
Velco	0508	A000796-E		As Va Na	A423Na G8V	DM	
Olaspond	0601	A553400-D		Ni Po	734Na K7V		
Lapet	0602	C120554-B	I	Ni De Po	811Cs M4IV		
Porter's World	0603	C527513-A	S	Ni	802Na M3V		
Ornaz	0604	A955843-9			922Na F9V		
340-274	0605	X7A7000-0		Ba Lo Ni Resrv	R501Cs D6V	D1V	
Vines	0610	B200623-F	I	Na Ni Va	112Cs M8V		
Yulp	0705	B743444-A	2	Ni Po	613Cs F6V		
Cembar	0706	E32046A-8		De Ni Po	514Cs G9V		
Evenstar	0707	C98A242-8		Lo Ni Wa	200Na F1V		
Taipitar	0708	CA67544-6		Ag Ni	811Na M1 III		
Jecker	0802	D655545-3		Ag Ni	900Na M8V		
Henely	0803	C785125-9		Lo Ni	310Na K4V	DM	
Finely	0804	C20089A-8		Na Va	101Cs M2V		
Orickle	0806	C889896-2		Ri	321Cs F7V		
Wilb	0807	C345699-5	S	Ag Ni	612Na K2V		
Debatimuyopy	0808	C260456-B	S	Ni	211Na M4V		
Rutivgruo	0809	A100446-B		Ni Va	502Cs M5V		
Usraar	0810	B462133-7	S	Lo Ni	301Na F9V	DM	DM

The Urnian Subsector contains 40 worlds with a total population of 5.722 billion. The highest population is 3 billion at Span (0401); the highest tech level is F, at Vines (0610).



# TRAVELLER, AN UNKNOWN ENTITY

It's come to my attention, while trying to explain my hobby (i.e. playing Traveller®) to folks that I'd invariably have to fall back on the title of a certain well known game to get across what I was talking about. A normal conversation would go something like this:

Other Person: "What're you doing?"

Me: "Working on something for a game I play called Traveller."

O.P.: "Whazzat?"

Me: "A science-fiction role-playing game."

O.P.: \* blank stare \* "HUH?"

Me: "A role-playing game. You know, like D&D, sorta. Only it's set in a future type SF mode. No wizards or stuff like that."

O.P.: Oh, yeah...D&D, I know about THAT!"

This usually follows with a discussion on whatever that person has heard about the supposed evils of "those types of games", meaning D&D.

Well, after putting up with this at work for some time, I decided to conduct a little survey to find out why, possibly, D&D is better known than our far superior passion, Traveller. I had a hunch that part of the problem might be in the name. To me, a name like Traveller just didn't conjure up images of space-ships, going where no man has gone before, and all the rest of those things that get associated with S/F.

I listed seven different games, by different companies, and asked 29 people what they thought the game might be about, just on the basis of the name.

The exact wording was: "You're going into a hobby/game store to buy a game for someone whose hobby is gaming. On the wall of the shop are several boxes, plain (no pictures to help you out as to the type of game), with the title of the game(s) printed on the front."

I then gave them the titles and tabulated their responses by general category. Here's the results.

## Car Wars-

55%: A "Road Warrior" game (like the movie)

17%: A demolition derby game

28%: Various answers, all dealing with automotive competition in some way

## Dungeons & Dragons-

69%: A fantasy game

11%: A sorcery game

20%: Silly answers

Note: 99% had heard of D&D in some fashion!

All knew it was a game presently on the market.

## Twilight: 2000-

35%: Space War game

31%: "Twilight Zone" game

7%: Post-Nuke game

27%: No idea at all

(Hummmmm, another case of identity crisis?)

## Battle Mech-

100%: Futuristic machine war of some sort, though most guessed tanks as specific type of machine, when pressed.

## Space Opera-

53%: Space/SF game

43%: Space music for your computer to play for you

4%: No answer or silliness

## Boot Hill-

69%: A western game

21%: An army/war game (most later admitted they were relating "boot" with "Bunker")

10%: No response

## Traveller-

24%: A game about a wandering person of some sort. (Actually I got over 14 different replies to this one! Three said it was a board game; 2 each figured its about: fantasy, time travel, or SF. The other responses ranged from road trivia to play-in-the-car type game to a game about hot-air balloons!

