



Cambridge University Role-Playing Society Infomercial the First 1994/95

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 many of its 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, Cyberpunk, Dream Park, Over The Edge, Werewolf, Vampire, Qabbal, 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.

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 and 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 Vice-President, Jon Rabone (details at end), who will be holding the campaign directory for the year. The committee can also give guidance to any novice GMs.

The society meets weekly on a Tuesday, starting on the 11th 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. For the first time this year we hope to hold these in the Butterly at Clare College. 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 13th of October.

We will be holding a squash to welcome new members, and introduce them to the ways of the society. There will be refreshments and 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. 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.

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), but this may change soon so stay awake. 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 a further measly £3.50. 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 £2.50 per annum for postage & packing (and the Secretary's drink fund). If you can receive e-mail in the real world, then give the Secretary your address and a text copy will be forwarded free of charge (Coo! Aren't we generous?).

The society offers several amazingly good annual events. 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 and maybe even edible. 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 to participate in an event that is the talk of Cambridge. There is Wine and Mead, food to delight and a dress code that is bound to get you noticed.

The Punt Party -

The only fitting way to celebrate the end of the Easter term on those long hot summer days when the ex**'s (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 six punts down the Cam - Side by side! Last year's highlights included the VP's punt (complete with L-plates) bouncing off every corner going down the Cam, Ian Lewis (Asst. Sec.) and his amazing punt acrobatics and some very VERY wet people. (Mike Pitt, I want to talk to you!)

One-Offs

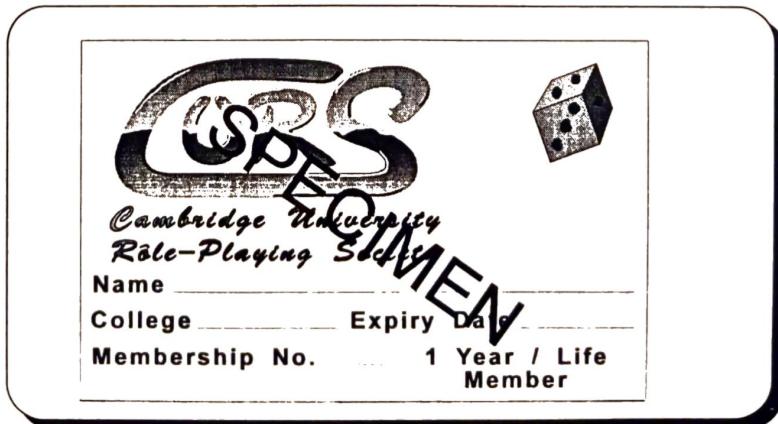
Occasionally, instead of the weekly meetings, we give the GMs a break, and encourage others to try their hand, running a game for a single evening. These are usually heavily over-subscribed.

Varsity Match

Once a year, we challenge Oxford to a test of wits and skill. This year it's their 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. Last year, we were trounced honourably in a game set in Ankh-Morpork.

Live Role-Playing

Due to the formation of Darkrych, the University LRP society, we have passed responsibility for this over to them. The two societies are thoroughly intermixed and we co-operate wherever possible for major events. Currently, CURS members are also entitled to take part in any Darkrych games.



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?

Gaming Conventions

A group of people usually heads off towards the major gaming conventions in the country (e.g. Gen Con and Games Fair). If you're interested contact a committee member for more details.

Society Filespace

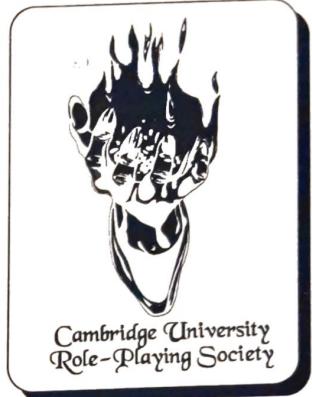
Those of you who have been introduced to the arcane rights of Hermes and the PWF may like to know that the society has its own account. This means that you can send mail to the committee as well as to your friends. We can be contacted at the addresses below. The filespace also contains a copy of the campaign directory, and other useful information. Have a look. See the Secretary or Vice-President for more information.

The Society T-Shirt

The society has large stocks of its own T-shirt design (right). Prices are £8. See your nearest committee member for more details.

This Newsletter

Newsletters are normally distributed every couple of weeks, usually as the result of a committee meeting. If you have anything useful to submit, can you again collar a committee member, preferably either the Secretary or the VP.



This year's committee is:

President	Mark Mackey	Trinity Hall	mdm1004@cus.cam.ac.uk
Vice-President	Jon Rabone	Churchill	93jkr@eng.cam.ac.uk
Secretary	Steve McIntyre	Churchill	sam1007@hermes.cam.ac.uk
Assistant Secretary	Ian Lewis	Emmanuel	no e-mail
Junior Treasurer	Paul Killworth	Clare	not known
External Officer	Rob Wilcox	Clare	rjw1005@hermes.cam.ac.uk



Cambridge University Role-Playing Society

Newsletter the First 1994/95

The Squash

The squash this year will be on this Saturday (8th) in room B1, Trinity Hall from 2pm till 6pm. The Committee will all be present (yes, that includes you, Jon!) and new members can come along and see what we're about and maybe even spend the pittance of £6 for membership (oh, go on, *please!*). We will no doubt have the usual vast quantities of free wine etc. to help soften you up. Members for one year only last year can also renew their membership for the paltry sum of £3.50. So far, a few games are organised for the afternoon, but if any members are masochistic enough to volunteer their services as additional GMs, we would be very grateful. Contact your nearest Committee member if you can help. Campaign sheets will also be on hand for people to sign up for games for this term/year/millenium etc.

Campaigns Directory

A plea from the Vice President - can everybody running a campaign this year please let me know so I can keep the campaigns directory up to date. If anybody who wants a copy could let me know I will get one to you as and when the information becomes available by whichever means you prefer. Currently, like Manuel, I know nothing, so the sooner you all tell me what's happening, the sooner I can have it done. Ta!

Society Filespace

If anybody who has been introduced to the arcane rites of the PWF wants to know how to access this, by all means ask the Secretary. He probably won't know, but ask him anyway.

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 will reside in the Assistant Secretary's room this year. 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. All members will get a copy of the library inventory with their next newsletter.

This year's committee is:

President	Mark Mackey	(The Dark Lord)	Trinity Hall	mdm1004@cus.cam.ac.uk
Vice-President	Jon Rabone	(The Vampire - yes, really!)	Churchill	93jkr@eng.cam.ac.uk
Secretary	Steve McIntyre	(The Dwarf)	Churchill	sam1007@hermes.cam.ac.uk
Assistant Secretary	Ian Lewis	(The Librarian, Oook!)	Emmanuel	no e-mail
Junior Treasurer	Paul Killworth	(The Missing One)	Trinity	not known
External Officer	Rob Wilcox	(Who Knows?)	Clare	rjw1005@hermes.cam.ac.uk



Cambridge University Role-Playing Society Newsletter the Third 1994/95

The Moan of the Ancient Mariner

"... I call it appalling GMing; I mean, there we all were, in the middle of the ocean, and there's that albatross, just one albatross, and I figure, why not test out my character's new crossbow, and the GM's looking worried, and I roll a critical success, straight through the heart; how was I to know it was some vital bit of the plot, he never said anything about not shooting any albatrosses in the background material, I mean it was part of my character's background, 'intense hatred of all marine avians', -15 point disadvantage, I had to shoot it - and my character's a mariner, he'd have known it was going to be unlucky; the GM wouldn't even let me try a default veterinary roll, and that albatross should have had more than 5 hit points I'm telling you, have you seen the size of it; well, of course you have, and then the crew dying like that, not even a bloody saving throw, down dead, all of them, and the sanity checks for all those slimy things, well over the top if you ask me, and now this: I spent half my startup points on a charisma of 16, and now I've got a bloody great albatross round my neck, I mean what's the bloody point of carrying on with the campaign with me having an albatross round my neck, eh? he reckons I should have a modifier on my sex appeal rolls now as well, something about women not fancying blokes with dead marine wildlife stuck to them, totally unfair, and not a single experience for it either..."

Weekly Meetings

The remaining weekly meetings for this term (and probably for the rest of the year) will all be in Clare Buttery, at 7.30pm on Tuesdays. We will be starting again next term on Tuesday the 17th January (the very first day of Full Term!). As an added attraction, the second weekly meeting next term (the 24th of Jan, for those of you doing maths) will be set aside as a one-offs evening for people to try other systems etc. Mark it down in your diary! The weekly pub meetings are still happening every Thursday at 7.30pm, in Catz bar. However, these will be moved, starting next term. We restart after the Christmas break on the first Wednesday of Full Term, the 18th of January. Many people have been complaining that Thursday is not a good night for them, so now is a good chance for you to make your voice heard. We are looking for suggestions for alternative venues and evenings for the pub meet. Please let us know your preferences so the committee can, in true democratic fashion, completely ignore them! Best offer so far is a Wednesday, place unspecified.

Christmas Party

The annual Christmas Party is on for the 3rd of December in the Latimer Room, Clare College. It has officially been designated a Kersplatt! free zone. As we will not be able to sell tickets on the door, please find a committee member at one of the weekly meetings (or elsewhere, if necessary) to buy your ticket. They cost £3.50 and come in a very pretty shade of green. There will be the obligatory seasonal food and drink, including some mulled wine, all included in the cost of the ticket. (We're cutting our own throats! etc, etc.) Several suitably silly games have been organised, including Clay-o-Rama, Paranoia and a mission to kill Santa Claus. (I seem to remember doing that myself last year, but the wily old bugger appears

to have rematerialised!) The President will (un?)fortunately be elsewhere for the remainder of term, so we will have to cause our own mayhem unaided.

