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# THE IMPERIUM STAPLE

Vol.2, No.1.

#11, April 1987



The Past  
and...

(see the  
last page)

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# Colophon

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Editor in chief . . . . . W.E.J.Hinton Jr.

Correspondent for Starport Authority department . . . Ed Edwards

Correspondent for Trade & Commerce department . . . Alan M. Nuss

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## Shelf

Editor. . . . . Friday, April 24, 1987

Greetings.

As promised by outgoing editor Herb Petro, last issue, there has been a change of staff at the old Imperium Staple. IS has been passed to my hands and, as is cringingly expected, this issue contains an introductory article to give you some idea of who I am and what can be expected of IS in the future.

Since it was written (back on February 1st) a number of changes have been made. Firstly, I haven't decided on a standard typestyle as yet. This typewriter has been in the shop so much lately that I can't rely on it in future. (That is also why this issue is a bit late.) You will also find your current subscription has increased by one issue to make this issue free. The next issue will be out in about 10 days.

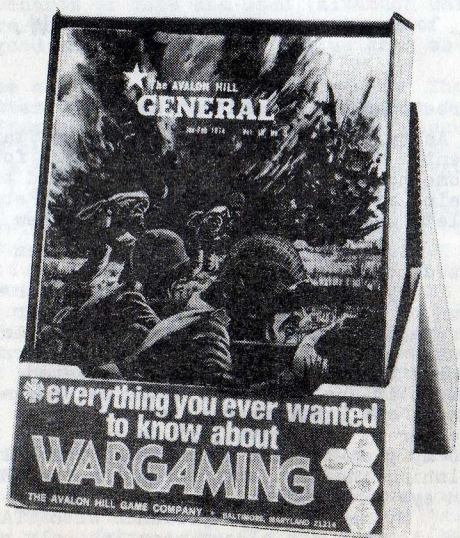
Secondly, I have some excellent, professional artwork in store, as you can see on the back page of this issue. Rob Caswell, whose work has appeared on the cover of The Travellers' Digest, and JTAS, will be submitting some items, as well. I wish Phil would come back, but we are healthy in the art department. I do need more text submissions, in order to plan issues in advance. The next few issues already look very exciting!

Finally, I want to see more audience participation. Write your questions or ideas to the new letter column. Do you have some news? Tell us about it.

Over this year I hope that we can make IS grow. As an incentive I would like to try something I've done in other zines with some good results. If you recommend IS, and a new subscriber mentions your name, you receive an extra issue on your subscription! ■

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# The Editor Is Dead; Long Live The Editor !

by W. E. J. Hinton Jr.

Greetings and felicitations!

As you know by now, the Imperium Staple has come under new management. Herb Petro, founder of I.S., found himself in a time-crunch. Some months ago, he asked if I would be interested in taking over the reins of I.S. and I agreed. As of February 1st the transition is complete and I, Elmer Hinton, am the new editor for the Imperium Staple.

Such transitions bring with them questions about the future and about the new kid on the block.

My own experience with Traveller® and with newsletter publishing can be summed up briefly. About 8 or 9 years ago I bought the basic Traveller® rule set, sent in the enclosed card that promised a sample issue of the Journal of the Travellers' Aid Society; and after two or three letters to GDW, all unanswered, I put it on a shelf and forgot about it until 3 Christmas seasons ago when I rediscovered the game, and a new interest took hold. A year later, December 1985, I put together my own Traveller® fanzine "The Travellers' Aide" as an adjunct to my play-by-mail campaign of Traveller®. Since then I've been publishing the newsletter, running the PBM Traveller® section, and keeping an eye on the field.

My newsletter experience with TTA was not the first, however. I publish the 7th oldest, continuously published, postal game newsletter in North America (Kaissa), which is almost 10 years old, and was an extension of an older zine I started in 1976. In almost 10 and 1/3rd years of publishing, I've produced over 250 newsletters. Some are weekly, some bi-weekly, monthly or even annual. Currently I have a number of these small periodicals under my wing.

Like the new, and future, I.S. these are not photocopied, for the most part, but professionally printed. I think you'll see a big change in the clarity of the print quality, and the sharpness of illustrations because of this.

So, you can see why Herb had no qualms about my qualifications. He knows that I.S. readers are in good hands.

