



BRUZZFUZZEL NEWS

THE BATON ROUGE
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NEWSLETTER

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RANTINGS AND RAVINGS BY CLAY

In this, the latest assortment of nuts and berries from the old Bruzzfuzzel Creative Juice Cocktail, you'll find book reviews, letters of comment, artworks o'plenty, and sundry items of interest. Hope you enjoy the inners, cause there's more a'comin' next issue...and it's just like this!
-CLAY



WANDERING RUMBLINGS: THE FANNISH TRAVELS OF J.R.MADDEN

SwampCon 8 Baton Rouge's Con Goes Independent

This was the first year of the NEW SwampCon. The Baton Rouge Science Fiction League, Inc., having sold the con to A-Cons, Inc., no longer had an interest in the operation of SwampCon. A-Cons, Inc. is Marine Fourrier and Carol DeWitt.

On 14-15 April 1989, at the Sheraton Hotel, the eighth version of SwampCon was held. Guests included Margaret Weis, Larry Niven, Richard Pini, Walter Irwin, George Alec Effinger, and Larry Dixon. There were supposed to be three (3) folks from the NASA group at the Stennis Space Center in Mississippi but none (0) of them ever showed up; correction: Alan Auter was reported to have appeared once or twice but he was working some place else and couldn't stay. I never heard why they didn't show up.

There were about 350 in attendance. Above the breakeven point but not crowding the facilities. I did not stay in the hotel this year and, due to other commitments, did not spend full days at the convention either. The most crowded moment was the Meet-the-Guests function in the con suite Friday night: the Guests were late in returning from supper and the crowd was little testy as a result.

The art show had a lot of entries though they were mostly prints rather than originals. The quality was very high and everyone was impressed with the art show.

The panels I attended (In Jokes in SF, TV & the Movies; Current Trends in SF; The Soviet Space Program; Collaboration and Shared Universes) almost all had full audiences that responded well to the panelists. The video room featured nostalgia sf from television (Invaders, Space Patrol, Avengers, The Man from U.N.C.L.E., The Prisoner, etc.); the audience there was usually thin though a few episodes did attract full houses.

The costume contest Saturday night had about ten entries, mostly SCA-types wearing what they always wear. The highlight (and winner) though was "Cable TV Woman" -- a new crime-fighting heroine using the latest in video technology in her fight against evil-doers.

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One of the results of the non-appearance of the NASA personnel resulted in a shining moment for our friend, Captain Anthony "Skip" Ward, U.S. Army, who flew in from Washington, D.C. for the con. The Saturday afternoon panel/talk topic was to be the Soviet space program. But, the NASA experts were not there. So, Michael Scott, moderator of the weekend, asked Skip to come up from the audience. So, at the very last minute, Capt. Ward filled in with a history of the Soviet space program laced with amusing anecdotes and quips. The basic purpose of the Soviet program was explained in clear, lucid detail. The audience was most attentive during the talk and appreciative at the conclusion. Way to go, Skip!

Towards the end of the con Sunday afternoon, a panel consisting of concon members from this and other conventions held sway. Not a gripe session, the panel sought input from the audience regarding conventions in general. Every member of the audience was asked what they liked best and least about conventions. Several panelists were seen to be scribbling notes furiously as very good ideas were expounded upon.

SwampCon actually ran very smoothly. Panels started on time (with the exception of those panels where NASA folks were supposed to be!). Most of the announced guests did show up. All the guests seemed ready to talk to anyone, anytime throughout the weekend. There were a few rough spots but not enough to be concerned about. A little larger labor pool might help in the future and some more briefing of staff ahead of time would definitely help -- trying to ask the chairman about everything on Friday during startup is difficult to accomplish.

SUNDAY SCRUTINIZINGS! A LOOK AT BOOKS WITH ANTHONY WARD

THUNDER STRIKE!, by Michael McCollum, Del Rey, \$4.50, is the latest in the "What would happen if we hit the Earth with a large Comet/Asteroid" book. Not that it is a bad book, in fact the ending is one of the most exciting, "I couldn't put it down to go to bed" endings I've ever read. I didn't even want to stop reading to go to the bathroom for the last five or so chapters. But it isn't the most original idea ever written about.