Campaigns Directory

As yet, there are 8 known GMs still looking for people to play in their campaigns:

GM	Title	System	When?	E-mail	Contact address
Simon Staines (Stephen Ball)	<not given> (<not given>)	AD&D (Ravenloft) (Dragonlore)	Monday, 7.30pm (Tuesday, 7.30pm)	sfs1000@cam (smjb100@hermes)	46 Lensfield Road Emmanuel College
(Michael Anderson)	((((94msa@eng)	Jesus College
Steve McIntyre (me!)	The Evil Uprising	AD&D 2nd Edition	Tuesday, 7.30pm	sam1007@hermes	Churchill College
Richard Harris	AADA Championships 2042	Car Wars - one offs	29th Nov - 2nd Dec	rdh1000@phx	Emmanuel College
Richard Harris	Jaiman - the Land of Twilight	Rolemaster / GURPS	Thursday	rdh1000@phx	Emmanuel College
Andrew Martin	<not given>	D&D	Saturday, 2pm	acm1001@phx	Room 3, 25 Grange Road
(Marcus Bucci)	(<not given>)	(Star Wars	(TBA	(OSC94MBB@va.anglia.ac.uk	Anglia
(Alan Beckett)	((((<no email>	33 Rock Road
Bryan Tookey	<not given>	Vampire	TBA	bdt1000@hermes	2 Pembroke Street

Contact them direct if you are interested. If you want to run a campaign yourself, please let the Vice-President know so we can keep the campaigns directory up to date. Can the GMs also let us know of any changes to their campaign details as well, please? It does help us greatly. The last two are not society members, but have promised to join if we can find them some players, so please help them and us.

Update on Chris Watts' Warhammer campaign:

Isn't it fun when your party chooses some bloody stupid skills for their characters. I managed to get through about 4 of the party's fate points. This now leaves most of the adventure to go, with a couple of characters with NO Fate Points. This is compounded by the fact that the priest of Ulric (War God and so likes going into battle), only has Cure Light Injury, a spell that only has effect on those with more than 2 wounds. Also, none of the bloody idiots thought it wise to get the healing proficiency, so they spend lots of time bleeding to death, because nobody knows how to staunch the blood flow. What's better, is the now they have spent Fate points and taken critical hit rolls, they are on the verge of gaining insanities. I wonder if I should give one of them Berserker, or better still Heroic Idiocy <vbg>???????

Video Evening

This went astoundingly well and was agreed by all to be a "very good thing". Some old hands nearly had heart attacks on the spot as they saw the large attendance. Keep up the good work! The quote of the night had to be a shouted "yes!" from David Damerell as some Ewoks were killed in Return of the Jedi. His CUWoCS presidency is starting to show.

Annual Dinner

We are starting to organise this for the end of the Lent term. It didn't happen last year due to general apathy and too high a price. So this time we want suggestions and requests from you lot. If anybody knows of a suitable venue with a private room available for a fancy-dress dinner at the end of next term, without being too expensive (about £15 max per head), please let us know.

This week's committee is:

President	Mark Mackey	(The Tasmanian Devil)	Trinity Hall	mdm1004@cus.cam.ac.uk
Vice-President	Jon Rabone	(The Friendly, Happy Person*)	Churchill	93jkr@eng.cam.ac.uk
Secretary	Steve McIntyre	(Planning? What's that?)	Churchill	sam1007@hermes.cam.ac.uk
Assistant Secretary	Ian Lewis	(The Wanderer)	Emmanuel	no e-mail
Junior Treasurer	Paul Killworth	(Who?)	Trinity	no e-mail
External Officer	Rob Wilcox	(The Novice)	Clare	rjw1005@hermes.cam.ac.uk

Steve McIntyre 24/11/94. Thanks to Paul for the "Moan"

* TM



Cambridge University Role-Playing Society Newsletter the Sixth 1994/95

The Red Dragon Caper

Two creatures stepped out into the road about a hundred yards ahead of the party and called "Halt!". They appeared to be a mixture of vultures and men, like some hideous transformation only half completed. The party continued on riding towards them, their pace unabated, but Ksah readied his trusty battle-axe for combat while the others drew their swords. As the party neared, the would-be highwaymen cried "Surrender or die! Give us your money and your magic or we will kill you all." At this point one of the bird-men raised a loaded crossbow and took aim at Ksah at the front of the group.

This doughty dwarfen hero was not going to stay there and be a sitting duck for target practice! He swung down from his horse and charged towards the thieves, screaming something incoherent in dwarfish as he (yet again) went berserk. However, as he ran towards them swinging his mighty axe like a scythe ready to mow down the evildoers, they backed away and started to lift into the air, using their wings to good effect. He sprinted forward, cursing evilly in dwarfish as the blood lust rose within him unsatisfied, but was unable to reach them as they rose up above him. Then he was more fortunate as the birdmen called for help. Here was the answer to his prayers! A nice BIG target! It looked vaguely like a red dragon, but Ksah was sure it wouldn't be a problem. He wanted to batter it, and he wanted to batter it NOW.....

[Oh God! No! You said we wouldn't meet any dragons until much later!] exclaimed the Player. "This must be an illusion! I disbelieve it! I disbelieve it! It can't be a dragon, or we'd have seen it before and it would have used its 25D20 plus 400 breath weapon on us already! There's no way I'm going to believe in it!.... Oh bugger! I've rolled a 1!"

"In that case, you strongly believe in this 'dragon' and you're going to fight it," said the cruel, heartless GM.]

"Charge!!!!" screamed Ksah at the top of his voice as he leapt to the attack. He didn't see the rest of the party behind him drop their weapons and surrender. He was going to bag himself a monster! He swung gamely at the outstretched claw of the dragon as it reached for him and even managed to dent a couple of its scales before it gouged a fearsome wound on his arm. At this point he came up with a cunning plan! He remembered hearing from a veteran warrior in a tavern once that dragons have vulnerable spots underneath them where a good strike will kill them in one blow. He ran forward under the outstretched foreleg of the dragon and aimed his magic battle-axe for a mighty blow beneath one of the dragon's hind legs. At this point the dragon displayed the one minor flaw in the plan. It sat down.

Ksah awoke some time later to see a tall, skeletal figure bending over him. "FOLLOW ME" it said...

(To be Continued?)

Rag Dungeon

The RAG Dungeon is this weekend, running from midday(ish) Saturday through to the same time on Sunday. Currently we have one game organised, Call of Cthulhu by Mike Pitt. He calls it "An epic adventure in time and space (well, 1990s Cambridge) with 1000 elephants and loads of Coffee. I might be lying about one of the last two bits." His coffee is truly legendary, so anybody interested should contact him as soon as possible (either by pigeon-hole at Churchill or mhp1001@hermes) if you haven't already. If you have committed yourself already to this marathon of role-playing then you should have received a sponsorship form with this Newsletter; if you didn't, contact the Secretary or President now. If you're not playing then shame on you!

Weekly Meetings

The weekly gaming meeting in Clare Buttery will be continuing for the first two weeks of this term, Tuesdays at 7.30pm. In place of this in the third week will be the AGM (see below). The weekly pub meetings are still on in Catz Bar at 7.30pm every Wednesday. These meetings are ideal for finding those elusive Committee members if you want more details about or want to participate in the Varsity Match or Rag Dungeon.

Varsity Match

The Varsity match has been re-scheduled to the second week of this term after Oxford couldn't organize a team for last term. With some luck we should be able to emulate the Boat Race and University Challenge teams and pull off a memorable victory over the Other Place. We still have room for a couple of extra players, so if you're interested then contact Rob Wilcox ASAP please.



Cambridge University Role-Playing Society

Newsletter the Seventh 1994/95

"That Bloke's A Nutter!"

[We left our hero last time in quite a bad position; well, let's be honest: He was DEAD. In true role-playing fashion, of course, this shouldn't be a hindrance to a character's career. The group have carried Klah's body to the next town and found a room in an inn. They have enlisted the help of a local mage.]

"Where am I?" muttered the dwarf as he came round. He decided shortly that he must have gone to the worst dwarven hell where everything turns surreal. There was a man leaning over him wearing what looked like deer antlers. It HAD to be a dream. How much had he drunk the night before? Then it all came back to him...

He jerked upright and screamed something unprintable in Dwarvish. "What happened? Where's that dragon? Where's my AXE?"

"Allow me to introduce myself," said the strange-looking man. "I am Prince Peanut. Your friends here brought you to me after your sad demise." He coughed and looked round at the rest of the assembled party. "Unfortunately we now have to talk about money. You see, I don't resurrect people for nothing and you don't appear to have the cash required. What do you have in the way of magic? Let me see.... Ah! Yes."

As if by magic several pieces of the party's equipment started to glow a bright yellowy-orange—"Look at me! I'm magical!" type of colour.

"Right! We'll take that, and that, and that, and that," the mage said, pointing around at the group's most treasured items.

"No! Not my Boots of Running Away Very Fast!" said Corasin, the elven Warrior (who mysteriously was only wearing leather armour and had yet to hit anything in combat). "Besides, they will only work for elves!"

"OK," said Peanut, "how about this, then?" as he picked up the Barbarian's two-handed sword.

"Put me down!" cried the sword. "Or I'll slice your leg off!" It started to move menacingly towards Peanut's left leg. He dropped it quickly.

Peanut was obviously becoming exasperated. He moved towards Shaddar, the silent Drow in the corner of the room. She was glowing all over from the effects of his spell. "What about your armour then...." he broke off as he saw the look of pure hatred in her eyes.

The mage headed back towards the bed where Klah was lying. He glanced at Klah's magical axe and went to pick it up, but thought better of it. He turned around and scanned the room. "In that case, I'm taking this!" He grabbed the wand that Kolmac the mage was carrying.

"Aaaaaaaaaargh!" screamed the party members in unison as the wand started to whine and vibrate. Each dived for cover. Klah didn't stay bed-ridden for long. He went through the window and out into the street accompanied by a loud CRASH! The wand was now shrieking and sending odd-coloured sparks in all directions. "Oh bu...." Peanut started to say, but before he could even finish his sentence the wand exploded and everything about him went black.

Kolmac crawled towards the wreckage of the bed and picked up his wand. "Works every time!" he said. All that was left of the weird "Prince" was a slightly cliched pair of smoking boots. "Now we'll have to get out of here before the innkeeper finds us!"

Weekly Meetings

The weekly gaming meeting in Clare Buttery are effectively finished for this term, but will be continuing next term, Tuesdays at 7.30pm. The weekly pub meetings are still on in Catz Bar at 7.30pm every Wednesday. They are ideal places to find a Committee member if you want a Punt Party ticket or to join in with the Varsity Match.

Campaigns Directory

The usual update on the state of the campaigns directory is probably inappropriate at this time of the year. However, we are looking for GMs who are planning to run games next year. If you have any plans for a game then please let us know as soon as possible so we can get the details ready for the next squash. If nothing else, it impresses the new freshers!