As long as we are on this subject, perhaps a little perspective might be a good thing.

Newsletters have been around for a long time; amateur fanzines are usually traced back to Science Fiction fandom, in origins. One encyclopedia lists the first known fanzines as having been founded in 1939. They've had their ups and downs, and produced a lot of text along the way- and some services, some major organizations, and some major feuds. Twenty four years later, in May of 1963, one of those publishers discovered a game called Diplomacy®, and wondered if he could organize a game through correspondence. where players would negotiate with each other, and send their orders to the referee by a set deadline. The results would be published in a newsletter (or 'gamezine'), and a new deadline set. In this way, John Boardman, and his zine Graustark, became the first in a new type of amateur newsletter field. (That first and oldest gaming newsletter still exists, by the way. John continues to publish Graustark. The current number is about 531.) Since then, many others have joined the game-newsletter ranks- 1963: Dave McDaniel, Bruce Pelz; 1964: Dick Schultz, John Smythe, and George Phillies; and from then until now, over 500 others, most gone long ago. Only 1% or 2% of all zines reach their 100th issue. Now, another 24 years later, Traveller® fanzines, though not new, are experiencing a minor explosion. (See Ed Edwards' listing this issue). Service custodianship has begun (in the form of Traveller Data Base Project); even a possible feud (about which the less said the better!). The Traveller® fanzine field

is coming of age. If Science Fiction fandom, and postal game fandom is any measure, the immediate future should be a very exciting time, for Traveller® fandom.

We come to the question of the future of the Imperium Staple. Will the new I.S. be different? What will it contain?

To start out, I don't think you'll see too much difference in it. The print quality is sharper, to be sure. The layout of the contents page is more defined and compact than before. The artwork will be of somewhat better quality where charts or maps are used (although unless Phil returns I don't know where the general illustration level of quality will be- I have some good ones, but none as yet as good as Phil's past work for I.S.).

The general thrust will be slightly more reader-oriented. Those who have seen my major newsletter (Kaissa) know that in addition to its primary game (Diplomacy®) I often run 1:news, 2:letter column discussions, and 3:variant rules and maps for Diplomacy®. They might suspect from this that in taking over a Traveller zine, in addition to regular standard background articles, I would probably want to run 1:news, 2: letter column discussions, and 3:variant rules, non-standard background articles, and variations of world or sector maps for Traveller®. This is a reasonable assumption! Providing I get such submissions, ferret out such news, and receive letters for the letter column, I will try to move in that direction. That doesn't mean that I.S. will stint at any of the regular items- the staples, as it were. There will still be plenty of ship plans, new worlds and sectors, new NPCs, and adventures, as well as Small Cargoes, Reviews, and most anything else that you want to see here. This is your zine; your forum. I am here to present what interests you. Let me know what you desire. Better yet- write that article and submit it for the rest of our small family of fans to see and discuss.

Artwork is especially needed. Write to me for a sheet describing our mechanical requirements before sending original artwork.

There is a new payment schedule, by the way. Submissions, when accepted, will pay you not one issue, but one issue per page of text; one issue for  $\frac{1}{2}$  page illustration, 2 for a page, 3 for a cover. (Minimum per item of one issue; including issue of appearance). Michael Mikesh's caveat last issue (wondering if he shouldn't have sent a hand drawn map so as not to discourage others) is unfounded. Certain types of illustration, such as subsector maps, will usually be redrawn here by a staff artist, in order to conform to a certain minimum of accuracy and consistency. If you can submit great illustrations (and Michaels subsector was excellent!) that's fine too, but don't be put off if you can't. Send a sketch of what you envision, and we can take care of the rest.

Typed submissions should be double spaced. This helps the editor if he needs to do some. Editing that is. (You know how editors are- some actually insist on doing thier job...)

Since I mentioned the letter column (which is to be called - whatever you like- there's a topic. What would you like to call the letter-column?), let's be clear. Letters to letter columns are only printed if they are 1:literate, 2:make a good point or have a pertinent question (feud material is verboten!), 3:stir interesting discussion. They may also be edited (just like articles) for length, accuracy, taste or vulgarity. Brevity is a virtue. Failing that, clarity is a bigger virtue. Do you have a suggestion? An idea that isn't quite an article? A question? A pet peeve? A Gamemasters tip? Share it in the letter column, where everyone can participate.

