



**CAREFULLY SEDATED 1**

## Articles

Editorial	Alan Rosenthal	--4
Editorial	Catherine Crockett	--5
Soviet Deep Space Activities	--Andre Lieven	--6
Crescent Moons And Chromosomes	--David Szablowski	--12
And Then There Were None	--Alan Rosenthal	--14
The Video Menace	Catherine Crockett	--16

## Artwork

Page 11	Roldo
Page 15	Roldo
Page 18	Taral
Page 18	Anonymous

## Carefully Sedated 1

c Catherine Crockett & Alan Rosenthal

April 1, 1983

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CAREFULLY SEDATED 1

# Alan Rosenthal

## Editorial

The zine you see before you now is the result of over five years of procrastination. I didn't enter into fandom with the knowledge that I must one day, eventually, publish a zine; rather that idea was instilled by various members of the fan group that I was in.

As time went by, I discovered all sorts of interesting things; collation parties where nothing got done, arguments in print more vicious than anything I had yet seen. Despite this, most of these people had something really important to say in their zines; back then, I didn't even have anything important to say to myself.

As I came to know more people in fandom, the idea of publishing a fanzine became more important. By this time, however, most of the people I knew were discontinuing their fanzines and dropping out of fandom. At the same time, the quality of the still extant fanzines began to drop.

Now, most of the new zines I see are either media or computer/gaming oriented; there are not many fanzines left that can provoke any real thought (let alone anger) in their readers. This zine is a result of this dearth of material; it also stems from the fact that I now have something to say, and I am damn well going to say it.

Whatever the case, I will probably get more damnation than praise over this, but if it rouses some of you from your collective apathy, then it will have been worth it. Fandom doesn't have to be so bloody sedate.

Oh, yes... the name. When I'm tired, my eyesight sometimes plays weird tricks on me. Just after my December exams were over, I was dining with Cathy in a local eatery of ill repute. An item on the menu read "Our Carefully Selected Pure Beefburgers". However, the word "selected" was not the word I saw... This event caused some laughter at the time, and later on, when we were thinking over what to name the ~~new~~ *thing* zine, the event popped back into my mind along with the associated misquote. And the name fit.

I owe a great deal of thanks to several people, especially Taral Wayne and Phil Paine, who have been encouraging me to publish for five LONG years... (It's coming out real soon now, eh?) Finally, special thanks to my co-editor and best friend, Cathy Crockett, a perfect combination of beauty and intelligence, without whose constant ~~ragging~~ encouragement this zine would never have been published.

# Catherine Crockett

Editorial

Why the hell would I want to put out a zine? Why shouldn't I do a zine? (Why do I have to answer a question with a question? Why not?)

Actually, I don't think it ever occurred to me not to publish a zine. Everyone else was planning to publish, too. (Last I heard, they're still planning to publish something, which is still due out real soon now!) For me, "real soon now" has arrived; April 1st, at that.

I suppose it would be permissible for me to regale you with tales of the amusing things that happened while putting this zine together. However (probably to your infinite relief) nothing cute occurred. Typing is not amusing. Nor is layout. (Not after the first three pages, anyway). And phone bills really aren't. Why am I enjoying this?

Whatever the twisted reasons, I'm glad this is out.

I can once again face my contributors. (Who, Lord knows why, were brave enough to subject their material to my tender mercies for inclusion in they-knew-not-what).

Thank you. Roldo, Peter, David, Andre, ... and to Alan, who is to blame for this zine ever getting finished.

Now for some editor's business:

(\*cackle\*)

Next ish will be out at the end of May. The absolute final deadline is May 15th (somehow this sounds familiar...)

We'll have a lettercol and will list zines received.

# Soviet Deep Space Activities

Andre Lieven

In the last decade planetary probes have been much in the news, what with the spectacular photography of Jupiter and Saturn, as well as panoramas of the surface of Mars. All this certainly proves that deep space technology has come of age. But all these "space events" have been performed by American spacecraft. What of the other major space power, the USSR? For that matter, what kind of results were attained in the very early days of the Space Age?

In the mid 1950's, the US satellite program was in a muddle, as the civilian VANGUARD project was underway, plus each branch of the armed forces was developing missiles that could be used as launchers. Since the USSR had already created a specific branch, the Strategic Rocket Forces, which would be in charge of all Soviet rocket programs, this problem did not exist. Thus, when the SS-6 ICBM first flew, on August 3, 1957, its availability as a satellite launch vehicle was established. So, two months later, SPUTNIK I went into orbit, and was followed by SPUTNIK II, before the year was out.