Paul Killworth is trying to organise "some sort of 'stand-around-talking' live-roleplaying" for later this term. He has details from Denne Abbey, an English Heritage place near Cambridge which is apparently ideally suited to giving the right kind of atmosphere for a session. He still has to finalise the details, but the cost should be small (a maximum of about £2.50 to £3 per head). If anybody is interested can they please contact him ASAP either via his pigeon-hole at Trinity or on Cambridge 324601.

Varsity Match

The Varsity match has been re-scheduled to the end of term (the weekend of the 17th/18th June) since Oxford couldn't organise a team for last term. We still need a couple of extra players and somebody to share the GMing, so if you're interested then contact Rob Wilcox ASAP please.

AGM

This year's AGM, on the 9th May in Clare Buttery, gave us a new Committee for next year:

Next year's committee is:

President	Andy Penrose	Caius	ajp1011@hermes.cam.ac.uk
Vice-President	Brian McLaughlin	Girton	bsm1002@hermes.cam.ac.uk
Secretary	Steve McIntyre	Churchill	sam1007@hermes.cam.ac.uk
Assistant Secretary	Mike Pitt	Churchill	mhp1001@hermes.cam.ac.uk
Junior Treasurer	Andrew Mobbs	Trinity Hill	ajm46@hermes.cam.ac.uk
External Officer	Rob Wilcox	Clare	rjw1005@hermes.cam.ac.uk

We had two elections: Brian McLaughlin beat Simon Board and Greg Brown for the Vice-President post; Andrew Mobbs beat Simon Board in the election for Junior Treasurer.

We had one motion proposed: that we should remove Clause 3 in the Society's Constitution, the one that said we should delegate all responsibility for Live Role-Playing to Darkrych. After much debate the motion was passed almost unanimously (24:0:1).

During discussion later, three more motions were passed:

More bread should be provided for the Punt Party to be used to lure ducks within roasting distance.
The Committee should all be referred to by silly names proposed by other members of the Society, with such names to be sent to the Secretary for inclusion in the Newsletter.

It was decided that CURS should pay for reasonable lunch for the visiting team when we host the Varsity Match.
There was also the traditional vote of thanks to the outgoing Committee

If you have any suggestions for new acquisitions for the Library, let us know as we should be able to afford some new books this year. Also, there are still some T-shirts left at £8 each. As we still have the template for them, we may be able to print more to order, giving us the options of different colours and maybe even having the print on the front!

Punt Party

If you want a ticket for the Punt Party, contact a Committee member. The date to remember is Sunday the 18th June. Tickets cost £6, for which we provide masses of food; alternatively, if you can get a college punt then we will refund the cost of the ticket AND pay for the punt. What more could you ask? Please bring your own drinks.

This week's committee is:

President	Mark Mackey	(My! Make Rack)	Trinity Hall	mdm1004@cus.cam.ac.uk
Vice-President	Jon Rabone	(No! Earn Job!)	Churchill	93jkr@eng.cam.ac.uk
Secretary	Steve McIntyre	(Mice Try Events)	Churchill	sam1007@hermes.cam.ac.uk
Assistant Secretary	Ian Lewis	(Wine Sail)	Emmanuel	no e-mail
Junior Treasurer	Paul Killworth	(Will Hurt Pal OK)	Trinity	no e-mail
External Officer	Rob Wilcox	(Low Rib Cox)	Clare	rjw1005@hermes.cam.ac.uk

World Wide Web: <http://hammer.chu.cam.ac.uk/~sam1007/curs.html>; or
<http://www2.eng.cam.ac.uk/~sam1007/curs.html>



Cambridge University Role-Playing Society

Newsletter the First 1995/96

The Saga of the Heroic Dwarf

Part Three: Is There a Mage in the House?

Kjah and Corasin the Elf were not speaking to each other. Well, to be honest, it was more a case of Kjah not speaking to Corasin; at the moment Corasin couldn't speak to anybody due to his unfortunate condition. But why did everybody have to blame Kjah? It wasn't his fault if the stupid Elf interrupted him while he was casting that spell, the one from the scroll that the party had found in the fearsome lair of "Wuffy the Invincible". (Wuffy was in fact a harmless old mage who had turned out to be far from invincible and had run away quite readily when the party broke into his home to look for his fabled treasure.) It wasn't as though Kjah deliberately turned Corasin into a hamster, it just happened that way. And when Corasin went berserk and jumped up to try and bite Kjah's nose, that was the last straw. Kjah knocked him away and readied his axe...

"Kjah! No!" cried Shaddar, the Drow priestess. She leapt to separate Kjah and the hamster. "We need to return Corasin to his original form and this doesn't help!"

The others had talked Kjah into using the scroll to try and heal Kolmac the Mage after his latest bout of pyrotechnic hiccups. Kjah had been quite sure that it contained a spell of major healing, so why had it done this? He didn't know, and even the Gods weren't listening today so he couldn't count on much help from that direction. Every time he prayed at the moment he kept seeing a vision of a "Do Not Disturb" sign hanging on an altar, so he didn't want to push his luck too far.

There was only one thing to do: the party had to go and find a mage to help them. But where was there another mage? Lately they seemed to meet very few mages, probably as a result of their infamous encounter with Prince Peanut. (Kjah still had nightmares about that one.) For some reason, magic users just didn't seem to want to know the party these days.

At this point Shaddar had an uncharacteristically bright idea: "There are always plenty of mages wandering around in Ravenloft. Why don't we go there to find one?"

Kjah knew that she was right. That was about the only reliable place to find a wizard since the Great Magical War of ten years past. Unfortunately, most of them seemed to be evil and really rather nasty people as well. But, much as he would have desired otherwise, the party needed magical help and so they had to find an entrance to Ravenloft. "Let's go," he said, without much conviction. "Of course, you do realise that we'll be lucky to survive the trip with just the two of us able to fight?"

Little did he know that he would regret those words later when he came to find his food in his backpack. Corasin did not like being ignored.

The Squash

This year's squash is this Sunday (8th October) in the Latimer Room in Clare College from 2pm till 6pm. The Committee will all be present and prospective members can come along and see what we're about and maybe even spend the pittance of £6 for membership. We will also be providing the usual vast quantities of free drink to help soften people up. Last year's one-year members will also be able to renew their memberships for just £3.50. A few games should be organised for the afternoon; if any members are masochistic enough to volunteer their services as GMs for the day, we would be very grateful. Contact your nearest Committee member if you can help. Can any prospective GMs for this year also please fill in details of their campaigns for the Campaign Directory as soon as possible, please, so we can have them ready for the Squash and available for players to sign up for this term/year. If you can pass these along to the Secretary it would be greatly appreciated.

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 will be deleted from the delivery lists. No more free copies. Conversely, if you joined the Society in 1992/93 and are still in Cambridge, let the Secretary know ASAP, otherwise we will have to assume that you have graduated without leaving us an address.

Weekly Meetings

These restart next Tuesday (the 10th of October) at the usual venue, Clare Buttery at 7.30pm. This would be a good time to find the Committee if you need them (for example to renew a lapsed one year membership or to give them your campaign details), and the bar is just seconds away if you need liquid refreshment. The regular pub meetings will also be restarting next week, 7.30pm in Catz Bar on Wednesday (the 11th). Feel free to come along and you may even meet the elusive, near-mythical group known only as "The Old Guard".

The Library

The Library will be available again for loans of rule-books, modules and assorted other role-playing material this year. You will need your membership card and a cheque for a returnable deposit; all new members will receive a copy of the Library inventory with their next newsletter.

This year's committee is:

President	Andy Penrose	(Kermit)	Caius	a jp1011@hermes.cam.ac.uk
Vice-President	Brian McLaughlin	(The Swedish Chef)	Girton	b sm1002@hermes.cam.ac.uk
Secretary	Steve McIntyre	(Scooter)	Churchill	s am1007@hermes.cam.ac.uk
Junior Treasurer	Andrew Mobbs	(Beaker)	Trinity Hall	a jm46@hermes.cam.ac.uk
Assistant Secretary	Mike Pitt	(Fozzie)	Churchill	m hp1001@hermes.cam.ac.uk
External Officer	Rob Wilcox	(Gonzo)	Clare	r jw1005@hermes.cam.ac.uk
World Wide Web:	http://hammer.chu.cam.ac.uk/~sam1007/curs/ http://www2.eng.cam.ac.uk/~sam1007/curs/			

or

C. U. Role-Playing Society - Constitution

This has now been fully corrected and brought up to date, Dougal 8/5/93

1. The society shall be called the Cambridge University Role-Playing Society.
2. The aims of the Society are:
 - a) to promote role-playing games within the University
 - b) to provide facilities for the playing of role-playing games
3. Every member of the Society shall have one vote to use at his/her discretion for every issue at a general meeting. The Chair shall have only a casting vote which s/he may use at his/her/its discretion.
4. The officers of the Society, with the exception of the Senior Treasurer, shall be elected by the Society at the Annual General Meeting.
5. The Committee shall have the power to co-opt additional members as it sees fit. Such members, however, will have no vote at Committee meetings.
6. The officers of the Committee shall be the following: President
Vice-President
Secretary
Assistant Secretary
Junior Treasurer
External Officer
Senior Treasurer
7. The Committee shall consist of the officers listed above. A quorum shall be 4 elected members of the Committee at ordinary meetings.
8. The following shall be the duties and powers of the officers:
 - a) The President shall chair Committee meetings at which meetings s/he will have a full vote and a casting vote where necessary.
 - b) The Vice-President shall perform presidential duties when the President is unable to fulfill this role and shall provide ten pence pieces for table football machines at pub meetings.
 - c) The Secretary and Asst. Secretary shall be jointly responsible for the newsletters, meeting agendas and general correspondence of the Society.
 - d) The Senior Treasurer shall have custody of Society funds and will audit the accounts. He will register the stock of equipment at the end of each academic year.
 - e) The Junior Treasurer will be responsible for the subscriptions received and shall keep financial accounts which must be submitted to the Committee at each ordinary meeting.
 - f) The External Officer shall be responsible for keeping the Society in touch with carefully selected aspects of the real World - eg Conventions, other RPG Soc., LRPG. S/he shall be responsible for co-ordinating the 'Varsity Match with Oxford RPGSoc.
 - g) One elected Committee member shall act as Society Librarian.
9. The method by which the officers of the Committee are elected shall be as follows
 - a) Only members of the Society may stand for election. Candidates must be nominated and seconded in writing, and only members of the Society may nominate and second candidates. Candidates may nominate themselves, or second themselves, but not both. A deadline for the handing in of nominations shall be set to enable the Secretary to prepare voting forms prior to the Election.
 - b) A separate election shall be held for each elected post on the Committee. Candidates must therefore specify the post on the Committee for which they are standing (e.g., President, Secretary, etc.). However, candidates may, if they wish, also state a further, second preference post for which they shall be deemed to be standing only if they fail to be elected to the position of their first choice. This second preference must be stated on the candidate's nomination paper.
 - c) The order in which the posts shall be elected shall normally be:-

President, Vice-President, Secretary, Junior Treasurer, Assistant Secretary, External Officer. Candidates should be informed of this, so that they may avoid stating as a second preference a post that would normally be voted upon prior to their first choice. However, should such a nomination be received, the Chair shall have the discretion to vary the order in which the posts are elected in order to defer the election of the second post, unless this affects the order of voting on the first and second choices of the other candidates.