The story is set about 100 years from now. Luna is colonized, there are scientific bases on moons of the outer gas giants, and there is one asteroid that has been brought into High Earth Orbit, with another on the way, being used as a resource base for developing the Solar System. The Lunar Farside Observatory spots a comet that will make a close pass by Jupiter and notifies a Human astronomer. She notes the comet's existence, and time moves on.

The man who's company brought the first iron asteroid into HEO becomes interested in this comet. The one thing lacking in near Earth space is a source of volatile chemical molecules, i.e. organic carbon compounds, hydrogen compounds, etc. The comet just might also be eased into HEO, depending on how Jupiter alters the comet's orbit, and money made by the bushel. So a scientific/industrial mission is sent out to Jupiter to intercept the comet and claim it for the company.

But computer simulations quickly show that after the Jupiter close intercept, the comet's orbit has been altered into an Earth intercept orbit. The Thunder Strike will strip Earth's atmosphere off and kill everyone and everything on the planet. Unless the survey team can change the comet's orbit. The rest of the book is about this nearly impossible task.

This book will teach you a lot about the care and moving of comets. While there are interesting and colorful characters, colorful background, lots of hitech, and some interesting observations on the industrial uses of space, the driving force behind this novel is the desperate race to stop this large block of ice from totally destroying the Earth and 99% of Humanity. It starts a little slow, but it will definitely grab your interest and not let go once the action starts. I've got to give it an 8.5. I'd give it a 9.5, but for the slow start.

A DIRGE FOR SABIS, by C. J. Cherryh and Leslie Fish. Baen, \$3.95 is an interesting book with a very non-standard fantasy plot that is inhabited by some very engaging characters. I spoke to Leslie Fish at Westercon and she said that the plot was C.J.'s, but the characters were hers and that there will be two more books in the series. Each is plotted by C.J. and written by somebody else. If they are only half as good as DIRGE, they should be winners.

While the book is set in an alternate universe, the basic plot can be boiled down to "what might have happened if gun powder had been discovered just before Rome was over run by the barbarians". In the Imperial Capital of Sabis, the barbarian hordes are swooping down from the north. A local "scientist" has invented gun powder and is trying to develop his discovery into a weapon that can save the empire. But other than a mercenary officer, he can get no one in the Imperial Military Bureaucracy to listen to him.

So as these two, with their few allies, such as a blacksmith trying to learn how to become a gunsmith and his family, several apprentices, the only merchant (female and possibly a sorceress) in town who is willing to back the inventor with money, try to build a superweapon before the end of civilization as they know it. Along the way, they invent a steam engine for driving ships to raise enough money to complete their mission.

In some ways this "fantasy" (magic may or may not work in this world, but everyone thinks it does) is a throw back to the old "superscience" stories of the 1930s. But this group keeps coming up with all their



marvelous inventions not just by "sheer brilliance", but because they have learned to think in a new way. More than inventing gun powder, the hero has invented the scientific method. And with this new way of looking at the universe, miracles do happen. I really enjoyed this book because it is a glorification of Human intelligence and rationality, fighting against normal Human greed and stupidity. I will give this book a 9 and plan on reading it again and again when I am feeling depressed by normal Human stupidity and ignorance.

TWISTOR, by John Cramer, Science Fiction Book Club, is an old fashioned "hard SF" story. Dr. John Cramer is a professor of physics at the same university in Seattle Washington that is the setting for this novel. But it is more than just a fictionalization of some scientific theory, it is a fun book with adventures both physical and mental.

Dr. David Harrison is a postdoc working for a university professor and scientist with a real hunger to get rich. While investigating magnetic field properties of new materials, David and his team make a discovery that changes the way we look at the Universe. They discover a way to make things seemingly disappear. And eventually bring some things back. This is the Twistor Effect.

Soon David, his love, his colleges, his friends, and even some friend's children are soon involved in an exciting adventure, complete with spies, murder, new worlds, a Robinson Crusoe outing, and lots of scientific and technical marvels. This is a delightful book with some interesting characters and some real insight into the scientific method, as it is practiced in modern America. I'll give it a 7.