The first US attempt, on December 6, 1957, with a VANGUARD Test Vehicle, failed when the rocket blew up at an altitude of six inches. But, on January 31, 1958, the US Army JUPITER C rocket launched EXPLORER 1, and the US had finally joined in on the Space Race.

The USSR was not to be outdone; that year SPUTNIK III was orbited, weighing 1327 kg. EXPLORER 1 was only 14 kg., and puny VANGUARD 1 is (as it's still in orbit, the oldest one up there) a mere 1.5 kg. The weight of SPUTNIK III indicated that the Soviet launcher should be able to launch out of Earth orbit as well.

However, the first four lunar attempts were American, all in 1958. All failed, having balky upper stages, and the first one blew up before dropping the first stage.

In 1959, three US and three Soviet probes stood poised for the Moon. In chronological order, COSMIC ROCKET I (USSR) missed the Moon by 7400 km, then PIONEER 4 (USA) missed the Moon by 60,000 km, then Atlas-Able I (USA) blew up on the pad, then COSMIC ROCKET II hit the Moon on September 14, 1959. On the second anniversary of SPUTNIK I, COSMIC ROCKET III was launched, and when it passed around the farside of the Moon, it took several photographs. To round out the year, the US Atlas-Able blew up forty-five seconds into flight.

We now leave the province of the Moon, as the first attempts at the planets began in 1960. As the USSR led in Earth orbit, and the Moon, so they did in the first planetary attempts. Mars was the target. The first probe was launched on the 10th of October, the second on the 14th. However, the new upper stage failed to perform, as its fuel-feed turbopumps were not up to the job of moving weightless fuel.

..

Around October 21st to 24th (the information is still sketchy), a third attempt was made. The rocket failed to ignite, and the gantry crew was sent out to examine the rocket without offloading the fuel. It exploded, killing most of the crew. The launch staff, in the control bunker, survived.

Undaunted, the USSR made two attempts towards Venus in 1961. The first one failed to leave parking orbit, and was dubbed SPUTNIK 7. The next day, February 5, SPUTNIK 8 went up, and from orbit fired VENERA 1. The craft worked well until, halfway to Venus, radio contact was lost. Long range tracking indicated that the probe passed close to Venus.

In 1962, the problems continued. Three US Lunar probes failed. Three Soviet attempts at Venus got nowhere - all the craft remained in Earth orbit. The upper stages failed. Similar problems struck two of three attempts at Mars. The one craft that overcame those problems, MARS 1, got underway on the 1st of November, but radio contact was lost when halfway to Mars. The culprit is believed to have been a micro-meteorite, which caused the craft to tumble, so that it lost its 'lock' on the Earth.

The US was more fortunate with their first attempts. MARINER 1's booster went off course, but MARINER 2 got to Venus arriving on December 14, 1962.

1963 must have been a year of reflection for both space agencies. The US launched nothing, not even to the Moon, and the USSR tested deep space systems in Earth orbit on COSMOS 21.

In 1964, the attempts began anew. Two Soviet probes were launched for Venus. ZOND I made it out of Earth orbit, but its transmitter refused to work. November saw three launches; two US MARINERS, of which MARINER 4 got to Mars, with ZOND II two days behind it. But ZOND II lost its power supply in flight.

The US took a rest in 1965; not so the USSR. But luck was still not with them. Three craft were launched for Venus. One didn't make it out of Earth orbit (damn turbopumps!), and the other two stopped transmitting before they reached the planet. The telemetry crews were unhappy, but not so the ballistics teams. VENERA 2 made a closer flyby than the MARINER 2 craft did, and VENERA 3 did better. It hit the planet, and thus became the first Earth spacecraft to contact another planet.

In 1966 everyone took a break, but 1967 was busier. Two Soviet probes, and one from the US, were all launched for Venus. One of the Soviet probes didn't make it out of Earth orbit, but VENERA 4 and MARINER 5 practically paced each other to Venus. The VENERA 4 landing capsule entered the planet's atmosphere and transmitted down to 24 km above the surface. At that altitude, it recorded a temperature of 280°C. The next day, October 20th, MARINER 5 flew within 4000 km of Venus, and confirmed those findings.