- d) The elections for each post shall be held by secret ballot, and the Secretary shall prepare voting forms for this purpose. Two officers of the Committee who are not candidates for the post being voted on shall act as tellers. In the event of a tie, the Chair may exercise a casting vote, or may stipulate a tie-breaker, such as a game of Table-football. The tellers shall announce the name of the winning candidate, but not the number of votes cast for each candidate.
 - e) In the event of there being no candidates for a particular post, nominations shall be reopened, and another General Meeting called for the purpose of the election of that post.
10. Phoenix Noticeboard. If no elected Committee member will accept responsibility for this, a member shall be co-opted with this specific responsibility at the first Committee meeting of the academic year.
11. Meetings:
- a) The President shall summon General Meetings
 - b) Notification of General Meetings will be given at least SIX days in advance to members of the Society
 - c) A General Meeting may be summoned by any TEN members of the Society via written notification to the Secretary
 - d) A quorum at a General Meeting shall be SIX excluding the President
 - e) There will be at least one General Meeting a year, designated the Annual General Meeting
 - f) At the Annual General Meeting the subscriptions for the following year shall be fixed.
12. The Constitution may be amended by a 2/3 majority at a quorate General meeting
13. All members shall be bound by resolutions carried at General Meetings.
14. Notification of any proposed change will be given at least THREE days in advance to members of the Society
15. The following minimums shall exist for subscriptions: #3.00 for Life #2.00 for One Year #1.50 to upgrade
16. Finance and Audit. The Society shall be financed by the subscriptions of the members and by any grants, etc, from sources both within the University and without the University.
- The Junior Treasurer shall prepare a report for audit by the Senior Treasurer at the end of the academic year. The Librarian shall provide a list of all holdings of the society for check by the Senior Treasurer.
- The Senior Treasurer shall audit the Society's accounts and shall check the holdings of the Society.
17. Society equipment shall be in the care of the Committee members and available for loan to members of the Society and shall be an inalienable right, except with the permission of the Societies Syndicate.
18. A list of all members of the Society shall be held by both the Secretary and Asst. Secretary as a minimum requirement.
19. In the event of dissolution of the Society, any positive balance of the Society's bank account shall be spent on additional purchases for the Society library, such purchases to be decided upon by the recumbent Committee, and the library, together with the Society's other surplus assets, shall be placed in storage in the University Library so that they shall remain available to anyone wishing to refound the Society at a future date. Should the Society's bank balance be negative, then an appeal shall be made to the Societies Syndicate to cover the debt, but in

extremis, the more easily replaceable articles from the Society Library may be auctioned off to raise the necessary money. The Society's remaining assets shall then be placed in the University Library as before.

20. Within the confines of the society all members by the name of David Prince shall be known as Florence.

21. Within the confines of this Society, all Committee members shall be known, referred to and addressed by the title of their chosen Magic Roundabout character.

Greetings, and welcome to the new year, all you lovely new potential members! As you must be interested in the Society to be reading this, here are the answers to the most common questions that people like to ask...

WHAT DO WE DO?

We exist to promote role-playing in all its multifarious forms, offering our members ample opportunity to try them out. Last year, games running included AD&D, Star Wars, Amber, Shadowrun, Call of Cthulhu, Vampire, Warhammer and Feng Shui plus a selection of other fantasy, historic and futuristic games. We can try to arrange any games or systems that you fancy.

We hold a **Campaign Directory** of the games that are being run by Society members to help you find a campaign. This should help you to select something that interests you, and it has proved invaluable in the past as a way of matching GMs and players, especially for those holding sessions outside the weekly meetings. The Secretary will be looking after the Campaign Directory for the year, so if you are thinking of running a campaign this year, contact him with any details or ideas you have. The Committee can also give guidance to any novice GMs.

In addition to the individual campaigns, we'll be running **Severance: The Immortal War**, a stonking multi-GM extravaganza of a game with no complicated system to get in the way. The game's run so you can come to as many or as few of the weekly sessions as you like and is ideal for beginners.

CURS members have regular opportunities for **Live Role-Playing** (LRP) throughout the year. Plans include *The Devil's Word*, to be run in Featherstone Castle – more details on the way. Last year's hilights included a trip to nearby Badby for *The Restoration of Professor Lydington*, a distinctly Cthuloid escapade resulting in much loss of sanity all round. But in a good way.

WHEN AND WHERE DO WE DO IT?

The Society meets weekly on a Tuesday, starting this year on the 12th of October, and the first Tuesday (i.e. the very first day of full term) for the Lent and Easter terms.. These meetings are held in the Buttery at Clare College, starting at 8pm each week. Several of the weekly games are run at these meetings, although many more are held elsewhere throughout the week.

Once a term, we hold a **one-offs** evening to give the usual GMs a break and encourage others to try their hand running a game for a single evening. It's also a good time to try other systems to the ones you're playing every week.



Cambridge University
Role-Playing Society

WHAT ELSE DOES CURS HAVE TO OFFER?

The Society has a **discount** arrangement with two RPG shops in Cambridge, *Games and Puzzles* in Green Street and *OtherWorld Games* in King Street. These currently offer a 10% discount to Society members, subject to certain conditions.

We have stocks of our own **T-shirt** design (left) in a variety of colours and sizes. Prices are £8; they'll be available at the squash. Oh, and rumour has it that we do have some black ones at the moment – buy swiftly...

CURS also maintains a **library** of role-playing material that can be borrowed for a refundable deposit.. We have a wide selection of games, modules, adventures and magazines, currently residing with the Junior Treasurer, as well as a collection of latex weaponry.

Newsletters are normally distributed every few weeks. They contain the latest details of upcoming events both within the Society and outside, along with occasional player and GM accounts from their games. The current state of the Campaign Directory is also listed, particularly a summary of games with places for new players. There is also the traditionally dreaded "Funny Bit". If you have anything you'd like to contribute, you can again collar a committee member, preferably the Secretary or Assistant Secretary. In between newsletters, members with e-mail addresses will receive "newsletterettes" giving up-to-the-minute information and reminders for events.

The Society's **website** is at <http://www.rpg-soc.ucam.org/curs/>. Here you can find details of upcoming events and the current Campaign Directory, plus newsletters old and new and other documents such as the Society's constitution and the library inventory.

We have two **newsgroups**, *ucam.societies.curs* for general discussion, and *ucam.societies.curs.game*, which is devoted to *Gaps Between Worlds*, an online game.



CURS RECOMMENDS OTHERWORLD GAMES FOR ALL YOUR ROLE-PLAYING NEEDS.

WHAT EVENTS DO WE ORGANISE?

THE RAG DUNGEON

We (or rather you) raise money through sponsorship of a 24-hour marathon session of role-playing and caffeine. Good fun and all in aid of charity. Last year, we somehow managed to hold two of these annual events, *Operation Phoenix* and *Operation Starburst*, each raising over £200. There are write-ups of both on the website.

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 (usually on a silly festive theme) and provide suitably seasonal food and drink. Tickets cost about four pounds.

VIDEO EVENINGS

These are held several times during the year. We show selections of films vaguely connected with various aspects of role-playing, although these links can sometimes be rather tenuous... Recent choices have shown a distinct martial-arts bent, lots of Jackie Chan and the excellent *Mr. Vampire*. Any suggestions for future movies will be gratefully accepted!

VARSITY MATCH

Once a year, we challenge Oxford to a test of wits and skill. This year it's their turn to host this prestigious conflict, as well as the numerous other events that make up a very enjoyable weekend. We successfully defended the trophy last year. Get involved and, who knows, that elusive quarter blue could be yours...

THE ANNUAL DINNER

Join the committee, members and guests for a slap-up meal and party to celebrate being a role-player in Cambridge. Held towards the end of the Easter term after exams in a local hostelry, hand-picked by our experts.

THE PUNT PARTY

The last event in the CURS calendar: a great way to spend one of those "lazy, hazy days of summer" at the end of the Easter term. Punt down to Grantchester, getting suitably inebriated, feast there, and then punt back. Learn how to punt six punts down the Cam – connected side by side as a raft! Tickets normally cost seven pounds each for members, but we refund this if you can bring along a punt.

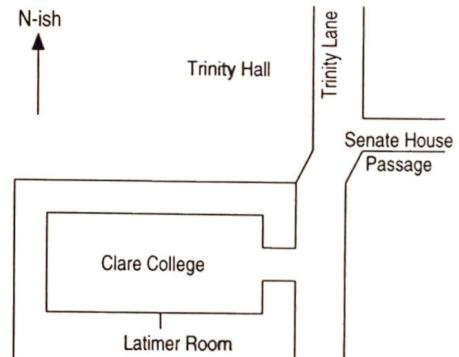
HOW MUCH WILL IT COST YOU?

The Society charges a **pittance** of a membership fee. Currently rates are £8.00 for life (not just three years, but indefinitely) or £5.00 for one year. For those people who only join for one year but later see the error of their ways and wish to remain members, they can upgrade for a further £4.00. Oh, and membership isn't restricted to University members.

WHERE CAN I FIND OUT MORE?

This year's **squash** will be this Sunday (11th October) in the Latimer Room, Clare college (see map), from 1.30pm till 5pm. Come along and join up – this is a chance to meet the other members and sign up for the year's games or collect some players for your own game. We'll be providing copious refreshments and running a few turn-up and go games.

Don't worry if you can't make it, committee members will still be able to furnish you with more details if you ask them and you can always join the Society or sign up for available places at any Society event.



