

CONTINUUM

A field guide for Intergalactic TRAVELLERS

MARCH 1987

The CONTINUUM newsletter is produced by CP (CONTINUUM Publications), a division of the CNS (CONTINUUM News Service), itself a subsidiary of CGU (CONTINUUM Galactic Unlimited), to better inform and educate sophonts. Over 17,400 CGU offices (encompassing over 16,530 CNS offices, 13,391 of which are CNS exclusive) are located throughout mapped space.

CP makes available a variety of services and booklets for Intergalactic TRAVELLERS (see List of CONTINUUM Publications/Services), including the CONTINUUM newsletter. The CONTINUUM newsletter is distributed throughout mapped space. It is printed in 27 languages, and there are a total of 194 versions. The version at your local newstand is the correct version for your area.

This version is published by Herb Petro, a District Director of CGU. Letters concerning CGU, CNS, CP, or CONTINUUM newsletter should include a SASE and should be sent to: Herb Petro; P.O. Box 1515; Belmont, NC 28012-1515.

The TDBP (TRAVELLER Data Base Project) concerns itself with the compilation, distribution, and development of TRAVELLER information for use by intergalactic TRAVELLERS. Letters concerning the TDBP should include a SASE and should be sent to: Leif O. Pihl; 3338 - 37th Avenue South; Minneapolis, MN 55406-2139.

NEWS NEWS NEWS

MEGATRAVELLER

By: Marc W. Miller

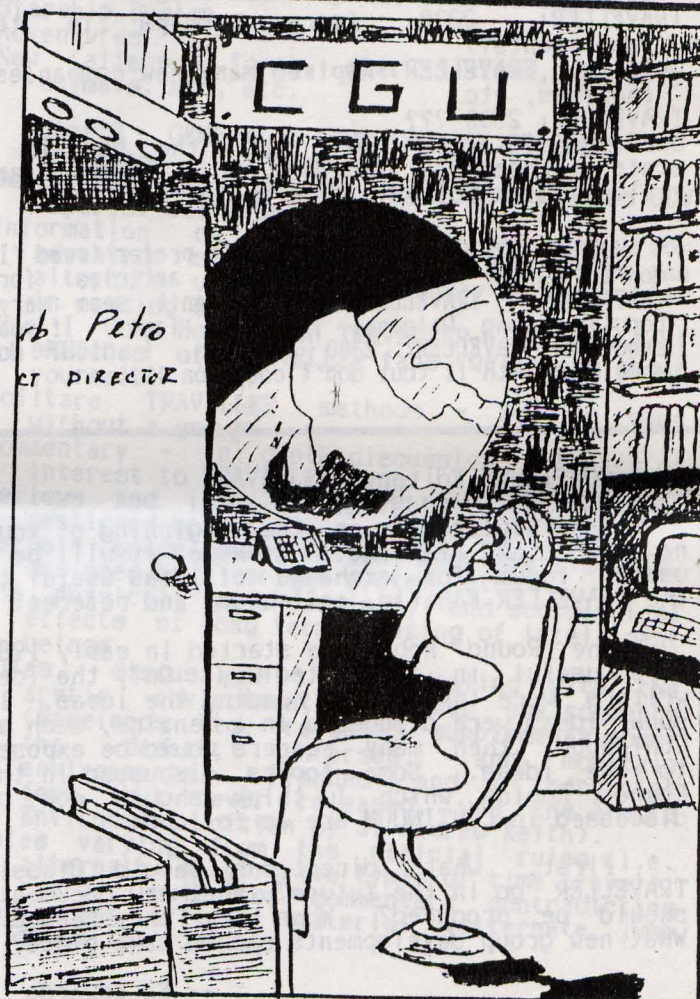
The following is still secret. It is a revision and re-editing of the Traveller rules from the last ten years. Rules will be compiled into two 96-page booklets. The Research Station Gamma/Twilight's Peak/Secret of the Ancients adventure into a third book. Library Data and background into a fourth. We want to get as much of the current material for Traveller into one package (four 96-page books in a box along with the Spinward Marches map). The books themselves will also be sold separately for those interested.

Rules, by the way, will include Citizens character generation, and the advanced character generation from Scouts, Mercenary, Merchant Prince, and High Guard. Ship stuff will include both Book 2 material and High Guard. We expect vehicle design from Striker will be included. The combat system will be a distillation of standard Traveller, Azhanti, and Striker. The Digest Group's task system will be integrated into the whole thing. The Merchant Price trade system will be included. Scout world generation will be included.

I also have hopes that Zhodani, Vargr, and Droyne character generation and backgrounds will be included.

This is going to be one powerful package. Final publication is scheduled for October 15, 1987. We expect that some of the individual books will be available before then.

The title will be Traveller, not MegaTraveller (which is just a working title).



You never know what you'll find in CONTINUUM!

TRAVELLER: 2300 COMMENTS

AN ED EDWARDS VIEW

TRAVELLER: 2300 is the pits.
Original TRAVELLER had the problem of six-sided dice only.
TRAVELLER: 2300 solution is to use a deck of cards.
Original TRAVELLER problem was poor computer rules.
TRAVELLER: 2300 solution - no computer rules.
Original TRAVELLER problem is 2-dimensional map.
TRAVELLER: 2300 solution is 3-dimensional map.
Original TRAVELLER strength - rational of empire.
TRAVELLER: 2300 irrational conglomerate of states.
Original TRAVELLER strength - a body of loyal fans.
TRAVELLER: 2300 who knows?
Original TRAVELLER strength - the planet Ed (Gushmege 2313).
TRAVELLER: 2300 - no Ed at all.
Original TRAVELLER problem is conservative technology.
TRAVELLER: 2300 solution - ultra conservative.
Original TRAVELLER problem - low berths discouraged.
TRAVELLER: 2300 no low berths.
Original TRAVELLER has realistic/interesting/detailed aliens.
TRAVELLER: 2300 (more perhaps in the supplements?)
Original TRAVELLER inspired many new companies, fanzines, etc.
TRAVELLER: 2300 ???
One consolation is that the box is a state-of-the-art box and there are realistically rollable dice inside.

ANOTHER PETRO COMMENT: I don't prefer (read 'I don't want') TRAVELLER: 2300 articles for CONTINUUM. TRAVELLER: 2300 doesn't seem very popular among Original TRAVELLER fans. If you send a TRAVELLER: 2300 articles, I MIGHT do something with it (but don't count on it).

A HERB PETRO VIEW

It's a role-playing game alright. It has fairly playable game systems and most of the basic systems necessary. The ONLY advantage TRAVELLER: 2300 has over Original TRAVELLER is the 3D star map. The map is just beautiful, the rest of the game is mediocre. I also liked the illustrations of the weaponry.

Some of the "things" in TRAVELLER: 2300 are copied somewhat from Original TRAVELLER. Other TRAVELLER: 2300 systems seem to me to have been designed for the one purpose of being completely different from Original TRAVELLER. If this is not so, the result is still the same, some of the systems in TRAVELLER: 2300 are strained and not completely playable.

Original TRAVELLER, with all of the extraneous material, is a much better game overall. I recommend NOT buying TRAVELLER: 2300, my support lies with Original TRAVELLER. (Then again I am a biased Original TRAVELLER FANatic!)

JEFFERSON SWYCAFFER VIEW

I like old TRAVELLER more than I like Traveller: 2300: the large scale empires-in-collision stuff is much more to my tastes than the exploration and differentiation (radiation, dispersion, diaspora, diffraction, speciation, what-ever-the-heck that is, happening in a 'first outleap' situation) of Traveller: 2300. But maybe I'm just cranky. However, the best thing about Traveller: 2300 is the full 3-D, which blows my own plan out from the water, with the second most beautiful gaming map I've ever seen. (Alas, Redmond Simonson's masterpiece from Starforce: Alpha Centauri has yet to be equalled...)

