

CAMBRIDGE UNIVERSITY DUNGEONS AND DRAGONS SOCIETY

NEWSLETTER the First 1991/92

*A Beginner's Guide to Ye Subtle Art of Role-Playing
Written For Ye Discerning Reader in Three Simple Stages by Diverse Masters of Ye Craft*

1 - Character Generation

"[A] Character is the result of a system of stereotyped principles."

David "Try rolling your Constitution again," Hume

2 - Combat

THE PLAYER: It's what [characters] do best. They have to exploit whatever talent is given to them, and their talent is dying. They can die heroically, comically, ironically, slowly, suddenly, disgustingly, charmingly, or from a great height...

ROSENCRANTZ: Is that all they can do - die?

THE PLAYER: No, no - they kill beautifully. In fact some of them kill even better than they die. The rest die better than they kill. They're a team.

From "Rosencrantz and Guildenstern are Dead" by Tom Stoppard "This is probably a good time to spend a Fate Point" Stoppard

3 - Character Advancement

"That which does not kill us makes us stronger."

Friedrich "Oh all right, have another 200 Experience Points" Nietzsche

Hello and welcome to the Cambridge University Dungeons & Dragons Society (which you are going to join, aren't you?). We exist to promote Role-Playing in all its multifarious forms, so before you ask, yes we do play games other than D&D - GURPS, Rolemaster, Cthulhu, Cyberpunk, Champions, Marvel Super Heroes, Warhammer, Twilight 2000, Traveller, En Garde, Qabbal... You name it, we play it, and even if we don't, we can probably help you organise it if you want to run it (and need players) or play it (and need a GM). It doesn't matter if you've been playing for years, or if you're only just thinking of taking up role-playing here and now, either way you won't be the only one, and there is usually a game going on somewhere to suit any taste. Since your interest has sustained you this far into the Newsletter, you are cordially invited to

THE SQUASH

3:00pm, Saturday 12th October,
Party Room, Downing College

Current members are welcome as well, naturally. We will be distributing refreshments and accepting membership money. Membership costs £3 for one year, £5 for life, £2 to upgrade from one to the other. For your edification and delight, a game of some variety will be arranged - feel free either to watch or join in. The Squash will be followed (after an appropriate break in which to eat) by the first Pub Meeting of the year. We shall be gathering in the Mitre (on Bridge St.) at 8:00pm that evening. Other Pub Meetings will be organised at regular intervals later on in term.

Now, what else do we have to offer? Turn the page and read on...

Weekly Meetings

The Society organises weekly role-playing sessions, during which a number of different campaigns will be run. Members will also have the opportunity to try out new or different game systems, not only in these regular campaigns, but also in occasional meetings devoted to one-off scenarios, held roughly once a term. Members of the committee are usually to be found at these meetings, just in case you have difficulty in contacting them at other times. These meetings usually adjourn to the nearest bar afterwards.

Provisional arrangements have been made to hold the weekly meetings in the **Upper Hall at Emmanuel on Tuesdays during Full Term, from 7:00pm to 10:30pm.** The first meeting will be on **Tuesday 15th October.** Prospective GMs wishing to arrange campaigns should arrive early.

Other Regular Events

VIDEO EVENINGS - We will be holding a number of video showings throughout the year. Requests and suggestions welcome.

LABYRINTH - Live Role-Playing trips are arranged to Labyrinth (deep in the bowels of Chislehurst Caves) roughly once a term.

Annual Events

CHRISTMAS PARTY - Mulled wine, mince pies and at least one bar room brawl.

ANNUAL DINNER - Usually held around March. Fancy Dress, Black Tie optional.

VARSITY MATCH - Played against Oxford. We have now won this for three years running, and we'd like to make it four. So if you're interested in beating Oxford at something, join us rather than the Boat Club.

RAG DUNGEON - 24 hr Marathon held in aid of Rag.

PUNT PARTY - May Week Extravaganza.

President: Pete Moore
Vice-President: Chris Carr
Secretary: Iain Walker
Assistant Secretary: Rebecca Teed
Junior Treasurer: Matt Nesbit
External Officer: Harvey Maycock

The Committee are

(The Train) Rm. 12, 27 Green St. (Gonville & Caius)
(Zebedee) N4, Downing, <CC112>
(The Cutout Cardboard Shrub With No Soul) 42 Warkworth St. (Emmanuel)
(Rosemary) 42 Warkworth St. (Emmanuel), <RT108>
(Dylan) A9, Kings
(Brian) A21, Fitzwilliam, <HRM10>

And There's More...

10% DISCOUNT at Games & Puzzles on Green St., the only local game stockists. This is available to student members of the Society only, and is subject to a number of conditions:-

i) The discount applies only to role-playing materials.

ii) It is not available on Saturdays.

iii) It does not apply in conjunction with credit cards.

iv) It is available only on production of a current Society membership card, with the date of expiry clearly written on it.

THE LIBRARY - We possess an erratically increasing library of game systems, supplements, modules, magazines, figures and dice. These are available for members to borrow. Deposits are required, but post-dated cheques are accepted. However, there may be some restrictions on the hiring out of rare or out of print items.

Last Year's A.G.M.

A late news item... Since last year's A.G.M. was held right at the end of term, we were unable to get a Newsletter out informing you of what momentous decisions were made.

Firstly, the new system for electing committee members that had been proposed failed to get the necessary two-thirds majority required to write it into the constitution. Those present did however give the President a mandate to write the old system into the constitution, so that last year's confusion will hopefully not be visited on the Society again.

Secondly, a motion to change the name of the Society to the Cambridge University Role-Playing Society (C.U.R.P.S.) also failed to get a two-thirds majority, and was also rejected.

Thirdly, this year's committee was elected. For who they are, what they are to be known as, and where they may be found, see below.

Cambridge University Dungeons And Dragons Society

NEWSLETTER the Second 1991/92

EVER-SO SLIGHTLY DOCTORED MINUTES OF THE LAST COMMITTEE MEETING

"... and that's how much membership money we've collected this year," said the Treasurer. He looked up to find himself surrounded.

"OK," said the President, his vowel sounds getting shorter by the minute, "I move that I be provided with a Society-paid drinks account."

"Fire!" shouted the Treasurer, fooling no-one. "Er... well actually that sounds *quite* reasonable..."

"And the Society should buy me a new amp," said the Vice-President, "because the one I've got is just TOO F---ING QUIET ... oops..."

"Yes, yes," said the Treasurer, "I'm sure we can run to that."

"I need a new pair of boots," said a voice from a darkened corner.

"Sounds like money well spent," said the Treasurer nervously, as the rest of the Committee looked at each other and made the sign of the Evil Eye.

"Now there's a happy thing," said the Assistant Secretary, who was always saying things like that for no apparent reason.

"I just want a holiday," said the External Officer. This immediately engaged the enthusiasm of the rest of the Committee, and soon suggestions were flying thick and fast - "Switzerland... Barbados... the Plateau of Leng..."

"So that's settled," said the President.

The Secretary muttered something irrelevant about leather.

"Yes, right, so I'll write the cheques now then, shall I?" said the Treasurer. "Now will you *please* let go of my balls?"

People who have yet to join!

We regret that we cannot send you Newsletters indefinitely unless you actually decide to join. Please either contact a member of the Committee, or come along to any Society event. The weekly meetings are held at 7:00pm on Tuesdays in the Upper Hall at Emmanuel (with one exception - see below). Membership costs £5 for life, £3 for 1 year. This notice also applies to people who joined for 1 year last year - if you want to stay in touch with the Society, it costs £2 to upgrade to Life.

Members in the Real World!

Those of you who have left University and receive your Newsletters through the post, please note that this costs us quite a lot in terms of stamps and envelopes. If you want us to continue to stay in touch, a contribution towards these costs would be greatly appreciated. £2 a year sound reasonable? We thought so... Please get in touch (preferably with the money) by Christmas, so that we know

whether we should continue to send you stuff. Current members who are leaving at the end of this year, please bear this in mind.

Weekly Meetings

The weekly meeting scheduled for Tuesday 29th October has been moved to Wednesday 30th, but will still be held at 7:00pm in Emmanuel's Upper Hall. After that, it's back to Tuesdays again.

One Off Meetings

Sometime this term we want to devote one of the Tuesday meetings to a number of one-off scenarios, so that people can try out new or unfamiliar game systems/GMs/players. But to do this, we need GMs to run things. If anyone is interested in running something just for one evening, please get in touch with one of the Committee, letting him/her know the system you want to run, and the number of players you can cope with. We will then post the details (date etc.) in the next Newsletter.

Pub Meeting

Our next communal ritual of libation will be held on Thursday 24th October, in Catz bar, from 7:30pm onwards. This is a good place to find Committee members and bribe them with alcohol.

Labyrinth - Live Role-Playing

If you fancy the idea of hitting people with rubber swords, or shouting arcane Words of Power at eccentrically-attired monsters, then get in touch with Harvey Maycock (our External Officer). Harvey will arrange a date for this expedition to suit those interested, some time later this term, so the sooner you get in touch the better (by or at the Pub Meeting, for preference). If anyone has any suggestions for a live role-playing venue other than Labyrinth, Harvey is also the person to see.

Video Evening

We want to organise a video evening as soon as possible, so please get in touch with us with suggestions and requests. So far, suggestions have included Alien Nation, Robin Hood (either version), The Naked Gun, The Lair of the White Worm, and... well, is there anyone out there who *hasn't* seen The Princess Bride? Let us know what you're interested in, and we'll have it organised and announced in the next Newsletter.

Campaign Information

If you are running a campaign this year (or are interested in running one), please get in touch with Rebecca Teed (Emmanuel College, or RT108 on Phoenix), and let her know your

name and college (or wherever you can be contacted), the system you want to run, and the number of spaces you have available (or whether it's already full up). If you would also include a brief paragraph about your campaign, it will be included in an upcoming Newsletter.

If on the other hand you are having difficulty finding a campaign in which to play, don't give up - keep coming to Society meetings, and watch out for information in future Newsletters.

Classifieds?

We have had a few enquiries from people interested in selling role-playing materials. If anyone out there has any games, modules, magazines etc. that they would like to sell, please get in touch with Iain Walker or Rebecca Teed, and we can stick an advert in the next Newsletter for you.

Similarly, if you are trying to hold of any out-of-date or otherwise unobtainable games etc., we can run a "Wanted" advert for you as well.

- Wanted -

Players for French-Speaking Campaign

Thierry Chaucheyras, who lectures in French at Jesus College, is looking for players for a campaign to be run in French. He is interested in running GURPS (Fantasy), Marvel Super Heroes, Call of Cthulhu, or AD&D. If you are interested, please get in touch with him at Jesus.

The Committee are

<u>President:</u>	Pete Moore	(The Train)	Rm. 12, 27 Green St. (Gonville & Caius)
<u>Vice-President:</u>	Chris Carr	(Zebedee)	N4, Downing, <CC112>
<u>Secretary:</u>	Iain Walker	(The Cutout Cardboard Shrub With No Soul)	42 Warkworth St. (Emmanuel)
<u>Assistant Secretary:</u>	Rebecca Teed	(Rosalie)	42 Warkworth St. (Emmanuel), <RT108>
<u>Junior Treasurer:</u>	Matt Nesbit	(Dylan)	A9, Kings
<u>External Officer:</u>	Harvey Maycock	(Brian)	A21, Fitzwilliam, <HRM10>

Cambridge University Dungeons And Dragons Society

NEWSLETTER the Third 1991/92

TRANSLATOR'S NOTE - An Introduction to Illegible Gothic Typefaces

Apparently some people had difficulty deciphering our last Newsletter, so in the interests of clarity, all headings have been sub-titled, and the following guide to the perplexed has been included. The essence of your average Gothic Typeface is that most of the letters look like other letters. However, with a little practice, one becomes used to this and can learn to read Gothic text fluently. To assist you in this, we have included a number of common GMs' utterances, written in Gothic, accompanied by their translations into a more legible typeface.

1. "Take four points of damage" - "Got you, you bastard."
2. "I'll make the roll for you" - "You're about to discover the plot, and I can't stop you except by cheating."
3. "You mean you've run out of Fate Points?" - scc #1
4. "Just don't roll 96 - 00" - "I have cursed your dice."
5. "You'll need a critical success" - "I wish I'd cursed your dice."
6. "Can I see your Character Sheet, please?" - "Doesn't your Character have *any* weak points?"
7. "Your opponent is still standing" - "I am mentally refiguring his Hit Points."
8. "I think we'll leave it there for this week" - "Maybe I didn't kill you all, but at least I've got you seriously worried."

One Off Meetings

(trans. - Let's play something else)

The weekly meeting on Tuesday 26th November will be devoted entirely to One Off scenarios. This is to allow people to try new systems, for people playing in other campaigns to GM something of their own, or for GMs to take a break and play something for a change. If you want to run something, please tell a member of the committee by or at the next Pub Meeting (see later), giving details of the system you want to run, and the number of players wanted. Prospective players should come to the weekly meeting on Tuesday 19th November, and sign up for the scenario of their choice, so that the GMs will know just how many people they will have to cater for. Regular campaigns will then resume on Tuesday 3rd December.

Christmas Party

(trans. - It's mulled wine and mince pie time)

WHEN? Saturday 7th December, 7:00pm.

WHERE? Ramsden Room, Catz.

WHY? Because we'll be serving mince pies and mulled wine, and there'll be numerous silly games to play (or avoid).

HOW MUCH? A mere £3. Tickets will be available from Matt Nesbit at any society meeting.

We will not be holding a separate Christmas Dungeon this year - instead, we are hoping to have a few more games running at the Christmas Party itself. If anyone would like to run something, get in touch with a committee member sometime soon. Last year we had a Twilight 2000 firefight in a fuel dump, and a Qabbal drug den brawl, just to give you some idea.

Campaigns

David Bate: Material Science

MERP-Rolemaster

This campaign is set in southern Middle Earth 200 to 300 years before the Lord of the Rings.. It will begin with a series of short adventures and will be tailored to the party's desires later on. Not just hack and slash, some good sense is required. [Players sought]

Tuesday

Pete Moore: Caius

Champions

A slightly down-to-Earth superheroes campaign. Superheroes have been around since the 19th century and technology is rather advanced. Join the New York superhero team Bastion: save the world, become famous, lose your job, lose your family... Wednesday

Matt Nesbit:Kings-Box 665

Runequest, if any

I am running a nearly systemless political campaign. The fantasy setting is one of an arctic tundra, populated by antagonistic and proud tribes of nomadic hunter-gatherers. The characters are tribesmen and women, who have been shocked out of the political ignorance by a chance encounter. From this point on, their options are open: to right injustices, or to use their new-found subjectivity to further their own desire for power, magic, peace of mind or just to be anarchic. The aim of the game is to be as selfish, manipulative and machiavellian as possible, or to have feelings of genuine outrage and a desire to do good. The game penalizes heavily all unplanned violence, and any open combat is likely to reduce the players to bird food. Though assassination, back stabbing, poisoning, thievery, etc. are strongly suggested, the opposition are intelligent. [1 player sought]

Monday

The Return of the Gallics

being the chronicle of the 3rd age of Ire

Nick Clayton: Trinity

Rolemaster

A low-level Shadowworld campaign (Talman for those in the know): realistic fantasy with a quest hidden somewhere in the background. No hack & slash players need come along.

TBA

Tony Jones: Christ's

Champions

Fairly down-to-Earth superheroes campaign where no-one wears a costume that must be stuck on with sticky tape. Join the Guardians, one of the world's three superhero teams as they fight crime, each other and 150-year-old superhuman dictators in a high-tech 1990, where superhumans have existed since 1881 and WWII ended in 1944.