THIS YEAR'S COMMITTEE IS:

President	Catherine Neal	Clare	cen1001@cus.cam.ac.uk
Vice-President	Steve Kitson	Clare	sjk25@cam.ac.uk
Secretary	John Fairhurst	Churchill	mjf35@cam.ac.uk
Junior Treasurer	Peter Blake	Selwyn	pgb22@cam.ac.uk
Assistant Secretary	Stuart White	Jesus	saw30@cam.ac.uk
LRP Officer	Oliver Longden	Homerton	o1201@cam.ac.uk
Chief Caprine Entity	Steve McIntyre	Real World	stevem@chiark.greenend.org.uk
External Officer	Ben Chalmers	Fitzwilliam	bc209@cam.ac.uk

Where can you find out more?



We will be holding a squash to welcome new members, and introduce them to the current members of the Society. This will be this Saturday (the 11th October) in the Latimer Room of Clare College from 1.15pm till 5pm. There will be refreshments and games for all. Both old and prospective members are welcome. Come along, and join in. We will be accepting memberships, and signing up for this year's games. Don't worry if you can't make it, committee members will still be able to furnish you with more details if you ask them and you can always join the Society or sign up for available places at any Society event.

Infomercial the First 1997/98

Welcome to a new year, all you lovely new potential members. As you must be interested in the Society to be reading this, here are the answers to the most common questions that people like to ask.

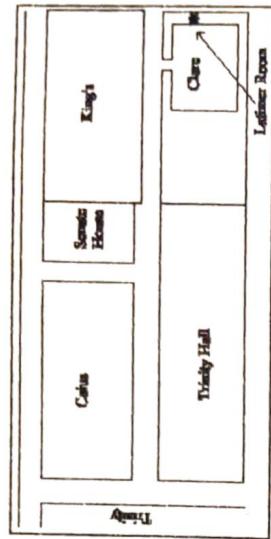
What do we do?

We are a prosperous society, offering ample opportunities to try many forms of role-playing. Last year we had games of AD&D, D&D, Call of Cthulhu, Vampire, Shadowrun, Dandanan, Ars Magica and Werewolf plus a selection of other fantasy, historic and futuristic games. We can try to arrange any games or systems that you fancy, as we hope to increase the range even more.

We hold a Campaign Directory of the games that are being run by Society members to help you find a campaign. This should help you to select something that interests you and has proved invaluable in the past as a way of matching GMs and players, especially for those holding sessions outside the weekly meetings. The Secretary, Matthew Charles, will be holding the Campaign Directory for the year, so if you are thinking of running a campaign, contact him with any details or ideas you have. The committee can also give guidance to any novice GMs.

When (and where) do we do it?

The Society meets weekly on a Tuesday, starting this year on the 14th of October, and the first Tuesday (i.e. the very first day of full term) for the Lent and Easter terms. These meetings are held in the Butterly at Clare College, starting at 8.30pm each week. The new CURS game, Flashpoint, will be held there and will involve as many people as possible. If you have any problems, contact your nearest Committee Member.



What else does CURS have to offer?

Discounts

The Society has a discount arrangement with two RPG shops in Cambridge: 'Games and Puzzles', Green Street

'Otherworld Games', King Street

These currently offer a 10% discount to Society members, subject to certain conditions.

The Society T-Shirt

The Society has stocks of its own T-shirt design (right) in a variety of colours and sizes. Prices are £8. See you nearest committee member for more details.

The Library

The Society also maintains a library of role-playing material that can be borrowed for a refundable deposit. We have a wide selection of games, adventures and magazines, currently residing with the Secretary (see below).

The Newsletter

Newspapers are normally distributed every few weeks. They contain the latest details of upcoming events both within the Society and outside, along with occasional player and GM accounts from games currently running. The current state of the Campaign Directory is also listed, particularly a summary of games with places for new players. There is also the traditionally dreaded "Funny Bit". If you have anything useful to add, can you again collar a committee member, preferably the Secretary or Assistant Secretary. Those members versed in the arcane arts of e-mail will also receive "newslettteries" in between the newsletters to give up-to-the-minute information and reminders for events.

What events do we organise?

The Society runs several special events throughout the year:

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 (usually on a silly festive theme) and provide suitably seasonal food and drink. Tickets cost about three pounds fifty.

Varsity Match

Once a year, we challenge Oxford to a test of wits and skill. This year it's our turn to host the prestigious conflict, as well as the numerous other events that make up a very enjoyable weekend. So, start coming up with some suitable ideas to help us capture that trophy and, who knows, that elusive quarter blue could be yours... Just think of those CV points!

Video Evenings

These are held several times during the year. We show selections of films vaguely connected with various aspects of the Role-Playing Society. Recent choices have varied from *Plan 9 From Outer Space* and *Toy Story* to a Manga-A-Thon. Any suggestions for future films will be gratefully accepted by the committee. Entry is free to all members.

One-Offs

Once per term we change the format of the weekly meetings to give the usual GMs a break and encourage others to try their hand running a game for a single evening. It's also a good time to try other systems to the ones you're playing every week.

Live Role-Playing

CURS should once again be running regular LRP games throughout the year. We will be trying running some more of the very successful "interactive" LRP games this year, starting with a suspense-filled weekend entitled "The Restoration of Professor Lydington" later this term.

The Rag Dungeon

We (or rather you) raise money through sponsorship of a 24-hour marathon session of role-playing and caffeine. Good fun, and all in the aid of charity. This year, we travel back to 1937 for a Nazi-bashing, bullwhip-cracking extravaganza. Just how much silliness can be packed into a single weekend?

Gaming Conventions

A group of people usually heads off towards the major conventions in the country (e.g. Gen Con and Games Fair), as well as to local events such as PolyCon. If you're interested contact a committee member for more details. Any information we receive about conventions will be published in the Newsletter.

The Annual Dinner

Join the committee, members and guests for a slap-up meal and party to celebrate being a Role-player in Cambridge. Last year we took a mystery trip out into the wilds of Cambridgeshire to find a pub with good food and the almost mythical Late Bar.

The Punt Party

The last event in the CURS calendar: a great way to spend one of those "lazy, hazy days of summer" at the end of the Easter term. Punt down to Grancaster, getting suitably inebriated, feast there, and then punt back. Learn how to punt six punts down the Cam - connected side by side as a raft! Tickets normally cost eight pounds for members, but we refund this if you can bring along a punt.

How much will it cost you?

The Society charges a pittance of a membership fee. Current rates are £8.00 for life (not just three years, but indefinitely) or £5.00 for one year, after which you will receive a splendid membership card. For those people who only join for one year but later see the error of their ways and wish to remain members, a year-to-life upgrade can be had for only £4.00. If you wish to continue to receive newsletters after you leave Cambridge, we are quite happy to send them on to you, but we will need £2.50 or so per annum for postage & packing. If you can receive e-mail in the real world, then give the Secretary your address and a text copy will be generously sent free of charge.

CURS Online!

The Society has its very own World Wide Web page. The address is:

<http://yuggoth.girton.cam.ac.uk/curs/>

Here you can find details of upcoming events and the current Campaign Directory, plus newsletters old and new and other things such as the Society's Constitution and the library inventory. The latest development on this front is enabling GMs to have pages detailing their campaigns currently running. You can also contact the committee via e-mail at the addresses below. Members of CURS often contribute to forums such as the UK Usenet newsgroup uk.games.roleplay and we have our own newsgroup uk.cam.societies.curs and discussion mailing list. For more information (or even an explanation of what this lot means!) contact the Secretary

Any more questions?

If so, please contact one of the Committee members below. We will be glad to help!

This year's committee is:

President	Paul Baxter	Girton	pdb26@hermes.cam.ac.uk
Vice-President	Steve Stratford	Christ's	sds22@hermes.cam.ac.uk
Secretary	Mat Charles	Trinity	mjc42@hermes.cam.ac.uk
Junior Treasurer	Tim Massingham	Girton	t1m21@hermes.cam.ac.uk
Assistant Secretary	John Fairhurst	Churchill	mjf35@hermes.cam.ac.uk
Live Role-Playing Officer	Alden Spiess	Corpus Christi	aos20@hermes.cam.ac.uk
Chief Caprine Entity	Steve McIntyre	Real World	steven@chiark.greenend.org.uk
External Officer	Rob Wilcox	Real World	robw@persimmon.co.uk

Cambridge University Roleplaying Society

Newsletter the Second 1996/97

Bonecruncher!

Let me introduce myself. I am Bonecruncher, scout extraordinaire, and manic drooler to boot, and this is the story of one of my adventures...

I am on a mission, to recover the fabled lost Bones of Moo. Firstly, I have to find them, which shouln't be too difficult as I hid them in the first place, when things weren't quite so tough as they are now.

Slowly I rise to my feet and jump down off of the bed, landing heavily -I pause, hoping that nobody heard the noise, as it wasn't my bed I was sleeping on - there's no sound. I must be safe. I pad quietly to the door in the darkness and slowly pry it open. It squeaks, I jump, it does nothing, I listen. Still nothing, this must be my lucky day, maybe there is nobody in this fluffy castle - come to think of it, why is the castle fluffy, it's the floor, why is the floor fluffy? I bend down to examine, and even drool a little to see if it affects the fluff, it doesn't, apart from making it a bit wet of course. I look around, what next? - my eyes gently rest on the stairs - of course, I need to leave the castle to find the bones, but that takes me past where the giants sleep - not surprising really as this is a giants castle. I carefully pace forward, putting my feet down gently so as to make no noise. I make it, I'm at the stairs. I step onto the first, then go for the second before I realise that I never really mastered stairs - agh, run for it. I run (well, okay, fall) down the stairs and get to the bottom in a confused and very noisy mess. Stealth is no longer an option - I can hear a giant waking - so I run into the kitchen of the castle, stopping briefly for a drink from the water that somebody nicely left for me before bursting out of the back door (actually I just nudged it open, but bursting sounds more heroic). I'm in the wilderness where the bones are hidden, but what were the instructions?

Go towards the fountain, then aim towards the little tree, miss, go over the wall, then twenty paces towards the big tree, then dig for the treasure. I head to the fountain, and from there I start running to the tree, no, no, miss the tree, I miss the tree. AGH! Wall!, jump, I jump... <thump> I hit... I hurt. As I turn round to try again, I see a sight that makes my hackles stand - a giant - he looks towards me.

"Fido, come here!"

"No! I am not Fido, I am Bonecruncher" I tell him, imagining atmospheric boomy drum noises as I tell him.

"Stop barking and come here!"

"No!"