1968 was another year of rest for the planets, as the race for the Moon was in full gear. 1969 saw a return to the planets, as the US launched MARINERS 6 and 7 to fly-by Mars. They both made it, although a battery on MARINER 7 exploded in flight, and 17% of the spacecraft's telemetry was lost. The USSR also launched one craft for Mars, but it never made it to Earth orbit. But the two launched for Venus, VENERAS 5 and 6, both virtually repeated the flight of VENERA 4. Their landing capsules transmitted data from the atmosphere of Venus.

But the eventual goal was to soft-land, and in 1970, VENERA 7 did just that. It transmitted from the surface for 23 minutes, before the dense atmosphere and heat destroyed the lander. Another Soviet first, the first-ever soft landing on another planet. The first such accomplishment for the US was still six years away. A second Soviet probe to Venus suffered the still-recurring problem of the failure of the engines that boosted it out of Earth orbit.

1971 was the year for Mars, and both nations were ready. Three Soviet, and two US probes were readied. One Soviet probe remained in Earth orbit, and MARINER 8's launcher didn't even get it that far. But MARS 2, 3, and MARINER 9 all headed for Mars. All three made orbit. In addition, the two Soviet craft came equipped with landers. But the MARS 2 lander crashed, and the fate of the MARS 3 lander was even more frustrating. It landed safely, switched on its TV camera, and twenty seconds after that, the transmission ceased altogether. To come so far, with the first successful soft landing ever on Mars, and then to suffer such a failure, was indeed agonising.

Still, the programs continued. In 1972, two Soviet craft were launched for Venus. One got stuck in Earth orbit, and was given the number COSMOS 482. But this was to be the last such failure. VENERA 8 arrived at Venus, and made a successful landing, lasting 50 minutes on the surface.

1973 marked a Soviet return to Mars, with four probes launched. MARS 4 and 5 were orbiters only, while MARS 6 and 7 were landers carried on a 'bus' module, which would fly-by the planet after releasing the lander. All four made it to Mars, and then the problems began. MARS 4 failed to put itself into orbit, racing past the planet. MARS 5 managed this feat, and began its photography mission. The troubles continued, as the MARS 6 lander ceased its transmission before reaching the surface. MARS 7 suffered a worse fate, as the lander missed the planet by 1400 km.

Meanwhile, the US MARINER 10 probe was launched towards the end of the year for Mercury via Venus. In spite of many problems encountered in flight, it was for the most part successful.

At this point, the USSR Mars program began a re-evaluation, and design work soon began on new types of probes. This has become a rather lengthy process, as to this date (1/83), no further Soviet probes to Mars have been launched.

But the Venus program continued apace, and in 1975, VENERAS 9 and 10 were launched. Both contained an orbiter and a lander, and all four sections functioned perfectly. Each lander lasted about an hour on the surface, and both sent back TV pictures of the terrain. The ground looked volcanic in origin, littered with basaltic rocks on plains of sand.

As more data came in from successful craft, the interval between missions was lengthened, and the next probes were to fly in 1978. Before that, in 1976, the US had launched their two VIKING probes to Mars, which functioned much as VENERAS 9 and 10: each VIKING contained an orbiter and a lander.

1978 saw a veritable invasion of Venus, as both the US and the USSR launched two craft. VENERAS 11 and 12 were similar to the two previous VENERAS, and again, both were successful. The two US craft were more specialised, as PIONEER VENUS 1 was an orbiter, while PIONEER VENUS 2 was a 'bus' containing four probes to examine the atmosphere. The largest of the four probes was designed to land, and it did, working for 67 minutes. So, thirteen years after the USSR first did it, a US craft touched down on Venus.

In 1981, VENERA 13 and 14 arrived at Venus. As the landers were designed to operate longer on the surface than the previous craft, the orbiter section was replaced by a fly-by bus. An orbiter would not remain in radio line of sight long enough. The VENERA 13 lander lasted the longest of all craft there to date: 127 minutes. VENERA 14 came in at just under one hour. But both fulfilled their tasks; a new soil sample digger was aboard, and it scooped some soil into an analysis chamber. The chamber had to first change the environment present, from 89 Earth atmospheres at 457° C, to 0.05 atmospheres at 30° C. Colour pictures were transmitted as well.