Friday

Phone recruiting officer Michael Zush: x3713

Help Wanted

in a home-brew system situated A Long Time Ago in a Galaxy far far away...Six heroic Rebels, wanted to fight Evil Empire, pay: minimal, pension plan: non-existent. Good promotion prospects. Bring your own blaster. May the mystic power that suffuses the universe be with you. [Players sought]

TBA

Iain Walker: Emma

Qabbal

A game set in the Enlightenment, at the start of the Industrial Revolution. Not ~~our~~ Enlightenment, or ~~our~~ Industrial Revolution, of course. This is a world where magick is harnessed as a technological tool, where Daemons and Difference Engines co-exist, enchanted dirigibles wage war with 100-gun ships of the line, where the new and growing class of venture capitalists buy and sell shares in the vilest of occult horrors... The ideal place for a disparate group of PCs charged with the task of discovering the plot. So far, they know that they're trying to track down a wizard's library, which if found, will enable their country to win a (so far) long and costly war. [1 player sought, but new characters will be hard to fit in] Thursday

John Prowle: Emma

Call of Cthulhu

In a campaign set in the 1990's based around Chaosium's *At Your Door* supplement, the investigators will meet madness and death as they probe the mysteries surrounding a missing microbiologist. Tuesday

Ed Carter: Peterhouse

Time Troopers

You too can change history. You too can blow up/lie to/poison vital historical figures in order to further the ends of Time Control. With enough experience, you may even get the chance to write off a Tardis. Or America. [Players sought] Tuesday

Dominic Green: 420460

Fantasy Hero

Ye Kingdome of Hatoeyning

24th yr of ye reign of ye Emperor Rollo III

Beere Moder,

i an mi Broder'z & Suster aren fyn & on Root to ye Cityedel of Wyrmyr were ye very Gutters run with Ale & ye Stretes arn paybid with Costly roofing Peat. I hav gotten mi Good Fiend Sira Taucered the Tax Colector to rite this as i am Unintiligent. yoo r ugly and yoo smel. yore ever lobly Son,

Alfred

Tuesday

Quentin Carroll: 314805

Twilight 2000

Over 50 years of European peace ended on 27 July 1996 with the outbreak of WWIII. A year later, the nukes started flying. By 2000 AD, civilization has vanished into nuclear fire, and the resulting famines, plagues and radiation have accounted for 50% of the world's population. Yet the war drags on. Warlords, militias and marauders rule a devastated countryside; civilian government rarely exists outside people's memories of a happier time. This is a game of survival in a post-Holocaust world where equipment is scarce and alcohol powers the few remaining vehicles. The hazards are many and the reward may simply be a safe place to sleep. [Players sought]

TBA

Sorry that there are so few campaigns left with room for players, but the above should give you an idea of the scope of what's going on. If you are inspired to run your own campaign, I'll be running another of these next term (take note, those of you current GMs who never sent in your paragraphs!). Some of these have been edited for space/clarity/spelling mistakes.

R.T.

Pub Meetings

(trans. - Pub Meetings. Too important to joke about)

We have two more get-togethers for you sober folk.

Wednesday 13th November

Thursday 28th November

Both to be held in Catz bar, from 7:30pm onwards.

(This prominent enough, Matt?)

Video Evening

(trans. - Bring some popcorn)

We shall be holding a Video Evening on Saturday 23rd November, from 6pm - 12 midnight, in the Castlereagh Room, St. John's.

We will be showing the following films:-

Bill and Ted's Excellent Adventure

(High school nerds go time-travelling)

Labyrinth

(David Bowie and some muppets get non-Euclidean)

The Lair of the White Worm

(Amanda Donohoe in thigh-boots pretends to be a snake)

Or if we can't get these, we'll be watching... something else.

Phoenix Filespace

(trans. - Phoenix Filespace. I can't read this either)

According to Chris, the CUDADS filespace on Phoenix is now open again, and he'll write an idiot-friendly introduction to it (his words).

Labyrinth

(trans. - Dig out those rubber swords)

A live role-playing expedition to Labyrinth is planned for Sunday 8th December. The cost is £16 for a double-length adventure. See Harvey, cash in hand, by the weekly meeting on Tuesday 19th November at the very very latest. People who have already expressed an interest, could you please confirm your names with Harvey, preferably in person.

Society Library

(trans. - Society Library.

All right, I'll change the bloody typeface)

If anyone who wants to borrow anything from the Society Library, it is currently in the possession of our illustrious president.

A list of materials contained in the Library exists in the CUDADS filespace on Phoenix, and can be made more widely available on request. However, we have to update it first, so...

Special Announcement from Pete

ANYONE who has ANYTHING out from the Library at the moment, please get in touch with him A.S.A.P. and let him know what exactly it is you have. Thank you for your co-operation.

The Committee are

(trans. - we couldn't find anybody to stand against these people)

<u>President:</u>	Pete Moore	(The Train)	Rm. 12, 27 Green St. (Gouville & Caius)
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CAMBRIDGE UNIVERSITY DUNGEONS & DRAGONS SOCIETY

NEWSLETTER the Fourth 1991/1992

Welcome Back

And so, a new term begins, and for all of us it's back to late nights slaving over insoluble problems with looming deadlines, puzzling over incomprehensible handouts, battling with malign and anonymous authorities, wrestling with personal difficulties that no-one else can possibly understand, getting falling-over drunk at every convenience, and all for the most paltry of rewards.

Yes, role-playing can be hell, sometimes...

Weekly Meetings

This term, the weekly meetings are to be held in the Robert Gardener Room at Emma (through the door on the left just before the entrance to the Upper Hall. First meeting is Tuesday 21st January, from 7 - 10:30 PM, subsequent meetings on subsequent Tuesdays, as per usual.

One-Offs

We would like to arrange another session of one-off adventures for later this term. This will be at one of the weekly meetings later in February, the exact date to be announced in the next newsletter. In the meantime, anyone who would like to GM a one-off session, please get in touch with a committee member soon, letting him/her know the system you will be running and number of players you can accommodate.

Anyone interested in playing, please come along and sign up for whatever system takes your fancy at the pub meeting on Thursday the 6th of February (again, see below) -prospective GMs, please get in touch before then.

Pub Meeting

The Society will be drowning its sorrows at 7:30 PM in Catz Bar on the following dates:

**Monday, 20th January, and
Thursday, 6th February**

Video Evening

Another video evening is to be held on Saturday 8th February, from 6 PM to 12

midnight in the Castlereagh Room, St. Johns. This time we have lined up for you:-

Ladyhawke

(fantasy of the swords and shape-shifting school)

Naked Gun 2 1/2

(haven't seen it, can't comment)

Predator 2

(much gorier than the 1st one)

Or if we can't get these we'll be watching, well... something of the secretary's choice (cackle).

Varsity Match

Sometime this term, we shall be playing host to Oxford as they seek against overwhelming odds to regain the Broken Sword of Sharda. We have managed to win this priceless trophy for three years running now, and it would be nice to make it four. Consequently, we would like six outstanding volunteers to make up our team. Anyone interested, please get in touch with a member of the committee, soonish. The system to be used is Rolemaster. Date and venue to follow, once we've sorted out the details with Oxford. C'mon people, it's worth a quarter-blue...

RAG Dungeon

In addition to jumping out of airplanes, driving beds around Cambridge, and sleeping in igloos, you can also role-play for charity! Anyone who is interested in GMing a 24-hour-long marathon (consider getting a friend or two to help) should dust off/concoct a scenario to be played on a certain weekend around the end of term (to be announced in a forthcoming newsletter,

of course). Be sure to tell a committee member you are interested, so we can find you players (and run a tacky advert in the forthcoming newsletter). Would-be players can think about finding sponsors and laying in a stock of caffeine.

Labyrinth

Also on a certain weekend near the end of term (just how many of those are there, Pete?), there will be a trip to caverns south of London where you can engage in live role-playing. Talk to Harvey Maycock for details (but he won't help you with your costume). The more people that go, the less it will cost.

Members in the Real World

I.e., those of you who have left university and get your newsletters through the post. You may recall in the second newsletter that we requested the paltry sum of £2 to help cover the ever-increasing expenditure on stamps and envelopes that our keeping in touch with you requires. So far only two of you have responded (thanks, Steve, thanks, Jim). The rest of you, please note that we cannot afford to keep sending you newsletters indefinitely, so please get in touch with us if you want any more newsletters after this one. We love you guys really, but £2 isn't all that much to ask. Is it?

Obituaries

The Eagle (Yoshiro Nishikawa)

Recently, in March 1990, The Eagle's past, in the shape of his father, the super-assassin known as **The Ninja**, caught up with him. In Japan, two years previously, before he became The Eagle, Yoshiro had discovered his father's secret and revealed it to the Authorities. Needless to say, his father was not amused by this, and Yoshiro wisely fled Japan, changing his name to Joshua Chance, re-locating in New York and joining The Guardians superteam.

However, all his efforts came to naught and **The Ninja** re-appeared. He challenged The Eagle to atone for his betrayal of the family and father and son fought in the midst of a huge thunderstorm. The Eagle never landed a blow as the **The Ninja** slowly whittled him away, but he never stopped fighting. Then **The Ninja** struck for real, and, in a mighty blow, The Eagle was decapitated.

Though he knew he couldn't win, Yoshiro fought bravely and honourably and was a credit to the good name of The Guardians.

He is survived by a wife, Carol, a son, the other members of The Guardians, most of the rest of the planet, and his father...

The Committee are




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<u>Vice President:</u>	Chris Carr, Downing <CC112>	Zebedee
<u>Junior Treasurer:</u>	Matt Nesbit, Kings	Dylan
<u>Secretary:</u>	Iain Walker, 42 Warkworth Street (Emmanuel)	The CCSWNS
<u>Assistant Secretary:</u>	Rebecca Teed, 42 Warkworth Street (Emmanuel) <RT108>	Rosalie
<u>External Officer:</u>	Harvey Maycock, Fitzwilliam <HRM10>	Brian

CUMBRIDGE UNIVERSITY DUNGEON & DRAGON SOCIETY










NEWSLETTER the Fifth 1991/1992

Annual Dinner

What are you going to be doing on the evening of Tuesday, 3rd March? That's right, you're getting dressed up and coming along to this year's Annual Dinner. The venue will be the Upper Hall in Peterhouse. Tickets are £22, and will be available from Matt Nesbit at any society meeting between now and the one-off session on the 25th. This price assumes that Peterhouse are going to charge us V.A.T. - they didn't last year, and if they don't this year, we shall refund the difference (so keep that receipt handy). A vegetarian option is available, as is a choice between mead and wine - let us know your preferences when you buy the ticket.

Dress code:- Costumes or Black (tie optional), but no real weapons will be allowed. No , no  and absolutely no .

Menu

- Smoked Mackerel with Brown Bread and Lemon 
-  Entrecote Steak Garni Creme Brulee 
-  Coffee and Fruit   
-  Lots of Mead and Wine 

One-Offs

At the weekly meeting on Tuesday the 25th February, we'll be holding this term's session of one-offs. Would-be players, come along and sign up for the system of your choice at the meeting on the 18th. GMs, get

in touch with a committee person before then, so that we know what you want to run, and how many players you want.

Pub Meetings

The society will be stealing Rob Downham's shoelaces again at 7:30 PM in Catz Bar, on the following evenings:-


- Wednesday, 19th February
- Monday, 9th March


Varsity Match

The Varsity Match will be held on Friday 22nd or Saturday 23rd February, subject to confirmation with Oxford. We have five volunteers for our team, so far, which means that we need one more. Anyone interested, please get in touch with a committee member. Current volunteers, stay in touch, so that we can keep you abreast of developments.

RUG Dungeon

To be held from 6 PM on Friday 28th to 6 PM on Saturday 29th February. Two 24-hour games currently on offer:-

Traveller/Cyberpunk, to be run by Matt Nesbit and Martin Fay in Matt's room (A9, King's) 

Marvel Super Heroes, to be run by Pete Moore and Harvey Maycock in Pete's room (Rm. 12, 27 Green Street). 

Contact the GMs if you want to play, and they will provide you with a

nice, official CUDADS Sponsorship Form. If you want to run something yourself, tell a committee member now.

P.S.: - Players - don't forget to bring your own food, coffee, etc. on the day.

Labyrinth

A live-roleplaying outing is planned for Sunday 8th March. See Harvey by or before the meeting on the 18th Feb. This is an Absolute deadline - Harvey needs your name by then, and no later.

Video Evening

On Saturday 7th March, from 6 PM to 12 midnight, we shall be analysing the political subtexts of the following films:-

Robin Hood - Prince of Thieves

("Because it's dull, you twit. It'll hurt more")

Alien Nation

(A cop buddy social conscience shoot-'em-up splatter movie)

Something Else

(Suggestions please - the Secretary favours "Bad Taste")

As usual, the venue will be the Castlereagh Room, St. John's.

Members in The Real World

One last chance - please give us £2 to cover postage costs, or alternatively, let us know how to get newsletters to you without having to post them.

Missing Persons

Have you seen this Jhaeleene?

A Jhaeleene, 6' tall, 150 lbs., red hair, answers to "Salem". Last seen on horseback, leaving the Durath Barbrigg Hotel and heading west across the Span Bridge. If you see this person, please don't tell anyone, especially us.

(signed)

The Qabbal Party

The Committee are

<u>President:</u>	Pete Moore, Room 12, 27 Green Street (Gonville & Caius) <PJM29>	The Train
<u>Vice President:</u>	Chris Carr, N4, Downing <CC112>	Zebedee
<u>Junior Treasurer:</u>	Matt Nesbit, A9, Kings	Dylan
<u>Secretary:</u>	Iain Walker, 42 Warkworth Street (Emmanuel)	The CCSWNS
<u>Assistant Secretary:</u>	Rebecca Teed, 42 Warkworth Street (Emmanuel) <RT108>	Rosalie
<u>External Officer:</u>	Harvey Maycock, A12, Fitzwilliam <HRM10>	Brian

Matt Brown

CAMBRIDGE UNIVERSITY DUNGEONS & DRAGONS SOCIETY

NEWSLETTER the Sixth 1991/1992

Weekly Meetings

Tuesday meetings continue for the next three weeks only - after that, those of you running or playing in ongoing campaigns will have to make your own arrangements. As usual, meetings will be held at Emmanuel College, from 7 - 10:30 PM. Note that the actual room will be changing from week to week:

28th April - Robert Gardner Room

5th May - Old JCR

12th May - Robert Gardner Room

One-Offs

The weekly meeting on Tuesday 12th May will be devoted to another session of one-off scenarios. Prospective GMs, come along to the meeting on the 5th of May, with details of the system you want to run, the number of players you can accomodate, etc. Prospective players, come along to the same meeting and sign up for whatever system takes your fancy.

Pub Meetings

Two more sorrow-drowning get-togethers before the exams:

Monday, 4th May

Tuesday, 19th May

As usual, to be held in Catz' Bar at 7:30 PM.

Video Evening

Live role-playing using the Couch Potatoe™ system. This time, we have lined up:

Flash Gordon

(Even though/because Iain hates it)

LifeForce

(To make Iain feel better)

Cyrano de Bergerac

(because it's good stuff!)

Date: Saturday, 2nd May, 6:00 PM.

Place: Castlereagh Room, St. John's.

A.G.M.

The Society's Annual General Meeting will be held some time after the exams, the exact date to be announced in the next newsletter. However, people may like to start thinking about whether or not they want to stand for next year's Committee. The positions open to election are:

President

Vice-President

Secretary

Assistant Secretary

Junior Treasurer

External Officer

Nominations must be in writing and seconded by another member of the Society (you can nominate yourself), and should be given to Pete for safe-keeping.

Unreasonable Demand

Matt would like to get his hands on all the money from the Rag Dungeon now. Make cheques payable to "Cambridge University RAG", and deliver them to Matt (Box 665 at King's) as soon as possible.

Another Unreasonable Demand

Anyone who has any material borrowed from the library, could you possibly get round to returning it sometime soon before Pete cashes your cheque and runs off to Tijuana with the money?