If you have an idea for a submission, let me know. Don't be afraid of submitting anything. After all, you wouldn't want me to have to run sixteen blank pages every month or, (horrors !) fill them myself. I wouldn't do that to you! On the other hand, don't think that you are going to get off scot free, either! I have a few pieces that will be here from time to time, never fear.

That brings up a question I've already received. The answer is, no, I am not going to combine The Travellers Aide with Imperium Staple. TTA will go back to bi-weekly (it was weekly for a short time) and remain an average of one page per issue (with 2-4 occassionally). The Imperium Staple will remain monthly and at the 16 page level per issue.

My working schedule is this: for most purposes, my deadline is the 15th of the month before the month of issue. By the 20th, the issue would be in the hands of the printer, and should be ready for mailing so that it is received by the 1st of the month for which it is dated. For example, the June issue, which should have been received around June 1st has a working deadline of May 15. Submissions other than for the letter column or news column, should be sent at least 30 days before this deadline, as should advertising, so I can plan in advance.

Don't worry if an item doesn't appear right away after submission - except for letters (which I rarely hold over to the next issue), I would like to get my material lined up for two or three issues in advance. Upon acceptance, you'll be told the approximate issue of appearance, as well as I can plan at that time. Advertising should be booked at least 30 days in advance of the issue deadline (rates and mechanical requirements on request). (I encourage trade-advertising, or payment in kind; inquire first please).

Readers will also see reprints of earlier items from sources long folded, out of print, or perhaps, as we have this issue, from a very interesting source, but which most of the current readers have never seen. Reprinting will probably be very infrequent, but prior appearance will not be used as an excuse to keep from giving you interesting and useful material, whatever the source.

Payment for submissions, by the way, does apply to reprints as well. I buy first serialization (or second for reprints of course) rights for one year (exclusive). Rights then revert to the author, except for (non-exclusive) reprint rights which I.S. retains. (of course, if someone big wanted your piece, you could get an early reversion- I'm only interested in keeping our material fresh and interesting, and not handed around to twenty little zines to reprint the month after it is printed in I.S.).

Finally, you may have noticed that Herb announced a price-rise last issue. I'm not going to take the rap for this, Herb... Although a price-rise is planned (I.S. currently goes out below cost), I specifically said it would not be announced before issue #12, to take effect afterward. It should not have been listed in I.S.#10. What this means is that you can still renew your subscription to I.S. at the old rate (\$5 for 6 issues) during April and May, and get a jump on the new prices. The new rate (starting on May 31) will be \$5 for 5, or \$12 for 12 issues; back issues and single issue (cover price) is \$1.50.

So much for my introduction. The first year of I.S. is done- and a new year about to begin. Since volume numbers are arbitrary (albeit traditionally represent one year) I've decided to close out volume one with Herb's last issue, and start the new volume now.

It has been a good year, but we can do better. Let's hear your suggestions.

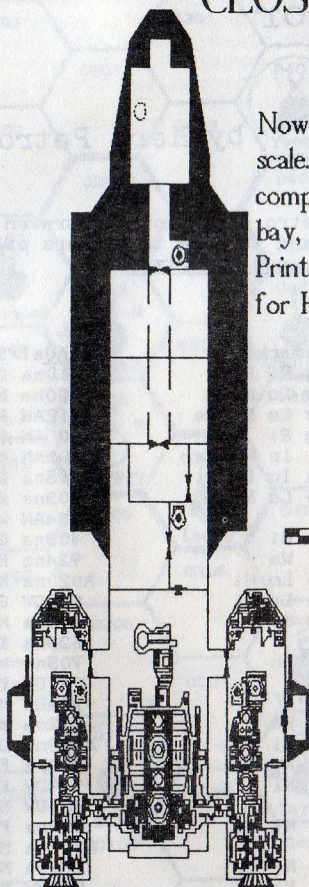
## IF YOU FIND MISTAKES

in this publication, Please consider that they are there for a purpose. We publish something for everyone, and some people are always looking for mistakes!!!!!!



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# Piah Subsector

by Herb Petro

Piah subsector continues the Petro expansion of Foreven Sector. Piah is a fairly typical subsector and is home to members of the Die Weltbund Confederation, and the Alliance of Noimad.