"Alright then, fetch." He whips out my favourite teddy bear and throws it in the kitchen.

"\$%" I say as my legs betray me and I leap towards the teddy. No more am I Bonecruncher, drooler extraordinaire, scourge of cows, but Fido, soft and somewhat cuddly.

But I will return.

The Squash

This year's squash was a great success and we press-ganged lots of lovely new members, all of whom seem to want to play Call of Cthulhu... Most people waiting for new games should by now have been contacted by a GM by now, if not let us know. Alternatively, the following GMs have advertised spaces in their games; contact them direct:

Adam Brunning	St. John's	<ajb72@cam.ac.uk>	Amber, Thursday evenings
Steve McIntyre	Churchill	<93sam@eng.cam.ac.uk>	AD&D 2nd ed. (mod), Tuesday evenings

Weekly Meetings

These are continuing every Tuesday at the usual venue, Clare Buttery, from 8pm until 11pm. This year we appear to have 2 regular games running there every week, so there is still lots of room for more if any GMs are interested. The bar is also just seconds away if you need liquid refreshment as an encouragement for your players. The CURS pub evenings will be started up again if enough people turn up. They will be on the first Sunday of each month of term (i.e. first one on 01/12/96), location to be announced later.

The Library

The Society still maintains a library of role-playing material that can be borrowed for a refundable deposit. We have a wide selection of games, adventures and magazines, currently residing with the Vice President (see below). The LRPO also holds the Society's stock of latex weapons and accessories for Live Role-Playing.

Discounts

These are still available on all role-playing products at Games & Puzzles and Otherworld Games. You must present a valid CURS membership card and photographic ID. The discounts do not apply on Saturdays and on purchases of under £10 at Games & Puzzles. However, due to the recent problems with the discount arrangements at Games & Puzzles, we are forced into the position of saying:

CURS recommend Otherworld Games of King Street, Cambridge, for all your roleplaying needs

Christmas Party

This year's Christmas Party will take place on Saturday the 7th of December, from 7pm'till late, venue to be announced. Food and drink provided - try some mead or David Damerell's scrummy Christmas cake as well as mince pies, beer, mulled wine and snacks. And last but not least, a massive multi-GM role-playing extravaganza. Tickets cost £4 (or £5 for non-members). Pester your local committee member for one now! Remember that tickets cannot be bought on the door...

Advance warning of more forthcoming CURS events...

The 24-hour Rag Dungeon will be held over the course of a weekend some time in the middle of next term. Plans are already afoot to bring you a game exciting enough to keep everybody interested (or at least awake?!?) for the full 24 hour period.

The Punt Party, Varsity Match and Annual Dinner will all take place in the Easter term.

Conventions

We have details of two conventions happening soon.

STABCON '97 – 3rd, 4th 5th January 1997. Woolton Hall, Manchester:

•A games convention for all types of games and gamers. Woolton is one of the University of Manchester Halls of Residence. It has its own licensed bar providing drinks and snacks. Stabcon costs £7.50 in advance, or £10 on the door. One day memberships will also be available. Rooms are £21 with breakfast and £16 without. Registration opens at 13:00 on the Friday and the convention ends at 20:00 on the Sunday. Booking forms are now available by post. If you would like one (or more) or want further information, then contact us at hammy@riverbank.win-uk.net.

•**Convocation** will be held from **18–20 July 1997** in New Hall, Cambridge, England. The guest of honour is Steven Brust, author of the Vlad Taltos books and other works of SF and fantasy; the UK guests are James Wallis and Andrew Ristone, role-playing game writers and journalists. Attending membership costs 15 pounds until 30 November 1996, 20 pounds thereafter. Membership will close at 180 members. Contact email address is convocation@moose.demon.co.uk, postal address is Convocation, 19 Uphall Road, Cambridge, CB1 3HX, United Kingdom. Convocation will be both Unicon 16, reviving the successful series of university conventions which has been in abeyance since 1994, and the 1996 British Role-Playing Games Convention. The theme of the convention will be storytelling in all its forms, with particular emphasis on SF and fantasy literature and role-playing games.*

At the end of next term will be the second incarnation of the annual Cambridge RPG convention, **PolyCon**. This year we have been asked to help in publicity and organisation, and also to provide GMs for the games run on the day. On this latter point, if any society members are members of the RPGA, or are thinking of joining, please let us know.

Dispatches from Featherstone

•The newsletter would like to note the death of King Edward I at Featherstone Castle this year. The King, increasingly insane due to demonic possession, was eventually assassinated by his Justicar – although subsequent demon banishing and the killing of the demon's true host body was accomplished by an informal body of nobles and rogue Templars later dubbed 'the hit-squad from Hell'. Few shed tears at the King's passing: certainly not his son, Edward II who, with the aid of the Earl of Mortimer and Lord Baron de Beauchamps, ascended to the throne despite the discovery of the King's illegitimate elder son at the conference. The head of the Knights Templar escaped the death sentence wrongly imposed by the former monarch, who had miraculously convicted the single innocent Templar of attempting to kill him, whilst Master Aaron the Jew made an equally miraculous survival, despite being a member of a persecuted minority and having everyone at the parley owe him money. I'd like to mention the heretics, the internecine fighting of all the Reauvilles, Mortimers and Beauchamps, the death of the King's Equerry (he was in the wrong chamber, at the wrong time), the theft, forgery and false oaths – but there just isn't space.

•Basically, thanks to everyone for playing and especially to Rohan and Louisa for all their hard work behind the scenes. I hope everyone enjoyed it.

•Paul*

This week's committee is:

<i>Destiny</i>	Steve Strafford	President	GOD *	Christ's	sds22@cam.ac.uk
<i>Destruktion</i>	Steve McIntyre	Secretary	METATRON, The Voice of God *	Churchill	93sam@eng.cam.ac.uk
<i>Dream</i>	Tim Cooke	Vice President	AZIRAPHALE, An angel and part-time rare book dealer *	Trinity	tmac2@cam.ac.uk
<i>Despair</i>	Rohan Platts	Junior Treasurer	SISTER MARY LOQUATIOUS, A Satanic Nun of the Chattering Order of St Beryl *	Homerton	rp207@cam.ac.uk
<i>Desire</i>	Mat Charles	Assistant Secretary	DOG, Satanic Hellhound and Cat-Worrier * Trinity		mjc42@cam.ac.uk
<i>Delusion</i>	Alden Spiess	Live Role-Playing Officer	SATAN, A Fallen Angel; the Adversary *	Corpus Christi	aos20@cam.ac.uk
<i>Death</i>	Dave Stewart	Chief Caprine Entity	HASTUR, A Fallen Angel and Duke of Hell *	Churchill	dbs20@cam.ac.uk
<i>Delusion</i>	Rob Wilcox	External Officer	CROWLEY, An Angel who did not so much Fall as Saunter Vaguely Downwards *	Real World	robw@chiark.greenend.org.uk
<i>The Corinthian</i>					

World Wide Web: <http://hammer.chu.cam.ac.uk/~sam1007/curs/>

Steve McIntyre 22/11/96

* Apologies to Pratchett & Gaiman – if you think you can do better let us know... Thanks to the bone-crushing(?) Rob...

Cambridge University Rôle-Playing Society

Newsletter the Sixth 1992 / 93

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

(Alarums)

- 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?
- 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.
- GM: Lord, I crave thy strength.
But of our game: an NPC hath come
With visage grim to tell to you the Plot.
- 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.
- 2nd Player: Jasmina doth mislike the sound of this.
What task?
- NPC: This deed alone will ere suffice:
With sharpened spade of black and potent rune
And ay with bloody mess and cries of shame,

- Thy loved ones must you sacrifice, and thence
To Hell condemn their weeping, blameless souls.
- 3rd Player: What loved ones these? You cannot trap us thus:
No backgrounds for our Characters were writ.
- 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: Of sessions five and sixty did it take,
But now at last the Plot proceeds withal.
- (Enter a hobbit pursued by a bear)
- Hobbit: Behold this sharpened spade that I hath "found":
From party's back it fell with silent clonk.
- GM: Stop thief! Alone that Plot Device might save
Mine game-world forged of long and laboured
hours.
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

This year's AGM will be held in Z Basement, Christ's, on Tuesday ~~9th~~ ^{27th} April at 7pm. The main business will be the election of next year's Committee. The posts up for election are:-

<i>President</i>	<i>Assistant Secretary</i>
<i>Vice-President</i>	<i>Junior Treasurer</i>
<i>Secretary</i>	<i>External Officer</i>

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^d 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

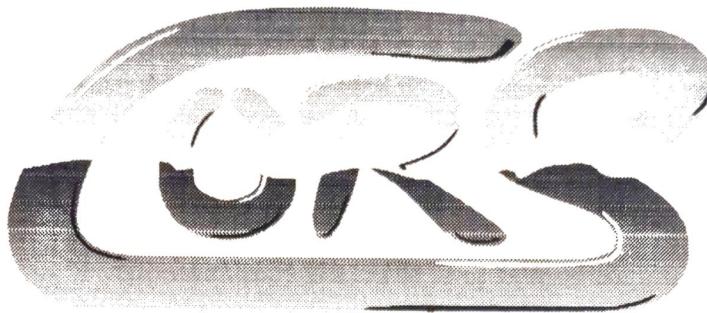
Well, despite the underwhelming response, we did actually manage to raise *some* money for Rag. Thanks to the GMs (and commiserations to those GMs who went to the trouble of preparing something but got bugger-all support), and to the hardy handful of players who risked their bio-rhythms for the Greater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

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	(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)



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

AGM

An astounding success. We even had an election (so that's one up on last year). Several motions got passed. Nothing too traumatic though. See the file-space for amendments to the Constitution and/or Minutes. One thing that we feel we ought to tell you though, next year's committee may possibly be:-

President	Mark Mackey
Secretary	Steve M'Intyre
Vice President	Jon Rabone
Chief Caprine Entity	Position Dissolved
Assistant Secretary	Ian Lewis
Junior Treasurer	Paul Killworth
External Officer	Rob Wilcox

The Cardboard-Cutout-Shrub-With-No-Name was also elected to an honorary position with some posh title that I can't remember at the moment

Library

It should be noted, that the Society does have a library. This IS free, and is filled with role-playing books that YOU suggest. Books may be borrowed for vacations. To find out more, take your cheque book (for deposit purposes) to visit Chris.