THE BASTARD PRINCESS: ELDRIE THE HEALER, by Claudia J. Edwards, Pageant, \$3.50 a very different fantasy novel. It starts off with a female healer trying to get out of a country involved in a totally insane civil war, much like modern Lebanon. While killing was against her beliefs, she had to fight and kill to get out of a country that has gone mad with civil war and hatred. Along the way, Eldrie got so tired of killing that didn't kill one huge man who attacked her. Out of gratitude, Huard the Hunter swore fealty to Eldrie and agreed to protect her back as they both fought their way out of the country.

Eldrie had heard rumors all her life of magical healers who could heal any disease or injury by using magic, not by using the herbs and mundane treatments Eldrie knew. As she and Huard decided to search for one of these magical healers, they started traveling to the borders of the known world. As they traveled, she told him a little about herself. She was the daughter of a king, but her mother was just a royal mistress. So, lacking official status, when Eldrie reached maturity, she left her home and went on the road as an itinerant healer.

As she and Huard traveled, they both underwent changes and had to change, and possibly, mature. Some of the adventures are funny, and others a little sad. But eventually they, and several others they picked up along the way, returned to her father's kingdom. And the book ends with Eldrie losing her freedom as she takes up the burdens of being a princess. And there are more books to come.

This is not your standard fantasy. There is no fight against ultimate evil, there is no flashy magic, and there are no real heroes or villains. Just a lot of people going about living their lives the best they know how. Possibly this isn't a fantasy at all. Eldrie mentions books being printed at some mysterious University that she would have loved to visit. And at one time, she and Huard travel for days through the ruins of a vast city. Maybe this is a very post-holocaust story. This book doesn't provide enough information. But there will be more stories, and I am looking forward to revisiting both Eldrie's world and the characters that live there. I'll give it a 6.5.

ILLEGAL ALIENS, by Nick Pollotta and Phil Foglio, TSR Science Fiction, \$3.95 is a very funny book. It was so humorous to me, I had to stop reading it several times because I was laughing so hard I just could-

n't read anymore. If you don't know, Phil Foglio is a Hugo winning artist/cartoonist who's SF comix have been amusing me for years. He also did this book's illustrations, and they add considerably to the story. While I have never read anything by Nick Pollotta before, he seems to be as warped as Phil is.

The basic story is very simple and has been done many times before. I think there was even an episode on TWILIGHT ZONE like this. An alien starship lands in Central Park. The aliens pick a group of Humans, at random, to "test to destruction". If we don't pass, they will destroy the Earth. Meanwhile, the UN's First Contact Team attempts to keep control over the situation and keep the Earth from going crazy. However, ...

The random group of Human beings that are picked by the aliens are actually a NYC street gang called the Bloody Deckers. And the aliens are actually a group of criminals that hit "off limits" primitive planets, pick up some poor fools and torture them to death, then cause the primitive civilization to self-destruct out of fear, and "film" the results. They then sell the tapes to various "connoisseurs" around the Federation. They only have a short time to get their film because they are being chased by the Great Golden Ones, i.e. the galactic cops.

But before the poor, evil, aliens can even turn around, the Bloody Deckers, who are carrying more firepower than the 82nd Airborne Division, blast their way out of the "testing area" and take over the ship. So then the First Contact Team (who are a very strange group of individuals who have spent their entire lives training for an event most, normal, people think is never going to happen), various NATO armed forces (except for the Greeks, who never quite get the right word), and the NYC police SWAT teams, have to take the ship away from the Bloody Deckers. But as soon as they do take the ship, the Great Golden Ones show up. And since Earth (or Dirt, as it is known to the Galactics) is still under quarantine, they take the alien ship back and put the Earth under blockade to cover up their blunder of letting the evil aliens land on a quarantined planet.

But all the Earth governments are now so terrified of the "alien menace" that they unify and create a Star Fleet and Space Marine Corps made up of the finest fighting men and women of Earth. But while we Humans now know about starships and other advanced technology, we don't know how the aliens do it. So all the money that was being spent on armaments is turned over to every scientist, nut case, SF writer, and anyone with any idea about advanced technology. And since we don't know which of these crazy ideas the Galactics know is impossible, our technology can soon do things the Galactics know is impossible. And so the Earth tries to get one ship past the blockading Great Golden Ones and get a message to the Galactic Federation Council that we want to join. But the Earth ship has to do it without breaking any Galactic laws that would authorize the GGO's to sterilize the Earth before the ship can find the Galactic Capital.