NAME	Locn	SDAHPGL-T	B	Remarks	ZPAGal/Star1	S2	S3
Nellapez	0103	B767677-6	S	Ag Ni Rl	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 Rl	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			534AN k4IV		
Eeroch	0309	D856200-7		Lo Ni	403na G0V		
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		
Yelliasb	0406	E639213-6		Lo Ni	105na M7V	DM	
Teffyg	0407	C9896BD-7	S	Ni	623na K6V	M9V	
Gilnrets	0409	B798969-3	S	Hi In	705na M4V		
Nonregla	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 Rl 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 G0V	DM	
Palinard Apoly	0808	B577541-B	2	Ag Ni	R103na M8V		
Himasdiam	0810	E511000-0		Ba Ic Lo Ni	002na M2V	DM	

DW = Die Weltbund allegiance

Na = Not Aligned

AN = Alliance of Noimad

M = Non-Imperial Military Base

S = Non-Imperial Scout Base

2 = Non-Imperial Military Base co-located with a Non-Imperial Scout Base

\* = Non-Imperial Military Base

Δ = Non-Imperial Scout Base

- - - - - = Non-Imperial X-boat Route

Amber = 

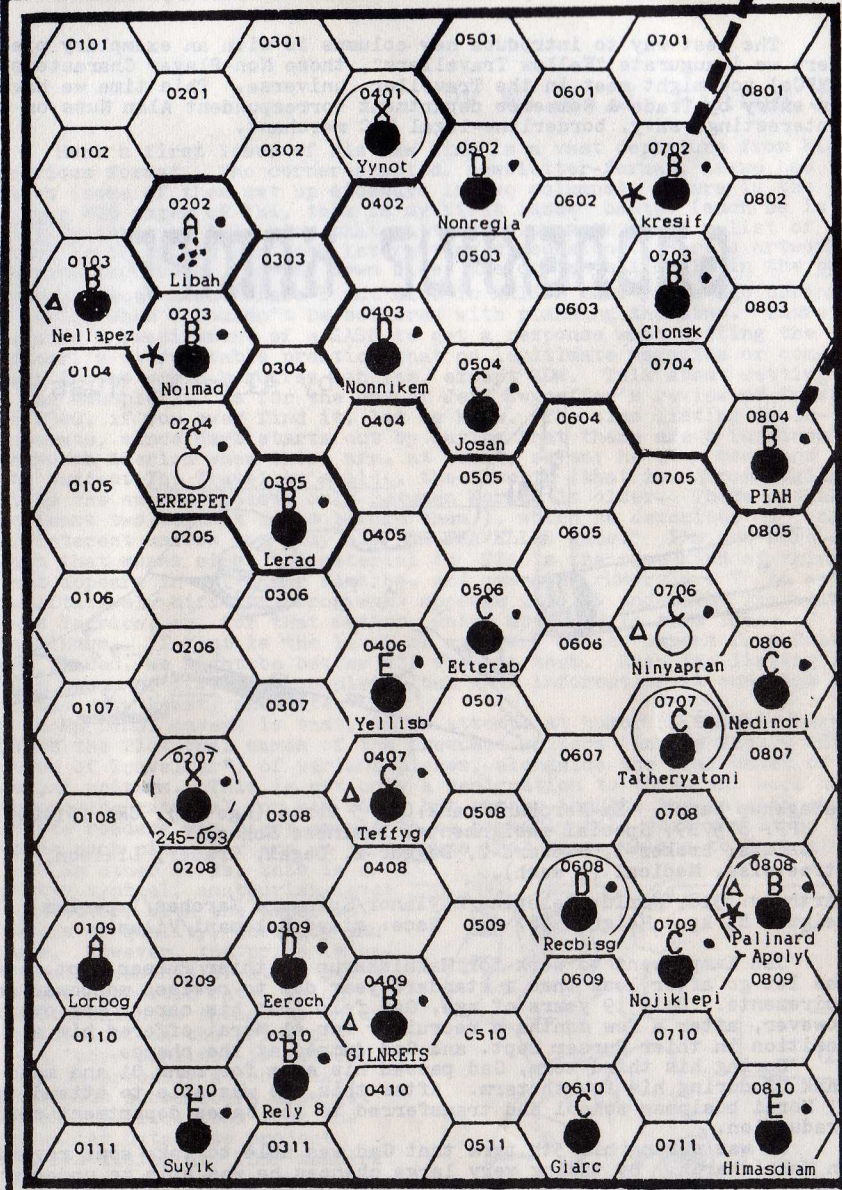
Red = 

The Piah Subsector contains 29 worlds with a total population of 24.663 billion. The highest population is 9, at Ereppet, Gilnrets, and Piah. The highest Tech Level is E, at Piah.