If one were to do an accounting of all the planetary efforts of both major space powers, several trends become visible. First of all, in the early days, politics made certain flights necessary, and this resulted in failures when the technology could not match the political need. The Soviet explosion of October 1960 was a direct result of pressure from Premier Khrushchev, who desired more 'firsts' with which to score propaganda points against the West. Indeed, this was the prime motivation behind the Soviet manned program in the early 60's, and it resulted in delays there, too. Then again, Project Apollo would not have happened without that kind of pressure.

Also the Soviet determination that characterised their planetary missions is evident. The first Soviet success, in both trajectory and telemetry, came after ten failures, over six years. Similarly, the first success at Mars came eleven years after the first attempt, with eight craft lost along the way. Had NASA run into this many problems, Congress would have cut the budget, having lost patience too quickly.

The problems were twofold: the launch vehicle; specifically the stage that boosted the probes out of Earth orbit, and long range telemetry. In the first five years, all fourteen attempts failed for one of these two reasons. The launch vehicle was, for all the Venus shots up to 1972, and all the Mars shots to 1969, the A-2-e. This rocket uses the three stages of the A-2, which has launched all the Soviet manned flights. The problem with the

planetary probes was the fourth, or earth-escape(e) stage. According to SPACEFLIGHT (put out by the British Interplanetary Society, an excellent group. They've been around since the Thirties.), this stage is but two meters in length and diameter, with a single liquid fuelled engine. It must have driven the engineers crazy when this stage failed again and again. But the problems were eventually worked out; this four stage rocket continues to launch comsats.



But as the payloads grew, the D class launcher was used. The specific version used is the D-1-E, which is similar in concept to the A-2-e, as it also has four stages. But unlike the A series, which has four strap on engines as the first stage, the D has six, for a take-off thrust of 3.3 million pounds, which is twice that of the US Saturn I-B. Interestingly, this rocket when equipped with that same two meter long 'e' stage that gave so much trouble in the Sixties planet flights, is the standard Soviet launcher for geosynchronous satellites (D-1-E-e).

Use of the D much improved launch reliability. Of the twenty six A-2-e's used in the planetary program, fully eleven had fourth stage failures. Plus, four others never made it into orbit. So the rocket failed in thirteen out of twenty six tries. But of the thirteen probes launched by the D, only one suffered a fourth stage failure.

Telemetry has been the other major stumbling block. It failed on all six of the spacecraft that got out of Earth orbit, up to 1966. But it was solved faster, as it hasn't been a real problem since. The short lifetimes of Venus landers are due to the extreme surface conditions, after all.

So, it can be said that the USSR planetary program has, if nothing else, more vigor than its American counterpart. To date, the USSR has made thirtynine launch attempts, while the US, counting the four Juniter craft, has made only eighteen. The very lengthy teething troubles that the Soviets suffered are now behind them, and quite a bit can be expected in the future. Announcements have already been made, that the two 1985 VENERA 'buses' will continue to Halley's Comet the next year. This prior announcement is also a new feature for the Soviets. They usually say little about a flight until it's underway.

A scheduled experiment for those landers is a high-altitude instrumented balloon, with a projected lifetime of one week (before it's destroyed by the corrosive atmosphere). In comparison, the only projected US flight, the Venus imaging-radar probe, has been deferred. For the moment, Venus is 'Soviet territory', and a return to Mars cannot be far away.

IF INFINITY IS AN INDEFINABLE CONCEPT, IT MUST BE A  
SELF-FULFILLING PROBABILITY. THEREFORE, ALL OTHER  
PROBABILITIES ARE INFINITELY PROBABLE!



ROLD0'82  
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**XIII: THE MAGUS**

# Crescent Moors & Chromosomes

## The Genetics of Lycanthropy

By David Szablowski

In the DM's Guide, lycanthropy is referred to as a disease. It must be an infectious disease, because it can be passed from one victim to another. The Monster Manual, however, indicates that were-creatures can reproduce. Assuming that the parents do not maul their young, how do the offspring contract lycanthropy?

This could be explained if lycanthropy were not only an infectious disease but also an hereditary one. Therefore, when a creature is seriously wounded by an infected were-creature, the disease invades the cells of the victim's body and changes the genes in his chromatin network so the victim becomes a lycanthrope. Obviously this is a long and complicated process and it explains the 7-14 day delay before the disease is established. If both a creature's parents are lycanthropes of the same type, there is 100% chance that he/she will also be a lycanthrope, since their genes determine their offspring's characteristics.

(Those of you who still remember your grade 10 biology can skip this next bit.)