Pub Meetings

The final alcoholic rendezvous for those committed members will be (as previously advertised, so don't complain too loudly if it has passed by the time this newsletter reaches you) is on the **9 June**. Yes, that's this Thursday. Start at **7.30pm**.

T-shirt

To quote the President :

'The Society T-shirt is now available in all its monochromal glory. Various sizes are available, all in a distinctive white on

black 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.'

Campaign Directory

As you may, or may not recall, back in the dark mists of the beginning of term, the Society possessed a list of games running, and players looking for games. This was, despite our best efforts, a success. We would like to be able to repeat this next year. So, we ask a favour of you. Please :

- 1) Decide that you would like to run a game next year.
This is the easy bit.
- 2) Sketch out a rough idea of what it will be about, the number of players, what system etc.
- 3) Deliver to Chris, who has kindly offered to collate the information.

This will enable us to have a list of games ready for the Squash at the beginning of next term. It will also mean that you will not be stuck with a shortage of players three weeks into next term.

Punt Party

Imagine, if you will, the scene as the Viking longships bear down on the defenceless Celts - the sheer panic and grimaces of terror as they realise the futility of evasion. Now you know how the Cam feels when CURS hits it. Join the massacre. Tickets are available from the retiring President. Buy your ticket by/at the Pub Meet on 9 June. Don't forget to bring your own alcohol.

Final Year Members

Please let us know if you are going to be around next year. If you're leaving Cambridge, but still want to keep in touch then contact Mark Brown, or Chris Watts, with your address and £2.50 to cover postage and packaging. Those of you already in the real world, don't forget we'll need another £2.50 for next year.

For those of you who haven't guessed yet, this year's cast list was:

President	Chris (The King) Watts
Vice-President	Mark (The Apprentice) Mackey
Secretary	Mark (The Scribe) Brown
Assistant Secretary	Ian (Ratty) Lewis
Junior Treasurer	Tom (The Magician) Williams
External Officer	Ed (The Black Knight) Carter

W32 - Christ's	<CRW11@cus.cam>
Trinity Hall	<MDM1004@cus.cam>
6 Fen Court - Peterhouse	<MDHB1@phx.cam>
Rm. 1, 34 Warkworth St. - Emma	
E301, Wolfson Court - Girton	
37, Lingholme Close	0223-312448



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) prised 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 Ankh-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.

AGM

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 **Z 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 3 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.

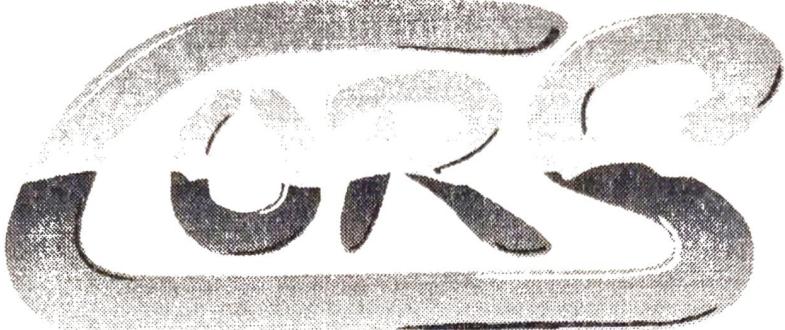
Punt Party

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



Cambridge University Role-Playing Society

Newsletter the Sixth 1993/94

Times Change, seasons pass, and the trees lose all their green bits, but whatever else happened you could never change the beginning, even if you got lost 'n' lots o' people to think about it very hard. In a smug way this pleased the Committee, as they sat together basking in the bright pure light of the newly formed Sun. They were relaxing on a club 18-30 to Dark-itself Holiday, while the hoards from the Nether Regions cowered in fright of the light.

The King sat wearing his sunglasses studying The Tome of all Knowledge, Ye Tragicall Comedie of Advanced CyberCthulhu & Gurnshammer 2000 (2nd Edition - released before 1st Edition - with all those niggling little problems ironed out, so that the whole thing is much more readable). He was looking for a source of true power, that would take him beyond this plane and into the place of enlightened thought.

The Scribe was trying to do a similar thing, but everyone kept telling him he wasn't good enough, so he had reverted to staring a blank piece of paper in the vain hope that something useful might come of it. Alternated, of course, between very long periods of sleep (daytime preferable), and searching for a non-existent quill.

In the meantime Ratty and the Magician, frolicked joyfully among the waves (What happened to the goat?). The Apprentice was trying to pull them apart, but just kept getting soaked. He must have been enjoying it though, as he kept going back for more.

Come to think of it, not all the committee were present. This thought perched for some time at the back of the King's preoccupied mind. Suddenly he sat bolt upright, the Tome falling at his feet.

'OK! Own up. Whose turn was it to watch the Black Knight, and make sure he doesn't cause any more trouble again.'

The others looked at their shoes, sandals and robe-ends sheepishly (or should that be goatishly).

'Never, mind its too late for all that now. We need to know where he is and what he's up to.'

'I... I... I... think I saw him skulking off towards the gate to the Nether Regions', stammered Ratty.

'Well that's settled then,' said the Apprentice as he drew his mighty Blade of Flaying Gerbilis (+ 9000), 'Let's go down there and get him before he manages to ruin everything.'

'Especially the upcoming quest to recover the Sword of Varrseetic from those Daemons inhabiting the parallel dimensions', added the Scribe, feeling he ought to get his two-penneth in, before things got really out of hand.

'Err... Actually he said he was going to rally support for our...' began the Magician.

'Hmmmm...', chorused the others.

'But, he did. I promise'

The looks of scorn that met his comments were confronted by a juvenile tantrum. No answer to that.

Offensive Bit

Following the rather abysmal turn out to last week's blood sacrifice, the President's room is home to a rather relieved goat. It is due to the rather poor pun in that last adjective that the President's room has acquired a rather distinctive aroma. Suggestions please. [Shoot the President.]

This weekend we are offering a RAG horse-bugging trip to Paris. In exchange for the loan of 'des chevaux', we are hoping to palm a distressed goat (one careful owner) off on them.

Varsity Match

Horror of horrors, the Varsity match may still be taking place. We have tried to intimidate Oxford (joke courtesy of the Archimedeans) into submission, but they insist on attending. I guess this means that we will have to do some work for a change. The current situation is as follows.

They turn up on Friday. Whilst we hone our players' skills (Can we have some more competitors please), we get them pissed, then announce that they have to sleep in the street. Then they get arrested for vagrancy, and are unable to compete on the Saturday afternoon. Cunning, eh?

AGM

Next term, we have an AGM. This is being held in Z-Basement Christ's on Thursday 5 May. All the posts are up for grabs, so if you are interested in becoming Chief Goat...

The posts are elected in the following order. If you stand for a post, then you may have an insurance place (just like UCCA/PCAS) of anything lower on the list. Anyway, here's the list:

President
Vice- President
Secretary
Assistant Secretary
Junior Treasurer
External Officer
(Chief Caprine Entity?)

Now you've made up your mind which posts you are going to stand for, reach for a piece of paper and jot down your name and college, along with the names of the posts and make sure it gets into the President's pigeon hole. Oh, and get another member of the Society to sign it as well. If you want you can get the autograph of one of the Committee Members, but you might have to buy them a drink (or a burger) first.

If you can think of anything that will make the society a better and all the more livelier place then propose a motion and get it seconded, just like above and leave it in the same place. Rumours of things being lost from the President's pigeon hole are completely unfounded. Just because the minutes of the last EGM haven't made it to the constitution yet.

Society Vile-Space

Ditto all previous newsletters.

PS. Newsletters tend to arrive on the file-space about a week before they make it back from the printers. Not that that is an incentive...

DARKRETCH

In the spirit of co-operation, we thought we'd tell you about the note found pinned to the President's door a few days ago, so here it is:

"For the next newsletter - the Darkrych event is occurring on Friday 19 March. All members of CURS except a few of those in the real world should have received a Darkrych newsletter with more information. Anyone who wants more information should see me or Jon (address on DR newsletter, which you should have). DON'T let Mark write anything derogatory about Darkrych in the newsletter. Use Postscript font for Darkrych name. Tom - The Moths."

Unfortunately, at the time of writing, none of us have received such a Newsletter (are they trying to tell us something?), so we don't know who this Jon is. There shouldn't be too many in the University, so why not get in touch with all of them. The one who doesn't give you a strange look when you confront him with this is the one you are looking for. Alternatively, you could always pack yourself a rucksack full of dwarf bread and venture out into the wilds surrounding Cambridge in search of Tom, or Ed (the ones at the bottom of the page).

Pub Meetings

These are a source of many interesting anecdotes. Just ask Patty, and (s)he will enlighten you with the Bedroom Farce style meeting of two weeks ago.

There are two pseudo-unofficial meetings this term. These are around the Varsity match. If you had read your last newsletter (and kept it), then you would know the dates and times of this. Come along on the last Friday of term to Patty's room at 2 pm for more details, but for the sake of tedium, I am **NOT** going to repeat it all again here.

Anyway, back to the point. The 'two' (Mathmo definition) pub meetings next term are back to Thursdays; dates as follows:

28 April
12 May
9 June

Weekly Meetings

These will be held for the first three Tuesdays of next term, in Emma, as always (except when they aren't). The first one will be the **19 April**. If you are really lucky, we will tell you in advance if we are thrown out. In such circumstances, alternatives will (not!) be arranged, if we can afford them.

T-Shirt

I quote the President:

"By the time you get this newsletter, the T-shirts will have been delivered."

How's that for (blind) faith? I suggest that you all buy one, because if there are any left, we will come round and garrote you with them (or use them to blind-fold the horses).

Actually they are quite nice. They look quite good underneath one of those pretty white linen jackets with the wrap-around arms. You know, the ones that buckle up at the back.

Desperate Plea

The President would like a better nick-name. One that has not been pinched from a Peanuts cartoon.

This Weeks members of the Ed Carter Depreciation Society Are:

President	Chris (Peppermint Patty) Watts	W32 - Christ's	<CRW11@cus.cam>
Chief Goat	Goat	" "	<CURPS@phx.cam>
Vice-President	Mark (I haven't GMed it !) Mackey	Trinity Hall	<MDM1004@cus.cam>
Secretary	Mark (*) Brown	6 Fen Court - Peterhouse	<MDHB1@phx.cam>
Assistant Secretary	Ian (Where is everyone ?) Lewis	Rm. 1, 34 Warkworth St. - Emma	
Junior Treasurer	Tom (Rodney) Williams	E301, Wolfson Court - Girton	
External Officer	Ed (Independent Traders) Carter	37, Lingholme Close	0223-312448

* Well, it's another masterpiece. I wonder how many people I can offend this week? I wonder whether Wimbledon have a hope in hell? Why am I writing this? Why are we here? Sod this. I'm Off.