FOREVEN SECTOR  
SUBSECTOR MAP GRID

1. Subsector Name  
Piah



TAS Form 6

Subsector Map Grid

I want to thank Michael Mikesh for subsector map suggestions.

Base form © 1983, by GDW; used with permission. Added information by Herb Petro, © 1987 by GPA.

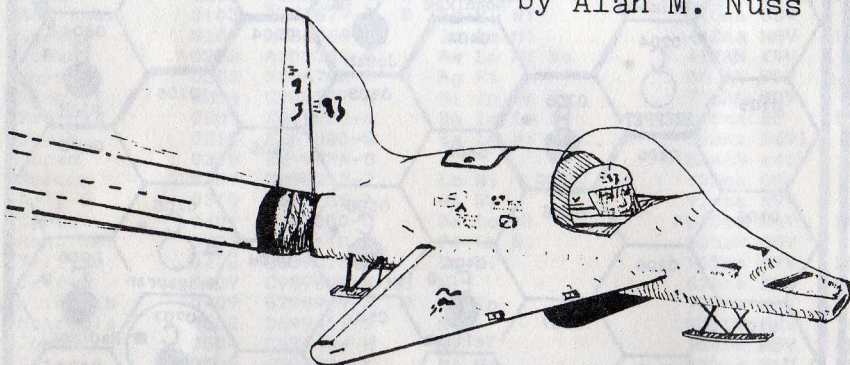
# Fellow Traveller

dept.

The best way to introduce new columns is with an exemplary piece. Here we inaugurate "Fellow Travellers", those Non-Player Characters (NPCs) you might meet in the Traveller universe. This time we have an entry by Trade & Commerce department correspondent Alan Nuss on an interesting, savy, borderline-legal NPC merchant.

## GADAGKHUP KAMPF

by Alan M. Nuss



Gadagkhup Kampf, Ex-Merchant rank:02; 5 terms (Age 38); CR: 151,000  
UPP: 8757B9; Special assignments: Business School  
Skills: Broker-3, Steward-2, Dagger-2, Legal, Trader, Liaison, Streetwise, Medical (1 each).

Birthday: 318; World: Celepina/Rhylanor/Spinward Marches/Imperium  
Weight: 85 kg. Height: 187 cm. Race: mixed Solomani/Vilani

Gad Kampf went to work for Makhidkarun in thier Purser Dept. but was let go after less than 1 standard year due to revised manpower requirements. Only 19 years of age, Gad felt that his career was over; however, after a few months a recruiter for Al Morai offered him a position in thier Purser Dept. and Gad jumped at the chance.

During his third term, Gad passed his exam for rank 01 and made rank 02 during his fourth term. After this, he was able to attend the Al Morai business school and transferred to the Sales department upon graduation.

It was during his 5th term that Gad was able to take some revenge on Makhidkarun. By taking very large chances he was able to undercut his former employer on speculation items and to make a huge gain, and bonuses, on three separate occasions. After these coups he decided that he would like to be his own boss, so he resigned his position instead of retiring.

After migrating to Rhylanor/Rhylanor, Gad started Kampf Brokerage, with offices at Rhylanor Down and Rhylanor orbital station.

# Review of CONTINUUM #1, March 1987

(editor: Herb Petro)

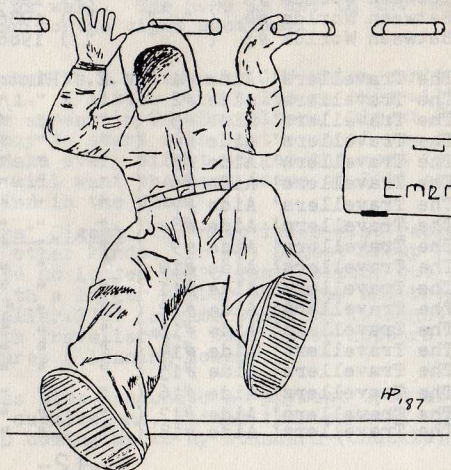
by W. E. J. Hinton Jr.