Genes are either dominant or recessive. For example, the gene for brown eye colour is dominant, while the gene for blue eye colour is recessive. Therefore, if you have one gene for brown eyes and one for blue, you will have brown eyes, because the brown gene dominates the blue. Two brown eye genes will naturally produce brown eyes; while two blue eye genes will produce blue eyes.

Let 'E' represent the gene for BROWN eyes (which is dominant).

Let 'e' represent the gene for BLUE eyes (which is recessive).

If a father is 'ee' (Blue eyed) and the mother is 'Ee' (brown eyed) the following will occur:

	Gametes*	FATHER (ee)	
		e	e
MOTHER (Ee)	E	Ee (brown)	Ee (brown)
	e	ee (blue)	ee (blue)

50% of the offspring will have blue eyes (ee) and 50% will have brown eyes (Ee), but will still be carriers of blue eye genes (e).

\*Each parent forms two gametes (another word for ova or sperm--see Sperm Wars) with one of the genes in each gamete.

Now let 'n' represent the gene for lycanthropy, which is recessive and let 'N' represent the gene for non-lycanthropy (the norm). If a lycanthrope (nn) mates a normal human (NN):

		FATHER (NN)	
	Gametes	N	N
MOTHER (nn)	n	Nn	Nn
	n	Nn	Nn

The results are normal seeming children who are carriers of lycanthropy. These children will all live normal lives (assuming Mommy doesn't run back to the woods on all fours) because the 'N' gene dominates.

If, however, two carriers mate:

		FATHER (Nn)	
	Gametes	N	n
MOTHER (Nn)	N	NN	Nn
	n	Nn	nn

the results are one normal, two carriers and one lycanthrope! Thus a child with two carriers as parents has a 25% chance of being born a lycanthrope. Use a similar chart to see what happens when a lycanthrope (nn) and a carrier (Nn) mate. Interesting?

If two different types of lycanthrope meet, we have a whole different ball game. Assuming this is possible, the offspring could either be a carrier of both forms of lycanthropy or, more likely, still-born. No DM in his right mind would want wererat-bears running around in a campaign. It should also be stressed that the chance of two different types of lycanthrope desiring to mate would be very low at best.

On the other side of the coin, wolves can be affected by lycanthropy and become wolweres. These creatures could easily mate with normal wolves, as they would be stronger and cleverer than their competitors. Thus there are also wolves that are also carriers of lycanthropy.

This raises some interesting questions. Are certain royal families carriers? (See Fritz Leiber's *The Swords of Lankhmar* for inspiration). Can a twelfth level patriarch cure a three day old bouncing baby wereboar? Were wolweres the product of were-wolves mating with normal wolves, or were werewolves created by wolweres mating with humans? Could characters be carriers of the disease? (It would certainly be distressing for a ranger to have a baby werewolf as a child.) The list goes on.

Still, lycanthropy is not as common as these charts seem to indicate. Not many people are carriers and even fewer are true lycanthropes. After all, wererats tend to get attacked a lot by angry townspeople with silver weapons. Then again, who's to say how genetics work in a fantasy universe? This is simply a credible explanation of lycanthropy in our own mundane terms.



## And Then There Were None...

Alan Rosenthal

At fannish parties, weird conversations seem to be the norm (indeed, I wouldn't have it any other way!). At a recent party, however, I became involved in a conversation which I found very disturbing.

I was talking with two of my friends when I overheard the phrases "kill ratio" and "megadeaths". As this was particularly gruesome ~~even for a B&B&B~~ I wandered over to see what the conversation was about.

Two people wearing military outfits were discussing the possible aftermath of a nuclear war. This topic, although not one of my favourites, is one upon which I am knowledgeable (indeed I wish I was not) so I went over and began to talk with them. After discussing the consequences of various nuclear 'devices' being dropped on downtown Toronto, the conversation turned to what civilisation would be like after a nuclear war. I am of the opinion that there will not be enough survivors of this war to keep any civilisation going, except possibly on a local, agrarian basis.

When I voiced these opinions, I was greeted with a mixture of astonishment and outrage. They were dead set against my conjecture that the people who were vapourized in the first flash would be the lucky ones. Their vision of life after the bombs fell was one where civilisation, although fragmentary, had not quite been completely destroyed. The only thing that would save the remnants of civilisation (save from what, I was never told) would be leadership in the form of roving bands of mercenaries keeping the surviving populace in order. And who would constitute these roving bands of mercenaries? Why, they would, of course!

