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EDITORIAL

BY DR. MARK CLARK

It is with considerable pleasure that I welcome you to the third edited collection of material from *Transactions of the Royal Martian Geographical Society*, or *TRMGS* as I like to call it.

My friends and I founded *TRMGS* as a self-published fanzine in 1991 out of our love for the game *Space: 1889*. Due to a combination of circumstances, publication ended in 1994, but my love for Victorian roleplaying in general, and *Space: 1889* in particular, continued.

In 1995 I discovered the Internet, and almost immediately I joined the *Space: 1889* mailing list, run at that time by Matt Goodman. I discovered that there were lots of folks who shared my interests, and I participated in many interesting discussions about various aspects of the Victorian-era gaming.

When Matt decided to found his gaming company Heliograph, he approached me about the possibility of reviving *TRMGS* in some form. After extensive discussions, we decided to republish the eight original issues of *TRMGS* as a two volume set. We also set out to revive *TRMGS* as a professional web-based magazine.

The response from the internet Victorian-era gaming community was very positive, and since mid-1999 we have been publishing new material on a weekly basis, with many contributors.

This volume is what I hope is the first in a series of high-quality published reprints of the web-based *TRMGS*. It contains all sorts of things for the Victorian-era gamer, and I am extremely proud to be the editor. I originally founded *TRMGS* so that I could get people to write gaming material for me — I have succeeded beyond my wildest dreams, judging by the contents of this volume and its two predecessors.

So, sit back, look through a page or two, and enjoy yourself — I hope you have as much fun reading this stuff as I had writing and editing it!

Klamath Falls, Oregon
January 11, 2000



QUEEN VICTORIA AND THE ZEPPELIN PIRATES

A FANTASTIC VICTORIAN ADVENTURE

BY JAMES L. CAMBIAS

The sound of the wind howling outside across the Irish countryside made Lord Sylvester Neck shiver and edge his chair closer to the roaring fire. "Beastly night, this. Makes one glad to be indoors, eh?"

"I've seen it colder than this," said the celebrated American traveller Silas Shoat. "There was one time up in Alaska I recall – "

"Alaska?" Professor Hawkwood snorted. "Positively tropical compared to Tibet. Once in the passes above Kathmandu I – "

The butler's quiet voice cut through the bellowing of the two great rival explorers. "I beg your pardon, My Lord, but there is a person at the front door."

"A person? At this time of night? Who is it, Connolly? Did he give a name?"

"Yes, My Lord. It is a young lady at the door, and she says – " Connolly's normal invincible composure seemed a little strained. "She says that she is Queen Victoria."

CHAPTER 1: THE DOUBTFUL GUEST

The player characters are spending a few weeks before Christmas in the Irish countryside of County Tipperary. If any of the party are English noblemen, then the characters are staying at a country manor belonging to his family. Otherwise the adventurers have rented a house for the season.

Just before midnight on one particularly bad night in early December, a beautiful young woman shows up at the door, claiming to be Queen Victoria. She does not in the least resemble the Queen – the woman is tall, red-haired, extremely beautiful and approximately 25 years old. She is wearing an expensive mauve silk dress that is torn and muddy. (If the characters manage to examine her clothing carefully they can find maker's labels indicating that everything was bought in Paris. All her underclothes are initialed V.S.) Curiously, the hair at her temples appears to have been shaved away recently, and is just starting to grow back.

"Queen Victoria" claims to have been kept a prisoner somewhere in London, then was taken by train to Holyhead, where her captors put her on a boat to Ireland. In Dublin they put her into another train under guard, but when the guard fell asleep she was able to leap from the moving carriage. She wandered across the snowy fields until she saw the lights of the manor house.

Her memories of London sound completely mad – she says she was kept locked up for several days after awakening in her present form. The

IN SEARCH OF BLANDINGS

A REVIEW AND DISCUSSION OF THE PELICAN CLUB

BY RAYMOND CHARLES PARKS

In Search of Blandings, 1981, by Lt. Col Norman T. P. Murphy, Salem House Publishers, Topsfield, Massachusetts, ISBN: 0881622117 is one man's attempt to understand the stories behind the stories of P. G. Wodehouse. Wodehouse seems to command the same sort of fan following as Conan Doyle's Sherlock Holmes stories. Wodehouse wrote 181 books, Broadway show lyrics, and scripts by the time he died in 1975 at age 94. His most famous works are the Jeeves and Wooster stories (featured on Masterpiece Theatre) and the lyrics of the song "Bill" from the musical *Showboat*. It has been said that all of his material was light comedy, musical or prose. His fans include Evelyn Waugh, who called him one of the finest writers of English prose ever to have lived, Arthur Balfour, Asquith, Conan Doyle, Hilaire Belloc, Birkenhead, Galsworthy, and Winston Churchill.

Murphy starts his search by looking into the youth and early writing career of Wodehouse. He examines Wodehouse's school years, brief stint with a bank, and newspaper writing. The book is highly interesting to Wodehouse fans, as Murphy has clearly found the country houses and places that figure so much in the various humorous stories and novels. Some of that background material can give a flavour to adventures set in England. The information about London and the nearby country houses would be of particular use to game-masters who like that setting. But the most interesting aspect of the book for *Space:1889* fans are the people of Wodehouse's youth. The actors, actresses, theater-owners, bookies, and men-about-town can provide fodder for player and non-player characters. The best examples of these personalities center around the real-life equivalent of the Drones Club, the Pelican Club.

Many of Wodehouse's stories mention the Drones Club, a gentlemen's club in London for young, wild, hardy partiers. The Pelican Club was the first model for the Drones Club. Other stories mentioned older heroes who had been Pelicans, i.e. members of the Pelican Club.

The Pelican Club of Denman Street was founded in the 1880s in London by Arthur Binstead, known as "Pitcher", Willie Goldberg, the "Shifter", and "Swears" Wells. The members took their tone from the founders, whose instructions to the contractors were that the carpets should be nailed to the floor and the pictures to the walls. Its members included peers of the realm, Service officers, actors, and newspaper men. Their guests included bookmakers, pugilists, Gaiety Girls, and anybody who provided some diversion for the members — including once Buffalo Bill and his entourage of Red Indians. The members were divided into two categories — those who were always short of money and those who had money to lend. They shared a common determination in pursuing pretty women, in betting on anything that admitted of bets