Herb's first issue of his new zine is a vast departure from his previous format. The corner-stapled, newsletter-format, issue has 16 pages (some of them set up sideways in two columns). There is the de rigueur 426 pages of "hi, this is my first issue" banter (such as is in this issue of I.S., for that matter), plus some news, a list of zines in the field and some interesting discussions. Herb's artwork is also improving. On the down side, the contents list is in the back of the issue, about where I put mine in KAISSA many years ago during a period when I couldn't be bothered with planning the zine. There is also a requirement of a SASE to get a response when writing the editor, a disreputable practice that no legitimate magazine or company in the world requires (ah yes, except GDW. Talk about setting a bad example!). As for the end of Jeff Swycaffer's review of Traveller:2300, if you ever find it, let me know. The zine listing is inaccurate, since Herb starts out by saying that there are 6 fanzines in North America when there are, at least, seven; he even mentions the outcast The Traveller's Aide, the seventh (that is, chronologically it is the second oldest; only Between Worlds is older. There are also at least two defunct zines before them.), which he describes as "not of interest unless you play his PBM TRAVELLER game." I'm not sure what that means since the material in TTA is the same kind of thing that appears in any other fanzine, and even the rumors are in no way qualitatively different from what appears in JTAS under the Traveller® News Service, or, for that matter, which appeared in this issue of Continuum. If that is the level of accuracy we can expect from Continuum pieces, we might be better off without them. Even the listing in this issue of I.S. is incomplete, but what information it contains is, at the very least, accurate.

My final caveat is that, in an attempt at humor (I think), Herb lists the fictional names of the presumed writers (in the future universe of Traveller®) of variant pieces, alongside the real names of actual writers. This is not only a denigration to those who work hard to provide material for his zine, but rather insults the intelligence of the readers who might expect to be honestly told just who it is that wrote each piece (or are we to presume that these belong to Herb alone).

In other words, this is a pretty typical, amateurish-level newsletter, with the expected levels of quality, accuracy and care. However, the price is extremely reasonable, at \$3 per 4 issues, domestic rate, which counterbalances things to an extent. Just on the principle that 'more-fanzines-is-better' this is probably a good deal. Continuum subscribers also get special publications from the Traveller Data Base project (others listed as "TDBP members" also get these, although how one becomes a TDBP member isn't defined), which makes this an even better bargain.

Continuum is published at irregular intervals by Herb Petro, P.O.Box 1515; Belmont NC 28012.



# TRAVELLER®

## Publications Checklist

Ed Edwards & W. E. J. Hinton Jr.

The following publications are not licensed to bear the phrase "Approved for Traveller", although I.S. has permission from Marc Miller. Entries, except I.S. and TTA are as of 1/1/87.

### Books

Become The Hunted, (Jefferson P. Swycaffer), Publisher: Avon, 1985  
 Not In Our Stars, ( " " " " ), " " 1984  
 The Praesidium of Archive, ( " " " " ), " " 1986  
 The Universal Prey, ( " " " " ), " " 1986

Helpful Traveller Charts and Tables; Publisher: Superior Software, 1985

### Fanzines; defunct

Dark Star #1 (Trevor Graver) - - 1981  
 Dark Star #2 ( " " ) July 1981  
 Dark Star #3 ( " " ) - - 1981  
 Dark Star #4 ( " " ) Sept 1981  
 Dark Star #5 ( " " ) Oct. 1981

Working Passage #0 (Ed Edwards) Publisher: Steve Tingley/"Lincoln Gaming Experience" November 1984

Working Passage #1 ( " " " ) " " " " January 1985  
 Working Passage #2 ( " " " ) " " " " February 1985  
 Working Passage #3 ( " " " ) " " " " March 1985  
 Working Passage #4 ( " " " ), no separate publisher

from here on: May 1985

Working Passage #5 ( " " " ) June 1985  
 Working Passage #6 ( " " " ) July 1985  
 Working Passage #7 ( " " " ) Aug. 1985  
 Working Passage #8 ( " " " ) Sep. 1985  
 Working Passage #9 ( " " " ) Oct. 1985  
 Working Passage #10 ( " " " ) Nov. 1985  
 Working Passage #11 ( " " " ) Dec. 1985