Thus, if my vote counts for anything, I'd be happier with articles dealing with old TRAVELLER (TRAVELLER "Classic," if you will permit it) [in TRAVELLER fanzines and professional zines,] instead of articles

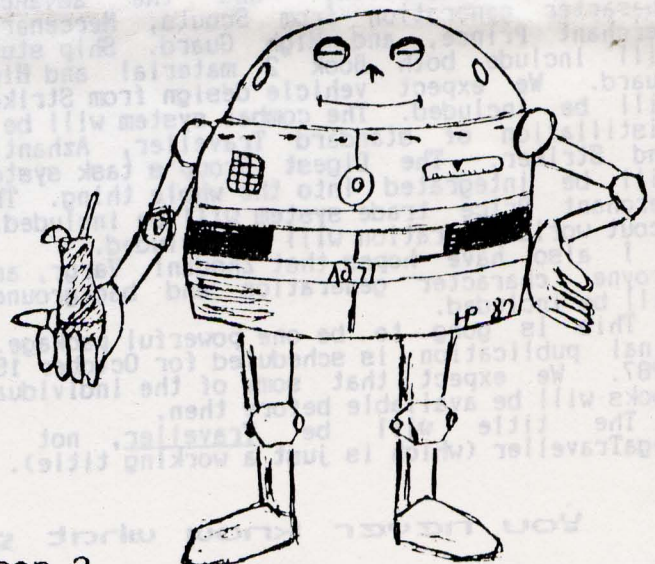
Dear CONTINUUM Editor,

Congratulations on the beginning of your new TRAVELLER fanzine. I hope it will be a useful forum for exchange of ideas useful to the TRAVELLER FANatic, collector, and referee.

The Round Robins we started in early 1986 were useful in a limited way. Only the idea writers were involved in reading the ideas. If such ideas were discussed in a fanzine, such as CONTINUUM, then many readers would be exposed to the ideas. Some topics discussed in the Round Robins which I think should now be discussed in CONTINUUM are as follows:

First, what directions should Classic TRAVELLER go in the future? What new documents should be produced? When are they needed? What new group developments should take place?

-- Ed Edwards



WHAT IS CONTINUUM?

CONTINUUM was founded to contain discussions, letters, non-standard articles, and any other misc. little tidbits, articles, news, and other material that is not accepted or appropriate elsewhere (not necessarily all for TRAVELLER). CONTINUUM is also the meeting place and vehicle for the TRAVELLER Data Base Project (TDBP).

CONTINUUM will contain a wide variety of articles, whatever is sent in and whatever I can dream up. Though the standard TRAVELLER fanzine in production today has staple items (examples of staple items are: deck plans, new weapons, aliens, worlds, subsectors, scenarios, etc.) usually no discussions, speculation, etc. are found there. This is the sort of material that I plan to include in CONTINUUM.

Letters will be printed in CONTINUUM, when writing tell whether or not I may print your letter. Non-standard items will be in CONTINUUM, things that do not belong elsewhere. An example of a non-standard item is time travel in TRAVELLER, or an alternate theory of jump space (contrary to Marc Miller's laws of jump space). These items deviate from the normal TRAVELLER universe (i.e. the Third Imperium) to a degree high enough so that I classify them as non-standard or deviant articles.

Discussions can take place in CONTINUUM, similar to a round robin, if you know what a round robin is (for those of you who participated in the Future TRAVELLER Round Robin, sorry, but hey, the discussions can continue here). If you have a topic for discussion then tell me what it is and I will present it in CONTINUUM. Some interesting topics that I would like to see input on include:

- A) What should the next (6th) GDW TRAVELLER game be?
- B) How will TRAVELLER:2300 affect Original TRAVELLER?
- C) How will mega-TRAVELLER (see page 2) affect the Original TRAVELLER hobby?

As a public service there will be want ads in CONTINUUM. Anyone wishing to sell or acquire a TRAVELLER item, or related gaming item can place a want ad. You must be a subscriber to place a want ad. Photocopies of copyrighted items FOR SALE can not be mentioned in CONTINUUM (but even CHALLENGE has WANTED photocopy ads). Want ads should include 4 elements which are necessary to avoid confusion or misunderstanding:

- A- List item by name and any pertainable numbers (i.e. Alien Module #2).
- B- List item's condition:
 - Mint - Item in sealed package as originally sold. TRAVELLER items NOT ORIGINALLY sold sealed can not be in mint condition.
 - Fine - Original condition. No visible signs of use or storage damage.
 - Good - Largely unused, can contain identifying marks, such as address labels on the first page. Cardboard pieces are unpunched.

Poor - Obviously used. Bent corners, non-critical portions missing (dice, zip lock bag). Game or supplement must be usable.

Bad - Same as poor, except for faded paper, stained paper. Must be usable.

Damaged - Torn in places, portions missing. Extent of damage must be specified.

- C- Price of item. Seller should include first class postage in this figure. Unusually large items could be mailed via a lower class, but this should be so stated.
- D- Seller's address.

Below are some nifty ideas for projects, columns, articles, that can be put in CONTINUUM (especially if you write or develop one or more of them). I prefer that you send the articles fitting under List A to other fanzines (if they are based around GDW's Third Imperium). I am not ungrateful, it's just that the focus of CONTINUUM is different from those fanzines and they need the articles more than CONTINUUM. DO please send articles that fit under List B or List A items dealing with variant areas (non-Imperial). These are only suggestions of course, your own imagination can dream up other article types (I encourage you to).

List A - GENERALLY COMMONLY THOUGHT OF IDEAS

Starship Design
Adventures
New aliens, forms, star systems, planets, animals, etc, etc.

List B - GENERALLY LESS THOUGHT OF IDEAS (and also ideas that I like)

Adventures that deviate from the standard GDW Imperial universe
Information on non-Imperial universes for adventure settings (if you are using an alternate universe others may be interested in reading about it)
How I Got Hooked on TRAVELLER - biographical sketches of TRAVELLER fans (write one about yourself)
Solitaire TRAVELLER methods - How to game without a group
Commentary - In depth discussion of topics of interest to TRAVELLER fans
Reviews and info on TRAVELLER fanzines not mentioned below
Certain space ships (alien, modular, gigantic, designed by a variant system, etc.)
The physical, psychological, and sociological effects of long term freezing of intelligent beings
Rules, discussions, etc. dealing with the arctic environment or other environments (Gamelords Ltd. released supplements about the desert, undersea, and mountain environments. Planned and in manuscript form, but never released, was the Arctic Environment written by J. Andrew Keith).
Rules varying from the official rules (i.e. alternate ship drive types or time travel), and/or rules or commentary contradicting current official material (alternate jump space theories).

PUBLISHER: Herb Petro; P.O. Box 1515;
Belmont, NC 28012
FREQUENCY: As needed, at least quarterly.
LENGTH: Varies.
COST: \$3 for 4 issues in the U.S. and Canada
\$4 for 4 issues elsewhere in world
(includes airmail - U.S. currency
only please)
Sample Issue - SASE with 2 stamps
[The tentative TDBPE (see elsewhere) is free
to subscribers if they request it.]

TRAVELLER™ is a game and term copyrighted
by Game Designers' Workshop.
DELTA FORCE™ is a game and a term
copyrighted by Task Force Games.
Anything submitted to CONTINUUM will be subject
to the following terms:
1) Rights of the submission are retained
by the author, but CONTINUUM has the print
and reprint rights.
2) Submissions are subject to editing.
3) Submissions can only be returned if a
SASE has been provided.
4) The author receives the following
reimbursement for his submission: 1 CCR per
half page written; from 1 - 4 CCR for
artwork (depends on size and quality).
5) CCR payment will be credited upon
publication of the submission.

CCR, or CONTINUUM CREDIT
CONTINUUM will make available a variety of
publications. These publications are TDBP
related items and other interesting "things".
These publications can be purchased with CCR or
cash. CCR can also be applied to CONTINUUM
subscriptions of those who are not active TDBP
members. When you subscribe, send in some
extra money for CCR. That way when a
publication becomes available all you will have
to do is rush me a postcard with your request.

YOUR MAILING LABEL

If you subscribe or trade, you will have two
numbers above your name. The first is the
number of the last issue of CONTINUUM you are
to receive. The second is the number of CCR
you have. If someone's paid subscription
lapses, then his CCR will automatically be
converted to issues (at a rate of 3 CCR = 1
issue).