After all, they were beginning to prepare now, and would have a large jump on all the other survivors.

"Above all", said one of the men, "we are realists", as he pulled a handful of Smarties out from the grenade cannister of his costume.

As a rational human being, I was very upset over this whole incident. There were millions of people, who during the Cold War dug bomb shelters in their backyards and stockpiled them with food and water, hoping to save themselves and their families from death. None of these people, however, to my knowledge were actually looking forward to a nuclear war to release them from the boredom of their jobs and enable them to don military regalia and weaponry and then lord it over the other survivors by right of superior arms! Fantasies of power are one thing, but when somebody's power trip steps over the massed graves of the entire human race...

In the time since, these people have become far more evident, both at parties and at conventions. A parallel development in the 'real' world is the invention and increasing popularity of the "National Survival Game." In this game, participants are divided up into 2 teams, red and white. Each team has a leader, and each team member has a gun which shoots a piece of cardboard material which will stick to the 'victim'. After a person is hit, he is 'dead' for the duration of the game. The game itself resembles "Capture The Flag", a game played routinely at summer camps and as part of basic Army training. Each team has a flag

in their 'headquarters'. The object of the game is to steal the other team's flag and bring it back to your own team's headquarters. After the game is over, the 'dead' are resurrected, and members of both teams get together for a beer and a barbeque. However, in the real world...

The situations described are merely symptoms of a massive shift to the right in North American (and World) politics, which sadly enough appears to be affecting fandom. Although in the past, fandom has appeared to be almost completely immune from general political squabbling of the left-versus-right type, I fear that this is no longer the case.

It seems a pity that these people, most of whom are quite intelligent, don't wake up to the fact that they are goosestepping over their own graves... Wouldn't energy spent planning for survival and leadership after a nuclear war be better put into preventing that nuclear war from ever happening?...  
(And Jerry Pournelle be damned!)



# THE VIDEO MENACE

Catherine Crockett

Television is a menace.

No, I'm not going to go into the timeworn rant that video violence and lust are corrupting the precious bodily fluids of our young; I assume the kids have guardians who know where the "off" switch is.

No, television is a menace because people take it too seriously. They think it's important.

Everyone from the mediafen who think access to tapes of Star Trek is their democratic right, to the almost-celebrities who'd do anything, sell mommy to white slavers, anything, for five minutes of prime time, give video more credit, no, precedence than it deserves. Somehow, television has become more real than life.

TV people, to make up for the relative youth of the medium, have worked hard to gain credibility. Yet it is the mindless garbage; football, gameshows, soaps, and the bounce'n'jiggle, cops'n'robbers stuff that has characterized TV.

The 'serious' programming, news, talking heads, and 'educational' shows are a farce. The 'news' seems like little more than sports, arson, the local pumpkin festival/winter carnival/Miss Lackawanna contest, shots of crying family members after a rape/murder/fire, who really don't need a videocam shoved down their throats... and five minutes of serious stuff, read out of the newspaper. (Verbatim, occasionally)

Last week was worse than usual. One could feast one's eyes with sportscaster coverage of open heart surgery (I'm almost sure one of the commentators was good ol' boy Howard ~~Zyzzzzzz~~ Cosell), see closeups of Ken Read weeping, just after wiping out on the last race of his career, or, to really please the bread and circuses crowd, a welfare case (they aren't people anyway, eh?) set himself on fire.

I don't really think that the crew who kept the tape rolling, rather than help the obviously disturbed man, were really to blame. The video mystique dictates that the videocam operator (operator—yes, he's a slave of the machine, not a man using a recording tool) keep the tape running, no matter what.

In essence, the second hand, the record of an event is more important than the reality of the event itself. The newsmen insist that they are doing something important, preserving history for posterity.

All three networks, (the heads of which would have traded in their limos for the chance to have a crew in Annistown that night) pretended to pillory WHMA, as a pretext to run footage of poor Cecil Andrews, writhing in agony (his face was tastefully blocked out, perhaps so we wouldn't be reminded that this was a nice American boy, not one of those napalmed Vietnamese, who used to festoon the network news.)

Well boys, what about it? Is it better to save a man, or get some tape to preserve for posterity?

Remember, timebinding only advances civilisation if there is some civilisation to advance.