Hunt Party

False alarm - you're not getting any details until the next newsletter. One hint though - it'll probably be on **Sunday 14th June**.

Congratulations!

The **Viking** single handedly took down Pete's entire Champions party last

Tuesday. As if he wasn't popular enough with them already...

More Campaign Reports

These campaigns are full up, but we just wanted to warn you what sick minds are up to out there:

Baleful Tidings - Alex Jones, GURPS

This campaign has been described as "somewhat unusual." This is probably something of an understatement. The party: an "Indiana Jones" from a Shadowrun-type world; a maths professor who has recently discovered rune-magic; a trigger-happy private eye with strong views on local government, and a blacksmith from the Highlands...They're trying to save Earth from the paranoid, megalomaniac, blood-drinking Bales. Unfortunately, they're on Yrth, with no idea where to find their enemy, although they're closer than they were when fighting Terradyne security or learning how to fly on Flight 13...

Vikings-Helen Steele, Runequest

In the Dark Ages, before Christianity had spread to the north of Europe, when the Viking longships loomed out of the mists of Ragnarok to loot and destroy, bands of men of Denmark would take to the high seas and the rivers in search not only of fortune but honor. Controlled by fate, they venture out, to kill or be killed, to trade, to discover new lands, to fight honourably and die a Viking -- sword in hand. Is it fated for our Vikings to prove their bravery, to please the Old Gods, to reach their goals, to make it home?

Wanted: News from the Unreal World

In the last newsletter, we'd like to print more campaign reports, of what you and your silly players did this year. Please send these to Becky Teed at Emma or to RT108 on Phoenix. Fnord.

The Committee are

<u>President:</u>	Pete Moore, Room 12, 27 Green Street (Gonville & Caius) <PJM29>	The Train
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CAMBRIDGE UNIVERSITY DUNGEONS & DRAGONS SOCIETY

Newsletter the Seventh (and Last) 1991/1992

Highlights of the Year

1. The Vampire live role-playing session, at which Becky fooled us all.
2. Descaling the kettles with mulled wine at the Christmas Party.
3. The Creme Brulee at the Annual Dinner
4. The Pub Meeting at which Champions was not discussed.
5. The three Committee Meetings at which all the Committee turned up.
6. All the Video Evenings.

Thanks to:

1. Catz Bar for not throwing us out.
2. Kate and Pery at the Botany Dept. for help with the Newsletter.
3. Jane and Ginny (in anticipation) for food at the Punt Party.
4. Ginny and Becky for mince pies for the Christmas Party.
5. Jane for makeup at Vampire and the Annual Dinner.
6. Ginny and Jane for costumes for the Annual Dinner.
7. Rob for getting the room for the Video Evenings and Vampire.
9. All the GMs, all the players and The Committee for being wonderful.

Rather Less Thanks to:

1. Lloyd's Bank for ludicrous banking charges.
2. The telephone staff at Labyrinth for being so helpful.
3. Downing College for not actually getting rid of Chris.
4. Becky for giving me a duck called Arkle. All right, all right...

PS - Good luck in the exams, guys.

Annual General Meeting

This year's AGM will be held in the Old JCR at Emmanuel, on **Thursday, 11th June**, at 7:30 PM. Business shall consist of the election of the new Committee for next year and the following motions:

1. Motion to amend the Society's constitution, to change the name of the Society to the Cambridge University Role-playing Society. The reason behind this is that the current name is misleading (only a few of us play D&D), and may put prospective members off joining.

2. Motion to set the membership fee at £3.50 for one year, £6 for life

and £2.50 (the difference) to upgrade from one t'other.

If anyone out there has any other motions that they would like to put to the AGM, propose them in writing, get them seconded, and give them to Pete Moore by **Tuesday, 9th June**.

Elections

Unless someone puts forward a motion to abolish The Committee and run the Society as an anarcho-syndicalist collective, and such a motion gets passed (or indeed, past Pete, fat chance), then the election of next year's Committee will be the main business of the AGM. The

positions to choose from are:

President Secretary
Vice-President Asst. Secretary
Junior Treasurer External Officer

If you aspire to the dizzy heights of power, get yourself nominated and seconded in writing and get the nomination to Pete by June 9th. You can nominate yourself, or second yourself, but not both! You may stand for up to two positions on The Committee. Make it clear which is your preferred position, since you will only be deemed to be standing for your second choice if you fail to be elected to your first one. For example, you could stand for President as your first choice and Vice-president as your second, and if you fail to get elected president, you will still have the opportunity to stand for Vice-president.

Punt Party

This year's May Week extravaganza shall be taking place on **Sunday, 14th June**, from 1 PM to 6 PM. Tickets will be £5 for Society members and £6 for non-members. This is to cover the cost of hiring the punts and the vast quantities of food that will be provided, so bring your own drink. Dress code - wet. We meet beforehand at the Mill, just

beside Scudamore's, from 11 AM onwards. That way we can set off as soon as the punts are assembled (bring some sellotape), and if anything goes wrong, we'll all be too sloshed to care. We punt upriver to Grantchester, eat, then punt back.

Tickets are available from Matt Nesbit, up until the 9th of June (in person or by post, if you send money, at King's College, CB2 1 ST).

WE NEED PUNTS! Let us know if you know anywhere we can get a cheap punt on the day, at the above time. If you can find one, book it and we'll pay for it!

Pub Meeting

The Society will prop up Catz Bar for the last time this year from 7:30 PM onwards on **Tuesday, 9th June**: which is also the deadline for nominations and motions for the AGM and the last chance to buy tickets for the Punt Party.

Labyrinth

Anyone interested in another live role-playing trip, see Harvey as soon as possible and give him your name. Date to be arranged, but liable to be towards the end of term.

The Committee are

<u>President:</u>	Pete Moore, Room 12, 27 Green Street (Gonville & Caius) <PJM29>	The Train
<u>Vice President:</u>	Chris Carr, Downing <CC112>	Zebedee
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Cambridge University Rôle-Playing Society

Newsletter the First 1992 / 93

Ye Tragical Comedy Of Advanced CyberCthulhu & Gurpshammer 2000

Act I, Scene I

GM: Behold! This weekly night hath come to us
again,
When thought of learned things and study all
must cease:
The talk of saving throws and polyhedral dice
Shall be; of SAN loss vile, of Hit Points and
the Plot.

(Enter several Players bearing biscuits)

1st Player: Now do I spend my Experience Points,
For last session was by my doughty valour
marked.
And thus methinks in sword-play shall I rise -
Oh shit!
What knave hath spilt coffee on my character
sheet?

2nd Player: Since last we met a new PC hath I rolled up,
In mega damage armour all yclad.

Jasmina Plot-Ignorer is she called,
And no, I fiddled not my rolls upon the dice.

GM: This character sounds like unto your last, and
so
With trepidation do I now peruse her stats:
A fearsome wench, yet not too gross, although
The +5 chainsaw must you still forsake.

2nd Player: Nuts!

GM: Debate not with thy sovereign liege,
For Kronos hath already measured out the
hour.
Break out the chocolate Hobnobs ere the
game begin,
And gather round my GM's screen and
crumpled maps,
While like blind Homer do I set the scene,
And bend my gruesome tale unto your ears.

Hello and welcome to the Cambridge University Rôle-Playing Society (you are going to join, aren't you?). We exist to promote Rôle-Playing in all its multifarious forms, whether AD&D, Cyberpunk, Cthulhu, Champions, Warhammer, GURPS, Traveller or Qabbal... You name it, we play it, and even if we don't, we can probably help you organise it if you want to run it (and need players) or play it (and need a GM). It doesn't matter if you've been playing for years, or if you're only just thinking of taking up rôle-playing here and now, either way you won't be the only one, and there is usually a game going on somewhere to suit any taste. Since your interest has sustained you this far into the Newsletter, you are cordially invited to

THE SQUASH

3:00pm, Saturday 10th October,
Pythagoras Room, St. John's College
(right at the back of the college - ask the porters if you get lost)

Current members are welcome as well, naturally. We will be distributing refreshments and accepting membership money. Membership costs £3.50 for one year, £6 for life, £2.50 to upgrade from one to other. For your edification and delight, a game or two will be arranged - feel free either to watch or join in. The Squash will be followed (after a break in which to eat) by the first Pub Meeting of the year. We shall be gathering in the Mitre (on Bridge St.) at 8:00pm that evening. And there's more - turn the page and read on...

Weekly Meetings

The Society organises weekly rôle-playing sessions, during which a number of different campaigns will be run. Members will also have the opportunity to try out new or different game systems, not only in these regular campaigns, but also in occasional meetings devoted to one-off scenarios, held roughly once a term.

Provisional arrangements have been made to meet in the Robert Gardner Room, Emmanuel, on Tuesdays during Full Term, from 7:00pm to 10:30pm. The first meeting will be on Tuesday 13th October. Prospective GMs wishing to arrange campaigns should arrive early.

Other Regular Events

PUB MEETINGS - Held fairly regularly. The next one will be in St. Catherine's bar on Monday 26th October at 7:30 pm.

VIDEO EVENINGS - We will be holding a number of video showings throughout the year. Requests and suggestions welcome.

LIVE RÔLE-PLAYING - expeditions are arranged to Labyrinthe about once every term. Tony Mitton has also promised us another of the Vampire sessions that worked so well last year, and Ed Carter is organising a horror LRP called 'Ghost Story' over the Hallowe'en weekend.

And There's More...

CHRISTMAS PARTY - Mulled wine, mince pies and various wildly improbable games.

ANNUAL DINNER - Usually held around March. Fancy Dress, Black Tie optional.

VARSITY MATCH - Played against Oxford.

RAG DUNGEON - 24 hr Marathon held in aid of Rag.

PUNT PARTY - May Week Extravaganza.

10% DISCOUNT at Games & Puzzles on Green St., the local game stockists. This is available to student members of the Society only, and is subject to a number of conditions:-

- i) Applies only to rôle-playing materials.
- ii) Not available on Saturdays.
- iii) Not available with credit card purchases.
- iv) Available only on production of a current Society membership card, with the date of expiry clearly written on it. *This means the new Rôle-Playing Society card, not the old Dungeons & Dragons Society one (see below).*

THE LIBRARY - We possess an extensive library of game systems, supplements, modules, magazines and figures. These are available for members to borrow. Deposits are required, but post-dated cheques are accepted - however, there may be some restrictions on the hiring out of rare or out of print items. The library will be in the possession of Chris Watts, once we've worked out how to move the damned thing.

The Name Change

At last year's A.G.M. we changed the name of the Society, but new membership cards are being distributed even as we speak, except to 1 year members from last year (you could always upgrade to Life though). Please contact the Secretary if for any reason you don't get one.

E.G.M.

There will be an Extraordinary General Meeting of the Society on Tuesday 20th October at the start of the weekly meeting at Emma, in order to elect a new External Officer. The External Officer organises Labyrinthe trips, the Varsity Match, and generally keeps the Society in touch with the Real World™. Any member of the Society can stand. Nominations must be in writing, must be seconded, and must be given to the President by midnight of Sunday 18th.

Note to members in the Real World - if you live outside Cambridge and we have to mail Newsletters to you, can we please have £2 to cover the postage? Otherwise, we can't afford to send you any more Newsletters after this one.

This Year's Committee are

President:	Chris Carr	(Zebedee)	13 Warkworth St. (Downing), <CC112>
Vice-President:	Stephen Balchin	(Ermentrude)	A16, St.John's
Secretary:	Iain Walker	(Cutout Cardboard Shrub With No Soul)	10 Hale St. (Emmanuel)
Assistant Secretary:	Chris Watts	(Dougal)	Z20, Christ's, <CRW11>
Junior Treasurer:	Anthony Grocock	(Brian)	Rm.2, 9 Chesterton Lane (Clare), <AIG24>
External Officer:		to be elected	

Cambridge University Rôle-Playing Society

Newsletter the Second 1992 / 93

Ye Tragical Comedy Of Advanced CyberCthulhu & Gurpshammer 2000

Act I, Scene II

GM: Unto this village tavern hath you come,
As yet for no good reason but mine whim.
The "Bile and Vomit" is it truly named,
And sullen NPCs glare out within.

1st Player: Barman! A tankard of thy finest ale
Should now this thirst of many days beslake.
But victuals and rooms must wait: pray tell
What rumours, sir, do creep about this place?

Barmaid: I beg your pardon?

1st Player: Oops. Charisma roll?
(Enter the barmaid's eight 10th level brothers)

1st Player: A good Charisma roll?

GM: As you do quaff,
Perception rolls the party all must make.

2nd Player: Jasmina bought no skill of such a name,
But now I see how I might save the points:

So Stealth goes down, and Streetwise ere
withal,
And lo! now does she spy what others miss.

GM: O bloody chancer! Still, you do espy
This NPC in hooded cloak attired.
For 'tis your characters he seeks, and so
Around your empties does he now approach,

3rd Player: We are attacked! Have at thee, foul villain!
(The NPC dies messily)

3rd Player: A hit! A critical hit!

GM: O bugger.
Until next week when we do meet again,
With furrowed brow must I now shape my
thoughts.
For here doth lie no random NPC:
This murder dire was of mine crafted plot.
(The party loot the body)

People who have yet to join!

We can't afford to send you Newsletters indefinitely unless you actually decide to join. Please either contact a Committee member, or come along to any Society event. Membership costs £6 for life, £3.50 for 1 year. This also applies to people who joined for 1 year last year - you can still upgrade to Life for only £2.

Weekly Meetings

Apologies for the confusion over the rooms at Emma. We will be in the Upper Hall (at Emmanuel) on Tuesday 3rd November, and (hopefully) will be there for the rest of term.

Campaign Directory

A directory of all the Campaigns going on this year is available for perusal at the Weekly Meetings on Tuesdays, and also on the Society's Phoenix Filespace (see later). We would like to

keep this directory as complete and up-to-date as possible, so if there are any GMs out there who haven't sent in their campaign details yet, get them to Chris Watts as soon as possible. Similarly, if any of these details change (time, venue, players dropping out etc.), please let Chris know so that he can amend your campaign entry. And if you get one of your players to write a few words about the campaign from their point of view, we can include this as well.

Players still looking for a campaign - come and look at the directory to see what's available. If there are no spaces left in the campaign you'd like to play in, put your name down on the waiting list - if anyone drops out, you'll be able to take their place. If you're still stuck, talk to one of the Committee, and we'll see what we can do.

Christmas Party

The Time:- Saturday 5th December, 7 pm.
The venue is still to be arranged, and will be

announced in the next Newsletter. We will be serving mulled wine and mince pies, and there will be a variety of wild and improbable games to play. If anyone wants to GM a 2-3 hour one off session for the Party, please get in touch with a Committee member soon - we'd like to have 3 or 4 games going on. Tickets will be £3, and will be available from Anthony Grocock at any Society meeting (once they're printed, that is).

Pub Meetings

The Society will be gathering downwind of the Secretary's cigarette smoke at 7:30pm in Catz bar on

Monday 9th November

Monday 23rd November

For those of you playing in campaigns on Mondays, we'll alternate the Pub Meetings a bit more next term, if you like.

Video Evening

To be held on Saturday 21st November, from 6pm to 12 midnight in Z Basement, Christ's. We will be showing

TERMINATOR 2 (bang crash ratatat I'll be back)
THE PRINCESS BRIDE (because it's traditional)
SOCIETY (the Secretary's choice, ha ha)

Live Role-Playing

We will be organising a double-length live role-playing session at Labyrinth on Sunday 6th December. Get in touch with David Wright if you are interested in going, by Tuesday 24th November at the latest. The cost per head will probably be around £16.

Tony Mitton has agreed to run another live role-playing "Vampire" session on Saturday 28th November. If you'd like to be a Creature of the Night for a day (so to speak), then get in touch

with Iain Walker, again by Tuesday 24th. Precise time and venue to be arranged.