SUBMISSIONS

No inquiry is necessary before making a
submission, but do follow the guidelines below.
Articles and artwork can be returned if you
include a SASE.

Submissions can be in any format (I'll retype).
For those who wish to type it themselves
because they feel like it or for some special
reason (i.e. if they want special fonts), can
do so, but they must type their submission to
specific dimensions. If you do type your
submission, there are 4 possible formats. They
are listed below in the order of preference.

1) Items of any length may be set on a page
length-wise with 2 columns. These columns
should be 3.5" wide and no longer than 10" in
length. Please single space. (One column per
sheet, I will make into 2 column pages.)

The CONTINUUM newsletter is an irregular publication of the CONTINUUM News Service. Mail all CONTINUUM correspondence to Herb
Petro; P.O. Box 1515; Belmont, NC 28012-1515. ** Single copy price is 75 cents. Four issue Subscription is \$3 in US and
Canada, \$4 US money elsewhere. ** Editor, Publisher, and Sole Owner: Herb Petro. ** Outside submissions welcomed, see issue #1
for guidelines. ** CONTINUUM Publications assumes no responsibility for ads other than it's own.

TDBP coordinator: Leif Pihl (Mail all TDBP correspondence to Leif Pihl; 3338 - 37th Avenue South; Minneapolis, MN
55406-2139).

2) Items at least 700 words or a listing
requiring a wider width to be listed completely
and more easily may be set sideways on the page
with 2 columns. These columns should be 4.5"
in width, and no longer than 7.5" in length per
column. Please single space. (One column per
sheet, I will make into 2 column pages.)

3) Items of at least 700 words or a listing
requiring such a width may be set length-wise
on a page with one column. These columns
should be 7.5" wide and no longer than 10" in
length. Please single space.

4) Items at least 1400 words or a listing
requiring a wider width to be listed completely
and more easily can be set sideways on the page
with 1 column. These columns should be 10"
wide and no longer than 7.5" in length. Please
single space.

If using a computer please right justify. Also
please use a dark enough ribbon, yet not too
inked as to smear or blot. If your computer
can print 13.4 pitch, 8 lines/inch (or
something close), then send submissions that way
(still in 3.5" columns), otherwise follow the
above 10 and 12 pitch guidelines.

If submitting material requiring a form, I
would prefer that the author type the
information on the form himself, but I can do
this if necessary (I'd rather type it myself
than not get it at all). Charts, forms, and
artwork do not have to have any particular
dimensions. (You may use any forms produced by
Games Designers' Workshop, as we have
permission for their use.)

CORRESPONDANCE

When writing to the publisher (Herb Petro) or
the TRAVELLER Data Base Project coordinator
(Leif Pihl), a Self Addressed Stamped Envelope
should be included, if you want to receive a
response within a reasonable amount of time.

FYI: COMMONLY USED ABBREVIATIONS

ASAP = As Soon As Possible
BW = Between Worlds
CCB = Continuum Contact Bureau
CCR = Continuum Credit
CGU = Continuum Galactic Unlimited
CL = Continuum Liaison
CNS = Continuum News Service
CP = Continuum Publications
CSD = Continuum Scientific Discoveries
CT = Continuum Training
CTG = Continuum Trade Goods
FYI = For Your Information
HPCGS = Herb Petro character generation system
JTAS = Journal of the TRAVELLERS Aid Society
SASE = Self addressed stamped envelope
(always a #10, large, business envelope)
SLF = Security Leak Fanzine
SLN = Security Leak Newsletter
SLS = Sorag Laboratories
TD = TRAVELLERS Digest
TDBP = TRAVELLER Data Base Project
TI = Third Imperium
TIS = The Imperium Staple

SWYCAFFER JUMPSPACE

From the Concordat of Archive novels by Jefferson P. Swycaffer

by Jefferson P. Swycaffer...who else?

Jumpspace in TRAVELLER, as Marc W. Miller originally depicted it, is a featureless gray void, lacking in intrinsic interest. For the purposes of game balance, this was fine: Jumpspace is the place where shipboard adventures take place: characters can interact with each other and the ship, without the distraction of planets, stars, or other ships. You can hide in Jumpspace, and no one can come and get you.

For my novels, I needed something slightly different. I began without any firm idea of what I wanted: I described Jumpspace as bright and hot and orange. It was basically a thematic image: a depiction of this strange region as a metaphor for Hell. The ambient temperature is something like 2000 degrees.

The other difference I invented was that ships exit Jumpspace with a spurious velocity and/or rotation. In TRAVELLER, a ship exits Jumpspace with the same velocity as it entered with, taken with respect to the cosmos as a whole. In mine, you never know if your exit is going to be smooth or rough. There is always at least a 20% chance of a "benign" misjump. Certain factors can increase this chance, as in normal TRAVELLER rules for misjumps: entering Jumpspace too close to a gravitational source, mistuned engines, and so on.

In later works, I decided a dull orange Jumpspace wasn't interesting enough: it needed stars. Stars? In Jumpspace? I hadn't even defended the hot orange background glow. Suppose the background orange radiation was simply the same as our universe's 3 degree background microwave radiation. The factor of increase in radiation frequency was something like 1500. When I stepped up the radiation coming out of stars by the same factor, I found that, in my Jumpspace, they burn in a high, hot x-ray color. Compensators in ships' viewscreens blank this out, so stars look like little black dots against the red background color of Jumpspace.

The next challenge was to find out if the stars are in the same place in the two universes. With help from friends David Proctor and Kevin Towland, a consensus was achieved: stars in Jumpspace are at the same points as stars in normal space. For if a spaceship, with a fairly small expenditure of energy, can leap from normal space to Jumpspace, then the huge energies at the center of stars can open a permanent rift. Every star has a Jumpspace counterstar, made of hot hydrogen and helium that siphons through this rift.

Out of this came some fun cosmology: If, for whatever reason, a star forms in Jumpspace or normal space, without a companion counterstar, then the star will "leak" enough of its matter through the rift to form a counterstar. Eventually, a static balance is found. The ambient energy in Jumpspace is much higher than it is in normal space, however, so we quickly deduced Rowland's Conjecture: stars in normal

space burn a bit hotter and a bit longer than they should, fueled by a bit of energy leaking into normal space from their Jumpspace counterstars.

Further deductions followed with amazing rapidity, based on the best true scientific accuracy of which we were capable. Bill Stoddard gave me quite a bit of assistance. There are only a very few basic physical constants: the speed of light, the time and distance parameters, the quantum of electric charge, and so on. Given some seven or eight basic constants, most others can be deduced. In my version of Jumpspace, the time and distance parameters are quite a bit larger, and the quantum constant is different. The speed of light is roughly 1500 times larger. (If it were smaller, going through Jumpspace wouldn't give a spaceship any advantage at all...)

As a final consequence, we figured out that energy can be gotten out of Jumpspace, simply by drawing heat out through a permanently-open rift.

In sum, my belief is that fiddling around with the constants is a jolly game, and the ideas for several novels can come out of the Imples "what if?" kind of calculations.

Autobiography of Jefferson P. Swycaffer:

I was born in 1956, about one year earlier than the Space Age, in San Diego, California. I suffered the usual unhappy childhood, and am making up for it now by having a happy second childhood: I write science fiction, live in a cluttered apartment where there are no windows any longer (bookshelves are in the way: the Library of Amontillado), and generally act silly. I'm currently the Secretary for S.T.A.R. San Diego, the largest science fiction organization in the city. My four published books deal with the Concordat of Archive; the first three are already out of print...but re-releases are being negotiated. Not In Our Stars deals with revolution and war, and has some space battles; Become the Hunted introduced Captain Athalos Steidan, who will have a hand in the destiny of the Concordat...if he lives; The Universal Prey deals with a mad assassin, James Tyler, who has a man to hunt to death; The Presidium of Archive shows the Concordat in seven vignettes: the six members of the Praesidium alone and together.

Coming in late 1987 will be my fifth book, a hardback, Flederwisch Station, which introduces dire changes in the history of the Concordat.

My only other really notable sale was "Exonidas Spaceport," a Traveller adventure-background that appeared in Dragon magazine #59. Exonidas Spaceport is also the background for some of the events in The Universal Prey.