Now, I realize that a lot of these responses may seem strange to you, a person who probably knows a lot about gaming. They did to me! My test group consisted of no gamers. While that wasn't intentional, I wasn't disappointed as I wasn't a gamer either when I heard about Traveller for the first time.

All of my group are college educated. Most have four-year degrees and many have Doctorates. It's not like I quizzed a pack of dummies!

Don't let me give you the wrong impression with this article so far. While the name of the game will surely influence its initial reaction, and from there, its popularity; how it gets promoted can go far to overcome a strange name.

I don't know about your particular area, but up here in the Northwest D&D is...shall we say...RAMPANT!! All the other games listed in this article are bought, but, with the exception of some board games, only D&D seems to get any play and all the gaming groups (in these parts, at least) are myopically focused on it alone.

This doesn't come as any surprise to me. It is the only one that gets any exposure! The thing's sold in almost every conceivable outlet shy of 7-11 and men's rooms of the local gas station, and its advertised in everything but the Sunday paper.

GDW's been too low-keyed/alooof/snobbish/cheap about themselves and their games for too darn long. This condition hurts not only them (GDW), but also us gamers who support their games through buying/playing them as well as generating peripheral stuff around those games.

I think maybe GDW should spend less time and effort trying to rewrite a terrific game and invest/spend some of the same vigorously promoting it towards a larger audience.

It might be noted that, after the survey was conducted, I let the respondents know just what each game was about. After their initial amazement, many were interested in Traveller and wanted to know more about it and RPGs in general. I'm not suggesting a Traveller cartoon, like another game has, just saying more needs to be done to get over the stigma(?) of a strange name for a SF game.

--Jerry Campbell

## VIEWS OF HERB PETRO

Even though this MegaTraveller rewrite of the rules is a major step for Traveller, I agree that more promoting of Traveller should be done. In fact it is great that GDW is doing the rules rewrite, but I wish some of that imitation SF GDW game's money/time (Traveller: 2300) would have gone into promoting Original Traveller.

I believe it to be unwise for a company to actually have a game that competes with another of it's games. All prejudice aside, I have found that Traveller: 2300 has only mediocre rules, and is somewhat techno-fantasy.

I also believe that Original Traveller is the best SF-RPG game, and with this revision of the rules I hope everyone not into Traveller will also see that. In years past some people got a bad impression of Traveller because of other inferior Traveller material by non-GDW companies (Group One, etc.).

Now that the old non-GDW materials are out of print/discontinued/whatever and the GDW adventures, double adventures, and most supplements are out of print, and only hardcore reference material still lives, I believe that Traveller will gain in popularity. With a less cluttered Traveller market, gamers will not be intimidated to enter the Traveller realm.

A lot of the publicity of that game made by a company in Wisconsin must be attributed to all the public attention it got for its 'harmfulness' however many years ago that was (demon possession and suicide stories on TV and in newspapers is PUBLICITY!).

--Herb H. Petro

### BARBARIAN SUBSECTOR (Martin Owen)

The Barbarian Subsector has two minor states. Toward the spinward-coreward coreward corner of the subsector is the three systems of the Zen Alliance (ZA in stat listing). The Zen alliance is Zhodani aligned, basically equivilent to a client state. The government of the alliance, Zen (0203), is listed as a carasmatic oligarchy. The government is by hereditary nobility, orgabized into noble "houses" along family lines. Although church and state are separate, the major religion on Zen encourages the development of psionics. While this mkes them good allis of the Zhodani, it also makes them more resistant to Zhodani manipulation, because of their familiarity with psionics.

The other minor state is the Barbarian Dominion (BD in the stat listing). It's capital is Barbarian. The Dominion is an Imperial client state (protectorate?).

The major Die Weltbund planet in this subsector for diplomatic purposes is Morand.

### PIAH SUBSECTOR (Herb Petro)

Noimad (0203) is the capital of the Noimad Alliance (NA in the stat listing).

Kresif (0702) system contains a two mercenary bases on the planet in orbit 4 (some warehousing facilities are also there).

### REIDAN SUBSECTOR (Herb Petro)

The planets Chamax (Alenzar system) and Rashev are used for adventuring in Double Adventure #5 (GDW, 81).