Oxford

Our fellow gamers in OURPS have invited us to their own Xmas Party on Saturday 28th November (so it's a choice between this and Tony's "Vampire"). We don't have any more details yet, but get in touch with David Wright if you're interested.

The Library

The Library has finally been transported to Chris Watts' room in Christ's (thanks, Doug), and is now open for business. A complete list of its contents will be available along with the Campaign Directory at the Weekly Meetings, and on the Society's Phoenix Filespace. The Library will *definitely* be OPEN on

Mondays and Fridays, from 8 - 10pm,
and will *definitely* be CLOSED on

Mondays and Fridays before 7pm
 All day Sunday
 Saturday, Tuesday and Wednesday mornings
 Thursday mornings and from 4 - 7pm.

Phoenix Filespace

The Society's filespace on Phoenix should be on line any day now. It rejoices under the name of "CURPS", and will contain a version of the Campaign Directory and a list of the contents of the Library. We're also going to see if we can attach a mailbox to it, so that you can leave rude messages for other members of the Society.

Suggestions

Is there anything else you think the Society ought to be doing? Suggestions please, to your friendly local Committee Member, or via the Society's Filespace (*if* we get the mailbox).

This Year's Committee are

President:	Chris Carr	(Zebedee)	13 Warkworth St. (Downing), <CC112>
Vice-President:	Stephen Balchin	(Ermintrude)	A16, New Court, St. John's
Secretary:	Iain Walker	(Cutout Cardboard Shrub With No Soul)	10 Hale St. (Emmanuel)
Assistant Secretary:	Chris Watts	(Doug)	Z20, Christ's, <CRW11>
Junior Treasurer:	Anthony Grocock	(Brian)	Rm.2, 9 Chesterton Lane (Clare), <AJG21>
External Officer:	David Wright	(Dylan)	Y11, Kings (Box 776)

Cambridge University Rôle-Playing Society

Newsletter the Third 1992 / 93

Ye Tragical Comedie Of Advanced CyberCthulhu & Gurpshammer 2000

Act I, Scene III

GM: My NPC unto his wormy grave hath gone,
In death my plot undone must seem to lie.
But 'tis not so! Prick back thy ears withal:
What sprites do gibber in the airy void?
(Enter the Party from a great height)

1st Player: A noisome curse upon that evil day,
When rules on falling ere were wrote!

GM: Gotcha!
Thus do I spring my naked Plot-Device,
To bring these knaves unto this fateful place.
The gorey corpse did wear, and they did rob
A Colostomy Bag of Mystic Flight.

4th Player: I own that I did err, betides. That flask
No Potion of Humungous Strength did hold.

GM: Achilles in his tent griped not like thee,
But now unto my words thyselfes bethrall.
'Pon yonder hill a castle marks its crag,

With pennants black and sinister and bold.

1st Player: A doughty oak I climb: what sign of life
Doth skulk without within yon lurking keep?

GM: In silence strange the darksome tower doth lie.
What doest thou?

3rd Player: Methinks 'tis little sport
That may be had in such a place. Thus so,
We now do seek such climes as we may kill
Some orcs.

GM: Er... I spoke not of this before,
But costly treasures now do twinkle bright
Within this rich and wealthsome citadel.

Players: Then wherefore do we tarry here?
(Exeunt)

GM: Strike one!

Weekly Meetings

We will be in the **Upper Hall** (at Emmanuel) on **Tuesday 24th November**, but on **Tuesday 1st December**, we will be in the **Party Room** at Downing instead. Next term we hope to be in the Upper Hall at Emmanuel again, and the first Weekly Meeting of 1993 will be on **Tuesday 12th January**. Watch out for the usual notice posted inside the front gate in case we have any more problems with the room.

One-Off Sessions

At the Weekly Meeting on **Tuesday 26th January**, we will be organising a number of one-off sessions so that people can try out new or unfamiliar game systems/GMs/players.

Prospective GMs! If you'd like to run something just for one evening, please get in touch with one of the Committee, and let them know the system you want to run, and the number of players you can cope with. The

deadline is the Meeting on **Tuesday 19th January**, when you can get players to sign up.

Prospective Players! Come along on the **19th**, and sign up for one of scenarios available.

Christmas Party

Will be held on **Saturday 5th December** at **7pm**, in the **Party Room, Downing**. Lots of mulled wine (bring your kettles for descaling) and mince pies, and lots of bizarre games. If you'd like to run something at the Party, please see a Committee member **NOW**. Tickets will be **£3**, and will be available from **Chris Watts**.

Campaign Directory

The following GMs have not yet returned their Campaign Directory forms:-

Nick Clayton	Aidan O'Lynn
Andrew Davies	Ginni Rose
Keith Grange	John Sloan
Adam Moseley	

Get those forms to Chris Watts A.S.A.P. And to all GMs - let Chris know of any changes so that he can keep your entry up-to-date.

Players still in search of a campaign - the Campaign Directory will be constantly up-dated, so keep checking it. The following campaigns currently have spaces available:-

- | | |
|-----------------|----------------|
| Warhammer | Traveller |
| Call of Cthulhu | Ars Magica |
| Champions | D&D (we think) |

Pub Meetings

No more this term, but we'll be getting next term off to a flying start at 7:30pm in Catz bar on *Wednesday 13th January*

Live Rôle-Playing

Labyrinthe is on **Sunday 6th December**, and David Wright will want your money by **Monday 30th November** at the latest. The projected cost is still £16, but might be less if we can get at least another two players. So if you're interested but haven't signed up, see David A.S.A.P.

"Vampire" is on **Saturday 28th November**, and will be held in the **Old JCR** in Emmanuel (we hope) from **6:30pm - 11:30pm**. Background material will be distributed to Players well beforehand, but you'll have to wait until Saturday for your characters.

Oxford

The OURPS Xmas Party on **Saturday 28th November** will cost **£5** with booze, **£3** without. See David Wright NOW if you want to go. We're inviting them to our Xmas Party, incidently.

The Library

We are issuing a general recall of all materials that have been taken out of the Library, primarily for cataloguing purposes. You

can renew things immediately, but we want to see them first, and we want to see them by the end of term at the latest. In particular, we want to get back the following, since we don't know where the hell they've got to:-

- Curse of the Cthonians
- Cthulhu by Gaslight
- The Labyrinthe Supplement

If you've got them, bring them back NOW.

By the way, we will soon have lots of money to spend on the Library. Any requests?

Rag Dungeon

The 24 hr rôle-playing marathon in aid of Rag will take place around the middle of next term, but if you would like to GM something, please start thinking about it now. What system will you be using? How many players do you want? Let us know first thing next January, so that the details can go in the next Newsletter.

Design a T-Shirt

We need a new Society T-shirt, so whoever comes up with the best design by **Tuesday 26th January** will get two free tickets to the Punt Party in May Week (generous, huh?). Designs should be in black and white on A3 sized paper (bear in mind that the image on the eventual T-shirt will be reversed to white on black), and should feature the Society name or an abbreviation thereof (CURS or CURPS) fairly prominently. As for the rest of it, something vaguely relevant to rôle-playing would help.

Phoenix Filespace

Sorry that the Society's Phoenix Filespace isn't on line yet, but it should be by the end of term. The old "CUDADS" Filespace is still available in the meantime, and should contain the Campaign Directory and the Library list.

This Year's Committee are

President:	Chris Carr	(Zebedee)	13 Warkworth St. (Downing), <CC112>
Vice-President:	Stephen Balchin	(Ermintrude)	A16, New Court, St.John's
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Junior Treasurer:	Anthony Grocock	(Brian)	Rm.2, 9 Chesterton Lane (Clare), <AJG24>
External Officer:	David Wright	(Dylan)	Y11, Kings (Box 776)

Cambridge University Rôle-Playing Society

Newsletter the Fourth 1992 / 93

Ye Tragical Comedie Of Advanced CyberCthulhu & Gurpshammer 2000

Act II, Scene I

GM: Our interval away is flit - bestill
That noise thy choc-ice wrappers now do make.
'Tis time again our party bold to join,
As they do potter round this fateful keep. *(Enter a Nameless Thing)*

1st Player: I prithee now, what hour doth mark the time?

GM: At grim Hecate's call, the hordes of night
Hath worked a darksome spell upon the land.

2nd Player: What sayest thou?

GM: About midnight, all right?
On gargoyled threshold do you stand, but lo!
The door hath opened wide with ancient creak.

Butler: May I help you, sir?

3rd Player: Yes, where's the treasure?

GM: Through cobwebbed hall and stony gloom
your guide
Doth lead you down unto a noisome crypt.

Thing: Ph'nglui mglw'nafh ere withal
Cthulhu in R'lyeh doth fthagn.

GM: Unholy froth beslimes this squamous sight!
SAN rolls now each character must make.

4th Player: Oops.

GM: Of loathly fear thy breeches take their fill,
Ere this blaspheming spawn doth eat thy brain.
(The Thing starves to death)

4th Player: Phew, that was close.

GM: A curse! I clear forgot
Thy wretched IQ is but meagre 8.
(The party go through the Thing's orifices for loose change)

Weekly Meetings

We will continue to meet in the **Upper Hall** at Emmanuel on every Tuesday this term, except for the last three (23rd February; 2nd March; 9th March). Alternative arrangements will be made for these evenings (see next Newsletter). If we have any problems with the other meetings, a notice will be posted within the front gate at Emmanuel.

One-Offs

Just to remind you that at the Weekly Meeting on **Tuesday 26th January**, we are running some one-off sessions instead of the regular campaigns. If you missed the signing up for the various scenarios at the meeting on the **19th**, there may still be spaces available, so come along anyway. We'll probably have another session of one-offs later this year, should this one prove a success.

Annual Dinner

This year's Feast of Feasts will be held some time around the 5th or 6th of March. See next Newsletter for details. We only mention it now so that you can start thinking about costumes and things.

Pub Meeting

Next Pub Meeting will be at 7:30pm in Catz bar on

Thursday 4th February

Rag Dungeon

Volunteers wanted for experiments in sleep deprivation. Our traditional 24 hr rôle-playing marathon in aid of Rag has been scheduled for **Friday 19th - Saturday 20th February**, from **6pm to 6pm**. If you would like to GM something, talk to a Committee member soon. Let us know the system will you be using, and

how many players do you want, and let us know on or before the Weekly Meeting on **Tuesday 9th February**. We will then be to advertise the games available in the next Newsletter. Would-be Players, come along to the meeting on **Tuesday 16th February** to sign up and collect sponsorship forms.

Varsity Match

We are assembling a team of crack rôle-players to infiltrate the dreaming spires of Oxford and reclaim for the Society the Broken Sword of Sharda that we somehow managed to lose last year. We need 6 volunteers, so talk to one of the Committee if you're interested. It is Oxford's turn to host, and the date they've suggested is the **26th - 27th February**. Unfortunately we can't tell you what game system will be used, because apparently they're writing *it* as well as the scenario.

Video Evening

Another informal seminar on the power of the visual image will be held on **Sunday 14th February**, from 6pm - 12 midnight, in Z Basement, Christ's. We will be screening:-

BILL AND TED'S BOGUS JOURNEY
THEY LIVE!
DARK STAR

Live Rôle-Playing

This term's Labyrinth expedition will be on **Sunday 7th March**. Talk to David Wright if you're interested.

T-Shirt Reminder

Remember that the deadline for our T-shirt competition is **Tuesday 26th January** (although we're prepared to be flexible on this), and that designs should be in black and white on A3 sized paper, and should feature the Society name or

an abbreviation thereof (CURS or CURPS) fairly prominently. For what it's worth, the winner gets two free tickets to the Punt Party in May Week.

GamesFair

The annual gaming convention Games Fair takes place at Reading University on the **2nd - 4th April**. It costs just under £50 a head, including accommodation. If you're interested in attending, you could do worse than write for a booking form to:-

TSR Ltd.,
 120 Church End,
 Cherry Hinton,
 Cambridge CB1 3LB.

Library Spending Spree

We now have lots of money to spend on the Society Library. What would you like us to get?

Campaign Directory

Players:- if you still haven't found a game, don't give up. There are still places available in the following campaigns:-

Dark Star Wars (1 space) Warhammer (1 space)
 Star Wars 2nd Ed. (5 spaces) Ars Magica (2 spaces)
 Twilight 2000 (1 space) D&D (2 spaces)
 Call of Cthulhu (2 spaces)

See Chris Watts and put your name down on one of the waiting lists in the Directory.

GMs:- Updates for your Directory entries are welcome at any time.

Phoenix Filespace

At long last, we have a Phoenix Filespace and mailbox, rejoicing under the name "CURPS". At the time of this Newsletter going to press (or photocopier, as the case may be), it will contain a copy of the Campaign Directory and a list of the contents of the Library (or as much of it as has been typed up).

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Cambridge University Rôle-Playing Society

Newsletter the Fifth 1992 / 93

Ye Tragical Comedie Of Advanced CyberCthulhu & Gurpshammer 2000 *Act II, Scene II*

1st Player: This irksome plot of which I now must speak
Hath latterly congealed a rancid knot -
Brave Alexander ay would stay his blade
From such dire twists as now do make us weep.

3rd Player: No plot hath I discerned these sessions past;
No orcish blood hath soiled mine girdled steel.
What manner strange of game do we now play,
Where mindless violence hath no princely part?

1st Player: Of this campaign I gibber not - instead
From labyrinthine Amber haies my tale
What happened last I must reveal anon...

4th Player: Methinks you hath already told us twice.

2nd Player: Good players all, do now behold this sheet
On which mine back-up character is made:

A winsome lass, by name Jazmyna called,
Just 12d6 her RKA withal.

4th Player: More to the point, wherefore art the GM?

(Enter a Messenger)

Messenger: My master bids you read this scroll I bear.

(Exit Messenger as quickly as possible)

1st Player: By word of foot and GM's hand inscribed,
A Player Handout! But what news is this?
Well bugger that! He greets us not, but goes
Instead unto the Pub Meet in Catz Bar!

*(The Players amuse themselves with the Nuclear Escalation
supplement for Kersplatt! until the early hours of the morning)*

Weekly Meetings

These are the venues for the remaining meetings of this term:-

Tuesday 16th February - Upper Hall, Emma
Tuesday 23rd February - Party Room, Downing
Tuesday 2nd March - none - see Pub Meetings
Tuesday 9th March - TBA - see next Newsletter

One-Offs

There will be another session of one-offs on the last Meeting of term, **Tuesday 9th March**. GMs - let us know what system you want to run and how many players you want, on or before the Pub Meeting on the 2nd of March. Players - come along to the Pub Meeting and sign up.

Annual Dinner

To be held on **Saturday 6th March** in the Beves Room at King's College, at 7:30pm. Dress code is Fancy Dress, but you can turn up in Black Tie or equivalent if you *really* have to. Note that **No Real Weapons Will Be Allowed**.

Menu

Avocado with Citrus Salad

Loin of Venison

with Hot Cumberland Sauce

(Vegetarian Option - Cashew Nut Roast)

CREME BRULÉE with Fruit

(You can run but you can't hide...)

Plus Wine, Mead, Mints and Coffee,

More Fruit and Lots More Mead

Tickets will be £24 and will be available from Anthony Grocock at any Society meeting. Please state if you would prefer wine or mead, or

if you require the vegetarian option. Deadline for purchasing tickets is **Tuesday 23rd February**.

Pub Meetings

Three more get-togethers to note down in your Social Diary, all in Catz bar, all at 7:30pm:-

Monday 15th February

Tuesday 2nd March (no Weekly Meeting)

Wednesday 10th March

Rag Dungeon

Just a reminder that we've scheduled this for **Friday 19th - Saturday 20th February**, from 6pm to 6pm. So far, two games have been arranged:-

AD&D (1st Ed.) - to be run by Vince Gowler and Doug Reay; 6 Players needed; venue T.B.A.