In all, I have completed eight books detailing the history of the Concordat of Archive, and, with luck, they will all appear in the next few years.

FANZINES AND NEWSLETTERS, A FAMILIARIZATION GUIDE

Currently there are 6 amateur periodicals for TRAVELLER based in North America, that is fantastic. Just to make sure everyone knows everyone else, here is a list of the 6 amateur TRAVELLER periodicals. By the way, make checks payable to the person or company listed under "Write to".

Between Worlds (BW) - Bimonthly, 20 pages, 5.5" by 8.5", photoreduced. Now in it's 5th issue, it handles such things as scenarios, ship plans, alien encounters, Merc tickets, and a cartoon strip called "Misadventures". Six bimonthly issues are available for \$7 U.S. Write to: Magnus M. Abel; 3914 Angeles; Tampa, FL 33629.

Continuum - Irregular, as needed (but at least quarterly), page count varies, 8.5" by 11". You're holding issue #1. You can learn everything about CONTINUUM from this issue, so read the whole thing.

The Imperium Staple (TIS) - Monthly, 16 pages, 5.5" by 8.5", photoreduced. I produced the first 10 issues, but now TIS is under the editorship of Elmer Hinton, who (among other things) runs a TRAVELLER PBM game and publishes a Diplomacy newsletter that is in it's 116th issue or so. Elmer is handling the backissues I produced as well as new issues. Elmer's expertise in publication should improve not only the look but the contents to a level higher than it's already "quality" level. I don't know how much he is charging for back issues, but subscription rates are 6 issues for \$6 U.S. or 12 issues (1 year) for \$11. Write to: W. Elmer Hinton; 20 Almont St.; Nashua, NH 03060.

Security Leak Fanzine (SLF) - Quarterly, 12 to 16 pages, 11" by 8.5", NOT reduced. Produced by a group calling themselves Sorag Laboratories (SLS). Issue one was received March 2. The overall look of the zine is quite impressive. Price is \$12 for 4 issues (1 year). Write to: Gregg Giles; 1408 Shady Lane 28; Bedford, TX 76021-5521

Security Leak Newsletter (SLN) - Quarterly (but possibly 2 extra issues), 11" by 8.5", regular size print. Also published by SLS. Issue #1 is dated 12-19-86 and is 3 pages long. Subscriptions are \$4 for one year (or \$1.25 for single issues). Write to Gregg Giles, address as under SLF.

Third Imperium (TI) - Quarterly, twenty 11" by 8.5" pages. Each new issue contains new equipment and equipment blueprints, starship deck plans, a complete adventure, subsector map. Issue #5 will be dated April 1987. \$2.50 Canadian for a sample issue, \$9.00 Canadian for a four-issue subscription. Write to: Mike Jackson; No. 512; 4676 Yew St.; Vancouver, BC V6L 2J6; CANADA (These people are also selling a set of 140 TRAVELLER starship counters for \$3 Canadian.)

Let us also remember Working Passage, that monthly 12 page TRAVELLER newsletter that led to the creation of the TDBP, TIS, and now CONTINUUM. Produced by that lovable #1

TRAVELLER FANatic, Ed Edwards, the naval architect of Depot (Solomani Rim, 1911). Though no new issues are being produced, copies of the 12 issues that were produced are still available. Get your copies of those 8.5" by 11" pages at \$1.25 U.S. each or \$14 U.S. for all 12 issues. Write to: Ed Edwards; 1410 E. Boyd; Norman, OK 73071.

Elmer Hinton also puts out The TRAVELLER's Aide (TTA), which deals with his TRAVELLER Play-by-mail game. Back copies are available at 12.5c per page plus postage. There are currently 30 issues, each running 1 or 2 pages in length. TTA is probably not of interest unless you play his PBM TRAVELLER game.

Also gone but not forgotten is DARK STAR from Britain (5 issues), and ALIEN STAR from Britain (I have issues #6 - #8, if you have others please contact me). There was also a magazine (not exactly professional) called VARIANT produced from 1982 to 1985 by Reilly Associates, it included many TRAVELLER articles. A Canadian fanzine, Queskanla, also included a few TRAVELLER articles.

There are two Australian items that I am currently investigating (Backspacer fanzine and something called Streetwise, when I learn more about this I will relay my findings to you).

20th Century Terran TRAVELLER fanzines
Report by Herb Petro, District Director
CGU - CONTINUUM News Service

ACME SPACE SHIP ANCHOR

Tired of your space ship flipping about a planet in some orbit described only in mathematical terms you don't understand?

Acme Space Ship Anchor (ASSA) may be your answer! At only one ton of anchor per 1,000-tons of space ship and at a cost of only Cr12,000 per ton of ASSA, ASSA is an economical solution throughout the Imperium at Class-A spaceports on Law level 3 or less worlds.

 1113 by Acme Space Products Incorporated

CGU, AN ULTRACONDENSED OVERVIEW

One of the many megacorporations of charted space is CGU (CONTINUUM Galactic Unlimited). CGU is often just referred to as CONTINUUM. CGU has a number of subsidiaries, the best known including the CNS (CONTINUUM News Service) and CSD (CONTINUUM Scientific Discoveries).

CONTINUUM (CGU that is) has over 17,400 offices. Each office has a number assigned to it. Generally the higher the number, the newer the office is, though there are exceptions.

This is not the case when an existing CGU office is relocated. In this case it is new to the area, but it still retains the same number. CGU offices are usually not closed down. If it is required that they be removed from an area, or if they are destroyed (through a war, etc.), then the common practice is to start a new office with the same number. This is logged as being an office move, even if none of the original staff, etc. are at the new location.

For example, when CGU office 3172 was totally obliterated by a nuclear war, a new office 3172 was opened. Even though everything (including personnel) from the original office 3172 was destroyed, the new office was still called 3172 (it was not even in the same solar system). Only 3 office numbers have never been reused.

The CGU has 3 major divisions in its' structure. The smallest is the office. Next is the Area. Finally, there is the District.

The number of personnel in a CGU office may range from a handful of employees to thousands. Each CGU office has a Site Director. Several CGU offices are under the direction of a Area Director. Several Areas are under the supervision of a District Director. The Area Director is often times also the Site Director of the largest or most important office of the group. Sometimes a single CGU office will not be with any other offices in a group. In this case the Site Director is not also referred to as an Area Director. Even if an office is not grouped with other offices, it is still under the command of a District Director.

Each Site Director is in charge of his office. The Site Director has the responsibility of making all the routine decisions for his office. For more important decision he refers the situation to a higher authority. Nonetheless, the Site Director has the authority to use company personnel and property in a manner best suited to company interests in the case of an extreme emergency. If the office is not grouped with other offices, then its' Director has the authority of an Area Director, but the title of Site Director.

Each Area Director makes all routine decisions concerning his Area, and handles more important decisions passed up from Site Directors. The Area Director refers very delicate matters to the Field Director. The Area Director has the authority to use company personnel and property in a manner best suited to company interests in the case of an emergency (it might not be extreme, but it better be a good emergency!)

The District Director may use company power in any manner he sees fit, as long as the company

is not harmed or endangered. The District Director serves on a committee with the other District Directors to decide on company policy. A single District Director is chairman of the committee and has two votes in case of a tie (one vote in all on the situations). The chairman is chosen to best suit company interests. The District Director can make and break company policy without a committee consultation, if the need arises (but he is answerable to the committee for his actions).

Even though the District Directors basically control CGU, there is no way any director (even with all his assistants) can supervise everything in his District. Much depends on the lower level company officials. The Director is aided by many assistants, who constantly read reports, make reports, compile data, do research, etc. for the Director. The assistants decide what should and should not be passed onto the District Director. The District Director, regardless of the ability of his assistants in determining what information should be passed on to him, or the incapability of lower level officials, is still answerable for his entire district, and any mishaps which occur there.

Below is a listing of the major and better known CGU subsidiaries and some of their divisions:

CONTINUUM NEWS SERVICE (CNS)

Of the over 17,400 CGU offices, 13,391 are CNS exclusive and 3,119 of the others have a CNS branch. Most CNS revenue comes from information/news exchange/relay. CNS also keeps all CGU offices in contact with each other.