If this all sounds a little strange, it is actually a lot strange. There is even a bar that is nastier than the one at Port Eisle. As I said at the first, I had to stop reading several times because I got to laughing so hard. I'll give this book an 8. But I must warn you that what I think is funny may not amuse all of you.

DEMON BLUES, by Ester Friesner, Ace, \$3.50 is the sequel to **HERE BE DEMONS**, which was a very strange, but funny, modern day fantasy. **DEMON BLUES** is just as strange, and funny. In **HERE BE DEMONS** we got to meet five demons who were stuck in the Sahara Desert, exiled from Hell because they just weren't evil enough. After all five blew several chances to capture souls for Hell, and showing that they still could love, they were forgiven their sins by God. Two became angels, one got eternal forgetfulness, and the other two became mortals and given another chance at salvation and love. Their immediate superior in the Infernal Hierarchy was forced to take their place in exile for loosening them to Heaven. Thus ended the first book.

DEMON BLUES starts up 18 years later. Noel Cardiff is a freshman at Yale and has not yet been able to cut mommy's apron strings. But when the half demon/half mortal daughter of the now exiled demon lord from the first book comes to Yale to seduce Noel into becoming a Black Magician, his Mother and Father have to explain to him that his mother used to be a succubus. Being the son of a demon (well ex-demon) and a mortal, he has vast magical powers. After getting drunk, Noel thinks he may as well change his major to Theology. And then he decides to become a real Evil Magician, just like his new demon lover wants. That would show his parents how he felt about their lying to him all his life!

But Noel Cardiff is just too good a person to Do Evil. His half demon familiar falls in love with him, all his evil deeds turn out for the best (I loved the way he tried to destroy the local PBS station during a fund drive), and he has two guardian angels (actually they're his mother's ex-demon buddies) looking out for him. Everything goes right for him! Even when he accidentally brings King Richard and Saladin back from the dead during a SCA style revels and tourney on campus.

If you can remember the old TOPPER books, and like slightly weird modern day fantasy, try this series out. I laughed a lot and it even contains some interesting observations on good and evil and the problems of growing up and accepting yourself for what you are. I give it a 7 and am looking forward to the next book in the series.

CLUSTER COMMAND, CRISIS OF EMPIRE II, by W. C. Dietz and David Drake, Baen Books, \$3.50 is the second of an open ended series. Drake evidently did the technical and political background and future history for the series and then turned individual stories over to various SF writers. Thomas T. Thomas coauthored the first book with Drake. These books are space opera, but very good space opera. So far.

In the series' future, Mankind has gone out to the stars and created an empire called the Pact. Due to the type of FTL drive used, not every star system is associated the same way they are in Normal Space. Systems that are "close together" by travel time using the FTL drive are associated into political groupings called Clusters. And while there are many alien races on many planets under Human control, Humanity has always had higher technology than the warlike races and been more warlike than the more technically advanced races. So Humanity is top dog. But the Pact is slowly falling into the Long Night, and not many Human beings seem to care enough to stop it.

Commander Anson Merikur, a fairly average Naval Officer, is called back to Fleet Headquarters and promoted two rank steps to Marine Brigadier General and assigned to be the military forces commander of a Cluster that is getting a new civilian governor. The new Governor was a Pact High Senator who felt that the way to reverse the collapse of the Pact was to make all the alien races under Pact control full citizens. The central government has decided to give him an out-of-the-way Cluster to use as an experiment. Besides, the Cluster is on the edge of the Pact and worth very little, either economically or militarily.