Marvel Super Heroes - to be run by Duncan Forsyth; 5 - 6 players needed; venue N2, Trinity Hall.

If you want to GM something, talk to a Committee member NOW. Signing up for Players will be at the meeting on **Tuesday 16th February**. Sponsorship forms will be available then - see Iain Walker if you want any sooner.

A Trip to Oxford, incorporating The Varsity Match

YOUR SOCIETY NEEDS YOU!!!

or at least 6 of you. This is the last call for volunteers before we send round the press-gang, so come and see us NOW. Note that we need a GM as well as players. Our colleagues in OURPS have planned an entire weekend of entertainments for us, *AND THE INVITATION EXTENDS TO ALL MEMBERS OF THE SOCIETY, NOT*

JUST THE VARSITY MATCH TEAM. Try and think of it as a mini-RPG convention. Or something.

The Plan is to go down to Oxford on the evening of **Friday 26th February**, spend Saturday playing various silly games (including some LRP), and then to play the Varsity Match on the Sunday afternoon, coming back to Cambridge that evening. Transport costs will be spread evenly between everyone who comes along, but will also be subsidised by the Society.

If enough of you want to come along, we'll try and hire a mini-bus, otherwise we will try and get enough cars together to take everybody, although as a last resort, some of us may have to use public transport. So if anyone out there is interested, *and* has a car, we want to hear from you - you could save us all a lot of money. And if any of you are interested, but can't make the entire weekend, there will be a car going down to Oxford on the Sunday morning, for the Varsity Match itself.

Labyrinthe

Just a reminder that our next LRP expedition is on **Sunday 7th March**. David Wright would like to know definite numbers for the trip by **Tuesday 23rd February**, so get in touch with him by then.

Notice

The Society notes with deep regret the death of Neil Walker, a third year undergraduate at Peterhouse College. He had been a member of the Society since his first year, and had been a regular attender at the Weekly Meetings. His presence will be sorely missed, as will his "all reasonable precautions" style of play in those campaigns in which he had been a long-standing and valued player.

David Wright

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Cambridge University Rôle-Playing Society

Newsletter the Sixth 1992 / 93

Ye Tragical Comedie Of Advanced CyberCthulhu & Gurpshammer 2000

Act II, Scene III

(Alarums)

Thy loved ones must you sacrifice, and thence
To Hell condemn their weeping, blameless souls.

GM: A pox bestill thy rabbled tongues, I say!
Thou should have known of Pub Meets long
Decried of old. What fault be it of mine
If fain thou readest not thy Newsletters?

3rd Player: What loved ones these? You cannot trap us thus:
No backgrounds for our Characters were writ.

4th Player: Certes, those mystic parchments would I scry
If ere I could. Alas, I cannot read,
For it is thusly writ so here upon
My Character Sheet.

1st Player: I wrote one.

3rd Player: You pillock! Behold thy prize,
As vasty holes loom forth inside our heads!

(Exit the Players grumbling)

GM: Lord, I crave thy strength.
But of our game: an NPC hath come
With visage grim to tell to you the Plot.

GM: Of sessions five and sixty did it take,
But now at last the Plot proceeds withal.

(Enter a hobbit pursued by a bear)

NPC: Whereof I speak is naught but lurking doom,
That ere doth skibble forth across the land.
For you a mighty task doth lie ahead:
Naught else may stem this horrid tide of woe.

Hobbit: Behold this sharpened spade that I hath "found":
From party's back it fell with silent clonk.

2nd Player: Jasmina doth mislike the sound of this.
What task?

GM: Stop thief! Alone that Plot Device might save
Mine game-world forged of long and laboured
hours.

NPC: This deed alone will ere suffice:
With sharpened spade of black and potent rune
And ay with bloody mess and cries of shame,

Wouldst thou provoke mine hopping wrath of
rage?

Unhand it now, thou mercenary git!

(Exit a hobbit pursued by a GM)

Read And Keep This Newsletter!
Contains Important Information For Next Term

Weekly Meetings

The One-Off sessions to be held on Tuesday 9th March will take place in Clare Buttery from 7:45pm - 10:45pm. GMs take note that we've only got 3 hours instead of the usual 3½. Don't forget to come along to the Pub Meeting on Tuesday 2nd March to sign up for things.

Weekly Meetings will continue for the first and third weeks of next term:-

Tuesday 20th April, 7pm - Old JCR, Emma
Tuesday 4th May, 7pm - Upper Hall, Emma

Annual General Meeting

And Elections 27th April

This year's AGM will be held in Z Basement, Christ's, on Tuesday 9th March at 7pm. The main business will be the election of next year's Committee. The posts up for election are:-

President

Assistant Secretary

Vice-President

Junior Treasurer

Secretary

External Officer

Any member of the Society is eligible to stand for any of these posts, although it would help if you are also intending to be here in Cambridge next year... Most of the current Committee do not intend to stand for re-election, so if you want a Society at all next year - **STAND!!!**

Should you aspire to the dizzy heights of power, get yourself nominated and seconded (in writing please), and get that nomination to Chris Carr by midnight on **Sunday 25th April**. Your nominator and seconder must both be (different) members of the Society - you can nominate yourself, or second yourself, but not both. You may stand for up to two positions on the Committee - a preferred position, and a fall-back position for which you may still stand should you fail to be elected to your preferred post. For example, you could stand for President as your first choice and Vice-President as your second, and if you failed to be elected President, you would still have the opportunity to stand for Vice-President.

However, bear in mind that the various posts will be voted on in order (ie., President, then Vice-President, then Secretary and so on), so there is little point in standing for one of the later positions as your first choice and one of the earlier ones as your second, since by the time we get to the post of your first choice, the post of your second choice will already have been filled.

Clear enough? Jolly good.

Nominations are open NOW. Think about whether or not you want to stand over Easter by all means, but don't forget that the deadline for nominations is at the end of the *first* week of next term.

Most of the rest of the AGM will be taken up with the Reading of the Minutes of Last Year's AGM, the Junior Treasurer's Report, a lot of interminable self-congratulation, and any motions that anyone would like to put forward for discussion by the Society. Such motions must be proposed and seconded in writing, and passed on to Chris Carr. Again, the deadline is midnight, Sunday 25th April.

Annual Dinner

Absolute deadline for buying tickets to the Annual Dinner is **Wednesday 3rd March**.

Library

By popular request, the following new additions have been made to the Society Library, and are now available for borrowing:-

Shadowrun (2nd Ed.)	Warhammer Companion
Gurps Imperial Rome	Ninja Hero (Champions)
Vampire Players Guide	Amber

Rag Dungeon

Well, despite the underwhelming response, we did actually manage to raise *some* money for Rag. Thanks to the GMs (and commiserations to those GMs who went to the trouble of preparing something but got bugger-all support), and to the hardy handful of players who risked their bio-rhythms for the Greater Good.

Pub Meeting Reminder

Don't forget, two more Pub Meetings this term, on Tuesday 2nd March and Wednesday 10th March, in Catz bar from 7:30 pm onwards.

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Cambridge University Rôle-Playing Society

Newsletter the Sixth 1992 - 93
Erratum

The date of the Society's Annual
General Meeting is

Tuesday 27th April

NOT Tuesday 9th March, as was
erroneously stated in the Newsletter.

Oops...

My dear sorry doom was sealed with plastic lid
In microwave and evil cuisine-art.
O wretched souls, for thine own sakes I did
Ignore the rules and ay the cruel dice.
Alas, mine fearful fudging was in vain,
Fortwas thy selves did claim thy rancid fate.
The evil NPCs full hideous
And gross they were, with Chaos Spiky Bits:
Thou should have known thou didst in error go
To ask of them what time the pubs did shut.

2nd Player: I bid thee cease thy spiel of dire lament,
For hope doth lie within my sweaty grasp
My back-up character doth spring to life,
And now she comes to battle with the foe.

(The GM rolls some dice)

GM: The villains vile do spy Jazmyna's tracks
And thus her head explodes with ugly splat.

2nd Player: Upon my box of dice I swear full true
This A.G.M. no vote for you I cast.

4th Player: This crossbow bolt did ay but pierce my head:
Not dead am I; I rise again to fight!

Weekly Meetings

Just a reminder that the last Weekly Meeting
of this term is on

Tuesday 4th May, 7pm - Upper Hall, Emma

A.G.M. And Elections

And another reminder that the AGM is on
**Tuesday 27th April at 7pm, in Z Basement,
Christ's.** Motions will be discussed, and next
year's Committee will be elected. Of course, we
can't actually elect a Committee unless some of

5e University Rôle-Playing Society

Newsletter the Seventh 1992 / 93

ced CyberCthulhu & Gurpshammer 2000
Epilogue -

4) But wait! What doest thou with that large axe?
GM: Shut up shut up shut up shut up shut up!
(The GM administers the coup-de-grace)

GM: That's better. Now, what sayest I? Oh yes.
Let dismal bells be tolled and mourners weep,
In solemn fanfare let their noses blow
While cannon fire doth mark the dreary dirge.

(Enter bearers)

GM: Take up the dead that ay hath fallen here,
These maps unseen, these plot notes never used
And these, the stats of NPCs unmet,
And Player Handouts read by none but I.
Take up mine whole campaign, that noble thing
So cold and still, and from this cursed place
Do bear the corse with signal honours full
Unto a shelf where mournful ducks do squeak.
And henceforth in sepulchral boxed file
With all mine other plots that died a death
May this campaign the sleep unending sleep,
And in that darksome night do find its peace.
O buggler it! With such despondent ease
I give up not. Shall half-assed PCs make
Mine toil and trials grim to be in vain?
Next year I run the bloody thing again.

(Exeunt)

Finis

you stand for it, so get yourself nominated and
seconded (in writing please), and get that
nomination to a Committee member by
midnight on **Sunday 25th April**. Your
nominator and seconder must both be
(different) members of the Society - you can
nominate yourself, or second yourself, but not
both. The posts up for grabs are:-

President
Vice-President
Secretary

Junior Treasurer
Assistant Secretary
External Officer

Cambridge University Rôle-Playing Society

Newsletter the Seventh 1992 / 93

Ye Tragicall Comedie Of Advanced CyberCthulhu & Gurpshammer 2000 - Epilogue -

(The Players lie dead. Enter the GM)

GM: Good people all, do shuffle round and cast
Thy bleary gaze upon this woeful sight!
The deed is done: upon the hexed ground
The party ere doth lie in mortal mess:
Turned inside out, in little bitties hacked,
All mangled, slashed and burnt full sore, as if
Their sorry doom was sealed with plastic lid
In microwave and evil cuisine-art.
O wretched souls, for thine own sakes I did
Ignore the rules and ay the cruel dice.
Alas, mine fearful fudging was in vain,
For'twas thy selves did claim thy rancid fate.
The evil NPC's full hideous
And gross they were, with Chaos Spiky Bits:
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Assistant Secretary

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Don't forget you can stand for up to two of these posts - a preferred position, and a fall-back position for which you may still stand if you aren't elected to your preferred post.

And anyone who wants to put forward any motions for discussion (amendments to the Constitution, bright ideas about things we should be doing but aren't, impeachment proceedings against the current Committee, that sort of thing), said motions should be proposed and seconded in writing, and passed on to a Committee member. The deadline is the same as that for nominations - midnight on Sunday 25th April.

Once the A.G.M. is over, we shall adjourn to a convenient bar - see Pub Meetings.

The Punt Party

This year's expedition to locate the source of the Cam will take place on **Sunday 13th June**, from 1 pm to 6pm. The idea is to meet up at the Mill (just beside Scudamore's), from 11am onwards, amass a suitable number of punts, head upriver to Granchester, stuff our faces, and then punt back in an appropriately replete and leisurely fashion. Dress code - duckweed.

Tickets will cost £5 for Society members, £6 for non-members, and will be available from Anthony Grocock at any Society meeting (or send money to the address below), up until the Pub Meeting on the 8th June. Note that this is only to cover the cost of the vast quantities of food that shall be provided, plus the hiring the punts - so bring your own drink.

YOUR SOCIETY NEEDS PUNTS!!! Let us know if you can get us a cheap punt or two on the day (or if you know where we can get one). If you can find one, book it. We'll pay for it, and

there might even be a free ticket in it for you as well.

Pub Meetings

The very first Pub Meeting of term will be immediately after the A.G.M., and we'll decide at the time just where it's going to be (yes, this means you'll have to turn up to the A.G.M. first - cunning, eh?) The other Pub Meetings we have planned for this term will be in Catz bar, from 7:30pm onwards, on

Tuesday 11th May

Tuesday 8th June

Annual Dinner Photos

If anyone who wants a photographic record of this infamous event (whether as a memento or for blackmail purposes), you will be able to order your copy from Anthony Grocock at any Society meeting. The deadline for placing your order will be the Pub Meeting on the 11th May.

Rag Dungeon Money

People who were sponsored in the Rag Dungeon - please pass your ill-gotten gains on to Anthony Grocock A.S.A.P.

Video Evening

We will be having another Video Evening some time towards the end of term, if we can find a room for it. We were thinking of showing Alien³, Robocop and Warlock. Anyone got any better suggestions? More importantly, does anyone know where we can get a room with a video?

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Cambridge University Rôle-Playing Society

Newsletter the Eighth 1992 / '93

A.G.M.

At the AGM the following people were elected to serve as next year's Committee:-

President - Chris Watts (Christ's)
Vice-Pres. - Duncan Forsyth (Trinity Hall)
Secretary - Mark Brown (Peterhouse)
Junior Treasurer - Tom Williams (Girton)
Asst. Secretary - Ian Lewis (Emmanuel)
External Officer - Ed Carter (Surreal World)

Since these public-spirited folk were the *only* ones who stood, the rest of you have only got yourselves to blame...

We also amended the Constitution to the effect that in the event of the dissolution of the Society (not that that's ever going to happen) we spend all our residual money on games and then place everything in storage in the U.L. to await the future refounding of the Society.

And a resolution was passed obliging the Committee to do all in their power to encourage people at the Weekly Meetings to come along to the pub afterwards.

Punt Party

Just a reminder that the Punt Party is on Sunday 13th June, from 1 p.m. to 6p.m. (although we plan to meet up first at The Mill, just beside Scudamore's from 11a.m. onwards). Tickets (£5 for Society members, £6 for non-members) are available from Anthony Grocock at any Society meeting (or send money to the address below), up until the Pub Meeting on the 8th June. Please bring your own alcohol, and don't forget to let us know if you can get us a cheap punt.

Pub Meeting

Our last Pub Meeting of term shall be in Catz bar, from 7:30 p.m. onwards, on

Tuesday 8th June

Video Evening

We will be having a final Video Evening on Saturday 12th June, from 6p.m. - 12 midnight. The venue will be the T.V. Room, Castle End, Clare Colony, Chesterton Lane. Ask Anthony Grocock how to get there. We will be showing

Robocop
Last of the Mohicans
Warlock

Labyrinth

This term's Labyrinth trip will be on Sunday 20th June. If you want to go, get in touch with Dave Wright by the Pub Meeting on the 8th June at the latest.

More L.R.P.

Ed Carter is planning a "Ghost Story" session, at £5 a head, for some time after the exams. He would also like 6 others to do a basic L.R.P. adventure with Portly Pixies, an L.R.P. group based in Coventry, which will cost £10 + transport, again some time after the exams. If you're interested in either of these ventures, please contact Ed to arrange the precise time and date, preferably not later than Monday 31st May. Ed's phone number is Cambridge 312448.

Laser Quest

The Society has been asked to enter a team for a charity competition of Laser Quest sometime in May Week. We need seven volunteers, and the cost per head is £4.50. Proceeds go to fund an ecological expedition to Borneo. Get in touch with a Committee member if you're interested; we'll try and have more details soon.

