

The ignorable theme, what makes a good or bad convention game, is of particular relevance this month as I am attending DunDraCon ([www.dundracon.com](http://www.dundracon.com)). Unfortunately, the deadline for submitting zines coincides with the convention. So, I will delay the ignorable theme and con report until next time.

## comments

issue 306

### michael cule

You do not have to clean up cat crap? Remind me not to go near your cat's litter box! Picking up after a dog is on par with stumbling across hairballs<sup>1</sup> left in fun and interesting places.

### steve gilham

Your comment about "High Tumulus" made me think that maybe Glorantha was mapped after the human brain<sup>2</sup>. I thought maybe the great secret of Glorantha was that Greg Stafford translated the psycho-neurological geography of the brain to physical and mystical geography. This train of thought led me to the concept that chaos was a representation of the id. Then I got to thinking that I was thinking about this too much.

### spike y jones

The Senate is supposed to rubber stamp Presidential nominees? Did no one tell Senator Ashcroft this when Clinton was in office? Damn, I hate these people.

### rene a louviere jr

If you are going to use words like *approximately*, do not write out numbers to seven decimal places. Assuming a 24-hour day, you were giving resolutions down to hundredths of a millisecond!

Speaking of 24-hour days, I noticed a few of the species originated from planets with rotational periods very different from Earth's. How does this affect their sleep patterns, especially in relationship to a standardized, interstellar clock? If your biological day is 423 Earth hours, do you stay awake for several Earth days and then sleep for several more?

<sup>1</sup> If only hairballs actually had any resemblance to balls of hair. They are more like barfballs if you ask me.

<sup>2</sup> I experienced a weird linguistic short-circuit and read "High Tumulus" as "hypothalamus."

### paul mason

Oh, that is what you meant by *standard*. I get it now. In that case, I am sure d20/D&D3 will be the standard, though I still would prefer other rpgs, namely Chaosium's Basic Role-Playing and JoT's OTE, were also used as standards.

I feel the same way you do about refereeing. Unfortunately, if I clone myself to run a game I want to play, my clone would rather play and not referee!

When it comes to rpg layout and graphical design, I prefer the simple-and-direct method:

- two columns (three columns often have jarring justification oddities)
- plenty of white space, but not too much
- art to capture the visual feel of the subject while serving to break up the text
- good index and solid table of contents
- chapter, section, and sub-section headers and divisions that make for easy "flip-through" referencing

In summary, the design should enhance the text, making it enjoyable to read and easier to use as a reference. At the very least, the layout should not get in the way.

Sidebars are to be avoided as they tend to violate these points. They are only appropriate for examples and miscellaneous information that is parenthetical to the rest of the text on the page. In Toon, for instance, many of the sidebars have sample characters; this is good use of the space. The sidebars in most GURPS products are atrocious. If the sidebar is longer than a page, it is too long to be a sidebar. Under no circumstances should a sidebar require the reader to turn the page.

### chris murray

Welcome back!

### mark nemeth

Pardon me while I take issue with the quote from Steve Jessop. Good roleplayers do not ignore the numbers, but give meaning to the numbers beyond "I have a 17 charisma." Whoever suggested otherwise is not a good roleplayer.

What makes you so sure the *D&D* movie script was ruined by Hollywood executives and not the screenwriter and director?

### brian rogers

Welcome. I look forward to your future zines.