CONTINUUM PUBLICATIONS (CP)

CP is a division of the CNS. It was established originally to compile and print company items that were of a delicate nature. CP first duties included compiling and distributing data on CGU office locations to Site Directors, printing company policy booklets for employees, and collecting copies of all company records in a central storage facility.

CONTINUUM SCIENTIFIC DISCOVERIES

CSD revenue comes from the manufacturing of the best jump drives, grav plates, and gravitic units. There are also a wider range of other high quality items produced. Most CSD research is conducted in the fields of gravitics, jump space, and other space and area distorting forces and machinery. The CSD has many ships currently exploring such fields of interest in locations throughout the CONTINUUM field of operation.

CONTINUUM CONTACT BUREAU (CCB)

The CCB contacts, studies, and maintains relations with all races. The CCB also handles the researching and opening of CGU offices in new locations, especially those in new areas.

CONTINUUM TRADE GOODS (CTG)

Not actually a merchant company. Acts more as a distributor. Handles the distribution of CSD products, as well as the cross importing/exporting of items from different cultures (i.e. Imports Hiver communication equipment into Imperial space).

Marlical Randitor, CNS Reporter

Today a CGU spokesman was quoted as saying, "We [CGU] completely, totally, and categorically deny any accusations made against us concerning such areas [Ancient sites]. Such areas are of great historical value and they should immediately be reported to any interstellar government that might happen to own an area in which such an area is found. Such areas as those in question are under no dispute concerning where such areas should be, and to which areas such areas belong. Therefore the officials of the area questioning our purpose in such areas of the area are rest assured that such areas are under total ownership of those areas in which the areas might be an area, and we are in no way interfering in any areas of the area."

An official of the area making the accusation about areas within the area about the area he is supposed to keep control over responded with, "Huh?"

This is Maxwell Tronmin, your CNS reporter keeping you clearly informed. The good will of CGU toward areas and area residents in any such areas in which such areas are found should now be clear to everyone out there.

MISPLACED SHIP? - 048-1112

The CGUS *Nalkoria* that was reported missing on 337-1112 was found today by a Naval patrol ship when it materialized out of jump space, a sector and a half away (66 parsecs actually) from the site it was reported missing from. The 200-ton *Nalkoria* equipped with newly redesigned Jump-6 engines, was reported missing 2 months ago when it failed to exit jump space to rendezvous with its sister ship, the *Talkoria*. A CSD spokesman today reported that, "The crew of the *Nalkoria* is in good condition today at the local CGU base hospital. The crew was only equipped with standard food and atmosphere for 60 days, yet the *Nalkoria* entered jump space 66 days ago. The crew survived the 6 extra days using emergency kits and vacc suit oxygen tanks." CSD officials blame the incident to have been caused by a freak misjump which was caused by a sudden meteorite storm, and not on the engines, which are reported to be concerned with fuel conservation.

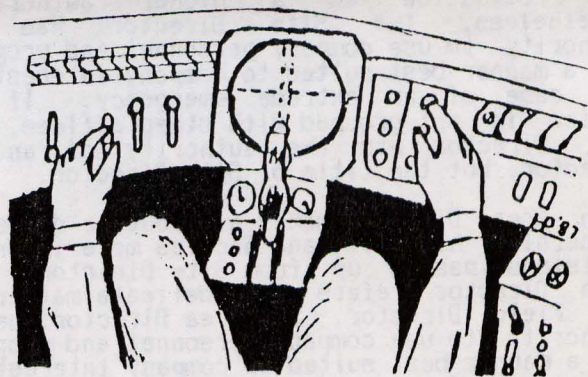
[Classified Notes (actually just random thoughts):]

[The CGU directors have decided that J-space Commo would unbalance all of mapped space, which is interdependent on one-week jumps and slow travel time. The J-space Commo system is for personal CGU use only. Much of the CNS news flows over the J-space commo lines. Such information that reaches areas still unknowing of the news remains unknowing, until sufficient time has elapsed to allow for normal travel time. Nonetheless, such advance knowledge allows CGU to manipulate its' interests and investments to make enormous profits.]

[In a few cases, CGU releases news slightly earlier than what would be necessary for normal travel time. This CGU publicly accredits to its superior message transfer system. CGU does maintain quite a few 200-ton jump 6 ships to keep up the illusion of normal message travel, and also to provide quick couriers for material cargo, personnel, etc.]

[Few CGU personnel know of the J-space commo system. Even most of the personnel on the J-commo stations themselves are oblivious to this unique communication system (believing that the jump-6 ships carry the messages.)

[There will be more CGU material in the future, most of which will be based on the J-commo principle. If you don't like J-commo, then change it as you like, but some future things will be inseparable from it.]



TOP SECRET

*** WARNING ***

Any company personnel reading this without direct consent of a District Director will be executed by slow vaporization! If found, burn and seal ashes in suitable container at once and rush it to the nearest District Office (and you had better put your name and personnel number on the package).

TOP SECRET

Transcript of CGU Director Conference of 61-1113.

TOP SECRET (level 18 clearance) - For eyes of District Directors only.

This meeting has been broadcast over jump space communication satellites (a development from District 13) and has been translated and transcribed by Hrevlo XXI (also a development from District 13).

-- GALANGLIC VERSION --

Director 1: Are all present? [all but district 15 report they are]
Director 1: Who has not finished their portion of the map, Larnvaa?
Director 3: As far as my records show Guzeug, Volinar, and Hvyhko have not. The lack of the presence of Volinar could be related to this unfinished project.

Director 18: Running about in these independent colonies can be difficult. It takes time for company personnel to get around, since they don't have any influence in the colonies.

Director 16: Some of us are cooperative, some aren't. It's all just a matter of finding who is and who isn't. Space is vast out there, and the only Vargr that will go also are the ones that take side trips. There's something else too. Some high tech stuff is floating about to Coreward. It's just simple stuff, like TL16-17 toasters, but it's still TL16-17. It's bothering me something awful because nothing we've found so far has that kind of technology.

Director 13: I have more data to add to my previously completed report. I will transmit at the end of this conference.

Director 11: Do you think it could be like what happened out here in Marantha Alkehest, or whatever it is now? We lost a lot of equipment and offices when that thing happened.

Director 16: Naw Kilpran, it's something smaller, something subtle here.

Director 7: What I want to know is whose district is a Marlical Randitor in, and how did that article get into the CONTINUUM newsletter? It's in 8 versions of the newsletter, 7 of which are in your district Petro.

Director 9: It's not my fault. I can't personally supervise everything my people do.

Director 12: What was written? I don't have a copy of all the different recent versions on file here.

Director 7: In one paragraph he states that generally the higher the CGU office number the newer it is. That's all right, it's straight from Public Information Volume #3. The problem is that in the next paragraph he goes telling everyone about the renumbering of destroyed offices and how we classify them as 'moved'. That is a no-no in Public Information Volume #1, Section 4, line 563.

Director 9: I wouldn't complain. I notice one of your people gave a government official the run around about Ancient Sites. It was so obvious. Of course it was printed in all nearby versions of the CONTINUUM newsletter. That prevents others from making even more out of it by saying we're covering something up by not reporting it.

-- GALANGLIC VERSION --

TOP SECRET

Page 1 of 18

TOP SECRET

Director 7: He was caught off guard, and there's nothing in the Public Information Volumes that covers it.

Director 10: Whose District should do something about that!

Director 4: Urilion should have the most experience with officials and Ancient sites. I propose he get something written, and that's a motion.

Director 1: All in favor? All opposed? [All voted in favor except for districts 7, 8, and 16, with district 15 vote absent]

Director 1: Due to the nature of the topic not all have to be present, and only an 80% vote of Directors present is necessary to carry it. Therefore it is approved. You shall see to it that such a manual gets compiled, Urilion.

Director 7: My people already have enough to do without this!

Director 1: Inconsequential Urilion. Does anyone have anything important to say?

Director 6: I have a question. I saw that in every version of the CONTINUUM newsletter a reference was made to finding one of our lost ships. I didn't think ships could misjump 66 parsecs, what happened?