GENESIS

Chapter 1

1. In the beginning were the *rules*, and the *rules* were with God, and the *rules* were God.

2. And God said "Let them be bought", and *they* were bought.

3. And God saw that it was good.

4. Evening passed and morning came, and that was the first day.

5. And God said

6. Behold I draw a line and do separate the sea from the land.

7. And God saw that *it* was good.

8. Evening passed and morning came, and that was the second day.

9. And God *did* raise up mountains and set down rivers,

10. And forests did grow up where he set *his* foot,

11. And weather systems did cohere in close proximity to their opposite.

12. And God saw that it was good.

13. Evening passed and morning came, and that was the third day.

14. And God did create many strange creatures, and did send them forth into the land,

15. And did *say* unto them

16. Go forth and *multiply*, but have no regard for what you will eat, for behold,

17. I have created you all *carnivores*.

18. And God saw that it was good.

19. Evening passed and morning came, and that was the fourth day.

20. And God did form in his mind *many* strange civilisations,

21. And they did come to populate the globe in very vastness,

22. And behold they *did* fall for no apparent reason, leaving behind their ruins,

23. And behold they did somehow manage to leave all their *treasure* in these ruins,

24. And verily the people who lived there did not touch it,

25. For *it* was dedicated to God.

26. And God saw that it was good.

27. Evening passed and morning came, and that was the fifth day.

28. And God was lonely in his world, so God *did* create NPCs, making them in his own image.

29. And these NPCs were formed from the best *cardboard*,

30. And lo the best of them were truly two dimensional,

31. And God did set them down in the village of Eden,

32. Where there was a *shop* that sold plate mail in vast quantities,

33. And a population that spent all its time in the tavern,

34. And verily did *not* talk unto strangers but merely looked upon them with a dark gaze.

35. And God saw that it was good.

36. Evening passed and morning came, and that was the sixth day.

37. And on the seventh day, God *roleplayed*.

Chapter 2

1. And lo God spake unto his players, *saying*,

2. *Behold* my new campaign world,

3. And verily, I have been working on it all week.

4. And the players waxed sore impressed, and *did* take the rules and generate their characters.

5. But one of the players *did* find a loophole in the rules, and did create a super-character,

6. And he did name him Lucifer, which signifieth, Light-bringer,

7. But God did *misgive* him in his heart, and did privily nameth the character Satan, which is, The Adversary.

8. And behold the characters did meet the main NPC,

9. And verily he did tell Lucifer that he looked a fool in all that armour,

10. And Lucifer waxed wroth with the man,

11. And did strike him with his Magic Sword,

12. And behold the NPC was stricken unto *death*.

13. And God did wax passing wroth with Lucifer, and did *say*

14. Cursed art thou, Lucifer, among all the players. For what thou hast done thou shalt go upon thy belly in the dust.

15. And Lucifer spake unto God, *saying*

16. Thou bastard, just because thy character failed his saving throw.

17. Thou canst not do this unto me.

18. And God saw that Lucifer waxed prideful and did cast him into the outer darkness,

19. And there was much wailing and gnashing of teeth.

20. And the other players did murmur among themselves, saying

21. Who will *now* buy the drinks, for Lucifer had a proper job.

22. And they did look unto the LORD for succour,

23. But the LORD was a *student* and had a massive overdraft.

Chapter 3

1. And *behold* the campaign did continue,

2. And Lucifer did foment rebellion against the LORD from outside,

3. And did promise to run Vampire if they would but turn from the LORD and worship him.

4. And the players were *sore* tempted.

5. And the LORD *heard* the murmurings from the players,

6. Like unto a very lynch mob,

7. And did wax wroth with them, *saying* in his heart,

8. They doth forget all the work I put into this world.

9. And the LORD *did* resolve to punish the players.

10. And *behold* there was a great flood and the world was drowned,

11. But the LORD's favourite NPC did build an ark and survive the flood,

12. And the players did *rail* truly against the LORD, *saying*

13. We have spent much time on those characters, thou canst not just kill them.

14. And why did thy NPC build a bloody great ship in the middle of the desert just before the flood, thou cheat?

15. And the LORD did *say* unto them

16. I am the LORD, and I can do as I will.

17. And the players did all *turn* from the LORD and willfully leave him.

18. And the LORD did wail and gnash his teeth,

19. But the players joined Lucifer's Vampire Chronicle,

20. And verily they saw that it was good.

Annual Dinner Photos

Will soon be available from Anthony Grocock. If you've ordered one, don't forget to pick it up.

Convention Time!

A 1-day Role-Playing Convention is being planned for next term, on Saturday 4th December, here in Cambridge. More details will be available early next term. In the meantime, talk to Ed Carter about it.

Chris Watts' Plea

If any of you have already had ideas for campaigns you'd like to run next year, please get in touch with Chris Watts with as many details as possible, either by the end of this term or at the very start of next term. This is so that we can give new members next year some idea of the campaigns that are likely to be running. Also, is there anyone out there who wants to write a scenario for next year's Varsity Match? Because it's our turn to host...

2nd Year Members!

If any of you are leaving Cambridge for good this year, and you would like to stay in touch with the Society, please get in touch with Iain Walker and give him a contact address to which we can send Newsletters. £2 would also be useful to cover postage costs. (Real World members outside Cambridge - don't forget to send us another £2 sometime to cover next year's postage). Those of you who are going to be staying on to do post-grad work, please let us know as well.

Drama Corner

A full text of "Ye Tragical Comedie of Advanced CyberCthulhu & Gurpshammer 2000" the last play to be written by the Elizabethan playwright Thomas Marlowespear, will be available, along with an introductory essay by the Editor, from Iain Walker for the price of a photocopy. Alternatively, you could try telling him how the Society won't be the same without him, in which case he might give you one free.

This Year's Committee will have been

President:	Chris Carr	(Zebedee)	13 Warkworth St. (Downing), <CC112>
Vice-President:	Stephen Balchin	(Ermintrude)	A16, New Court, St. John's
Secretary:	Iain Walker	(Cutout Cardboard Shrub With No Soul)	10 Hale St. (Emmanuel)
Assistant Secretary:	Chris Watts	(Dougal)	Z20, Christ's, <CRW11>
Junior Treasurer:	Anthony Grocock	(Brian)	Rm.2, 9 Chesterton Lane (Clare), <AJG24>
External Officer:	David Wright	(Dylan)	Y11, Kings (Box 776)

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Blaze of Glory
Purveyors of Kersplatt!™
Now Available at Games & Puzzles

INDEX OF GAMES RUN

Far Future

FARF0001	Michael Lush's	Dark Star Wars
FARF0002	Matt Fitzgerald's	Mega Traveller
FARF0003		

Near Future

NRFU0001	Quinton Carroll's	Twilight 2000
✓ NRFU0002		

Near Past

✓ NRPA0001	Stuart Johnson's	Call of Cthulu
NRPA0002		

Cthulu

Fantasy

✓ FANT0001	Iain Walker's	Qabbal
✓ FANT0002	Ginni Rose's	GURPS
✓ FANT0003	Nick Clayton's	Rolemaster
✓ FANT0004	Simon Granleese's	AD&D
✓ FANT0005	Adam Mosley's	AD&D
✓ FANT0006	David Chart's	Ars Magica
✓ FANT0007	David Bate's	Rolemaster
✓ FANT0008	Andrew Davis's	Rolemaster
✓ FANT0009	Chris Watts's	Warhammer Fantasy Role Play
✓ FANT0010	Dave Anderson's	Ars Magica
✓ FANT0011	Victor Lesk's	D&D
✓ FANT0012	Aiden O'Lynn's	Middle Earth Role Playing
FANT0013		

Superhero

✓ SUPS0001	Tony Jones's	Champions
✓ SUPS0002	Keith Grange's	Champions

Iain Walker:

Cambridge University
Rôle-Playing Society

Annual Dinner

When? Saturday 6th March, 7:30pm

Where? Beves Room, King's College

FANCY DRESS (BLACK TIE OPTIONAL)

Please State Preference Wine / Mead
When Buying Ticket Vegetarian Yes / No

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Punt Party

£5.00 (Members) **£6.00** (Non-members)

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from 11am onwards

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Cambridge University Role-Playing Society

Newsletter the First 1993/94

Welcome to a new year, following all of those wonderful Tripos exams, and a great big welcome to all you lovely new potential members. This looks like a good year for the society, and we plan to expand on last years resounding success.

For those new (potential) members, we are a prosperous society, offering ample opportunities to try role-playing in its many forms. We can try to arrange any games or systems that you fancy, and can almost guarantee that most of the old favourites will be run. Last year we had games of Warhammer, AD&D, Call of Cthulhu, Star Wars, Mega Traveller, Vampire, Qabbal, GURPS, Rolemaster, Ars Magica, D&D, MERP and Champions, plus a selection of other fantasy, historic and futuristic games. We hope to increase the range even more.

The society meets weekly, at **7.30 p.m.** on **Tuesdays**, starting on the **12th of October**, for the Michaelmas term, and the first Tuesday (i.e. the very first day of full term) for the Lent and Easter terms. The majority of our gaming sessions occur at these meetings. This year we again hope to hold these in Upper Hall at Emma (Emmanuel College for the uninitiated). This is as yet unconfirmed, but we do not expect too many problems. If there should be a change of venue we will leave a message in a prominent location. If you have any problems, contact your nearest Committee Member. We also hold fortnightly **pub meetings** in Catz (St. Catherine's College) Bar, on **Thursdays at 7.30 p.m.**, starting on the **14th of October**.

We hold a directory of the games that are being run by society members to help you select a campaign. This should help you to find something that interests you. It has proved invaluable in the past as a convenient way of matching GMs and players, especially for those holding sessions outside the weekly meetings. If any of you are thinking of running a campaign this year, could you please contact the President, Chris Watts (details at end), who will be holding the campaign directory for the year. He can also give guidance to any novice GMs.

There will be a squash to welcome new members, and introduce them to the ways of the society. (Just like your college did last week, only this time you'll have something to talk about.) We will be organising participation games for all. Both old and prospective members are welcome. Come along, and join in. We will be accepting membership moneys, and taking sign-ups for this year's games. Afterwards we will adjourn to the Fountain in St. Andrew's

Street for a little liquid refreshment. Don't worry if you can't make it, committee members will be able to furnish you with more details (just turn up at their rooms, and ask for coffee, or leave a note in their pigeon-holes, and they will drink your coffee for you). You can always join, and sign up for available places at any society event.

Cambridge University Role-Playing Society

SQUASH

School of Pythagoras, St. John's College

1.30-5.30 9th October!!!

The society also maintains a library of role-playing material. For a refundable deposit, games, adventures and magazines can be borrowed. The library currently resides with the President (See Below). The society purchased most of this at 'Games and Puzzles' of 24, Green Street, who offer a 10% discount to society members.

The discount is available to members of the society only, and is subject to the following conditions:

- i) The discount only applies to role-playing materials.
- ii) It is not available on Saturdays.
- iii) It is not available for Credit Card purchases.
- iv) You must produce a current society membership card, with the date of expiry clearly written on it, together with some means of photographic identification.

The society charges a pittance of a membership fee. The current rates are £6.00 for life (not just three years, but indefinitely), or £3.50 for one year. For those people who only joined for one year last year, but have now seen the error of their ways and wish to remain members, you can upgrade for the difference. A Mathematician reliably informs us that this is £2.50. If you wish to continue to receive newsletters after you leave Cambridge, we are quite happy to send them on to you, but we need £2 for postage packing (and the President's drink fund).

Those of you who were members last year should by now have discovered the new Gold Society Membership Card attached to this newsletter. This is the same card as all the new members will be receiving and replaces your existing card. The change in Membership Cards for this year was to alleviate some of the problems we had with last year's design. The new cards are now

all the same colour, fit in your wallet along with the rest of your cards, and look more distinctive with the addition of the society logo, and a rather hideous looking die.

The society offers several events during the year. Details are as follows.

The Christmas Party

At the end of the Michaelmas Term we hold a fitting celebration for Christmas, the imminent New Year, and the end of a hard term's work. We organise several games, and the food and drink provided is noteworthy. Tickets will cost somewhere in the region of three pounds.

Video Evenings

These are held several times during the year. We will be showing selections of films vaguely connected with various aspects of Role-Playing. Any suggestions for films will be gratefully accepted by any committee member.

The Annual Dinner

Near the end of the Lent Term we offer you the opportunity participate in an event that is the talk of Cambridge. There is Wine and Mead, food to delight (venison last year), and a dress code that is bound to get you noticed.

One-Offs

Occasionally, instead of the weekly meetings, we give the GMs a break, and encourage others to try their hand, running a game for a single evening. These are usually heavily over-subscribed.

The Punt Party -

The only fitting way to celebrate the end of the Easter term on those long hot summer days when the exams (sorry to mention them) have finished, is to punt down to Grantchester, getting suitably inebriated, feast there, and then 'punt' back. Learn how to punt seven punts down the Cam - Side by side!

The Rag Dungeon

We (or rather you) raise money through sponsorship of a continuous 24-hour session of role-playing. Good fun, and all in aid of charity. Don't you feel better already.

Live Role-Playing

Traditionally held the morning after the main event of the term, this provides the excuse to release your tensions, and hack others to pieces in s(t)imulated fantasy. We normally visit Labyrinthe, but we are trying to arrange deals with other groups as well.

Varsity Match

Once a year, we challenge Oxford to a test of wits and skill. This year it's our turn to host this prestigious conflict, as well as the numerous other events that make up a very enjoyable weekend. So, start coming up with some suitable ideas.

This Newsletter

Newsletters are normally distributed every couple of weeks, usually as the result of a committee meeting. Each time we plan to fill the centre of the newsletter with a centre-page spread of your contributions, excerpts from the campaign directory, etc. If you would care to submit anything, can you again collar a committee member, or even try out our Phoenix Mail box.

Phoenix

Those of you who have been introduced to the arcane rights of Phoenix may like to know that the society has its own account and Mail Box. This means that you can send mail to the society as well as to your friends. We can be contacted at the addresses below, and via the mail Id <CURPS>. The filespace also contains a copy of the campaign directory, and other useful information. Have a look. All you need enter is "TYPE CURPS.README".

From then on, instructions are provided. If you have difficulty with the filespace contact a committee member, preferably the President or Secretary. If you are having difficulty with Phoenix, just wait until you meet UNIX.

The Society T-Shirt

Very shortly the society plans to unveil details of its new T-shirt design. Prices are expected to be about £10, dependant on demand. We are also considering a sweatshirt for those of you who would prefer it. Plans for this will depend strictly on interest. (Prices would be about £15)

Gaming Conventions

A group of people usually heads off towards the major gaming conventions in the country (e.g. Gen Con and Games Fair). This year Gen Con will be held at Pontins - Camber Sands from the 11th to the 14th of November. If you're interested contact a committee member for more details.

The EGM

Due to the unfortunate departure of Duncan Forsyth at the end of last year we are required to hold an Extraordinary General Meeting for the purpose of electing another Vice President. This will take place at the start of the weekly meeting on **Tuesday, 19th.**

October. Nominations are welcome from any member of the society and should be handed to the President by Midnight on Saturday, 16th October. Nominations must be proposed and seconded by members of the society.

The Vice President's duties are "to attend committee meetings, perform presidential duties when the President is unable to fulfil his role and provide 10p pieces for the table football machine at the Pub Meetings."

And so, far back in the mists of time, (in a galaxy far, far, away) long before there was anything much anywhere, the committee came to be. And, as it was written in the greatest of all books, 'Ye Tragical Comedie of Advanced CyberCthulhu & Gurplehammer 2000 (2nd Edition)', they met.

"I am Lord of this society," said the King.

"That you are," said Ratty, but nobody noticed.

"And there are going to be some changes. No more forcing people to join at sword point, or kidnapping their friends and relations, or wiping out large sections of their home towns..."

"Or breaking into their rooms and shredding their notes," said the Scribe.

"Or cursing them and theirs to the seventh generation?" said the Magician.

"Or...Or...Or...spitting in their beer!" said Ratty.