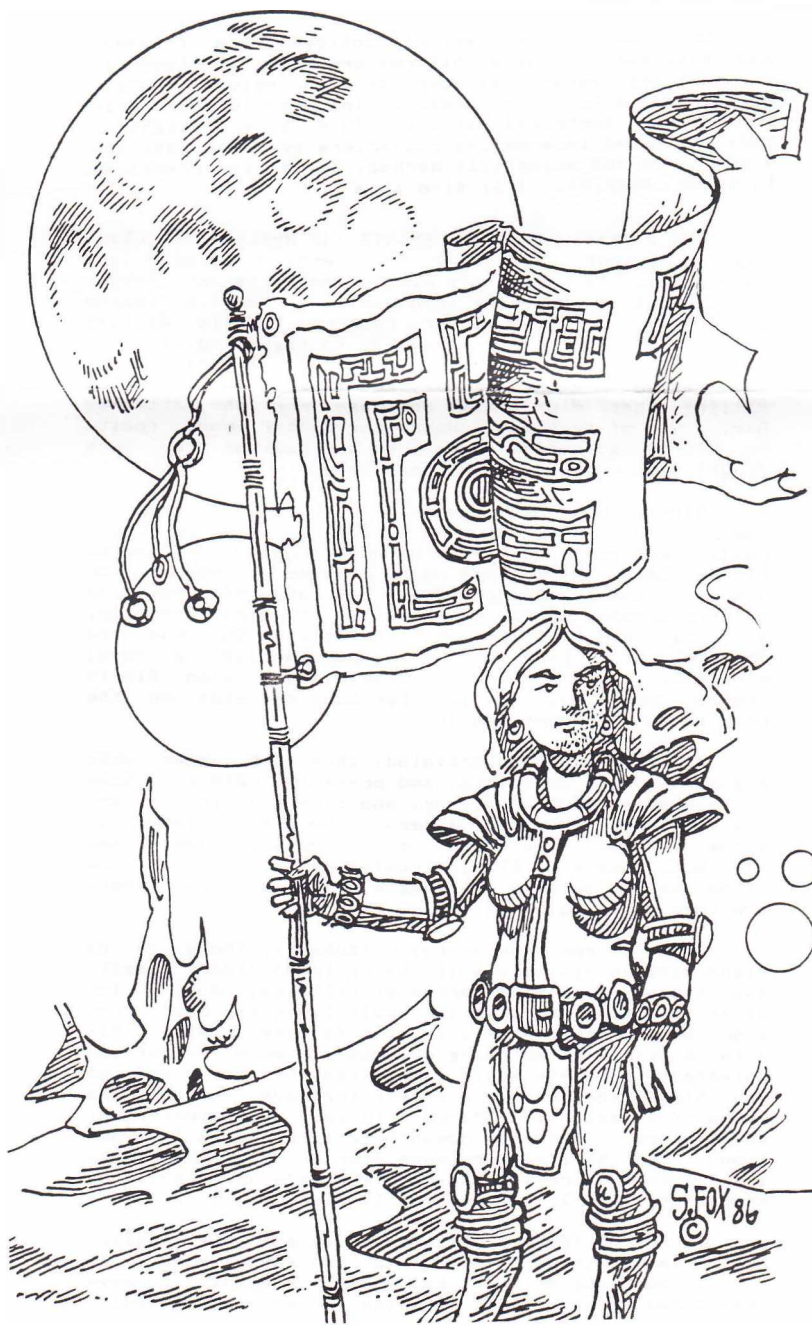
But there are many forces working against BG Anson Merikur and the new Governor. Some are political, like the Pact Secret Police, some are economic, like the megacorporations that have had a very free time under the previous, corrupt, governor, and some are military, like some of the Cluster's aliens who have risen in revolt. This is not a huge book, but it moves very fast. The characters are interesting, the action fast and violent, and the technology is interesting. For instance, almost every Human has a personal "artificial intelligence unit" as an individual communicator and library. But these AI's also have developed their own personalities. And even their own culture. Which no Human being seems to be aware of.

As I said earlier, it is a space opera with wars and romance and political double dealing around every corner. But it is the finest kind of space opera. I am definitely looking forward to the next episodes with a great deal of anticipation. I've got to give this book an 8.5.

THE BIG LIFTERS, by Dean Ing, TOR, \$3.95 is a "hard science" SF novel. In fact, it is so hard it is almost an Engineering Fiction book. Set in 1995, the story has terrorism, airships, large laser launched space craft, maglev trains, and a lot of other neat stuff. It even has some nice, interesting characters and just a hint of sex.

John Wesley Peel the "hero", is a man that hates "big rig", long haul, highway hauling trucks. Trucking accidents not only killed his entire family, one almost killed him in his youth. So he wants to do away with the big rigs by removing any economic need for the 18 wheelers. He's spent his entire adult life designing and building better non-truck transportation vehicles. His latest vehicle is the most hitech airship, a.k.a. cargo lifter, ever built. Not only is it impressive technologically, it is even cheaper to operate, per kilometer, than trucks. But he is also investing his money, his time, and his inventing talents in magnetically levitated trains.