# NEWS FLASH!

Omigosh, Ohio:

A man dressed in a Ronno McDunggo costume flung a brick through the window of the McDunggo's Family Restaurant at the intersection of 5th St. and 17th Ave. early this morning, then proceeded to try to demolish the building with a sledgehammer, shouting "I'll give you a break, you bastards!"

Police Tac Squads were rushed in, but according to Commander Able 'Dead-Eye' Baker, "None of the men had the heart to shoot. I mean, he looked just like Ronno."

The terrorist, later identified as Irving Rate, an unemployed shoe clerk and part-time sociologist, told reporters that his children were "addicted" to the food and living in a fantasy brought on by exposure to the restaurant's advertising campaign. He also claimed to have proof that the popular fast food franchise was putting saltpetre in the food as part of a Government program to stop teenage promiscuity.

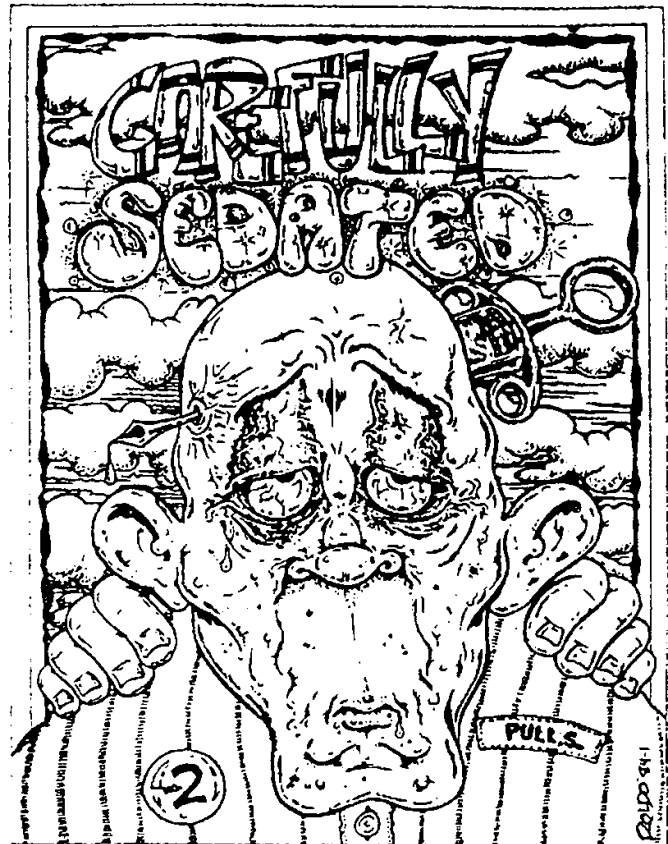
Mr. Rate was detained by the authorities for psychiatric examination.

Ronno McDunggo was not available for comment.

---By Roldo

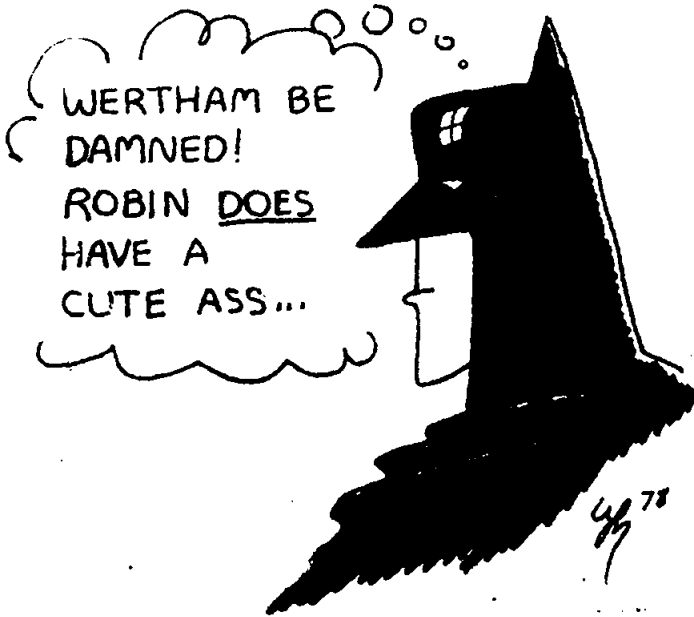
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## •PLUGS•



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TWILIGHT ZONE  
 April, 1983 issue  
 Article by Bob Hadji  
 "13 Worst Horror Novels  
 Of All Time"  
 Good article; recommended.

-18-