Director 2: Well, the ship did misjump, but not 66 parsecs. Very little can be gotten out of the crew, they are in very critical condition, and even a couple are dead. The ship had battle damage. The jump drives were experimental, so we had monitors on them to record their performance. It seems the ship jumped twice. The battle damage looked like it was caused by particle beams and 500 kilogram hunks of metal. The first misjump had to take the ship somewhere in the Imperium, or the second misjump couldn't have put it where it was found. No space weapon in the Imperium I know of fires 500kg blobs of metal, it's just not efficient. We are investigating further, but results are slow, even non-existent, in coming.

Director 1: Make sure you update us at the next conference. Who's next?

Director 13: I am happy to announce that due to new advances a portable version of the commo equipment for the satellite network is near completion. Stats will be relayed when development and testing are completed.

Director 6: I still don't fully understand the jump-commo network.

Director 13: I will forward a copy of the most recent report on the matter to everyone.

Report on Jump Space Commo - Version 1343

(For level 'A' personnel only)

-- GALANGLIC VERSION --

As everyone knows, the physical laws of jump space are different from those of the normal space that we know. One of these differences between the physical laws has been harnessed into a powerful asset for CGU.

The jump drives of a starship allow it to travel a large distance (as measured in normal space) in a relatively short period of time.

There is an equivalent to light-speed in jump space. The "light" of jump space is not the light of normal space, but is a force that is not at all understood. Fortunately, though, we have learned how to harness it.

Just as the speed of light in normal space is the fastest anything can travel in normal space, the "light"-speed of jump space is the fastest anything can travel in jump space. The speed at which a starship travels in jump space is NOT jump-space "light-speed", but only a small fraction of this speed.

Actually, the fastest that it seems possible for any actual matter to go in jump space is approx. 6100 times that in normal space (with a misjump of 36). This restriction, however, does not apply to another form of communications. This form of communication can be called the "radio" of jump space. It goes the speed of jump space "light". This is a form of energy, and therefore is not restricted to the approx. 6100c that matter is limited to.

(Only about 1017c is possible for matter if the destination is to be controlled. It is possible that misjumps can be controlled, but no breakthroughs in this area seem likely for a LONG time.)

Just as radio ties together planetary communications, jump space "radio" ties together entire sectors! This can only be achieved at present through the use of large space stations (description below), but future advances may make it possible for a starship to carry such J-Space commo equipment.

J-COMMO STATIONS

The use of two separate stations are needed for jump space commo. One station is located in normal space, the other is located in jump space. A hole is left open between normal and jump space. By using sufficient energy, the station in jump space holds its position, and therefore doesn't go anywhere.

The messages can originate from the station in normal space and be transmitted to the jump space station. The jump space station then transmits the message (via jump space "light") to the next station (many parsecs away, and in jump space). There the message is boosted and continues on its journey. When the message reaches its destination, the jump space station transmits the message to the real space station.

-- GALANGLIC VERSION --

It takes approximately .017 seconds per parsec that the message travels. It takes approximately .025 seconds for a station to boost a message signal. The station processing time is doubled to .05 seconds if there is more than one station that the message can be transmitted to and the station must determine the proper one.

If a large number of messages are going to a particular station, then all the stations on the route can be told by the first message to automatically transmit via certain other stations until further notice. The result is that the first message takes the extended period of station processing time, but following messages need only take the shorter processing time.

With short processing time a message takes approx. three-tenths of a second to travel across a sector. With the longer processing time, approx. half of a second is needed to travel across a sector.

(The speed of jump space "light" is 5940 squared (the fastest matter can go in jump space) divided by 604,800 seconds (number of seconds in a week). This is equal to the number of parsecs traveled in one second.)

MASS OF J-COMMO STATIONS

A = 40.825 (constant)

B = # of parsecs message is to be traveled before needing reboosted

C = tons of combined station needed for jump space communication

$$(A \times B)^2 = C$$

One-sixth of the combined mass is in jump space, five-sixths of the combined mass in normal space. At tech level 15, anything less than a 50,000-ton normal space station and a 10,000 jump space station is impracticable due to the basic room needed for personnel, fuel, etc.

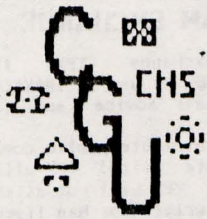
Stations are generally 6 parsecs apart. This is due to the fact (described above) that there is a certain minimum station mass (60,000 tons combined) imposed by personnel needs. Therefore why not use the full potential of the stations and place them no closer than 6 parsecs when possible? More powerful stations (with more mass) yield diminishing returns. Also a jump-6 ship can go from one station to the next in one week if any assistance is needed.

Normal space stations are usually built larger than 50,000-tons because this tonnage supports mainly just J-space commo equipment. Most CGU stations are 100,000-tons to 200,000-tons, with the J-space counterpart being just the minimum 10,000-tons. (Of course some of our normal space stations run a lot larger, but most of our 400+ J-space Commo stations are 100-200 thousand tons.)

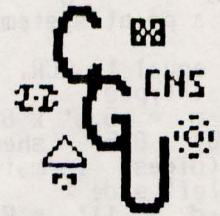
TOP SECRET

TOP SECRET

CONTINUUM GALACTIC UNLIMITED



Herb M. Petro, District Director
P.O. Box 1515
Belmont, NC 28012-1515



(704) 825-9144

From the console of District Director 9, Sir Herb Petro, OIET:

Hi. Welcome to CONTINUUM #1. Please fill in the survey that is enclosed somewhere, and return it to me (I'd be so grateful).

I originally stated that CONTINUUM would be free to active TDBP members. Due to many things occurring after THE IMPERIUM STAPLE #10, there have been several changes in plans. The first major effect caused is that CONTINUUM will NOT be free to active TDBP members (besides \$3 for 4 issues is quite a reasonably low price).

It seems CONTINUUM will be bigger (in more than one way) than I had originally planned. Therefore, I am splitting CONTINUUM into two parts. One part will be like what is presented in this issue. The other part will contain only TDBP material. The first part (like this issue) will be called CONTINUUM, and it is what I charge for. The second part will contain TDBP material only and will be free of charge.

Subscribers will normally only get CONTINUUM (like this issue). Any CONTINUUM subscriber can also receive the TDBP material if he requests it. Active TDBP members, whether they are CONTINUUM subscribers or not, will receive the TDBP material.

CONTINUUM will be \$3 for 4 issues to U.S. and Canada, \$4 for 4 issues to elsewhere. Anyone who sent me money that was postmarked before March 15 will get the previously announced rates. The average CONTINUUM issue will consist of 10 to 12 pages.

Those who were especially helpful in writing for and giving ideas for CONTINUUM (especially this first issue) include: Ed Edwards, Marc W. Miller, and Jefferson P. Swycaffer. Thanks.

I hope to publish TRAVELLER A-Z (TAZ) before too long. Maybe this summer (stay tuned to CONTINUUM for date). TAZ, for those who don't know, is (will be?) a catalog type of booklet listing all the Approved for Use with TRAVELLER and Non-Approved but 100% TRAVELLER Inspired Material. Each item will have a brief review (contents rundown) along with a rating for quality, usefulness, and availability. I suspect TAZ will run 24 pages (digest format).

Also, for those who don't know, TAZ was delayed last July due to Ed Edwards failing to get the miniature reviews to me (he had health problems, but better he live than review for me). Since the scheduled publication date was shot, I sort of slacked up myself. Some items still need to be reviewed and rated (mostly the new ones). All of it needs proofread, revised, edited, etc. By the way, if anyone owns Citadel miniatures and would like to help me by reviewing them for TAZ, please contact me.

I spend half a page or so herein discussing type and submission formats. Just remember, submissions will be taken in any readable form (crayon on tissue paper?). In fact, I prefer retyping so I can change the format to fit however it is needed (well, if you can set entire pages I prefer THAT). I would prefer if you followed the article type guidelines. That is, really normal GDW Imperium universe stuff should go elsewhere (the other fanzines need it more than I do). Regular columns can be arranged on just about anything (maybe a page or 2 each issue devoted to that universe background with all the empires or whatever that you worked so hard on, but few have seen). If you do send me a normal Imperial article, I won't complain too much.