But while he is trying to put the entire long haul trucking industry out of business, the labor and trucking leaders are not stupid. These leaders of the trucking federation can see the writing on the wall.



And they can see that the man doing the writing is Peel. And they decide they won't go down without a fight. They decide to put he and his company out of business, first. No matter what it takes.

Due to his religious upbringing, and a promise he made to his fundamentalist grandmother, Wes will have nothing to do with space. He figures the Last Frontier is God's domain. But his brilliant technical staff has other ideas. They use Wes' company's resources to design and build a ... Well, you'll just have to read the book.

There are so many multiple areas of conflict and tension in this story. Will Wes be killed by any of several different groups of enemies? Will his company go bankrupt if and when the Big Lifter they are building crashes? Will his loyal, brilliant, but space happy, tech crew get a space ship built before Wes catches them? Will he find true love before everything comes crashing down on his head? Will the USA and Western civilization survive an insidious plot that catches Wes and his dreams up in its web of murder and deceit? Lots of conflicts and lots of action. But also lots of interesting ideas about future transportation systems. I liked this book for both its ideas and its action. I give it a 7.5.

SHADOW GAMES, THE FOURTH BOOK OF THE BLACK COMPANY, by Glen Cook, TOR, \$3.95 is the continuation of the History of the Black Company, which is the baddest, meanest, smartest and sneakiest unit of mercenaries that ever fought in a fantasy novel. This is not the story of a jolly group of adventurers out to save the world from Evil. But while definitely not a "jolly group of adventurers", the Black Company did manage to save their world from the Forces of Evil in the first trilogy of the series. Now the survivors just want to survive the Fall of the Evil Empire. The Fall they brought about.

For nearly a thousand years, the Black Company was the best mercenary unit in the world. They fought all over their world and very seldom were ever defeated. No matter who hired them, they stayed loyal as long as they were paid and did the job they had been hired to do. But then in Book One, they were hired by The Lady. The Lady was the most powerful living sorceress in the world. And she ruled the largest Empire in the world. But she wanted the entire world. Only her husband, the Dominator, was more powerful. But luckily for The Lady, he was dead. But that didn't stop him for long.

The Lady was using the Black Company, her subordinate sorcerers and magicians, and her legions to conquer the entire planet. But then The Dominator, now of the Undead, and a faction of the Empire's magic users attempted to overthrow The Lady. You must understand, both sides were made up of Black Magicians of the worst sort so there was no "Good" side. But in the ultimate battle, the Black Company first helped The Lady destroy The Dominator and his forces, and then turned on The Lady and her few remaining physical and magical forces and completed the destruction. But at a terrible cost to the Black Company. By the end of the battle there were only seven left out of the hundreds of troops of the Black Company. But, supposedly, all The Lady's magic users were dead, and her personal powers were totally destroyed. All Her Empire was in chaos.

So at the start of SHADOW GAMES, the surviving seven members of the Black Company have elected Croaker, the unit's only surviving medic, and unit historian, as commander. They have to get out of the Empire quick, before one of the surviving generals, who's surviving forces are fighting for control of the Empire, finds them and kills them. Also, the woman, now just nicknamed Lady, wants to go with them. As Croaker had always been half in love with her, he agrees.

Croaker decides that now might be the perfect time to find the now legendary city that the original members of the Black Company came from, since it is about as far from the Empire as it is possible to get. So they start marching south. But as they go, they begin to pick up new volunteers, as the Legend of

the Black Company is still a very powerful draw. And they start accumulating enemies. And soon they are again fighting a desperate battle against the Forces of Darkness. But then the Black Company has always been tougher than Good and badder than Evil.

As I've said before, Cook writes very realistic fantasy novels. His characters include magic users, but their magic is not all powerful. In fact, most is just good illusion. His fighters are good soldiers, even if they aren't good people. Most of the members of the Black Company are not "good" people. But they do have a lot of good qualities, for the bloodiest bunch of butchers on their planet. They win most of their battles not by being stronger than their enemies, but by being smarter. And they do have 1000 years of sneakiness to draw on.