"Exactly," said the King. "We shall succeed in the quest for new members by fair means alone. The double whammy - impressing them with our organisation and efficiency, and offering an excellent and well run campaign directory."

"And keeping the library properly stocked and readily available," said the Scribe.

"And... and... and... laying a trail of nuts and berries so that they can find their way to the squash," said Ratty.

"Hmm. Good idea Ratty," said the King. "But, above all, we have to make sure the Black Knight behaves himself."

"By the way, where is the Black Knight?" said the Magician.

"Err, yes, well, I thought this meeting would go so much more smoothly if..."

"You neglected to invite me!" thundered the Black Knight, storming in from the gathering gloom.

"No, no, we sent you a..." stammered the Scribe.

"No matter. I have not been idle. I have orbital fire support. Drop ships are standing by. Forces have been deployed in all colleges. Large areas of St John's have been mined to prevent freshers from escaping the squash early. Snatch units are operating throughout the country. This is going to be my best year ever!!!"

The others stared in amazement at the towering ego before them.

"And, and, and, we force them all to buy Kersplatt™ packs" enthused Ratty, momentarily forgetting himself.

"QUIET, INFIDEL. Now that is a good idea. In fact, that was a very good idea of MINE."

"But that's not fair."

"THERE IS NO JUSTICE, THERE IS ONLY ME!" roared the knight.

"EXCUSE ME", said the man in the corner with the scythe. "THAT'S MY LINE"

"EEEerm...". The Black Knight faltered.

Swissfi

Jhud

Silence

"Now...", piped up the king, "... back to the meeting I believe."

This year's committee is:

President	Chris Watts	(Dougal)	W32 - Christ's	<CRW11>
Vice-President			See the EGM above.	
Secretary	Mark Brown	(Ermintrude)	6 Fen Court - Peterhouse	<MDHB1>
Assistant Secretary	Ian Lewis	(Brian)	Rm 1, 34 Warkworth St. - Emma	<IML1000>
Junior Treasurer	Tom Williams	(The Credits)	Wolfson Court - Girton	<>
External Officer	Ed Carter	(Zebedee)	The Surreal World	



Cambridge University Role-Playing Society

Newsletter the Second 1993/94

And so, as it had been foretold in that Greatest of all Tomes, 'Ye Tragical(Comedie of Advanced CyberCthulhu & Garpshammer 2000 (2nd Edition)', the Committee did once again meet. They sat, huddled around the runic coffee table, in what was to become the age-old tradition. The king leant back in his chair. The candles guttered, casting eerie shadows in the gloom.

"Master, are... are... are we all here now?"

"Yes, Ratty. All that matter. All that shall be attending."

"And, that horrid Black Knight is gone? For good?"

"Yes, yes. Don't worry yourself."

He paused for dramatic effect, only to be interrupted by the Scribe.

"I have been researching The Book, and it is written that there shall be another member of the committee."

"And in what form should we expect this new member." Someone had awoken the Magician.

"It says '.. Lo upon completion of the Holy Rite of EGM, shalt there appear before Ye a most wondrous sight. Thou shalt know it as the Apprentice."

"Then let it be so" spake the King.

Thunder Rolled, Lighting Flashed, Smoke Billowed. A tall figure appeared, stood incongruously atop the coffee table.

"Greetings. You were expecting me." declared the Apprentice, taking an empty seat.

They settled back. The meeting was to begin. The scribe borrowed some parchment, and then sharpened his quill. He dipped it in the ink, and set to work.

"Excuse me," said the Apprentice, "is it just me, or is there a draft around here?"

Parchment rustled in the still room as a distant voice whispered "This chair is already taken!"

The startled Apprentice leapt out of his chair as the ethereal form of the Black Knight materialised around him.

Frantically, the magician searched for a warding, but to no avail. King and scribe drew their swords, and prepared for the worst. Ratty ran and hid. Arguably the best move.

"How dare you Pratchett me!" whinged the Black Knight.

The King lunged towards the spectral figure, passed right through him and landed in a crumpled heap on the floor.

From the depths of his mind the Magician drew forth a spell of deep and potent magic. For an instant, the whole company and such things as lay beyond were illuminated by a swirling, cleansing octarine light. Dark, hideous patterns skirted on the edges of their perceptions. The effects faded, leaving things much as they had been before.

"Oh, Bigger!", muttered the Magician, "It looks like we're stuck with this..., this thing."

Gingerly, the swirling grey form of the Black Knight got to its feet. The join between his soul and reality wasn't nearly as solid as it had been before, but it seemed to be holding. Somewhere, he felt sure, he had lost the initiative. Desperately, he searched for the deep, damning comment that would regain his lost momentum.

"Err... Anyone for a game of Kersplatt™?"

Meetings

The dates and venues for the remainder of the meetings this term are as follows.

26th October	Upper Hall, Emmanuel
2nd November	Old JCR, Emmanuel
9th November	See right
16th November	Upper Hall, Emmanuel
23rd November	Upper Hall, Emmanuel
30th November	See right

Your society needs you!!

We have been unable to obtain rooms in Emmanuel for the 9th and 30th November. If you have any viable suggestions, could you please contact one of the committee members. Christ's and Downing have also proved to be unavailable. This is obviously a matter of Life and Death!!!

We also need a venue for the Christmas Party. Something along the lines of the Pythagoras Room at St. John's would be ideal.

New Vice-President

Following the election held at the E.G.M., the committee are pleased to announce the appointment of a new Vice-President. Welcome, Mark Mackey. May your time with us be profitable.

Pub Meetings

The next pub meeting will be at Catz Bar **7.30 28th October**. After that, they will be every fortnight, i.e. 11th, and 25th of November.

Video Evening

This term's video evening will be held from **6pm until midnight on the 6th November**, in **Z-Basement at Christ's**. We are currently planning to show:

Labyrinthe

Highlander

Alien (Wide Screen)

although the order has not yet been decided. If you have any suggestions, or videos for future showings, then let a committee member know.

One-Offs

This term's one evening special will be on the **16th November**. These will be open to all, so come along and try something new. If you wish to run a game, give a description to the Committee ASAP. There will be none of the regular weekly games on this night.

Christmas Party

This will be on the **4th December**. Contact the Junior Treasurer for your ticket(s), they will not be sold on the door. Further details in the next newsletter.

Live Role-Playing

If anyone is interested in helping organise live Role-Playing in Cambridge, please turn up to a meeting at 3pm, Sunday 31st October in P3 Memorial Court, Clare

Labyrinthe Trip

There will be the customary trip to Labyrinthe on the morning after the Christmas Party - Sunday 5th December. Hangovers abound. Contact Ed Carter. Money will be required by the Pub meeting on the 25th November.

Live Mage

Contact Dave Chart, E8, New Court, Trinity.

Society Filespace

We do not, as yet, know what is going on here. The filespace is, at present, unavailable. We are trying to resurrect it as a temporary measure, until it can be transferred onto a PWF.

Membership Cards

If anyone has still not received their New Membership Card, please hassle your nearest Committee Member.

Real World Members

Could all of you either provide us with a free method of getting newsletters to you, or send us £2.50 to cover the costs of delivery. If we don't hear from you, you get deleted from the lists. No more free copies.

Library

This resides in the Presidents room. It is FREE, and stocks rule-books and modules for most games. You need your membership card, and a cheque as security, but it is a damn sight cheaper than buying them.

Wargames

If anyone is interested in fantasy or science-fiction wargames, could they please contact:

Roy Loh, E3 Angel Court, Trinity.

Cambridge Games Fayre

This is being held at Milton Primary School, Cambridge, from **9.30am on Sat 30th October**, and features the British Britannia Team Championships. Cost: £1 in advance or £1.50 on the door. Again, contact Ed Carter for details, but beware of the Answering Machine.

Campaign Directory

The following campaigns have space in them for players. Contact the GMs in advance if possible, if not, just turn up at the next available meeting.

Sunday : 7 : Vampire :

Nick Clayton : Trinity

Monday : 7.30 : AD&D(2) :

Mark Brown : Peterhouse

Tuesday : 7 : Werewolf :

Anthony Caryl : contact at Dept. of

Genetics, played at I3, New Crt., Trinity

Weekly meetings :

7.30 : Star Wars :

Darren Graves : Box 447 King's

7.30 : Battlelords of C23

Jonathan Wood : 0223 413625

7.30 : AD&D

Ole Moeller : Wolfson

T.B.A. : Ars Magica

Matt Paley : 0223 61188 (ext. 386)

Paranoia

Luke Hares : Downing

If none of these take your fancy, then we have a list of people looking for campaigns. Why not make your own? (Double sided sticky-tape is available from Rymans, with a 10% student discount.)

This week's Committee is:

President	Chris Watts	(Dougal)	W32 - Christ's	<CRW11@phx.cam>
Vice-President	Mark Mackey	(The Roundabout)	Trinity Hall	
Secretary	Mark Brown	(Ermintrude)	6 Fen Court - Peterhouse	<MDHB1@phx.cam>
Assistant Secretary	Ian Lewis	(Brian)	Rm 1, 34 Warkworth St. - Emma	<IML1000@phx.cam>
Junior Treasurer	Tom Williams	(The Credits)	E301, Wolfson Court - Girton	
External Officer	Ed Carter	(Zebedee)	37, Lingholme Close	0223-312448



Cambridge University Role-Playing Society Newsletter the Third 1993/94

The time of the Great Ice was closing fast, and as the Frozen breath of the North rattled around the monastic cell, they huddled over the candle for warmth, daring each other to light it. Almost all of them, that was. The Black Knight didn't seem in the slightest bit bothered by the cold.

The Scribe looked up from leafing through his well-thumbed copy of 'Ye Tragical Comedie of Advanced CyberCthulhu & Gurplehammer 2000 (2nd Edition)', and with a subtle gesture, drew the King's attention to a single word on a certain page.

"Christmas" read the King, with the faintest quiver of uncertainty in his voice.

"I, I, I, think..." said Ratty. (Strictly speaking, he should have said, "In the detailed notes, the Apprentice left with me before he went on his Advanced Dragon Slaying and T-Shirt Printing, Made Easy course." But nobody knew, and Ratty wasn't letting on.)

"... that means we are supposed to have a Celebration."

"Hmm, Good idea Ratty." said the King, shifting uneasily in his seat at another of Ratty's moments of apparent lucidity.

"We should hold a party to celebrate the times." he enforced.

"With mulled wine, and crochet, and Pratchett!" The Black Knight visibly shuddered in the background.

"And serving wenchies!" added the Magician.

"And wild orgies!" drooled the Scribe.

"AND BY PROVIDING LOTS AND LOTS OF ALCOHOL AND MINCE-PIES" quoted Ratty carefully.

The Black Knight's silence had become conspicuous.

"What do you think?" asked the Scribe, turning towards the emptiness.

"5... 4... 3... Yeah, sure, whatever you want." said the Black Knight looking up from his hourglass.

The stunned silence shattered at that instant. A flash of darkness and an honour guard of eight black-clad mercenaries stood at the knight's shoulder. In one movement eight flashing blades cut the darkness.

"Scribe, I believe that you will find a foot note to that page."

The Scribe dutifully read the blue crayon from the bottom of the page.

"...And it is decreed that in the Land of Darkness, a kingdom shall arise, living off the very funds of the committee, wherein there shall be much live role-playing and gnashing of teeth..." But it's written in..."

The scrape of eight pistol crossbows being primed cut him short.

"Mine, I believe," exulted the Black Knight, spiriting the Magicians locked reserve chest (with the hundreds of little legs) from under him. A snap of his fingers and nothing remained of the chest, company or Knight, but a few coppers, and a bottomless pit, its rim aglow with Octarine fire.

"He's gone, at last!" rejoiced Ratty, unscripted this time.

"We're free!"

Then, accompanying the screams of the damned, a distant voice calling "I'll be back.", came echoing up from the pit.

Apologies for last newsletter

The society would like to apologise for the lateness of the last newsletters, but has been experiencing some difficulty with the printers this term.

The Christmas Party

This year's Christmas Party will be on the 4th December in The Music Room at Peterhouse. Tickets will be £3.50, and are available from either Tom or Chris. As is to be expected, there will be mulled-wine, mince-pies. (And orgies.) Maybe even a few role-playing games as well.

Oh No! Not Another EGM!!

Yes folks, there will be yet another EGM on **Thursday 25th November in Catz Bar**. The meeting proper will start at **8pm**, but we will be gathering from **7.30pm** onwards. The meeting has been arranged to discuss the implications to the Society of the formation of the Live Role-Playing Society (see below for more details), and whether or not we should lend them any money from the Society's Coffers. **This is important and may affect the Constitution, so make sure your opinion is aired.** Any extra motions should be handed to the President by **Midnight 23rd November**. The Pub Meeting will continue after the EGM, as previously advertised.

Meetings

The Society Meetings for the rest of this term are as follows: (Write them in your diary **NOW!**)

23rd Nov. Upper Hall, Emma
25th Nov. Catz Bar - EGM and Pub Meeting
30th Nov. Catz Bar (*)

(*) We couldn't get a room for this Tuesday, so if you really want to role-play it will have to be in one of your rooms. Otherwise we'll see you in the Pub.

**The first meeting of next term will be:
11th Jan. Probably in Emma.
This is the first day of full term!!!!**

Darkrych

Recently CURS has developed an unsightly growth in the form of an LRP society. We are currently trying to find the funds to have it surgically removed, but rubber-scalpels are proving to be extortionately expensive. They will be organising the Society's LRP requirements from now on. We know very little else (especially about this society or Part II Maths), but if you are at all interested then pigeon-hole Rob Wilcox at Memorial Court, Clare, or e-mail him at <RJW1005@HERMES>.

Darkrych Again!

Instead of the trip to Labyrinth this term, the newly founded LRP Society will be organising an equivalent game here in Cambridge. It will be held from **9 'till 11am on Friday, 3rd December** in the **LaserQuest Area in Bradwells Court** (Near the Bus Station). Cost will be £10 a head. Get your money to either Rob Wilcox (see above) or Ed Carter **NOW**. If you delay giving them money for too long you might not be able to participate.

T-Shirt

The T-Shirt is being printed over the Christmas vacation (for under-grads), or over the Christmas work-binge (for post-grads). We are taking orders now. They will cost **£8.00 each**. Money to Tom or Chris by the end of full term.

Campaign Directory

The Campaign Directory only works if it is kept current. Even if you no longer have any spaces we want an update. We need to know how many places, if any, that you have free, who the players are, and a one paragraph description of the Campaign from both the GM and the players. If the player's description is really good then your GM might give you some Experience Points for it. Get these to Chris, **NOW**, then we can update the directory. Supply or die, suckers!

New Campaigns

Two prospective GMs are looking for players. If you are interested in playing, please could you contact them.

GURPS science-fiction (not Cyberpunk) at the Tuesday meetings. Contact Richard Harris (Emma). <RDH1000@phx> before the beginning of next term.

AD&D on an evening to be arranged. This will start as soon as is convenient. Contact N. Newton-Fisher at Churchill <NEN1000@cus>.

Society Filespace

Following dedication far beyond the call of duty, the Secretary has managed to get the Phoenix filespace back on line, and he is currently slaving away to update it. Next stop is finding a replacement that everyone can access.

Live Mage

The Live Mage event advertised in the last newsletter will be taking place next term, in a college room (probably Trinity). If you do not have a rule book, it will cost about £2 for Dave Chart in Trinity to photocopy the essentials for you. There is no need to have played Mage before.

Rag Dungeon

The 24-hour endurance course for GMs and players, raising copious quantities of money for RAG will be held on and around **Saturday, 19th February**. This needs people to run games. It is often found considerably easier if you pair up with another GM, and split the work. 24 hours is a long time to GM, and the GM isn't allowed to fall asleep!