(Note, back issues of Working Passage are available from Ed Edwards)

### Fanzines; current (in order of seniority)

Between Worlds #1 (Magnus Abel) 1985  
 Between Worlds #2 ( " " " ) 1986  
 Between Worlds #3 ( " " " ) 1986  
 Between Worlds #4 ( " " " ) 1986  
 Between Worlds #5 ( " " " ) 1986

(Your editor would appreciate some information about this one).

The Travellers' Aide #1 (W.E.J.Hinton Jr.) Dec. 1985  
 The Travellers' Aide #2 ( " " " " ) Feb. 1986  
 The Travellers' Aide #3 ( " " " " ) Mar. 1986  
 The Travellers' Aide #4 ( " " " " ) Mar. 1986  
 The Travellers' Aide #5 ( " " " " ) Apr. 1986  
 The Travellers' Aide #6 ( " " " " ) Apr. 1986  
 The Travellers' Aide #7 ( " " " " ) May 1986  
 The Travellers' Aide #8 ( " " " " ) May 1986  
 The Travellers' Aide #9 ( " " " " ) May 1986  
 The Travellers' Aide #10 ( " " " " ) June 1986  
 The Travellers' Aide #11 ( " " " " ) July 1986  
 The Travellers' Aide #12 ( " " " " ) July 1986  
 The Travellers' Aide #13 ( " " " " ) Aug. 1986  
 The Travellers' Aide #14 ( " " " " ) Aug. 1986  
 The Travellers' Aide #15 ( " " " " ) Aug. 1986  
 The Travellers' Aide #16 ( " " " " ) Sept 1986  
 The Travellers' Aide #17 ( " " " " ) Sept 1986  
 The Travellers' Aide #18 ( " " " " ) Oct. 1986

(This fanzine connected with Play-By-Mail campaign of Traveller®. Issued bi-weekly except for short change to weekly in late 1986)

The Travellers' Aide #19	( " " " " )	Nov. 1986	
The Travellers' Aide #20	( " " " " )	Nov. 1986	
The Travellers' Aide #21	( " " " " )	Nov. 1986	
The Travellers' Aide #22	( " " " " )	Nov. 1986	
The Travellers' Aide #23	( " " " " )	Dec. 1986	
The Travellers' Aide #24	( " " " " )	Dec. 1986	
The Travellers' Aide #25	( " " " " )	Dec. 1986	
The Travellers' Aide #26	( " " " " )	Dec. 1986	
The Travellers' Aide #27	( " " " " )	Dec. 1986	
The Travellers' Aide #28	( " " " " )	Jan. 1987	
The Travellers' Aide #29	( " " " " )	Jan. 1987	(This is not
The Travellers' Aide #30	( " " " " )	Jan. 1987	fully up to
The Travellers' Aide #31	( " " " " )	Feb. 1987	date; there
The Travellers' Aide #32	( " " " " )	Feb. 1987	are more since)

The Imperium Staple #1	(Herb Petro)	Mar. 1986	
The Imperium Staple #2	( " " " " )	Apr. 1986	
The Imperium Staple #3	( " " " " )	May 1986	(The acronym was
The Imperium Staple #4	( " " " " )	June 1986	previously TIS
The Imperium Staple #5	( " " " " )	July 1986	but is now only
The Imperium Staple #6	( " " " " )	Aug. 1986	I.S.!!)
The Imperium Staple #7	( " " " " )	Sept 1986	
The Imperium Staple #8	( " " " " )	Oct. 1986	
The Imperium Staple #9	( " " " " )	Nov. 1986	
The Imperium Staple #10	( " " " " )	"Jan" 1987	
The Imperium Staple #11	(W.E.J.Hinton Jr.)	Mar. 1987	(This is it!)
	(from here on known as 'I.S'. primarily rather than full name).		

Third Imperium #1	(Mike Jackson)	"Spring 1986"	(Which months?)
Third Imperium #2	" " "	"Summer 1986"	
Third Imperium #3	" " "	"Fall 1986"	

The Security Leak Newsletter #1 (Greg Giles, et.al.) Dec. 1986

The Security Leak fanzine #1 (Greg Giles, et.al.) (early 1987)

# News & Views

Pillaged from  
various sources.