Any type of artwork is acceptable. Any size and any medium is acceptable (well 2 x 3 meter illos are difficult to reproduce OR reduce, and color would cost me a lot more to reproduce in CONTINUUM, but maybe something can be worked out). Actually I think it would be better if you sent most of your artwork to the other fanzines (described herein), because they need it a lot more. I can recommend specific fanzines (those who need it most) if you inquire.

I disregard some official TRAVELLER material when it is not convenient for me. For example, I have changed jump space quite a bit. Jefferson Swycaffer's J-space and my J-space are not related or based on each other in any way. I just mention this so that you don't envision red J-space background around MY ships (my J-space is indeed the standard grayish blah.)

I hope you enjoy the first issue of CONTINUUM. I enjoyed putting it together for you. Until next time...

*Traveller - 10 more years,
Herb M. Petro*

LIST OF CONTINUUM PUBLICATIONS

title	format	pages	author	last update
HPCGS	3 1a	12	HMP	Feb 1987

a point system for character generation

\$ is equal to CCR, 1 CCR = 25c cash

Format types:

- 1a-b = 5.5" x 8.5" pages created by folding 11" by 8.5" sheets in half: a-spine stapled (digest format, like old JTAS); b-stapled down left side
- 2a-d = 11" x 8.5" sheets: a-not stapled; b-top left stapled; c-stapled across top; d-stapled down left side
- 3a-b = 11" by 17" sheets folded in half: a-spine stapled; b-stapled down left side.
- 4a-b = 11" x 8.5" sheets gummed binding (like World Almanac): a-bound at top; b-bound at left side
- 5 = Computer printout

Plasticization: Unless otherwise listed, all of the above items have plain paper covers. For an additional fee, any cover can be plasticized (not exactly laminated, but something like that). To have a 5.5" by 8.5" booklet plasticized costs one additional CCR (25c). To have an 8.5" by 11" booklet plasticized costs two additional CCR (50c).

When ordering any of the above, state name of item and whether or not you want it plasticized. Payment can be from any accumulated credit you may have (CCR), or by cash. Cash payment is derived at by multiplying the price in CCR by 25c. You can also make your payment in 22c postage stamps, though this almost always requires overpayment on your part. [Example: a 3CCR item can be paid for if you have 3 or more CCR credit, if you send 75c, or if you send four 22c postage stamps.]

I realize that this is not really a list (one item?, now come on), but it's all I have to offer at this point. The list will grow slowly, but surely. If you have an item to publish, but don't want to do it yourself, let me do it for you.

ABBREVIATIONS:

HMP - Herb M. Petro
HPCGS - Herb Petro Character Generation System

An exciting newsletter for Game Designers' Workshop's science fiction role-playing game Traveller™.



CONTINUUM is full of discussions on Traveller related topics, viewpoints of Traveller fans, Traveller fiction, and variant Traveller articles (ie. time travel or new jump space laws), and a multitude of other article types. And of course news!

CONTINUUM appears as often as it is needed, but never less than quarterly. The page count is variable, but averages five or six 8.5" by 11" double-sided sheets each issue (10 to 12 pages). (The first issue appeared in March of 1987.)

Subscription * U.S. and Canada - \$3 for 4 issues * elsewhere - \$5 for 4 issues (airmail)
Sample issue * anywhere - \$1

Write to: Herb M. Petro
P.O. Box 1515
Belmont, NC 28012
US funds only (checks payable to Herb Petro)

You never know what you'll find in CONTINUUM!

TRAVELLER PROGRAM EXCHANGE



The TRAVELLER Program Exchange (TPX) is a non-profit organization dedicated to computer use in TRAVELLER. TPX is not affiliated with GDW, but their advice and ideas are highly valued.

Currently, TPX exists to distribute public domain software and to develop standards for data files. TPX will not distribute pirate copies of other's work. TPX will not attempt to duplicate programs that GDW has already written or has licensed to others. TPX will provide useful utilities for TRAVELLER players and to help foster the portability of files from one place to another. Hopefully TPX will help to solve some of these portability problems.

AVAILABLE NOW:

- SECTORDOT - uses a GDW standard sector data file to create a Hi-Res screen with dots indicating the location of each system
- DEMOG - uses a GDW standard sector data file to create demographic tables of starports, bases, trade classes, etc. for each allegiance present in the sector
- OLD.DEMOG - is an older version of DEMOG that lists less but is faster
- RECRUIT - performs Book 4 mercenary recruiting using planetary UPP and recruiting skills while keeping track of time and outputting the recruits to the screen by class
- DATE - converts dates from Imperial, Solomani, Vilani, Zhodani, Asian, or K'kree to the other formats
- PRINT - prints a text file to screen or printer
- FUNCTIONS - includes functions for rolling 1D, 2D, 3D and a hex digit to decimal converter (skips 1,0)

All of the above are available now on disk, Apple // DOS 3.3 format, for \$3.00 postpaid, or free with a disk and return postage. Write:

John Meyers Please send a SASE if you wish a
526A Forney Loop reply (sorry, but this is expensive!).
Fort Belvoir, VA 22060

For TPX to succeed it needs your help and support. At this time there is not much material within TPX, what there is, is in Apple // DOS 3.3 format. More people are needed with other formats. Programs are always needed. TPX has great potential, but that potential can never be fulfilled without your help!

THIRD IMPERIUM

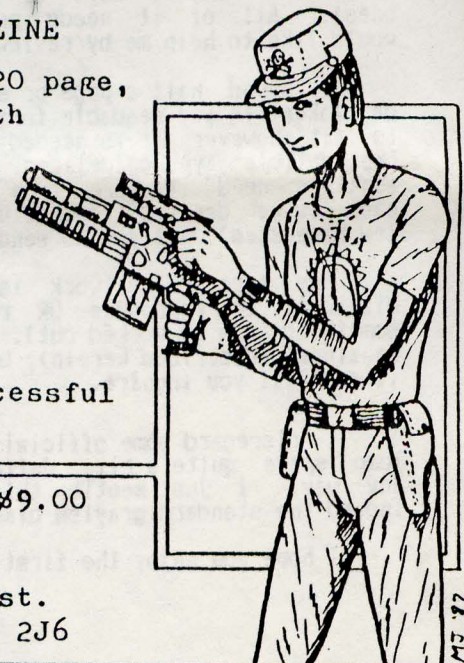
THE CANADIAN TRAVELLER FANZINE

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CONTINUUM

SURVEY

Please answer this survey. If you are going to subscribe then send this with your payment, if you are not going to subscribe, please send it any way, it sure would be helpful. Thanks.

I will combine all the results and print them in CONTINUUM. I will not embarrass anyone (ex: John Smith is 16 years old). I will only combine general information (ex: there are 6 readers ages 16-20 years). If a question bothers you, don't answer it. I will print specifics on questions 18 and 19.

1. Age _____
2. What level of education have you completed (or are still working on)?

- ☐ grade 1 to 6
☐ grade 7 to 9
☐ grade 10 to 12
☐ College
☐ Masters
☐ PHD

3. Where do you prefer adventuring the most?

- ☐ Spinward Marches
☐ Solomani Rim
☐ Other (specify) _____
☐ Club sector
☐ Own sector

4. What is your favorite TRAVELLER adventure?

5. Which type of character do you prefer to role-play?

- ☐ Aslan
☐ Droyne
☐ Hiver
☐ Humaniti
☐ Imperial
☐ K'kree
☐ Solomani
☐ Vargr
☐ Zhodani
☐ Other (specify) _____

6. How often do you play TRAVELLER in a face-to-face game?

- ☐ every day
☐ several times a week
☐ weekly
☐ several times a month
☐ twice a month
☐ monthly
☐ occasionally
☐ never

7. How long have you been a TRAVELLER fan?

- ☐ 6 months
☐ 1 year
☐ 2 to 3 years
☐ 4 to 5 years
☐ 6 to 7 years
☐ 8 to 9 years
☐ 10 years or more

8. List up to five role-playing systems or other games in the order of preference (include TRAVELLER in the list if it is one of your top 5).