Law (0107) is a Prison Planet used by the Die Weltbund Confederation. The prisoners help manufacture refined fueled (from ice asteroids), mechanical parts, and agricultural, all for the prison's own use, nothing is exported. The prison facilities are underground, and the lack of atmosphere on the surface deters escape.

How I Became

## HOOKED ON TRAVELLER: Ken Simmons

I was born in 1958 and spent a good deal of my pre-adolescent and adolescent life reading -- mostly science fiction and fantasy. In 1976 I joined the Air Force and went to England in 1977 where I got my first exposure to RPGs -- Advanced Dungeons and Dragons. For over a year I played with a steady group every Saturday from noon to midnight (occasionally till one or two A.M.) and thoroughly enjoyed it. I rotated back to the US and was out of gaming until 1981, when I stated going to some local (Texas) conventions. I also went to a Gencon and frankly was disappointed by TSR and AD&D. Fortunately I got my first exposure to Traveller, which quickly became my favorite RPG. However I was only a casual player, only competing at conventions. I'd like to find a group somewhere near me to refine my playing (and perhaps try a little refereeing).

I've only recently begun intensive Traveller item collecting and have hopes of increasing my collection (although so many items are out of print and unavailable, that it sometimes seems hopeless -- but I love a lost cause).

I also like to play Space Opera, Ysgarth, and Champions, but I sincerely hope that Traveller is still going strong long after the Imperium has become llegend.

--Ken Simmons

### URNIAN SUBSECTOR (Herb Petro)

Most Imperial traffic entering Foreven do it by way of the Urnian subsector.

340-274 (0605) is a Reserve by Imperial decree. Only the main planet is red-zoned (ships may enter the system to refuel at the gas giant).

### MISC NOTES

A communication route map will appear next issue.

The Die Weltbund Confederacy (listed DW in stat listing) is a losse confederation of worlds which extends Spinward off the map and also down into the Beyond Sector. Die Weltbund was first mentioned in The Beyond by Paranoia Press (1981).

The format used for mapping is standard Traveller. Hex numbers have been omitted for ease of format (the numbers can easily be figured out).

\* - Military base. A notable base (the other planets are NOT defenseless) that may contain both ground and naval elements (most do). Indicated by an 'M' under base code in the listing.

Δ - Scout base. Either a link a communication route, or just a planet that likes to survey a lot. Indicated by an 'S' under base code in the listing.

┌ - Research station

+ - Imperial base. Indicated by an 'I' under base code in the listing.

\* A system containing both a Military and a Scout base is indicated with a '2' under base code in the listing.

\* Hollow planets lack water. Darkened planets have water.

\* Systems with a dashed circle around them are Amber Zone.

\* Systems with a solid circle around them are Red Zone.

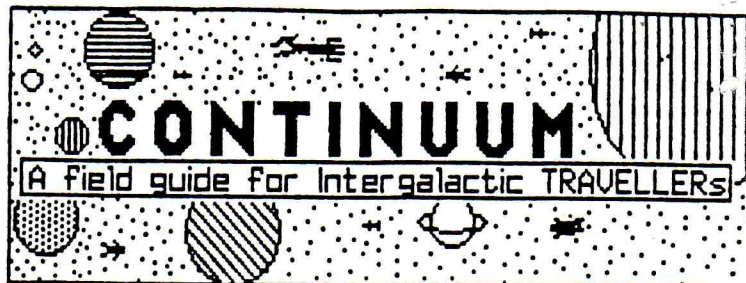
\* For those who don't know, the 'ZPAGal' on the right side of subsector listings stands for 'Zone (Red, Amber, Green), Population refinement digit, number of Asteroid belts in the system, number of Gas giants in the system, Allegiance.'

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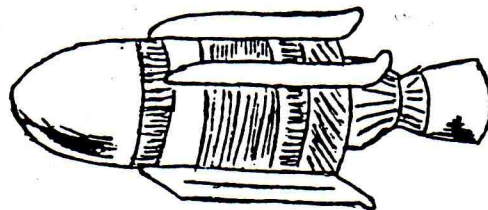


Thanks are in order to:

Marc W. Miller, the creator of TRAVELLER™  
Edward A. Edwards, whose ideas and suggestions have been invaluable

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**FIRST CLASS**  
TO:

TRAVELLER™ is Game Designers' Workshop's  
science-fiction role-playing game of the far future.