Cook is one of my favorite SF/fantasy authors today because his people and worlds are alive and real and three dimensional. I'll give SHADOW GAMES an 8, and the whole series, so far, an 8.5. But be warned, this is the first book of another trilogy and ends with a cliffhanger.



COLLECTED CORRESPONDENCES

DEAR CLAY,
A brief note of thanks for sending me BRUZZFUZZEL NEWS 56 to 58. I was perhaps too harsh in my comments about Robert Crais' Twilight Zone script-writing problem, tho it does seem that Hollywood has a habit of rewarding incompetence. And I would like to extend a round of praise to Anthony Ward for his "Sundry Scrutinizing" tho the text is tiny, his reviews do take time to actually talk about the books. I'm slowly working on a new issue of WOFAN, but as I laid out my pages expecting to electro-stencil them, the machine died...:sigh: ..Don't worry...I'll work something out!"
-Regards,
BRIAN EARL BROWN

Fellow Bruzzfuzzies,

Would you believe that a dragon ate my dues? Not even a little bit? I'm telling you, gila monsters are not the only reptiles hiding out in the Sonoran Desert! In any case, the monies are enclosed, so please don't strike me from the roster; I mean, I could hardly get along without my News, now could I?

I graduated from the University of Arizona in May with a B.A. in creative writing, so of course all is now in great turmoil as I ponder my next move. Speaking of moves, don't bother to change my Phoenix address to the above, as I'll be moving once again next month. I'll send that address change just as soon as I get it.

I hope that all are well in B.R. fandom, and--who knows?-- I may even drop by someday in the not-too-distant future to see for myself. If I can ever pull myself away from all the flashing neon and the blackjack tables, that is.

FIAWOL,

Michael C. Rush
Freelance

P.S. As to Jenkins . . . well, I'm doing my best but that's one tough spacer to track down. Still, I have every confidence

DEAR BRUZZFUZZELERS,

How are you all? From reading BRUZZFUZZEL NEWS, you all sound fine to me. Talk about surprised! I was expecting a letter from England and your newsletters turned up instead--after traveling halfway around Australia and back! I left Darwin in late '86 and then spent 12 months in Wagga Wagga (NSW). I've finally settled happily in Melbourne and left the RAAF. I'm developing a library for a private company now, and enjoying it immensely.

In the meantime, I'm continuing nightschool and doing lots of drawing and painting. If any of you go to Mediawest Con this May you might hear mention of my name. I've been nominated twice in the Fan Quality Awards. Sigh! Fame at last! I'll send you some of my latest doings soon, but in the meantime, I'll give you my current address lest the irate RAAF person gets upset with me. . . . Marianne Plumridge, 7 Pell Street, South Oakleigh, V Victoria 3167. AUSTRALIA.

P.S.: Have a Happy 10th Birthday!

Regards-

MARIANNE PLUMRIDGE

Dear Clay--

Wow! A triple shot of BRUZZFUZZEL NEWS. Not only have you saved yourselves a few coins with your bulk mailing, but I can respond with a 3-in-1 postcard of comment requiring only one 15¢ stamp.

Your some-assembly-required cover item was the first thing to hit me. I immediately put it together. But when it didn't fly like I thought a paper airplane should, I went to the instructions. Oh, it's supposed to be a X-Mas ornament. Great idea! But I thought it was a little too flimsy to match the other ornaments on my tree so I decided to dip it in liquid nitrogen before I hung it. Just before I reached the tree however, I dropped it and it shattered into a million pieces. Just like a real X-Mas ornament. I can hardly wait to see what you come up with next year.

I can appreciate the modern trend toward miniaturization, but your letter column takes it to an extreme. The older fannish eyes among your readers will certainly deteriorate further trying to decipher the words.

An answer to John Purcell's lament about fans' misdirected spending might be SF fast food, like Who Burgers, Trek Fries, and Star Wars Shakes.

Your issues have more fascinating Steven Fox art. And I'm delighted to see that you've discovered the great humorous filler art of Diana Stein.

Yours in miniature, David

28 Dec 88



Dear Clay:

Thanks for Bruzzfuzzel News #56. When I received two copies, I thought you must mean that there was something by or about me or my writings in it; but failing to find any such item I decided that the duplicate was just a mistake. . . . In a few months, inshallah, we shall move to Plano, TX.

Kaor,