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 T.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 **I 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 First 1994/95

The Squash

The squash this year will be on this Saturday (8th) in room B1, Trinity Hall from 2pm till 6pm. The Committee will all be present (yes, that includes you, Jon!) and new members can come along and see what we're about and maybe even spend the pittance of £6 for membership (oh, go on, *please!*). We will no doubt have the usual vast quantities of free wine etc. to help soften you up. Members for one year only last year can also renew their membership for the paltry sum of £3.50. So far, a few games are organised for the afternoon, but if any members are masochistic enough to volunteer their services as additional GMs, we would be very grateful. Contact your nearest Committee member if you can help. Campaign sheets will also be on hand for people to sign up for games for this term/year/millennium etc.

Campaigns Directory

A plea from the Vice President - can everybody running a campaign this year please let me know so I can keep the campaigns directory up to date. If anybody who wants a copy could let me know I will get one to you as and when the information becomes available by whichever means you prefer. Currently, like Manuel, I know nothing, so the sooner you all tell me what's happening, the sooner I can have it done. Ta!

Society Filespace

If anybody who has been introduced to the arcane rites of the PWF wants to know how to access this, by all means ask the Secretary. He probably won't know, but ask him anyway.

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 will reside in the Assistant Secretary's room this year. 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. All members will get a copy of the library inventory with their next newsletter.

This year's committee is:

President	Mark Mackey	(The Dark Lord)	Trinity Hall	mdm1004@cus.cam.ac.uk
Vice-President	Jon Rabone	(The Vampire - yes, really!)	Churchill	93jkr@eng.cam.ac.uk
Secretary	Steve McIntyre	(The Dwarf)	Churchill	sam1007@hermes.cam.ac.uk
Assistant Secretary	Ian Lewis	(The Librarian, Oook!)	Emmanuel	no e-mail
Junior Treasurer	Paul Killworth	(The Missing One)	Trinity	not known
External Officer	Rob Wilcox	(Who Knows?)	Clare	rjw1005@hermes.cam.ac.uk

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Sorry about the missing "funny bit", but we just haven't got the time! Normal service etc. etc.

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?	Thing: Ph'nglui mglw'nafh ere withal Cthulhu in R'lyeh doth fhagn.
GM:	At grim Hecate's call, the hordes of night Hath worked a darksome spell upon the land.	GM: Unholy froth beslimes this squamous sight! SAN rolls now each character must make.
2nd Player:	What sayest thou?	4th Player: Oops.
GM:	About midnight, all right? On gargoyle threshold do you stand, but lo! The door hath opened wide with ancient creak.	GM: Of loathly fear thy breeches take their fill, Ere this blaspheming spawn doth eat thy brain.
Butler:	May I help you, sir?	(The Thing starves to death)
3rd Player:	Yes, where's the treasure?	4th Player: Phew, that was close.
GM:	Through cobwebbed hall and stony gloom your guide Doth lead you down unto a noisome crypt.	GM: A curse! I clear forgot Thy wretched IQ is but meagre 8.

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).

This Year's Committee are

President:	Chris Carr	(Zebedee)	13 Warkworth St. (Downing), <CC112>
Vice-President:	Stephen Balchin	(Emintrude)	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)



Cambridge University Role-Playing Society

Newsletter the Eighth 1993/94

AGM

An astounding success. We even had an election (so that's one up on last year). Several motions got passed. Nothing too traumatic though. See the file-space for amendments to the Constitution and/or Minutes. One thing that we feel we ought to tell you though, next year's committee may possibly be :-

President	Mark Mackey
Secretary	Steve McIntyre
Vice President	Jon Rabone
Chief Caprine Entity	Position Dissolved
Assistant Secretary	Ian Lewis
Junior Treasurer	Paul Killworth
External Officer	Rob Wilcox

The Cardboard-Cutout-Shrub-With-No-Name was also elected to an honorary position with some posh title that I can't remember at the moment

Library

It should be noted, that the Society does have a library. This IS free, and is filled with role-playing books that YOU suggest. Books may be borrowed for vacations. To find out more, take your cheque book (for deposit purposes) to visit Chris.

Pub Meetings

The final alcoholic rendezvous for those committed members will be (as previously advertised, so don't complain too loudly if it has passed by the time this newsletter reaches you) is on the **9 June**. Yes, that's this Thursday. Start at **7.30pm**.

T-shirt

To quote the President :

'The Society T-shirt is now available in all its monochromal glory. Various sizes are available, all in a distinctive white on

black 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.'

Campaign Directory

As you may, or may not recall, back in the dark mists of the beginning of term, the Society possessed a list of games running, and players looking for games. This was, despite our best efforts, a success. We would like to be able to repeat this next year. So, we ask a favour of you. Please :

- 1) Decide that you would like to run a game next year.
This is the easy bit.
- 2) Sketch out a rough idea of what it will be about, the number of players, what system etc.
- 3) Deliver to Chris, who has kindly offered to collate the information.

This will enable us to have a list of games ready for the Squash at the beginning of next term. It will also mean that you will not be stuck with a shortage of players three weeks into next term.

Punt Party

Imagine, if you will, the scene as the Viking longships bear down on the defenceless Celts - the sheer panic and grimaces of terror as they realise the futility of evasion. Now you know how the Cam feels when CURS hits it. Join the massacre. Tickets are available from the retiring President. Buy your ticket by/at the Pub Meet on 9 June. Don't forget to bring your own alcohol.

Final Year Members

Please let us know if you are going to be around next year. If you're leaving Cambridge, but still want to keep in touch then contact Mark Brown, or Chris Watts, with your address and £2.50 to cover postage and packaging. Those of you already in the real world, don't forget we'll need another £2.50 for next year.

For those of you who haven't guessed yet, this year's cast list was:

President	Chris (The King) Watts	<CRW11@cus.cam>
Vice-President	Mark (The Apprentice) Mackey	<MDM1004@cus.cam>
Secretary	Mark (The Scribe) Brown	<MDHB1@phx.cam>
Assistant Secretary	Ian (Ratty) Lewis	
Junior Treasurer	Tom (The Magician) Williams	
External Officer	Ed (The Black Knight) Carter	0223-312448

CAMBRIDGE UNIVERSITY DUNGEONS AND DRAGONS SOCIETY

NEWSLETTER THE EIGHTH 1989-90

The New Committed Committee

On Thursday 17th May at the A.G.M. the following people were elected to be called silly names by the society next year.

President	(Dougal)	Quinton Carroll
Vice President	(Brian)	Matt Fitzgerald
Secretary	(Florence)	Dave Prince
Assistant Secretary	(Cardboard cut-out shrub with no soul)	Iain Walker
Junior Treasurer	(The Blue Cat)	Ginni Rose
External Officer	(Zebedee)	Alex Tingle

Thanks to everyone who turned up to the A.G.M. and made it such a memorable event.

Wasteland

Rumours of Wasteland's death have been mildly exaggerated. After concern being expressed about its demise at the A.G.M., the committee has decided to put it on probation instead. If AND ONLY IF sufficient material is produced BY YOU by the end of the sixth week of Michaelmas Term 1990, then we will co-opt an editor or editors to publish it. Send contributions to Alex Tingle (the magazine editor - remember?) up to the end of this term and to any committee member thereafter. Remember it's your magazine - it's future is in your hands. There is nothing more we can do without your contributions and enthusiasm.

Wasteland 1 & 2 are available on Phoenix in CUDADS.WASTE.LAND:ISSUE1 and CUDADS.WASTE.LAND:ISSUE2. Anyone not on Phoenix wanting a copy see me (Dave Prince)

Dinner Photographs

Photographs from this year's Dinner will be stuck up on my door (L2 Peterhouse), along with a price list, until the Pub meeting on the 14th, to which they will be brought. If you wish to order copies, sign up on my door or come to the pub meeting. Money must be given to Jane with the orders by or at the pub meeting. Orders will not be taken after this date.

Upgrading Membership

A reminder to all one year members - if you wish to upgrade to life membership rather than join all over again next year, then get £2.50 to Jane before the end of this term.

Any 3rd year life members who intend to remain in Cambridge next year and want to remain involved in the society, please inform us and let us know where you will be living. Otherwise we will have to assume that you have left.

EVENTS

PUB MEETINGS

There are to be 2 pub meetings held at the end of this term in the Granta:-

Thursday 14th June 7:00pm

Thursday 21st June 7:00pm

VIDEO EVENINGS

Tuesday 19th June, 7:00pm, Todd Court basement, Christs. The aim is to show "Erik the Viking" and anything else we can get our hands on.

PUNT PARTY

This year's aquatic extravaganza will be held on 'Suicide Sunday' - 17th June, 2 to 6pm. Meet from 12:00 noon onwards in the Mill. Vast amounts of food will be provided but you will have to bring your own (or someone else's) Drink. Ginni wants everyone to come dressed as pirates, but NO REAL WEAPONS will be tolerated. If you are planning on bringing a costume, bear in mind that the Cam is wet and Scudamores is not likely to be impressed if you show up in one...(i.e. keep the costume hidden and the parrots deflated)

Tickets are £4, available from Matt. Deadline = pub meeting on 14th June.

VARSITY MATCH

This year's Varsity Match will be held on Saturday 23rd June. Team members should come to the first pub meeting to receive further details and get to know each other. Alternatively get in touch with a member of the committee ASAP.

LABYRINTHE

The next expedition to Labyrinth will be on Sunday 24th June. Alex is organising this so if you want to go, give him your money by the pub meeting on 14th June. Price will be *around* £14; Alex should know.

<u>President:</u>	Quinton (███) Carroll,	25d St Chad's, Grange Rd
<u>Vice-President:</u>	Greg (███) Sarnecki,	38c Churchill
<u>Jr Treas.:</u>	Matt (███) Fitzgerald,	40 Panton Street
<u>Secretary:</u>	Jane (███) Crofts,	14 Metcalf Rd
<u>External Officer:</u>	Steve (███) Deas,	absent
<u>Library:</u>	Dave (███) Prince,	L2 Peterhouse
<u>Magazine Probation Officer:</u>	Alex (███) Tingle,	45 George St (Christ's)