- 1). News: Appropriately enough, this first item is to announce a transfer of this column, which I've used for years in one of my other newsletters, to this zine as well. The news is set in the news sections; opinions are segregated to the views sections.  
Views: I like it.
- 2). News: The biggest current news is a release by GDW which can't be divulged before June 1. A little bird tells me this will give time for the revelations to appear in The Travellers' Digest #9.  
Views: TTD is an excellent buy to start with, but even if you don't usually receive it, make every effort to get the next issue. Agree, disagree or neutral, you will want the next issue or I'll eat my hat. Get it, or be left behind in the dust!
- 3). News: Speaking of Travellers' Digest, the next issue also represents big changes of other kinds. In #8, Digest Group Publications announced that TD would no longer be "digest" sized, but is going to a full-sized format, with a larger number of pages and broader coverage of Traveller, and Traveller:2300 (a game based on Twilight: 2000 which has nothing to do with Traveller®). Next cover appears to be a full color piece that features a leaning tower.
- 4). News: Travellers' Digest has also announced a "payment upon acceptance" policy for submissions, rather than payment upon publication. I'm glad to see TD coming up to my standard (chuckle).

# Letters, Submissions & Future Schlock

by W. E. J. Hinton Jr., your editor

If you have read my introduction and glanced at the last page, you can see that the future is very promising. The quality of both text and art are going up. There will also be a few new features.

One new item is my introductory column which I've run in KAISSA. I call it "Shelf" (because, it's off the wall). If I have anything to say of special note, or that I want your attention for, I'll mention it in "Shelf". Characters, introduced in JTAS under "Casual Encounters", will be introduced in IS under "Fellow Travellers". Since when is a major NPC encounter "casual", after all?

Staff positions continue as before. Their advantage is a higher payment rate. In return, they produce material for each and every issue (or an agreed equivalent).

Outside contributions are needed, and encouraged. Read the copy of "Writer's Guide" guidelines. It is probably available at your library, and is updated each year. It tells you all about submissions to any magazine, and will help you in preparing submissions for IS. At your first submission, or on request, I'll send you our own sheet. Remember, we buy first rights, with one-year exclusivity, and non-exclusive reprint rights thereafter, but you can get an easy reversion if you want to sell up to a larger market later on. No problem. Reprints or second serialization rates are much lower. I've increased the rates from what they were, but in general, we still pay dirt.

With KAISSA, I have previously paid 1¢ per word (always on acceptance) and hope to do so here next year. If the quality of text and art remains good this year, and attracts the right circulation, I can foresee semi-pro status before the year is over.

I also want to encourage audience participation. KAISSA is the only newsletter that regularly polls readers for feedback, and I will include such polls, from time to time, in IS. The letter column is also open for discussions and comments. My policy since 1976 has been very simple- anything that comes in is fair game. I use my own judgement. That must be good enough, because no month goes by without some "secret" coming in here. Nevertheless, I am ruthless with those who are unfair or unreasonable. Feud material will, of course, be cut. Scholarly disagreement is encouraged, however!

Let's hear from you soon.



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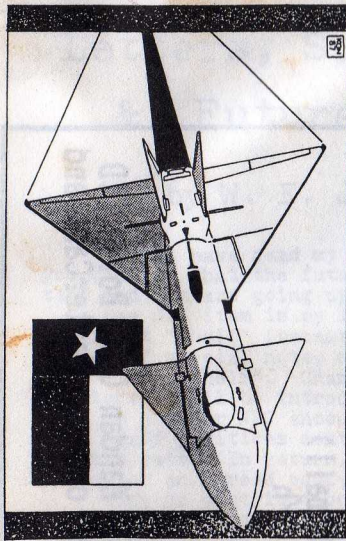
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And  
Future

## NEXT ISSUE!

ALPHA CRUCIS sector stats from GDW  
3-part Adventure: The Omega Gambit  
Edwards' Longevity class ships  
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Would you buy a used starship from  
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Review: Energy Curve, a Traveller:2300®  
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Art by Rob Caswell

Fellow Travellers: Don Diego's  
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