Varsity Match

It is our turn to host this prestigious event, and we are going to hold it on the **11th/12th/13th of March** - but we haven't told Oxford yet. If you have a strange craving for participation, or just want an excuse to rub their noses in the dirt, then as usual, contact a committee member. This is more than just the one game; it is an extravaganza of a weekend. We would love to have lots of people running games, and other similar such merriments.

Scurrilous Rumours Suggest That This Year's Committee Is:

President	Chris Watts	(Dougal)	W32 - Christ's	<CRW11@cus.cam>
Vice-President	Mark Mackey	(The Roundabout)	Trinity Hall	
Secretary	Mark Brown	(Ermintrude)	6 Fen Court - Peterhouse	<MDHB1@phx.cam>
Assistant Secretary	Ian Lewis	(Brian)	Rm 1, 34 Warkworth St. - Emma	<IML1000@phx.cam>
Junior Treasurer	Tom Williams	(The Credits)	E301, Wolfson Court - Girton	
External Officer	Ed Carter	(Zebedee)	37, Lingholme Close	0223-312448



Cambridge University Role-Playing Society Newsletter the Fifth 1993/94

From the dawn of time, the committee had gathered, scheming, plotting, and generally back-stabbing. One by one, they had found their niche, one by one, they relegated each other to a lower place in the pecking order. And now, the situation was looking desperate. Each outwardly hated some, and loved others. Inwardly, the situations were reversed. And the King wondered why everybody was so pleasant to him. My, someone had even turned up to the Tavern of the Lost Souls, and tried to engage him in conversation. OK, so the Apprentice was feeling guilty, but he still had time to learn.

The Scribe was possibly in the worst state. Lying, asleep in the corridor, and no-one cared. Much longer, and he would take root. But no worries, that would be considerably more interesting. At this rate, there was no chance of being forced to write the next newsletter, while everyone else discussed Vodka and Gardenias. A strange combination, but a most pleasant one at that.

No-one had seen the Black Knight since the last public meeting. The rumours spread suggested that he had joined his cohorts in the quest to do bugger-all. No change there. [Insert advert for Blaze of Glory and/or Kersplatt]

Ratty was sulking. He wanted to be out at a 'party'. He was young, he was inexperienced, and he was desperate. If he was really brave, he would take on New Hall (maybe even while sober). There was still a chance. Next year would bring the nubile young wenches for which he so badly yearned.

It looks like the Magician had vanished. Perhaps a conspiracy with the Black Knight? The last anyone had seen of him, he was enchanting his Sword. (And covering it with rubber.) What's worse, was that nobody could seriously believe that he would ever find a use for it.

So much for the recumbent committee. They were nearing their end. Much longer, and J.S.R. would attempt to write a trilogy trying to explain their metamorphosis into a 2nd Edition. But that wouldn't matter. People would always claim that the original was much better, and that it had all become far too simple now. Somehow, it would never be the same.

Somehow the Scribe would never be the same. The King had just read this. The Scribe faced reality suddenly. He didn't really want to know why they were called Nut-Crackers. But he got the feeling he would find out soon.

"OK, OK, I'll write how absolutely wonderful you are. How your majesty outshines even the sun itself. How your word is taken as the gospel, and followed subserviently by millions around the world."

"Not being sarcastic, I hope?". The prospect of a corkscrew had silenced the Scribe.

"No, No, No. Well, not really. Well, all right then, yes. I'm sorry. I didn't mean it. I promise I'll never write again."

...

Weekly Meetings

Unfortunately, we have been left in the lurch by Emmanuel, and so we will be unable to hold the meetings for the **1 March** and **8 March** there. We have tried **VERY** hard to convince/con any other college to let us have a room instead, but the tight bastards wanted to charge us lots 'n' lots of dosh for them (Almost twice the cost of a T-Shirt for each evening!!).

Those are the last two official meetings of this term. We have a couple of one-offs run around the time of the Varsity match which may well interest, and of course, the off-peak meetings continue as usual.

Pub Meetings

The last pub-meeting was a resounding success, with one of the largest attendances of this term. Following in this tradition, we will be holding another on **Thursday 3 March** (back to the usual day).

The committee promises to attend, to not talk about work, and to not force the society down your throats. What more could you want? (Apart from free beer.)

Varsity Match

Currently we have four players (most of whom are only pencilled in) for the event. This means that we need at least 12 more.

The current plans for the weekend long event are as follows:

Friday 11th	Morning	Lectures finish
	Afternoon	Oxford arrive
	Evening	RPG & Pub (the Eagle)
Saturday 12th	Morning	Sleep / Rest
	Afternoon	Varsity &c.
	Evening	Varsity & Pub
Sunday 13th	Morning	Sleep / LRP?
	Afternoon	The losers depart
	Evening	We gloat

For the 'RPG' sessions, turn up in Chris's room, where any available GM's will meet and collect players. At the moment, the committee will run games on both Friday evening, and Saturday afternoon. However, we would like other people to offer as well, and possibly even some people willing to play. Not to much to ask, is it?

Live Role-Playing

Due to the blatant stupidity of Darkrych, they have arranged the live role-play for the Friday before the Varsity match, rather than the Sunday after as we requested. This is under negotiation, but if you are interested in either date, and wish to pressure for one of the two, then collar Ed or his ansaphone.

Annual Dinner

We regret to announce that due to the lack of demand, we have been forced to cancel this event. This is a source of great sadness, as this is an age-old tradition. If the interest remains, we may splash out on a society trip to Pizza Express, but you will have to come and find us. Even if you don't, then the sec. and a few of his friends will still go - and maybe even invite some of the committee.

T-Shirt

We are going to the printers to get these printed this week. This is an absolute promise. We will deliver those by next weekend, but as we will have a couple spare, we are still accepting orders. The cost is £8, by cheque, made payable to 'Mark Brown's beer fund', or gold bullion.

Anyone presenting the President with a full-size punt in his room will be given a complimentary T-Shirt. In fact, we'll make it two.

Money from the Rag Dungeon

To all you people who coped with the social embarrassment of talking to your friends, then admitting that you play Role-Playing games and asking for money for doing it, well done.

If you would be so kind as taking the money you raised, either as cash, or a cheque then give the money to Mark Brown by the **1 March**, and he will pass it on to a Rag person (Honest Guv - that beer fund is looking good).

Library

We would like to spend more money on the Society's Library to extend our extensive collection. What do you guys and gals want?

The plans at the moment are for the racial handbooks for AD&D (e.g. Complete Dwarves Handbook.) These are the kind of thing that you wouldn't want to buy, but are damn useful to read as you try to generate character backgrounds.

Satanic Implications

Could someone provide a goat for the blood sacrifice to be held at midnight on Parker's Piece on the **29 February**? Sacrificial robes and black candles are available from all good gaming shops, but unfortunately Games and Puzzles is not offering a discount, even on production of a membership card, backed up by that passport photo' that you thought you could hide in your wallet/purse forever..

If you actually managed to make this then well done.

A.G.M.

There will be an A.G.M. at the beginning of next term to sort out the committee for next year. For this we need proposed and seconded nominations for each of the posts listed at the bottom of the page.

Also, if you have any motions which are either of interest or importance (but not both) then could you let us have them (in writing, pinned to a large denomination bank note for maximum effect.)

Those Denying Responsibility This Week Are:

President	Chris Watts	(Snoopy)	W32 - Christ's	<CRW11@cus.cam>
Vice-President	Mark Mackey	(Don't Quote Me)	Trinity Hall	<MDM1004@cus.cam>
Secretary	Mark Brown	(*)	6 Fen Court - Peterhouse	<MDHB1@phx.cam>
Assistant Secretary	Ian Lewis	(I'm Not Going)	Rm. 1, 34 Warkworth St. - Emma	
Junior Treasurer	Tom Williams	(The Moths)	E301, Wolfson Court - Girton	
External Officer	Ed Carter	(The Hamster)	37, Lingholme Close	0223-312448

* Spot another literary classic. By the way, look at the Phial-space, pretty please. I know in-flight magazines are more exciting, but I don't have to write those. Mind you, if you want to write this, you are welcome.



Cambridge University Role-Playing Society Newsletter the Seventh 1993/94

As the golden ball of fire broke the horizon once more, amidst the curses from a rather annoyed Apprentice who knew that, sure enough, he would be the one to clear up the laboratory again, the motley crew met once more.

This was all really a pretence. All knew that no matter what they decided, the king would ignore it. Indeed the only curb to his megalomania was the sarcasm of the Scribe. How anything was done was an absolute miracle. God help them all.

Everything had been trundling along quite nicely, thank you very much. The Black Knight had not been heard of for several weeks. That may have had something to do with the Feast of the Egg, but who cared, it was a blessing. And only a small problem with the memorabilia, but as no-one had been able to decipher the advertising, no-one had really noticed.

The restful peace was shattered, the quiet trill of the Oozlum bird drowned. Slowly, the gang of six (well, five of them) prized themselves slowly out of their great oaken chairs and, pausing only to awaken the Scribe, huddled around the great window - the Window of Protection from Fresh Air. Outside, a sight so new, so frightening, that their jaws dropped. As did the Scribe, but only because Ratty was no longer supporting him.

Outside, was a rapidly increasing multitude. The smile of recognition of his adoring fans slowly slid away from the King's face, as the rocks bounced off, and in some cases through, the window. This was no Party Political Conference. This mob wanted sacrifices, and goats weren't going to satisfy them. Their cries resounded across the courtyard.

"Lynch them!"

"Down with the Traitors."

"Rat on a stick? Get them while their hot. Only five gold sovereigns."

"Murderers, all of them!"

"What about the tax cuts."

Even the ever-popular Magician, and his eCRiAnP party (Ed Carter really is a nice person) felt the hostility.

"I think this may be a good time for an election," proposed the Apprentice. "That will appease them. Maybe we will even escape with our lives."

It had been a long time since people had contested for places on the Committee, an even longer time since anyone had cared who the Committee was, but now they had come to regret it. This shouldn't present too many problems though. After all, the Scribe had nearly finished rewriting the electoral procedure.

Weekly Meetings

Due to the impending onset of exams, and the committee's need to get some revision done, there will be just two more weekly meetings this term. These will hopefully be held in the Upper Hall at Emma on the **26 April** and **3 May**. At the time of going to press, these have not been confirmed. If there are any changes we will arrange for prominent notices to be left in Emma.

Pub Meetings

For those of you who wish to be educated in the techniques of Bar Room Brawling (demonstrations' courtesy of Catz rugby club), there will be three more Pub Meetings held in **Catz Bar** this year.

These will be held on

Thursday, 28 April

Thursday, 12 May

Thursday, 9 June

As usual the start will be at **7.30pm**. As usual there will be more opportunities to quaff ale, in the aftermath of the AGM (see later)

Varsity Match

Many thanks to all of those who turned out for the Varsity Match and associated events. If you missed it, then make a point of attending at Oxford next year. For those of you who have not heard yet, we narrowly lost, although Ian Lewis did receive the GMs award for best player. As a result Oxford retain the Katana for another year.

The match itself consisted of a free-form Live Role-Play, on the streets of Anhk-Morpork. Those people who were not competing took on the roles of the numerous NPCs.

If the rumours from our compatriots at Oxford are correct, then next year's event will follow in much the same vein. The committee would like to extend their thanks to the two GMs, Doug Reay and Matt Nesbit for making the job look so easy.

Clare Butler
AGM *8pm Thursday 19 May*

For all of you who want to have the chance to influence the direction of the society next year, this is your chance. Come along to the meeting in ~~7-Basement Christ's~~ at 7pm on Thursday, 5 May. This year we can guarantee elections, as well as several motions to vote on.

It's not too late yet to add your name to the list. Take a look at the following list of positions and what they actually do. If you are desperate to know the official descriptions then check out the copy of the constitution on the Society File-Space. You can stand for up to two posts, but they will be voted upon in the above order. Those members who are female are especially encouraged to stand for a position.

President: Gets to worry a lot, and tries to make sure that everything is co-ordinated, and happens according to plan. Gets to be disturbed at 2am when another member of the committee has a good idea. If anything ever goes wrong you get blamed for it, even if you had nothing to do with it. The buck really does stop here. Oh, you get the casting vote when the others can't make up their minds.

Vice-President: One of the cushy jobs on the committee. If the president gets ill, you have to fill in for him, otherwise you can sit back with your feet up. Nobody will object to you offering to do the general tasks split between the committee, so if you are smart you can jump in first and pick the best ones.

Secretary: Write things, mostly the newsletters. If you can't write anything funny for the front of the newsletter, then you will need to know someone who can. Ok, maybe not, but it would be nice for a change. You'll also be expected to reply to mail from other organisations, both within the university, and in the Real World. At the start of the year, you get to try deciphering the random scrawl that appears on the mailing list from the Societies Fair, and turn it into lists, so that the others know who to deliver newsletters to. It helps if you have access to a computer, preferably a PC, so you can access all the stuff that has already been written by previous year's committees.

Assistant Secretary: You help the secretary with all of his duties, which probably means dashing to the printers with a freshly penned newsletter and staggering back with the finished copy, before distributing the appropriate numbers to the rest of the committee. It also gives you a front seat when the Secretary suffers from a mental breakdown.

Junior Treasurer: Count the gold coins in the Societies coffers and not let anyone spend them. At the start of the year you get to collect the membership fees, with the Secretary. The rest of the time you act as a walking cheque book. Don't let the others spend too much as this will increase the amount you have to write for the end of year accounts.

External Officer: You have the honour of letting the committee know what is happening in the Real World. This involves keeping track of other Role-Playing Societies, and national conventions. You also get to co-ordinate the annual Varsity Match with Oxford, and make sure that everyone has a good time. This may come as a surprise to you, it did to the rest of the current committee. You also get to try and work out what the hell Darkrych are doing.

Now you know what we do, grab a piece of non absorbent paper, parchment, or vellum (we really don't care what) and inscribe your name and college on it. Add the names of the posts you're standing for, and sign it. Then accost another society member (at gun point?) and get them to add their signature, paw print, or cross. Next attach forcibly to your most reliable slave, with instructions to place it in the president's p/hole before **Midnight on 17 May**. If for some unfathomable reason, other members run screaming from your sight, then visit the president, or any other committee member, personally and politely ask them to add their mark. All that is left now, is to turn up for the elections.

Any ideas you have that will improve the society should be proposed and seconded in writing, and left in same place as above. The deadline for motions for the AGM is the same as that above, so don't leave thing too late.

T-Shirt

The society T-Shirt is now available in all its monochromal glory. Various sizes are available, all in a distinctive white on black colour scheme, for a miserly £8. They are proving to be more popular than originally expected, so get yours from the President now, while stocks last.

Punt Party

This year's nautical expedition along the Cam, will be held on **Sunday, 12 June**. Tickets must be bought in advance at the cost of **only £6**. For this price you will be provided with more coleslaw than you can possibly eat, as well as other assorted culinary delights, but you will have to provide your own drink. If you can book a college punt, then do so and let us know before the day. We will pay for the punt hire as well as reimbursing the cost of your ticket.

The deadline for the purchase of tickets is the pub meeting on **9 June**. Further details, will be given in the next, and final newsletter of the year, due out in early June. In the meantime don't plan anything for the whole day.

Those Possessing Ultimate Power This Week Are:

President	Chris (The exams are when?) Watts	W32 - Christ's	<CRW11@cus.cam>
Vice-President	Mark (Oh! Those newsletters) Mackey	Trinity Hall	<MDM1004@cus.cam>
Secretary	Mark (A Literary Masterpiece) Brown	6 Fen Court - Peterhouse	<MDHB1@phx.cam>
Assistant Secretary	Ian (Fancy a 'hair cut?') Lewis	Rm. 1, 34 Warkworth St. - Emma	
Junior Treasurer	Tom (Mad Vlad) Williams	E301, Wolfson Court - Girton	
External Officer	Ed (You organise the Varsity Match) Carter	37, Lingholme Close	0223-312448