1. _____
2. _____
3. _____
4. _____
5. _____

9. What gaming related magazines do you subscribe to?

- ☐ Challenge
☐ TRAVELLERS Digest
☐ VIP of Gaming
☐ Dragon
☐ White Dwarf
☐ Others (specify) _____

10. Mark the following according to their importance to you (scale of 1 to 10, 1 being the lowest, 10 being the highest, 0 being not at all).

- ☐ Board Gaming
☐ Collecting
☐ Computer Gaming
☐ Documenting
☐ Miniatures (collecting, painting, playing)
☐ Playing
☐ Producing (publishing)
☐ Refereeing
☐ Writing
☐ Other (specify) _____
☐ Other (specify) _____

11. Mark the following according to which you use most often (scale of 1 to 10, 1 being the lowest, 10 being the highest, 0 being not at all).

- ☐ Aslan Alien Module
☐ Droyne Alien Module
☐ Grand Survey
☐ High Guard
☐ Hiver Alien Module
☐ K'kree Alien Module
☐ Mercenary
☐ Merchant Prince
☐ Robots
☐ Scouts
☐ Solomani Alien Module
☐ Striker
☐ Vargr Alien Module
☐ Zhodani Alien Module
☐ Environment Series
☐ Other (specify) _____
☐ Other (specify) _____

12. What (if any) type of computer do you own?

- ☐ Apple II family (what type) _____
☐ Commodore (what type) _____
☐ IBM
☐ Macintosh
☐ Other (specify) _____

13a. Do you own any TRAVELLER programs? If so please name. -

13b. Have you ever written any TRAVELLER programs? If so briefly describe. -
For which computer? _____

14. How many TRAVELLER specific items do you own?
- | | |
|-----------------------------------|-------------------------------------|
| ☐ none | ☐ 51 to 75 |
| ☐ 1 to 5 | ☐ 76 to 100 |
| ☐ 6 to 10 | ☐ 101 to 150 |
| ☐ 11 to 20 | ☐ 151 to 200 |
| ☐ 21 to 30 | ☐ 201 to 250 |
| ☐ 31 to 50 | ☐ 251+ |
15. Do you belong to a TRAVELLER club? If so name. -----
16. What types of articles do you like? (scale of 1 to 10, 1 lowest, 10 being the highest, 0 being not at all)
- | | |
|--|--------------------------|
| ☐ Long reviews (multiple page) | ☐ |
| ☐ medium reviews (1 page) | ☐ |
| ☐ short reviews (partial page) | ☐ |
| ☐ tiny reviews (a few lines) | ☐ |
| ☐ comparison reviews (comparing two items) | ☐ |
| ☐ Comments on TRAVELLER's future (in fiction) | ☐ |
| ☐ Comments on TRAVELLER's future (in real life) | ☐ |
| ☐ Comments on the current state of TRAVELLER (in fiction) | ☐ |
| ☐ Comments on the current state of TRAVELLER (in real life) | ☐ |
| ☐ Discussions | ☐ |
| ☐ historical articles on TRAVELLER (fiction) | ☐ |
| ☐ biographies and interviews with writers | ☐ |
| ☐ TRAVELLER Data Base Project | ☐ |
| ☐ TRAVELLER Program Exchange | ☐ |
| ☐ Numerical computations in TRAVELLER | ☐ |
| ☐ new ships (design only) | ☐ |
| ☐ new ships (design and deck plans) | ☐ |
| ☐ new aliens | ☐ |
| ☐ new equipment | ☐ |
| ☐ new weapons | ☐ |
| ☐ new subsectors | ☐ |
| ☐ new worlds | ☐ |
| ☐ new stellar systems | ☐ |
| ☐ new character classes | ☐ |
| ☐ rules additions | ☐ |
| ☐ comments on using existing rules | ☐ |
| ☐ character sketches | ☐ |
| ☐ scenarios | ☐ |
| ☐ merc tickets | ☐ |
| ☐ Other (describe) | ☐ |
| ☐ Other (describe) | ☐ |
| ☐ Other (describe) | ☐ |
17. Which TRAVELLER fanzines do you subscribe to or plan to subscribe to?
- | | |
|---|---|
| ☐ The Imperium Staple | ☐ Continuum |
| ☐ Security Leak Fanzine | ☐ Third Imperium |
| ☐ Security Leak Newsletter | ☐ Between Worlds |
| ☐ Other (specify) ----- | ☐ |

18. Have you done anything nifty in the TRAVELLER world not covered in the above questions? If so what?

19. Did I forget a question? If so list the question and answer it.

20. List any additional comments you may have.

Thanks are in order to Ed Edwards, for his ideas on this survey.

Thank you for answering this survey. I am grateful. While you are sending this in you might as well send some money for a subscription. \$3 for 4 issues in the US and Canada (\$4 US for anywhere else).

Send this survey and your money to:

Herb M. Petro
P.O. Box 1515
Belmont, NC 28012

(704) 825-9144



HP 84

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CREDITS

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SPECIAL THANKS:

Ed Edwards - who knows why? (probably for being a nice fellow)
 Marc Miller - permission to use GDW forms, MegaTRAVELLER news, and for creating TRAVELLER
 James Morrow - the J-Commo idea was his, the development as presented herein by Herb Petro
 Jefferson P. Swycaffer - for cooperation, an article supply, and for an example of a real TRAVELLER FANatic

LOOK AHEAD

In future issues of CONTINUUM expect to see:

Genetic Manipulation and Created Races
 "Eon Eagle" and other flattened sphere ships
 Twentieth and Tenth Credit Store
 Some CGU major office listings
 Scenarios/adventures involving CGU
 A CGU station design
 District 9 CGU headquarters data
 How to tour Core on Cr58 a day
 Modern Dentistry - Techniques/Applications
 The Lanera Affair

These and more articles by Hwanlo, Petro, Quintalog, and Swycaffer

NOTES ON ADVERTISING

If you wish to advertise in CONTINUUM, write for a copy of the details on rates, sizes, types, etc.

We'll give your TRAVELLER product an extensive write up. Simply send a copy of the product to the publisher.

LETTERS

When writing the publisher for any reason, please include a SASE if you wish a response. Thanks.

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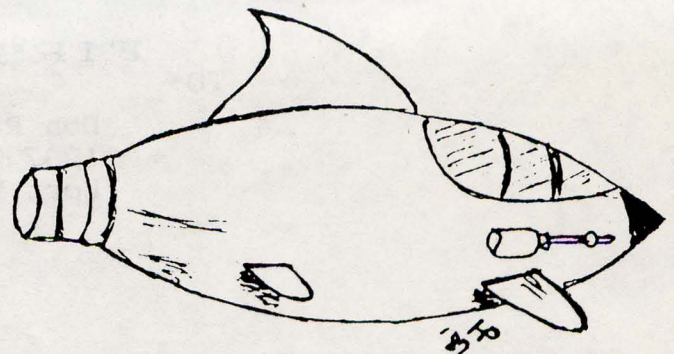
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ERRORS - ERRORS

Here are some errors in articles that haven't been widely publicized (but that I know about).

- The Imperium Staple #3 - page 6, the price of a plasma saber is actually Cr5000 (not 500).
- The Imperium Staple #3 - page 6, bottom, a line should go from 'Beam Weapons' to both 'Lasers' and 'Energy Weapons'. A line should go from 'Lasers' to 'Beam Lasers' and 'Pulse Lasers'. A line should go from 'Energy Weapons' to both 'Plasma Gun' and 'Fusion Gun'. A line should connect 'Particle Weapon' and 'Particle Accelerator'.
- The Imperium Staple #5 - page 13, the ship "Vegan Star" is incorrectly designed and is equipped with too many weapons.
- Between Worlds #4 - page 17, the cost of the Grav Raft is off by a factor of ten. The actual price is Cr3,920,100 (not 392,010).



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Marc W. Miller, the creator of TRAVELLER™

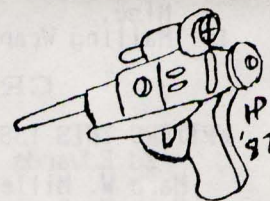
Edward A. Edwards, whose ideas and suggestions have been invaluable

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CONTINUUM Newsletter

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TRAVELLER™ is Game Designers' Workshop's
science-fiction role-playing game of the far future.